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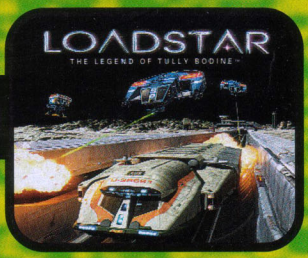

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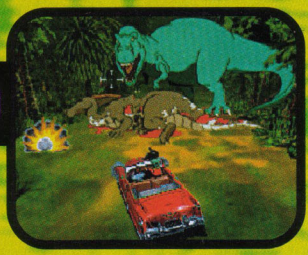

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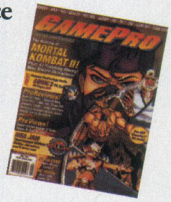

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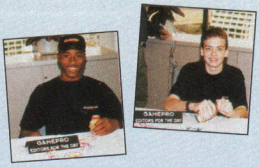

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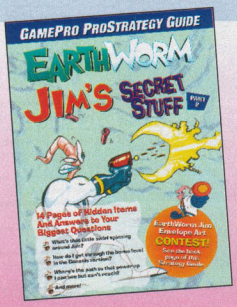

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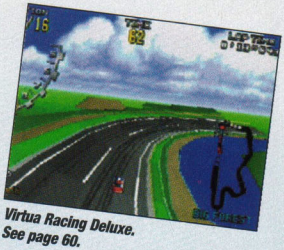

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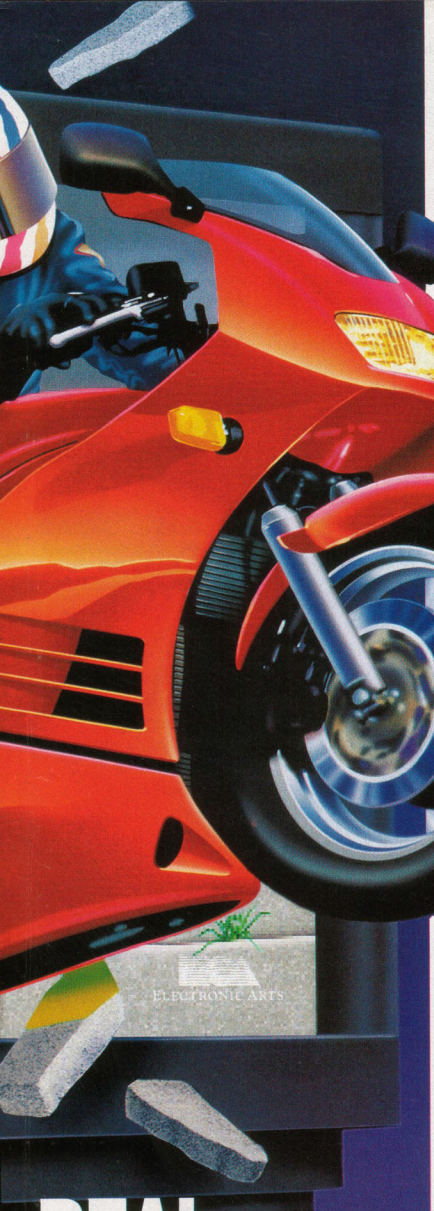

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Game Quality and Sequels: Good Buy or Goodbye?

Kyle Hansen has a good point (see his letter at right) – there are a lot of bad games out there trading on big names and rehashing old concepts. But on the flip side, you don't have to look very far to find refreshing, innovative games – even some with familiar faces.

For instance, look at this month's ProStrategy Guide (starting on page 97), which reveals hidden features in the fabulous action/adventure game Earthworm Jim. The game's developer, Shiny Entertainment, is already working on a sequel that will be entirely different from the original.

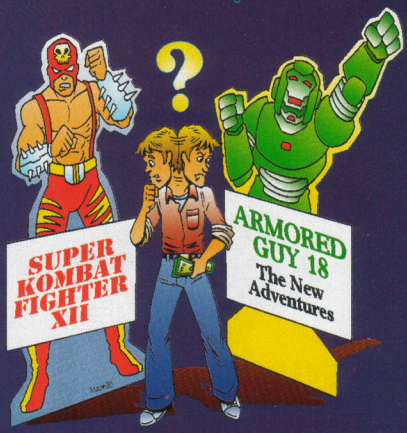
Then look at the latest Sonic. Although Kyle's sick of Sonic games, the innovative "lock-on" technology in Sonic & Knuckles (see "The Cutting Edge," page 20) brings new game play to old software. By plugging older games like Sonic 3 into the Sonic & Knuckles cart, you can discover new arenas of play. That's pretty cool.

And let's not forget another fresh product starring a so-called "rehashed" character: Donkey Kong Country. With all-rendered graphics, DKC marks an advance in game technology and earned a 5.0 in Graphics, Controls, and FunFactor (see "Nintendo Went Ape," *GamePro*, December 1994, p. 51).

How can you tell if a familiar name will be awesome or awful? Easy. First, scour *GamePro* for an in-depth review of the game. Then rent it or play a friend's copy. If you think a game stinks, there's a powerful way to show your disdain: Don't buy it. Speak with your wallet, and you will be heard! After all, business is business, and companies can't afford to put out products that don't sell.

Case in point: As of last June, 502,283 people were buying *GamePro* each month, making it the most popular video game magazine in the U.S. That, too, is speaking with your wallet. Thanks for the feedback!

The GamePros
San Mateo, CA



THE MAIL

GamePro Readers Speak Out!

CART QUERIES

Cart Queries

I'm completely disgusted with game manufacturers. Why do they bore us with unoriginal games? Most games are cheap versions of dumb TV shows like *The Jetsons* or *Tom and Jerry*, or else they're just endless sequels to already-existing games. There are enough soccer, Sonic, SF II, and MK games. C'mon, you guys, think up something new!

Kyle Hansen
Calgary, Alberta, Canada

Quick-Draw McGraw replies:

Seen Earthworm Jim lately? We've raved about this (and other) unique games. Keep reading to see what's new and what's the same old same old.

The Maximum Carnage ad that ran in September had a Green Jelly logo in the lower left-hand corner. I'm familiar with this band's music – did they have anything to do with the game?

Ace of Spadez

Doctor Devon replies:

Green Jelly, a popular alternative rock group from Los Angeles, wrote and produced all the music that appears in the SNES and Genesis games. You've probably seen GJ on MTV, and you might've heard its music in The Flintstones. *Fans in L.A. are also probably aware of the colorfully painted Green Jelly building on Sunset Boulevard in Hollywood. By the way, GJ's new album features some of that Max Carnage music.*

Green Jelly, left to right: Cowgod, Jella-tin, Marshall "Duh" Staxx, Sadistica, and Pinatahead.

Has the shooter genre started to falter? The big games seem to have at least one thing wrong with them – for instance, Rebel Assault had poor controls, and Silpheed was too repetitive. Where are the really great shooter games?

Phil Rownd
Wheaton, IL

Captain Squideo replies:

They're on 3DO! Two of the best shooters ever, Total Eclipse and Shock Wave, are 3DO games, and so is the new but less impressive Burning Soldier. Also look to the Jaguar, where Tempest 2000 is setting the galaxy on fire.

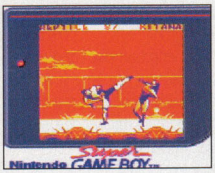
The Game Boy has only two colors, black and yellow-green. Will MK II be in

color if you play it on the Super Game Boy?

David Sin
Oakland, CA

Ben D. Rules replies:

That's the beauty of the Super Game Boy! Gamers are still discovering what it can do – it enables you to play Game Boy games in color and even alter the color patterns. Here are two variations of MK II on the Super Game Boy:



MK II gets the technicolor treatment on the Super Game Boy.

Here's a GamePro who loves her NBA Jam! Meet Stephanie Rodela of South San Francisco, California.

I love sports games. Are there any basketball games that give you a way to make up your own all-star team?

Brian Smith
Harleyville, PA

The Athletic Supporter replies:

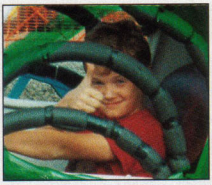
EA Sports' new NBA Live '95 on the SNES and Genesis enables you to trade players to create your own "dream team."

In FIFA International Soccer for the Genesis, the crowds in the different countries all chant. What are they saying?

Stephen Cammarata
Buffalo, NY

Coach Kyle replies:

An EA spokesperson says those chants aren't specific words, they're just simulations of the kind of rumbling chants you usually hear from European crowds.



Jared Pieterick, a GamePro in Corvallis, Oregon, gets his aerial thrills at Thrillville.

Will EA make any more Mutant League games?

Kevin Rash
Creston, NC

Bacon replies:

Probably not, according to EA – at least not the kind of Mutant League sports games you're used to. There's a possibility that a Mutant League game based on the Mutant League cartoon, which uses the popular characters and sports settings, will eventually be released. That cartoon runs every Saturday or Sunday morning in 88 U.S. markets, and it's scheduled to continue through September 1995. What's more, next spring you may also find Mutant League action figures in toy stores.

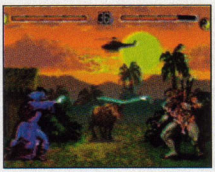
Fightin' Words

I'm responding to Pete Rihaczek's letter in your September issue. I agree with him that fighting games are unrealistic, but they're supposed to be. If you want real, take a karate class. Pete then complains that he doesn't have time to figure out those complex fighting moves. He should respect the gamers who have figured them out instead of whining about losing. If all the moves and strategy were printed on the cabinet, like he suggests, there'd be no challenge to keep playing and studying the game.

Alex Thornton
Davidson, NC

So Pete Rihaczek wants simple fighting games? If he owns a Genesis, he should try playing Eternal Champions. It has simplified controls, and the game relies on strategy and timing rather than complex moves.

Benjamin Rodriguez
Westland, MI



Eternal Champions and one of its stars, Shadow Yamato.

I was insulted by Pete Rihaczek's comment about "some little kid who has nothing better to do than hang out at the arcade all day." If that's what we enjoy doing, who is he to make fun of us?

Du Hoang
Malden, MA

Want a good fight in MK II? Take on Kombatant Donald Oliphant of Cadiz, Kentucky.

Are there any good fighting games for the Jaguar?

George Mayronne
Jackson, MI

Toxic Tommy replies:

Two should be available any day now: Ultra Vortex and Kasumi Ninja.

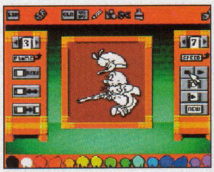
Let's Get Technical

Can you tell me some of the SNES games that use the SNES mouse?

Ryan Hughes
Bedford, TX

The Lab Rat replies:

Mario Paint, Vegas Stakes, and TinStar (all from Nintendo) use the mouse, as does Sunsoft's Acme Animation Factory and Taito's Operation Thunderbolt. Also, you can use a mouse with Super Game Boy games – not to play them, but to decorate and paint the borders. To purchase the $24.95 mouse, contact Nintendo directly at 800/255-3700.



The mouse-compatible Acme Animation Factory.

Shirt Sense

In your October issue, a reader asked about the symbols on Kung Lao's shirt in MK II. Our Japanese exchange student says they're the Japanese symbols for "strong."

Paul Eyer
Modesto, CA

The Unknown Gamer replies:

Sounds reasonable, Paul. But wait! Some other GamePros out there have differing opinions, and they even say it's from a different language! Read on.

I know what Kung Lao's shirt says. The characters mean "martial arts" in Chinese.

Patrick & Henrick Shyu
Cupertino, CA

My parents are of Chinese heritage, and they report that Kung Lao's shirt says "armed," and Raiden's sleeve says "brave."

Kevin Tseng
Westlake, OH

The symbol on Kung Lao's shirt is not made up, as Acclaim suggested. It is a Chinese character that means "force," "military," or "warlike." It is pronounced "wu."

August Paul Yang

The symbol on Kung Lao's shirt is the Chinese character for "fight."

Wei-Nong Yang
North Potomac, MD

The symbol on Raiden says "thunder" in Chinese.

Gary Chu
Nashville, TN

Uggs the Bug replies:

Whew! We went to the main Mortal man, John Tobias himself, to finally clear up what those symbols mean. First of all, John says they're definitely not made up, which counters what Acclaim had told us. Kung Lao's symbol means "war" in Chinese and is pronounced "wu," as one of our readers indicated. Raiden's symbol means "thunder" in Japanese.

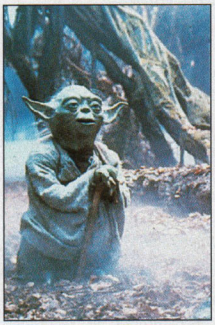
Address Central

I'm interested in writing to LucasArts, maker of Super Empire Strikes Back for the SNES. What's its address?

Daniel Juan
Montevideo, Uruguay

Scary Larry replies:

The Force will be with you if you write to LucasArts' Northern California address: LucasArts, Attention: Customer Support, P.O. Box 10307, San Rafael, CA 94912.



What's Sunsoft's address? I have some questions.

Jason Garner
Sanford, NC

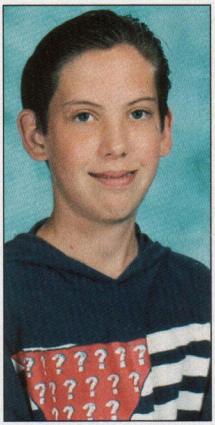
Bro' Buzz replies:

For questions or comments about Sunsoft games, write to: Game Room, Sunsoft, 11165 Knott Ave., Cypress, CA 90630.

Code Corrections

A friend of mine rented Sony Imagesoft's Equinox to use the invincibility code given in the August issue. The code works; however, it is mislabeled. The code instead gives you infinite lives and magic. Infinite lives doesn't mean invincibility; it means you die, you die, and you die. Oh, did I forget that you die as well? Invincibility means you can touch bad stuff and not die. As it is, she feels it was misleading because it wasn't a true invincibility code.

Ian Justman



Mortal Kombat II is the fave game of Chris McDonald, a 14-year-old GamePro reader from Irving, Texas.

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
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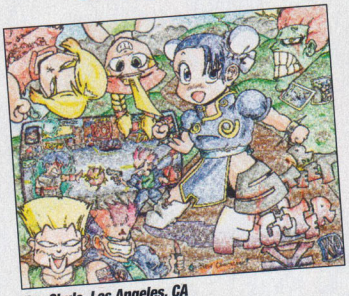
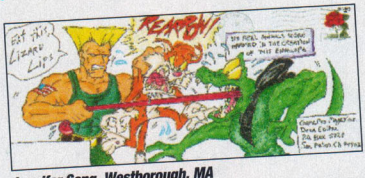


Kyu Chuls, Los Angeles, CA

Jacob Richardson, Poteau, OK

Erik Thompsen, Moorhead, MN



Jennifer Seng, Westborough, MA

Melinda G. Reno
Bethel Island, CA

GamePro Gallery Prize

Each month's winning artist will receive their choice of any Tiger Barcodzz game from Tiger Electronics.

Myton Abellera, Lodi, CA

Pick of the Month

Tommy Mulyadi J., Jak-Sel, Indonesia

George Hyppolite, Flushing, NY

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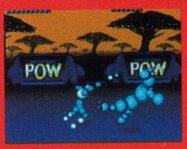

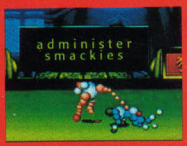

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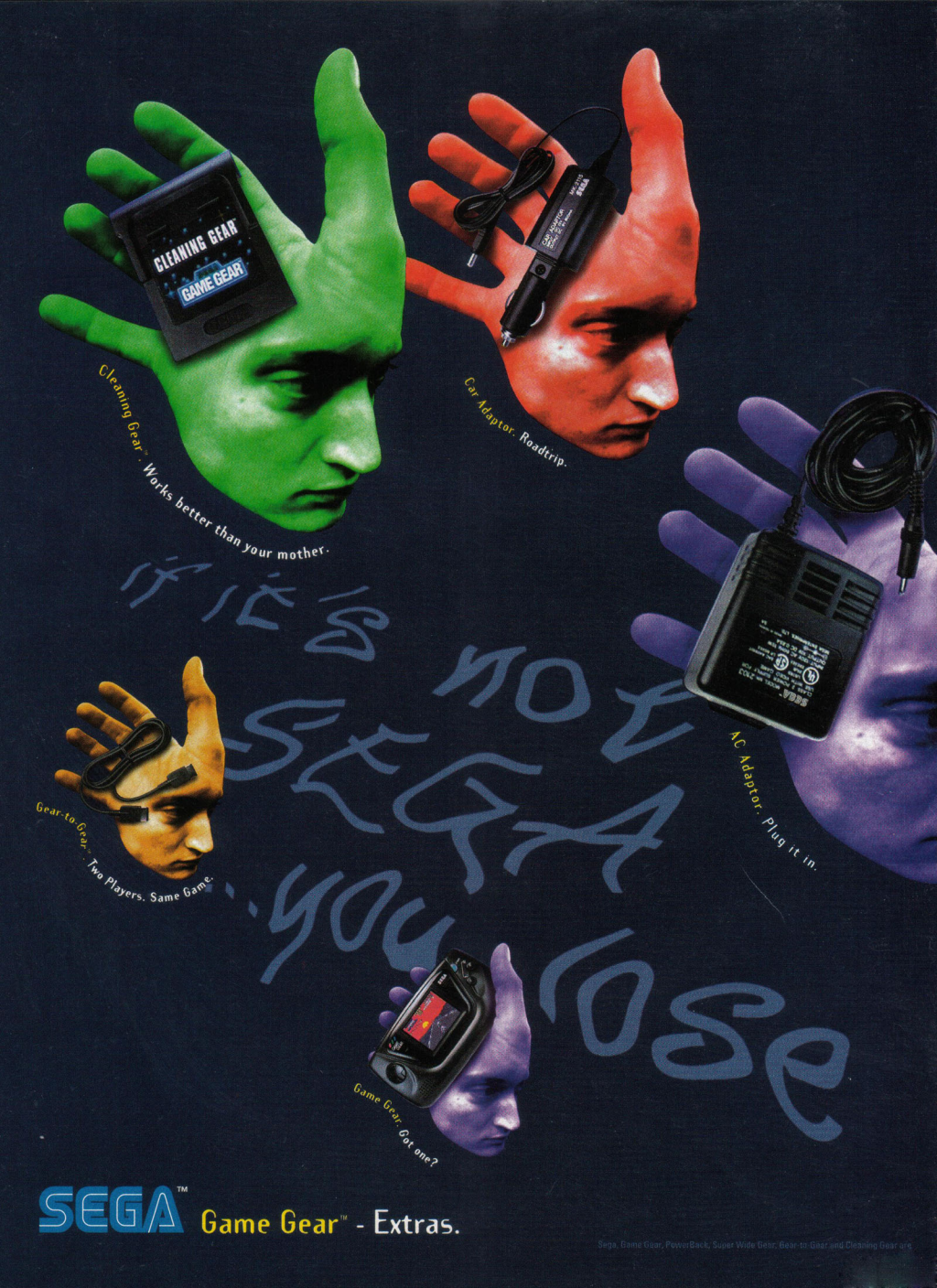

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When Knuckles Met Sonic

Sega won't tell how its Lock-On technology in Sonic & Knuckles achieves backward compatibility. But here are a few heavy hints.

By The Whizz

Everyone knows Sonic & Knuckles' Lock-On capability opens new game-play challenges for Genesis hedgehog handlers everywhere. The cartridge has a special top-mounted swing-open door that hides a standard 32-pin connector. You plug another Sonic cart (Sonic 3, Sonic 2, the original Sonic the Hedgehog, or Sonic Spinball) into S&K and start runnin'! You can play Knuckles in Sonic 2 and 3, discover new endings, and access hidden areas in the other Sonic games.

Sonic into Sonic

Sega says the exact technical info about the Lock-On technique's strictly need-to-know... and nobody needs to know! In fact, it's applying for a patent even as you read this article. Sega refers to the unique programming process simply as "backward compatibility."

S&K can connect with any Genesis cart, but can you play new games? No way! Third-party games get the monochrome turndown.

Connecting two carts combines stored memory data within each cartridge. All the code in the Sonic programs is compatible; each Sonic game builds upon a central core code that's modified but stays consistent from game to game. That makes it easy to import the new graphical and special game-play data stored in Sonic & Knuckles into older games.

The game environments in the older carts contain hidden areas that were previously inaccessible to players. In fact, no one besides Sonic's game designers (even within Sega itself) knew they were there. A proprietary software technology creates a link like a handshake between the game code in S&K and the older Sonic carts. The only information Sega will reveal about the technique is that it's standard assembly-language programming.

Hedgehog Hatchery

Lock-On is the brainchild of the Sega Technical Institute (STI), which created the entire Sonic series. STI is a special division of Sega, now located at Sega of America (SOA) headquarters in Redwood City, California. It's the premiere creative games-development group for Sega worldwide.

"When Sonic was originally created," recalls Roger Hector, STI vice-president and general manager, "we hadn't thought of Sonic & Knuckles yet, and backward compatibility was a dream. But the original programmer, Yuji Naka, is the lead programmer of the team that designed Sonic, Sonic 2, Sonic 3, and Sonic & Knuckles. He, in his own right, automatically created a connection between all the carts by the consistency of his programming style and the consistency of the team's vision for Sonic."

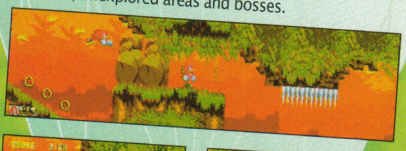
According to Hector, the seeds of the backward-compatibility idea were planted two-and-a-half years ago – before Sonic 2. However, even during the creation of the first Sonic the Hedgehog, the Sonic team had ideas for new areas that just couldn't be playable at that time. What did they do? They programmed them into the game anyway, with hopes of some day using them. That day has arrived.

Back to the Future

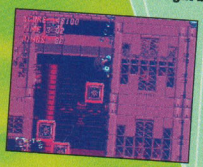
Sega has no announced plans to use Lock-On in other games, but keep an eye out. Sonic and Knuckles could appear just about anywhere! G

New Ways to Play Sonic 2 and 3

Hook up Sonic & Knuckles with Sonic 3 and Sonic 2 to find new, unexplored areas and bosses.

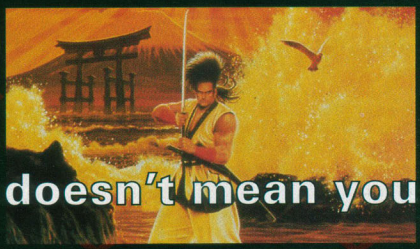


In Angel Island, Act 1 of Sonic 3, use Knuckles to break through these rocks you couldn't smash as Sonic. The opening leads to an entirely new, more difficult area of the game. Plus, you'll battle a boss you haven't fought before.



In Sonic 2, escaping from areas like the rotating blocks in the Chemical Zone is much easier. Knuckles can simply crawl up the wall.

A TRUE SAMURAI FIGHTS WITH DIGNITY AND HONOR.



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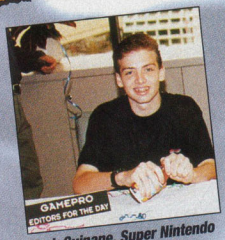
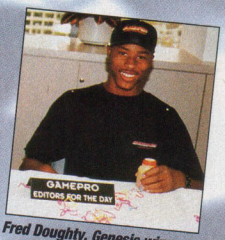
SPECIAL FEATURE

Blockbuster Video 1994 World Game Championship Winners' Diary

Also known as: "I won a cool contest and got much more than a GamePro T-shirt!"



Mark Guinane, Super Nintendo winner



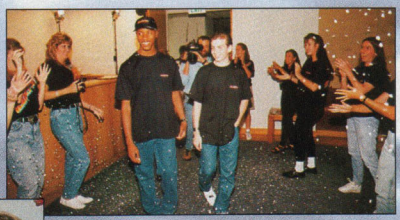
Fred Doughty, Genesis winner

Mark and Fred check out the many prizes they received at Sega's offices.

GamePro employees mix with the families of the winners – and get a free breakfast, too!

Thousands of players around the globe competed at their local Blockbuster stores this past summer on games like NBA Jam, Sonic 3, and Clay Fighter: Tournament Edition for the Blockbuster Video 1994 World Game Championship. Local winners participated in regional events to earn a trip to the August 1994 finals in Fort Lauderdale, Florida. The outcome was two grand-prize winners – one for the Genesis and the other for the Super NES. The contest was a big hit!

We followed the winning duo, Genesis champ Fred Doughty of Baltimore, Maryland, and SNES victor Mark Guinane of Manchester, Massachusetts, during their visit to the West Coast to collect their prize: Four dream days in San Francisco that would be the envy of any serious gamer.



Every visitor to GamePro gets this kind of welcome. Honest. Even the Federal Express guy.

Sega's executive vice-president, Paul Rioux, congratulates the Blockbuster winners upon their visit to Sega HQ.

Day 1

The first stop on the tour was a visit to Sega's Redwood Shores offices, where they were greeted by more than 200 cheering employees led by Sega president Tom Kalinske. Sega doled out hundreds of dollars in merchandise. Fred received a plaque for his accomplishments, a year's supply of free Sega games, a CDX unit, 15 game cartridges and CDs, banners, a Sega sleeping bag, and more.

Sega also wooed Mark, the Nintendo champ, with gifts like a Genesis, software, and a slew of Sega merchandise. Both champs got Sonic Boom and Ecco music CDs, some limited edition pins, and other selected gear as well.

Next stop: A visit to the Sega Technical Institute to learn how games are developed. Then the crew headed over to Sega's testing labs to play games that, at the time of their visit, had not yet been released. Sonic & Knuckles and NFL '95 for Genesis topped the

list, as well as Doom, Virtua Racing Deluxe, and Star Wars Arcade for the 32X.

The final stop was a visit to the Sega Music Studios in San Francisco, where Sega's top musicians taught Mark and Fred how to create music for games. The guys helped arrange some tunes for Ecco: Tides of Time.

GamePro *editors are elated that Fred and Mark will be writing their reviews that day.*

Day 2

Day Two began with a trip to *GamePro*'s offices for a confetti shower and a sumptuous breakfast spread. Trailing every move was a camera crew from *Extra!*, the TV show. After going on a tour led by our own Scary Larry and receiving prize packs, the champions put their expertise to work on a game review for the magazine as "*GamePro* Editors for a Day." Mark and Fred checked out Nintendo's Super Punch-Out, which was specially flown to *GamePro's* offices for the occasion by Nintendo. The guys also checked out Playmates' Earthworm Jim, the *GamePro* arcade, and learned how the magazine is put together.

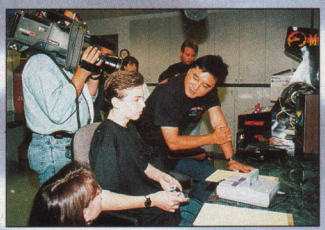
Next, it was on to Capcom's Sunnyvale offices for more gifts and a preview of upcoming games. Game counselors Chris Kramer and Phil Reed demoed the Darkstalkers coin-op, as well as SNES games like Mega Man X2, X-Men, and Demon's Crest.

From there, the tour headed to Electronic Arts, where Mark and Fred were interviewed one-on-one by the *Extra!* crew. (Psst...they said the visit to *GamePro* was their favorite part of the trip.) The folks at EA put Mark and Fred in costumes and digitized their images in EA's studios for use in an upcoming EA game. A full tour followed, as well as a special visit to EA's "regular" Friday meeting and an introduction to the employees – who bombarded them with Nerf balls. The EA trip concluded with a head-to-head Urban Strike competition.

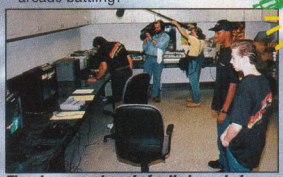
At the champions' request, the guys headed back to *GamePro* for some additional arcade battling!

Senior Associate Editor Lawrence Neves advises the Editors for the Day.

Fred, Mark, and the* Extra! *crew meet Primal Rage. Nintendo's Samus looks on.

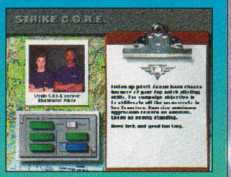


***Executive Editor Wes Nihei helps Mark with the Super Punch-Out evaluation as Nintendo's Sue Fox and* Extra! *crew members look on at* GamePro.**



The champs get ready for their work day, reviewing games in the* GamePro *labs.

Digital Legends



Mark and Fred visited Electronic Arts, where their images were digitized. The painless process will result in their appearance in EA's upcoming Super Strike Trilogy for the Sega CD.

Mark takes on Fred's brother, Elroy Jr., in BloodStorm.

The Weekend

Hey, we were all gonna head to Candlestick, but the baseball strike made that impossible. Instead, the winners and their families got to rest, relax, enjoy the California weather, and check out their loot. They had so much, in fact, that some of it had to be shipped home!

Next Year

Blockbuster's talking about another possible World Game Championship event. Maybe we'll see you at our offices next year. Start practicing! G

ESPN SUNDAY NIGHT NFL

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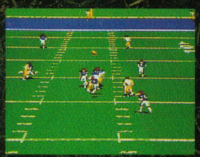
E-Z CAM ZOOMS IN ON THE BALL CARRIER SO YOU'RE RIGHT THERE TO SEE EVERY BONE-CRUSHING HIT AND SHOESTRING TACKLE.

Real quarterbacks don't look through passing windows when they drop back, so why should you? ESPN Sunday Night NFL gives you a full-field perspective, so you can check off all your receivers while reading a nickel zone, or burning a cornerback in man-to-man.

GIVE 'EM THE OLD SHAKE 'N BAKE WITH UNIQUE SPIN MOVES AND SPEED BURSTS.

From the moment your QB releases the ball, you've got complete control of your receivers. And when you complete the pass, the E-Z Cam zooms right in on the action. But don't fumble, or you'll be humiliated by Chris Berman taunting you from the booth (realism has its price). The game has audibles, updated NFL rules (like the 2-point conversion), and play options most other games wouldn't even understand. You can play an entire season in the rain, sun and snow, and save all your stats with the battery back-up.

ALL 28 NFL TEAMS

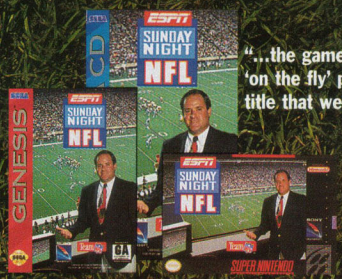


FULL CONTROL OF YOUR RECEIVERS AT THE RELEASE OF THE BALL LETS YOU RUN UNDER THE BOMB OR COME BACK FOR AN UNDERTHROWN PASS.

ESPN Sports Center

CAN YOU SAY F-U-M-B-L-E? CHRIS BERMAN CAN. AND WILL. LIVE FROM THE BOOTH ON SEGA CD. THERE'S EVEN MORE BERMAN, PLUS OVER 10 MINUTES OF VIDEO HIGHLIGHTS.

So if you love passing windows, buy another game. If you love passing, buy ESPN Sunday Night NFL.



"...the game features the most intuitive 'on the fly' passing game of any football title that we've played to date."
-DieHard GameFan

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ESPN NATIONAL HOCKEY NIGHT

IF YOU THINK ALL HOCKEY SIMULATIONS ARE ALIKE, THIS ONE WILL GIVE YOU A NEW PERSPECTIVE.

Topps® *Look for free Topps Premier Hockey Cards inside each package of ESPN National Hockey Night on Sega CD.*

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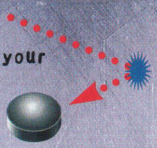
REAL HOCKEY PLAYERS WERE FILMED AND DIGITIZED INTO THE GAME. (OVER 10 MINUTES OF VIDEO HIGHLIGHTS ON SEGA CD.)

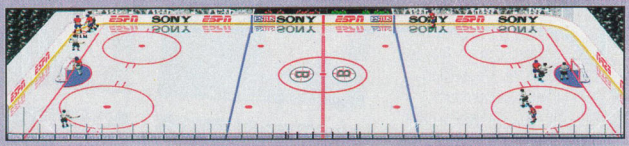
ESPN National Hockey Night takes you out of the nosebleed section and throws you right down on the ice. This is the only hockey simulation with two perspectives - vertical and side views. So when your center gets checked into the boards, you can see it from the boards. And when your right wing floats a pass through the crease from behind the net, you can watch it from behind the net.



REALISTIC PUCK PHYSICS. THE PUCK FLIPS AND BOUNCES AROUND THE ICE LIKE THE REAL THING.

The players aren't just big. They're huge. And so is the ice surface. So all the action is right in your face.

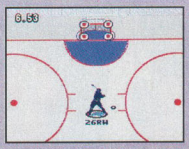
The slap shots, wrist shots, drop passes, and flip passes, all with the most realistic puck physics you've ever seen. Did you say hitting?



A BIGGER ICE SURFACE THAT ALLOWS BEHIND-THE-NET ACTION.

ESPN National Hockey Night lets you dish out three different kinds of checks (on Sega CD you can dish them out to all the real players in the NHL). And if that's not enough to make you hum "Oh Canada," ESPN's Bill Clement is there in the booth every step of the way. So if your star goalie suddenly becomes a sieve in the Stanley Cup® Finals, Bill won't let you forget it. Check out ESPN National Hockey Night. It'll give you a whole new perspective on hockey.

ALL 26 NHL® TEAMS



TEST YOUR SHARP SHOOTING AND SKATING ABILITY IN THE ALL-STAR SKILLS CHALLENGE.

FULL 84 GAME SEASON, AND A BATTERY BACK-UP THAT SAVES YOUR TEAM'S RECORD.

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SPECIAL FEATURE

HOT AT THE ARCADES

The AMOA Show

The Amusement and Music Operators Association (AMOA) puts on one of the best arcade shows around. Just take a look!

By The King Fisher

KILLER INSTINCT

By Midway

Killer Instinct's set to pave the way for Nintendo's Ultra 64 technology. All the characters are built from rendered, texture-mapped graphics. The game will scale in and out of the action, revealing huge, gorgeous backgrounds. On some stages, you'll scroll around 360 degrees to fight.

Fighting on Instinct

The Killer crew consists of ten fighters with finesse and unusual special attacks who battle through ten stages. For example, Spinal, a skeleton warrior, swings a sword and blasts energy from his shield. He calls forth helping skeletal hands from the ground and morphs into other characters. Sabrewolf is a wicked werewolf with sharp claws and a bad bite; watch out for the three bloodsucking bats flying around his head. Meltdown turns into a human torch with flamethrower arms. If things get too hot, he becomes invisible.

The rest of the gang is equally mean. Glacius the iceman unleashes a bouncing energy-ball ground attack. Jago the ninja swings a quick blade, and Riptor, a reptilian warrior, spits fire. Orchid's a lethal woman warrior with quick martial arts moves, while Thunder fights with double tomahawks. Combo's an all-American boxer decked out in red, white, and blue. Fulgore's special move resembles an electrical fireball attack.

The six-button control will be very similar to Street Fighter, with sweeping directional motions and button presses for specials. The fascinating fighting system is geared for multihit combos: The show's test unit unleashed a 22-hit monster!

Kill or Be Killed

KI looks awesome. In November, arcade fighters will determine if the game's for show or go.

SAMURAI SHODOWN II

By SNK

A wicked port of the original weapons fighter, Samurai Shodown II has a few notable improvements. The graphics look more or less the same, and the perspective still scales in and out, but graphical improvements like eight brand-new backgrounds and bigger character sprites heat up the action. The six-button control layout remains the same, but a new full-power meter juices a secret move. The old combos won't work, but the game is packed with spanking-new ones – and more of them.

New Samurai

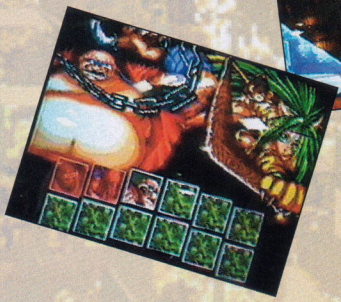
This time, gamers can choose from 15 characters (rather than 12), and four of them are new. Say "sayonara" to Tam Tam and "konnichiwa" to Cham Cham, who's rumored to be Tam Tam's sister. Cham Cham's monkey sidekick pulls

three Tam Tam moves, and her boomerang murders air attacks. Also making his debut appearance, Genjuro is a swordsman who resembles Haohmaru. He tosses Japanese flower cards (called "hana-furo") at opponents, but he can also toss a foe into the air and slice him up.

Sieger's a big, buffed, bald guy with a huge iron arm guard. Like Street Fighter II's Zangief, he uses grab moves. Nicotine is a small guy who carries a big stick. His smoking is hazardous to your health – he exhales rampaging smoke animals (a bird and a tiger). He can also temporarily scramble an adversary's controls.

On with the Shodowns

The coin-op version of Shodown II is reportedly due in November, and the home version's due in December. Search for a code aimed at better-red-than-dead home-cart players, too.



Virtua Fighter 2

By Sega

At the show, we managed to get a sneak peak at the long-awaited Virtua Fighter sequel, Virtua Fighter 2. It looked better, faster, and smoother than its predecessor.

A Technical Knockout

All your favorite combatants from Virtua Fighter are back for an encore, and they've brought along two new friends: Shun and Lion. Every character has hot new fighting moves and challenging counterattacks.

It gets better. Many players complained that 150,000 polygons per second wasn't enough, that 30 frames per second was too slow. With a punch and a kick, Sega's come out fighting. According to Sega, VF 2 will feature 300,000 polygons per second for incredibly smooth animation and 60 frames per second for a championship level of speed.

If the prelim version was any indication, you're going to dig those texture-mapped graphics (similar to Daytona's) and the new, expanded 3D arenas. With Virtua Fighter 2, Sega seems ready to get deep into fighting games – three dimensions deep.

Global Champion

By Taito

These days, any fighting game in the arcade circuit can expect to be put through heavy-duty paces, but Taito has just begun to fight. Global Champion is a side-view one-on-one fighting game where players use six-button control to guide nine fighters in a battle for glory and bragging rights. The combatants can power up to five attack levels, and they have a lethal special move that clobbers half the opponent's health meter. The show version had gorgeous character graphics. Looks like Taito's ready to beat or be beaten.

Armored Warriors

By Capcom

Armored Warriors, Capcom's latest side-scrolling combat-action arcade game, resembles hits like Alien vs. Predator and Final Fight. A one- to three-player game, Armored Warriors blasts audio with QSound technology.

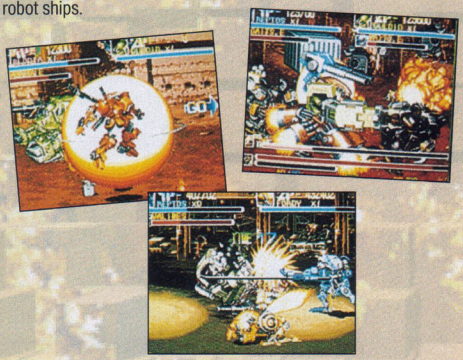
Heavy Metal Combat

The Raian capital of Melkide has been captured by an army of unknown origin, and you and your Armored Warrior must recapture it. The seven-stage mission begins as you choose one of four special characters who pilot unique robot ships.

The giant mechs battle a mysterious army of robot bosses, cyborgs, and ground troops. Weapons range from laser swords to rocket launchers. The 'bots can be continuously modified and made more powerful with features like tank treads and spider legs.

Warriors on the Way

For a mere token, Armored Warriors supplies a supreme weapon of war, 30 tons of hardened metal death, and enough weapons to level a city. You supply the attitude.



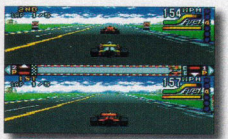
STRAP IN. DRINK FUEL. EAT ASPHALT. BELCH FIRE.

WHO SAYS YOU HAVE TO SPEND THE REST OF YOUR LIFE DOING TIME IN THE FAMILY SEDAN?

MICHAEL ANDRETTI'S INDY CAR CHALLENGE

Michael Andretti's Indy Car Challenge will turn you into hell on wheels, surrounded by a pack of fire-belching, supercharged Indy Car racers. You're right in the thick of things with **hot Mode-7 graphics** and **realistic play control**. It's the most awesome tire-smoking, door-blowing fun this side of slappin' on a helmet and strappin' into 2000 pounds of rolling thunder.

Hold on for the ride of your life in the one-player mode!



Challenge a friend for head-to-head racing in the split-screen two-player mode.

Custom replay option lets *YOU* set the camera angles.

16 tracks of hot Indy Car action, featuring actual Indy Car track shapes—high-speed ovals, demanding road courses and challenging street circuits. Pit-to-car contact with world-class driver **Michael Andretti's actual voice**. You even get a **customizable instant replay** so you can relive every bone-blasting thrill and chill. Win the championship and you get to pit your skill against Andretti himself.

> "A cylinder melting Indy Car masterpiece... one of the best video driving experiences ever!"
> Nintendo Power, Sept. 1994

Speed down to your local retailer and get Michael Andretti's Indy Car Challenge. Just remember: the race begins after you get home.

"Whether you're driving solo or going head-to-head, this game has the action, speed and intensity to take you all the way to victory lane. It's white knuckle driving all the way."

Michael Andretti

Bullet-Proof Software
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WAY OF THE WARRIOR

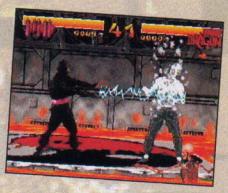
By American Laser Games

Way of the Warrior, first out for 3DO home systems, is about to show up in your favorite arcade. American Laser Games placed it in a coin-op cabinet that's powered by a 3DO system.

Warrior's Way

Way of the Warrior features nine characters and two 3D rendered bosses. In addition, each character commands a unique set of special attacks and finishing moves. The game also sports 3D-modeled, parallax-scrolling arenas with camera zooms. As with the 3DO home version, Way of the Warrior arcade thrashes to music by White Zombie.

While the game may be nothing new, the joystick and button configuration is definitely novel. Each controller works equally well for lefties and righties, two buttons directly above the joystick activate blocks, and two sets of four buttons on the left and right sides of the joysticks control kicks and punches.



Familiar Fighting

If you're wondering about the differences between 3DO home and arcade Warrior, there aren't any. But if you can't afford the pricey home setup, this Way's much cheaper.

OPERATION WOLF 3

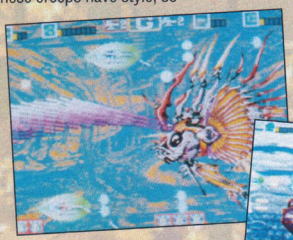
By Taito

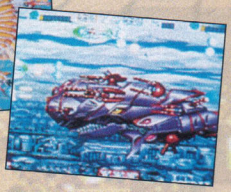
A blast from the past is out to blast you! Operation Wolf 3 is the latest edition of the classic gun game. This time, international terrorists plan to nuke the world, but two players can change their minds...with the proper firepower! The rapid-fire action tears up six stages with cool first-person digitized graphics. During the shootout, you can acquire four weapons. Operation Wolf is set to howl again.

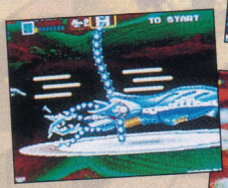
DARIUS III

By Taito

Wow! Is Taito going retro? First Operation Wolf, now Darius. Darius III revisits classic side-view shooter action. Outer space is a mess again, so you descend on heavily fortified worlds seized by a mysterious tyrannical force. At least these creeps have style, so you'll blast gigantic, awesome-looking, biomechanical spacecraft with bombs, rockets, and lasers. Concentrate on nabbing those multicolored power-ups, and you'll create sci-fi weaponry of your own. It must be true: Shooters ever prosper.







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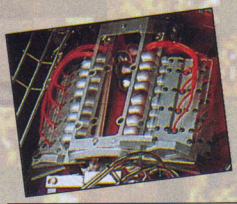
CORVETTE PINBALL

By Bally/ MIDWAY

Leave it to Bally to squeeze the essence of 3000 pounds of gorgeous all-American steel into five silver balls. In Corvette, you'll drive steelies through 13 international race tracks, collect ten famous Corvettes (quick, name 'em), and punch it in a drag race. The drag strip features little metal repros of the '63 Grand Sport and the '94 ZR, which motor down a track. You can even make a replica LT5 engine idle, rev, and shake! Test-drive Corvette at your local arcade!

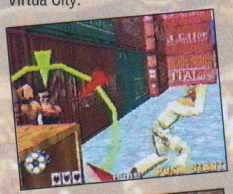


VIRTUA COP

By Sega

Virtua Cop is one of the latest Virtua titles from Sega, and like its predecessors, it shows off 32-bit, 3D, texture-mapped, polygon-based graphics. The point-and-shoot game play is similar to other "make my day" games like Lethal Enforcers and Mad Dog McCree. As a Virtua Cop, you must clean Virtua Thugs off the streets of this Virtua City.

The game features an Auto Zoom that gets you in close to the action, as well as a Lock-On Sight feature that indicates when a bad guy is dead in your sights. If you tire of wasting wackos, Virtua Cop has a competition feature for sharpshooters who want to compete against other Virtua Cops.



OFF THE WALL AT

AMOA

Ridge Racer 2 Update

Ridge Racer 2 by Namco looked beautiful. You may have already gone for a spin around the new Ridge, but keep your eyes peeled for the awesome sit-down unit that features a full-sized Mazda Miata. That's the way to drive!

Rave War Draws Raves

There wasn't much more than a title screen, but Namco's Rave War drew plenty of raves at the show. According to Namco reps, Rave will be the first one-on-one fighter to sport "true" 3D graphics. The look should be above and beyond Virtua Fighter – but then there's Virtua Fighter 2 on the horizon.

Back to the Drawing Board

Electronic Arts won't release John Madden Football as its first sports coin-op. The game's on hold following less-than-enthusiastic play-test reactions. Another victim of the Dark side was Star Wars Arcade by Sega.

Top Draws

The following games were major crowd pleasers at the show, but we've already covered 'em: Primal Rage and T-MEK by Time Warner Interactive; Lethal Enforcers II: Gun Fighters by Konami; NBA Jam Tournament Edition and Cruis'n USA by Williams Entertainment; King of Fighters '94 by SNK; and Daytona by Sega.

RED & TED'S ROADSHOW PINBALL

By Williams

Red & Ted help you get ahead. In fact, you get two life-sized heads courtesy of Williams' weird PinMation technology, which makes talking heads part of the steel-ball action. As a freewheelin' bulldozer driver on a coast-to-coast plow, you play pins in 18 cities with four flippers, three-ball play, and two plungers (the other one's for a skill shot at Ted's hard hat).

Hey, country-music fans – Carlene Carter supplies the voice of Red, who sings "Every Little Thing." Bizarre yet brilliant.

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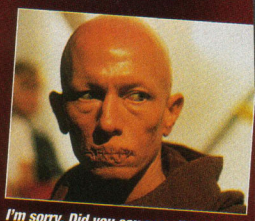
SPECIAL FEATURE

MAKING MOVIES, MORTAL KOMBAT-STYLE



I'm sorry. Did you say something?

Fighting games are fueling the film industry lately, and Mortal Kombat will be a tankful!

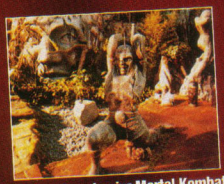
By Manny LaMancha

The *Mortal Kombat* movie by New Line Cinema is set for May 1995 release, and it looks like a killer! New Line is best known for movies like *Nightmare on Elm Street*, *Teenage Mutant Ninja Turtles*, and *The Mask*, so MK fans shouldn't be disappointed.

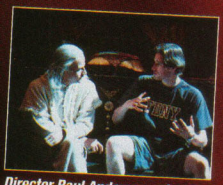
Mortal Kombat takes some liberty with the game's original story line. The film features the fighters from the original Mortal Kombat game, but it brings in Kitana from MK II as a princess.

The story revolves around Liu Kang, Johnny Cage, and Sonya Blade as they prepare for Mortal Kombat, the legendary martial arts tourney in Outworld. Thunder God Rayden leads the threesome to the event. If the trio loses, the evil sorcerer Shang Tsung and the four-armed dragon prince Goro will cover the Earth with "darkness and despair." A victory will put Kitana in control of Outworld.

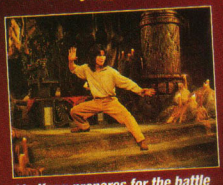
In future issues, *GamePro* will delve further into this intriguing movie, including an insider's view from star Christopher Lambert, the award-winning actor who plays Rayden. Who knows, *Mortal Kombat* might even pull you away from the arcades! G



Elaborate sets give Mortal Kombat a look reminiscent of the game's eerie settings.



Director Paul Anderson, who at age 26 enjoys video games as much as his movie work, explains a scene to Christopher Lambert, who plays Rayden.



Liu Kang prepares for the battle that awaits him.

The tournament-bound trio of Johnny Cage, Sonya Blade, and Liu Kang face off against a bunch of baddies.

THE MK CAST

Christopher Lambert, star of Highlander *and* Greystoke: The Legend of Tarzan, *plays Lord Rayden, Thunder God.*

Cary Hiroyuki-Tagawa, who plays Shang Tsung, stars in many movies and TV shows, *including* Rising Sun *and* License to Kill.

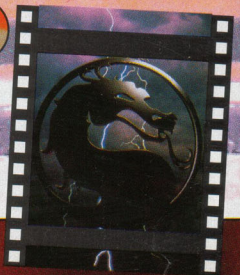
Sonya Blade is Bridgette Wilson, who played Arnold Schwarzenegger's daughter in The Last Action Hero.

Kitana is played by Talisa Soto, who appeared *in* License to Kill *and* The Doors.

Linden Ashby, who plays Johnny Cage, was most recently in Wyatt Earp *and* Eight Seconds.

Trevor Goddard, cast in the part of Kano, shows off the elaborate makeup *in* Mortal Kombat.

Former National Forms Champion martial artist Robin Shou covers the part of Liu Kang.



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DOOM

now there's a place

MORE VIOLENT than earth.

WHO BETTER TO GREET YOU ON THE SHORES OF HELL, THAN HORNED PINK DEMONS? GOOD THING YOU PACKED YOUR CHAINGUN.

NOTHING CLEARS A ROOM OF IMPS FASTER THAN THE BFG 9000.

BARONS OF HELL--YOU CAN'T LIVE WITH 'EM, YOU CAN'T KILL 'EM WITH ANYTHING LESS THAN A PLASMA RIFLE.

WELCOME TO DOOM FOR THE JAGUAR 64-BIT INTERACTIVE MULTIMEDIA SYSTEM. IT'S PURE HELL, 64-BIT STYLE. FROM THE MOMENT YOU ENTER THE DARK HALLS OF DOOM TILL THE LAST GUNSHOT OF THE GAME, YOU'LL PATROL NEVER-SEEN-BEFORE LEVELS AND FACE AN ARMY OF VICIOUS ASSASSINS PRIMED TO TAKE YOU OUT. SATANIC DEMONS, LOST SOULS, FIRE-BREATHING MONSTERS. YOU MAY BE SPOOKED, BUT YOU SURE WON'T BE LONELY. WITH ITS 32-MEG CART, ULTRA-REAL, TEXTURE-MAPPED CORRIDORS, LIGHTNING-FAST MOVES, TRUE 3D GAME PLAY, AND A BOTTOMLESS PIT OF HIGH-ACTION PLAY OPTIONS, DOOM IS A 64-BIT SHOWCASE GAME GUARANTEED TO UNLEASH THE POWER OF JAGUAR. SO SET YOUR COURSE, PACK YOUR KILLER INSTINCT, AND GO TO HELL.

JAGUAR 64-BIT DO+THE MATH

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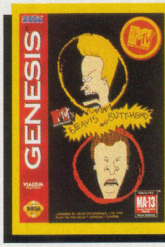

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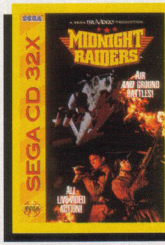

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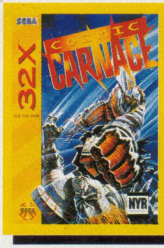

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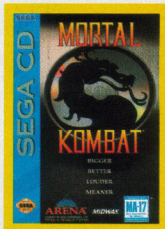

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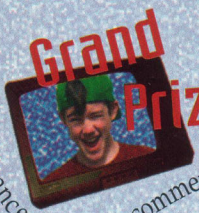

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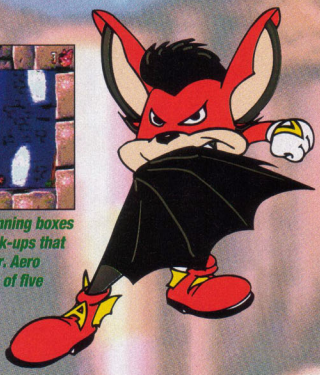
Genesis

By Bruised Lee

The greatest show on the Genesis has returned, but this time it's no circus. Aero, the bat with an attitude, is back and better than ever in his ongoing mission to stop the evil machinations of insane industrialist Edgar Ektor.

PROTIP: Check out the surrounding walls in the levels to find secret paths.

PROTIP: Drill into spinning boxes to release energy pick-ups that add to your life meter. Aero can hold a maximum of five energy points.



AERO THE ACRO-BAT 2

Bat Tales

As you may recall from the original Genesis cart, Aero believed he stopped Edgar once and for all when he knocked Edgar off the museum bridge. Unbeknownst to Aero, Edgar escaped with help from Zero the Kamikaze Squirrel. Meanwhile, Aero found a magician's box that transported him to an unknown dimension with seven worlds.

PROTIP: Find the checkpoints to make the levels a little easier.

PROTIP: Some enemies take more than one hit to destroy, so take your time attacking them.

In his second adventure, Aero says good-bye to the bright circus lights and hello to an entirely new but scary world. Aero travels to various bizarre locations, such as deep, dark Bell Castle and fanatical Disco Fever.

Acro-batic Attacks

The game's challenge will keep you coming up to Bat. Each level is extremely huge, packed with enemies, and filled with secret paths. The one drawback is that you don't face a boss until the third level.

The well-balanced control shows slight improvement over the controls in Aero's first installment, especially when you're attacking and getting to various hard-to-reach locations.

PROTIP: Find the letters that spell "AERO" to play the Ektor bonus game.

Genesis Game ProFile

Aero the Acro•Bat 2

(By Sunsoft)

GA — Rated by V.R.C. — Appropriate for General Audiences

Aero 2 outclasses the original with a new, dark theme that shows off some truly superb graphics, new and improved moves and techniques, and better play control.

Graphics	Sound	Control	FunFactor	Challenge
4.5	3.0	5.0	4.0	INT. (Intermediate)

$54.99
16 megs
Available December
Action/adventure
1 player

7 worlds (45 levels)
Side view
Multiscrolling
Passwords

Helpful Icons

Enables Aero to double drill in the air.

Gives Aero an extra life.

Adds to Aero's life meter.

Throw the stars at your enemies.

