

GAMEPRO

#1 VIDEO GAME MAGAZINE

Sonic and Knuckles!

A new way to play
Sonic the Hedgehog!

FREE!

EXCLUSIVE

Arcade ProStrategy Guide

PRIMAL RAGE

Skull-Pounding Combos

Mortal Kombat II

SNES, Genesis, Game Gear, Game Boy
ProReviews and Killer Strategies

ProReviews!

Troy Aikman NFL Football
Vortex • Maximum Carnage
Dynamite Headdy • Stunt Race FX
Double Dragon V • Virtual Bart
Tazmanian Devil in Escape from Mars

PreViews!

Sonic the Hedgehog:
Triple Trouble
Earthworm Jim

**Virtua
Fighter
Combos!**

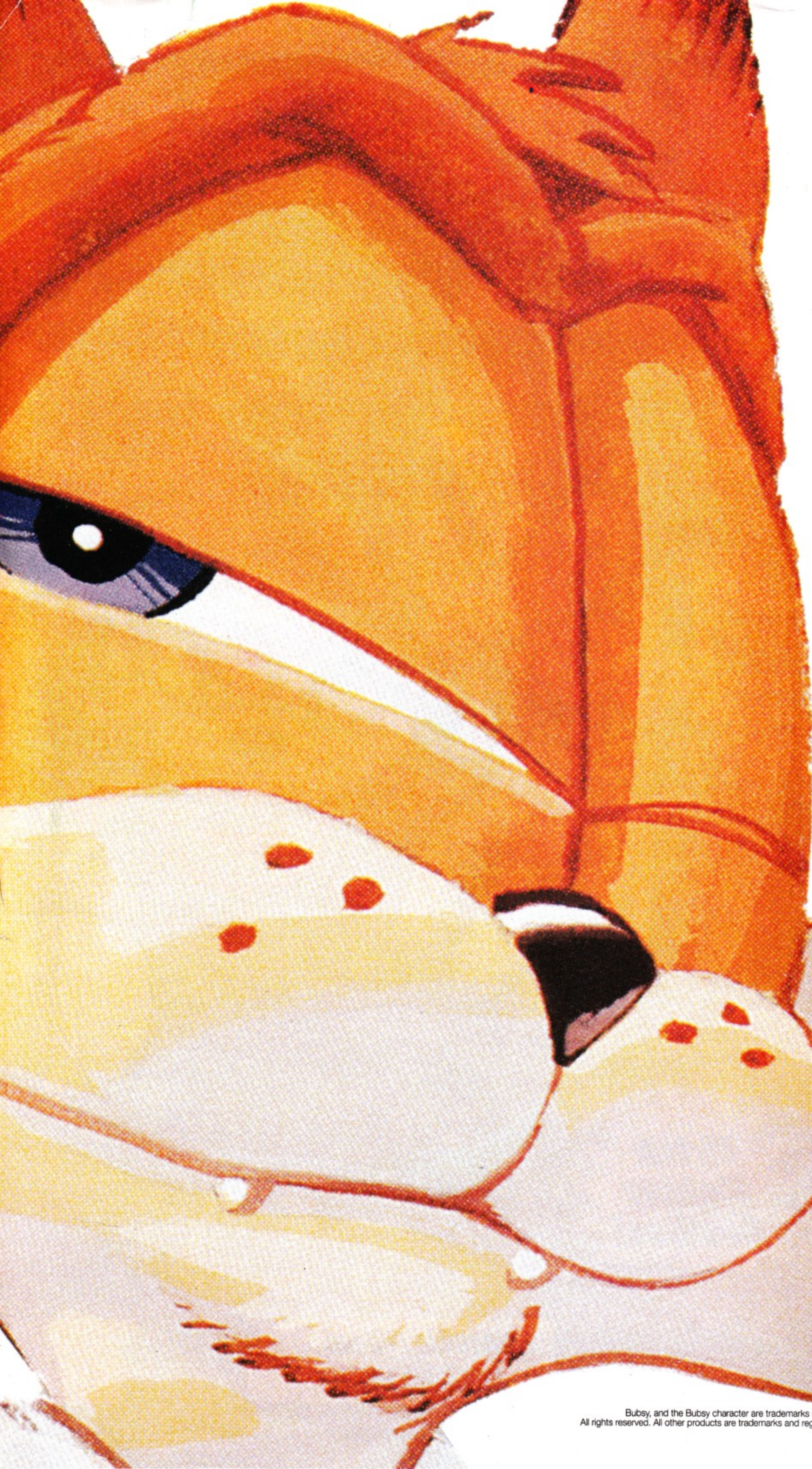


**Shaquille O'Neal
In SHAQ FU!**

An IDG Communications Publication

October 1994
\$4.95 Canada \$5.95





**so BIG,
ONLY MADMEN,
FANATICS AND
15 YEAR-OLDS
WILL FINISH.**

A Whole New Way of
Playing Run & Jump.

5 Huge Worlds,
30 Levels.

1 or 2 Players.

Jump From World
to World.

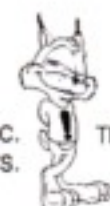
Play Easy, Tough or
Near-Impossible.

Bring a Sleeping Bag.

BUBSY II

HE'S WAY TOO COOL TO
JUST RUN AND JUMP.

ACCOLADE



"...Spike McFang is the man!" Game Players Magazine,

June 1994 **"Editor's Choice - Gold!"** Electronic Gaming Monthly,

June 1994 **"Spike McFang is the best,"** GamePro,

game Game Pro Maga-

zine, April 1994 **into this**

video game like any

hero you Nintendo Power,

June 1994 **"..."** **excel-**

lent stories and awesome graphics!"

Electronic Gaming Monthly, June 1994 **"...Spike McFang is the**

game you want to play." Video Games Magazine, March 1994



Use Spike's lightning hat and spinning cape to destroy his enemies.



Protect your friends along the way —you'll need them later!



Snapping Piranhas have razor-sharp teeth and their lunch menu says "vampire sandwich".

We couldn't have said it better ourselves!

Searching for a new **action adventure** game? Well, look no further. Introducing **The Twisted Tales of Spike McFang**, the game the critics fell for head-over-cape. **Talking rocks**, fire-breathing zombies, killer garlic and a hip vampire with a **deadly hat and cape**. Don't miss this classic **battery-backed** adventure in the tradition of **Zelda®**.

Visit your local retailer, or call 24 hours: **1-800-695-GAME** (USA and Canada).



Bullet-Proof Software

8337 154th Ave. N.E., Redmond, Washington 98052 (206)861-9200

The Twisted Tales of Spike McFang is a trademark of Bullet-Proof Software, Inc. ©1994 Bullet-Proof Software, Inc. Original game ©1993 Naxat Co., Ltd. ©1990, 1993 RED. All rights reserved. Bullet-Proof Software and BPS are registered trademarks of Bullet-Proof Software, Inc. Nintendo, Super Nintendo Entertainment System and the official seals are registered trademarks of Nintendo of America Inc. ©1991 Nintendo of America Inc.

you'll get. Old waiting' for someone to top SEGA CD.



SEGA CD has over **100**
outrageously **great games**

— and **no waiting!** Sports, Action, Fighting,

TruVideo™, Adventure, RPG — what more could you want?

(Alright, we'll even throw in Sewer Shark™.)

SEGA CD has **32-bit** compatibility (if you're wise enough to add a Genesis 32X™).

So it has the technological muscle to deliver the
kind of intense, epic, **next-GENERATION**

gaming experiences you've been waiting for — on CD!

**[HAVE FUN NOW,
while you can
still chew your food.]**



sega!



SEGA CD™

UNLEASH THE
FURIOUS SOUND OF

MORTAL KOMBAT[®]
THE ALBUM



THE HEART-STOPPING VIDEO GAME
NOW HAS A SONIC COUNTERPART, WITH
EACH OF THE ALBUM'S TEN TRACKS
TAKING ONE OF THE GAME'S
CHARACTERS AS ITS THEME — FROM
JOHNNY CAGE™ TO RAYDEN™ TO
SCORPION™, YOU GET THEM ALL!

ALL TRACKS PRODUCED BY OLIVER ADAMS AND
PERFORMED BY THE IMMORTALS.



MIDWAY[®]

©1994 VERNON YARD RECORDINGS, A DIVISION OF VIRGIN
RECORDS AMERICA, INC. ©1992 MORTAL KOMBAT[®] IS A
TRADEMARK OF MIDWAY[®] MANUFACTURING COMPANY.
ALL RIGHTS RESERVED. USED UNDER LICENSE.

GAMEPRO

Publisher **Bruce W. Gray**

Editor-in-Chief **LeeAnne McDermott**

Executive Editor **Wes Nihei**
Managing Editor **Janice Crotty**
Assistant Managing Editor **Kathy Skaggs**
Senior Editors **Andy Eddy**

Chris Strodder
Senior Associate Editor **Lawrence Neves**
Associate Editor **John Fisher**
Copy Editor **Paul Curthoys**
Contributing Editor **Matt Taylor**
Editorial Interns **Allan McGraw**
Jennie Wuest

Director of Creative Services **Francis Mao**
Associate Art Director **Janette Harms**
Senior Designer **Teresa Hill**
Design Associate **Charmaine Conui**
Production Manager **Patricia Ferguson**
Assistant Production Manager **Susanna Johnson**
Production Coordinator **Vincent F. Burns**

Marketing Director **Debra Vernon**
Marketing Manager **Valerie Hennigan**
Marketing Specialist **Donna Deuell**
Marketing Associate **Cindy Penrose**

Director of Manufacturing **Fran Fox**
Manufacturing Specialists **Cathy Theroux**
Jill McWilliams

Circulation Director **Holly Klingel**
Subscription Manager **Marcia Newlin**
Fulfillment Specialist **Randy Randolph**
Newsstand Sales Specialist **Shawne Hightower-Fisher**
Subscription Coordinator **Amy Nibbi**



INFOTAINMENT WORLD

President and Founder **Patrick Ferrell**
Executive Vice President **John F. Rousseau**
COO/Senior Vice President **Bruce W. Gray**
Human Resource Director **Christine Y. Yam**
Executive Assistant to the President **Rebecca Patton**
Executive Assistant to the E.V.P. **Lonnie M. Forbes**

Controller **Carmen Mangion**
Senior Accountant **Laura Rosenga**

Operations Manager **Jeannine C. Harvey**
Supervisor Office Services **Lesieli Friesen**
System Specialist **Salvatore Conigliaro**
Receptionist **Pamela Raass**
Facilities Coordinator **Sam Grimaldo**

Entire contents copyright 1994 by Infotainment World, Inc. All rights reserved. Reproduction in whole or part without prior written permission by the publisher is prohibited. All submissions including, but not limited to, artwork, text, photographs and videotapes become the property of the publisher. Submissions cannot be returned; senders should retain a copy. The GAMEPRO[®] name and logo are registered trademarks of Infotainment World, Inc. Super Nintendo, Nintendo and Game Boy are Registered Trademarks of Nintendo of America, Inc. Sega Genesis, Sega CD and Game Gear are Registered Trademarks of Sega of America, Inc. Atari, Jaguar, and Lynx are Registered Trademarks of Atari Corp. TurboGrafx-16 is a Registered Trademark of NEC. Duo is a Registered Trademark of Turbo Technologies, Inc. Neo-Geo is a Registered Trademark of SNK Home Entertainment, Inc. Printed in the U.S.A.

For subscription problems only, please write: P.O. Box 55527, Boulder, CO 80322-5527

Member **BPA**
INTERNATIONAL[®]

Volume 6, #10; October Issue; **GAMEPRO**[®] (ISSN 1042-8658) is published monthly for \$24.95 per year by Infotainment World, Inc., 951 Mariner's Island Blvd., Ste. 700, San Mateo, CA 94404; An IDG Company; The World's Leader In Information Services On Information Technology. Second class postage paid at San Mateo, CA, and at additional mailing offices. **POSTMASTER:** Send address changes to GAMEPRO, P.O. Box 55527, Boulder, CO 80322-5527. **Change of Address:** Please send old label and new address to GAMEPRO, P.O. Box 55527, Boulder, CO 80322-5527. **Foreign and Canadian** orders must be prepaid in U.S. dollars on a U.S. bank and must include \$30/year additional postage. Canadian GST# 131 304 347

GAME GENIE

HOT GAME GENIE PRICES!

FOR
 Genesis™ Super NES™ Game Gear™ **\$34.99**
 Game Boy™ NES™ **\$29.99**
Manufacturer's suggested retail prices. Actual prices may vary.

THE LATEST CODES FOR THE HOTTEST GAMES!

GET GAME GENIE CODES!
 CompuServe®
 GO "GAMEGENIE" LIBRARY 8

SUPER NES™

SATURDAY NIGHT SLAM MASTERS™ Game	D6C1-CD6F	Biff becomes Jumbo
	DBC1-CD6F	Biff becomes Scorpion
	DF66-5DD1	1-second count for pin
DISNEY'S THE JUNGLE BOOK™ Game	C2CC-4704	Infinite lives
	DD6F-4DD4	Infinite weapons
	ECCA-3DA4	Mega-jumping Mowgli
	DD65-47AD	The Amazing Rock!
SECRET OF MANA™ Game	6DAA-776D	Strike an enemy, wait a minute, switch effects off, and you go up many levels and get more gold (the longer you wait the more you get)—By David Stitt, Clearwater, FL
	363C-6D69	Switch effects on to call Flammie—By Tania Leibowitz, Plano TX
FATAL FURY 2™ Game	7D78-77AD	Player 1 can do a last-ditch special move at any time (ignore energy meter)—By Jay McGavren, Omaha, NE

Player Code!

Player Code!

Player Code!

GAME BOY®

THE EMPIRE STRIKES BACK™ Game	00E-A1F-19E	Infinite continues
	011-D7F-E6A + 001-CFF-5D4	Start with all force abilities in inventory
	011-D7F-E6A + 001-CFF-5D4	Infinite energy—Luke
DONKEY KONG™ Game	3E4-F3D-081 + XX4-F4D-4CE + 004-F5D-C49	Practice stage XX—use 01, 02, 03, etc. in place of "XX" (level indicator doesn't work, can't go on to next level)
METROID II RETURN OF SAMUS™ Game	000-00B	No enemies, Metroids, power-ups, sound, etc.—can switch off if you need to—By Jack Scrip, Saskatoon, Saskatchewan, Canada

Player Code!

GENESIS™*

STREETS OF RAGE 3™ Game	AXEA-AA4J	Infinite lives
	RHSA-A6X4	No strength loss when performing special move
	KAPT-CA7G + A5FA-AA3T	Most weapons don't get used up (except when performing a special weapon attack)
DISNEY'S THE JUNGLE BOOK™ Game	AM6V-0A86	Secret menu
	AJYV-2A3E	Infinite weapons
SUPER STREET FIGHTER II™ Game	M27T-AA86	MASTER CODE—MUST BE ENTERED
	CCTA-AAEC	Allows up to 7 turbo stars on Start Game screen
	TTGA-AAFY	Player 2 automatically gets 1st attack bonus—By Jay McGavren, Omaha, NE

Player Code!

GAME GEAR™*

PINBALL DREAMS™ Game	C9B 64C 6EE	Can't tilt
	01C E2F B3D	Infinite balls
	3E0 E5E 2A2 + 040 E6E 4CE + 000 E7E B3D	Always start with 5x bonus (collecting extra bonuses may reduce your bonus)

NES™

FRANKENSTEIN™ Game	SXKELLSA	Infinite energy
	EKAYLEL	1 hit is fatal
CAPTAIN AMERICA AND THE AVENGERS™ Game	OLNUNEOO	Infinite energy
	LSUPUELO	Hawkeye shoots arrows faster
	ZAUZILPE	Small power stones worth 10

©1994 Lewis Galoob Toys, Inc. All Rights Reserved. Game Genie and Galoob are registered trademarks of Lewis Galoob Toys, Inc. *Game Genie is licensed by Sega of America, Inc. for use with the Sega™ Genesis™ and Game Gear™ Systems. Sega, Genesis, Game Gear and Streets of Rage 3 are trademarks of Sega Enterprises, Ltd. Game Genie is a product of Lewis Galoob Toys, Inc., and is not manufactured, distributed or endorsed by Nintendo of America Inc. or any of the trademark owners listed below. Game Boy, NES, Super NES, Donkey Kong and Metroid II Return of Samus are trademarks of Nintendo of America Inc. Captain America and the Avengers and related names are trademarks of Marvel Entertainment Group, Inc. Disney's The Jungle Book and related names are trademarks of The Walt Disney Company. The Empire Strikes Back and related names are trademarks of Lucasfilm Ltd. Fatal Fury 2 is a trademark of SNK. Frankenstein is a trademark of Bandai America Inc. Pinball Dreams is a trademark of 21st Century Entertainment Ltd. Saturday Night Slam Masters and related names are trademarks of Capcom. Secret of Mana and related names are trademarks of Square Co., Ltd. Super Street Fighter II is a trademark of Capcom.



FEATURES

32 Street Fighter Hits the Big Screen

M. Bison, Ryu, and Chun Li are looking forward to a Van Damme good time on the silver screen at Christmas.

36 Mortal Kombat II

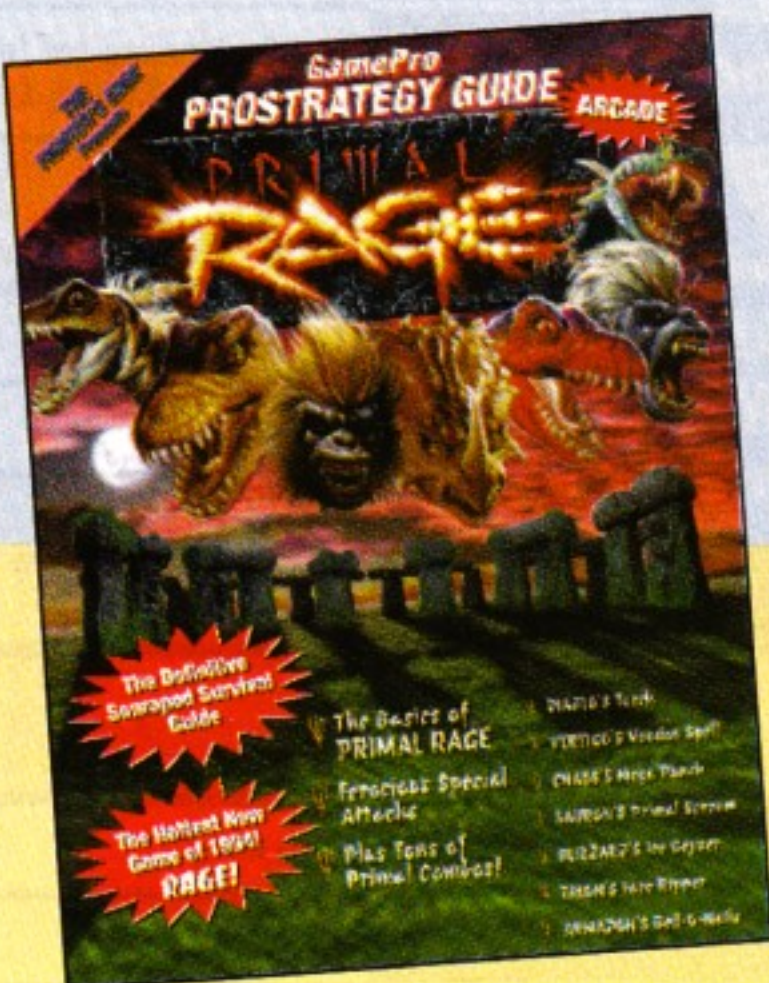
II much or II little? ProReviews of the game for SNES, Genesis, Game Gear, Game Boy.

44 On Location: Shaq Attacks Fighting Games

Shaquille O'Neal and Delphine Software are ready to fight!



As Guile, Jean-Claude Van Damme leads the military mayhem in Street Fighter, the movie. Who's playing your favorite SF II fighter? See the full cast of characters on page 32.

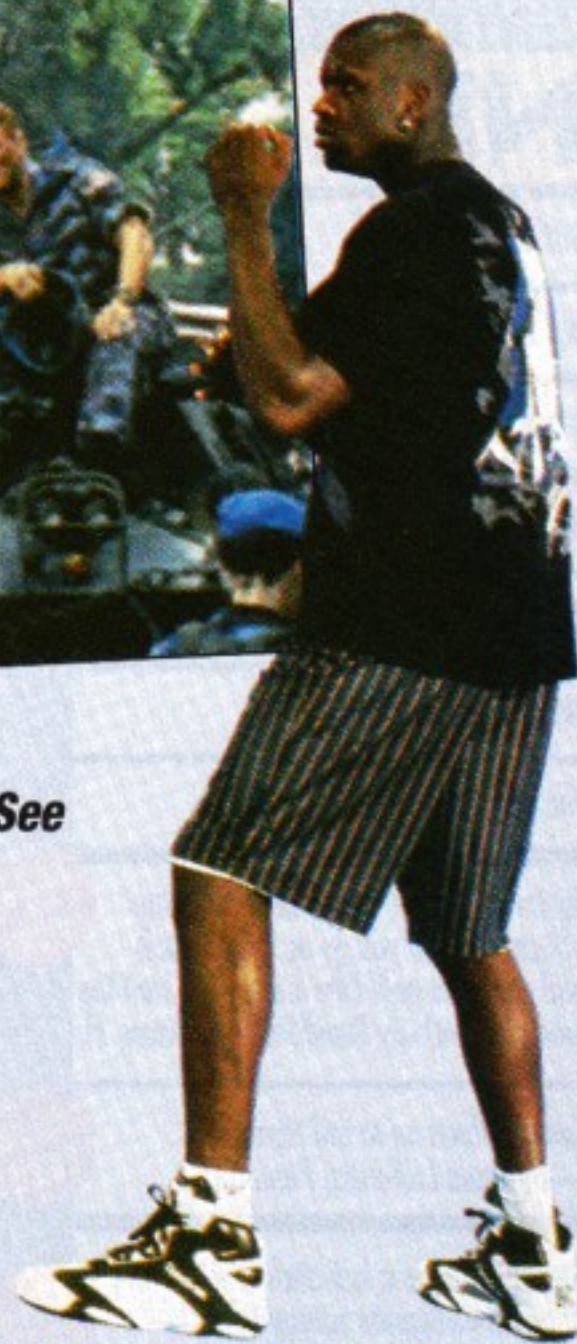


85 ProStrategy Guide: Primal Rage (Arcade)

The hottest new game of 1994! Learn the Basic Moves, ferocious Special Attacks, and skull-pounding Combos to become one mean dino-fightin' machine. Rage!

26 Cover Feature: Sonic and Knuckles

Hedgehog meets Echidna! Now you can, too!



Shaquille O'Neal is Fu-ing around in his new fighting game. See page 44 to get a jump on Shaq's attack.

Kombat is supreme on the SNES. See page 36 for reviews and page 134 for strategies.

PROSTRATEGY



134 Strategy Feature: Mortal Kombat II

Fatalities, Babalities, and Friendship Moves!

144 SWATPro

Secret weapons and tactics for all your fave games.

154 Fighter's Edge

Virtua Fighter's Special Attacks.

STARE INTO THE DARKNESS.

THE SHADOW MASTER™ HAS ARRIVED. ALONG WITH HIS MINIONS. NINE OF THE VILEST, CRUELEST CHARACTERS EVER TO INHABIT A FIGHTING GAME. AND YOU'VE GOT TO GET THROUGH THEM, TO GET TO HIM.

THE DOUBLE DRAGONS ARE ON YOUR SIDE. AND YOU CAN GO HEAD-TO-HEAD, FIGHT TOURNAMENT STYLE, OR BRAVE THE QUEST MODE.

CLAW, SCRAPE AND BLAST YOUR WAY TO THE SHADOW MASTER. THEN, STARE INTO THE DARKNESS.



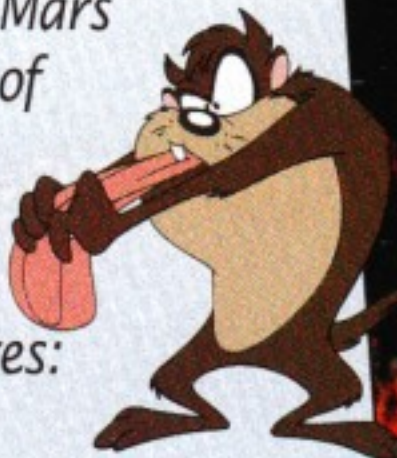
DOUBLE DRAGON V™. THE SHADOW FALLS™.
IN STORES EVERYWHERE.

Double Dragon is a trademark of Technos Japan Corporation. Double Dragon V™, The Shadow Falls™, The Shadow Master™ ©1994 Leland Interactive Media. Licensed to Tradewest, Inc. by Leland Interactive Media. Nintendo, Super Nintendo Entertainment System, Super NES® and the Official Seals are registered trademarks of Nintendo of America Inc.® 1991 Nintendo of America Inc.® Sega™ and Genesis™ are trademarks of Sega Enterprises, Ltd. All rights reserved. Jaguar™ is a trademark of Atari Corporation. All rights reserved. ©Tradewest 1994.

PROREVIEWS

48 Genesis

- 48 Dynamite Headdy
- 50 Taz in Escape from Mars
- 52 Battletech: A Game of Armored Combat
- 54 Double Dragon V: The Shadow Falls
- 56 Tiny Toon Adventures: Acme All-Stars



Taz in Escape from Mars, p. 50

60 Super Nintendo

- 60 Vortex
- 62 Stunt Race FX
- 64 Virtual Bart
- 66 The Great Circus Mystery Starring Mickey & Minnie
- 68 Final Fight Guy
- 70 Spider-Man and Venom: Maximum Carnage
- 72 R-Type III
- 72 Crazy Chase



Virtual Bart, p. 64

76 3DO

- 76 Who Shot Johnny Rock?

78 Jaguar

- 78 Brutal Sports Football

104 CD-i

- 104 Dragon's Lair
- 104 Space Ace

106 Duo

- 106 Godzilla



Spider-Man and Venom: Maximum Carnage, p. 70



Get ready for a superhero unlike any the video game world has seen before - Earthworm Jim! See page 166.

110 The Sports Page

- 110 Dick Vitale's Awesome Baby! College Hoops (Genesis)
- 111 Troy Aikman NFL Football (Genesis)
- 112 Bill Walsh College Football '95 (Genesis)
- 112 College Football's National Championship (Genesis)
- 113 Sports Insider: NFL '95, Unnecessary Roughness '95, ESPN Sunday Night NFL, and more!

118 Role-Player's Realm

- 118 Brainlord (SNES)
- 120 Dragon View (SNES)
- 121 Uncharted Waters: New Horizons (SNES)
- 122 Aerobiz Supersonic (SNES)

128 Game Boy

- 128 Monster Max
- 128 Prehistorik Man
- 128 Casino FunPak
- 128 Solitaire FunPak

130 Game Gear

- 130 PreView: Sonic the Hedgehog: Triple Trouble

DEPARTMENTS

12 Letter from the GamePros

12 The Mail

16 GamePro Gallery

20 Hot at the Arcades

Bloodstorm!



BloodStorm is sure to be popular in the arcades - and wildly controversial outside of them. See page 20.

22 Cutting Edge

Where's the Atari Jaguar CD?

162 GamePro Labs

The Aura Interactor speaker system, Gamegun for 3DO, Handy Power rechargeable battery pack, Team Player multi-player adapter, and MRG2 head-mounted display

164 Buyers Beware!

Information for savvy consumers

166 Short ProShots

Earthworm Jim, C2: Judgment Clay, Iron Helix, GEX, and more!

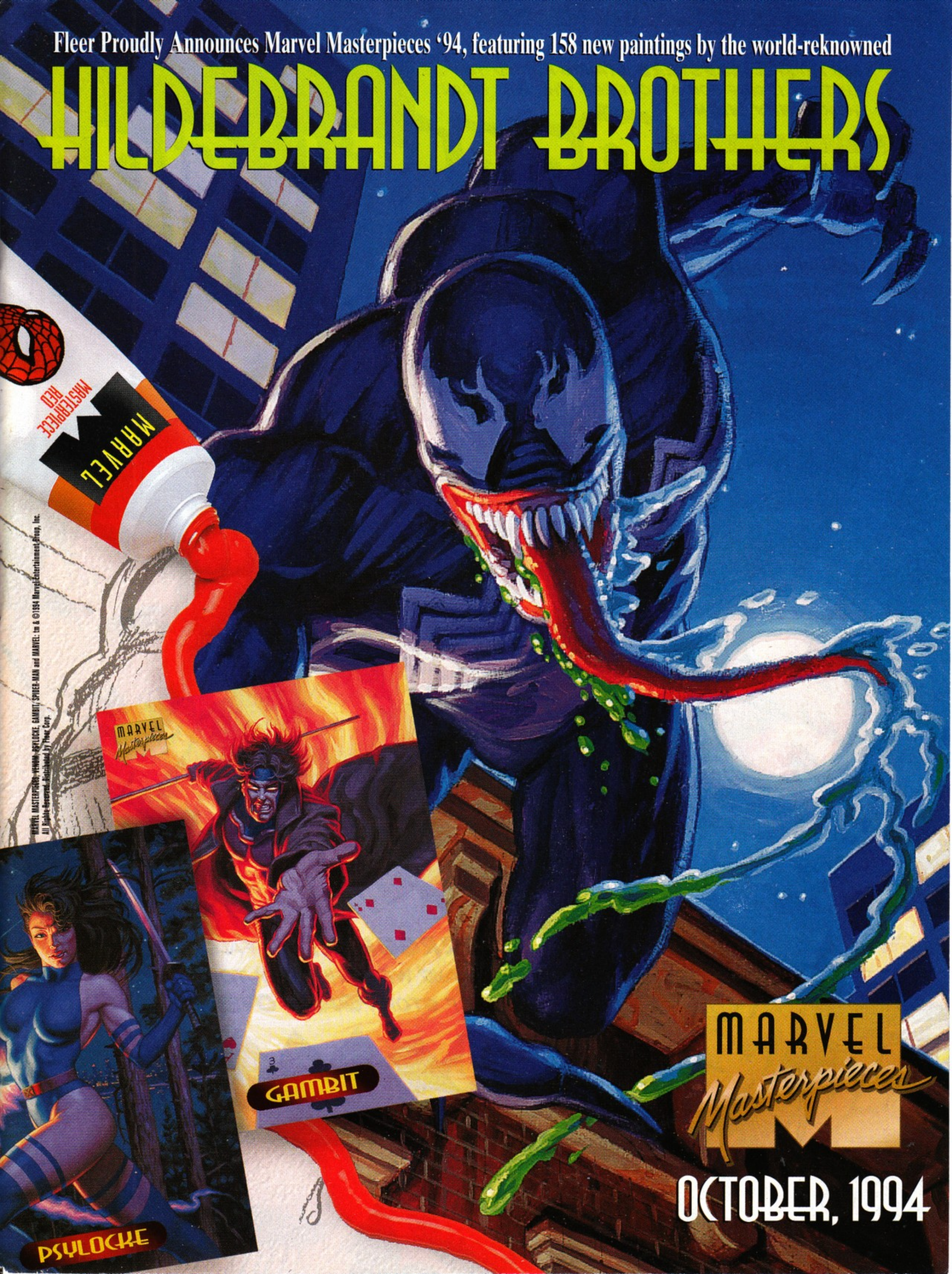
178 ProNews

Nintendo Ultra 64 is in the chips and Neo•Geo gets its CD.

182 Index of Advertisers

Fleer Proudly Announces Marvel Masterpieces '94, featuring 158 new paintings by the world-rekknowned

HILDEBRANDT BROTHERS



MARVEL MASTERPIECES™, VENOM™, PSYLOCHE, GAMBIT, SPIDER-MAN and MARVEL: tm & ©1994 Marvel Entertainment Group, Inc. All Rights Reserved. Distributed by Fleer Corp.

MARVEL

Masterpieces

OCTOBER, 1994

PSYLOCHE

GAMBIT

AN ANCIENT CLAN WITH THE **POWER** TO TRANSFORM INTO FEARFUL **MONSTERS** STANDS POISED TO DESTROY ITSELF FOR A GODDESS WHO WILL GRANT THEIR **EVERY WISH...**

ONE **HERO** MUST FIND THE **SIX KEYS** TO BANISH HER FOREVER....

HIS **DANGEROUS QUEST** IS CALLED...

BREATH OF FIRE™



ARRRGHH!! ONE FALSE MOVE AND WE'RE HISTORY, TOAST. END OF STORY. **GAME OVER!!!**



SQUARESOFT

SUPER NINTENDO
ENTERTAINMENT SYSTEM

SHOULD HE ATTACK WITH A BAND OF **EIGHT** VALIANT WARRIORS OR SHOULD HE PULL UP HIS ASBESTOS UNDERWEAR AND SET FORTH ALONE KNOWING HIS NEXT STEP MAY BE THE LAST??

WILL OUR HERO SURVIVE?
ONLY YOU HOLD THE ANSWER...

YOU THINK THIS IS
JUST A GAME?!



BREATH OF FIRE,
A RED-HOT 12-MEG
EXTRAVAGANZA FROM
SQUARESOFT.
"WHAT RPG FAN CAN'T
GET EXCITED ABOUT
A GAME LIKE THIS?
...COULD EASILY END
UP BEING THE BEST
RPG OF THE YEAR."
GAME PLAYERS-
MAY '94

3/4-BATTLE PERSPECTIVE!
ANIMATED MONSTERS!
NOW YOU'RE PLAYING
WITH FIRE!!!

CAPCOM is a registered trademark and Breath of Fire is trademark of CAPCOM Co., Ltd. Breath of Fire Japanese Original Version © 1993 CAPCOM Co., Ltd. All rights reserved. Breath of Fire (Software English Version) ©1994 CAPCOM Co., Ltd. All rights reserved. Squaresoft® is a registered trademark of Square Co., Ltd. Package design, Screen text, and Manuals of Software English Version ©1994 Squaresoft. This is a derivative work on CAPCOM's Japanese Version. All rights reserved. Super Nintendo Entertainment System and the official seals are registered trademarks of Nintendo of America Inc.

Are Fighting Games Ready to Fizzle?

Wanna fight about it? The raging debate over the fighting game phenomenon is played out nearly every month in "The Mail" pages. Just ask Drew Fuller, whose letter leads off "The Mail" this month. It's a relatively new debate, though – two years ago fighting games were so hot that no gamer would dare criticize them.

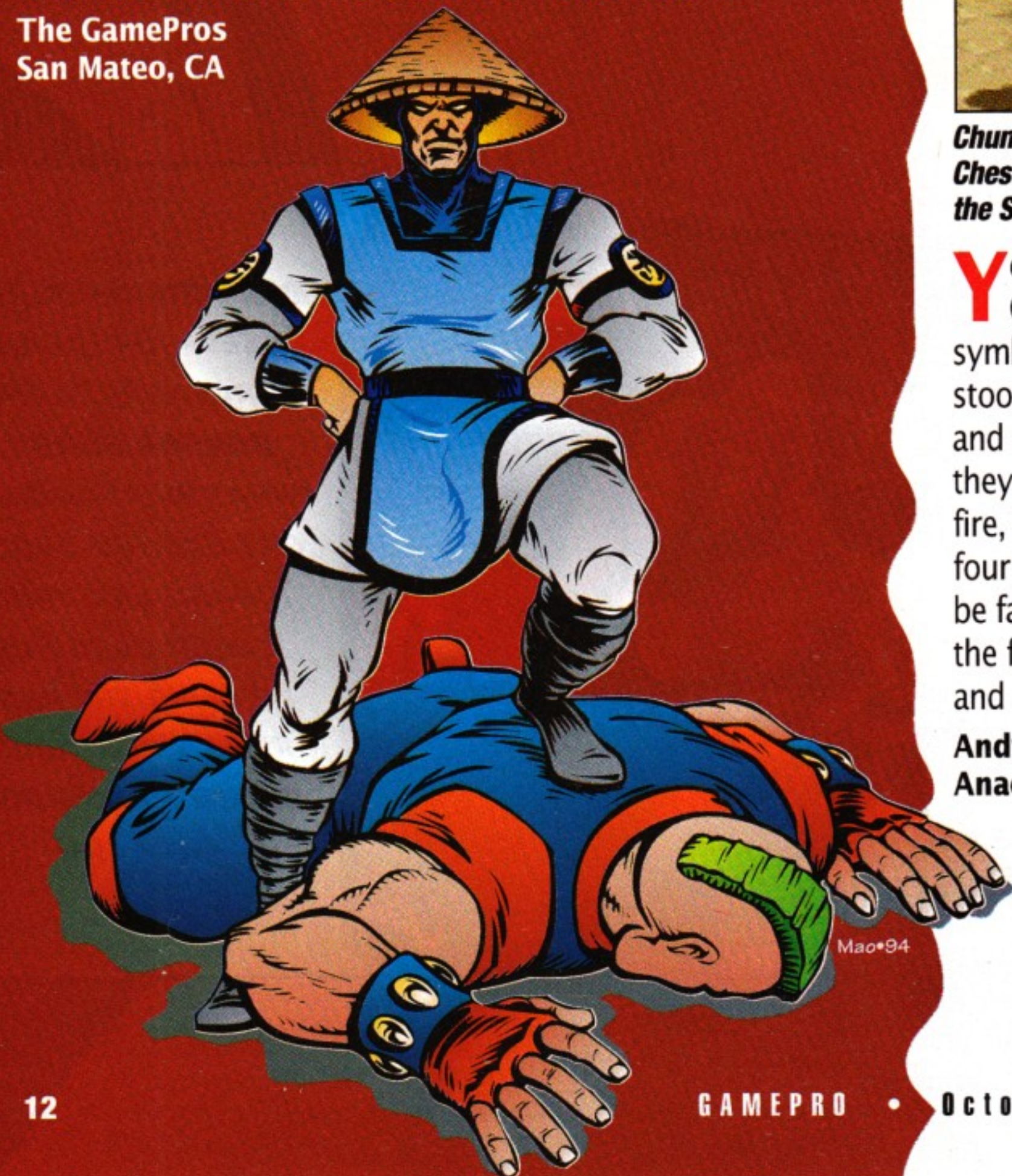
So, if gamers are starting to cool on fighting games, does it mean that the genre has been milked dry? After all, what other adjectives can be added to the Street Fighter II name (Super Duper Street Fighter II?); it's already an old joke. And look at the coming Samurai Shodown release: There are five versions coming out. Is it Samurai overkill?

No way! Fighting games aren't down for the count – the good ones (like MK II) are thriving! The games that seem to be getting burned in this hot debate are the clones. Developers that merely paint old games with new colors are destined to fail. (Data East is in court right now defending its Fighter's History against Capcom's charges of copyright infringement.)

New concepts and a fresh approach are what's needed, like the strides that Time Warner Interactive made when it created Primal Rage (see page 81) – it has fresh graphics, a great new combo system, and unusual warriors. Likewise, Way of the Warrior on 3DO, Kasumi Ninja and Ultra Vortex on Jaguar, and Killer Instinct on Ultra 64 will show whether the phenomenon is limited to 16-bit platforms.

The recent success of MK II will spawn a new generation of fighting games, but only the fittest will survive. You know, a shark is a tough beast, but it has to keep moving forward or it suffocates. The fighting genre isn't very different.

The GamePros
San Mateo, CA



FIGHTIN' WORDS

Fightin' Words

Some recent letter writers (like Kirt S. in your June issue) have been giving some narrow-minded criticism of fighting games. They claim that all fighting games are the same, and that all the characters are trying to be "champions." This latter fact simply isn't true. For instance, Chun Li fights to avenge her father's death. Liu Kang and Kung Lao are fighting to restore the Shaolin Temples. Could it be that people who criticize fighting games just aren't any good at them?

Drew Fuller
Jefferson City, MO

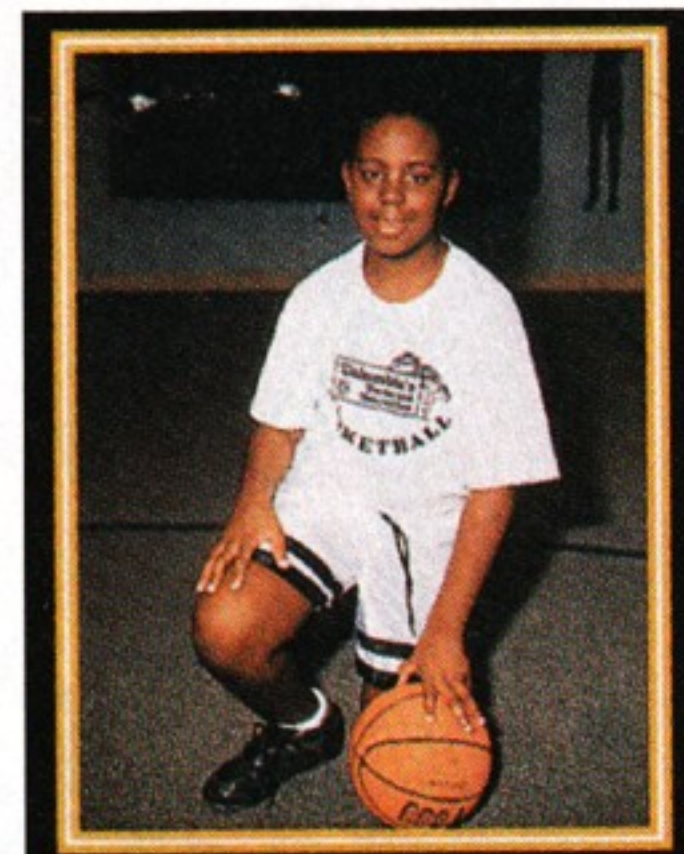


Chun Li seeks vengeance with a Chest Flip Kick in SF II Turbo for the SNES.

Your June mail stated that Capcom told you the symbols on Ryu's belt in SF II stood for wind, water, fire, and mountains, but I think they stand for wind, forest, fire, and mountains. These are four strengths in martial arts: be fast like the wind, quiet like the forest, fierce like a fire, and steady like a mountain.

Andy Gross
Anacortes, WA

GamePro Readers Speak Out!

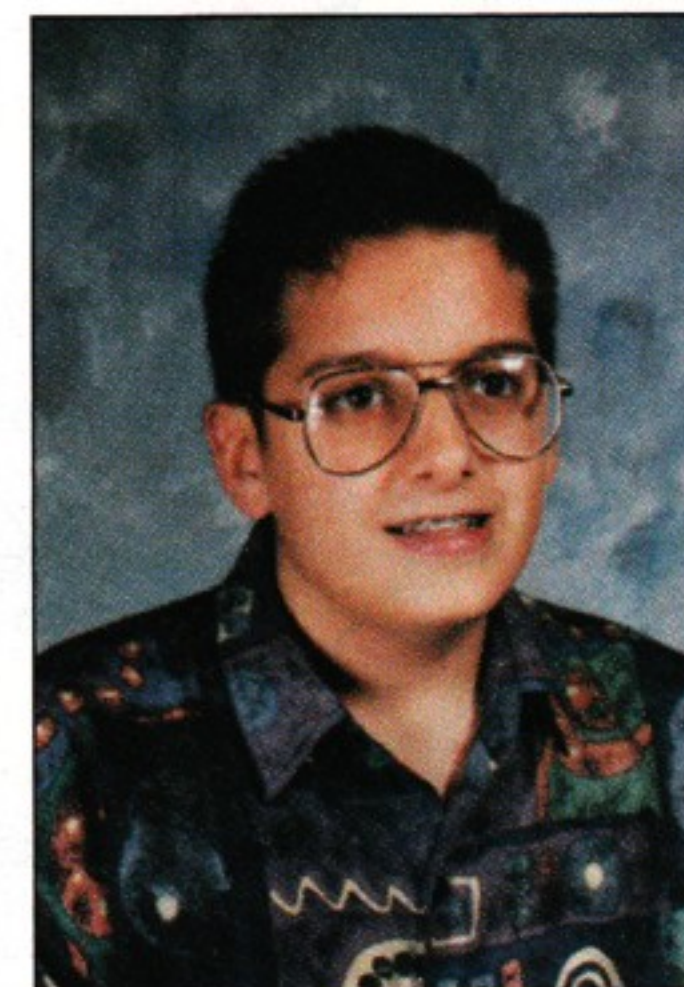


Brandon L. Logan 1993
Columbia Youth Basketball

Speaking of "fast like the wind," meet hotshot Brandon Logan of Columbia, Missouri.

I'm glad Nintendo is going to have blood and fatalities in MK II, but I have one more request. Everyone I know was disappointed in the first MK because of the different controller motions. My friends and I didn't buy MK for the SNES because the controller motions weren't the same as they were in the arcade.

Dominic Battista
Pittsburgh, PA

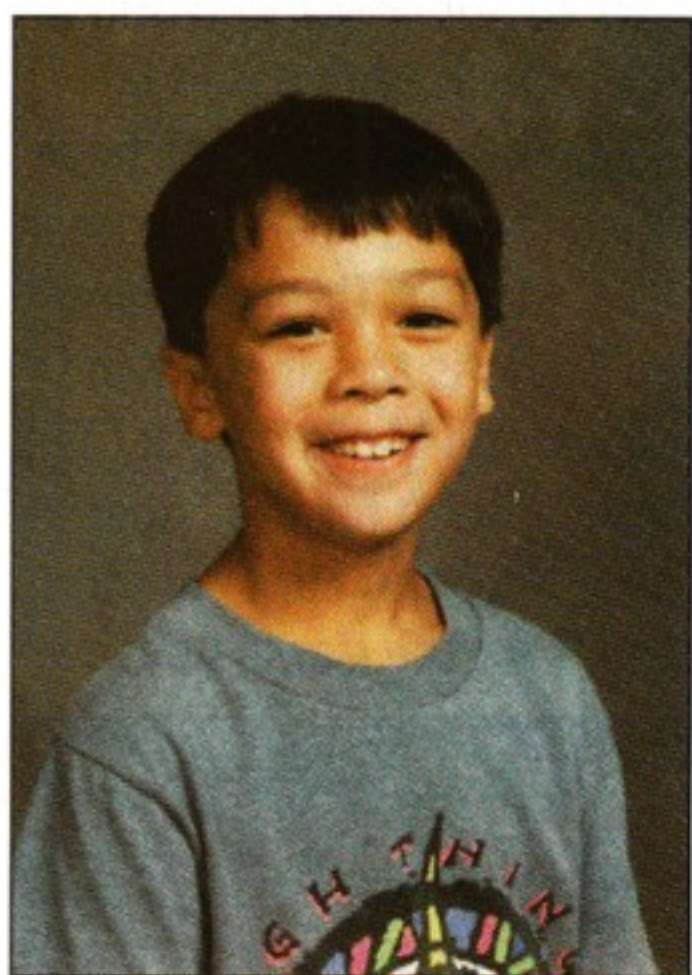


Interested in some good MK competition? Take on Josh O'Hara of Omaha, Nebraska.

Systems Come...

A lot of people are cutting down Atari, but here's something to think about: Your magazine has been pumping up Nintendo's Project Reality as if its arrival would be a precedent-setting event. A 64-bit machine? Cartridge based? Around \$250? Hmm...sounds just like the Jaguar! Nintendo's only following Atari's lead, and Atari beat 'em by over a year, so let's give credit where credit is due!

James Wright
Milwaukee, WI



Here's an NBA Jam fan who's watching the system wars closely: David Morgan of Cincinnati, Ohio.

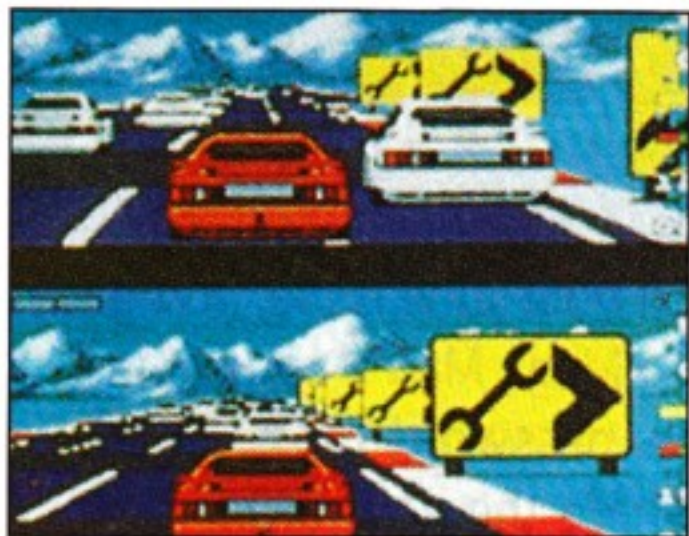
...And Systems Go

The CD32 is better than both the Jaguar and 3DO - it can display more colors and it's faster. But where's all your coverage for this machine?

Jose Lopez
Pembroke Pines, FL

Lance Boyle replies:

Coverage is on hold, unfortunately. We reported in July's "ProNews" that Commodore, the company that developed the CD32, has gone belly up, and the future of the CD32 is in serious doubt.



The CD32 and its projected games drive off into the distance.

Sega's Strategy?

I'm still foggy on why Sega's developing a 32-bit system while the rest of the industry seems to be concentrating on 64-bit systems. As a marketing major at the University of Missouri-St. Louis, I've learned that if a company is in a competitive environment, it should always come up with a product or service that's at least the same or better than its competition's. So what kind of advantages can Sega emphasize with a 32-bit system in a 64-bit world?

Terrance Powell
Pagedale, MO

The Unknown Gamer replies:

Sega's argument: Yes, Nintendo is coming out with the Ultra 64, but when? In a year? Yes, 3DO is available, but is it affordable? And yes, the Jag is out there with its 64 bits, but the software support has been weak. The 32X, Sega says, will have about a dozen games ready right away, with dozens more in '95.

According to a Sega spokesperson, the 32X brings extra power to gamers right now at an affordable price (they emphasize "now" and "affordable," which should translate to about \$150). Plus, Sega points out, it's compatible with the Genesis.

Cart Queries

Who has more games related to them: Mario, Sonic, or Mega Man?

Matt Bates
New Bern, NC

Captain Squideo replies:

Hey, all you GamePros, see if you can count 'em up yourself! Include games related to these characters, even if they didn't star in them. Also include the games that are just now coming out. The official tally is revealed in the Reader Report at the end of "The Mail."



And the winner is...

NBA Jam has Dan Majerle and Kevin Johnson playing for the Phoenix Suns. Why isn't Charles Barkley there instead?

Adam Trevizo
Gilbert, AZ

Toxic Tommy replies:

Phylene Riggs of Acclaim says that some of the first copies did have Barkley, but once his own game (Barkley: Shut Up and Jam!) was announced, Acclaim yanked him out of NBA Jam because of the conflict of interest. Some gamers would consider those NBA Jam carts with Barkley to be valuable limited editions that should be saved.



Sir Charles teamed up with KJ in the first copies of NBA Jam.

I'm looking for a good SNES flight-sim game. Can you recommend any?

Rafael Louk
Santurce, Puerto Rico

Coach Kyle replies:

There are plenty! Turn 'n' Burn, Super Strike Eagle, and Wing Commander are three.



Turnin' 'n' burnin' on the SNES.

In MK, what do the symbols on Raiden's sleeves mean? How about on Kung Lao's shirt?

Ben N.
Phoenix, AZ

Earth Angel replies:

Acclaim doesn't know and even suggested that the symbols might be totally made up. Hey, GamePros, any clues?



Could they say "Dry Clean Only"?

like Mad Dog McCree for the Sega CD. Will American Laser Games make any other games soon?

Chris Gesiakowski
Burbank, IL

Bro' Buzz replies:

You're in luck! ALG has been busy, and you should be able to find all these recently released titles on store shelves: *Mad Dog McCree II*, *Who Shot Johnny Rock?*, and *Battle Fantasy*, all for the Sega CD. *Who Shot Johnny Rock?* is also out on 3DO, and a *Mad Dog II* for 3DO should be out by the end of the year. The games utilize a special Gamegun peripheral (about \$55) for more realistic shooting action.

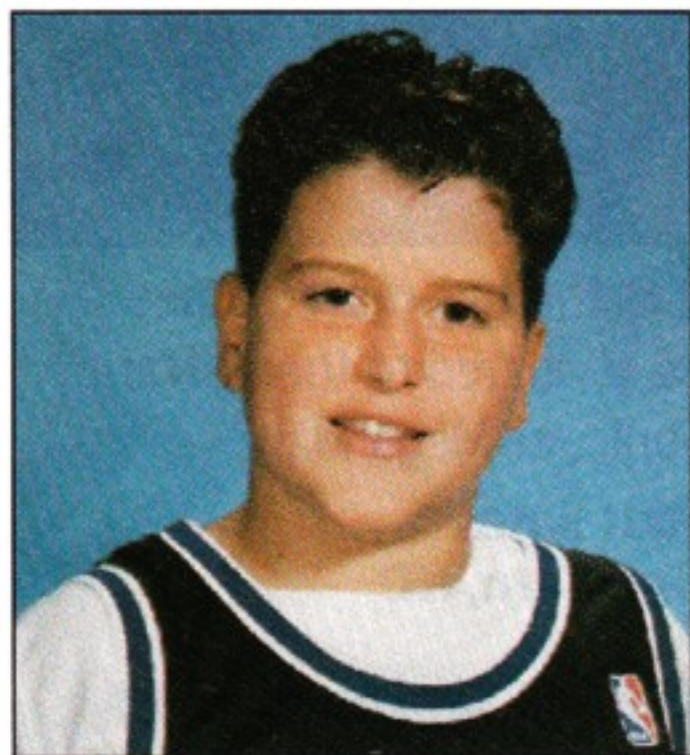


Does she know who shot Johnny Rock? Find out soon when the game is released on the Sega CD.

Cut the Commercials

The commercials that video game companies have are ludicrous and annoying. They spend more time trash-talkin' each other than they do showing how great their own systems are! Sega and Nintendo knock each other, and 3DO knocks both of them. I wish they'd all get their acts together and just promote their own products.

David Sarmiento
Santee, CA



If you're in Roselle Park, New Jersey, watch out for John Alvarez, NBA Jammer deluxe.

The Magazine Biz

Your ProReview of Super Metroid in June was good, but you made a mistake. You state that the metroid hatchling "goes berserk, sprouts wings, crashes the station, and heads straight for its homeworld, Planet Zebes." In fact, it's Ridley who invades the station and kidnaps the hatchling. I just wanted to keep innocent metroids from being accused of things they didn't do. That happens too much these days.

Joe McIntosh
Daleville, AL



Where do I write to change my address?

Matthew Bales
Kennewick, WA

Ben D. Rules replies:

Not to Dear Editor! To change the address on your subscription, send the address label from an old magazine and the new address to GamePro, P.O. Box 55527, Boulder, CO 80322-5527. Don't ask them any gaming questions - the folks in Boulder only handle subscription info.

Oops Department

In your June issue, you gave a Mega Man X code using the password TKTKTKTK. What's the right code?

Luciano Rosa
Jamaica, NY

Lawrence of Arcadia replies:
Here's how to throw Fireballs like Ryu and Ken:

8441, 2136, 4421

In your May issue, you published a Rocky Rodent (SNES) code for unlimited continues. You wrote Y, A, Right, A, B, and A. Actually, you press Y, A, Button R, A, B, and A.

Chris Konops
Las Vegas, NV



Reader Report

Okay, here's the answer to Matt's question about the number of games with Mario, Sonic, and Mega Man:

Sonic has 12 games - five on the Genesis (Sonic 1-3,

Spinball, and the new Sonic & Knuckles in October); one on the Sega CD (Sonic CD), and six on the Game Gear (1 & 2, Chaos, Spinball, Dr. Robotnik's Mean Bean Machine, and the upcoming Triple Trouble).

Mega Man has 15 games, nearly all identified with a Roman numeral. There are seven MMs on the NES; four on the Game Boy (including the new Dr. Wily's Revenge); one on the Super Game Boy (the upcoming MM V); two on the SNES (MM X and MM Soccer); and one on the Genesis (the upcoming Wily Wars).

Mario has 19 games, ranging from Donkey Kong in 1981 to Super Mario World in 1990 and Yoshi's Safari in 1993. Five Mario games have joined the plumber's parade in 1994: Mario's Time Machine and Mario is Missing! for the SNES, Hotel Mario on the CD-i, Donkey Kong for the Super Game Boy, and Super Mario Land 3 for the Game Boy.



The title screen of Mario's first megahit on the NES - Super Mario Bros. in 1985.

Whaddaya Think?

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

GAMEPRO Magazine

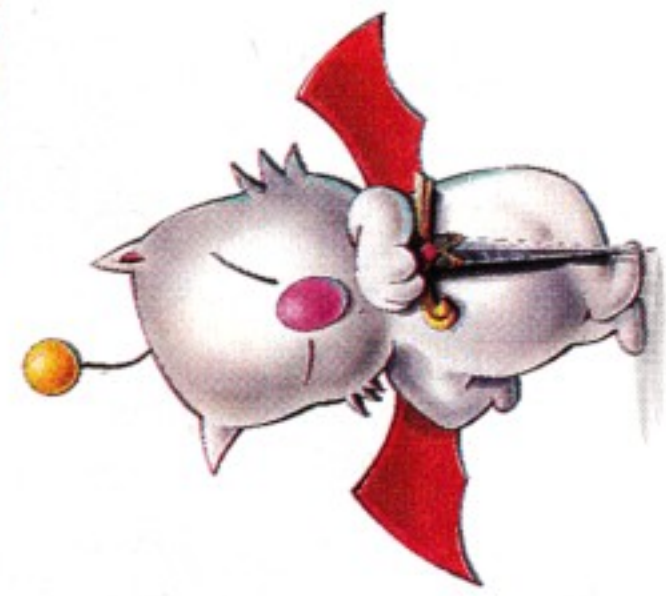
Dear Editor
P.O. Box 5828
San Mateo, CA 94402

Sorry, but no art can be returned, and we cannot send personal replies to your letters.



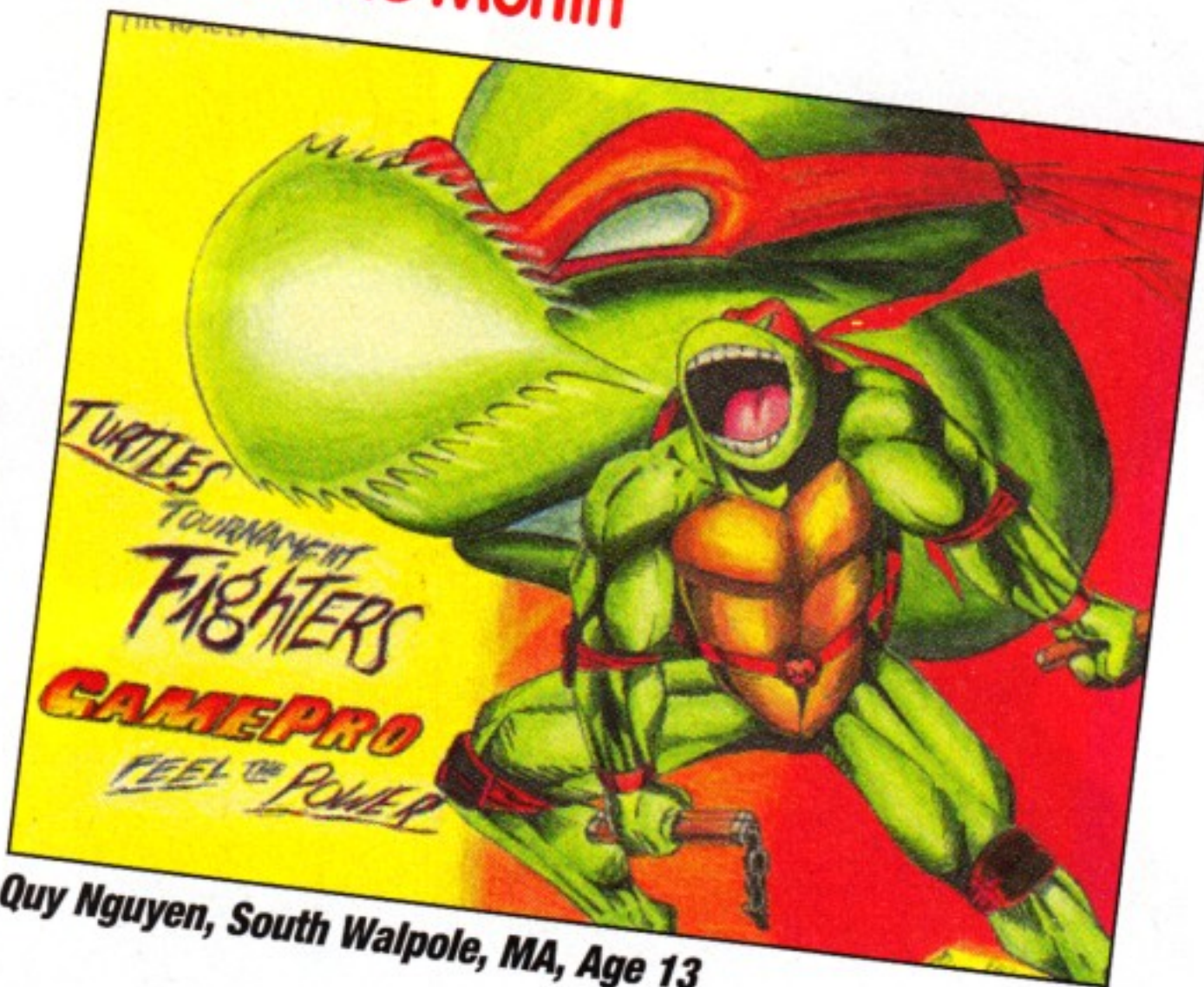


It doesn't seem fair does it?



GAMEPRO GALLERY

Pick of the Month



Quy Nguyen, South Walpole, MA, Age 13

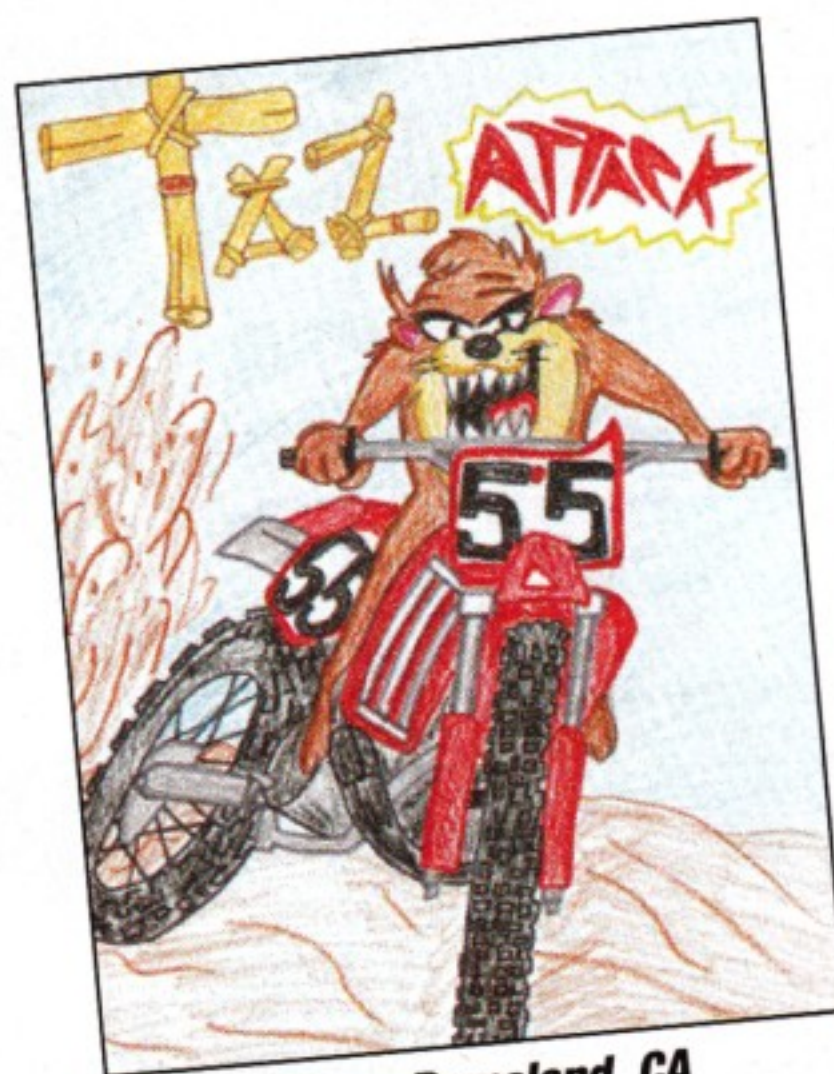


Efrin Infitar, Indonesia

GamePro Gallery Prize



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



Daniel Garzon, Romoland, CA



Mike Weiss, Port Huron, MI



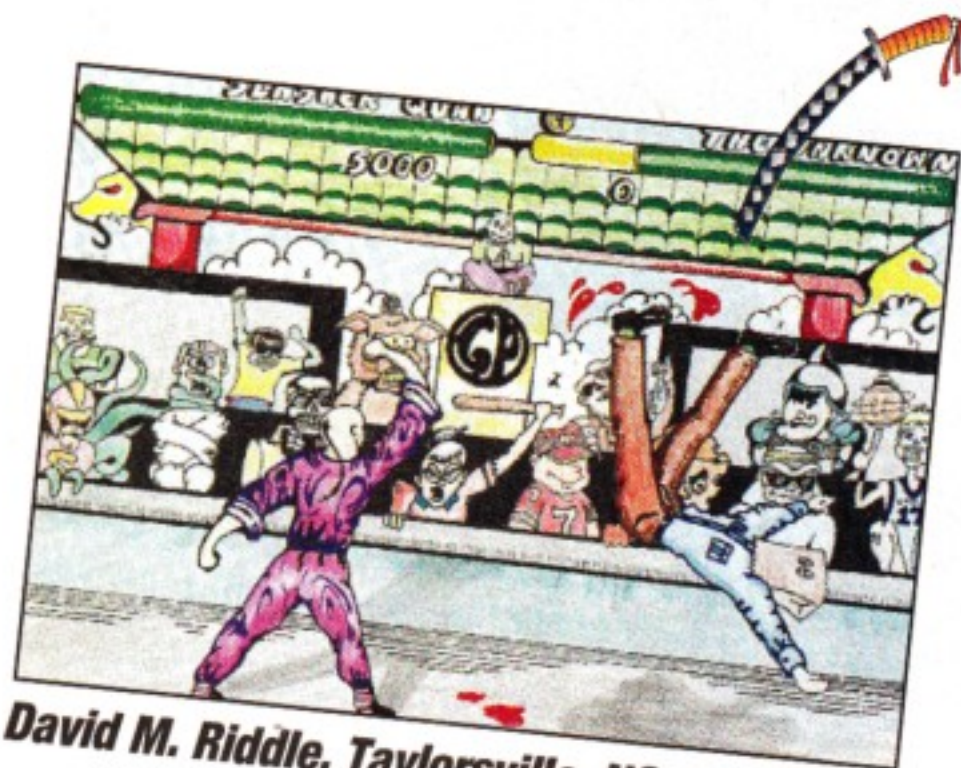
Jen Seng, Westborough, MA



Helen Bryant
Augusta, GA
Age 25



Anthony C. White
Maryville, TN
Age 16

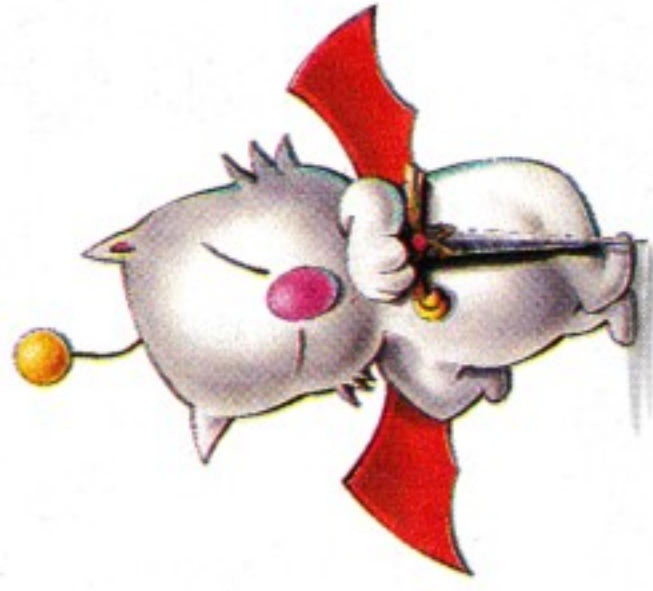


David M. Riddle, Taylorsville, NC, Age 24

The Samurai Art Contest!

At left are three more entries for GamePro's Samurai Art Contest! These works of art (and thousands of others) are eligible to win a Samurai Shodown arcade machine, home versions of Samurai Shodown, and more. The deadline has come and gone, so we'll announce the winners next month. Good luck, artists!





W h o s a y s l i f e i s f a i r ?

The wait is over. Final Fantasy® III is here and it's fair to say that it'll blow you out of your shorts. The critics at *EGM* report, "This huge 24-Meg cart boasts some of the most amazing graphics ever. The soundtrack is better than anything we've ever heard before." And *Die Hard Game Fan* writes, "I kneel in reverence to the brilliance shown by the programmers at Square." [**SQUARESOFT**] Go ahead, give your SNES the ultimate Fantasy. Coming October '94.



©1994 Square Co., Ltd. All rights reserved. Squaresoft® and Final Fantasy® are registered trademarks of Square Co., Ltd. Nintendo, Super Nintendo Entertainment System and the Official Seal are registered trademarks of Nintendo of America Inc. ©1991 Nintendo of America Inc. All rights reserved. Illustrations based on the original creations by Yoshinaka Amano.

FINAL FANTASY III

Nintendo

SEGA

FINNAL

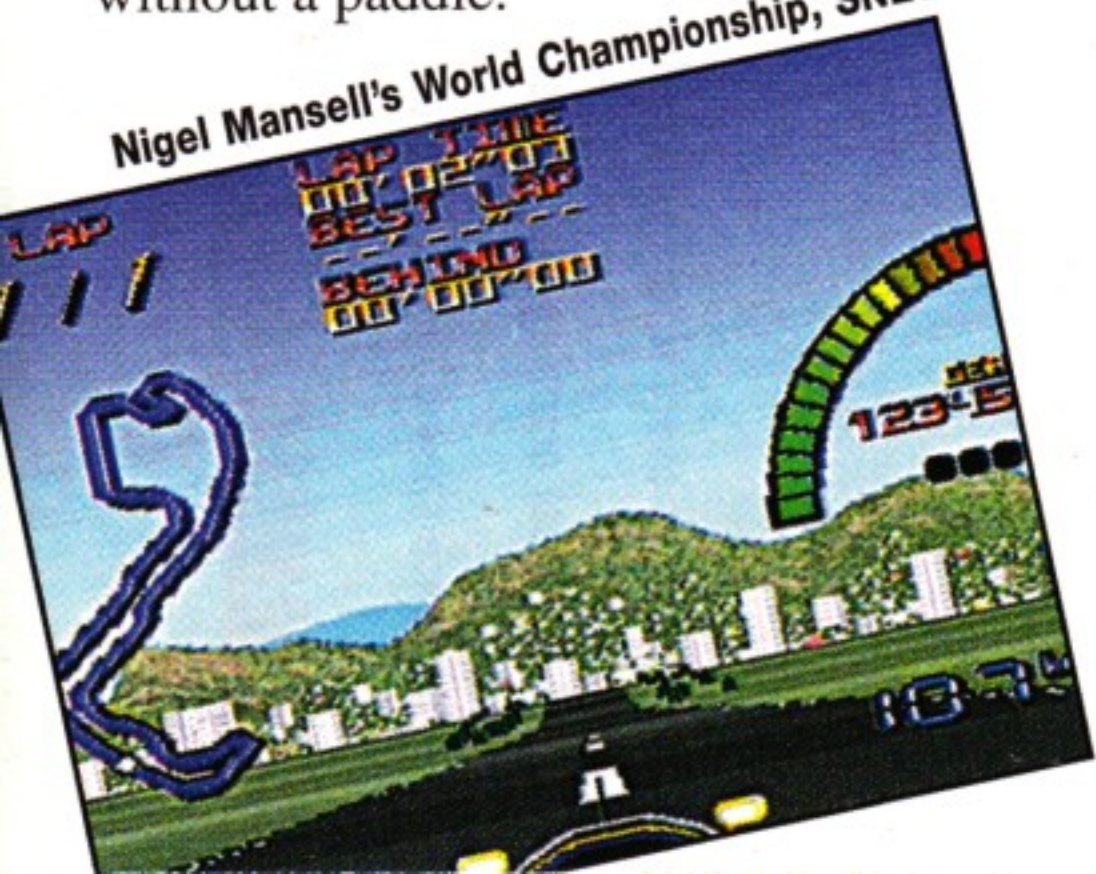
THE SCORE ON 16 BIT SPORTS GAMES

	SNES	GENESIS
TOTAL SPORTS GAMES	117	8 BIT
SUPER NES	74	64
GENESIS		
SOUND	16 BIT	
SCREEN COLORS	256	

THE GREEN FLAG

Back in the early days of 16-bit gaming, Sega of America made the claim of sports superiority, and they were right. Early games like *John Madden Football* from EA Sports were designed for the Genesis and were later adapted to the Super NES without making use of the technical capabilities of Nintendo's 16-bit system. It was like taking the paddle out of a canoe and trying to use it on a hydro plane. But once developers realized what they could achieve by using the Super NES' custom graphics processors, a new generation of sports games quickly redefined what a sports video game could be. Super NES sports games are now technically advanced, more realistic, and there's more of them. And where's Sega? Let's just say that they're somewhere without a paddle.

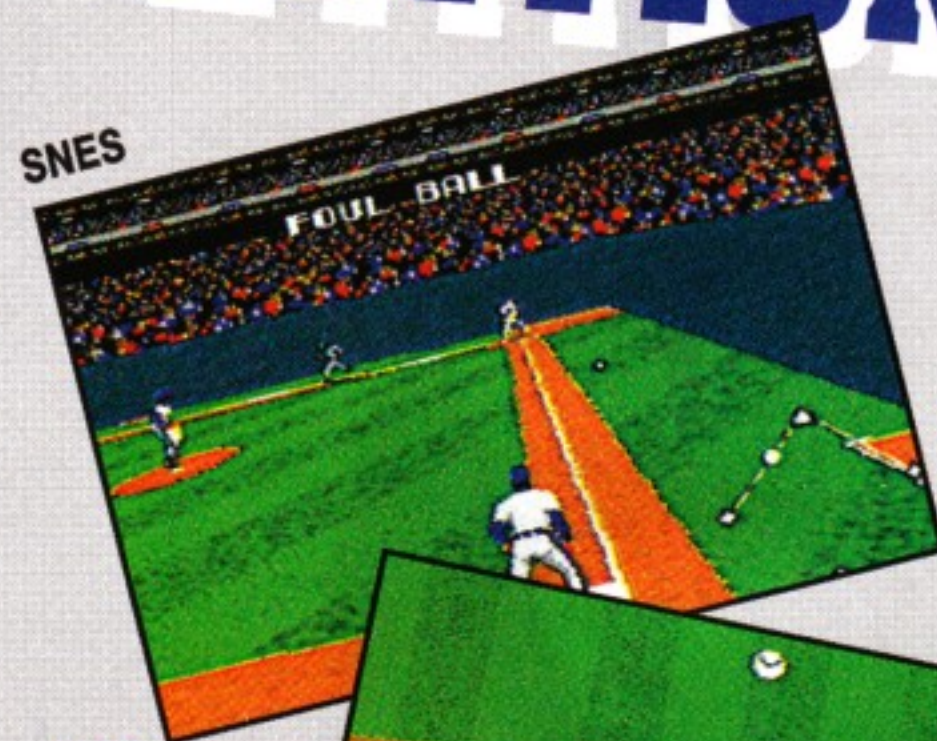
Nigel Mansell's World Championship, SNES



HEAD-TO-HEAD COMPETITION

Many games from sports software leaders like EA Sports, Acclaim, Sony, Accolade and Tecmo are now custom designed for both 16-bit game systems. Even when the screen perspective and play characteristics are the same, the larger number of colors on the Super NES, its Mode 7 capabilities and its superior sound processor allow for more realism in the Super NES versions. The differences are dramatic in some titles, like Tecmo's new *Tecmo Super Baseball*. The Super NES version gives you a unique, rotating fielder's point of view that is missing from the Genesis game. The simple fact is that you get more with most Super NES sports games—more color, more sound, more realism.

SNES

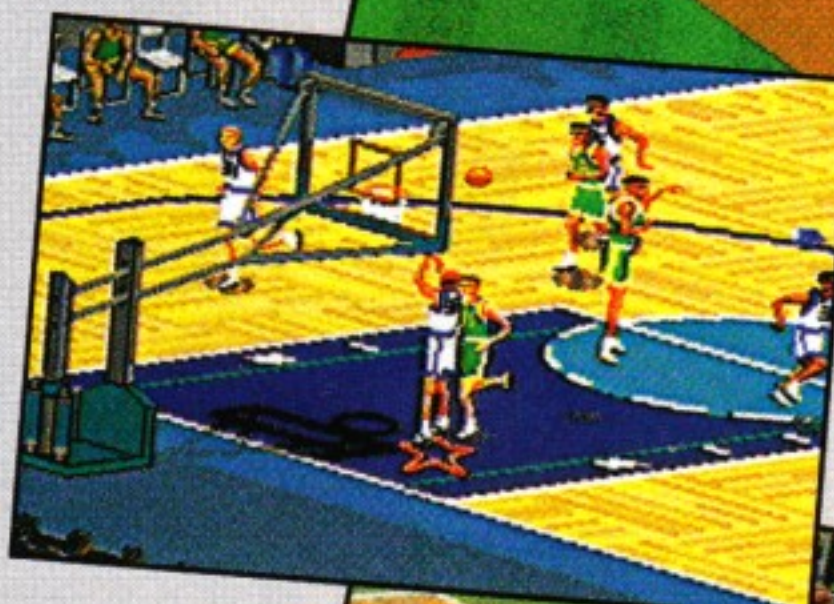


Tecmo Super Baseball

Genesis



SNES

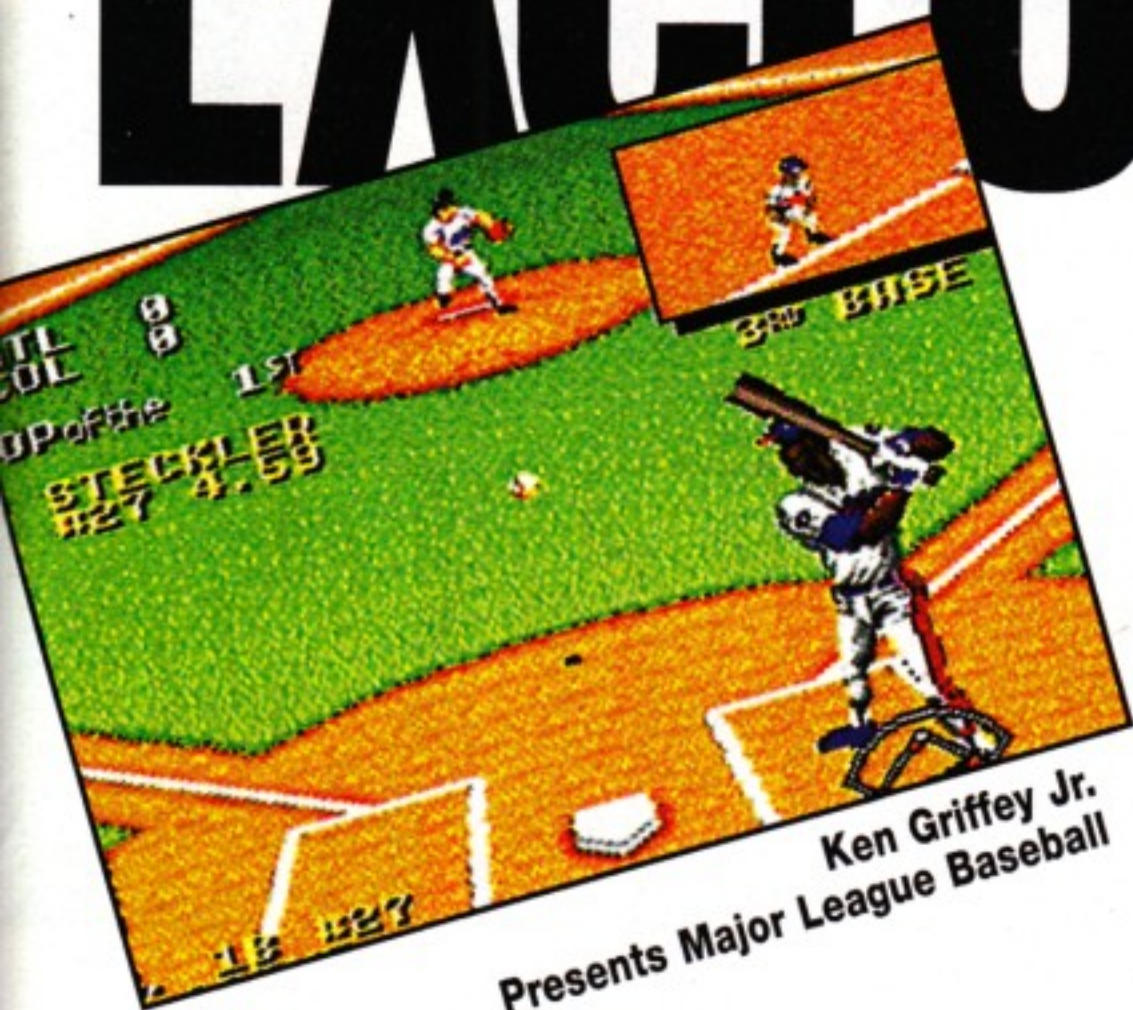


NBA Live '95

Genesis



SUPER NES EXCLUSIVES



Ken Griffey Jr.
Presents Major League Baseball

The most realistic sports games available are found only on the Super NES. Why? It's not just a matter of licenses. The name on the box doesn't put fun in the game. The reason that Super NES sports games play more like the real game, look more like the real game and sound more like the real game is due to the custom hardware inside the Super NES control deck. The Super NES' two graphics processors contain special graphics modes including Mode 7 which allows for the easy manipulation of objects in a 3-D environment. Sports take place in three

dimensions, not two. The Super NES's ability to rotate perspective and scale objects lets designers create realistic fields, courts, race tracks and even mountain slopes. Imagination is the only limitation. The Genesis, on the other hand, is limited because it doesn't have the custom graphics processors or a 16-bit sound processor, which means that Genesis sports games simply can't compete on a level playing field with Super NES games. They're behind from the very start.

Tommy Moe's Winter Extreme



NHL Stanley Cup



Box Scores

Nintendo holds the edge on sports titles.

Nintendo	Sega
Baseball 15	Baseball 7
Football 15	Football 12
B-ball 10	B-ball 8
Hockey 7	Hockey 4
Soccer 11	Soccer 5
Racing 27	Racing 13
Golf 9	Golf 6
Boxing 4	Boxing 4
Other 19	Other 15
Total 117	Total 74

Figures taken from Spring issues of Nintendo Power Game Pak Directory and Sega Soft Newz. (Does not include future sports titles.)

SUPER NES 3-D ROTATION & SCALING



When Nintendo's *NCAA Basketball* took to the court in 1992, the radical behind-the-player perspective "KO'd" the competition and the critics. No one had ever seen such a realistic video game. The perspective produced the closest experience to actually playing the sport. Since then, Super NES sports games have explored many new arenas of realistic sports action—arenas where Genesis titles have never gone.

ADVANTAGE THE EDGE SUPER NES

If you don't own a Super NES, you can't play many of the best sports games available like: *Ken Griffey Jr. Presents Major League Baseball*, *NCAA Basketball*, *Stunt Race FX*, *Tommy Moe's Winter Extreme Skiing & Snowboarding*, *NHL Stanley Cup*, classics like *F-Zero* and *Super Tennis* or up-coming games like *Michael Andretti's Indy Car Challenge*. And the hottest titles available for both systems won't be as intense on the Genesis. If you want the most game from the hottest titles like *NBA Jam*, *Madden NFL 95*, *WWF Raw* and *NBA Live '95*, you have to get the Super NES version because the best graphics and sound are available exclusively for Super NES sports fans.

HOT AT THE ARCADES



By The Obliterator

Blood! Mayhem! Obliteration! Strata's latest fighting game is sure to be popular in the arcades – and wildly controversial outside of them. If you aren't into gore, stay out of the 'Storm!

This quasi-Time Killer spin-off lets you play as one of



Introducing FallOut and Talon. You'll also meet Freon, Mirage, Tenpest, Tremor, Razor, and Hellhound.



PROTIP: Use the Gauntlet as a projectile by pushing the joystick Toward, then simultaneously pressing the Back Arm and Back Leg buttons.

eight futuristic combatants armed with weapons whose attributes range from explosive blasts to freezing ice (oh, and bodily dismemberment, too). BloodStorm also has features galore, including hidden characters, bosses, fatalities, combos, taunts, secret levels, and a password system.

Killer Koin-op

At first look, BloodStorm appears to have merely expanded on Mortal Kombat's popular moves, but closer examination reveals some awesome unique special attacks. Some specials are quite morbid, and the fatalities are graphic.

BloodStorm ups the ante on the topnotch fighting games, where each character has special attributes and skills, by arming its combatants with weapons, including a Gauntlet that fires a mind-numbing projectile. It ups the ante again each time you defeat an opponent: The loser surrenders a weapon to you. After a few rounds, you can accumulate an impressive arsenal.

BloodStorm gives you total control over combatants. Moves are easy to execute, and combos are a cinch to string together. Mastering the game's attacks is easy, since most of the special-attack joystick motions are similar to those in MK and Street Fighter II.

To Fight Another Day

One of BloodStorm's best features is the password system. Now you can cruise into your favorite arcade, kick butt, gain new weapons, save the character, and return to bash again.

Victors can also trash-talk the losers with BloodStorm's taunt feature. If pulverizing your opponent wasn't humiliating enough, now you can



PROTIP: On the Subterra Stage, move your opponent all the way to the right or left and push 'em into the pit, where they'll meet with a timely demise.



PROTIP: Don't let Dementia rock your world. Look for her hidden character in the Obsel Desert.

BLOODSTORM

call them a "dillweed" or tell 'em to "Eat it raw." Passwords access more than one hundred secret messages.

No Pain, No Game

BloodStorm's colorful, detailed, and well-animated graphics boast large sprites and fluid movement. Another plus: All the characters were individually designed – no palette swapping was used, unlike Scorpion, Sub-Zero, and Reptile from Mortal Kombat.

