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NBA JAM

TIPS & TRICKS

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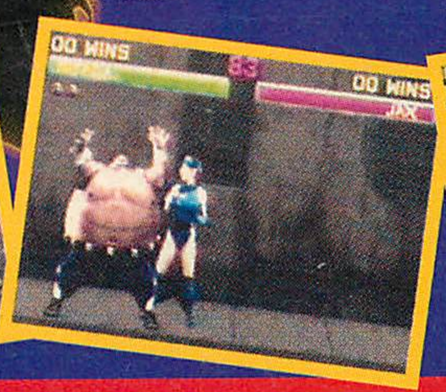

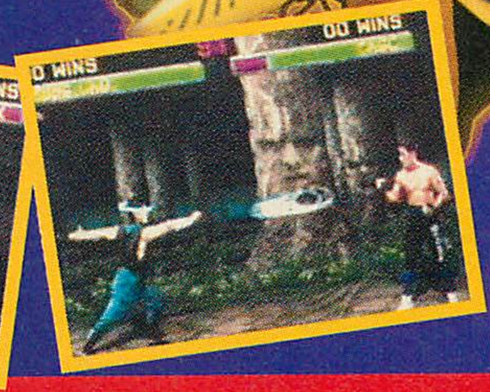

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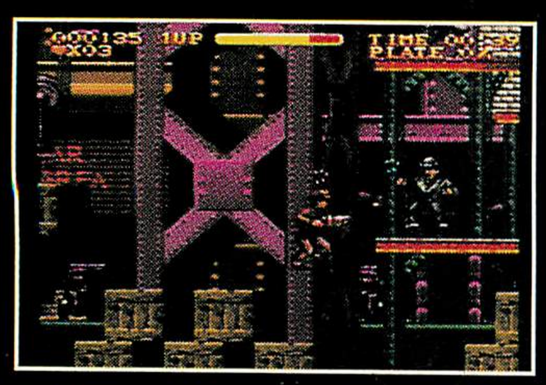

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THE ONLY THING WE LEFT OUT WAS THE COOLER OF GATORADE®

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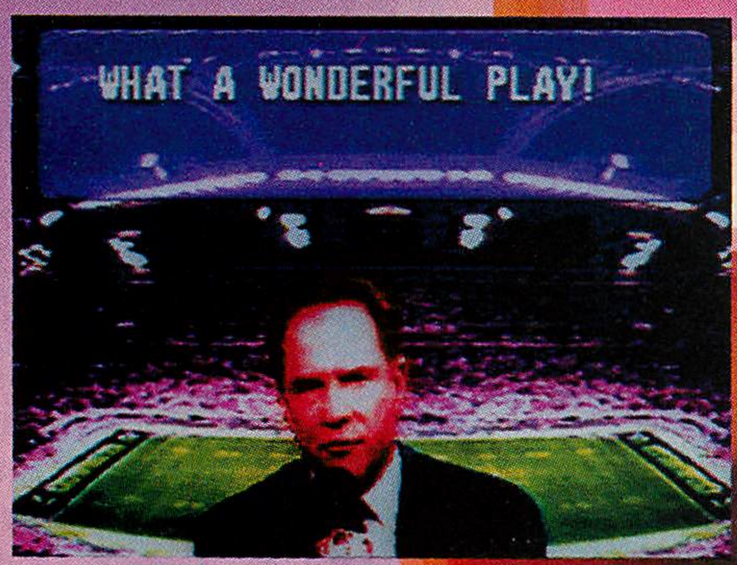
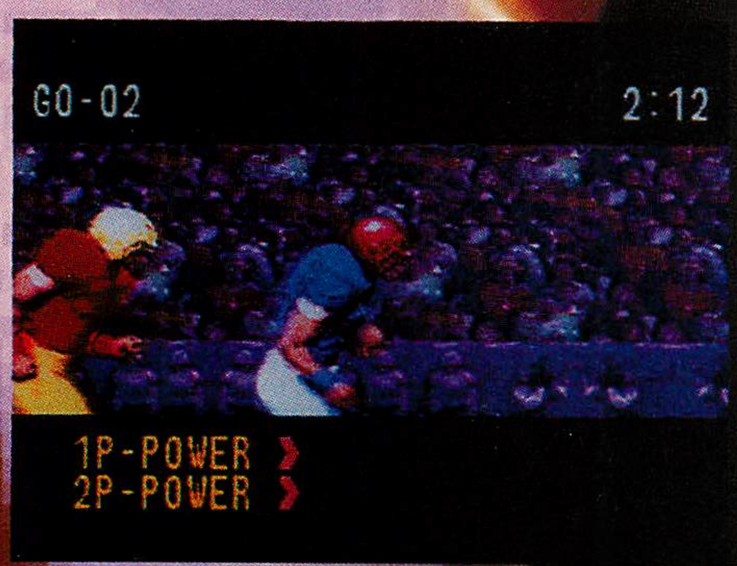
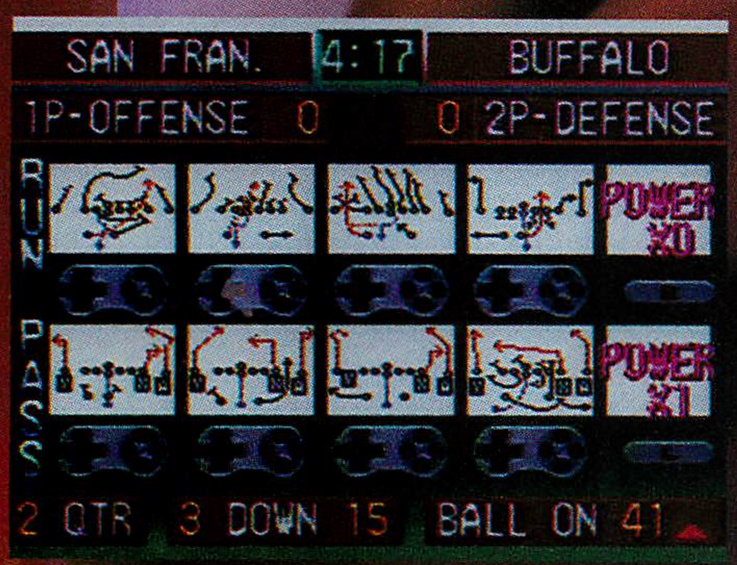