Find all the letters in "AERO" to play Ektor's bonus stage.

Automatically qualifies Aero for bonus rounds.

The star of the improved moves is the Drop Drill, an attack you'll grow to love. The D Drill is similar to the Spin/Drill move in this game (and in the original Aero) except that Aero dives vertically. This move is very effective at both hitting enemies directly below you and breaking through secret floor blocks.

The Bat and the Beautiful

Overall, Aero 2's bright, detailed graphics and colors shine, but the new dark theme is what really makes this game exciting as you face creepy creatures in spooky surroundings. Veteran Bat watchers will notice the additional eye-popping frames of animation that really pump Aero's personality.

The sounds in Aero 2 rate average scores, chiefly because the music's way too repetitive for the lengthy, time-consuming levels. That's right...it drives you batty! On the other hand, the voices and sound effects are a real treat to the ears.

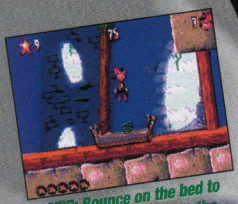
Straight As an Aero

The original Aero was a blast to play. With the new visual look, new moves, and an overall new feel, Aero 2 makes you feel like you're playing a completely different character altogether. If you were a fan of the first Aero, you're sure to enjoy this nicely improved sequel. Batter up! G

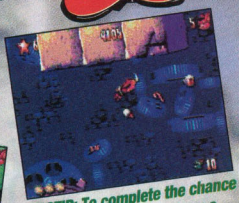
Aero's New Moves!

Now Aero has a Drop Drill attack.

Aero can also slide underneath obstacles.



PROTIP: Bounce on the bed to reach higher locations in the first level.



PROTIP: To complete the chance stage, you have to perform a series of perfectly timed jumps.

PROTIP: If you land in the water in the snowboarding level, keep pressing the Jump button to make it across.

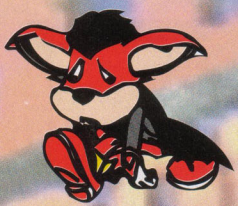
PROTIP: One hit from the swing bell in the first level automatically takes you out.

PROTIP: Some levels have invisible blocks you can stand on to reach helpful icons.

PROTIP: The only time you can hit Boris is when he rolls into a ball.

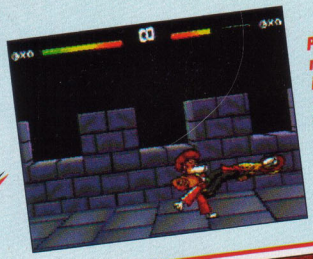
PROTIP: Chance doors, hidden throughout the levels, take you to a bonus level where you can get extra points and extra lives.

PROTIP: Watch your speed when this flying robot drops spikes on you. The slower you go, the easier it is to time your jumps.



Genesis

BRUTAL
Paws of Fury



PROTIP: A combo that nearly always scores is a jumping kick followed by a roundhouse kick. Who's the king of this jungle?

This isn't the cast of The Lion King, they're Brutal's fighters: Kung Fu Bunny, Prince Leon, Tai Cheetah, Rhei Rat, Kendo Coyote, Foxy Roxy, and Ivan the Bear. Sorry, no Penjat Panther this time!

By Drumhead

Genesis owners with fur on the brain would be remiss if they skipped over Brutal, a rip-roarin' beast-versus-beast fighting cart by Gametek.

Who's King of The Jungle?

Originally released a few months back on the Sega CD, Brutal takes members of the animal kingdom and matches them tooth and claw against one another for some tournament fighting. You can select from one of seven warriors, each with their own unique fighting style.

Although the cart version lacks one of the original characters and some opening and interim animation (including the goofy outtakes) that appeared on the CD, the Genesis game has undergone some changes that have improved the overall game play.

Genesis Game ProFile
Brutal
(By Gametek)

GA Rated by V.I.E.W. Approved by the GamePro Editorial Reference

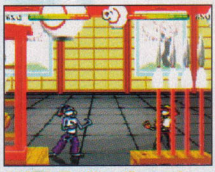
The cool graphics and improved game play in this cartridge version of a recently released Sega CD title put an "animalistic" spin on tournament fighting games.

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	3.5	3.5	ADJ. Adjustable

$64.95	2 players
16 megs	Side view
Available now	Passwords
Fighting	

Brute Force

The most apparent change is the vast increase in speed. The original Sega CD version seemed to move in slow motion, but that problem has been eliminated. Zoom! In addition, Gametek has tweaked the controls for the cart. The fighters respond much more quickly than before, which is good news for combo jockeys!



PROTIP: The "taunt" move is a good way to replenish your energy, but do it from a distance because it leaves you open for a mouthful of knuckles.

Unfortunately, the foregrounds that hinder game play by blocking the view of both your character and your opponent remain in the cart version. You can't have everything.

The sound in Brutal has been reduced to the bare minimum. Nobody ever said that going from CD to cart was easy! Most of the digitized speech and cool tunes are gone, but the punching and kicking sound effects keep their bone-shattering clarity.

Take a Bite

An interesting aspect of this game is the special-move setup, which requires you to earn the use of "Katas." As your karate critter earns higher belt levels, these new moves are taught by the exalted Dali Llama himself. A password option allows you to return to any game with all the moves you've learned. Brutal offers standard best-of-three one-player or two-player options where only the strong survive...just like in the jungle.

PROTIP: Pin the opponent in a corner and rain a flood of weak kicks and punches on them. They can block a few, but eventually they'll succumb.

PROTIP: Remember the moves taught to you by the Dali Llama. Write them down if you have to! Most are pad and button combinations that may seem unfamiliar to SF II and MK veterans.

Brutal doesn't attempt to be a SF II or MK II clone – a refreshing change. Although it's not perfect, it offers good graphics and game play, but most importantly, the bite of originality. G

PROTIP: In the Prince Leon bridge stage, lure your opponent to one end, then push them off the bridge. It's a cheesy...er, easy way to win the match.

PROTIP: Don't let your opponent get you in the corner – they'll pummel you into a ball of fluff. If you're about to be trapped, jump!

Genesis

SYNDICATE

By Manny LaMancha

You rush into a country, guns ablazing, ready to battle the rival mob to capture their territory. You need a sound strategy, careful planning, and money for powerful weapons and bionic agents. Welcome to Syndicate life.

Seven Deadly Syndicates

On the PC and Macintosh, Syndicate's deep strategy and fluid controls surrounded you. Syndicate on the Genesis retains the CD version's strategy and story line, but it falls a little short in the other departments. Through mission after mission, underground thugs cruise overground to create a stronghold. Once you capture a territory by completing tasks like clearing enemy cyborgs, and putting a hit on a politician's wife, you increase taxes to pay for future missions and more powerful weapons.

The Genesis game's controls are obviously different than the disc version's – what used to be a mouse click or key press is now a button combination. Some of these control changes negatively affect game play: Your guns don't target as precisely because you can't pinpoint your target with a mouse, and it's sometimes difficult to maneuver a group of characters between buildings and the screen edge.

Shot in the Dark

The graphics don't do much to help you track the many small details, such as your radar. The Genesis system's graphical capabilities aren't clear enough for a game that's this intricate. The doom-impending music is crisp and helpful – it changes with an enemy's appearance, for example.

Many gamers, however, won't stick around. Syndicate becomes entertaining only after a fairly steep learning curve. It takes a while to understand who you're fighting and then figure out how to get to them without getting drilled by a police drone.

Missing the Mission

It's not really fair to do a side-by-side comparison of Syndicate with its computer predecessor. Yet the translation could have been a bit more comfy, given the game-play potential of the Genesis system. Sadly, Syndicate didn't push all the right buttons. G

PROTIP: Watch when you cross the street or you'll drag your pals into a collision.

PROTIP: Read about necessary weapons and tactics before you launch into a territory.

PROTIP: Stay within your budget but establish a good plan for adding new weapons and modifications.

PROTIP: Be ready with Buttons A and B when things get heavy. The Panic Mode makes your agents very aggressive and smart around enemies.

PROTIP: You can persuade only a limited number of people, so don't waste time with regular citizens. Get police robots on your side, because they're already armed.

PROTIP: Don't overload agents with more than they can carry.

Genesis Game ProFile

Syndicate

(By Electronic Arts)

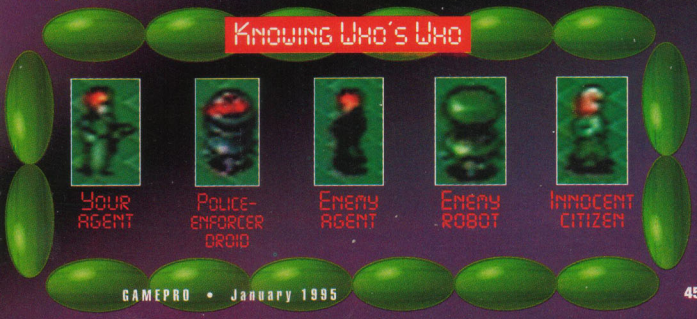
Rated by E.S.R.B. MA-13 Mature Audiences

Pitting you against other mobs in a turf war, Syndicate on the PC was an intricate strategy game. Unfortunately, the clumsy translation of controls and visuals from disc to cart costs you more than turf.

Graphics	Sound	Control	FunFactor	Challenge
3.5	4.0	3.5	3.0	ADV. Advanced

Price not available
Available now
Action/strategy
1 player

More than 50 missions
¾-overhead view
Multiscrolling
Passwords



Genesis

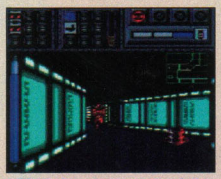
BATTLE FRENZY

By Manny LaMancha

When it comes to video games, space isn't a friendly place. Domark's Battle Frenzy puts you in the middle of another planetary battle, with a first-person view on the surroundings. It's an edge-of-the-seat contest in the style of Wolfenstein.

A Bag of Chips

When the Earth Federation finds itself up against an invading robot armada, a Battle Frenzy Chip is installed in your head, turning you into a



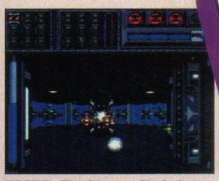
PROTIP: Turn corners carefully; there may be an unwanted friend waiting for you. Listen for telltale sounds indicating a robot's presence.

combat machine capable of destroying the eight types of rampaging robots.

You cautiously explore the winding corridors of a robot spaceship in search of metallic marines to blast and additional weapons to help you. At the close of each level, you must destroy a power supply, then make it all the way back to the start before a timer ticks down. The pressure to beat the clock is enormous.

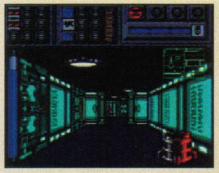
Ro, Ro, Ro Your 'Bot

The graphics and sounds intensify the action. The first-person graphics move by at a lower frame rate than those in



PROTIP: The Plasma Node is easily dispatched by first taking out the orbiting blasters – shoot at them slightly left or right of center – then blasting away at the plasma node.

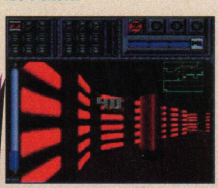
similar games, but they don't dull the intense action – you can turn and face a foe faster than you could in Accolade's Zero Tolerance. The sparse audio accompaniment is mainly limited to various weapon sounds. The relative silence actually adds tension.



PROTIP: Luckily, you can open a door from far away as long as you're facing it head-on. This tactic helps when the clock is ticking for your escape.

While the basic control mechanics require little more than a peek at the manual, there are a couple of occasional problems. Nearly all the weapons lack crosshairs, so precision aiming – without wasting precious ammo – is difficult. Also, as you wheel around, the perspective changes pretty rapidly, which affects your ability to target an attacking robot. When you're running, you usually careen wildly from side to side, a real problem during the timed sprints. That final race is further complicated by "sticky" walls, which slow you down and lead to loss of lives.

PROTIP: If you fire fast enough, you can sometimes absorb your foe's shots.



PROTIP: Be sure you know your way back to the starting point when the timer starts ticking down.

A Digable Planet

"Fun" isn't the best adjective to describe Battle Frenzy. It flops between a tasty test of nerves and a manic foot race. If you have the patience to stalk killer robots in outer space, with a dash of frustration thrown in, Battle Frenzy will send you into orbit. G

Genesis Game ProFile

Battle Frenzy

(By Domark)

Rated by V.R.C. Appropriate for all consumers. General Audiences

GA

Battle Frenzy dishes out Wolfenstein-like action in space, along with a heavy dose of adrenaline and slightly sticky controls.

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	3.0	3.5	EXP. Expert

$54.99
16 megs
Available February
Shooter

2 players
12 levels
First-person view

TWO-PLAYER ACTION: FOR AND AGAINST

PROTIP: Hey, cover me! In two-player cooperative mode, you can set up a crossfire to take out enemies.

PROTIP: There he is! In the two-player vs. game, use your side-slide to move out of the line of fire and still get shots in.

By Bro' Buzz

Pac-Man 2 is an unusual multi-scrolling action/puzzler that's crammed with tricky brainteasers. Don't worry, retro-arcade purists, you'll discover classic Pac-Man in here someday, but until then, get up close and personal with an original arcade star.

PROTIP: In Mission 2, Pac-Man must be happy to pick the Mountain Flower. Don't let him walk off the cliff! To exit the level, find a bunny.

PROTIP: In Mission 3, the manhole cover in the city leads to a hidden level. The leaking fire hydrant is the key.

PROTIP: Shoot everything. Sometimes it even pays to shoot Pac-Man, just to make him mad enough to reveal certain items.

PROTIP: Always be kind to animals, except the Crow. Avoid the Cat and the Dog.

PROTIP: Eat the Pellets to become ghost-busting Super Pac-Man.

The Witch commands those pesky Pac ghosts.

Glum About Gum

You and Pac-Man must solve various puzzles to burst the Ghost Witch's plans to steal all the bubble gum from Pac-City's kids! Your dizzyingly diverse challenges range from milking a cow to sabotaging a Ghost-making machine.

Namco's imaginative Char-acter Guidance Interface (CGI) enables you to interact with the Man by shooting objects (including him) with a slingshot or by pointing an on-screen cursor.

PROTIP: Shoot the hang glider to make it dive.

Communication Is Everything

The CGI controls work like a charm, but you don't always get the on-screen response you'd like. That's because Pac-Man responds according to his mood, and, yes, sometimes he's not in the mood!

In addition to tackling some genuinely obscure puzzles, part of your challenge is getting into Pac-Man's head to control him. For instance, Pac-Man ignores you if you make him mad by shooting him too often or if you make him sad by nailing his animal buds.

Your Pac pal provides plenty of funny feedback, thanks to great graphics and serviceable sounds. The sharp visuals make it clear that Packie's directing his anger, sadness, or joy right at you (he even "taps" the screen to get your attention). His goofy, intentionally unintelligible Pac language is in tune with the graphics, so it's almost understandable. However, the simple music's simply snoresville.

Welcome Pac

Playing with Pac-Man as your pal rather than just as a sprite is definitely an acquired taste. The low-speed action's best suited for kids with plenty of curiosity, intermediate puzzle players looking for an unusual challenge, and old-timers who just want to party with Pac-Man. Pac-Man is back, man! G

Genesis Game ProFile

Pac-Man 2: The New Adventures

(By Namco)

GA General Audiences

Teamwork is everything in this imaginative puzzler. Your FunFactor depends on how far you're willing to go to establish a genuine relationship with Pac-Man.

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	4.0	4.0	INT. Intermediate

$59.95	4 missions
8 megs	Side view
Available now	Multiscrolling
Action/puzzler	Passwords
1 player	

Pac-Man Moods!

Happy? Everything's copacetic!

Mad? Food helps, but you might just have to wait for him to cool down.

Scared? You just have to impose your will.

PROREVIEW

Genesis

By Slo Mo

Miss the big chill of the Cold War? This thumb-blistering overhead-view helicopter cart puts you back in the Red Zone with aerial and ground-based commando combat. Stick to the air, though, because the foot action may trip you up.

Zone Troopers

A Communist outlaw uses drug money to purchase nuclear weapons for a right-wing terrorist onslaught. To nail him, you must fight his awesome army of tanks, jets, and soldiers in the air and on land with an Apache helicopter gunship and a team of three selectable commandos. Your ship is tricked out with a chain gun, Hellfire antitank missiles, 70 mm rockets, and Stinger air-to-air missiles. The commandos are armed to the teeth with different weapons, including a flamethrower, a machine gun, and a rocket launcher.

PROTIP: Learning to dodge enemy shots is the only way you're going to survive commando duty.

Seeing Red is stunning.

Looks That Kill

Red Zone's graphics have muscle with minor twitches. The opening cinematics feature awesome digitized pix of subs, jets, and missiles, with dual-tone coloring in stunning blood red and black. The Apache's slick overhead perspective smoothly swings around 360 degrees to follow the copter's moves, but the immediate view is tight and feels cramped. The large character sprites in the top-down commando fights look great, but the troops move too slowly.

The sounds kick. The hard-rocking musical score dominates the audio, but there are plenty of ear-rattling explosions and gunshots, too.

Dead Zone

The cart's uneven controls are where this chopper stopper sputters. On the positive side, the Apache controls are very cool. You can quickly spin your aircraft, and there's a nifty, easy-to-read on-screen interface for status reports. For a more detailed visual look at your mission, switch to the Intelligence Grid Map that features a zooming satellite view.

Unfortunately, the imprecise commando controls put you at a painful disadvantage. Your people are already slow, but they're very hard to direct precisely, too. That makes your attacks against enemy troops lethal...for you!

Commando profiles

PROTIP: Watch your tail. That's the most frequent target for off-screen antiaircraft fire.

PROTIP: Shoot Stingers at the numbers to down the jets.

No-Fly Zone

This firefight is fierce, but even though the fly-and-die action's primo, the character controls kill you. Red Zone may zone you out. G

PROTIP: If the action's too intense, hit Start to display the Intelligence Grid Map. If your mission has a time limit, it'll also stop the clock.

PROTIP: Take out power stations to disarm robot guns.

Genesis Game ProFile

Red Zone

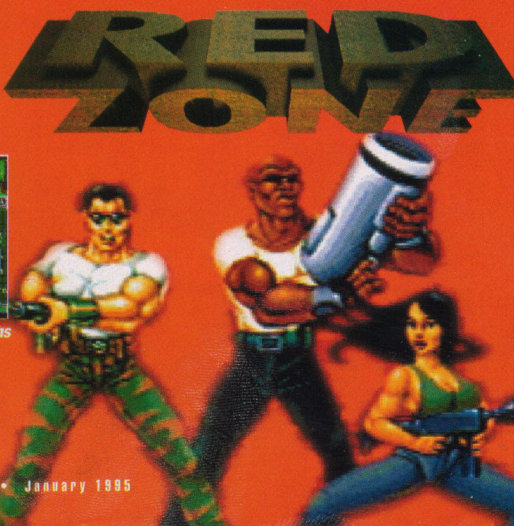
(By Time Warner Interactive)

MA-13

Flying this helicopter-combat mission's a blast, but it blasts you once you step out of your ship.

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	2.0	3.5	INT. Intermediate

$59.95	1 player
16 megs	Overhead view
Available now	Multiscrolling
Helicopter shooter	Passwords



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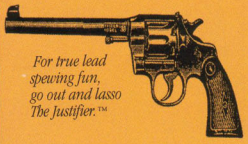

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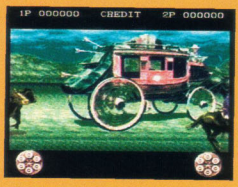
Hey gringo, don't bring shame upon your good family name. Only a dork would mess around with real guns. Remember, it's just a video game. Lethal Enforcers ™ and Gun Fighters™ are trademarks of Konami (America) Inc.

OUNG MAN,

YTHING THAT MOVES.

skeletal ghouls. Never mind the stench, son.

So reach for your guns and see if you got what it takes to make Deputy,



Sheriff or U.S. Marshall. But watch yourself, pardner. 'Cause you'll need a sharp eye and a quick trigger finger to dodge all them flaming arrows, cannonballs, skulls, tomahawks and powder kegs

those crusty varmints are a-throwin' your way. And mind the innocent townsfolk and Holsteins. Shooting them will cost you.

Let the bullets fly and the bodies fall in Konami®'s Lethal Enforcers II: Gun Fighters. One false move and the buzzards won't be goin' hungry tonight.

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Is this the game or the TV show?

And he's not talking. So you'll just have to find out for yourself in Konami®'s *The Adventures of Batman™ and Robin™* video game. The new 16 meg blockbuster for your SUPER NES®. Plunge into the underworld of *Gotham City* and battle the *Dark Knight*'s archenemies through 8 sinister levels. Each based on actual adventures from the animated TV series. Strap on *Batman*'s utility belt and choose his weapons wisely. 'Cause you'll need more than fast fists to make it to the next crime scene alive.

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Hurl a gas grenade and crack up *The Joker* on a lunch-losing roller coaster ride. Launch your *Batarang* and prune back *Poison Ivy* in her evil greenhouse. Then unleash your plastic explosives to unstuff the *Scarecrow*'s plans to strike fear into the populace. Follow the *Bat Signal* to Konami's *The Adventures of Batman and Robin* video game. It's all the nonstop action of the animated TV series. Without all those annoying commercials.

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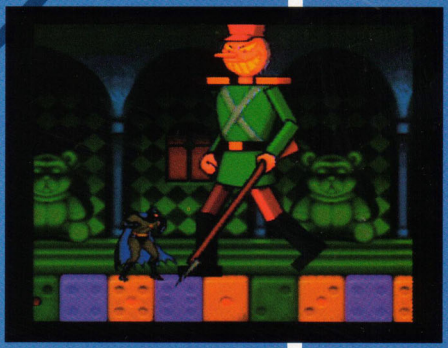

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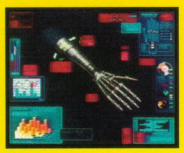

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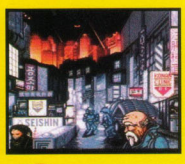

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PROREVIEW

Genesis

By Andromeda

Rita Repulsa's on the move again. From her lunar castle, she's plotting to control the universe, but of course the Power Rangers have something to say about that! Unfortunately, this latest romp with the super-popular Rangers is a super rip-off.

Go, Go Away, Power Rangers

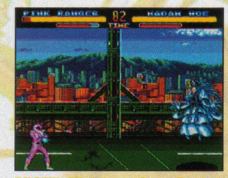
This game provides two game-play options. In one-player mode, you become one of the Rangers and fight the CPU through seven stages

PROTIP: The special moves run off basic Street Fighter button presses. Test standards like the Fireball motion.

packed with Rita's goons. The two-player head-to-head mode offers head-to-head bouts where you compete against another player as either a Ranger or a member of Rita's horde. You win by defeating your opponent in a best two-out-of-three match. During the first round, you're a Ranger. During the second, you're the Megazord.

In comparison to Bandai's SNES version, this cart is very limited. In fact, it's almost exactly like the great Game Gear cart, but we expect much more on the Genesis. Although you can play as different characters, their moves consist of basic punches, kicks, and a few special attacks. The somewhat sluggish controls work fine, but who cares? This one-dimensional fighting game lacks strategy; winning is simply a matter of who's faster with the buttons.

Rangers' fans will think the game looks okay. You'll recognize the Rangers, Goldar, and, of course, Rita. There's a series of different fighting backgrounds and some decent between-level sequences. The tiny sprites, though, are very disappointing. Large sprites would've knocked some pizzazz into the boring game play and certainly would've pleased the younger crowd. The music includes the ever-popular "Go, Go, Power Rangers" ditty and other tinny tunes.



PROTIP: Watch out for reflected projectile attacks. Madame Moe can perform them, and so can the Dragonzord.

PROTIP: Characters can block projectile attacks with their own projectiles.

PROTIP: Kimberley's (Pink Ranger) Dino Arrow is a great move against the Minotaur, the Green Ranger, and others.

Powerless Rangers

At its easiest setting, Power Rangers is a 15–20 minute blitz that won't even put a dent in your thumb. At higher settings, it's more challenging, but the lack of special moves doesn't up the skill level, it ups the annoyance factor.

A great license doesn't always make a great game. Stick with the Game Gear and Super Nintendo carts – you'll be repulsed by this powerless battle with Rita. G

PROTIP: Use the Megazord's Inferno Blast against the Dragonzord. If the Dragonzord tries to jump in over the blast, quickly counter with a Shield Flash.

Follow the familiar Power Rangers story line.

In two-player mode, you can fight as any character and choose your background.

Genesis Game ProFile

Mighty Morphin' Power Rangers

(By Acclaim)

ESRB RATING GA Appropriate for all audiences General Audiences

The Power Rangers are surfacing everywhere, so why not on the Genesis? Unfortunately, weak game play means that watching the TV show is a heck of a lot more fun than playing this game.

Graphics	Sound	Control	FunFactor	Challenge
3.5	3.5	3.0	2.0	ADJ. Adjustable

Price not available
Available now
Fighting
2 players
Side view

Genesis

the Pagemaster

By Scary Larry

This game is great for Macaulay Culkin fans. Both of them. Everyone else may find the levels too short and the tricky controls too difficult.

Turn the Page

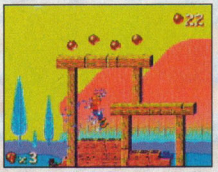
You play as Macaulay's movie character, lost in a world of books. You travel through three main worlds – Horror, Adventure, and Fantasy – that are split into a total of 68 areas. You'll meet characters from classic books, like Captain Ahab and Humpty Dumpty. Among the power-ups are Magic Shoes for extra jumping abilities and Sticky Eyeballs to throw at adversaries.

Picture Book

The graphics in Pagemaster aren't bad, with good detail and imaginative backgrounds. The hero looks a little undersized, but his bookish appearance suits the story.

Some small but clear voice clips and lots of explosions headline the above-average sounds. The music changes for every level, so you won't have to hear the same tune over and over again.

The real problem is the dismal control. If you try to land on an enemy while wearing the Magic Shoes, you lose sight of the enemy. When you land, you're usually behind your target. And the first stage's wall hooks are so hard to hang on to, you may hang this game on the wall before continuing.



PROTIP: Once you get invincible, run through the level. Don't waste any time!

Throw the Book at 'Em

The Pagemaster won't satisfy most palates, but it may be just the thing for young tots who aspire to be like Big Mac. Otherwise, go find something to read. G

PROTIP: Chase down your power-ups when hit. They act as a buffer so you don't lose a life right away.

PROTIP: Check out all suspicious-looking elements. These dark patches on the wall are hooks.

The Pagemaster
By Fox Interactive

Graphics	Sound	Control	FunFactor	Challenge
3.5	3.5	2.0	3.0	BEG. Beginner

$64.98	68 areas
16 megs	Side view
Available now	Multiscrolling
Action/adventure	Passwords
1 player	Sega rating: GA

By Bonehead

Other animals play in the Jurassic Park besides intense, killer dinosaurs. Check out this easy game for a light-hearted prehistoric romp.

Dino-Mite!

If you liked the recent SNES game, you'll like this one, because the characters and game play are identical. Similar to the Flintstones family, Rex is a modern Stone Age kind of critter. He's a dancin' Tyrannosaurus with a ready smile, smooth skateboard, and jungle full of big cartoony enemies ahead of him. Thanks to the effective controls, Rex hops, bops, skateboards, climbs, and swims quickly through five worlds of side-view platform action. None of it is particularly hard or intense, but it's all good-natured fun.

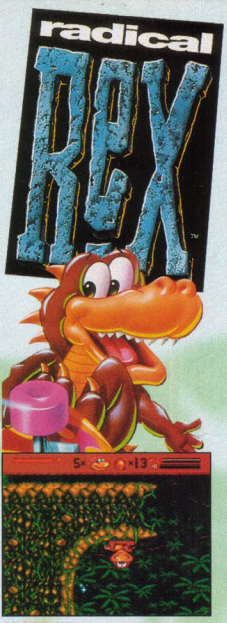
PROTIP: Learn to identify the different vines. You can climb some and swing on others to reach new platforms.

Rockin' Rex

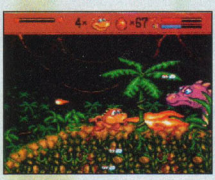
Did we say it's like the SNES game? Graphically, it's virtually identical, though this version has slightly less colorful graphics. Rex retains the charming animations that gave him personality on the SNES.

Sonically, Genesis Rex has the same growls and voices, but they're more muffled than they were on the SNES. While tropical dance music drives the action, this Rex is also missing the introductory rap number that spiced up the SNES.

Younger gamers will make Rex their pal – he's as friendly and fun as a good Saturday-morning cartoon. Older gamers, however, will want dinos with a bit more bite. G



PROTIP: When on your skateboard, use Button C to jump up to airborne gems, but don't jump as you approach ramps and loops or you may crash.



PROTIP: Duck under this boss's fiery spit and roast him with your flame when it's safe.

Radical Rex
By Activision

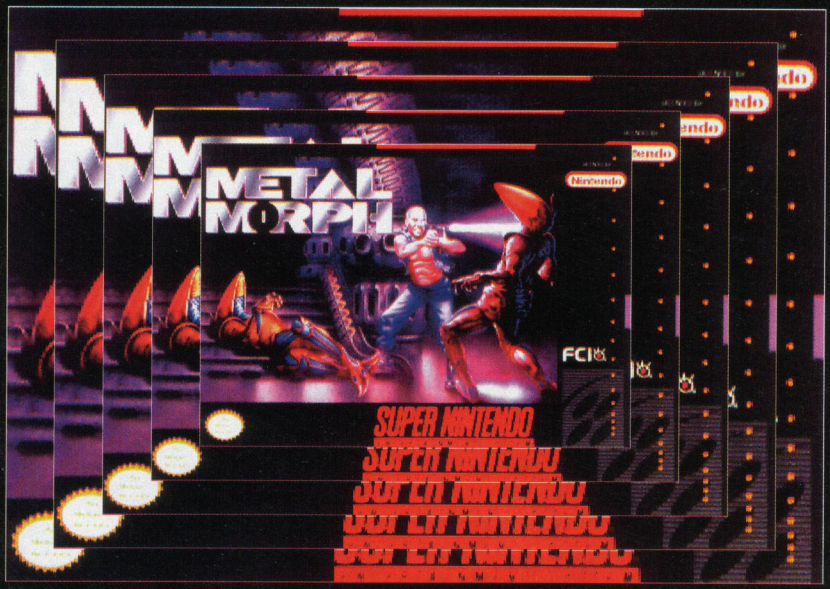
Graphics	Sound	Control	FunFactor	Challenge
3.5	3.5	4.0	3.5	ADJ. Adjustable

$59.95	10 levels
8 megs	Side view
Available now	Multiscrolling
Action/adventure	Sega rating: GA
2 players	

YOU HAVE BEEN AMBUSHED.

ALIENS HAVE EXPERIMENTED ON YOUR BODY.

THEY'VE DISMANTLED YOUR SHIP.



IT'S PAYBACK TIME!

Blast 'em and break out. You've got one slim chance to warn earth. Aliens are trying to unlock your secret of MetalMorphosis and cross through the interdimensional Hypergate into our galaxy. It's up to you...if you can...to stop them before it's too late.

- An experiment in genetic engineering and space technology, your body and ship can instantly change shape and size.
- Five mysterious planets to investigate and a galaxy full of aggressive alien life forms to fight.
- Two stages of play in every level—intense hand-to-hand ground combat and wickedly swift space warfare.
- Force fields, sliding floors and conveyor belts complicate every move.

For the Super Nintendo Entertainment System.

FCI Not Just Kid Stuff

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CLASSIFIED

GRRRROOOFFF HRRRRR blahray raza grroar wraowww Rrrrrrr blorrr groatt zzzzatrog floaahhh. @#*!^@#*!^*^#@ !!!! **UMP** Contact Taz.

TICKETS FOR SALE, Looney Tunes B-Ball tournament. 1-800-DRIBBLE.

DESPERATELY SEEKING high-performance roadster. Will provide unlimited birdseed. Contact Wile E. Coyote.

$$$$$$$$$$$$$$$$$$$$ BILL TROUBLE got you down? Get in touch with the bill expert. Contact Daffy Duck on Game Boy. **$$$$$$$$$$$$$$$$$$$$**

MUSKET FOR SALE. Used only for twacking wascally wabbit in **Bugs Bunny Rabbit Rampage.** Vewy, vewy quiet. Contact Elmer Fudd.

FOR SALE, P38 Space Modulator. Ideal for global destruction or livening up parties. Goes over great with the chicks or in **Daffy Duck The Marvin Missions.** Contact Marvin the Martian.

PORTLY SWINE looking for vacation p-p-p-... vacation p-p-part... vacation p-p-part... traveling companion for **Porky Pig's Haunted Holiday.** Must bring pillow. Contact Porky Pig.

PLAYERS NEEDED for two-on-two pick-up game. Must enjoy pies in the face. Contact **Looney Tunes B-Ball.**

SINGLE BLACK CAT seeks small yellow bird for meal-time companionship in **Sylvester & Tweety.** Must have good taste. Contact Sylvester.

BLE PET-SITTER. Will d care for small pets 're away. Reasonable my specialty. Trust weetin' Pet Service. or Sylvester.

NTED. Big ng to travel. life. Call

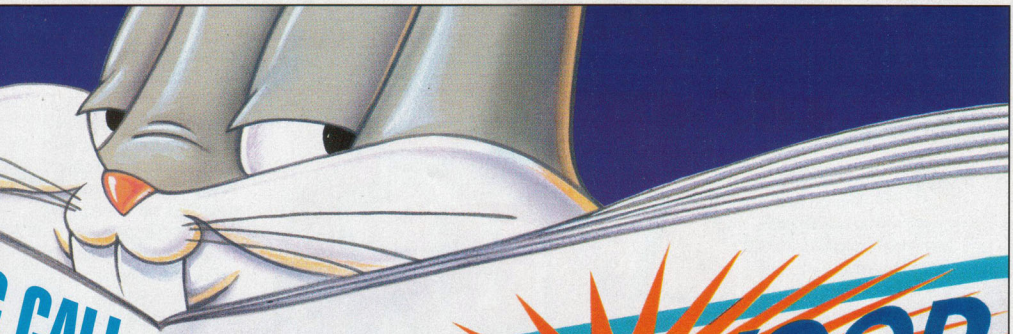
RE FOR springs, ses, rope, iable Acme ntact Wile E. Coyote.

CASTING

Try out

LOONEY TU

family of



HOLLYWOOD STAR

"LOONEY TUNES B-BALL" IS A SLAM-DUNK WINNER!

by Howard Coleslaw

In one of the greatest games this reporter has ever had the privilege to cover, **Looney Tunes B-Ball** scored the biggest victory ever.

When this wacky, fast jammin' game of roundball begins, it's clear that anything goes! First, choose from your favorite Looney Tunes characters and go two-on-two against the computer or your friends! You set the Wacky Meter to the level of craziness you want — from 1, for no-nonsense streetball, all the way to 5, where the only rule is there are no rules!

Change the ball into a cream pie and show your opponent the new meaning of "in your face"! Go invisible or teleport past your man and take it to the net for two! And the clock isn't the only thing ticking when the ball becomes a bomb for hot potato! Then head to the locker room after the game, the Looney Tunes team was understandably exhausted, as the action was fast and furious at both ends of the court. Overall, the team was pleased with its effort, though Taz's moves did come into question.

"Taz can't dribble, but he sure does drool," said team captain Bugs Bunny.

Taz was unavailable for comment, but released the following statement through his agent: "Roarg hawraaaa grroagh froww hrrrg! #@!**##^@!" Most observers tended to agree.

Looney Tunes B-Ball is your season ticket to fun. "Shoot, doc," said Bugs. "We're having a ball!"

The arena will rock as you play through earthquakes, eclipses and more! So go ahead and drive to the hole. But watch out, you just might fall in one!

SUNSOFT™

TAKE THE COURT FOR THE WACKIEST GAME OF HOOPS EVER!

The ... you play, ... you'll get.

W... fr... Du... (also ... great ma... in his ow... The Loon... features all yo... Bugs Bunny, Por... Sylvester and Tweety, E... Fudd. And Daffy Duck himself.

The Acme Animation Factory just the carrot on the...er...Nev... mind.

SUPER NINTENDO ENTERTAINMENT SYSTEM

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Sega CD

NBA JAM

By Scary Larry

Although fans of Jam may wonder why it took so long for the CD version to arrive, it was well worth the wait. NBA Jam for the Sega CD adds some rocking new sounds and updated team rosters to the mix.

Jam-tastic!

Jam's game play remains the same. It's fantasy basketball at its best. You still have your pick of 28 teams (the NBA squads plus one extra), with fresh new rosters that include Sprewell, Webber, and Anthony Hardaway (but still no Shaq or Jordan).

The slams remain the same, and there are still hidden characters. Although the game feels faster, and the controls feel more intuitive, there aren't enough changes to make this game a must-have for casual Jammers.

PROTIP: To snatch a ball from the jaws of victory, jump just as it's hitting the rim.

PROTIP: Sprewell now has the even stats that Mourning used to possess. Use him as a good all-around player.

PROTIP: Check out the individual stats before you select a player. Some stats have changed from the Genesis version.

PROTIP: Knock down players as they go up for a shot. It might make them miss.

Sound Decision

The greatest improvement in this game lies in the sound quality. You'll hear an amazing opening number, followed by more voice samples, more music, and more sound effects than any other home version.

The graphics, however, are the same as the Genesis version. Poorly illustrated players' faces look cartoonish compared to the SNES and arcade games. The undetailed sprites have changed little in the translation.

The basic controls are easy to execute: one button for stealing/passing, one for blocking/shooting, and one for turbo. The game also seems speedier, even without the Juice mode on. Seasoned Jammers will appreciate subtle improvements like arcade-style rim thievery and the enhanced ability to steal and cherry-pick.

But again, with the sweet comes the sour. The access time on the game is certainly a traffic Jam, and you may find yourself checking out a game on the tube before this game finishes loading.

I Jam What I Jam

Only die-hard lovers of the game need apply here. If you had the choice of this CD or the Genesis cart six months ago, you definitely would've opted for the CD, which outscores the Genesis by a three-point shot.

The long holdup may have cost NBA Jam CD some popularity points. However, if you still crave some pulse-pounding parquet action, NBA Jam CD is for you. G

Sega CD Game ProFile

NBA Jam CD

(By Acclaim)

GA

Although this CD is really just an update of the previous NBA Jam, it adds some additional sights and sounds to the game. Jam fanatics shouldn't pass this one up!

Graphics	Sound	Control	FunFactor	Challenge
4.0	5.0	5.0	4.5	Intermediate

$49.95	28 teams
CD	Side view
Available now	Multiscrolling
Basketball	Passwords
4 players	

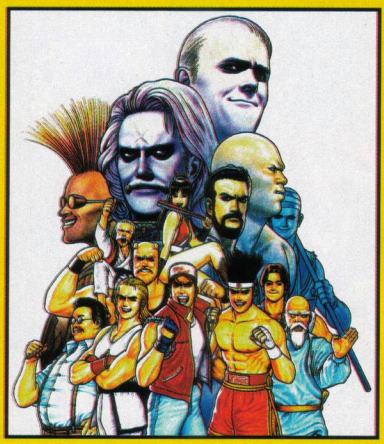
Best Match-Ups!

Warriors vs. Hawks

Nets vs. Knicks

Sprewell is evenly matched against Augmon.

Starks can challenge Coleman!



Sure we offer a variety of more things BUT, it doesn't matter cuz you're still gonna get your **BUTT KICKED!**

FATAL FURY SPECIAL

JVC MUSICAL INDUSTRIES, INC.

SEGA CD

SNK

NR Not Rated

SEGA

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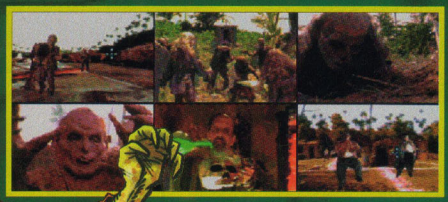
Sega CD

CORPSE KILLER

BATTLE THE ZOMBIE NATION



By Game Over Man

Would you pay money to see a movie called Corpse Killer? Yes? Then you're prime zombie bait for Corpse Killer Sega CD, a B-grade, live-action shooter by Digital Pictures.

Killer's Bs

That "B" designation extends to more than the game's second-tier status among active shoot-em-ups. Try "B" for "bodies," "B" for "bullets," and "B" for "B-movie."

The "bodies" are zombies, whose sheer numbers and variety keep the action intense. The walking dead overrun hellish Cay Noir island and appear as six increasingly tough gangs. They're the result of a U.S. military experiment gone awry, and, yes, the Army was looking for a few good dead men.

The "bullets" are your ammo in this simple-to-play first-person blast-a-thon. You can use the standard controller, an American Laser Games Gamegun, or a Sega Menacer to guide on-screen cross hairs and send the ghouls back to their graves.

PROTIP: Zombies tend to line up behind each other. With proper timing, you can nail several in a row without moving your cross hair.

PROTIP: If you find Baba-Koo Manbones, let Winston throw them, then follow his advice.

PROTIP: Shoot incoming projectiles. You can't hit the hurlers.

PROTIP: Zombies raise the dead at the Graveyard. Return there frequently.

PROTIP: The autoscrolling screen slides right by some zombies. Hold your fire and save ammo.

Winston conveys key clues, but what's with Digital Pictures' fascination with jive Jamaican accents, mon? Remember Night Trap?

Vincent Schiavelli, head zombie-maker and performer in films like One Flew over the Cuckoo's Nest and Ghost.

Sega CD Game ProFile

Corpse Killer

(By Digital Pictures)

Rated by V.R.C. MA-13 Parental Strongly Cautioned Mature Audiences

This frisky first-person blast-a-thon looks and feels like a bad live-action movie. But your taste for "bad" just might bring this Corpse to life.

Graphics	Sound	Control	FunFactor	Challenge
3.5	3.5	4.0	3.5	INT. Intermediate

Price not available
CD
Available now
Shoot-em-up

1 player
First-person view
Save feature

No matter which device you choose, corpse killing couldn't be easier.

Budget Horror

The "B-movie" reflects the CD's production values – your affection for low-budget horror seriously affects how much you'll enjoy Corpse Killer. The disc even features a B-movie regular, Vincent Schiavelli (don't worry, you'll recognize him), as a mad scientist. The other two principal actors put on enthusiastic if predictable performances.

The SCD graphics are typically grainy but stylish. The Puerto Rican location shots go a long way toward upgrading the visuals. The zombies, however, are a major laugh. Obviously, they're guys wearing latex masks and gloves, bebopping across the screen like bad mimes trying to walk in place. Intentionally or not, they're a campy kick.

The sounds creep along. The moody music takes its job seriously, and the voices (alive and dead) are CD clear, though Winston's pseudo-Rastafarian rap is a grind. However, your repetitive cry whenever the zombies put a bite on you is deathly dull.

Voodoo You Do

Corpse Killer...appallingly mundane or fiendishly clever? Take your pick. Hardcore shoot-em-up vets will scream at the zombie-paced zombie zapping, but as a drive-in horror flick sendoff, Corpse Killer might wake the dead.

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PROREVIEW

Sega CD

FLASHBACK

By Drumhead

It was great on the Genesis and the SNES. Now Sega's brought the award-winning Flashback to the Sega CD, retaining all the pulse-pounding action/adventure of its cartridge predecessors.

Havin' a Flashback

Once again, you assume the role of Conrad Hart, a Galaxia agent who loses his memory trying to stop aliens from taking over the world. Sound familiar? The cool story line and great control system are what made Flashback fly off the shelves two years ago, and everything's still here.

PROTIP: Climb over this green disintegration ray and don't forget its location when you backtrack, or you're toast!

Flashback looks familiar, too; it's very much like the original Genesis cart. Throughout, you'll see detailed backgrounds and fluid animation. In addition, every interim sequence from the original cart has been completely reworked through 3D rendering. These scenes look so awesome that even gamers who've already completed this game on another platform will want to play it again just to see all the new CD footage.

PROTIP: The wounded man's teleporter is on this elevator. Place a stone on the sensor to bring the elevator down while you climb up to snare the teleporter.

The added CD-quality soundtrack is absolutely jammin' on each level, bringing the game new excitement. However, the new character voices, while interesting, slow up things slightly with annoying access breaks.

Flash Forward

Other than a few tweaks to graphics and sound, this version of Flashback is essentially identical to its previous cartridge incarnations. Anyone who hasn't yet played it, as well as fans who want to see what's new, should definitely pick up this fun CD. But if you've already been there and aren't impressed by the few changes, flash to something else. G

PROTIP: The shield is an invaluable aid when dealing with the jet-pack soldiers. Shoot them once, block their fire with the shield, and blast 'em again!

Flashback By Sega

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	4.5	4.0	ADJ. Adjustable

Price not available	7 levels
CD	Side view
Available now	Multiscrolling
Action/adventure	Passwords
1 player	Sega rating: MA-13

BOUNCERS

By Sarah Nade

For basketball fans who want a new twist on an old style, Sega has come up with Bouncers, a crazy, fast-paced sports spoof for the Sega CD.

Hoops Holiday

In Bouncers, you don't dribble or shoot the ball: You and your opponent *are* balls, called Blurbs. The object in this nutty one-on-one basketball world is to swish yourself through the net as many times as possible by bouncing off your opponent and collecting power-ups.

The graphics on this CD are great. Each Blurb looks different and has its own personality, from rock star to magician to caveman. There are even short cartoons for each character to watch! The seven cool-looking courts possess their own graphical nuances (including underwater, outer space, and snow-capped mountain settings).

Each court also has its own special musical accompaniment, taking full advantage of the Sega CD's sound capabilities. The sound effects are equally impressive, with each character reacting to a basket with a personal catch phrase.

PROTIP: You score three points if you stay in the air for more than half the court and continuously bounce off your opponent.

PROTIP: The kick is an important weapon. A good swift shot can help you score, or it can send your opponent flying.

Bouncin' Buddies

What makes this game so good are the topnotch controls. The characters react well, and the computer puts up a good challenge.

PROTIP: For an extra-high jump, run at your opponent and press Button A just as you make contact. If you time it right, you should easily sail into the hoop.

So get ready to shoot for two, because Bouncers is an absolute blast. However, as fun as it is to play against the computer-controlled characters, this game is truly meant for two buddies going head-to-head. If you're looking for an innovative new sports game, take on Bouncers. G

Bouncers By Sega

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	4.5	4.5	ADJ. Adjustable

Price not available	2 players
CD	8 stages
Available now	Side view
Basketball/action	Sega rating: GA

READYSOFT INCORPORATED & EPICENTER INTERACTIVE PRESENT

DON BLUTH'S

SPACE ACE

The evil Commander Borf has kidnapped Ace's girlfriend, the beautiful Kimberly, and is plotting to enslave the Earth by means of his dreaded "Infanto Ray", a weapon that changes everyone it blasts into a helpless baby.

Armed only with a laser gun, Ace must seek out and destroy the Infanto Ray, rescue Kimberly and save the Earth. All in a day's work for a superhero, right?

Featuring full screen animation and crisp, powerful sound from the original laser disc arcade classic, Space Ace plunges you into intense, non-stop action.

The fate of Earth is in your hands.

NYR™ Not Yet Rated

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3DO

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VIRTUA RACING DELUXE

By Captain Squideo and Weekend Warrior

So you loved the arcade Virtua Racing, you played the Genesis version and wondered why it cost so much, and now you're not sure about the 32X game? Relax, racers, just slip into one of VR Deluxe's three different types of race cars, hit the new tracks, and enjoy some of the best racing ever found on a home system.

VR: Vroom Racing

The biggest problem with the Genesis VR was its limited replay value. It was fast and fun, but because it had only three tracks and the usual Formula car, you soon ran out of thrills. With its $100 price tag, VR wasn't a must-own – it was a must-rent.

Virtua Racing Deluxe has solved those problems. First off, it's $30 cheaper. Second, you can race in one of three cars (the standard Formula racer, a Stock car, and a sleek Prototype), and you race on five main tracks (two of which are new – Sand Park and Highland). The combination of new cars and new tracks makes this Virtua Racing virtually unique.

PROTIP: For the easiest racing, and to see the most track ahead, use either of the aerial views...

PROTIP: ...but for the most intense and challenging racing, zoom into the cockpit for first-person, ground-huggin' thrills.

Vroom with a View

This game is simply better; you'll play it much longer than last year's Genesis version. For starters, it's much faster and more responsive. The cars really rocket along, especially when you're driving with the intense cockpit view. Fortunately, the controls are excellent, so the cars react quickly and precisely to your button presses.

The best control feature is the on-the-fly view-switching. As in past versions, VRD enables you to control your view without pausing. You can move from a high-aerial view down to a low-aerial view, then you can zoom in behind your car and jump right into the cockpit. What's more, when you're in the VR Deluxe cockpit, the view looks different from each car (in the Prototype vehicle, the steering wheel is on the right!). In two-player split-screen racing, each driver can even change

PROTIP: Follow the skidmarks to find the best racing line.

PROTIP: Drafting still works, but pass on the outside so you have more room to maneuver.

32X Game ProFile

Virtua Racing Deluxe

(By Sega Sports)

GA Rated by V.R.C. Appropriate for all audiences General Audiences

Here's the racing game that VR on the Genesis should've been. With all-new tracks and cars, this one's fast, fun, and gorgeous!

Graphics	Sound	Control	FunFactor	Challenge
5.0	4.0	5.0	5.0	ADJ. Adjustable

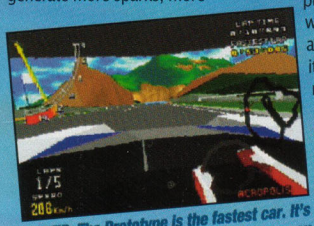
$69.99	2 players
24 megs	6 courses
Available now	Multiple views
Auto racing	Multiscrolling

their view independently. The great view-selection feature has always been a terrific hallmark of the game, and now it's better than ever.

Test Lap

The graphics, which were already excellent, have also improved. The large, sharply defined, polygon cars now generate more sparks, more fire, and more smoke (you get flips and spins, but still no wild crashes). Better still are the truly eye-popping backgrounds. Huge, beautifully textured mountain ranges loom in front of you, and detailed forests surround you. This is a good game to watch over someone's shoulder.

The sounds, which were the weakest part of the Genesis game, are somewhat stronger here. You now get the full theme song throughout the race, rather than just in brief snippets. The use of the announcer's voice is still pretty minimal, though, and she still just calls out various time checks. Sound effects, such as screeching tires and banging collisions, were pumped up, but they won't win any awards. Ultimately, it's a game to see, not hear.

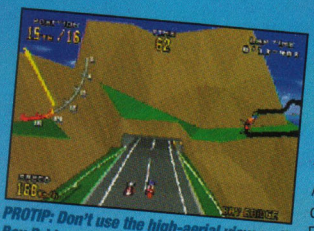


PROTIP: The Prototype is the fastest car. It's also the hardest to control – note the unusual steering-wheel placement.

Checkered Flag

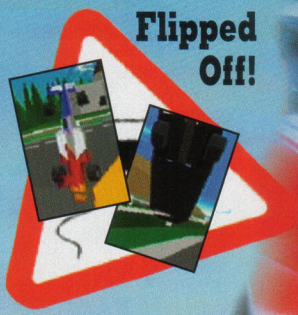
So is VRD the perfect racing game? It's close, but it still doesn't have the overwhelming challenge that assures months of good game play. Some 16-bit racing games have more than two dozen tracks and more ways to customize your car than VR offers. And four-player simultaneous racing is not unheard of. Plus, VR still doesn't have a way for you to save your times, so you always start from scratch in comparison to the leader board.

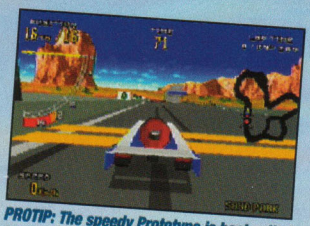
But you might forget these factors when you're jetting along in an intense two-player race, performing accurate driving techniques and quickly weaving through traffic like Mario Andretti. Without a doubt, Virtua Racing Deluxe generates deluxe thrills. G



PROTIP: Don't use the high-aerial view on the Bay Bridge track, or you'll lose sight of your car when it enters the tunnel.

PROTIP: Take advantage of forks in the road; you can use them to overtake the competition.





PROTIP: The speedy Prototype is best suited for the wide open spaces of Sand Park.

PROREVIEW

32X

By Manny LaMancha

Sega's first crop of 32X carts includes Star Wars Arcade, a shooter based on the *Star Wars* movie series. Unfortunately, the Force was apparently not with the creators of this game.

Tastes Great, Less Calrissians

Star Wars Arcade pits you against the evil Empire in two modes of play: a four-level Arcade mode or eight-level 32X mode. The game play's reminiscent of the classic Star Raiders or Star Fox. As you guide your ship through each level, you fire lasers and proton torpedoes to take out a set number of Imperial TIE Fighters before time runs out. If you miss the deadline, they obliterate you. To beat the game, you must race through the Death Star's defense trench and launch the torpedo that blows the Death Star to smithereens.

The polygon graphics are pretty simple, but the animation shows off the 32X's processing power with stand-out scenes like the approach to the final battle on the Death Star. The first-person perspective is a welcome, if unfamiliar, sight for Genesis owners, and you can shift between cockpit and behind-the-ship perspectives, à la Star Fox.

The limited audio consists primarily of battle sounds, R2's beeps, and some digitized voice during cinematic sequences. At least the tunes feature the familiar *Star Wars* themes.

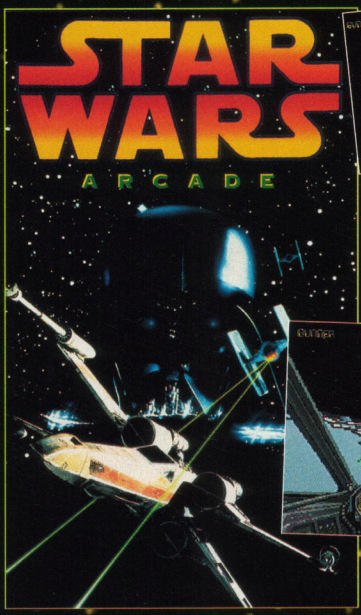
Not Going Solo

Control problems really give the Empire the advantage. With a standard three-button Genesis pad, you'll be overwhelmed by confusing double-button presses. Bottom line: Use a six-button controller. The two-player cooperative mode is fun, but the copilot's cursor is almost impossible to see against certain backgrounds, and it's very hard to accurately track targets.

The quirky control in combination with repetitive game play really grounds the Fun-Factor. After a few attempts, you'll cruise through the early levels only to get slammed in the later levels.