The sounds and music are killer. Warning: You clearly hear the screaming agony of decapitation. Additionally, each level rocks with its own power-cord pounding music that adds definite oomph to an already frenzied game.



PROTIP: Your weapons can inadvertently damage you if you're not careful. Land mines are especially nasty since your opponent can toss them at you.

Heck, this coin-op has everything you want in a fighting game – plenty of action, combos, special attacks, fatalities, and even taunts. BloodStorm will definitely make you see red. **G**

Talon's Double Fatality



PROTIP: On the Polaria Stage, have Talon throw his opponent on one of the ice... Spikes...



...then execute the Ventilator Fatality by pushing the joystick Down, Down-Away, Away in one motion, then push Toward and press the Back Arm and Back Leg buttons simultaneously.

BloodStorm By Strata				
Graphics	Sound	Control	FunFactor	Challenge
4.0	4.5	4.5	4.5	ADJ. Adjustable

**It's A
Real
Prize
Fight!**

Knock OUT CONTEST

You've never had it so easy. We ask the questions AND give the answers. Check GamePro Magazine, the Software Etc. Knock Out Flyer or any Software Etc. Sales Associate for any and all answers. (As if you don't know.)
Do it. Send it. Win it!

All the completed entries get entered into a big-time drawing for huge stuff like this:

GRAND PRIZE

Mortal Kombat II Arcade Game

SECOND PRIZE

5 winners. Library of hottest fighting video games.

THIRD PRIZE

20 winners. Library of fighting game books from Brady Games.

FOURTH PRIZE

50 winners. Subscription to GamePro Magazine.

FIFTH PRIZE

100 winners. GamePro t-shirts.

Entries Due By October 15, 1994. Slam On Your Thinking Helmets And Get To It.

1. What character in Mortal Kombat has four arms? _____
2. How many hidden characters in Mortal Kombat II? _____
3. What date does Mortal Kombat II go on sale? _____
4. What famous fighting game is the subject of a movie planned for Christmas '94? _____
5. What page is the Software Etc. advertisement featured on in the September issue of GamePro? _____
6. How much money do you save at Software Etc. when you reserve a video game in advance? _____
7. What Super Nintendo product(s) are featured in the ProReview in the September issue of GamePro Magazine? _____
8. What does a 12 month subscription of GamePro Magazine cost? _____
9. What color is the cartridge for the first released issue of Maximum Carnage? _____
10. What new book from Brady Games features the Top 15 fighting games? _____

Tell Us A Little About Yourself:

Name: _____ Age: _____
Address: _____
City: _____ State: _____ Zip: _____
Phone: _____

Mail Completed Entry To:
GamePro Magazine, Software Etc. Promotion, P.O. Box 5959, San Mateo, CA 94404

ABBREVIATED RULES
No purchase necessary. (Although we wouldn't mind.) One person, one entry. No duplicated entries. If they're late, incomplete or misaddressed you lose. Void where prohibited. Participation is open only to residents of the United States. (You could smell that one coming.) For official rules, visit a Software Etc. Store or send your request to: Marketing Dept., 7505 Metro Boulevard, Minneapolis, MN 55439.

PRIZES
Drawing is random. Odds depend on eligible entries received. (You do the math.) We'll call or write if you're a winner. If you win we can use your awesome image and name for all the normal stuff. Winners pay all taxes. (Uncle Sam always wins.) GamePro will print a list of all winners. No prize exchanges, transfers or substitutes. (They don't get any better than this pal.)

ELIGIBILITY
Employees of Infotainment World, Inc., Software Etc., and all participating vendors, their subsidiaries, affiliates, advertising agencies, their immediate families and pets are not eligible.

LIABILITIES
Infotainment World, Inc. and Software Etc. are responsible for the whole enchilada. All decisions about this contest are final. (Why? Because we said so.) Infotainment World, Inc., Software Etc. and participating sponsors assume no liability resulting from the use of any prize. (Play nice.)

THE
CUTTING EDGE

JAGUAR CD

READY TO POUNCE

BILL REHBOCK OF ATARI LETS THE CAT OUT OF THE BAG



The Jaguar CD plugs into the base system's cartridge port.

By Jer Horwitz

What's going with the Atari Jaguar CD? Recently, Bill Rehbock, Atari's vice-president of Third Party Development, talked with *GamePro* about the new system.

GamePro: What can you tell us about the Jaguar CD-ROM? Price? Release date? Early titles?

Bill Rehbock: We're shooting for a \$199 price tag with a ship date late this year.

It looks like [we'll see] *Dragon's Lair* and *Space Ace* from Readysoft, Activision's *Return to Zork*, and *Rise of the Robots* by ArtData. Atari's doing *Chaos Agenda*, a science-fiction arcade/RPG. [In the game,] you're an operative who discovers that the government you're working for may not be using your services 100 percent for good. It's a first-person-perspective game, but a camera trails behind you as if attached by a rubberband, so as you're running down a street, the camera moves back. *Chaos Agenda* will ship after the release of the CD-ROM unit.

GP: What will make the Jaguar CD special?

BR: Outstanding graphics. You'll see perfectly seamless games that approach the visual experience of playing cartridges. Also, the unit will be



Atari demonstrated the Jaguar CD's full-motion video capabilities by showing clips from three movies: *Jaws*, *Star Wars*, and *Back to the Future III*. The clips were very clear and free of glitches, but most importantly, they can be placed in games as "objects" where they can be resized and rotated.

able to display graphics produced by customized graphics compression/display software routines that deliver 320-by-200 resolution with 16-bit true color at 30 frames per second.

GP: Can you clear up some ambiguity regarding the audio/visual powers of the Jaguar? How many polygons and sound channels can the Jaguar manipulate simultaneously?

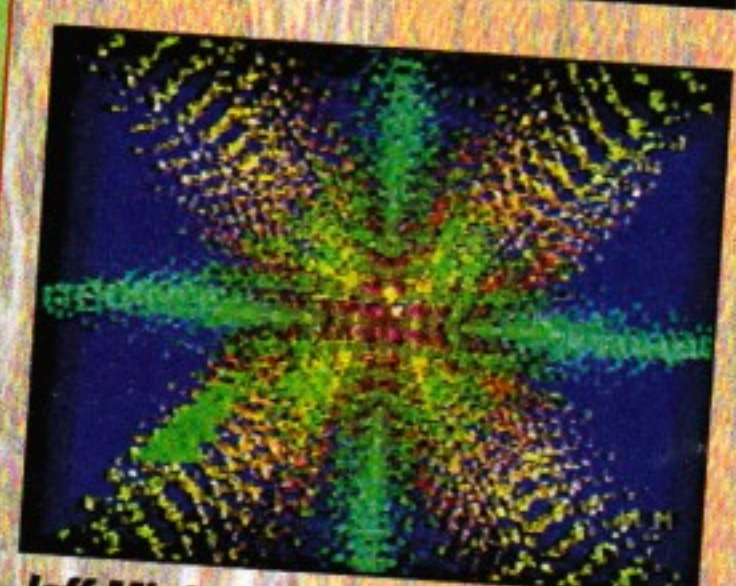
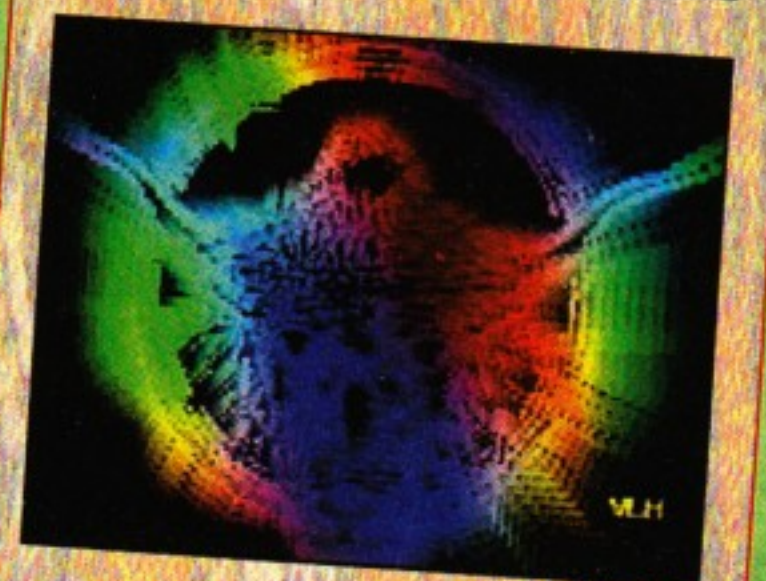
BR: Well, if anybody quotes numbers about those capabilities, they'd be lying; they're dependent upon what else you're doing in the system.

From a strictly specifications standpoint, the maximum number of rendered polygons it can produce is over a half a million, but to throw around that number is ludicrous, because the software must do other things.

Audio capability is all software, too. Depending on what kind of audio you're doing (FM synthesis, eight-bit samples, 16-bit samples), you can run the range from one voice to well in excess of 25 voices on the Jaguar. But at 25 voices, you'll trade off sampled stuff with FM stuff, and it's going to depend on your music score and sound effects.

GP: And now that *Tempest* is complete, what does Jeff Minter (the programmer for *Tempest 2000*) plan to do?

BR: Jeff's next project is the Virtual Light Machine (VLM) light synthesizer for the Jaguar CD. The VLM is based on the technology he's used to create light shows and raves across the United Kingdom for the last five years. It will display really cool, very polygon-based, very particle-physics-based visual effects for music CDs. It uses a real-time 3D frequency analysis



Jeff Minter has programmed the Jaguar CD system's VLM (Virtual Light Machine). Though screen shots don't do this light synthesizer justice, VLM creates a light show on your screen as you play a regular music CD. Some of the light shows are interactive.

of music to display a 3D image with one axis each for time, frequency, and magnitude. You see the music roll from right to left and go from close to you to very far away. High frequencies move down to low ones, and the whole thing bubbles like the ocean. **G**

THE ULTIMATE MATCH.

NO OTHER SOCCER GAME COMPETES.



Get a real feel for teamwork in an intense four-player match.

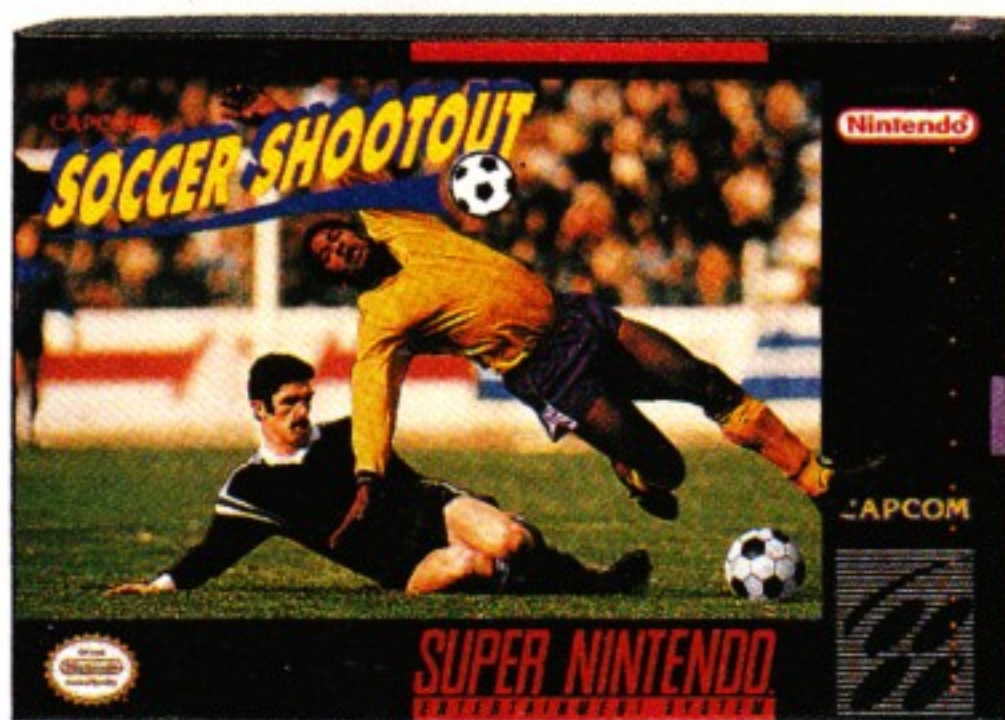


Send a hard shot towards the net to fake out the goalie.



Keep your kicks in line, or you'll end up with a yellow card.

Capcom's Soccer Shootout has the nonstop action other so-called "real soccer" games only talk about. Play as one of 12 All Star championship teams against the computer for the title cup. Or, use the four-player option to challenge your friends in head-to-head matchups. Either way, this is the



greatest soccer video game ever. Practice your dribbles, shot blocks, and corner kicks to become the world's best soccer team. With its lifelike players, intense graphics and animation, and instant replay option, Capcom's Soccer Shootout brings the world's most popular sport home like never before.

4 player game

CAPCOM[®]

English and Spanish manual included.

MARKO™

You're really having fun now!

Take a good look at Marko. You're going to see lots of him everywhere: on your Genesis™, Game Gear™, Sega CD™ and Super NES®.

He'll take you on an amazing new adventure that's HUGE. With the hottest graphics. The coolest sounds. The smoothest animation.

You'll think you're playing inside an actual cartoon! What's it all mean? You'll have fun, fun, fun 'til your daddy takes your game machine away.

DOMARK®

Exclusively sold in America by Time Warner Interactive
675 Sycamore Dr., Milpitas, CA 95035
408-473-9400



Roam through city streets, construction sites, sewers, the circus and forest in a quest to defeat the mad Colonel Brown who's dumping toxic waste! Marko's only weapon is his amazing soccer ball, which he uses to knock out gangs,

dogs, sludge monsters and other nasties. Just as in soccer, Marko can't use his hands. He's got to use his head, bicycle kick, knee tap and foot dribble to control the ball.



Genesis, Game Gear and Sega CD are trademarks of Sega Enterprises, Ltd. Super NES is a registered trademark of Nintendo of America, Inc. MARKO: TM & © 1994 Domark Group, Ltd. All rights reserved.

Now for play on your Genesis™, Game Gear™ and Sega CD™. Coming soon on Super NES®!

**COVER
FEATURE**



Sonic's back, but with a new friend named Knuckles.



SONIC + KNUCKLES =

Twice as Much Fun

Everyone's favorite 'hog is back with a new buddy in a Sonic adventure with some surprising twists.

By The Unknown Gamer

It's fall, the leaves are changing color, the temperature's dropping, and it's time for a new Sonic game. Knuckles, an echidna, made his first cameo appearances in Sonic 3. In this adventure, he becomes a full-fledged character with a set of moves that makes him almost more fun to play than Sonic.

Well-Rounded, Varied Game Play

Nine massive, entirely new zones (including some that are hidden) give Sonic and Knuckles plenty of rompin' room. Look for lots of hidden areas, such as Special Stage Ring caverns and two different Bonus Rounds. Each zone also has creative new gadgets that the marvelous mammals can career off.

This time around, players must follow a storyline that

varies with each character. As Sonic, you race across Robotnik's Island, trying to destroy the Death Egg once and for all. As Knuckles, you try to figure out who's stealing your Chaos Emeralds. The furry duo starts out as enemies, but they reach a truce midway through the game.

Sonic powers through the zones with his signature moves and jazzy power-ups. Knuckles can do everything Sonic can, plus he performs some tricky stuff of his own (see sidebar). Many of the zones and bosses

play differently depending upon which character you are—especially since Knuckles can reach areas that Sonic can't.

Robotnik hasn't changed much, but he's added a new cast of mechanical cronies, including midlevel and final bosses that are tougher than past foes.

Surprise!

As for the rumors of a hidden super-secret surprise, we can tell you that one exists. This game is backwardly compatible with Sonic 2 and Sonic 3,



The Special Stages look familiar, but they're much tougher. Now Sonic has to bounce off yellow balls to capture some of the blue balls. When he completes a Special Round, he still gets a Chaos Emerald.

which means you can use this cart to make something totally cool things happen in those older games—but we're not gonna tell you what until next month. (We promised Sega!) In the meantime, take a peek at what's looking like one of this holiday's biggest games. **G**

Sonic & Knuckles
By Sega
Available October

Knuckles Has All the Right Moves



Knuckles uses his dreads to help him fly. While flying, he can hit things with his fists.



Knuckles can climb the sides of walls.



Shields work differently for Knuckles, protecting him from only one hit.



Fists of fury let Knuckles break through things that Sonic cannot.



Midair turns also lurk in Knuckles's bag of tricks.



Sonic can reach two new Bonus Rounds by collecting the correct number of Rings and finding a sign post.



The Mushroom Hill Zone



New enemies include a mushroom-tossing creature, a mechanical chicken that blows Sonic away and then sucks him in, and a strange spring creature that grabs Sonic and won't let go.



Each Zone challenges Sonic with a mechanical boss at the end of the first Act and a Robotnik boss at the end of the Zone.



This latest adventure abounds with all kinds of new gadgets that Sonic can swing from, jump on, and more.



Robotnik's Air Ship appears at the end of the Mushroom Hill Zone.

The Flying Battery Zone



New gadgets galore!



Sonic travels hand-over-hand across these rungs inside the Flying Battery Zone.



These rolling tunnels make a reappearance. Remember them from Sonic 2?



Collect 100 Rings or find 1-Up Monitors to earn 1-Ups.



The Fire Shield protects Sonic from flaming enemies in this Zone.



The Flying Battery Zone bosses!



SONIC & KNUCKLES™

The Sandopolis Zone



Sonic can jump up these sandfalls to reach higher levels.



Loop-the-loops appear in every Zone, and they're faster than ever.



Once Sonic gives these blocks a shove, he can climb onboard and ride them.



Ghosts haunt Sonic throughout this Zone. While he dodges them, he also must evade the rising sand.



Here's a door that Sonic can't open – but Knuckles can.



Watch out for sand worms.



The Sandopolis Zone bosses!



The Lava Reef Zone



Use the Spin Dash to make these elevators go down.



The Lava Reef Zone bosses!



Lava and hedgehogs don't mix, unless you're planning a barbecue.



Bridge over troubled lava...



The Electric Shield is still great for picking up hard-to-reach Rings.



Robotnik sets traps for Sonic everywhere. Be alert.



This Zone features beautiful backgrounds.

The Sky Sanctuary Zone



Sonic goes to the Sky Sanctuary Zone after he battles Knuckles. It's short but beautiful.



The Death Egg Zone



Sonic must destroy the Death Egg.



The midlevel boss in the Death Egg Zone.



Watch out for these miniature but mighty Robotniks.



Sonic can bounce on clouds to reach higher areas.



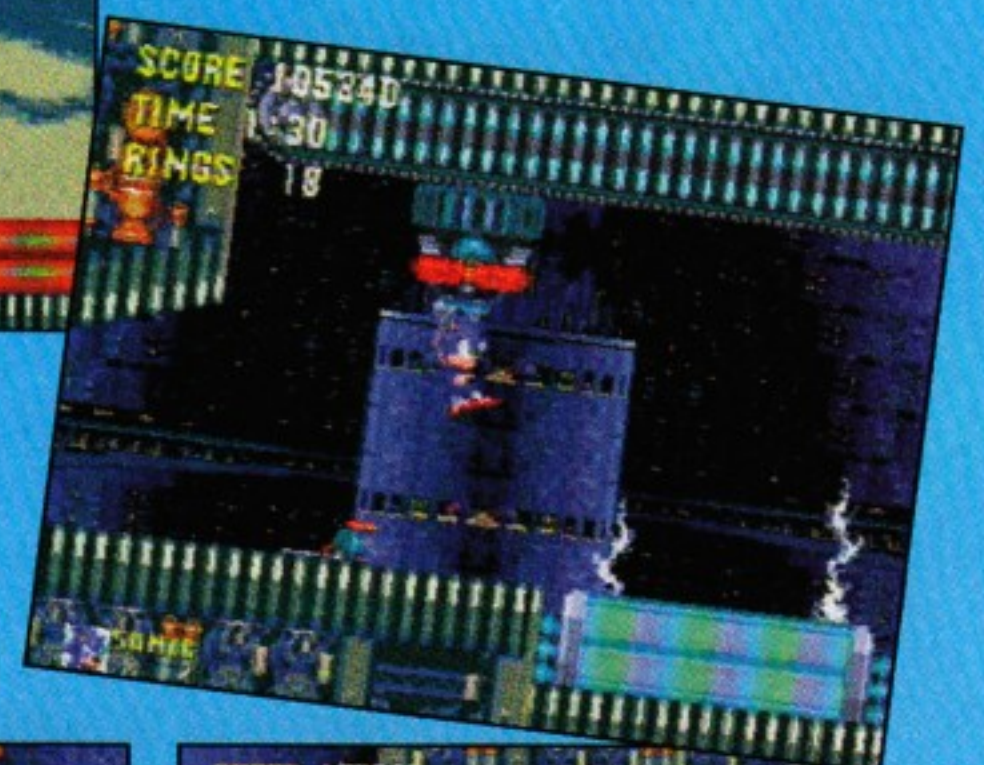
Sonic's fired through this spectacular spiral gun. All you have to do is sit back and watch.



In this antigravity chamber (à la Strider), Sonic has to bounce on the boss in the center before he can proceed.



When the gravity's gone, Sonic can walk on the ceiling in the Death Egg.



The Death Egg Zone's scenery is especially magnificent. The backgrounds boast beautiful details and colors.



After trouncing a midlevel boss, Sonic meets up with none other than Metal Sonic...remember him from Sonic 2?



You Guys Finally Made It To Sega. What Do You Say?

It's about time... so chill!

Sounds like a sweet deal!

Sounds great! ...How 'bout a hug?



The mayhem continues as this carnival-gone-bonkers takes their hugely successful show to your SEGA™ GENESIS™ System. They'll be kicking and screaming all the way as Bad Mister Frosty and the malleable mob smack it out in Clay Fighter™, the hilarious head-to-head action fighting game.

Let the clay fly as huge clay animated characters come to life in this major 16-Meg cart.



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.

Sega and Genesis are trademarks of Sega Enterprises, Ltd. All rights reserved.

ClayFighter™

Thank you
very
much!

No
crybabies
allowed!



Staggering graphics, amazing digitized sound and voices, and mind-boggling hidden moves and combos will knock your socks off! And the Tournament Mode will let you work all the kids on the block.

So, invite Bad Mister Frosty, Ickybod Clay, Helga and the rest of the gang over for a thrashin', bashin', non-stop brawl on your SEGA™ GENESIS™ system.

Interplay™

Interplay Productions, Inc.
17922 Fitch Avenue
Irvine, CA 92714
(714) 553-6678



VISUAL
CONCEPTS

© 1994 Interplay Productions, Inc. and
Visual Concepts. All rights reserved.
Clay Fighter is a trademark of
Interplay Productions, Inc.



**SPECIAL
FEATURE**

STREET FIGHTER HITS THE BIG SCREEN

Lights! Camera! Action! The *Street Fighter* movie's under way for a Christmas release. Here's a first look at some behind-the-scenes action on the set!

By Earth Angel

Called simply *Street Fighter*, the film takes place deep in the heart of Southeast Asia. As the Shadowloo civil war enters its seventh month, Warlord General M. Bison kidnaps 63 Allied Nation relief workers and holds them hostage for a \$20 billion ransom.

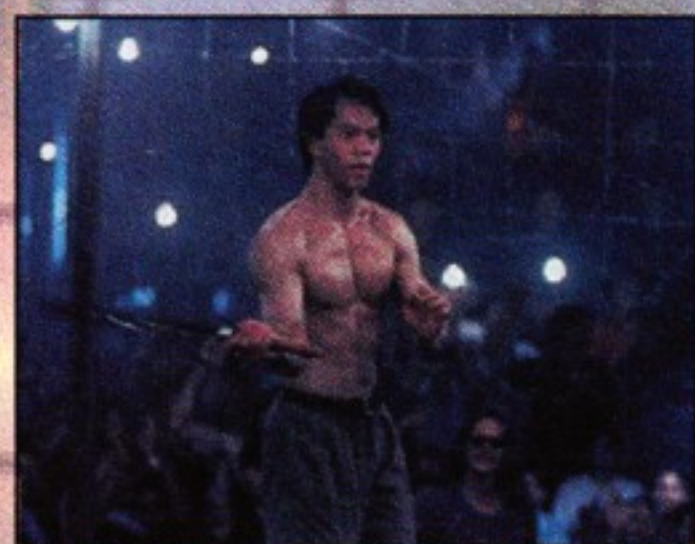
Colonel William F. Guile of the Allied Forces must mastermind a plot to rescue the hostages. He'll need plenty of help to trample M. Bison's forces, and he enlists every *Street Fighter* except Fei Long. Cammy, Chun Li, Sagat, Ryu, Balrog, E. Honda, Dee Jay, Ken, Dhalsim, T. Hawk, Zangief, Blanka, and Vega all have roles in this PG-13 movie. **G**



Guile surveys the Allied Forces.



Ryu's a seasoned Street Fighter.



The Street Fighter movie's explosive action is just what fans have been waiting for.



Reporter Chun Li tries to interview Colonel Guile on the hostage crisis he's facing.



Guile and Cammy hatch a plot to end the hostage crisis.

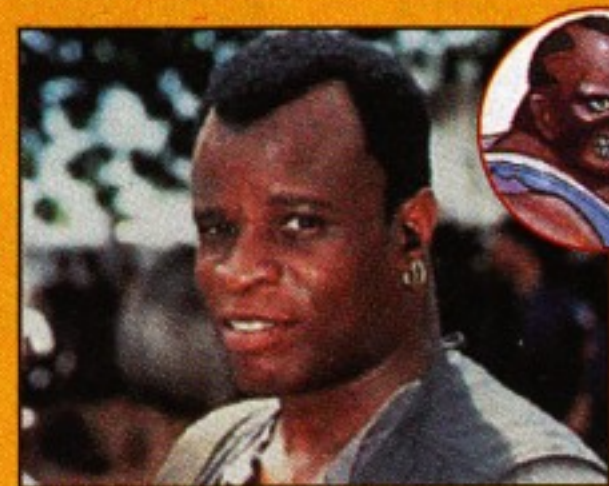


The mysterious Vega.

THE CAST



Cammy, a British Intelligence Officer (Kylie Minogue).



Balrog, Chun Li's cameraman (Grand Bush).



Ken and Ryu, two down-on-their-luck street fighters (Damien Chapa and Byron Mann).



Colonel William F. Guile, head of Allied Forces (Jean-Claude Van Damme).



Sagat, Bison's chief arms supplier (Wes Studi).



T. Hawk (Gregg Rainwater).



Vega (Jay Tavare).



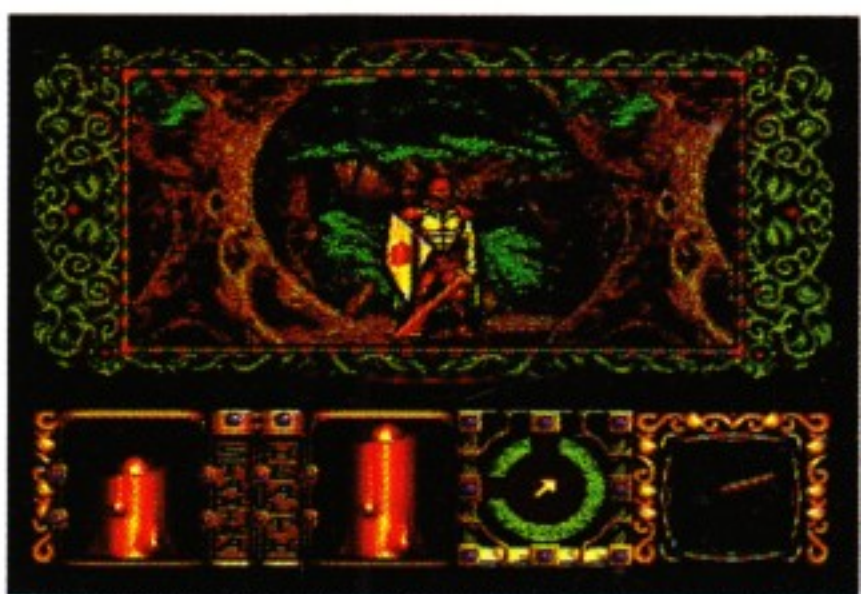
Chun Li, a news reporter, and Cammy (Ming Na Wen and Kylie Minogue).

A once peaceful land has gone stark raving mad.



The precious Gems of Tranquillity have fallen into evil hands. Now darkness and chaos rule the kingdom of Obitus. Your challenge is to find the four lost gems and return them to the Dark Tower, restoring light and harmony to the crippled kingdom.

- ▶ Dozens of weapons and magical items.
- ▶ Battery backed to save your progress.
- ▶ Hoards of brutish beasts to battle!



Chaos rules and survival is up to you.

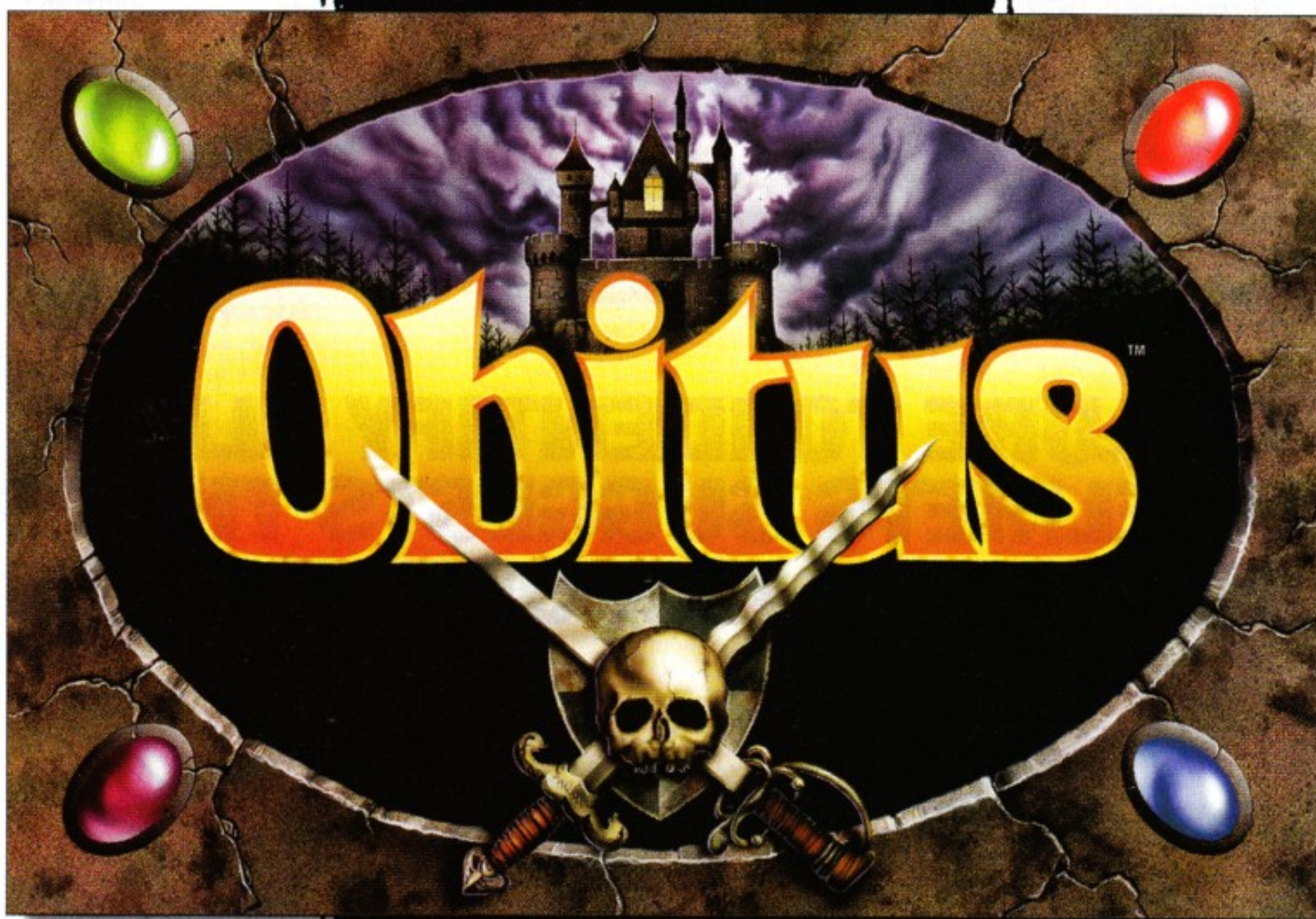
In forests, castles, dungeons and catacombs, you'll find clues that will lead you to the gems while deranged creatures stand ready to put a gruesome end to your quest. The unequipped adventurer won't get far however. So, stay alert and search every nook and cranny for the items that will assist you in your quest.

SUPER NINTENDO
ENTERTAINMENT SYSTEM

Discover the secrets of the Dark Tower.

Step into a world of dark mystery.

Awesome first person perspective view lets you experience this perilous adventure first hand. And 3-D action view screens will show you what's really going on! Make sure you know who your friends are—not everyone is who (or what!) they seem.



- ▶ First-Person and 3-D action view stages.
- ▶ More than 12 adventurous areas, including forests, dungeons, castles and catacombs.

Detailed maps and strategies included.

Unleash the power of a legend.

Take the challenge.

Find the gems and you'll be a hero. Make one too many mistakes and well... nice to know you.

The kingdom of Obitus is depending on you. Is the adventurer inside you ready?



Bullet-Proof Software, Inc.
8337 154th Ave. NE, Redmond, WA 98052

Obitus™ published under license from Psygnosis Limited ©1989, 1990, 1991 Psygnosis Limited. Psygnosis and Obitus are trademarks of Psygnosis Limited and are used with permission. All rights reserved. Bullet-Proof Software and BPS logo are registered trademarks of Bullet-Proof Software, Inc. Super Nintendo Entertainment System is a registered trademark of Nintendo of America Inc. ©1991 Nintendo of America Inc.



FAILURE TO IDENTIFY ALL 36 OF THESE HELMETS SUGGESTS THAT PERHAPS BADMINTON IS MORE YOUR SPEED.



EA SPORTS, the EA SPORTS LOGO, 4 Way Play, the 4 Way Play logo, Bill Walsh College Football, and "If it's in the game, it's in the game" are trademarks of Electronic Arts. Sega™ and Genesis™ are trademarks of Sega Enterprises, Ltd. The Collegiate Licensing Product logo is a trademark of the Collegiate Licensing Company. Team names, logos and mascots are the property of their respective universities.

Introducing windowless passing for an unobstructed view of your receiver [unless he's got a cornerback in his face].



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



New ability to check energy levels adds fatigue factor to the game. Cot not included.

TEAM ROSTER

ARMY

QUARTERBACK

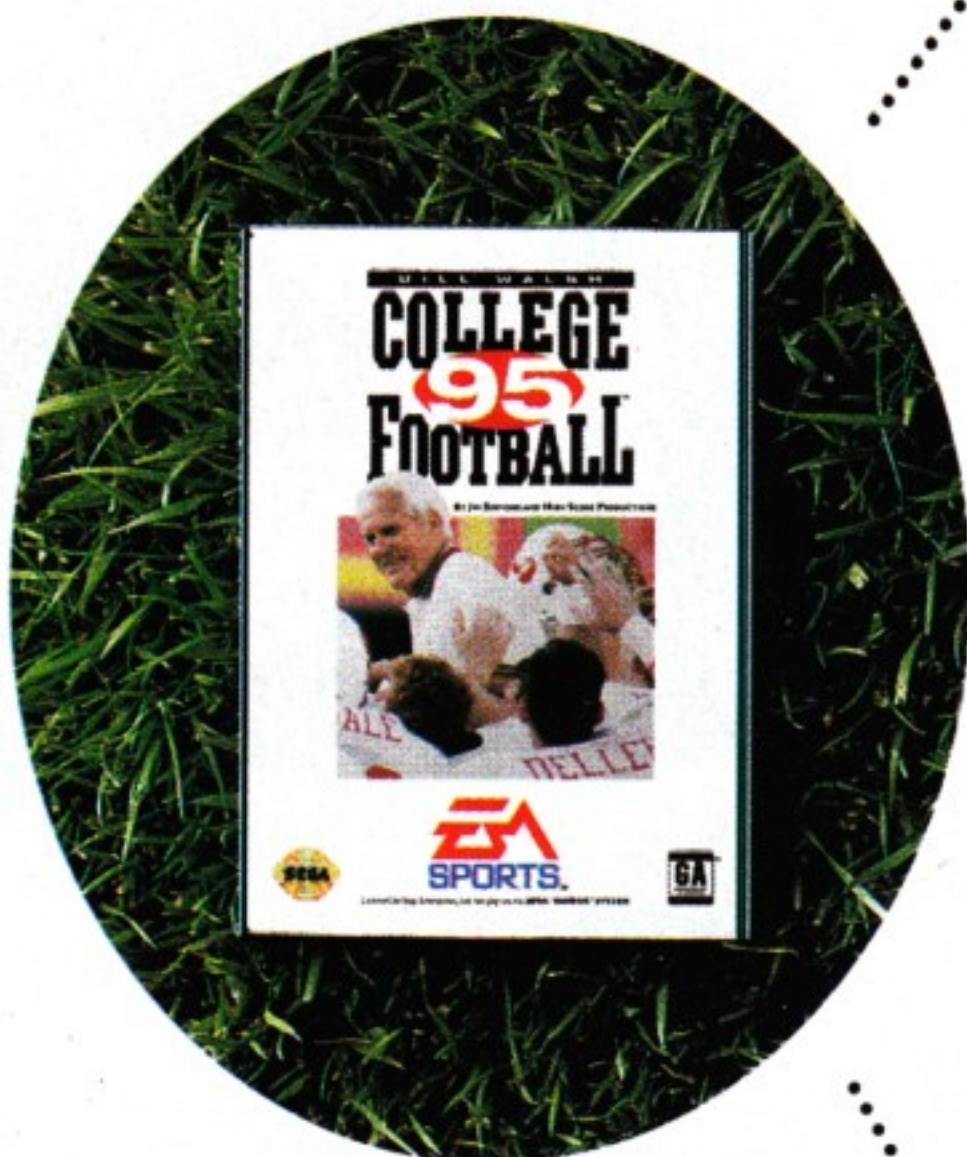
#	POS	ENERGY	SPEED	DEX	INTEL	WT.	RANGE	POWER
#10	QB	82%	73	73	100	180	20	91

RUNNING BACKS

#	POS	ENERGY	SPEED	DEX	INTEL	WT.	RANGE	POWER
#21	RB	72%	73	80	80	200	46	21
#22	RB	64%	73	86	73	180	46	33
#07	RB	61%	84	93	86	220	60	59

RECEIVERS

#	POS	ENERGY	SPEED	DEX	INTEL	WT.	RANGE	POWER
#23	RE	82%	73	80	73	200	20	13



From formations like the Veer, Flexbone and Tee [Notre Dame in the red zone] you can run 36 new plays that would make Bill Walsh smile [or cry].

RECEIVING

#	SE	RECEPTIONS	YARDS	AVG	LONG	TD'S	FMB	TDS		
#18	SE	1	Michigan	910	598	13.7	42	1	2	4
#85	SE	2	Missi	417	10.9	44	3	0	6	6
#20	SE	3	California	375	14.1	46	2	1	3	3
#04	SE	4	Georgia	315	14.7	48	3	0	6	6
#83	SE	5	Kansas State	315	14.8	56	2	1	3	3
#42	SE	6	BYU	428	14.4	57	2	1	2	2
#80	SE	7	Stanford	411	12.8	59	1	1	4	4
#83	SE	8	Texas	341	10.6	34	0	1	3	3
#17	SE	9	Washington State	361	11.2	63	1	0	5	5
#11	SE	10	Tennessee	21	467	15.0	54	1	1	5

Position stats tracked all season long let you know who's hitting and who should be hitting the showers.



This box contains 100% real college teams, helmets, logos, colors, nicknames, rules, plays, polls and traditions. Nothing artificial. Dig in.

SPECIAL FEATURE

MORTAL KOMBAT 2

Rocks the House

Awesome SNES cart best of the home versions!

By Stanley Quan

The Kombat Continues! But this time, the Kombos actually work! Unlike last year's sloppy, slow, unresponsive version of MK for the SNES, this MK II retains almost all the speed and kombos from the arcade – not to mention brilliant graphics, sounds, control, FunFactor, fatalities, the kitchen sink, and Toasty.

Welcome to The Outworld

Shang Tsung returns from defeat, and this time he lures the kombatants into the hellish Outworld. Tsung, ruler Shao Kahn, and Kintaro, cousin of Goro, plan to kill the warriors and unbalance the furies. Each warrior has their own history and reason for entering this deadly tournament.

All 12 playable characters from the coin-sucker are represented – a full seven of them new (two were bosses in MK).



Choose your kombatant: Liu Kang, Kung Lao, Johnny Cage, Reptile, Sub-Zero, Shang Tsung, Kitana, Jax, Mileena, Baraka, Scorpion, or Rayden.

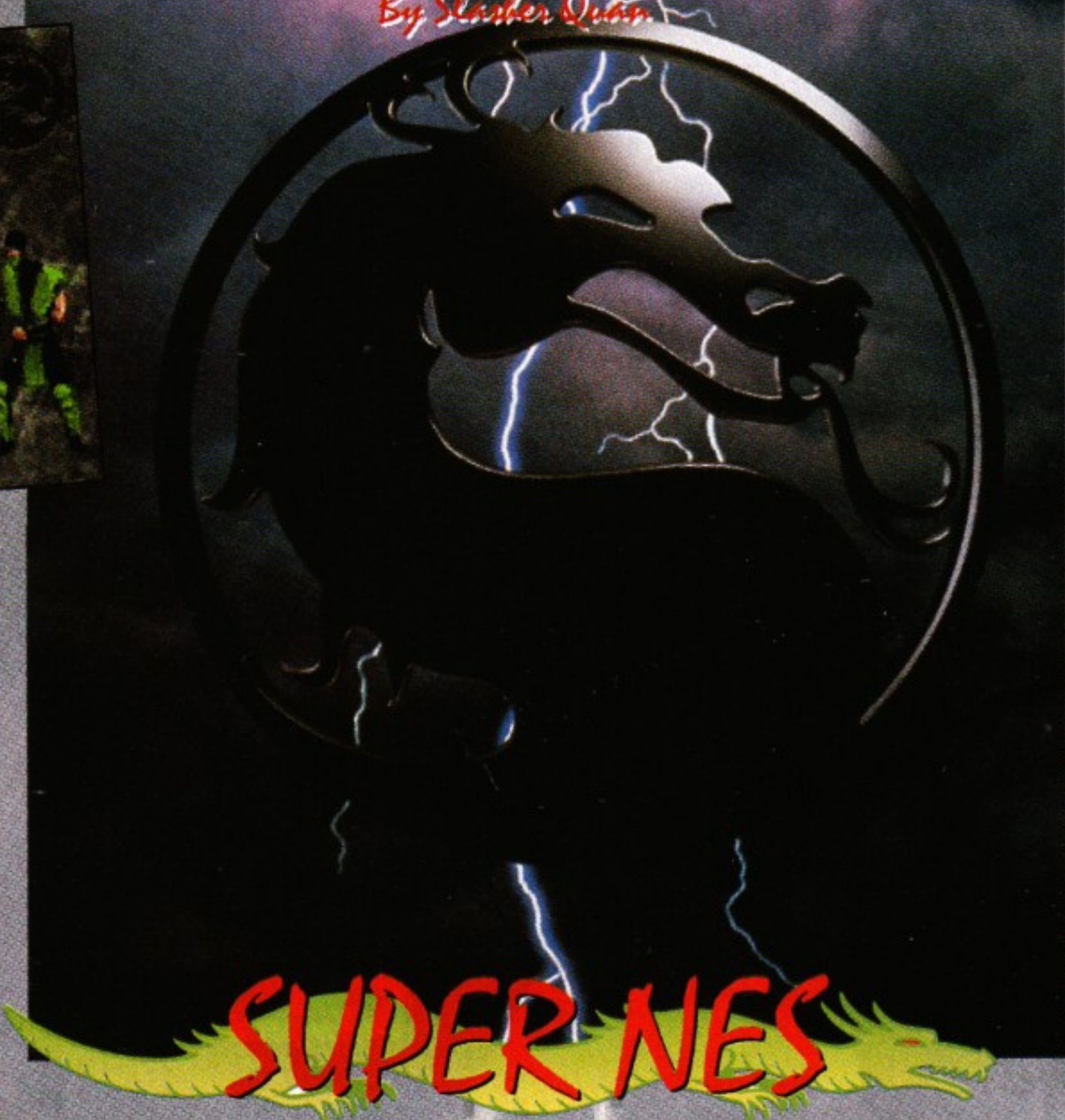
Only two characters didn't make the journey to the sequel: Sonya and Kano, the least popular among players.

The Fatal Fury

Although there's still no way to dump Gatorade on the enemy after you beat them, all of the arcade's 62 humiliation moves are represented. This menagerie includes the arm-ripping Fatalities, skin-dissolving Dead Pools, impaling Spikes, flattening Pits, tear-jerking Friendships, and maternity-inducing Babalities. Even the hidden characters are secreted away – can you guess where?



The portrait screens are smaller, but the rest of MK II is good – trust us.



Check out all the red stuff! There's even blood when you do a series of standing High Punches, just like in arcade version 3.1.

Action Jax-son

MK II's game play and control are surprisingly super. The action is maybe 85 percent as smooth as the coin-op, and there's a wee bit o' chunkiness, but you get used to it real fast. The only control gripe is the lack of a pause feature.

If you're a jumpin', jugglin', teleportin', spearin', uppercuttin', kombo-krazy kombatant, you'll be jonesin' to try all your favorite arcade kombos. Most of them work! Okay, Kung Lao's hat spin-jump kick-bullet kick is gone (along with a handful of others). Still, there's enough to fill a 160-page book!



You have more time to Finish the opponent in MK II SNES than in the coin-op, which is very helpful!

Super NES Game Profile Mortal Kombat II (By Acclaim)

Hey, this time Mortal Kombat doesn't stink – it's awesome! The best of the four home editions, SNES MK II is a superb coin-op conversion and worth every penny for fans.

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

\$74.95
24 megs
Available September 9, 1994

One-on-one fighting
2 players
12 characters
Side view



It's so close to the arcade, you'll hear "Fatality" as you see the blood drip off the sign.

The cart's based mostly on arcade revision 3.1 rules, so it's unlikely you'll do any perpetual corner juggles. This is all well and good, but Acclaim could have added an option to toggle between coin-op revisions just for the rejuggle fun of it.

MK View

The cart's character animation is true to the coin-op in its quality and detail. Very big sprites, clean images, brilliant background color – you couldn't ask for more. Even the bursts of blood are brilliant, and they're everywhere!

Almost all the cool pix and cinematics made it. However, you'll notice a serious reduction in the facial-portrait size and a lot of cuts from the intro. But hey, losing these elements is better than missing animation.

No DCS, But Solid SNES

"Round 1...Fight!" This isn't something you hear in every street fight, but MK II has the majority of those ominous voices that everyone likes to repeat. (Only Beavis and Butt-Head are more popular to impersonate.) Check out the M-80 firecracker explosion when Scorp does the Flaming Bones! The music's great also, with only a few tunes and riffs missing.

One thing the cart lacks is a variety of modes. There's no versus mode or tournament setup, but the available options include button configuration, handicapping for two players,

and an adjustable CPU intelligence. The computer can be extremely cheap, and fighting it can be frustrating, so many players will prefer head-to-head action.

Finishing Word

MK II fans who rated the arcade a perfect 5.0 should snap up this cart posthaste. Some hardcore fight fans prefer the SF II series to MK because of the deeper game play, and for this contingent, MK II might only be a must-rent. Everyone else will give MK II a big thumbs up! **G**



PROTIP: Learn to anticipate an enemy jumping in and counter their attack with an uppercut. This very effective move takes off big energy.



PROTIP: Don't be bashful about doing cheap moves. Try a Spear-Uppercut combo with Scorpion. Then immediately Decoy to get next to the opponent and throw them. Cheeeeeeesy!



FINISH HIM!

The Pit

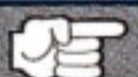
Fatality

The Tomb Spikes

Babality

The Dead Pool

Friendship



MORTAL KOMBAT II GENESIS

By Slasher Quan

"Moouooortal Koooooombat Twooooooo!" When you hear these words intoned in the TV commercial, realize the announcer's referring to only one game – the SNES version. Genesis MK II is a good fighter overall with combos and smooth action. But missing graphics, color, and music keep it from being close enough to the coin-op to satisfy real arcadiacs.

Game On, Man

The best news about this translation is the game play. The three-button controller is clunky, but you'll have superb combat if you're armed with a six-button pad. This peripheral is the Genesis version's biggest advantage over the SNES's – Sega's controller is closer to the arcade button setup than Nintendo's.

The cart includes all 12 playable characters, the bosses Kintaro and Shao Kahn, and the hidden characters. The action is true to the coin-op and slightly smoother than the SNES game's occasional chunky spots. The computer is every bit as cheap as the arcade CPU, but fortunately you get up to 30 credits to beat the game.



Game play is so close to the coin-op that projectiles even pass through each other.



The ominous thunder-and-lightning intro is still partially intact. Take a listen...this is about the last time you'll hear arcade music in this cart!

Kombo Me, Baby

All the special moves are executed just like they are in the arcade. Even the Finishing Moves are the same – great news for players who've memorized how to eat someone's head or give them a present!

The only move that was removed is the crouching Low Punch, which is now an uppercut. Unfortunately, this deletion precludes the possibility of doing certain ninja kombos in the corner. Too bad.



Believe it or not, Random Select is available! Hold Up and Start to do it.

The arcade kombos are almost all there – they're happening, and they're juggling. The revision 3.1 rules govern game play, so perpetual kombos are limited. (But if you wanna bust that eight-hit Kitana corner kombo, go right ahead!)

Gaze into the Portal

By Genesis standards, MK II is an exquisitely good-looking game with the digitized animation that makes you want to jump! However, by coin-op standards, it's not quite nirvana. Colors and entire backgrounds are missing from the animation, such as Goro's Lair when you meet Jade or Smoke. Instead, you fight in a recolored blue portal. Interesting, but not the real thing.

Say What?

You'll strain your ears and mess with your TV remote, but there's nothing wrong with the volume – MK II is simply missing a lot of the original voices and sounds. Gone are "Round 1," "Fatality," the fighters' names, and about 75 percent of the arcade voices. The music is even worse; most of it isn't even close to the arcade. The coin-op tunes were discarded in favor of a weird techno-sounding score.

The sound effects and hits aren't bad, but otherwise the sounds are disappointing.

"Mr. Data, Launch A Probe"

Okay, it's hard to know where to put the blame for this game's incompleteness: on the limitations of the Genesis system itself, or on Probe, the game's developer. Both are probably to blame. Compared with the SNES, this cart isn't the one to buy. On its own merits, though, MK II is a good coin-op translation and arcade fans probably won't regret their investment. Round 1, Engage! **G**

MK II Battle Plan



You must defeat all 12 combatants, Kintaro, and Shao Kahn to reach the top of the hill.

Genesis Game Profile
Mortal Kombat II
(By Acclaim)

MA-17 Not appropriate for children under 17
If you own both a SNES and Genesis system, get the SNES MK II version.
If you're stuck with only the Sega, Genesis MK II's great with the six-button controller.

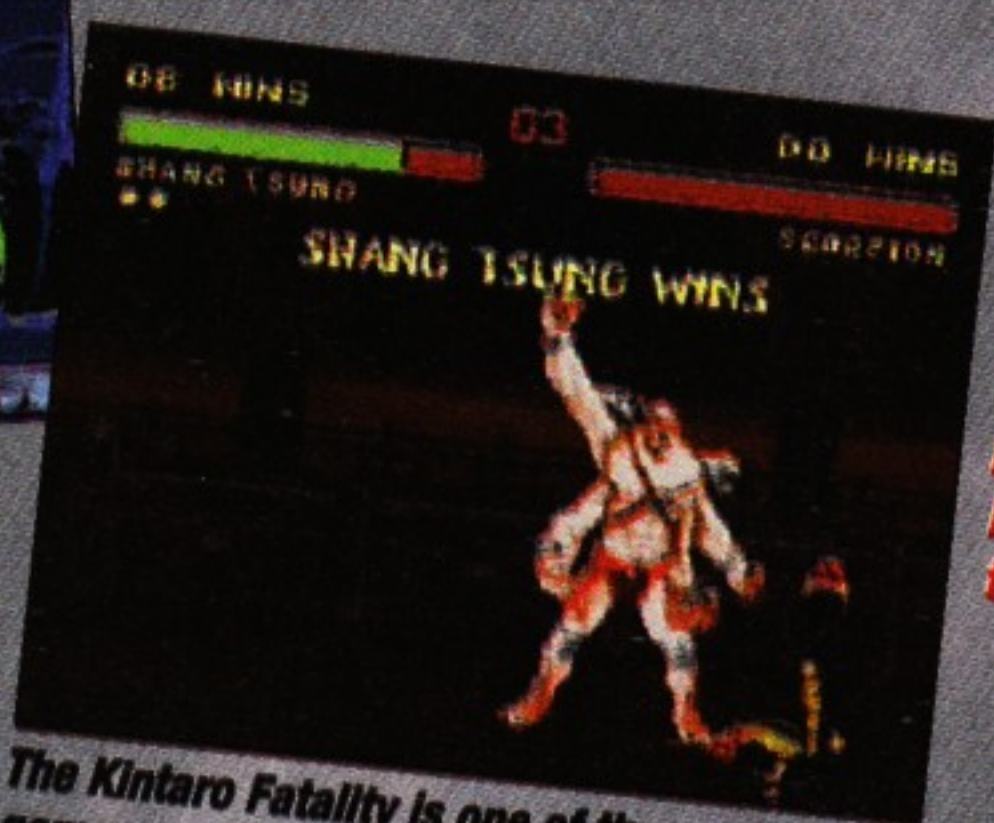
Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
4.5	3.5	5.0	4.5	Adjustable

\$64.95
24 megs
Available September 9, 1994
One-on-one fighting

2 players
12 characters
Side view
Limited continues



Although some background details are missing, MK II's close to the arcade!



The Kintaro Fatality is one of the coolest in the game – and it's available to wise players!



PRO TIP: One of the best ways to set up a combo is the standing High Punch. With Kung Lao, do a standing HP when they jump in, then immediately do the Hat Throw.



PRO TIP: The sweep is a powerful weapon. Sweep to knock down opponents who block high and take off energy if they block low. Repeat many times!



PRO TIP: For one of Rayden's best combos, jump in with a kick and then immediately do the Flying Thunderbolt while in midair.



MK II To KO SSF II?

It's Coke vs. Pepsi, Nintendo vs. Sega, Cowboys vs. 49ers – the Street Fighter II vs. Mortal Kombat debate just won't end! Slasher Quan compares the two home versions head-to-head.

Super Street Fighter II (SNES/Genesis)

Clearly the superior product in overall depth, complexity, and game play. SSF II's most important aspect is that all but two characters have unique moves (the exceptions are Ryu and Ken). So if you master Blanka's moves, then switch to Cammy, you must learn all-new moves. In MK II, the characters have nearly all the same regular moves – with only a few exceptions, the only differences are the special

moves. If you master Johnny Cage, learning Baraka isn't hard because you have two dozen moves down cold.

SSF II's weakness is how old and worn-out it's starting to look. Only four new characters are in the game (MK II has seven). This cart's also not as fast as its predecessor and lacks the Turbo arcade features.

Mortal Kombat II (SNES/Genesis)

Lack of character depth and other elements in MK II's game play make it less balanced and playable than SSF II. Losing energy to endless sweep patterns and the lack of hit trading (one character always has dominance) make the game less skillful.

However, every other factor favors MK II in this matchup.

Although SSF II's animation is more detailed, MK II's digitized characters are more impressive and eye-pleasing. The backgrounds and tunes are also all-new. Even though it's not as well-rounded as SSF II's, the combo system is more exciting; everyone's done Ryu's Triple Fierce a million times, but players are still learning to juggle. As for secrets, SSF II has none, and MK II has all of the arcade's secrets and gore.

The Winner Is...

If these games were sports, SSF II would be baseball and MK II would be the American Gladiators. SSF II requires strategy, fast reactions, skill, and expertise. MK II requires less strategy and skill, but has more flash, excitement, and sizzle.

If stuck on a desert island and given only one game to

play, I'd choose SSF II over MK II. However, most players are looking for what's new, what's fun, what's violent, and what's good for short-term entertainment. These players – almost everyone – will and should choose Mortal Kombat II.



MORTAL KOMBAT II

GAME GEAR

By Slasher Quan

Gear up, gang, MK II has arrived in bright, living color on the Game Gear. Never mind that busting a kombo is like hitting double zeros on a roulette wheel. Otherwise, this cart is good handheld entertainment.

MK II Go

Mortal's here, but only partially. You get eight of 12 characters: Liu Kang, Kitana, Mileena, Sub-Zero, Reptile, Scorpion, Shang Tsung, and Jax. Raiden, Johnny Cage, Kung Lao, and Baraka are nowhere to be found. Fortunately, both MK II bosses are included. Good luck finding the hidden characters – if they're around, the ways to find them have changed.



Memory constraints limited the game to eight characters.

Game Gear Game Profile Mortal Kombat II

(By Acclaim)

Rated by V.R.C.
MA-17
Not appropriate for minors.
Mature Audiences

MK II for GG is a fun game to take on the road for some amusement, if you don't mind the clunkiness.

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

\$44.95
Available September 9, 1994

One-on-one fighting

2 players (via Gear-to-Gear cable)
8 characters
Side view
Limited continues



Not only is animation missing from Kitana's Fan Lift, the opponent is pushed out so far that doing a kombo is a real pain.

The players move, groove, and grapple with reasonable smoothness, but the control's light-years behind the SNES or Genesis. You'll immediately notice that the animation seems to skip around a lot. The three-button layout isn't terrible, and the majority of the moves are intuitive. The problem lies in how the characters react and attack.



Shang Tsung can transform into any character in the game.

Getting kombos to work is a colossal chore since the jumping and gravity in this game feels totally wrong. For example, Kitana's Fan Lift pushes the enemy too low and too far away to easily follow up with a kombo attack.

GG Graphics Good

No qualms with the bright, impressive pix and huge sprites (they take up two-

thirds of a screen). You'll be amazed at how much was captured from the arcade.

The music and sounds aren't exactly the coin-op, but they're pretty good. Sadly, most of the arcade tunes are gone, and the replacement tracks have their own beat.

Win Some, Lose Some

What you see is what you get. Only two backgrounds is what you'll see – the Kombat Tomb and the Pit – so what you'll get is limited Fatalities. Since the Dead Pool is missing, there's no way to do the Dead Pool Fatality. You'll also find some memory-conserving changes



PROTIP: One of the best ways to take out the bosses is to move far away, draw them in, and Freeze them with Sub-Zero. Beware, the Floor Freeze won't work against them!



Liu Kang's Dragon Fatality sizzles! He's on Fire!



Reptile steps out of the shadows to become a playable character, and his Forceball can get you close in a hurry.

to your favorite Fatalities: Liu Kang's Dragon doesn't bite off the opponent's head, but instead burns them to a crisp.

Gear or Garbage?

If you own a SNES or Genesis system, you'd be nuts to buy either handheld version over their big brothers. Gear MK II is for people who spend a lot time on the road and don't mind playing the computer for hours on end. (For one-on-one action, you'll need a friend and two GGs.)

Taken on its own, Mortal II is a fun game. But if you're looking for something close to the coin-op, you won't find it inside



MORTAL KOMBAT II GAME BOY

By Slasher Quan

You say you want kombat? We're gonna give you Mortal Kombat! Despite its cute, innocuous appearance on the small screen, MK II GB contains most of the violence and even some of the solid game play that made the arcade game a record earner.

Eight for the Road

MK II GB is a black-and-white mirror image of the Game Gear – at least on the surface. You get eight of 12 arcade characters, two backgrounds, and both bosses. Too bad there's no "red color" ability for the GB. Maybe those Picassos out there



The question mark is still present in the Battle Plan, which could indicate the existence of hidden characters.

Game Boy Game ProFile Mortal Kombat II (By Acclaim)

You won't believe your eyes when you see how well this game plays. It's not in color, but you still won't believe your eyes.

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

\$34.95
Available September 9, 1994
One-on-one fighting

2 players
8 characters
Side view
Limited continues

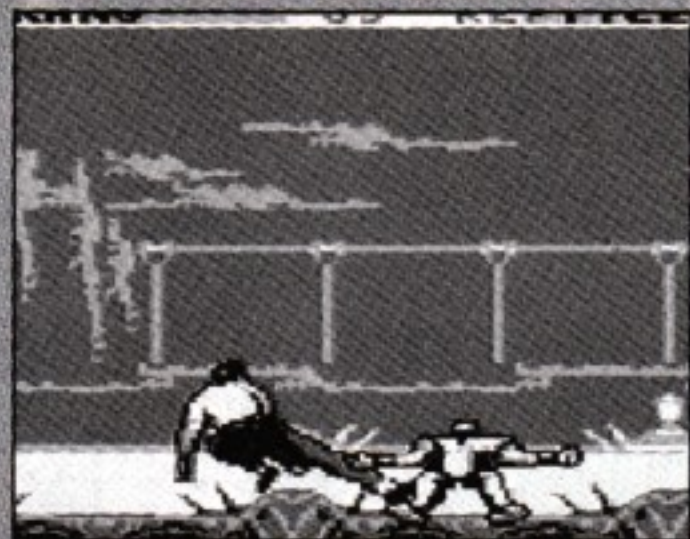
who own a Super Game Boy can color in some blood.

Straight away, the Mortal difference about the GB is the not-too-bad-at-all game play. The characters move with reasonable fluidity, and the animation doesn't skip as much as it does in the GG edition. This improvement is partially a result of the smaller sprite size, but that's a small compromise for better, more responsive game play.



PROTIP: Standing High Kicks are a great way to keep the enemy out when they jump in.

One letdown you'll experience about the kombo system is the alteration of the jump kick. If you jump and kick someone, they fall to the ground very fast, making many of the standard kombos nearly impossible. However, some of the kombos do work, which is a definite plus.



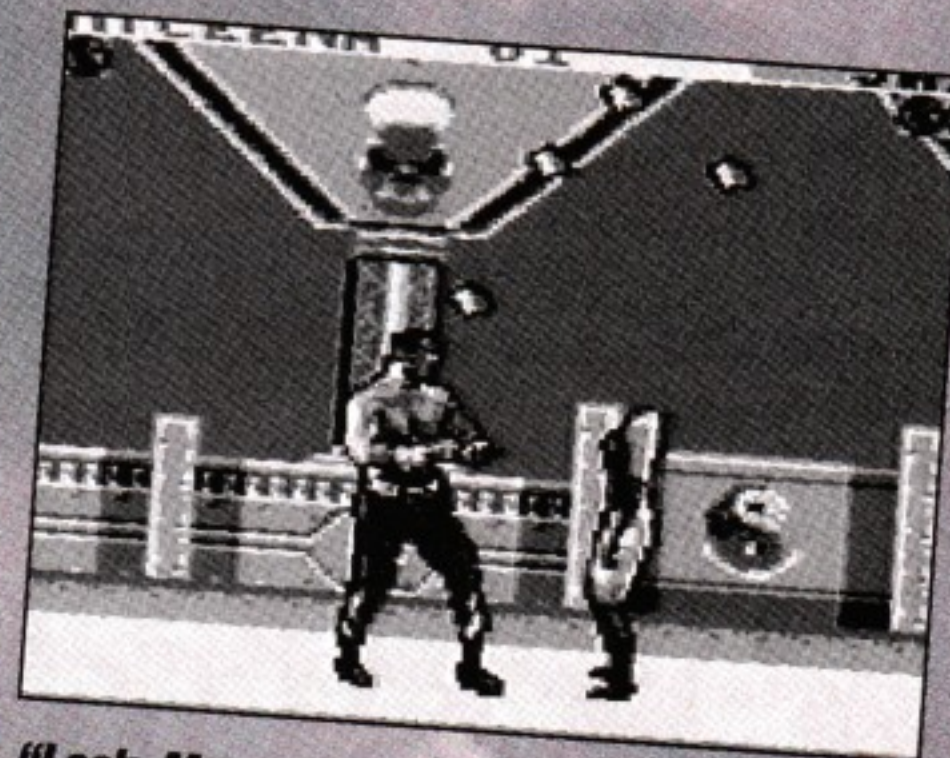
PROTIP: Sweep patterns are one of the best ways to defeat the computer. After you knock them away, jump in with a kick and repeat.

Green and White, Mmmmm

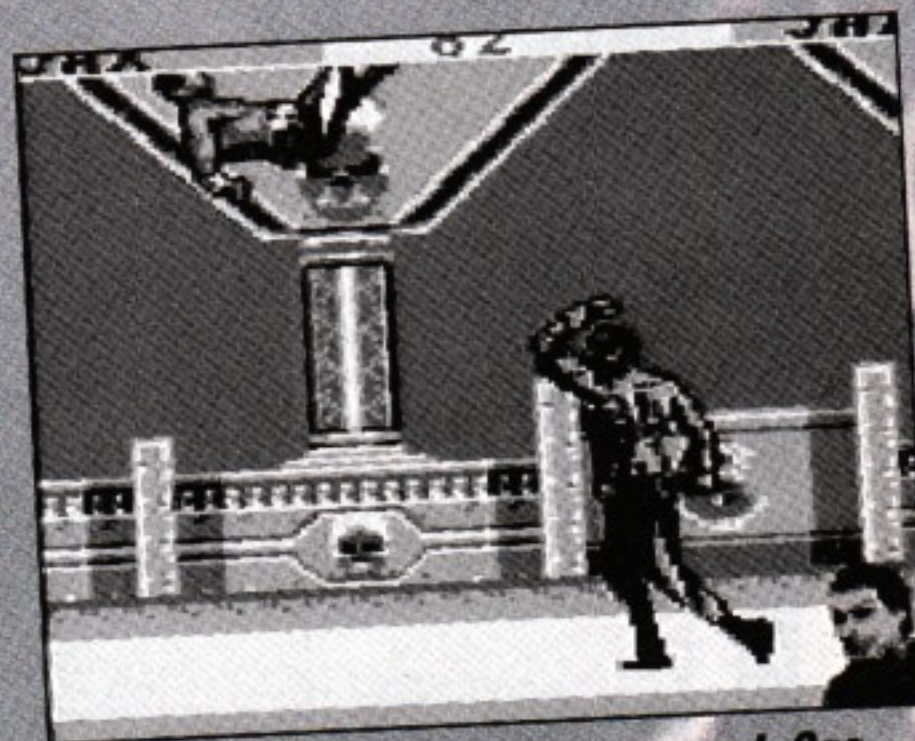
Graphics in green and white don't satisfy the Mortal hunger unless you lower your standards. The characters are fairly crisp and distinct, so you won't have trouble spotting them on the small screen.



PROTIP: Scorpion's Decoy helps you escape damage and get in close for a Spear.



"Look, Ma, no arms!" – even on Game Boy.



You may find Toasty lurking around. Gee, what could that mean?



The sound is a weird derivative of the arcade without any voices or other goodies. The tunes are kind of like elevator music with an evil twist, and they get repetitive quickly.

Still a Boy, Not a Man

MK II Jr. is half as much game as the SNES, but, hey, what do you expect from a five-year-old portable system? I can name a million other ways I'd rather spend \$35. On the other hand, if I'm all alone and bored, I wouldn't mind having Kitana and crew in the palm of my hand. **G**



Every Play

Software, Etc. makes the play with hot selections and super value prices. Check out our Real Deal coupons (see stores for details) and save big money!

OF

every Game!

TOP GAME EQUIPMENT



ARCADUE PRO JOYSTICK from **STD.** For SNES, Genesis and Sega CD **\$3 Off With In-Store Coupon**



SG PROPAD 6-BUTTON from **STD.** For Genesis. **\$3 Off With In-Store Coupon**

CHAMPION GAMING

DICK VITALE'S "AWESOME BABY" COLLEGE HOOPS from Time Warner Interactive. For Genesis.

\$5 Off With In-Store Coupon

COLLEGE FOOTBALL'S NATIONAL CHAMPIONSHIP from Sega.

For Genesis. **\$3 Off With In-Store Coupon**

WORLD SERIES BASEBALL from Sega.

For Genesis. **\$3 Off With In-Store Coupon**

PEBBLE BEACH GOLF LINKS from Panasonic.

For 3DO.

NHL '95 from Electronic Arts.

For Genesis.

LINKS from Virgin.

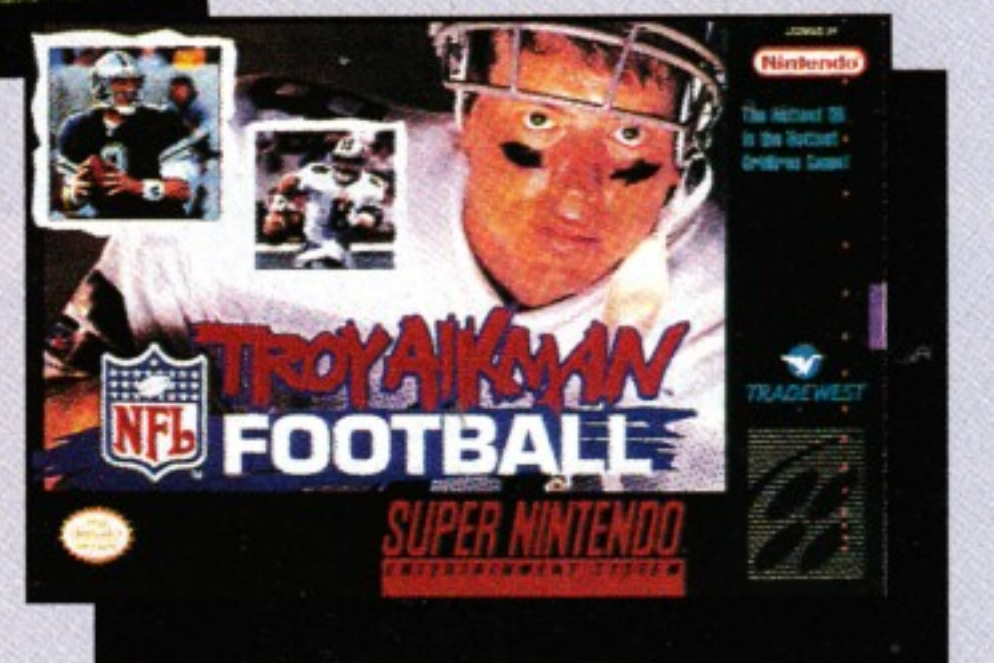
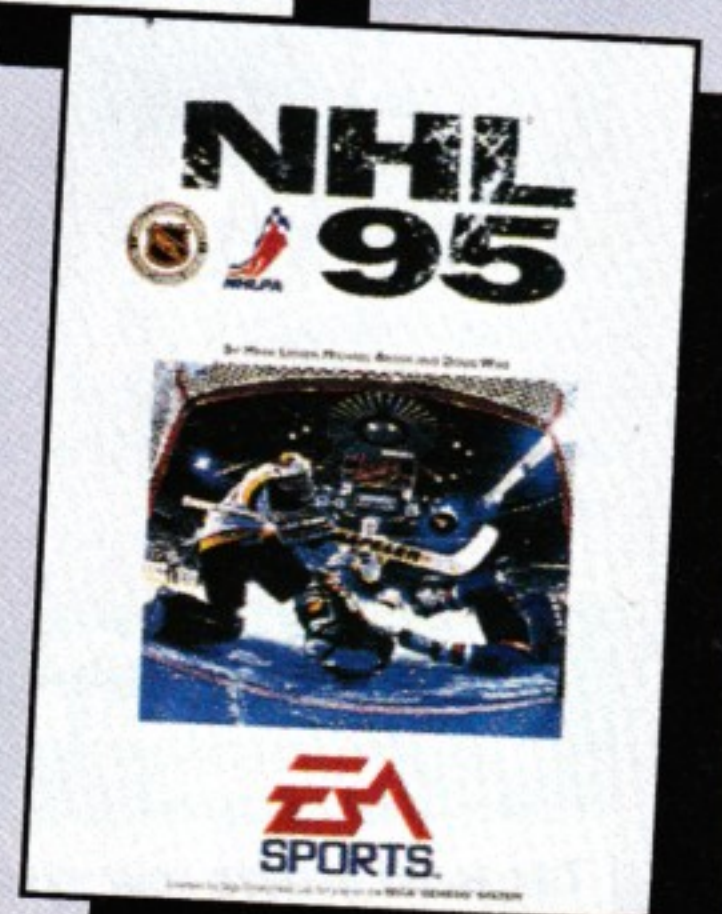
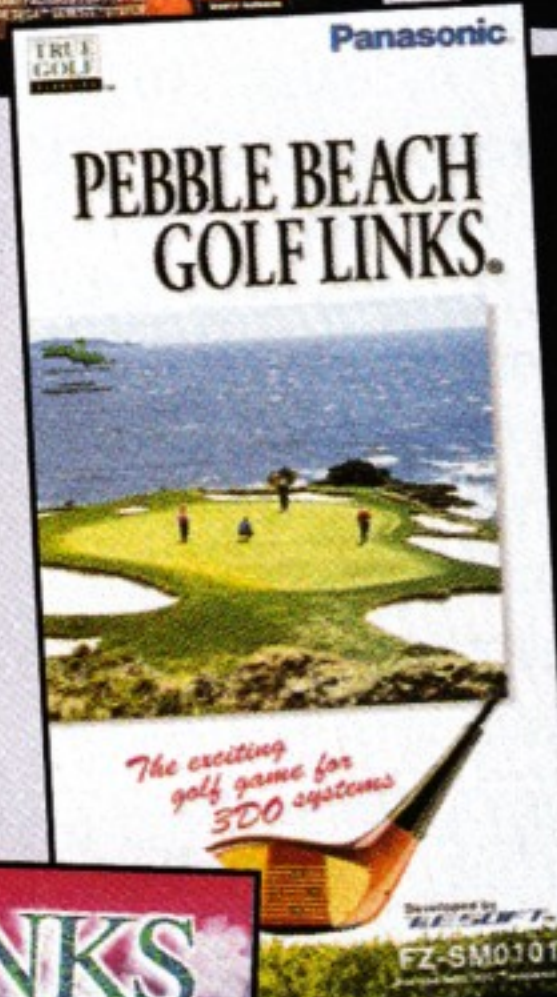
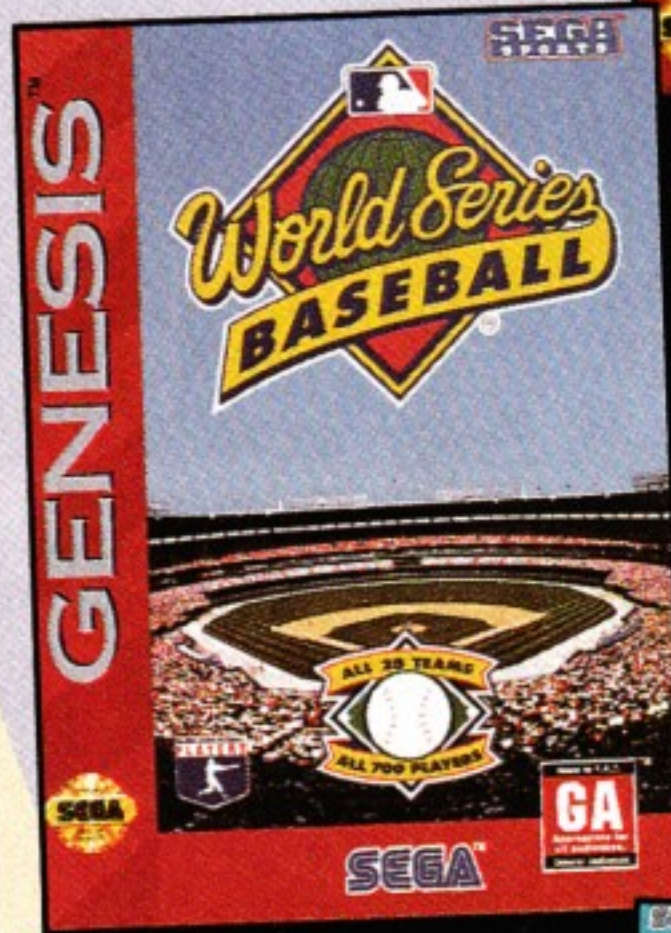
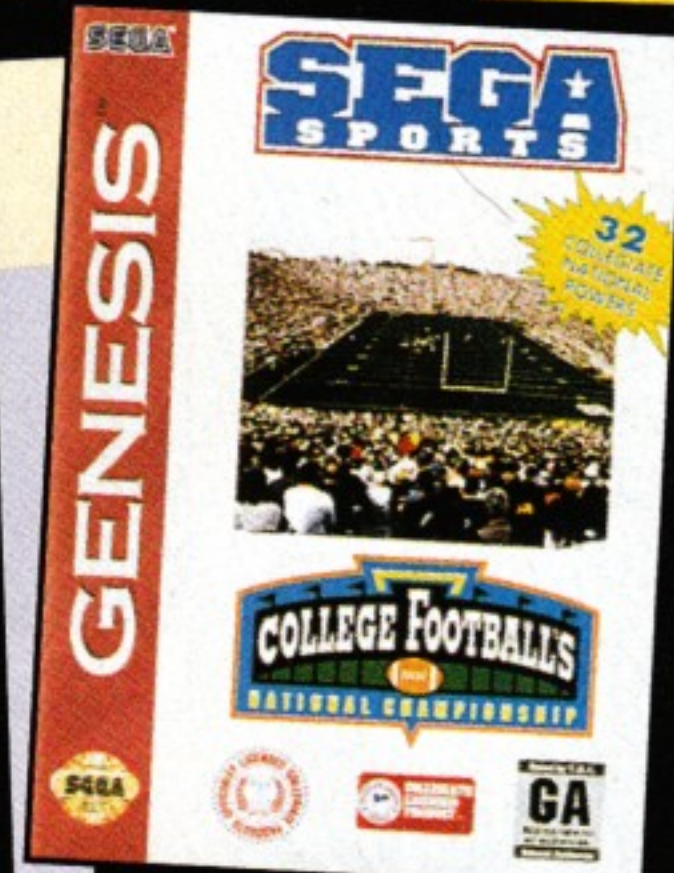
For Sega CD.

\$3 Off With In-Store Coupon

TROY AIKMAN NFL FOOTBALL from Williams Entertainment.

For Super NES.

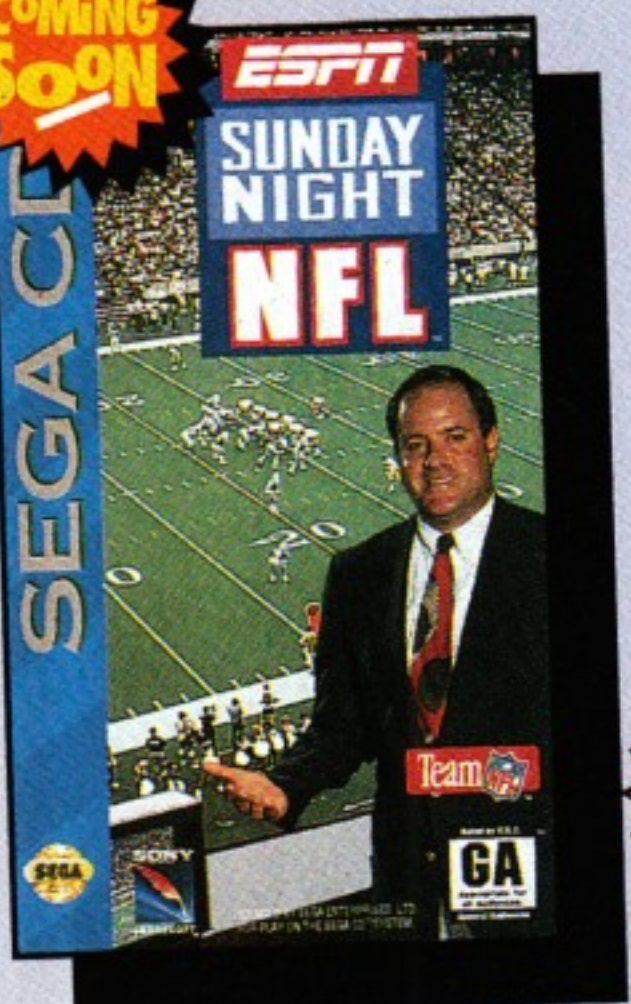
\$5 Off With In-Store Coupon



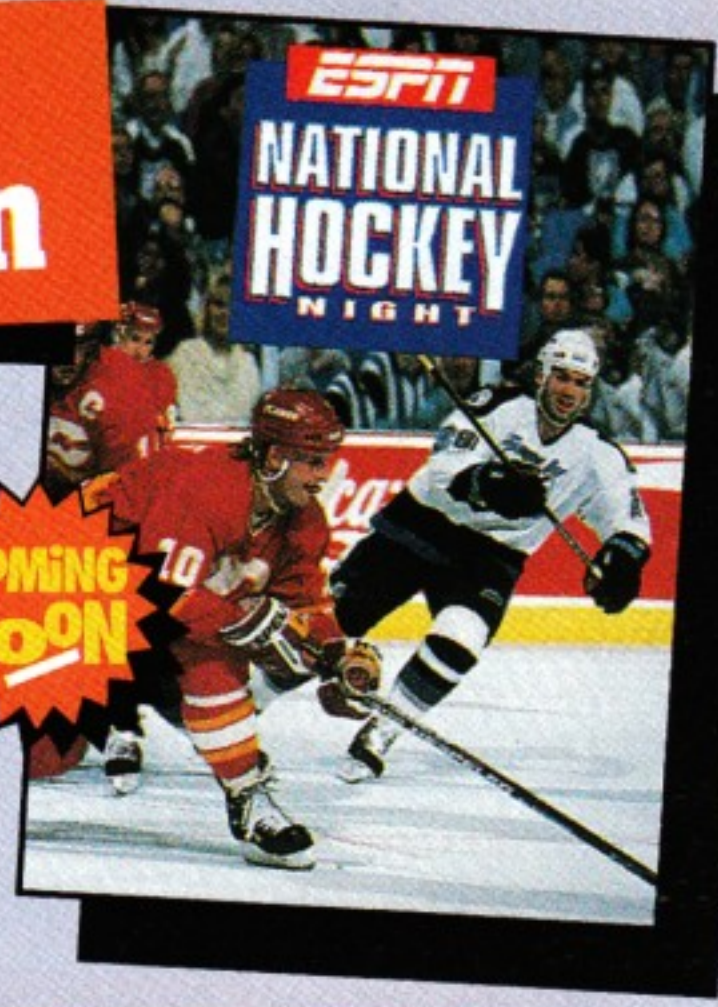
AN EXPLOSION OF SPORTS ACTION

ESPN Makes Everyone A Fan

COMING SOON



COMING SOON



COMING SOON



ESPN SUNDAY NIGHT NFL
from Sony Imagesoft.
For Sega CD.

ESPN NATIONAL HOCKEY NIGHT
from Sony Imagesoft.
For Genesis.

ESPN NBA HANGTIME '95
from Sony Imagesoft.
For Sega CD.

ESPN SPEED WORLD
from Sony Imagesoft.
For Super NES.

ESPN BASEBALL TONIGHT
from Sony Imagesoft.
For Genesis.
\$3 Off With In-Store Coupon

COMING SOON

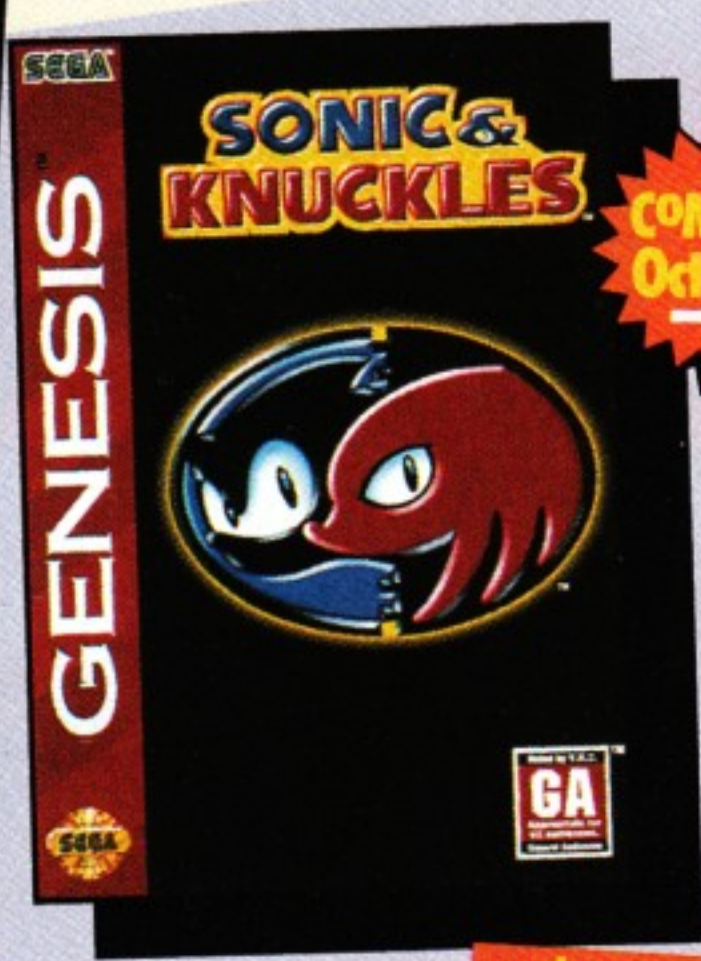


Free gift with reservation and purchase.

COMING SOON



THE BIG LINE UP FOR FALL!



COMING Oct. 18



BEAVIS & BUTT-HEAD
from Viacom.
For Genesis.

SONIC & KNUCKLES
from Sega.
For Genesis.

MICKEY MANIA
from Sony Imagesoft.
For Genesis.

FINAL FANTASY III
from Square Soft.
For Super NES.



COMING SOON



\$2 OFF WHEN YOU PICK UP YOUR RESERVED TITLE

See Store For Coupons and other Great Giveaways.

SOFTWARE ETC

Offers valid 10/5/94 through 10/25/94

Product availability may be affected by manufacturer production delays. However, we will always do our best to satisfy our customers. © Software, Etc. Printed in USA. ™, ® & © 1994 Nintendo. All rights reserved. © 1994 Software, Etc. All Trademarks and Copyrights are property of respective manufacturers.



ON LOCATION:

Electronic Arts/Delphine Software



By Undercover Lover

Any NBA fan will tell you that taking the ball out of Shaquille O'Neal's hands is basketball suicide. But when it comes to video game mayhem, that's just the tactic that Electronic Arts hopes will propel it to the top ranks of the fighting-game arena. Its partners in combat crime are Delphine Software and Shaq O'Neal himself. Their goal: Shaq Fu!