▲Frank Gifford calls every down.

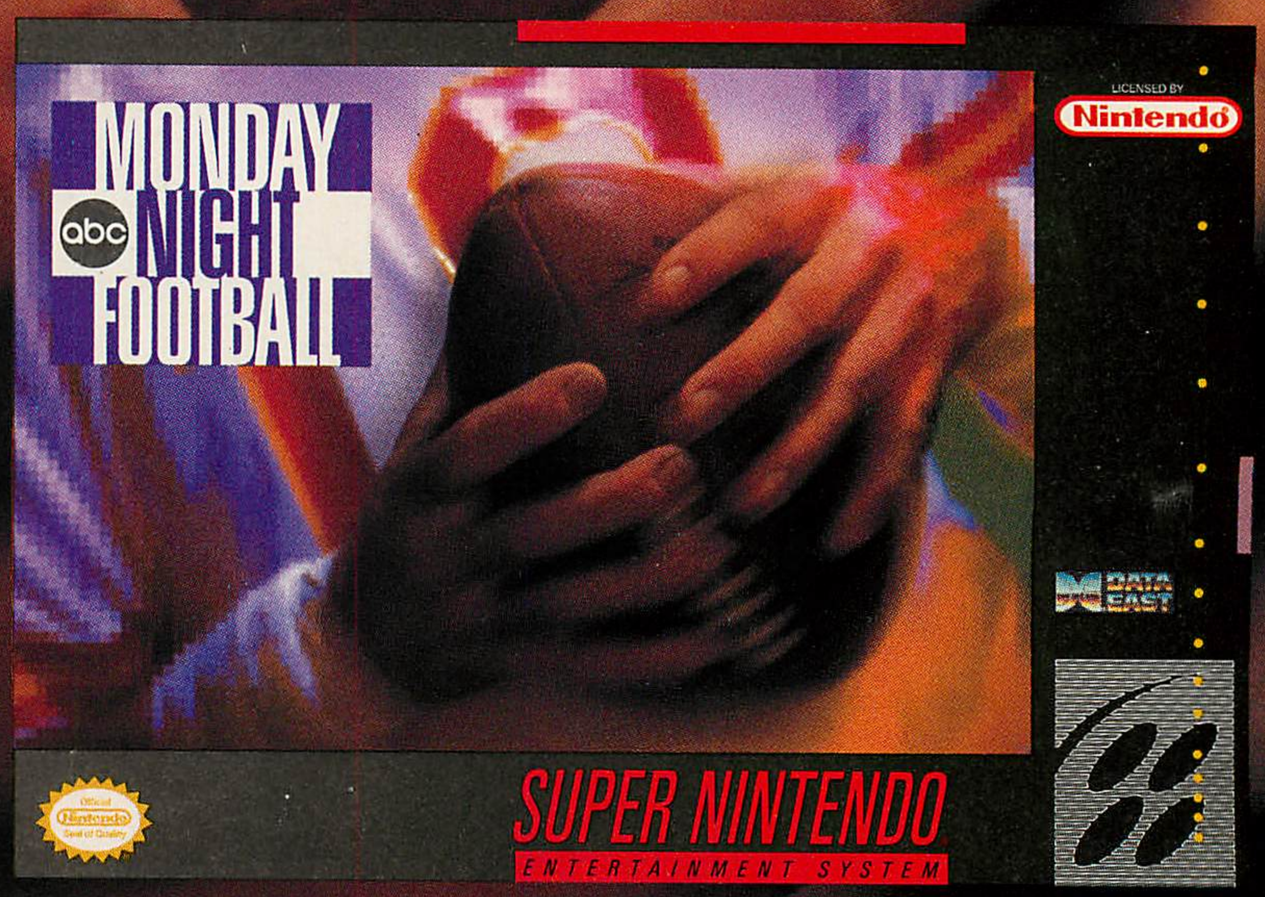


▲Power Play Mode zooms in tight on all the action.