Leia'n It on Thick

The original *Star Wars* movie is nearly 20 years old, so a new 32X game ought to keep that great tale fresh. Unfortunately, a few sessions with Star Wars Arcade is like a Carbon Freeze. Lose the Force, Luke! G



PROTIP: When you reach the Death Star, you can nail three quick enemy ships before autopilot kicks in again.

PROTIP: Sometimes it's easier to target adversaries with the behind-the-ship view.

PROTIP: Shoot asteroids to smithereens to protect shields.

PROTIP: Use a proton torpedo to blow up a tower on the Death Star's surface to get an additional shield.

PROTIP: In two-player action, one player navigates and fires, while the other player targets TIEs and shoots.

32X Game ProFile

Star Wars Arcade

(By Sega)

NYR Not Yet Rated

Star Wars Arcade is a shooter that shows off the 32X's capabilities for first-person graphics, but repetitive game play and sloppy controls ground this cartridge.

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.0	3.5	3.0	ADJ. Adjustable

$59.99	32X mode: 8 levels
24 megs	Arcade mode: 4 levels
Available now	First-person view
Shooter	Forward scrolling
2 players	

PROTIP: When a bomb approaches, dodge hard to the left or right.

PROTIP: Use the radar screen to determine when an enemy is in visual range.

A 3DO EXPERIENCE

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STARRING MARK HAMILL, JOHN RHYS–DAVIES, JASON BERNARD, TOM WILSON, GINGER LYNN ALLEN AND MALCOLM McDOWELL AS "TOLWYN"

PRODUCTION DESIGNER CHRIS DOUGLAS EDITED BY PHILLIP GESSERT MUSICAL SCORE COMPOSED BY GEORGE OLDZIEY DIRECTOR OF PHOTOGRAPHY VIRGIL HARPER LOS ANGELES PRODUCER DONNA BURKONS

SCREENPLAY BY FRANK DePALMA AND TERRY BORST PRODUCED BY CHRIS ROBERTS AND ERIC HYMAN VISUAL EFFECTS DIRECTOR BRENT THALE DIRECTED BY CHRIS ROBERTS

* This game has not yet been rated.

3DO

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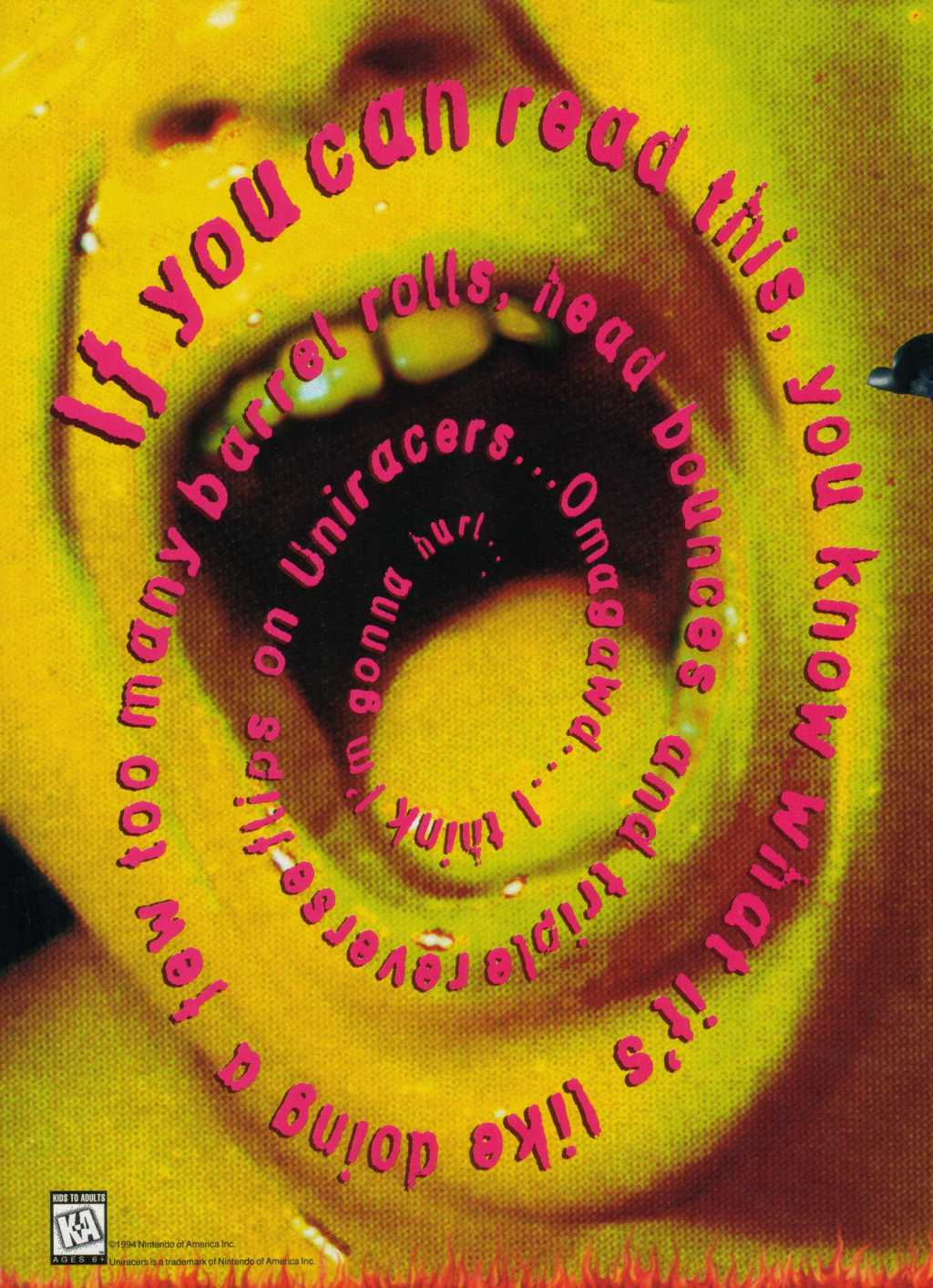

KIDS TO ADULTS
AGES 6+
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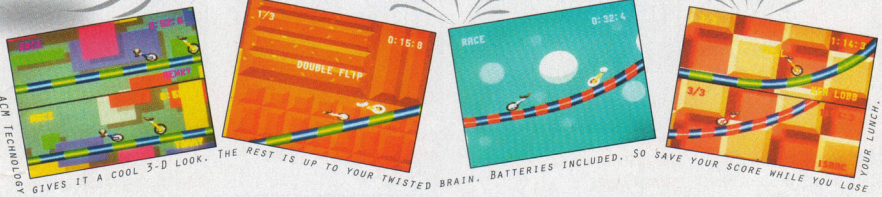
Q: O.K., you're doing 150 out of the half-pipe when suddenly there's this patch of **sticky goo** in the road ahead...whataya do?

A: "Use caution?" BZZZZZT-WRONG! You floor it and go for the triple Z flip...DUH!

This is **Uniracers™!** Where it's not whether you win or lose, it's how you thrash along the way. **Big stunts** mean big points. Because when this hot dog cooks, there's nothing like it.



OK, maybe if you ripped three wheels off your skateboard, twirled around about 100 times and climbed on a greasy speed ramp...yeah, I guess that's sorta like it. But with Uniracers you can **go head to head** with your homeys from the safety of a well-padded sofa. And if you try this kind of craziness on the street... **SCAB CITY.**

Ooh... I think I'm gonna hurl again.

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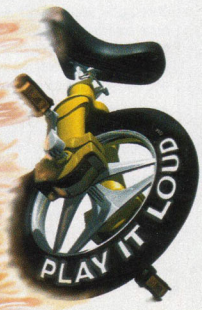


Super NES

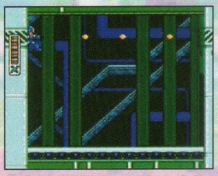
MEGA MAN X2

By Bruised Lee

It seemed to take forever for Mega Man to make it to the 16-bit realm, but when he finally did, he was an instant hit. Only one year later, Mega Man X2 continues this action legend.

Hunter or Hunted?

The fighting saga of Mega Man X versus the Maverick Reploids continues, but this time Capcom's number-one Maverick Hunter faces the X-Hunters. Little does he realize that this new breed of Maverick robots is designed specifically to assassinate him! In their quest for total control, the Mavericks have captured Mega Man X's old robocanine friend, Zero, who's the perfect bait for a Mega Man trap.



PROTIP: In the beginning of the Weather Control Stage, scale up the left wall to find a hidden heart tank that increases your health bar.

PROTIP: You need the Mobile Attack Armor to break through certain walls.

PROTIP: When fighting this X-Hunter boss, stay a good distance away. Your X.Buster weapon causes the most damage.

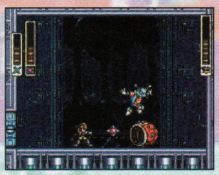
In this mega-fun adventure, all of Mega Man X's abilities (and yours) are put to a grueling test as you attempt to save Zero and eradicate the Mavericks for good. The Man must fight his way through eight main locations.

The levels are deceptively average in size and seem pretty straightforward, but don't let appearances fool you. Some surprising challenges, such as acquiring power-ups for Mega Man X's suit from hidden locations, keep you on your toes. The power-ups always look reachable, but you'll bust your thumbs getting to them. The levels are also overrun with Maverick mechanical monsters, making the action much faster and a bit tougher than it was in the original game.

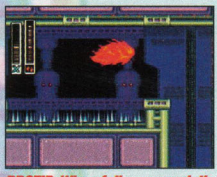
PROTIP: To complete longer leaps, press the Dash button, then immediately press the Jump button.

PROTIP: In the Volcanic Zone Stage, ride atop this enemy to reach the ledge on the left, where you'll find an extra subtank.

PROTIP: Use the Spin Wheel to break through walls and blocks.



PROTIP: The Magnet Mine weapon delivers the most damage against the Crystal Snail Boss.



PROTIP: When fully powered, the Speed Burner weapon rapidly shoots you across the screen to new locations.

Super NES Game ProFile

Mega Man X2

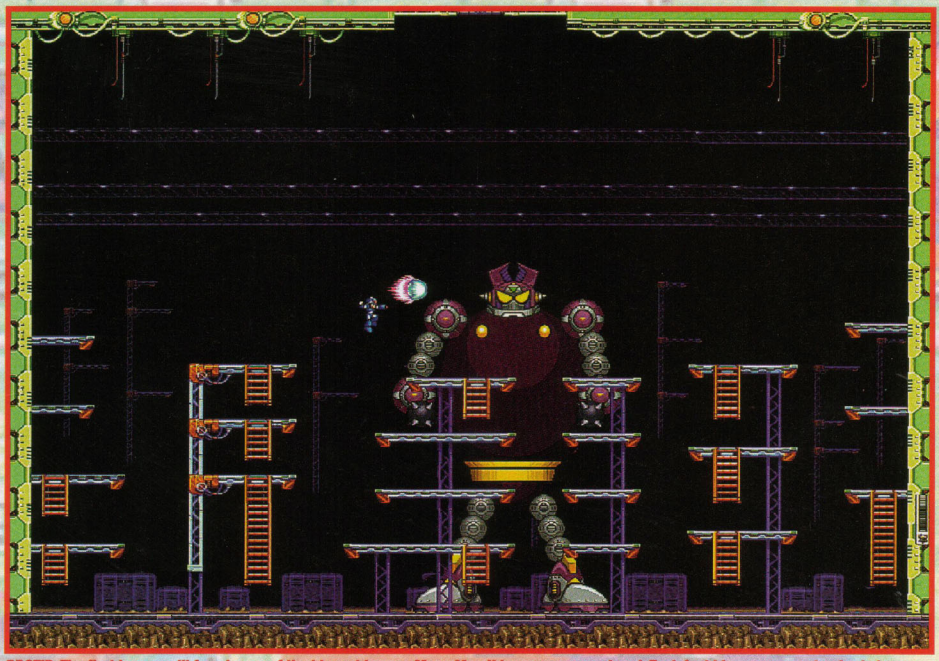
(By Capcom)

Once again, Mega Man X delivers a smash action/adventure hit with awesome graphics, perfecto control, cool bosses, and a new graphics chip, too.

Graphics	Sound	Control	FunFactor	Challenge
5.0	4.5	5.0	5.0	INT. Intermediate

Price not available
12 megs + C4 chip
Available January
Action/adventure
1 player

13 stages
Side view
Multiscrolling
Passwords



PROTIP: The first boss you'll face is one of the biggest bosses Mega Man X has ever encountered. To defeat him, use your standard charge weapon and direct your hits toward his head.

Mega Man X's controls are one of the biggest strengths of the Mega Man X series, and X2 continues that tradition. You may find it a little difficult to press the different button combos that are required to reach certain points in the game, but the response time is perfect.

The eight main bosses

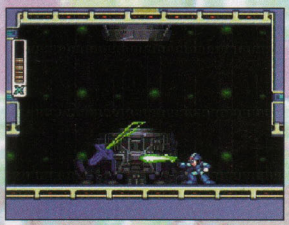
Bosses on Their Job

Of course, Mega Man wouldn't be Mega Man without the end bosses and their unique attack patterns and weapons. As in all Mega Man games, once an end boss is destroyed, Mega Man X acquires their weapon. Flame Stage, one of the more powerful bosses, charges and slams you into the ground for major damage if he catches you. Megna Centipede, another mighty boss, can reappear anywhere on-screen for the ultimate surprise attack. He also has the ability to drain your charge weapon.

Other cool new Mega weapons include special vehicles that help MM through tough spots. The Mobile Attack Cycle grabs major air as it flies off ramps, and the Mobile Attack Armor features a nasty spin blade and limited jumps.

New Chip, New Look

As always, the outstanding graphics show great detail in the backgrounds and enemies. Mega Man X2 sports a new chip, the C4, which was designed exclusively by Capcom to enhance the already-masterful bosses with a new 3D look. The C4 produces sophisticated 3D graphics and action, including three-dimensional object rotation. Now the bosses twist and turn in ways you've never seen before in a Mega Man game.



PROTIP: When fighting this C4 chip boss, aim for the sword's blue handle.

The big downfall in the first Mega Man X was the frequent slowdown that detracted from the game play. MM X2's minimal slowdown doesn't even resemble the original's sluggishness.

The sound quality matches that of the first Mega Man X – that is, nothing short of great. The tunes are nicely tailored to each level's setting, and effects help pump up the action.

X-ceptional

Mega Man X2 is a mega monster! With all the right elements, it's one the best installments in the series. If you dug the first game, this one's improved in almost every way. The new C4 chip energizes the already-great graphics, the extremely responsive controls are perfect, and the levels contain more enemies and hidden locations than any MM cart yet. Mega Man X2 is X-cellent. G

Super NES

SUPER BOMBERMAN 2

By Scary Larry

Buckle up, bombardiers, Bomberman is back! Although the one-player game is not as dynamite as it could be, the multiplayer rounds are as fun as they are in the original game.

Bomb Squad

The premise remains the same: Bomberman, kidnapped by various evil bombers, must fight from five planets to regain control of Earth.

Basically, you plant bombs and wait for them to explode. Doesn't sound like too much?

PROTIP: The Roller Skates give your Bomberman limited speed. Don't bomb and run if your Skate power is about to expire.

Well, you also have to avoid enemies, watch out for traps, fend off bosses, and figure out the tricks to open doors in certain rooms. Bomberman is strategy-game playing at its best.

Numerous types of bombs tempt you: Some are remote controlled, spew slime, or pass through obstacles. If you're not comfortable around explosives, play something with less bite, like Mickey Mania. Wuss.

PROTIP: After you knock off all the enemies, bomb the bricks to find power-ups. You can take them to the next level.

PROTIP: If you find a certain type of bomb that you like, stick with it. Just blow up the icons of other bombs you find.

PROTIP: Be careful around the fire pits. They regenerate quickly and could corner you.

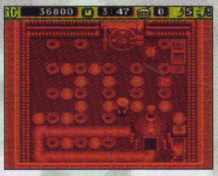
A Rip-Roarin' Time

The graphics are still bastions of Japanese-style cuteness. The land that brought you Hello Kitty gives Bomberman 2 that same kind of wide-eyed kiddy flavor – but now you can detonate it. The sprites aren't any bigger, but they certainly look sharper. The scrolling play field in one-player games is a nice touch that lends oomph to the action.

The music is a slick hybrid of technopop and lounge music. The sound effects could have been a little beefier, and the explosions could certainly have been improved upon. All told, there isn't a lot of improvement between these sounds and the original SNES Super Bomberman's sounds.

You'll find the control tricky if you're a novice. Once you get the hang of it, though, you should have no trouble blasting away opponents. You'll need to read the manual carefully on this game if you're a first-time Bomberman.

PROTIP: The first boss is a no-brainer. Simply lay bombs in front of him and move from side to side on the lower part of the screen. The boss can't travel downwards.



PROTIP: Watch out for the second level's furnaces. The screen turns orange, and a scorching line of fire races across the screen. Look at the ground carefully to determine the fire's path.

PROTIP: When bombing near Dynamite Sticks, stay away from the fire's path. These Sticks cause a chain-reaction explosion.

Bombs Away

If you're a fan of the first Bomberman, the extra features (new bombs, trickier levels) will blow you away. New players will find the thrill of competition in the multiplayer mode the best the SNES has to offer. But if you're a lone gamer looking for explosive action, this bomb might not go off quite as dramatically. G

Super NES Game ProFile

Super Bomberman 2

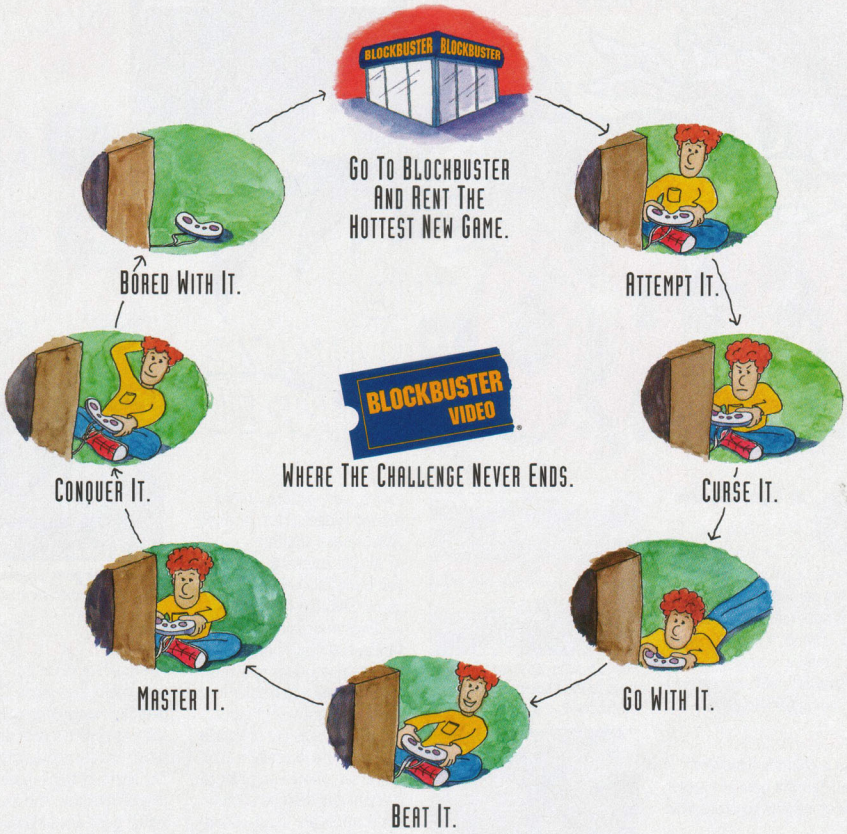
(By Hudson Soft)

The all-time greatest party video game is back for another run. SB 2 rocks the SNES, though in this day of head-ripping fatalities, it may seem tame.

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	4.5	5.0	INT. Intermediate

$59.99
8 megs
Available now
Action/adventure

4 players (using Hudson Super Multitap)
Overhead view



This Could Be A Vicious Cycle.

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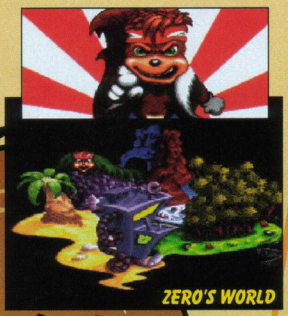
Super NES

ZERO THE KAMIKAZE SQUIRREL



A WORLD OF WEIRD WACKOS!

PROTIP: Use your weapons to defeat these miners from a safe distance.

By Captain Squideo

If you liked the cartoony Aero the Acro•Bat, you'll like this fast-moving game starring Zero, Aero's squirrelly nemesis. Dazzling graphics might've made Zero a new video game superstar, but difficult controls bring him gliding back to Earth.

Zero the Hero

A bad guy in the first Aero game, Zero's a hero in his own game as he tries to protect his homeland from an evil lumberjack. Through seven varied levels, Zero jumps, swoops, and dives against legions of natural and robotic enemies. Along the way, he steers a jet ski, flies with a jetpack, inflates numerous hidden rooms, and explores underground tunnels. He's Zero the adventurous squirrel.

PROTIP: Jump up from the palm trees in the Beach stages to reach items in the clouds.

PROTIP: Bounce repeatedly off these spongy enemies to reach higher altitudes but don't overdo it, or they'll swallow you and spit up your skeleton.

It's the control that keeps you from fully enjoying the game. Zero has lots of skills – he flings nunchakus, somersaults, and flies from ledges – but his best moves take too much patience to master for a cartoony, lightweight game.

Some moves are so touchy that you'll periodically reach test areas where you practice; it seems the designers knew the controls are tough. Good luck steering Zero in his Dive Attack; watch the lengthy demo to see what you're struggling to accomplish.

PROTIP: Jump safely from branch to branch as long as you can in the Forest, then fly to the uppermost items and platforms.

Squirrel World

The graphics range from fun and frivolous (as when Zero gets skeletonized) to beautiful and enchanting (check out the beach and forest backgrounds). The enemies aren't big, but they're inventive, and Zero has lots of good animations, especially when he wrecks. Good thing, too, considering how often he hits the wall.

The sound, though, never really flies. The music is much too serious and slow for such a quick, fanciful game. You'll also wish the enemies and Zero himself made more noises.

Despite its drawbacks, Zero's worth a play or two or ten. The unlimited continues are an asset, but young players may still be frustrated. However, if you have the patience, Zero has the game. G

Super NES Game ProFile

Zero the Kamikaze Squirrel

(By Sunsoft)

SNES Zero is identical to Genesis Zero: Dazzling graphics and difficult controls make him a fairly high-flyin' squirrel.

Graphics	Sound	Control	FunFactor	Challenge
4.5	3.0	3.5	4.0	INT. (Intermediate)

$64.99	7 stages
16 megs	Side view
Available now	Multiscrolling
Action/adventure	Unlimited continues
1 player	

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PROREVIEW

Super NES

By Uggs the Bugg

An evil space entity called Yafu is out to clobber mankind with an army of mutant monstrosities. Sonic Blast Man and his cohorts are out to save the day. If that story line sounds familiar, it's not just because this cart's a sequel. Blast Man II is standard stuff, but it's solid fun for beginning players and may intrigue intermediate beat-em-up bruisers.

Mowdown Slowdown

Blast Man's game play is a typical side-scrolling street brawl. Your characters slide-step through the melee without lifting their feet from the ground, which downshifts the action into a steady, measured walk-through.

The sluggish controls don't liven things up. They generally do their duty, but sometimes you can't stop an enemy attack you can see coming from a mile away.

PROTIP: These beefy goons always try to counterpunch you. After you complete an attack, immediately roll away by pressing Away and hitting A.

Yafu's Yahoos

Despite the plodding pace, the relentless, bizarre-looking Yafu crew helps juice the action by pouring across the screen. Their standard punches, headbutts, and kicks put a real hurting on beginners.

You get an imaginative, good-looking offensive repertoire. The punches and jump kicks are standard, but the grab attacks are topnotch. Additionally, awesome screens illuminate the Special Moves. Sonic Blast Man's Special is particularly tough. He unleashes his signature "We're fighting for freedom!" yell and lets loose his 100-megaton sonic ground-pounder blast.

PROTIP: In the first-stage office, look for three palm trees in a row. Knock 'em all out at once with a blast (hold down R and hit Y) for a power-up that maxes out your health. Miss one, however, and you'll automatically walk right into them.

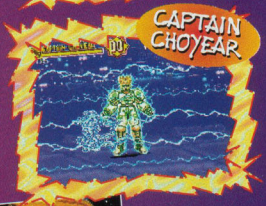
PROTIP: The bad guys love to shoot down your aerial moves.

Subsonic Sounds

Unfortunately, the B-Man's garbled yell is the sole sound highlight. The desolate effects are limited to uninspired explosions and grunts, as well as weird titters by downed mutants. The music has vigor but little inspiration.

High-Powered Highlights!

(Hold down R and hit X for power moves – but save them for bosses.)



SONIC BLAST MAN II

You're fighting for freedom!

PROTIP: These two bosses are murder! Use bombs and concentrate on the big guy!

At least the graphics add shine to the combat. The character sprites feature excellently weird art. In later stages, some backgrounds are sci-fi serious.

A Retro Rumble

This cart hits both ends of the fun-time spectrum. Veteran players will find SBM II too much of the same old thing. But beginners will have a sonic blast, man. G

PROTIP: Sonic Blast Man is best in single-player mode. Sonia's quick but weak. Choyear's slow, but he has a mean throw.

Super NES Game ProFile

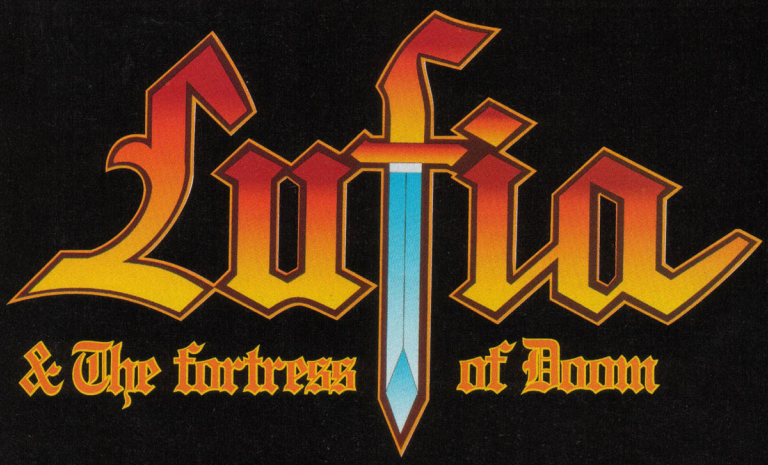
Sonic Blast Man II

(By Taito)

Sonic Blast Man II is a good beat-em-up brawl for first-timers. Veterans can pass on the déjà vu destruction.

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.0	3.0	3.5	ADJ. (Adjustable)

Price not available	2 players
8 megs	5 stages
Available now	Side view
Beat-em-up	Side scrolling



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Super NES

By Captain Squideo

Want some good Lethal Enforcers-style shooting? Operation Thunderbolt doesn't come with plastic guns, but it does have fast and frantic first-person action that'll cramp your thumbs.

Maximum Carnage

As in Lethal Enforcers, you blast away at screens full of bad guys from a first-person perspective. During your rescue mission, you must nail all the oncoming terrorists, missiles, grenades, and knives without hitting innocent hostages. Fresh ammo

PROTIP: Most enemies and power-ups cross the center of the screen.

OPERATION THUNDERBOLT

and health icons fly across the screen, and explosions fill the sky when you connect with jets and helicopters. You'll work up a good sweat.

If the game has a flaw, it's the sheer redundancy of the game play. How much carnage can you endure? You'll find out, because all you do is blast wave after wave of onrushing terrorists. Sophisticated gamers may find the action repetitive.

PROTIP: Save your powerful Rocket Bombs for incoming jets and helicopters. If you miss, aim for their missiles.

Sound of Thunder

Your controls are sometimes your worst enemy because the targeting cursor moves slowly, occasionally leaving you open to enemy shots. Fortunately, the colorful, detailed backgrounds and large sprites make you keep trying. The sounds are also strong, as when you hear the clink of incoming knife blades.

PROTIP: If you can't nail quick-moving terrorists, shoot their grenades before they explode.

This Operation is a success, generating plenty of shootin' thrills for intermediate soldiers. You'll get a charge out of this Thunderbolt. G

Operation Thunderbolt
By Taito

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.5	3.5	4.0	INT. (Intermediate)

Price not available
12 megs
Available now
Shooter
2 players
8 missions
First-person view
Multiscrolling
Compatible with SNES Mouse and Super Scope

By Captain Squideo

Full Throttle Racing unites motorcycles and jet skis; unfortunately, neither race is wildly thrilling, and the two don't add up to one great game.

Half Full

You've seen these races before. You steer from a behind-the-vehicle perspective as forward-scrolling tracks and obstacles rush toward you and distant backgrounds remain very dis-

PROTIP: Switch to wet tires for rainy tracks like those in Louisiana and Michigan.

PROTIP: Rookies may find it hard to coordinate the steering and kicking. At first, just concentrate on avoiding obstacles.

tant. You kick out against nearby racers à la Road Rash, and you steer toward Nitro and Repair icons. Earn money to improve your vehicle.

The bikes are speedy, and the jet skis do turn sharply, but that aggressive kick isn't very helpful. It'll be awhile before you consistently win your races with these average controls.

Back in the Pack

The graphics look like most other racing games. The national tour gives you lots of famous American back-grounds, but foreground details and racing effects, such as sparks from collisions, are minimal. At least your cyclist really leans into turns, and you get decent wipeouts.

In the sound department, this cart continues to be average. There's energetic music and typical sound effects like whining engines, but nothing you'll get excited about.

Racing fiends who must compete on every SNES track should give this one a shot just for the vehicles and backgrounds. But if you're looking for greatness, go elsewhere, speed racers, go elsewhere. G

PROTIP: You can slightly brush obstacles, but head-on collisions send you flyin'.

Full Throttle Racing
By Gametek

Graphics	Sound	Control	FunFactor	Challenge
3.5	3.0	3.0	3.5	INT. (Intermediate)

$69.95
16 megs
Available now
Racing
2 players
13 stages
Behind-the-racer view
Forward scrolling

Super NES

GUTS

By Sarah Nade

Do you have what it takes to bounce higher than you thought possible? Do you dream of climbing a mountain full of obstacles? Do you like the TV show? If so, Nickelodeon Guts is for you.

Ya Gotta Have Guts

In Guts, you're part of the real-life TV show, performing one of six feats. Among them are Elastic Sports, where you bounce through activities in a harness, and Action Sports, where you maneuver on tracks laden with obstacles to beat the clock.

PROTIP: Watch this jump in the Tornado Run. The quake platform can shake you up before you regain your balance.

PROTIP: In Elastic Sports, shoot at the top of your jump.

PROTIP: Don't linger on the Aggro Crag's sliding platforms, or you'll fall straight to the bottom.

The graphics are merely average, mainly because the repetitive side view lacks variety. The medium-sized sprites and digitized athletes look cool, if not very detailed, but the background audience never moves!

Do You Have It?

The sound in this cart lacks guts. The music is pretty basic; you may want to turn it down before it gets tiresome. And the contestants make no noise, even when they fall. At least the roar of the crowd in Elastic Sports is realistic, as is the scorekeeper's voice.

At first, the controls are difficult because each event has a different challenge for you to master. Younger gamers and those with little patience might have a hard time, but practice eventually makes perfect.

It might be best to try out this cart as a rental. If it grabs you, strap on your harness, give a yell, and show the world you have Guts! G

Nickelodeon Guts
By Viacom New Media

Graphics	Sound	Control	FunFactor	Challenge
3.5	3.5	3.0	3.5	ADJ. Adjustable

Price not available
16 megs
Available now
Action/sports

2 players
6 stages
Side view
Multiscrolling

Moto-X

By Captain Squideo

A two-wheel take-off on Rock 'N' Roll Racing, Moto-X is a rowdy race for moto-maniacs. Unfortunately, it doesn't have enough options to keep you riding long.

Mutant Motorcyles

Like R 'N' R Racing, Moto-X gives you monstrous competitors and an amped-up sport. You side-scroll across hilly dirt tracks strewn with obstacles. Riders gather power-up weapons, but everyone races with the same skills. Your only options are selecting a faster bike or going for two-player split-screen racing.

The lack of strategic options really limits the fun. Because you can't customize your bike or select racers with specific skills, Moto-X is an extremely low-strategy game – all thumbs and no brains. The action's not bad, it's just not diverse or interesting. The controls don't help much: Weapons are hardly used, and bikes are hard to keep upright.

PROTIP: Build up speed on the hills, or you won't clear Riverside Dome's puddles.

PROTIP: Most obstacles on the first 250cc track are near the sides, so ride in the middle of the track.

PROTIP: Practice releasing the throttle as you make your jumps, or you'll eat 50 yards of dirt.

Graph-X & Sound FX

The graphics are average. Once the six vastly different characters mount up, they all look identical. The tracks are also similar – different backgrounds and a few different obstacles, such as puddles, provide only minor visual changes. At least the bikes and sprites are big, and you get nice splats on impact.

The music rocks raucously, but the whining bikes get tedious. You do hear humorous phrases like "Get a stretcher!"

For simple, mindless racing, Moto-X is decent enough. But for wild fun and intensity, this X doesn't mark the spot. G

Moto-X
By Trimark Interactive

Graphics	Sound	Control	FunFactor	Challenge
3.0	3.5	2.5	3.0	ADJ. Adjustable

Price not available
Available first quarter '95
Motorcycle racing

2 players
18 tracks
Side view
Side scrolling

Super NES

BRUTAL

By Captain Squideo

Younger gamers should like Brutal, a cartoony version of more violent fighting games like Mortal Kombat. Colorful graphics, humorous characters, and fast fists make this game endearing.

Paws for Concern

The SNES Brutal is almost identical to last fall's Sega CD version. You match up cartoon animals like Tai Cheetah and Foxy Roxy, each with their own moves and philosophy, in one-on-one fights. One Sega CD character and the lively CD outtakes are missing, but you can still choose from seven fun fighters. Younger gamers will cherish them like Saturday-urday-morning cartoon pals.

SF II vets will like the improved game play. Gametek responded to criticism of its Sega CD game by making the SNES game faster and the special moves easier to master. As you progress through the game, you learn special moves, called Katas, that are devastatingly effective. Rhei Rat's Lightning Fury packs 30 punches into 1.5 seconds! Brutal's also a more offensive-minded game than it was on the CD. These factors make this Brutal better.

The music's brutal when Prince Leon of Kenya plays his guitar!

PROTIP: Kendo Coyote has a longer reach than most of his opponents, so take advantage by quickly going on the attack.

PROTIP: Do your fighting in open areas where foreground objects don't block your view.

Fatal Furry

The graphics display bright colors and strong details. Foreground elements occasionally obstruct the fight, but you might not notice when characters show off their unique personalities. The sounds are good, but you may wish for more roars from these kombat kritters.

Veteran kombateers probably won't identify with these cutesy animals, though there's enough martial arts action to keep any fight fan interested. Younger fighters, however, will really thrive in this big, bright, Brutal world. G

Brutal
By Gametek

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	4.0	4.0	ADJ. Adjustable

$64.95
16 megs
Available now

2 players
Side view
Passwords

Fighting

WildSnake

By The Unknown Gamer

WildSnake slithers onto the scene with silky-smooth puzzler play, though it doesn't have as much sparkle and strategy as a classic like Tetris 2.

Hiss-terical

WildSnake effectively clones the traditional Tetris style of play and adds a good variation. Players guide slippery, slinky snakes and try to stack them so their colors match. You control the speed of the falling snakes by dragging them down faster, and you can also steer them into corners or holes with easy, precise moves.

PROTIP: When Wild Snakes drop, quickly maneuver them so they touch the snake that appears most often on-screen. They'll make all similar snakes disappear.

There are many ways to play. In the one-player mode, players choose from six wells that the snakes drop into. In two-player mode, gamers go head-to-head on side-by-side screens. You can get blocks onto your opponent's screen, but your main goal is eliminating your own snakes. In King Cobra mode, one player takes on challenges like eliminating 50 snakes in 150 seconds.

WildSnake's graphics aren't as razor sharp or as 3D as the graphics in similar games, but they suffice. The tiny snakes with tiny patterns will make old-timers squint, though. The graphical highlight comes when the snakes slither and loop into an open hole. Meanwhile, the tunes are merely a pleasing backdrop – nothing more, nothing less.

PROTIP: You can constantly change your falling snake's direction. If you see two matching snakes close together, touch one, then change direction and touch the other to earn more points.

PROTIP: Stack snakes vertically in rows at the bottom of the screen or in side arms of different wells to make matches easily.

Snake Charmer

WildSnake's an intriguing puzzler. It would've benefited from more two-player strategies – such as ways to sabotage your opponent. If you love this style of game, though, for heaven's snakes, try it. G

WildSnake
By Spectrum HoloByte

Graphics	Sound	Control	FunFactor	Challenge
3.5	3.5	4.0	4.0	ADJ. Adjustable

Price not available
4 megs
Available now

Puzzler
2 players
Side view

Fuzzy Blue Rats
CAN'T
Skateboard

Overgrown Housecats
CAN'T
Hang Glide

Dirty Worms
CAN'T
Whistle

Mere Mortals
CAN'T
Become Super Heroes

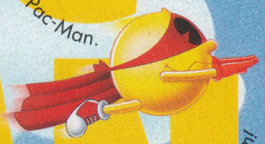
Big Hairy Apes
CAN'T
Think For Themselves

PAC-MAN CAN

There's tons of killer stuff Pac-Man can do that others can't. He can thrash on his skateboard,

"Hey, I've got places to go, people to see—I won't wait while you decide what button to press!"

shred clouds with his glider, even "SHAZAMM!" himself into Super Pac-Man.



Unlike one-ply characters, Pac-Man performs all his own stunts—this dude can freestyle with the best of them!

"When I'm this high up, the last thing I need is one more ghastly ghost."

But sometimes he needs a reality check. So it's your duty to hang with Pac-Man through all his adventures.

After all, you wouldn't want Pac-Man to get crushed like some spandex-sportin' street thug.

"You can even play the game that made me the world's first video game super hero! (I don't have a big head, do I?)"

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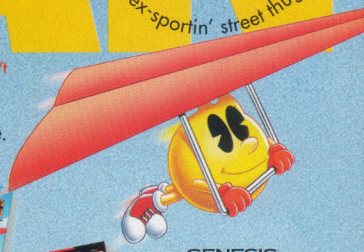

PAC-MAN 2
THE NEW ADVENTURES™

GENESIS

namco
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SUPER NINTENDO ENTERTAINMENT SYSTEM

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Super NES

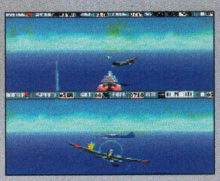
CARRIER ACES

By Captain Squideo

Dreamin' of glorious aerial combat in classic World War II warbirds? Carrier Aces drops you into the cockpits of Avengers, Hellcats, and other great prop planes and launches you into entertaining dogfight action.

Wild Blue Yonder

The Carrier Aces of the title refer to the Japanese and American pilots who flew over the Pacific 50 years ago. You play on either side of the battle in shooting scenarios that include dogfights, torpedo runs, and dive-bombing attacks against carriers. The variety of missions ensures that you won't be bored.



PROTIP: If a bogey's on your tail, switch to the rear view and shoot with your rear-mounted gun.

Aces High

The split screen gives you lots to look at – your cockpit view with instrument readings on top, the enemy's perspective, and instruments below – or you can switch to a rear view. Details are sharp (until you get too close), colorful fireballs explode, and your plane breaks up as it crashes.

PROTIP: Keep swerving as you attack the carrier, and you'll dodge the antiaircraft guns.

The sounds also keep you airborne. In addition to rumbling engines, rat-a-tat shots, and martial music, voices bark out commands and warnings.

Novice pilots should like Carrier Aces the most, because its action isn't too complicated. For war veterans, the nostalgic feel of these great planes may be reason enough to keep flying. G

PROTIP: Pick the right plane for each mission. Avengers are best against carriers.

Carrier Aces
By Gametek

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	3.5	4.0	INT. Intermediate

$64.95
16 megs
Available now
Air combat

2 players
7 missions
Behind-the-plane view
Forward scrolling

ARDY LIGHTFOOT

By Sarah Nade

Gamers who like cute and fun action/adventure games will enjoy Ardy Lightfoot. The challenging game play should keep younger gamers entertained as well.

Light on His Feet

Accompanied by a floating friend, Ardy travels through magical lands in search of the seven pieces of the Power Triforce. The ensuing levels offer a lot of variety, including a mine-cart ride, a search for treasure on a pirate ship, and fights with big bosses.

PROTIP: Duck when you reach this point in the Tunnel Chase, or you'll fly out of the cart.

Ardy is relatively easy to control. His basic movements consist of running, jumping, and tossing his rotund pal, who requires no control at all, as a weapon. Ardy's high bounce might give beginning gamers a bit of trouble, but once it's mastered, the controls present no problems.

The wonderful, cartoony graphics boast medium-sized sprites with easy-to-follow movements. The colorful backgrounds enhance the fun with nicely detailed mines, burning buildings, and oceans.

PROTIP: To use these boulders as bridges, jump over them when you come to a space in the ceiling so they can roll past.

The sound is just ordinary and needs more voices and sound effects to be truly noteworthy. The tunes are standard video game orchestrated background music; nothing special.

PROTIP: In the hidden room on the Island of Ruins, put the pink block on one end of the seesaw and jump on the other end to catapult to the exit above.

He's No Tenderfoot

Ardy Lightfoot combines all the elements of a fun adventure cart and adds a tiny taste of RPG to create this winner. Ardy Lightfoot has the Power! G

Ardy Lightfoot
By Titus

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	4.0	4.0	INT. Intermediate

$54.99
8 megs
Available now
Action/adventure
1 player

17 levels
Side view
Multiscrolling
Unlimited continues

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Super NES

By The Tummynator

Darwin and the *seaQuest* crew have surfaced, and they're doing well on this interesting cart. Although it's not as involved as underwater adventures like Ecco, this Quest doesn't leave you feeling clammy.

Under Troubled Waters

The crew of the *seaQuest DSV* is on a mission, and you're the captain. In this multifaceted command game, you call the underwater shots. You'd better

PROTIP: In the first mission, send out the Stinger or the Truck to get rid of enemy vessels. Then send the Crab to pick up the plutonium.

be up for it, too, Skipper, because the missions involve brain power as well as scuba lessons.

You start on the *seaQuest* bridge, with access to the Info Room, Docking Bay, and Navigation Room. In the Info Room, you're briefed on the various seek-and-destroy and search-and-rescue missions. Next, you pick from one of

PROTIP: When digging through the sediment for treasure, watch out for bombs. Use the Crab's exhaust chute to clear sand but don't stay too close to the silt.

five crafts or Darwin (the porpoise) to help you complete your objectives. There's nice variety in the controls, because each vehicle handles differently and performs different tasks.

Wet and Wild

The graphics in seaQuest look sharp. The ships all have a very 3D look, along with highlights and fully rotational views. Most of the backgrounds are dark,

PROTIP: Return to the ship when you're low on power and switch to another vessel.

but they sport nice touches like falling rocks. The sounds also fare well; the rousing theme music from the show is apparent everywhere.

Fans of the show have a perfect, excitement-packed game. Gamers looking for something new in an adventure game will also appreciate the original, varied game play. Things are definitely hotter under the water with this cart. G

seaQuest DSV By T•HQ

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	4.0	4.0	INT. (Intermediate)

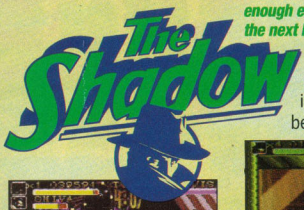
$69.95	31 levels
16 megs	Multiple views
Available now	Multiscrolling
Action/adventure	Passwords
1 player	

By Bacon

Arriving almost six months after the movie died in the theaters, The Shadow isn't just late for dinner – it's behind the times. Decent graphics and thrilling sounds just don't make up for flat, repetitive game play.

Save the World

Shiwan Khan, a descendant of Genghis Khan, has invaded New York, and it's up to the



PROTIP: Dodging bullets is hard, so become invisible when a shooting rounds begins.

Shadow to fight through eight levels of beat-em-up action and prevent disaster. As you wade through areas like China Town, you'll put your simple array of punches, jumps, and kicks to exhaustive use against unending waves of the same old enemies.

Occasionally, you take a break from the fighting to shoot it out; the responsive controls let you firmly maneuver through both types of fighting. But even with three supernatural powers (Invisible, Dash, and Devastate), a more varied set of moves and foes would've added spice to this plain, basic game.

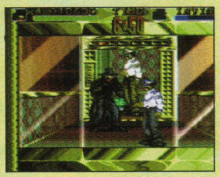
Saved by the Bell

A great soundtrack and intriguing backgrounds rescue this cart. Impressive, haunting tunes fill each level, perfectly setting the dark mood, while standard grunts adequately round out the audio.

Visually, creative scenarios, such as fighting in the lobby

PROTIP: If you're near death, use the Devastator to blow away enough enemies to make it to the next health power-up.

of the Empire State Building, depart impressively from the beat-em-up norm and



PROTIP: In the Empire State Building's elevator, position yourself at the door to clobber enemies as they enter.

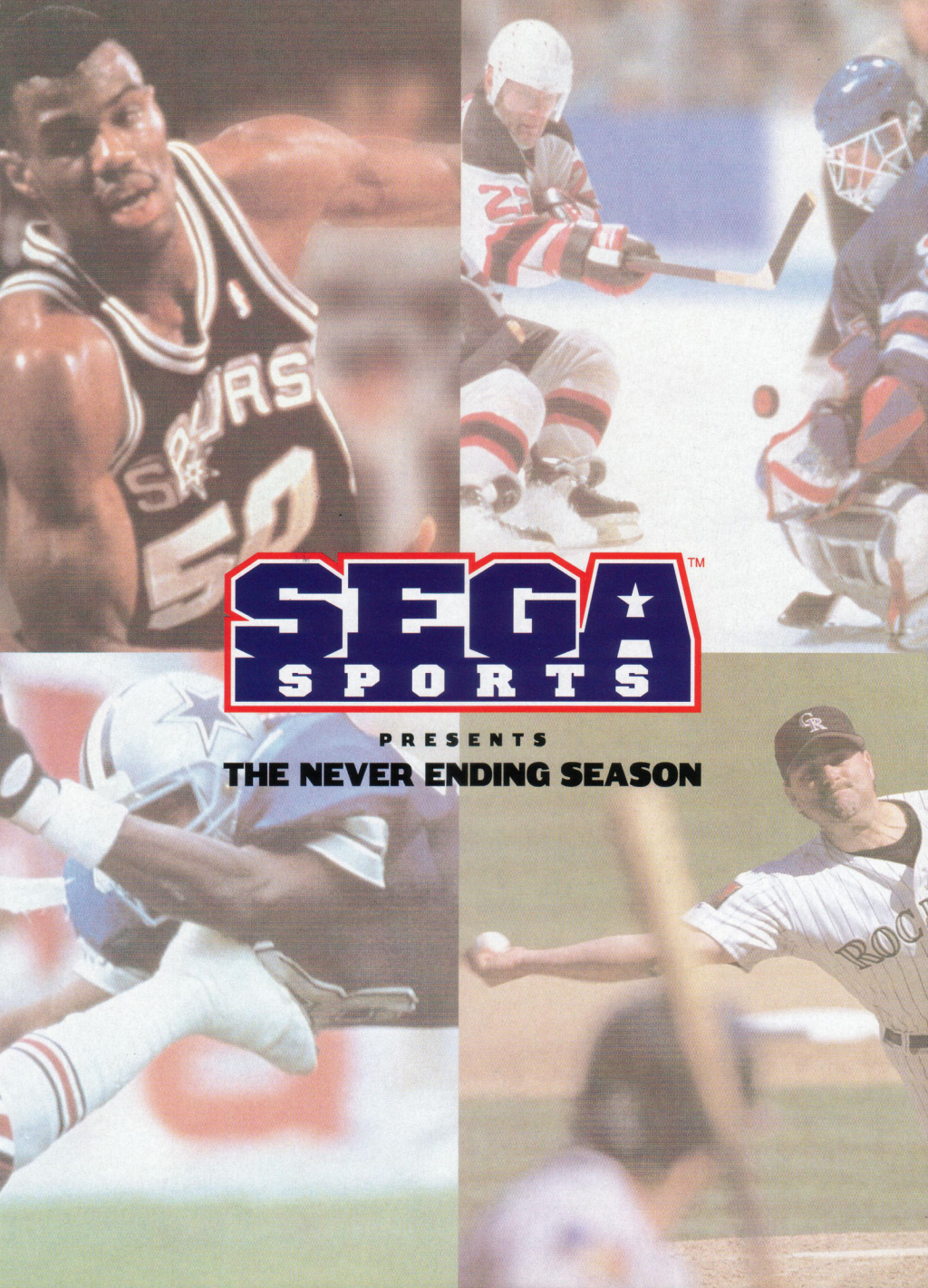
keep you involved. Once that good impression wears off, the bland sprites and animations won't keep your attention.

Shadow fans and beat-em-up beginners might enjoy this average game. For others, a quick weekend rental will show you what lurks in the heart of this Shadow. G

The Shadow By Ocean

Graphics	Sound	Control	FunFactor	Challenge
3.5	4.5	3.0	3.0	ADJ. (Adjustable)

$59.95	1 player
16 megs	8 missions
Available now	Side view
Beat-em-up	Multiscrolling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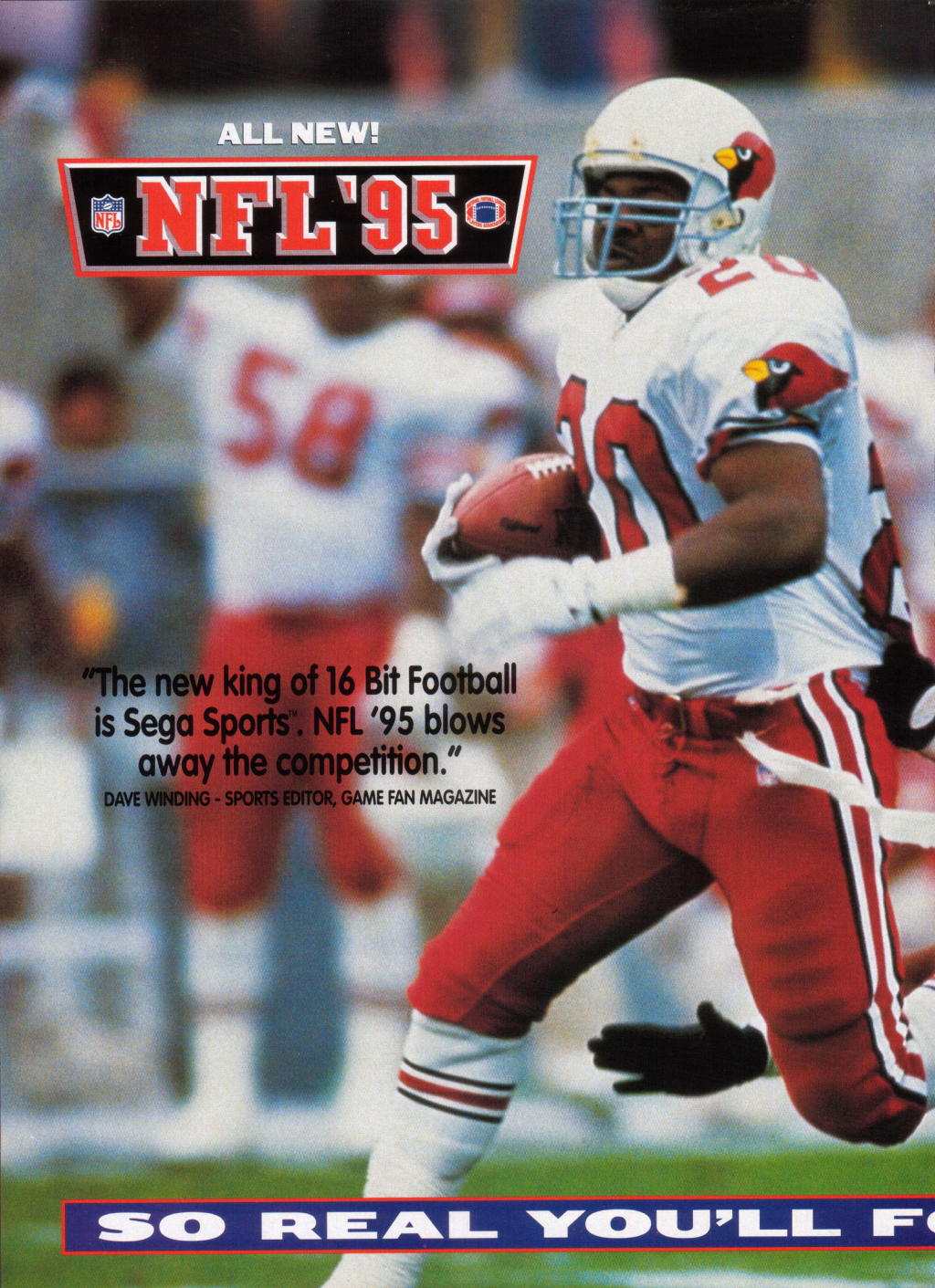
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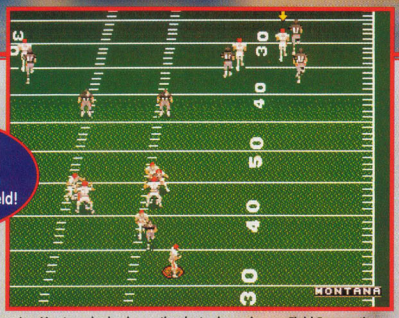

Joe Montana looks deep...thanks to dynamic new Field Perspective.

Over 1,500 real players!

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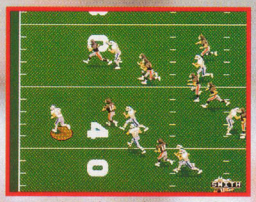
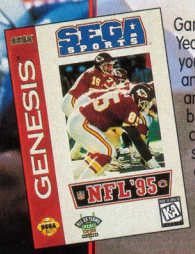
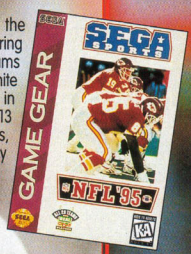


Emmitt Smith turns the corner with a "speed burst" and heads for six!

HOW TO IMPROVE ON PERFECTION.

GamePro called NFL Football '94 "The Best Football Game of the Year." So what did we do for '95? We started from scratch to bring you a game where you play and compete with all 28 NFL teams and over 1,500 players including Rice, Sanders, Seau, Elway, White and more. Actually *be* the receiver and call for the ball! Add in bone-crunching new sound effects, injuries, skill ratings in 13 categories and a battery-backup that tracks league leaders, single game and season stats, and you know this could only come from Sega Sports™.