Yo' Momma Meets Yoplait

Delphine Software is nestled in an alleyway in the heart of Paris, France. It's an odd headquarters from which to kick butt in the gaming world. Shaq Fu is Electronic Arts's first fighting game since Budokan and Delphine's first fighting game ever, so the key to success is excellent game play – and Shaq.

"Shaq is part of the electronic-entertainment generation," says Don Treager, vice-president of creative development at EA. "He's totally dedicated to this project. He likes the old kung fu movies, and on the road during the basketball season, he'll stay up late to catch the pre-Bruce Lee films. His rap tag, his street name, is 'Shaq Fu.'"

Who's Fuing Whom?
If you don't think 7 feet, 1 inch, and 230 pounds of mean mutha muscle can hold its own in a fight, you're dreamin'. But you might well wonder if Delphine has the licks to pull off a topflight fighting game. Paul Cuisset, designer of Flashback and lead programmer for Shaq Fu (see sidebar) says, "The main goal is to match Street Fighter II's game play – quick fighter response, fast visual feedback, and a good combination strategy."



Catlike Kaori kicks Shaq. Scope that awesome background!



Shaq on the attack: Kicks are his main offense.



Shaq the bookworm? I don't think so.

THE MAKING OF SHAQ FU



Seven contenders in the SNES version – one will turn out to be more evil than the rest.



Look for Praying Mantis and Tiger Claw kung fu, Capoeira, and other authentic martial arts.



Shaq attacks the Beast.



Shaquille O'Neal: Fuing Around!

"The Japanese create very good fighting games, but we can create a unique visual style that's better than Street Fighter," declares Dany Bou-lack, Delphine's business development manager. It's tough to argue with the crew whose credits include Flashback and Out of This World.

Making Shaq Attack
To capture Shaq Fu first hand, Delphine's development team traveled to the U.S. to film O'Neal in 100 different fighting stances, as directed by a kung fu master. Delphine also recruited legendary European movie-stunt maestro, Remy Julienne, to put together a team of kung fu experts and movie stuntpeople.



Movie stuntpeople refined classic kung fu forms for visual impact...in nontraditional costumes, of course.

The martial artists provided classic kung fu moves, while the stuntpeople added visual flair to the movements. Each fighter had to perform 50 different moves. Shaq alone had to bust 60 kicks.



Shaq Fu action was filmed against a blue screen for rotoscoping.



Shaq's individual screening took place at Electronic Arts's studios.

In all, more than 40 hours of video were shot, 29 solely of the stuntpeople. The tapes were dissected sequence by sequence to find the best shots, which were then transferred from video to powerful Silicon Graphics computers. Then Delphine graphic artists redesigned the fighters from the 7000 designs drawn for the animations at the game's conception.

Fight Contender or Pretender?

Shaq makes his fighting-game debut in November with Shaq Fu's simultaneous release for the SNES, Genesis, and Game Gear. Until then, EA and Delphine hope there's no fu like Shaq Fu. **G**

Guiding Shaq's Attack on Street Fighter II

Paul Cuisset, creations vice-president of Delphine Software, is the brain behind Flashback and Shaq Fu.



If you think game developers have their faces stuck to a screen...



...meet Paul Cuisset, lead designer for Flashback and Shaq Fu!

GamePro: What key qualities of Street Fighter did you want to address in Shaq Fu?

Paul Cuisset: Our philosophy is completely different. We want Street Fighter-style game

play, but we use the Flashback engine, which gives us a visual advantage. Rather than big sprites, as in SF II, we prefer to have smaller sprites and better animation.

We try to create something that is visually more realistic than Street Fighter or Mortal Kombat. I wanted the game to be more like a movie in terms of its visual presentation. For instance, each character's block will look different against every type of attack.

In Street Fighter, there are three or four, sometimes six, frames of animation per second per move. One move is 20 to 30 frames in Shaq Fu.

GP: So using the Flashback engine made it easy to create a better fighting game?

PC: There is actually a lot of work. Establishing the collision systems, the hit points, was difficult. In a fighting game, when you hit an

enemy, the program has to detect when and where a hit has occurred on each character very precisely to make the game play good. We had to alter Flashback's collision system because precision wasn't necessary in Flashback.

GP: Is there a combo system?

PC: Yes, there will be combinations of moves that can't be blocked after the first hit. You can use special powers in combos, of course. We have more parries in Shaq Fu than Street Fighter II does, so we use blocks more in strategies, particularly for countermoves and combos from blocks.

GP: How will Shaq compare with SF II and MK?

PC: I want it to be better, but that's up to the players to decide. It wouldn't be interesting or challenging to re-create Street Fighter II or Mortal Kombat. Shaq will be different. The way the fighters move is unique. We tried to do something in our own style.



Special powers include the Mummy's bandage barrage.



Performing aerial moves required imaginative techniques.



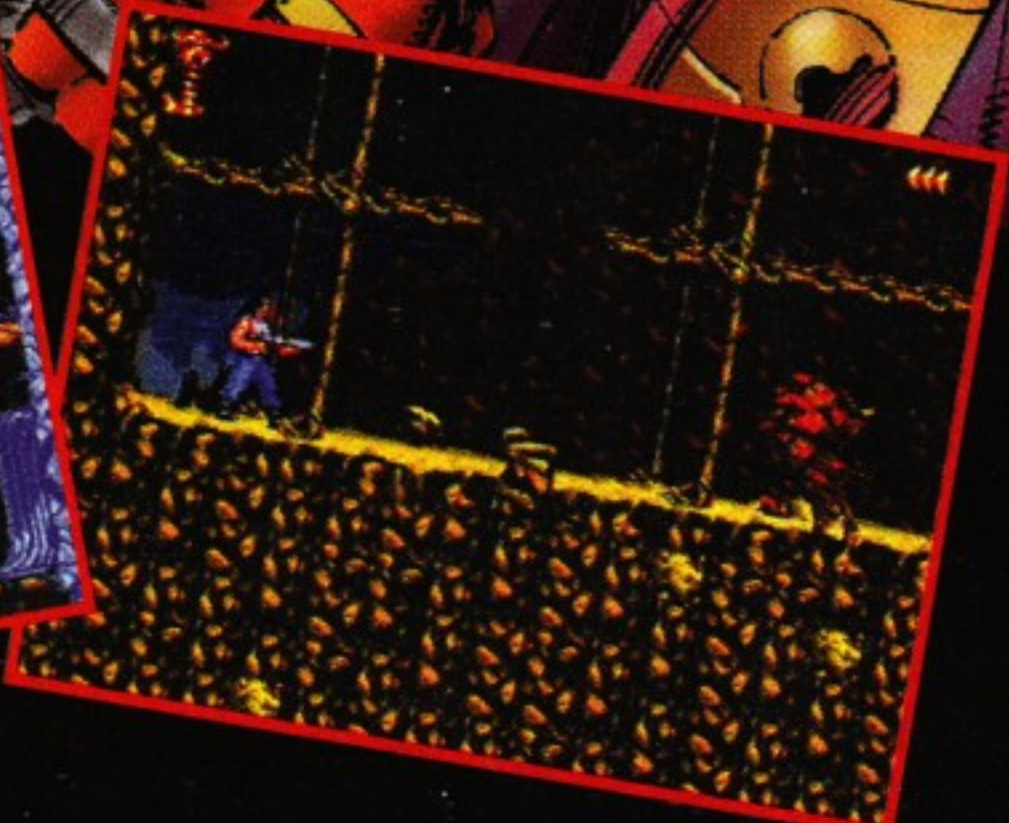
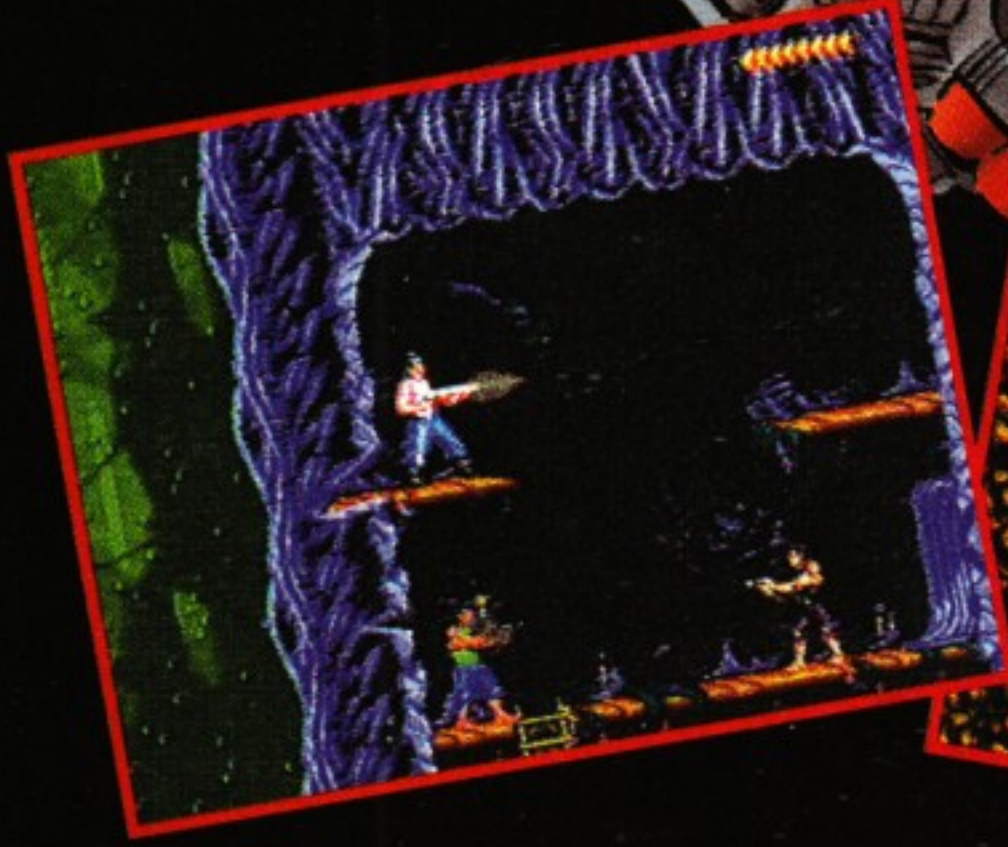
Characters come in all shapes and sizes. Even little Nezu is lethal.

Shaq Fu: The Story

Shaq, touring in Japan with his basketball team, is mysteriously transported to another dimension after thumbing through an ancient martial arts book. Here he's challenged by a group of fighters (12 in the 24-meg Genesis cart and seven in the 16-meg SNES cart) with martial arts skills and magical powers. The fighters are the servants of an evil Warlord, and Shaq must beat them all to face their master.

By Electronic Arts, \$69.95 Available November

BLACKTHORNE



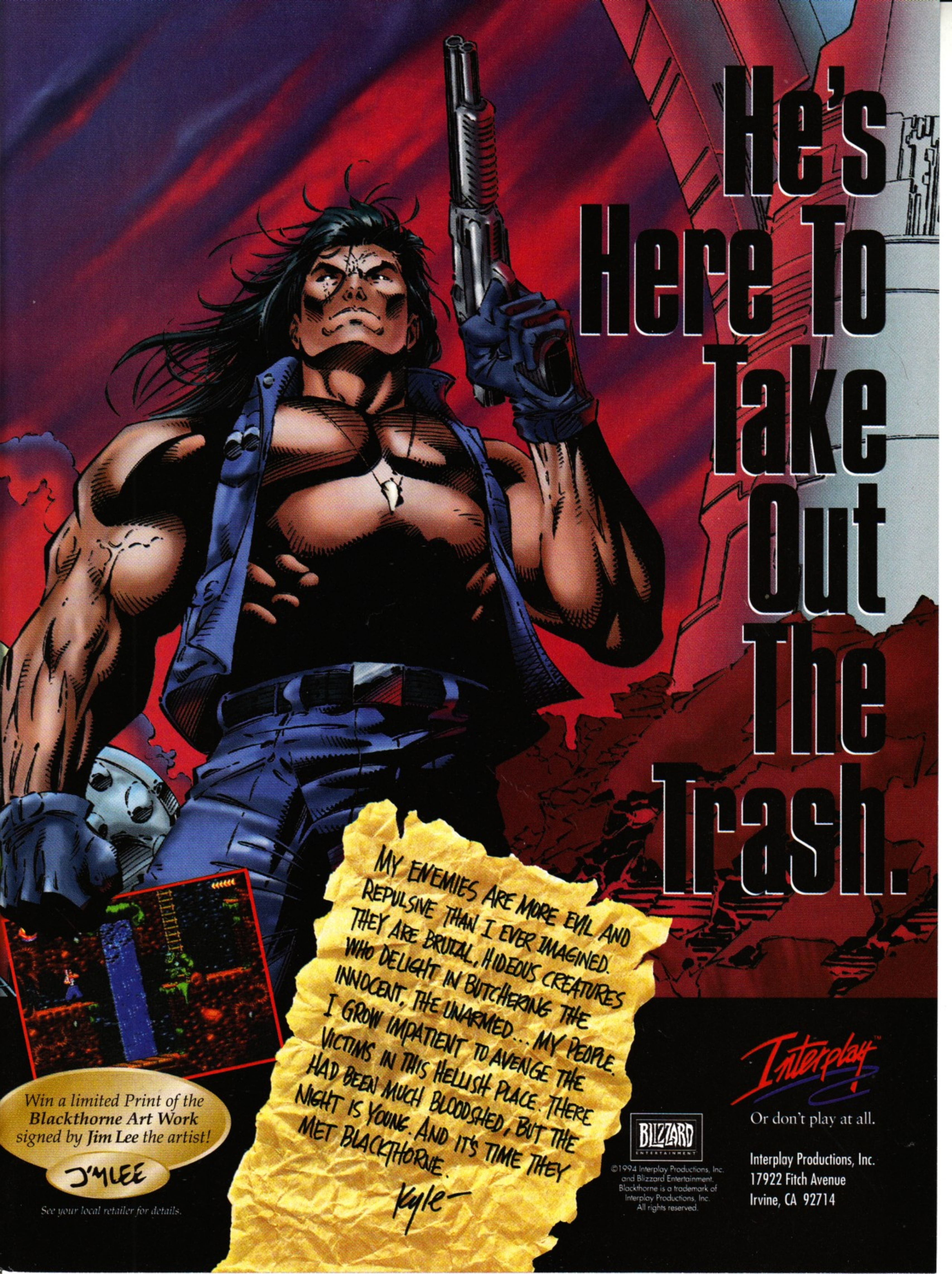
You are Kyle Blackthorne, mercenary and long lost Prince of the war-torn planet Tuul and one mean machine. Mysteriously you are summoned back from Earth to liberate your people from Sarlac and his foul forces of evil. Armed with brute strength, animal cunning and a lead-spewing shotgun you'll face lethal Rock Beasts, perilous Eekers and other monstrosities. All blasting at you in full-motion cinematic animation and digitized sound - so real that you'll think you've lived it.



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR SUPER NINTENDO ENTERTAINMENT SYSTEM. NINTENDO, SUPER NINTENDO ENTERTAINMENT SYSTEM AND THE OFFICIAL SEALS ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA INC. © 1991 NINTENDO OF AMERICA INC.

LICENSED BY





He's Here To Take Out The Trash.

MY ENEMIES ARE MORE EVIL AND REPULSIVE THAN I EVER IMAGINED. THEY ARE BRUTAL, HIDEOUS CREATURES WHO DELIGHT IN BUTCHERING THE INNOCENT, THE UNARMED... MY PEOPLE. I GROW IMPATIENT TO AVENGE THE VICTIMS IN THIS HELLISH PLACE. THERE HAD BEEN MUCH BLOODSHED, BUT THE NIGHT IS YOUNG. AND IT'S TIME THEY MET BLACKTHORNE.

Kyle

Win a limited Print of the Blackthorne Art Work signed by Jim Lee the artist!

JIM LEE

See your local retailer for details.

Interplay

Or don't play at all.



©1994 Interplay Productions, Inc. and Blizzard Entertainment. Blackthorne is a trademark of Interplay Productions, Inc. All rights reserved.

Interplay Productions, Inc.
17922 Fitch Avenue
Irvine, CA 92714



By Captain Squideo

Sega has high hopes for Dynamite Headdy as a new recurring character in the tradition of Sonic. Based on this steady 16-bit introduction, Headdy should be around for a long while. Long enough to see a Headdy 3 or a Headdy Chaos? Hey, he's good, but he's not THAT good!

Use Your Head

Dynamite Headdy's a weird little guy with a big head on his shoulders. In fact, he doesn't have just one head, he has 18 heads he can pick up throughout the game. Each one gives him a unique power-up: The Empty Head conveys invisibility, the Slammer Head gives him extra power, and so on.



PROTIP: Take time to master your head attacks in the Practice Area.



PROTIP: In the Battle Show sequence, hit the puppet master's body first, then hammer the head.

Not all the heads are beneficial – the Sleepy Head makes him vulnerable to attacks by inducing a quick nap, for instance. Worst of all is the Head Trip, a huge heavyweight head that keeps him from moving at all. As he runs and jumps through the nine side-view levels and four bonus rounds, your challenge is to figure out which head best suits the challenges up...uh, ahead.

Sounds sort of like Kirby's Adventure, right? The same



PROTIP: The Pin Head is perfect headgear for tight spaces and tiny enemies.

kind of versatility that enabled the Kirbster to take on new powers in that classic NES game is multiplied here with great results. Strong controls make it easy to switch heads and put them into effective use.

Only two drawbacks keep the game play from being truly excellent. First, with so many heads to choose from, you sometimes can't keep track of which head does what

DYNAMITE HEADDY



(a situation that's made worse when the action's intense and you're trying frantically to decide which head to use).

Second, some enemies can be beaten without Headdy changing heads at all. His original multidirectional long-range biting head will get you through many encounters, and only occasionally will you need a specific head to get past obstacles. Unfortunately, the head-switching is sometimes reduced to just a nifty gimmick.

Dynamite Details

Headdy's world borrows a lot from Sonic's surroundings. You get the same kind of bril-



PROTIP: Mad Dog's green tail is your target at the end of Scene 2-2. Use the Ticker Head to freeze this mega-doggie in midair for easy shootin'.

liantly colored, highly detailed levels to run around in, with lots of special rooms and imaginative enemies sprinkled everywhere. One key flaw is the small size of the on-screen icons for the different heads, which can be hard to identify

Genesis Game Profile Dynamite Headdy (By Sega)



Part Sonic and part Kirby, Headdy is all dynamite on the Genesis. With imaginative and varied game play, this game introduces a new Sega hero in fine style.

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

\$59.99
16 megs
Available now
Action/adventure

1 player
9 levels
Side view
Side scrolling



PRO TIP: In the basketball bonus scene, use your head to bump the orange balls into the hoops. Ignore the balls that're blue, and avoid the bombs!



PRO TIP: Nail Scene 1-1's crazy cat whenever he's stationary. Most of the time he dive attacks and coughs up energy balls.



PRO TIP: Stay in the center of Scene 3-1's tilting platforms. You'll slide off if you get too close to the edge.



PRO TIP: In Scene 3-4's Clothes Encounter, drill the glowing heart on this mechanical man.

because they switch automatically before you can get a good look at them. Also, the "health bar" is an innocuous light glowing in the upper-left corner; as you suffer damage the light changes colors, a system that's not sufficiently helpful.

The sounds offer some pleasant surprises. Just when



PRO TIP: Be ready and steady when the Hang Man flings Headdy up to new platforms. Often an enemy is waiting to bop you.

you think the music is going to be the typical upbeat, propulsive soundtrack common to action games, a piece of music such as *The Nutcracker* will pop up to delight you. Headdy's own exuberant voice adds personality.

Heads Up

So, will Headdy enjoy the same universal appeal as the legendary Sonic? That's a stretch, but he should find a wide audience. What starts out an easy game strictly for beginners soon gets more challenging, which will keep the intermediate players interested. And the game's humor (wait till you see the bloated Head Trip noggin) should appeal to everyone.

Sega gets extra kudos for inventing a new character, not just pulling a retread out of a comic book or a Saturday-morning cartoon. Dynamite Headdy's just what his name implies: Dynamite! Heads off... uh, hats off to a new hero! **G**

A Host of Heads

Just a sample of new noggins!



Original Head



Lotsa Heads



Pin Head



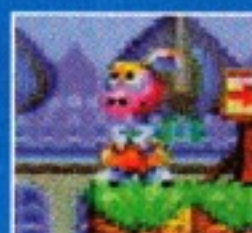
Slammer Head



Protector Head



Sleepy Head



Pig Head



Super Head



Empty Head



War Head



Vacuum Head



Head Trip



Spike Head



Ticker Head



Big bosses, big action, big fun!



Genesis



By Scary Larry

Fast, furry, and furious doesn't just apply to Bubsy or Sonic – Taz opens up the road on fast and funny side-scrollers, gobbling up everything in his path and bustin' heads with some devilish new moves.

Name That Tune!

You know you're in for some fun when you see Marvin the Martian up to no good in the intro. Sega pulled out all the stops, including memorable Looney Tunes characters like Toro the Bull. Marvin is looking for new specimens for his Inter-galactic Zoo when he realizes that he doesn't have the rare Tazmanian Devil. Unfortunately, acquiring the Tazmanian Devil is harder than he thinks.



PROTIP: Spinning past bombs will detonate them, but will not harm Taz.



IN ESCAPE FROM MARS



PROTIP: Taz's new spin move lets him bounce off walls to proceed upward. Anytime two walls are fairly close together, try the move. It could be eye-opening (or exit opening)!

Unlike the first Taz, you have unlimited spin power, so your most formidable weapon is your whirling-dervish attack, which can break through walls and burrow underground. Taz also sports a number of new moves: He can swallow a Box O' Rocks and spit pebbles, or

gulp Gasoline and spit fire. Don't think that you can just power through this game, though. A multitude of traps, bombs, and pitfalls fill the levels, but you also get some tasty food power-ups and continue icons. Taz can shrink



PROTIP: The first boss is a shoot-and-scoot knock-off. When the tentacle swings around, spin to avoid it. The boss will then shoot three spiked projectiles. Avoid these and jump on the boss's bug eyes when they extend.

Taz Powers Up!



Box O' Rocks



Gas Attack

to a Tiny Taz or grow to a Titanic Taz with the help of some enemies.



PROTIP: Instead of running into enemies with the spin move, jump on them as you spin to minimize your damage.

Taz needs all the help he can get because he travels through the Zoo on Mars, into the land of the Molemen, inside a haunted castle, and through various other Looney stages. At the end of each stage he faces an even Loonier boss, a

Genesis Game Profile
Taz in Escape from Mars
 (By Sega of America)

Rated by ESRB: **GA** (General Audiences)

Primal Rage? You don't get any beastlier than Taz. In this superb sequel to the 1992 game, Taz in Escape from Mars eats its way into the side-scrolling hall of fame.

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

\$59.99
 16 megs
 Available now
 Action/adventure

1 player
 Side view
 Multiscrolling

few of which are from the vaults of the Looney bin, like the hairy monster that Bugs gave a pedicure to in "Hare Raising Experience."



PROTIP: You have to eat the Exit sign to get out of a level.

Fan-Taz-tic Voyage

Outstanding graphics fill the game as you speed through the levels. The rich backgrounds and colorful enemies, along with Taz's fully animated range of emotions (from angry to angrier) would make the Warner Brothers proud. No slowdown or glitches interrupt the action. The only noticeable graphic letdown is the dearth of Looney Tunes enemies.

Most show up just as bosses, unlike Rabbit Rampage for the SNES, where every enemy was a Looney Tunes character.

The sound is definite Taz jazz. It's barely noticeable, but smooth and kinda fun. The music changes for each stage, so it's spooky or funny when it needs to be. All the sound effects complement this well-crafted game, even Taz's patented roar. Some voice would have been nice ("Why you feed me turkey with bomb inside, Rabbit?"), though it's not essential.

The controls can be quite

a Tazk at times. Spinning and jumping require patience and foresight. You need to look before you leap and search before you spin. Getting Taz to burrow upward into an earthy ceiling can be downright devilish.



PROTIP: Don't spin into any Molemen that are near a ledge. The resulting bounce could knock you off the edge.



PROTIP: To knock off this boss, move to either side of the room to avoid its jumps, then pounce on it when it's in a corner.



PROTIP: Look for weird breaks in the castle walls. They signal revolving doors.



PROTIP: You're invincible when you hit the Grow Ray. Stomp everything in sight!



PROTIP: You'll need power-ups like the Box O' Rocks or the Gasoline soon after you see them. Power-ups last only a short time.



PROTIP: If you see a continue icon but expire before reaching the end of the level, go back to get the icon again.

taz Taz TAZ!

The three faces of Taz, courtesy of the Shrink Ray and the Grow Ray!



Genesis



By **CC Rider**

You're a Clan Wolf MechWarrior: the pilot of seven stories and 60 tons of densely packed explosives and attitude. In Battletech for the Genesis, the future of the Clans rests on you and your Madcat Heavy OmniMech, but it's an assignment you'll gladly accept.

Walking Thunder

In the style of Jungle Strike and Desert Strike, Battletech drops you into a series of ground-based missions, each with several objectives that must be completed in order. The game play resembles the Strike games, consisting mainly of stomping around and puréeing anything that moves.

The engaging graphics fea-

Point and Shoot

Numb one-player controls make the game difficult. The body of your 'Mech is a swiveling turret that can move independently of the legs; you can march in a straight line while you try to drill nasties coming in from all points of the com-

pass. However, vague controller action can send your shots wide and your 'Mech crashing into walls. These problems become more than a nuisance when you run across an enemy 'Mech – your lack of agility can get you dead, fast.

Fortunately, what's difficult for one player is exciting in the two-player cooperative mode, where one player controls the legs and one controls the turret. Before long, you'll



PROTIP: Soften up a target area by lobbing Gauss Rifle shots over the walls.

be yelling warnings to each other while your 'Mech calmly tracks enemies.

From the cool voice of your 'Mech to the chatter of incoming fire, the sound effects will grab you. However, the lack of music during the levels adds a solemn, lonely feel to the proceedings.



PROTIP: Heat (yellow bar) hurts as much as battle damage (red bar); watch where you step!

BATTLETECH

A GAME OF ARMORED COMBAT

ture well-detailed sprites that are easily identifiable. Your 'Mech is particularly lifelike as it strides along, rocking from side to side and raising plumes of dust or leaving tracks in the snow.



PROTIP: For a 'Mech-less first level, take out the 'Mech and tank bays immediately.



PROTIP: Put on the Emergency Ice Brakes: Firing a weapon in one direction moves you in the opposite direction.

Clan Wolf Wants You

One of the few drawbacks is the short feel of the levels – more objectives would be welcome. Most gamers, however, will find some of that “just one more time” challenge, and Battletech requires enough strategy to make it more than a mere firefest. Join us, youngling of Clan Wolf, and remember: Do not tread lightly. **G**



PROTIP: You can fire all your weapons simultaneously, which comes in handy when you're fighting another 'Mech.



PROTIP: You can often find “safe” corridors through heavily defended territory. Watch your radar.



PROTIP: You can't shoot something you're right on top of, so back off and give yourself some shooting room.

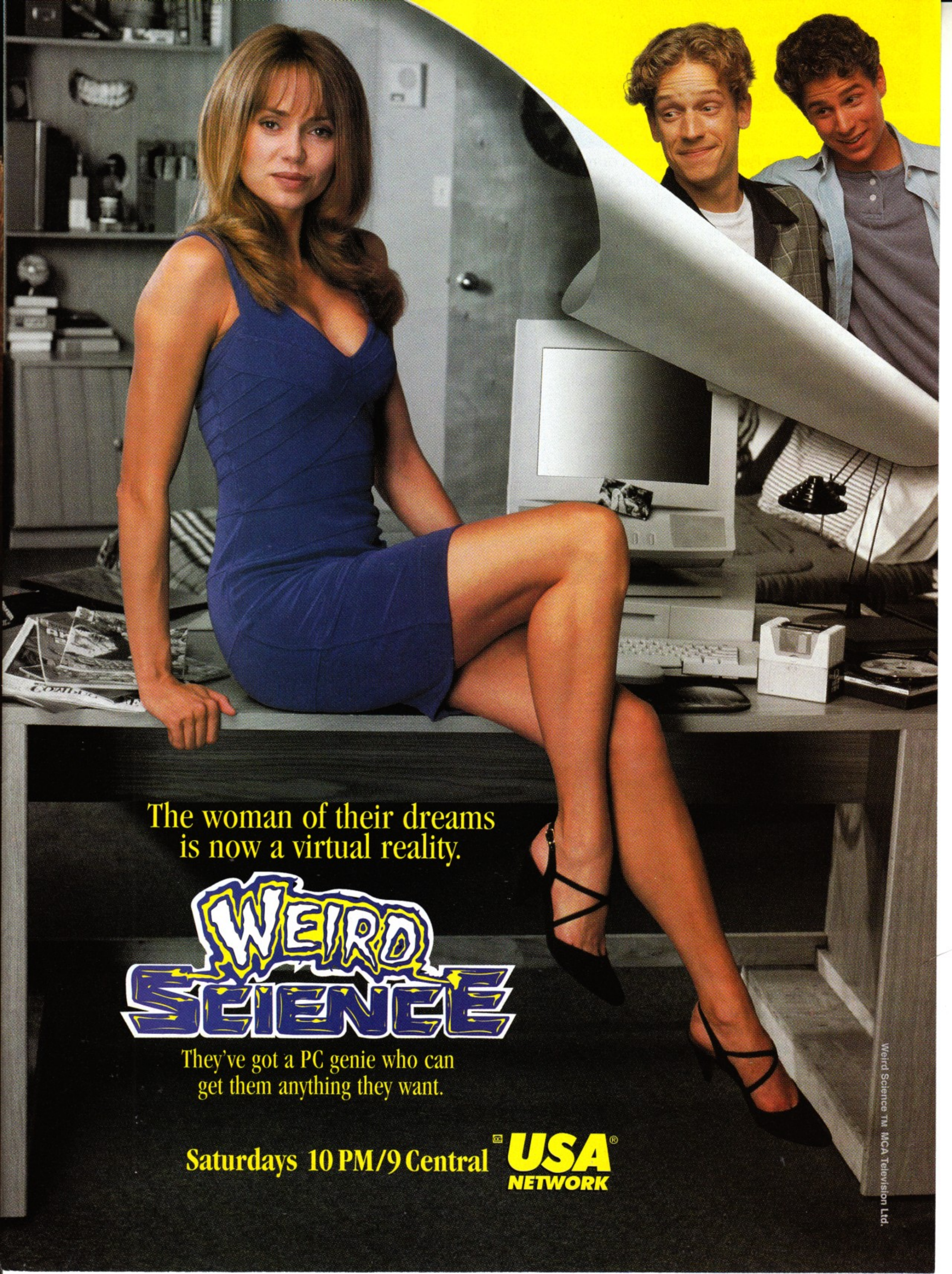
Genesis Game Profile
Battletech: A Game of Armored Combat
 (By Absolute Entertainment)

GA Detailed graphics, engaging sound, and teamwork in the two-player mode bring war in the 31st century to life.

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.0	3.5	4.0	Intermediate

\$64.95
 16 megs
 Available now
 Action/adventure
 2 players

5 levels
 3/4-overhead view
 Multiscrolling
 Passwords



The woman of their dreams
is now a virtual reality.

WEIRD SCIENCE

They've got a PC genie who can
get them anything they want.

Saturdays 10 PM/9 Central **USA**
NETWORK



Genesis



by Cross Eyes

The Shadow Master just doesn't seem to know when to quit. He's still trying to take over the world. Once again it's up to brothers Billy and Jimmy Lee to stop him. This time, though, they're doing it one at a time, Street Fighter II fashion. The result is a game that's not a bad SF II clone, but it doesn't quite have enough punch to stay on the streets.

Street Fighter, Too?

The first thing you notice about Double Dragon V is that it doesn't look like previous Double Dragon games. Instead of side-scrolling against gangs of enemies, you now match up characters in head-to-head fighting. All the



PRO TIP: Sekka's fast! Especially against the Lees, she can win quickly by simply throwing her opponent, advancing immediately, throwing again, advancing immediately, and so on.

fighters currently star in the Double Dragon cartoon show. Billy and Jimmy Lee tote swords, and the Shadow Master's villains are new to the DD video game series. The bad guys look similar to SF II characters; DD V borrows a lot from that classic fighting game, especially the characters' graphics and moves (Sekka mimics Chun-Li with a small face mask).

Some gamers will like the new ability to fight as ten different characters, each with their own moves. The problem is that the controls are just average, and most of the special



PRO TIP: Almost all the special moves use the Punch buttons. If you're playing with a three-button controller, you're better off leaving it on the Punch setting.



PRO TIP: Examine the special move controls in the manual carefully; all the characters use the same keypad combos for most of their moves.

DOUBLE DRAGON

The Shadow Falls



PRO TIP: To throw your opponent, press Toward and Middle Punch; unlike some fighting games, the other Punch buttons won't throw.



PRO TIP: Simultaneously press Down and High Kick when someone leaps at you. Sekka executes a Scorpion-like slide against aerial attackers, either moving out of danger or knocking them out in midair.



PRO TIP: Never try jumping over Trigger Happy, no matter who's at the controls; his vicious Rocket Uppercut makes aerial assaults all but impossible.



PRO TIP: Dominique's an easy win. Keep jumping over her, hitting her on the way down, and dropping into a Defensive Crouch.

moves are done by executing one of three keypad combos that are hard to do. Most of the time, you just twirl your thumbs and pray.

Seeing Red

Like Mortal Kombat, DD V features a lot of splattering blood. But that's not such a terrible thing in this game, since the cartoony Genesis graphics need a little color. The backgrounds are dull and flat, and the cheering spectators look almost bored.

The rockin', upbeat music contributes to the action, but the sounds leave a lot to be

desired, especially the poor voices. If you want to really enjoy the game, turn the sounds off so they don't obscure the music.

Stop Dragon My Cart Around

Fighting games are a dime a dozen these days, and a cartoonish, simplistic game like Double Dragon V won't challenge fighting fanatics. But novice Street Fighters and Double Dragon cartoon crazies might find this cart to be a decent set of training wheels for the big leagues. **G**

Genesis Game Profile

Double Dragon V: The Shadow Falls

(By Williams Entertainment)



Another SF II knock-off that isn't a knockout. It's not bad, it's just not classic Double Dragon — which spells double trouble for Dragon fans.

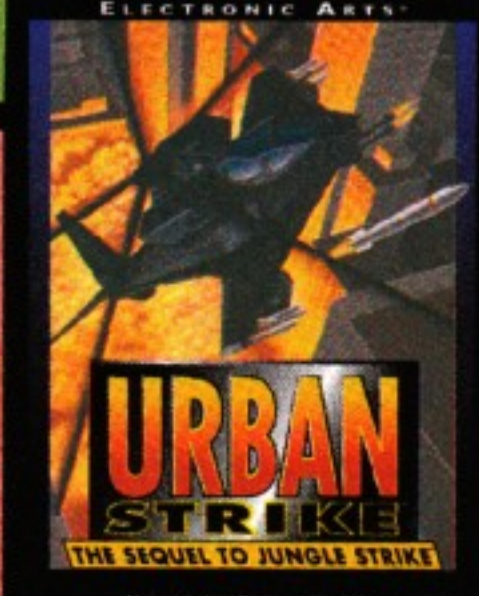
Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
3.0	3.5	3.0	3.0	Adjustable

Price not available
24 megs
Available now
Fighting game

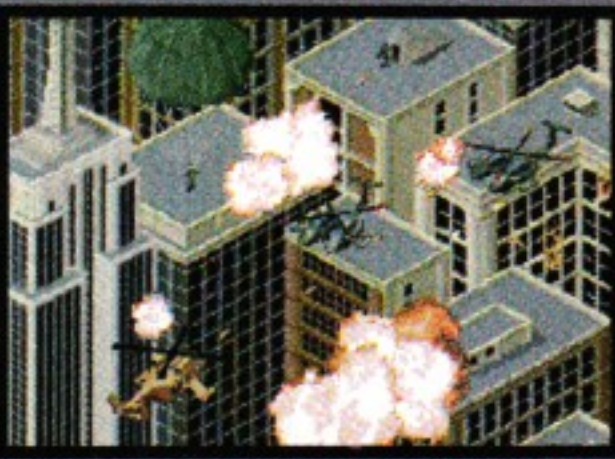
2 players
12 matches
Side view
Side-scrolling



NOT IN MY BACKYARD!



THIS TIME YOU HAVE HOME FIELD ADVANTAGE



New York has more terrorists than rats. New transport chopper and ground assault vehicle aid in massive exterminations.



Added firepower of next-generation attack chopper guarantees invading terrorists will leave more than their hearts in San Francisco.



First-ever fight-on-foot capabilities with grenade launchers show the enemy they're gambling with their lives. Viva Las Vegas!



More levels than before including occupied Baja oil rigs. Good thing you've got enough vicious weapons to make the North Koreans jealous.

Urban Strike is a trademark of Electronic Arts. Sega and Genesis are trademarks of Sega Enterprises, Ltd. Visit your local retailer, or call 1-800-245-4525 to order from Electronic Arts.

For Play on the Sega® Genesis® System.



PROREVIEW

Genesis



By The Tummyator

Buster, Babs, and the whole Looney bunch return in a wild 'n' wacky sports extravaganza. But the CPU that joins them is a formidable opponent.

You're in the Bunny

All-Stars recreates the feel of childhood pick-up sports games, with Looney Tunes characters in place of your friends. You can bowl, run an



PROTIP: Plucky's Flying Ball Drop is a good way to get a last-minute three-pointer in basketball.

obstacle course, and play soccer or basketball. The game-play options let you play against the computer, a friend, or in a story mode where you progress through the games to win a trophy naming you the all-time Acme All-Star!

You choose positions for your four teammates (Plucky,

Hamton, Babs, and Buster) for soccer and basketball (you play the other games as Buster). Each player is endowed with certain Looney Tunes traits: Hamton turns into a bouncing ball of pork, Plucky flies through the air, and Buster and Babs race with rabbit speed to the goal.

You're Getting Warner!

The graphics are just as great here as they were in Buster's Hidden Treasure. Each sprite moves with smooth animation, and the backgrounds are colorful.

The tunes could be better. The tinny theme song is offset by the loony lounge music



PROTIP: Be careful when inbounding the ball in basketball. Crafty computer players will go for an interception.

that accompanies the game. It's barely noticeable, so it shouldn't ruffle your fur.

The simple controls require only three buttons: one for passing, one for shooting, and a third for power-ups. Some sports, like bowling, require such reflex finesse that it's almost impossible to hit a spare, much less a strike.



PROTIP: Forget about Hamton's power-up. You can never come out of it in time to do anything useful.



PROTIP: In soccer, never try to shoot for the goal on your own. Instead, pass it to another player and let them kick it in.



PROTIP: In the obstacle course, memorize where the barriers are and avoid them. Also, don't think you're in first place just because you finished before everyone else. Check the bottom of the screen for your status.

Hardcore Hare

This game is a little harder than it should be, especially around the seventh match. In the story mode, the CPU's players become more difficult opponents, while your players remain at the same skill levels.

Most young kids will be frustrated, then mad, and ultimately bored with this game. Older fans of Tiny Toons (and you know you're out there) may get a kick out of this one, but you won't stay interested. Let's hope Konami hasn't given up on side-scrolling Tiny Toons games. **G**



PROTIP: Stay on your side of the screen in the Max-bashing game. If you hit any player other than Max, you'll be penalized.



PROTIP: Here's the best team for soccer: Buster at Center, Babs at Top, Hamton at Bottom, Plucky at Goalie.

Genesis Game Profile Tiny Toon Adventures: Acme All-Stars (By Konami)

GA The Looney Tunes stars are back in a game that forsakes their side-scrolling heritage for some sports action. Problem is, this hardcore cart also forsakes its target audience.

Graphics	Sound	Control	FunFactor	Challenge
				INT.
4.0	3.5	3.0	3.5	Intermediate
Price not available		1 player		
8 megs		Action/sports		
Available October		Passwords		

ACME ALL-STARS

TINY TOON
Adventures



VIDEO GAMES ARE

LIKE HIGHTOPS.



THE NEW ONES

ARE COOL,

BUT AFTER

AWHILE THEY

START TO STINK.



If it's not a challenge, it's not a game. You need the hottest, toughest games and you need them now. You need to go to Blockbuster. Where there's always a massive amount of the latest games for you to rent or buy. And when you've got those beat, there'll be even harder games to take their place.

WHERE THE CHALLENGE NEVER ENDS.

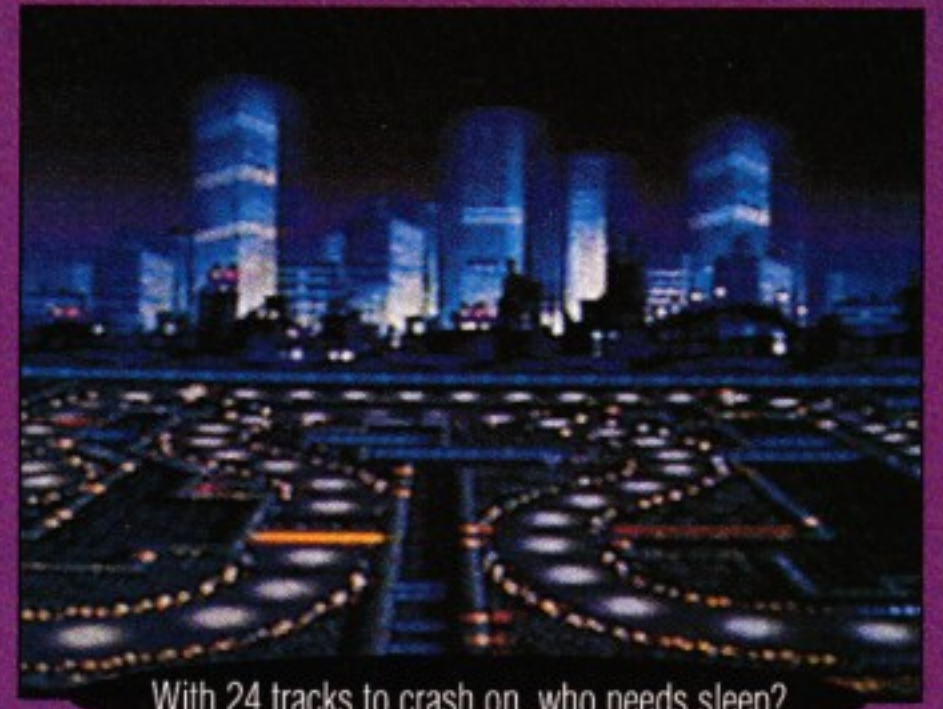
THIS WAS NOT A WINDSHIELD. THIS





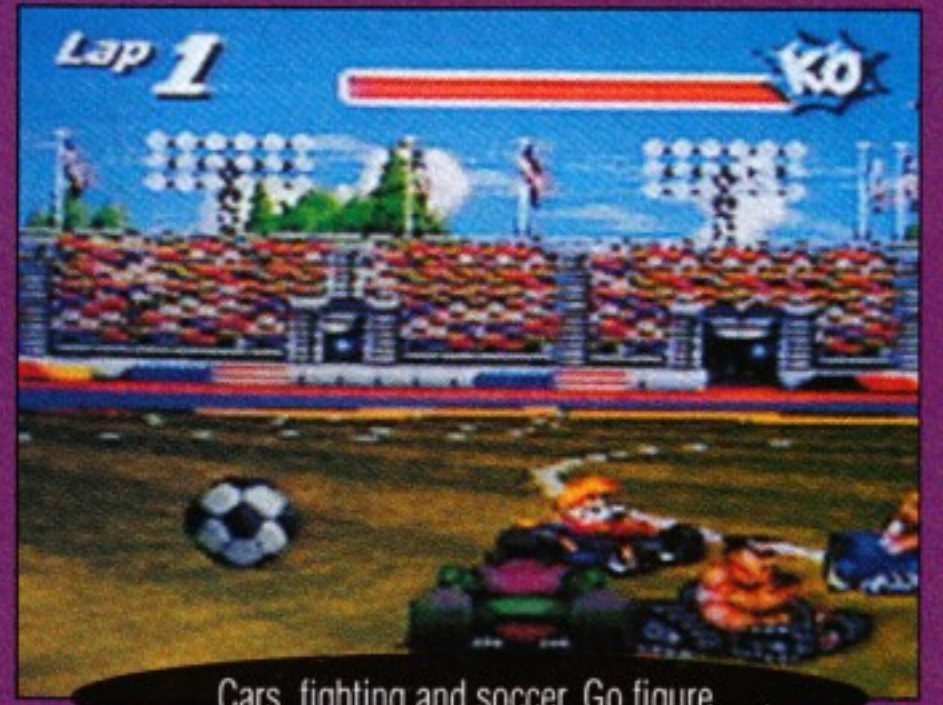
WAS A TV SCREEN.

SOME RACING



With 24 tracks to crash on, who needs sleep?

GAMES ARE MORE



Cars, fighting and soccer. Go figure.

IN YOUR FACE



Play head-to-head-to-head-to-head.

THAN OTHERS.



COMING THIS NOVEMBER
FOR THE SUPER NES®.

LICENSED BY



Super NES



By Captain Squideo

So you loved Star Fox, and you've been waiting for more than a year for another space shooter that uses the Super FX chip? Wait no longer, jet jockeys, Vortex is on the launching pad and about to blast some good shootin' thrills your way.

Scoretex!

As the first third-party game to use Nintendo's Super FX chip, Vortex bears a striking resemblance to Star Fox and the other SFX game, Stunt Race FX. That means flat, polygon-based worlds, a behind-your-vehicle view, and swarms of angular enemies.



PROTIP: Enemies that can't shoot you down will try to ram you. Avoid collisions at all costs.

Vortex does add something new to the SFX universe: the ability to morph your vehicle into new shapes without pausing the game. You fight

as a huge, stomping Walker, a speedy Land Burner car, a flashy Sonic Jet, and a defensive Hard Shell. Each vehicle has its own strengths and weaknesses (the Sonic Jet is quick but guzzles gas, for instance), and each has its own weapons (the Walker has firepower galore – Cannon, Laser, Multi-Rocket Launcher,

Morphing Battle System



The Walker, Sonic Jet, Land Burner, and Hard Shell



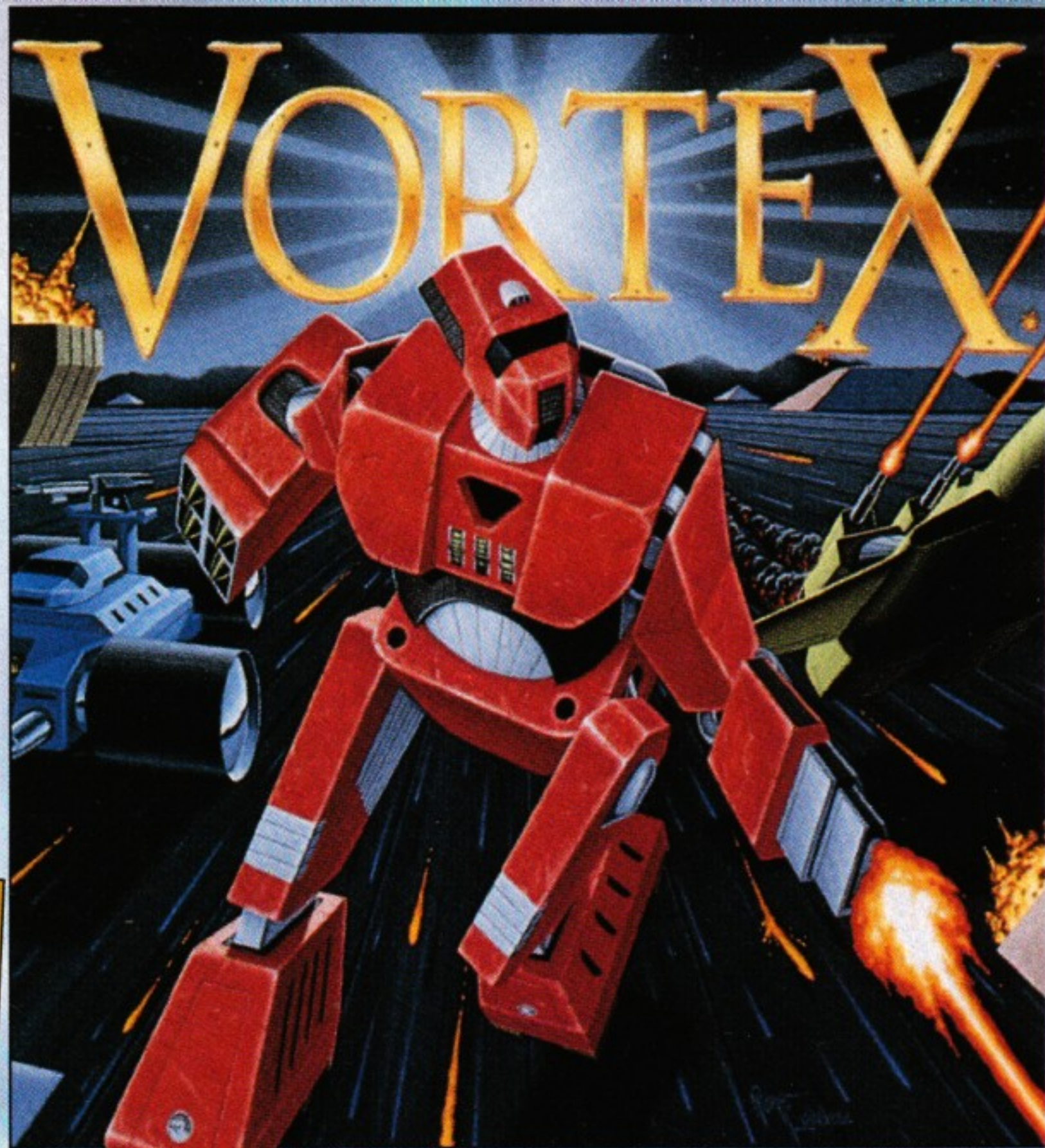
PROTIP: Study the landscape carefully so you can tell the enemies from the inanimate objects.

and Seeker Missile). The strategy is to pick the right vehicle for the right situation and try to save enough weapons to defeat the end-level bosses.

This isn't a very strategic game, however. It's basically just thumb-blisterin' blastin' at everything that moves. Strong controls enable you to fire with precision, and the morph-on-the-fly technique is definitely cool to do and watch.

Vortex Views

Unfortunately, the graphics are inconsistent. Your vehicle gets visual details, but enemy vehicles are basically a few flying triangles. You get good 360-



PROTIP: Don't waste shots during Missions. You'll need 'em to defeat the Mission bosses, such as Mission One's Warrior Crixus.

degree rotation, lots of targets, and strong colors, but you don't get any speed – this is by far the slowest of the SFX games. As enemies gradually roll toward you, you float a lazy missile at them, and before impact you could almost make a trip to the fridge.



PROTIP: Proceed cautiously as you enter gates on Cryston. Enemies or traps often lurk just on the other side.

Enemies Ahead!



The sounds are standard shooter fare: fast-paced technopop (er, that's technopop) and basic zings 'n' zaps. Killer explosions or imaginative vehicle sounds would've added immensely to the intensity.

Vortex Verdict

If you like polygon shooters and you don't mind a plodding pace, you'll like Vortex. However, if you want high-speed action, you'll have to zoom to a different SNES galaxy. **G**

Super NES Game Profile

Vortex

(By Electrobrain)

A slower version of Star Fox, with polygon-based graphics and similar game play, Vortex delivers decent shooter action with a morphing multipurpose vehicle.

Graphics	Sound	Control	FunFactor	Challenge
3.5	3.0	3.5	3.5	ADJ.

Price not available
4 megs + Super FX chip
Available October
Shooter
1 player

6 missions
Behind-the-vehicle view
Forward scrolling
Passwords



BEAVIS AND BUTT-HEAD™ the game

SUPER NINTENDO
ENTERTAINMENT SYSTEM

GENESIS™

GAME GEAR™



Hey Beavis.
Anybody who plays
this video game gets
to act as stupid
as you do.

Heh-heh.
Hm... yeh... uh...
Shut up, nimrod.

Introducing the game that actually lets you control
the destinies of America's leading morons.

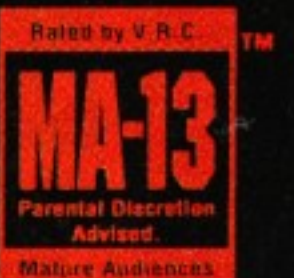
LICENSED BY:
Nintendo



VIACOM
newmedia™



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™ and Sega™ Game Gear™ system.



PROREVIEW

Super NES



By Captain Squideo

Nintendo's long-awaited FX racing game has finally appeared. Does it take the checkered flag over Sega's high-profile Virtua Racing? Nope. But Stunt Race FX doesn't really try to win that race - it only tries to charm you, and in that, it pretty much succeeds.

wheelie-popping four-wheel-drive truck). The racing presents you with challenges you'll never see in VR, such as bouncy ramps and other stunt driving. And when you wreck your car, it flies apart and gradually reassembles itself while you still move, an interesting effect that you won't soon tire of.



Slow, Speed Racer, Slow!

In some ways, Stunt Race FX is better than Sega's VR. You get more tracks (16) and three different vehicles (including a



PRO TIP: Want an extra challenge? Hit Select to zoom in behind your car or into the cockpit for a rapid ride. (Hey, that billboard looks familiar!)

It's all cute, but you can't have too much fun because the controls get in your way. Unresponsive and ineffective, they lead to lots of fun wrecks and lots of poor lap times. Our advice: Just hook up with a pal for the two-player race and beat each other's brains out on the track without worrying about setting a course record.

Super NES Game Profile Stunt Race FX (By Nintendo)

Powered by visual charm and sonic delights, Stunt Race FX will attract novice drivers, but serious racers will prefer Virtua Racing.

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.5	2.5	3.5	Adjustable

\$59.95
16 megs + Super FX2 chip
Available now
Auto racing

2 players
16 tracks
Multiple views
Multiscrolling
Passwords



PRO TIP: Don't slam on the brakes if you're about to hit the wall. Ease toward the track and ride out the collision.



TRAX TRIO



PRO TIP: Stay close to competitors. You'll either bump them out of the way, or they might even bump you farther ahead!

CHOOSE YOUR WEAPON



F1



4WD



Coupé

Stunt Fox FX

The graphics are entertaining but not dazzling. You'll see a real resemblance to last year's Star Fox, which isn't surprising since Stunt Race uses a revised Super FX chip and the same kind of polygon-based graphics seen in that space shooter. Stunt Race isn't as smooth as VR on the Genesis, but you do get a much wider variety of backgrounds and racing conditions, including water-logged tracks and darkened tunnels. You can also instantly zoom your views

from an aerial perspective to right inside the cockpit.

The best part of the game is the sound. While the music may be too cartoonish for hard rockers, at least it changes for each level, and you hear great revving engines and squealing tires.

Stunt and Deliver

Okay, so it's not a serious racing game, but it doesn't try for that, which you'll know right away from the eyeball headlights. It still delivers a good time, especially if you're not old enough to drive. **G**

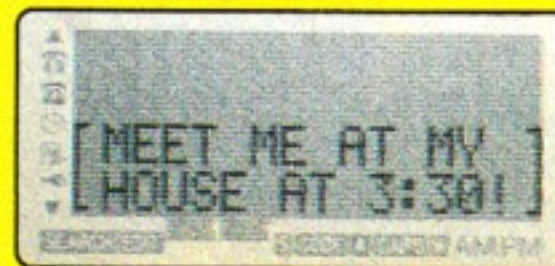


IR 7000

GET THE MESSAGE



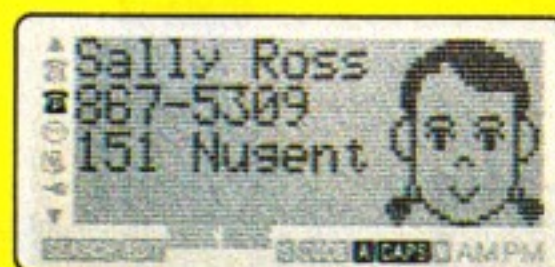
WHISPERING IS
FOR GUTLESS
WEASELS.



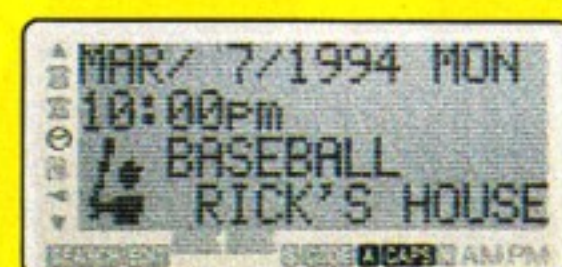
Send messages up to thirty feet away, safe and private-like.



Play the Brain Drain game against the computer, or with a friend.



Record your friends' numbers and create faces to match.



Organize every minute of your day, or at least the important ones.



Whispering's pathetic. Exactly why Sega made the IR 7000, **with fourteen different features.** So you can communicate with your friends in class without making a sound, via its invisible infra-red beam. You can even play a game with someone across the room. Plus, the IR 7000 keeps numbers, addresses, has weekly and monthly calendars, speaks ten languages, and more. So check out Sega's IR 7000. Unless, of course, you like to whisper. Yeah, right.

SEGA™

PROREVIEW

Super NES



By Captain Squideo

Bart's back with a bang! Virtual Bart has enough variety to make *Simpsons* fans yell "Cowabunga!" If you don't like the TV show, however, you might wonder what all the fuss is about.



PROTIP: As Dino Bart, use your tail swipe to slap down enemies. You'll take minimal damage.



Virtual Variety

Brainiac Martin Prince has invented a Virtual Reality spinning wheel. Bad-boy Bart can't resist, of course, and when he accidentally triggers Martin's machine, he's flung into seven

wildly diverse worlds, ranging from the Jurassic setting of Dino Bart to the diaper-dominated Baby Bart. You play as Bart with lots of challenges as you struggle to return to Springfield. You'll race a mini-bike, slide through water chutes, and fling tomatoes at Principal Skinner.

As expected, humor fills



PROTIP: Get the Bart Pig to the levers right away. They have to be activated before you can escape the Pork Factory.

the game. Bart doesn't merely inhabit each level, he becomes an appropriate creature – are you ready for Bart the pig and Bart the Bartosaurus?

Adding to the fun are Otto, Moe, and other *Simpsons* nitwits who make cameo appearances.

Best of all is the varied game play. Try a Road Rash-style race near Homie's



PROTIP: You can stand on a few of the branches as Baby Bart.

PROTIP: Use your kick to keep Jimbo and his henchmen away in Doomsday Bart.

changes frequently, so you're never bored: After side-scrolling through Springfield backyards, you watch a behind-the-Bart forward-scrolling desert race. Bart's incarnations and his many sidekicks all have sharp details and movements that'll make you laugh.

The sound effects are terrific. True to the show, the voices perfectly capture the characters' moods, from Baby

SIMPSONS COSTARS



Barney



Sherri and Terri



Sophie Jensen



Moe



Milhouse



Skinner and Krabappel



Willy



Homer's Butt

nuclear power plant, an arcade-style shooting game on school grounds, and several hop-n-bop adventures, including one where Bart becomes a pig bouncing on his tail. Throughout, the sharp controls perform their wide-ranging functions efficiently: You'll swing through the trees as a baby one minute and toss water balloons the next.

TV True

Fun graphics keep the action moving. The game's view

Bart's joyous "Mama!" to Barney's lip-flapping burps. Peppy music spices up most levels.

Ay, Caramba!

Simpsons fans will love identifying the show's many characters and watching Bart tackle so many challenges, none of which are too difficult. Non-fans may find the game silly, however, and too reliant on the characters' charms. Admittedly, you've seen most of these styles of game play, but not always on one cart, and not always with such good humor. Do the Bart, man! **G**

Super NES Game Profile

Virtual Bart

(By Acclaim)

TV's bad boy gets launched into seven terrific new adventures. Ready for a Bartosaurus? Cameos from other *Simpsons*' characters and good voices will have you yelling "Cowabunga!"

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	4.5	4.5	Intermediate

Price not available
16 megs
Available now
Action/adventure

1 player
7 adventures
Multiple views
Multiscrolling



MICKEY MANIA

THIS NOVEMBER... IT BEGINS.

SNES GENESIS SEGA CD

Mickey Mania: The Timeless Adventures of Mickey Mouse is a Disney Software, Sony Imagesoft Co-Production. Portions © The Walt Disney Company 1994. Mickey Mania: The Timeless Adventures of Mickey Mouse is distributed by Sony Imagesoft, 2400 Broadway, Suite 550, Santa Monica, CA 90404. Sony is a registered trademark of Sony Corporation. Imagesoft is a trademark of Sony Electronic Publishing Company. Portions ©1994 Sony Electronic Publishing Company. All rights reserved. Sega, Genesis and Sega CD are trademarks of Sega Enterprises, Ltd. All rights reserved. Super Nintendo is a registered trademark of Nintendo of America, Inc. ©1994 Nintendo of America, Inc.



By Earth Angel

America's favorite mouse duo stars in a great new adventure designed specifically for beginners and younger gamers. Mickey and Minnie hit the road in what's basically a junior version of *Magical Quest*.

Of Mice, Men, And Mysteries

The performers at the circus are running amuck, and to figure out why, Mickey and Minnie romp across six easy action/adventure stages. Each stage is a different magical land, including a circus, jungle, castle, and caves. The background graphics and fine details, such as the icicles in the caverns, beautifully bring the magical stages to life.

In each stage the duo must



PROTIP: When you reach two large trees that you must climb, leap to the tree on the left and drop straight down to find a secret door leading to power-ups.

Super NES Game Profile The Great Circus Mystery Starring Mickey & Minnie (By Capcom)

This latest cart starring Mickey and Minnie's a winner for beginners and younger gamers. It's the most fun as a two-player adventure.

Graphics	Sound	Control	FunFactor	Challenge
4.5	3.5	4.0	4.0	BEG. Beginner

Price not available
12 megs
Available now
Action/adventure
2 players

6 levels
Side view
Multiscrolling
Passwords

CIRCUS MYSTERY

Starring Mickey & Minnie



PROTIP: When you face off against the Jungle Boss, use the Sweeper Suit and suck off the lion's mane. Then simply jump on his head.

steer clear of a crew of cartoon-style enemies and evade all kinds of obstacles. The enemies are easily dodged or dispatched with a simple hop-n-bop. What gives the game depth and makes it really fun is Mickey and Minnie's ability to change into different costumes – a Sweeper Suit, Western Suit, and Safari Suit. Each costume gives Mickey or Minnie special abilities, helping them beat certain enemies or overcome various obstacles. Mickey or Minnie can



PROTIP: To defeat the Stage 5 boss, vacuum the cloud with the Sweeper Suit until it vaporizes. Be alert and dodge the sporadic lightning bolts.

swap costumes anytime; figuring out when to change is the game's main strategy.

Power-ups are scattered throughout and include life, health, and increased energy for Mickey and Minnie's weapons. The mice collect coins from enemies to purchase more power-ups.



PROTIP: When you reach a dead end in the Haunted House, swing from the hook on the ceiling to tilt the room. Repeat this tactic at every dead end.

Easy as Can Be

Circus Mystery's simple controls are geared for beginners. Easy button presses make the mice jump, swap costumes, and fire their popgun weapon

THE RIGHT OUTFIT FOR EVERY OCCASION



Mickey vacuums up enemies with the Sweeper Suit.



When he dons the Western Suit, Mickey can tag enemies with his popgun.



With the Safari Suit, Mickey can grapple on hooks.

or use the vacuum. M & M move well and are easy to maneuver around the screen.

The game's beautiful graphics give Minnie and Mickey's personalities, costumes, and mannerisms that elusive Disney magic. The costumes are charming, especially the Hobby Horse. The music and sounds are a little weak, with Mickey and Minnie's contribution limited pretty much to an annoying squeak.

Run Away to The Circus

Circus Mystery's a winner for beginning gamers and younger players. Easy game play, delightful graphics, and a clever use of costume-swapping strategy make it classic Disney fun. **G**



(Average Bear)

Smarter than
the average bear.



(Yogi™ Bear)

Accept no substitutes.

Hey Boo-Boo™,
don't settle for
some bogus Yogi™.
Help America's
favorite cartoon
bear save
Jellystone Park™
from a grizzly
end. Report to
your local GameTek
retailer for Yogi™ on
Super NES® and Game
Boy®...smarter than
the average game.



Yogi Bear™ and all character names, likenesses and related indicia are trademarks of Hanna-Barbera Productions, Inc. © 1994 Hanna-Barbera Productions, Inc. All Rights Reserved. © 1994 Entertainment International (UK) Ltd. © 1994 GameTek, Inc. GameTek is a registered trademark of I.J.E., Inc. 2999 N.E. 191st Street, Suite 500, Aventura, FL 33180. GAME BOY, NINTENDO, SUPER NINTENDO ENTERTAINMENT SYSTEM AND THE OFFICIAL SEALS ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA INC. © 1991 NINTENDO OF AMERICA INC. © 1994 Cybersoft Inc. is a subsidiary of I.J.E., Inc. All Rights Reserved. MADE IN JAPAN.



Super NES

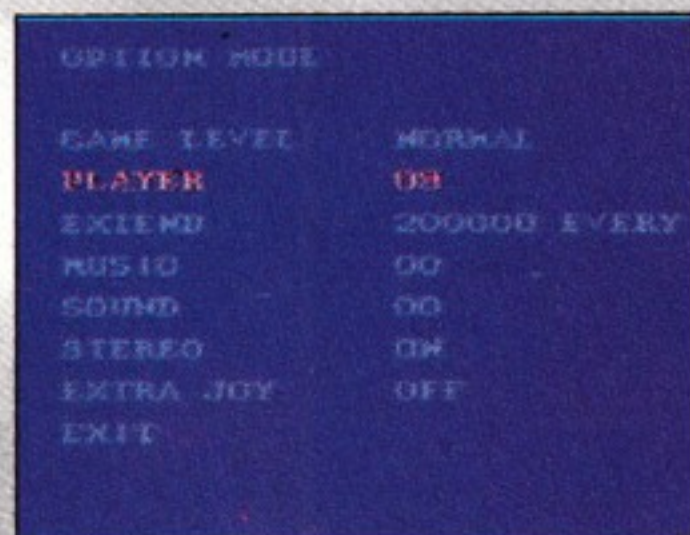


By Slasher Quan

Remember red-cloaked Guy from the original arcade Final Fight? Well, the good news is he's back, and his game is still technically sound. Unfortunately, the rest of the news isn't so good for Final Fight fans.

Why, Guy?

Okay, quick history lesson: Final Fight came out in 1991 on the SNES. This awesome side-scrolling action/fighter sported some truly spectacular straight-from-the-arcade street scenes, great combos, special moves, and a crazy gang of enemies. It was one of the year's best games.



PROTIP: The classic FF code still works. Hold L and R and hit Start at the title screen to access this Option Mode.

Still, many fans of the coin-op were disappointed. They had five main complaints: the game was only one-player; the

female enemies were censored (they were changed into males); a level was missing; there was some slowdown and flicker; and everyone's favorite character, Guy, had been removed.

Time for a revised version perhaps?



Guy's back! Cody's gone! Huh?

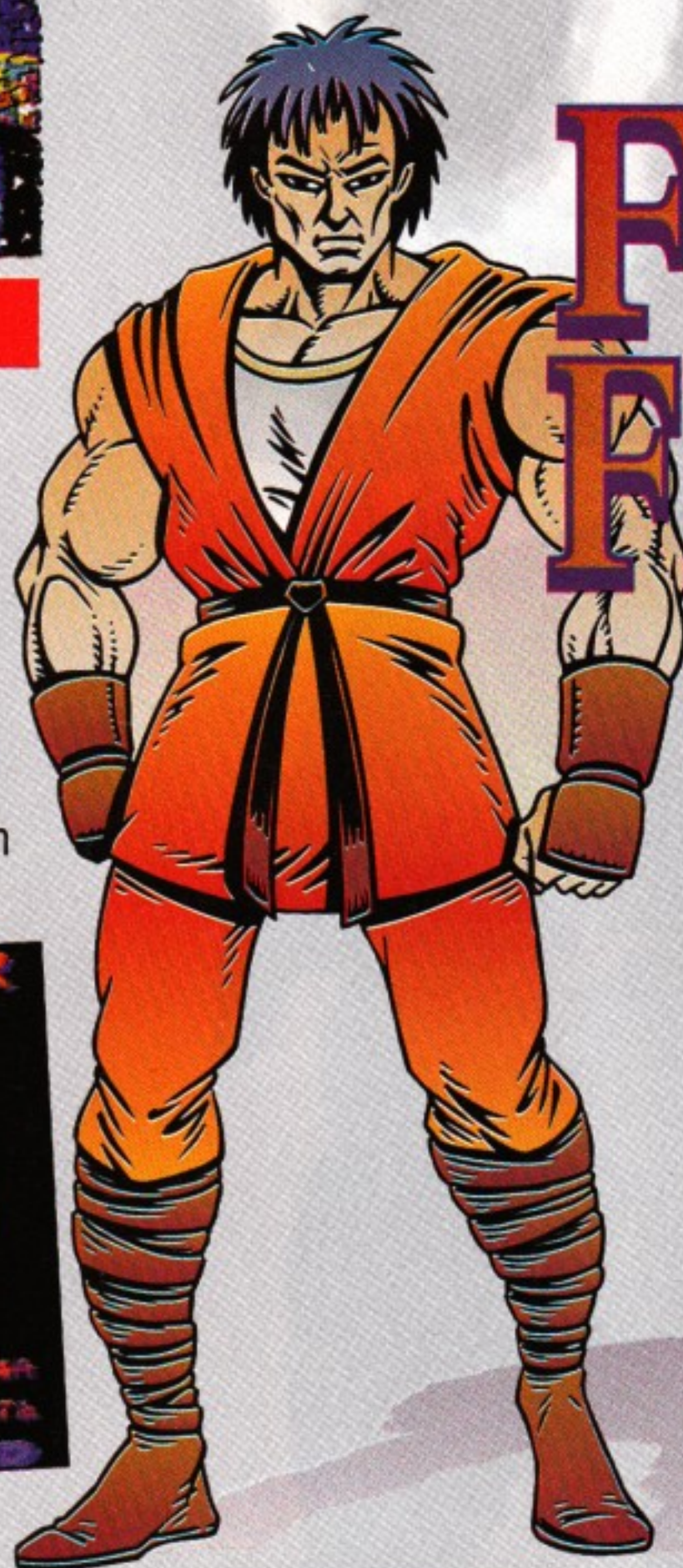


The cinematic opening was changed to include Guy, but Cody was flown to Japan for this round.

FF Guy has finally appeared as an exclusive rental at Blockbuster Video stores. Let's run down the checklist, shall we? The key issue has not changed: FF Guy is still only one player. The females are still censored, and the missing level is still missing. On the upside, the slowdown doesn't



PROTIP: When you're surrounded and taking a pounding, use the Super move to escape.



FINAL FIGHT GUY

rates highly. If you've never played FF, you'll jam to the jazzy background music through five unique levels of Metro City. You'll stare at sweet street scenes such as the parallax-scrolling Statue of Liberty. And you'll definitely dig the superb enemy artificial intelligence. However, if you already played FF, you've already fought the good fight.

seem as bad. And yes, Guy is back. But guess what - Cody was removed to make room for Guy!



Characters like Sid, originally females in the arcade and Japanese versions, were altered to look like men.



PROTIP: Guy's combos will really rip his enemies! Jump in while holding Down and Y, then get close and jam on the Y button. Interrupt the combo with a throw for variety.

For First-Timers Only Final Fight Guy is basically the same as the old FF, so it still



PROTIP: Stand above or below Katana and move in and throw him once he's disarmed and confused.

When you pick up the FF Guy box, don't be misled. Although the box is printed in Japanese, this game is *not* the two-year-old Japanese Super Famicom version. If it were the Japanese version, the female enemies would be intact (in all other ways, the SNES and Super Fam versions are the same).

Final Spite

If you were hoping for the Final Fight with two-player action and the missing level reinstated, spin up the Sega CD version instead. But if you've never played Final Fight, go for this rental. **G**

Super NES Game Profile Final Fight Guy (By Capcom)

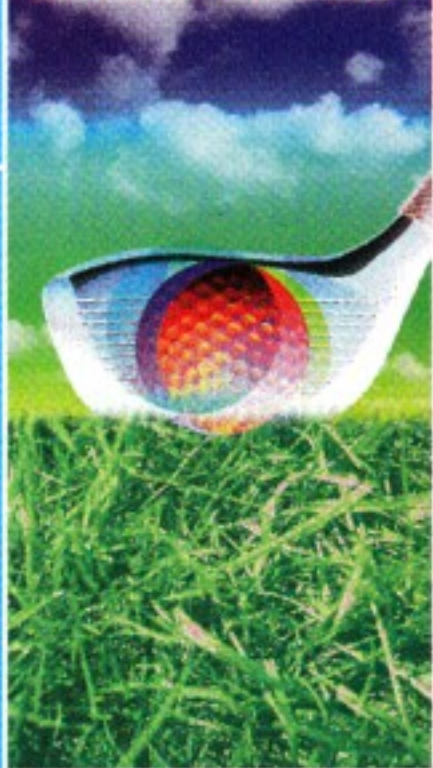
FF Guy is just as good as the original Final Fight - but not really any better. Go for it if you're a FF virgin; blow it off if you already busted Belger.

Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
4.5	4.5	5.0	4.0	Adjustable

Rental only 1 player
8 megs 5 levels
Available now Side view
Action Side scrolling



LINKS



We're still working on the
"Golf Cart Joy Ride & Crash" feature.

Other than that, it's perfect.

LINKS

the challenge of golf

Links for **Sega CD**[™] is the most near-perfect, outrageously realistic golf game available.

How perfect is **Links**? The course mimics Torrey Pines exactly—incredible, 35 mm photography places you behind every tee, fairway, water hazard and bunker, wherever the ball lands, and gives you an accurate view of your next shot. It's so life-like, you can almost smell the green (that's a good thing).

And as you'd expect from any decent golf game, **Links** features

- Tournament play
- Practice mode, Front 9, Back 9
- Instant Replays
- Save player info

But then, **Links** goes far beyond any other golf games to give you in-depth golf features like

- 1 to 6 players (sorry, other games can only handle up to 4)
- Full support of TeeVGolf Club[™] for the most accurate, realistic and fun golfing experience available
- Aerial fly-overs of each hole so realistic you may get airsick
- Running stats on how many fish you tag when your ball lands in the water.

Okay, we're just kidding about the last feature.

But as you can see, **Links** for **Sega CD** is the closest thing to perfection when it comes to golf games. So you can bet that if any game comes out with a "Golf Car Donuts On The Fairway" feature in the future, it'll be **Links**.



Super NES



By Art Gecko

Acclaim/LJN continues its long-running Spider-Man license with Spider-Man and Venom: Maximum Carnage for the SNES. The ingredients are all there for a no-holds-barred, action-packed slugfest, but the recipe doesn't deliver. Mediocre graphics and sound, along with limited game play, diminish the appeal.

Minimum Carnage

This one-player game pits Spider-Man (or Venom in some occasions) against relentless waves of street goons and Marvel supervillain bosses like Shriek and Demogoblin. Armed with his webbing and a limited variety of fighting moves, Spidey battles all the way through the Big Apple for



PROTIP: Always keep your enemies to one side so you can protect your back.

Super NES Game Profile Spider-Man and Venom: Maximum Carnage (By Acclaim/LJN)

Spider-Man, Venom, Carnage, over 25 levels...you'd expect the mother of all superhero games! Unfortunately, there's not enough game play to snare you in this web.

Graphics	Sound	Control	FunFactor	Challenge
3.5	3.5	4.0	3.5	3.5

\$74.95
Available September
Adventure/fighting game
1 players

25 levels
Side-view
Side scrolling



PROTIP: You're the spider, so occasionally jump onto the wall to take a breather from the action. Jump back in when you see an opening.

MAXIMUM CARNAGE

a final showdown with Carnage. Unfortunately, the premise sounds better than the actual game.

You'll probably react immediately to the extremely dark graphics and weak sounds. The graphics will really disappoint you: Set in the gritty streets of New York, these levels look far too murky. Although the characters are large, they lack detail



PROTIP: You must hit these amazon fighters with long-distance attacks like scissor kicks or web shots.

– they're rendered in a very simplistic, cartoonish style – and their saturated colors clash harshly with the backgrounds. Disappointingly, this cart never revs up the SNES graphics engine. What's more, the limited thrasher rock soundtrack and spare sound effects are just as ineffective.

Punch In, Punch Out

Once you start playing, you'll find the action limited and repetitive. Spidey mostly just punches and kicks unending



PROTIP: Use your surroundings. You can toss this trash bin at enemies on the street.



Doppelganger hits with a multiarm attack.



After the final credits, be ready! Carnage emerges from the lake to wipe you out.



PROTIP: Use your Spider Sense to guide you to safety.

streams of enemies. A few levels require him to do some wall-climbing and web-slinging, but this spider is usually grounded. Fortunately, the controls are effective and responsive, which is welcome news when you consider all the intense button pushing you need to survive the fights.

Scattered about are several Marvel superhero icons that let you call upon various popular

Marvel Comics stars for help, including Captain America and Deathlok. Don't get too excited – these "guest stars" pop up, throw a karate chop or fire a shot, and exit quickly. In this game, you're on your own!

PROTIP: Attack Carnage with web shots from a distance. Take to the air and attack from above.

Marvel-less

Spidey has seen better days in other Acclaim carts. Although the intentions were good, the game play doesn't match the marquee appeal. For more amazing arachnid action, check out Spider-Man and X-Men in Arcade's Revenge. **G**

THE DEATH AND RETURN OF

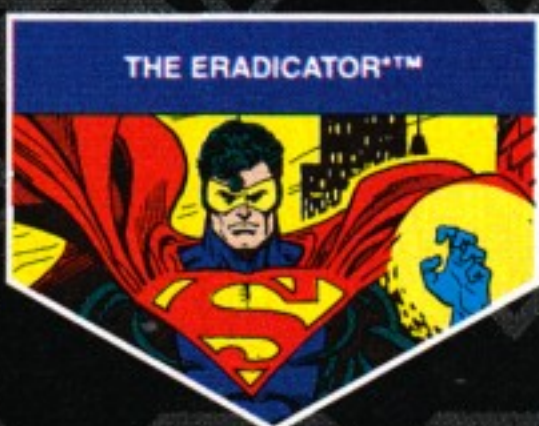
SUPERMAN™



THE CYBORG™



SUPERBOY™



THE ERADICATOR™



THE MAN OF STEEL™



The Super NES Game from Sunsoft™
Available Now!



SUPER NINTENDO
ENTERTAINMENT SYSTEM

™ Sun Corporation of America. © 1994 Sun Corporation of America. All Rights Reserved. Nintendo, Super Nintendo Entertainment System and the Official Seals are trademarks of Nintendo of America Inc. © 1991 Nintendo of America Inc. *Superman and all related characters and elements are property of DC Comics TM & © 1994: All Rights Reserved.



By Coach Kyle

You've raced and chased every possible combination of heroes and villains in every possible scenario, right? Think again, speed racer! Crazy Chase is an entertaining race that brings something new to the starting line.

Clownin' Around

As Kid Clown, you're on a mad dash that leads down diagonally across the screen. You're outrunning a burning fuse that's on your tail and headed toward a bomb. To complicate things, rolling logs chase you from behind, axes fly in from the side, and banana peels litter your path. You race in five stages, including a city street and a volcano, which total 25 play areas altogether. The action's not only fast and fun, it's hilarious, especially when the Kid gets flattened like a pancake or blown up.



Super NES

ments. The sounds complement the action nicely with a zippy soundtrack and all manner of slapstick noises.



PROTIP: Float over dangerous obstacles like the cannonballs.



PROTIP: Instead of jumping over the rolling logs, ride 'em and jump off when it's safe.

Adding to the humor are wonderfully graphic details, such as the Kid's facial expressions and his subtle move-

The only weak spot is in the controls. The simple game play is too simple, only requiring you to steer your clown and use one button for jumping. It would've been nice to have him fight back once in a while.



PROTIP: Not every balloon has a nice surprise inside - some will flatten you!

Send in the Clown

Humor, entertaining graphics, a unique style of game - not many other titles can lay claim to all those qualities this year. Gentlemen, start your clown! **G**



By Doctor Devon

Fasten your seatbelts, rocket jockeys, R-Type III is airborne. You know what that means: solid side-scrollin' shootin' action against the evil Bydo Empire.



PROTIP: Don't waste time shooting flying eyeballs. They're easy to dodge, and you have faster foes to worry about.



R-Gang

The latest in the R-Type series matches the high standards of its predecessors. Again you fly a fighter into six strange alien worlds, some of which resemble erector sets or the inside of a monster's bloodstream. The action's not frantically fast, but it's addictive.



PROTIP: Line up these caterpillarlike enemies so they'll drop right into your line of fire.

You fire familiar R-Type weapons, most notably a plasma blast that wipes out everything in its path. The power-up Pods can fire fore or aft, as in previous R-Types. Crisp controls and the new ability to select three weapons systems before you launch will make you a space ace in no time.

Star Tours

The look is instantly recognizable to R-Type fans, but with some new touches. Additional foreground elements overlay the action, and some bosses zoom in from the background with effective scaling. The

intro footage has almost disappeared, however, and some enemies get awfully small.

The sound effects are standard. Mediocre explosions and zaps punctuate the generic rockin' soundtrack.



PROTIP: If you fly to the right, aim your weapons behind you to nail enemies on your tail.

There's a reason the R-Types are still flyin' after all these years, and it won't take you long to discover what it is. For decent space shootin', blast off with R-Type III. **G**

Crazy Chase (By Kemco)				
Graphics	Sound	Control	FunFactor	Challenge
				INT.
4.0	4.0	3.0	4.0	Intermediate
\$62.99	8 megs	Available now	Action	1 player
5 stages	%-overhead view	Downward/diagonal scrolling		

R-Type III (By Jaleco)				
Graphics	Sound	Control	FunFactor	Challenge
				INT.
3.5	3.0	4.0	3.5	Intermediate
Price not available	16 megs	Available now	Shooter	2 players
6 levels	Side view	Side scrolling	Unlimited continues	

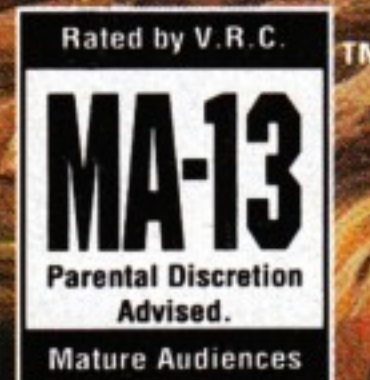


Alien.
Deadly.
No Fear.
No Remorse.
...and it's coming
to your SEGA-CD™

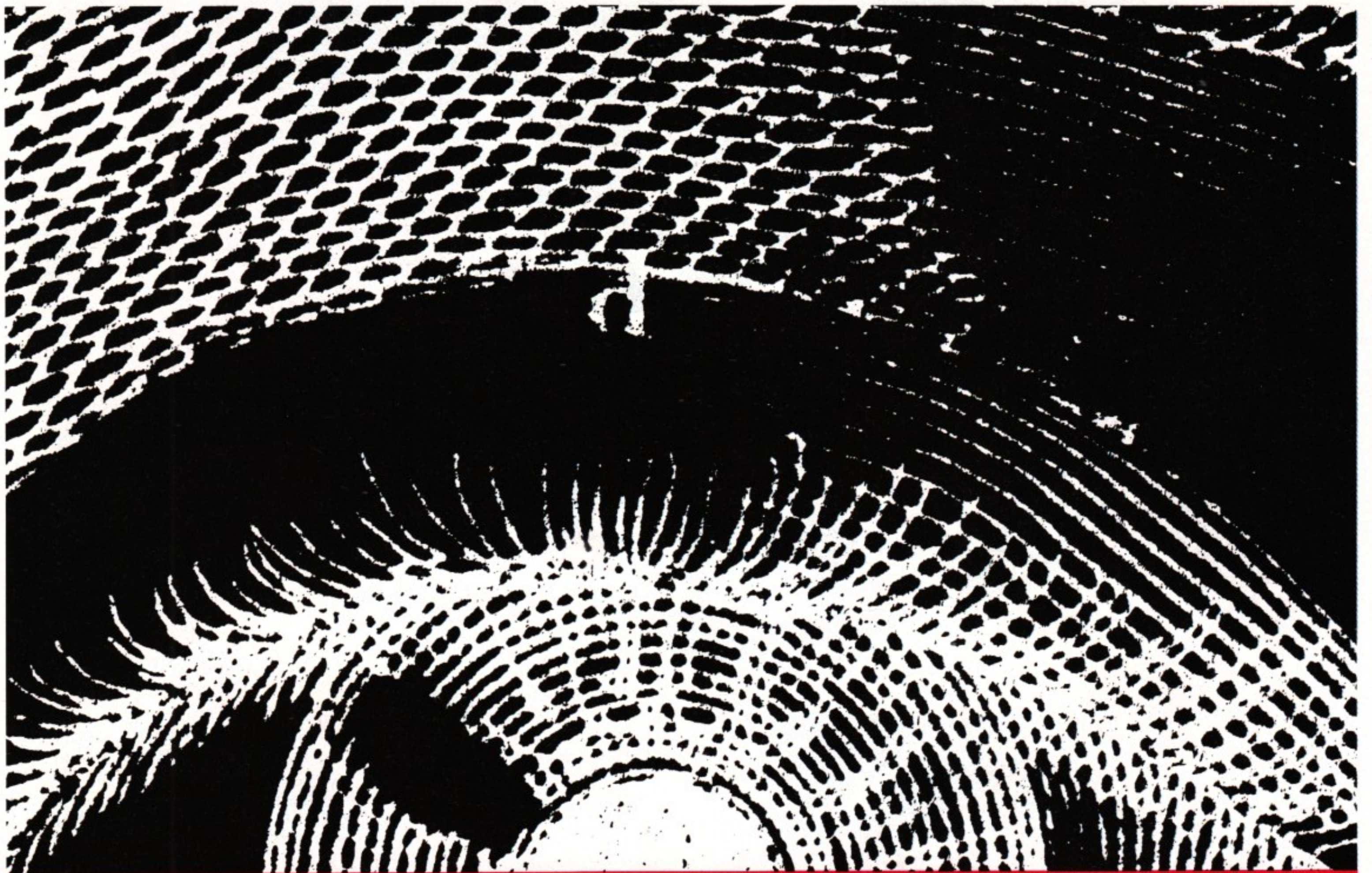
Awesome Role-Playing!
CD Sound!
Animation!



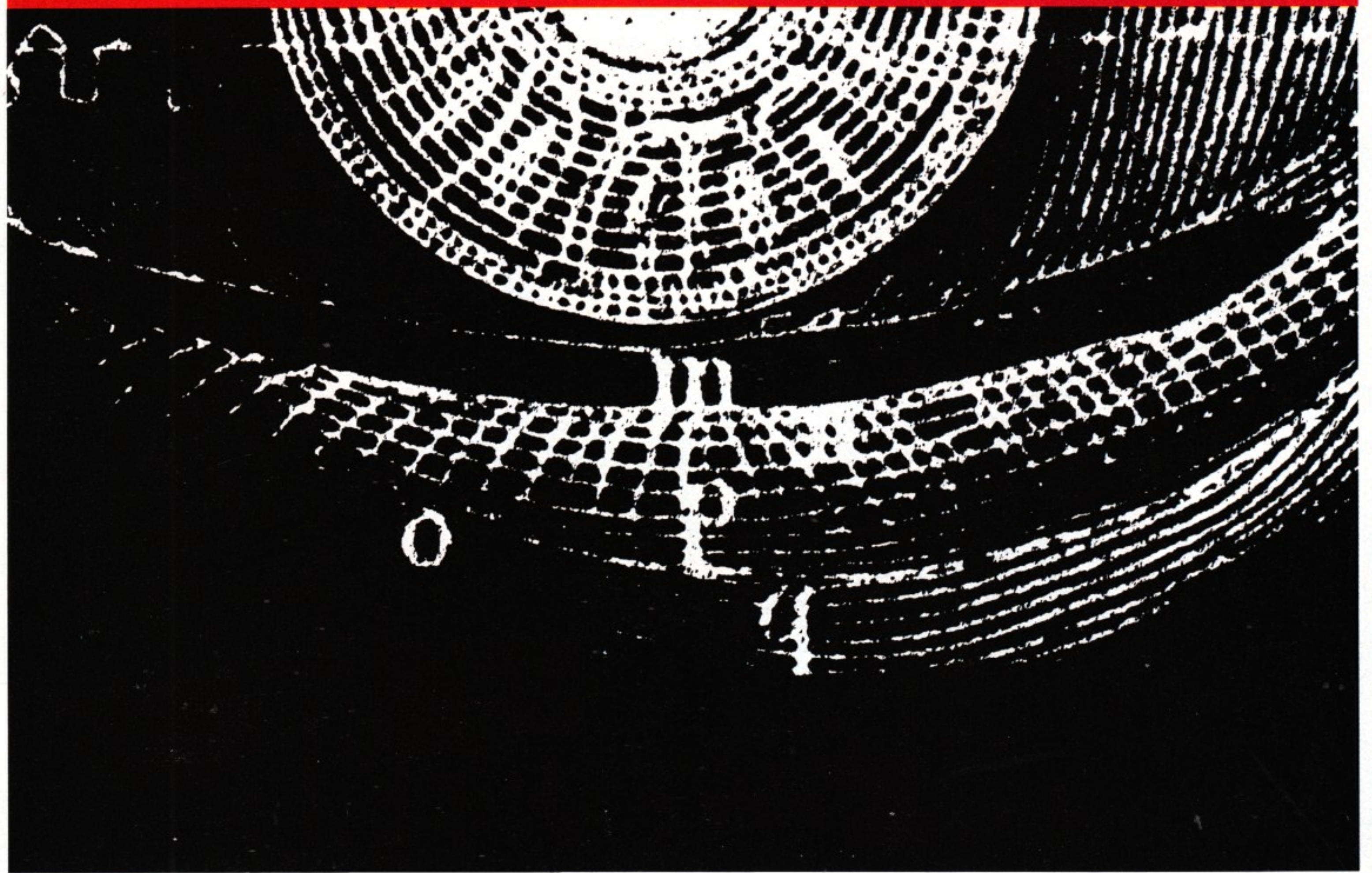
THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT THIS PRODUCT MEETS THE HIGHEST QUALITY STANDARDS OF SEGA™. BUY GAMES AND ACCESSORIES WITH THIS SEAL TO BE SURE THAT THEY ARE COMPATIBLE WITH THE SEGA CD™ SYSTEM.



Our games go to 11!



**THE HUMAN RETINA CONTAINS 132 MILLION
LIGHT-SENSITIVE COMPONENTS.**



The 7th Guest

"This gorgeous game marks a new standard...beautifully rendered computer images, with tons of live-action video thrown in, heighten the ghastly game play." *Gamepro*



Space Ace

"Space Ace is a blast to play and is truly faithful to the original coin-op. The digital video is perfect and the game controls great." *Electronic Gaming Monthly*

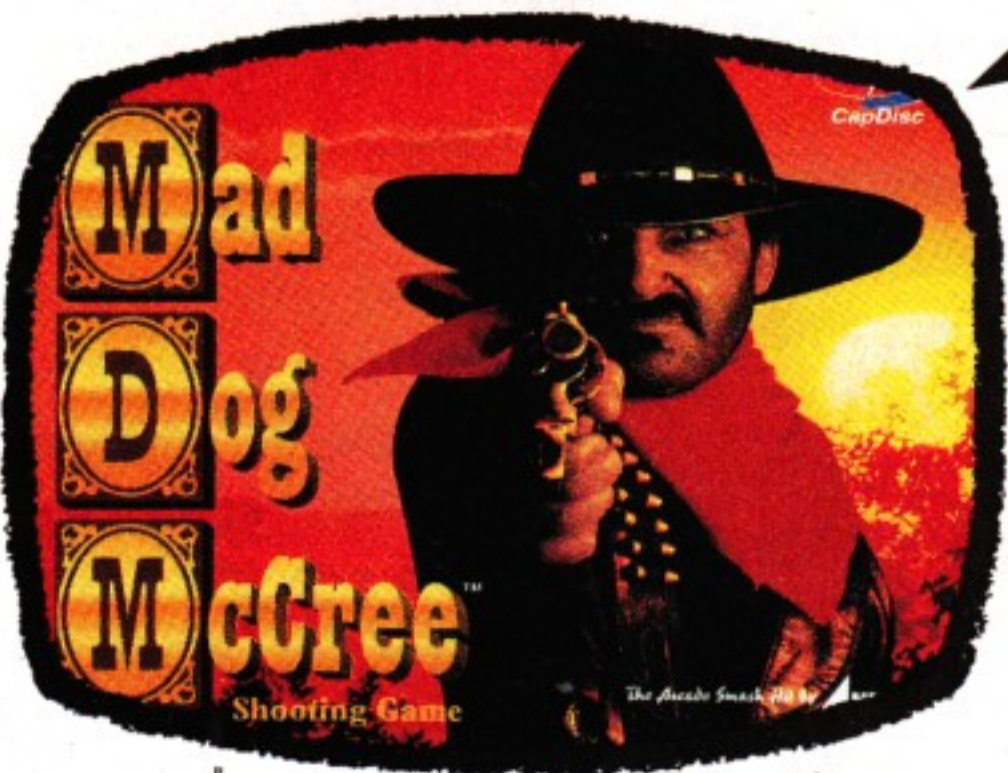


Dragon's Lair

"The Sega CD version suffers from lack of control and grainy graphics. The 3DO graphics...and sound just can't match up to the incredible job that was done on the CD-i." *Electronic Gaming Monthly*



WAKE THEIR TIRED BUTTS UP WITH THESE IMPROVED CLASSICS.



"...outperforms all others...packaged with a quality light gun, the CD-i version allows faster aiming, immediate response...instantaneous cuts..." *Electronic Games*

Mad Dog McCree



"Microcosm on CD-i is 100% absolutely, positively the best version period. It puts all other game systems to shame...excellent sci-fi adventure." *Video Games*

Microcosm

So, you've already played these games on other formats. Good. Then you'll be the first to appreciate the full-on sonic and visual overhaul CD-i has made on them. Remember the blurry, pixilated graphics? The dime-store sound effects? Well it wasn't your vision and hearing that sucked. We've replaced them with razor-sharp video and digitally crisp audio. And those with quicker reflexes than the average 80-year-old will dig the faster response time. But we've bent your ear long enough. Experience the classics on CD-i for yourself. After all, you've got 132 million photoreceptors leaning dangerously towards the snooze button.



Magnavox 450 CD-i player now \$299.99,* includes 2 free titles.

PHILIPS MEDIA

3DO



By Drumhead

Grab your trench coat and fedora – you're heading into the world of 1930s gangsters, guns, and gun molls. Popular musician Johnny Rock has been murdered, and you're the shamus assigned to crack the case. Visit some shady establishments and investigate the locals, and you just might find the clues leading to the killer in this entertaining shoot-em-up.

Game Noir

Like the Sega CD version before it, Johnny Rock 3DO gives you a first-person view of extensive full-motion video to solve the crime. The video conveys the atmosphere of a classic film noir, those dark, moody movies that used shadows to set an eerie, gloomy tone.



PROTIP: Choose your location wisely. If you visit the wrong area, you could be on the receiving end of a bullet.

The game has a good look, but unfortunately the shadows can complicate game play, like when you have only a split second to figure out where the enemy will appear next. Enemies are impossible to see at times, so survival depends on memorizing their location in each scene.



PROTIP: Listen to your secretary. She'll tell you about opportunities to earn more money.

The excellent sounds add to the atmosphere and help establish the tone. You hear everything from the machine gun's rat-a-tat-tat to frequent and deafening explosions.

Gun Control

Like its predecessor, the arcade hit Mad Dog McCree, Johnny Rock puts a plastic gun in your hand and invites you



Who's Plaguuing Johnny Rock?



Measles, Mumps, Lockjaw, Smallpox? They aren't diseases, they're the suspects!



PROTIP: Don't shoot innocent bystanders or you'll have to foot the bill for the funeral.

to take control. That's right, warm up your trigger finger and start firing with the 3DO Game Gun (sold separately, \$54.95). You'll need this weapon, because using the control pad for this game is very limiting. The cursor moves across the screen with little control, though you're required to shoot with pinpoint accuracy.

PROTIP: Keep your sites aimed at the center of the screen, so you can nail enemies before they nail you.

Johnny Rock has eliminated many of the flaws that have hampered similar shooting games. For instance, you no longer have to continually reload while you're in the midst of a shootout. And the game's video footage really jumps out at you on the 3DO, unlike that on the Sega CD.

Replay It Again, Sam

Who Shot Johnny Rock? offers arcade excitement, machine-gun thrills, and more desperate characters than San Quentin. With multiple endings (depending on who's the murderer), there's good replay value, too. 3DO owners who liked Mad Dog McCree will get a new challenge from this one. **G**

3DO Game Profile Who Shot Johnny Rock? (By American Laser Games)

Pick up your Tommy gun and take aim at Johnny Rock. This decent first-person shoot-em-up uses full-motion video, strong challenge, and a dash of humor to hit the mark.

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	3.5	3.5	ADJ. Adjustable
\$64.95	CD	Available now	Shoot-em-up	2 players 8 levels First-person view Unlimited continues



PROTIP: Keep your eyes peeled and your gun ready. Enemies take many forms, including infants!



PROTIP: Keep track of your cash, because when you run out of money the doctor won't save your butt. Whatever happened to the Hippocratic oath?

INTRODUCING VIVID3D. THE ULTIMATE IN GAME SOUND.

Get ready for the most realistic game adventure ever. The VIVID 3D™ sound enhancement system from NuReality transforms ordinary game sound into an amazing 3D sound experience. ★ What does "3D sound" mean? It means game sounds come alive all around you. It means you feel like you're in the front

row of a live concert.

It means you'll never listen to your games the same way again.

According to *Electronic Gaming*

Monthly magazine,

the VIVID 3D "redefines sound as we

know it." ★ The

VIVID 3D is easy to

hook up to any

Nintendo, Sega or

similar game system. You can also attach it to any computer equipped with a sound card. Thanks to award-winning* SRS (•)® sound enhancement technology, the VIVID 3D creates dynamic 3D sound from

only 2 speakers. ★ For a store near you, call NuReality at **800-501-8086**. Why just play games,

when you can be there? ★ NuReality, 2907 Daimler St.

Santa Ana, CA 92705-5810. Telephone: (714) 442-1080,

Fax: (714) 852-1059.



NUREALITY



* SRS (•) technology won the prestigious "Ultimate" award from *Game Players* magazine in July 1993. © 1994 NuReality. All rights reserved. SRS (•) is a registered trademark of SRS Labs. All product names are trademarks or registered trademarks of their respective holders. G2

Jaguar



By The Eternal Cheesehead

Tired of all the true-to-life sports games on the market? Then Telegames's first Jaguar release, Brutal Sports Football, should be right up your alley. This game is brutal fun.

Brutal Mix

Like its Amiga predecessor, BSF is a mix of rugby, football, and soccer. As in rugby, you can kick and throw the ball on



PROTIP: If you're losing by a wide margin, concentrate on wiping out your opponents.



PROTIP: When your goalie takes possession of the ball, kick it downfield immediately.

the run. As in football, you tackle and dive on a 100-yard field. As in soccer, you score a point when you put the ball in the net. You match up the 11 teams (of seven players each) in three different modes of play: League (for one player),



PROTIP: In the Unfriendly mode, always use the animal teams for best results.

Unfriendly (two players), and Knockout (an eight-player tournament). Responsive controls make playing any of these teams in any of these modes a breeze.

Did we mention that the game is violent? Check out the power-ups – bombs, swords, shields, and axes – that

appear on the field and give you a brutal edge. Not only can you punch and tackle opponents, you can stab, hack, and detonate them. When your player's life bar is depleted, he loses his head in a deadly splatter of blood. That's brutal!



PROTIP: Whether you win or lose, you'll get money for scoring goals and nailing opposing players.

Color Me Blind

BSF's graphics are great. During a game, players litter the ripped-up field like a war zone. The use of color is especially impressive. From the title screen to the field itself, vibrant colors leap off the screen. And the red really shows up (no brown-shaded sweat here). With body parts flying around the field, this game isn't for the weak of heart. The only real flaws in

the graphics are the average size of the players, the slightly choppy scrolling, and the immobile background crowd.



PROTIP: The Lightning, Ice Cube, Fist, and Rabbit are the most valuable power-ups. Avoid the Turtle power-up.



PROTIP: The first player you should eliminate is the goalie. Once he's gone, it's a lot easier to score.

Little subtleties, like horns in the stands and bone-crushing tackles, make the audio stand out. The CD-quality music is varied and gruesomely complements the game's violent theme.

Brutal Roars

This game should find a home with sports and Atari fans alike. It's fast, intense, and addicting. After Tempest 2000, it's one of the best games roaring on the Jag. **G**



It's BRUTAL!!



BRUTAL SPORTS FOOTBALL

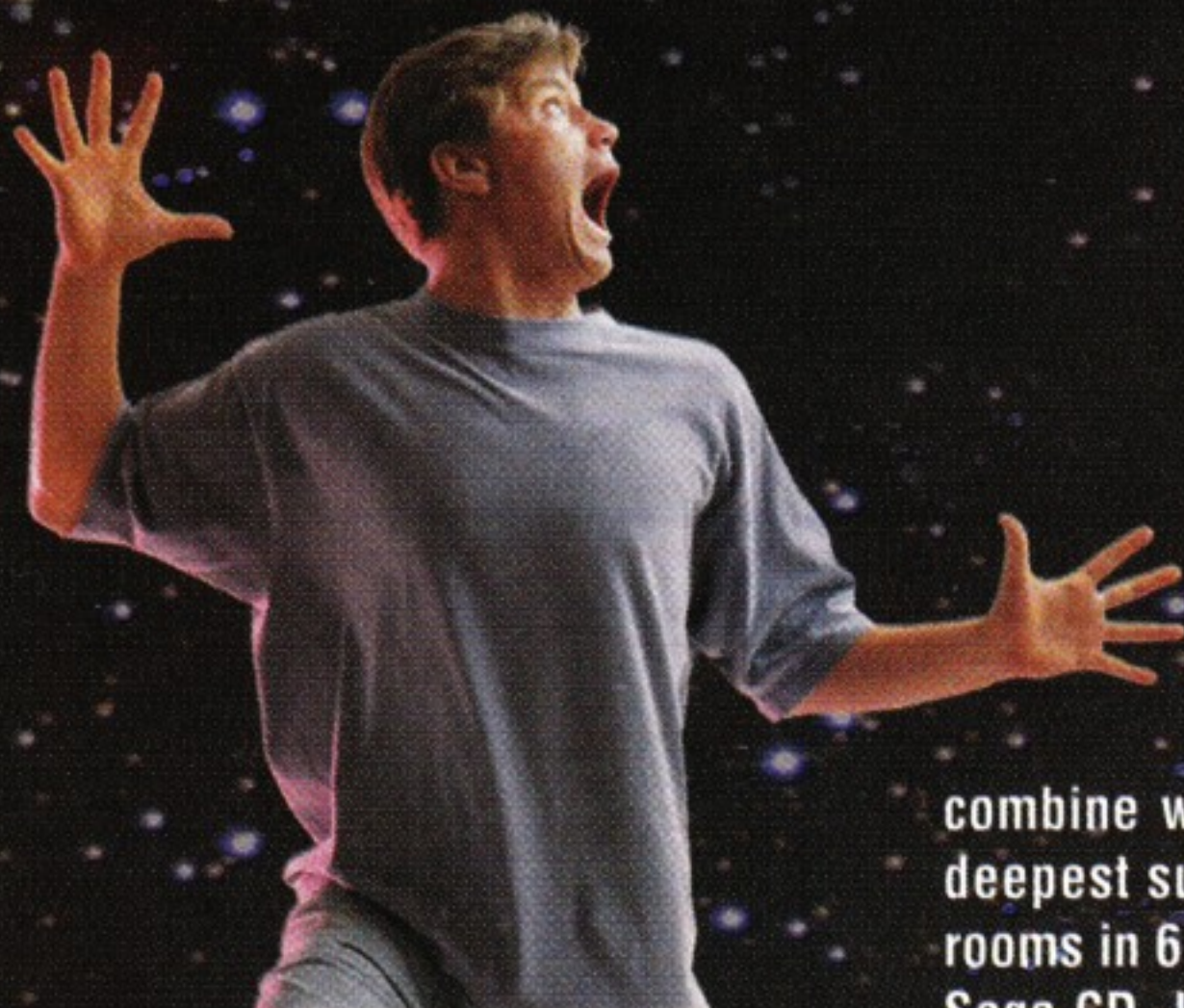
Jaguar Game Profile
Brutal Sports Football
 (By Telegames)

With the current flood of look-alike sports titles, this unique effort stands apart from the serious sports crowd. It's a fun, frenetic game that roars on the Jag!

Graphics	Sound	Control	FunFactor	Challenge
\$69.95	16 megs	Available now	Action/football	2 players 3/4-overhead view Multiscrolling Passwords

**IT'S A DEADLY,
FUTURISTIC
GAME OF CAT
& MOUSE.**

**AND
SUDDENLY
YOU'RE
CRAVING
CHEESE.**



IRON HELIX

**Iron Helix™—1994 SPA Best Strategy
Game of the Year—is now on Sega CD™.**

Your mission: stop a renegade starship from delivering its deadly payload. Only you can save a peaceful planet—and the galaxy—from total destruction. Explosive 3-D graphics combine with strategic gameplay to challenge both your mind and your deepest survival instincts. Three heart-pumping levels of skill, with 25 rooms in 6 floors offer a run-for-your-life depth of play never before seen on Sega CD. Iron Helix: the ultimate game of chase that can transform even the bravest champion into a meek little mouse. So, what'll it be? The greatest glory of your life or a few squares of cheddar?



**NOW ON
SEGA CD™**

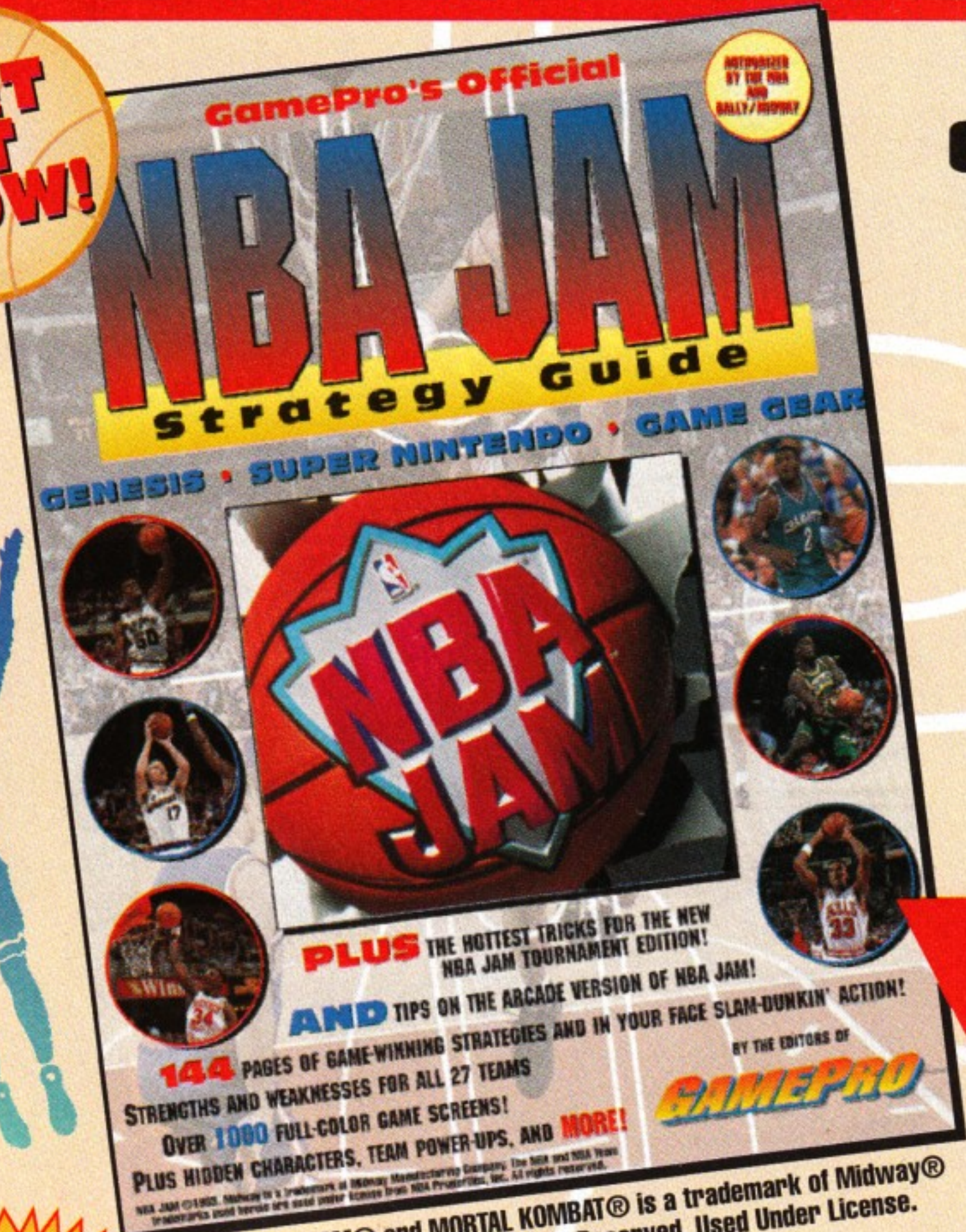
Also available on Mac and PC CD-ROM.

Visit your local retailer, or call 24 hours: 1-800-695-GAME (USA & Canada).



IT'S HERE AND IT'S HOT!

GET IT NOW!



GamePro's Official **NBA JAM** Strategy Guide!



Over 140 pages of in-your-face strategies and super slam-dunkin' action for the Genesis, Super NES, Game Gear, and Arcade versions!



Become a slammin' NBA JAM expert! Over 1,000 full-color game screens to walk you through every version of NBA JAM!

Buy NBA JAM NOW and get Street Fighter II Turbo for 50% off!

(Limited time only)

ONLY \$9.95 EACH!



© 1994 Capcom USA

Don't forget to order the **MORTAL KOMBAT** and **STREET FIGHTER II TURBO** Strategy Guides...

complete with over 160 action-packed pages of game winning shots, killer throws, and crushing combos!

Also available at BlockBuster Video, Toys R Us, Walden Books, B. Dalton, The Warehouse, and Software Etc.

- Written by the Editors of GamePro Magazine!
- FREE Collector's Edition Poster in each book! No poster in NBA JAM

TO ORDER:

Fill out the order form and mail to:

GAMEPRO
P.O.Box "P"
San Mateo, CA 94402

- Complete the Order Form
- Add only \$2.95 for shipping and handling (\$4.50 to Canada, \$7.95 to outside U.S.)
- Add sales tax, residence of CA, IL and NJ only (CA= 8.25%, IL= 6.25%, NJ= 6%)

Qty	Title	Unit Price	Total
<input type="checkbox"/> Check/Money Order <input type="checkbox"/> VISA <input type="checkbox"/> MC		Subtotal	
Card # _____ Exp _____	Signature _____	Shipping	
Name _____	Address _____	Tax CA: 8.25% IL: 6.25% NJ: 6%	
City, State, Zip _____		TOTAL (US Dollars ONLY)	

BLINK...
AND
YOU'RE
HISTORY.

STARBLADE®

Ultimately, it has come down to this...You, alone in the gunner chair with the entire Red Eye armada in your face.

Yet somehow, as you grab hold of your 15-ton lasercannon, it actually feels like you've got a chance against these unrelenting alien mercenaries...

A chance in hell, that is.

Starblade on the Sega CD. Intergalactic Armageddon has arrived.



It takes about two-tenths of a second for a Red Eye cruiser to toast its target... don't miss!



Atomic destroyers, pentagon fire orbs, Red Eye blasters...so many enemies, so little time.



Furious deep space dogfighting...just like the arcade classic!



SEGA CD



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 CD™ SYSTEM.

namco®

The Game Creator

Starblade ® & © 1991, 1994 Namco Ltd. All rights reserved. SEGA, SEGA CD ARE TRADEMARKS OF SEGA ENTERPRISES, LTD. ALL RIGHTS RESERVED. Namco Hometek, Inc. 150 Charcot Ave., Suite A, San Jose, CA 95131-1102. THE VIDEOGAME RATING COUNCIL, ITS RATING SYSTEM, SYMBOLS AND INDICIA ARE TRADEMARKS OF SEGA OF AMERICA, INC. © 1993 SEGA. LICENSED BY SEGA ENTERPRISES, LTD. FOR PLAY ON THE SEGA CD™ SYSTEM.

DYNAMITE HEADY

THE ULTIMATE HEAD TRIP!
MEET AN ALL-NEW HEADCASE — AND LAUNCH INTO HEAD-SWAPPIN', EYE-POPPIN' ACTION!
When the Dark Demon dishes out his dastardly deeds, this noggin-knockin' hero is up to his neck in trouble. Switch heads to match the job as you suck 'em up, squeeze 'em in and smash 'em down through a series of sharp-shooting action and mind-bending mazes. Then hang on for the ultimate heads-up adventure!
ON SEGA™ GENESIS™ AND GAME GEAR™



CHOOSE FROM OVER 15 DIFFERENT HEADS TO GET THE JOB DONE! YOUR BEST WEAPON IS RIGHT ON YOUR SHOULDERS!



MOVE 'EM OUT! USE YOUR HANDY SLAMMER HEAD TO REALLY GET THINGS ROLLIN'.



SUCK 'EM UP! VACUUM HEAD GETS THE BAD GUYS OUT OF YOUR WAY— WHILE YOU SCOOP UP ALL THE BONUS POINTS YOU CAN SWALLOW!





SPIN INTO 3-D ACTION! ATTACK FROM ALL SIDES WITH FULL 360° ROTATION! NOW THAT'S A WELL-ROUNDED HEADDY!



STICK IT TO 'EM! Use **SPIKE HEAD** TO BUST 'EM AND DUST 'EM - TALK ABOUT MAKING A POINT!



HOOP IT UP! NOCCIN'-KNOCK YOUR BEST SHOT IN THE HEAD-BOPPIN' SPECIAL BONUS ROUND!

SEGA™

CALL GAMEPRO'S HOT TIPS HOTLINE!!



1-900-860-TIPS



BONEHEAD



SCARY LARRY

CALLS AVERAGE
THREE MINUTES IN
LENGTH AND COST
\$1.09 A MINUTE.
TOUCH-TONE PHONE
REQUIRED.

**NOW
AVAILABLE
IN CANADA!
1-900-451-5552**
CALLS COSTS
\$1.49 A MINUTE
(CANADIAN)

OPTION 1

GET A CLUE

The *Hottest* Weekly tips
for your favorite system!

OPTION 1
NINTENDO
1 TIP

OPTION 2
SUPER NINTENDO
3 TIPS

OPTION 3
SEGA GENESIS
3 TIPS

OPTION 4
SEGA CD/
ATARI JAGUAR
2 TIPS EACH

OPTION 2

HIT US WITH YOUR BEST TIP

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

OPTION 1
NINTENDO

OPTION 2
SUPER NINTENDO

OPTION 3
SEGA GENESIS

OPTION 3

SLAMMIN'

16-bit tip of the week!

OPTION 4

GAME GOSSIP

Get all the latest scoop!

OPTION 5

HOT SHOTS

Get classic tips and the latest low-
down from your favorite editors!

**Bonehead, Scary Larry,
Tummynator.**

TUMMYNATOR



Be sure to get your parents'
permission to use the Hotline
if you are under 18 years of
age. Messages subject to
change without notice. A ser-
vice of Infotainment World in
San Mateo, CA

**THE
FIGHTER'S EDGE**
Presents

GamePro PROSTRATEGY GUIDE

ARCADE

PRIMAL RAGE

**The Definitive
Sauropod Survival
Guide**

**The Hottest New
Game of 1994!**

RAGE!

✦ The Basics of
PRIMAL RAGE

✦ Feroocious Special
Attacks

✦ Plus Tons of
Primal Combos!

✦ DIABLO'S Torch

✦ VERTIGO'S Voodoo Spell

✦ CHAGS'S Mega Punch

✦ SAURON'S Primal Scream

✦ BLIZZARD'S Ice Geyser

✦ TALON'S Face Ripper

✦ ARMADON'S Bed-G-Nails



By The Obliterator



(Special thanks to Derryl DePriest, Dennis Harper, Jason Leong, Frank Kuan, Cameron Petty, Steve Riesenber, Jay People, Larry Cadelina, Sal Conigliaro, and Charles Franco)

Arcade

SAURON



Domain: The Cave

Rage!

When you think of stop-motion animation and dinosaurs, *King Kong* or the infamous T. rex in *The Lost World* usually come to mind. The folks at Atari Games/Time Warner Interactive used that same technology to put dinosaurs into an arcade fighting game. The result, *Primal Rage*, was the "rage" at this summer's Consumer Electronics Show. In Part One of this Strategy Guide, we show you basic moves, Special Attacks, and skull-pounding Combos that'll transform you into a dino-fighting machine. Next month, Part Two will feature all the Special Attacks, more awesome Combos, and Fatalities for your favorite Primal beast.

Jumping Attack



HIGH

LOW

QUICK FIERCE POWER



Standing Attack



HIGH

LOW

QUICK FIERCE POWER



Crouching Attack



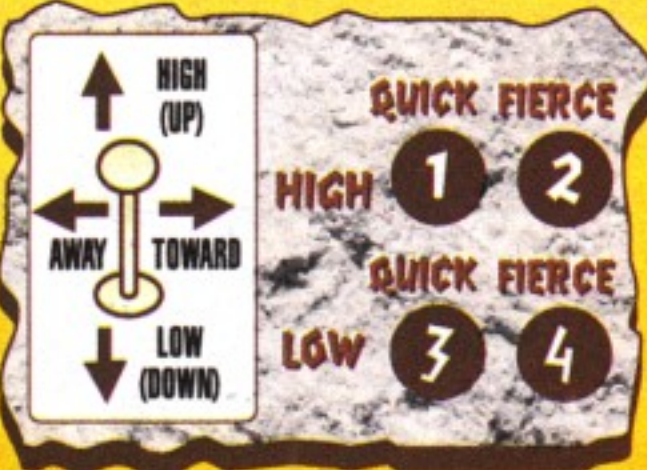
HIGH

LOW

QUICK FIERCE POWER



The Controls



Upper Button Bank: Buttons 1 and 2
Lower Button Bank: Buttons 3 and 4
 (Ex: If a move calls for a High Fierce and a Low Quick, push Button 2 for the High Fierce and Button 3 for the Low Quick.)

High Power Attack: Simultaneously press Buttons 1 and 2

Low Power Attack: Simultaneously press Buttons 3 and 4

Away: Push joystick away from your opponent

Toward: Push joystick toward your opponent

High/Up: Push joystick up

Low/Down: Push joystick down

() = Simultaneously press buttons in parentheses

Cranium Crusher



SPECIAL ATTACKS

(High Quick + Low Fierce), Down, Up

Primal Scream



(High Quick + Low Quick), Down, Up

PRIMAL COMBOS



Sauron's Two-Hit Combo



Begin with a High Quick...



...and follow up the move with a High Power.



Sauron's Four-Hit Combo



Come in with a Jumping Low Fierce.



Follow up with a Jumping Low Power.



Immediately whack 'em with a High Fierce.



Then finish 'em off with a High Power.



Sauron's Cranium-Crusher Combo



Leap in with a Jumping Low Power.



Nail 'em with a Crouching Low Fierce...



...followed by a Crouching Low Power.



Top off the combo with a Cranium Crusher.



Primal Combos Legend

	
Beginner Combo	Intermediate Combo
	
Advanced Combo	

Talon



Domain: The Strip

Standing Attack



LOW

Crouching Attack



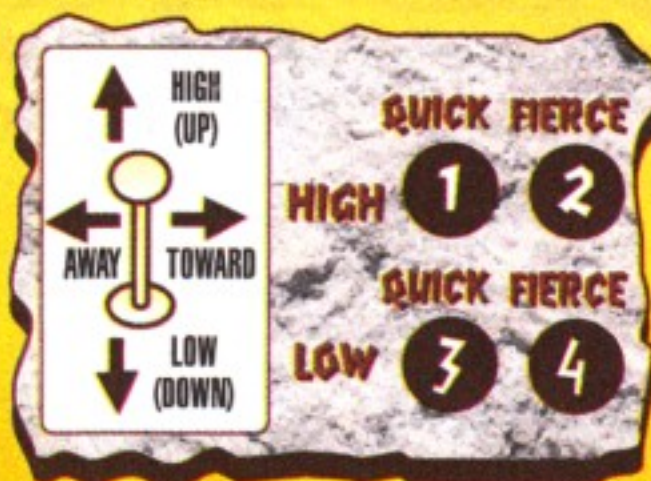
LOW

Jumping Attack



LOW

The Controls



High Power Attack: Simultaneously press Buttons 1 and 2

Low Power Attack: Simultaneously press Buttons 3 and 4

Away: Push joystick away from your opponent

Toward: Push joystick toward your opponent

High/Up: Push joystick up

Low/Down: Push joystick down

() = Simultaneously press buttons in parentheses

Upper Button Bank: Buttons 1 and 2

Lower Button Bank: Buttons 3 and 4
(Ex: If a move calls for a High Fierce and a Low Quick, push Button 2 for the High Fierce and Button 3 for the Low Quick.)

Primal Primer

Basic Attacks The Basic Attacks are the fundamental building blocks of strategy in fighting games. Primal Rage has 18 Basic Attacks you can execute at any time, but they differ from standard punches, kicks, jabs, and throws. The dinosaurs' tails and varying arm lengths make mastering the Basics more challenging. Where one character might execute a Leg Sweep, another might have a Tail Sweep or a Tail Jab. To reign supreme among the sauropods, master each dino-fighter one at a time.

SPECIAL ATTACKS

Face Ripper



(High Fierce + Low Fierce), Down, Toward

Brain Basher



(High Fierce + Low Quick), Away, Up-Away, Up, Up-Toward, Toward

PRIMAL COMBOS



Talon's Face-Ripping Strategy



Whenever Talon is on his back and vulnerable...



...surprise the opponent with a Face Ripper just as Talon begins to jump up from the knockdown. This move's unblockable.



Talon's Two-Hit Combo



Hit 'em with a Crouching Low Quick.



Then follow up with a Crouching Low Power.

Talon's Three-Hit Combo



Come in with a deep Jumping Low Fierce.



Tag 'em with a High Quick.



Then finish 'em off with a High Fierce.

Talon's Four-Hit Combo



Start off with two High Quicks.



Then hit 'em with a Crouching Low Fierce.



End with a Crouching Low Power.



ARMADON



Domain: The Hollows

Standing Attack



HIGH

LOW

QUICK FIERCE POWER



Crouching Attack



HIGH

LOW

QUICK FIERCE POWER



Jumping Attack



HIGH

LOW

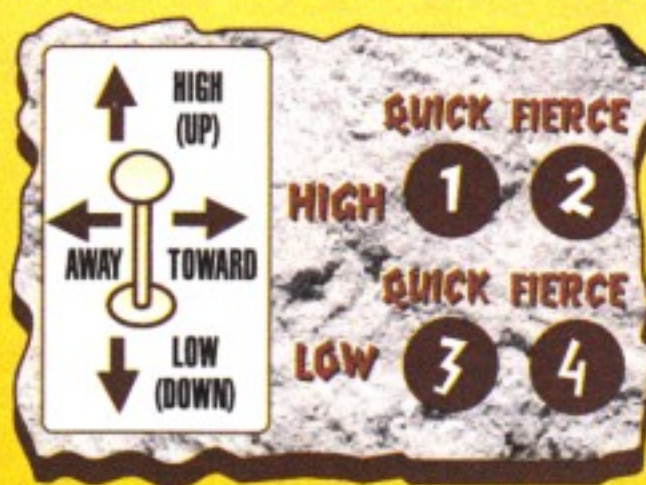
QUICK FIERCE POWER



PRIMAL PRIMER

Special Attacks Each prehistoric fighter has five to eight Special Attacks, ranging from teleports to gut-wrenching attacks. Become unbeatable by making your Special Attacks a deadly extension of your Basic Attacks.

The Controls



Upper Button Bank: Buttons 1 and 2
Lower Button Bank: Buttons 3 and 4
 (Ex: If a move calls for a High Fierce and a Low Quick, push Button 2 for the High Fierce and Button 3 for the Low Quick.)

High Power Attack: Simultaneously press Buttons 1 and 2

Low Power Attack: Simultaneously press Buttons 3 and 4

Away: Push joystick away from your opponent

Toward: Push joystick toward your opponent

High/Up: Push joystick up

Low/Down: Push joystick down

() = Simultaneously press buttons in parentheses

SPECIAL ATTACKS

Hornication



(High Quick + High Fierce + Low Quick), Down, Toward, Up

Bed-O-Nails



(High Fierce + Low Quick), Down, Up

PRIMAL COMBOS



Armadon's Two-Hit Combo



Begin with a High Fierce.



Then come in quickly with a Low Power hit.



Armadon's Three-Hit Combo



Come in with a High Quick.



Do a High Fierce attack.



Finish off with a Crouching Low Power.



Armadon's Five-Hit "Divebomber" Combo



Dive in with a Jumping High Fierce.



Follow up with a Jumping High Power.



Immediately launch a Crouching High Fierce.



Then tag 'em with a Crouching High Power...



...and conclude with Armadon's Hornication Special Attack.

CHAGS



Domain: The Ruins

Standing Attack



Jumping Attack



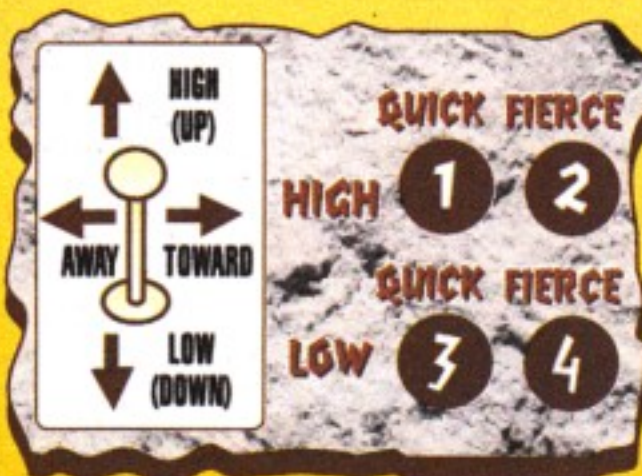
Crouching Attack



PRIMAL PRIMER

Combos Primal Rage's Combo system is based on the same principles as Street Fighter II: You perform a basic move, and then immediately follow with a special move. But Primal Rage's Combos are easier to do. You begin a Combo by pressing and holding down the button for a Basic Attack. Then you press the second button to perform a Power Attack, while still holding down the first button. Finally, perform the joystick movement to execute the Special Attack and complete your awesome Combo. With MK or SF II, your hand would jump from button to button; Primal Rage's Combo system is as easy as 1-2-3.

The Controls



Upper Button Bank: Buttons 1 and 2
Lower Button Bank: Buttons 3 and 4
 (Ex: If a move calls for a High Fierce and a Low Quick, push Button 2 for the High Fierce and Button 3 for the Low Quick.)

High Power Attack: Simultaneously press Buttons 1 and 2

Low Power Attack: Simultaneously press Buttons 3 and 4

Away: Push joystick away from your opponent

Toward: Push joystick toward your opponent

High/Up: Push joystick up

Low/Down: Push joystick down

() = Simultaneously press buttons in parentheses

SPECIAL ATTACKS

Battering Ram



Toward, Toward

Grab and Throw



(High Fierce + Low Fierce), Toward, Away



PRIMAL COMBOS

Chaos's Two-Hit Combo



Nail 'em with a Crouching Low Fierce.



Conclude with a Crouching Low Power.

Chaos's Three-Hit Combo



Leap in with a Crouching Low Quick.



Follow up with a Crouching Low Fierce.



Finally, pulverize him with a Standing High Power.

Chaos's "Larry" Three-Hit Combo



Begin with Chaos's Crouching Low Fierce.



Then come in with a Crouching Low Power.



End with the Battering Ram to finish 'em.



VERTIGG



Domain: The Tomb

Standing Attack

QUICK FIERCE POWER

HIGH

LOW

Crouching Attack

QUICK FIERCE POWER

HIGH

LOW

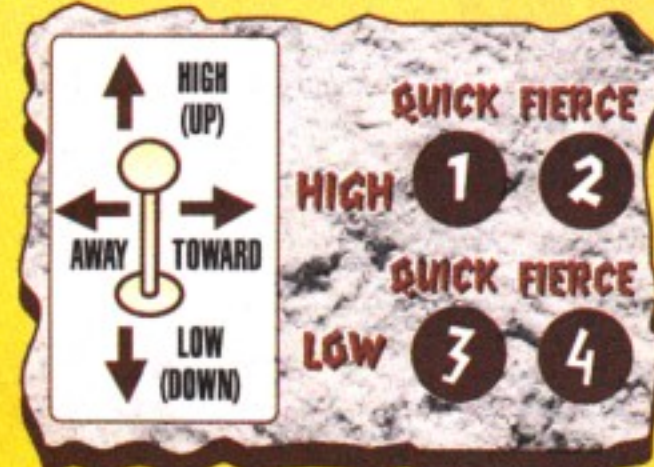
Jumping Attack

QUICK FIERCE POWER

HIGH

LOW

The Controls



Upper Button Bank: Buttons 1 and 2
Lower Button Bank: Buttons 3 and 4
 (Ex: If a move calls for a High Fierce and a Low Quick, push Button 2 for the High Fierce and Button 3 for the Low Quick.)

High Power Attack: Simultaneously press Buttons 1 and 2

Low Power Attack: Simultaneously press Buttons 3 and 4

Away: Push joystick away from your opponent

Toward: Push joystick toward your opponent

High/Up: Push joystick up

Low/Down: Push joystick down

() = Simultaneously press buttons in parentheses

PRIMAL PRIMER

Finishing Moves Finishing Moves are the icing on the cake. Each dino has several Finishing Moves, with enough gore to rival any game out there. Period.





Scorpion Sting



(High Fierce + Low Quick), Toward, Toward

SPECIAL ATTACKS

Voodoo Spell



(High Fierce + Low Quick), Away, Away

PRIMAL COMBOS



Vertigo's Two-Hit Combo



Begin by leaping in with a Jumping Low Fierce.



Conclude with a Jumping Low Power.



Vertigo's Five-Hit "Scorpion" Combo



Leap in with a Jumping Low Fierce.



Next, hit 'em with a Jumping Low Power.



Follow with a Standing High Fierce.



Do a Standing High Power.



Then finish off with Vertigo's Scorpion Sting.



Vertigo's Five-Hit "Voodoo" Combo



Attack with a Crouching Low Fierce.



Then hit 'em with a Crouching Low Power.



Stun your opponent with Vertigo's Voodoo Spell, then take a step Toward...



...and hit your opponent with a High Fierce...



...then finish with a Standing High Power.

BLIZZARD



Domain: The Cliff

Standing Attack



HIGH

LOW

QUICK FIERCE POWER



Crouching Attack



HIGH

LOW

QUICK FIERCE POWER



Jumping Attack



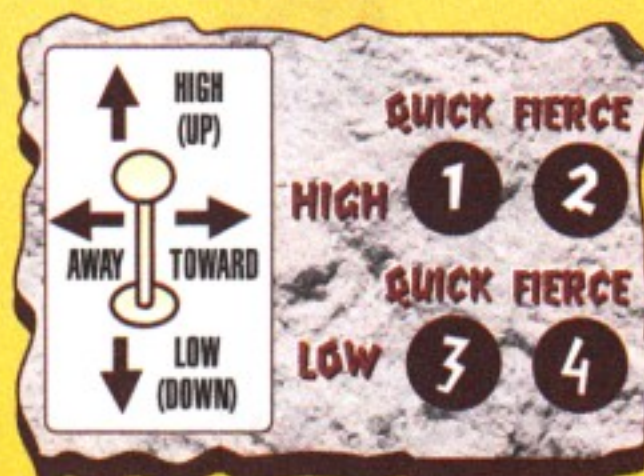
HIGH

LOW

QUICK FIERCE POWER



The Controls



Upper Button Bank: Buttons 1 and 2

Lower Button Bank: Buttons 3 and 4

(Ex: If a move calls for a High Fierce and a Low Quick, push Button 2 for the High Fierce and Button 3 for the Low Quick.)

High Power Attack: Simultaneously press Buttons 1 and 2

Low Power Attack: Simultaneously press Buttons 3 and 4

Away: Push joystick away from your opponent

Toward: Push joystick toward your opponent

High/Up: Push joystick up

Low/Down: Push joystick down

() = Simultaneously press buttons in parentheses

Primal Primer

Hidden Features Good news: Primal Rage has hidden features, including a secret volleyball game! Try different button and joystick combinations to find these gems. Contact Fighter's Edge with any secrets you discover. Write to Fighter's Edge, P.O. Box 5828, San Mateo, CA 94402, Attention: The Obliterator. Or, fax The Obliterator at (415) 349-8347.



Mega Punch



(High Fierce + Low Fierce), Away, Toward

Ice Geyser



(High Quick + High Fierce + Low Fierce),
Down, Up

SPECIAL ATTACKS



PRIMAL COMBOS



Blizzard's "I.P. Freeze" Combo



Come in with a Jumping Low Fierce.



Then attack with a Jumping Low Power.



Follow up with a Crouching Low Fierce.



And follow this move with a Crouching Low Power.



Finally, freeze 'em with the Ice Geyser. When they've frozen, hit 'em with any extra moves you'd like.



Blizzard's Two-Hit Combo



Come in close and do a High Fierce.



Follow up with a Standing High Power.



Blizzard's Five-Hit "Mega Punch" Combo



Leap in with a Jumping Low Fierce.



Then execute a Jumping Low Power.



Come in with a Crouching Low Fierce.



Follow up with a Jumping Low Power.



Cap it off with Blizzard's Mega Punch.

DIABLO



Domain: The Inferno

Standing Attack



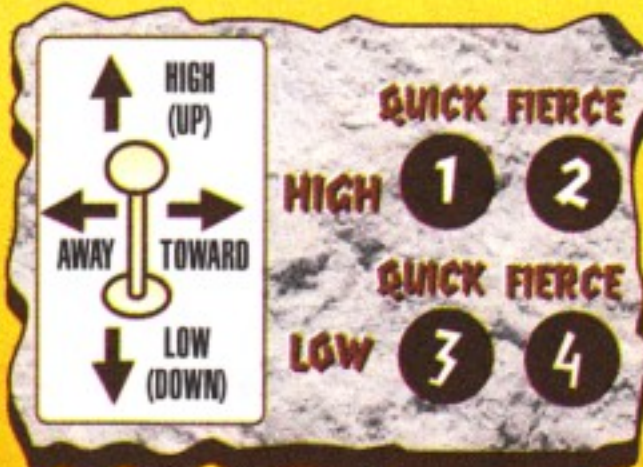
Crouching Attack



Jumping Attack



The Controls



Upper Button Bank: Buttons 1 and 2

Lower Button Bank: Buttons 3 and 4
(Ex: If a move calls for a High Fierce and a Low Quick, push Button 2 for the High Fierce and Button 3 for the Low Quick.)

High Power Attack: Simultaneously press Buttons 1 and 2

Low Power Attack: Simultaneously press Buttons 3 and 4

Away: Push joystick away from your opponent

Toward: Push joystick toward your opponent

High/Up: Push joystick up

Low/Down: Push joystick down

() = Simultaneously press buttons in parentheses

Stay Tuned

Check out Part 2 of this Survival Guide in the next issue of *GamePro*. We'll help you conquer New Urth and learn some more out-rage-ous Combos, Special Attacks, and Finishing Moves.



SPECIAL ATTACKS

Hot Foot



(High Fierce + Low Fierce), Up-Away, Down-Away, Down-Toward

Torch



(High Quick + Low Quick), Up, Up-Toward, Toward



PRIMAL COMBOS



Diablo's Two-Hit Combo



Come in close with a Standing Low Quick.



Then immediately do a Standing Low Power.



Diablo's Two-Hit "Anti-Air Attack" Combo



When the opponent jumps in at you, do a Crouching High Quick.



Follow up with a Crouching High Power.



Diablo's Four-Hit "Torch" Combo



Begin with Diablo's Torch Special Attack.



Then come in with a Standing Fierce.



Next execute a Standing High Power.



Finish off with the Hot Foot Special Attack.

Check out next month's issue for more Special Attacks, Finishing Moves, and Primal Combos...**RAGE!**

SAURON



BLIZZARD



ARMADON



TALON



DIABLO



VERTIGO



CHAGS



THIS IS THE BUTT OF
THE EARTHWORM THAT
SAVED THE WORLD.



EARTHWORM
JIM™

GENESIS™
SNES®

Coming in October!



EARTHWORM JIM™ © 1994 SHINY ENTERTAINMENT, INC.™ ALL RIGHTS RESERVED. SEGA™ AND GENESIS™ ARE TRADEMARKS OF SEGA ENTERPRISES, LTD. NINTENDO AND SUPER NINTENDO ENTERTAINMENT SYSTEM ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA INC. © 1991 NINTENDO OF AMERICA INC.



Interactive Entertainment

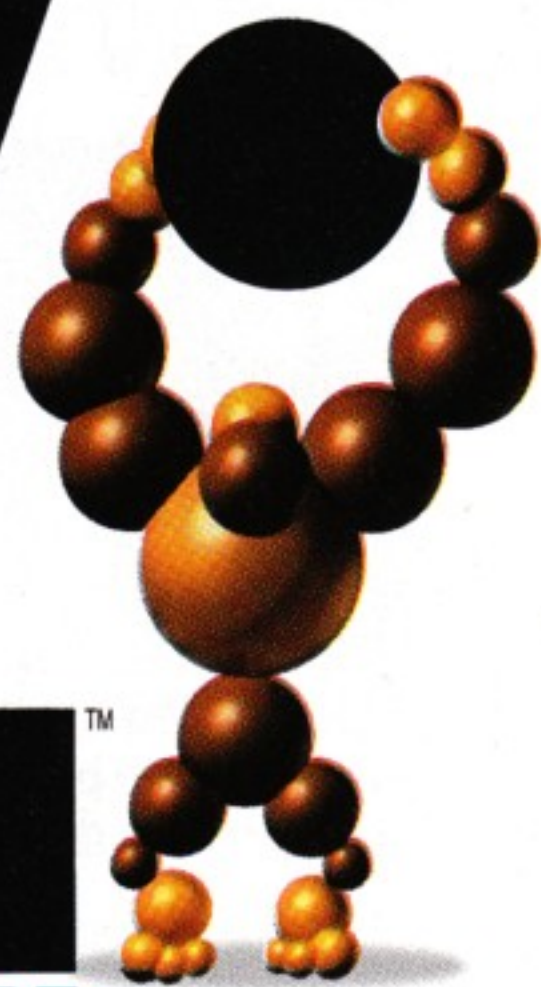


YAG
HAVE

Licensed by Accolade, Inc. Created by PF. Magic, Inc. Ballz is a trademark of PF. Magic, Inc. © 1994 PF. Magic, Inc. All rights reserved. Sega and Genesis are trademarks of Sega Enterprises, Ltd. Super Nintendo Entertainment System is a registered trademark of Nintendo of America, Inc. © 1991 Nintendo of America, Inc. All other products are registered trademarks of their respective owners.

OTTITA

BALLZ



3-D fighting at its ballziest. Coming October 5th on Sega™ Genesis™, November 18th on Super NES.® ACCOLADE™



By Scary Larry

Dirk the Daring is back in another rendition of the popular laser arcade game. This version has ultra-clean graphics, fantastic sound...and pitiful control problems.



CD-i

then move toward it. Occasionally you'll have to slash at various Goons, Bats, and evil Black Knights.

DRAGON'S LAIR

Dirk Redux

As in the recent Sega CD and 3DO versions, it's point-n-click mania as you lead Dirk through a dilapidated castle in search of Daphne.



This is one of the scenes you won't see on the Sega CD or 3DO.



PROTIP: In this familiar room you must first step back before heading right when the door opens.

You use your reflexes more than anything else in this game. Simply wait until you see an eerie glowing light,

This is by far the cleanest and smoothest version of the game. The characters are all well drawn and humorously illustrated, and the backgrounds would make Disney weep. The disc even includes scenes not found in any other version to date.

The awesome sound effects treat you to crystal-clear audio with screeching bats and ghoulish wailing. Get used to Dirk's dying screams, because you'll hear them a lot.

That's because the controls in this game are so sensitive, you'll have a hard time making it past the first couple of rooms. The challenge gets tiresome after awhile.



PROTIP: If you die repeatedly, try making the move before the light shows up.

Dragon On

There's not enough incentive here to play this game just to see the new scenes or the great graphics. Unless you're a Dirk die-hard, you'll find that Dragon's Lair may just be too much adventure to handle. **G**

Dragon's Lair (By Philips)				
Graphics	Sound	Control	FunFactor	Challenge
5.0	5.0	1.5	3.0	Advanced
Price not available	Action/adventure			
CD	1 player			
Available now	Multiple views			



By Scary Larry

Space Ace, the second adventure from the people who brought you Dragon's Lair, received a lukewarm response when it debuted in the arcades several years ago. But after playing so many versions of Dragon's Lair (3DO, Sega CD, and CD-i), you may find Space Ace a welcome change of space...er, pace.

using your reflexes as your guide. The action gets faster and funnier as you go along, and your thumbs will do more twitching than they did for DL.

A Universe of Sights And Sounds

The fantastic graphics are driven more by their humor than their artistry. Every movement of the sprites is well recorded in blazing color, giving you plenty to watch.

Excellent sounds accompany the game. The laser blasts will explode straight through the speaker into your home.



PROTIP: Sometimes there's no light to guide you. Trust your instincts and forge ahead.

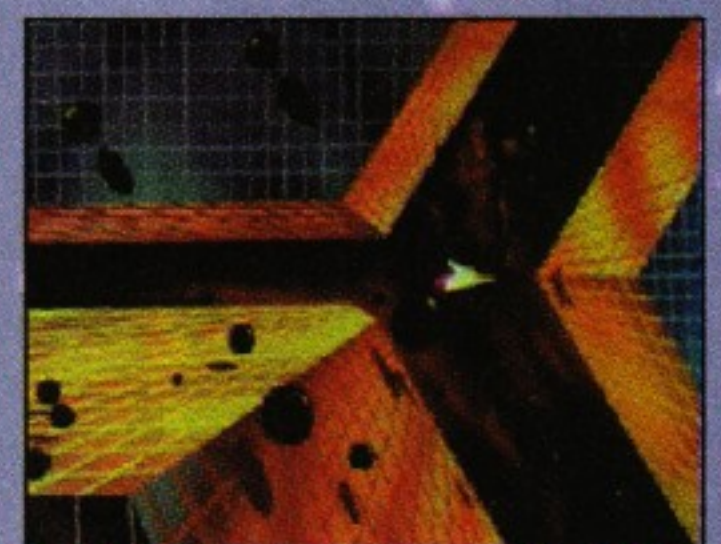


Kimberly wants you to rescue her...NOW!

Ace of Space

Borf, an evil alien marauder, is after Dexter and Kimberly (the Dirk and Daphne of outer space). Using the dreaded Infanto Ray, which changes virile, muscle-bound heroes into whining dorks, he's out to wreak havoc.

Much like guiding Dirk in Dragon's Lair, you direct Dexter through a series of areas



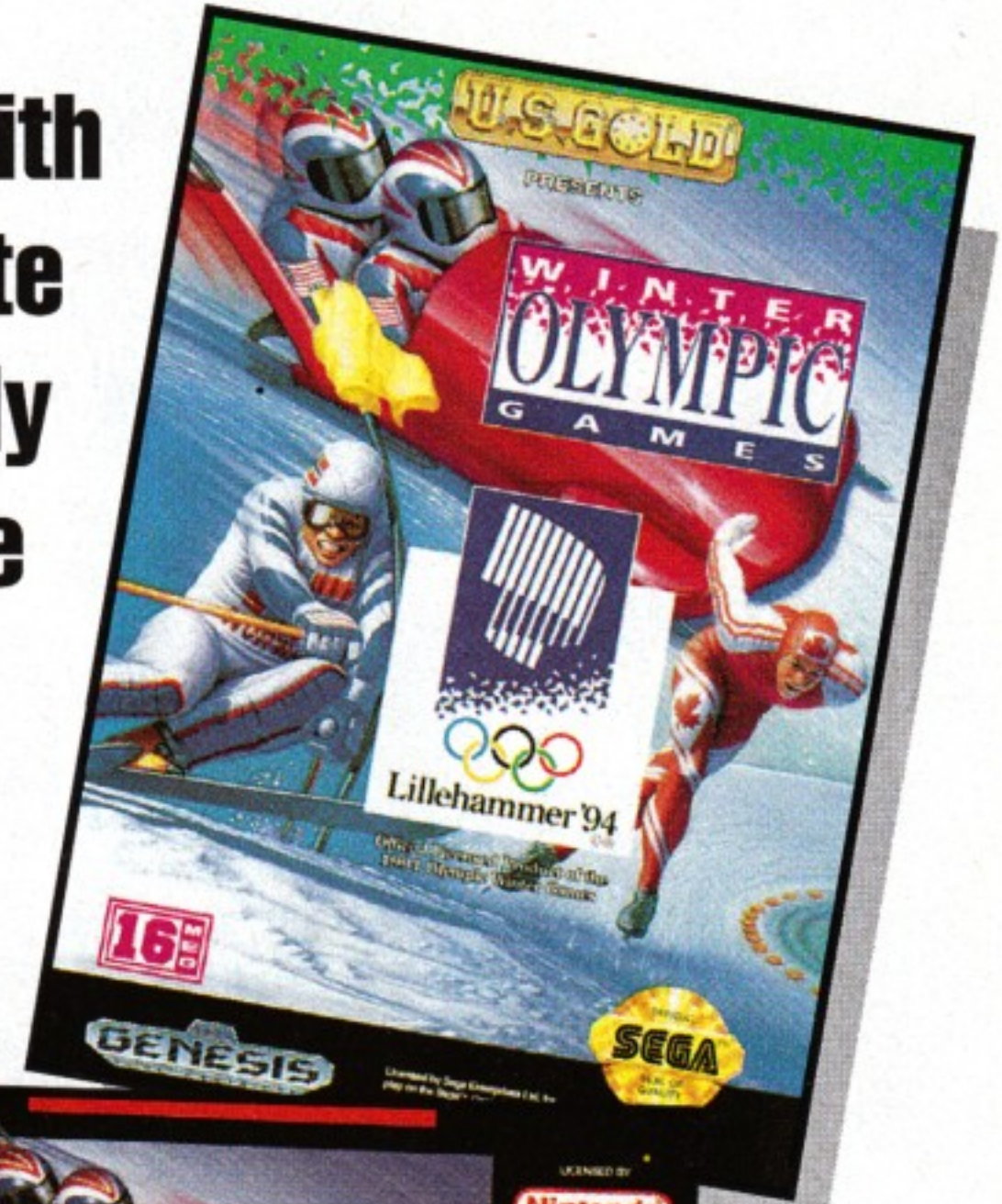
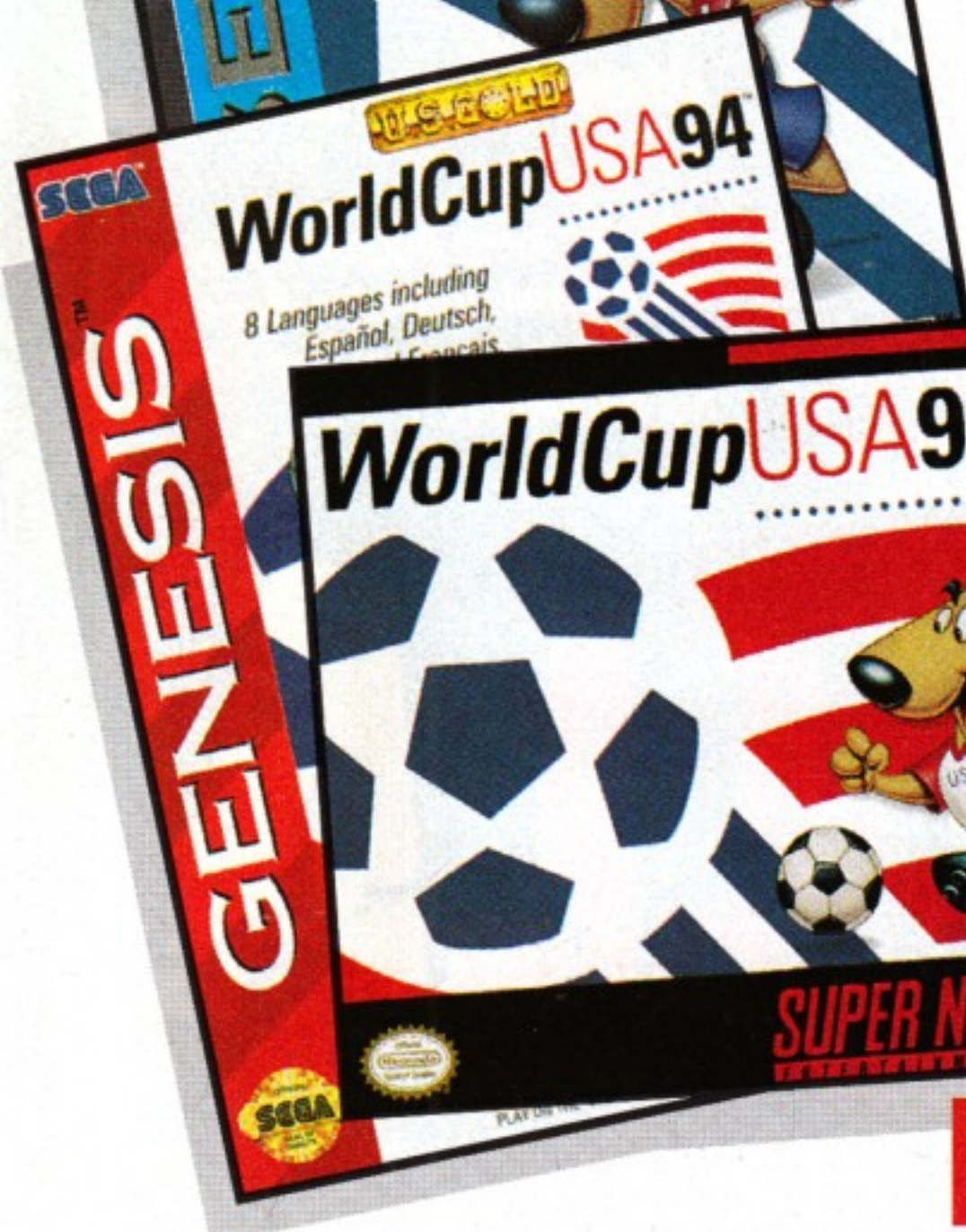
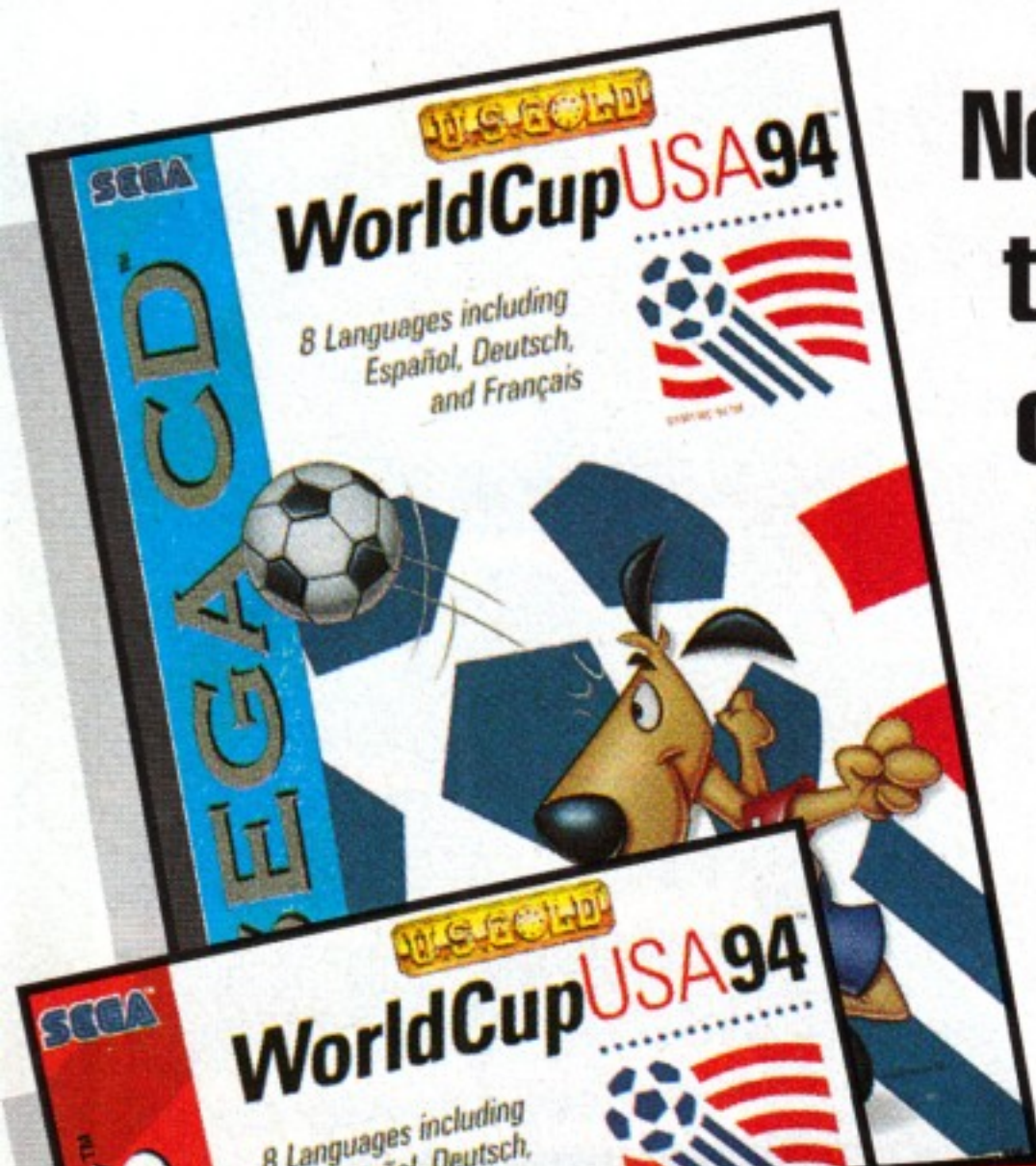
PROTIP: You have several paths to choose from, so choose wisely. Keep pen and paper ready to write down moves you make... and miss.

Although the control is as hard as it was in Dragon's Lair for the CD-i, you'll have a lot more fun here than you will dueling dragons. Maybe it's because we've seen that one many times before. Space Ace is as fresh as a cosmic wind. **G**

Space Ace (By Philips)				
Graphics	Sound	Control	FunFactor	Challenge
5.0	5.0	1.5	4.0	Advanced
Price not available	Action/adventure			
CD	1 player			
Available now	Multiple views			

SCORE \$15

Now you can score big with this incredible \$15 rebate offer on the only officially licensed versions of the 1994 World Cup and the 1994 Olympic Winter Games.



If the World Cup didn't turn out the way you'd hoped... now you can do something about it, *and* score a cool 15 bucks when you pick up World Cup USA 94™ for Sega™ Genesis™, Sega CD™ or Super NES®. Terrific graphics and a wide range of play options make this game great fun for everyone, from the beginner to the expert. Now, get your \$15 rebate and get kicking!

Winter Olympic Games is an Official Licensed Product of the 1994 Olympic Winter Games © LOOC 1991. World Cup USA 94™ © 1991 WC'94/ISL. Sega, Genesis and Sega CD are trademarks of Sega Enterprises Ltd. Nintendo, Super Nintendo Entertainment System and the official seals are registered trademarks of Nintendo of America, Inc. © 1994 U.S. Gold, Inc.

Send to:

"Score \$15 Rebate"

P.O. Box 52960, Dept. 4408,
Phoenix, AZ 85072 - 2960

Name: _____

Address: _____

City: _____

State: _____ Zip: _____

To SCORE \$15 just fill out this coupon and sent it along with the original product UPC code and your original cash register receipt. Individuals only, limit 2 rebates per household. Offer only open to residents of the continental United States. Void where prohibited by law. \$15 rebate offer only applies to Sega Genesis, Sega CD and Super NES versions of U.S. Gold's World Cup USA '94 and Winter Olympic Games. Product must be purchased by October 30, 1994 and envelope postmarked no later than November 15, 1994.

It's also your last chance to cash in on Super NES and Sega Genesis versions of Winter Olympic Games. You can experience 10 exciting events with actual courses used in the Winter Games in Lillehammer, Norway. Don't miss this last chance to add these classic video games to your collection. After all, savings like this may *never* come along again. So hurry, clip out and send the rebate coupon today to score your big \$15 savings!





By Mister Blister

Spinning onto the Duo is the original Tokyo-trasher himself. Fans of the old Godzilla movies will be hit with waves of nostalgia as Godzilla and a cast of beastly baddies engage in SF II-type fighting. Unfortunately, 300-foot monsters don't look good in Chun Li's tights, which explains why this game doesn't click.

Oh, No! There Goes Tokyo!

Godzilla, Anguirus, Rodan, Mecha-Godzilla...the gang's all here for a super-sized slugfest. Godzilla groupies will appreciate how authentic each monster looks and sounds.

Game play is simple. Defeat your opponent on a

side-scrolling playing field using your claws, tail, horns, and wings. Each monster has its own fighting style, and each has a unique super power, such as Godzilla's radioactive breath or Rodan's supersonic wind. Control is barely above average, however, and some super moves are difficult to execute effectively.

You play solo as Godzilla only, fighting through six battle stages. In one-player mode, you advance by defeating your opponent once. In two-player mode, you must defeat opponents two out of three rounds. The two-player mode enables you to fight as any monster you defeated in one-player mode. Thus you



PROTIP: Godzilla's tailwhip is his most effective weapon. It enables him to attack while protecting most of his body.

GODZILLA



PROTIP: Rodan's supersonic wind is an excellent long-range attack weapon. Use it to keep enemies at a distance.



A bevy of options allows you to customize two-player action.

have to work to be able to play as dynamic monsters like Super Mecha-Godzilla and Mecha-King Ghidorah.

All Gloss, No Punch

Godzilla has generally disappointing graphics. The monsters, though big and detailed, move sluggishly. While the introductory animated sequence is appealing, the backgrounds for each level are very pedestrian. The monsters should be able to trounce more buildings and demolish the city as they pummel each other.

The sounds aren't much either. Although the monsters deliver good roars, the music and the rest of the effects don't enhance the action.

They Might Be Giants

All things considered, the efforts that went into this game may have been better-

suited for a straight adventure game in which Godzilla advances throughout Japan looking for secret items and battling enemies in his way. The novelty of having these classic creatures battling it out à la Street Fighter quickly wears thin, leaving you hungry for some less monstrous fighter action. **G**

Duo Game Profile

Godzilla

(By TTI)

Like Street Fighter II warriors on a massive scale, Godzilla and all his monstrous movie cronies duke it out. Those corny old movies will excite you more than this game will.

Graphics	Sound	Control	FunFactor	Challenge
3.5	4.0	3.5	3.0	ADJ.

\$49.95
CD
Available Third Quarter '94

Fighting game
2 players
16 characters
Side scrolling

PUSH YOUR SEGA CD TO THE MAX!



Based on the elite "Flying Nightmares" Marine Harrier squadron, this game really pushes the envelope of CD technology.

Everything is state-of-the-art: Stunning 3D texture-mapped graphics. Intense full-motion video sequences. Internal, external and missile camera angles. Plus the hottest CD-quality sounds and special effects.

FLYING NIGHTMARES

It all adds up to the most exciting combat flight simulator on Sega CD. Imagine the power under your command: Harrier jump jets that can turn on a dime and stop dead in midair. Laser-guided missiles, cluster

bombs and radar-jamming pods.

It's enough to make your heart pound and palms sweat.

It'll also strain your brain. This just happens to be one intelligent action-adventure game as well.

FLYING NIGHTMARES. Pushing CD technology – and you – to the max.

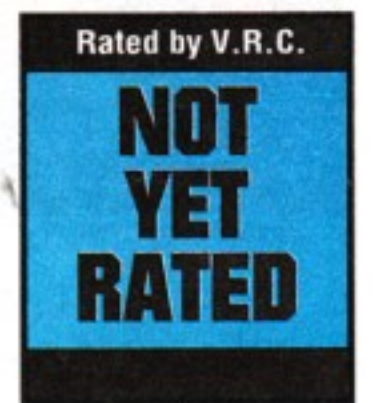


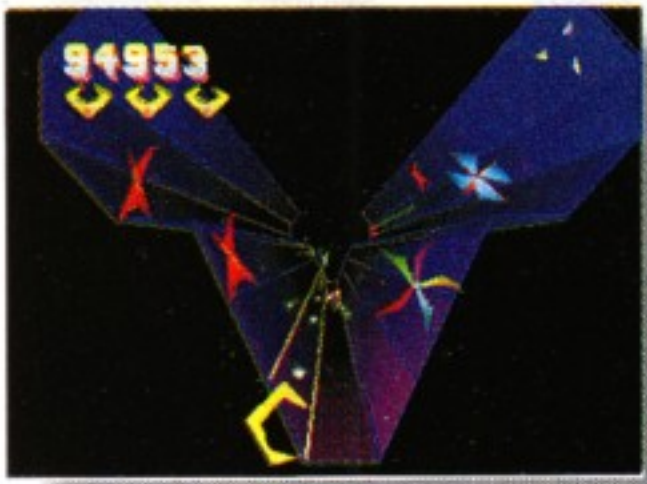
This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA CD™ SYSTEM.



Sold exclusively in America by Time Warner Interactive, Inc. Phone 408-473-9400 for ordering information.

SEGA and SEGA CD are trademarks of Sega Enterprises, Ltd. All rights reserved. Published by Domark Software Inc. Programmed by Panelcomp. Graphics and sound by the Kremlin. Flying Nightmares: ©1994 Domark Software Inc. All rights reserved.





TEMPEST 2000™
Atari



THEME PARK™
Ocean



BATTLEWHEELS™
Beyond Games



BIOS FEAR™
ASG Technologies



BRUTAL SPORTS FOOTBALL™
Telegames



HARD BALL III™
Accolade



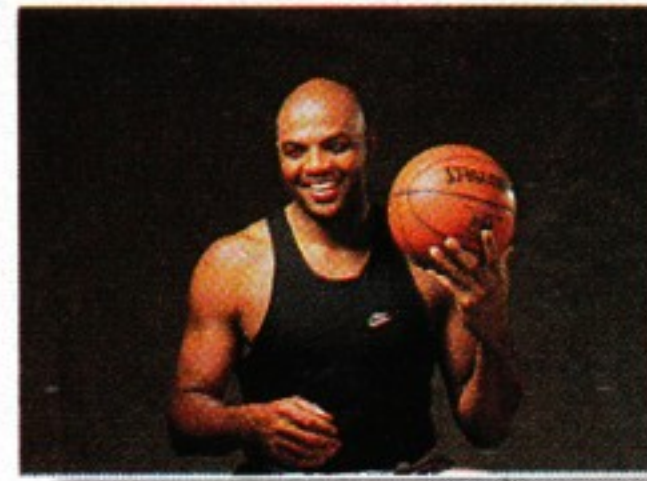
TROY AIKMAN FOOTBALL™
Williams Entertainment



ULTIMATE BRAIN GAMES™
Telegames



CLUB DRIVE™
Atari



BARKLEY BASKETBALL:
SHUT UP AND JAM!™
Accolade



SYNDICATE™
Ocean



WOLFENSTEIN 3D™
Id Software



RISE OF THE ROBOTS™
Time Warner Interactive



ROBINSON'S REQUIEM™
Silmarils



PINBALL FANTASIES™
21st Century



ULTRA VORTEX™
Beyond Games

LET GAMES

This is just the beginning for the Atari Jaguar 64-bit system. There are a ton of new games on the way for '94 designed to harness Jaguar's insane power. A power that's rapidly making other video game systems history.

Experience sports games so intense you'll feel the turf burn, combat games that'll drain pints of your blood, and dizzying virtual reality games like Doom and Alien vs Predator. Can you stomach a few thousand body blows? You'd better because in Ultra

ATARI and the Atari logo are the registered trademarks of Atari Corporation. Jaguar, Kasumi Ninja, Club Drive, Checkered Flag, Tempest 2000 and Battlezone 2000 are trademarks of Atari Corporation. All rights reserved. TINY TOON ADVENTURES, characters, names and all related indicia are trademarks of Warner Bros., licensed to Atari Corporation © 1993. Alien and Predator™ & © Twentieth Century Fox Film Corporation. All rights reserved. Used under sublicense from Activision. Charles Barkley's likeness and name are used under license by Accolade, Inc. Shut up and Jam! is a trademark of Accolade, Inc.



FLASHBACK™
US Gold



HOSENOSE AND BOOGER™
ASG Technologies



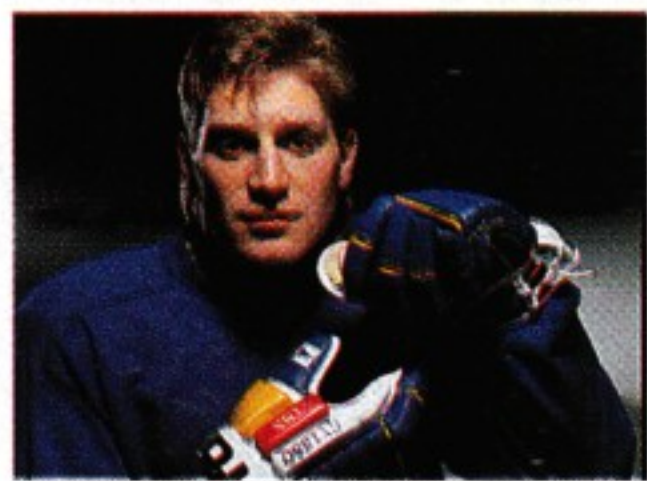
AIR CAR WARS™
Midnight Software



ARENA FOOTBALL™
V-Real



DOOM™
Id Software



BRET HULL HOCKEY™
Accolade



BATTLEZONE 2000™
Atari



DRAGON'S LAIR™
Readysoft

THE BEGIN.



DOUBLE DRAGON V:
THE SHADOW FALLS™
Williams Entertainment



ASSAULT™
Midnight Software



DUNGEON DEPTHS™
Midnight Software



KASUMI NINJA™
Atari

Vortex, Kasumi Ninja and Double Dragon V, we've taken brawling to the 64th level.

What makes Jaguar games so awesome? The raw power of 64-bit technology that adds CD-quality stereo sound, 16 million colors, and incredible 3D animation. No wonder it was voted the best hardware system in Europe and America. And it's the only system made in America.

This is just a preview of what's to come. The Atari Jaguar. 64 bits. Do the Math.

© 1994 Accolade Inc. Brett Hull Hockey is a trademark of Accolade, Inc. and is officially licensed by Brett Hull and the National Hockey League Players Association. NHLPA is a trademark of the National Hockey League Players Association and is used under license by Accolade, Inc. Logo and name © 1994 NHLPA. Doom™ Copyright © 1993 by Id Software, Inc. All rights reserved. All other trademarks and copyrights are the properties of their respective owners.



CHECKERED FLAG™
Atari



ALIEN VS. PREDATOR™
Atari



INTERACTIVE MULTIMEDIA SYSTEM

Dick Vitale's Almost-Awesome Hoops

Dick Vitale's
Awesome Baby!
College Hoops

Genesis

By Athletic Supporter

Compared to 1994's other basketball carts, Dick Vitale's fun new Genesis game is unique. It would be considered a breakthrough, if not for its resemblance to NCAA Basketball. Unfortunately for the ESPN analyst, his new game doesn't quite reach the lofty standards of NCAA, which ranks as one of the best hoops games ever.

V for Victory

Vitale's main resemblance to NCAA is its court-level rotating view, which immediately injects you into the action. In some ways, Vitale's graphics are the best part of the game. The players are large and crisply detailed (a rare combination). Their movements, especially on slam dunks and lay-ups, are as authentic as you'll see anywhere. The only problem is with depth perception: Sometimes, especially on defense, you can't tell where all the background players are standing. When a shot goes up, you might find yourself out of bounds or poorly positioned for the rebound.



PROTIP: Try to anticipate your opponent's passes. Step into the lanes and hit Button A to steal the ball.

MINNESOTA						
Name	PPG	3PG	RPG	Condition		
BRISBOES	55	0	4	0.5	5.9	RESTED
KORANOS	32	0	7	0.7	5.7	RESTED
MALABRO	12	0	1	0.7	7.4	RESTED
MILLARD	22	0	3	1.4	2.7	RESTED
SHARMBAC	1	0	0	0.0	0.0	RESTED
Bench						
Name	PPG	3PG	RPG	Condition		
HANKLER	11	0	2	0.2	5.7	RESTED
STANLON	17	0	4	0.4	2.8	RESTED
RENTING	22	0	0	0.8	1.8	RESTED
Y. HARA	43	0	0	0.8	0.7	RESTED
Y. HARA	7	0	0	0.0	1.4	RESTED
JOHNS	3	0	0	0.5	0.7	RESTED

PROTIP: The longer the game, the more coaching you'll have to do. Sub more frequently to keep fresh players on the floor.

Hit the Trey

Vitale scores high in the options department. This game doesn't limit you to just one format – you can play a practice game or enter a 32-team five-on-five tourney. Since the game isn't licensed by the NCAA or individual universities, you might not recognize some of the teams. The generic North Carolina squad might be either the Tar Heels or Duke, for instance. At least you get Dicky V's rankings, which in some cases match last season's actual standings (Arkansas is numero uno).

UTAH						
Name	PPG	3PG	RPG	Condition		
ALESSI	3	0	2	0.2	5.5	RESTED
HEGDEL	1	0	2	0.1	1.0	RESTED
Bench						
Name	PPG	3PG	RPG	Condition		
LARK	11	0	0	0.5	3.7	RESTED
KELLER	23	0	1	1.1	2.2	RESTED
STARREY	22	0	4	0.5	2.4	RESTED
MILFR	55	0	0	0.1	2.3	RESTED
FUNDEN	1	0	0	0.0	1.1	RESTED
THOMPSON	44	0	3	0.8	1.1	RESTED
PRYOR	13	0	0	0.5	1.0	RESTED
BLAIRE	1	0	0	0.0	1.0	RESTED
CERVANTES	1	0	0	0.4	0.5	RESTED

PROTIP: Diversify your team in the Slamfest. If you have a slow rebounding center, pick a quick guard to complement those skills.

Vitale takes a page from the NBA Jam playbook with his two-on-two Slamfest option. This no-holds-barred sprint moves quickly, and with no rules or zebras, anything goes!



Brick City

Unfortunately, the sound lowers the FunFactor. The music follows the style of most other sports soundtracks – it's terrible. You do get Vitale's famous one-liners, though, and you'll either love 'em or hate 'em (when they get too obnoxious, turn 'em off).



PROTIP: In the Slamfest, dribble to one side of the court to draw both defenders toward you. As they converge, dish the ball to your teammate for an easy deuce.



PROTIP: As your opponent brings the ball up the court in the Slamfest, bring your center out and hit Button A to make a steal.

The controls are inconsistent. While the players respond quickly to your commands, they tend to overrun the play. Passing can also be problematic – the ball doesn't always end up where you intended. Switching from player to player on defense can also be an adventure.



PROTIP: Don't use the same defense all the time. The computer will adjust to your strategy.