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ORGET IT'S A GAME

McGriff steps in against Hershiser. Will it be the fastball, or are you going to cross him up with a sinker?

You're Albert Belle, going up against Yankee ace Jimmy Key – Do you go for it with your power swing, or just try for contact?

Use Game Gear's™ new "Centerfield View" and step up on the mound with six division alignment and 1994 rosters!

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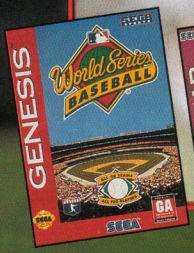

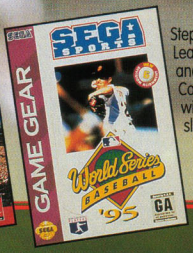

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Fedorov unloads against the Rangers! All 650 NHL players are here – and you select automatic or manual goalie control!

Game Gear™ gives you all 26 NHL teams – and all real NHL players for seasonal play straight through the Stanley Cup Finals!

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Skate your way to Stanley Cup® glory with all-new All-Star Hockey! Play with all 26 NHL® teams and all 650 NHL Players including Gretzky, Messier, Yzerman, Jagr, Lindros, Hull, Irbe, Chelios and more! Real ice-action is here too with line changes, "speed bursts", instant replays, cross-checks - with a battery that tracks season standings & stats, sampled sound effects and color commentary from Marv Albert, voice of the NY Rangers. It's as real as it gets – and it's only from Sega Sports™!

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GENESIS™ COMING IN FEBRUARY

GAME GEAR™ COMING IN FEBRUARY

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ORGET IT'S A GAME

David Robinson welcomes you to the neighborhood and slams one down! Over 14 different rim-rattling jams!

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Game Gear™ features may vary from Genesis™.

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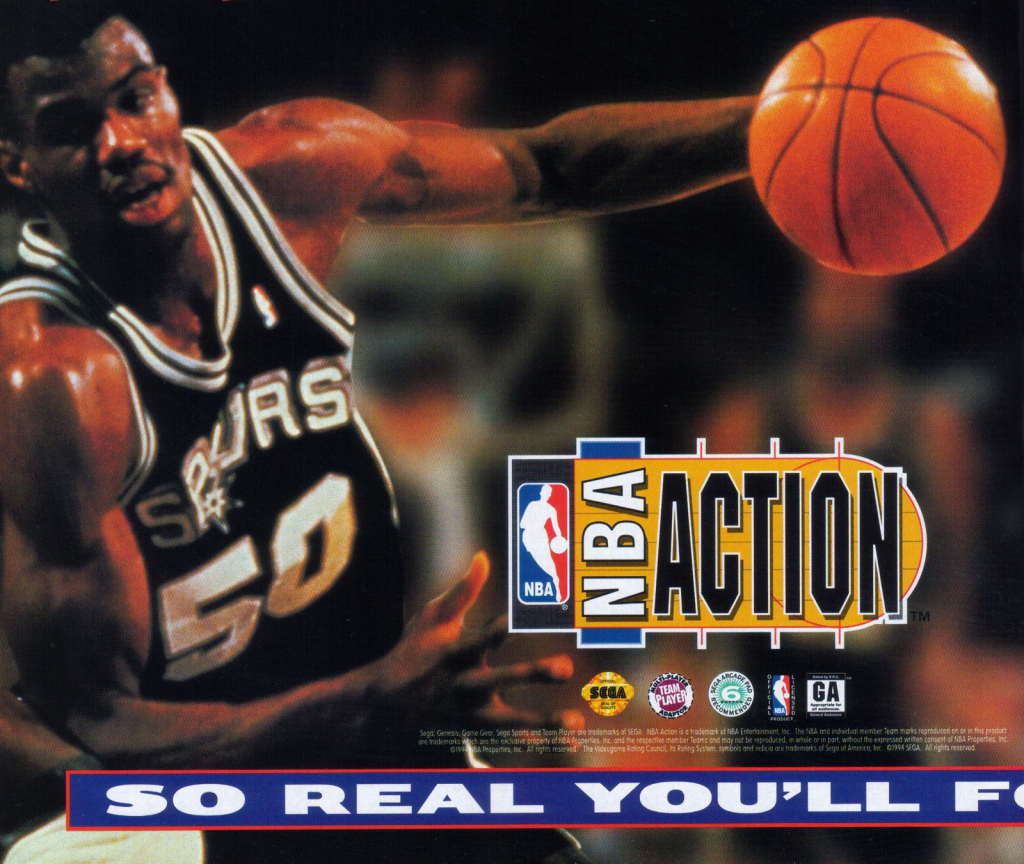

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Exciting Play Modes:

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Great Collegiate Football Features:

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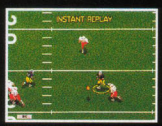
- ★ School Fight Songs, Logos, and Team Colors
- ★ 32 National Powers

SEGA SPORTS

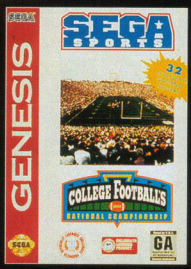
Play the field! These are just two of the 32 collegiate powerhouses you'll meet from across the nation!



Nail 'em again! Michigan makes its move against Nebraska–and you relive it all on Instant Replay!

Race for the #1 ranking then go for gridiron glory in the National Championship Tournament!

Rev-up the rivalry when the Fighting Irish of Notre Dame take on the Trojans of USC!



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ORGET IT'S A GAME

PLAY FOR KEEPS. If you're playing to win, you should be playing with Sega Sports™. It's the most complete line of ultrarealistic sports games going, with a wide range of available platforms, and games to go with them. Be it football, baseball, basketball, hockey, boxing, car-racing, golf or tennis, Sega Sports™ is there with the most fully-licensed line-up, endorsed by such major stars as Joe Montana, Mario Lemieux, David Robinson and Fred Couples - along with color commentary from such top announcers as Marv Albert. And we're there too with the most innovative features - instant replays, speed bursts and our exclusive "in the batter's box" view - even a battery back-up system that allows you to save individual and team stats for an entire season. With real teams, real players and real league schedules, no wonder they say: If it swings, if it slams, if it sacks and if it jams - if it counts, it must be Sega Sports™.

SEGA GENESIS

FEBRUARY '95 MARCH '95

SEGA GAME GEAR

FEBRUARY '95

SEGA CD

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The only way to play up to 4 players!
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Compatible with all Genesis™ Multi-Player Games!

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SEGA SPORTS™

How To Use the New Entertainment Software Rating System

What is the Entertainment Software Rating Board?

The ESRB is a newly created independent board that has, with the support of the industry, developed a standardized rating system for interactive entertainment products.

What the Ratings Do

The ESRB ratings are designed to give consumers information about what's in an interactive video or computer entertainment title and for which ages it's appropriate. They are not meant to tell you what to buy or rent or to serve as the only basis for choosing a product. In addition to the ratings, consumers should always consult product packaging for additional information about the product and should apply their own tastes and standards in making final purchase or rental decisions.

What to Look For

Ratings: Consumers should look on the front of the package for the ESRB rating symbol, which gives information about ages for which the product is appropriate.

Content Descriptors: In addition to the rating, consumers should check for important content information (also called "descriptors") in the black-and-white box on the back of the package. These content descriptors give more details about the product in terms of violence, sexual themes, language, and other areas that may be of interest to some consumers. If there is no content information on the back of the package, the Rating Board believes that the product does not include content that must be highlighted.

The Five Rating Categories

Look for these ratings on the front of the package and, for more information, look for content descriptors on the back of the package.

Early Childhood

Titles rated "Early Childhood (EC)" are suitable for children ages three and older and do not contain any material that parents would find inappropriate.

Kids to Adult

Titles rated "Kids to Adult (K–A)" are suitable for persons ages six and older. These titles will appeal to people of many ages and tastes. They may contain minimal violence, some comic mischief (for example, slapstick comedy), or some crude language.

Teen

Titles rated "Teen (T)" are suitable for persons ages 13 and older. Titles in this category may contain violent content, mild or strong language, and/or suggestive themes.

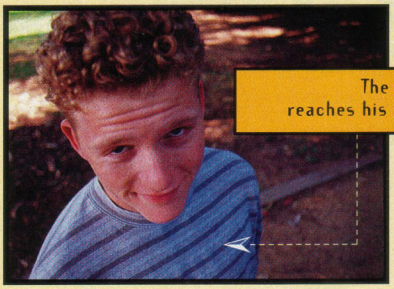
Mature

Titles rated "Mature (M)" are suitable for persons ages 17 and older. These products may include more intense violence or language than products in the Teen category. In addition, these titles may also include mature sexual themes.

Adults Only

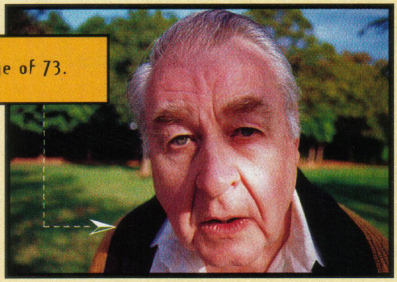
Titles rated "Adults Only (AO)" are suitable only for adults. These products may include graphic depictions of sex and/or violence. Adults Only products are not intended to be sold or rented to persons under the age of 18.

For more information, on the rating system, please call the Entertainment Software Rating Board toll free at 1-800-771-3772.

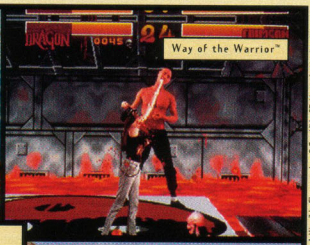


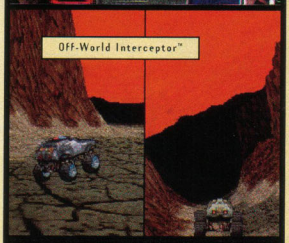
The average male
reaches his sexual peak at age 17.

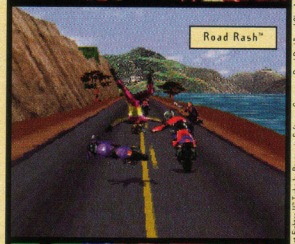
And lives to the age of 73.

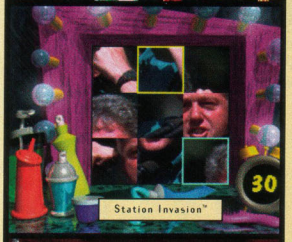


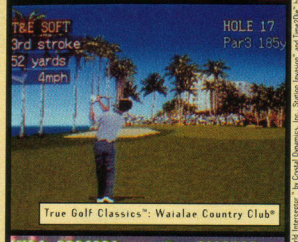
So what do you do with the 56 years in-between?











3DO

Presenting 3DO.

The fastest, most technologically warped game machine on the planet.

Full-screen, full color video.

Killer CD sound. In-your-face 3D graphics.

If the 3DO system were any more realistic, you'd be picking alien brain matter out of your ground down teeth.

So if you're over 17, or just looking for an alternative endorphin release, check it out.

Otherwise, heat the milk to 150°, pour over toast, and call mommy.

Peace.

Way of the Warrior™ by Universal Interactive Studios. GEX™ and Off-World Interceptor™ by Crystal Dynamics, Inc. Station Invasion™ and Time2Die™ by Studio 3DO. True Golf Classics™: Waialae Country Club® and Super Street Fighter II™ Turbo by Panasonic Software Company. Road Rash™ and Shock Wave™ by Electronic Arts. PaTaank™ by PF. Magic. Gridders™ by Hexagon. Demolition Man™ and © Warner Bros. 1993. © 1994 Virgin Interactive Entertainment, Inc. all rights reserved. Virgin is a registered trademark of Virgin Enterprises, Ltd. 3DO and the 3DO Logos are trademarks of The 3DO Company. All other brands or product names are trademarks of their respective owners. © 1994 The 3DO Company. All rights reserved.

For a 3DO dealer, call 1-800-REAL-3DO ext 999. If you can't find these products, call 1-800-336-3506 to order them directly from 3DO.

Neo•Geo

By Slasher Quan

What if the Street Fighters battled it out with the Mortal Kombatants? Who would win? In King of Fighters '94, you can answer a question that's almost as interesting. King brings together some of the top fighters from SNK's Fatal Fury and Art of Fighting, as well as some new characters, for an all-out royal rumble. Neo•Geo fighting fans will also enjoy the Team Battle mode and some new moves, such as the dodge technique.

Old Faces, New Faces

King's cast of characters is massive, checking in at 24 total, which is the most ever in any fighting game! However, for hardcore fighters, there's definitely something left to be desired about SNK's character choices. While all the obvious choices are present, such as the Ryo brothers and the Bogard brothers, you may miss Billy Kane, Duck King, Jubei, and some of the other Fatal Fury stars.

At best, only half the new characters are cool and interesting. Many are just plain goofy looking and not exactly powerful. Take, for example, the rotund Chang Koehan, who never learned to do anything but swing a chain, or Choi Bounge, a miniature Freddy Krueger with limited range and cheesy moves. Overall, you may find that King isn't particularly well balanced, and some characters have severe advantages over other weaker characters.

The Art of Technique

The good news: Other than the throw-away characters, King is

PROTIP: Your teammates in the background aren't just hanging out – if you pull the right trick, they can save you from trouble!

Old meets new in the Team Battle mode.

Neo•Geo Game ProFile

King of Fighters '94

(By SNK)

New game play technique and some of your all-time favorite characters make this game SNK's best fighter since Samurai Shodown.

Graphics	Sound	Control	FunFactor	Challenge
5.0	5.0	4.5	4.5	ADJ. Adjustable

Price not available	Fighting
195 megs	2 players
Available now	Side view

PROTIP: After doing Clark's rapid Vulcan Punch, immediately jump up and kick them for an extended juggle combo. This tactic works best in the corner.

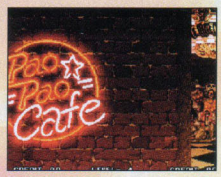
PROTIP: Look for juggling combos! Try Akuma's Lightning Legs Knockout Kick followed by an immediate Shoran Kyaku before they land.

PROTIP: Some of the new characters, such as Kyo Kusanagi, kick butt...

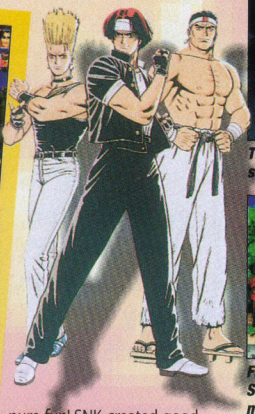
PROTIP: Heidern's Neck Rolling is one of the cheapest – and best – moves available. Try it when the enemy throws a Fireball!

PROTIP: ...and some of the new characters, like Chang Koehan, just have a big butt!

PROTIP: Some of the Death Moves from Art of Fighting 2 can now be done any time as regular moves! To throw Ryo's Super Fireball, press Toward, Away, Down-Away, Down, Down-Toward, Toward, and C.



PROTIP: SNK fans can get set for some awesome graphical intros, such as the scrolling wall at the Pao Pao Cafe!



The lighting above Korea will scare you, too!

Familiar characters, such as Mai Shiranui, have gorgeous new animation frames.

pure fun! SNK created good new techniques and combos to challenge players. The biggest addition is the dodge move. By simultaneously pressing Buttons A and B, you sidestep any oncoming attack, even a fireball or an uppercut. Although this tactic can be abused by players who want to be cheap, it's a great addition because it adds a defensive option that's totally different from blocking.

The superb combo system is almost on par with Street Fighter II Turbo. You can combine more attacks than ever into two-in-ones, and the game feels more like Fatal Fury Special than Art of Fighting 2 (thank goodness). The big improvement is the juggle combos, where you hit the enemy several times in the air. This addition is okay, but SNK should have made it possible to juggle with all or most of the moves, instead of just a few.

As for traditional SNK Death Moves, King is somewhere between FF Special and Art 2. You can unleash a Death Move when you're almost out of health or when your POW meter is charged. If you do a Death Move when both conditions are met, the damage is significantly increased!

Gang Up

King offers a fairly fun, new character-selection mode: Team Battle. Here you can choose from one of eight pre-set teams of three characters.

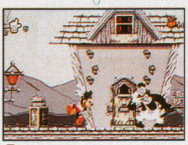
It's like a WWF Survivor Series: If you win, your character stays to play; if you lose, you pull out the next character in your lineup. This mode is pretty fun, but it would have been about ten times more exciting if you could create your own teams.

King of Neo•Geo

Without question, King is the very best non-Shodown game available for the Neo•Geo, and it's one of the most playable fighting games ever. The graphics and sounds are up to SNK's high standards, and they even surpass some previous games.

There are certainly areas SNK should address in the inevitable King of Fighters '95, such as the ability to create teams, better characters to replace the useless ones, and a little more overall game balance. But until then...all hail the King! G

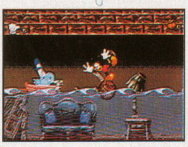
Maneuver through skull-flinging skeletons, razor-sharp buzz saws, falling cleavers, and a batallion of bats in the Mad Doctor's Laboratory. Look out for red-hot fire pits and acid pools waiting to singe your shorts!



Beat Pete in primitive black and white, save Steamboat Willie, and bring Mickey back into technicolor. And watch out for Pete's deadly flying spit!

Follow your trusty guide dog Pluto if you want to survive the mortal moose hunt...

...Or there'll be nothing left but a mound of moose-mangled Mickey Mouse meat.



Talk about up the creek without a paddle! The house is flooding, your weapons are useless, and your only hope is jumping between buoyant barrels. No sweat -- except you're being chased by ghosts in speedboats!

"I don't care how old you are, if you're an action fan, you can't afford to miss Mickey Mania."

-Game Players

"The animation in this game is so incredible, it has to be seen to be believed!"

-Electronic Gaming Monthly

MICKEY MANIA...

Disney Software

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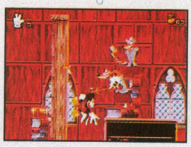
"This game is fantastic!"
-Game Informer

A "Masterpiece...the game has no flaws... the control is perfect."
-DieHard GameFan

"Top notch animation... perfect!"
-Electronic Games

NOW WOULD BE A PERFECT TIME TO DEFEAT THE MAD DOCTOR -- ONE OF THOSE RARE MOMENTS WHEN HE'S NOT BEAMING YOU WITH BOILING ACID...TOO BAD HE'S GOT YOU IN A PARALYZING TRANCE!



THE LIBRARY'S A SAFE PLACE, RIGHT? SHOWS HOW LONG IT'S BEEN SINCE YOU'VE BEEN THERE! WATCH OUT -- WARMONGERING WEASELS AWAIT YOU! AND THAT'S JUST THE BEGINNING... THERE ARE OVER 23 LEVELS IN ALL.

THIS IS IT. THE FINAL SHOWDOWN WITH PETE, AND YOU'RE PACKING...MARBLES? YOU'RE GONNA BE TOAST UNLESS YOU CAN GET THE BIG GUY TO BACK HIS FAT BUTT ONTO THOSE POISONED SPIKES! (DID WE SAY FINAL? NOT ON SEGA CD -- YOU "LUCKY" DUCKS GET ONE MORE BONUS LEVEL TO FIGHT YOUR WAY THROUGH -- NOT TO MENTION INCREDIBLE CD SOUND PLAYING AT YOUR FUNERAL!)

.....IT'S BEGUN.

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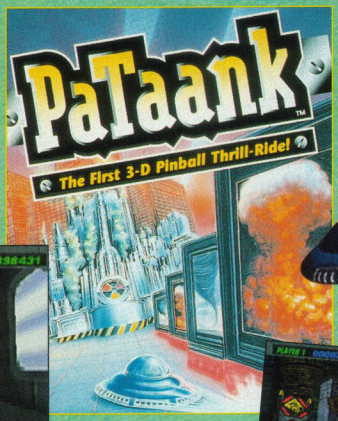
By Slo Mo

PaTaank (pronounced "puh-tonk") is a rockin', rollin', high-tech pinball game. Actually, it's part pins, part roller coaster, and part music video gone mad! Imagine you're on a pinball board the size of your average city. Now imagine you're riding the ball!



PaTaank's packed with awesome animation.

PaTaank's simple but mesmerizing game play will keep you slammin' the controller forever. You play from a behind-the-puck perspective, and instead of using flippers, you punch a button to propel the puck or rotate it for better angles on shots.

PROTIP: After you blow up Disaster Central in the Disaster Room, you must immediately hit the Ramp.

PROTIP: In four-player games, you can only max your points by lighting up letters that spell out the Room names.

Unidentified Silver Objects

In PaTaank, you guide weird flying-saucer-shaped doohickies (called pucks) in place of normal silver balls around pinball boards. Just like regular pinball, PaTaank's challenge never ends, and its action never stops. You're only as good as the last puck you played, and the next puck could send your score right into the dumper. That's the beauty of the game.

3DO Game ProFile

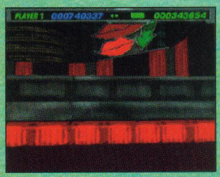
PaTaank

(By PF. Magic)

This pinball game is far out...at least we think it's a pinball game. It'll show you how it feels to be a steel ball.

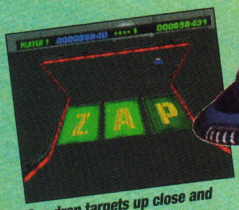
Graphics	Sound	Control	FunFactor	Challenge
4.5	4.0	4.0	5.0	INT. Intermediate

Price not available	4 players
CD	3 levels
Available now	Behind-the-puck view
Action/puzzler	Multiscrolling



The Carnival O'Luv Room's Kissing Booth recharges your energy.

As in traditional pins, you bounce like crazy off bumpers, ride ramps, power through tunnels, and slam into drop targets. You try to make skill shots to rack up points. All the while, gravity continually drags you toward a black-hole nemesis called the Drain.



See drop targets up close and personal.

You can be the Big Kahuna in the Surf Room.

The Disaster Room is the ultimate PaTaank play.

Psychedelic Pinball

PaTaank's awesome graphics and sounds fry your senses with brilliant colors, weird lights, off-the-wall videos, weird aural effects, and rim-rockin' music. The game takes place on three wacky boards that roughly display imaginative surfer, circus, and apocalyptic motifs.

PROTIP: In the Carnival O'Luv, quickly hit the Luv Meter after you ride the Tunnel O'Luv.

PROTIP: There's almost no reason to drop down the Drain once you learn to listen for the warning siren. When you hear it, hit Button B or A. Button A will save you one thrust.

Never mind the impressive video shows displayed on the game-board monitors. Take a moment to appreciate the graphics-processing gymnastics necessary to create on-the-fly visuals of the first-person pinball view!

The sounds sizzle. The action's accompanied by plenty of bells and buzzes, and the music deserves its own CD!

PaTaank You Kindly

Pinball purists will tell you there's nothing like the tactile feel of pulling a plunger and punching flippers. But there's nothing like PaTaank, either. G

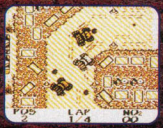
PORTABLE PULVERIZERS!

OFFICIAL LICENSED PRODUCT

Get behind the wheel and crush the competition! Six thunderous Monster Trucks pulverize everything in their path on the toughest circuits in America! Driving turboforce, explosive nitro bursts and 1500 horsepower fire up your mean monster machine!

CHOOSE YOUR FAVORITE USHRA® MONSTER TRUCK

BEEF UP YOUR 4 X 4 AT THE SHOP



CAR-CRUNCHING, METAL-MASHING ACTION

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3DO

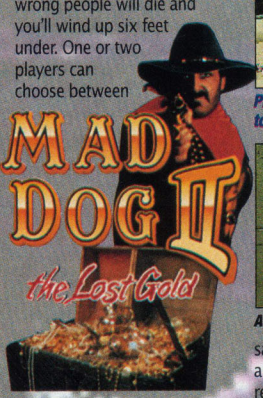
By Quick-Draw McGraw

Mad Dog McCree, the toughest villain in the West, returns for another exciting trigger-happy adventure. Mad Dog II: The Lost Gold is a hot 3DO shooter that's a shot ahead of the original.

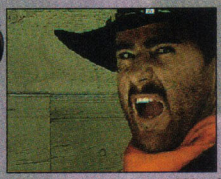
Mad Doggy Dog

This time, Mad Dog and his gang of outlaws are searching the plains for lost gold. Your job is to beat his gang to the treasure and return it before they fill you full of lead! As usual, you have to distinguish the banditos from the innocent townsfolk, or else the wrong people will die and you'll wind up six feet under. One or two players can choose between three guides who lead you down various trails to the gold.

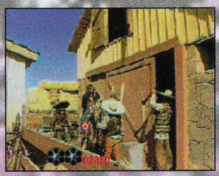
If you're looking for the true Western experience, the Gamegun (sold separately) is a must. The lack of this cool peripheral made the first Mad Dog slow and tough. Incredibly accurate with an easy trigger, the gun gives you the necesssary quickness to make those life-saving decisions. You can use a regular controller, but it's less responsive, and you'll bite the bullet more often.



PROTIP: Wait for this bad hombre to draw before you waste him.



A face only a mutt-ther could love!



PROTIP: If you choose Shooting Beaver as your guide, be ready to save his life in the beginning sequence.

Bad to the Bone!

Filmed as a live-motion video, MD II has incredibly realistic graphics. Thanks to the first-person perspective, you have a clear view of every shot, explosion, and desperado.

Mad Dog's real digitized voices and sounds make every battle an intense standoff. And keeping an ear on things might just keep you alive.

Outstanding in every way, Mad Dog II is a powerful Western shootout that helps justify the cost of a 3DO. This one's solid gold. G

Mad Dog II: The Lost Gold
By American Laser Games

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.5	4.5	4.5	ADJ. Adjustable

Price not available
CD
Available now
Shooter
2 players
6 stages
First-person view
Compatible with Gamegun (sold separately)

By Sarah Nade

Anyone who remembers Kid Kleets will surely recognize this cute game. Soccer Kid uses great animation sequences and fun game play to give you plenty of lightweight kicks.

Kick Off!

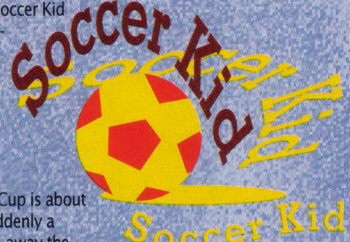
The 1994 World Cup is about to begin, and suddenly a spaceship beams away the World Cup trophy. Soccer Kid travels through various countries, using his trusty soccer ball to knock out a multitude of enemies as he searches for pieces of the trophy.

Soccer Kid is simple to maneuver. His running, jumping, and soccer moves, which include headers and dribbles, give him plenty to do. With the game's smooth controls, he does it all easily.

PROTIP: To escape from sewers with no ledge, use your ball as a trampoline.

PROTIP: Watch the knives in the Italian ruins. They fall so fast it's easy to miss one.

PROTIP: Jump on trees to find hidden platforms.



Here's Lookin' At You, Kid

The beautiful graphics are worthy of a trophy, with colorful, eye-pleasing backgrounds that range from rural England to Italian ruins. Sprites come in varying sizes, from small rats to big bosses, and all have smooth movements. The excellent animation is reminiscent of cartoons on TV.

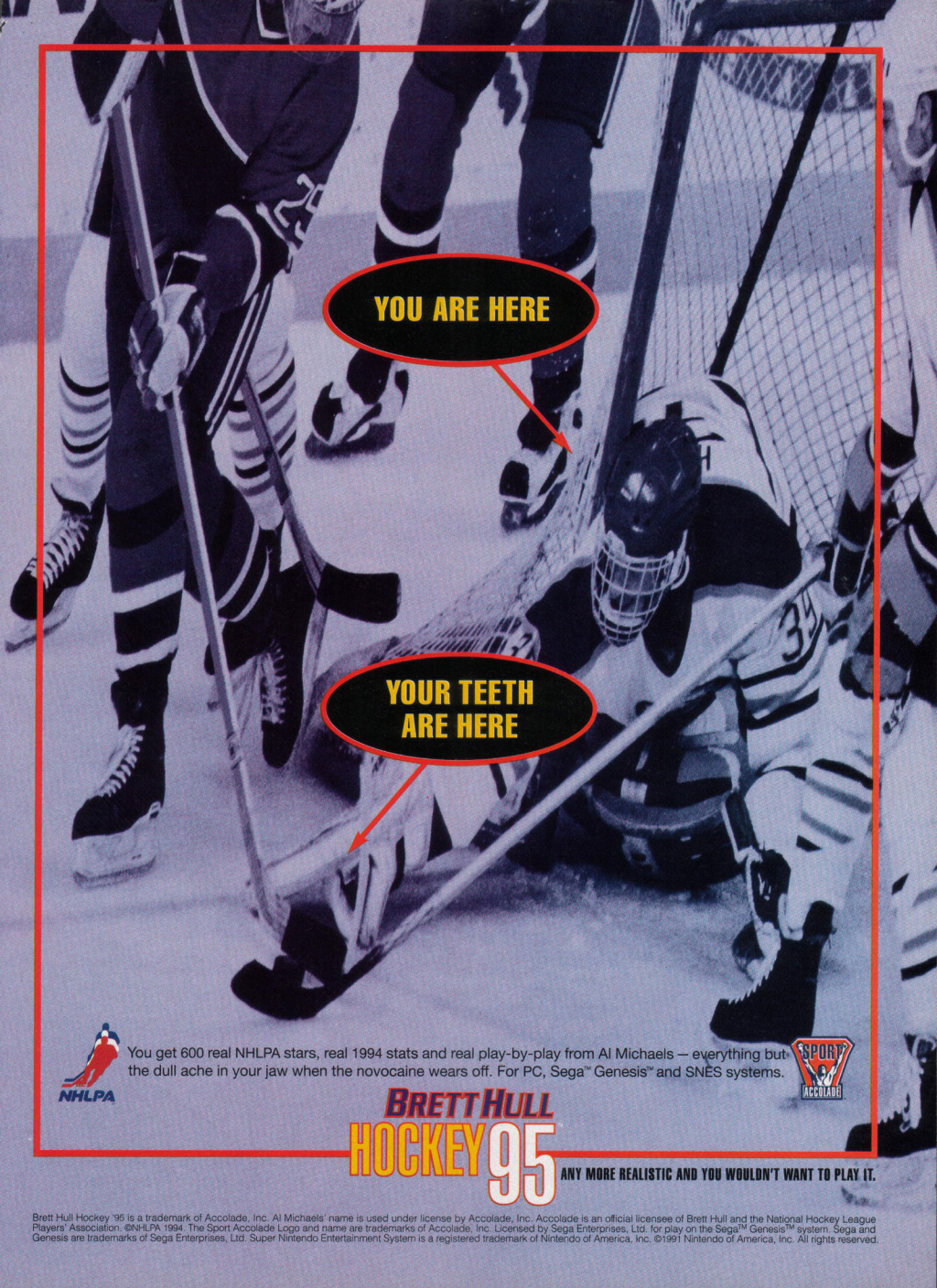
Cool sounds, such as squeals and groans as the enemy is hit, accentuate Soccer Kid's tricks. The background music has a good beat, and each country has a different tune for variety.

With the cartoon segments and the idea of a "kid hero," this cart is geared toward younger gamers, but older players might have fun as well. If you're looking for a decent challenge with cool animation and fun game play, Soccer Kid scores. G

Soccer Kid
By Studio 3DO

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.0	4.0	4.0	ADJ. Adjustable

Price not available
CD
Available now
Action/adventure
1 player
25 levels
Side view
Multiscrolling



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Jaguar

DOOM

By Peteroo

Doom is here for the Jaguar: Enemies still keep coming out of the darkness, your shotgun (the Doomer's best friend) still stays warm, and the blood still flows freely.

Doom with a View

If you haven't already played Doom on a PC, you're in for a treat. Doom is a gaming milestone. It's nothing like id's earlier Wolfenstein 3-D or the Wolfenstein-influenced (and pretty good) Zero Tolerance and Battle Frenzy on the Genesis. In Wolfenstein, the halls are straight, the lights are always on, and the playfield is always level. It's a great game, but it's still conspicuously a game.

PROTIP: The chainsaw is hard to find, but it's a great weapon when you run out of ammo and have to battle mano a mano.

PROTIP: Don't rush around corners. You're just begging to get blown away. You can draw enemies out by quickly stepping into a room, then immediately stepping back.

Doom is more like being there, with all the spookiness and variation that implies. The game-play aspects of the previous versions are present: You're still walking over items to pick them up, still searching for secret doors, still questing for an exit.

But now the walls curve, and the rooms take on all sorts of unpredictable shapes. Light often gives way to degrees of darkness. Chasms with nasty stuff (and occasionally pleasant surprises) block your path. Walls and platforms appear and vanish. Stairways and elevators lead up and down (sometimes way up and down) into forbidding places populated with bizarre, angry creatures. These enemies range from wimpy soldiers and yammering pink demons to great fireball-throwing red globes and worse...much worse. When you spot your

PROTIP: You can take out many enemies from a distance. You can also peek over ledges and nail would-be attackers.

PROTIP: With the BFG 9000, you can wipe out a whole room of enemies with one shot.

Jaguar Game ProFile

Doom

(By Atari)

Doom is the real thing in more ways than one. While this cart was scaled back slightly from the PC original, nothing essential has been left out of this translation of id's classic free-scrolling action game.

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	4.5	4.5	ADJ. Adjustable

$69.99
32 megs
Available now
Action

1 player
First-person view
Multiscrolling

first CyberDemon, you'll think the devil himself is after you.

Naturally, you'll need serious ordinance to take these guys down. Wolfenstein's fabled chaingun is just a middle-rank weapon here. Doom's arsenal ranges from a chainsaw to a rocket launcher to the BFG 9000, which obliterates multiple enemies in a blaze of green light.

Some of the toxic rivers are passageways to hidden areas. If you have the health, run the river.

PROTIP: You can't really jump in Doom, but running enables you to vault small gaps. If you can't quite make the leap, check the Automap for the two closest points.

Doom Lens

Devotees of the original will notice some trims – an effect or two missing here, a bit of level architecture excised there. That's nothing to complain about; the mere availability of Doom will probably be enough for game-hungry Jag owners.

But this Doom does suffer somewhat in comparison with the PC original. The resolution on the Jag is slightly lower, the images are grainier, and enemies in the middle distance tend to blur together. It'll be interesting to see how this game shapes up on the 32X.

The sound effects remain very Doomish. There's the labored breathing of the protagonist, the devilish shrieking of the demons, and the satisfying grunt of an enemy when he's slammed back by gunfire.

Doomed If You Do

The directional pad doesn't permit the aiming accuracy of a keyboard. Although the speed is quite good (especially when running), explosions and death animations do tend to give it up to the gods of slowdown.

The designers also heightened the game's puzzle element. You'll often need to push buttons and throw switches to progress through a level. And then there's the matter of sorting out what the switches do. It's not always obvious.

Parents sensitive to video game violence may want to have a look at Doom before buying it. It's visceral stuff with quite a lot of blood and guts on display. A level near completion will be littered with corpses.

PROTIP: The toxic slime barrels are like remote-controlled mines. Fire at one when enemies are near and watch the fur (and what was under the fur) fly. Don't stand too close.

PROTIP: Here's a good cheat: Pause the game, hold down the # key, then restart the game. You'll have every weapon in the game, 100 percent health, 200 percent armor, 500 rounds of ammo, and all the keycards.

PROTIP: Your Automap is a great tool for determining the location of secret areas...and the location of the three secret levels.

Net Play?

Finally, many Doomers would argue that the game found its ultimate expression as a multiplayer "fragfest" played over a modem or network. While Doom by modem is planned for the Jaguar and Cooperative and Death Match modes are included on the cart, modem support won't be ready until January. Either way, you can't go wrong.

Doom is a memorable experience when played solo. With another player, it should be absolutely wicked. G

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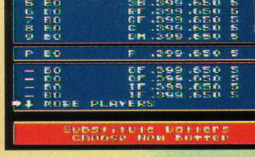

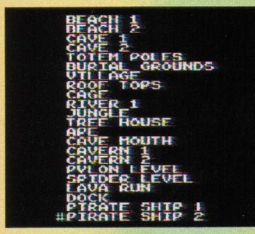

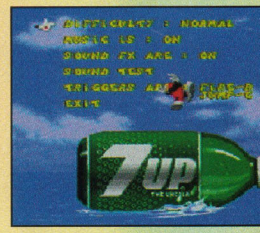

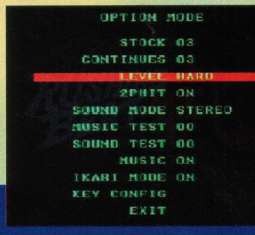

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PROREVIEW

CD-i

By Scary Larry

Burn: Cycle shows just what's so special about the CD-i. This game's full-motion video sequences and intriguing story line probably can't be executed better on any other home system.

Brain Drain

You wake up from a cyber-psychotic dream just in time to get hit by the computer bank's main memory system. You control Sol Cutter, a small-time data thief who got more than he bargained for when he tried to rip off Softech. The Burn: Cycle virus was implanted in his head, and you have to help Cutter uncover the mystery behind it and deactivate it before it's too late.

Cutter's info arrives via a headset and also through his conversations with different people. To find people who'll talk to him, Cutter travels through a vast urban nightmare that includes a stop at a trendy rave bar, a slick-looking "confessional" that's actually a Karma Cash Machine (you have to play it to believe it), and even a fly-n-shoot sequence. Burn: Cycle has it all.

Groovy Movie

The graphics in Burn: Cycle are outstanding, thanks to the full-motion video and crisp, clean cinema sequences. You'll see some funky futuristic images done with a splatterpunk slant. Although the graphics tend toward the pretentious (the party scene looks like the rave you could never get in to), they're generally exciting.

The sounds also kick cyber-butt. There are full voice and audio treats, along with some good house music. Although the soundtrack never gets as frenetic or exciting as the action, the music still complements the game.

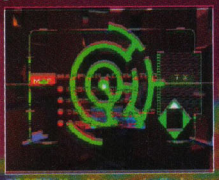
The control is simple. Shooting enemies is as easy as it is in Lethal Enforcers, and picking up and using items requires no explanations. The only glitch occurs when you're in the cockpit during the shooter sequence: You'll have to know your way around a futuristic vehicle to survive.

Burn, Baby, Burn

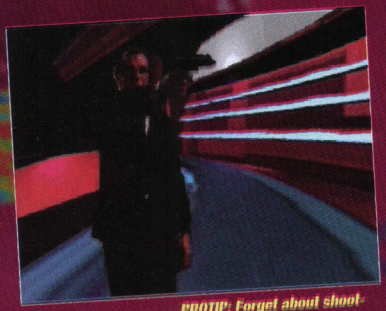
Burn: Cycle is fast, fun, and just what the CD-i needed. If you have a CD-i, you should check it out. If you don't, you'll have to wait until this Cycles around to the 3DO or Sega CD. G

Cutter was a little too late....

PROTIP: Use the Bomb on the door, but make sure you move away before it goes off.



PROTIP: Use the map to find your way out of the first area. Just move forward, turn right, move forward, turn left, turn left again, then move forward.



PROTIP: Forget about shooting the guards at the hotel. They'll nail you before you know what hit you.

PROTIP: Search the dead agent's body for useful items.

CD-i Game ProFile

Burn: Cycle

(By Philips)

Feelin' lucky, cyberpunk? You are if you have a CD-i and Burn: Cycle. This hip trip through the future is stocked with mystery and excitement.

Graphics	Sound	Control	FunFactor	Challenge
5.0	5.0	4.5	5.0	INT.

Price not available
CD
Available now
Action/adventure

1 player
Multiple views
Battery saves

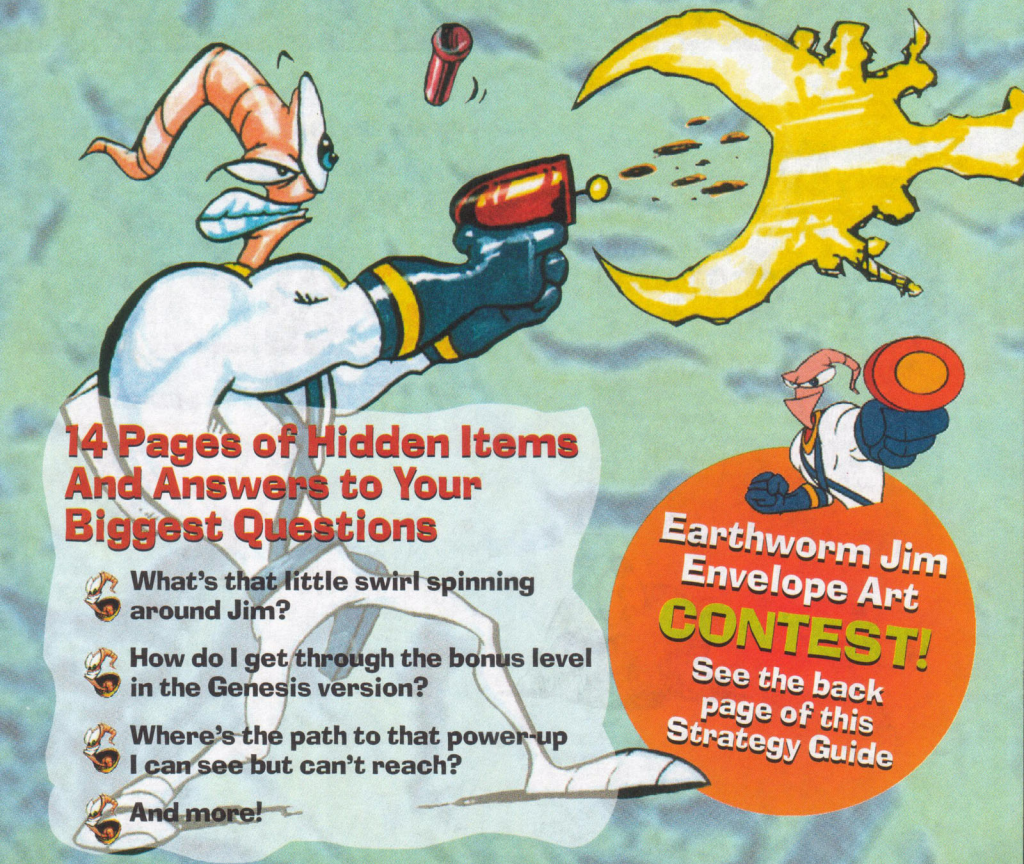
PROTIP: The Karma Cash Machine will leave you puzzled. Watch the video sequence that follows for clues.

PROTIP: The easiest way to get past the shooting sequences is aiming for objects when they're still in the distance.

GAMEPRO PROSTRATEGY GUIDE

EARTHWORM JIM'S SECRET STUFF

PART 2



14 Pages of Hidden Items And Answers to Your Biggest Questions

- What's that little swirl spinning around Jim?
- How do I get through the bonus level in the Genesis version?
- Where's the path to that power-up I can see but can't reach?
- And more!

Earthworm Jim Envelope Art CONTEST!

See the back page of this Strategy Guide

New Junk City

By Manny LaMancha

Part 1 of our Earthworm Jim ProStrategy Guide (see *GamePro*, December 1994) unveiled maps and tips that took you through the entire game and helped you beat the nasty Queen. Now it's time to reveal some of the game's hidden secrets. How about unreachable power-ups? Notice a 1-up that wasn't there when you played before? Wanna know a neat shortcut? We've got answers to these questions and more!

Although this guide is geared to the SNES version, the Genesis version is virtually identical. But keep in mind that some tips may vary from one version to the other. Plus, we'll show you an entire level that exists only in the Genesis cart!

A1 A2 A3

1-Up Revealed

A little swirl occasionally revolves around Earthworm Jim when he hits certain spots. The swirl is a cue that Jim has made something special happen, so scout around. In this area, a swirl appears at A1, revealing a hidden 1-up at A3. To get to A1, start from the ledge above it, take the zipline to the left, grab the line underneath and to the right, then drop off into the hole inside the tires. You'll notice the swirl – though it's harder to see when Jim's bouncing. Make your way from A1 to A2, then whip-swing across the pair of hooks from A2 to the 1-up at A3.

B

It's a Blast!

Climb the path leading up from B, and you'll find a rope that leads to the left. Take the rope to collect a couple of blasters.

C

Bullets to Spare

Save your ammo by whipping instead of shooting as you work your way up these ledges. Save some time by whipping two birds at once and getting rid of Fifi from a safe distance.

D

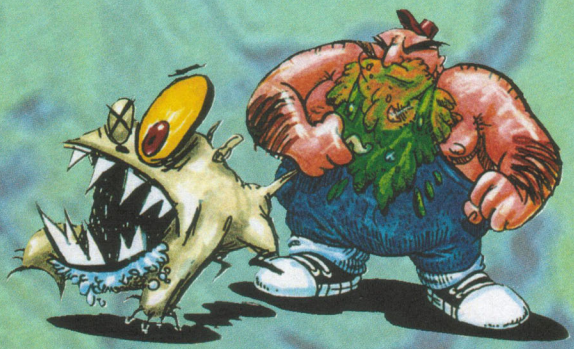
Sneaky Health

Grab the health icons to the right, then whip-swing to the left to snag more health icons.

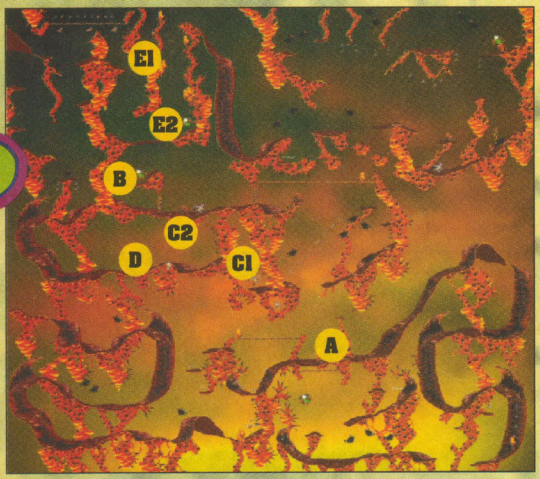
E1 E2

As Healthy As an Earthworm Can Be

If you need some damage repair after you face off against the Tireman, pop up to E1 and watch for a swirl around Jim. When it appears, hook over to the left and snag the full-health icon at E2.

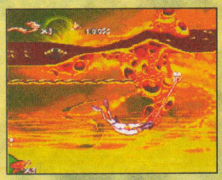


WHAT THE HECK?



A

It Gets Shorter!



You can take a sizable shortcut from the platform above this gem. Simply whip down to the hook underneath and sling past a lot of danger.

B

Snow Way? Yes, Way!

Jump on the gem here to go to the Snowboss. If you've saved your blasters, four good shots will get you past him.

C1 C2

Icon or Icon't

Wonder how to get the power-ups at C1? Use the same technique you used at A. Whip down at C2 to get under the platform and swing to the bonuses. If you whip far enough to the right, you get the bonuses and skip the gem that leads to the Snowboss.

D

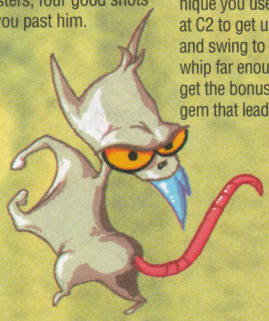
A Beneficial Miss

Sometimes it's best to pass by a power-up. After you beat the Snowboss, grab the continue but leap over the full-health icon. This way, you avoid triggering the stalactite shower that Evil the Cat's bomb causes.

E1 E2

1-Up to You

The 1-up at E1 is elusive. Travel up the pair of gems to the right and leap off the leftmost one that starts at E2 to gather the 1-up.



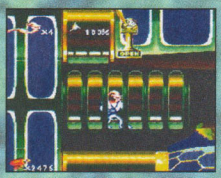
JIM'S GEMS

Save your gun blasters by whipping the black ghouls. You'll need your high-powered blasters for the more fearsome foes that pop up later.

Down the Tubes

A

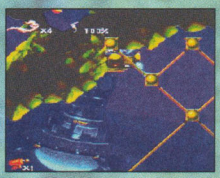
Stealing the Hamster's Goodies



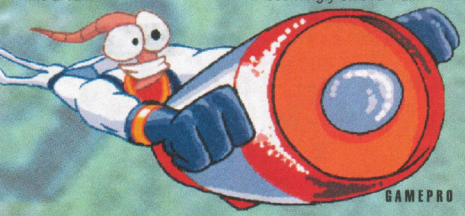
Go up into the hamster's area to find some bonuses hidden behind him. Before you hop onto his back, thoroughly scour his area.

B

Take a Chance For Bonuses

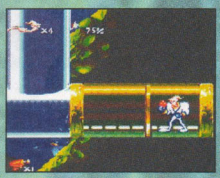


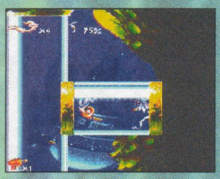
The exit is a short jaunt away, but before you leave the level, snag the not-so-obvious health and gun power-ups behind the seemingly closed wall.



C1 C2

Last Chance for Assistance



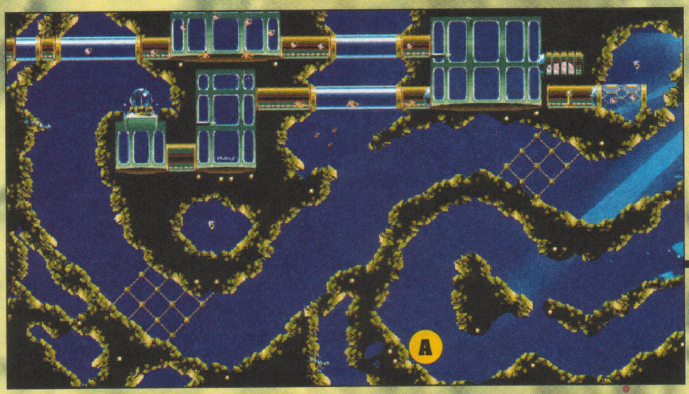


Most of this level is fairly routine, especially if you use the maps to navigate your pod through the two increasingly difficult mazes. Near the end of the level, leap up behind the stone wall at C1 to grab the 1-up at C2.

D

Recharge Before Leaving

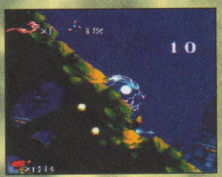
Before exiting the stage on your rocket, grab the full-health icon located here. You have to leap up and snatch it before you cross the white line that closes out the level.



TUBE RACE

A

No Last Gasp



In last issue's ProStrategy Guide, we told you about the 2-Up loop you can use during the race to boost your supply of Jims. However, it's tough to get to the end of the race to benefit from the life boost. There's a hidden air supply at A that can help you. Look for the pair of lights that indicates where to go to find 60 seconds of additional air.

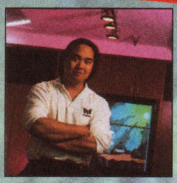
B

Bonuses Before Bob

Leap here to snatch some bonus power-ups before you face off against Bob the Goldfish. They'll get you off to a good start in the next level.

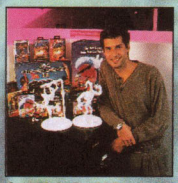
Gallery of Earthworm Artistry and Jim-Tributors

Softlmage did an extra "Shiny" Earthworm Jim computer rendering. Perhaps Earthworm Jim's sequel, which is due later this year, will mix the rendering technology used in Donkey Kong Country with EWJ's style of graphics.



Like many of Shiny's employees, map designer Tom Tanaka previously worked at Virgin, where he designed Aladdin.

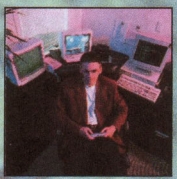
Shiny's artists – Mike Dietz, Doug TenNapel, and Edward Schofield – are some of the best around. TenNapel invented the Jim character and also did Jim's voice.



Six-foot-eight David Perry mugs next to Earthworm Jim and his other accomplishments, like Cool Spot and Aladdin.

Nick Bruty, EWJ's art director, was in charge of backgrounds and game mechanics.

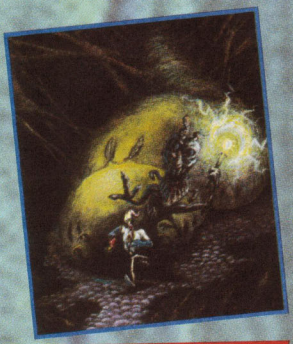
Jim takes on different appearances depending on which artist draws him. Mike Koelsch, who created this month's cover, likes EWJ as a muscular character. Doug TenNapel, however, goes for a more goofy, cartoony style.



Earthworm Jim SNES programmer Nick Jones previously did Alien 3 on the SNES, then turned down MK II to work on EWJ.

Steve Crow was the lead artist on Earthworm Jim.

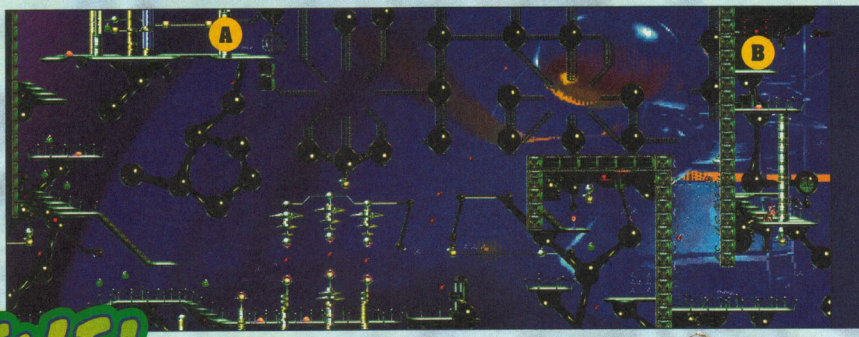
Andy Astor was a programmer on both versions of EWJ.



Doug TenNapel created this dark vision of Jim being chased by the evil Queen.

Edward Schofield takes a fairly simple approach to Psy-Crow chasing Jim, but he makes it pretty ominous.

The EWJ crew at Shiny hams it up for the camera.



LEVEL 5

A

Post Office Power-Up

The posts in this level sometimes hide power-ups. To determine if there are power-ups behind a pole, try to walk behind it. Jump at this post to gather a full-health power-up and two ammo icons.

B

Lights Out

Jump here to head into the five In the Dark levels. Check out the maps – (at right) for help with these levels.

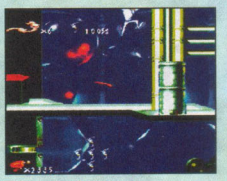
C

A Sublevel Playing Field

The Level 5 sublevel is hidden here. Check out the maps on the next pages for some other hidden prizes in the sublevel.

D1 D2

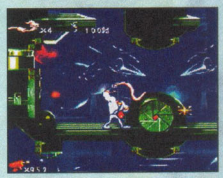
Post Office II



This pair of poles obscures a bunch of health and ammo power-ups.