Although it isn't awesome, baby, Vitale's game is a PTPer (Prime Time Player). The strong graphics and Dicky V's jokes make it a Final Four contender. **G**

Dick Vitale's Awesome Baby!
College Hoops
By Time Warner Interactive

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	3.5	4.0	Adjustable

\$64.95
16 megs
Available now
Basketball

2 players
Multiple views
Passwords
Sega rating: GA

Troy Wins Ugly on Genesis

Troy Aikman
NFL Football

Genesis

By Quick-Draw McGraw

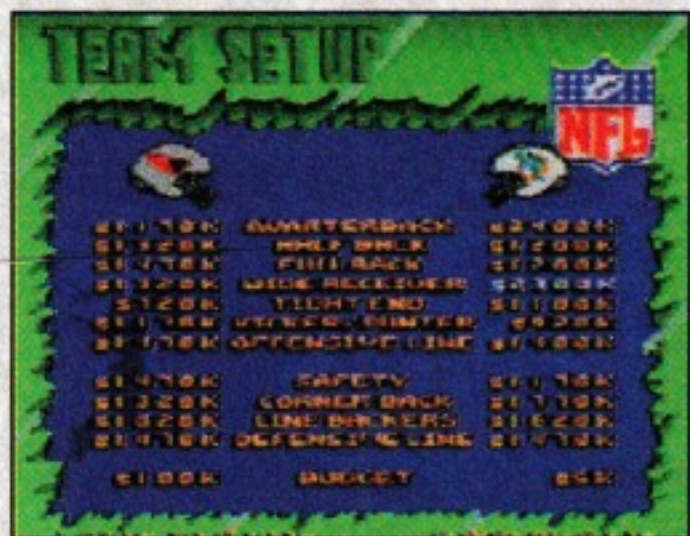
An option-filled, pass-happy football cart, Troy Aikman NFL Football still falls short in some categories. Although the SNES version is better, this Aikman is a decent competitor.

Troy Knows Football

Much like the SNES version, the game-play options keep this cart on the field. You choose from all 28 NFL clubs, each scouted by Troy himself. Once you've picked your favorite team, you can alter players' salaries, and the more you pay, the better they play. Troy's created 81 exciting plays to work with, or you can invent your own offensive masterpieces.

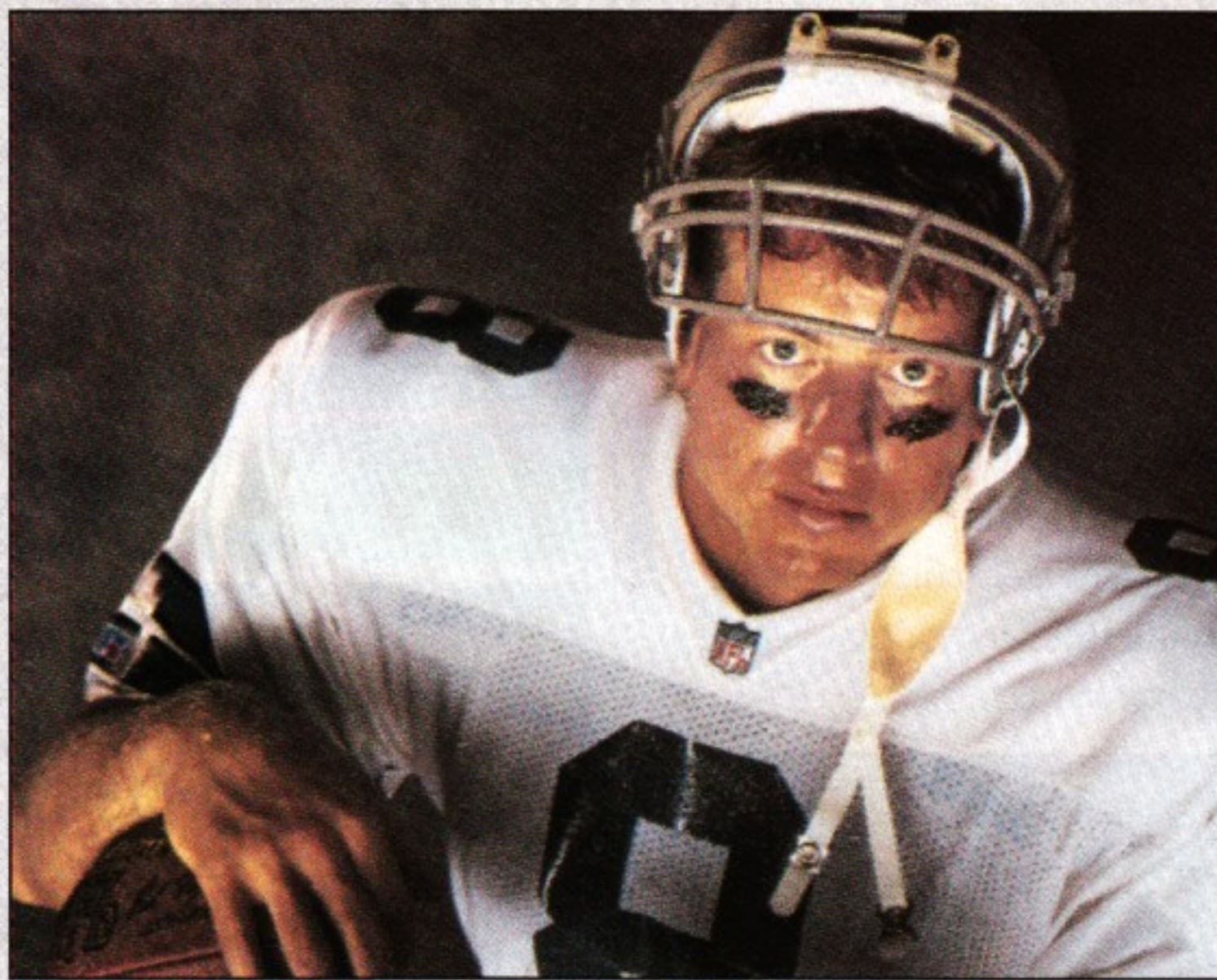


PROTIP: When on defense, press Button A to jump when a pass is near you to increase the chance for an interception.



PROTIP: This cart is passing oriented, so concentrate most of your money on your QBs and Receivers.

The extensive options continue. Choose from five game-play modes, three difficulty levels, and six realistic field conditions. Play a Preseason exhibition, a full season with the actual '93-'94 schedule, or create a dream season with the Custom Mode.



PROTIP: If you're going to get hit hard, dive forward to pick up five or ten extra yards.

The Fall of Troy

Plays that run the way they're diagrammed are rare in football carts, but not in Aikman. Troy's hand-tailored designs won't leave you dazed and confused. Smooth, easy-to-operate controls help with every offensive and defensive maneuver. Moves like Spins, Hurdles, Corner Presses, and Diving Tackles add a touch of realism as you go for six.

The main concern with this cart is the graphics. The sprites are a blurry, jumbled mess, and



PROTIP: Aikman uses the NFL's newest rule change, the Two-Point Conversion. Be creative and learn which plays work best.

they'll cause confusion for beginners (patience is required).

The sound won't win any Super Bowl trophies, either. A shortage of sound effects and muffled voice-overs make this cart sound like a cheap imitation of Tecmo Super Bowl.



PROTIP: Mess around with the Play Design Mode – you just might create the ultimate offensive weapon.

Not Quite As Good the Second Time Around

Troy Aikman NFL Football is loaded with superb options, special features, and excellent control, but all that doesn't add up to an excellent game. Poor sound and graphics turn an exciting SNES experience into an average Genesis game. **G**

Troy Aikman NFL Football By Williams Entertainment

Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
2.5	2.5	4.0	3.5	Adjustable

Price not available
12 megs
Available October
Football

2 players
Behind-the-QB view
Battery backup
Sega rating: GA

TROY TALKS SHOP



Aikman confers with Williams Entertainment programmers on his new game.



GamePro: What kind of input did you have on the video game?

Aikman: I drew up some of my favorite plays and also analyzed each team's strengths and weaknesses on a scale of one to four. I made sure every team is different and emphasizes a different style of play. Depending on which team you choose, you can utilize styles such as a strong running game, a deep passing game, or hard-nosed defense.

GP: What's the game's best feature?

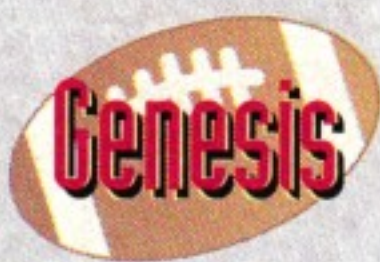
Aikman: Picking only one feature is hard to do. I think it's the customized plays where you can construct your own offensive and defensive weapons.

GP: Do you play video games?

Aikman: I do, though not as often as I once did, and they're usually sports-related games.

Walsh Wins Collegiate National Championship

Bill Walsh College Football '95



By Quick-Draw McGraw

EA Sports follows its tradition of great football games with Bill Walsh College Football '95. This latest in the Walsh series successfully takes Bill to the Collegiate National Championship.

A True Heisman Candidate

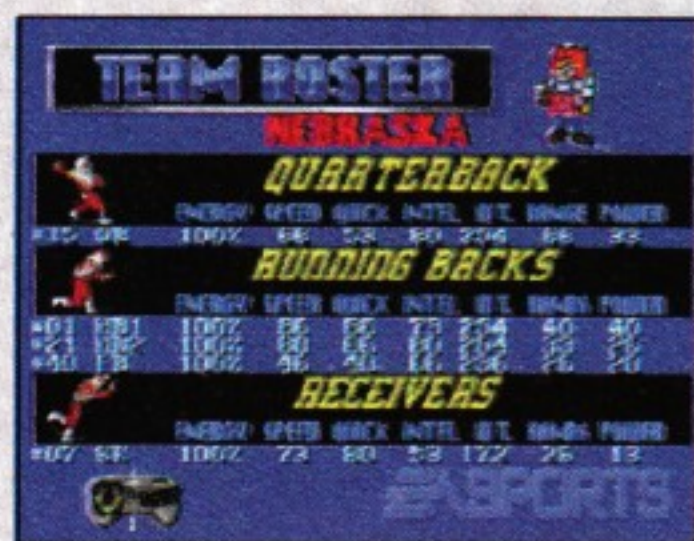
That's right! Bill is back, and he's added some cool new features to last year's impressive, similarly titled game. Good additions include full-season player and team stats, weekly national rankings, and a windowless passing mode.

All the old favorites are here, like the 4 Way Play option and the informative "Walsh Report."

You'll recognize the same famous schools, but now you get only 38 teams (down from 48) for exhibitions, playoffs, and bowl games.

Ranked #1

On or off the field, the sprites and animations are clear and realistic, and in fact are comparable to the excellent Madden '94. Walsh's close-ups are so finely detailed, you'll feel like you're watching a live broadcast.



PROTIP: Throughout the game, check your players' fatigue ratings. A player's stamina will have a direct impact on the game, so don't overuse your star players.

The sound is clear and the crowd noise is superb, but the music score and voice-overs sound like they were just taken directly from the first Walsh game. They're nothing special.



PROTIP: Use the 4-4 often. It's the best overall defensive formation.

Executing plays like the Triple Option with real college-style formations requires excellent controls, and that's exactly what you get. You can effortlessly juke defenders with power bursts, spins, and dives on your way to the end zone.



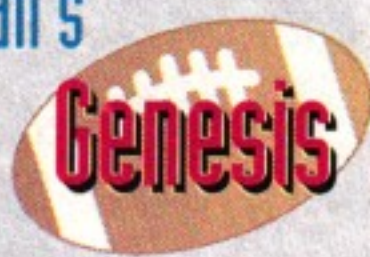
PROTIP: Watch the Walsh Report before each game. His advice will give you an edge over your opponent.

Bill Walsh comes through with a complete, realistic simulation of Division 1A college football, offering enough options and features to pave the way for a National Championship. **G**

Bill Walsh College Football '95 By EA Sports				
Graphics	Sound	Control	FunFactor	Challenge
4.5	3.5	4.0	4.5	INT.
\$64.95	16 megs	Available now	Football	4 players (using 4 Way Play)
			Side view	Behind-the-QB view
			Battery backup	Sega rating: GA

Sega's College Football Contends for First

College Football's National Championship



By Quick-Draw McGraw

Take a slightly upgraded version of Joe Montana SportsTalk Football '94, add college football's best and brightest, and what do you get? An exciting new game from Sega Sports!



PROTIP: Your QB can accidentally sack himself by running into a lineman or a back.



PROTIP: On an option play, follow the correct route and pitch the ball just before your QB is tackled.

Smells like Team Spirit

Joe and his buddies aren't in the game, but you'll still enjoy this fun-filled simulation. Choose from 32 real college teams from four divisions spanning the country. Watch from six different views while you play an Exhibition game, challenge your division, or enter a Tournament in your quest for the number-one ranking. What's more, you can

use the Team Player to hook up four gamers at once.

The excellent controls enable you to effectively dive, spin, hurdle, and stiff-arm your opponents. When all else fails, use your speed burst to leave them in the dust.



PROTIP: If you're having trouble completing passes, let the receiver run out to the pass on his own. Take control after he's caught it.

He Could Go All the Way

SportsTalk is back! Along with bone-jarring hits and college-band music, new voice-overs and more enthusiastic play-by-plays bring announcing to a higher level. If you liked Montana '94 or Sports-

Talk Baseball, you'll love the familiar voice on this cart!

The graphics are the same as the Montana games, which isn't great news. Both the regular action and the Zoom View are confusing and hard to see. The sprites look realistic, though, and have new taunting animations and end-zone celebrations.

If you like powerhouses such as Nebraska, Notre Dame, and Florida State, you'll have fun with this exciting simulation. Despite graphics that aren't as strong as Walsh's game, this one really gives Bill a run for his money! **G**

College Football's National Championship By Sega				
Graphics	Sound	Control	FunFactor	Challenge
3.5	5.0	4.5	4.0	ADJ.
\$64.99	16 megs	Available now	Football	4 players (using Team Player)
				Behind-the-QB view
				Battery backup
				Sega rating: GA

Sports Insider

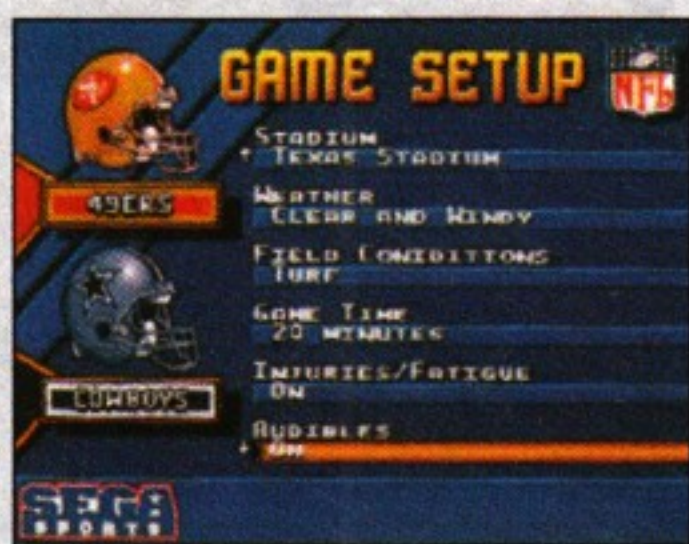
The Coach's PreViews: Fall for Football

By Coach Kyle

Awright, rookies, welcome to the start of another season of kickin', tacklin', and runnin'. No, it's not Spring Break in Florida, we're talkin' football. Here are some of the gut-gougin' gridiron games you'll soon be takin' into overtime. 'Til they arrive, drop and gimme 50 push-ups.

NFL '95

Genesis



Sega Sports hopes NFL '95 will be the best Genesis football game of all time - it's certainly going to



be one of the most interesting. It comes with a new view that zooms in and out as the QB launches a pass. You can also control the receivers from the line of scrimmage, trade players, team up for

four-player action, and analyze players in up to 13 different categories. This game also uses real NFL teams and actual players, the way this coach likes it.

By Sega Sports
Available November

Unnecessary
Roughness '95

Genesis

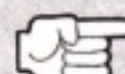


More than 1000 NFL players, including bruisers like Reggie White and glamour guys like



"Neon" Deion Sanders, compete in this bone-crushing Genesis game. You get 28 pro teams and two all-star squads, plus a long list of options for stuff like weather conditions and type of field. Hit the High-Impact Button, and you'll see some real game-bustin' plays! Use a multiplayer adapter to get four-player kicks. Al Michaels (of Monday Night Football fame) calls the play-by-play.

By Sport Accolade
Available October



25825 Via Lomas Unit 206 Phone : (714) 831.5760
Laguna Hills, CA. 92653 Phone/Fax : (714) 831.5985
Open 7 days a week from 10:00Am to 10:00Pm Pacific Time

*** The Leader in Entertainment System Peripherals ***

RGB Monitor

@ The best industrial grade ARCADE monitor (made by Wells-Gardner)
@ Available in 13" (\$615), 19" (\$645), 25" (\$845) & 33" (CALL) models
@ RGB & Video signals for Super Gun, Neo.Geo, Genesis, Super NES, 3DO, Turbo Duo & Jaguar systems

Super Gun

@ Play Real ARCADE games at home! NBA Jam,SSF2,MK2,Bloodstorm...
@ Video, S-Video, RGB Outputs
@ Built-in speaker,RCA Audio Out
@ 2-Player version (\$450), Dual single controllers version (\$525)
@ JAMMA and Street Fighter 2 ready
@ Games available are listed below

SUPER PRO • STICK NEO.GEO

The best controllers ever RELEASED (EGM, Feb 94)
@ Ultimate joystick and push buttons
@ Slow/Turbo options available
@ Available for 1 or 2-players and for Neo.Geo,SNES,Genesis,3DO,Turbo Duo,Turbo Gfx,& Jaguar systems
@ Price from \$74.90 (Call),available in SSF2 or MK2 Design

Full-Size ARCADE

@ Modify Neo.Geo system to add-on MVS (ARCADE) options (USA or Japanese) to get full blood, & body cut-off features in Samurai Shodown (identical to the real MVS system) (\$75)
@ Modify Turbo-Duo system to add-on the PC-Engine option to play all Japanese and US carts without an adapter (\$75)
@ Modify Mega/Sega-CD & Mega-Drive/Genesis to play all US/JAP carts and CDs (100% compatible) (\$95)

Dealers Welcome*

MORE Arcade PCBs

- @WWF Superstars.....\$115
- @Xenophobe.....\$115
- @10 Yard Fight.....\$85
- @Bank Panic.....\$85
- @Black Tiger.....\$85
- @Express Raiders.....\$85
- @Kung Fu Master.....\$85
- @Mr Do's Wildride.....\$85
- @Rush n' Attack.....\$85
- @Yie Ar Kung Fu.....\$85
- @Survival Arts.....\$885
- @Metamorphic Force\$625
- @Nastar Warrior.....\$225
- @Snow Bros.....\$225
- @Rampage.....\$115

CALL FOR BROCHURE NEO.GEO Gold System
with one following Game (\$585) :
@ Samurai Showdown 2
@ King of Fighters '94
@ World Heroes 2 Jet
@ Top Hunter
@ WindJammer
@ Fatal Fury 3
All new games for only \$198 Each

Special Services

@ Double Dragon.....\$115
@ Double Dribble.....\$115
@ Empire City 1931.....\$115
@ Eswat.....\$115
@ Gate Of Doom.....\$115
@ Gold Medalist.....\$115
@ Heavy Unit.....\$115
@ Karnov.....\$115
@ Kid Nikki.....\$115
@ Kuri Kinton.....\$115
@ Legends of Kage.....\$115
@ Mag Max.....\$115
@ Main Event.....\$115
@ Moonwalker.....\$115
@ Ninja Gaiden.....\$115
@ P.O.W.....\$115
@ Rastan.....\$115
@ Robocop.....\$115
@ Rough Ranger.....\$115
@ Rygar.....\$115
@ Shootout.....\$115
@ Sly Spy.....\$115
@ Super Volleyball.....\$115
@ Teenage M.N.Turtles.....\$115
@ Tiger Road.....\$115
@ Vigilante.....\$115

@Mortal Kombat 2.....\$2395	@Peek-A-Boo(R-Rated)....\$885	@Buster Bros.....\$225	@Air Busters.....\$165
@NBA JAM Tourn.Ed...\$2425	@Sunset Rider.....\$645	@Escape Robot Monsters\$225	@Cabal.....\$165
@Turbo Super SF2.....\$1650	@Tetris(Upright or table).\$615	@Final Blow.....\$225	@Cadash.....\$165
@Run & Gun.....\$1625	@720 Skateboard.....\$450	@Final Round.....\$225	@Cobra Command.....\$165
@Lethal Enforcers.....\$1395	@Ninja Kids.....\$450	@Ghostbusters.....\$225	@Crime City.....\$165
@Dungeons&Dragons...\$1650	@Ring Rage.....\$450	@Growl.....\$225	@Golden Axe.....\$165
@Time Killers.....\$550	@Robocop II.....\$395	@Gunforce.....\$225	@Life Force.....\$165
@Street Fighter 2 CE....\$395	@Spiderman.....\$395	@Klax.....\$225	@Street Fighter 1.....\$165
@X-Men.....\$550	@Super High Impact.....\$395	@MVP.....\$225	@Tecmo Knight.....\$165
@Super Street Fighter2\$1225	@Super Off Road.....\$395	@Magic Sword.....\$225	@Turtles in Time.....\$165
@World Rally.....\$1545	@Vendetta.....\$395	@Merit Trivia/Phra.Craze.\$225	@Wrestlefest.....\$165
@Mortal Kombat.....\$945	@Karate Blazers.....\$345	@Superman.....\$215	@Shinobi.....\$145
@Martial Champions.....\$550	@Legionaire.....\$345	@Two Tigers.....\$215	@Aeroboto.....\$115
@Mystic Warrior.....\$550	@Violence Fight.....\$345	@Wonder Boy.....\$215	@Alien Syndrome.....\$115
@Captain Commando.....\$550	@Shadow Force.....\$345	@Aurail.....\$195	@Altered Beast.....\$115
@Fighter's History.....\$500	@Ghouls n' Ghosts.....\$295	@Bloody Wolf.....\$195	@Ataxx.....\$115
@Simpsons.....\$295	@Guardians 'the Hoods..\$295	@New Zealand Story.....\$195	@Bad Dudes.....\$115
@Captain America.....\$295	@Knuckle Bash.....\$295	@Pigskin.....\$195	@Body Slam.....\$115
@Aero Fighter.....\$550	@Pac Land.....\$295	@Pit Fighter.....\$195	@Breakthru.....\$115
@Street Fighter 2.....\$255	@Prehistoric Isle.....\$295	@Ramparts.....\$195	@Castle Of Dragon.....\$115
@Ninja Kids.....\$295	@Silent Dragon.....\$295	@Street Smarts.....\$195	@China Gate.....\$115
@Gals Panic II(R-Rated)\$1350	@Smash TV.....\$295	@Defender.....\$165	@Choplifter.....\$115
@Capcom Bowling.....\$675	@Super Pool 3.....\$295	@Stargate.....\$165	@Combatribes.....\$115
@UN Squadron.....\$215	@Tokl.....\$295	@Robotron.....\$165	@Crime Fighters.....\$115
	@Rim Rockin' BB.....\$255	@Joust.....\$165	@Dark Adventure.....\$115
	@Blockout.....\$225	@Midnight Resistance.....\$165	@Dead Angle.....\$115

Your Best Source for all your coin-op needs!

ESPN Sunday
Night NFL



soft's latest ESPN game. You watch from the standard behind-the-QB view in this two-player game. Not a lot of options here, just good game play. Real NFL teams and analysis based on last year's performances are among the highlights.

By Sony Imagesoft
Available October

Arena
Football
League



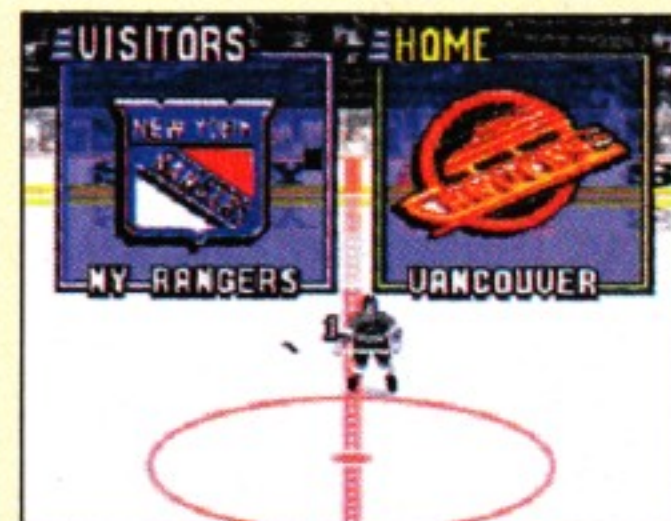
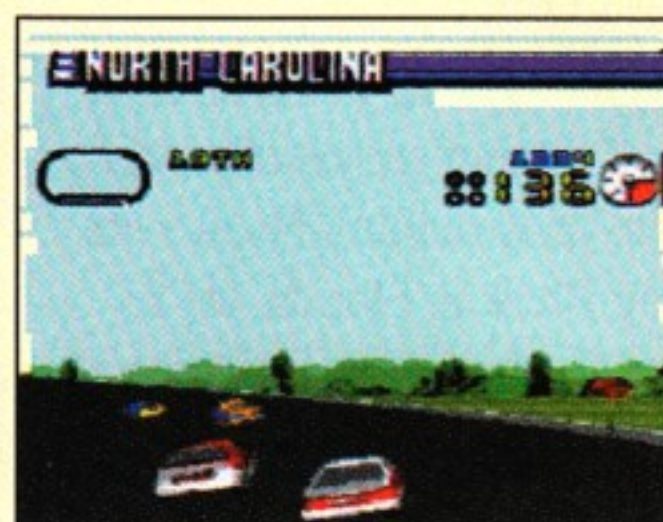
Okay, so it's not the NFL, but it's still fun to watch on TV. It could be fun on the Jaguar, too, when it gets there early next year. You'll get all the real teams and real

ESPN Expands

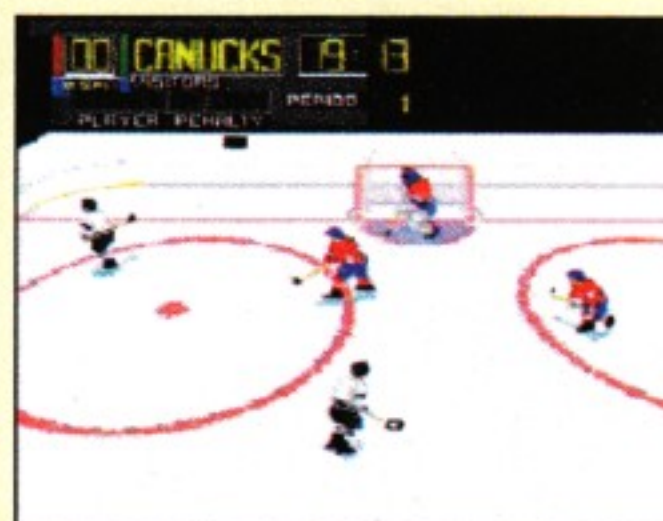
With ESPN baseball titles already scoring in stores and ESPN Sunday Night Football looming on the horizon, Sony Imagesoft is readying two more titles that'll keep the ESPN logo blazing brightly for the holidays. Watch for these two games in November.



ESPN Speed World (Genesis)



ESPN National Hockey Night (SNES)



players from the Arena Football League, and something unique to gridiron games: V-Real's Exclusive Pinpoint Passing Interface, which will enable you to control

the location, speed, and arch of your passes.

By V-Real interactive
Available First Quarter '95



Chris Berman reprises his role as the burly host of Sony Image-

Advertisement

GAMEOSAURUS

4312 Courtesy Lane, Batavia, Ohio 45103

Visa/MC only, sorry no C.O.D.'s. Mail-in orders may be made by money order, bank draft or personal check. Available titles ship within 24 hours of receipt of order. Defectives replaced with same product. Price & availability subject to change. All sales final. OH residence add 5% sales tax. Clermont County, OH residence add additional 1% sales tax. Shipping, \$3.50 per order.

513-732-9587 Mon.-Fri. 9a-5p EST

SEGA CD

BATTLECORPS	42.95
DEMOLITION MAN	55.95
DUNE	49.95
DUNGEON MSTR:SKUL DEEP	42.95
ESPN BASEBALL TONIGHT	49.95
HEART OF ALIEN..WORLD 2	48.95
HEIMDALL	42.95
F.I.F.A. SOCCER	48.95
LINKS	54.95
MORTAL KOMBAT	42.95
NBA JAM	49.95
REVENGERS OF VENGEANCE	42.95
RISE OF THE ROBOTS	42.95
SHADOW OF THE BEAST 2	49.95
STAR WARS 3D REBL ASLT	42.95
STAR WARS CHESS	42.95
VAY	44.95
WHEEL OF FORTUNE	48.95
WHO SHOT JOHNNY ROCK	44.95

SEGA

AL UNSER JR.	44.95
ANDRETTI RACING	48.95
BATTLETECH	48.95
B. WALSH COL.F-BALL'95	51.95
BRETT HULL HOCKEY	54.95
BUBBA N'STIX	46.95
BUBBLE & SQUEAK	39.95
CALIFORNIA GAMES 2	49.95
CHAMPION'S LEAGUE SOCR	41.95
CLAY FIGHTER	51.95
DEMOLITION MAN	55.95
DOUBLE DRAGON 5	49.95
DUNE:BATTLE FOR ARAKKIS	48.95
EA SPORTS TENNIS	48.95
ESPN BASEBALL TONIGHT	52.95
HARDBALL '94	54.95
INCREDIBLE HULK	54.95
ITCHY/SCRATCHY:SIMPNS	41.95
JUNGLE BOOK	54.95
KING OF THE MONSTERS 2	52.95
LIBERTY OR DEATH	56.95
MAX CARNAGE:SPIDERMAN	52.95
MICKEY'S MAGICAL QUEST	52.95
MIGHT & MAGIC 3	55.95
MLBPA BASEBALL	48.95
MLBPA GRAND SLAM BB	51.95
OPERATION EUROPE	59.95

PELE' 2 SOCCER	54.95
PIRATES OF DARK WATER	51.95
POPEYE THE SAILOR MAN	44.95
SIMPSONS:VIRTUAL BART	48.95
SPEED RACER	49.95
SPIDERMAN & VENOM	51.95
SUPER STREET FIGHTER 2	61.95
SYLVESTER & TWEETY	52.95
TECMO MLBA BASEBALL	54.95
USHRA MONSTR TRUCK...	52.95
VIRTUA RACING	77.95
WORLD CHAMP. SOCR 2	44.95
WORLD CUP USA '94	53.95

SNES

AL UNSER JR.	47.95
BARKLEY'S SHUT UP & JAM	55.95
BREATH OF FIRE	56.95
DEATH & LIFE OF SUPRMAN	59.95
DOUBLE DRAGON 5	54.95
ESPN BASEBALL TONIGHT	53.95
F.I.F.A. SOCCER	48.95
FIGHTERS HISTORY	56.95
FIRESTRIKERS	49.95
HARDBALL 3	55.95
JAMMIT	55.95
JEOPARDY SPORTS EDITION	48.95
JUNGLE BOOK	54.95

LORD OF THE RINGS	49.95
MAX CARNAGE:SPIDERMAN	59.95
MLBPA GRAND SLAM BB	59.95
PELE'S SOCCER	51.95
SAT.NIGHT SLAM MASTERS	55.95
SPEED RACER	47.95
STUNT RACE F/X	51.95
SUPER STREET FIGHTER 2	61.95
TALES OF SPIKE MCFANG	56.95
TECMO MLBA BASEBALL	56.95
USHRA MNSTER TRCK WAR	57.95
VORTEX	55.95
WORLD CUP USA '94	53.95
WORLD HEROES 2	54.95

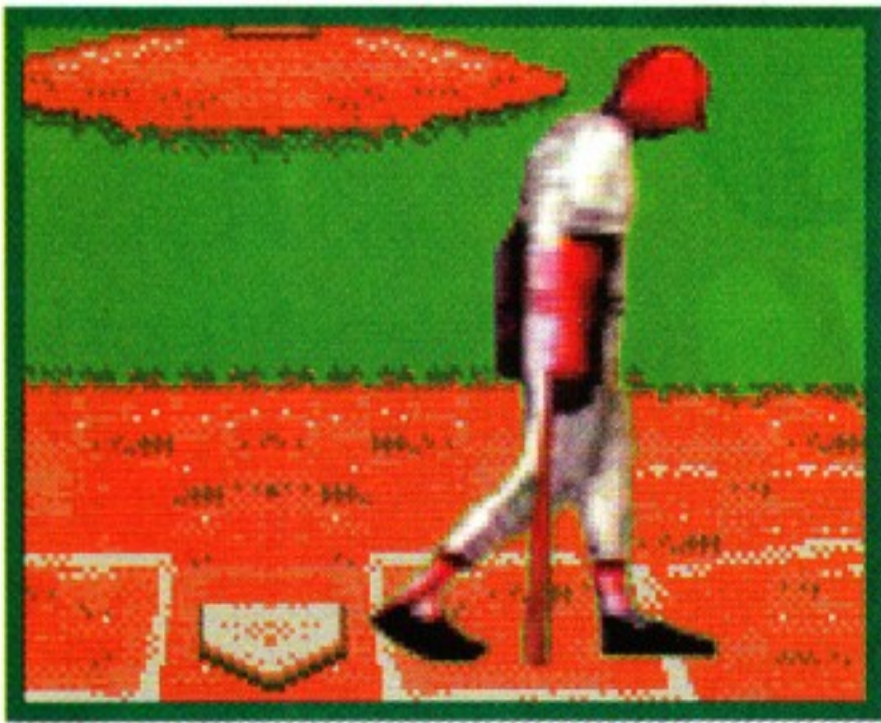
JAGUAR

ALIEN VS. PREDATOR	54.95
BRUTAL SPORT FOOTBALL	51.95
EVOLUTION:DINO DUDES	41.95
WOLFENSTEIN 3D	51.95

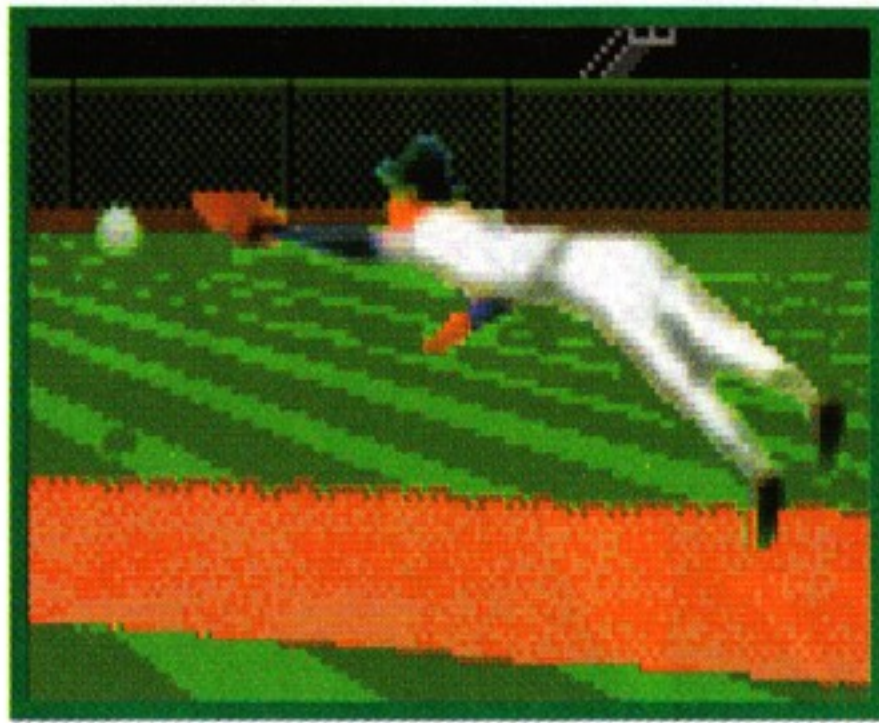
SYSTEMS

JAGUAR 64 BIT SYSTEM	229.95
SEGA GENESIS CDX	379.95
SEGA CD SYSTEM 2	223.95
SNES W/MARIO ALL-STRS	137.95

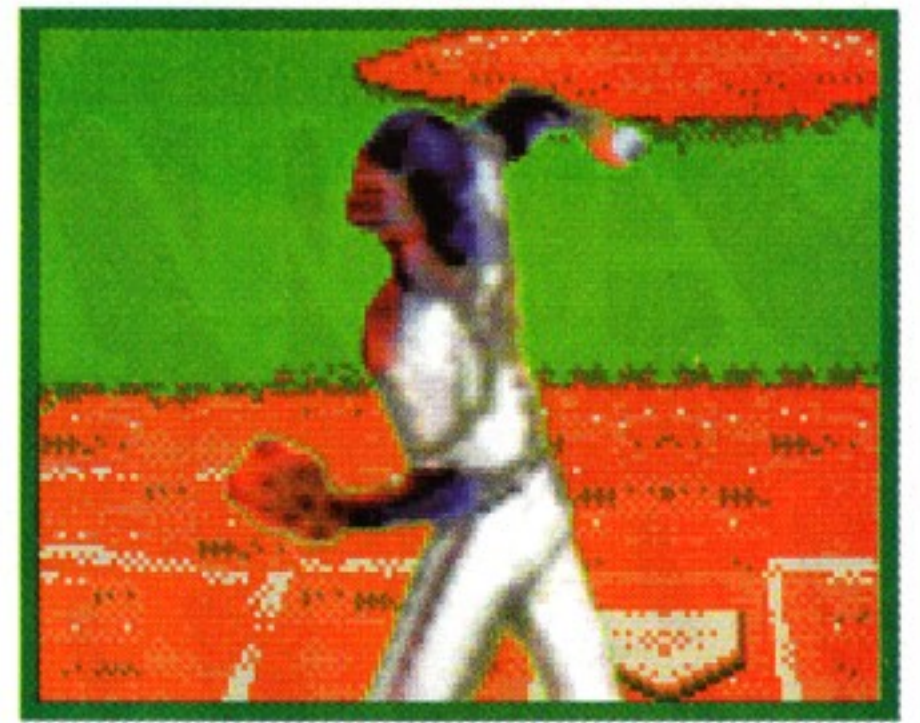
Check it out! Many
more Sega CD, Sega &
SNES titles Available!
Call 513-732-9587...



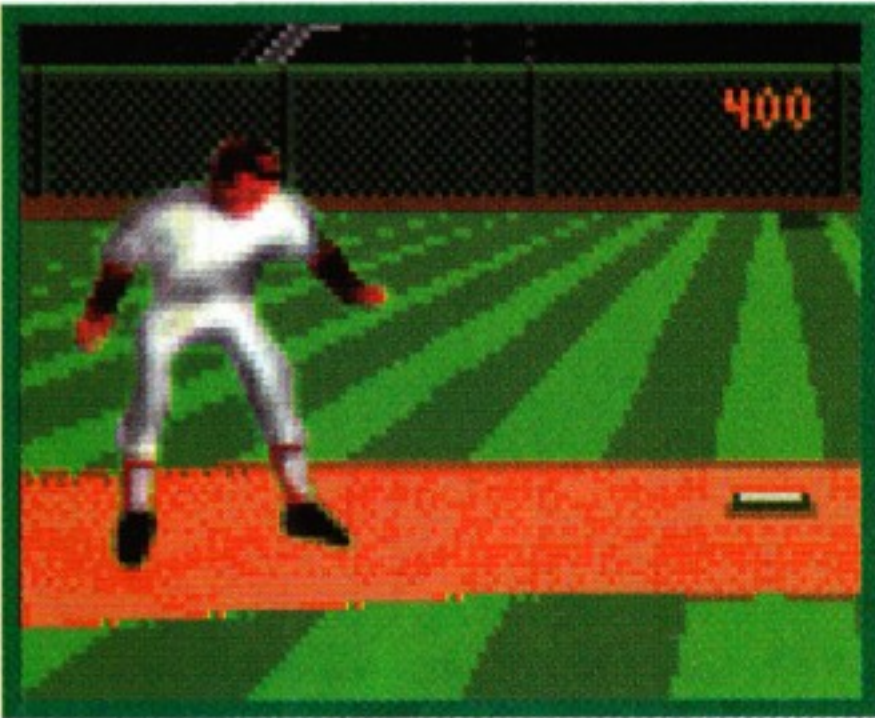
BATTER HANGS HEAD IN SHAME AFTER STRIKEOUT. DAN PATRICK RUBS IT IN BY ADDING "THE WHIFF."



INFIELDERS DIVE TO SNAG LINE DRIVES.



CATCHER LEAPS UP FROM CROUCH TO GUN DOWN GREEDY BASERUNNERS.



BASERUNNERS CREEP SLOWLY OFF THE BAG TO AVOID BEING PICKED OFF.

WHEN WE CREATED THIS GAME, OUR OBSESSION WITH REALISM ALMOST GOT OUT OF CONTROL.



BATTERS COLLAPSE IN PAIN AFTER GETTING HIT BY A PITCH.



PLAYERS CHOOSE FROM THREE DIFFERENT DEODORANT SCENTS: ORIGINAL, MUSK, OR ALPINE BREEZE.



THE PENNANT FEVER EDITION OF ESPN BASEBALL TONIGHT IS HERE, AND IT'S SO REALISTIC IT'S SCARY. PLAYERS GET NAILED BY FASTBALLS, MOPE WHEN THEY STRIKE OUT, DIVE INTO HOME PLATE AND LEAP BACK TO THE FENCE TO STEAL HOMERUNS.

THE GAME IS LOADED WITH INCREDIBLE CD FOOTAGE. YOU'VE GOT JUMBOTRON ANIMATION AFTER HOMERUNS, AND VIDEO FOOTAGE TO HELP YOU CELEBRATE WHEN YOU WIN THE WORLD SERIES.

EARLY IN THE SEASON, CHOOSE "EASY" OR YOU'LL HAVE TO WATCH YOURSELF WHIFF DURING THE INSTANT REPLAYS. AS YOU HONE YOUR SKILLS, TRY THE "DIFFICULT" MODE. JUST IGNORE



CHRIS BERMAN WHEN HE MAKES YOU FEEL LIKE A SCRUB.

YOU CAN PLAY A FULL 162 GAME SEASON (INCLUDING BOTH ROUNDS OF THE LCS), AND TRACK YOUR PLAYERS' STATS ALL THE WAY TO THE FINAL GAME OF THE SERIES.

All 28 Major League teams.

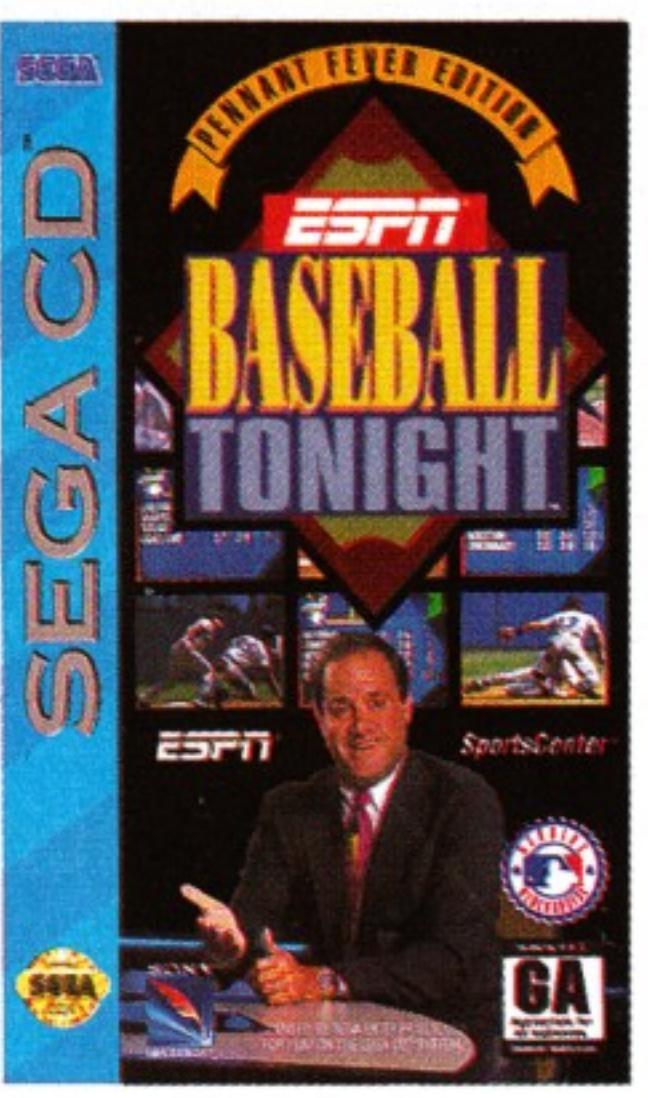
IT'S THE MOST INTENSE BASEBALL SIMULATION YOU'VE EVER PLAYED. SO CATCH THE PENNANT FEVER EDITION OF ESPN BASEBALL TONIGHT ON SEGA CD, BECAUSE...



Over 10 minutes of digitized CD footage.



28 Major League stadiums in incredible detail...everything from the Kansas City scoreboard to the ivy in Chicago.



***** EVERYTHING ELSE IS JUST PRACTICE. *****

A composite image featuring Dick Vitale in the foreground and a basketball player in the background. Dick Vitale is shown from the chest up, wearing a headset and a microphone, smiling. The basketball player in the background is wearing a blue jersey with the number 22 and is captured in a dynamic pose, possibly during a game, with his mouth open as if shouting or cheering. The background is dark, suggesting an indoor arena.

***“AWESOME,
BABY!
ANY WAY
YOU LOOK
AT IT!”***





–Dick Vitale

Equally
awesome
basketball
commentator
and coach

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 drink it, I love it, I need it. And now you can too – 24 hours a day, 365 days a year. The folks at Time Warner Interactive have created a college basketball game that's so much like the real thing, I can't believe it!

The game's so awesome, I'm proud to have my name on it. Just check out all the prime time features of *Dick Vitale's "AWESOME, BABY!" College Hoops*:

-  A 3-D scaling and rotating court puts you *in* the game, not just watching from the sidelines.
-  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 with 32 teams in 4 conferences. Choose from Tournament, 2-on-2 Slamfest and Single game modes with 6 speeds and 3 difficulty settings.
-  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.

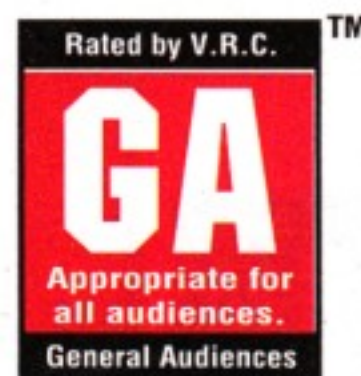
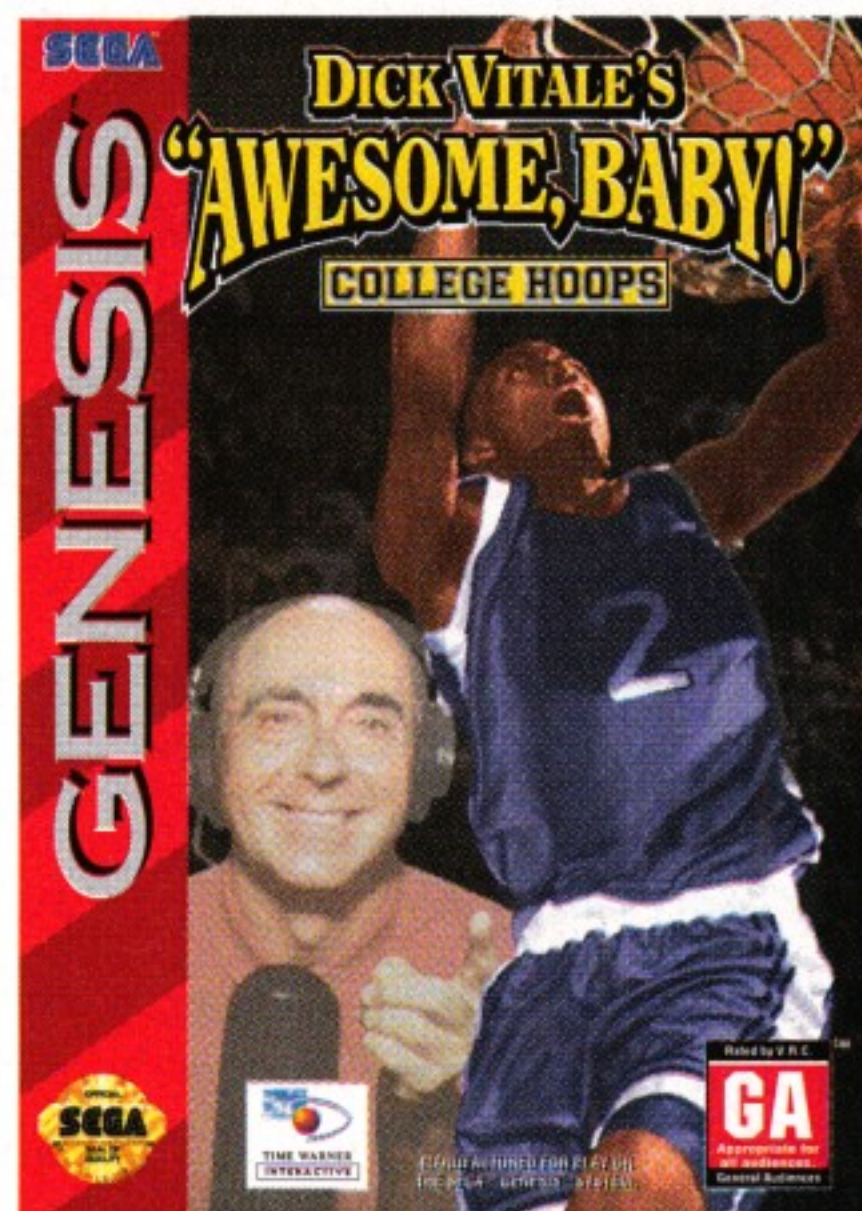
Play it and you'll be screaming, *"Awesome, Baby – with a capital A!"*

Dick Vitale



TIME WARNER
INTERACTIVE

675 Sycamore Drive
Milpitas, CA 95035
408.473.9400



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. Sega and Genesis are trademarks of Sega Enterprises, Ltd. All rights reserved. The Videogame Rating Council, its rating system, symbols and indicia are trademarks of Sega of America, Inc. ©1993 Sega. DICK VITALE'S "AWESOME, BABY!" COLLEGE HOOPS: TM & ©1994 Time Warner Interactive, Inc. All rights reserved.

Role-Blayer's Realm

The Monthly Guide to the World of Role-Playing Games • October '94

Brainlord



By Scary Larry

To build a really good RPG, you usually have to make concessions in the graphics or action department. Although Brainlord is lacking in both areas, you can still spend hours with it and never get tired. You might get annoyed with some of the puzzles though.

Brain Drain

Your father has left you in charge of the village, and before he treks out to seek the Tower of Light, he relates your family's history as Dragon Warriors. He also tells you you're destined to ride the dragons as your ancestors did, and then he walks off and disappears. Thanks, dad.

Now the villagers want you to follow in dad's footsteps (gulp!) and seek the Dragon in

the Tower of Light. You fall in with a band of unemployed adventurers who pop up every now and then to help. You have to scale the Tower, find an assortment of weapons, gather gold, and bring the famed Dragon Scales back to the village...and then your adventure really begins!

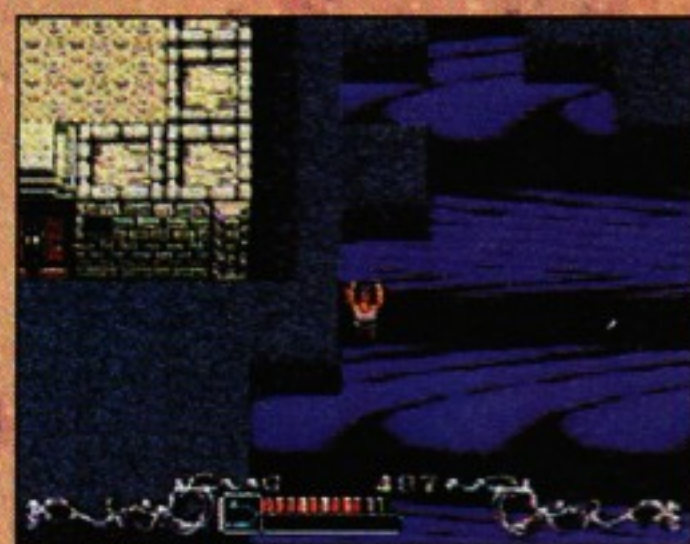


PROTIP: After defeating the Giant Cockroach, return to the third floor of the Tower in the village, where the merchant was. Search his abandoned chest and you'll be rewarded.

You end up in several locales – under the village, in a futuristic laboratory, and in the deepest, darkest dungeons, to name a few. There you meet goblins, skeletons, cyborgs, and more. You'll come across some intricate puzzles that require more brain than brawn, and you'll find a magic spell or two to help you out.

Sight for Sore Brains

The graphics follow the path of other SNES action/RPGs like Zelda and Lufia, but Brainlord will remind you more of the former than the latter. The sprites are all well-drawn but cartoonish, and the enemies have a squashed look that comes across as horrible and funny at the same time. The backgrounds are standard RPG fare, and the bosses are nothing to write home about, placing the graphics in the overall "seen it, done it" range.



PROTIP: To return quickly to the beginning of a level, leap into the abyss. It only costs you one Hit Point.

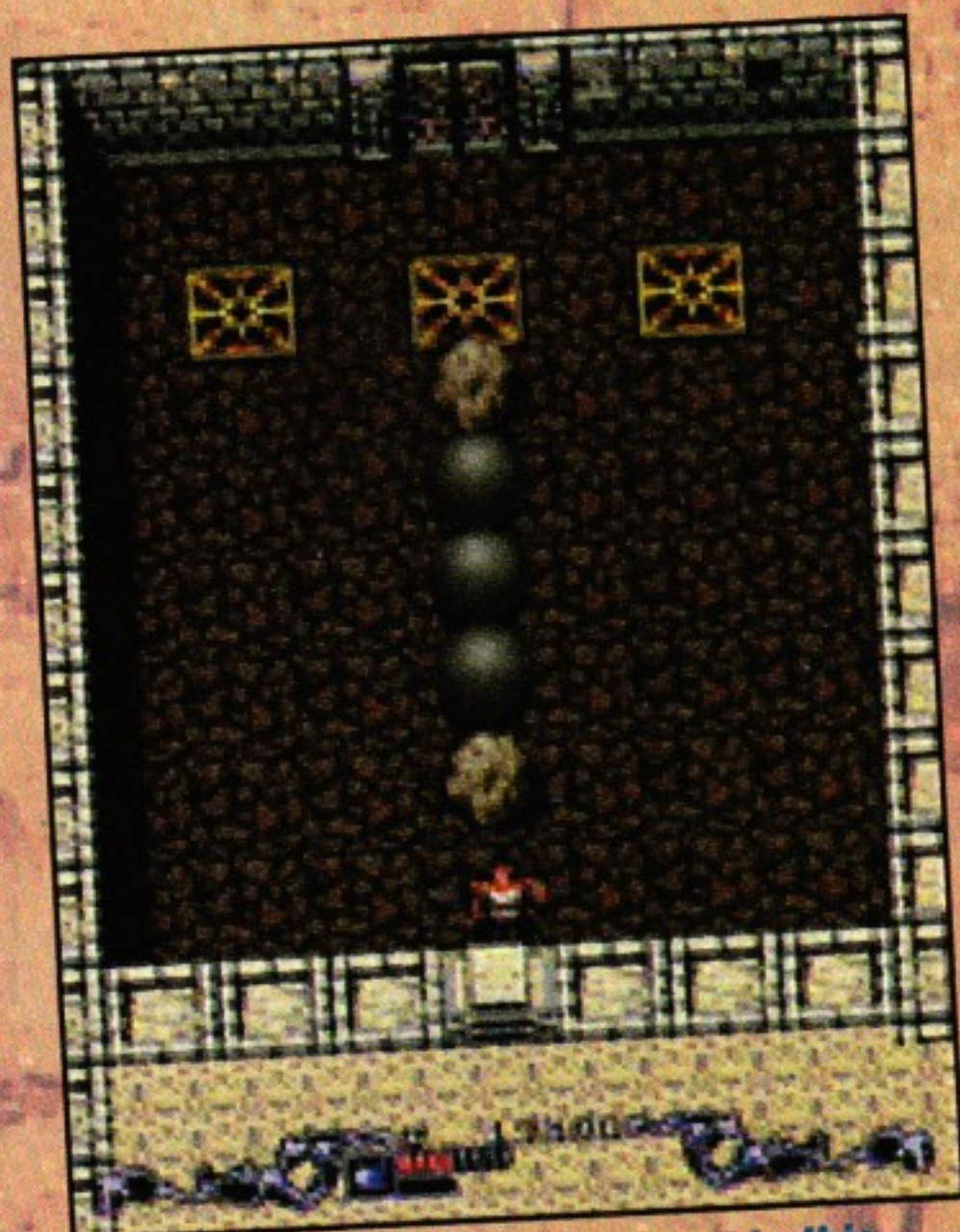


PROTIP: Never back up when fighting enemies – they reappear.

The music sounds like so many other RPGs that this title is strictly BYOJ – bring your own jams. The enemies don't make a sound when they're destroyed (which is kind of like defeating a mime (and a mime



PROTIP: Purchase the axe after you get the Dragon Scale. The Weapons Dealer is in the basement of the village Tool Shop.



PROTIP: Here's the short answer to this sword-stumper!

Skeletons



These fellas appear to just lay down and die... but beware!

Archer



The archer can shoot you from a distance.

Cyclops



These loyal servants are easy to vanquish.

Lightning Goblin



This ghoul's lightning will temporarily paralyze you.

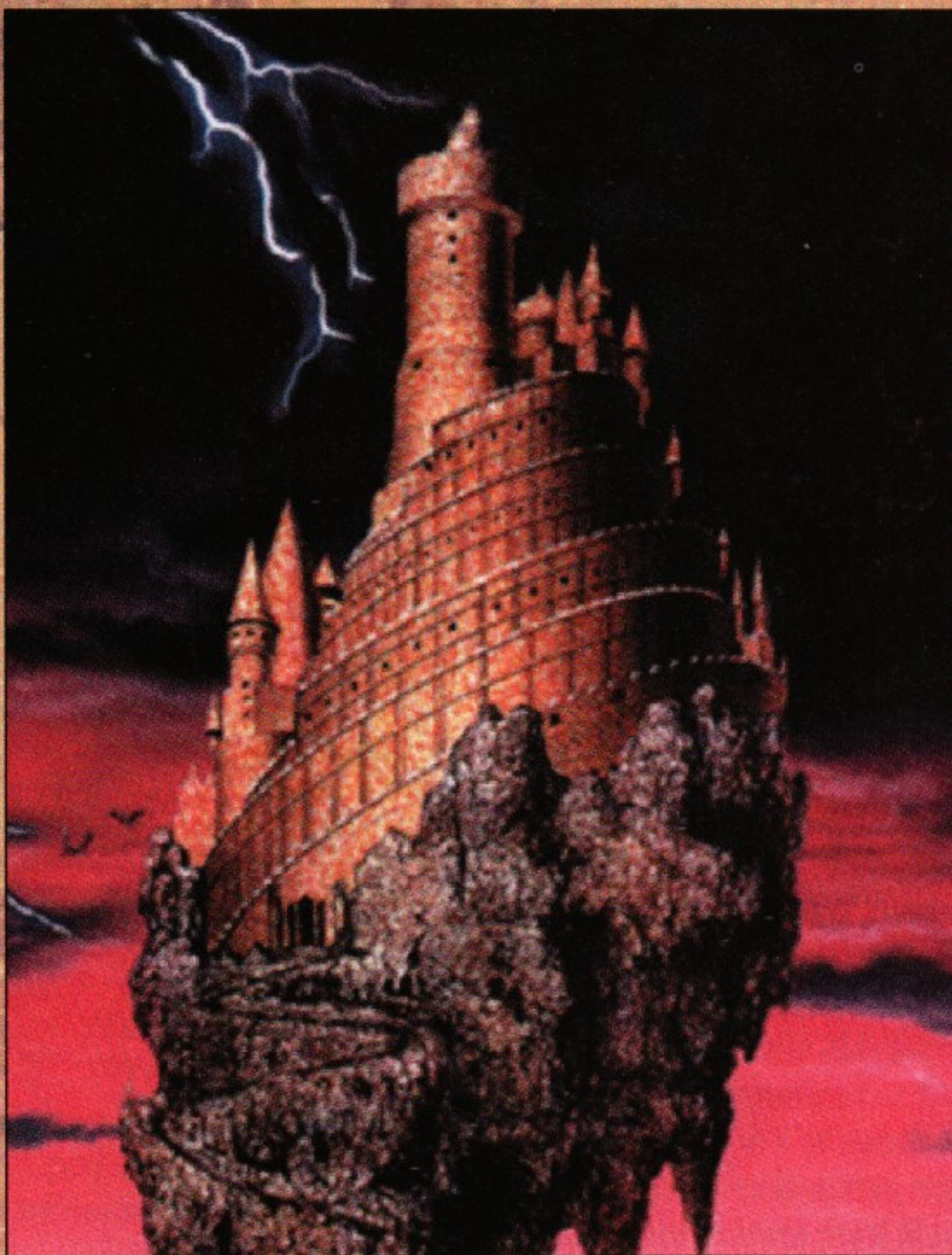
Brainlord (By Enix)				
Graphics	Sound	Control	FunFactor	Challenge
3.5	3.0	3.0	4.0	Intermediate
Price not available	12 megs	Available September	Action/RPG	1 player Overhead view Multiscrolling Save feature

is a terrible thing to waste). No other voice-over or spectacular sound effects enhance the game.



PROTIP: When you find a magic spell like the Cold Shot, keep your sword charged while walking. That way, you're ready for anything that happens.

The control can get wearisome after awhile, especially when you can't seem to get the hang of jumping from platform to platform in the bottomless pit levels. Even the slightest error in the length of your jump will send you tumbling below. The puzzles also reset themselves when you



leave and enter a room, so it takes awhile to get through the levels.

Lord of the Brains

This standard RPG would fall into the dungeon with the rest of the clones if it weren't for its Zelda-style puzzle solving. You'll find yourself intrigued by this aspect of the game, along with the sheer suspense of finding out if you're ever going to drive a Dragon again. Better brush up on the written test first, Braindead!

Real RPG players may dismiss this peripheral RPG as somewhat of a distraction, although it does have hit points, spells, and weapons. Brainlord doesn't ask much of you, just some slugin' and some solving. **G**



PROTIP: Scorpions can sting you from a distance, so use your Whirlwind spell to nail them from a distance.



PROTIP: Equip weapons and armor as soon as you find them, and sell them at your first opportunity. The more you carry, the slower you go.



PROTIP: Remember that you can jump up to small surfaces as in Zelda. This ability will open new areas to you.



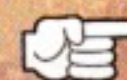
PROTIP: The most important article to stock is the Warp Gate. Make sure you always have at least two so you can warp to the village for supplies, then warp back to the floor where you saved your game.



PROTIP: Before setting out for the Tower, go to the building behind the Inn and clear out the mice for the woman there. She lets you keep whatever you find in the attic.



PROTIP: Shoot the chest to get across this gap on the third floor of the Tower.





By Scary Larry



Dragon View is the short-awaited sequel to Drakkhen for the Super NES. It's everything the first one was...more or less. This game has a hard time making up its mind about what it wants to be: RPG, action game, or virtual reality walk-through.

Have Sword, Will Travel

It starts out like any other day in any other timeless RPG. A young apprentice, just beginning to get his sword wet, watches as an evil force named Argos kidnaps his girlfriend and lays waste to the land. A job like that must pay pretty well, because it happens in every other RPG.

As the apprentice, you travel from place to place, gathering information and helping villagers with their problems, kind of like a medieval sword-swingin' therapist. You eventually come face to face with your own worst nightmare.

A Ghoul With a View

Most of the action in Dragon View takes place in a half-screen, side-scrolling view. The main character sprite also moves in and out of the background to enter doorways or talk to inhabitants. The game switches to a first-person polygon perspective when you walk from town to town. The sprites possess the right amount of animation to make them come alive, like a little girl swinging her legs from a barrel, or the love-struck shopkeeper, but overall, there's nothing really View-worthy.



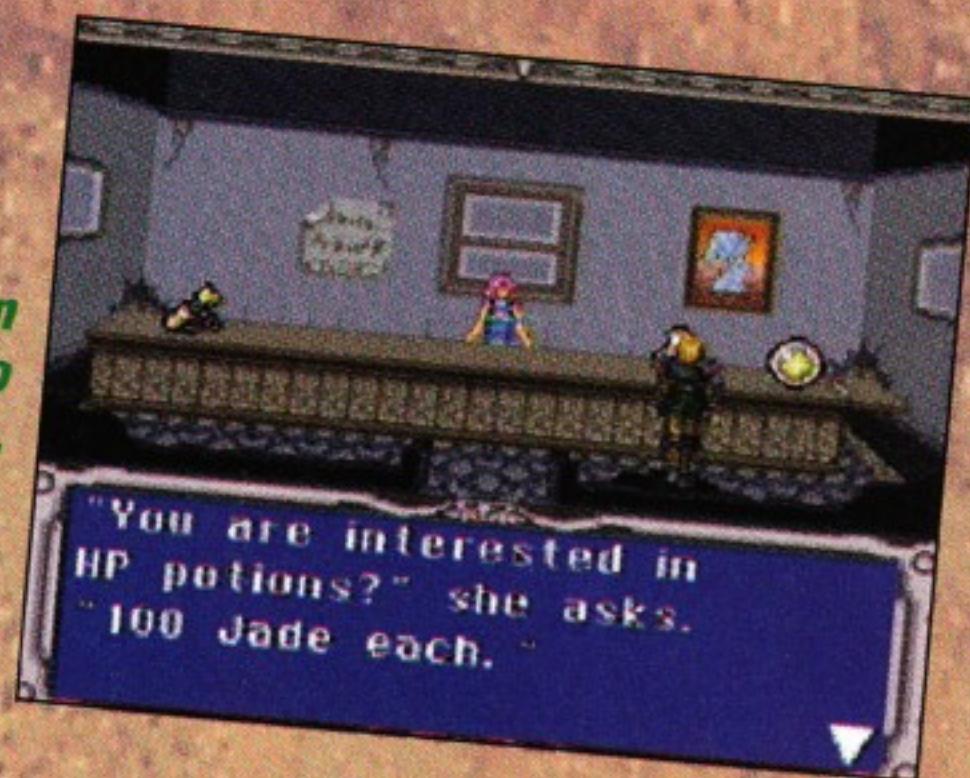
PROTIP: Use your compass to get around, but don't be afraid to venture off the road. Beware of white puffs of smoke – there are scorpions inside.



PROTIP: Jump and slash when you attack enemies. You have better chances of a victory when you're airborne.

Dragon View (By Kemco)				
Graphics	Sound	Control	FunFactor	Challenge
				ADV.
3.5	3.0	4.0	4.0	Advanced
\$72.99		1 player		
16 megs		Multiple views		
Available September		Save feature		
RPG				

PROTIP: Buy a potion before venturing to Tylon's Storehouse.



PROTIP: The Storehouse is full of more than dynamite! Stay calm and slash away!

The sounds are your basic RPG medley – heroic, brave...and bland.

That's okay, because you need all your concentration for the fighting – the enemies aren't lightweights. You may find yourself hoping that your girlfriend, Katarina, has a good health insurance plan.



PROTIP: Stop at temples in every town. Besides saving your game, the temple dude has valuable information for you.

It Drags On

Although Dragon View sports several views and intricate game play (you can't progress in some parts until you talk to certain people), it falls short of breaking any new RPG ground. The hit points, experience levels, magic points, and weapon changes of standard RPGs are here, but you'll yearn for the days of yore...and maybe some good old-fashioned, monster-bashing, Might and Magic action. **G**



PROTIP: Talk to Randy (last house on the right in Hujia). He'll tell you about the avalanche. In the back of his house are boxes that you'll come back for.



PROTIP: Tylon's Bomb Shop is blocked by this bomb of a lady. Tell her your intentions and she'll move.



PROTIP: Go left after talking to Tylon and take on the quest from this young girl. She needs fruit from Mt. Galys.

Uncharted Waters: New Horizons



By Scary Larry

Koei strikes again with another of their famous history/strategy games. This time you return to the seas and try to plot a course in history. Problem is, this game looks and plays suspiciously like homework, and haven't you had enough of that?

Anchors Away

You select from eight seafarers, and guide your character through real-life ports (Copenhagen, Seville, and so on), gathering gold to buy more ships, hire crew members, and stock provisions. You also spy on other countries, eavesdrop on tavern gossip, and maybe try to blast an enemy



PROTIP: Get money from your patron, then borrow more from the bank. Pay the bank loan within 30 days, and you won't have to pay the interest fees.



PROTIP: Forget about gambling, unless you're stocked on cash.

armada or establish yourself as a merchant trader.

Don't expect to see the wonders of every port. The graphics barely hit the eight-bit standard. And you'll be surprised by how similar the people in every port look. Those sailors really get around.

The sound is as salty as the



graphics. The cheerful tunes work on your nerves.

The control is also a little on the seasick side. Although the menu-driven dialogue is blessedly short, knowing what to stock, who to hire, and where to go means plowing through lots of dialogue boxes, although you have Auto features to help.



PROTIP: Every person has advice, but only some of it is useful. Gossip in the taverns will help you out.

Sink or Swim

Uncharted Waters: New Horizons is a great geography lesson, tied in with a neat history lesson. If you like either one of those subjects, you'll love this game. Otherwise, mateys, jump ship. **G**



Uncharted Waters: New Horizons (By Koei)				
Graphics	Sound	Control	FunFactor	Challenge
2.0	2.0	3.0	3.0	Intermediate
\$74.95		1 player		
16 megs		Overhead view		
Available October		Multiscrolling		
Strategy/RPG		Save feature		

HEY, LISTEN UP!

In case you haven't heard,



has a new name...



When you see this logo on our packaging and advertising, you'll know

it's from the **#1**

accessories company,

STD Entertainment!

So, play with **INTERACT**

Game Products, and

Play with an attitude!

STD Entertainment (USA), Inc. • 110 Lakefront Drive
Hunt Valley, MD 21030 • 410-785-5661

© 1994 STD Entertainment (USA), Inc. ALL RIGHTS RESERVED.
INTERACT and its logo are trademarks of STD Entertainment (USA), Inc.

Aerobiz Supersonic



By Scary Larry

Ever wanted to run your own airport? Hire staff, maintain the planes, custom-paint an airplane? Koei gives you the chance to prove your mettle as an airline tycoon, but you may find that you like dog-fighting more.

Mind Your Own Business

In Aerobiz Supersonic, you get your wings ruffled right away. You buy planes, negotiate for routes between major

destinations, and send your salesman out to drum up business. You also maintain budgets for advertising, maintenance, and repair.



PRO TIP: Pick a destination on one of the coasts for better success.

You make the tough decisions, like who to buy planes from and when to let employees go. Unfortunately, this isn't as fun as it sounds.

The graphics aren't spectacular, but some minor touches liven up the game. You'll never forget the sight of your brand-

new planes being towed into your very own hangar.

The music sounds like the average airline fare, and there are few sound effects. You probably don't want to hear an engine exploding or the screech of twisting metal, and you won't in this game.

An icon-based menu drives everything. The icons aren't

readily understandable, so you'll need the manual.

Bumpy Flight

This game isn't for everyone. The plodding pace guarantees that you're in for one long stop-over. But if you know how to fly the not-so-friendly skies of the airline business, then Aerobiz Supersonic is for you. **G**



PRO TIP: Use small planes for short hops (like LA to SF), and luxury planes for cross-country flights.

PRO TIP: Boeing's planes are the most reliable. You pay more, but you get more.



Aerobiz Supersonic (By Koei)				
Graphics	Sound	Control	FunFactor	Challenge
3.0	2.5	3.0	3.5	Intermediate
\$69.95		4 players		
8 megs		Overhead view		
Available now		Save feature		
Strategy/RPG				

Advertisement

SUPER NINTENDO

AL UNSER JR.	\$51
BEAVIS & BUTT HEAD	\$53
CLAYFIGHTER II	\$56
DEATH/LIFE SUPERMAN	\$60
DRAGON	\$56
DONKEY KONG CNTRY	\$64
DOUBLE DRAGON V	\$56
EARTHWORM JIM	\$59
ESPN SUNDAY F/BALL	\$52
FIGHTERS HISTORY	\$58
FINAL FANTASY III	\$60
INCREDIBLE HULK	\$53
JAMMIT	\$56
JURASSIC PARK 2	\$56
MADDEN NFL '95	\$55
MASK	\$59
MEGA MAN X2	\$57
MICHAEL JORDAN Chaos	\$55
MLBPA GRAND SLAM	\$59
MORTAL KOMBAT II	\$68
NBA JAM	\$59
NFL Q.B. CLUB	\$69
NHL '95	\$55
PAC MAN 2	\$51
PIRATES / DARK WATER	\$52
R-TYPE III	\$58
RISE OF THE ROBOTS	\$62
SAMURAI SHOWDOWN	\$59
SHAQ-FU	\$58
STAR TREK: D. S. N.	\$54
STUNT RACE FX	\$55
SUPER ADV. ISLAND 2	\$58
SUPER BOMBERMAN 2	\$52
SUPER METROID	\$55
SUPER PUNCH-OUT	\$55
SUPER RETURN OF JEDI	\$59
SUPER STREET FIGHTER	\$68
TECMO SUPER BASEBAL	\$59
TETRIS 2	\$45
TROY AIKMEN FOOTBALL	\$59
X-MEN	\$59
VIRTUAL BART	\$59
WARIO'S WOODS	\$45
WORLD HEROES 2	\$58
WWF RAW	\$69

G.D.W.

game discount warehouse inc.

(312) 736-5315

DEPT. G17

P.O. BOX 41936

CHICAGO, IL 60641

NEO*GEO ♦ JAGUAR
GAME GEAR ♦ GAMEBOY
TURBO - GRAFX ♦ LYNX

♦♦♦ 32-X ♦♦♦

WE BUY USED GAMES



MORTAL
KOMBAT
II
SNES,
GENESIS,
GAME GEAR,
GAMEBOY
SEPTEMBER

OVERNIGHT SHIPPING TO
CONTINENTAL U.S. \$4.00 PER
SHIPMENT - U.S. MAIL TO ALL OTHER
LOCATIONS: \$4.00 U.S. & CANADA -
\$6.00 INTERNATIONAL. HANDLING \$2.00

TITLES LISTED MAY NOT YET BE RELEASED.
ALL PRICES AND AVAILABILITY ARE SUBJECT TO
CHANGE WITHOUT NOTICE.
ALL SALES ARE FINAL. VISA/MC/AMX ACCEPTED

SEGA CD-ROM

AKIRA	\$56
BATTLE FANTASY	\$41
BATTLE CORPS	\$42
BRUTAL	\$48
CORPSE KILLER	\$52
CRIME PATROL	\$45
DARK WIZARD	\$42
DEMOLITION MAN	\$56
DUNE	\$47
DUNGEON MASTER	\$42
ECCO: TIDES OF TIME	\$49
ESPN BASEBALL	\$47
ESPN SUNDAY F/BALL	\$47
ETERNAL CHAMPIONS	\$42
EUROPEAN RACERS	\$39
EYE OF THE BEHOLDER	\$59
FAHRENHEIT	\$49
FATAL FURY SPECIAL	\$44
FLYING NIGHTMARES	\$42
FORMULA ONE GP	\$52
HOME IMPROVEMENT	\$39
INCREDIBLE HULK	\$59
JEOPARDY	\$47
LINKS	\$56
MEGA RACE	\$39
MORTAL KOMBAT	\$39
NBA JAM	\$49
OUT OF THIS WORLD II	\$51
POWER MONGER	\$43
POWER RANGERS	\$42
RISE OF THE ROBOTS	\$41
SAMURAI SHOWDOWN	\$44
SHADOW OF BEAST II	\$50
SLAM CITY SCOTI PIPPIN	\$52
SOULSTAR	\$42
SPACE PIRATES	\$45
STAR WARS 3-D REBEL	\$39
SUPREME WARRIOR	\$52
TIME COP	\$42
TOTAL CARNAGE	\$52
TRIVIAL PURSUIT	\$56
VAY	\$44
WHEEL OF FORTUNE	\$43
WHO SHOT JOHNY ROCK	\$45
WORLD CHAMP. RALLY	\$42

GENESIS

AL UNSER JR.	\$44
ART OF FIGHTING	\$58
BEAVIS & BUTT HEAD	\$53
BILL WALSH '95	\$55
CLAYFIGHTER	\$52
DRAGON	\$56
DRAGON'S LAIR	\$49
DOUBLE DRAGON V	\$53
EARTHWORM JIM	\$59
ECCO: TIDES OF TIME	\$49
ESPN SUNDAY F/BALL	\$52
FIFA INTERNATIONAL '95	\$55
INCREDIBLE HULK	\$52
KING OF MONSTERS 2	\$53
LUFIA	\$56
MADDEN NFL '95	\$55
MASK	\$56
MEGA MAN WILY WARS	\$54
MICHAEL JORDAN Chaos	\$52
MLBPA GRAND SLAM	\$54
MORTAL KOMBAT II	\$58
NBA SHOWTIME 95	\$55
NFL '95	\$53
NHL '95	\$55
NFL Q.B. CLUB	\$64
PAC-MAN 2	\$51
PGA TOUR '95	\$55
PHANTASY STAR IV	\$82
RISE OF THE ROBOTS	\$56
SAMURAI SHOWDOWN	\$56
SEAQUEST DSV	\$55
SHAQ-FU	\$58
SHINING FORCE II	\$65
SONIC & KNUCKLES	\$58
SPEED RACER	\$56
SPIDERMAN & VENOM	\$54
STAR TREK: D. S. N.	\$54
STARGATE	\$54
SUPER STREET FIGHTER	\$68
TECMO SUPER BASEBAL	\$59
TROY AIKMEN FOOTBALL	\$55
TRUE LIES	\$54
URBAN STRIKE	\$52
USHRA MONST. TRUCK	\$52
WWF RAW	\$64



TM

MORTAL KOMBAT II[®]

TRADING CARDS

Collect **ALL** the Secret Moves to
Prepare for Kombat

Available Mid-September 1994



MIDWAY



ODDS OF FINDING A PACK CONTAINING: A FRIENDSHIP CARD ARE 1:24, A BABALITY CARD ARE 1:12, A FINISHING MOVE CARD ARE 1:48, AN ELITE CARD ARE 5:384, A SPIKES & PIT II CARD ARE 1:24, A DEAD POOL CARD ARE 1:48, A SPIKE CARD ARE 1:48

©1994 Classic Games, Inc. MORTAL KOMBAT[®] II © 1993 Licensed from Midway[®] Manufacturing Company. All rights reserved. Acclaim is a division of Acclaim Entertainment, Inc.[®] & © 1994 Acclaim Entertainment, Inc. All Rights Reserved. Classic Games Inc. 8055 Troon Circle, Suite C, Austell, Georgia 30001, 1-800-229-1634

for fear of appearing in the

defence ministry

we've found

a new target



The Cold War's over, and we've got some time to kill.

So we got our scientists going on a good sugar

high, threw them in a lab filled with

top-secret, kill-you-if-we-told-you

technology and what squirted out

the other end is something that's

going to jump out and kick

today's video games

right in their saggy

little butts.



It's the
Interactor.

Strap it on. Crank it up.

Your video games will thank you.

And you'll thank your soggy undies

for world peace.

AURA™
INTERACTOR™

GamePro



LUNAR, The Silver Star

Zach Meston and J. Douglas Arnold

Lost in the Cave of Trial? Keep getting wasted by the Vile Tribe? LUNAR: The Official Strategy Guide for your Sega CD, is filled with everything you need to know to master the game. LUNAR is one of the hottest role-playing games available and now you have access to detailed maps of every dungeon, a complete walkthrough of the quest from start to finish, and charts detailing every item, weapon, and monster. This guide is radically loaded with strategies and tips that you won't find anywhere else!!

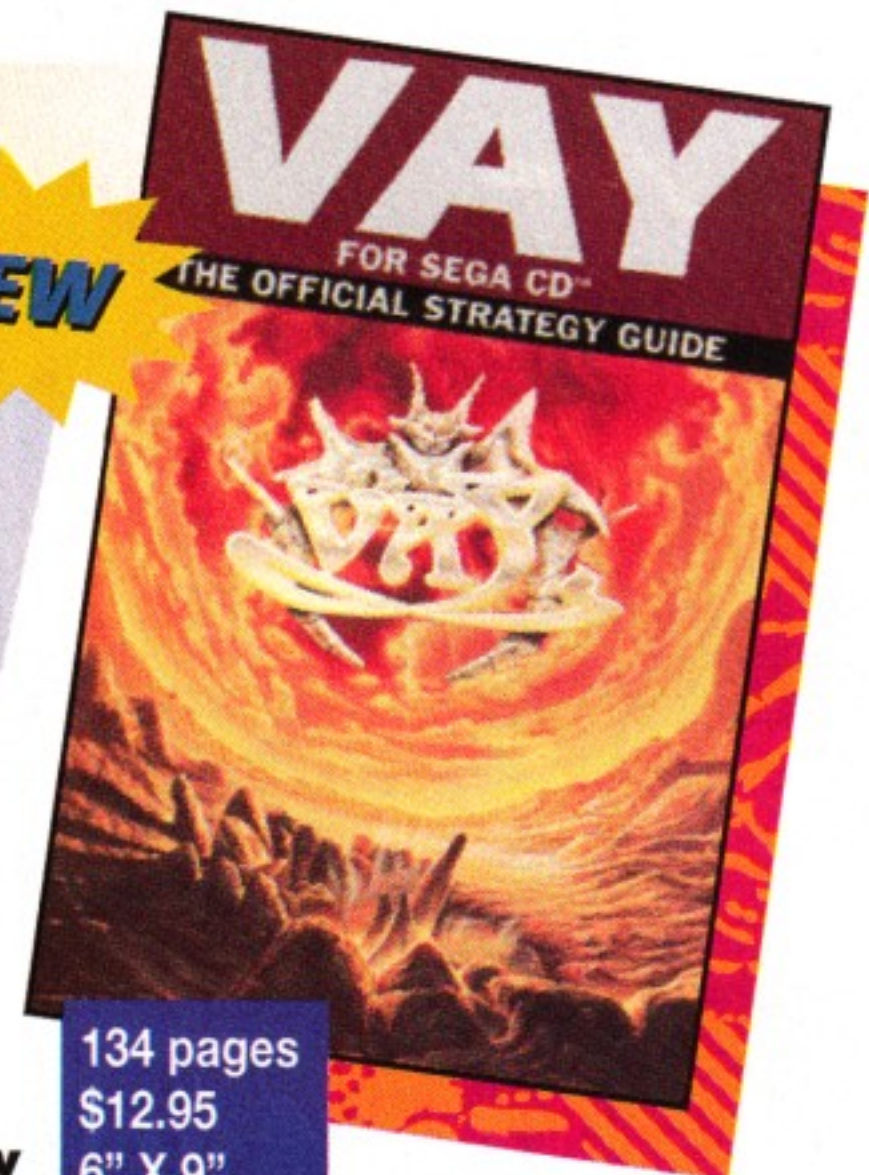
126 pages
\$11.95
6" X 9"

Code: LUNAR

Vay: The Official Strategy Guide

Zach Meston and J. Douglas Arnold

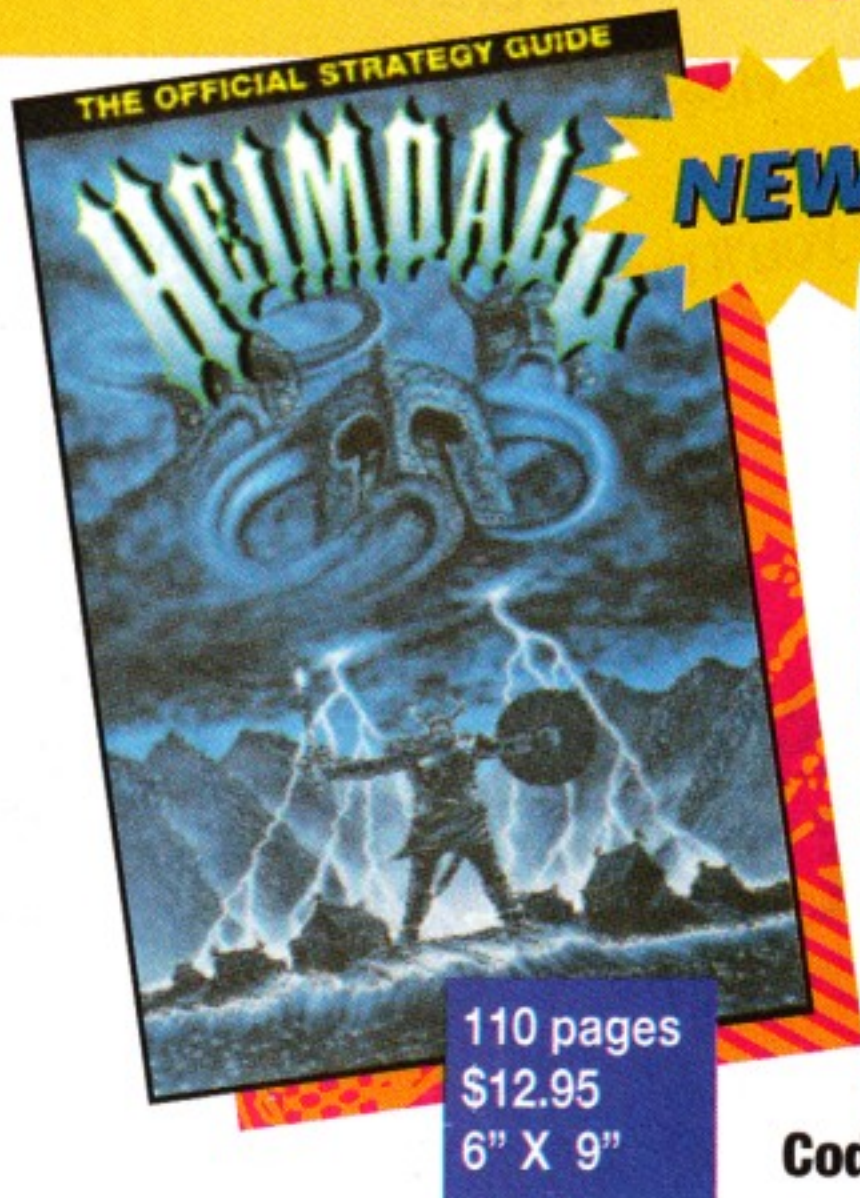
For the ultimate battle between good and evil, this official strategy guide is full of complete walkthroughs to help you master this hot new role-playing adventure for your Sega CD. In your quest to find the five orbs and the Legendary Army of Vay, this guide will show you how to assemble your team of warriors so you can take on and crush Sadoul's mechanized warriors. Get this book and be warned...this is **NOT** an easy adventure.