E

You're a Young Whippersnapper



Use one quick whip crack to close up these iris valves and stop the flow of eyeballs. It's quicker than shooting and saves your bullets, too.

F

Health in Hiding

A full-health power-up is located where this device hangs from the ceiling.

G

Spin the Prize Wheel!

Look for the gleaming valve here. Whip it for a random bonus. Don't get greedy, though – after five spins, it starts producing beasts instead.

AREA 1

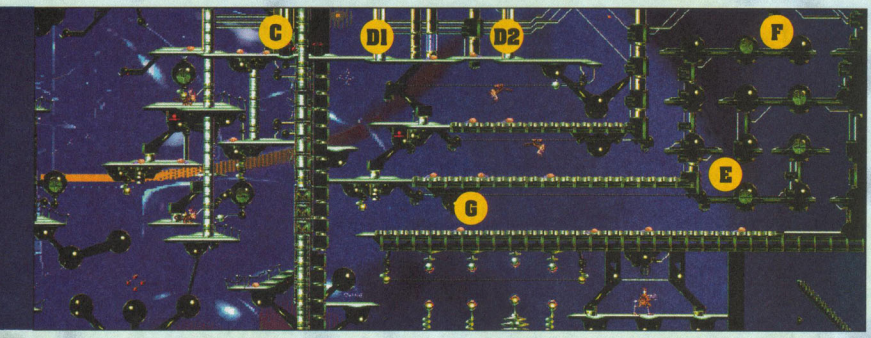
The Quick Way

To quickly skip through this area, jump on the platform above the start, then head up and to the left. Follow the rope you encounter. It leads to a 1-up and to Room 2.

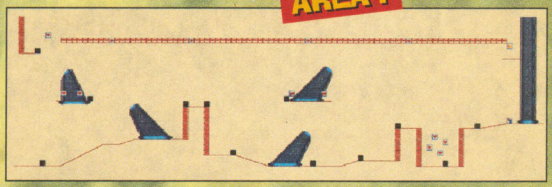
AREA 2 A

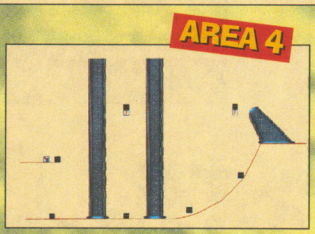
Smooth Running

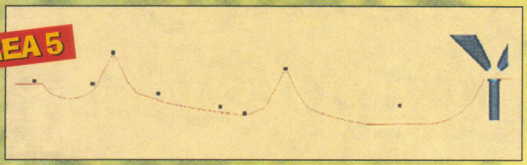
This section requires simple zigzagging back and forth until you're out. When you leap up to the second level, jump from one spotlit platform to the next to avoid dropping down to the first floor. Also, shoot from the third platform at A on the second floor to get rid of the pesky ghoul parked there.



In the Dark







AREA 3 B

Extra Life Tucked Away

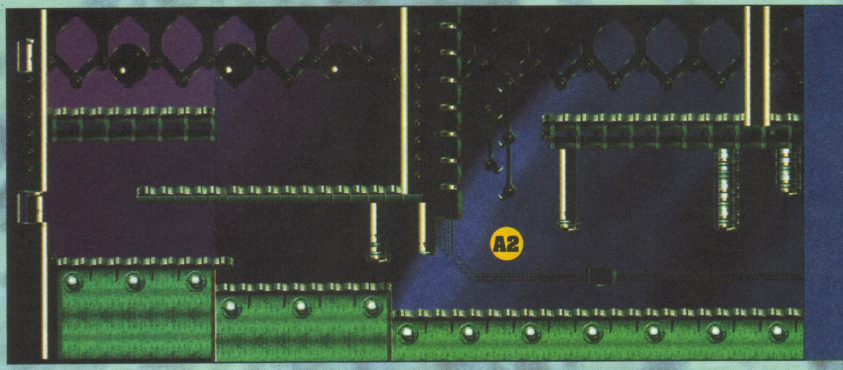
At the wall before the 1-up, leap up. Follow the platform until you reach the next wall that blocks your progress to the right, then leap left and up to the platform. From the very edge, helicopter over the wall to the spotlight on the right. Drop off to the left and backtrack to the 1-up at B. You can walk left through the one-way wall and return to the path that leads to the exit.

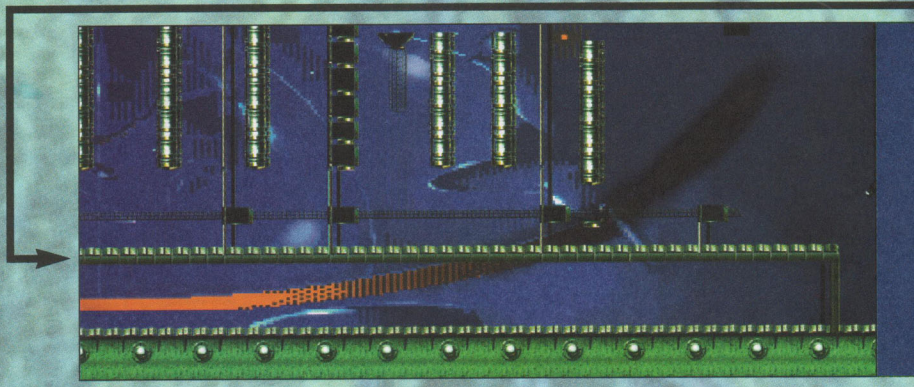
AREA 4

Use the double-hook whip technique to reach the exit.

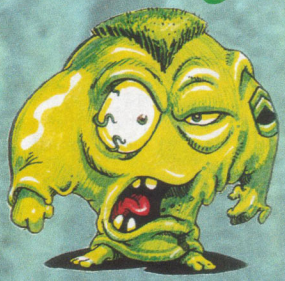
AREA 5

Lure the big eyes to the left, then jump over them and run to the right to exit ahead of the danger.



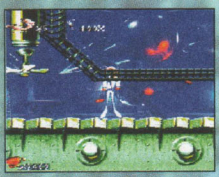


LEVEL 5 SUBLEVEL



A1 A2

Backtrack For Bonuses

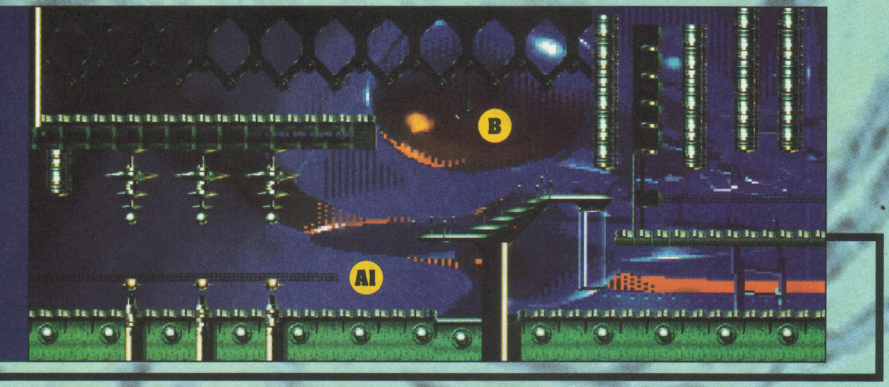


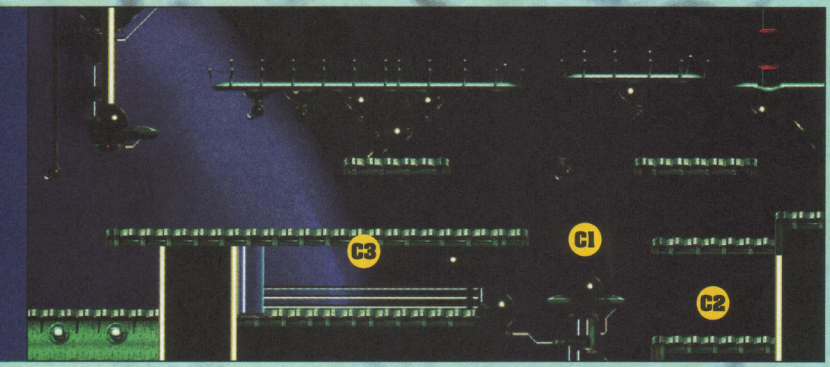
After you get the suit back the first time in the sublevel at A1, the logical path is to the right. However, head left, leap through the mesh floor, climb a whip tree at A2, then snag a 1-up and some health on the right.

B

More First Aid

From the 1-up, you can find additional power-ups. Although you'll eventually want to head right to further your trek, hook to the left from B to get to the bonus stuff.

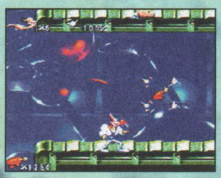




C1 C2 C3

Take a Detour To Find Health, Ammo, and a Shortcut

After you catch up to the suit again near the end of the level, you can snare some hidden power-ups. Instead of whipping the hook, drop down to the globe shown at C1.



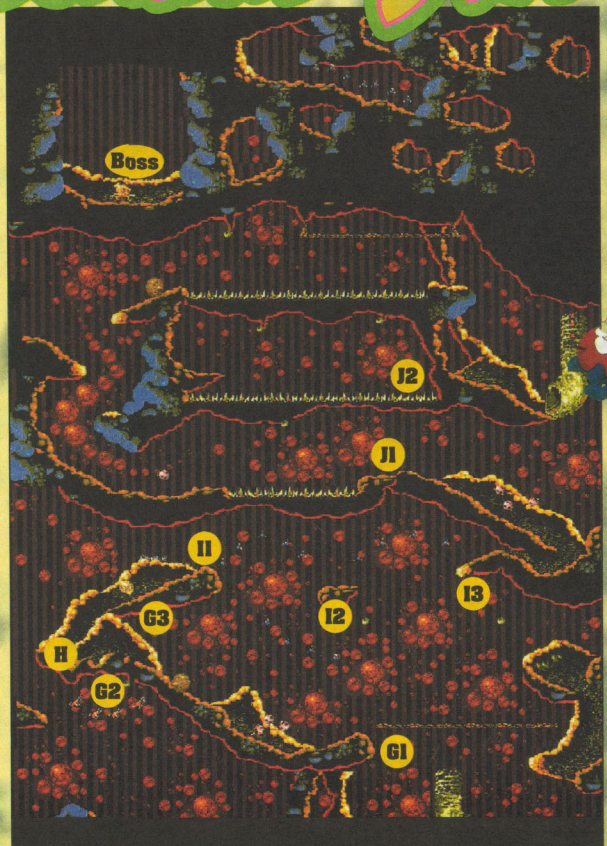
From the globe, jump right to C2 for ammo and health, then head back to the globe…

…and head further left to C3 for a lot of health and ammo. The glass tube offers a quick way back to the original path.

Intestinal Distress

Genesis Bonus Stage!

SNES owners might want to quickly turn the page while we unveil this Genesis-only level. Apparently, Shiny had room left over in the Genesis version to tuck in an extra stage. These tips'll guide you through its tricky spots.



A

Rolling Stones in Town

After you dispose of the fish, you need to reach a safe spot. After the wheel hits, run to the right and jump when necessary. Park yourself at the farthest point to the right, and you'll be safe.

B

A Safe Duck

Time your run from the safe spot and jump over the wheel as it turns the corner. At the left edge, duck until you can leap up, then jump over the next wheel, run left, and climb on the rope.

F1 F2 F3

More Bouncing Balls

The next platform is trickier. The ball hits the platform twice. You have to leap up after the second bounce and move to where the ball first bounced. When the ball is between bounces, quickly leap to the left to a safe haven at F2. As you head to F3, jump to the right after the first bounce, and you're free and clear!

G1 G2 G3

Chutes but No Ladders

After you head through the three chutes, grab the rope. If you head to the left, pull your britches up to allow the wheel to pass below you without doing any damage.

I1 I2 I3

Jimcopter

You get easy health when you helicopter from I1 to I2 to I3.

J1 J2

Hooks and Wheels Abound

From J1, hook your way across the spikes to the left. When you land, time your jump over the wheels that slash across your path. The subsequent hook work is easy, but the path that begins at J2 leads to a dead end, so avoid it.

C

Zigzag 1-Up

To reach the 1-up to the left, you have to pass by it, then backtrack to the right.

D1 D2

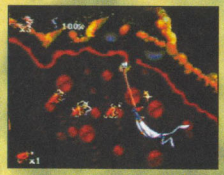
Figure 8

Continue to work up and to the left from the 1-up, then drop off to the left at D1 and head right from D2.

E1 E2 E3

Follow the Bouncing Ball

Move just to the left of the ball that takes two bounces and explodes. Follow it to the right after its second bounce, then take a breather at the far right. After a ball passes the platform at E2, leap up to get clear. When the ball hits E3, jump up again and continue to the left.

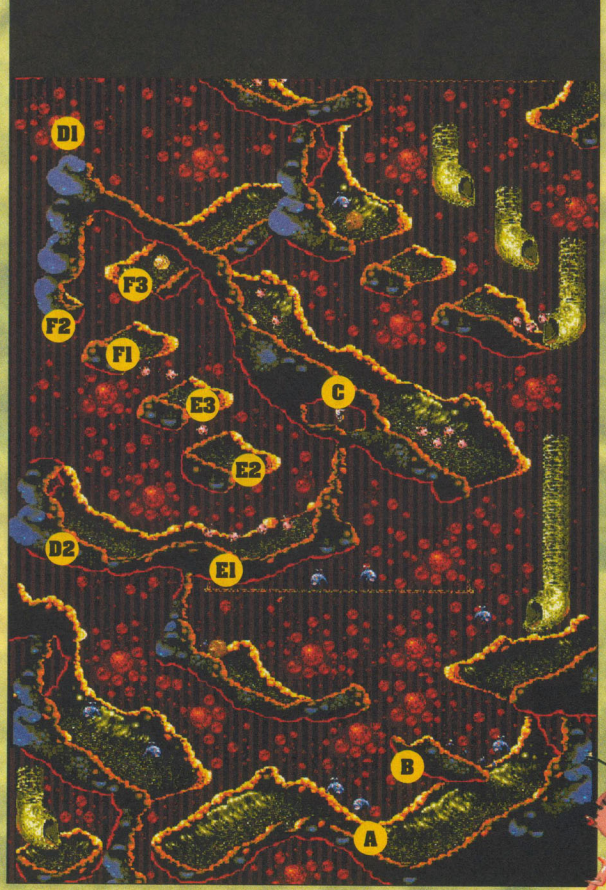


Jump on the platform at G1 and leap over subsequent wheels until you reach G2. Hook below the platform to gather the blasters. Swing to the far left so that you can take a return swing without having to repeat the previous sections. If you need recharging, head to the right on the rope at G1. Climb the short ramp to the platform at G3, then double-swing on the hooks to the left to find health. You'll drop down just before G2, so watch out for the rolling wheel.

H

Even More Bouncing Balls

This ball bounces four times, and it takes excellent timing to get past it. Study the pattern while you stand under the second bounce point. After the ball takes its third bounce, stand on the third bounce spot. During the next bounce cycle, run up and to the right to the continue point after the second ball bounce.



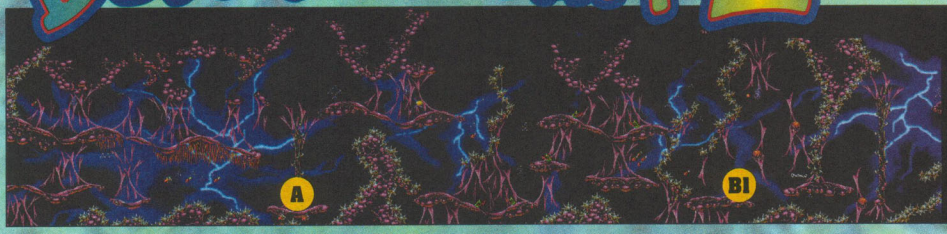
Boss

Dirty Doc

Doc Duodenum is a slimy boss that leaps around you. If he catches you, he'll spew vile bile all over you.

A few quick super blasts, if you saved them, make quick work of this guy.

Buttville Part 2



A

Blasterama

These super blasters seem impossible to reach, but they're not. Use the lowest hook on the tree to swing under the platform to the icons.

B1 B2 B3

Swirling for a 1-Up...

As in the Junk Yard level, swirl spots in this level trigger other events. The swirl at B1 releases a 1-up at B3.

To reach the 1-up, use the hidden hook at B2 that leads to the left to some helpful power-ups and the 1-up.

C1 C2

...And More Nearby

Another swirl marked C1 makes a new line of gun power-ups appear at C2 as you helicopter to the basketballs.

D1 D2

Continue Continuing

Another swirl point that's pretty hard to miss appears at D1, triggering a new continue point at D2.

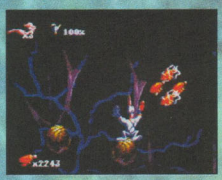
E1 E2 E3

Whip to a 1-Up

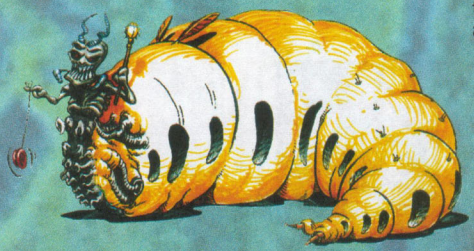
This difficult trick nets a 1-up. The technique varies between SNES and Genesis versions.

Genesis: A gleaming hook is above the third basketball at E1. To reach it, whip to the right from the fourth ball to find more hook points (which look like small orbs). Swing from the low hook point to the higher hook point, then double-swing to the left with enough momentum to reach the 1-up at E2.

SNES: This move is less complicated on the SNES, but it still requires tricky whip work. From the third basketball, jump up and to the right. While in midair, hook left to the hook above. Snag the hook, and it'll propel you to the platform to the left.



You'll end up at a swirl point that leads to super blasters at E3. Look for the 1-up off to the left.



Jim's Codes of Honor

You have to promise not to say anything. These codes are top secret, okay? Shiny let us in on some codes for Earthworm Jim, and we swore not to tell anyone about them, so we're gonna *print* them!

Before you enter any of these codes, you have to pause the game. Then enter the code and unpause the game (if unpausing isn't automatic).

We'll follow up with more codes as we discover them, so check future issues of *GamePro*.

Instant Warp to What the Heck?

This code instantly warps you to What the Heck:

SNES: **Press Buttons Y, X, Y, X, A, B, A, X**

Genesis: **Press Buttons L, R, A, B, C, L, R, A**

Full Energy Recharge

You can use this code once each level for a full recharge:

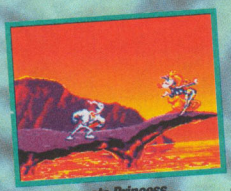
SNES: **Press Buttons A, B, X, Y, Y, X, B, A**

Genesis: **Press Buttons A, C, C, A, B, B, A, C**

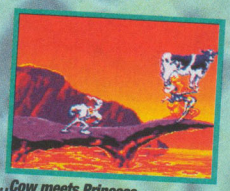
Game Genie Codes for Genesis Earthworm Jim

GC3C-JA4C	Infinite ammo
HG3C-JABL	Start with nine lives on Difficult difficulty level
BF5C-JAE2	Start with nine continues on Normal difficulty level

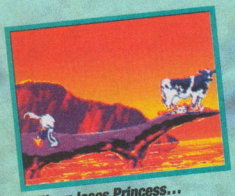
Earthworm Jim, The Story of...



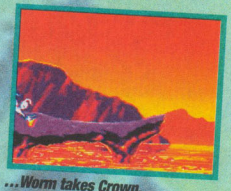
...Worm meets Princess...



...Cow meets Princess...



...Worm loses Princess...



...Worm takes Crown.

Earthworm Jim Envelope Art Contest!

Playmates Toys, Shiny Entertainment, and *GamePro* give you a chance to win a one-of-a-kind Earthworm Jim Model!

You've proven your artistic talents before, but this challenge is wild! You'd better get out your brushes, markers, and colored pencils, because we're having an Earthworm Jim Envelope Art Contest.

The gang at Shiny has proven that they have a strange sense of humor: Earthworm Jim's a weird character and a weird game. And since Shiny's judging the contest, you'd better knock out a pretty twisted picture. Use the Gallery of Earthworm Artistry on page 103 for inspiration.

Here are the rules:

1. Envelope art will be judged on artistic ability and content.
2. Like Jim himself, the art should be new, wild, and different. Some ideas for pictures are new uses for Jim's head, new add-on Suit upgrades, and bizarre or funny situations that Jim might find himself in.
3. No more than one entry per person…aww, what the heck! Enter as many times as you like – as long as each entry is different.
4. Entries cannot be returned, so keep a copy for yourself.
5. All entries must be postmarked by January 15, 1995.
6. Mail all entries to David Perry's home at…okay, just kidding. Send your envelopes to: Earthworm Jim Envelope Art Contest, c/o Playmates Interactive Entertainment, 16200 Trojan Way, La Mirada, CA 90638. Be sure to include your name, address, and telephone number.

GRAND PRIZE

A custom-cast and hand-painted Earthworm Jim statue created by Tony Cipriano, a professional animation sculptor. This statue is an exact replica of the reference model used by Earthworm Jim's animators in the creation of the game.

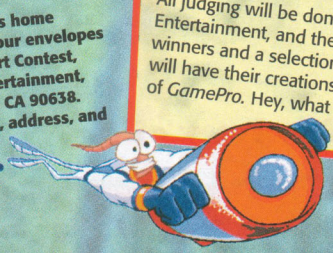
FIRST PRIZE

A rare, groovy, and cool Earthworm Jim T-shirt created by Jim's daddy, Doug TenNapel, as well as a "This game don't stink" EWJ poster.

SECOND PRIZE

An EWJ poster to hang…well, wherever you want it!

All judging will be done by the lads at Shiny Entertainment, and their decisions are final. The winners and a selection of honorable mentions will have their creations printed in a future issue of *GamePro*. Hey, what are you waiting for?



Contest Rules and Regulations

Official Rules: No purchase necessary. Infotainment World, Inc., Playmates Toys, and Shiny Entertainment assume no responsibility for late, misdirected, incomplete, or illegible entries. All mail-in entries must be postmarked by January 15, 1995. Void where prohibited.

Awarding of Prizes: Winners will be determined by February 1, 1995, by Shiny Entertainment. Winners will be notified by phone. Winners' entry and acceptance of prize constitutes permission to use their names, photographs, and likeness for purpose of advertising and promotion on behalf of *GamePro*, Playmates Toys, and/or Shiny Entertainment without further compensation. Winners are responsible for any and all federal, state, and local taxes, if necessary. A complete list of winners will appear in a future issue of *GamePro*.

Eligibility: Employees of Infotainment World, Inc., Playmates Toys, Shiny Entertainment, and all participating vendors, their subsidiaries, affiliates, advertising agencies, and immediate families are not eligible.

Prize Restrictions: Alternative prizes or cash will not be offered in lieu of the prizes described above. Prizes may not be substituted, transferred, or exchanged.

Fritz...
he"s a live wire

NFL '95 Goes to the Super Bowl

NFL '95

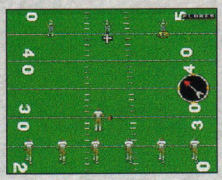
Genesis

By Mister Blister

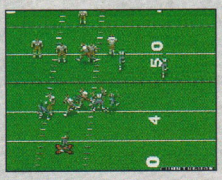
Welcome to NFL '95, the latest and greatest installment in Sega Sports' long string of football games. The competition between NFL '95 and Madden NFL '95 for the Genesis Super Bowl crown is tight. Like the latest Genesis Madden, this game has new graphics, features, and options. Read on to see who wins!

Maximum Stats

In terms of stats, NFL '95 edges out Madden '95. Endorsed by both the NFL and the NFL Players' Association, NFL '95 features real teams and logos and



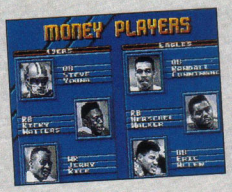
PROTIP: Close down the kick–return lanes by kicking off to either side of the field.



PROTIP: Move the QB so he follows the flow of the offensive line, giving him some extra time to find an open receiver.

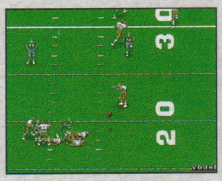
actual, current team rosters, giving you a huge amount of stats to play with.

Choose from the '92–'94



Stats, stats, and more stats for all your favorite NFL players!

NFL seasons with your favorite team or one of nine all-star squads. During game play, you get updated stats on both teams and individual-player performances. The full stats of players' strengths and weaknesses really help you decide on substitutions and on which free agents to sign.



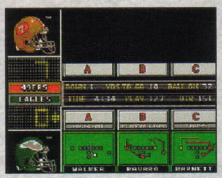
PROTIP: Receptions aren't automatic. Leap to catch balls that overshoot the on-field cursor.

Keep Your Eye on the Ball

The graphics are very similar to Sega's other NFL football games. All action scrolls vertically from a third-person, behind-the-quarterback perspective. The zoom-cam effect of zeroing in on the ball carrier in earlier versions has been toned down to allow much more effective passing. The entire field shifts to give the QB a wide-angle view of all his receivers within 40 yards, which does wonders for the passing game.

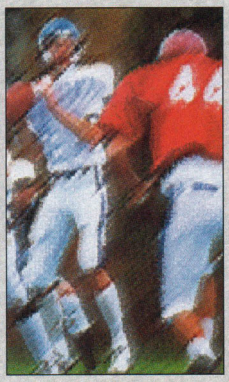
Unfortunately, this down-field view isn't used throughout the game. It would've been useful for the running game, which now only shows you 10–15 yards of field in front of the ball carrier. When comparing graphics, Madden '95 wins the round, because it keeps a constant wide-angle view and its players move faster and more smoothly.

NFL '95 has a slower pace than Madden, which makes for a different kind of game. However, once you adjust, you'll appreciate NFL's realism. Running backs must fight for every extra yard, and QBs must give receivers time to run their downfield routes. Unlike Madden, where you can sometimes run up a ridiculously high score, scoring's more controlled and realistic in NFL '95. The nod for controls goes to NFL '95.



PROTIP: On offense, you can flip the direction of plays to double your number of play options.

Call the sounds a draw. Both games have some sound effects, but they don't set the world ablaze. NFL has no Madden-style



commentator, but you do get trash talking. None of it really makes the game much better.

Final Score

Both NFL '95 and Madden '95 are first-class games. The grittiness and intense details of NFL '95 are intended for die-hard fans who have the time and enthusiasm to take advantage of all the stats and options. While Madden '95 isn't much less detailed, it has more of an arcade feel that makes it more appealing for a quick game. So really, the competition for the highest FunFactor is a tie because they're slightly different types of games. But either way, you can't go wrong! G

NFL '95 By Sega Sports

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

$64.99	4 players
16 megs	Forward scrolling
Available now	Battery backup
Football	Sega rating: GA

Madden Continues To Lead the Field

Madden NFL '95

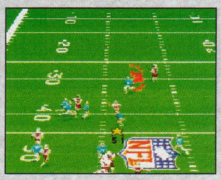
Genesis

By Athletic Supporter

The two biggest complaints about the Madden games usually focus on the limited plays and the weak computer competition. EA Sports solves both problems in Madden NFL '95 for the Genesis, earning it a place among the best football simulations ever.

Madden Madness

The game play is standard Madden, but new options abound. Right away, you'll notice twice as many plays on both offense and defense. Another good feature is



PROTIP: Use your defensive backs to bump receivers out of position and force an incomplete pass.

the injury factor – players can sustain 70 different injuries that might cause them to miss games. The only flaw on the options list is the loss of the all-time great teams like the '72 Dolphins.

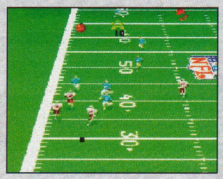
EA Sports has also upgraded the computer's A.I., and it's no longer a cream puff. For instance, on offense you face more computer-controlled blitzes than ever.

Additionally, unlike its SNES counterpart, Madden '95 on the Genesis doesn't *always* generate high-scoring games. The Genesis players are a little slower, and it's harder to complete passes than it is on the SNES.

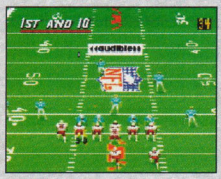
Madden's World

The graphics in the Madden series have continued to improve. The players are larger than ever, and now you get a clearer view of the field because the on-screen passing windows are optional.

The sound effects remain the same: strong. Madden barks out his usual enthusiastic "Maddenisms," and the players' grunts and groans add realism.



PROTIP: When kicking off, aim to the far right or left to get the best kick coverage.



PROTIP: If you notice the computer calling a defensive audible, quickly snap the ball while the defense is shifting formations.

The controls are up to the high standards of previous versions. The only problem is with super-fast players like Jerry Rice who somehow get caught from behind by big Reggie White!

Still, Madden NFL '95 has everything it takes to get to the Super Bowl – it's a championship game. G

Madden NFL '95 By EA Sports

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.0	4.0	4.5	INT. Intermediate

$64.95
8 megs
Available now
5 players (using 4 Way Play)
Multiple views
Battery backup
Sega rating: GA

NHL '95 Sinks on SNES

NHL Hockey '95

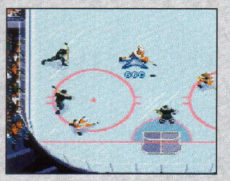
Super NES

By Quick-Draw McGraw

One minute it's the best ever, and the next it's just average. That's the best way to describe NHL '95's disappointing transition from the Genesis to the SNES.

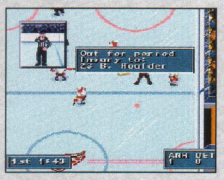
Forget Something?

In previous editions of EA Sports' hockey games, the Genesis version ruled, and NHL '95 is no different. Shootout mode, Playoff



PROTIP: With poor control and the absence of play options, the most productive scoring method is – once again – the one-timer.

mode, fake shots, and drop passes are all missing from the SNES lineup...but were present on the Genesis! However, you still get Season and Practice Modes, as well as the ability to sign and release free agents, trade and create players, and control the goalie.



PROTIP: Injuring your opponent's star players is the best way to give yourself a winning advantage.

The graphics are the best feature of this cart. Although the sprites are slightly different from the Genesis players, they're still large and clear. But the overall lack of bright colors muddies up the show.

Sounds Like a Loser

The main problem with most hockey carts is poor control. The excellent controls and responsive

players on the Genesis version have been replaced by inaccurate controls and unresponsive players on the SNES. This game's control resembles the ordinary ESPN National Hockey Night.

PROTIP: Use the Create Player mode before starting a season. It never hurts to have an extra superstar on the ice.

Despite the SNES's impressive sound capabilities, NHL's sounds are bad. Every moan, groan, and check sounds as if you were listening to the game from the locker room.

Overall, '95 looks as if it's just a slightly different version of NHL '94. Disappointing options, sound, and game play bring this cart down from its lofty Genesis ratings; what's "in the game" isn't in this cart. G

NHL Hockey '95 By EA Sports

Graphics	Sound	Control	FunFactor	Challenge
4.0	2.5	3.0	3.5	INT. Intermediate

$59.95
8 megs
Available now
Hockey
5 players (using 4 Way Play)
Multiple views
Battery backup

Hoop It Up with NBA Live '95

NBA Live '95

Genesis

By Athletic Supporter

In the past, the weakest members of the formidable EA Sports line-up have been the basketball-simulation carts. That's no longer the case. EA Sports has reworked last year's decent NBA Showdown into the fun NBA Live '95.

NBA All the Way

Options, options, options. This game showcases all 27 NBA teams and players, along with the '94 All-Star teams. Performance is based on last year's stats, and

PROTIP: When more than one human player is on a team, one of you needs to move without the ball to set screens and get open.

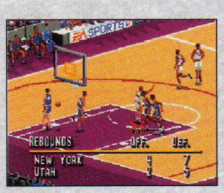
you compete as a combination of player, coach, and general manager during 26-, 52-, or 82-game seasons.

You like variety? As a player, you control the on-court action. As coach, you change defenses, make substitutions, and decide who to go to on offense. As general manager, you can trade players to upgrade your team.

PROTIP: Don't like your team? Trade your guys for the players you really want. (See ya, Luc Longley; hello, Shaq!)

Slam Dunk

NBA Live has an angled view (a welcome improvement over Showdown's side view) that provides better court vision with minimal player overlapping. Players sport detailed sprites and perform exciting in-your-face slams. Depth perception is sometimes a slight problem, though, and you occasionally end up under the basket with no chance of scoring.



PROTIP: To get a rebound in traffic, press Button A to push your defender away and to get a better position.

The controls and sound are equivalent to NBA Showdown with slight upgrades. Blocking shots is a little easier, and the crowd noise is more realistic. The 4 Way Play works okay, but putting your friends on the same team often creates confusion instead of great, cooperative game play.

By improving on last season's already-solid game, EA Sports has created a new, sharp-looking, fast-playing, authentic hoops cart that's a must for basketball fans. G

NBA Live '95 By EA Sports

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	3.5	4.0	ADJ. Adjustable

$59.95
16 megs
Available now
Basketball

4 players (using 4 Way Play)
Multiple views
Battery backup
Sega rating: GA

PGA Tour Scores an Ace!

PGA Tour Golf III

Genesis

By Bacon

With this latest addition to the classic PGA Tour Golf series, EA Sports fills many of the gaps in its previous versions. Beautifully polished graphics and game-play refinements enhance the already-awesome action that has put PGA Tour at the top of the leaderboard.

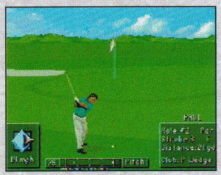
Incredible Eagle!

Chock full of options, PGA Tour III sends you blasting down the fairway with top pros like Tom Kite, eight courses (half are new),

PROTIP: Don't use draw or fade to compensate for strong winds. You'll get more distance out of your shots if you adjust the aiming cursor.

and tournament, skins, match-play, shoot-out, and practice rounds. Golfers can customize everything from their club selection to the views of the course, and full stats and instant replays record the action.

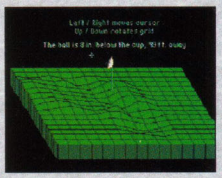
Highlighting the impressive controls, the spanking-new Ball Lie window shows you exactly how the ball sits on the course. A great addition to the PGA series, this window helps you pick the best shot and accurately adjust the draw, fade, and arc on the ball. Changing the arc lets you fine-tune top spin and back spin, which adds a new layer of complexity to the action.



PROTIP: Always underestimate the distance on a pitch shot by a good 10 percent to allow for its long roll.

Is It the View?

The visuals are the biggest improvements over PGA's predecessors. Phenomenal graphics complement the sharp game play. Gorgeously detailed digitized backgrounds surround each course, and striking sprite animations provide eye-catching realism. Revamped sound effects round out the sensory experience, but the tunes have a bubbly, mellow edge that belongs in a New Age bookstore, not on a golf course.



PROTIP: If you face a tough putt with a sharp drop or rise just before the hole, intentionally miss to the uphill side, which adds some last-minute spin that counteracts the slope. In the picture, calculate your shot as you normally would, then miss your aim a notch to the right.

Golf pros won't hesitate to reach for their wallet and buy this fun, vastly improved cart. Casual fans who already own PGA II, however, should rent the new one before buying – going from the great PGA II to the stellar PGA III may not be worth the bucks to occasional hackers. G

PGA Tour Golf III By EA Sports

Graphics	Sound	Control	FunFactor	Challenge
4.5	3.5	5.0	4.5	INT. Intermediate

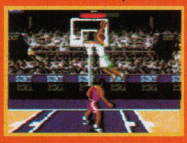
$59.95
16 megs
Available now
Golf
8 courses

4 players (using 4 Way Play)
Multiple views
Battery backup
Sega rating: GA

NBA HANGTIME '95 WILL TEST YOUR BASKETBALL SKILLS. NOT YOUR "SIT-ON-YOUR-KEISTER-AND-WATCH-THE-COMPUTER-DO-ALL-THE-WORK" SKILLS.

B - B - ↑
Funk Dunk
This one is very missable, so just hold on tight and hope your hands aren't too sweaty.

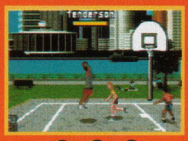
B - A - →
Sonic Boom
If you attempt this one and miss it, the embarrassment could be too much to recover from.



B - A - ←
Sledgehammer Dunk
Show that guard where this dunk got its name from.

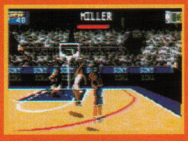
B - A - ↑
Hangtime
Do this move correctly and you'll be airborn long enough for Dan Patrick to go get a hot dog. And some condiments.

B - A - ↓
Reverse Jam
Time this one right and Chris Webber will fly so high he'll show up on air traffic control radar.



B - B - ↓
Stop & Pivot
You'll need all the fancy footwork you can get in the "streetball" mode. Because on the blacktop they play for keeps.

B - A - A
Super Jump & Block
How many opportunities do you have to take on an NBA star in front of 20,000 fans?



A - A - ↓
Downtown
We're not giving three pointers away here, but with a little practice you'll nail 'em like Reggie Miller.

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NBA HANGTIME '95 IS THE MOST CHALLENGING GAME OF 2-ON-2 OUT THERE. YOU'VE GOT 39 DIFFERENT MOVES TO CHOOSE FROM, REAL PLAYERS LIKE HAKEEM OLAJUWON, PATRICK EWING, SHAWN KEMP, SCOTTIE PIPPEN, CHRIS MULLEN AND KARL MALONE, ALL 27 NBA TEAMS, AND ESPN 2'S "STREETBALL" MODE. IF YOU DON'T GIVE THIS GAME TWO THUMBS UP, IT'S PROBABLY BECAUSE YOUR THUMBS ARE TOO EXHAUSTED.

EVERYTHING ELSE IS JUST PRACTICE.™

SONY IMAGESOFT

FIFA '95 Is the World Champ!

FIFA International Soccer '95

Genesis

By Athletic Supporter

EA Sports believes that it produces the top sports sims on the market. When it comes to soccer, that's no idle boast – it's a fact. FIFA International Soccer '95 for the Genesis is the best soccer game yet. Period.

FIFA Shoots...

FIFA '95 is a slightly upgraded version of the original FIFA cart that blew away the competition last year. It has all the tools to be a great game: cool graphics, fantastic controls, good sound, and addictive game play.

FIFA offers several different game-play modes. Choose from eight domestic tournaments, a World Cup-style tourney, a Play-off, or kick around with exhibitions. The Domestic Tournament

PROTIP: With the Fouls option turned off, always press Button A for a sliding tackle when your opponent gets past you with the ball. You almost always steal the ball or knock him down.

option, a feature not found in the original game, is one of the best ways to play. It brings together club teams from eight different countries, including the U.S., Brazil, and Germany.

Another cool way to play is shooting for the World Championship with the World Tournament, which uses divisional

PROTIP: If you're up by a goal late in the game, change your formation to Sweeper and your strategy to All-Out Defense.

groupings based on the performances of the real-life teams in last summer's World Cup competition. Each of the more than 100 teams in FIFA '95 are rated in nine categories, ranging from team speed to tackling abilities. The U.S. squad, thanks to its strong World Cup showing, is now one of the stronger teams.

...FIFA Scores!

The graphics haven't changed much from the original version – thank goodness EA Sports didn't mess up a good thing. You still watch the action from that effec-

PROTIP: Have your best shooter take most of the shots; he'll score more often than anyone else.

PROTIP: You can take the ball away from your opponent by pressing Button B and then Button C to flatten him. But watch out for the zebras – they'll nail you if the Foul option is turned on.

tive angled-overhead view of the field. The sprites, however, may seem a little smaller than they were last year, but their quick, lifelike movements more than compensate for their reduced size.

Unfortunately, the sound in FIFA '95 has been weakened. There isn't nearly as much chanting and singing as there was on the original, which diminishes one of FIFA's greatest strengths.

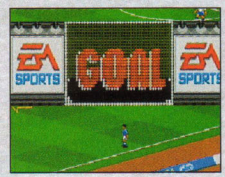
The controls remain almost the same (which means they're excellent), except for one feature: There's no more one-touch passing. The days of one long downfield pass followed by a shot on goal are gone, which actually makes the game play much more realistic.

World Cup Winner

Chalk up another victory for EA Sports. FIFA Soccer '95 has set the standard for soccer games for the rest of the year. G

PROTIP: When the ball is in the air, press Button A to head it back down to the ground.

PROTIP: If you're trailing in the second half, change your formation to 4-2-4 and your strategy to All-Out Attack.



PROTIP: Come at your opponent's keeper from a 45-degree angle and aim for the back post. This shot is almost impossible to block.

FIFA International Soccer '95
By EA Sports

Graphics	Sound	Control	FunFactor	Challenge
4.5	3.5	4.5	5.0	Adjustable

$64.95	4 players (using 4 Way Play)
16 megs	Angled-overhead view
Available now	Battery backup
Soccer	Sega rating: GA

With all these options, you not only play the game, you help design it.

any racing game will give you

SOUPED-UP CARS.

how many throw in PENGUINS AND A BLIMP?

Normally, when you see sparks coming from your TV, you need a new one.

With speeds up to 200 m.p.h., it won't take long to burn through this tunnel.

You would think the crisp 3D graphics would help you make better turns. Rookie.

Don't be fooled by the pretty scenery. One wrong turn and you'll be part of it.

CHECKERED FLAG

And ten tracks. And six driving views. And your choice of weather conditions. The options are endless when you're playing the first and only 64-bit racing game on the Atari Jaguar.

Take your customized formula race car through a penguin-filled arctic tundra, burn rubber (or your clutch) on a desert road, or take a 200 mph island hop through the tropics. Checkered Flag is a game of skill that could have you in the winner's circle or wrapped around a guard rail.

So make sure your couch is nailed to the floor, bust out the flame retardant suit, and get ready for the ultimate 64-bit joy ride.

JAGUAR 64-BIT DO+THE MATH
INTERACTIVE MULTIMEDIA SYSTEM

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Elite Soccer Doesn't Join Elite Games

Elite Soccer

Super NES

By Athletic Supporter

Gametek's Elite Soccer for the SNES is the company's first soccer title. It shows. The game's not bad, but it falls far short of the high standards set by the top soccer carts.

Elite Options

International teams, player ratings, variable weather conditions – you've seen most of Elite's features in other soccer games. The World Tournament features the world's top soccer powers, each represented with real-life players. The U.S. team, which made a strong showing in last summer's World Cup, is among the elite

PROTIP: When playing indoors, aim to the side of the goal. The ball will ricochet off the wall, letting you cash in the rebound with a quick shot.

teams. Other strong features include a practice mode that helps you hone your skills and exhibition games that are played in an indoor-soccer format. More soccer carts should offer an indoor game; the fast, high-scoring action's a blast!

Missed Shot

With small, undetailed characters, Elite's graphics are anything but elite. The indoor arena provides the best background because you're a little closer to the action, so the players seem slightly bigger than they do on the outdoor fields.

The sounds are disappointing. Thankfully, the soundtrack can be turned off, but the crowd noise sounds more like TV static.

PROTIP: When you have the ball, zigzag back and forth to keep defenders from stealing.

PROTIP: On defense, press Button A to steal the ball from behind an opponent.

In the control department, players move well and respond quickly to your commands, though you may wish that you could control the flight of the ball after a shot.

This game may please beginners, who should be able to pick it up and play without too many complications. Elite Soccer won't join the list of soccer champs – substandard graphics and sound keep this one back in the pack. G

Elite Soccer By Gametek

Graphics	Sound	Control	FunFactor	Challenge
2.0	2.0	3.5	3.0	Intermediate

$59.95	2 players
16 megs	Overhead view
Available now	Passwords
Soccer	

Elite Soccer on the Game Boy Misses Badly

Elite Soccer

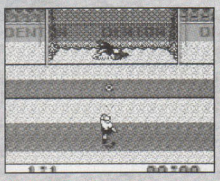
Game Boy

By Athletic Supporter

On the Game Boy, Gametek's Elite Soccer brings new meaning to the word "disappointing." Bland graphics and sounds make this lifeless game miss wide – really wide – of the goal.

Get Your Kicks

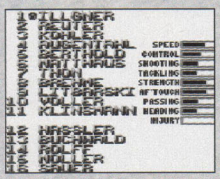
Elite offers many standard soccer options. You play with 24 international teams, adjust game-play features like weather and player



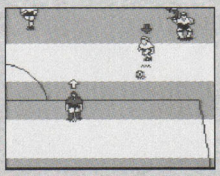
PROTIP: Use the practice mode to sharpen your skills.

speed, and choose from eight formations and six strategies (such as Attack and Cautious). One of the best features is the practice mode – it's an excellent way to familiarize yourself with the controls and refine your shooting techniques before actually playing a match.

The above-average responsiveness of the controls also strengthens the game. Players react quickly to button presses, and you can kick accurately. The only control setback is your inability to control the flight of the ball after kicking it, a common feature in other soccer carts that helps you score more frequently.



PROTIP: Refer to the player ratings and keep the ball with your best player as much as possible.



PROTIP: Keep moving back and forth when you have the ball to prevent opponents from stealing it.

Yellow Card

Now the bad news. The graphics are weak and uninvolving. Even by Game Boy standards, these tiny, poorly defined players move stiffly in front of simplistic backgrounds. Their dives have some nice animation, but that's it. The terrible sounds drag this game down even farther, but at least you can turn off the soundtrack.

Too bad Elite Soccer doesn't come close to living up to its name. The above-average controls and practice mode can't compensate for graphics and sound that fall far short of elite. G

Elite Soccer By Gametek

Graphics	Sound	Control	FunFactor	Challenge
2.0	2.0	3.5	2.5	Intermediate

$34.95	1 player
2 megs	Overhead view
Available now	Passwords
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Another Day at the Track for Andretti

Michael Andretti's Indy Car Challenge

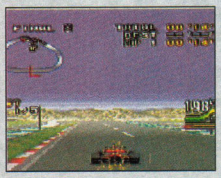
Super NES

By Slo Mo

Michael Andretti's Indy Car Challenge is as solidly engineered as an Indy car and as basic as an Indy car race. That's enough to generate average racing thrills, but Andretti lacks great drama.

In this behind-the-car speedfest, your thumb-burning challenge is finishing in the top six among 12 drivers in 15 races across the U.S. Indy car circuit.

PROTIP: The better your qualifying position, the better your chances of winning a race.



PROTIP: Learn to quickly glance up at the map to determine if someone's trying to pass you.

You race for the honor of dueling one of the best drivers in motor sports: Mr. Andretti, of course.

Safe Drivers

Indy Car Challenge cranks up an excellent sensation of piston-propelled speed, and the simple yet effective controls let you harness it quickly. Before every race, you can adjust tire pressure, downforce, and gear ratio to max the velocity.

Satisfaction, however, comes primarily from beating the clock. There isn't a whole lot of dynamic car-versus-car racing action. Racers bump each other around as a tactic, which produces spinouts, not crashes.

The sharp, no-frills racing graphics do their duty, but basically they drive you to keep your eyes glued to the road. However,

PROTIP: To break track records, customize the default vehicle setups for top speed, but you'd better be a good driver!

hardcore race fans will note that Bullet-Proof went over every inch of the actual tracks to recreate them for this cart. Also, the impressive replay feature displays a multitude of track-level camera views. Manual mode is a kick, enabling you to rotate the view 360 degrees around the car.

A Sunday Driver

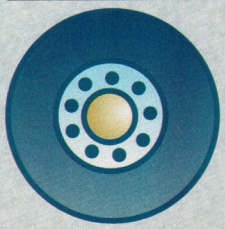
Racing fans know Michael Andretti as a hard-nosed, pedal-to-the-metal winner. His Indy Car Challenge, however, is a nice-looking, laid-back cruise. The game's speed thrills, but its action chills. G

Michael Andretti's Indy Car Challenge
By Bullet-Proof Software

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	4.0	4.0	INT. Intermediate

Price not available
8 megs
Available now

Auto racing
Behind-the-car-view
Passwords



3DO Stocking Stuffers

By Coach Kyle

Awright, rookies, so you wanna know about some nifty items for a last-minute gift for family and friends? Here are some instructional games for 3DO that'll improve their techniques in a couple of sports. Plus, think about this strategy: You get 'em a 3DO instructional video, they have to buy a 3DO, then you can play Shock Wave! Until Christmas morning arrives, drop and gimme 50 sit-ups.

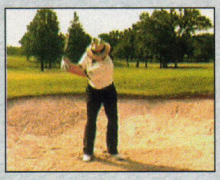
How to Hit

Virtually every baseball player can use these batting tips from Ron Fraser, who coached the University of Miami to two national championships. Called ESPN Baseball: Hitting, Fraser uses young players, not fancy superstars, to illustrate proper grips,

stances, bunting techniques, and more. In Ask the Coach, Fraser responds to specific questions, while What's the Call presents audio clips of controversial plays for you to settle. Coming soon are discs on defense, pitching, and catching.

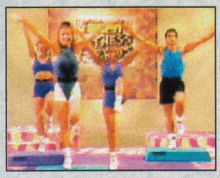
Fly with Kite

U.S. Open champ Tom Kite demonstrates the science of golf in the three-disc ESPN Golf: Lower Your Score with Tom Kite. You'll get Tom's personal advice on everything from trouble shots to chips. Some of it's pretty simplistic, though – at one point Tom's advice is to simply hit it in the hole! No kiddin,' bud! On the horizon are more discs on swinging and putting.



Get in Shape!

ESPN's Step Aerobics enables you to customize everything about your workout. Fitness pros demonstrate the moves for you,



then you go through a four-part workout that takes you from warmup to cooldown. Safety tips help you avoid injury while you sweat off that excess tonnage. G

Baseball action so realistic, you'll be tempted to cork the bat.

The new Batter Up™ electronic bat lets you swing against the toughest pitchers in the major leagues. But forget about pressing buttons on a boring controller. With Batter Up™, your biceps control the bat, not your thumbs. And there's no room for whiffers. Best of all, it's compatible with the most popular video baseball games around. Pick it up at your favorite video game retailers. And remember, don't wear your cleats in the living room.

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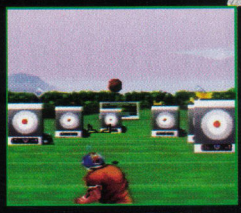

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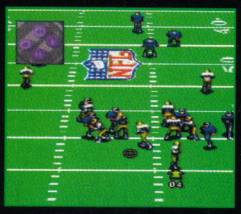
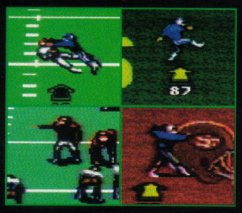


SMOOTH CAM INSTANT REPLAY



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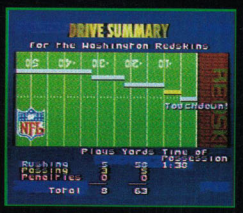

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Guardian War

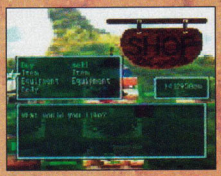
PROTIP: You can't conquer this zone, but it's perfect for gaining experience for your golem bodies. Bring characters in solo and let them build up power.

By Leonardo da Video

Impressive graphics, a fantastic soundtrack, and incredible visual effects are like icing on this RPG cake. Guardian War is one of the most original, enjoyable, and addictive RPG/strategy games to come along in a while, and it's certainly the best on the 3DO so far.

Golem Garage Sale

Guardian War is a very unusual game. This 3DO adventure takes you on a quest for the Goddess Erald to save the world of goodness from the dark evil of Azrael. Erald calls upon you, her guardian golem,



PROTIP: Purchase items, weapons, and even new bodies from the Zagas shop.

to go forth and rid the world of evil. She grants you the help of your fellow golems, whom you must free from a deep slumber.

Guardian War plays more like a strategic, up-close-and-personal war game than a conventional RPG. Like standard RPG characters, golems have to build up their basic attributes (hit points, magic points, offensive and defensive

PROTIP: Go to the temples to free your fellow golems from their sleep of stone.

power, and so forth), but they also take on new bodies for new skills, and they have the ability to carry two subbodies!

Through the course of the game, you come across new golems to take with you and many different golem bodies to use – Magicians, Priests, Ninjas, Samurai, Shaman, and Knights, to name a few. There are even Birdmen and Fishmen. On top of that, every type of golem body has at least one special, more powerful version of itself that you can move up to once you reach the fifth level.

PROTIP: If Ninja Master's Throwing Star doesn't work, try his devastating Plasma Ball.

War Party

While the constant battling may turn off gamers looking for a true RPG experience, Guardian War is a fascinating game to play, and its look plays a big part in that. The computer-rendered graphics give the sprites a claymation quality, and the character animation is excellent. The varied backgrounds have the same claymation look.

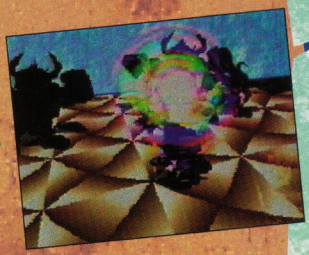
The magic will dazzle you the most. You've never seen special effects like Guardian War's – brilliant rainbow tunnels, huge sweeping tidal waves and whirlpools, black light, fire, lightning, even atomic bombs – the list goes on. The spells are truly something to behold and a lot of fun to play with as well.

Guardian War
By Panasonic

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.5	4.0	4.5	INT. Intermediate

$59.95	4 worlds
CD	Multiple views
Available now	Multiscrolling
RPG	Battery save
1 player	

PROTIP: Use your map to see what's around you. It points out enemies, treasure, and land formations.



PROTIP: To use the Combo Spells, you need two golems with the same bodies. Choose the Combo Spell during the first golem's turn and highlight his partner. The magic will be transferred and ready to use when the second golem's turn comes around. These spells totally destroy the opposition, so use them whenever possible.

Sit for a Spell

Tornado

Darkness Clouds

Fireball

Thunderbolt

Energy Drain

Healing Spell

Black Light

Plasma Burst

Holy Light

Although this game system may take some getting used to, the controls won't hinder you. Guardian War's interface is simple and virtually self-explanatory – a good thing,

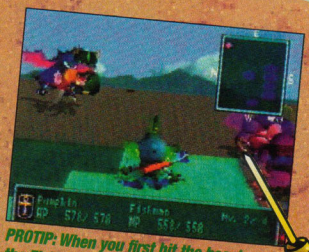
PROTIP: Undersea paradise this ain't. Use Fishman and Neptune here since it's their home turf…er, surf.

since the manual will remind you of the instructions for your VCR.

On the down side, Guardian War only lets you change items, weapons, and bodies from the world map. While the game serves up plenty of tricky situations and lots of strategy, you won't face any RPG-type puzzles or conversations. Also, if you don't prepare your characters early on, you're bound to get slaughtered later. And realize that once you move to a new world map, you can't go back, so be sure you've explored everything.

What's War Good For?

Guardian War scores big on all counts, especially its originality. It's highly addictive fun and has a vast array of locations, enemies and options to add complexity. Guardian War is highly recommended. There's nothing else like it on the 3DO, or, frankly, anywhere else. G



PROTIP: When you first hit the beach, get the Fishman body, retreat, then switch it with Pumpkin's main body. Otherwise, you may not be able to storm this beach.

SUPER NES

Strategy Guide

No Fantasy Too Final

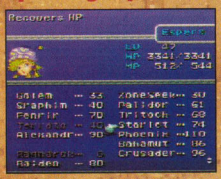
This article, the first in a series of Final Fantasy III strategy guides, takes a broad look at Standards & Practices that will stand you in good stead throughout the game. Future dispatches will peek into the game's deepest recesses, reveal the location of hard-to-find items...and even a cheat or two!

By Peteroo

Beginner's Luck

If you're just starting out, some of the following tips won't apply. Once the divided party is reunited in Narshe and Terra disappears, however, things get under way in earnest.

Speaking Esper-anto



First off, keep close tabs on Magicite Shards. Because your characters can learn every spell in the game from them, they're critical to your success. They also increase in stats when a character rises a level, and they're great in combat. The only drawback is that you can only call on an Esper once per combat – until the mimic Gogo joins the party.

Shard Handling

Don't let Shards sit idle; rotate them among the active party members. Don't leave Shards equipped on inactive characters, or you may find a Shard "stranded" on them at a critical time.

Who Goes There?

The farther you get into the game, the more you have to worry about who should be in the active party for a given mission. Try to maintain a rough equality of character levels. When characters fall behind, swap them into the active party. In the second half of the game, a Relic called the Exp Egg speeds up this process by doubling the rate at which the user gains experience.

Party Time

Sometimes you must divide the party into groups. It's best to balance each group with fighters, magicians, and characters with special skills. On other occasions, as in the battles to defend the frozen Esper, put most of your power into a single strike force designed to inflict the most damage in the shortest time.

Armor Hot Dogs

Never leave town without stopping at the weapon and armor shops. You might improve your arsenal.

Enough for All

When you buy equipment, try to buy for the whole party – not just for the party of the

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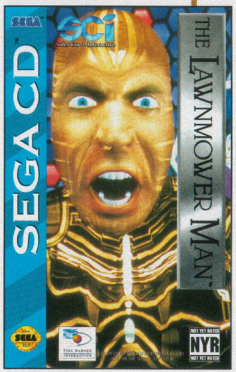

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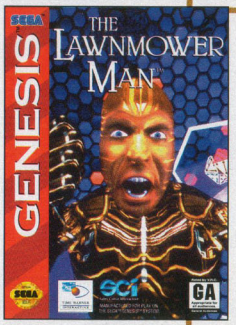

Take the role of Dr. Angelo or his friend Carla and stop CyberJobe and his cohorts before they gain control of the worldwide computer network! Test your intellect and skill through a variety of 3D, driving, flying, puzzle and platform levels, in the ultimate cyberspace battle!

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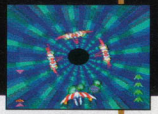

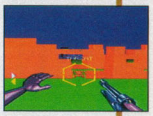

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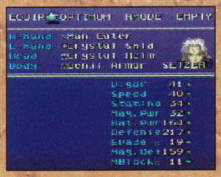
BYTE BACK.

Final Fantasy III Strategy Guide

moment – unless you're pressed for cash. If that's the case, make a note of what you want and come back later. Don't figure in characters like Terra and Shadow, who spend significant portions of the game on their own.

Only the Best



Keep each party member equipped with the best possible weapons and armor. That way, the shop menus will compare the store's inventories to each character in his or her highest state of readiness, and you won't waste money on lower-quality items.

Ride 'Em, Chocoboy!

The Chocobo – a yellow ostrichlike creature – is cheap to rent, widely available, and, best of all, combat-free as long as you stay on its back. This tactic allows you to save your strength for dungeon battles.

Relicatessen

Start collecting Relics early. They're expensive but extremely useful later in the game. For example, a combination of Wall Rings (which reflect most magic) and Cure Rings (which restore hit points) sees the party through most routine combats.

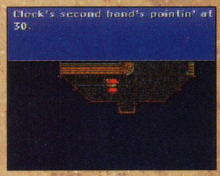
Use Your Head

Use common sense. For instance, when given a choice between rescuing a character and getting an item, save the character. Of course, some neat alternatives appear when you do dopey things, so save your game first and try it both ways. But play through with the more sensible solution.

Blitzkrieg

The more elaborate of Sabin's eight Blitzes are tricky to master, requiring both speed and a dexterous thumb on the directional pad. When you learn a new Blitz, save your game at the first opportunity and practice the technique. For the circular techniques, use your thumb to roll through the maneuver.

2 + 2 = 22



Don't ignore the occasional logic puzzles, but don't let them slow you down unnecessarily. You can always come back to them later.

Speak Up

Talk to everyone. Well, duh. But what's true of most RPGs is especially true of FF III. When game circumstances change, there's a chance that someone who's been telling you the same story for 20 hours will change his tune.

Chest Safety

You should open most chests. But some under the star-shaped mountain in the second half of the game are empty, and you damage the party to get them. Others contain the infamous monster in a box, and the later ones can kill off the party instantly.

Doc and rid yourself of this binary bacteria before your head explodes and you end up decorating the entire room with your cerebellum. And the good news? Gray matter doesn't stain. Philips Media

It's an infection.

Your name: Sol Cutter. Occupation: data thief. The bad news is you've just downloaded a particularly repugnant little cyber-virus called "Burn:Cycle" into your skull. You have exactly two hours to find

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PHILIPS

Limited first editions of Burn:Cycle contain a separate original hardcore rave soundtrack CD. Burn:Cycle ©1994 Trip Media Limited. © Philips Interactive Media International Ltd. ©1994 Simon Boswell. All rights reserved. ©1994 Philips Media. All rights reserved.

Final Fantasy III Strategy Guide

Saved by the Bell

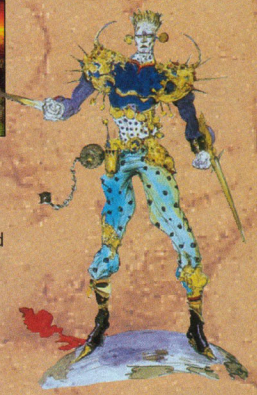
If one party reaches a Save Point in the multiparty parts of the game, the other party or parties can pitch a tent and recover HP and MP regardless of where they are.

Duh! Hey, Boss!

Don't get intellectual about combat. Some enemies put up sophisticated fronts, but usually "might makes right." With a few exceptions, you can thrash your way through FF III's battles and come out smelling like a rose. The Ultima spell, which you learn later in the game, is awesome!

Fly the Unfriendly Skies

Use the airships wisely. They put the whole world at your fingertips. Things are changing at places other than your next obvious destination, and you'd be wise to make occasional detours.



Peter "Peteroo" Olafson is the author of the *Official Final Fantasy III Strategy Guide*, which is published by Infotainment World Books.

Absolutely Positive

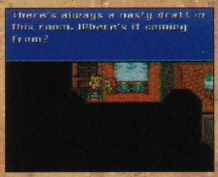
Even if an endangered character tells you he'll be okay, stick around just to be sure.

X Files

Expect the unexpected. The designers of FF III love to play tricks. Some highlights: Certain spells and items have different effects, depending on the circumstances under which they're cast and used. (What do you suppose Revivify would do to an undead creature?) Not everything listed for sale is really for sale – even if you have 1,000,001 gold pieces. Sometimes what looks like an ending is just a transition. Not every last monster needs to be put in its grave.

Search for Secrets

Finally, this world is even more complex than it already appears. A great deal is hidden just out of view, and experimentation pays off. You never know what you might find. For example:



Consider the town of South Figaro. Have you found the secret passage?

Now, have you found the other three secret passages in South Figaro? Heh, heh! Didn't think so! Next time, we'll start in on those little hideaways. G

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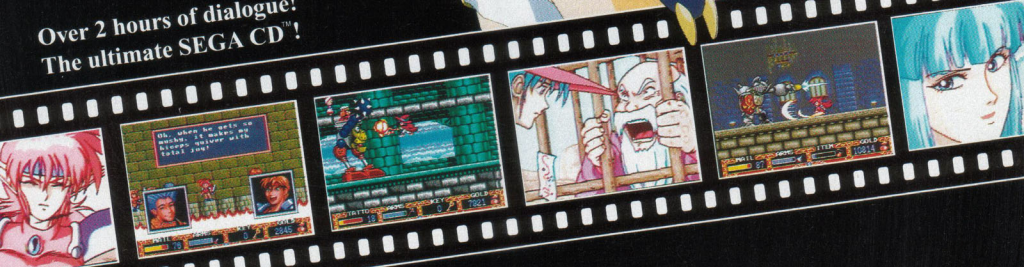

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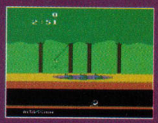

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Game Boy

Super Game Boy

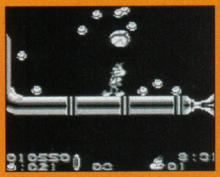
By Earth Angel

Bubsy's known as much for his snide wit, charming animations, and goofy voice as he is for his game play. Unfortunately, almost none of these elements made it into his new pocket-size game.

Bubsy II

Bob and Weave

Bubsy II takes the famous fur-ball on a slow virtual-reality escapade through a scaled-down Amazatorium. The Bub-



PROTIP: If you want to escape the first Music Area quickly, just glide across the top of the screen to the far right.

ster claws through three floors and nine hop-n-bop levels.

The smart, snappy game play that made the original Bubsy such a star somehow landed on the cutting-room floor this time. Sloppy controls and extremely sluggish game play will drive you nuts. Charming obstacles and enemies are few and far between, and the ones who made it in are desperately dull.

Even given the Game Boy's graphical limitations, Bubsy II's

PROTIP: If you glide everywhere, you'll avoid nasty falls.

PROTIP: To escape from each level in the Grand Tour, you must beat all three worlds and then the boss in any order.

graphics are a disappointment. The images are blurry, almost Atari 2600-like. It's hard to tell one enemy from another, the icons are almost indecipherable, and the standard tunes are nothing to purr about.

Not the Cat's Meow

Hopefully, Bubsy hasn't used up all his nine lives yet, because this game'll certainly take away one of them. Poor graphics and game play, as well as a personality shortage, make Bubsy II anything but the cat's meow. G

Bubsy II By Accolade

Graphics	Sound	Control	FunFactor	Challenge
1.5	3.0	2.0	1.0	INT. Intermediate

$24.95
Available now
Action/adventure
1 player

9 levels
Side view
Multiscrolling

By The Unknown Gamer

The Earth is blocking Marvin's view of Venus, so the famous Martian tries to destroy it. This is a job for Duck Dodgers, a.k.a. Daffy Duck!

Quack Up

This cart packs in four stages (25 levels) of good hop-n-bop game play. The action looks somewhat like the SNES

PROTIP: To defeat K-9 the first time you meet him in Stage 1, jump up on the ledge to the right and fire down at him.

version and includes wacky aliens, challenging obstacles, and, of course, Marvin and Daffy.

Power-ups consist chiefly of extra lives, but keep an eye out for special platforms and blocks that open doors. The game's main strategy consists of swapping between Daffy's five weapons.

Daffy Duck

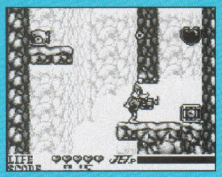
Daffy Duck By Sunsoft

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.0	4.0	4.5	INT. Intermediate

$29.99
2 megs
Available January
Action/adventure
1 player

25 levels
Side view
Multiscrolling
Passwords

Daffy's controls are simple – one button shoots, and another button maneuvers the Jet Pack. None of the obstacles or enemies are overly tough, but the



PROTIP: When you find items blocked by walls, look for these icons and blast 'em. Then backtrack to find the open wall.

excellent controls come in handy for precise jump-and-fire combinations.

It's Just Ducky

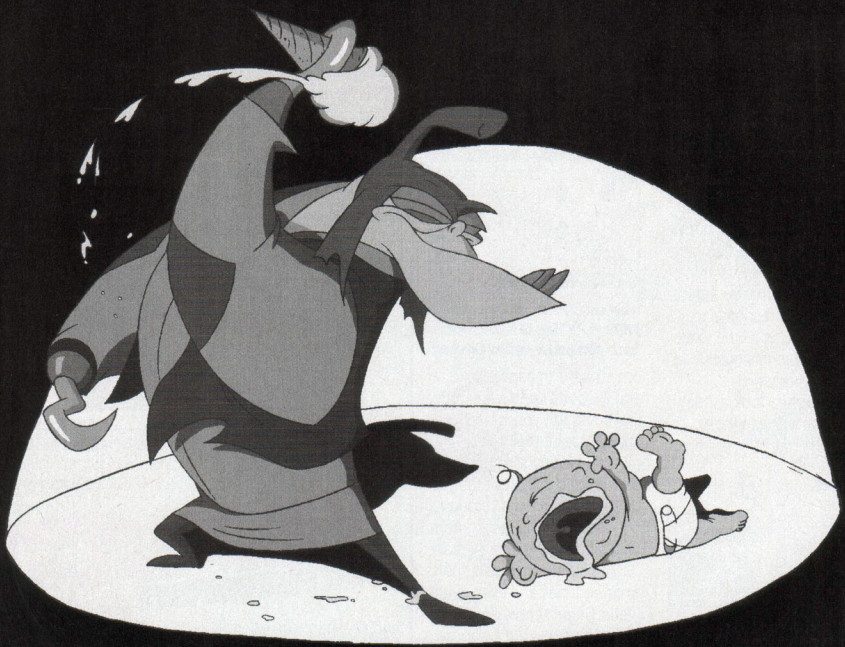
Daffy's graphics are excellent – K-9, Marvin, and the Daffster all look great. Nice backgrounds highlight each level, and the game boasts a stellar Super Game Boy frame.

Cutesy Game Boy tunes highlight the action well. You also get some spacey sound effects, like the buzzing of the jet packs.

PROTIP: At times, maneuvering with the Jet Pak requires fancy double pressing to navigate over wide gaps or through tricky passages.

Daffy Duck's one of the best Game Boy carts of the season. Sunsoft went to the moon with graphics, sounds, and game play. Who needs the rabbit? G

Fritz...



he"s a real !%?!*!$

Game Boy

The Blues Brothers Jukebox Adventure

By Sarah Nade

Fans of the Blues Brothers might enjoy this game for a while, but it soon loses its novelty. Jukebox Adventure has limited options and limited fun.

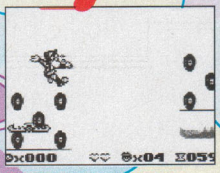
Play That Funky Music

In Jukebox Adventure, you play as either Jake or Elwood. The standard game play involves running through levels, picking up power-ups, and dispatching enemies while trying to reach the end of the level within the time limit. If you clear the level, a big, pulsating musical note congratulates you. Wow.

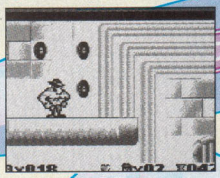
Your actions are limited to collecting records, then throwing them at enemies. Jumping and picking up records aren't hard actions to master, but the characters' response to enemy attacks is a little slow, and the end comes quickly to the poor Brothers.

The graphics look a little worse than those in most other platform games. Jake and Elwood's sprites are pretty small, though you can tell 'em apart. At least their movements are fairly smooth. And backgrounds? Most of the time, you're moving through a nondescript white background with a bush here and there.

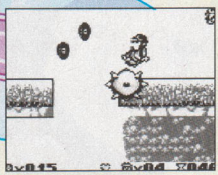
The fairly cool music sports exciting tunes and even a little "Peter Gunn" thrown in for effect. It's tinny, but what can you expect on the Game Boy?



PROTIP: Don't get hit on the small platforms, or you'll fly right off the edge.



PROTIP: Picking the ice cream turns you into a buffed Brother!



PROTIP: Watch for mines – they're everywhere, and you can't dispose of them.

Got the Blues

This cart sings the rental blues, and the number of gamers who will shell out the bucks for it is probably slim. The Blues Brothers have definitely missed the concert with this game. G

The Blues Brothers Jukebox Adventure
By Titus

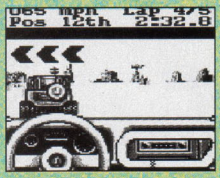
Graphics	Sound	Control	FunFactor	Challenge
2.5	3.0	3.0	2.5	INT. Intermediate

$27.99
Available now
Action/adventure
1 player

17 levels
Side view
Multiscrolling

By Sarah Nade

Die-hard racing fans won't want to get behind the wheel of this weak title. Race Days is a cart that will disappoint even the most liberal "I'll play anything" gamer.



PROTIP: Watch the arrow indicators in 4 Wheel Drive. They alert you to the sharpness of upcoming curves.

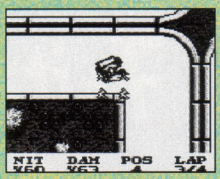
Dirty Drivin'

Race Days gives you a choice between two races: Dirty Racing or 4 Wheel Drive. In the DR mode, you steer a little car (closely resembling a Micro Machine) around basic, boring tracks with an overhead view. Prerace screens tell you that "takeovers are simple," but you'll be lucky to pass your way up to third place.

4 Wheel Drive is a little better; you speed through standard tracks from a behind-the-wheel perspective. Hills, bumps, sharp curves – the tracks offer little more than the usual speedway challenges, though they do get progressively harder.

Not So Hot

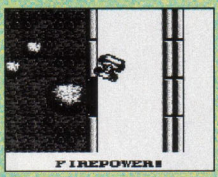
The graphics are drab and unexciting. Tiny cars and boring backgrounds make Race Days not much fun to look at.



PROTIP: The Supersonic power-up makes the car twice as hard to control, so be careful!

The music squawks, and the motor sounds drone on in an endless whine that never changes. Controlling your car is difficult, especially when you're trying to navigate a sharp curve or steep hill in the 4 Wheel Drive section. And in Dirty Racing, you and the wall will become well acquainted.

This cart might be a decent rental if you have nothing better to do on a weekend (and we do mean nothing), but it's not worth the sticker price. Race Days misses the checkered flag by a mile. G



PROTIP: Hit the flashing parts of the wall in Dirty Racing to get additional power-ups.

RACE Days

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Race Days
By Gametek

Graphics	Sound	Control	FunFactor	Challenge
2.5	2.5	2.5	2.5	ADJ. Adjustable

$34.95
2 megs
Available now
Auto racing

2 players (with GameLink cable)
2 race modes
Multiple views
Multiscrolling

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For 1 or 2 players

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Game Boy

Tarzan Lord of the Jungle

By Captain Squideo

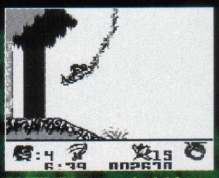
The famed vine-swinger swings onto the Game Boy – and promptly splats right into a tree. There could've been tons of tropical fun in this concept, but weak controls nip it in the bud.

Crossing a Vine Line

Through six big levels, Tarzan must beat the clock as he searches for different items and battles a variety of jungle critters. Poachers, traps, and a fire further impede his exploration.

Although Tarzan's an action/adventure game, its pace is slow, requiring maze solving rather than heated combat. Unfortunately, the mazes become redundant, and with no passwords, you'll replay them often.

Even worse, the inaccurate controls often prevent you from jumping through the trees or reaching vines, forcing you to backtrack way too much.



PROTIP: Do your swingin' from the bottom of the vine.

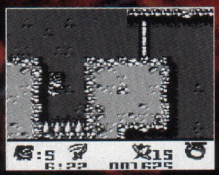
Tarzan can easily defend himself with his primitive weapons, but when he's on the move, get ready to crash.

Leaf Me Out

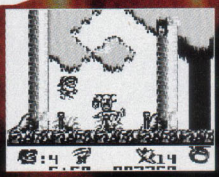
The average graphics serve up lots of small sprites and undefined backgrounds. Tarzan is more cartoony than the fierce box illustration suggests, and his world isn't nearly as dense with foliage.

The bland sounds add to the mediocrity. Some music, some typical sound effects, but you sure don't feel like you're in a jungle setting.

Tarzan's not bad, but it certainly doesn't rank as a thrilling game. It demands way too much patient replaying for the average fun it offers. G



PROTIP: As you search tunnels for hidden flowers in Level One, watch out for breakaway bridges.



PROTIP: Don't jump into the Witch Doctor's lair until you've found all the flowers.

Tarzan, Lord of the Jungle
By Gametek

Graphics	Sound	Control	FunFactor	Challenge
2.5	3.0	2.0	3.0	ADJ. Adjustable

$34.95	1 player
2 megs	6 levels
Available now	Side view
Action/adventure	Multiscrolling

BREAKTHRU!

By Bonehead

With BreakThru!, Spectrum HoloByte tries to continue its line of great Tetris-style puzzle games. Eye-straining graphics make this game only partially successful.

Tetris Too

Tetris required you to properly align falling objects, but BreakThru! presents a wall of stacked bricks that you must systematically destroy. You move a cursor to groups of similarly colored bricks and detonate them. You lose if single bricks are left scattered around the wall when the clock expires.

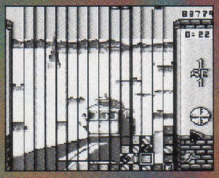
The point-and-click controls aren't entirely helpful. The cursor moves slowly, so you can't always execute your strategy as time ticks down. At least you have more control options than most puzzle games, including a way to reverse approaching blocks and a super-easy Child setting.

No Breakthrough

The graphics keep BreakThru! from reaching Tetris's lofty heights. While Tetris has simple, easy-to-see shapes that fall individually, BreakThru! has a complex wall of tiny, hard-to-see bricks with special bricks and bombs that are sometimes difficult to identify. Different city skylines become visible as the bricks detonate, but the actual graphics are pretty simplistic.

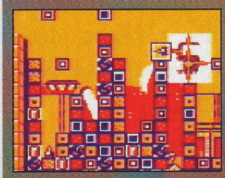
The ordinary sound offers changing music for each city setting, but it gets annoying after a while (especially the bagpipes). The sound effects help by indicating when time is about to expire.

Puzzle fiends who love a challenge will probably stay with this game. Casual players, however, will find their enjoyment decreasing as their eyestrain intensifies. G



PROTIP: When you're about to clear the wall, turn on the Grid so you can line up the bricks at the top with those at the bottom.

PROTIP: Be careful not to blow up a Super Brick with a Rocket or a Bomb. You need the Super Brick's power to clear the wall.



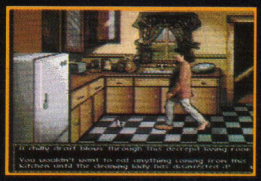
PROTIP: Gotta get a Super Game Boy! The different bricks are much easier to see in color.

BreakThru!
By Spectrum HoloByte

Graphics	Sound	Control	FunFactor	Challenge
3.0	3.0	3.0	3.0	ADJ. Adjustable

Price not available	2 players
1 meg	6 levels
Available now	Side view
Puzzle	

IT'S HUNGRY.
IT'S ALIEN.
AND IT'S IN YOUR HEAD.



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FATAL FURY SPECIAL

By Slasher Quan

Is it possible to cram a 200+ meg, 24-bit, 16-character, arcade-special fightfest into a four-meg cart on an eight-bit handheld contraption with a three-inch screen? Not exactly.

But you can come close. Takara does probably the best job possible in porting Fatal Fury Special from the Neo•Geo to the Game Gear.

Portable Furies

FF Special packs in nine characters, including Ryo Sakazaki from Art of Fighting. Amazingly, Ryo is a fully playable character, with no code required. Also on the menu are Terry Bogard, Andy Bogard, Joe Higashi, Mai Shiranui, Tung Fu Rue, Duck King, Billy Kane, and the boss, Geese Howard.

PROTIP: Cheap the computer as much as possible. Jump in with an attack and when they block, throw 'em.

Don't expect much true graphical resemblance to the arcade version. The sprite size is pretty small, and the backgrounds are pale no-parallax reflections of the original. By Gear standards, what you see is pretty good, but that's all you get.

If you liked Ryo's taunt "Arora Rora" or Terry's good ol' "Allow me," you'll have to intone them yourself. FF has no voice, but the background music is decent.

Fatal Thumbs

The Special difference about this game, which can't be found in any other handheld fighter, is stellar game play. Yes, Virginia, there is a semblance of a combo system. Despite a little lag, the moves are fairly consistent and responsive.

Pick from nine fighters who are small but special.

PROTIP: As Ryo, keep using the Legs of Flying Heat attack. Even if the opponent blocks it, they'll have a hard time retaliating.

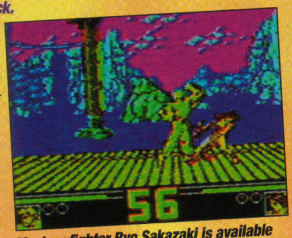
Many of the extra elements you never thought you'd see in a handheld fighter are incorporated into FF Special. For example, now you can get some powerful attacks to double- or triple-hit when you're in close. Uppercuts are invincible at certain points. And all of the coin-op special moves are included – even the death moves!

When your life bar's flashing red, you can unleash a Super Attack.

Get down, baby! Duck King's rockin' with this Blanka-style ball.

Pick of the Litter

It's hard to find a good fighting game on the Game Gear, simply because it's just not feasible for most of the popular games that die-hard fight fans crave. FF Special is probably the best attempt so far, and it proves that just because a game is small, it doesn't have to play like molasses. G



Mystery fighter Ryo Sakazaki is available without a code!

PROTIP: Use Billy Kane's Club Twist when the enemy jumps in for an attack. It's a good keep-out move!

Game Gear Game ProFile

Fatal Fury Special

(By Takara)

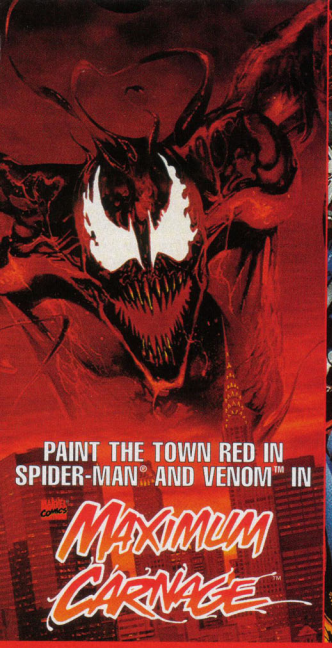
MA-13 Rated by V.R.C. Mature Audiences

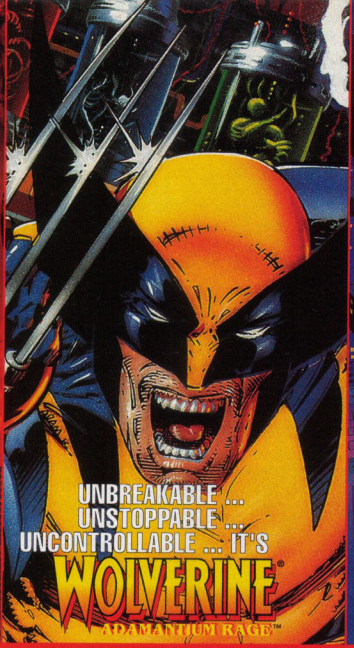
Despite the Game Gear's bad rap with optometrists, Fatal Fury Special is arguably the best handheld fighting game ever released. Period.

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	4.0	4.0	ADJ. Adjustable

$34.99
4 megs
Available now

Fighting
2 players
Limited continues





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Taz Game Gear

By Scary Larry

For those of you who can only take your Taz in small doses, Taz in Escape from Mars for the Game Gear is just what you need! The devilish dervish is back, but if you're no fan, this cart is no fun.

Calling All Mars

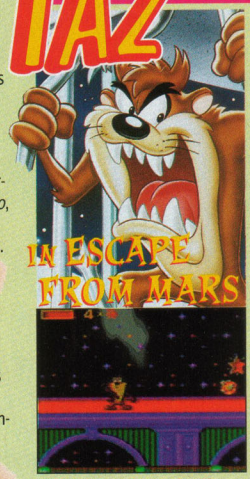
The story line and game play closely follow the Genesis version (see ProReview, *GamePro*, October 1994). Taz is devil-napped by Marvin for his zoo. You whirl through five levels, knocking out enemies and searching for the exit as you try to get back home.

Besides his beast-bashing spin, Taz may also find rocks to spit and fire to singe his opponents. As expected, plenty of health-ups and extra items help Taz on his way.

Taz the World Turns

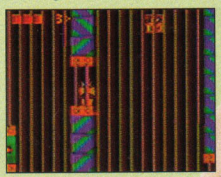
The graphics are a shrunken version of those in the Genesis version, and some detail was lost in the translation. The well-done backgrounds, however, have just the right amount of rendering to please the eye.

The expected dismal Game Gear drone accompanies the action. The Taz theme gets on your nerves after just two sittings, and Taz's uproarious roar is also stifled. The controls are also hard to get used to: You must make carefully timed leaps to spin up walls. The Genesis version was easier to stay on top of.



PROTIP: Sometimes shooting fireballs or spinning into blank areas produces goodies.

PROTIP: Be careful about spinning into Daffy! If he falls a level, he'll be down there waiting for you.



PROTIP: Look for a 1-up in the top-left part of the beginning of the first stage.

Fan Taz-tic?

If it weren't for Taz, this game would just be another jump-n-bump adventure. No one thought to spruce things up, leaving us with a ho-hum conundrum. Taz is definitely one for the fans, but the rest of us won't spin like crazy. G

Taz in Escape from Mars By Sega

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	3.5	3.5	INT. Intermediate

$39.99	5 stages
4 megs	Side view
Available now	Multiscrolling
Action/adventure	Sega rating: GA
1 player	

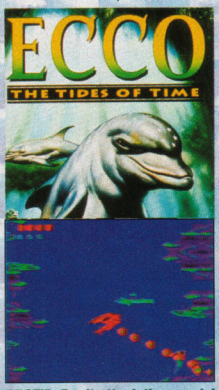
By Captain Squideo

Ecco's fans will welcome the return of their favorite mammal. Like the acclaimed previous games, this one generates hours of entertainment, though it may seem redundant if you're not an Ecco acolyte.

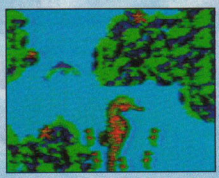
Sea Quest

When Ecco is warned about an impending threat to the sea's harmony, he embarks on a voyage to save the future. Throughout his long, strategic journey, he must solve puzzles, find the Asterite and teleport rings, battle undersea creatures, morph into other animals, and find air. While it sounds like a lot, the action unfolds slowly, which may send action-loving gamers elsewhere.

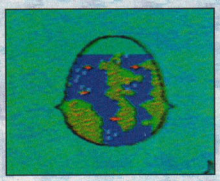
If you know the previous Ecco game, you'll know these controls. Ecco has a trusty Sonar for picking up cryptic messages, a Sonar Map to locate important items, and the patented swim, jump, and attack moves that make him the smoothest swimmer since Jacques Cousteau. Life's a beach for this quick, responsive dolphin.



PROTIP: Don't attack these quick eels – just swim around them.



PROTIP: Repeatedly attack this seahorse, then dash to the left so the small seahorses don't nail you.



PROTIP: Use your Sonar Map frequently, especially in the later, longer levels.

A Sight to Sea

Ecco's games have always had glorious graphics, and this one's no exception. Beautiful colors and exquisite details fill every level. Morphing moves and weird beasts add visual variety, but be prepared for lots of aqua backgrounds.

You'll instantly recognize the sounds from previous Eccos. The astral music and sonar pings are just what you'd expect.

Don't be lulled by Ecco's beauty: This game's strategic challenge may frustrate younger gamers. Passwords help, but plan on diving in headfirst and staying underwater for a long time. This game's worth the effort, though, because Ecco's definitely back with a splash. G

Ecco: The Tides of Time By Sega

Graphics	Sound	Control	FunFactor	Challenge
5.0	4.0	4.0	4.0	INT. Intermediate

$49.99	17 levels
4 megs	Side view
Available now	Multiscrolling
Action/adventure	Passwords
1 player	Sega rating: GA

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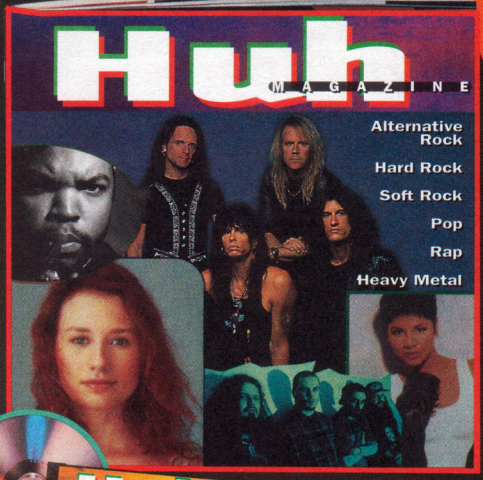

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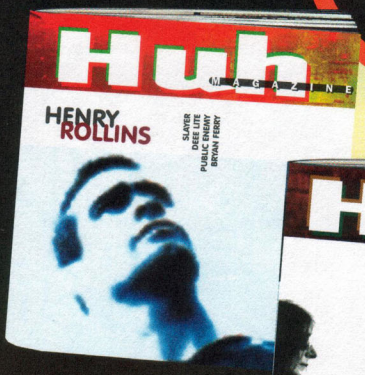

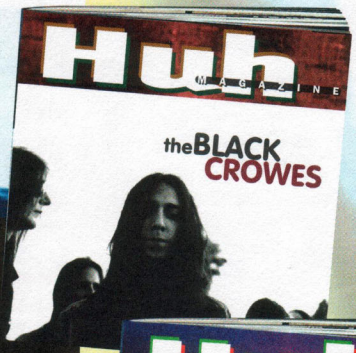

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BALLZ Strategy Guide

Only the RUDE Survive!

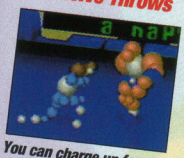
By Scary Larry

This primer gives you the basics and a character-by-character breakdown of the moves, plus tips on beating the eight bosses!

Special Attacks

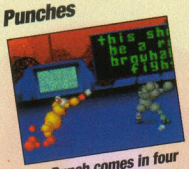
Each fighter has a series of special attacks, including Defensive Throws, Special Punches and Kicks, and Taunts (which aren't just funny!).

Defensive Throws



You can charge up for a Throw while Blocking. To do it, continuously press Button C as you Block. You'll throw our opponent on the next move.

Punches



The Punch comes in four flavors. It's a great deterrent, and you can Punch your opponent out of an aerial attack.

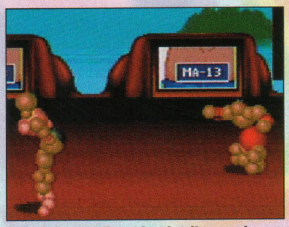
Basic Moves

Each fighter also does a set of basic moves, including Punch, Kick, Block, and Throw. Most characters can perform these moves on the ground or in the air. During a match, mix up these basic moves with your character's special moves.

Kicks

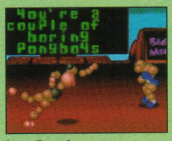
Though much slower, Kicks inflict more damage than Punches.

Taunts

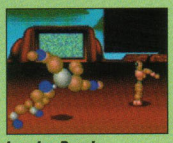


Any player can Taunt by simultaneously pressing Buttons A, B, and C. The Taunts are more than merely amusing – your power is increased when you hit an opponent after a Taunt. Although you're vulnerable when Taunting, it can be a useful tactic, especially against stronger fighters and bosses.

Special Punches



Low Punch

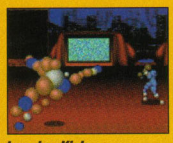


Lunging Punch

Short Punch

Special Kicks

Low Kick



Lunging Kick

Short Kick

Special Defenses

Special defenses are also available. Some of these, like Begging, should only be used if you're way behind in a match. Others are great evasive techniques when you're about to get clobbered.

Blocks

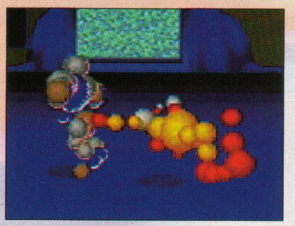
Blocking is essential. If you get hit three times in succession without Blocking, you become dizzy. There are three ways to Block:

High Block

Stationary Crouching Block

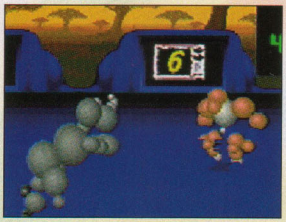
Backpedal and Block

Morphing



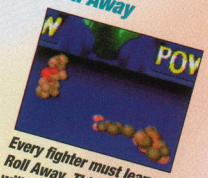
Morphing is another essential attack. It allows you to turn into another player and is particularly effective against the bosses. To use this attack to its maximum potential, study each character's strengths and weaknesses.

Begging for Mercy



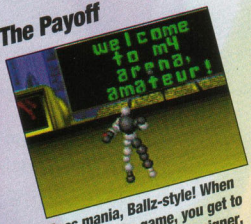
Although it sounds harsh, you'll find yourself Begging for Mercy more than once. It's an easy (but humiliating) way to regain health points. It does leave you vulnerable to attack.

Roll Away



Every fighter must learn to Roll Away. This technique will save your life against brawlers like Tsunami and Bruiser, who love to knock you down and then knock you around.

The Payoff



Boss mania, Ballz-style! When you finish the game, you get to see your character's designer, along with a special message from Jester. After that, Jester grants you your one true wish…to play as the boss!

Hyper Mode

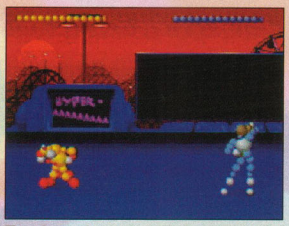
There's a special code to let you play in the Hyper mode. This code unbelievably speeds up the game, making it harder to perform special moves. Try Hyper and see if you've got what it takes. At the main menu, enter the code A, A, A, A, A, A, A, A.

Lights, Camera, Action!

Camera

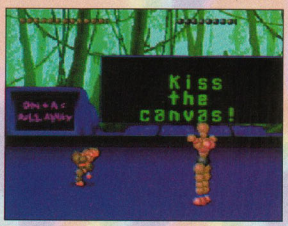
To the victor goes…the camera! The winner in each round controls the camera for an instant replay (you can zoom in and out or watch an aerial view of the fight). This power can really annoy the opposing player.

Background



The winner also controls the background.

Scoreboard



The scoreboard is a harbinger of bad news...and useful information. While reading the scoreboard for insults, you should also pay attention to anything out of the ordinary. If you look closely, you'll find tips and tricks for beating your opponents.

BOOMER

Boomer is a sick little clown... but you won't laugh much as he pounds away at you with his Head Hurl or Handstand Kicks. If you play as Boomer, use his speed to overpower enemies and try his self-destruct for an ear-shattering blast.

To Morph into Boomer, press Right, Left, A, then C.

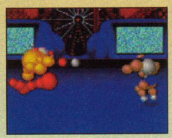
Basic Moves

Low Punch – Down, then Button A

Low Kick – Down, then Button B

Lunging Punch – Toward, then Button A

Lunging Kick – Toward, then Button B



Short Punch – Away, then Button A

Short Kick – Away, then Button B

Special Defenses

Suspended Spin

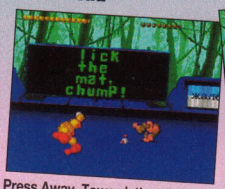
Press Button B when close.

Taunt

Simultaneously press Buttons A, B, and C.

special Moves

Bowl Head



Press Away, Toward, then B.

Jack-in-the-Box Head

Press Up, then A.

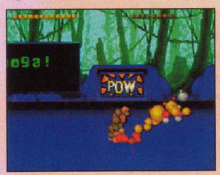
Dive

Press Down, Up, then C.

Colossal Kick

Press Toward, Toward, then B.

Special Attack: M-80

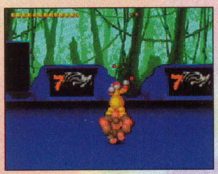


This self-destruct move is deadly at close range. Press Right, Down, Left, Up, and Button A.

Grapple Attack: Kick in the Pants

Repeatedly press Button A when close.

Finishing Move: Roll With the Punches



Press Up twice when your opponent is fatigued, and Boomer will roll them to defeat.

After-Shatter Stomp: The Juggle

Press Button A four times after your opponent blows up.

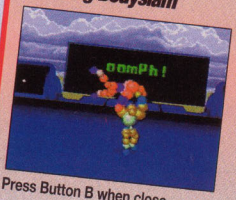
BRUISER

Bruiser didn't get his name because of his high IQ, so don't expect any strategy from this mauler. He's the only fighter whose shoe size matches his SAT score. Bruiser is powerful, though, so get him in close, and he'll do max damage to his opponents.

To Morph into Bruiser, press Down, Left, then simultaneously press Buttons A and C.

Special Defenses

Spinning Bodyslam

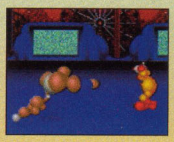


Press Button B when close.

Taunt

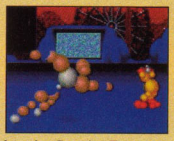
Simultaneously press Buttons A, B, and C.

Basic Moves



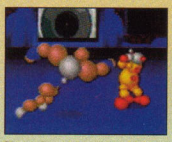
Low Punch – Down, then Button A

Low Kick – Down, then Button B



Lunging Punch – Toward, then Button A

Lunging Kick – Toward, then Button B



Short Punch – Away, then Button A

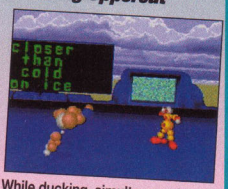
Short Kick – Away, then Button B

special MOVES

Buckle Heave

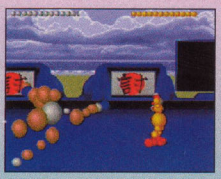
Press Down, Up, and then Button A.

Ducking Uppercut



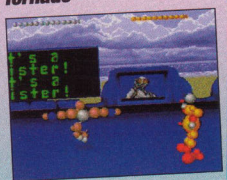
While ducking, simultaneously press Buttons B and C.

Leg Sweep



Press Down, then simultaneously press Buttons A and B.

Tornado

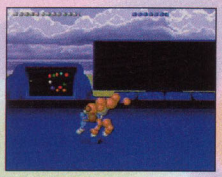


Press Toward, Away, Toward.

Special Attack: Cyclone

Another special destruct move. You'll stay scrambled if you don't connect, so use it sparingly. Press Right, Down, Left, Up, and then Button A.

Grapple Attack: Face Redecorator

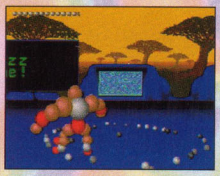


When close, press Button A repeatedly.

Finishing Move: Buried

Your opponent won't know which end is up as Bruiser buries them head first. When the opponent grows fatigued, press Up, Up.

After-Shatter Stomp: Soccer Ballz



Press Button A four times.

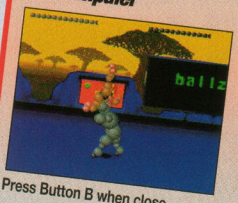
CRUSHER

Crusher is a rhino with an attitude, and the only thing he wants to get straight with his opponents is his horn. Although a little slow, Crusher needs only a couple of close shots to take down his opponents.

To Morph into Crusher, press Down, Right, then simultaneously press Buttons A and C.

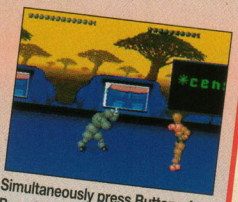
Special Defenses

Horn Impaler



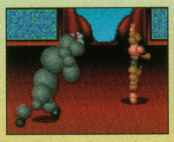
Press Button B when close.

Taunt



Simultaneously press Buttons A, B, and C.

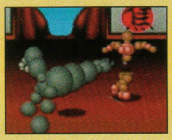
Basic Moves



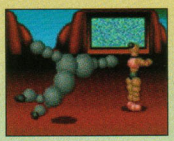
Low Punch – Down, then Button A

Low Kick – Down, then Button B

Lunging Punch – Toward, then Button A



Lunging Kick – Toward, then Button B

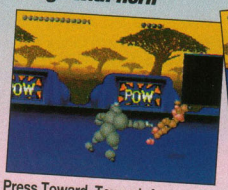


Short Punch – Away, then Button A

Short Kick – Away, then Button B

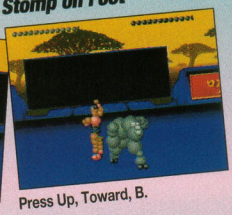
special MOVES

Lunge with Horn



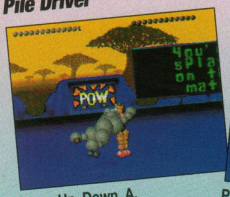
Press Toward, Toward, A.

Stomp on Foot



Press Up, Toward, B.

Pile Driver

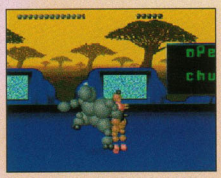


Press Up, Down, A.

High Horn Toss

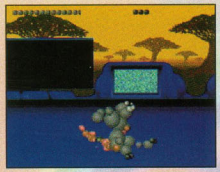
Press Away, Up, A.

Special Attack: Rumble Charge



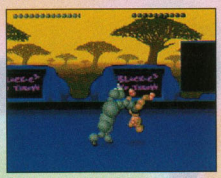
This move stuns opponents. Press Up, Down, Up.

Finishing Move: Rhino Plasty!



Crusher sticks it where the jungle don't shine! When your opponent is fatigued, press Up, Up.

Grapple Attack: Pummel



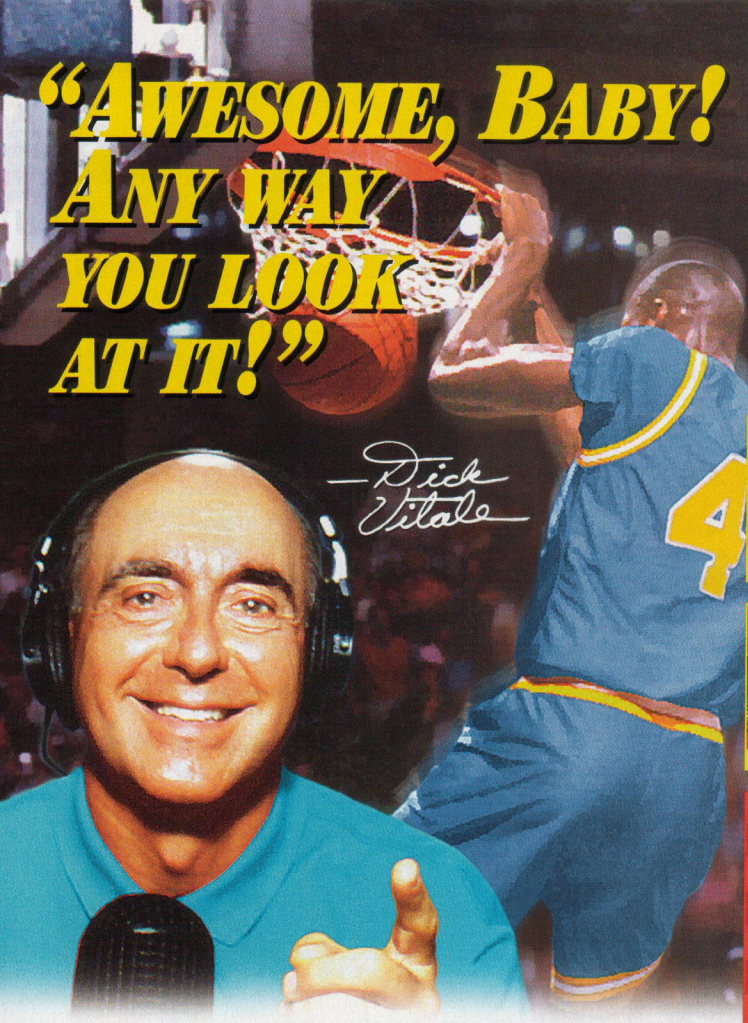
Repeatedly press Button A when in close to annihilate them!

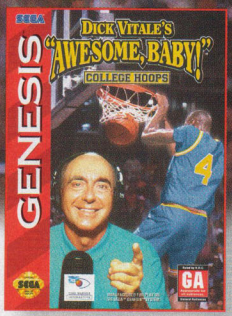
After-Shatter Stomp: Ballz Crusher

Press Button A four times after your opponent has blown up.

"AWESOME, BABY! ANY WAY YOU LOOK AT IT!"

Here's the only Genesis basketball game with a *3-D rotating court* – and me, *Dick Vitale!*





I live and breathe college hoops. I eat it, I sleep it, I love it. And now you can too! The folks at Time Warner Interactive have created a college basketball game that's so much like the real thing, it's unbelievable! The game is so awesome, I'm proud to have my name on it. Check out the prime time features of ***Dick Vitale's "AWESOME, BABY!" College Hoops:***

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- Real on-court sounds and commentary from yours truly. You can even use my plays from my college and pro coaching days.
- Real college basketball action and rules, 32 teams in 4 conferences. Choose from Tournament, 2-on-2 Slamfest and Single game modes with 6 speeds and 3 difficulty settings so you can set your own pace.
- 5-man teams with real moves: ball stealing, behind-the-back passes, lay-ups, hook shots, power slam dunks, reverse slams and monster 3-pointers.

Play it and you'll be screaming, *"Awesome, Baby – with a capital A!"*

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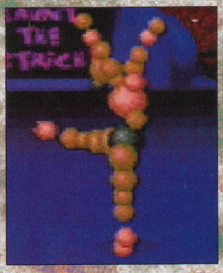
DIVINE

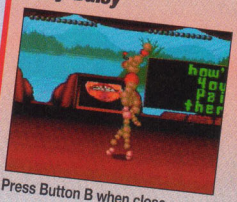


This spherically correct Ballz warrior is no dainty femme. She's a butt-kicking maven of mayhem, and she doesn't take "uncle" for an answer. Her speed and power make her a solid fighter. Get ready to rock with Divine.

To Morph into Divine, press Up, Left, and then simultaneously press Buttons A and C.

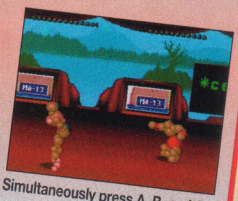
Special Defenses

Upsy-Daisy



Press Button B when close.

Taunt



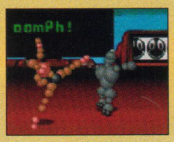
Simultaneously press A, B, and C.

Basic Moves

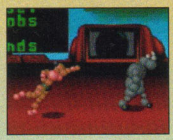
Low Punch – Down, then Button A

Low Kick – Down, then Button B

Lunging Punch – Toward, then Button A



Lunging Kick – Toward, then Button B



Short Punch – Away, then Button A

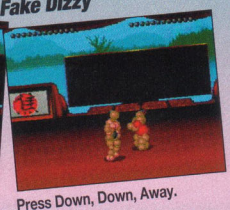
Short Kick – Away, then Button B

special MOVES

The Knee

Press Down, Down, Toward.

Fake Dizzy



Press Down, Down, Away.

Ducking Uppercut

Press Down, Toward, A.

Jette (Lunge Kick)

Press Up, Up, B.

Special Attack: Opera Assault

Press Down, Down, Up to stun your opponent.

Grapple Attack: Spanks for the Memories

After administering the spanking (press A when in close), Divine will sit the opponent down with an uppercut!

Finishing Move: Ballzshoi

Divine throws the opponent in the air but forgets to catch them! When your opponent is fatigued, press Up, Up.

After-Shatter Stomp: Balloon Ballz

Press Button A four times after your opponent blows up, and Divine plays with the lighter-than-air remnants of her opponents.

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KRONK

Kronk loves his club, and the club loves Kronk. This primordial pugilist lets his club do the talking, especially since Kronk hasn't mastered speech himself. Kronk is small but fast, and his Lobber Loogie can hurl a snot shot from across the arena!

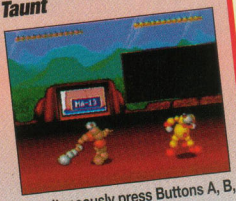
To Morph into Kronk, press Left, then simultaneously press Buttons A and C.

Special Defenses

Fore!

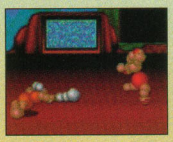
Press Button B when close.

Taunt



Simultaneously press Buttons A, B, and C.

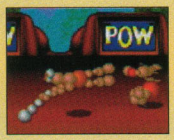
Basic Moves



Low Punch – Down, then Button A

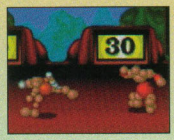
Low Kick – Down, then Button B

Lunging Punch – Toward, then Button A



Lunging Kick – Toward, then Button B

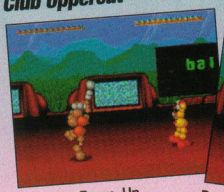
Short Punch – Away, then Button A



Short Kick – Away, then Button B

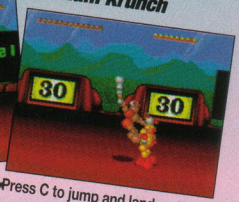
special MOVES

Club Uppercut



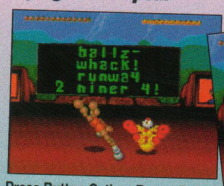
Press Up, Down, Up.

Kranium Krunch



Press C to jump and land on 'em.

Flying Down Spear

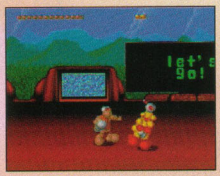


Press Button C, then Down, Down.

Flying Phlegm

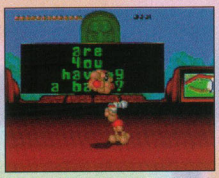
Press Away, Toward, then Button A.

Special Attack: The Klub



This prehistoric move stuns an opponent by hitting them right where it hurts the most. Press Down, Down, then A.

Grapple Attack: Hardball



The national pastime now has a spokesman from another age. Win the grapple by just pressing Button A.

Finishing Move: Primal Stake

Kronk takes the pointy end of his club and hammers rivals into the ground by pressing Up, Up (when the opponent is fatigued).

After-Shatter Stomp: Minnesota Kronk

Kronk shoots a little pool with the remnants. Press Button A four times after your opponent blows up.

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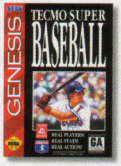

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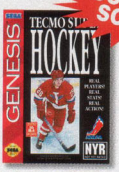
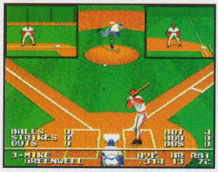
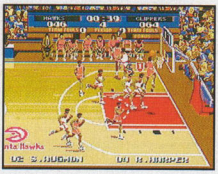
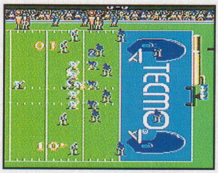
COMING SOON!