134 pages
\$12.95
6" X 9"

Code: VAY

Heimdall, The Official Strategy Guide



Zach Meston and J. Douglas Arnold

Heimdall is the first role-playing game for your Sega CD based on a medieval theme. This game allows you to become Heimdall, a warrior sent down to Earth by the gods to retrieve three powerful weapons. Heimdall's first real quest begins when he must undergo three tests: axe throwing, pig chasing, and boat fighting. And it's only the beginning... during your quest for the three weapons, you'll also run into several other challenging situations and you may need the help from this guide. Full of maps, screen shots, charts, and combat tips, this is all you need to survive as Heimdall and conquer the game!!

110 pages
\$12.95
6" X 9"

Code: HEIM

Products *Recommended by the Top Editors at GamePro!*



Super NES Games Secrets Greatest Tips

Editors of GAMEPRO Magazine

The best collection of secrets, strategies and passwords for the hottest games out there! Jam-packed with hundreds of screen shots to help you become an expert at your favorite games for the Super NES. Guaranteed to help you score high and now you can beat all your friends at Bart's Nightmare, Desert Strike, Krusty's Super Funhouse, Teenage Mutant Ninja Turtles IV, Final Fantasy, Mystic Quest, Batman Returns, Bulls vs Blazers NBA Playoffs, Cool World, John Madden Football, Legend of Zelda, Lemmings, Pugsley's Scavenger Hunt, SimCity, Star Fox, Super Mario World, WWF Super Wrestlemania, and many more!

179 pages
\$12.95
5 1/2" X 8 1/2"

Code: BK-21

Sega Genesis Games Secrets Greatest Tips, 2nd Edition

Editors of GAMEPRO Magazine

Your score will soar with this complete collection of **1,000** of the hottest tips, secrets, cheats, tricks, and passwords for over 200 Sega Genesis titles! Thrash your friends at Ecco the Dolphin, Sonic the Hedgehog 2, Teenage Mutant Ninja Turtles: The Hyperstone Heist, Flashback, The Terminator, NHL Hockey, Alien Storm, Batman, Burning Force, Cyberball, Deadly Moves, Ghostbusters, The Flintstones, James "Buster" Douglas Knockout Boxing, Jurassic Park, Paperboy, Spider-Man, T2: The Arcade Game, Universal Soldier, X-Men, and many more rad games!



275 pages
\$12.95
5 1/2" X 8 1/2"

Code: BK-16A

GAMEPRO Products Order Form

To Order:

Fill out product order form and mail to:

GAMEPRO
P.O. Box "P"
San Mateo, CA 94402

- Complete the Order Form
- Add \$2.95 for shipping and handling for each book (\$4.50 to ship to Canada, \$7.95 to ship outside U.S.). Add \$1.00 for each additional book.
- Add sales tax, residents of CA, IL, and NJ only (CA = 8.25%, IL = 6.25%, NJ = 6%)

Check/Money Order VISA Master Charge

Credit card No. _____ Expiration: _____

Signature: _____

Name: _____

Address: _____

City: _____ State: _____ Zip Code: _____

Please allow 6 - 8 weeks for delivery.

Qty.	Code	Title	Unit Price	Total
ORDERS MUST BE PREPAID				
Subtotal				
Shipping				
Sales Tax (CA=8.25%, IL=6.25%, NJ=6%)				
Grand Total (U.S. dollars only)				

Game Boy

Prehistorik Man

By Bro' Buzz

Much like prehistoric man, Prehistorik Man is fairly simple. Classic side-scrolling hop-n-bop action evolves into a ram-bunctious game.



PROTIP: Bounce off the vicious creatures to nab items in the sky.

Topnotch cartoony graphics, smooth animation, and crisp controls supplement nonstop Neanderthal mayhem. You club through a steady stream of pre-hysterical creatures, including goofy turtlesaurs and mangy sabertooth tigers.

At first, the cart seems like a walk in the park, but it's actually a rumble in the jungle. Bad creatures continuously spring from the ground, and the Man must make near-impossible leaps across chasms. You must also learn to fly a cool hang glider.



PROTIP: Jumping up and down on your prey increases the point value when you clobber them.

Prehistorik Man is proof that carts low on the evolutionary scale can be fun.

Prehistorik Man (By Titus)

Graphics	Sound	Control	FunFactor	Challenge
				INT.
4.0	3.0	4.0	4.0	Intermediate

\$27.99
1 meg
Available November
Action

1 player
5 levels
Side view
Multiscrolling

Game Boy

Monster Max

By Toxic Tommy

If you like to think with your brain rather than your thumbs, meet Monster Max. Max dreams of becoming a monster rocker; unfortunately, King Krond has banned music!



PROTIP: Misplaced Mines will destroy helpful items.

You help Max solve a massive nine-level maze of enigmatic rooms. The excellent variety of puzzles offers challenges like guiding remote-controlled robots and eluding electrified floors. However, the controls require practice, since Max moves diagonally.

MM is an imaginative mind boggler, but sometimes it's a little too little. For instance, the helpful, transportable items are tough to see.



PROTIP: Some floor surfaces pulse with electric death. Stand on any item you carry.

As long as puzzling predicaments don't make your brain swell, put your thinking cap into maximum overdrive with Monster Max.

Monster Max (By Titus)

Graphics	Sound	Control	FunFactor	Challenge
				INT.
3.5	3.0	3.5	4.0	Intermediate

\$29.99
1 meg
Available November
Action/puzzler

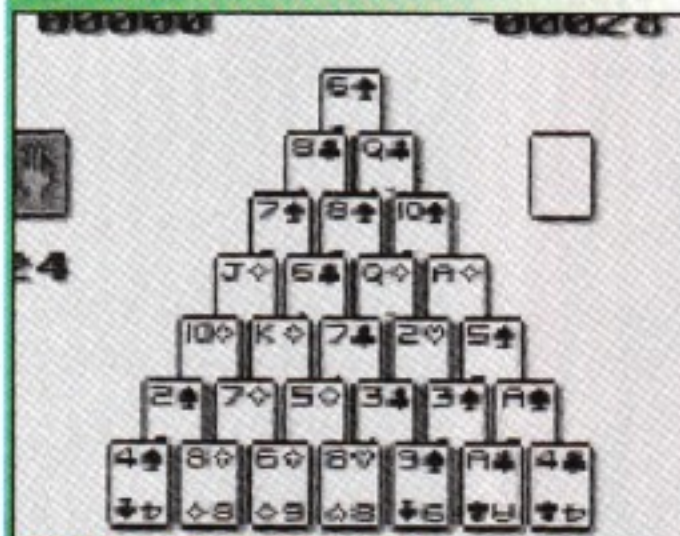
1 player
9 levels
3/4-overhead view
Multiscrolling

Game Boy

Solitaire FunPak

By Bro' Buzz

If you know what Scorpion is and you own a Game Boy, jeez, you must be lonely! But you'll dig Solitaire FunPak.



PROTIP: It's cheating, but if you're going for the best time or score, redeal until you get a favorable opening.

This excellent cart deals you 12 versions of the classic solo card game. In Solitaire, you arrange cards in various patterns, then you turn over the remaining cards in the deck one at a time to create matchups. The variations are endless, and the FunPak dozen are some of the best.



PROTIP: Klondike is the best game for beginners.

PROTIP: The FunPak manual explains many new games, so Solitaire vets should check out their options.

The graphics are crystal clear, even on the small Game Boy screen. The controls are smooth and fast, which helps the flow of the games.

If your solution for solitude is Solitaire or the Game Boy, make FunPak your companion.

Solitaire FunPak (By Interplay)

Graphics	Sound	Control	FunFactor	Challenge
				BEG.
3.5	2.5	4.0	4.5	Beginner

Price not available
1 meg
Available October
Card games

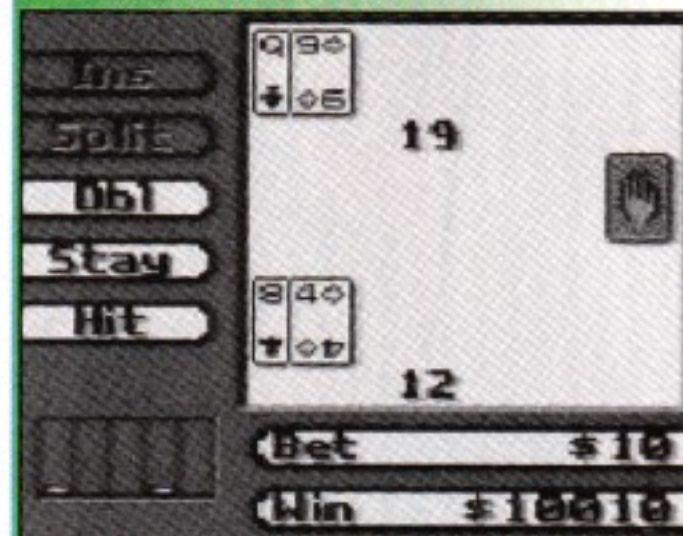
1 player
12 games
Multiple views

Game Boy

Casino FunPak

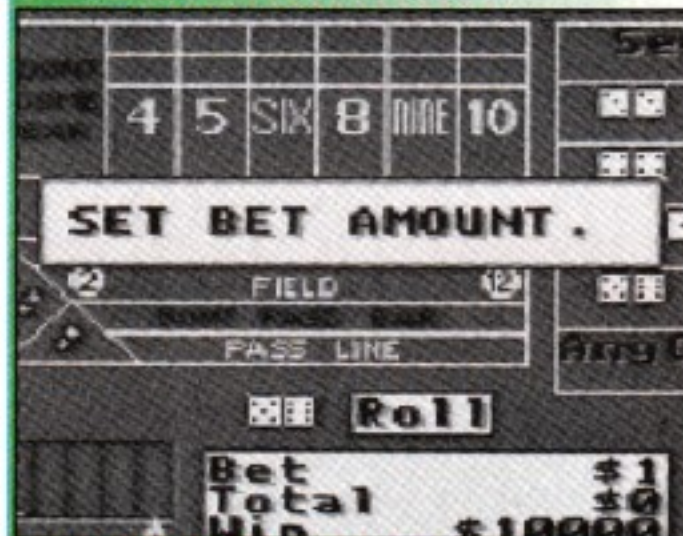
By Bro' Buzz

Roulette, Video Poker, Slots, Blackjack, and Craps are "games of chance," but the "chance" is minimal when there's no money at stake. At least, Casino FunPak has the "games" aspect down.



PROTIP: In Blackjack, the cart kills you if your hand is 14 or less and you don't hit.

Video gamblers get solid, full-fledged versions of these five casino games packed into one meg. If you aren't familiar with these classic games, you're probably too young to gamble, but FunPak's easy-to-master controls simplify learning. If you've put your money on the line before, FunPak offers ways to hone your mental skills (or fantasize about big payoffs). The detailed manual even explains the betting patterns of each game.



PROTIP: In Blackjack and Craps, the odds are in your favor. In Roulette and Slots, they aren't.

If you think gambling is fun and you don't have money to burn, place your bets with Casino FunPak.

Casino FunPak (By Interplay)

Graphics	Sound	Control	FunFactor	Challenge
				BEG.
3.5	2.5	4.0	4.0	Beginner

Price not available
1 meg
Available October
Gambling

1 player
5 games
Multiple views

THERE GOES THE NEIGHBORHOOD.



BATTLETECH[®] A GAME OF ARMORED COMBAT

LOOK FOR IT IN YOUR NEIGHBORHOOD IN SEPTEMBER 1994.

GENESIS

FASA
CORPORATION

BATTLETECH is a trademark of FASA Corporation, registered in the U.S. Patent and Trademark Office and used under license. The Madcat and other distinctive images are copyrighted FASA Corporation 1990-1994. Published by Extreme Entertainment Group, 110 Mountainview Road, Suite 300 South, Upper Saddle River, NJ 07458. Extreme Entertainment Group is a trademark of Absolute Entertainment, Inc. All Rights Reserved. © 1994 Absolute Entertainment, Inc. All Rights Reserved.

Extreme

Game Gear



By Bonehead

Chaos Emeralds, Dr. Robotnik, and colorful zones overflowing with run-n-jump fun? Must be another Sonic game – just in time for Christmas! This year, millions of stockings will be stuffed with Sonic the Hedgehog: Triple Trouble, a new four-meg entry in Sega's long-running series. Here's a look at what you might be playing on Christmas morning.



Flying enemies will bombard Sonic with mines as he dashes through the Sunset Park Zone.

Triple Threat

The ever-evil Robotnik's trying to create the ultimate power-up, the Atomizer. Aiding him is Knuckles, who mistakenly thinks Sonic and Tails are the bad guys. Nack the Weasel, an Emerald-grabbing bounty hunter, is also on hand to complicate things.

In this one-player game, you play as either the speedy Sonic or the mild-mannered

Tails. Each can perform cool new moves: Sonic soars on an airborne skateboard and cruises underwater with "propeller shoes," while Tails uses his "heli tail" to fly and swim. Rides in mine cars and flights in biplanes add to the fun.



The trademark loops and Rings fill the Great Turquoise Zone...

Lots To See and Do

The multiscrolling mayhem will look familiar to Sonic fans. You race through six Zones – each three Acts long – with Chaos Emeralds sprinkled everywhere and bonus rounds waiting ahead. Springs, Rings, and enemy things are around every turn. If you want a long, fun, good-looking Game Gear game this Christmas, Triple Trouble looks like it could be right up your alley! **G**

Sonic the Hedgehog: Triple Trouble
By Sega
Available November



...and of course Ring Monitors are scattered throughout the six Zones.

In the Atomic Destroyer Zone, Sonic mounts his jet-powered skateboard, and Knuckles follows hot on his heels.

Sonic The Hedgehog: Triple Trouble



Sonic And His Costars



Sonic Gets Wound Up!



Hidden springs enable Sonic to bound up to new platforms.



You know how much hedgehogs like water; use the springs to bounce outta there.



Will Tails figure out that he can ride the mine car?



Now here's somebody who knows what to do with a mine car!



Sonic takes to the friendly skies for some behind-the-biplane Ring-gathering action.



Get out your night-vision glasses – there's even night flying!



LOONEY TUNES

SEGA™
238,900 miles

TAZ IN ESCAPE FROM MARS

Busting loose this August on SEGA™ Genesis™ and this October on Game Gear™!



Sega, Genesis and Game Gear are trademarks of SEGA. LOONEY TUNES, characters, names and all related indicia are trademarks of Warner Bros. ©1994. The Videogame Rating Council, its Rating System, symbols and indicia are trademarks of Sega of America, Inc. ©1994 SEGA. All rights reserved.

IF YOU DON'T HAVE EYES IN THE BACK

YOU'RE ALL ALONE
IN A SPACE COLONY.
EXCEPT FOR THE
HUNDREDS OF KILLERS
WAITING TO GUN YOU
DOWN LIKE A DOG.



THEY'RE IN FRONT
OF YOU. IN BACK OF
YOU. TO YOUR LEFT.
TO YOUR RIGHT.

BASICALLY,
YOUR CHANCES
ARE PATHETIC.



THE KEY TO SURVIVAL?

SHOOT THE
LIVING SNOT OUT OF
EVERYTHING IN SIGHT,
THEN COLLECT MORE
WEAPONS OFF THE WARM
DEAD BODIES.



OF YOUR HEAD, YOU'RE DEAD MEAT.



**SHOTGUNS, HAND GUNS,
LASERGUNS, GRENADES,
FLAMETHROWERS,
ROCKET LAUNCHERS...**

**IT HELPS IF YOU'RE
RUTHLESS.**

**IF YOU AREN'T,
YOU'RE DEAD MEAT.**



**THE FIRST 3-D,
360-DEGREE, FIRST
PERSON SEARCH AND
DESTROY MISSION
ON SEGA™ GENESIS.™**



Zero Tolerance is a trademark of Accolade, Inc. and Technopop, Inc. ©1994 Technopop, Inc. All rights reserved. Sega and Genesis are trademarks of Sega Enterprises, Ltd.

**ZERO
TOLERANCE**
ACCOLADE

MORTAL KOMBAT II

FATALITIES, BABALITIES, AND FRIENDSHIP MOVES!

GOOD NEWS, MK II FANS! THE EXECUTION OF THE HOME SYSTEM FATALITIES, BABALITIES, AND FRIENDSHIP MOVES IS VIRTUALLY IDENTICAL TO THAT OF THE ARCADE ORIGINAL!

BY SLASHER QUAN

Note: If you're a first-time player, review the Fatality Guidelines below before you try any of the moves.



FATALITY DISTANCE

Distance is extremely important to correctly do a regular Fatality in MK II. Study the following chart, which shows the six distances used.

Very Close



Move as close as possible to the opponent. This distance is the most common.

Just Inside Sweep Range



An easy way to eyeball this range is to do a Low Kick sweep from as far away from the enemy as possible. A half-step inside the maximum range of your sweep is the position for this distance.



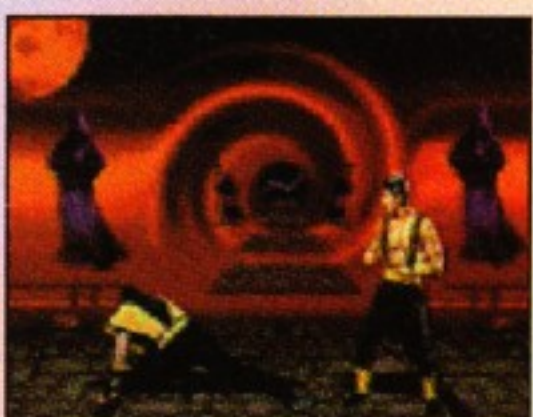
Just Outside Sweep Range



Just outside the maximum range for your Low Kick sweep is the position for this distance. Sub-Zero's Deep Freeze is the only Fatality that uses this distance.



A Full Step Outside Sweep Range



A full step or a step and a half outside the maximum range for your Low Kick sweep is the correct position. Scorpion's Flaming Bones is the only Fatality to use this distance.



One Jump Away



Get close to the enemy and jump away from them. You will land in the exact position for this distance.

Full Screen



Move as far away from the victim as possible for full-screen distance. You can jump back to cover the length quickly.

FINISHING MOVE BASIC TRAINING

Positioning Yourself Easily



It's hard to get your character to stop walking when you're nailing down your position. The easy way out is to walk forward or backward and press Block to stop your movements.

Blocking While Doing the Move

You can do any Fatality while Blocking, which keeps you from moving about wildly. If the Fatality requires you to push Up as part of the Taps, you should hold Block during the entire sequence. If a press of Up is not required, you must release Block before you hit the button at the end of the move. If you Charge a button while Blocking, you must release Block before you release the button.

Overkill of the First Tap

Although all Fatalities must be very precise, you can hit the first button or direction in the sequence as many times as you like.

Charging a Button

Several Fatalities require you to hold down a button longer than the time it takes to do the Fatality. You must start Charging well before the fight ends. Always think ahead about your Fatality.



THE TOMB/PIT FATALITIES

Each character has a Fatality movement that is activated by two backgrounds: the Kombat Tomb and the Pit II. All Tomb/Pit Fatalities require you to stand close to the opponent. They are essentially the same as regular Fatalities, except they are available only on those two stages.

The Kombat Tomb



In the Kombat Tomb, uppercut the enemy so that they fly up and are impaled on spikes hidden on the ceiling.

The Pit II



In the Pit II, uppercut the victim off the bridge and they will plummet to a blood-splattering demise on the ground below.

The Universal Dead Pool



Although each character has their own movement to do the Tomb/Pit Fatalities, everyone uses the exact same sequence to do the background Fatality in the Dead Pool. Hold Low Punch and Low Kick, get very close, hold Down, and hit High Punch. This move will uppercut the victim into the acid, where their skin will dissolve and leave behind a floating skeleton.

KEY TO MOVES

- T = Toward
- A = Away
- D = Down
- U = Up
- DT = Down-Toward
- DA = Down-Away
- BL = Block
- HP = High Punch
- LP = Low Punch
- HK = High Kick
- LK = Low Kick

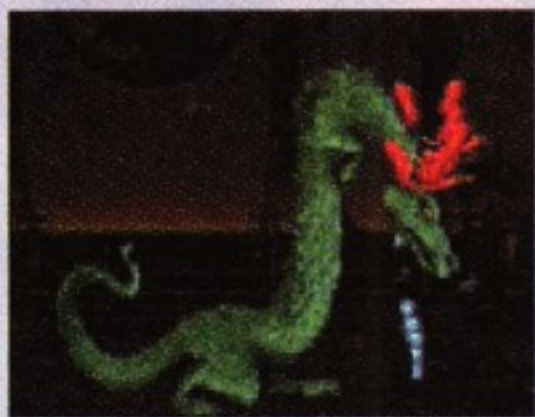
[Moves in Brackets] mean tap the buttons in sequence while holding down the preceding button.

FRIENDSHIPS AND BABALITIES

Friendships and Babalities require that you not push either Punch button during the match's final round. You may use Punches during preceding rounds, but only Blocks and Kicks are allowed in the final round. You can do Friendships and Babalities from any distance.

LIU KANG

Fatality #1: Dragon Food



Tap D, T, A, A, HK. (Distance: very close)

Fatality #2: Uppercut Combo



Rotate directional pad 360 degrees away from opponent. (Distance: very close to one jump away)

Friendship: Disco Dance



Tap T, A, A, A, LK.

Tomb/Pit

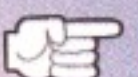


Tap A, T, T, LK.

Babality



Tap D, D, T, A, LK.



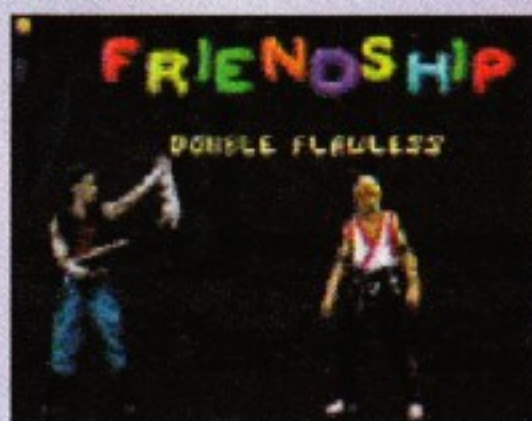
KUNG LAO

Fatality #1: Split 'Em in Half



Tap T, T, T, LK. (Distance: just outside sweep range)

Pull a Rabbit out Of the Hat



Tap A, A, A, D, HK.

Fatality #2: Hat Decapitation



Step 1: Hold LP, [Tap A, T], release LP. (Distance: full screen)
(On the Genesis, hold LP, [Tap A, A, T], release LP.)



Step 2: Guide the Hat up to their head with the joystick.

Tomb/Pit



Tap T, T, T, HP.

Babality



Tap A, A, T, T, HK.

JOHNNY CAGE

Fatality #1: The Torso Pull



Tap D, D, T, T, LP. (Distance: very close)

Fatality #2: Uppercut Decapitation



Tap T, T, D, U. (Distance: very close)

Knock Off Three Heads



When you do Cage's Uppercut Decap Fatality, immediately hold Down on

the joystick and hold the lower three buttons (LP, LK, and BL). This move will knock off three heads in sequence instead of just one.

Autograph a Portrait



Tap D, D, D, D, HK.



SUB-ZERO

Fatality #1: Deep Freeze and Uppercut



Step 1: Tap T, T, D, HK. (Distance: just outside sweep range)



Step 2: Move in, then Tap T, D, T, T, HP. (Distance: very close)

Fatality #2: Gut-Busting Ice Grenade



Hold LP, [Tap A, A, D, T], release LP. (Distance: full screen)

Buy a Sub-Zero Doll!



Tap A, A, D, HK.

Tomb/Pit



Tap D, T, T, BL.

Babality



Tap D, A, A, HK.

Tomb/Pit



Tap D, D, D, HK.

Babality



Tap A, A, A, HK.



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.

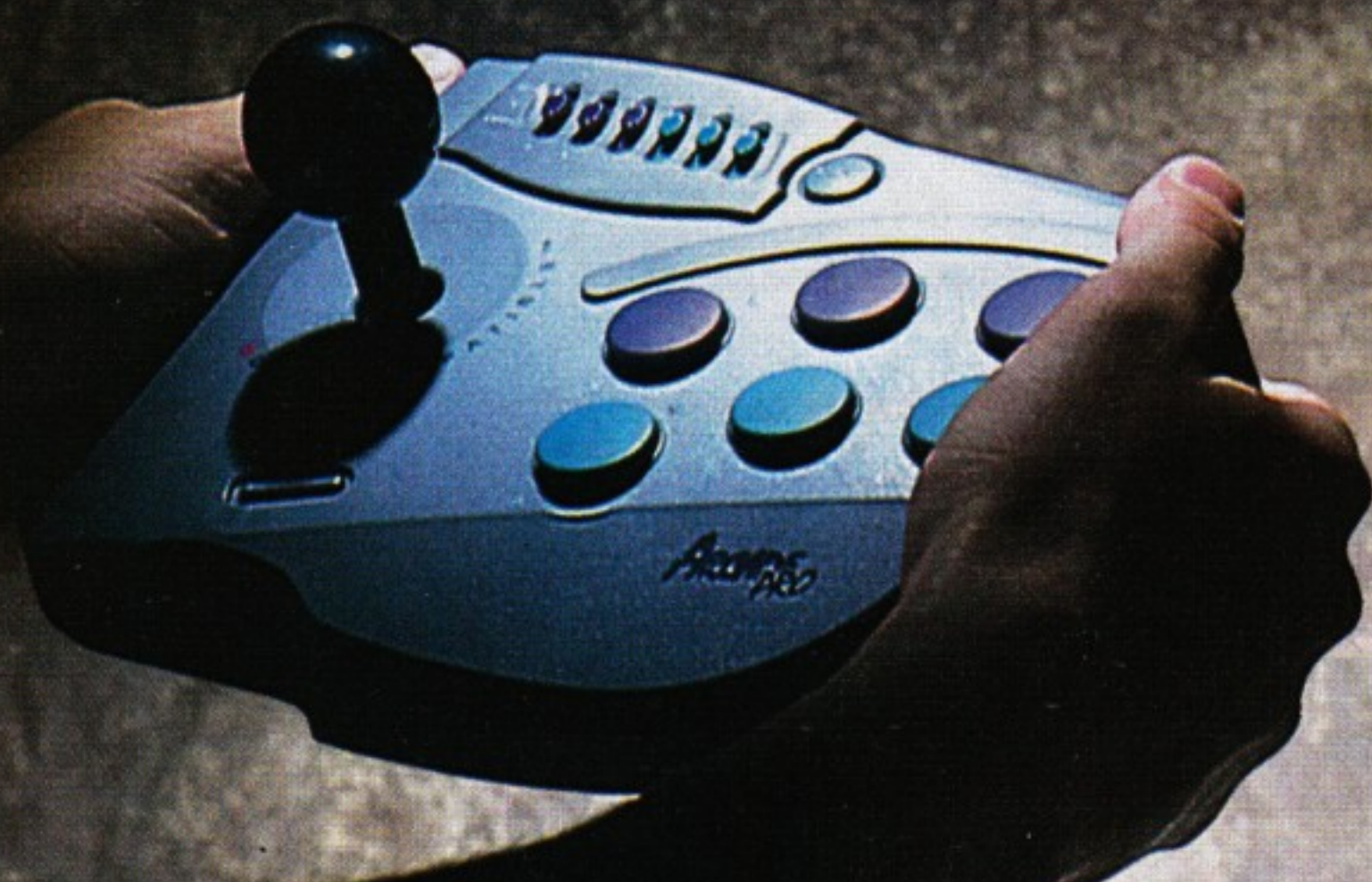
Its six button layout, lightning fast Arcade Quality components, and rugged steel base really put Arcade Power in your hands.

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!



**DO NOT
TOUCH**

INTERACT
GAME PRODUCTS

Play with an attitude!

Super Nintendo Entertainment System is a registered trademark of Nintendo of America Inc. Sega Genesis is a registered trademark of Sega Enterprises, Ltd.

By
STD

110 Lakefront Drive
Hunt Valley, MD 21030
410-785-5661

© 1994 STD Entertainment (USA), Inc.
ALL RIGHTS RESERVED.

SHANG TSUNG

Fatality #1: Body Possession



Hold HK two seconds, then release. (Distance: just inside sweep range)

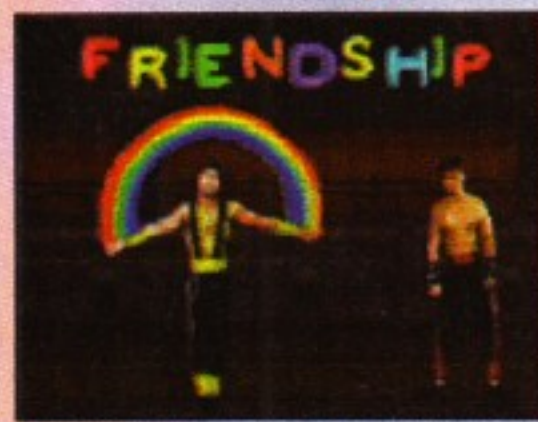
Fatality #3: Kintaro's Body Blow

Kintaro is an unplayable boss character, but with this secret trick you will be able to do his Fatality!



Hold LP 30 seconds during the match, then release. (Distance: just inside sweep range)

Rainbow Joy



Tap A, A, D, T, HK.

Fatality #2: Steal the Soul



Hold BL, [Tap U, D, U, LK]. (Distance: very close)

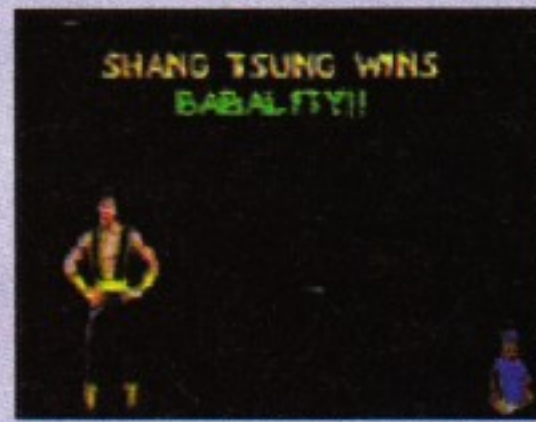


Tomb/Pit



Hold BL, [Tap D, D, U, D].

Babality



Tap A, T, D, HK.

KITANA

Fatality #1: Kiss of Death



Hold LK, [Tap T, T, D, T], release LK. (Distance: very close)



Fatality #2: Fan Decapitation



Tap BL, BL, BL, BL, HK. (Distance: very close)

Tomb/Pit



Tap T, D, T, HK

Babality



Tap D, D, D, LK.

Birthday Cake



Hold BL, [Tap D, D, D, U, LK].

RAYDEN

Fatality #1: Electrocutation



Step 1: Hold LK for six seconds, then release. (Distance: very close.) Step 2: Rapidly tap BL and LK.

Fatality #2: Upper-cut Explosion



Hold HP for eight seconds, then release. (Distance: very close)

Kid Thunder!



Tap D, A, T, HK.

Tomb/Pit



Hold BL, [Tap U, U, U, HP].

Babality



Hold BL, [Tap D, D, U, HK].

BARAKA

Fatality #1: Decapitation



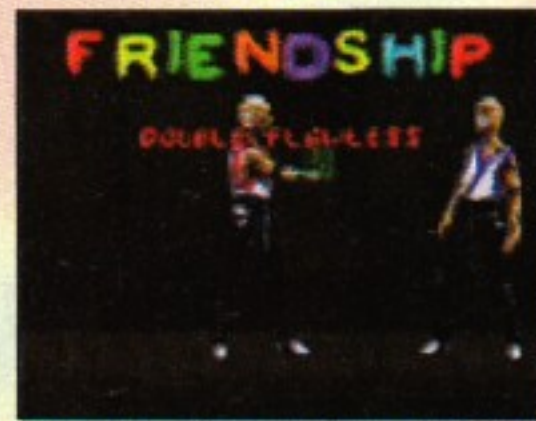
Hold BL, [Tap A, A, A, A, HP]. (Distance: very close)

Fatality #2: Body Impalement



Tap A, T, D, T, LP. (Distance: very close)

A Birthday Present



Hold BL, [Tap U, T, T, HK].

Tomb/Pit

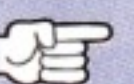


Tap T, T, D, HK.

Babality



Tap T, T, T, HK.



BRUTAL[®]

Paws of Fury



SNES



SEGA GENESIS



SEGA CD

Soundtrack available
on Uno Mundo Records



Available
at your local retailer
or call 1.800.GAMETEK.
Phone 24 hours a day,
7 days a week.
Visa and Mastercard
accepted.



Primal power. Ancient wisdom. GameTek unleashes tournament beasts of the martial arts in cinema-style, full-screen animation. Focus strength. Transcend weakness. Jam with the wild things. Get your paws on this cool new game. It's so cool, it's Brutal.



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 SEGA CD SYSTEM.



Rated by V.R.C.



Parental Discretion Advised.
Mature Audiences

REPTILE

Fatality #1: Head Snack



Tap A, A, D, LP. (Distance: one jump away)

Buy a Reptile Doll!



Tap A, A, D, LK.

Fatality #2: Disappear and Slice Them



Step 1: Hold BL, [Tap U, U, D, HP] to turn invisible.



Step 2: Move in and Tap T, T, D, HK. (Distance: very close)

Tomb/Pit



Tap D, T, T, BL.

Babality



Tap D, A, A, LK.

MILEENA

Fatality #1: Slice 'n' Dice



Tap T, A, T, LP. (Distance: very close)

Grow a Flower!



Hold BL, [Tap D, D, D, U, HK].

Fatality #2: Suck 'Em Dry, Spit Out The Bones



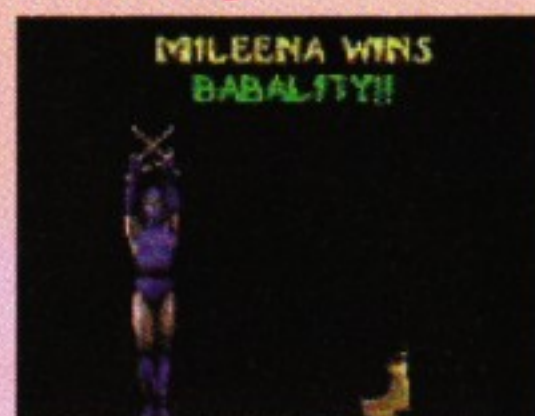
Hold HK two seconds, then release. (Distance: very close.) Alternate easier method: Hold BL and rapidly Tap HK.

Tomb/Pit



Tap T, D, T, LK.

Babality



Tap D, D, D, HK.

SCORPION

Fatality #1 (Regular Method): Flaming Bones



Hold BL, [Tap U, U, HP]. (Distance: a full step outside sweep range)

Fatality #2: Jugular Cut



Hold HP, [Tap D, T, T, T], release HP. (Distance: very close)

Buy a Scorpion Doll!



Tap A, A, D, HK.

Fatality #1 (Alternate Method): Toasty!



Hold BL, [Tap D, D, U, U, HP]. (Distance: anywhere on screen!)



Tomb/Pit



Tap D, T, T, BL.

Babality



Tap D, A, A, HK.

Fatality #1: Fist Clap



Hold LP, Tap T, T, T, release LP. (Distance: very close)

Babality



Hold BL, [Tap D, U, D, U, LK].

JAX

Fatality #2: Rip Off the Arms



Tap BL, BL, BL, BL, LP. (Distance: just inside sweep range)



Paper Dolls



Hold BL, [Tap D, D, U, U, LK].

Tomb/Pit



Hold BL, [Tap U, U, D, LK].

J O I N I N G F O R C E S

SEGA™

PRESENTS



SONIC & KNUCKLES™



PLAYING WORLDWIDE OCTOBER 18, 1994 ON SEGA™ GENESIS™

Sega, Genesis, Sonic the Hedgehog and Knuckles are trademarks of SEGA. The Videogame Rating Council, its Rating System, symbols and indicia are trademarks of Sega of America, Inc. ©1994 SEGA. All rights reserved.



YOU CAN BE THE ALIEN.

Lunch. Toast. you from the inside out. The It's one thing to be low man on the food chain in a 16- or 32-bit game. But in Jaguar's 64-bit system, it takes extreme-

Dogmeat. *You're* on the menu. The Alien eats Predator's razor-like mouth parts go for the crust.

A L I E N

ly fine-tuned reflexes to stay alive. Give your reptilian hindbrain a workout. Be the



YOU'RE THE MARINE. YOU'RE THE ALIEN. YOU'RE THE PREDATOR. Be any one of them and fulfill your biological destiny; kill or be killed.



THE ALIEN LASHES OUT. His claw and tail strikes are beautiful and deadly. No such aesthetics apply to the face suckers. That's just plain sick.



YOU'RE JUST A CRYBABY WITH A SHOTGUN TO THE ALIEN. Texture-mapping heightens the claustrophobia of the airduct. Too bad. Tell your therapist.

ATARI
MADE IN THE USA

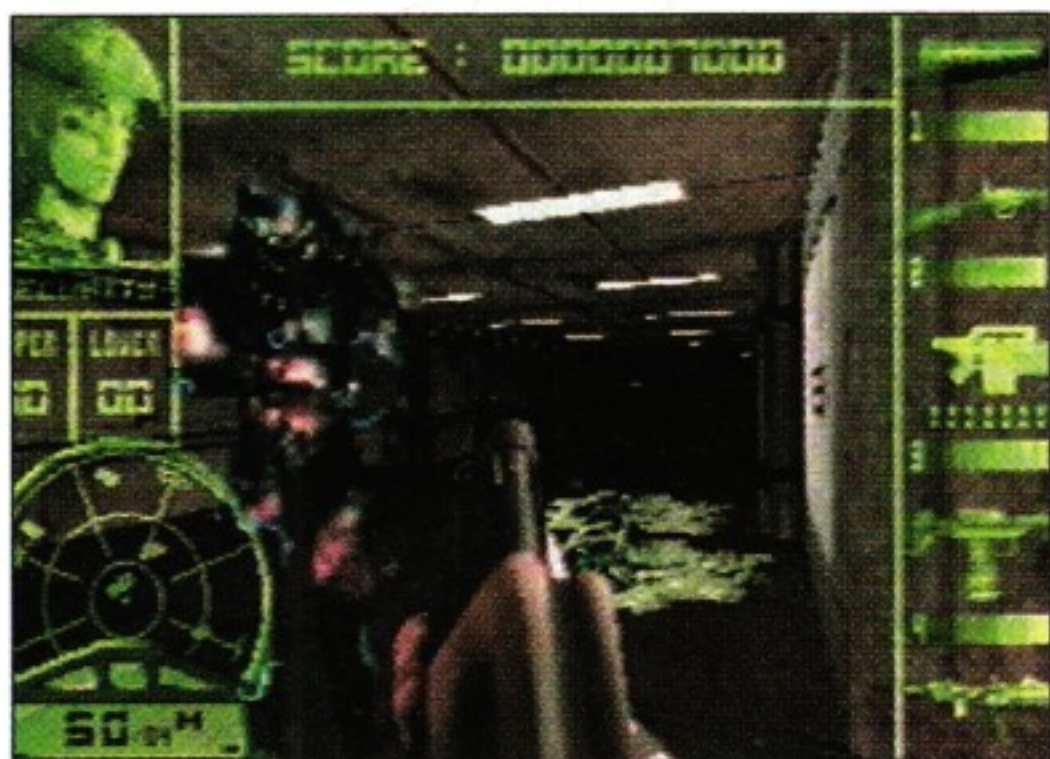
Game tips and hints: 1-900-737-ATARI. 95¢ per minute. If you are under 18, be sure to get a parent's permission before calling. A touch-tone telephone is required. USA only. Atari Jaguar information is available in the Atari Gaming Forum on CompuServe. Type GO JAGUAR to access this area 24 hours a day. Atari, the Atari logo, Jaguar and the Jaguar logo are trademarks or registered trademarks of Atari Corporation. All rights reserved. Alien and Predator™ & © Twentieth Century Fox Film Corporation. All rights reserved. Used under sublicense from Activision.

YOU CAN BE THE PREDATOR.

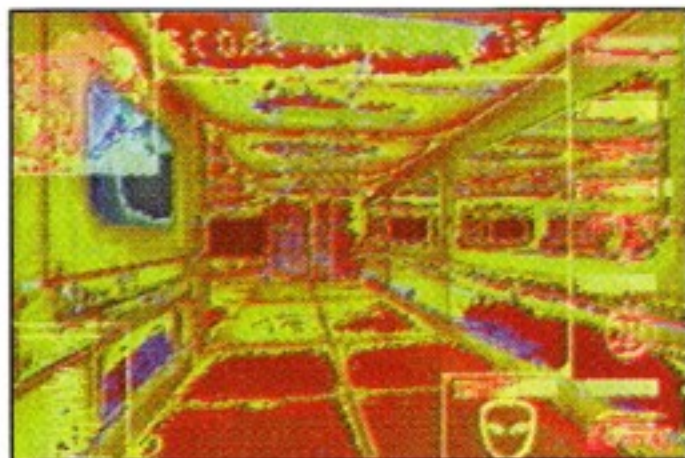
OR YOU CAN BE LUNCH.

PREDATOR

Predator or the Alien. Ancient animal senses exploit the high-resolution bit-mapping - *the better to see you*. Huge sound-sampling - *the better to hear you*. And unparalleled animation - *the better to come out of nowhere and eat you*. In a 64-bit environment, pure sensation can overwhelm. Keep a little blood in your adrenaline system, and maybe you'll survive. At least until dinner.



THE PREDATOR'S DISKS FROM HELL may outmatch your more conventional weaponry. Might be a good idea to keep your first-aid kit handy.



THE PREDATOR CAN SEE WHAT YOU CAN'T. Stay out of his view. Too many x-rays can be bad for you.



MARINE? HAPLESS VICTIM IS MORE LIKE IT. Your extraordinary bit-mapped image makes the shape of your skull look so very right to the Predator.

JAGUAR™

6 4 - B I T

DO+THE
MATH

INTERACTIVE MULTIMEDIA SYSTEM

S.W.A.T. PRO

Video Game Strategies, Weapons, and Tactics

Genesis

Shadowrun

Secret Cheat



To access the Secret Cheat, press Buttons **A, B, B, A, C, A, B** at the title screen. Begin a regular game and go to the Pocket Secretary. Go below the Save/Load option, where you'll find a blank option. Highlight and select the blank option, and a secret screen will appear with numerous options that'll help you get through the game. Some of the options include Nuyen, spells, heal all, and add ten karma.

Stan Overby
Dunwoody, GA

Game Boy

Avenging Spirit

Master Mode



This code makes all enemies harder to kill, plus they do more damage. When the title screen appears, **simultaneously press Up, B, and A**. If you did the trick correctly, you'll hear a tone. You can now play the Master Mode.

Gibson Yen
Silver Springs, MD

Super NES

Super Empire Strikes Back

Start at Darth Vader



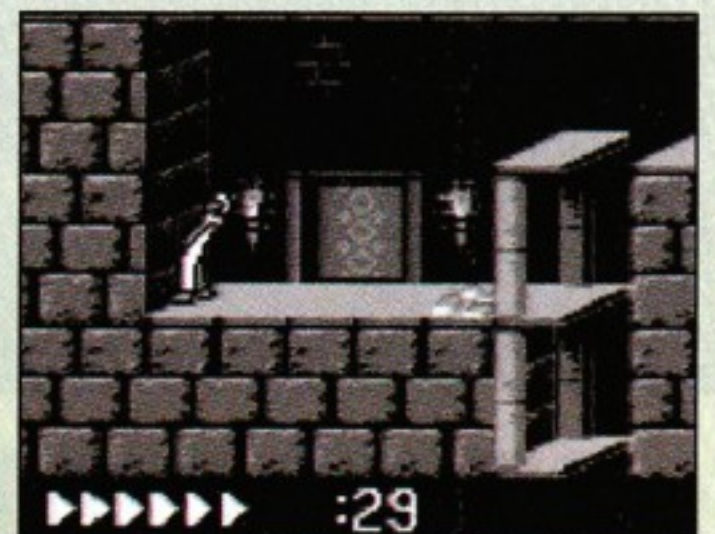
To start the game at Darth Vader's stage, press **A, X, B, A, Y, X, B, A, A, X, B, B, Y, X** at the title screen.

Jeremy Helm
Atascadero, CA

Game Boy

Prince of Persia

Passwords



Level 2:	06769075
Level 3:	24613065
Level 4:	99116015
Level 5:	53004005
Level 6:	46308135
Level 7:	65903195
Level 8:	13807185
Level 9:	25432654
Level 10:	92731644
Level 11:	80637674
Level 12:	56135664

Hugo Ayala Garza
Monterrey, N.L., Mexico

Genesis

Streets of Rage 3

Stage Select



When the Menu/Select screen appears, **press and hold Button B, then press Up on the directional pad**. While holding both buttons, **press the Start button**. You'll hear a chime if you did the trick correctly, and the words "Stage Select" will appear on the Options screen. Choose the Stage Select option, pick your stage, and begin the game.

Abbas Hussain
Brampton, Ontario

Genesis

Streets of Rage 3

Play as Roo



At the title screen, simultaneously push Up and Button B on the directional pad, then press Start. You can now choose Roo on the Select Player screen.

Abbas Hussain
Brampton, Ontario



Hannibal Houze
New Britain, CT

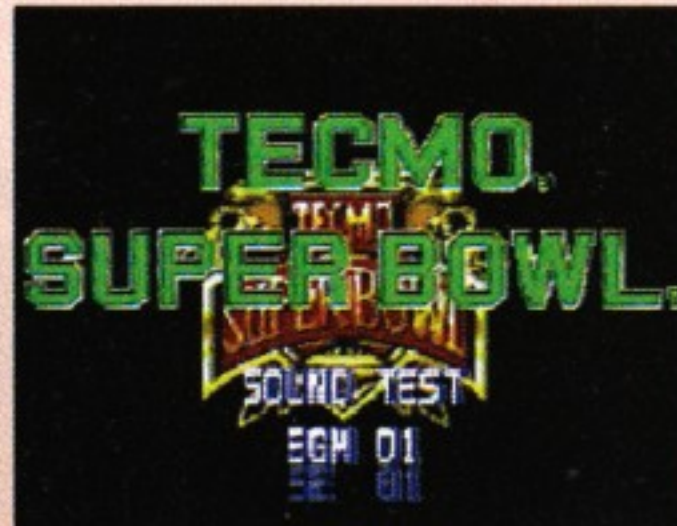


Jim Buu
Dallas, TX

Super NES

Tecmo Super Bowl

Sound Test



At the title screen, simultaneously press Buttons L and R to make a Sound Test screen appear.

Sarah Tibbs
Sacramento, CA

Genesis

Streets of Rage 3

Play as Boss Shiva



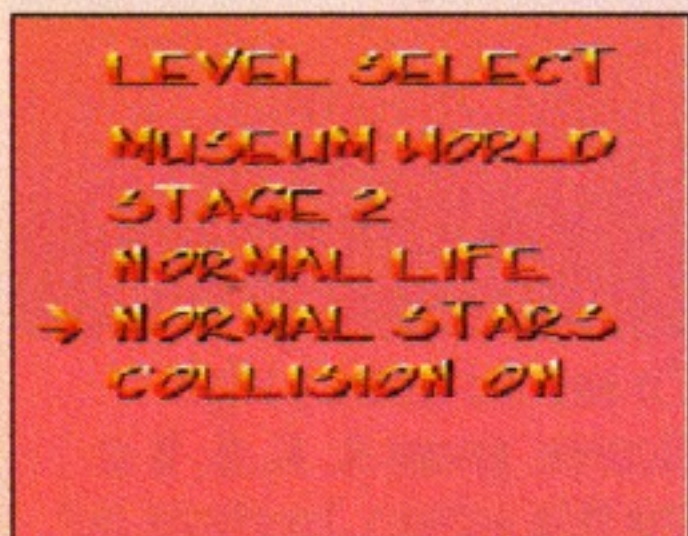
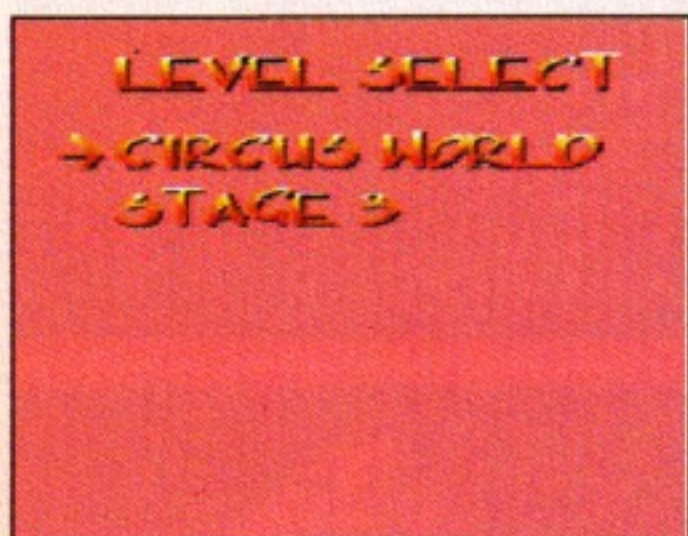
To play as Boss Shiva, you must first reach the end of Stage 1, where you must beat Shiva. Once you beat him, quickly press and hold Button B. Continue to hold down Button B until the next stage begins. When your character dies, the game will ask if you want to continue. Select the Yes option. Now you can choose Shiva as your character.

Abbas Hussain
Brampton, Ontario

Super NES

Aero the Acro-Bat

Level Select



Complete any level. During the Bonus Point tally, press Button R, and a level-select screen will appear.

Rick Deon
Rochester, NY

Sega CD

Rebel Assault

Passwords



Here are the passwords for a Normal difficulty-level game:

Chapter 2:	BOTHAN	Chapter 10:	MUFTAK
Chapter 3:	HERGLIC	Chapter 11:	RASKAR
Chapter 4:	LEENI	Chapter 12:	JHOFF
Chapter 5:	THRAWN	Chapter 13:	ITHOR
Chapter 6:	LWYLL	Chapter 14:	UMWAK
Chapter 7:	MAZZIC	Chapter 15:	ORLOK
Chapter 8:	JULPA	Game Ending:	NKLLON
Chapter 9:	MORRT		

Keith Coble
Marysville, CA



S.W.A.T. PRO

Video Game Strategies, Weapons, and Tactics

Genesis

Mega Turrigan

Silly Cheat



To activate the Silly Cheat, press Start to pause the game, then press Up, Up, Down, Down, Left, Right, Left, and Right on the directional pad, then press Buttons A and B. Now un-pause the game. This Silly Cheat moves your character in the opposite direction than you're pushing on the control pad.

Peter Stern
San Jose, CA

Super NES

Battleclash

Increased Difficulty Level



To increase the difficulty level during battles, simultaneously press Select and Button L at the title screen.

Charlie Braswell
Taylorsville, NC

Super NES

Fatal Fury 2

Play as the Bosses



Ryan Lewis
Idaho Falls, ID

At the Takara logo screen, quickly press B, A, X, Y, Up, Left, Down, Right, then the L and R Buttons. If you did the trick correctly, you'll hear Terry say "Okay," and you can play as any of the bosses.

Super NES

Pac Attack

Passwords



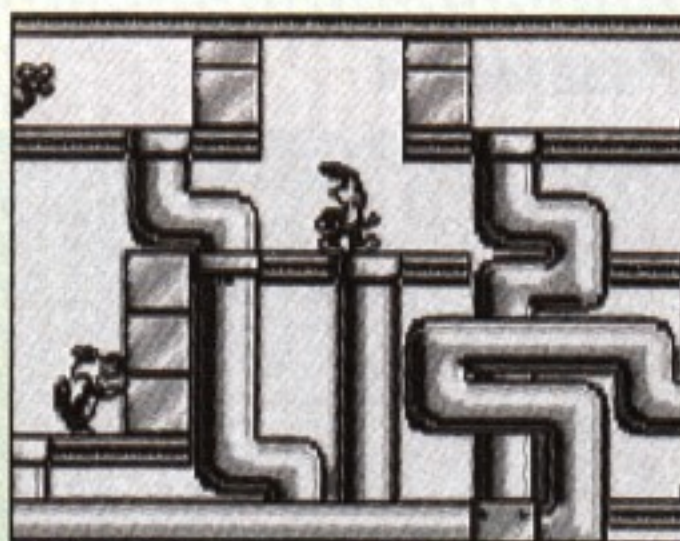
Level 90:	BTF	Level 96:	YLW
Level 91:	NSM	Level 97:	PNN
Level 92:	QYZ	Level 98:	SPR
Level 93:	KTT	Level 99:	CHB
Level 94:	FGS	Level 100:	LST
Level 95:	RRC	Game Ending:	JFK

Herbie Dela Cruz
Milpitas, CA

Game Boy

Bugs Bunny Crazy Castle

Passwords



Stage 69:	SE32
Stage 70:	SHE2
Stage 71:	ZE42
Stage 72:	ZH92
Stage 73:	W3R2
Stage 74:	W1F2

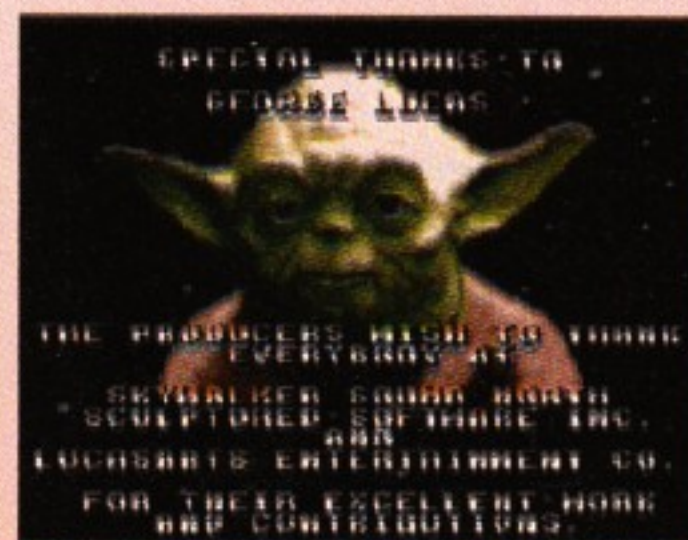
Chris Gagnon
Gainsville, FL

Super NES

Super Empire Strikes Back

Game Credits and High Scores

HIGH SCORES		
YODA	300	50000
PETER	300	25000
KALANI	300	15000
LUKE	300	11329
JOHN	300	8243
RYAN	300	4221
HAN	300	2114
JON	300	1123
FONG	300	151
CHEWIE	300	120



To see the game's High Scores, press A, A, B, B at the title screen. To check out the Game Credits, press A, B, A, B, A, B, A, B at the title screen.

Mike Harvey
Medford, OR

Super NES

King of Dragons

Select Same Character



As the Capcom logo fades, press **Down, Button R, Up, Button L, Y, B, X, A** on **Controller One** before the logo fades. If you did the trick correctly, the screen will flash blue and both players will be able to select the same character.

Gordie Ruffton
Galveston, TX

Genesis

Mega Turrican

Go to Previous Level



Anytime during play, press **Start** to pause the game. Then push **Right, Left, Down, Right** on the directional pad and press **Button A**. Unpause the game and you'll return to the previous level.

Peter Stern
San Jose, CA

Super NES

Aero the Acro•Bat

Level Skip



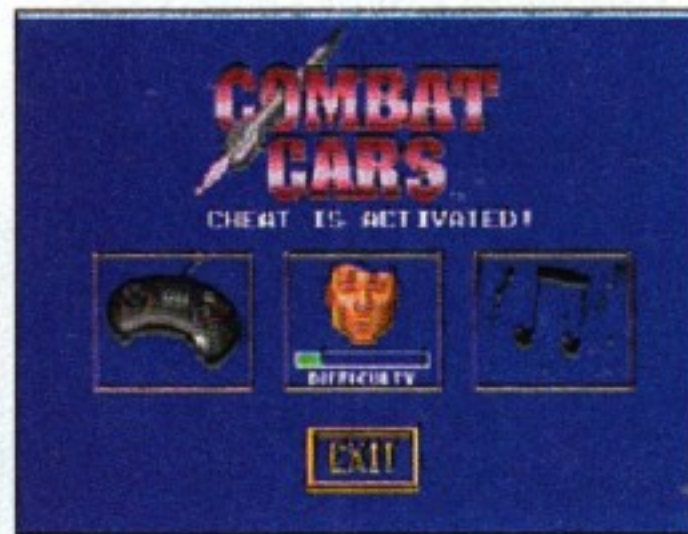
Press **Down, A, Down, Y, Down, A, Down, Y** at the Start/Option screen. You'll hear a noise if you did the trick correctly. Begin a normal game. When you want to skip to the end of a stage, press **Start** to pause the game, then **Up, X, Down, B, Left, Y, Right, A, Button L, and Button R**. If you did the trick correctly, you'll hear a noise again. Press **Start** to unpause the game, and you'll skip to the end of the stage.

Jamie Stars
Jacksonville, FL

Genesis

Combat Cars

Race Any Track



Highlight the **Exit** icon at the Options screen and then simultaneously press and hold **Buttons A, B, and C**. Then press **Start** for access to all 24 tracks.

Jerry Burns
Jacksonville, FL

Super NES

Aero the Acro•Bat

Nine Continues



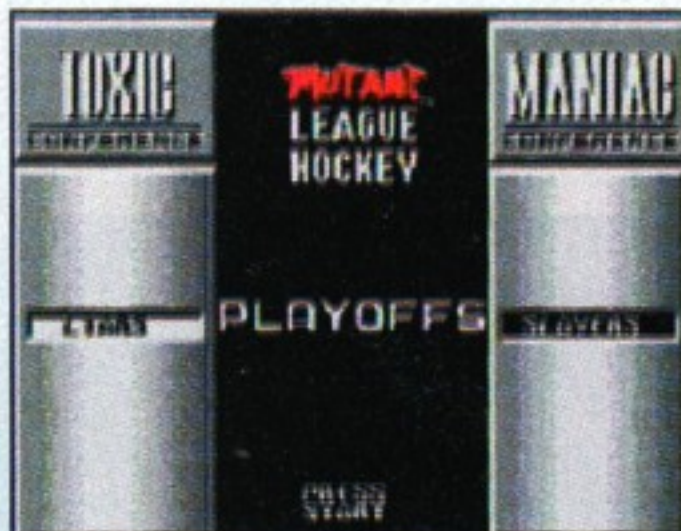
At the title screen, press **X, Y, B, A, X, A, B, Y, Up**, then **Button R** to have nine continues.

Darren Lewis
Detroit, MI

Genesis

Mutant League Hockey

Passwords



Playoffs Liars vs. Slayers:
PBXTTYPKSQP7B
Monster Cup Championship
Trolz vs. Bots:
GVSLBN3J884XG

Richard Crespo
Gilbert, PA



Monster Cup Championship
Things vs. Slammers:
BCV6CMW7DNX8F

S.W.A.T. PRO

Video Game Strategies, Weapons, and Tactics

Genesis

Jammit Basketball

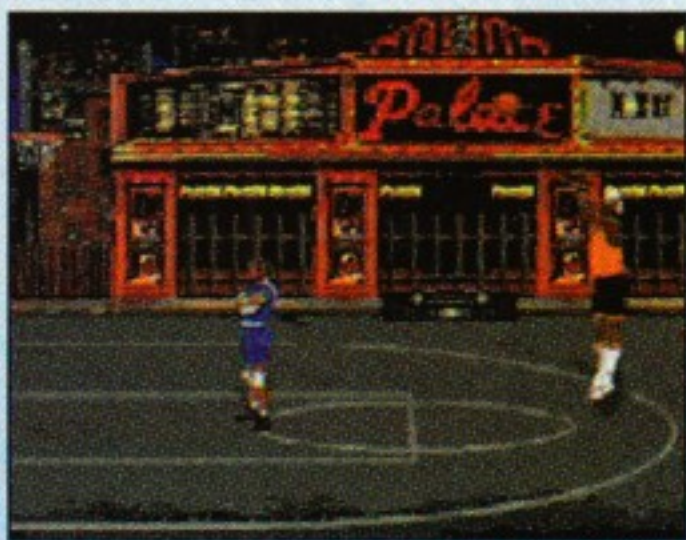
Passwords for Slade



Use these passwords for Slade in Jammit Basketball:

- Sweat: MRKYMCY
- 2 Hot: HNSFJLD
- Poison: DWGTSTN
- Slams Only: DMDWYDZ
- In 2 It: TRYBRNM
- Frenzy: BRNMCMN
- Cutthroat: JSPHKSC
- The Judge: PHLSRGR

Loredana Luisi
Addison, IL



Super NES

Lethal Enforcers

Eight Continues



Any time during play, **press Start to pause**. Then **press Up, Up, Up, Down, Down, Down, Left, Right, Right, Right, B, A, A, A, A**. When you unpause the game, you'll have eight continues.

Ken Silva
San Jose, CA

Genesis

Jammit Basketball

Passwords for Roxy vs. The Judge



To have Roxy play The Judge in Jammit Basketball, enter the password:

BBSKNNR

Jerry Williams
Elmira, NY



Patrick Chaopricha
Madison, WI

Super NES

King of Dragons

Get 99 Credits



Begin a normal game and play until you're defeated. When the Continue screen appears, you'll have one credit left. Before time runs out, **press Start on Controller Two, then quickly press Start on Controller One**. Now choose your character with Button B, and your credits will increase to 99.

Donald Tree
Dubuque, IA

Genesis

Streets of Rage 3

Start with Nine Lives



Go to the Options in the main menu and press Start. Now highlight and select the Players option. Plug in a second controller and **simultaneously press Buttons A, B, and C while pushing Up on the directional pad**. Now use Controller One to select the number of lives, up to nine.

Abbas Hussain
Brampton, Ontario

Do You Have a Secret Weapon?

Do you have a secret weapon? If so, send it to SWAT and, if we publish it, we'll send you a free *GamePro* Super Shirt. Plus, your name will be entered into a drawing for an STD control pad for the SNES or Genesis. One controller will be given out each month. Send your best tips and secrets to:

GamePro Magazine

Secret Weapons
P.O. Box 5828
San Mateo, CA 94402

P.S. – If that's not enough, we've decided we want to see more of your art! Every reader who gets their art published in the SWAT section of *GamePro* will also receive a free *GamePro* Super Shirt and will be included in the drawing for the STD control pad. Cool!





I'M PREPARED



COMING FALL 1994 FOR THE
SUPER NINTENDO ENTERTAINMENT SYSTEM.

Interplay

Or don't play at all.



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR SUPER NINTENDO ENTERTAINMENT SYSTEM.

LICENSED BY
Nintendo

©1994 Interplay Productions, Inc. C2: Judgment Clay is a trademark of Interplay Productions, Inc. All rights reserved. Nintendo, Super Nintendo Entertainment System, Super NES and the official seal are trademarks of Nintendo of America, Inc. © 1994 Nintendo of America, Inc.

GAME ENHANCERS

Hot Game Genie and Pro Action Replay Codes

Genesis (Game Genie)

Mega Turrican	NNNT-AADL BAMT-AA60	Start with 64 lives Weapon levels won't decrease
After Burner II	ATOT-AA4T BJ6A-AA26	Almost infinite planes Infinite missiles
The Immortal	R19T-860L BAVT-CA4N AMCA-AA4T	Master Code Infinite Vitality - most battles Many items are free
Aero the Acro•Bat	RE4A-A6VJ BKTA-CAHJ RE8A-A6Z2	Infinite lives Each Star found worth ten Timer doesn't run
Disney's Aladdin	RGJB-Y6Z8 ATFB-0A26	Infinite lives Infinite continues
Ranger X	AW2A-AA96 ALTT-AA6C	Infinite continues Start with all weapons available
Splatterhouse 3	DDBA-AA6A HHCA-BTVR	Infinite lives Orbs worth four times more
Super Hang On	AL4A-AA60 AF3T-CAHG	No timer in Arcade mode Second-best frame costs \$100
Castlevania Bloodlines	ARFA-BATR	Start with 51 lives
World Championship Soccer	BEXT-3E80 BEYA-3E3Y HELT-3AWN	Player 1's goals worth nine points Player 2's goals worth nine points Player 1 starts with eight points

Super NES (Game Genie)

NBA Jam	DCBD-3038	Never get on fire
Super Mario World	EE32-6DAD EE2C-AF6F	Fake Invincibility Suit Floating ability
RoboCop vs. Terminator	EE60-4460 EE37-C4D7 BBB7-C4D7	Pistol does massive damage Jump super high Invincibility
Zombies Ate My Neighbors	82AA-CF07 DD30-1FA7 3C20-4D0D	Infinite lives Infinite weapons Infinite health
Paladin's Quest	EEEE-6D1F	Chenzi starts with 255 HP
Flashback	D089-710F D8D4-5F78	Start with 1024 credits Start with ten Shields
Jurassic Park	C26A-4700	Infinite lives
E.V.O.	C96E-07FB C964-A726 DD60-D18B	Almost invincible Horn doesn't break Food restores life completely
Shadowrun	8E69-3DA4	Spell points aren't subtracted
Total Carnage	C932-341E 4029-3F12 D6B3-C764	Infinite lives Infinite Time Bombs Shields last longer
Wolfenstein 3-D	C228-E7D4 C289-77DF	Infinite lives Infinite ammo - Gatling gun

Game Boy (Game Genie)

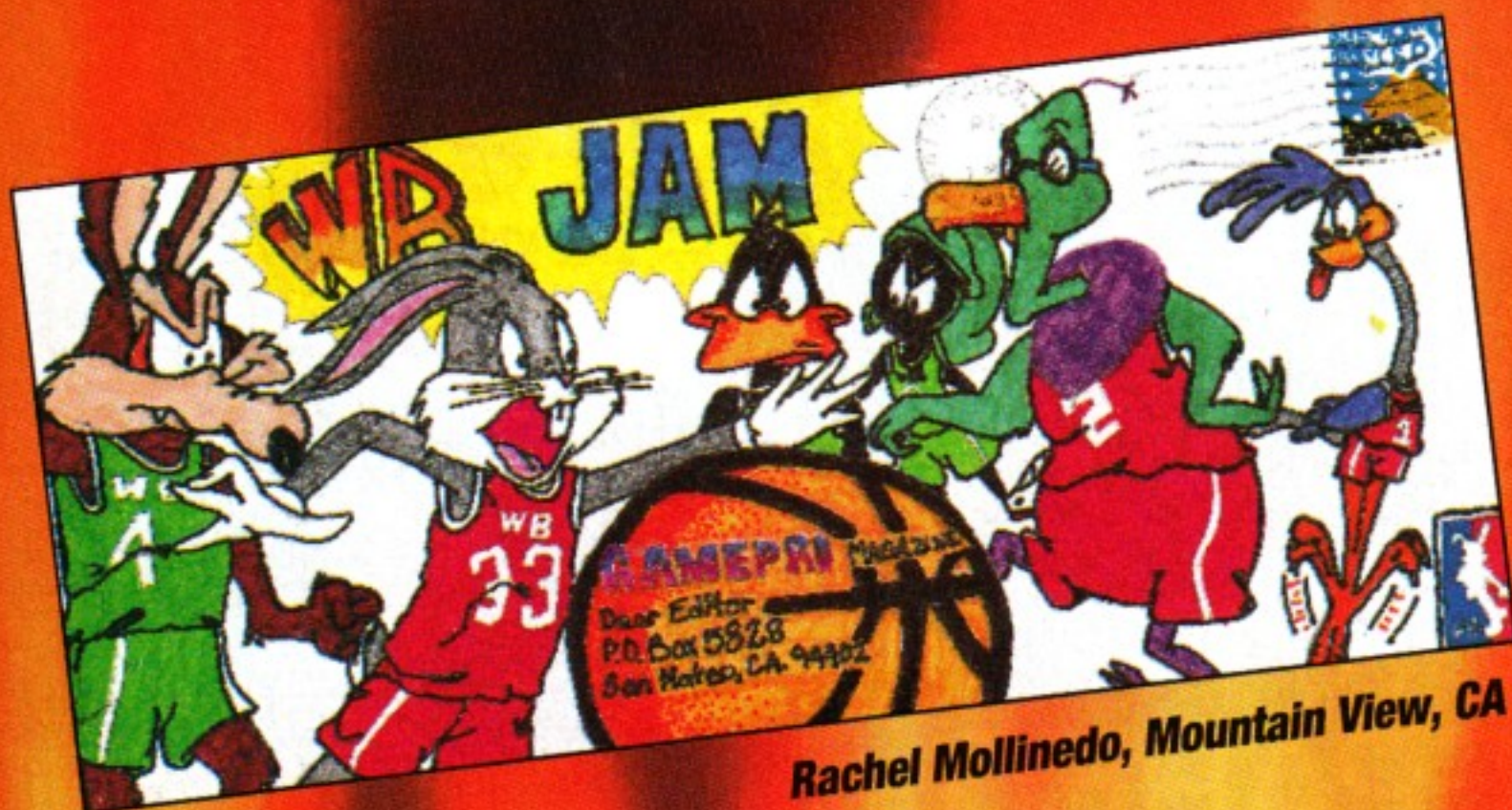
Kirby's Dreamland	FA6-DBB-4C1 FA4-63B-4C1	Infinite lives Infinite vitality
Cool Spot	0F5-76D-F7A 505-80D-E6A FA9-0AC-4C1	Start with 15 lives Start with 50 Bonus Discs Infinite energy
Ren & Stimpy Veediots	424-CAC-42D	Invincibility
Metroid 2	ACE-7EB-A9F	Start with 100 missiles

Nintendo (Game Genie)

Bonk's Adventure	GXEEYAAP	Super jump when normal
Zoda's Revenge: Star Tropics II	PAULAAAA	Jump further and faster in Battle Mode

Codes Provided By:

Marcus L. Barker Doraville, GA	Francis Heffner Yorktown, VA	Scott Walker Rockingham County, VA
Dave Cross Danville, CA	Richard Hernandez El Paso, TX	Joshua Waymire Dallas, TX
Steven Garrs San Bernadino, CA	Todd Neif La Grange Park, IL	Chasen Williams Missouri City, TX
Dennis Gray Salt Lake City, UT	John Singleton Stockton, CA	



Rachel Mollinedo, Mountain View, CA

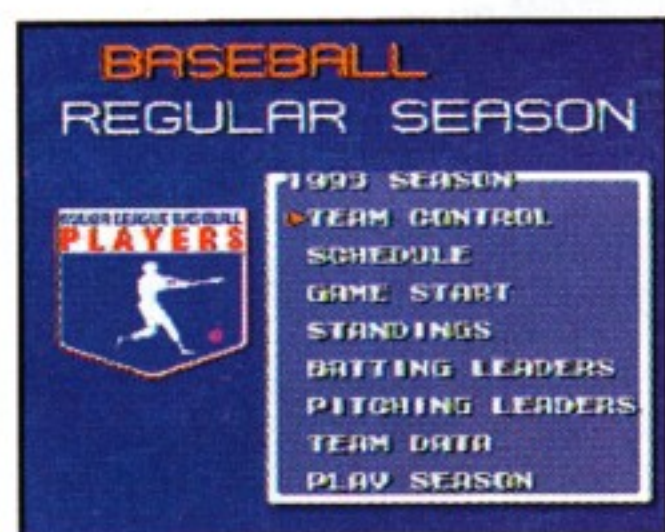
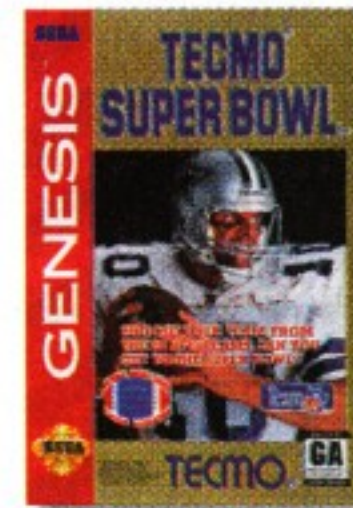
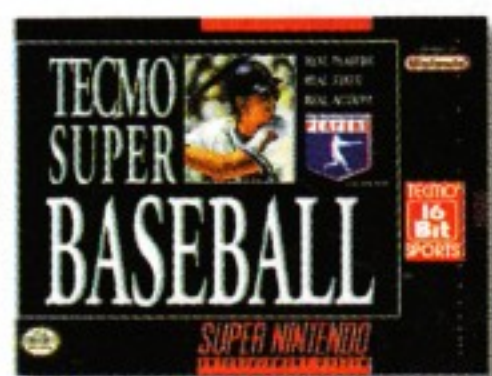
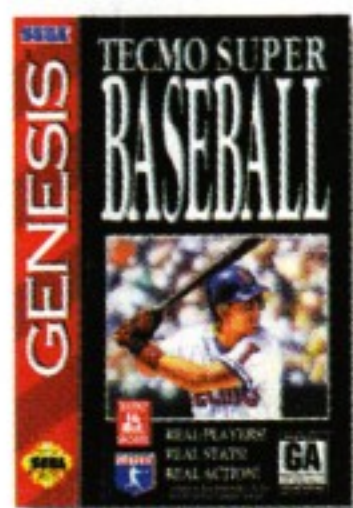
Game Gear (Game Genie)

NBA Jam	200-CFD-C46 099-05E-E66 099-08E-E62	Shot clock always displayed Three-pointers are worth nine points Two-pointers are worth nine points
The Majors: Pro Baseball	003-91C-19A 003-56C-19A	No strikeouts One ball per walk
Mortal Kombat	AAA-AAA-AAA	Shows your character's ending screen

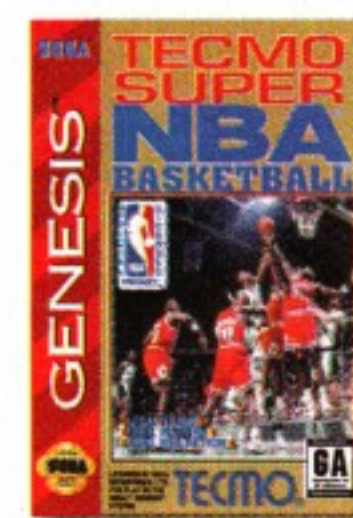
TECMO® GAMES ARE FOR TRUE SPORTS FANS!

If you're a true sports fan, you deserve the quality of Tecmo Sports Games. Every possible detail from the actual sport has been incorporated into every Tecmo game.

ALL TECMO® SPORTS GAMES FEATURE:



- Tecmo's unique menu driven environment.
- Genuine player baseline stats.
- Real players.
- Real game schedules.
- Player injuries.
- Create your own star teams from real players.
- Battery Season Saver.
- Instantaneous statistical update.
- Team & player rankings & stats.
- Changeable team line-ups.
- Call & execute plays.
- Reset feature to clear saved statistics.
- 3 difficulty settings.
- Play tournament style.
- Player substitutions.
- Pick-up & play pre-season mode.
- Regular, reduced or short seasons.
- Computer vs. computer simulation mode.



WE KNEW WE HAD A GOOD THING WHEN WE MADE IT.

Once you've learned how to play one Tecmo® 16 bit Sports Game, you will know how to play any Tecmo® 16 bit Sports Game. Tecmo's unique menu driven environment makes controlling all aspects of each sport easy. So whether you just want to play a practice game, or play a whole season with a squad of friends, Tecmo® 16 bit Sports Games deliver.

GAME HINT: The more you know and understand about your favorite sport the more successful you'll be playing Tecmo Sports Games.



This official seal is your assurance that Nintendo has approved the quality of this product. Always look for this seal when buying games and accessories to ensure complete compatibility with your Super Nintendo Entertainment System.

SUPER NINTENDO
ENTERTAINMENT SYSTEM

GENESIS™



This official seal is your assurance that this product meets the highest quality standard of Sega™. Buy games and accessories with this seal to be sure that they are compatible with the Sega™ Genesis™ System.



© Tecmo, Ltd. 1994 TECMO® is a registered trademark of Tecmo, Inc. Licensed by Sega Enterprises Ltd. for play on the Sega™ Genesis™ System. Sega and Genesis are trademarks of Sega Enterprises Ltd. Licensed by Nintendo for play on the Super Nintendo Entertainment System. Nintendo, Super NES and official seals are registered trademarks of Nintendo of America Inc. The videogame Rating Council, its rating system, symbols and indicia are trademarks of Sega of America, Inc. © 1993 Sega

Tecmo, Inc. • 19260 South Van Ness Avenue, Torrance, CA 90501

Phone (310) 787-2900

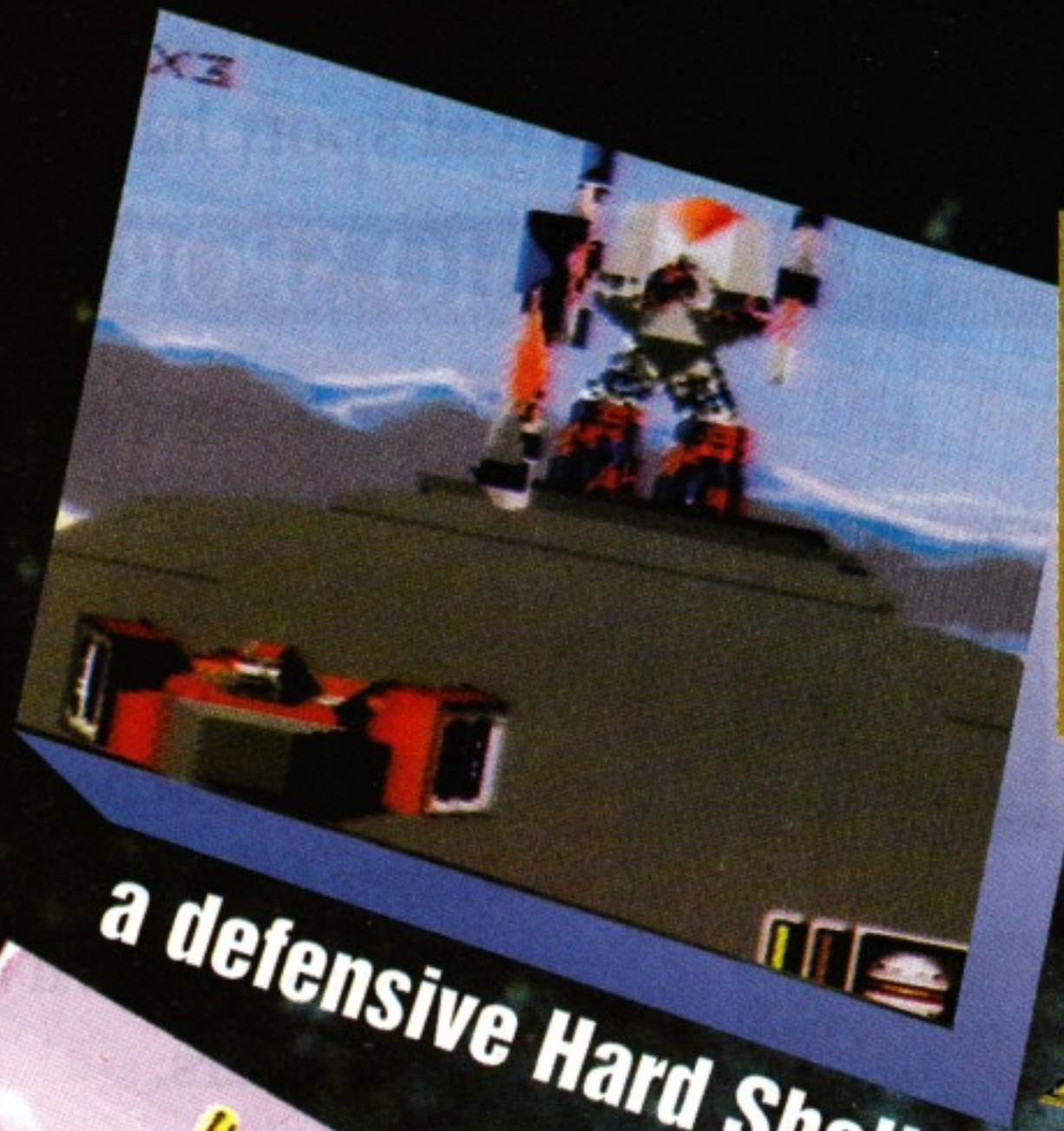


ENTER THE

Morph into . . .



a powerful Walker,



a defensive Hard Shell,



VORTEX

LICENSED BY
Nintendo

Pilot your morphing Battle System as a Walker, Sonic Jet, or Land Burner to save the universe from barbarian rule.

SUPER FX

English & Español Inside

SUPER NINTENDO ENTERTAINMENT SYSTEM

ELECTRO BRAIN

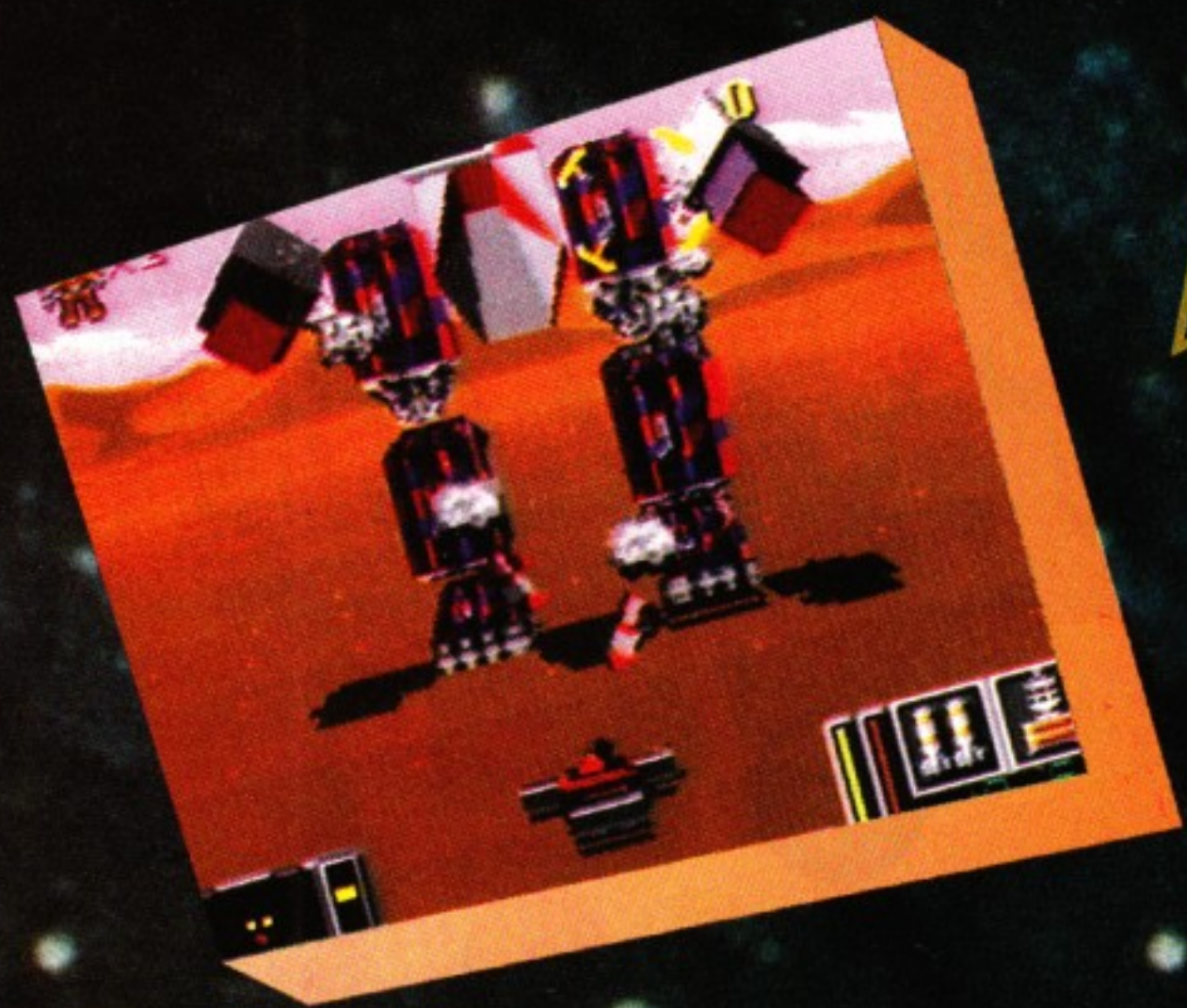


ELECTRO
573 EAST 300 SOUTH • SALT LAKE

© 1991 NINTENDO OF AMERICA INC. ALL RIGHTS RESERVED. © 1991 ELECTRO BRAIN CORP. © 1991 GROUP B.V. ALL RIGHTS RESERVED. LICENSED BY NINTENDO® FOR PLAY ON THE SUPER NINTENDO ENTERTAINMENT SYSTEM. THE NINTENDO SEAL OF QUALITY ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA INC. ELECTRO BRAIN CORP.™ AND THE ELECTRO BRAIN LOGO ARE REGISTERED TRADEMARKS.

WHIRLWIND

- ▶ Explore alien planets in 10 different levels of play.
- ▶ Full 360 degree playfield rotation.
- ▶ Sizzling and sinister techno soundtrack!



a speedy Landburner,



or a sleek Sonic Jet!



ELECTRO BRAIN CORP.[®]

CITY, UTAH 84102 • 801-531-1867



Nintendo[®]

SUPER NINTENDO[®]
ENTERTAINMENT SYSTEM

THE FIGHTER'S EDGE

Tournament-Winning Combos and Strategies

Arcade

By Char-Li
& To-Ryu-Mo

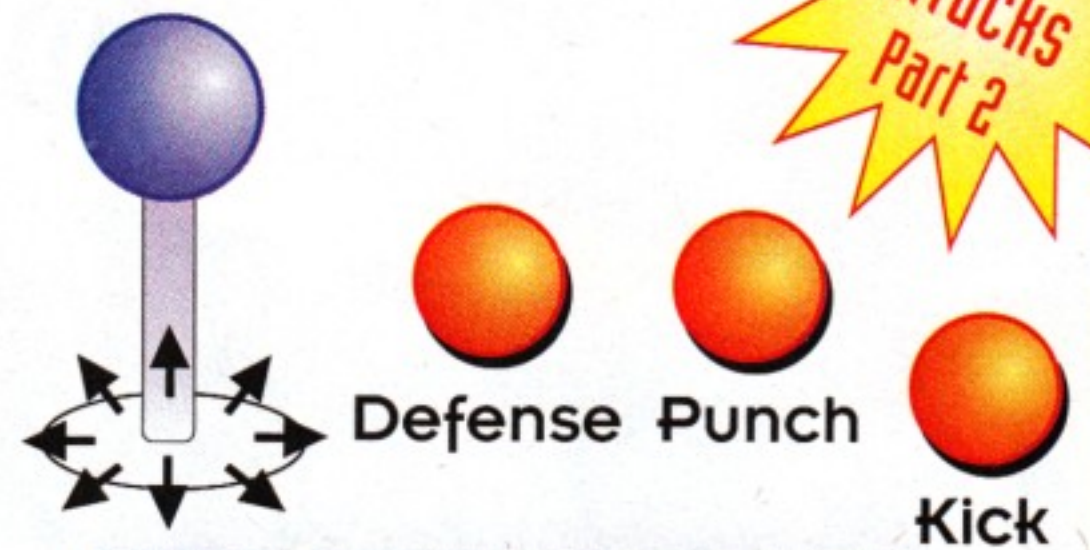
When Virtua Fighter debuted earlier this year, arcade gamers pumped millions of quarters into it, propelling the unique 3D fighting game toward the top of the "hot games" list. With the current advances in video game technology, it's only a matter of time before Virtua Fighter's crude polygon-based images evolve into a more refined look, closely resembling images we'd expect to see in a Hollywood film. **Fighter's Edge salutes Virtua Fighter's vision and unique game play. In this game you can catch a glimpse of the future of fighting games.**

VIRTUA FIGHTER

Special Attacks
Part 2

Virtua Fighter Controls

- D** = Press the Defense button.
- K** = Press the Kick button.
- P** = Press the Punch button.
- = Quickly press joystick in the direction indicated.
- ()** = Simultaneously press all buttons within the parentheses.
- LEARN IT** = Use these step-by-step instructions to learn the combo. Especially useful for beginners.
- DO IT** = This shorthand version of the instructions is for quick reference once you understand how the combo is done.