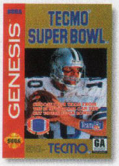


Tecmo Super Hockey coming this season for Sega Genesis only.









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TECMO 16 Bit SPORTS

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KIDS TO ADULTS AGES 6+

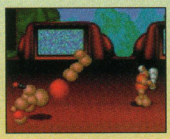
TSUNAMI

This sumo sucker-puncher knows that the Zen of kicking butt requires patience, ritual...and a hundred extra pounds! Slow as boiling rice, Tsunami's power is his forté.

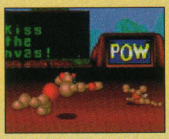
To Morph into Tsunami, press Left, Right, and then simultaneously press Buttons A and C.

Basic Moves

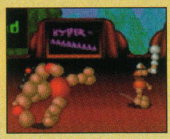
Low Punch – Down, then Button A



Low Kick – Down, then Button B



Lunging Punch – Toward, then Button A



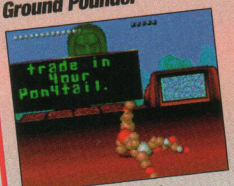
Lunging Kick – Toward, then Button B

Short Punch – Away, then Button A

Short Kick – Away, then Button B

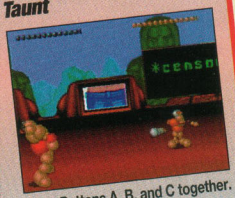
Special Defenses

Ground Pounder



Press Button B when close.

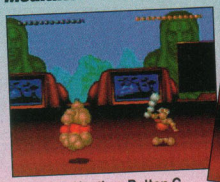
Taunt



Press Buttons A, B, and C together.

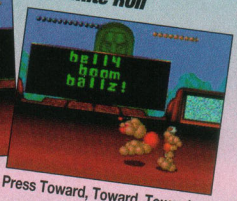
special Moves

Meditate



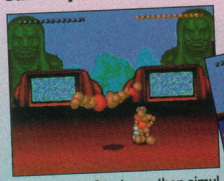
Press Up, Up, then Button C.

Dynamite Roll



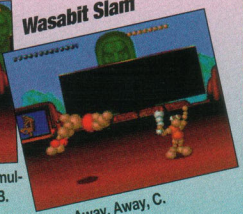
Press Toward, Toward, Toward.

Sumo Splash



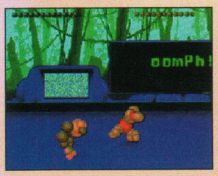
Press Button C to jump, then simultaneously press Buttons A and B.

Wasabit Slam



Press Away, Away, C.

Special Attack: Karate Chop

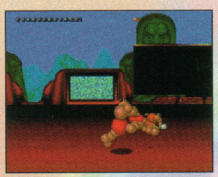


This move will chop off the limbs of an opponent. Press Up, Toward, then A.

Grapple Attack: Spinning Throw

Press Button A repeatedly when in close.

Finishing Move: Saki Bomb



Press Up, Up when your opponent is fatigued, and Tsunami rolls them into a ball (what else?) and cracks 'em over his knee.

After-Shatter Stomp: Sit-Down Sumo

Tsunami knows how to sit out his opponents. Press Button A four times when your opponent blows up.

MARVEL COMICS

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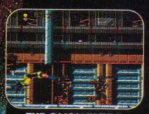
WHERE DO YOU THINK YOU'RE GOING?

CLAW MEETS TOOTH

I SAW THAT, BUB

SHINOBI SHAW'S ARMORED ASSASSIN

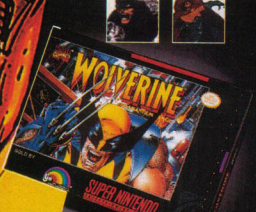


THE OL'CANUCKLE HEAD RETURNS TO THE WEAPON X™ LAB

WOLVERINE® BATTLES THE DEMON WITHIN

OLE!

DETHRONE THE BLACK QUEEN™



KIDS TO ADULTS
AGES 6+

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TURBO

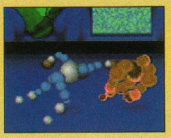
Faster than a speeding ball, Turbo didn't get his name from bench-pressing a ton in free weights. His power is low, but he's so fast that he can get in and deliver the smackies before most fighters know what's going on.

To Morph into Turbo, press Right, Right, and then simultaneously press Buttons A and C.

Basic MOVES

Low Punch – Down, then Button A

Low Kick – Down, then Button B



Lunging Punch – Toward, then Button A

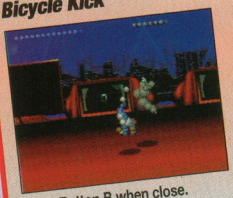
Lunging Kick – Toward, then Button B

Short Punch – Away, then Button A

Short Kick – Away, then Button B

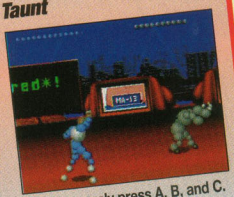
Special Defenses

Bicycle Kick



Press Button B when close.

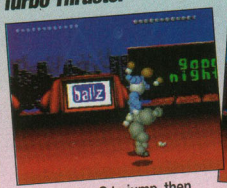
Taunt



Simultaneously press A, B, and C.

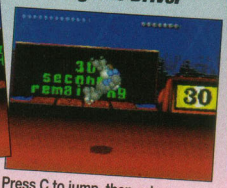
special MOVES

Turbo Thruster



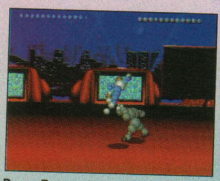
Press Button C to jump, then simultaneously press B and C.

Spinning Pile Driver



Press C to jump, then, when you're in the air and close to your opponent, press Buttons A and B simultaneously.

Turbine Punch

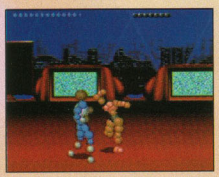


Press Down, then simultaneously press A and B.

Super Blow

Press Toward, Toward, then A.

Special Attack: Head Pound

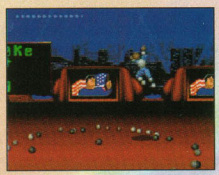


This move knocks the noggin into the shoulders and dizzies the opponent momentarily. Press Up, Toward, A.

Grapple Attack: Toss and Punch

Press Button A repeatedly when in close.

Finishing Move: Air Drop



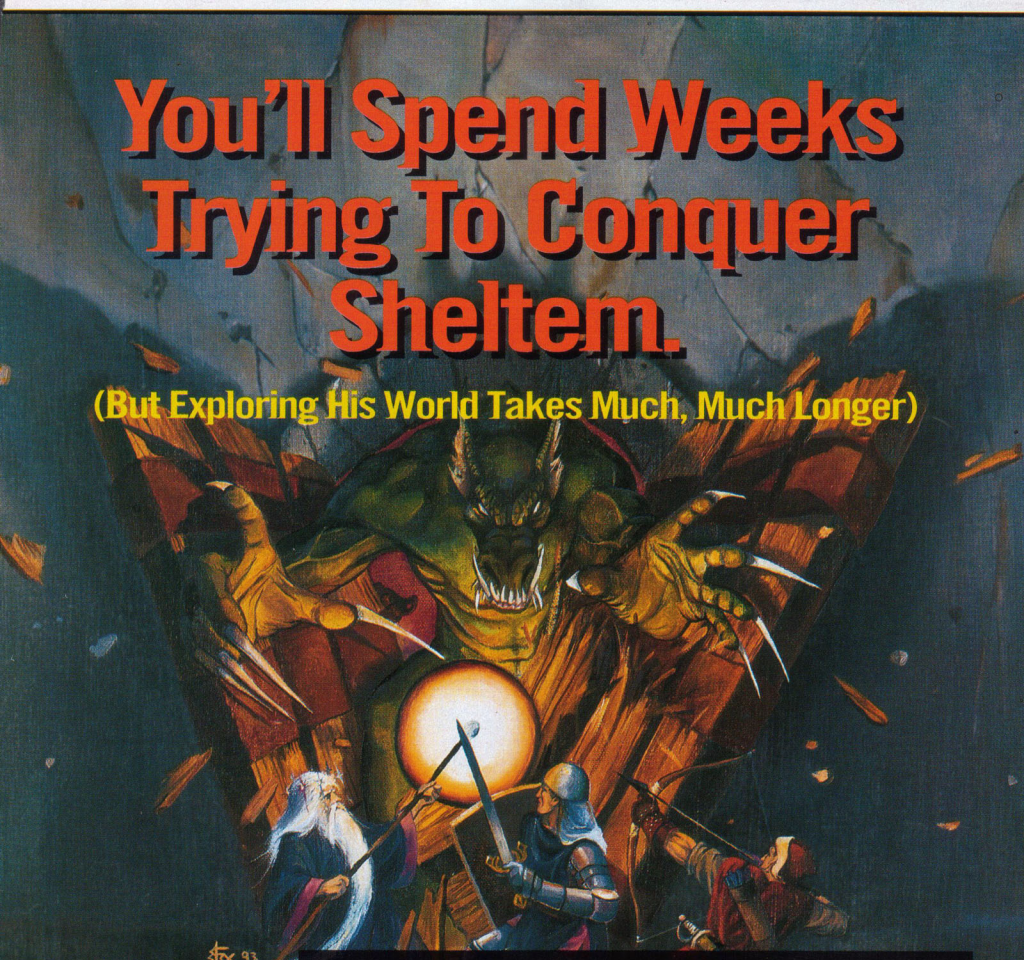
Turbo takes to the skies as he flies an opponent up into the air and drops him. Press Up, Up when your opponent is fatigued.

After-Shatter Stomp: Chase

Turbo shows off his speed by throwing a Ballz remnant, then chasing and catching it. Press Button A four times after your opponent blows up.

You'll Spend Weeks Trying To Conquer Sheltem.

(But Exploring His World Takes Much, Much Longer)



Might and Magic III is a Role-Playing Game in which you'll head up a team of six fighters consisting of thieves, wizards, clerics, barbarians and others in varying races including human, gnome, elf, dwarf, half-orc, and others. The huge size of the world with all its towns, dungeons, and powerful spells makes M&M III the ultimate quest for survival and domination.

It's Mythical, Magical and Massive...And it's your last chance to defeat the sinister and mysterious adversary: Sheltem.

But it won't be easy. You'll have to:

- map your surroundings
- talk to hundreds of people to learn clues
- strengthen your team through battle and training
- learn dozens of new, powerful spells to cast
- complete many mini-quests

So start preparing yourself now for those mythological monsters who want to keep you from your mission, and remember...they don't like to lose!

FCI Not Just Kid Stuff

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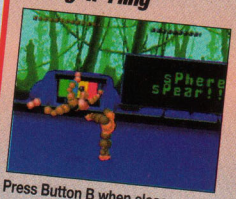
YOKO

Talk about your genetically mutated jungle animals! Yoko wants to do more than just hang around the 'hood. This ape-droid is a swinger with a swipe that can knock most fighters dizzy from a distance. Use Yoko to keep the action hairy!

To Morph into Yoko, press Up, Right, and then simultaneously press Buttons A and C.

Special Defenses

Swing 'n' Fling

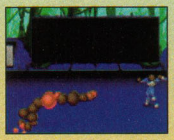


Press Button B when close.

Taunt

Simultaneously press Buttons A, B, and C.

Basic Moves



Low Punch – Down, then Button A

Low Kick – Down, then Button B

Lunging Punch – Toward, then Button A

Lunging Kick – Toward, then Button B

Short Punch – Away, then Button A

Short Kick – Away, then Button B

special MOVES

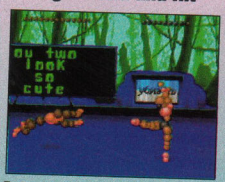
Pull Off Leg and Swing

Press Down, then B.

Uppercut

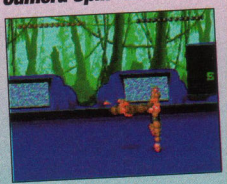
Press Up, then A.

Swing Around and Hit



Press Left, Left, then B.

Camera Spin Attack



Press Toward, Up, Up.

Special Attack: Sphincter Blast

Press Away, Away, Away to leave your opponent stunned.

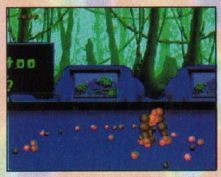
Grapple Attack: Spinning Top

Press Button A repeatedly when in close.

Finishing Move: Ground Twister

Press Up, Up when your opponent is fatigued, and Yoko twists 'em into the ground until there's nothing left but Ballz.

After-Shatter Stomp: Crunchy On the Outside



Yoko doesn't like to play with his food...but he will if you ask! Press Button A four times when your opponent blows up.

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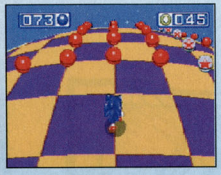
S.W.A.T.PRO

Video Game Strategies, Weapons, and Tactics

Genesis

Sonic & Knuckles

Reach Special Stages in Sonic Spinball



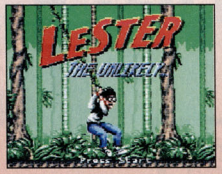
You can use the Sonic & Knuckles cart to play as Sonic in any of the special stages in Sonic Spinball. Plug the two carts together and when the game screen says "No Way," **simultaneously press Buttons A, B, and C and then press Start**. The screen that appears enables you to go straight to the special stages.

Shannon Haskins, Mt. Dora, FL

Super NES

Lester the Unlikely

Stage Select



When the title screen appears, **rapidly tap Buttons X and Y**. Continue to press these buttons until the Stage Select screen appears. Choose your stage and hit Start to begin play.

Ricky Ramos
Riverside, CA

Super NES

Mega Man X

Passwords

Sting Chameleon defeated:
`4131, 6712, 1221`
Extra life tank:
`5447, 4177, 4536`
Launch octopus defeated:
`1556, 6642, 7448`

Jordan Potterp
Bremerton, WA

Genesis

Sonic & Knuckles

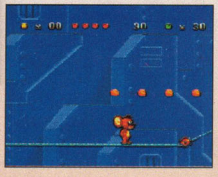
Level Select

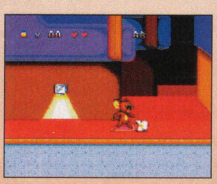
Connect your Sonic & Knuckles cart to Sonic 3, pick your character, and then play from the beginning of Sonic 3 to the end of Sonic & Knuckles. Once you've completed both games, you can use the saved game to choose any level in either game. Note: Level selection only works for the character that you played. If you want level selects for both characters, repeat the procedure for the other character.

Super NES

Tom & Jerry

Stage Skip





Begin a normal game, then hit Start to pause. **Press Buttons L, X, A, Y, Y, B, and R**. Press Start to resume playing, and you'll skip to the next stage. You can repeat this code as often as you like.

Tom Smith
Salinas, CA

Genesis

Fatal Fury 2

Extra Continues

After your game is over and the Continue screen appears, **simultaneously press Up, A, and B. While holding these buttons, press Button C** to add additional continues.

Paul Chiar
Santa Clara, CA

Super NES

World Heroes

Change Colors

Begin a regular one- or two-player game and go to the Player Select screen. Choose your favorite fighter and **simultaneously press Start and Select** to change your fighter's color.

Andrew Snow
Skokie, IL

Genesis

Shining Force II

Configuration Screen

As the Sega screen appears, **quickly tap Up, Down, Up, Down, Left, Right, Left, Right, Up, Right, Down, Left, then B**. You have to finish before the Sega screen disappears. If you've done the trick correctly, you'll hear a short fanfare. Go to the file-select screen, highlight the option you want, then **simultaneously press and hold Start, A, and B**. Repeat the code at the character-selection screen. Repeat it again to bring up the word "configuration."

Use the menu screen that appears to do a number of tricks. If you want to do a sound test, use the configuration mode to complete the game and then reset. Begin a normal game, choose to continue, and **simultaneously press Start and Up, then press Button C**.

To select the game's difficulty, use the configuration mode to complete the game, then reset. Begin a new game, name your character, and then you'll be able to choose the game's difficulty.

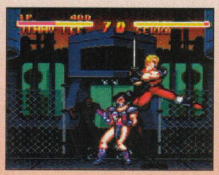
Finally, use the configuration mode to complete the game and reset. Begin a new game, name your character, then put the cursor on Exit. **Press and hold Start, then press Button A**. A new character will appear, and you can name your Shining Force band anything you like.

Justin Parker
Spokane, WA

Super NES

Double Dragon V: The Shadow Falls

Jimmy Lee's Three-Hit Combo



Use a hard jump kick on your opponent. While they're down, **move in close and press Down and Button L**. Jimmy's sword should hit the attacker twice and dizzy them. Continually repeat this combo – there's no way to block the attack.

Gregory Ginsburg
North Massapequa, NY

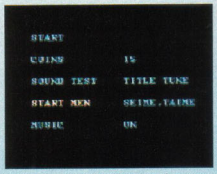
S.W.A.T.PRO

Video Game Strategies, Weapons, and Tactics

Genesis

Double Dragon 3: The Arcade Game

Options Screen



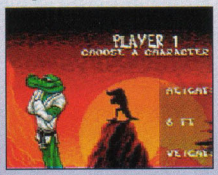
As the brick wall with the Egyptian writing scrolls across the screen, **simultaneously press Buttons A, B, and C** over and over again. You now have access to a special options screen.

Bryan Hearn
Okmulgee, OK

Sega CD

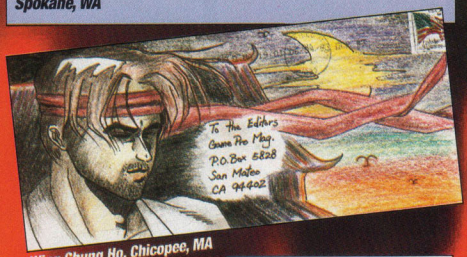
Brutal

Play as the Bosses



When the title screen appears, **press Up, Down, A, B, C, C, B, A, Down, and Up** to play as Karate Croc. If you want to play as Dali Llama, wait until the title screen appears, then **press C, A, B, A, Left, and A.**

Ted Sterling
Spokane, WA

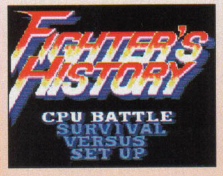


Wing Chung Ho, Chicopee, MA

Super NES

Fighter's History

Play as the Bosses



When you see the Fighter's History logo, **press R, R, Up, Up, Left, Right, and Start** on your control pad to play as Clown or Karnov.

Paul Chiar
Santa Clara, CA

Genesis

Fatal Fury 2

Play as Boss

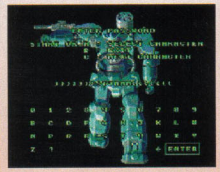
Begin a regular game in the one-player mode. When the character-selection screen appears, place the "1P" icon on any of the characters on the bottom row. **Then hold Down on the control pad and press Start.**

Paul Chiar
Santa Clara, CA

Super NES

Battletech

Level Passwords



Level 2:	STJNNN
Level 3:	GRBCHU
Level 4:	BBYLND
Level 5:	BMBRMN

T. Ryan
Aston, PA

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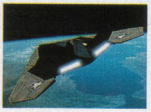

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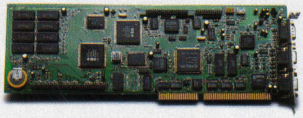

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Super NES

Family Feud

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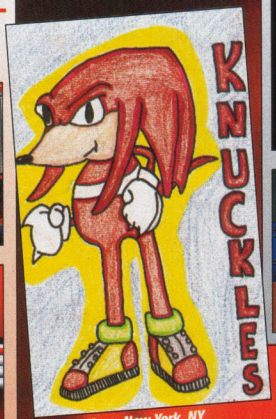
Ruben Villalobos
Selma, CA



Vincent Yuen, New York, NY

Jaguar

Wolfenstein 3-D

Level Select and Debug Mode

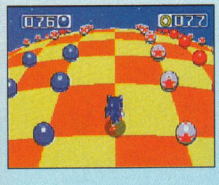
To reach a music test, **press the # key** while the ID/Atari ball is spinning. Select any level, including the two hidden levels, by **pressing and holding 1, 3, 7, and 9 during the game-select screen**. To skip levels, **press 4, 7, 8, 6**. Get all of the weapons, both blue and yellow keys, 999 ammo, and full energy by **pressing 4, 9, 9, 6**. To access a weird debug mode, **press 4, 8, 8, 7**.

Larry Ruthford
Lynnwood, WA

Genesis

Sonic & Knuckles

Reach Special Stages in Sonic the Hedgehog



You can also use Sonic & Knuckles to play the special stages as Sonic in the original Sonic the Hedgehog cart. Plug the two carts together and when the game screen says "No Way," **simultaneously press Buttons A, B, and C and then press Start**. A screen appears that enables you to go straight to the special stages.

Genesis

Splatterhouse 3

Play the Last Level

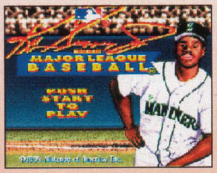
Use the password URUURU. If you entered it correctly, a voice will say "fifth floor."

Kyle Wilson
Mason, OH

Super NES

Ken Griffey Presents: Major League Baseball

Game Ending



To see this game's final credits, wait until the title screen appears, **then press Buttons B, A, Down, B, Up, B, B, and A.**

Joe McDuffy
Madison, WI

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JVC
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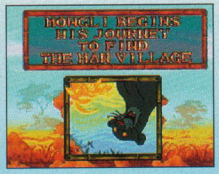
S.W.A.T.PRO

Video Game Strategies, Weapons, and Tactics

Genesis

The Jungle Book

Upside-Down Fun



Begin a regular game and press Start to pause. **Tap Left, A, Right, Down, B, A, Left, Left, C, Right, Up, Down**. The game will reset, and when you begin play again, Mowgli is upside down.

Shawn Markson
Athens, OH

Game Gear

Disney's Aladdin

Passwords

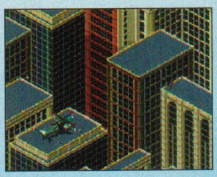
Chase Scene:	AJGJ
Thieves in Agrabah:	LAEA
Cave of Wonders I:	ASNF
Cave of Wonders II:	DMIA
Flight from the Cave:	INSI
The Sultan's Palace:	NEUA
Magic Carpet Ride:	AALG
Pursuit of the Royal Deceiver:	BLTO
Battle with Jafar:	UIAN

Guneet Arona
Fort Lee, NJ

Genesis

Urban Strike

Passwords



Campaign 2, Baja Oil Rigs:
C9NGW74N37V
Campaign 4, Mexico:
9GRVKNGB7SN
Campaign 5, San Francisco:
NWR37ZHLMTF
Campaign 7, New York:
L6TZHD3PFZ7
Campaign 8, Las Vegas:
GP4KLD3PFZV

Zoran Miocinovic
Orlando, FL

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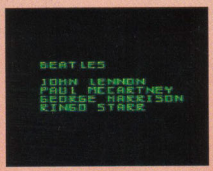
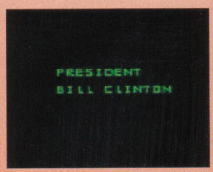
Super NES

RoboCop vs. The Terminator

Weird Credits





Finish the game and during the credits screen, press **Button B**. After the original credits screen, you'll see strange credits like "Thanks to Bill Clinton" and "The Beatles."

Abraham Lau
Toronto, Ontario, Canada

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GAME ENHANCERS

Hot Game Genie and Pro Action Replay Codes

Genesis (Game Genie)

Maximum Carnage	ADNB-4AD8	Infinite lives
	BETV-5A8L	Start with nine of each super-hero icon
	LB4B-6AE8	Start with more health
	NB4B-6AE8	Start with double health
	BF4B-6AFE	Start with nine lives
Mortal Kombat II	ABVT-BE64	Infinite time
	RETT-A6Y6	Activate testing mode in Options screen
	B8MT-BE76	Always fight Noob Saibot (one-player mode only)
	A3XA-AJA4	Player has four times as long to perform fatalities
Sonic & Knuckles		
(Note: These codes work for Sonic & Knuckles with Sonic 3 attached.)		
	HXRT-AA6A	Infinite time
	ATGT-CA3Y	Super Shoes don't run out with time
	RENT-C6YA	Sonic can always double jump (but can't use water shield or become Super Sonic)
	TB5T-CNCR	Knuckles jumps as high as Sonic
	BLNA-AACR	Rings worth ten in Special Stage
	AANT-CAGY + AAPA-CAB8	Become Super-Duper Sonic without any emeralds
	NTPT-CA50	Rings aren't used up as Super (or Super-Duper) Sonic/Knuckles
	RHJA-E60L	Bonus rounds always activated at every checkpoint
World Series Baseball	AFDB-CABA	One strike, and you're out
	AFCV-CAFC	One ball for a walk

Super NES (Game Genie)

Daffy Duck: The Marvin Missions	49BD-1DA4	Start with 25 lives
	C287-34AD	Infinite nutty attacks
	DDA8-4DA6	Jetpack fuel is free
	DDA2-C76C	Infinite continues
Jurassic Park	C26A-4700	Infinite lives
	C2CB-3407	Infinite first weapons when outside
	8289-4DAD	Infinite second weapons when outside (except gas grenade)
Lethal Enforcers	3CCE-C4AB	Infinite bullets
	3CB5-140C	No damage from bad guys
	DAA3-4F60	More magnum bullets
Maximum Carnage	BDCC-C460	Start with triple energy
	C2BB-1D61	Infinite lives
	8220-47AB	Infinite hero icons on pick-up
	D06A-4F09	Power hit lasts longer
Mega Man X	DBBE-446F	Start with ten lives
	4DBE-47AF	Start with more energy
	C9B3-4769	Infinite weapons once you have them
Mortal Kombat II	C2C4-47AA	Infinite continues
	DDB5-1FF7	Player Two or Computer killed by one hit
	C2B5-14F7	Player Two or Computer is invincible
	6DC7-1DAA	Infinite time
	CBC6-3D6E + D3C6-3DAE	Always fight Smoke (one-player mode only)
	06E9-1DD7	Liu Kang's high Fireball does massive damage
Wolfenstein 3-D	C228-7764	Infinite lives
	C28D-7D0F	Infinite ammo

Game Boy (Game Genie)

Mortal Kombat II	0F1-57F-F72	15 continues
	00C-55B-E6E	Infinite time
	006-2EB-E6E + 000-1FA-3B7	Player cannot move from floor
	F40-E89-2AE	Normal punches do more damage
Tom and Jerry: Frantic Antics!	01E-39E-A25	Infinite lives
	001-43C-E6E + 001-51C-E6E	Infinite timer
	00C-E4B-3BE	Invincible after first hit
WildSnake	3E3-15D-08F + 003-16D-7F4	Only one type of snake falls (besides Wild Snakes and Cobras)
	FAB-1EF-4C1	Infinite time in King Cobra mode
	3E5-53B-081 + XX5-54B-C47 + 005-55B-F71	Super-slow speed

Game Gear (Game Genie)

Mortal Kombat II	00B-B19-F79	Infinite energy
	001-30A-082 + 3E1-31A-C42 + 001-32A-F7A	See ending for each character
	3A4-026-2A2	Infinite credits
	005-3F5-3BE	Infinite time
	006-66F-A2E	Uppercut does no damage
	996-66F-A2E	Uppercut does tons of damage
PacAttack	006-669-7FB	Hyper mode is slower
	002-888-19A	No Pac-Men appear while code is enabled
	009-60E-3BE	Infinite Pacs in Puzzle mode
Spider-Man and X-Men in Arcade's Revenge		
(Note: Codes only work for Cyclops.)		
	023-514-195	Start with very little mutant power
	3AA-5C7-2A2	Infinite energy
	3A9-FB7-2A2	Infinite mutant power
	70A-487-2A2	Blink longer after getting hit

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THE FIGHTER'S EDGE

Tournament-Winning Combos and Strategies

3DO

By Scary Larry

Gather round, fight fans. Way of the Warrior is the first attempt at a 3DO fighting game, and we have the inside look at some of the game's best moves. Check it out!

WAY OF THE WARRIOR

Controller Legend

↑ = Up
↗ = Up-Toward
→ = Toward
↘ = Down-Toward
↓ = Down
↙ = Down-Away
← = Away
↖ = Up-Away
Motion = Move the controller in one continuous, smooth motion.
A = Press Button A.
B = Press Button B.
C = Press Button C.
L = Press Left Shift Button.
R = Press Right Shift Button.
Tap = Tap the directions indicated in sequence.
Charge = Hold the direction indicated for the number of seconds indicated before doing the rest of the move.
Close = The move must be done when close to the enemy.
( ) = Execute commands in parentheses simultaneously.
Special Note: All techniques are described under the assumption that your character is facing to the right. If they're facing left, reverse any Toward and Away commands.

Special Moves and Fatalities

THE DRAGON

SPECIAL MOVES

Fireball

Motion ↓ ↘ → L

Taunt

(→ B)

Offspeed Fireball

Motion ↓ ↘ → A

Power Move

R (Close)
Note: The Dragon's Power Move will dizzy.

FATALITIES

Power Kick

Taunt, Motion ↓ ↙ ← C, R (Close)

Head Slap

Charge ←, Tap →, L (Close)

NIKKI CHAN

SPECIAL MOVES

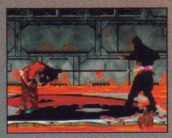
Upper Kick

Tap ↙, R

Taunt

(→ B)

Fast Hair Whip



Motion ↓ ↙ ← A

Power Move

R (Close)

FATALITIES

Blow Off

Charge ←, Tap →, C, R

Heart Breaker

Tap →, (A, B, C)

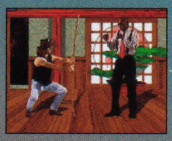
SHAKY JAKE

SPECIAL MOVES

Pole Uppercut

Motion ↓ ↙ ← L

Taunt



(→ B)

Buck-Knife Throw

Motion ↓ ↘ → L

Power Move

R (Close)

FATALITIES

Staff Impale

Charge ←, Tap →, L (Close)

Barbecue

Taunt, Motion ↓ ↘ → C, R (Close)

FOX

SPECIAL MOVES

Knife Throw

Motion ↓ ↘ → L. Repeatedly press A, and the knife becomes the Magic Star.

Taunt

(→ B)

Power Move

R (Close)

Voodoo Dizzy Dust

Motion ↓ ↘ → A

FATALITIES

Impale

Motion ↓ ↘ → (A, B, C)

Overhead Smash

Taunt, Tap A, L (Close)

NOBUNAGA

SPECIAL MOVES

Ninja Star

Motion ↓ ↘ → L

Taunt

(→ B)

Duck Slide

Tap ↘, C

Power Move

R (Close)

FATALITIES

Sword Decap

Motion ↓ ↙ ← L, R

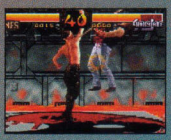
Slice in Half

Charge ←, Tap →, L

MAJOR GAINES

SPECIAL MOVES

Uppercut



Tap ↙, L

Taunt

(→ B)

Grenade Lob

Motion ↓ ↘ → L

Power Move

R (Close)

FATALITIES

Super Suplex Toss

Taunt, Tap A, L

Back Breaker

While pumped up, Tap →, R. To pump up, (A, B, C).

THE NINJA

SPECIAL MOVES

Uppercut

Tap ↙, L

Zap

Motion → ↓ → R
Note: The movement is similar to Ken's Dragon Punch in SF II.

Taunt

(→ B)

Rapid Kick

Rapidly Tap C. You can do this move while blocking.

Power Move

R (Close)

FATALITIES

Disembowel

Motion ↓ ↙ ← A, C

Death Zap

Motion ↓ ↘ → L, A

KONOTORI

SPECIAL MOVES

Fan Throw

Motion ↓ ↘ → L

Taunt

(→ B)

Fly/Glide

Repeatedly Tap Button B while in the air.

Power Move

R (Close)

FATALITIES

Hat Throw

Motion ↓ ↘ → L, A

Stork Drop

While flying, Tap and hold ↓, (C, R)

CRIMSON GLORY

SPECIAL MOVES

Uppercut

Tap ↙, L

Taunt

(→ B)

Bottle Throw

Motion ↓ ↘ → L

Power Move

R (Close)

FATALITIES

Back Break

Taunt, Tap →, R

Head Explode

Motion ↓ ↙ ← (A, B, C)

"Awesome!"
GAME PRO

"#1 Game of all time"
GAMEMASTER TOP 100

MORTAL KOMBAT II®

"So good it's almost scary"
VIDEOGAMES

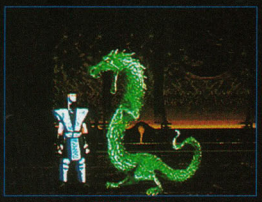
"A must have"
GAME PLAYERS

"The best game I've ever played"
VIDEOGAMES

"It's back and better than ever"
EGM

SMOKE AWAITS!

NO MERCY!


FINISH HIM!

FRIENDSHIP?

KINTARO™'S REVENGE!

"Truly the best home version to date. Street Fighter WHO?"
EGM

IS THAT YOUR BEST?

SUPER NES® GENESIS™ GAME BOY® GAME GEAR™

MAY NOT BE APPROPRIATE FOR PLAYERS UNDER 17 YEARS OF AGE PARENTAL DISCRETION ADVISED

MIDWAY®

MORTAL KOMBAT® II © 1993 Licensed from Midway Manufacturing Company. All rights reserved. Nintendo, Super Nintendo Entertainment System, Game Boy and the official seals are registered trademarks of Nintendo of America Inc. © 1991 Nintendo of America, Inc. Sega, Genesis and Game Gear are trademarks of Sega Enterprises, Ltd. All Rights Reserved. Acclaim is a division of Acclaim Entertainment, Inc. ® & © 1994 Acclaim Entertainment, Inc. All rights reserved Screen shots shown are from Super NES® version.

Acclaim® entertainment inc.

GENESIS

Shaq Fu

Special Techniques

By Slo Mo

Shaq Fu for the Genesis is a real mutha, and the manual's no help. So here are a few basic special techniques for each fighter. The controller moves are easy, but practice – your 12 opponents are ultra quick!

Controller Legend

↑ = Up
↗ = Up-Toward
→ = Toward
↘ = Down-Toward
↓ = Down
↙ = Down-Away
← = Away
↖ = Up-Away

Motion = Move the controller in one continuous, smooth motion.

A = Press Button A.
B = Press Button B.
C = Press Button C.

Special Note: All techniques are described under the assumption that your character is facing to the right. If they're facing left, reverse any Toward and Away commands.

Sett Ra

Mummy Wrap

Motion → ↓ ← B

Wedge Charge

Motion → ↓ → A

Cosmic Missile

Motion ↓ ← C

Mephis

Lightning Arc

Motion ← ↓ → C

Lightning Jaws

Motion ↓ → B

Burning Touch

Motion ↓ ← B

Shaq

Shaq-urikin

Motion → ← → A

Inferno Kick

Motion ↓ → C

Rajah

Thunder Clap

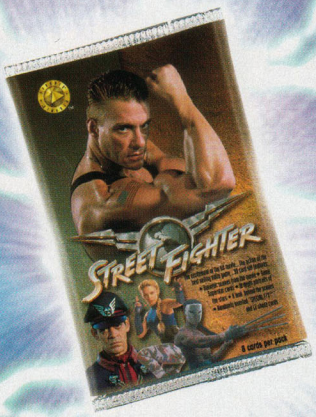
Motion → ↓ → B

Sword Shockwave

Motion ← ↓ ← C

STREET FIGHTER. UNPLUGGED.

Action shots from the movie.



"Gamefighters" game tip cards.

Exclusive "Behind The Scenes" subset.

10 "Special F/X" insert cards.

You've played the game. You've seen the movie. Now, you can get the cards. Introducing Street Fighter movie trading cards from The Upper Deck Company. This 90-card set gives you Jean-Claude Van Damme as Colonel Guile, profiles each character from the game and movie, and gives you all the great action photos. Hey, this set's got all the fire-breathing, head-butting, dragon-punching and skull-munching you can handle. Pick up a pack. And open carefully.

PYRAMID™

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CAPCOM®

Kaori

Energy Bomb

Motion ← ↓ → B

Cyclone

Motion ↓ ← C

Cat's Claw

Motion ↓ ← B

Aurok

Boomerang

Motion ← → B

Ball and Pain

Motion → ↓ ← C

Diesel

Crate Crusher

Motion ← ↓ ← B

Dockside Dagger

Motion ← → B

Beast

Spitfire

Motion ↓ → B

Sonic Roar

Motion → ↓ ← → C

Thermal Blast

Motion ↓ ← B

Nezu

Time Vault

Motion → ← ↓ A

Eno Blast

Motion ↓ ← → C

Eno Flip

Motion ↓ ← C

Colonel

Heavy Metal

Motion ↓ → ← B

Bionic Burst

Motion ↓ → B

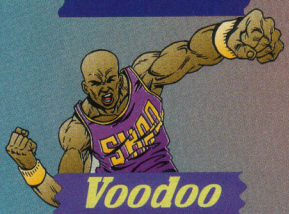
Leotsu

Blast Kai

Motion ↓ ← → B

Bo Kai

Motion ↓ → B



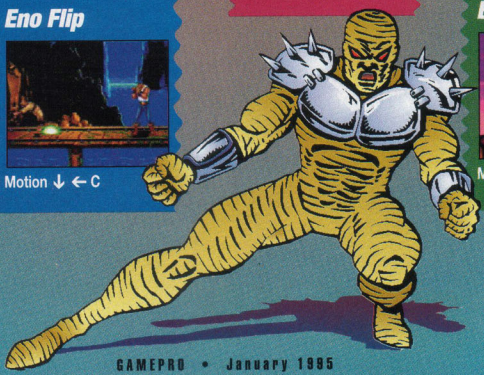
Voodoo

Eagle Claw

Motion ← ↓ → B

Earthquake

Motion → ↓ → A



Blood Code!

From the Options screen, use Controller 1. Press A, B, C, C, B, A.

EAT PLASMA YOU FREE-FLOATING, PUS-FILLED, SLIME-SPEWING, GRAVE-RISING, WORM-SUCKING, MAGGOT-RIDDEN, SORRY EXCUSE FOR A POLTERGEIST-WANNABE!

Ghoul Patrol™

Snowboarding is cool.

Bungee jumping can be fun...

But when was the last time you experienced the primal rush of splattering a mass of grave goop into a thousand jiggling chunks?

Join the Ghoul Patrol and taste the thrill as you unload your plasma cannon on the most gelatinous band of slime spewers this side of Amityville.

But be warned... Once you dish your 50,000 watts down some festering spook's gullet, you may never have the desire to go rollerblading again.

This guy looks like he's seen a ghost! Save him, then plaster Casper all over the place.

Grab your partner and team up for a splatter-a-thon in 2 Player Cooperative mode.

The bosses in here are pretty spooky. You'll need all the plasma in your cannon to zap this creep.

JVC MUSICAL INDUSTRIES, INC.

SUPER NINTENDO ENTERTAINMENT SYSTEM

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GamePro's Holiday Gift Guide

Star Wars Metal Collector Cards: New Hope

Final Offer!

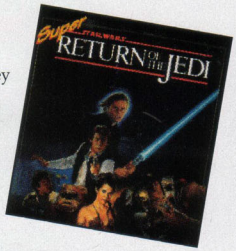
Relive the epic Star Wars adventure with these hot metal collector's cards featuring Luke Skywalker, Princess Leia, and Darth Vader. Twenty cards per set, these metallic embossed trading cards have complete descriptions on the back. You will also receive an attractive collector's tin and a certificate of authenticity! But you must hurry...these signed and numbered limited editions are going fast!

2 9/16" x 3 9/16"
$39.50
Code: SW- Card

Super Return of the Jedi Official Players Guide

By: Corey Sandler & Tim Rooney

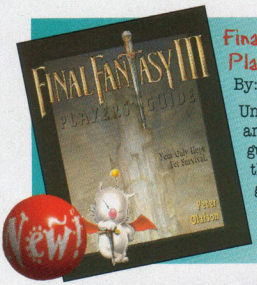
Do you have what it takes to become a Jedi Master? Learn how to get to all 19 levels of the game, PLUS tips, expert strategies, and secret maps!



$12.95 Code: BK-328

Final Fantasy III Official Players Guide

By: Peter Olafson



Unmask the magic of the Esper and help save the world! This guide provides you with all the secret codes, battle strategies, and fighting tips you'll need to stop the madness!

$12.95 Code: BK-317

Lufia and the Fortress of Doom Official Players Guide

By: Ronald Wartow

Discover all the secrets of Lufia! Get winning combat strategies, detailed maps, secret codes, and hints to get you to the advanced levels! $9.95 Code: BK-318

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Last Chance!

Video Gaming Gloves

Rock the controller with these black Mortal Kombat gloves and watch your score climb! Comes with a velcro grip and cut out fingers. Available for a limited time only!

Size: 1 – ages up to 13
Size 2 – ages 14+
$9.95
Code: MK-glove

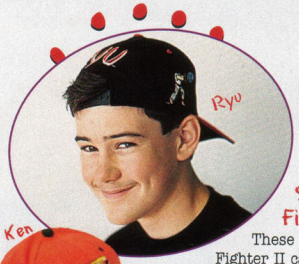
Primal Rage Arcade Players Guide

By: John Fisher

Take command of one of seven prehistoric creatures for the ultimate battle of survival. Get cheats, killer fighting techniques, and secret battle moves to take over the earth.

$12.95 Code: BK-327

CAPCOM



Street Fighter II caps

These totally cool Street Fighter II caps are made from brushed cotton with embroidery on three sides (no patches).

Caps of the month:
M. Bison (blue with maroon bill)
Ken (red with black bill)
Ryu (black with red bill)
$14.95 each
(Adjustable, one size fits all)
Code: Cap - M. Bison
Code: Cap - Ken
Code: Cap - Ryu

The King Fisher says, "When you're looking for the best head gear around, these Street Fighter hats cap the competition."

3-D Wall Poster

You gotta see these 3 dimensional pop-out posters. Collect all three!

$9.95 each
21" x 14.5" x 1"
Code: 3D – Guile
Code: 3D – SF II Warriors
Code 3D – Blanka

The Tummynator says, "This is as close to virtual reality as a poster gets, dude."

Blanka

Guile

SF II Warriors

Andromeda says, "Before you hit the streets, put on one of these Killer Street Fighter II t-shirts."

Street Fighter II T-shirts

Limited Time Only!

$15.95 each

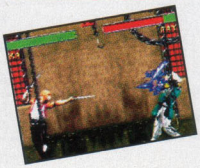
100% preshrunk cotton
Adult sizes: Large or X-Large
Code: T–Ryu
Code: T-Ryu-BA
Code: T-SF II Warriors (no X-large available in this style)
(one sided only)

Sega Genesis Almanac 1995 Edition

By: Corey Sandler & LeeAnne McDermott

The editors from GamePro Magazine have developed this almanac complete with combo moves, secret codes, tips, and strategies. Includes tips for Sonic & Knuckles, Jurassic Park: Rampage Edition, Streets of Rage 3, Double Dragon V, Earthworm Jim, The Lion King, Virtua Racing, NBA Jam, Contra Hard Corps, and tons more!

$12.95 Code: BK-321



Super Nintendo Almanac 1995 Edition

By: Corey Sandler & LeeAnne McDermott

From GamePro Magazine, comes the authoritative gaming almanac for your SNES. Get game winning tips, strategies, and secret codes for: Donkey Kong Country, Double Dragon V, Earthworm Jim, The Lion King, Indiana Jones, Mortal Kombat II, NBA Jam, Super Return of the Jedi, plus tons more!

$12.95 Code: BK-320

GamePro's Holiday Gift Guide

Brain Lord Official Players Guide

By: Tim Rooney

This guide is loaded with in-depth maps to all levels, routes to avoid pitfalls, complete weapon charts, and tons of strategies, tips, and cheats from the experts who developed the game!

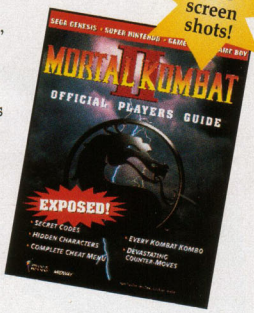
$9.95
Code: LORD

Mortal Kombat II Official Players Guide

By: Matt Taylor, Jim Fink, and Graham Wolfe

Get all the real-life killer kombos, super strategies, counter-moves, and tactics from the pro players who actually worked on the home versions of Mortal Kombat. PLUS exclusive secret cheat codes!

$12.95
SNES, Genesis, Game Gear, and Game Boy
Code: MKII



Super Street Fighter II Official Players Guide

By: Matt Taylor & Graham Wolfe

Become the expert at Super Street Fighter II! Get over 1,000 screen shots AND exclusive coverage of Super Street Fighter II Turbo for the arcade!

$12.95 Super NES and Genesis Code: SSFII

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Grand Total (U.S. dollars only)	

Please allow 2-3 weeks for delivery. 9501GP

Some People Couldn't Wait For Our New Dual Compatible **Arcade Pro** Joystick To Hit The Stores!

We're not surprised. Some people will do anything to win on Sega Genesis™ and Super Nintendo®. And The **Arcade Pro** definitely gives you the winning advantage you need.

Its six button layout, lightning fast Arcade Quality components, and rugged steel base really put Arcade Power in your hands.

And we know how important power is. That's why we included Independent Turbo and Hands-Free Auto Fire for all six buttons. Blow away the competition and then use Slow Motion to plan your next attack.

The **Arcade Pro** is available everywhere cool video game accessories are sold. So you don't have to turn to a life of crime to win. Just spend a little dough, get this stick, and kick some butt on Sega Genesis and Super Nintendo.

Play With an Attitude!

INTERACT GAME PRODUCTS

Play with an attitude!

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By STD

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GAMEPRO LABS

A Player's Guide to Power Peripherals

By The Lab Rat

January is here, and now that you have all the presents you didn't want this season, here's a list of products that you can trade up for! We're on line with Catapult, and we have the specs for the 32X. Check it out!

The Return of the X

Sega's 32-bit system has arrived, and we took a prototype for a test drive. This straight-from-the-box review covers **32X** hookup, compatibility and all its pack-in items.

Sega claims that the 32X is compatible with all the current versions of the Genesis, including the original Genesis and the Genesis II (the unit that hooks side by side with the new Sega CD). The test unit had some compatibility trouble with the Genesis I, but the system performed well with the Genesis II.

Sega CDX? At the time of this writing, the 32X was awaiting FCC approval for capatibility with the CDX. Our beta version tested well with the CDX, but if FCC approval is not forthcoming Sega will not recommend using the 32X with the CDX.

A removable plastic adapter on the bottom of the 32X stabilizes the unit when it's used with the Genesis II. For the Genesis I you remove the panel to ensure a snug fit.

The package also includes a 32X power supply, AV in/out cords (you must run AV in from the 32X to the host Genesis), and an audio/video cord for TV hookup. That's right: Just like the CDX, you have to buy an RF/AV adapter to patch in to older TVs.

This jumble of cords and wires is very confusing. Keep the manual – and Sega's telephone help line – handy. Another consideration: The 32X adds about 4 inches to the height of your system... and that's without the cartridge inserted.

Despite the complicated hook-up, the prototype system seemed to perform well. Some games froze occasionally, an anomaly that Sega assured us would not happen in production copies. The unit also had a tendency to heat up, another correctable glitch.

The 32X is here, and though it's as complicated as setting up your VCR, it's ten times the fun.

System

Genesis 32X

System: Genesis and Sega CD

Features: Welcome to the next level. The Sega 32X is here, and though it's harder to set up than a democracy in Haiti, it's still worth the asking price!

Price: $159.99

Available: Now

Contact: Local toy store

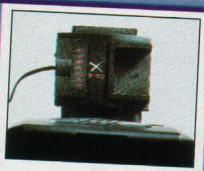
The Joy of X

Catapult has the first modem for 16-bit gamers. Now you can beat someone across the country without leaving your living room. Available for the Genesis and SNES, the **XBand** is true interactive gaming.

At press time, the XBand Network covered New York, Los Angeles, San Francisco, Dallas, and Atlanta (any calls made outside these areas will incur long-distance phone charges). The Genesis version of the modem will ship first, with the SNES version to follow in the first quarter of 1995.

Not only can you play long-distance, but up to four players can access the modem in one household. XBand users will be able to view XMail (where you can leave messages for other players), access a Player List (where you can choose a specific opponent), select Auto Match (to match up with a player of equal skill), or see Account Information. You can purchase play Credits, and parents can set the hours of game play with special encoded cards. Since the Internet is such a hot thing right now, Catapult gives you the opportunity to go online...and kick some long-distance butt. G

Modem



XBand

System: Genesis and SNES

Features: The XBand will open up cross-country gaming and include cool features like Mail and Auto Match Ups. X-cellent!

Price: $69.99 (monthly subscription to the XBand network is $7.95)

Available: Now

Contact: Catapult Entertainment, 408/366-1735

THIS IS THE PRICE OF FAILURE.

The stakes are high.
And your crew is one bunch of
hard-core head cases.
Altogether, the odds stink.
Care to consider the alternatives?
There aren't any.
See you in the RED ZONE.

CAUTION

RED ZONE

Radioactive Desert of Death

Play at your own risk

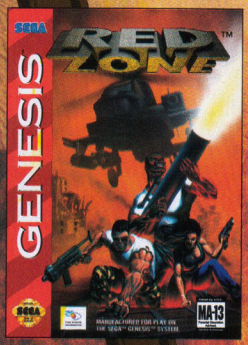
16 megs of rugged adventure and non-stop action with smooth animation and full-screen movie sequences.

Body count: in the radicals' maze-like bunkers, it's muzzle-to-muzzle.

Your Apache's got it all: radar, auto night tracking and the devil's own firepower.

WIN A CHANCE TO BE IN A MUSIC VIDEO!
See Package for Details

- A chopper assault through a storm of fire and an underground blast-fest.
- Control 3 outta-control commandos: Mirage, Shades, and Rocco.
- Fully rotating 3-D world, animated at 30 frames per second. Two above and 10 underground environments.



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Milpitas, California 95035

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This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the Sega™ Genesis™ system.

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

BUYERS BEWARE

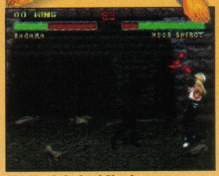
By The Watch Dog

January already, and I'm ready for a new year. My resolution this year is to get you the facts on the products that you're writing about as fast as possible. Here's the latest…

Q: In Mortal Kombat II for the SNES, I fought 50 matches in a row without losing a round in the two-player mode. Then the screen turned black after displaying "Wow! An Incredible Win Streak!" What happened?
Tam Cai, Panama City, FL

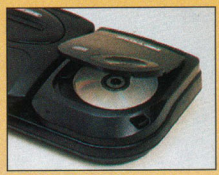
A: **The Watch Dog says:** We've received a ton of complaints about this MK II surprise. After testing it out for ourselves (and getting the same results), we called Acclaim.

According to Acclaim's hotline (516/624-9300), there's a bug in the game! In the 50th match, don't touch the opponent after the round's over. Let him drop when the words "Finish Him" appear on-screen, and you should have no problems facing Noob Saibot.



No Noob is bad Noob.

Q: I have the original Genesis, which came with Altered Beast, and a new Sega CD (version 2). Whenever I connect the two to play CD games or carts, the screen is extremely fuzzy. Is the older Genesis incompatible with the new version of the Sega CD?
Joe Bavicsin, Lodi, NJ



To CD or not to CD.

A: **The Watch Dog says:** Sega Customer Service (415/591-7529) reports that it's never heard of this problem before. The original Genesis is fully compatible with the second-generation (top-loading) Sega CD. Sega suggests that you read the manual carefully and make sure that your CD and Genesis units are free of dust and dirt.

Q: I was going to buy the Amiga CD32 until I read that Commodore went out of business. Is this true?
Patrick Johnson, Henrietta, NY

A: **The Watch Dog says:** The U.S. division of Commodore is definitely out of business, so forget that CD32. Current owners of the CD32 may be slightly encouraged because Commodore in the U.K. is trying to pick up the Amiga technology from its failed U.S. venture, so who's to say that it won't pick up the CD32 technology, too? Keep hoping.

Q: I recently bought a used Game Gear and the screen is very scratched. Is there any kind of replacement screen for the Game Gear?
Anonymous

Scratch and sniff.

A: **The Watch Dog says:** Sega Customer Service says it'll help you through the general call-in line: 415/591-7529. It will assess the problem and direct you to a service center.

Time out.

Q: Some time ago, I played a game called Time Killers in the arcade. I preordered the game from Chips and Bits last February, but it never arrived. I was later told by Chips and Bits that the game was discontinued. What happened to Time Killers?
Akin Celiksoy, Brooklyn, NY

A: **The Watch Dog says:** We previewed the game, but shortly thereafter it was cancelled. Reportedly, the game was considered too explicit. It also had a poor test run among reviewers who saw the preview copy.

At *GamePro*, listening is what we do best. When you have a problem with a product or feel you've been ripped off, we want to know. If you've got a complaint about a product, write to:

GamePro's Buyers Beware
P.O. Box 5828
San Mateo, CA 94402

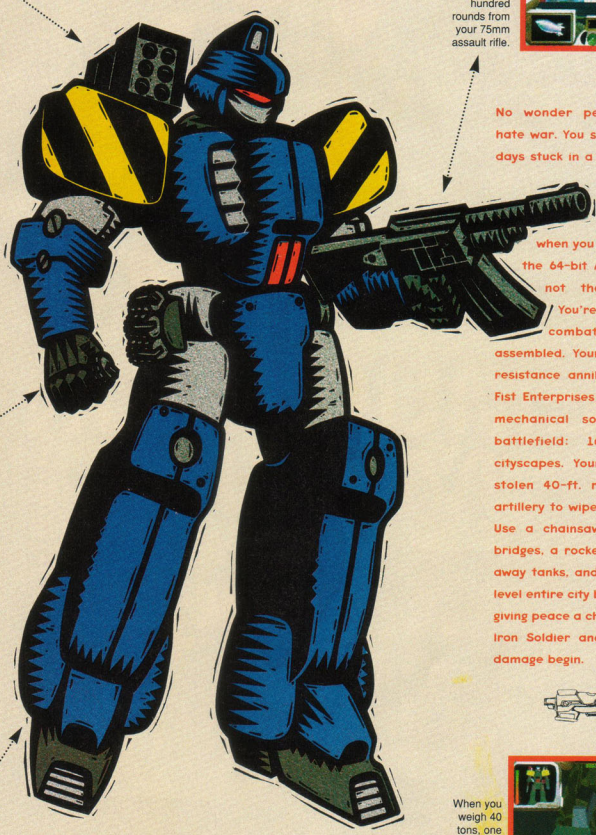
WAR IS HELL

unless you're in a 40-ft. robot with a rocket launcher (then it's kinda cool)

If you don't like the city you're in, use your rocket launcher to level it.