PLAYER ONE (Left Side)

Note: Arrows indicating joystick moves in the following diagrams assume you've chosen Player One (i.e., that you're using the controls on the left), and that your character is positioned to the left of your opponent. Reverse the joystick moves if you play as Player Two or if your character moves to the right of your opponent.



Virtua Fighter Strategy
Jump as infrequently as possible. Jumps are slow and leave you vulnerable to the opponent's combos.

General Two-Hit Combo



P K



LEARN IT Come in with a Punch...



...followed by a Kick.

Note: This combo works with all characters.

Two-Jumping-Kicks Combo



→ → K K



LEARN IT To execute this easy combo, push the joystick Toward your opponent twice, then follow with two quick Kicks.



Shoulder Thrust



← → (→ P K)



Special Move

LEARN IT Push the joystick Away, then quickly Toward twice. While pushing the joystick Toward the second time, simultaneously press the Punch and Kick buttons.

Note: Depending on the opponent's moves, this Special Move will take off between 30 and 99 percent of their energy.

JACKY BRYANT



Special Attacks

Advanced Jumping-Knee Combo

↓ → K P P P



Push the joystick Down, then Toward your opponent, followed by a Kick to execute Jacky's Jumping Knee.



Now rapidly press the Punch button three times.



Two-Standing-Hicks Combo

K K



Start with a Kick.



Immediately follow with another Kick.

Two-Hit Power Combo
Beginning with a Lower Attack

(← P) (↓ K)



Simultaneously push Down-Away on the joystick and press Punch to execute a Crouching Spinning Backhand.



Now simultaneously push the joystick Down and press Kick for a Leg Sweep.

Three-Hit Combo

P P K



Start with a Punch...



...followed immediately by a second Punch...



...and finish with a Kick.

Virtua Fighter Strategy

When you knock down the opponent, do extra damage by pressing either Up and Punch from far away, or by pressing Down-Toward and Punch from close in. This attack gets 'em while they're still on the ground.

HAGE MARU



Special Attacks

Four-Hit Combo

P P P K



Start with three rapid Punches...



Next, push Toward twice on the joystick, then press the Kick Button to finish with a Foot Sweep.



If the opponent is within grabbing range, simultaneously press the joystick Away and press the Punch button.



...and follow up with a Kick.

Two-Hit Combo

(↓ K D) → → K



Get in very close to your opponent. Push Down on the joystick and simultaneously press Kick and Defend.



If the opponent is within grabbing range, simultaneously press the joystick Away and press the Punch button.



Now simultaneously push Toward on the joystick twice, and press the Kick, Punch, and Defend buttons.

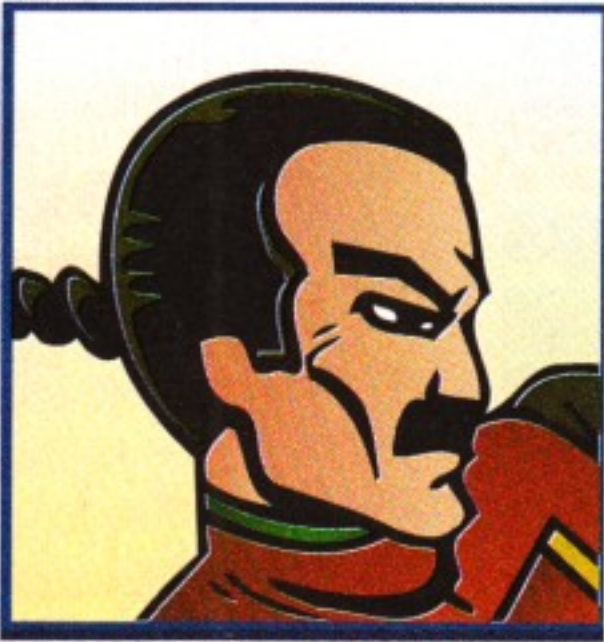
Virtua Fighter Strategy

If you're knocked down, do various joystick combinations to attack while you're getting up. Shake the joystick rapidly to get up quickly and roll away. Remember: When you're down, you're not always out.

Note: Your fighter will leap toward the opponent's back while they're in midair. If your back is fairly close to the boundaries, you can knock your opponent out of the ring with this move.



LAU CHAN



Special Attacks

Four-Hit Combo  PPPK



LEARN IT Start this combo with three quick Punches...

...and finish it with a Kick.

Note: This combo can take off lots of energy depending on what the opponent is doing.

Four-Hit Combo Variation  PPP(↓ K)



LEARN IT Start with three quick Punches.

Finish by simultaneously holding the joystick Down and pushing the Kick Button for a Leg Sweep.

Two-Punch Combo  (↓ P) (↓ P)



LEARN IT You must be in close and the first Punch must knock down your opponent to properly execute this combo. Start by simultaneously pushing the joystick Down-Toward and pressing the Punch button.

Now execute the exact same move again to complete the combo.

Advanced Combo  (↓ P) (↓ K D)



LEARN IT You must be in close and the first Punch must knock down your opponent to do this combo. Start by simultaneously pushing the joystick Down-Toward and pressing the Punch button.

Finish by simultaneously pushing Down on the joystick and pressing the Kick and Defend button.

Virtua Fighter Strategy
Most game play revolves around counters, power moves like Roundhouse Kicks and Fierce Punches, and combos. Wait for the opponent to miss on an attack, then counter with your own attack.

WOLF HAWKFIELD



Special Attacks

Three-Hit Punch Combo  PPP



LEARN IT Three quick Punches easily executes this combo. Now rapidly press the Punch button three times.

Clothesline  → → P



LEARN IT To take down an opponent using a Clothesline, push the joystick Toward the opponent twice, then press the Punch button.

Two-Hit Combo  K (↓ K)



LEARN IT To do this combo, you must be in close and the first Kick must knock down your opponent. Start the combo with a Kick. Now simultaneously push the joystick Down-Toward and press Kick.

SARAH BRYANT



Special Attacks

Virtua Fighter Strategy
Lots of additional combos are possible in the game, especially when you catch your opponent in midair. Be creative!

Virtua Fighter Strategy
A crouch defense is valuable if it's used carefully. Only two characters, Jeffrey and Wolf, can grab you out of this defense.

Four-Hit Combo PPPK



LEARN IT Start the combo with three quick Punches...



...and press the Kick Button to end with a Flying Knee.

Three-Kick Combo (↓) K K K



LEARN IT Simultaneously hold the joystick Down-Toward and press the Kick button.



Now finish with two more rapid Kicks.

Two-Hit Combo P (↓) K



LEARN IT Start this easy combo with a Punch...

Note: This combo won't leave you wide open for attack if you miss with it.



...and follow by simultaneously holding the joystick Down and pressing the Kick button.

Three-Hit Combo P P (↖) K



LEARN IT Come in with two quick Punches...



...and follow them up with a Back Flip Kick (push Up-Away on the joystick and simultaneously press the Kick button).

JEFFERY McWILD



Special Attacks

Two-Hit Kicking Combo K (↓) K



LEARN IT You must be in close and the first Kick must knock down your opponent to do this combo. Start the combo with a Kick.



Then follow up by holding the joystick Down-Toward and simultaneously pressing the Kick button.

Two-Hit Hammer-Down Combo P → ← P



LEARN IT Come in with a Punch.



Finish by pushing Toward then Away on the joystick, then pressing the Punch Button.

Advanced Three-Hit Combo → → K P P



LEARN IT Start with a Flying Knee by pushing the joystick Toward your opponent twice, then pressing the Kick Button.



Now follow it up with two quick Punches.



PAI CHAN



Special Attacks



Four-Hit Combo Variation



PPP(↓ K)



LEARN IT Come in with three quick Punches...

...and follow up with a Leg Sweep (simultaneously hold the joystick Down and press the Kick button).

Four-Hit Combo



PPPK



LEARN IT Come in with three quick Punches...

...and follow it up with a simple Kick.

Four-Hit Backward Flip Combo



PPP(↖ K)



LEARN IT Start with three quick Punches...

...and finish by holding the joystick Up-Away and pressing the Kick button simultaneously. This move is a Backward Flip Kick.

Reverse Attack

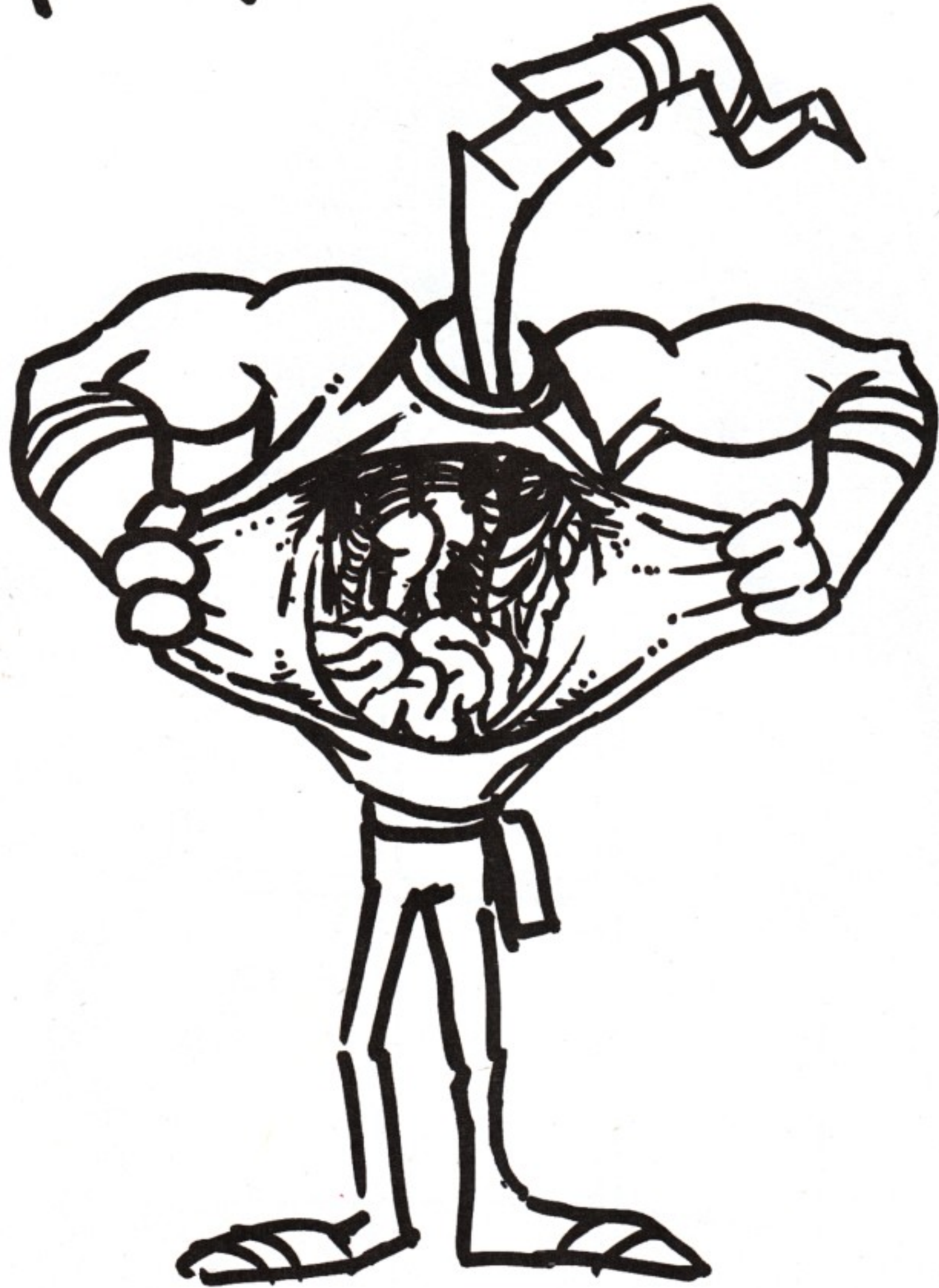


← P



LEARN IT You can reverse the opponent's ongoing attack by pushing the joystick Away and pressing the Punch Button.

HE HAS NO SPINE,
BUT HE'S ALL GUTS.



EARTHWORM
JIM™

SNES® • GENESIS™

Coming In October.



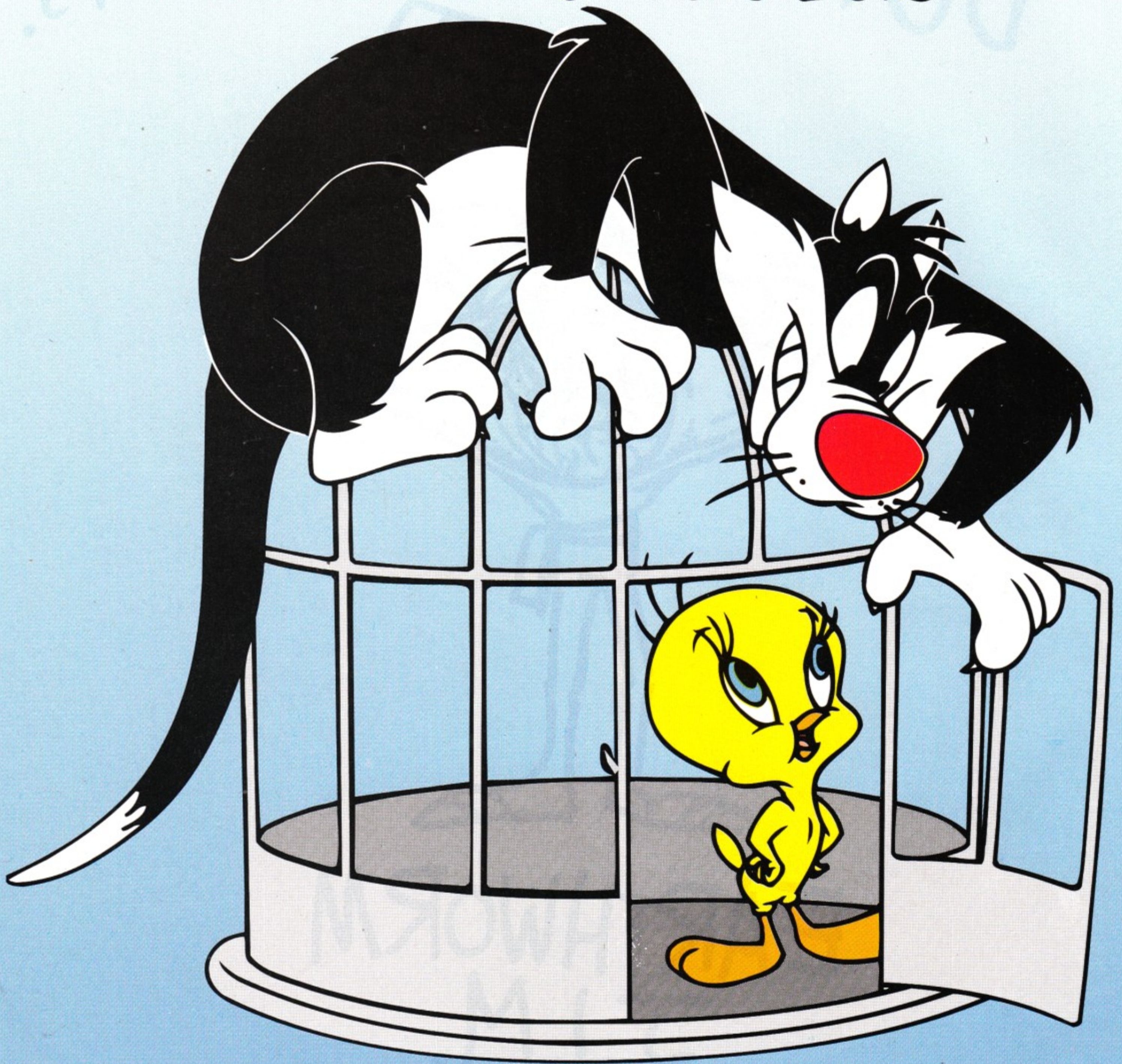
EARTHWORM JIM™ © 1994 SHINY ENTERTAINMENT, INC.™ ALL RIGHTS RESERVED. SEGA™ AND GENESIS™ ARE TRADEMARKS OF SEGA ENTERPRISES, LTD. NINTENDO AND SUPER NINTENDO ENTERTAINMENT SYSTEM ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA INC. © 1991 NINTENDO OF AMERICA INC.



Interactive Entertainment

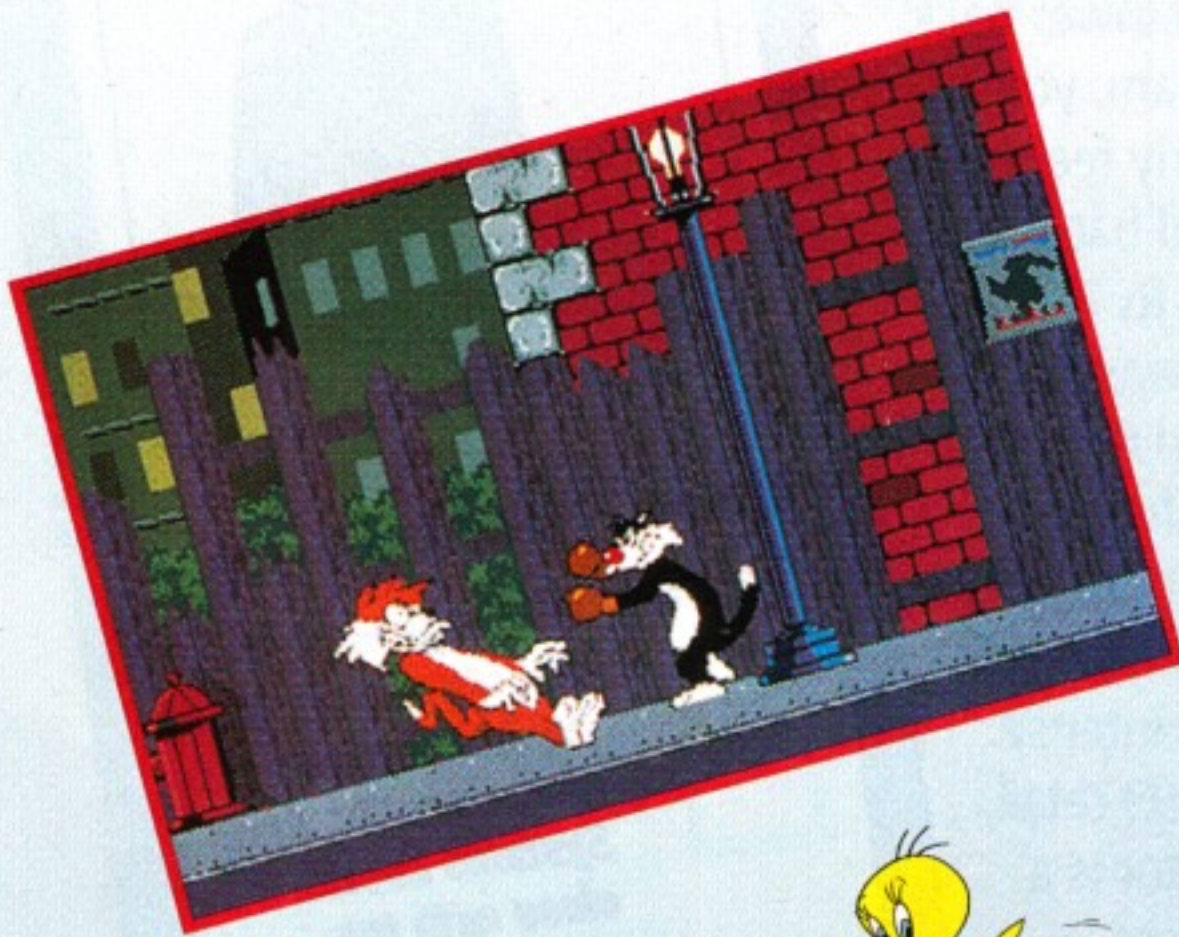
Sylvester and Tweety

IN CAGEY CAPERS

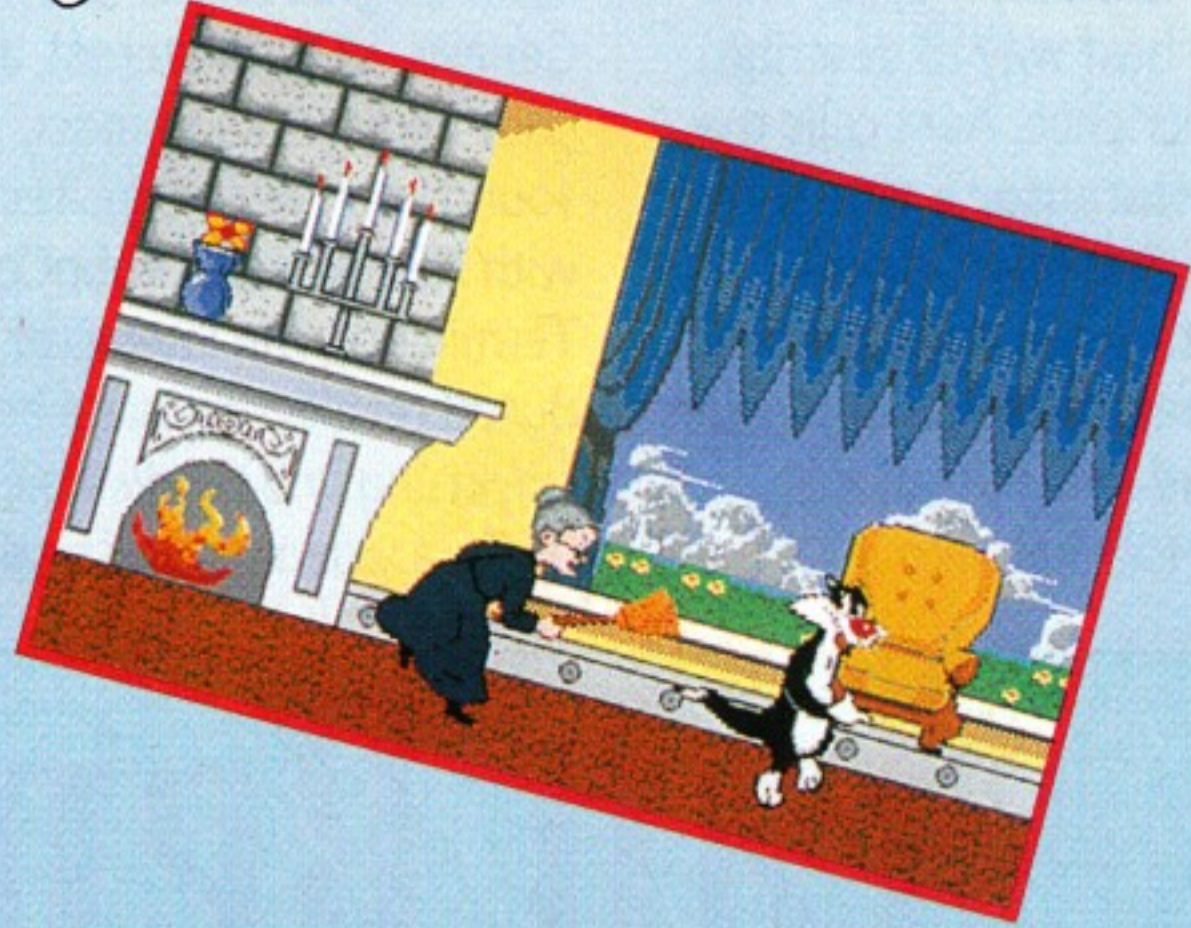


"BAAD OL' PUTTY TAT!"

Sylvester is at it again! His favorite meal (Tweety) is so close he can taste it – but there's a slight catch. He has to get past Granny, Spike, Hippety Hopper the Kangaroo and more to get his paws on Tweety. It's amazing what this cat will do for a bite to eat.



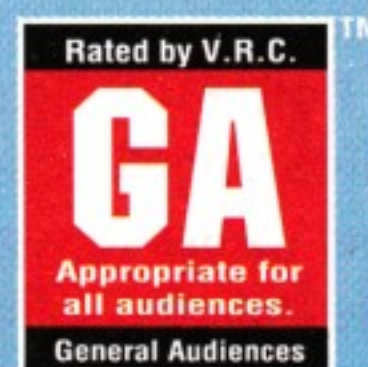
"Hello Breakfast!"



- ▶ Use helpful Acme items like pogo sticks, binoculars, and superhero suits to avoid trouble.
- ▶ Full animation and cartoon like graphics and voices bring this hysterical "Toon" adventure to life!
- ▶ Multiple levels of difficulty adjust play for all ages and abilities!
- ▶ Use Sylvester's patented evasion maneuvers to hide from Tweety's protectors!
- ▶ Grab items found in the background to make difficult, but climbable stacks!



**Time Warner
Interactive, Inc.**
675 Sycamore Drive
Milpitas, CA 95035-0782



LOONEY TUNES, CHARACTERS, NAMES AND ALL RELATED INDICIA ARE TRADEMARKS OF WARNER BROS. © 1994. SEGA AND GENESIS ARE TRADEMARKS OF SEGA ENTERPRISES, LTD. ALL RIGHTS RESERVED. THE VIDEO GAME RATING COUNCIL, ITS RATING SYSTEM, SYMBOLS AND INDICIA, ARE TRADEMARKS OF SEGA OF AMERICA, INC. © 1993 SEGA. © 1994 LANCE INVESTMENTS LTD. TECMAGIK IS A TRADEMARK OF TECMAGIK, INC. ALL RIGHTS RESERVED. MANUFACTURING AND DISTRIBUTION LICENSED EXCLUSIVELY TO TIME WARNER INTERACTIVE, INC.

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.

A Player's Guide to Power Peripherals



By The Lab Rat

Squeak, squeak, squeak, that's what I hear all day in my lab. I should either stop using mice as lab assistants or get myself oiled. Speaking of squeaking, a unique sound device heads this month's hardware lineup.

Boom Box

Aura Systems, Inc., has a new product that it wants you to see...actually, it wants you to hear it...well, maybe "wear" it is the best way to describe the experience. Aura calls the **Aura Interactor** a virtual-reality vest that filters game sound through a speaker and immerses you in an implosion of sound and sensation.

The Lab Rat sees it for

what it is: a giant subwoofer that you strap to your back or to a chair. Sound comes from a source signal (either your SNES, Genesis, VCR, or stereo), and your body rocks to most sounds on the screen. Tested with NBA Jam and RoboCop vs. Terminator, the Interactor produced results that were both surprising and predictable.

As a video game speaker,

the sound filters through with barely any interference. When you're seated, you feel a weird humming sensation along your lower back. With NBA Jam, you could clearly feel every dribble and backboard slam. With RvT, the sensation was more muted, and though you could feel the gunshots and explosions, the effect was a little less intense.

At \$99.99 retail, the Interactor is a pricey in-Vestment, but if you're an audiophile looking for a new sound sensation, then you won't miss a beat with the Aura Interactor. **G**

Speaker System



Aura Interactor

System: Genesis and SNES

Features: Although nobody can lay a claim to really affordable virtual reality, Aura Systems comes close with this gimmicky speaker/vest. If droppin' a C-note is no bother to you, the Aura Interactor serves its purpose. Surround Sound at its most primal stage.

Price: \$99.99

Available: Now

Contact: Toys 'R' Us

Lab Reports

Here are some quick hits that just made it through the door:



STD has a better idea for battery-pack design: Why not make battery packs that fit inside the Game Boy, that don't add extra bulk to the portable system? Priced at \$18.95, the **Handy Power** pack also fits right into a tight budget. Handy Power carries an eight-hour charge and comes with an AC adapter. Contact your local toy store.



Sega wants you to know that all its multiplayer games are now compatible with one adapter. The new **Team Player** lets you play all multiplayer Sega and Electronic Arts games, as well as any game bearing the Team Player logo on the box. Why didn't it do this before? The Team Player will be available in August at your local toy store for \$39.99.



If you're looking for a real head trip, try the **MRG2 Head Mounted Display** by the **Liquid Image Corporation**. This head-mounted virtual-reality device is used primarily for arcade entertainment, military training, or university research. We're told that at \$3,495, it's a steal. Contact Liquid Image Corporation at 204/775-2633.



American Laser Games introduces the **Gamegun** for its 3DO and Sega CD versions of Who Shot Johnny Rock and Mad Dog McCree. The Gamegun is similar to the Konami gun for Lethal Enforcers, but it only works with American Laser Games's products. Gamegun for the Sega CD costs \$44.95 and can be purchased from American Laser Games at 505/880-1718. Gamegun for the 3DO Multiplayer runs \$54.95 and is available through Crystal Dynamics at 415/473-3434.

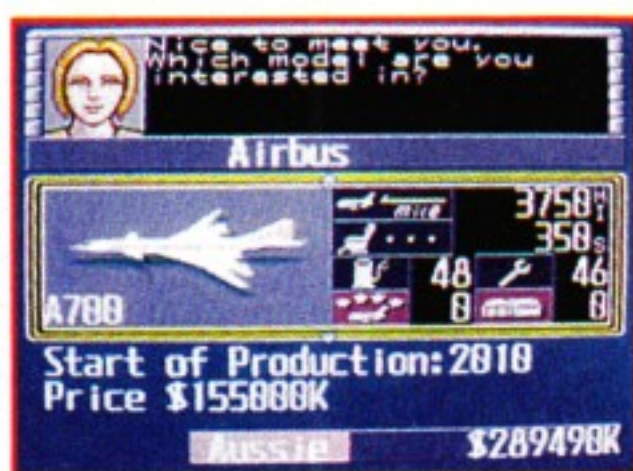
IN AEROBIZ SUPERSONIC, EVERYTHING'S BETTER BUT THE FOOD!



It's the beginning of the 21st century and competition in the airline industry is heating up. Lower fares, better service and improved flight schedules fuel the war in the skies.



SET UP BOTH DOMESTIC AND INTERNATIONAL ROUTES



PURCHASE STATE-OF-THE-ART SUPERSONIC AIRCRAFT



REVIEW AIRLINES SERVICES AT DESTINATION CITIES

As a young ambitious CEO, it's up to you to make sure your airline is a survivor and not just another casualty. To succeed, you will have to make some tough decisions including where to fly, what aircraft to purchase and how to attract visitors to the cities you service. Your goal: to differentiate your airline from the rest while still turning a profit.

In Aerobiz Supersonic, fashion a powerful fleet of aircraft from more than 50 possible choices, organize routes to 89 global destinations and invest your profits in a variety of new services including amusement parks, ski resorts and airport shuttle services.

And don't forget, as CEO you're still responsible for things like plane maintenance, advertising and handling those periodic emergencies such as a plane crash or employee strike. Get ready to make some tough decisions! And now that you're CEO, try doing something about the food!



- Offer air service to over 80 major & minor cities around the globe
- Select from 4 eras in aviation history including two futuristic scenarios
- Purchase from an extensive list of aircraft, including historical, fictitious & supersonic airplanes
- Diversify your airline through business ventures such as golf courses, ski resorts & shuttle services
- One to four player fun

KOEI

KOEI Corporation, 1350 Bayshore Highway, Suite 540
Burlingame, CA 94010

Aerobiz Supersonic is a trademark of KOEI Corporation. Nintendo, Nintendo Entertainment System, Sega, Sega Genesis and the official seals are trademarks of Nintendo of America and Sega of America.

Sega Genesis title pictured above not yet rated.

AVAILABLE FOR SNES & SEGA.

KOEI games are available for all systems in retail outlets nationwide! If you can't find the KOEI product you are looking for, call us at 415/348-0500 (9AM to 5PM PST).

Online Support offered on CompuServe: GO VIDPUB, Sect. 4



SUPER NINTENDO

GENESIS™

BUYERS BEWARE



By The Watch Dog

The dog days of summer. I like the sound of that. Speaking of gettin' all sweaty, here are some hot letters concerning problems readers have encountered with the Game Genie and the Sega CDX.



I've played Jurassic Park for the Sega CD on the original Sega CD player (the front-loading kind), and it worked perfectly. Then I spent \$400 on a CDX, and the game crashes every time I go through a door. What's with this?

Jason Selman, Henderson, NV



Jurassic parked.



The Watch Dog notes: You're right. We played Jurassic Park for the Sega CD on a brand-new Sega CDX with a brand-new copy of the game and could not progress without a lot of difficulty. Here's what Sega had to say:



Sega Customer Service replies: "The Sega CDX is a new system, and Sega wants to know all about problems with new games. Send the CD (in a floppy-disk mailer) and a note with your return address, telephone number, and a description of the problem and where it occurs to: Sega of America, 130 Shoreline Drive, Redwood City, CA 94065. We'll test it and send you a replacement, if necessary. You can also try our toll-free troubleshooting line at 800/USA-SEGA (872-7342)."

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



I've recently bought a Super NES Game Genie, and I can't get the following games to work with it: NBA Jam, Mortal Kombat, and Super Star Wars. Can you help?
Walter Wright, Lexington, KY



I have a Game Genie for the Super NES and was wondering why the graphics get fuzzy and spots appear when I'm playing NBA Jam.
David Turnbull, Seward, AK



I recently bought my second SNES Game Genie because I thought the first one wasn't working. The screen would either turn black or freeze up after I entered a code. This seemed to happen when I used Mortal Kombat, Street Fighter II Turbo, or NBA Jam. Now the new Game Genie isn't working either. Why?

Carlos Hilan and Joe Ramos, Mesa, AZ



Galoob Customer Service states: "There are two steps that you must take to alleviate any problems that you're having with the Game Genie. Number one: You must only use sanctioned codes from Galoob, available through the subscription service or from advertisements that have Galoob's approval (see *GamePro*, August 1994, page 8).

"Number two: After June 1, Nintendo made a different version of the SNES that locked out the Game Genie. When Galoob became aware of the problem, it immediately manufactured new Game Genies that work with the new SNES units. If you have a new SNES unit and an old Game Genie, call the help line at 513/868-8835. We will ask you a series of questions to determine what model your SNES is, then replace your Game Genie for you if you qualify. This offer only applies to new SNES units purchased after June 1."



Genie jinx?



He Thinks He's A Hero, But He's Not!

"My Pick Of
The Year"

-- M. M. Goode

"A Real
Gas!"

-- X. Crement

"2 Thumbs Up -
Way Up -
All The Way Up
To The Knuckle!"

-- Cesspool & Sleazepurt

"Finger Lickin'
Good"

-- Barbie Q. Boogurz

"It'll Blow
You Away!"

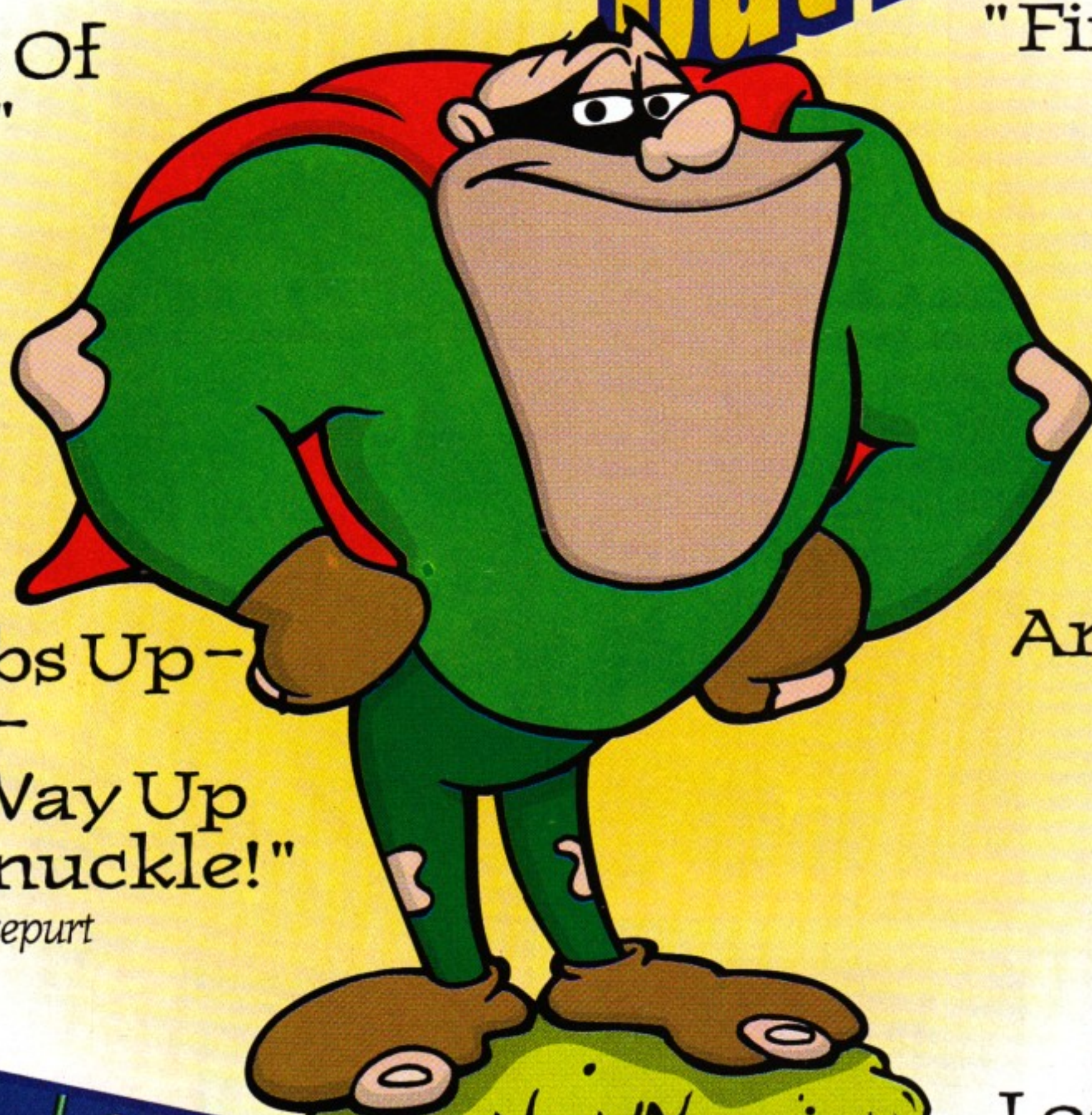
-- Enya Knose

"Snot Like
Anything Else
On The
Market!"

-- Lyle B. Gross

"Gobs of
Excitement,
Loads Of Fun!"

-- Hawke A. Biggun



BOOGERMAN™
A PICK AND FLICK ADVENTURE

Interplay

Or don't play at all.



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. SEGA and GENESIS are trademarks of SEGA ENTERPRISES, LTD. All rights reserved.

Interplay Productions, Inc.
17922 Fitch Avenue, Irvine, CA 92714
(714) 553-6678

©1994 Interplay Productions, Inc. Boogerman is a trademark of Interplay Productions, Inc. All rights reserved.

SHORT PROSHOTS

PreViews of Hot New Games!

EARTHWORM JIM

Genesis Super NES

It's just another day when Psy-Crow, an alien renegade, loses a cybernetic suit on Earth. An unsuspecting worm is clobbered by the suit and in a millisecond, a strange mutation transforms him into...Earthworm Jim! Get ready for a superhero unlike any the video game world has seen before.

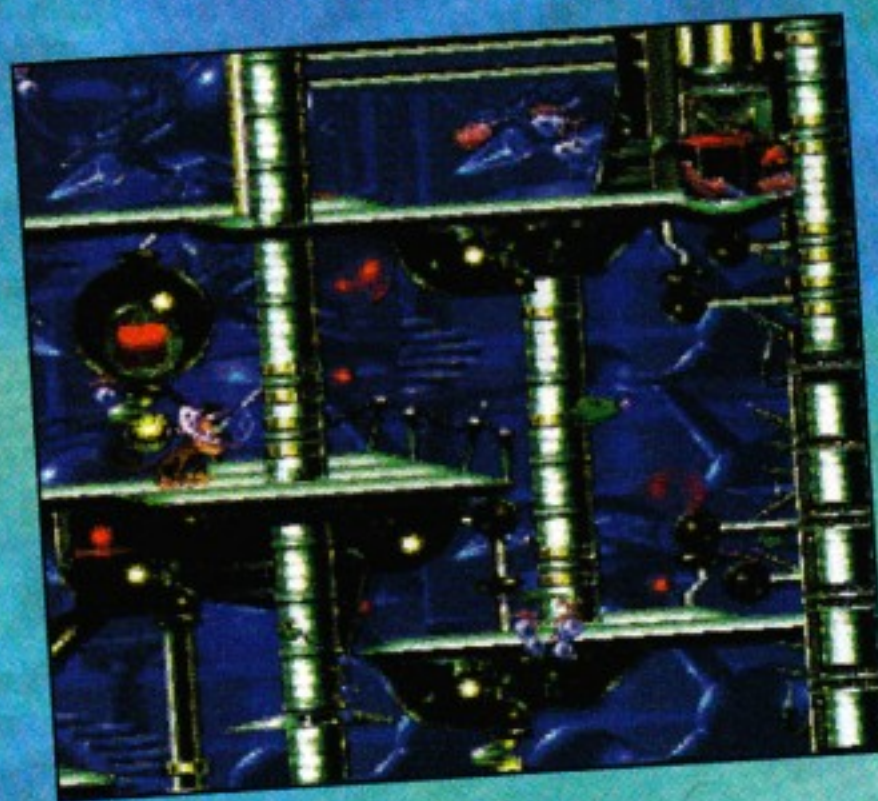


Jim Class

The action, in what's undoubtedly gonna be one of the hottest games this holiday season, is fast and furious. The cart boasts graphics that are a leap ahead for side-scrolling action games. Creator David Perry, the designer behind Disney's Aladdin and its innovative Digi-Cel animation technique, showcases the next generation of Digi-Cel - Animation - in Earthworm Jim. The smooth 3D scaling and humorous animated characters make the game play look like an animated cartoon come to life.



Jim leaps, careens, and plunges through gorgeous levels with imaginative landscapes. The fun one-player action is basically platform-based, but there's a variety of styles to the game play. Jim's predicaments include everything from bounding off piles of abandoned tires to bungee-cord battles. EJ defends himself with weapons like a machine gun and his head, which he can use as a whip. A band of offbeat scum are on the lookout for Jim, including Doc Duodenum, Major



Mucous, and Fifi, an annoying pooch with a bark that's realistic enough to make you search for fleas.

Jim Dandy

Look for reviews of Earthworm Jim for the Genesis and Super Nintendo in the next issue of *GamePro*. In the meantime, here are some pics from the Super Nintendo version. You're not gonna want to miss this game.

By Playmates
Available November



C2: Judgment Clay

Super NES

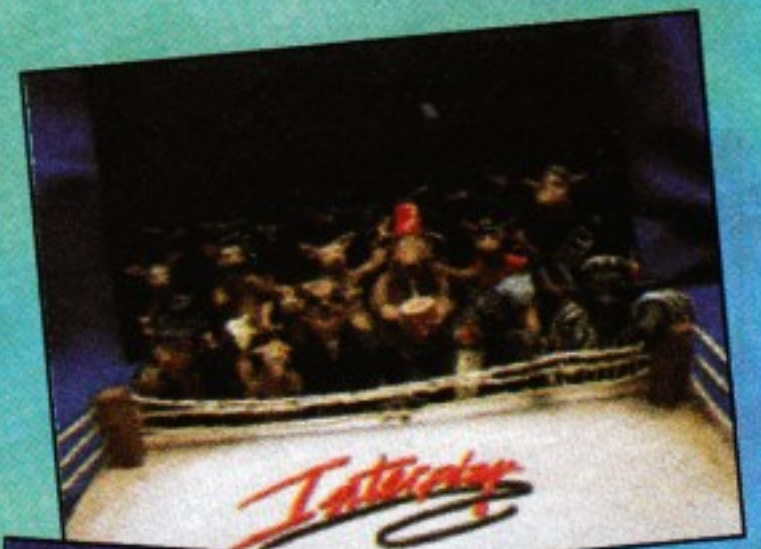
32X



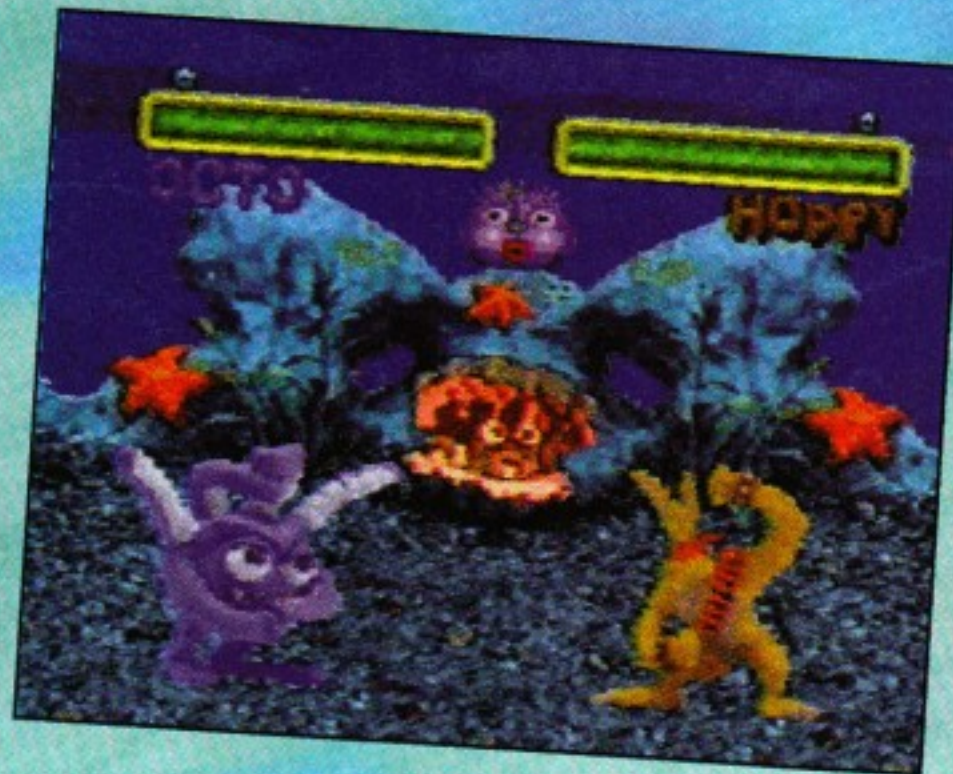
Last year's most flexible fighting game is back with the same edge, the same humor, and an all-new 24-meg cast of soft-headed heroes. Bad Mr. Frosty and the Blob are the only mugs you're gonna recognize when the nine new Clay Fighters take to the arena. The action's still one- or two-player head-to-head fighting, with six tournaments and a training mode. Each of the warriors has been remolded (even Mr. Frosty looks different), and

each has a new arena completely created from clay. Additional digitized voices and announcer play-by-plays round out the fun. With a new combat engine, you can expect improved regular and special moves, plus a few more surprises in this ongoing claymation extravaganza. Game-play pictures are from the SNES version.

By Interplay,
Available November (SNES)
Available First Quarter '95 (32X)

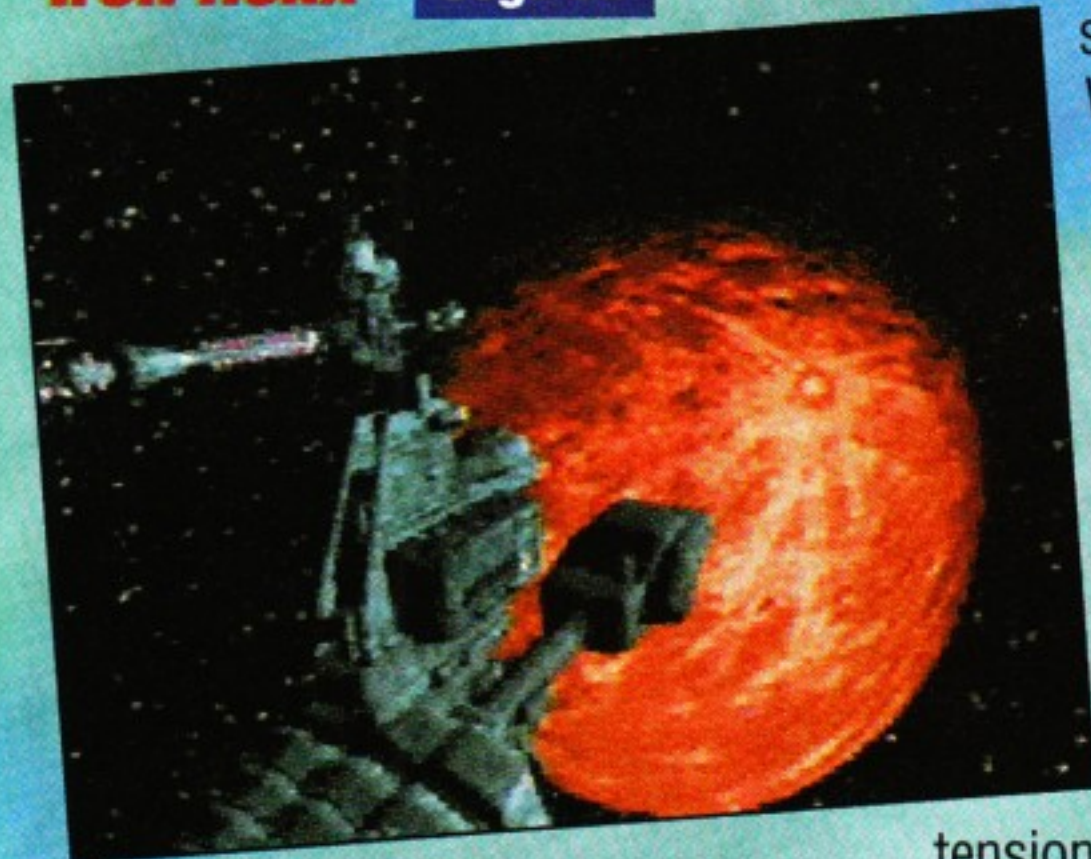


Here's a look at three of the clay models for the arenas.



Iron Helix Sega CD

Sega CD

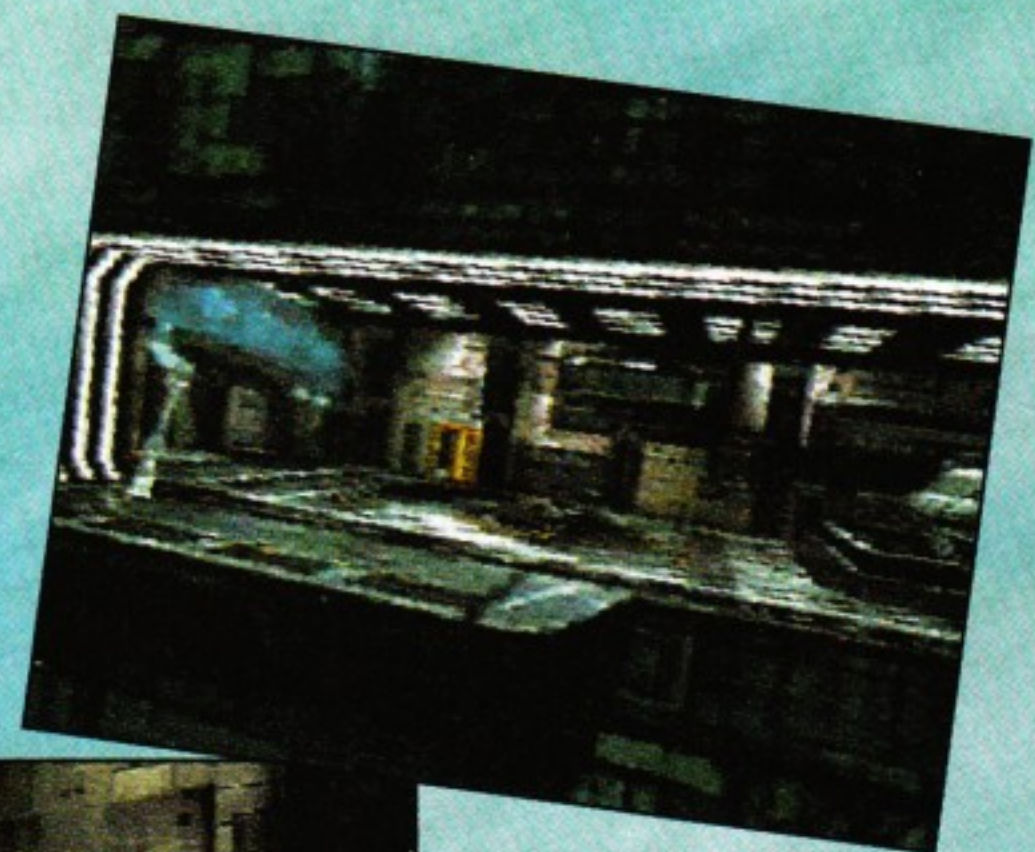
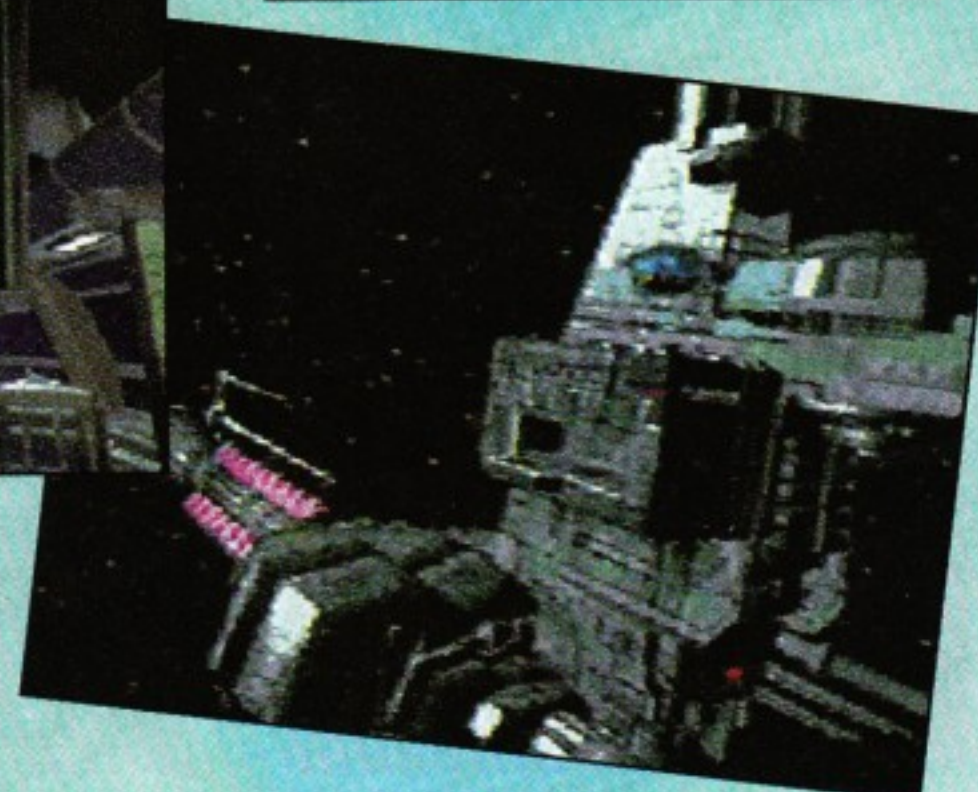


giant mazelike starship using a small robotic probe. While avoiding a deadly pursuit robot, you must find the clues to unlock classified areas of the ship. Photorealistic 3D graphics, a first-person perspective, and stereo sound build the tension in this combination strategy/action thriller.

By Spectrum HoloByte
Available October



A popular personal-computer game, Iron Helix is ready to lay siege on the Sega CD. In the distant future, a biological weapon has created an intergalactic holocaust. To save the galaxy, players must explore six floors and 25 rooms of a

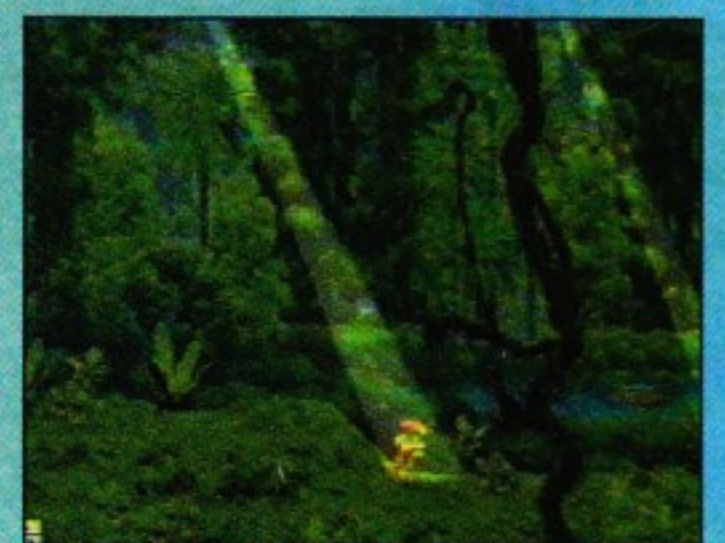
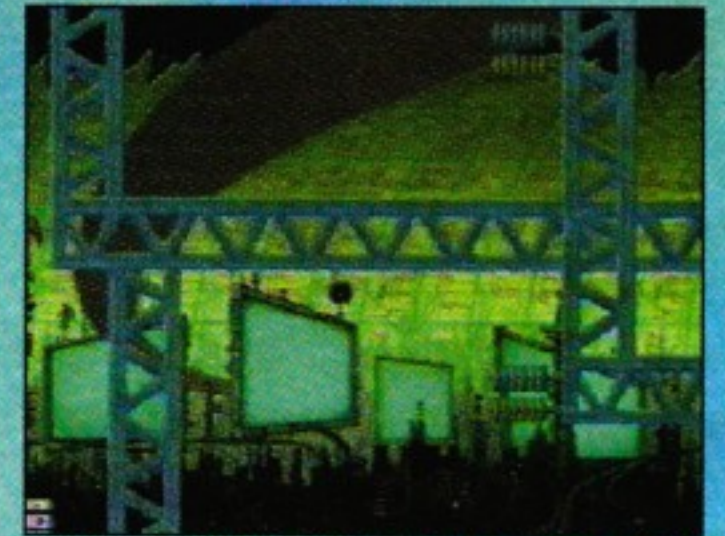
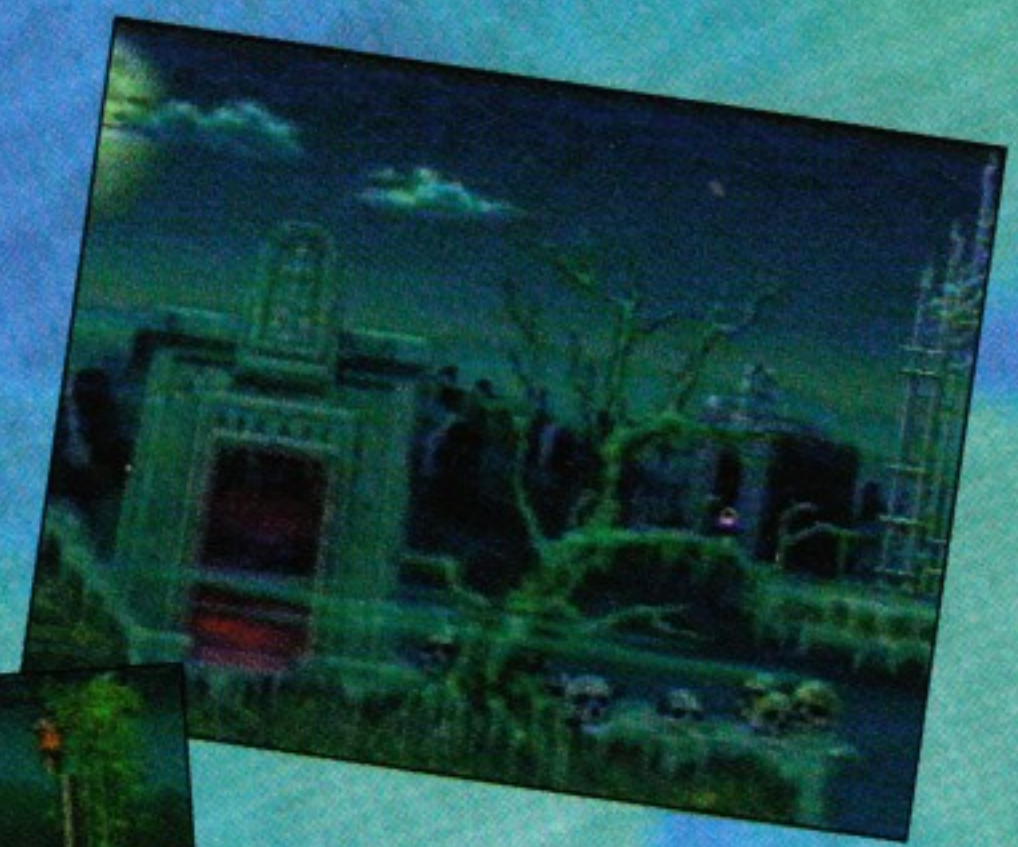




But GEX's challenge is no rerun. His cinematic nightmare consists of six wacked-out Worlds, such as The Graveyard, which is overrun with old-time movie monsters, and Kung Fu World, which features cheesy martial artists who speak out of synch. To beat the heat, he'll use a round-house tail swipe, a gelatinous long-range tongue lash, and pinpoint tail slams.

By Crystal Dynamics
Available November

GEX is a gecko who aspires to 3DO stardom, but don't look for this Hollywood-bound reptile on a T-shirt! In this side-scrolling action/adventure game, he's trapped in the Media Dimension, a place where moth-eaten movies and bad TV shows go to die.



Pitfall: The Mayan Adventure

Genesis **Super NES**

16-meg one-player game, Harry has to swing, skate, leap over pits, dodge crocodiles, bungee jump, and use a boomerang.

Lots of hidden passages and secret bonus levels, along with very cool graphics designed by Kroyer Films (the creators of *Fern Gully*), make Pitfall more than just a remake of the original. (Psst...the original game is hidden somewhere in this new adventure.) All

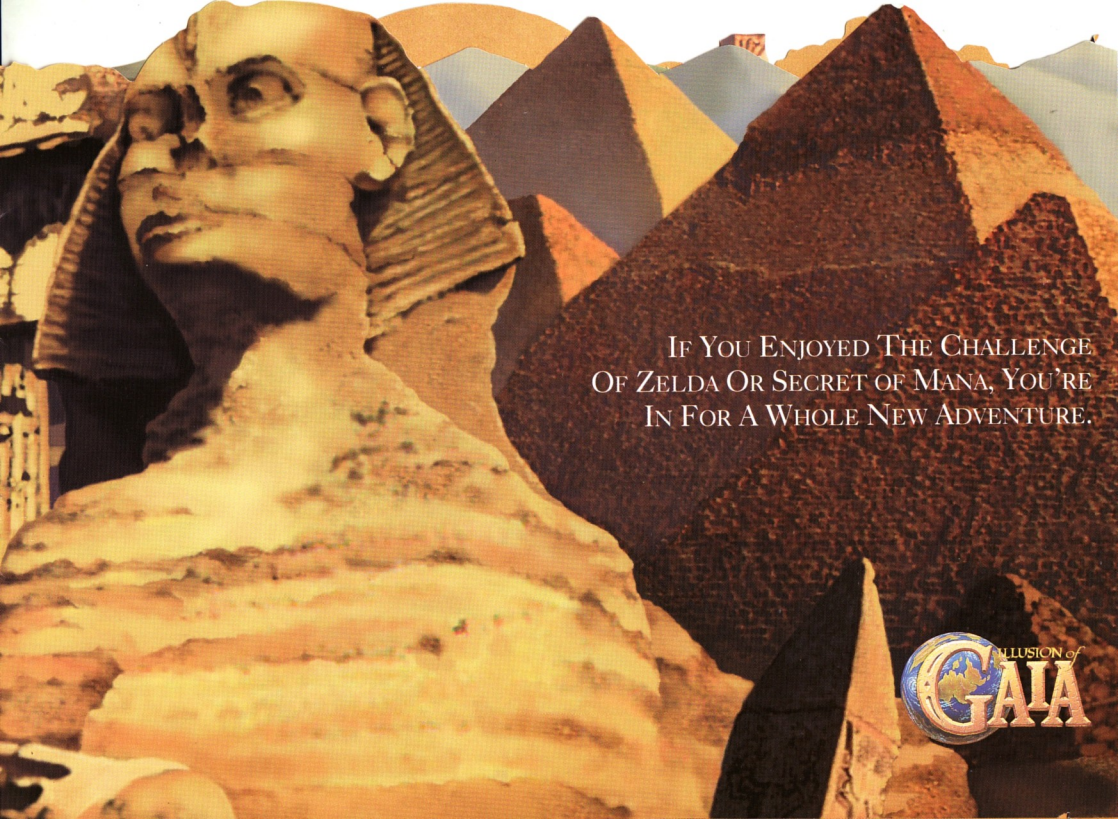
the pics here are from the SNES version.

By Activision
Available October



Harry, star of the original Atari 2600 Pitfall, has been kidnapped by an evil Mayan spirit. Join Harry Jr. as he romps through dark rainforests, Mayan temples, and rat-infested mines in 14 nonlinear levels of play. In this





IF YOU ENJOYED THE CHALLENGE
OF ZELDA OR SECRET OF MANA, YOU'RE
IN FOR A WHOLE NEW ADVENTURE.

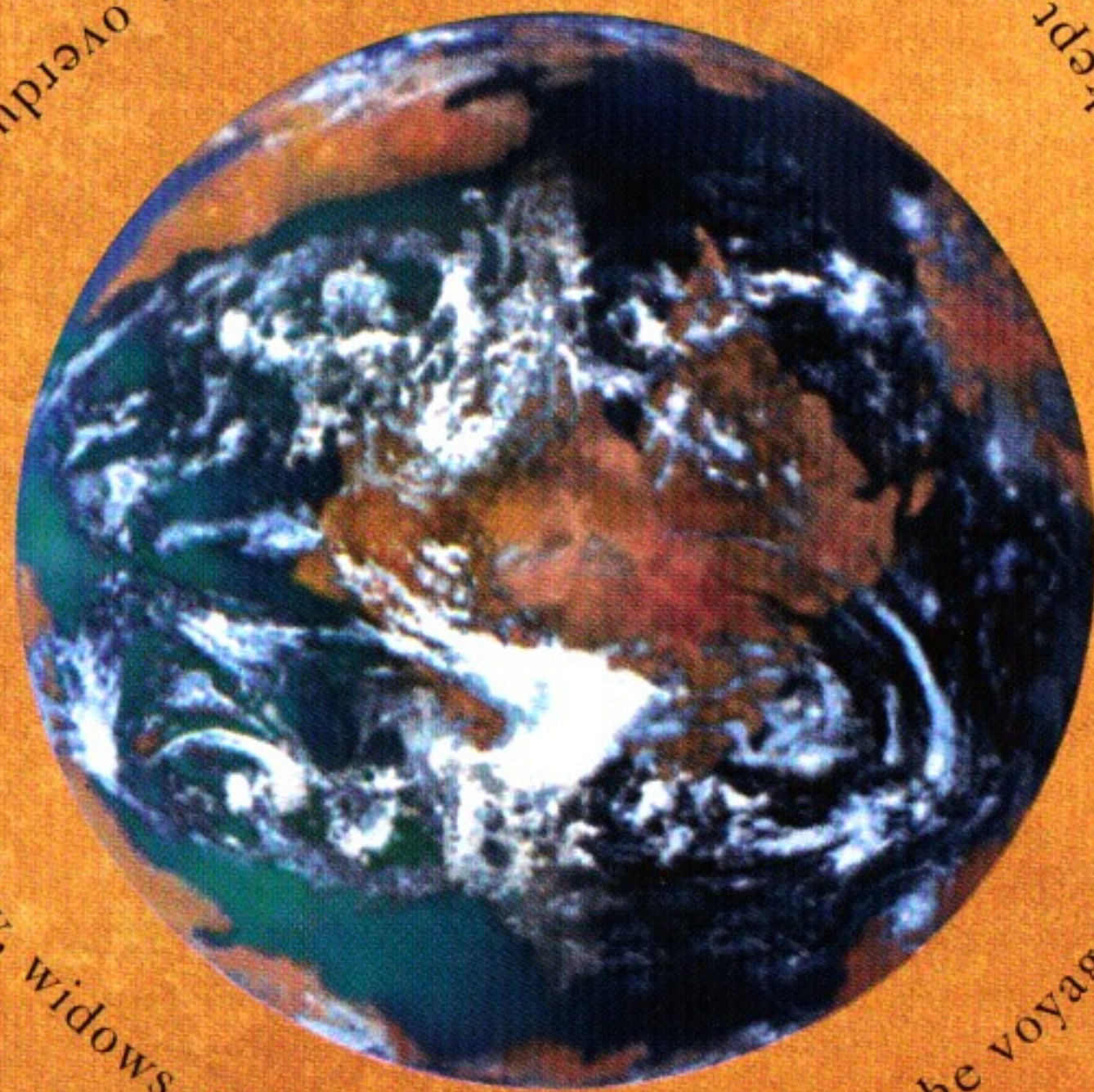






ON SEPTEMBER 26 YOU'LL EMBARK ON THE JOURNEY OF A LIFETIME. One long year has passed since an entire expedition from South Cape disappeared. Five of the

finest ships in the fleet, overdue and presumed lost. To this day, widows and children keep watch for the voyagers who may never return. You've kept watch too. Because the man leading the expedition was more than a great explorer...he was your father. He



hoped to discover the ruins of lost cultures and find ancient relics that could answer the mysteries of the earth's future. It would be your first voyage. And your Father promised you would return with great secrets



A GAME THIS ONLY COMES EVERY 800 Y



Some say the crew met their fate at the hands of an evil curse.



You are the sole survivor!

from the far corners of the world. But ahead, unknow

GREAT
AROUND
EARS.

Nearing the Tower of Babel your father and all his men disappeared--except for you. You can't



You must pass the greatest obstacles of all time.

remember what happened. How you survived. Or how you got home to South Cape. But you do know that somewhere out there your father is alive and you've sworn

an oath to find him. The Illusion of Gaia is more than a role playing game. It's hands-on adventure! Prepare to cross the globe, find new friends, and take-on terrible foes. You'll search for clues, weapons and whatever it



*A legend from each realm,
a legend from each culture...*

Discover legends from the earth's ruins or you're history.



Find the dark space and Gaia will heal your wounds, grant you wisdom and teach you the powers of your possession.



to all, a terrible disaster lay in wait!



From the dead, find the clues to stay alive.

takes. But, be warned, you'll never make it on strength alone. It'll take magic, sorcery and mystical powers from the earth spirit Gaia to overcome your father's fate, fulfill your destiny and save the planet from the deadly Chaos Comet.



Gaia will separate the men from the boy.



So, if you're ready for a whole new world of adventure, then this is where it all begins. Use this coupon and save \$10 on your Gaia Game Pak. With it



or Shadow, the unearthly warrior.



So you can fight with the strength of Freedom, the dark knight

comes an 84-page Explorer's Handbook, two game posters, and, if you act quickly, a free Gaia T-shirt. Get ready to get it all on Sept. 26th! The Illusion of Gaia is waiting. It'll take you dangerously far into the past...and unless you make it back, there is no hope for the future.



Be one of the first to buy the Illusion of Gaia and you'll pick up this Gaia T - FREE! (Limited quantity available.)

Manufacturer's Coupon Offer Expires Jan. 31, 1995

Cut This Coupon And Slash The Price
\$10.00 OFF
\$69.95
Suggested Retail Price



CONSUMER: Coupon is only valid toward the purchase of the specified game pak. Coupon must be submitted to an authorized Nintendo retailer by the printed expiration date at the time of purchase in order to receive the discount off the retail selling price. Limit one coupon per specified game pak purchase. No other discount promotions may be used in conjunction with this coupon. Consumer is responsible for the payment of applicable tax in connection with the purchase. Good in the U.S. and Puerto Rico only. Cash value 1/10¢. Coupon expires January 31, 1995.

RETAILER: Nintendo of America, Inc. will reimburse the face value of this coupon plus eight (8) cents handling, provided it was accepted from your customer and its face value amount was deducted from the retail selling price at the time of purchase of the designated product. Limit one coupon per qualifying item purchased. Other applications may constitute fraud. Void if copied or altered and where prohibited, licensed or regulated. Coupons submitted become our property. Reimbursement will be made only to authorized Nintendo retailers who redeem coupon. Good only in the U.S. and Puerto Rico. Send per each redeemed coupon with return address within thirty (30) days of printed expiration directly to NINTENDO OF AMERICA, INC., P.O. Box 880481, El Paso, TX 88588-0481.



16 Megs of Awesome Power...
3 Dimensional Polygon Graphics...
Powerful Sound Track...



Bring it home to
your Sega™
Genesis™



U L T I M A T E A R C A D E A C T I O N

VIEWPOINT™

An Arcade hit on the Neo Geo System!

GENESIS™



THE VIDEOGAME
RATING COUNCIL,
ITS RATING SYSTEM,
SYMBOLS AND
INDICIA ARE
TRADEMARKS OF
SEGA OF AMERICA,
INC. © 1993 SEGA.

LICENSED BY SEGA ENTERPRISES, LTD. FOR PLAY ON THE SEGA™ GENESIS™ SYSTEM.
SEGA AND GENESIS ARE TRADEMARKS OF SEGA ENTERPRISES, LTD. ALL RIGHTS RESERVED.

American Sammy Corporation
901 Cambridge Drive • Elk Grove Village, IL 60007 • Phone: (708) 364-9787
Fax: (708) 364-9831

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.



Street Racer

Super NES

Super Mario Kart meets Mad Max in this arcade-style, no-holds-barred racing/action game. Street Racer has options galore, with eight cars, eight bizarre drivers, eight hazard-filled courses, multiple weapons, and four-player simultaneous racing. Mode 7 technology will add excitement to the colorful behind-the-racers graphics.

By Ubi Soft, Available November



Indiana Jones

Super NES

whip-crackin' Indy, you'll battle through such familiar scenes as the boulder escape from *Raiders* and the mine-cart chase from *Temple of Doom*. Mode 7 graphics, plus familiar foes like Captain Vogel, make the game a cinematic adventure.

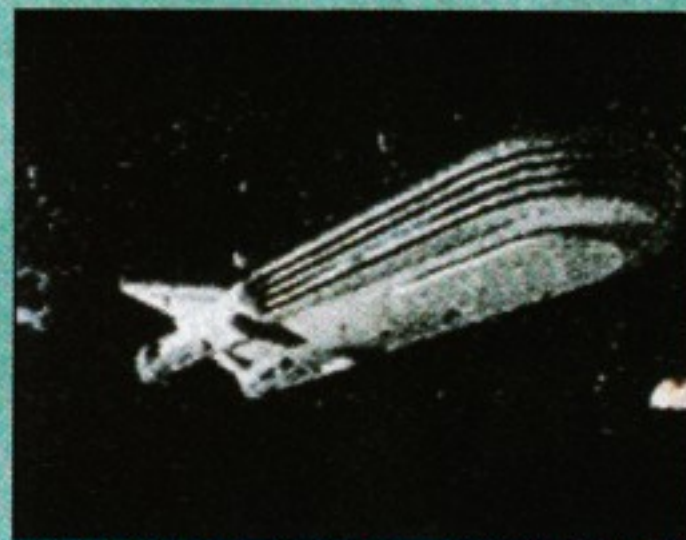
By JVC, Available November



LucasArts has taken the story lines of all three Indiana Jones movies – *Raiders of the Lost Ark*, *Temple of Doom*, and *Last Crusade* – and combined them into a one-player, 28-level, action/adventure game. As the

Flashback

Sega CD



One of last year's biggest action games is coming soon to the Sega CD, 3DO, and Jaguar. Look for the same incredible 24-frames-per-second animation, plus new cinematic sequences created just for these versions. New tunes back up the seven levels of one-player action that's basically the same as the original adventure – you're Conrad Hart, stranded on a faraway planet, trying to foil an alien plot to take over Earth.

By U.S. Gold, Available October

Mighty Morphin' Power Rangers

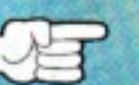
Game Gear

game. Players can fight in the Story Mode or go against another character in the Battle Mode. Play as any of the five Power Rangers, three Power Zord characters, or any of the seven enemy characters. Rita Repulsa doesn't have a chance.

By Sega, Available Fall '94



Go, go, Power Rangers! The phenomenally popular Fox TV stars are of course making the scene on every video game system. The Game Gear version is a two-player (Gear to Gear) head-to-head fighting



@#*!

I have this really cool TURBO DUO system, but I can't find any Turbo games!

CHILL MAN!

TZD has all the games you want!



EVERY TTI RELEASE • JAPANESE IMPORTS

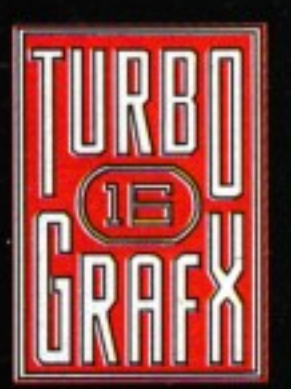
ORDER NUMBER 1-800-DUO-THIS

In Canada call 1.800.477.9583

For questions call 310.574.3300



NOT AFFILIATED WITH TURBO TECHNOLOGIES



Sparkster

Genesis

Super NES



Konami first introduced this outerspace opossum last year in Rocket Knight Adventures. In this one- or two-player action/adventure game, the rat-tailed wonder has a tougher edge – he's older, wiser, and has a lot more attitude. Boasting more powerful jet-packed propulsion power in eight levels of 16-meg play, Sparkster rockets around the planet in his ongoing quest to vanquish evil.

By Konami, Available November



Shaq Fu

Genesis

Super NES



Sure, when you think of Shaquille O'Neal, you think of basketball. But Shaq's first video game, Shaq Fu, puts the b-ball star in the middle of hand-to-hand martial arts combat. Delphine Software (the makers of Flashback), used digitized footage of Shaq executing various martial arts

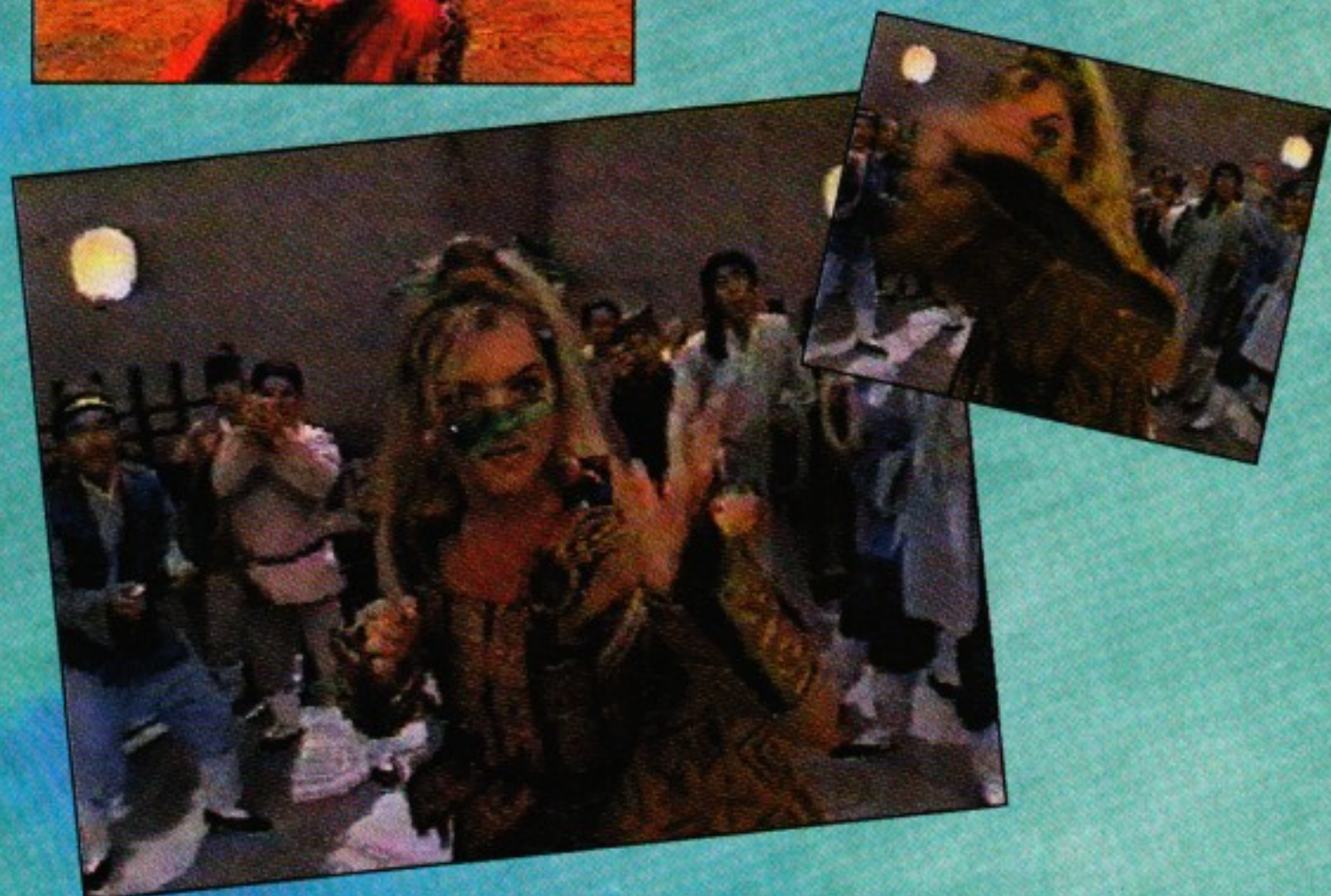


moves. Travelling in Japan, Shaq faces off against seven martial arts masters in the SNES version and 12 in the Genesis in a quest to defeat the evil Warlord.

By Electronic Arts Available November

Supreme Warrior

Sega CD



What else can they do with fighting games? How about full-motion video, real martial arts experts, and a first-person perspective that's a first for the genre! Filmed in Hong Kong, Supreme Warrior fields 12

opponents – one master, three Warlords, and eight henchmen. As you battle each, you learn special moves and even combination moves – all in completely real video.

By Digital Pictures Available November

Starblade

Sega CD



Intergalactic space jockeys will welcome this version of Namco's popular arcade game,

Starblade, a space shooter with 3D polygon graphics. As the lead gunner for an elite squadron, gamers have to blast their way through four interstellar missions that take place in asteroid fields, on alien mother ships, and even deep into the core of Planet Red Eye. This authentic conversion includes cool sound FX and is sure to please fans of the original.

By Namco, Available September



READYSOFT PRESENTS AN EPICENTER INTERACTIVE PRODUCTION
DON BLUTH'S

SPACE ACE[®]

COMING SOON



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™, Sega CD™, or Game Gear™) System.



SEGA CD



also available for
PC & Macintosh computers

Licensed by Sega Enterprises, Ltd. for play on the Sega CD™ system. Sega and Sega CD are trademarks of Sega Enterprises, Ltd. All rights reserved. THE VIDEOGAME RATING COUNCIL, ITS RATING SYSTEM, SYMBOLS AND INDICIA ARE TRADEMARKS OF SEGA OF AMERICA, INC. © 1993 Sega.

3DO, the 3DO logos, and Interactive Multiplayer are trademarks of The 3DO Company
"REELMAGIC" is a trademark of Sigma Designs, Inc.

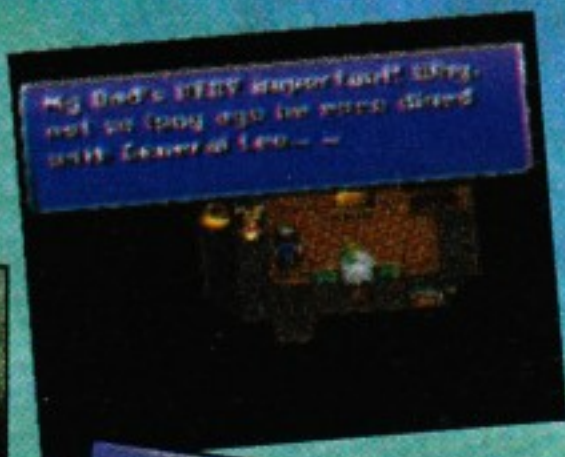
"Space Ace" is a registered trademark of Bluth Group, Ltd. —©1994. Character Designs ©1983 Don Bluth; ©1994 all audio, visual and concept — used under the exclusive license of Epicenter Interactive Inc. Programming ©1994 ReadySoft Incorporated. ALL RIGHTS RESERVED



ReadySoft Incorporated
3375 14th Ave., Units 7 & 8
Markham, Ontario, Canada L3R 0H2
Tel: (905) 475-4801 Fax: (905) 475-4802

Final Fantasy III

Super NES



Sure to be this year's hottest RPG, FF III is not related to Final Fantasy V in Japan. An entirely new adventure created just for the United States, the game has everything an RPG enthusiast demands: action, adventure, and monsters up the wazoo. The story line includes lots of cool subplots, flashbacks, and real-time combat,



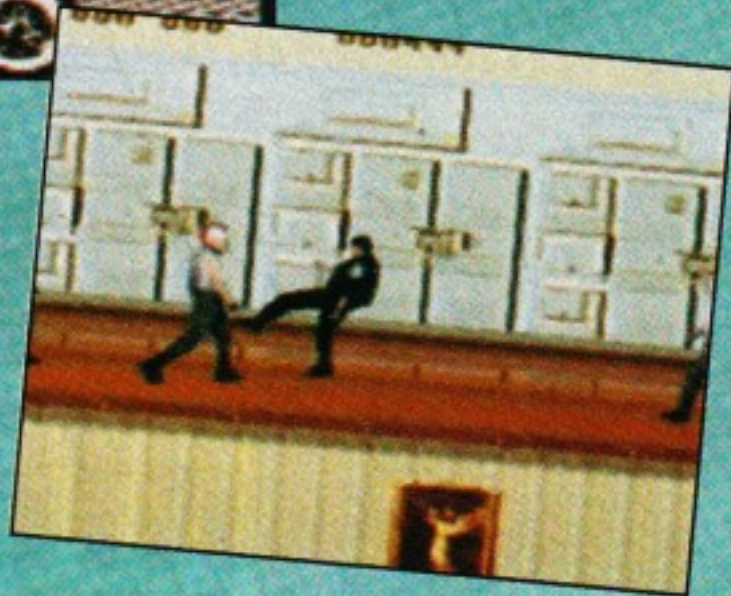
and the colorful graphics use Mode 7 effects in a brand-new flying sequence.