Riddle the Gauntlet helicopters with a couple hundred rounds from your 75mm assault rifle.

The best thing about the 3D cityscapes and texture-mapped skyscrapers is watching a grenade blow them up.

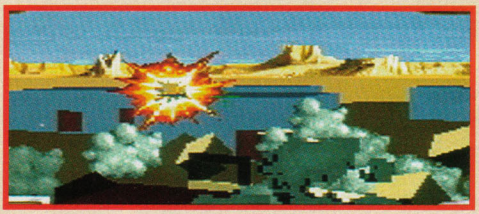


IRON SOLDIER

No wonder people hate war. You spend days stuck in a trench with nothing more than a wimpy rifle and a bad haircut. Luckily, when you play Iron Soldier on the 64-bit Atari Jaguar, you're not the average grunt. You're the most awesome combat machine ever assembled. Your mission: help the resistance annihilate the evil Iron Fist Enterprises and their army of mechanical soldiers. Your battlefield: 16 different cityscapes. Your arsenal: a stolen 40-ft. robot with enough artillery to wipe out New York City. Use a chainsaw to slice through bridges, a rocket launcher to blow away tanks, and a cruise missle to level entire city blocks. Forget about giving peace a chance. Climb into an Iron Soldier and let the property damage begin.

It's an enemy mech on patrol. If you don't look out, he'll recycle a few of your body parts.

When you weigh 40 tons, one foot stomp can turn a Brassard Tank into scrap metal.



The scenery may change, but your objective won't. Destroy the enemy.

JAGUAR 64 - BIT

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SHORT PROSHOTS

PreViews of Hot New Games!

Demolition Man 3DO

Demo Man's blasting onto the 3DO with an innovative game-play format. Based on the 1993 flick *Demolition Man* starring Sylvester Stallone and Wesley Snipes, the game combines movie footage and game play with a virtually seamless interface that's a first for games. To achieve this effect, the game was produced in tandem with the movie, and cinematic sequences were shot just for the disc.

DEMOLITION MAN

The shoot-em-up action opens in LA. It's 1996, and Stallone, a cop, is tracking his archenemy Snipes, a notorious criminal. When their feud results in the death of 30 innocent bystanders, both are sentenced to 36 years on ice. Time jumps to the year 2032, where, in the futuristic non-violent city of San Angeles, the two are released to wreak havoc once again.

As the plot unfolds, players control cinematic-quality live footage merged with 3D game screens and face off in shoot-em-up game play that includes shooting gallery-style action, car chases, tunnel hunts, and even hand-to-hand combat. This disc really struts the 3DO's stuff.

By Virgin Games
Available Now

FIFA International Soccer 3DO

Think you've seen every variation on a soccer game, and nothin' could impress you? Well, you're wrong! EA Sports is breaking new ground once again with an incredible soccer game that's gonna set the pace for all future sports sims.

The basics are familiar: Players choose from 50 international teams and compete in tournament, league, or exhibition matches. You can determine almost every play variable, from the weather to the length of the halves. The game saves top scorers from around the league, and players compete for league-leading positions.

Individual players can run, kick, slide, head, and do everything actual soccer stars do. The A.I. simulates coaching strategies, team formations, and coverage zones, and you get your choice of German, Spanish, French, or Italian text. Best of all, the game has wild six-player simultaneous play, either on the same team or on opposing teams.

What's so different about this game? Try a graphical interface that lets players check out the action from virtually any viewpoint – over the shoulder, overhead, from the side of the field, and from the ball's perspective. Better yet, you can control a crazy cam that moves all over the field (seven views in all).

The 3D graphics boast realistic, rendered players. An instant-replay feature includes the ability to view the action from any angle you like – relive that goal from every perspective! Finally, the giant full-screen Jumbo-Tron shows off FIFA league footage for your enjoyment.

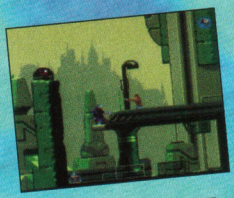
By EA Sports
Available Now

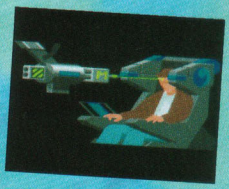
Shock Wave: Operation JumpGate 3DO

EA's Shock Wave is still one of the best 3DO discs out there, and now fans of the game have something very cool to celebrate – a data disk that adds five new missions to the original game.

The disc has 3D combat action and photorealistic terrain, plus Dolby Surround Sound. The new missions include treks to Mars, Jupiter's mysterious moon Io, and Titan, a moon that orbits Saturn. You can also expect sub-missions with maze runs and time traps. As you catapult through space, you'll encounter new enemy ships like the Ice Melter, BattleAxe, and Suriken. How shocking!

By Electronic Arts
Available Now



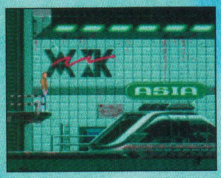


Flashback

3DO Jaguar

Flashback, one of last year's most popular action/adventure games, is ready for its Jaguar and 3DO debut.

You awake far in the future as...well...actually you've lost your memory. The search for your identity takes you through seven complex mazelike levels that require you to figure out how to get past obstacles and enemies while you collect weapons and information to reclaim your identity. Despite enhanced graphics and all-new cinematic sequences, these versions may not hold much that's new or different from the original 16-bit versions. But it's still a great game.

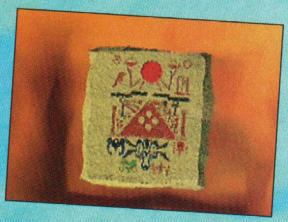


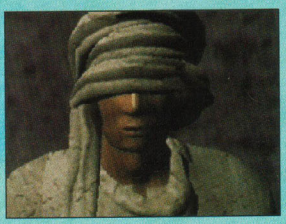
By U.S. Gold
Available January '95

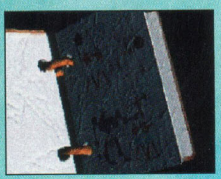
Seal of the Pharaoh 3DO

Many years ago, an ancient pyramid arose from the dust and sand. Your father ventured into the pyramid and never returned. Now you must journey inside, fight spirits, search for dad, and uncover the pyramid's mysteries. In this one-player, dungeon-strategy game, you roam through the underground passages of the pyramid, looking for clues and battling unpleasant creatures. The graphics have a 3D textured look with a distinctive first-person perspective. As you roam the pyramid, you make choices via a point-and-click pop-up menu system.

By Panasonic
Available First Quarter '95





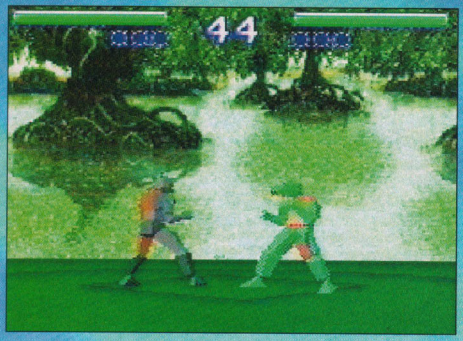


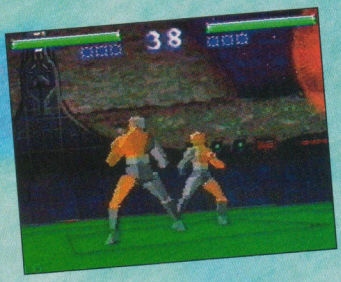
FX Fighter

Super NES

GTE's sprinting out of the blocks with a fighting game with the working title FX Fighter. Similar to Virtua Fighter, the game's 13 characters, as well as the backgrounds, are illustrated with textured polygon graphics. The action's set in a futuristic outer space, and each fighter hails from a different planet. Look for such unusual fighters as a big, hefty, meaty rock creature who looks like he's right from a volcano, a feline cheetah fighter, and a reptilian creature. In addition to the nine regular characters, there'll probably be two hidden fighters – all with the usual repertoire of standard and special moves. The cart supports the SFX chip, and, like Virtua Fighter, includes 360-degree views and scaling graphics.

By GTE Interactive
Available May





Myst

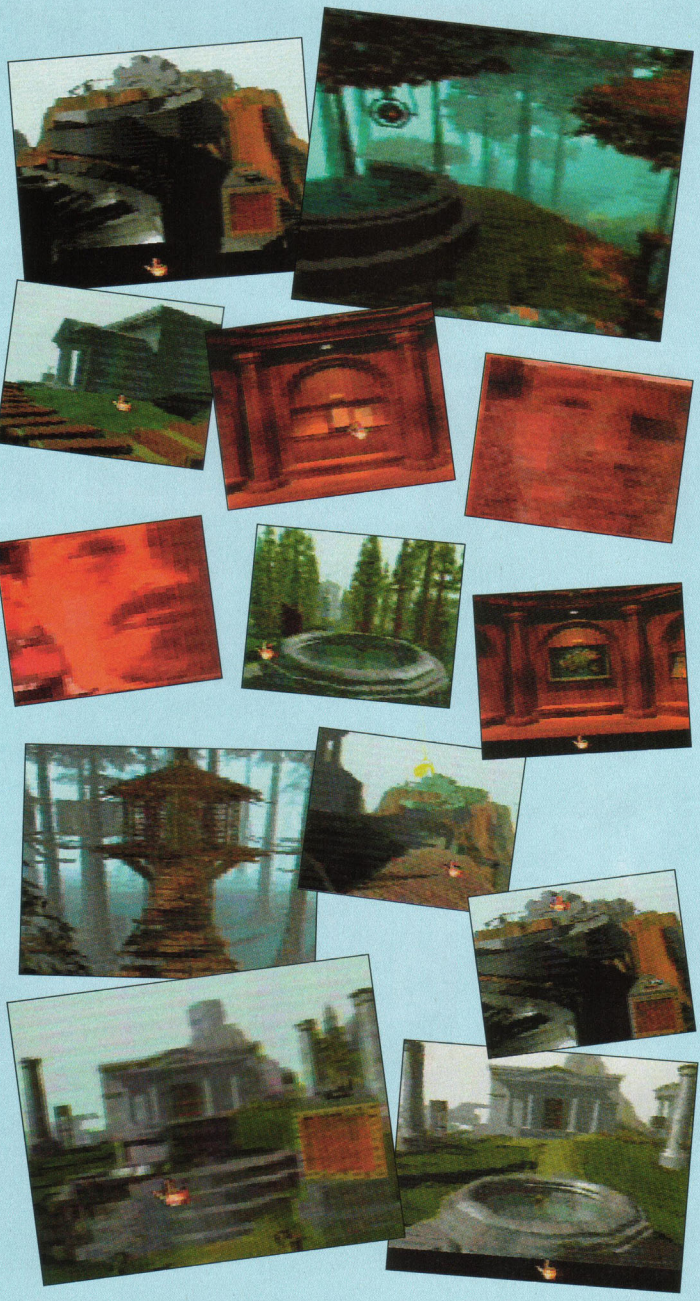
Sega CD

Last year's PC hit is making its way to the Sega CD. Although the story line remains the same, expect a format that differs somewhat from the original.

As in the PC game, the plot revolves around Atrus, who's discovered a special way of writing books that creates worlds and transports people to them. When you reach the island of Myst, though, Atrus is nowhere to be found, and many of the magical books have been destroyed. As this point-and-click graphic adventure unfolds, you wander across Myst, searching for clues to find out what has happened to Atrus and who is destroying the books. To solve the mystery, players have to keep a journal and record every clue in this surrealistic adventure.

Myst's spectacular full-motion video and 3D graphics helped set it apart in the world of PC games. Sunsoft promises that, despite format changes, it's tried to remain faithful to the original game. Expect thousands of 3D color images and movie clips as you journey across Myst.

By Sunsoft
Available December

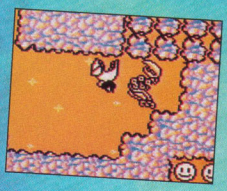


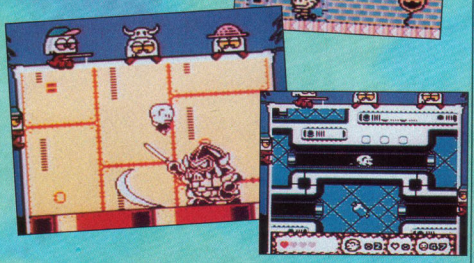
Bonk's Revenge

Super Game Boy

Bonk's Revenge is back in a miniature handheld version. The game play is the standard hop-n-bonk action/adventure; the little cave guy uses his head to escape from a series of primitive misadventures. More than three rounds, including bosses and bonus rounds from the original game, comprise this hard-headed one-player cart with Super Game Boy color.

By Hudson Soft
Available First Quarter '95



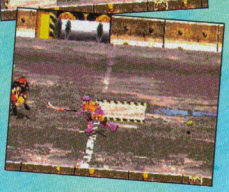


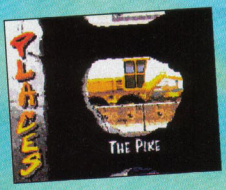
Street Hockey '95

Super NES

This 24-meg cart puts up to four players out on the streets for hard-hitting street-hockey action. GTE digitized nine professional skaters doing 20 real moves like slides, jumps, and knee drops to highlight the action. Six photorealistic playfields are filled with interactive obstacles like ramps and walls that keep the five different street-ball games (Fat Point, Rush, Whack, Crammit, Hot Puck) varied.

By GTE Interactive
Available Now





Phantom 2040

Genesis **Super NES**

A futuristic city is threatened with destruction by Maximum, the ultimate evil character. This side-view, action/adventure game features 12 levels of platform play. The plot is based on the original jungle crimefighter Phantom series. Phantom can carry up to 18 weapons and items and use two at once – one in each hand. Altogether, he wields up to 361 combinations of weapons.

By Viacom
Available May '95

The Great Circus Mystery Starring Mickey & Minnie

Genesis

The Genesis version of this game is designed for younger players. As Mickey and Minnie, the hop-n-bop action/adventure is basically a junior version of Capcom's Magical Quest game. Players have to romp through six stages, donning different costumes, like a Sweeper Suit and Western Wear, that give them special abilities. Disney's graphics and cooperative two-player action round out the game.

By Capcom
Available December '94

Kids On Site

Sega CD

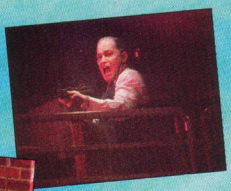
This disc, designed especially for a younger audience, puts you behind the wheels of some heavy construction equipment. One player gets to be either Eddie the Excavator, Billy the Bulldozer, Melvin the Steamroller, or Ruby the Wrecking Ball. As each of these vehicles, your job is to complete the appropriate task: shoveling dirt, flattening a road, wrecking a building, and so on. Digital's use of full-motion video makes it oh-so-real-looking – it's worth checking out. Although the game's definitely for kids, it's pretty darn fun knocking down that building.

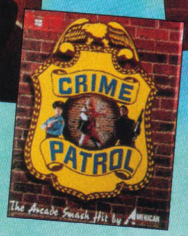
By Digital Pictures
Available Now

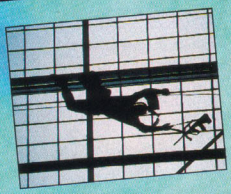
Crime Patrol

Sega CD **3DO**

American Laser Games has made a name for itself with live-action shoot-em-up thrillers. In this latest game, you're a cop trying to work your way up through the ranks. As a Rookie, you fight gang members, armed robbers, and other run-of-the-mill street criminals. When you get promoted to Detective, you're hunting down drug dealers and car-theft rings. If you make it to the SWAT team, it's armed terrorists. The full-motion video uses live actors, and the action takes place from a first-person perspective.







By American Laser Games
Sega CD Available Now
3DO Available December '94

Space Pirates

Sega CD

In another live-action shoot-em-up, American Laser Games rockets you into a campy outer-space adventure. A scourge of planet-hopping pirates, led by the infamous Captain Talon, is wreaking havoc across the universe. They've captured some innocent space colonists, and now you, as Star Ranger, have to save them. As you shoot your way through space, you search for energy crystals to power the star-splitter cannon – the only weapon that can destroy Talon. The action is highlighted with full-motion video, real actors, B-movie action and costumes, and a first-person perspective that lends an amusing realism.

By American Laser Games
Available January

Earth Command

CD-i

This disc developed by Visionary Media puts you in charge of the Earth! You have three hours to stop a series of ecological and social disasters before they stop the Earth. The game uses full-motion video footage from Greenpeace, CNN, and the U.S. Department of State to give it a realistic touch.

By Philips
Available First Quarter '95

Mutant Rampage Bodyslam

CD-i

The year is 2068, and civilization has fallen into decay. Sports have taken a mutant turn: Bionically augmented athletes are pitted against one another in hand-to-hand combat. A human team, the Naturals, has challenged the cybernetic mutants, and no one believes they have a chance. It's up to you to guide the Naturals against the mutants in hand-to-hand combat.

By Philips
Available Now

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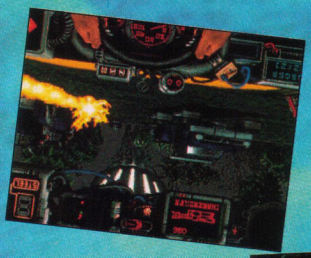
Quarantine

3DO

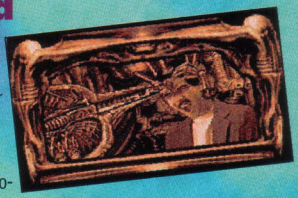


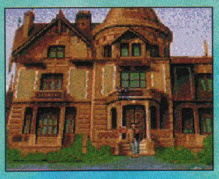
You're Drake Edgewater, a 21st-century cabbie who's trying to get out of the quarantined city of Kemo in a '52 Checker hover-cab that's armed with headlight machine guns. You view the one-player action from a first-person perspective, and the 3D graphics portray an eerie, derelict city through your windshield. As you careen through the high-tech city streets, you have to watch out for mines, rockets, and zombielike sickos. Of course, if you need cash for repairs or new weapons, you're gonna have to risk picking up a few fares…

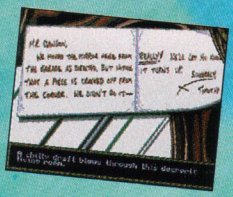
By GameTek
Available First Quarter '95

Dark Seed

Sega CD

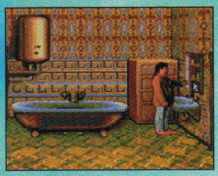






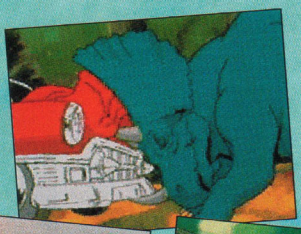
The mood is dark and haunting in this one-player point-and-click graphic adventure with an alien twist. You've recently moved into a spooky Victorian house that holds many ominous secrets. The mystery turns sci-fi when you wake one morning with a headache so bad that you're sure your head's going to explode. If you don't solve the mystery by finding clues and exploring everywhere, it just might. Dark Seed's digitized graphics have an H.R. Giger look and feel and a realistically somber, eerie mood. The game is based on the PC title of the same name.

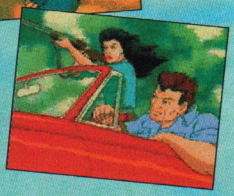
By Vic Tokai
Available December



Cadillacs & Dinosaurs

Sega CD

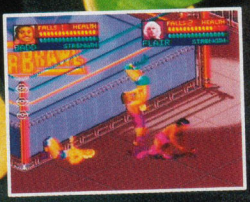


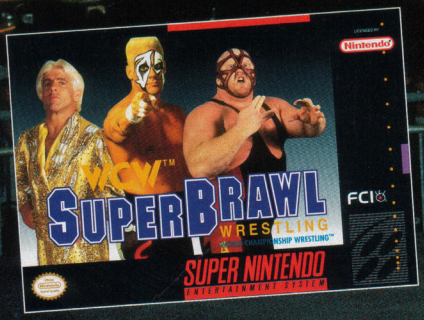


It's 600 years in the future, and dinosaurs coexist with humans – and both are battling for survival. As Jack "Cadillac" Tennec and Hannah Dundee, you're cruisin' in a '53 Cadillac through ten postapocalyptic levels to prevent the Second Cataclysm. You have to survive jungles full of dangers like poachers, predators, and other nasty hazards. Based on the popular graphic novels by Mark Schultz, this two-player game plays like a graphic novel brought to life. Full-motion video highlights the cool cinematic animation, and a revved CD soundtrack serves as a backdrop.

By Rocket Science
Available Now

SLAMMIN'





Step into the ring with the WCW's best! Dozens of classic moves plus signature moves make this the most realistic action you'll find outside the square circle.

FCI

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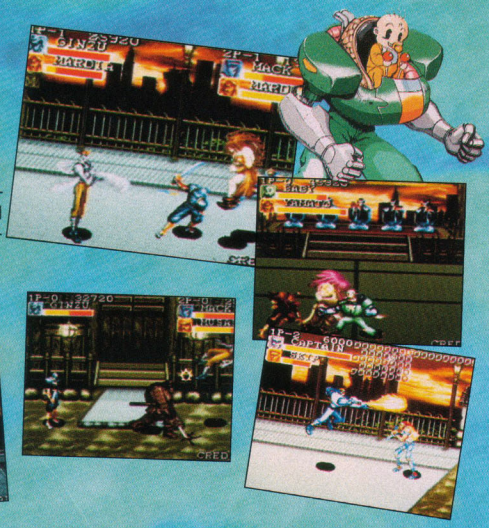
Captain Commando

Super NES

This cart's an exact translation of the '91 hit arcade game. The 16-meg, two-player action rocks with cooperative fighting and adventure-based game play. Captain Commando heads up a band of super-powered heroes on a mission to wipe out Scumocide, a nasty alien. Scumocide's taken over the world, so you fight his minions through the streets, in a natural-history museum, on the water, underground, and finally aboard his skanky spaceship. Players choose to fight as one of four characters: Mack the Knife, Captain Commando, Baby Man, and Ginsu. You power up each character with specialized weapons and moves.

By Capcom
Available Now



X-Men

Super NES

There's big trouble on Genosha – Apocalypse is hiding out there, and nobody but the X-Men can stop him. In this 16-meg, one-player, action/adventure cart, you battle as one of the five X-Men: Cyclops, Wolverine, Beast, Psylocke, or Gambit. Each has their own unique special moves and mutant powers in the Final Fight-style beat-em-up action.

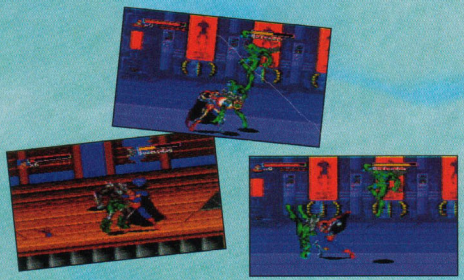
By Capcom
Available Now

The Death and Return of Superman

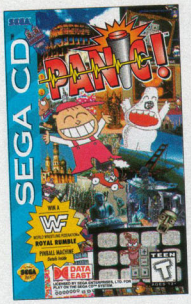
Genesis

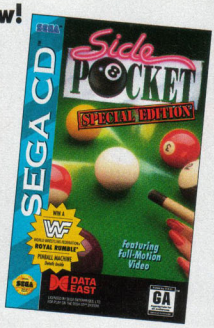
It's a bird, it's a plane, it's Superman! Here's the Genesis version of this recent Super Nintendo game. The action/adventure game play for one tracks the story of Superman's demise. You play Superman and four Superman wannabes: The Man of Steel, Superboy, Cyborg, and The Eradicator. Each has their own repertoire of moves, along with standard punching, kicking, and flying.

By Sunsoft
Available January



Available Now!





Look for contest stickers on CD packages and contest information inside!

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Rules & Stuff:

OFFICIAL CONTEST RULES. No purchase necessary to enter or claim a prize. Not sponsored by Sega.
HOW TO ENTER: Fill out the entry form or a plain 3 1/2" x 5" card with your name, address and telephone number (please print) and mail it to DATA EAST USA, INC., 1850 Little Orchard Street, San Jose, CA 95125. Not responsible for printing errors, or for mutilated, late, lost, postage due or misdirected mail. Only one entry per person. Entries must be received and postmarked no later than March 31, 1995.
HOW TO WIN: On or about April 14, 1995, winners will be randomly drawn from all eligible entries. All prizes will be awarded. Odds of winning depend upon the number of entries received. Only one prize per person, family, organization, or household.
NOTIFICATION: Grand prize winner will be announced in EGM and SEGA Visions! All winners will be notified by mail by April 30, 1995. By accepting their prizes, winners consent to the use of their names, photographs, or other likenesses for the purpose of advertisements or promotions on behalf of Data East without other compensation.
PRIZES: (1) Grand Prize: WWF Royal Rumble® arcade style pinball game. Estimated value of the Grand Prize is $4,500.00. (2) First Prizes: Sega 32X System. (6) Second Prizes: Your choice of 2 Data East titles available. (200) Third Prizes: Sports water bottle.
GENERAL CONDITIONS: Winners accepting prizes agree that all prizes are awarded on the condition that DATA EAST and their agents, representatives and employees will have no liability whatsoever for any injuries, losses, or damages of any kind resulting from acceptance, possession or use of the prizes. Winners further acknowledge that said parties have neither made nor are in any manner responsible or liable for any warranty, representation, or guarantee expressed or implied, in fact or in law, relative to any prize, including but not limited to, its quality, mechanical condition or fitness. All taxes are the sole responsibility of the winners. Prizes are not transferable.
ELIGIBILITY: Sweepstakes open to all persons who are residents of the United States. Employees and their immediate family members of DATA EAST, its divisions, subsidiaries, affiliates, advertising and promotion agencies and any other persons or agencies involved with this promotion are not eligible. Void in Puerto Rico and where prohibited by law and subject to applicable federal, state and local taxes and regulations.
WINNERS LIST: For the names of the winners, available April 30, 1995, send a request envelope to "Pinball Sweepstakes" c/o Data East USA, Inc., 1850 Little Orchard Street, San Jose, CA 95125.
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Entry Stuff:

Name:_____ Age:_____

Address:_____

City:_____ State:_____ Zip:_____

Phone:_____

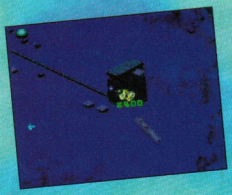
Send entries to: Data East In Your Face CD Contest, 1850 Little Orchard Street, San Jose, CA 95125

seaQuest

Genesis

Voyage to the bottom of the sea in this one-player, 16-meg, action/adventure game based on the TV series of the same name. As the captain of the *seaQuest*, you command the vessel in computer-simulated missions. If you perform your technical and diplomatic tasks capably, you take control of the *seaQuest* and five other vehicles in an effort to stop renegade pirate organizations in three quadrants, 14 mining areas, and four hidden underwater cities.

By T•HQ
Available First Quarter '95

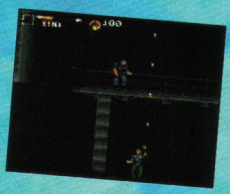


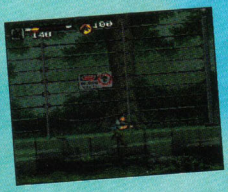
Jurassic Park II: The Chaos Continues

Super NES

Although the story line picks up where the first game left off, this sequel to last year's JP cart for the SNES looks very different. Dr. Grant returns to the island to rescue coworkers and battle dinosaurs. You must deactivate the energy field, rescue hostages, and conquer 12 new primitive creatures. The graphics look more like the original Genesis Jurassic Park, and the game play serves up run-n-gun action.

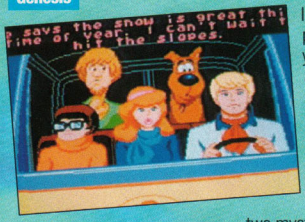
By Ocean
Available First Quarter '95





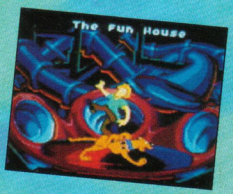
Scooby-Doo Mystery

Genesis



In this one-player role-play/adventure cart, you grab your Scooby Snacks and team up with Shaggy aboard the Mystery Machine. With a little help from Fred, Velma, and Daphne, Shaggy and Scooby try to solve two mysteries. The duo wanders around looking for clues, and, of course, snacks. Once they've figured out the solution, they use the items they picked up to set a trap for the villain.

By Sunsoft
Available February



Stone Protectors

Genesis

What do rock 'n' roll and trolls have in common? Not much, unless they're in a two-player action/adventure game. The side-view hack-n-slash game play in this cart stars a band of happy trolls, the Stone Protectors, who're trying to rescue Princess Opal. The characters have special moves, and the game includes a cooperative two-player mode, a single-player mode, and even a head-to-head troll-bashing tournament mode.

By Vic Tokai
Available January

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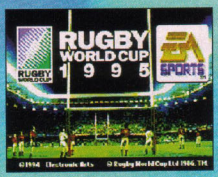
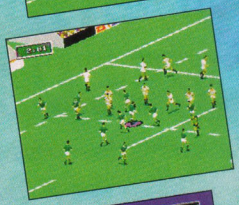
Rugby World Cup '95

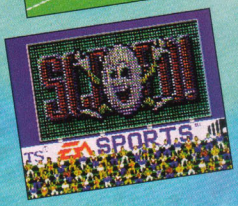
Genesis

EA Sports continues its cutting-edge sports tradition with a rugby cart developed by the same team that did FIFA Soccer. More than 2000 frames of animation illustrate more than 100 player moves like dives, jumps, tackles, drop kicks, rucks, scrums, and lineouts. The game's 14 international 15-player squads include Australia, New Zealand, and England. The four-player action sports World Cup and League modes.

By EA Sports
Available December '94





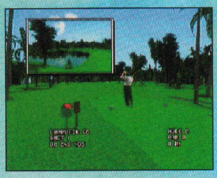


World Cup Golf: Hyatt Dorado Golf

3DO

Using WaveFront technology and Silicon Graphics workstations, this officially licensed game has 15 types of competition, including Skins, Texas Scramble, and Match Play. The graphics recreate the Dorado Beach course in detail, serving up more than 500 views per hole. You control weather and ground conditions, your stance, swing power, and backspin. CD-quality music backs the World Cup Golf Tournament intro, play, and even the awards ceremony.

By U.S. Gold
Available December '94

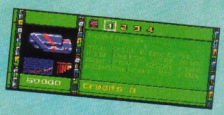


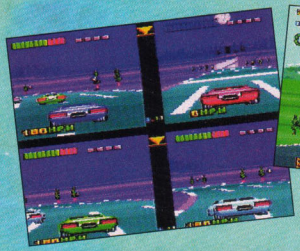
Top Gear 3000

Super NES

It's 2962, and car racin' has really changed. Outlaw thrill seekers take the Top Gear challenge – hi-tech, sci-fi, white-knuckle racing through 12 star systems. The one- to four-player competition includes Championship and head-to-head modes. The four racing vehicles in this sequel to the popular Top Gear series are customizable futuristic cars.

By Kemco
Available First Quarter '95



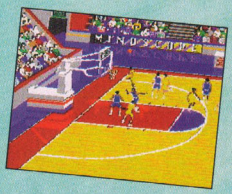


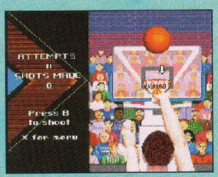
NCAA Final Four Basketball

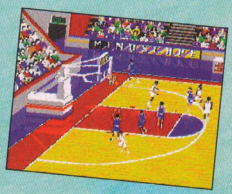
Super NES

Play five-on-five basketball in the big show – the NCAA Tournament. The 64 teams represent all the major conferences, including the ACC and the Big East, with a few personal Mindscape favorites such as the Marquette Warriors and the Cal Bears. Teams play their traditional games, so the Oklahoma Sooners run and gun, and Cincinnati Bearcats execute tenacious D. Players are rated in 13 skill categories.

By Mindscape
Available March







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Video Game Contest. Play on the hi-tech cutting edge with this line-up: Super NES with Super Scope; Sega Genesis with CD-ROM and Menacer; Panasonic 3DO; and Atari Jaguar. Get all four or trade the ones you don't want for CASH! Bonus options include: Sega Virtual Reality Helmet, 33" monitor, $1,000 in games, cash, accessories and more!

Media Rig Contest. The Ultimate Gaming Environment, 40 inch monitor, 130 watt receiver w/ Dolby Pro Logic Surround Sound, Infinity speakers, subwoofer, CD player, graphic EQ, dual cassette and laser disc. Win DBS Satellite Receiver as a BONUS OPTION! This rig will blow you away (literally!)!!

We're talkin' GAMING HEAVEN!

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

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

Mystery Word Grid

	H					
		E				MYSTERY WORD
P	O	W	E	R	N	
	R					
S						

WORD LIST and LETTER CODE chart

POWER ....N	PRESS .....K	BLAST .....A	WRECK .....P
BREAK .....Z	PUNCH .....S	SPRAY.....E	TURBO V
STOMP .....T	STAND .....H	PRESS.....C	DREAM I
CRUSH.....O	SCORE .....R	SLANT L	CHASE.....P

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RIDGE RACER and CYBER SLED

Japanese gamers will be in hot pursuit of Sony PlayStation CDs like these two from Namco.

By The Trackman in Japan

Ridge Racer's crisp polygon visuals bring the road right into your face.

Watch out for Sunday drivers!

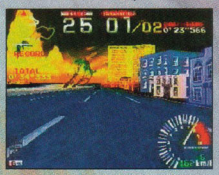
RIDGE RACER

Ridge Racer was Namco's answer to Virtua Racing in the arcades. Now it will be the Sony PlayStation's answer to Virtua Racing Deluxe for the 32X and Daytona for the Sega Saturn.

Ridge Runnin'

This 32-bit version of the first-person-perspective racing game will be virtually identical to the coin-op car crasher. The single circuitous course will be familiar to video drivers who've made the wild run along the "ridge." It twists up through the mountains, along the seashore, and onto city streets. You'll race against the clock to record the fastest time on the course.

The PlayStation will paint gorgeous polygonal, texture-mapped graphics. They're exact duplicates of the arcade visuals, says Namco, so expect a slick-looking ride. That means you'll cruise fast and furious through dark tunnels and across expansive bridges. You'll go face-to-face with crash barriers along wicked turns and run up your opponents' tailpipes.

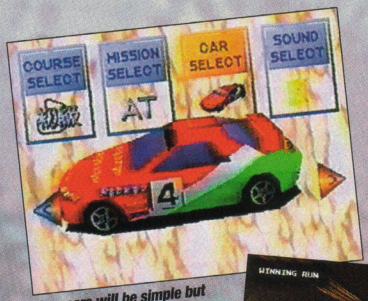


Racer will be good for touring, too.

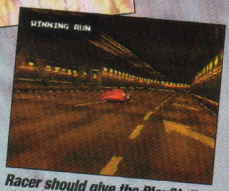
A direct port of the arcade version, Racer's views should be familiar.

You'll choose your wheels from a showroom stocked with the latest and greatest that the grand tourismo has to offer. The game doesn't have too many other options though; basically you'll choose a manual transmission or AT.

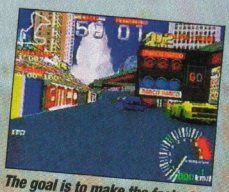
However, Namco plans to increase the control choices for PlayStation racers. Although the multibutton PS controller will probably be a handful for most gamers, Namco will produce its own two-hand controller that flexes in the middle for better, tighter turning. The new peripheral will support several Namco PlayStation games, including Cyber Sled.



Your cars will be simple but built for speed.



Racer should give the PlayStation graphics engine a nice push.



The goal is to make the fastest run you can.

A Great Race?

Ridge Racer will be the first PS game out of the gate. Slide behind the wheel and take the PlayStation for a spin. G

By Namco
Available Now

CYBER SLED

Namco's supporting the PlayStation in a big way, so it's bringing out all the big guns. Cyber Sled, like Ridge Racer, is another direct port of a popular arcade game. This time, however, you aren't drivin' for fun, you're drivin' with a gun!

Cyber Combat

You choose from four heavily armored Sledders in this one-on-one tank shoot-em-up set in a futuristic mazelike arena. Your adversary is controlled either by the CPU or a pal.

Cyber Sled lets you alter your views from first-person to outside-the-vehicle perspectives. Either way, you'll have to look closely to find your enemies as they slide in between massive pillars and along raised plateaus. You can chase 'em or ambush 'em.

The Cyber Sled is armed with a basic laser machine gun, but every veteran coin-op commando knows there's only one way to inflict real damage: homing missiles! You'll find a good supply of these scattered throughout the terrain, but you may find your opponent lying in wait as you move to grab one.

Sled features sleek polygon graphics and a tanklike machine that spins 360 degrees and moves at top speeds backward and forward. Like Ridge Racer, Cyber Sled will support Namco's new PlayStation controller. The controller's twist-o-flex turning action sounds like it's custom-made for this game.

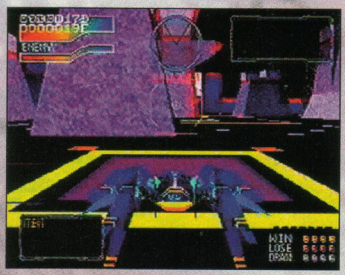
PlayStation Firepower

Cyber Sled will be armed and ready for combat when the PlayStation makes its Japanese debut. But arcade armor warriors predict that the blast-to-the-last action will translate well in any language. G

By Namco
Available Now

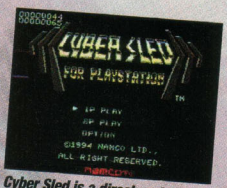
Choose your persona.

The Sleds spin 360 degrees.



You chase your opponent through a 3D polygon maze.

Cyber Sled makes a return engagement, this time for the PlayStation.



Cyber Sled is a direct port of the arcade game, right down to the title screen.

Sony's PlayStation should have the processing muscle...

Guided missiles are key to victory.

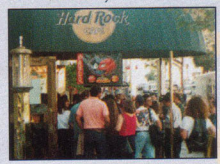
Choose from four Cyber Sleds.

...and the buttons for Cyber Sled's control-intensive game play.

PRONEWS

Sega Jails Gamers

In one of the wildest contests ever devised, **Sega** gathered some of the world's best gamers in San Francisco for "**Rock the Rock**" in October. Part of a $45 million marketing campaign, the "Rock the Rock" event spanned three days and had contestants compete on Sonic & Knuckles at 20 Hard Rock Cafes in the U.S., Japan, Germany, Brazil, and Canada. Upon winning at the local level, the finalists were immediately transported to San Francisco in prison gear, where they were held in tight security at a hotel. The next morning, everyone boarded a boat to Alcatraz Island, home of the famous prison.



The players piled into Hard Rock Cafes around the world.

The view of "The Rock."

MTV VJ Daisy Fuentes interviewed contestants during the boat ride across San Francisco Bay to Alcatraz.

The competition that day narrowed the field down to two finalists. Mark Guinane of Manchester, Massachusetts, who a few weeks before had visited *GamePro* as the Genesis winner in the Blockbuster Video 1994 World Game Championship tournament (see page 22 for the story), and Chris Tang, winner at the San Francisco Hard Rock, battled for three minutes on one of the new levels in Sonic 3. When the controllers were still, Tang had edged out Guinane, 153 rings to 123. The victory earned Tang $25,000, while Guinane walked away with a year's supply of Sega games. MTV taped the event for later showing on an MTV special, to be hosted by VJs Daisy Fuentes and Bill Bellamy.

MTV VJ Bill Bellamy preps for taping at the San Francisco pier before the boat launch.

Chris Tang (left) and Mark Guinane enter the "Thunderdome" before competing for the grand prize.

After winning $25,000, Chris Tang dreams how he's going to spend it.

Williams Makes Jaguar, Ultra 64 Plans

Atari and **Williams Entertainment** announced plans to re-create some classic arcade hits on the **Jaguar** and various **PC** platforms, including Joust, Defender, and Robotron. The companies claim that these legendary games will be updated to include such things as "first-person perspectives in a realistic, three-dimensional environment." Atari will release the Jaguar versions, while Williams will market the games to high-performance PCs.

Williams Entertainment also revealed that it is developing a "new, advanced" version of Doom that will be introduced when Nintendo's Ultra 64 makes its home debut in fall 1995. The game is being done under the creative direction of id Software, the company that made Wolfenstein 3-D and Doom.

SF Movie Actor Dies

On a sad note, actor and political activist **Raul Julia** died on Long Island, New York, in October. He was 54. During his career, Julia starred in many stage and screen productions, including his acclaimed role as Gomez Addams in the *Addams Family* movies. His final role was M. Bison in the film *Street Fighter*.

Raul Julia in his final role.

Hammer, "Neon Deion," And Jean-Claude Dance For Capcom Video

GamePro *snagged some pictures from the set of the recent filming of a music video for the* Street Fighter *movie soundtrack. The video includes rap star Hammer and football/baseball great Deion Sanders, who collaborated on the soundtrack with such music celebs as Ice Cube, Public Enemy, and LL Cool J. Also making a cameo in the music video was* Street Fighter *star Jean-Claude Van Damme, who puffs a cigar and puts on some dancing moves.*

Atari Plans Jaguar VR

Atari Corp. and the U.K.-based **Virtuality Group** are combining efforts to develop virtual-reality games for the Atari **Jaguar**. Virtuality will devise a consumer-oriented headset that Atari will manufacture and market. The headset's expected to be ready for Christmas 1995 and will be under $200. Virtuality Group is best known for its Virtuality VR stations for arcades and software like Dactyl Nightmare.

At Virtuality, confidence is high that the Jaguar is a good platform for the first affordable consumer VR games. "The Atari Jaguar platform is the only 64-bit system currently on the market," Virtuality's CEO Jon Waldern said, "and is ideally suited for immersive, virtual-reality games."

Sony Imagesoft Bundles CDs

In a promotion that will last into the first quarter of 1995, **Sony Imagesoft** is bundling some of its **Sega CD** products into two-for-the-price-of-one packages. The bundles are Mary Shelley's Frankenstein and Bram Stoker's Dracula, No Escape and Cliffhanger, Three Ninjas Kick Back and Hook, Prime and Microcosm, and Firearm and Strangers. Additionally, Sony Imagesoft is offering a "buy two, get one free" Sega CD software campaign.

Mary Shelley's Frankenstein is one of Sony Imagesoft's newly bundled Sega CDs.

Night Trap Returns

January 2, 1995, marks the return to the Sega CD of one of the industry's most talked-about games, **Night Trap**. Sega originally pulled Night Trap off store shelves last year following Congressional hearings on game violence. But **Digital Pictures** is re-releasing the game with an M (Mature) rating from the interactive-entertainment industry's Entertainment Software Ratings Board. It's one of the first games to be rated by the new group. Similarly, Night Trap will be re-released in the United Kingdom, where it was previously banned, with a 15–17 (unsuitable for audiences under 15) rating by the European Leisure Software Publishers Association.

Even better news to players is word that the 32X version will offer 50 percent larger graphics and four times as many colors for more realistic playback. The 32X version will be released simultaneously with the Sega CD version and will be marketed through Acclaim Distribution.

Night Trap's 32X version features graphical improvements over the Sega CD version.

Nintendo Goes On-Line

To supplement its launch of **Donkey Kong Country** on November 21, **Nintendo** drove on the information superhighway with **CompuServe**. In mid-October, CompuServe hosted a real-time conference with Nintendo execs Minoru Arakawa, president; Howard Lincoln, chairman; and Peter Main, vice president of marketing. The "Three Men and a Modem" chat was followed by an on-line trivia contest that ran through November, previews of DKC via digital movies, and another technical conference to discuss Nintendo's Advanced Computer Modeling (ACM) process, first used in Donkey Kong Country. Game tips and other inside information were also part of the conferences.

Transcripts of the conferences and the DKC movie clips (available in IBM and Macintosh formats) are available on-line. CompuServe members interested in checking them out should log in and type `GO NINTENDO`.

E3 Replaces Summer CES

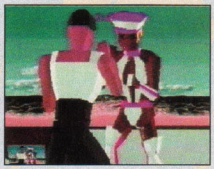
The Electronic Industries Association (EIA) has formally postponed the 1995 Summer CES in Philadelphia, renamed CES-Interactive (CES-I), with plans to reintroduce the show in Orlando, Florida, in May 1996. The main reason was increasing competition from the Electronic Entertainment Expo (E3), a new interactive-entertainment trade show co-produced by Infotainment World and Knowledge Industry Publications, Inc. E3 debuts in Los Angeles May 11–13. E3 has signed up well over 100 exhibitors, including Sega and Nintendo. Sega of America President Tom Kalinske will be E3's keynote speaker.

Atari Picks a Fight

Jaguar owners will soon have a 3D fighting game to call their own. The story line for **Fight for Life**, scheduled for January 1995 release, involves a competition for the dead called the Annual Hell Fighting Tournament. The prize? The winner of the tournament gets to come back to life.

Nintendo put this monkey on the back of CompuServe users.

The game is being created with the help of BioVision, a company that has developed a state-of-the-art motion-capture system for video and computer games. The process involves filming a martial artist doing 250 moves with up to 25 mark-



Atari's Fight for Life puts a floating camera around the 3D fighting.

ers attached to their body to record their movements. BioVision then converts the data into information that the Jaguar can use to display the action. The result will look very much like Sega's Virtua Fighter. Atari claims that the filming took place at 200 frames per second, far beyond the standard 30 or 60 frames per second of most video games.

More Ultra 64 Tools

Nintendo recently signed a strategic alliance with **MultiGen, Inc.**, to create exclusive 3D graphics tools for the **Ultra 64**. This is the second agreement Nintendo has made for Ultra 64 tools, the first being a deal with Alias Research ("ProNews," *GamePro*, October 1994). Nintendo intends to use MultiGen's technology to create games that allow player interaction in real-time 3D scenarios. MultiGen has previously created high-end flight simulations and virtual reality environments on Silicon Graphics workstations. The Ultra 64 is a joint venture between Nintendo and Silicon Graphics.

Acclaim Beats Movies

The release of **Mortal Kombat II** to the home systems last fall was a highly anticipated event. **Acclaim** said that MK II sales during the first week on the shelves – or flying *off* the shelves – were a cool $50 million. That success made MK II "the largest introduction of a video game in history," according to Acclaim, and one that exceeded opening box-office receipts for such blockbuster films as *The Lion King*, *The Mask*, *True Lies*, and *Forrest Gump*. The shipping effort involved 65 trucks and 11 jumbo jets to transport the more than 2.5 million MK II games to some 15,000 stores.

Johnny Cage is a bigger opening-week draw than Hollywood stars like Simba the Lion King.

Capitol-istic Games For Sega's 32X

Sega announced that it has signed **CapDisc/Capitol Multimedia** as an official **32X** developer. Previously, Capitol has been a developer for Sega CD and CD-i, as well as for PC and Mac CD-ROM. Capitol's first releases for the 32X are NFL Football Trivia Challenge and Kingdom – The Far Reaches. NFL Football Trivia Challenge is licensed from NFL Films, offers a 1500-question database, and is narrated by sports announcers Pat Summerall and Tom Brookshier. Kingdom is an animated fantasy RPG set in ancient times that features 33 minutes of animated adventure, 45 minutes of dialogue, and 40 minutes of sound and music. G

Correction

Last month we featured Naki's cool new GameSaver in "GamePro Labs." To purchase a GameSaver, call Naki's Consumer Services line at 800/823-6254 not Toys 'R' Us. The error was made in editing.

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Super NES

1. Donkey Kong Country
2. Lion King
3. Earthworm Jim
4. WWF Raw
5. Pitfall: The Mayan Adventure
6. Mortal Kombat II
7. Beavis and Butt-Head
8. Super Punch-Out
9. NBA Live '95
10. NHL '95

Genesis

1. Sonic and Knuckles
2. Lion King
3. NFL '95
4. Madden '95
5. WWF Raw
6. Earthworm Jim
7. Beavis and Butt-Head
8. Mortal Kombat II
9. Pitfall: The Mayan Adventure
10. NBA Live '95

Sega CD

1. Lethal Enforcers 2: Gun Fighters
2. Heart of the Alien: Out of This World II
3. Slam City with Scottie Pippen
4. NBA Jam Session
5. Dune
6. Links
7. Mad Dog McCree 2: The Lost Gold
8. Midnight Raiders
9. Who Shot Johnny Rock?
10. Demolition Man

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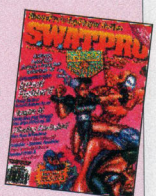

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Golf	30	Golf	30	Super Volleyball	15
Golf	30	Golf	30	Supr Hang On	22
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Golf	30	Golf	30	Supr Real Bsbl	45
Golf	30	Golf	30	Supr Real Bsbl 2	45
Golf	30	Golf	30	Supr Smash TV	22
Golf	30	Golf	30	Supr Str Fr 2	60
Golf	30	Golf	30	Supr Thndr Blde	10
Golf	30	Golf	30	Supr Volleyball	15
Golf	30	Golf	30	Supr Wrld Bsbl	45
Golf	30	Golf	30	Supr Wrld Bsbl 2	45
Golf	30	Golf	30	Supr Wrld Bsbl 3	45
Golf	30	Golf	30	Supr Wrld Bsbl 4	45
Golf	30	Golf	30	Supr Wrld Bsbl 5	45
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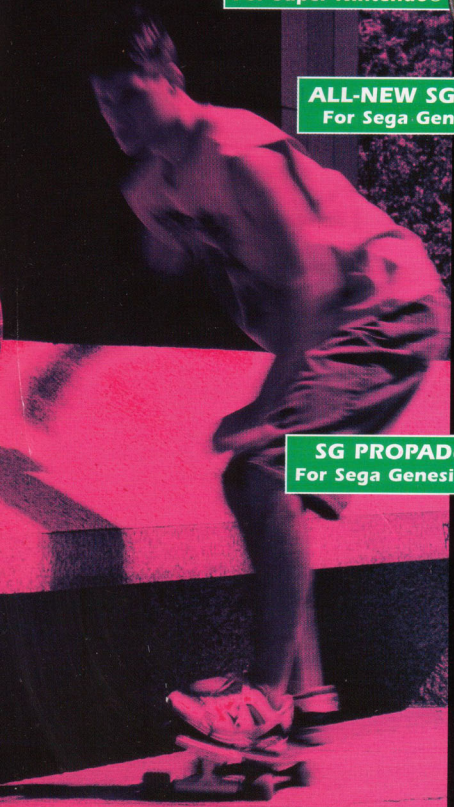

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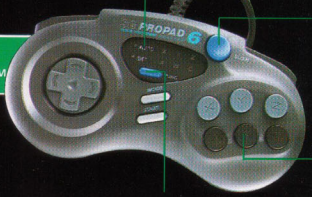

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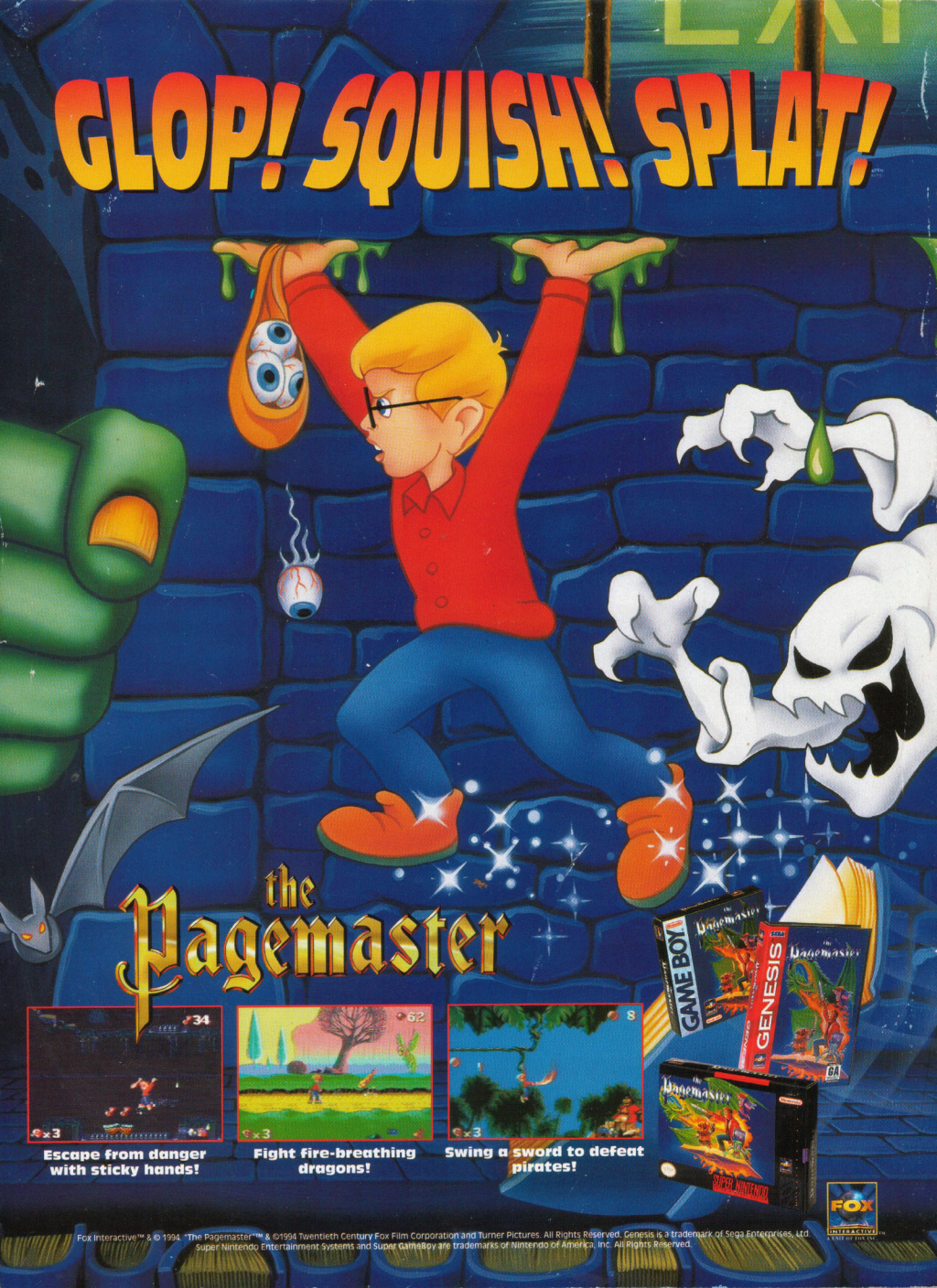

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