By **Squaresoft**
Available November

Time Cop

Super NES

Sega CD



Based on the popular Dark Horse comic and upcoming movie, Time Cop is a one-player action shooter about a cop from the future who travels back in time to stop a mad technodemon from altering the course of history. Eight levels of gut-wrenching action include digitized graphics, enemies that range from Neanderthals to German soldiers to midget submarines, and weapons like sub-machine guns, pocket guns, and grenades.

By **JVC**, Available Christmas '94

Pataank

3DO



Imagine pinball where you're the ball, and you might get an idea of what Pataank is like. Up to four players can compete for high scores in three wild-n-crazy pinball fields. The first-person perspective puts you down in the pinball field as you guide your punk into bumpers, ramps, shoots, drains, dingers, and more. Stereo tunes, sound FX, and 3D graphics round out the experience.

By **PF.Magic**
Available September

Rayman

Jaguar



Ubi Soft's first game for the Jaguar stars Jimmy, a kid who enters Heritscool, a strange fantasy kingdom. Once there, he becomes a superhero, and everything around him comes to life – including rocks, trees, and mushrooms. When an evil power tries to destroy his new-found friends, Jimmy has to battle in ten huge levels of one-player action/adventure. Look for beautiful graphics with animation that runs at 25 frames per second and more than 50 animations for Jimmy.

By **Ubi Soft**, Available December





Master the GAME

Post Office Box 702, Essex, MA 01929
FAX (508) 283-9172

specials listed in color

OVERNIGHT SHIPPING available!

TRADE in your UNWANTED games!

Many more titles in stock!

1-508-281-0178

SEGA GENESIS

GENESIS ACCESSORIES

- | Price | Title |
|-------|-------------------------|
| \$ 19 | 6 Button Controller |
| \$ 24 | 6 Button w/turbo |
| \$ 48 | 6 Btn Stk w/trbo SN/GEN |
| \$ 19 | AC Adaptor |
| \$ 79 | Activator |
| \$229 | CD Player W/SwrShrk |
| \$ 49 | CDX Adaptor |
| \$395 | CDX Player |
| \$ 99 | Core (Sega) System |
| \$ 20 | Datel Converter |
| \$ 79 | Proaction Replay |
| \$ 12 | RF Switch |
| \$ 34 | STD Program Pad II |
| \$124 | System With Sonic II |

GENESIS GAMES

- | Price | Title |
|-------|-------------------------|
| \$49 | Air Cavalry |
| \$45 | Al Unser Jr. |
| \$55 | Barkley Basketball |
| \$38 | Bart's Nightmare |
| \$54 | Beavis & Butthead |
| \$39 | B. Walsh Coll. Fball |
| \$53 | B. Walsh CFB 95 |
| \$46 | Black Thorne |
| \$38 | Blades of Vengeance |
| \$46 | Boogerman |
| \$54 | Brett Hull Hockey |
| \$48 | Bubba N Stix |
| \$40 | Bubble & Squeak |
| \$43 | Bubsy |
| \$29 | Bulls Vs Lakers NBA |
| \$35 | Castlevania Bloodline |
| \$36 | Dashin' Desperadoes |
| \$49 | Daze before Xmas |
| \$55 | Demolition Man |
| \$51 | Double Dragon 5 |
| \$55 | Dbl Dribble Playoff ed |
| \$43 | Dracula |
| \$55 | Dragon: Bruce Lee Story |
| \$50 | Dune Battle Arakis |

- | | |
|------|-------------------------|
| \$50 | EA Sports Tennis |
| \$37 | Elemental Master |
| \$55 | E.S.P.N. BB or FB |
| \$29 | F-117 Night Storm |
| \$54 | Fatal Fury II |
| \$45 | FIDO DIDO |
| \$51 | FIFA: Intntl Soccer |
| \$24 | General Chaos |
| \$48 | Generations Lost |
| \$49 | Goofy |
| \$54 | Hardball 94 |
| \$52 | Home Improvements |
| \$50 | Impossible Mission 2025 |
| \$54 | Incredible Hulk |
| \$43 | Itchy & Scratchy |
| \$29 | James Pond 3 |
| \$55 | Jammit' |
| \$49 | Jeopardy Sports |
| \$14 | Jewel Master |
| \$49 | J. Powers Lost Dim |
| \$48 | Joe & Mac |
| \$29 | John Maddon '93 |
| \$34 | John Maddon '94 |
| \$55 | Jungle Book |
| \$39 | Jungle Strike |
| \$46 | Jurassic Park |
| \$49 | Kick Off 3 |
| \$53 | King of Monsters 2 |
| \$53 | LaRussa '95 |
| \$48 | Lawnmower Man |
| \$69 | Lethal Enfrcr w/gun |
| \$57 | Liberty or Death |
| \$55 | Lion King |
| \$44 | Lost Viking |
| \$29 | Lotus II |
| \$53 | Maddon '95 |
| \$48 | Marko Soccerball |
| \$46 | M. Jordan Chaos WC |
| \$57 | Might & Magic III |
| \$53 | MLBPA Baseball |
| \$65 | Mortal Kombat II |
| \$24 | Mutant League F-Ball |
| \$35 | Mutant League Hockey |
| \$53 | NBA Jam |
| \$50 | NBA Showdown '94 |
| \$50 | NFL Team Heroes |
| \$34 | NHL '94 |
| \$53 | NHL Hockey '95 |

- | | |
|------|------------------------|
| \$56 | Outrunners |
| \$50 | Out of this World |
| \$52 | Payne Stewart Golf |
| \$52 | Penn & Teller |
| \$50 | Pete Sampras Tennis |
| \$50 | PGA European Tour III |
| \$49 | Pirate's Gold |
| \$53 | Pirate's Dark Water |
| \$46 | Popeye the Sailor |
| \$48 | Radical Rex |
| \$42 | Rainbow Island |
| \$46 | Risk |
| \$49 | Scooby Doo |
| \$63 | Shining Force 2 |
| \$48 | Skeleton Krew |
| \$56 | Sonic III |
| \$43 | Sonic Spinball |
| \$49 | Speed Racer |
| \$40 | Speedway Pro Chlg |
| \$53 | Spiderman Venom |
| \$53 | Star Gate |
| \$52 | Star Quest |
| \$49 | Star Trek Next Gen |
| \$34 | Skitchin' |
| \$29 | St. Fght 2 Chmp Ed. |
| \$58 | Streets of Rage III |
| \$44 | Strider Returns |
| \$39 | Subterranea |
| \$24 | Supr Baseball 2020 |
| \$65 | Supr St. Fighter II |
| \$53 | Sylvester & Tweetie |
| \$54 | Tecmo NBA Bsktb |
| \$50 | Urban Strike |
| \$79 | Virtua Racing |
| \$50 | Virtual Bart |
| \$43 | Virtual Pinball |
| \$53 | Vitalle Basketball |
| \$48 | WCW Superbrawl |
| \$50 | We're Back |
| \$53 | Wily Wars |
| \$53 | World Class Scrr |
| \$54 | World Cup Scrr USA |
| \$49 | World Series Bball |
| \$57 | WWF Raw |
| \$34 | WWF Royal Rumble |
| \$36 | X-Men |
| \$49 | Zero Kamikaze Squirrel |
| \$46 | Zombies ate Nghbrs |

SUPER NINTENDO ENTERTAINMENT SYSTEM

SUPER N Accessories

- | Price | Title |
|-------|----------------------------|
| 137 | System W/Super Mario |
| \$99 | Control Set |
| \$20 | 6 Button pad w/turbo |
| \$48 | 6 Btn stick w/trbo SN /GEN |
| \$49 | ASCII Fighting Stick |
| \$60 | Capcom Fighting Stick |
| \$34 | STD Program Pad |
| \$30 | 5 Player Multitap |
| \$41 | Wireless Control Pad |
| \$20 | Datel Converter |
| \$79 | Pro Action Replay |

SUPER NINTENDO In-Stock & Coming Soon

- | Price | Title |
|-------|-------------------------|
| \$60 | ACME Animation |
| \$54 | Adams' Family Values |
| \$56 | Adv of Batman & Robin |
| \$51 | Aero Fighters |
| \$49 | Airborne Ranger |
| \$51 | Air Strike Patrol |
| \$50 | American Tail FGW |
| \$53 | Arcus Odyssey |
| \$48 | Asterix (The Gaul) |
| \$55 | Barkley Basketball |
| \$46 | Battle Cars |
| \$56 | Battle Tech |
| \$56 | Beauty & Beast |
| \$49 | Black Thorne |
| \$40 | B. Walsh C. Fball |
| \$55 | Btle Tds/Dbl Dragon |
| \$50 | Beastball |
| \$54 | Beavis & Butthead |
| \$56 | Breath of Fire |
| \$55 | Brett Hull Hockey |
| \$51 | Bubsy |
| \$38 | Bulls Vs Blazers |
| \$54 | Cannondale Cup |
| \$56 | Captain Commando |
| \$45 | Championship Pool |
| \$55 | Clayfighter |
| \$49 | Claymates |
| \$32 | Dennis the Menace |
| \$55 | Double Dragon 5 |
| \$55 | Dragon: Bruce Lee Story |
| \$59 | Empire Strikes Back |
| \$51 | Equinox |
| \$55 | ESPN Baseball Fball |
| \$58 | Eye of Beholder |
| \$58 | F1 Roc II |
| \$58 | Fatal Fury II |
| \$50 | FIFA: Intl. Soccer |
| \$56 | Fighters History |
| \$63 | Final Fantasy III |
| \$50 | Firestriker |
| \$49 | Flashback |
| \$50 | Ghoul Patrol |
| \$59 | Golden Empire |
| \$55 | Hardball III |
| \$57 | Haunted Holiday |
| \$49 | Hyper Volleyball |
| \$54 | Incredible Hulk |
| \$49 | Itchy & Scratchy |
| \$55 | Jammit' |
| \$50 | Jaguar |
| \$52 | Jeopardy Sports |
| \$49 | Jetsons |
| \$54 | Jim Power 3D |
| \$48 | Joe & Mac II |
| \$38 | John Maddon '93 |
| \$34 | John Maddon '94 |
| \$55 | Jurassic Park |

- | | |
|------|-------------------------|
| \$55 | Jungle Book |
| \$51 | Ken Griffey Baseball |
| \$54 | King of Monster II |
| \$43 | Lamborghini AC |
| \$54 | Lemmings II |
| \$69 | Lethal Enfrcr w/gun |
| \$58 | Liberty of Death |
| \$55 | Lion King |
| \$54 | Lord of the Rings |
| \$52 | Lost Mission |
| \$60 | Lufia |
| \$52 | Mario Time Machine |
| \$51 | Meca Robot Golf |
| \$57 | Mickey & Minnie |
| \$57 | Might & Magic III |
| \$50 | M.L.B.P.A. Baseball |
| \$67 | Mortal Kombat II |
| \$62 | NBA Jam Session |
| \$34 | NHL '94 |
| \$49 | Nobunaga's Ambition |
| \$53 | Operation Logic |
| \$45 | Pac Attack |
| \$50 | PGA Tour Golf |
| \$48 | Pinball Dreams |
| \$50 | Pink Panther |
| \$51 | Pirates Dk Water |
| \$60 | Power Rangers |
| \$55 | R Type III |
| \$49 | Rocket Knights Sprkstr |
| \$52 | Radio Flyer |
| \$53 | Ranma 1/2 Hard Btl |
| \$51 | Ren & Stimpy |
| \$62 | Return of the Jedi |
| \$50 | Robo Saurus |
| \$50 | Rocko's Mdrn Life |
| \$49 | Rocket Knights Sprkstr |
| \$59 | Royal Rumble II |
| \$45 | R. Bowe Boxing |
| \$57 | Samurai Showdown |
| \$58 | Secret of Mana |
| \$39 | Skulljagger |
| \$54 | Slam Masters |
| \$48 | Snow White |
| \$58 | Soldier of Fortune |
| \$56 | Soulblazer II |
| \$56 | Speed Racer |
| \$50 | Speedy Gonzales |
| \$49 | Spellcraft |
| \$59 | Spiderman Venom |
| \$56 | Sports ill - F&Bball |
| \$59 | Star Trek Next Gen. |
| \$45 | Street Combat |
| \$52 | Stunt Race FX Trax |
| \$29 | St. Fighter II Turbo |
| \$29 | Super High Impact |
| \$56 | Super Metroid |
| \$42 | Super Ninja Boy |
| \$56 | Super St. Fght II |
| \$45 | T-2 Arcade |
| \$57 | Tecmo Super Bowl |
| \$59 | TMNT Trnmt Fighter |
| \$53 | Turn & Burn |
| \$56 | Ultima: False Prophet |
| \$56 | Ultima: Runes Virtue II |
| \$55 | Ultimate Fighter |
| \$56 | Under Cover Cups |
| \$52 | Untouchables |
| \$51 | Utopia |
| \$57 | Virtual Bart |
| \$54 | Warrior of Rome 3 |
| \$52 | Wntr Extreme Ski |
| \$43 | Wild Snake |
| \$56 | Wizardry 5 |
| \$50 | World Class Scrr |
| \$53 | Wolfenstein 3D |
| \$34 | WWF Ryl Rumble |
| \$55 | Young Merlin |
| \$49 | Zombies ate Neighbors |

SEGA WELCOME TO THE NEXT LEVEL

GENESIS CD GAMES

- | | |
|------|---------------------|
| \$32 | B. Walsh Col. Fball |
| \$38 | Batman Returns |
| \$42 | Battle Corpse |
| \$43 | Battle Fantasy |
| \$43 | Battle Tank II |
| \$48 | Brutal |
| \$42 | Chuck Rock II |
| \$50 | Cool Spot |
| \$43 | Dark Wizard |
| \$55 | Demolition Man |
| \$43 | Dolphin |
| \$49 | Double Switch |
| \$50 | Dracula |
| \$43 | Dracula Unleashed |
| \$49 | Dragon's Lair |
| \$49 | Dune |
| \$43 | Dungeon Master |
| \$49 | ESPN Fball & Bball |
| \$43 | Final Fight |
| \$55 | Ground Zero Texas |
| \$43 | Heimdall |
| \$39 | INXS |
| \$48 | Iron Helix |
| \$49 | J. Montana NFL |
| \$51 | Journey Ctr Earth |
| \$49 | Jurassic Park |
| \$51 | Last Action Hero |

- | | |
|------|-----------------------|
| \$55 | Links |
| \$47 | Lunar |
| \$48 | Mad Dog Mcree |
| \$49 | Mansion Hidden Souls |
| \$39 | Marky Mark |
| \$50 | Microcosm |
| \$43 | Monkey Island |
| \$43 | Mortal Kombat |
| \$49 | NBA Basketball |
| \$49 | NFL Greatest Teams |
| \$52 | NHL '94 |
| \$49 | Out of this World II |
| \$42 | Panic |
| \$43 | Powermonger |
| \$43 | Rage in Cage |
| \$53 | Revenge of Ninja |
| \$45 | Rise of the Dragon |
| \$50 | Shadow of Beast II |
| \$49 | Sonic Hedgehog |
| \$42 | Soul Star |
| \$43 | Star Blade |
| \$46 | Star Wars 3D |
| \$43 | Star Wars Chess |
| \$45 | Stellar Fire |
| \$49 | Terminator |
| \$49 | Trivial Pursuit |
| \$49 | Vay |
| \$43 | Wing Commander |
| \$46 | World Cup Soccer '94 |
| \$48 | World Series Baseball |
| \$39 | Wonder Dog |

SEGA GAME GEAR

- | | |
|-------|--------------------|
| \$149 | GG Sports System |
| \$129 | System W/Sonic II |
| \$ 29 | Axe Battler |
| \$ 32 | Cool Spot |
| \$ 39 | David Robinson |
| \$ 33 | Deep Duck Trouble |
| \$ 36 | Formula One |
| \$ 35 | Itchy & Scratchy |
| \$ 39 | Jurassic Park |
| \$ 39 | Mortal Kombat |
| \$ 38 | NBA Jam |
| \$ 39 | NFL J. Montana |
| \$ 37 | Road Rash |
| \$ 20 | Sonic Hedgehog |
| \$ 39 | Sonic II |
| \$ 39 | Sonic Chaos |
| \$ 39 | Spiderman X Men |
| \$ 39 | St of Rage II |
| \$ 33 | Tazmania |
| \$ 39 | World Series Bball |
| \$ 39 | X-Men |

Money Orders like CASH!



Credit Card Orders Ship SAME-DAY!

Personal Checks Held for 3 wks.



REAL

- | | |
|------|---------------------------|
| 499 | 3DO System with J. Maddon |
| \$48 | 20 Centry Vdeo |
| \$51 | Alone in Dark |
| \$51 | Conquered Kingdms |

- | | |
|------|---------------------|
| \$52 | Incredible Machine |
| \$52 | J. Maddon NFL FBall |
| \$49 | Kingdoms far Reach |
| \$51 | Lemmings |
| \$48 | Mad Dog McRee |
| \$51 | Microcosm |
| \$52 | Night Trap |
| \$45 | Oceans Below |
| \$50 | Orion off Road |

- | | |
|------|----------------------|
| \$51 | Out of this Wrld |
| \$48 | Rise of the Robots |
| \$52 | Road Rash |
| \$52 | Sewer Shark |
| \$52 | Space Shuttle |
| \$50 | Star Control II |
| \$52 | Stellar Fire: Draxon |
| \$52 | Twisted: Game Show |
| \$48 | Who Shot J. Rock |

ATARI JAGUAR SYSTEMS

- | | |
|------|--------------------|
| CALL | Jaguar System |
| \$28 | Control Pad |
| \$24 | Stereo Montr Cable |

- | | |
|------|--------------------|
| \$48 | Dino Dudes |
| \$44 | Trevor McFees Glxy |
| \$44 | Raiden Trad |
| \$54 | Alien Vs. Predator |
| \$44 | Club Drive |
| \$53 | Tempest 2000 |
| \$53 | Wolfenstein 3D |

Nickelodeon Guts

Super NES



The hot Nickelodeon TV show comes to the Super Nintendo, complete with digitized graphics and all the wacky sports events from the show.

By Viacom, Available November

Captain Commando

Super NES



Two players punch and kick their way through this exact translation of Capcom's popular arcade classic.

By Capcom, Available October

FireTeam Rogue

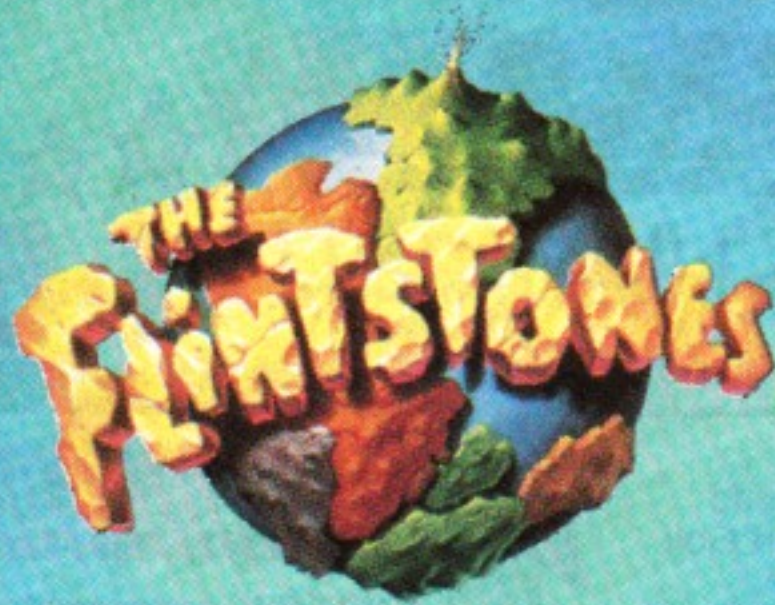
Genesis

Super NES



Join a futuristic band of fighters in this sci-fi/fantasy adventure with exploration, hand-to-hand combat, puzzle solving, and even aerial combat.

By Accolade, Available December



The Flintstones

Super NES



This Stone Age action/adventure romp is based on this summer's movie. Fred's head looks suspiciously like John Goodman's.

By Ocean, Available December

Yogi Bear

Super NES



Hey, Boo Boo! Join the Yogster in an action/adventure quest for pic-a-nic baskets through Jellystone Park.

By Gametek, Available October

Zero Tolerance

Genesis



Fight your way through three levels of action against alien terrorists in this shooter with a first-person 360-degree perspective.

By Accolade, Available October

Links

Sega CD



Digitized graphics make for one of the most realistic golf games ever created – you'll feel the sod under your feet.

By Virgin Interactive
Available September

Ecco: The Tides of Time

Game Gear



Ecco's back in an all-new adventure where he swims, morphs into other sea creatures, and faces the evil Vortex in a puzzle/action/adventure quest.

By Sega, Available Fall '94

Marvel Comics' X-Men: The Game Master's Legacy

Game Gear



The X-Men return for another superhero action/adventure that's even better than last year's popular X-Men games.

By Sega, Available Fall '94

Rise of the Robots

Super NES

Sega CD



Metallic robots go head-to-head in a fighting game where the CPU adjusts to the strategies you adopt and outmaneuvers you.

By JVC, Available December

Alone in the Dark

3DO



A popular personal-computer game, this chilling mystery is a macabre foray into the forbidding Mansion of Derceto.

By Interplay, Available Now

CyberClash

3DO



In your eye! That's how you'll jack into cyberspace in this 3DO fighting game where you can morph into various combat vehicles.

By Crystal Dynamics
Available October



NINTENDO GAMES

We Sell Used

Peter Pan Pirts	\$9	Supr Mr/Dk/Tk	\$1
Phantom Fighter	4	Supr Off Road	10
Pictionary	15	Supr Pitfall	7
Pinball	12	Supr Spk Vlybl	5
Pinball Quest	25	Supr Spk/WC/Soc	8
Pinbot	15	Supr Sprint	7
Pipe Dream	16	Supr Spy Hntr	16
Pirates	28	Supr Tm Games	8
Platoon	3	Swampthing	19
Play Act Ftbl	4	Swords & Serps	6
Pool Radiance	20	Taboo 6th Sense	5
Popeye	8	Tag Tm Wrestling	16
Pow	5	Talespin	3
Power Punch 2	16	Target Rengade	4
Powerblade	7	Tecmo Baseball	4
Predator	20	Tecmo Bowl	18
Prince Persia	20	Tecmo Bowl 2	18
Pro Am Racing	7	Tecmo NBA Bsktbl	28
Pro Am Racing 2	30	Tecmo Wild Wrst	4
Pro Wrestling	4	Tennis	22
Pugyls Scav Hunt	18	Terminator	6
Punch Out	4	Terminator 2	10
Punisher	7	Tetris	20
Puzzle	18	Tetris 2	44
Puzznic	38	Three Stooges	8
Pyramid	20	Thunderbirds	8
Q Bert	13	Thundercade	4
Qix	40	Thunder & Liting	35
Quant Fighter	5	Tiger Heli	3
Quattro Adv	18	Time Lord	3
Quattro Sports	13	Times Of Lore	20
Racket Attack	4	Tiny Toon	25
Rad Gravity	5	Tiny Toons 2	36
Rad Racer	7	TMNT	8
Rad Racer 2	10	TMNT 2	4
Raid Bnglg Bay	5	TMNT 3	18
Rainbow Island	22	To The Earth	4
Rally Bike	30	Toki	22
Rambo	13	Tom & Jerry	18
Rampage	7	Tombs & Trsrs	15
Rampart	16	Toobin	22
RBI Baseball	5	Top Gun	4
RBI Baseball 2	10	Top Gun 2	7
RBI Baseball 3	18	Total Recall	4
Remote Control	4	Town & Cntry	3
Ren & Stimpy	30	Town & Cntry 2	8
Renegade	3	Track & Field	4
Rescue Emb Mis	4	Track & Field 2	5
Rescue Rangers	12	Treasure Mstr	7
Rescue Rangers 2	30	Trick Shooting	9
Ring King	9	Trojan	4
River City Ransom	6	Trois	20
Road Blasters	6	Twin Cobra	20
Road Runner	13	Twin Eagle	10
Robin Hood	12	Ultima 1 Exodus	7
Robo Cop	5	Ultima 2 Ost	16
Robo Cop 2	16	Ultima 3 Wat/Dest	30
Robo Cop 3	25	Ultimate Bsktbl	7
Robo Warriors	4	Ultimate Stuntm	5
Rock N Ball	8	Unchrd Waters	25
Rocket Ranger	4	Uninvited	26
Rocketeer	6	Untouchables	10
Rocket'n Kats	20	Urban Champ	4
Roger Clms Btbl	7	Vegas Dreams	35
Roger Rabbit	5	Vegas Bch Vbl	10
Roller Games	4	Vice Prct Doom	5
Rollerblade Rcr	18	Volleyball	4
Rolling Thunder	27	Wall Street Kid	4
Romnc 3 Knngds	12	Wally Bear	18
Romnc 3 Knngds 2	32	Wayne Grisky	4
Roundball	16	Wayne's World	20
Rush N Attack	4	Werewolf	12
Rygar	4	Wheel Fortune	15
Scat	15	Wheel Frtn Fam	22
Section Z	3	Wheel Frtn Jr	16
Seicross	4	Wheel Frtn Vnma	39
Sesame ABC/123	36	Where's Waldo	10
Sesame 123	13	Widget	20
Sesame 2 ABC	16	Wild Gunman	5
Sesame 3 Cdn	30	Willow	5
Shadow Ninja	9	Win Lose Draw	8
Shadowgate	8	Winter Games	5
Shatterhand	7	Wizardy	5
Shingens Ruler	8	Wizardy 2	22
Shinobi	5	Wizardy 3	22
Shooting Range	12	Wizards & Warrs	4
Short Order	12	Wizards & Warrs 3	16
Side Pocket	28	Wolverine	16
Silent Service	4	World Champ	8
Silk Worm	7	World Champ Wr	6
Silver Surfer	7	World Cl Trk	5
Simpsons-B Vs RM	16	World Cup Scer	16
Simpsons-B Vs SM	9	World Games	5
Simpsons-B Vs Wrld	10	World Runner	4
Skate Or Die	4	Wrath Bk Mnta	3
Skate Or Die 2	6	Wrestling Crew	5
Skull & Cnshns	12	Wrestlemania	3
Sky Kid	4	Warm	7
Sky Shark	4	WWF Challenge	8
Staloon	3	WWF King Of Ring	30
Smash TV	6	WWF Steel Cage	16
Snake Rattle	6	Xenophobe	4
Snakes Revenge	4	Xenious	3
Snoopy's Sports	22	Xexyz	7
Soccer	7	Yoshi	18
Solar Jetman	16	Zanic	12
Solomans Key	5	Zelda	5
Solstice	4	Zelda 2	8
Space Shuttle	16	Zombie Nation	13
Spelunker	5		
Spiderman-Sin 6	15		
Spot The Game	10		
Spy Hunter	4		
Spy Vs Spy	4		
Star Force	1		
Star Soldier	12		
Star Trek	22		
Star Trek-Nxt Gen	35		
Star Tropics	8		
Star Tropics 2	30		
Star Voyager	3		
Star Wars	20		
Stealth	5		
Stinger	4		
Street Cops	10		
Street Fighter	10		
Strider	4		
Stunt Kids	20		
Superman	9		
Supr Contra	7		
Supr Dodge Bll	8		
Supr Glove Bll	2		
Supr Jeopardy	22		
Supr Mario	1		
Supr Mario 2	8		
Supr Mario 3	11		
Supr Mr/Dk Ht	1		

ACCESSORIES

Nintendo Deck	\$26
Advant Joystick	10
Arkanoid Control	22
Carry Case/Lg	4
Carry Case/Sm	2
Comp Pro	12
Double Player	8
Extension Cord	12
Four Score	12
Game Genie	22
Game Holder/Lg	5
Game Holder/Sm	3
Light Gun	2
Misc Joypad	3
Misc Joystick	3
Nes Max Joypad	4
Power Glove	20
Power Pad	6
Satelite	7
Single Wireless	4
Supr Contra	7
Supr Dodge Bll	8
Supr Glove Bll	2
Supr Jeopardy	22
Supr Mario	1
Supr Mario 2	8
Supr Mario 3	11
Supr Mr/Dk Ht	1

*NEW RELEASES
These may not yet be out by the manufacturer.

SEGA GENESIS

We Sell Used

3 Ninjas*	\$45	Heavy Nova	\$15	Shining Drkns	\$30
Abrams Btlmk	28	Herzog Zwic	40	Shining Force	55
Addams Family Values*	45	Home Alone	25	Shinobi 3	55
After Burner 2	28	Home Alone 2	36	Side Pocket	38
Air Diver	18	Hurricanes*	45	Simpsons-B Nmr	40
AI Unsr Jr Racing*	45	Immortal	40	Simpsons-B vs SM	25
Aladdin	50	Impossible Mission*	45	Slaughter Sprt	18
Alex Kidd	20	Incredible Hulk*	45	Snow White-Happily	45
Alien 3	28	Interplanetary Lizards	45	Soccer	15
Alien Storm	16	Itchy & Scratchy*	45	Soldier Of Fortune	40
Alisia Dragon	16	Jewel Master	15	Sonic & Knuckles*	45
Altered Beast	15	Jeopardy	48	Sonic Hdghog 2	26
Andre Agassi	30	Jewel Master	13	Sonic Hdghog 3	55
Andretti Racing	45	Joe Mntna	11	Sonic Spinball	40
Arch Rivals	20	Joe Mntna 2	11	Sorcers Knngdm	42
Art Alive	35	Joe Mntna 3	18	Space Harrier 2	12
Art Of Fighting*	45	Joe Mntna 4	35	Space Invaders	50
Atomic Robo Kid	15	John Madn	10	Sparker*	45
Attack Sub	36	John Madn 92	16	Spd Rcr-Challing*	45
Baby's Day Out*	45	John Madn 93	16	Spiderman	20
Balze*	45	John Madn 94	42	Spiderman/X Men	38
Barbie Super Model	40	Jordan Vs Bird	18	Splatthrs 2	32
Barbie Vacation Adv*	45	Jungle Book	45	Splatthrs 3	42
Barneys Hide/Seek	40	Jungle Strike	50	Sports Talk Bb	22
Batman	22	Jurassic Park	35	Sports Tennis*	45
Batman & Robin*	45	Jurassic Park-Rmpg*	45	Star Control	25
Batman Ret Jkr	28	Kartoon Kombt*	45	Star Flight	25
Batman Returns	26	Kid Chameleon	26	Star Quest*	45
Battle Master	28	King/Monsters	35	Star Gate*	45
Battle Tech*	45	King/Monsters 2*	45	Star Trek-Nxt Gn	55
Battletoads	38	Kings Bounty	32	Stone Protectors*	45
Battletoads/Bl Drgn	50	Klax	44	Street Smart	22
Beavis & Butthead	45	Krustys FH	22	Streets Rage 2	35
Beethoven	45	Lakers Celtics	10	Strider	18
Bill Walsh Ftbl	28	Last Battle	10	Subterranea	45
Bill Walsh 95*	45	Lawnmower Man*	45	Sunset Riders	40
Bimino Run	28	Lawmowers 2*	45	Superbike Challing*	45
Bio Hazard Battle	22	Lethal Enforcers	45	Superman	26
Blades-Vengance	40	Lethal Enforcers	45	Supr Bsktbl 2020	30
Blastar Master 2	40	LHX Atk Chpr	26	Supr Bsktbl 2020	30
Boxing Legends	35	Liberty Or Death*	45	Supr Bsktbl 2020	30
Brett Hull Hockey*	45	Lil Mermaid	40	Supr Hang On	26
Bubba & Stix*	45	Lotus Turbo	40	Supr Hi Impact	15
Bubsy	30	Magical Quest*	45	Supr Hydride	15
Bubsy 2*	45	Marble Madns	42	Supr Monaco GP	20
Buck Rogers	25	Mario Lemieux	15	Supr Monaco 2	40
Budokahn	9	Mrko Magic Scr Bbl	45	Supr Off Road	32
Bulls Vs Blazers	20	Master Mnstrs	50	Supr Off Road-Baja*	24
Bulls Vs Lakers	15	Maximum Carnage*	45	Supr Smash TV	25
Buster Douglas Bxg	12	McDnlds Treasr Isl	38	Supr Strt Frz 2	55
Caesars Palace	45	Mega Mn: Wily Wrs*	45	Supr Thndr Bld	15
Caesar's Palace	50	Mercer Game	10	Supr Vlybl	12
Caif Games	25	Mercs	20	Supr Sodan	15
Capt America	30	Michl Jksn Mwk	20	Sword Vermion	22
Capt America 2	42	Mick & Mack	25	Sylvester & Tweety*	45
Carmen Sndgo-Wid	25	Mickey & Dndd	45	Target Earth	12
Carmen Sndgo-Time	25	Mickey Mouse*	45	Tax-Escape Mars	45
Castilvania Blood	40	Mickey's Ms Cstl	32	Tazmania	28
Centurion	32	Micro Machines	50	Team USA Bbl	16
Chaakan	20	Might & Magic	48	Techno Cop	15
Champ Soccer*	45	Might & Magic 3*	45	Tecmo Super Bsktbl	45
Chavez 2*	45	Mighty Max*	45	Tecmo Super Bsktbl	45
Chester Cheetah	35	Milke Dtko Ftbl	8	Tecmo Super Bowl	35
Choplifter 3	45	MLBPA Baseball	42	Tecmo Super Hockey*	45
Chuck Rock	35	Monopoly	55	Tecmo Super NBA	38
Cliffhanger	40	Monster Truck Wrs*	45	Terminator	22
Cliffhanger 2	40	Mortal Kombt	40	Terminator 2-Arc	30
Clue	49	Mortal Kombt 2*	45	Terminator 2-Roc	10
Clue 2	45	Mortal Kombt 3	42	Thunder Force 3	18
College Football*	45	Musha	28	Thunder Force 3	18
Columns	40	Mutant Lg Ftbl	26	Tick*	45
Columns 3	48	Mutant Lg Hockey	48	Time Trax*	45
Columns 3	48	NBA Action	50	Tiny Toons	45
Combat Cars*	45	NBA All Star Ching	20	Tny Tns Adv All Strs*	45
Contra: Hard Corps*	45	NBA Jam*	60	TNYM Hyperstone	40
Cool Spot	40	NBA Showdown*	55	TMNT Tourm Firs	50
Cool Spot	40	NFL Quarterbk Club*	45	Toe Jam & Earl	38
Cruel Ball	40	NHL All Star Hockey*	45	Toe Jam & Earl 2	50
Crystal's Pony Tale*	45	NHL Hockey	18	Tom Lasorda Bsktbl	12
Cyberball	12	NHL Hockey 94	55	Tony LaRussa	20
Cyborg Justice	28	NHL Hockey 95*	45	Top Gear 2*	45
Dark Castle	15	NHLPA 93	28	Triple Score	38
David Robinson	15	NHLPA 93	28	Troll Adventures*	45
Death/Retrn Sprm	18	Ngl Mnsell Indy Car*	45	Troy Aickman*	45
Decap Attack	45	Nj Olympic Gold	20	True Lies*	45
Desert Strike	40	Outrun	35	Truxton	15
Dick Tracy	18	Outrunners*	45	Twin Cobra	20
Dick Vitale Bsktbl*	13	Pac-Attack*	45	Virtu Racing	70
DJ Boy	45	Pac Man 2*	45	Virtual Bart*	45
Dolphin	36	Pacmania	50	Warrior Rome	20
Double Dragon	25	Pagemaster*	45	Warrior Rome 2	48
Double Dragon 3	30	Paperboy	48	Wars Etrnl Sun	42
Double Dragon 5	45	Pat Rily Bsktbl	10	Warsong	35
Double Dribble	42	PGA Euro Tour	50	WCW Superbrawl*	45
Double Dribble 2	45	PGA Tour Golf	40	We're Back*	45
Dr Robotnik's	32	PGA Tour Golf 2	50	Wheel Fortune	55
Dracula	26	Phant Star 2	28	Wimbeldon Tns	38
Dragon's Lair*	45	Phant Star 3	38	Winter Challenge	18
Dragon's Lair*	45	Pinkskin Football	26	Wolfenstein 3D*	45
Dune Battl-Arakis	45	Pink To Hollywood	40	Wonder Boy	45
Dynamite Headdy*	45	Pirates Gold	40	World Ldrbld Golf	35
E Swat	15	Pirfall Harry*	45	World Series Bsktbl	60
Earthworm Jim*	45	Pitfighter	20	World Trphy Scr	25
Ecco-Tides Of Time*	45	Ppelye-Hi Sea Hjnks*	45	WWF Royal	45
ESPN Basketball	50	Populous	11	WWF Super Wrsl	22
ESPN Bsktbl	45	Power Instinct*	45	X-Men	35
ETernal Champions	50	Power Mnger	32	Ys	32
Euro Hockey	44	Pre Amator 2	26	Zero Tolerance*	45
Evander Hlyfld	20	Pro Am Racing	36	Zombies Ate Nbr	38
Ex Mutants	20	PTO	20		
F 117 Night Storm	32	Quackshot	50		
F 15 Strike Eagle 2*	45	Radical Rex*	45		
F 22 Intercpt	25	Rainbow Islands*	45		
Fairy Tales	28	Rambo 3	20		
Family Feud	4	RBI Bsktbl 3	16		
Fantasia	25	RBI Bsktbl 4	22		
Fantastic Dizzy*	45	RBI Bsktbl 93	32		
Fatal Fury	32	RBI Bsktbl 94	42		
Fatal Labyrinth	13	Ren & Stimpy	50		
Ferrari GP	30	Revenge Shnobi	15		
FIFA Soccer	60	Rings Of Power	30		
Fighting Masters	26	Risk*	45		
Fire Team Rogue*	45	Road Rash	32		
Flashback	40	Road Rash 2	48		
Flink*	45	Robocop Vs Term	45		
Forgottn Wrlds	15	Rock N Roll Racing*	45		
Formula 1 94*	45	Roger Clemens Btbl	20		
Gaiares	16	Rolling Thndr 2	20		
Game Holder/Lg	5	Romnc 3 Knngs 2	48		
Game Holder/Sm	3	Saint Sword	18		
Light Gun	2	Shadow*	45		
Misc Joypad	3	Shadow Beast	12		
Misc Joystick	3	Shadow Beast 2	20		
Nes Max Joypad	4	Shadow Blaster	13		
Power Glove	20	Shadow Dancer	15		
Power Pad	6	Shadow			

Ultra 64 Graphics Developments

Nintendo made a stunning declaration recently, stating that it would utilize 500 MHz memory chips created by Rambus Inc. in its upcoming **Ultra 64** game system. Using these chips will permit the high-speed computation needed to accomplish the 3D graphics promised by Nintendo. The chips will also help keep the Ultra 64 within the \$250 retail cost that was previously announced.

In another related announcement, Nintendo selected Alias Research to create 3D graphics-development tools that will be used to construct the high-level imagery in Ultra 64 software. Alias is best known for software used in movies like *Jurassic Park* and *Terminator 2*, but its PowerAnimator software also helped Rare and Nintendo develop the upcoming *Donkey Kong Country* for the SNES. According to a press release, Nintendo "has purchased a large number of Alias PowerAnimator licenses...making it one of the largest 3D development sites in the world."



Alias jumps from *Donkey Kong Country* to the Ultra 64.

Neo•Geo Slips Discs

Rumors of a **Neo•Geo CD-ROM player** have been circulating since 1990, but now it's actually going to happen. **SNK** showed its upcoming CD/Neo•Geo combination console at the Tokyo Toy Fair this summer. The game system will hit U.S. stores in the summer of 1995. (It'll appear in Japan by Christmas this year and in Europe in the spring of 1995.) Look for a \$475 price tag, with games that cost about \$50 each. Except for the absence of a cart slot, the machine is expected to be essentially the same as the current Neo•Geo. Japanese gamers will see 24 titles at the product's release, with 16 more by Christmas; 40 to 50 titles will be available at the U.S. release of the CD unit.



Wait a little longer for the Neo•Geo CD.

Jaguar, Phone Home

Parents can now look forward to having **Jaguars** linked to their television sets and their phones. Through the use of the **Jaguar Voice/Data Communicator** modem, designed with Phylon Inc.'s "voice-plus-data technology," Jaguar owners will be able to play specially designed software with another Jaguar gamer over the phone and maintain a simultaneous voice conversation during the game. Headsets that come with the modem allow the players to talk, but they also pass along

call-waiting signals so that gamers can pause the action to take a call. The first games to use this technology are *Doom*, *Club Drive*, and *Iron Soldier*.

A recent press release also indicated that software is being created to enable play over nationwide on-line systems. The expected cost of the Jaguar Voice/Data Communicator is under \$100, and it should be in stores this Christmas.

Sega Toys with Multimedia Products

Sega's creation of a toy division could help it become something more than just a video game company. The first product out will be Pico, "the computer that thinks it's a toy." Geared toward children ages three to seven, **Pico** – a popular toy in Japan during 1993 – hooks to a TV and enables gamers to play "multimedia learning games." Among the first characters featured in Pico titles are Mickey Mouse, Tails, Winnie the Pooh, and Ecco Jr. Scheduled to hit the stores in October, Pico will come packaged with one Richard Scarry "electronic storybook" and will be priced under \$160.

Older gamers aren't left out of Sega's toy plans:

- Sega will create a line of **Pocket Arcade** games, which will be portable LCD (liquid-crystal display) games that sell for under \$25 each. They should be available now.

- **PODS**, billed by Sega as "futuristic 'Simons,'" record the player's movements and dish out sounds and flashes. Six games can be played with the under-\$50 PODS. The multi-player games should be appearing in stores shortly.

- Sega's **IR 7000** is a personal organizer that enables users to send infrared text messages to others, keep track of

appointments and addresses, refer to a world map, play a game, and more. Available now, the IR 7000 sells for \$80.

- **Beamers** are "minicom- munication devices" that transmit voice messages up to 30 feet away over an infrared beam. The palm-sized unit comes in a two-pack for \$60 and should be released early next year.



Sega's Pico, IR 7000, Pocket Arcade, and PODS (top to bottom).

Gee! No, GTE

The interactive-entertainment industry has seen its share of big-name companies join its ranks and release products. **GTE Interactive Media**, based in Carlsbad, California, brings the telephone giant into the video game business with more than 20 upcoming products. The first

pair of games include a street-hockey game for the SNES and Genesis, tentatively called **Blades**. A 24-meg cart, *Blades* includes six different courts and more than 2000 digitized frames of animation. It can be played by up to four players and will be released in late 1994 on the SNES and early 1995 on the Genesis.

GTE's other announced title may be familiar to Genesis owners who are into blacktop basketball. **Jammit**, already released on the Genesis by Virgin Interactive, features a seven-round b-ball tournament on five different courts, seven styles of play, and a unique "Slam-Cam" viewpoint. Look for *Jammit* on the SNES and 3DO within the next few weeks.

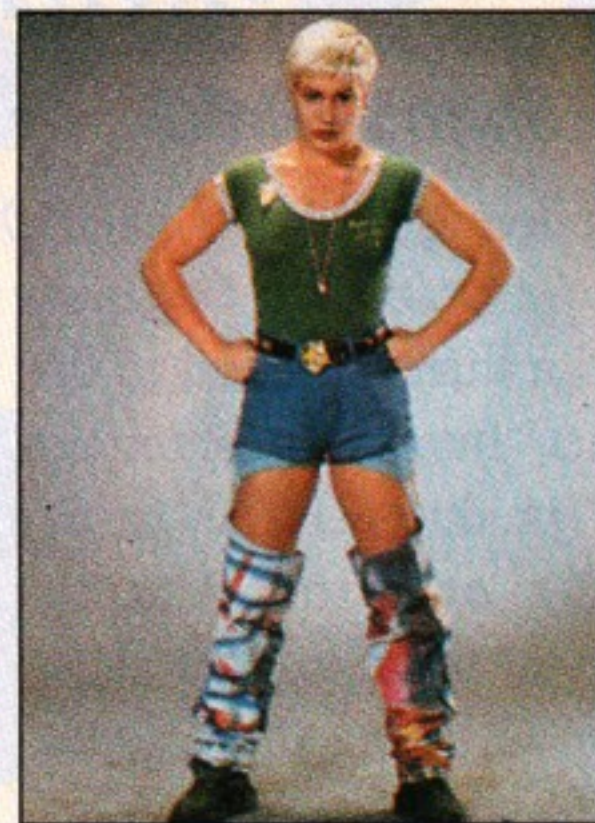


GTE's *Blades* (top) and *Jammit*.

Double Dragon Changes Screens

The long-awaited *Double Dragon* movie, starring Robert Patrick (the T1000 in *Terminator 2*) and Alyssa Milano (from TV's *Who's the Boss*) is ready for release. Like the popular video game series, *Double Dragon*

deals with the adventures of Billy and Jimmy Lee (played by Scott Wolf and Mark Dacascos), martial arts experts and brothers who are trying to survive in New Angeles and keep the other half of a powerful medallion from Koga Shuko (Patrick). The Mohawk gang ambushes the Lees, but the Power Corps saves them. Marian Delario (Milano) is the Power Corps' leader – and also the police chief's daughter. *Double Dragon* is set for release on November 11.



Alyssa Milano stars as Marian Delario, the Power Corps' leader.



The Lee Brothers: Mark Dacascos plays Jimmy (left), and Scott Wolf plays Billy.



Robert Patrick is the power-hungry Koga Shuko.

**BLOCKBUSTER
VIDEO**

October

Hot Sheet!

NES

1. Mario's Time Machine
2. Jungle Book
3. TMNT: Tournament Fighters
4. Mega Man 6
5. Kirby's Adventure
6. Mario Is Missing!
7. The Ren & Stimpy Show: Buckeroo\$
8. Tetris 2
9. WWF King of the Ring
10. Tecmo Super Bowl

Super NES

1. Mortal Kombat II
2. Super Street Fighter II
3. Maximum Carnage
4. Jungle Book
5. Tetris 2
6. Double Dragon V
7. Stunt Race FX
8. Saturday Night Slam Masters
9. Incredible Hulk
10. Super Metroid

Genesis

1. Mortal Kombat II
2. Super Street Fighter II
3. Maximum Carnage
4. Jungle Book
5. Bill Walsh College Football
6. Double Dragon V
7. ESPN Sunday Night Football
8. College Football's National Championship
9. Virtua Racing
10. Top Gear 2

Sega CD

1. Star Wars 3D: Rebel Assault
2. Mortal Kombat
3. Heimdall
4. Tomcat Alley
5. Who Shot Johnny Rock?
6. ESPN Sunday Night Football
7. Formula 1 GP
8. F.I.F.A. International Soccer
9. Dune
10. Formula 1 GP

Where's Sega Going? Disney World!

Guaranteeing itself an audience of happy vacationers, **Sega** has signed a three-year deal to display its "interactive entertainment" products at Walt Disney World's new Innoventions display at the Epcot '94 showcase in Orlando, Florida. The exhibit, which opened July 1, includes 140 Genesis, Sega CD, and Game Gear stations that visitors can play freely. The 10,000-square-foot display – twice as large as the next biggest exhibitor – is broken into five areas of interest: Action/Adventure, Sports, Family and Kids, Future, and Arcade. Offerings will include new software and the Sega Channel, as well as AT&T's Edge-16 modems hooked up to two Genesis systems in remote locations of the pavilion.

Malibu Prime for Sony Deal

Malibu Comics, one of the fastest growing comic-book publishers, has signed an agreement with **Sony Imagesoft** to create **Sega CD games** based on Malibu characters. First out of the gates in November is **Prime**, from Malibu's Ultra-universe series, and a game called **Firearm** is scheduled for release by the end of the year. A third as-yet-unnamed title will be released in 1995.



Turning comic-book pages to
Sega CDs.

Double Dragon's Triple Threat

Crisscrossing markets as a video game series, upcoming movie, and TV show, **Double Dragon**'s twins Billy and Jimmy Lee are now immortalized as action figures, courtesy of **Tyco Toys**. The line of toys include Billy and Jimmy Lee sets, each with related accessories, as well as various friend-and-foe sets like Blaster, Shadowmaster, and Trigger Happy. Vehicles, such as the Double Dragon Cycle, Double Dragon Cruiser, and Shadow Raven, are available, along with other items like the Double Dragon Dojo Playset and Double Dragon Sword with Mask. Prices of the toys range from \$5 to \$29. For information about the Double Dragon sets, call 800/FOR-TYCO (800/367-8926).



Tyco Toys' DD action figure.

At the Deadline



Time Warner Interactive, whose arcade division was previously known as **Atari Games**, has announced that it plans to use **Atari Corporation's Jaguar** in future coin-op machines. Although no info on upcoming games was announced, all arcade games created will subsequently be available for play on the home version of the console.

GAME PRO'S **HOT TIPS**
HOTLINE!!

1-900-860-TIPS

OPTION 1 CLUES	OPTION 2 TIPS	OPTION 3 16 BIT
OPTION 4 GAME GOSSIP	OPTION 5 CLASSIC TIPS	

CALLS AVERAGE THREE MINUTES IN LENGTH AND COST \$1.09 A MINUTE. TOUCH-TONE PHONE REQUIRED.

Be sure to get your parents' permission to use the Hotline if you are under 18 years of age. Messages subject to change without notice. A service of Infotainment World in San Mateo, CA

Hey Subscriber! Are You Moving?



Give us advanced notice and you're sure to get your next issue on time...as usual.

Write to:
GamePro Subscriptions
P.O. Box 55527
Boulder, CO 80322
(Be sure to include both your old and new address)

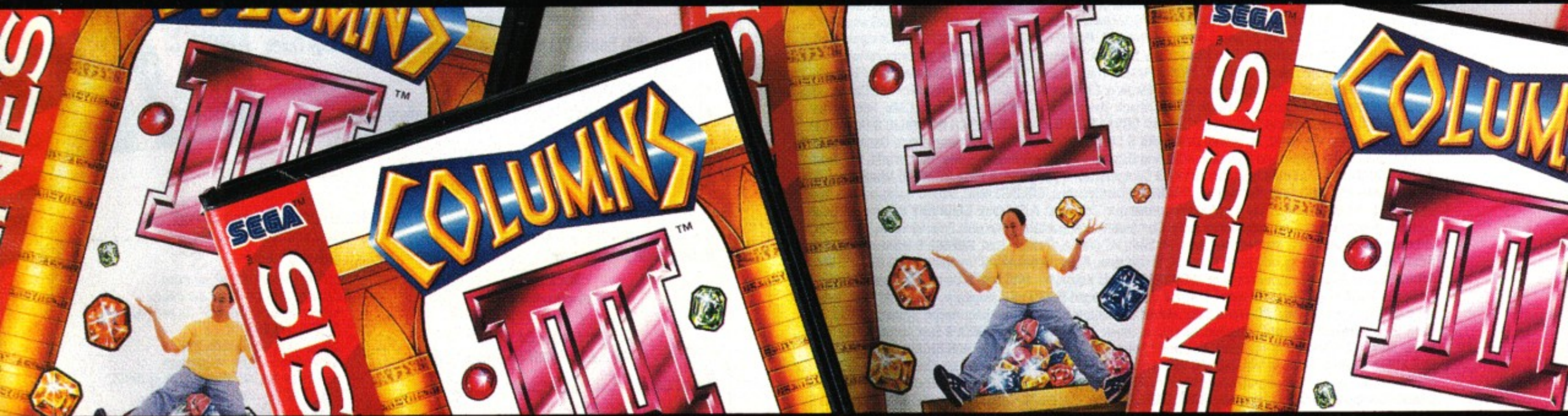




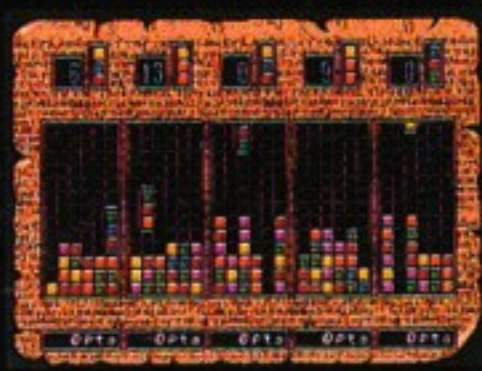
All of these are habit



forming but only one



won't give you zits.



 **VIC TOKAI INC.**
22904 Lockness Ave.
Torrance, CA 90501



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. SEGA AND GENESIS ARE TRADEMARKS OF SEGA ENTERPRISES, LTD. TEAM PLAYER™ IS A TRADEMARK OF SEGA OF AMERICA, INC. ALL RIGHTS RESERVED. THE VIDEO GAME RATING COUNCIL, ITS RATING SYSTEM, SYMBOLS AND INDICIA ARE TRADEMARKS OF SEGA OF AMERICA, INC. © 1993 SEGA. LICENSED BY SEGA ENTERPRISES, LTD. FOR PLAY ON THE SEGA™ GENESIS™ SYSTEM. © 1994 VIC TOKAI, INC.

GENESIS™



INDEX OF ADVERTISERS

Absolute129	Namco HomeTek81
Acclaim4th Cover	Nintendo18, 19
Accolade2nd Cover, 102, 103, 132, 133	NuReality77
American Sammy169	Philips Interactive Media69, 74, 75
Atari108, 109, 142, 143	Playmates101, 159
Aura124, 125	ReadySoft173
Blockbuster57	Sega of America2, 3, 63, 82, 83, 131, 141
Bullet-Proof1, 33	Software Etc.42, 43
Capcom23	Sony Imagesoft65, 115
Chips & Bits183	Spectrum HoloByte79
Classic Games123	Square Soft10, 11, 15, 17
Domark Software24, 25, 107	STD121, 137, 184, 3rd Cover
Electro Brain152, 153	Sunsoft71
Electronic Arts34, 35, 55	Tecmo151
Fleer9	Tengen116, 117, 160, 161
Funco177	Turbo Zone Direct171
Galoob5	UBI Soft58, 59
Game Discount Warehouse122	U.S. Gold105
Gameosaurus114	USA Network53
Gametek67, 139	Viacom New Media61
Interplay30, 31, 46, 47, 149, 165	Vic Tokai181
Koei163	Virgin Games4
MAS Systems180	Williams Entertainment7
Master the Game175	Working Designs73
	Zappers113

This index is provided as an additional service. The publisher does not assume liability for errors or omissions due to last-minute changes.

ADVERTISING SALES OFFICES

JOHN SIELING, NATIONAL ADVERTISING DIRECTOR
MICHELLE WHEATLEY, ADVERTISING COORDINATOR

EASTERN UNITED STATES

BRUCE WOLFF, REGIONAL MANAGER
KATHY LANGHAAR, SALES ASSOCIATE
CONTINENTAL PLAZA III, 433 HACKENSACK AVE.
HACKENSACK, NJ 07601
TEL: (201) 489-1155, FAX: (201) 489-6277

MIDWEST UNITED STATES

RUSS HOFER, REGIONAL MANAGER
SHERRY HELBERG, SALES ASSOCIATE
ONE NORTHFIELD PLAZA, SUITE 230
NORTHFIELD, IL 60093
TEL: (708) 441-0791, FAX: (708) 441-0796

WESTERN UNITED STATES

RANDI BRISSMAN, REGIONAL MANAGER
LISA CARNIATO, SALES ASSOCIATE
951 MARINER'S ISLAND BOULEVARD
SAN MATEO, CA 94404
TEL: (415) 286-2514, FAX: (415) 349-8532

LIST RENTALS

HOLLY KLINGEL, CIRCULATION DIRECTOR
(415) 286-2506

GAMEPRO is a publication of International Data Group, the world's largest publisher of computer-related information and the leading global provider of information services on information technology. International Data Group publishes over 200 computer publications in 63 countries. Forty million people read one or more International Data Group publications each month. International Data Group's publications include: ARGENTINA'S Computerworld Argentina, Infoworld Argentina; AUSTRALIA'S Computerworld Australia, Australian PC World, Australian Macworld, Network World, Mobile Business Australia, Publish!, Reseller, IDG Sources; AUSTRIA'S Computerwelt Oesterreich, PC Test; BELGIUM'S Data News (CW); BOLIVIA'S Computerworld; BRAZIL'S Computerworld, GamePro, Game Power, Mundo Unix, PC World, Publish, Super Game; BULGARIA'S Computerworld Bulgaria, Edeworld, PC & Mac World Bulgaria, Network World Bulgaria; CANADA'S CIO Canada, Computerworld Canada, Graduate Computerworld, InfoCanada, Network World Canada, Reseller; CHILE'S Computerworld Chile, Informatica; COLOMBIA'S Computerworld Colombia, PC World; COSTA RICA'S PC World; CZECH REPUBLIC'S Computerworld, Elektronika, Macworld, PC World; DENMARK'S Communications World, Computerworld Danmark, Macintosh Produktkatalog, Macworld Danmark, PC World Danmark, PC World Produktguide, Tech World, Windows World; ECUADOR'S PC World Ecuador; EGYPT'S Computerworld (CW) Middle East, PC World Middle East; FINLAND'S MikroPC, Tietoviikko, Tietoverkko; FRANCE'S Distributive, GOLDEN MAC, InfoPC, Languages & Systems, Le Guide du Monde Informatique, Le Monde Informatique, Telecoms & Reseaux; GERMANY'S Computerwoche, Computerwoche Focus, Computerwoche Extra, Computerwoche Karriere, Electronic Entertainment, GamePro, Information Management, Macwelt, Netzwelt, PC Welt, PC Woche, Publish, Unit; GREECE'S Infoworld, PC Games; HONG KONG'S Computerworld Hong Kong, PC World Hong Kong; HUNGARY'S Computerworld SZT, PC World; INDIA'S Computers & Communications; INDONESIA'S Info Komputer; IRELAND'S ComputerScope; ISRAEL'S Computerworld Israel, PC World Israel; ITALY'S Computerworld Italia, Lotus Magazine, Macworld Italia, Networking Italia, PC Shopping Italy, PC World Italia; JAPAN'S Computerworld Today, Information Systems World, Macworld Japan, Nikkei Personal Computing, SunWorld Japan, Windows World; KENYA'S East African Computer News; KOREA'S Computerworld Korea, Macworld Korea, PC World Korea; LATIN AMERICA'S GamePro; MALAYSIA'S Computerworld Malaysia, PC World Malaysia; MEXICO'S Compu Edicion, Compu Manufactura, Computacion/Punto de Venta, Computerworld Mexico, MacWorld, Mundo Unix, PC World, Windows; THE NETHERLANDS' Computer! Totaal, Computable (CW), LAN Magazine, MacWorld, Totaal "Windows," NEW ZEALAND'S Computer Listings, Computerworld New Zealand, Network World, New Zealand PC World; NIGERIA'S PC World Africa; NORWAY'S Computerworld Norge, C/World, Lotusworld Norge, Macworld Norge, Network, PC World Ekspress, PC World Norge, PC World's Produktguide, Publish & Multimedia World, Student Data, Unix World, Windowsworld; IDG Direct Response; PAKISTAN'S PC World Pakistan; PANAMA'S PC World Panama; PERU'S Computerworld Peru, PC World; PEOPLE'S REPUBLIC OF CHINA'S China Computerworld, China Infoworld, China PC & Communications Magazine, Computer Fan, PC World China, Electronics International, Electronics Today/Multimedia World, Electronic Product World, China Network World, Software World Magazine, Telecom Product World; PHILIPPINES' Computerworld Philippines, PC Digest (PCW); POLAND'S Computerworld Poland, PC World/Komputer; PORTUGAL'S Cerebro/PC World, Correio Informatico/Computerworld, MacIn; ROMANIA'S Computerworld, PC World, Telecom Romania; RUSSIA'S Computerworld-Moscow, Mir - PK (PCW), Sety (Networks); SINGAPORE'S Computerworld Southeast Asia, PC World Singapore; SLOVENIA'S Monitor Magazine; SOUTH AFRICA'S Computer Mail (CIO), Computing S.A., Network World S.A., Software World; SPAIN'S Advanced Systems, Amiga World, Computerworld Espana, Comunicaciones World, Macworld Espana, NeXTWORLD, Super Juegos Magazine (GamePro), PC World Espana, Publish; SWEDEN'S Attack, ComputerSweden, Corporate Computing, Macworld, Mikrodatorn, Natverk & Kommunikation, PC World, Publishing & Design (CAP), Datalingenjoren, Maxi Data, Windows World; SWITZERLAND'S Computerworld Schweiz, Macworld Schweiz, PC Tip; TAIWAN'S Computerworld Taiwan, PC World Taiwan; THAILAND'S Thai Computerworld; TURKEY'S Computerworld Monitor, Macworld Turkiye, PC World Turkiye; UKRAINE'S Computerworld; UNITED KINGDOM'S Computing /Computerworld, Connexion/Network World, Lotus Magazine, Macworld, Open Computing/Sunworld; UNITED STATES' Advanced Systems, AmigaWorld, Cable in the Classroom, CD Review, CIO, Computerworld, Digital Video, DOS Resource Guide, Electronic Entertainment Magazine (E2), Federal Computer Week, GamePro, IDG Books, Infoworld, Laser Event, Macworld, Multimedia World, Network World, PC Letter, PC World, PlayRight, Power PC World, Publish, SWATPro, Video Event; VENEZUELA'S Computerworld Venezuela, PC World Venezuela; VIETNAM'S PC World Vietnam.

Back Issues!

GAMEPRO



The definitive source for the best tips and reviews of the hottest games for all home video game systems.

- | | |
|---|---|
| #17 (Dec. '90) The Simpsons, Handheld Buyer's Guide | #42 (Jan. '93) Street Fighter II Strategy Guide Insert, Pt.5 |
| #18 (Jan. '91) Annual Superstar Sports Issue | #43 (Feb. '93) Art of Fighting/World Heroes Special Insert |
| #19 (Feb. '91) CD-ROM Games, Game Boy's Mega Man | #44 (Mar. '93) Sonic 2 Strategy Insert, Pt.1 |
| #20 (Mar. '91) Comic Strip Games, Mickey Mouse | #45 (Apr. '93) Sonic 2 Strategy Insert, Pt.2 |
| #21 (Apr. '91) Super NES Preview, Double Dragon | #46 (May '93) Super Sports Roundup Insert |
| #22 (May '91) Battletoads, Game Gear Preview | #47 (Jun. '93) Super Star Wars Strategy Guide Insert |
| #23 (Jun '91) Sonic the Hedgehog, 16-Bit Buyer's Guide | #48 (July '93) Jurassic Park! Star Wars SNES Secrets! |
| #24 (Jul. '91) Baseball Preview, TurboGrafx-16 Buyer's Guide | #49 (Aug. '93) Street Fighter II Turbo Preview |
| #25 (Aug. '91) Super NES Buyer's Guide, Spider-Man | #50 (Sept. '93) Mortal Kombat, Street Fighter II Turbo Insert, Pt.1 |
| #27 (Oct. '91) Star Wars, Super Ghouls 'N Ghosts | #51 (Oct. '93) Super SF II Turbo Insert, Pt.2, PLUS Samurai Shodown |
| #28 (Nov. '91) The Addams Family, Castlevania IV | #52 (Nov. '93) Sonic Spinball and Sonic Chaos |
| #29 (Dec. '91) Football Review, Bart's Back | #53 (Dec. '93) Teenage Mutant Ninja Turtles: Tournament Fighter |
| #30 (Jan. '92) 56 New Carts Reviewed! | #54 (Jan. '94) Mortal Kombat II |
| #31 (Feb. '92) TMNT III, Genesis Buyer's Guide | #55 (Feb. '94) Stars of '93 - Editors Choice Awards |
| #33 (Apr. '92) 16-Bit Games for '92, Basketball Blowout | #56 (Mar. '94) NBA Jam/Game Gear Guide |
| #34 (May '92) Splatterhouse 2 for the Genesis | #57 (Apr. '94) Incredible Hulk/Sonic 3 Strategy Guide |
| #35 (Jun. '92) Taz-Mania, Beat-em-up Special Feature | #58 (May '94) Making of Mortal Kombat II |
| #36 (Jul. '92) Alien 3, Sega CD-ROM | #59 (June '94) Virtua Racing/ Mortal Kombat II Strategy Guide |
| #37 (Aug. '92) Sega CD, Exclusive Alien 3 Sneak Preview | #60 (July '94) Super Street Fighter II (SNES, Genesis, Turbo Arcade) |
| #38 (Sept. '92) Street Fighter II Strategy Guide Insert, Pt.1 | #61 (Aug. '94) Mortal Kombat II (SNES, Genesis, Game Boy, Game Gear) |
| #39 (Oct. '92) Street Fighter II Strategy Guide Insert, Pt.2 | #62 (Sept. '94) The Death and Return of Superman PLUS Incredible Hulk Strategy Guides |
| #40 (Nov. '92) Street Fighter II Strategy Guide Insert, Pt.3 | |
| #41 (Dec. '92) Street Fighter II Strategy Guide Insert, Pt.4 | |

\$5.00 Each (Indicate GamePro and issue number on order form)

SWATPRO

Secret Tips, Tactics, and Passwords for games on all video game systems.

- | |
|---|
| #11 (May '93) Mega Man V |
| #12 (July '93) Road Rash 2 |
| #13 (Sept '93) X-Men PLUS Flashback Pro Strategy Guide |
| #14 (Nov '93) Bubsy PLUS Flashback & Shadowrun Strategy Guide |
| #15 (Jan '94) Super Street Fighter II |
| #16 (Mar '94) Mega Man X |
| #17 (May '94) Sonic 3 PLUS Clayfighter Strategy Guide |
| #18 (July '94) NBA Jam |
| #19 (Sept '94) Super Street Fighter II |
| #20 (Nov '94) Mortal Kombat II Strategy Guide |

\$5.00 Each (Indicate SWATPro and issue number on order form)



Return with payment to:

Back Issues

GamePro Magazine
P.O. Box "P"
San Mateo, CA 94402
All orders MUST be prepaid.

Credit Card: MasterCard Visa

Shipping/Handling:

U.S.A.: include \$2.50 per copy.
Canada: include \$4.50 per copy.
International: include \$7.50 per copy.
(U.S. funds only)
Shipping is via surface mail.
Allow 4 to 6 weeks for delivery.
Add sales tax, residents of CA (8.25%), IL (6.25%), and NJ (6%) only

Card # _____

Signature _____

Exp. Date _____

Name _____

Address _____

City _____

State _____

Zip Code _____

Magazine _____

Issue # _____

Quantity _____

Price for each _____

Total _____

ORDERS MUST BE PREPAID

Total Number Ordered _____

Shipping _____

CA, IL and NJ residents add appropriate tax

TOTAL _____

CHIPS & BITS BUY 3 GET 1 FREE*

OVERNIGHT SHIPPING in US \$4 per order. Mail to Canada, PR, HI, AK, APO, FPO \$4 per order. Worldwide airmail \$6 per item. Handling \$2 per shipment.

PO BOX 234 DEPT 10123 ROCHESTER, VT 05767
Call 802-767-3033 Fax 802-767-3382 Source 10123

Visa, MC and Discover accepted. Checks held 4 weeks. Money Orders same as cash. COD \$8. Defectives replaced with same product. Most items shipped same day. Shipping times may vary. Price/availability may change. All sales final. Call for details.

GENESIS HARDWARE

4 Way Play Adaptor	\$29
6 Btnn Arcad Pwr Stk	\$39
6 Button Control Pad	\$19
F-16 Wireless Pad	\$39
Gen Menacer Term 2	\$46
Genesis Activator	\$59
GEN CD 2 Sports Pk	\$229
GEN CD Bkup Card	\$44
GEN 2 CD Sys CD	\$229
Genesis CDX Sys	\$399
Genesis Menacer	\$36
GEN RF Antnn Switch	\$9
Genesis Systm 2 core	\$99
GEN Systm Sonic 2	\$129
Genesis Team Plyr 2	\$36
Mega Mouse	\$32
SG Program Pad 2	\$32

GENESIS ROLE PLAYING

Battletech	\$54
Cybercop	\$44
Dark Wizard CD MA13	\$43
Heimdall CD GA	\$44
Land Stalker GA	\$54
Lufa	\$56
Lunar 2 CD	\$52
Might & Magic 3	\$59
Phantasy Star 4	\$79
Popful Mail CD	\$49
Romance 3 Kgdms 2	\$49
Shadow Run MA-13	\$49
Shining Force 2	\$64
Technoclash	\$39
Unchrtd Wtrs Nw Horz	\$62
Vay CD MA-13	\$48

GENESIS SHOOTERS

Black Hole Assault CD	\$39
Commando Raid	\$49
Contra Hard Corps	\$52
Crime Patrol CD	\$49
Death Duel	\$49
Exo Squad	\$52
Gauntlet 4	\$42
Lethal Enforcers 2	\$56
Lode Runner CD	\$46
Mad Dg McCree 2 CD	\$49
NovaStorm CD	\$54
Rebel Assault CD GA	\$44
Silpheed CD GA	\$43
Soul Star CD	\$44
Star Strike 2000 CD	\$56
Stellar Fire CD	\$42
View Point	\$56
Zero Tolerance	\$49

GENESIS SIMULATIONS

AH-3 Firehawk CD GA	\$44
AI Unser Jr Racing	\$46
Championship Pro-Am	\$32
Choplifter 3	\$52
Daytona USA	\$79
ESPN SpeedWorld CD	\$56
Flying Nightmares CD	\$44
Formula 1 GP CD	\$46
Ground Zero Texs CD	\$54
Lotus Turbo Challeng 2	\$39
Mario Andrrt Race GA	\$52
Megarace CD	\$44
Midnight Raiders CD	\$52
Monster Truck Wars	\$49
Nigel Mansll Indy Car	\$52
Outrunners GA	\$56
Road Rash 2	\$42
Rock & Roll Racing	\$49
SeaQuest DSV	\$56
Super Bike Challenge	\$49
Super Off Road:Baja	\$52
Tomcat Alley CD	\$49
Virtua Racing GA	\$76
Wing Commander 2	\$56

GENESIS SPORTS

ATP Tennis GA	\$49
Barkley Basketball GA	\$49
Bill Walsh Coll FB 95	\$54
Bill Walsh Coll FB CD	\$39
Brett Hull Hockey 95	\$49
Championship Pool GA	\$56
ESPN Football GA	\$56
ESPN Hockey	\$56
ESPN NBA Hangtime	\$56
FIFA Int'l Soccer 95	\$54
Golf Mag 36 Holes CD	\$52
Jack Nicklaus SE	\$54
Jammit! GA	\$56
King Salmon	\$42
Links Pro Golf CD	\$56
Madden Football 95	\$54
Muhammad Ali Boxing	\$49
NBA Showtime 95	\$54
NCAA Football	\$54
NFL Quarterback Club	\$62
NFL Sportstalk FB 95	\$54
NHL All Star Hockey	\$54
NHL Hockey 95	\$54
PGA Tour 95	\$54
Pebble Beach Golf GA	\$44
RBI 94 GA	\$52
Slam Masters	\$56
Tecmo Baseball GA	\$56
Tecmo Super Bowl GA	\$54
Tiny Toon Ad: All Stars	\$44
Tony LR Ult Bsbll 95	\$54
Troy Aikman Football	\$59
Vitale Basketball	\$52
WWF:Raw	\$58
World Cup USA CD	\$46

GENESIS ADVENTURE

3 Ninjas Kick Back CD	\$46
Ad Batmn & Robin CD	\$46
Akira CD	\$54
Baby Boom CD	\$52
Beavis & Butt-Head	\$54
BlackThorne	\$49
Boogerman	\$49
Cadillac & Dinosaurs CD	\$49
Chuck Rock 2	\$29
Death of Superman	\$52
Demolition Man	\$56
DinoBlazer CD	\$56
Dolphin CD GA	\$42
Dracula CD	\$49
Dragons Lair 2 CD	\$52
EarthWorm Jim	\$62
Fahrenheit CD	\$52
Flashback CD	\$49
Flintstones Movie	\$56
Frankenstein CD	\$52
Goofy	\$42
High Seas Havoc	\$46
Incredible Hulk GA	\$54
Itchy & Scratchy	\$43
Jungle Book GA	\$56
Jurassic Park CD GA	\$49
Loadstar CD	\$49
Mega Man:Wily Wars	\$56
Mickey Mania CD	\$56
No Escape CD	\$46
Out of this World CD	\$49
Penn & Teller CD	\$46
Pirates of Dark Water	\$54
Power Rangers	\$52
Prince Persia MA-13	\$49
Radical Rex	\$49
Ren & Stimpy Show	\$46
Robocop Vs Termintor	\$56
Shadow Blasters	\$19
Shadow of Atlantis CD	\$52
Shadow of Beast 2 CD	\$52
Shinobi 3	\$42
Snatcher CD	\$44
Sonic the Hedgehog 4	\$59
Spidy:Max Carnage	\$54
Star Trek:Dp Space 9	\$54
Superman	\$39
Sylvester & Tweety	\$54
Tazmania:Esc Mars	\$52
The Punisher	\$54
The Shadow	\$56
The Tick	\$54
Time Cop CD	\$46
Tinhead GA	\$52
Tom & Jerry	\$49
Vikings 2	\$46
Virtual Bart	\$52
Wolf Child CD	\$39
X MEN	\$44
Zero Kamikze Squirrel	\$52

GENESIS KICK & PUNCH

Art of Fighting MA-13	\$52
Beast Wrestlers	\$39
Brutal CD MA-13	\$49
Clayfighter	\$52
Cybernauts	\$54
Double Dragon 5	\$52
Dragon	\$56
Eternal Champns CD	\$46
Fatal Fury Special CD	\$48
Fighting Master	\$42
Justice League	\$56
King of the Monstrs 2	\$54
Mortal Kombt 2 MA17	\$66
Power Instinct	\$54
Rise of the Robots	\$52
Samurai Showdown	\$58
Shaq-Fu	\$59
Streets Rage 3 MA13	\$56
Super Street Fighter 2	\$66
Virtual Fighters	\$79
World Heroes 2	\$56



'MORTAL KOMBAT 2' is more than a sequel ... its an amazing re-creation of the original! Fight your way past 7 new characters. Offers 40 new special moves, new interactive back-grounds, more challenging game play, and 12 "Babalities". \$69



'SHINING FORCE II' A treasure hunter takes the Jewels of Light and Darkness and accidentally frees the evil demon Zeon. The warriors of the Shining Force must reclaim the jewels and defeat the evil before the world is plunged into eternal darkness. Characters develop as the game progresses. \$64



'EYE OF THE BEHOLDER', Players lead a band of adventurers through eerie passageways and echoing halls beneath the city of Watersdeep. Players detect critical clues to continue their journey. Offers a first person perspective, animated sequences and a special map function. \$46



'LORD OF THE RINGS' Prepare yourself to embark on an epic adventure to destroy the ring that has the power to end Middle Earth. Characters move in thousands of frames of fluid animation with real-time combat. \$54

GENESIS STRATEGY

Aero Biz	\$56
Animaniacs	\$46
BrainDead 13 CD	\$49
BreakThru	\$44
Clue CD	\$54
Dragons Fury 2 MA-13	\$44
Dune:Battle for Arrakis	\$49
Generations Lost	\$49
Genghis Khan 2	\$56
HUMANS	\$36
Ishido	\$14
Jeopardy CD	\$49
Liberty or Death GA	\$59
NFL Trivia CD	\$49
Nobng Lord Darkness	\$56
Operation Europe	\$62
Pac Man 2	\$52
Pinball Dreams	\$52
Powermngn CD MA13	\$43
Risk GA	\$49
Romance 3 Kngdms 3	\$59
Shanghai 2 GA	\$39
SimCity 2000 CD	\$52
Star Wars Chess CD	\$44
Trivial Pursuit CD	\$54
Wheel of Fortune CD	\$52
Wirehead CD	\$52

SEGA MARS 32X

Genesis 32X System	\$149
College Football	\$56
CyberBrawl	\$56
Doom	\$59
Golf Mag 36 Grt Holes	\$56
Star Wars Arcade	\$59
Stellar Assault	\$59
Super AfterBurner	\$56
Super Space Harrier	\$56
Surgical Strike CD	\$56
Tempo	\$56
Virtua Racing Deluxe	\$59
Wirehead CD	\$56

SNES HARDWARE

Championship Joystick	\$56
Power Plug	\$34
Pro Action Replay	\$59
Super Link 5 Plyr Link	\$29
Super Multitap	\$32
Super Nintendo Sys	\$149
Super Scope	\$54
Wireless Control Pad	\$42

SNES ADVENTURE

3 Ninjas Kick Back	\$56
Addams Family Values	\$54
Adventures of Batman	\$59
Aero the Acrobat 2	\$56
Akira	\$59
Beavis & Butt-Head	\$54
Biker Mice from Mars	\$52
BlackThorne	\$52
Bonkers	\$58
Bugs Bny:Rbt Rmpg	\$56
Castle Wolfenstein 3D	\$52
Claymates	\$49
Cool SPOT	\$44
Crazy Chase	\$52
Death of Superman	\$59
Dennis the Menace	\$42
Donkey Kong Country	\$62
EarthWorm Jim	\$62
Eek the Cat	\$54
Flintstones Movie	\$54
Goof Troop	\$49
Grt Circs Myst w/Mcky	\$59
Hurricanes	\$52
Incredible Hulk	\$54
Inspector Gadget	\$42
Izzy's Olympic Quest	\$54
Jelly Boy	\$54
Jungle Book	\$56
Knights Round Table	\$56
Legend Mystcl Ninja 2	\$56
Lion King	\$59
Mega Man X 2	\$59
Mickey Mania	\$56
Pirates of Dark Water	\$49
Popeye	\$49
Ren & Stimpy Show 2	\$54
Rocky & Bullwinkle	\$36
Scooby Doo	\$54
SeaQuest DSV	\$58
Shien's Revenge	\$54
Sink or Swim	\$49
Skulljagers Revenge	\$59
Speedy Gonzales	\$52
Spidy:Max Carnage	\$62
Star Trek:Dp Space 9	\$54
Sunset Riders	\$42

SNES ADVENTURE

Super Return of Jedi	\$62
Sylvester & Tweety	\$58
Tales Spike McFang	\$54
Tarzan	\$52
The Mask	\$58
The Tick	\$54
Time Cop	\$56
Time Trax	\$39
Tom & Jerry:Chase	\$56
Vikings 2	\$54
Wolf Child	\$46
X MEN	\$59
Young Merlin	\$56
Zero Kamikze Squirrel	\$56

SNES KICK & PUNCH

Brutal	\$56
Clayfighter 2	\$59
Double Dragon 5	\$56
Dragon	\$56
Fatal Fury 2	\$59
Fighters History	\$58
Final Fight 2	\$49
Justice League	\$62
King of Dragons	\$56
Kung Fu:Legend Cont	\$56
Mortal Kombat 2	\$69
Ninja Warriors	\$56
Pit Fighter	\$29
Ranma 1/2:Hard Battle	\$54
Rise of the Robots	\$56
Shadow of the Ninja 2	\$54
Super Street Fighter 2	\$66
Survival Arts	\$56
WCW Super Brawl	\$52

SNES ROLE PLAYING

Brain Lord	\$59
Curse of Azure Bonds	\$64
DragonView	\$59
Eye of the Beholder 2	\$69
Final Fantasy 3	\$66
First Queen	\$56
Golden Empire	\$59
Illusion of Gaia	\$62
Lord of the Rings	\$54
Lufa 2	\$56
Might & Magic 3	\$59
Obitus	\$58
Paladin's Quest	\$52
Secret of Mana	\$59
Shadow Run	\$56
Ultima 7:Black Gate	\$64
Warrior of Rome 3	\$52
Wizardry 5	\$59

SNES SHOOTERS

Bio Metal	\$29
Exo Squad	\$52
Fire Striker	\$52
Fire Team Rogue	\$56
Lethal Enfr w/gn MA17	\$64
Metal Morphin	\$56
Operation Thunderbolt	\$54
Soldier of Fortune	\$56
Super Mega Force	\$39
Super Metroid	\$56
Super R-Type 3	\$54
Super Sonic Blstm 2	\$54
Tin Star	\$48
Total Carnage	\$39
Wild Guns	\$54

SNES SPORTS

Barkley Basketball	\$49
Bill Walsh College FB	\$44
Brett Hull Hockey 95	\$56
Championship Wrestling	\$54
Diamond Challenge	\$52
ESPN Football	\$56
ESPN NBA Hangtime	\$56
GUTS	\$54
Hardball 3	\$56
Looney Tunes Hoops	\$58
NBA Jam Session	\$59
NBA Showdown	\$46
NCAA Football	\$54
NFL Quarterback Club	\$64
NFL Team Heroes	\$54
Pele Soccer	\$52
Power League Bsbll	\$52
Soccer Shootout	\$56
Super Soccer Chmp 2	\$52
Tecmo Baseball	\$59
Tecmo Hockey	\$56
WWF:Raw	\$64
World Cup USA	\$54
Zoo Ball	\$54

SNES SIMULATIONS

Aero Fighters	\$52
Air Strike Patrol	\$52
Carrier Aces	\$52
ESPN SpeedWorld	\$56
Full Throttle Racing	\$56
Mike Andrrt Indy Car	\$59
Monster Truck Wars	\$58
Pacific Theater Ops	\$59
Star Trk:Starfleet Acad	\$52
Super F1 2	\$58
Turn & Burn:No Fly Zn	\$52
Wild Trax Stunt Racer	\$56
Wing Commander	\$53

SNES STRATEGY

Aero Biz Supersonic	\$59
Animaniacs	\$54
Genghis Khan 2	\$56
Jeopardy 2 Dix	\$52
Mario's Time Machine	\$49
Pachi Slot	\$52
Risk	\$52
Romance 3 Kgdms 3	\$59
SimCity 2000	\$56
Super Pinball	\$49
Super Tetris	\$49
Utopia	\$49
Wild Snake	\$46

JAGUAR

Jaguar System	\$249
BIOS Fear	\$54
Blue Lightning CD	\$52
Chaos Agenda CD	\$52
Creature Shock	\$52
Doom	\$58
Raiden	\$44
Valus Force	\$54

NEO GEO

Neo Geo Gold Sys	\$569
King of Monsters 2	\$169
Sengoku 2	\$199
Survivor	\$199
World Heroes 2	\$199

3DO

Air Warrior	\$52
BrainDead 13	\$49
Jurassic Park	\$52
Microcosm	\$52
Star Trek Next Genrtn	\$54

GAME GEAR

Aladdin GA	\$32
Baby Boom	\$36
FIFA Int'l Soccer	\$34
Incredible Hulk GA	\$34
Lion King	\$38
Mortal Kombat 2	\$39
Ren & Stimpy Show	\$32
Shining Force 2	\$41
X MEN 2	\$36

HINT BOOKS

Genesis Sect of Game	\$6
Sonic Strategy Guide	\$16
Turbo GrafX Secrets	\$10

*FREE GAME OFFER

Buy 3 in stock Super Nintendo games and choose a 4th game from the list below. Offer subject to change or cancellation without notice. Valid from August 1st through September 30th or while supplies last.

Madden Football 93 (SNES), ABC Monday Nite Football (SNES), T2: Judgement Day (SNES), Run Saber (SNES), Battle Blaze (SNES), Aero the Acrobat (SNES).

Attitude

**KEEP
OFF THE
GRASS**

An ATTITUDE PROBLEM? No way...not us! But, check it out. Why should we keep off the grass...what's grass for anyway?

O.K., so maybe we do have an attitude. Or...maybe we're just smarter than the people who make the rules. Try our game accessories, and you decide.

SG PROGRAMPAD 6
For Sega Genesis™

SN PROGRAMPAD
For Super Nintendo®

Real-Time Programmability—

Customize your controller with all the hot, new moves from Mortal Kombat® II and Super Street Fighter™ II. Or program your best sports moves into a single button. Either way, programmability gives you an attitude your friends can't compete with!

Pre-Programmed Moves — These game pads come loaded with some of the toughest moves ever



Problem?



from all the classic games. Totally devastate your opponent with these killer pre-programmed moves.

LCD Action Screen — It's like a mini TV screen that shows every move you make. Check out all the action, from programmable moves to auto-fire settings to slow motion control. Our unique LCD screen shows you the path to victory!

Auto-Fire & Slow Motion — Sometimes you feel the need for speed, but other times you need to pull back and plan your strategy. INTERACT ProgramPads give you both options.

Well...what did you expect?



Play with an attitude!

STD Entertainment (USA), Inc.
110 Lakefront Drive • Hunt Valley, MD 21030 • 410-785-5661
© 1994 STD Entertainment (USA), Inc. ALL RIGHTS RESERVED.

Mortal Kombat II is a trademark of and licensed from Midway Manufacturing Co.
• Super Street Fighter II is a trademark of Capcom USA • INTERACT and its logo are trademarks of STD Entertainment USA, Inc.

VIRTUAL BART

who needs reality?

Yipes! Bart's stuck in a virtual reality machine! Enter the Jurassic era as Dino Bart. Face a post-apocalyptic Springfield as Domsday Bart. Deploy your diaper-chute as Baby Bart. Hog the spotlight as Pork Factory Pig Bart. Then there's the butt-squeaking thrill-ride down the dangerous Mt. Splashmore and more!



SUPER NES®
GENESIS™



MATT GROENING

The Simpsons & Characters TM & © 1994 Twentieth Century Fox Film Corporation. All Rights Reserved. Nintendo, Super Nintendo Entertainment System and the official seals are registered trademarks of Nintendo of America Inc. © 1991 Nintendo of America, Inc. Sega & Genesis are trademarks of Sega Enterprises, Ltd. All Rights Reserved. Acclaim® is a registered trademark of Acclaim Entertainment, Inc. © 1994 Acclaim Entertainment, Inc. All Rights Reserved.

Acclaim
entertainment, inc.