▲Run a variety of offensive and defensive plays.

▲Try not to fumble as you plow down a mud-slicked or ice-packed field.



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Volume VI Issue 1 January 1994

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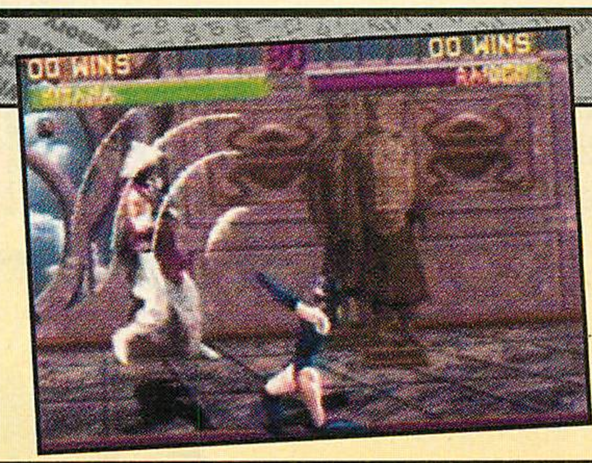

INPUT: Should *VIDEOGAMES* continue having computer-game coverage?

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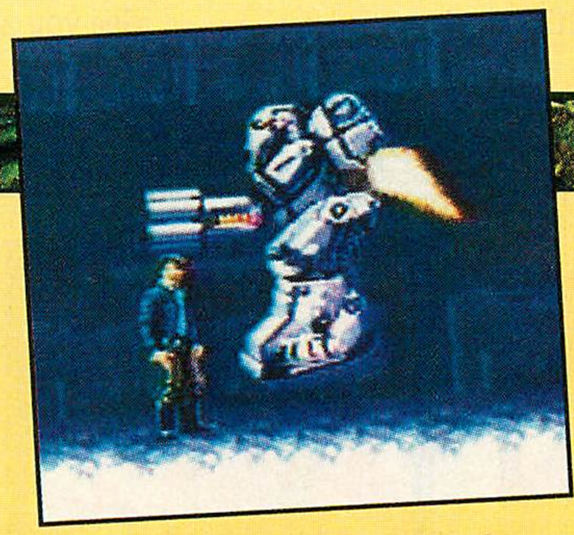

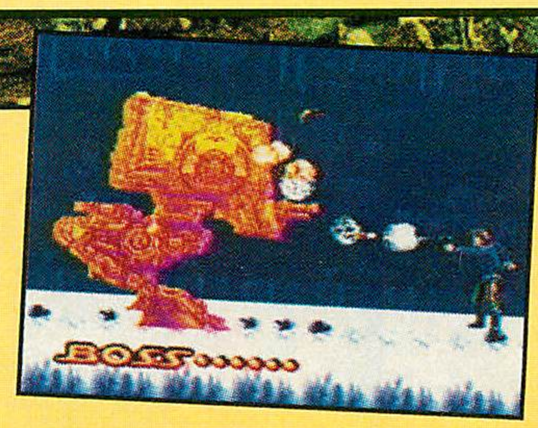

It's just what you've been waiting for! It's Part II of the *Super Empire Strikes Back* strategy guide!

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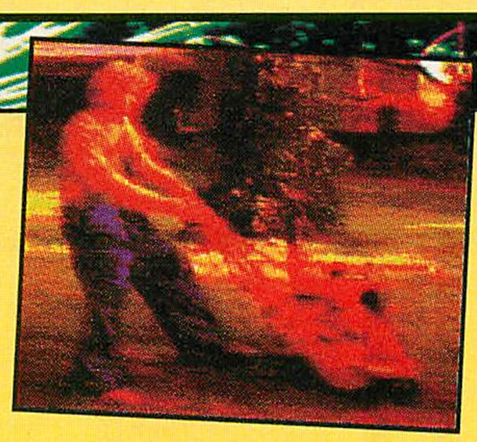

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INPUT

COMPUTER GAMERS DEMAND MORE, AND THEY'LL GET IT WITH COMPUTER PLAYER

MIKE

Many of our readers who play computer games are concerned about the amount of coverage that those games have been getting lately in *VIDEOGAMES*. And, of course, what is of concern to our readers is a major concern for us. One letter, which reflects the feelings of some of our readers, came from Larry Mahoney of San Diego, California, who writes: "I have a computer as well as some of the video-game console systems. I still play games on those console systems, but I use my computer more to play games. That's why I feel *VIDEOGAMES* Magazine suits my needs perfectly: It covers all systems."

Unfortunately, Larry, you are something of a rarity. Most people who play computer games are in their late 20s. In fact, many computer gamers are actually in their 30s and 40s. In contrast, most gamers who have Nintendo and Sega machines are much younger, in their teens and even single-digit ages. The audience that plays PC games and that which plays console games don't quite intersect. Essentially, we're caught in a catch-22 situation: How do you please some readers without upsetting others?

That's why—after a carefully thought out decision—we've decided to separate the computer-game coverage in *VIDEOGAMES*, effective with this issue. However, we will not leave computer gamers out in the cold. I'm proud to announce that I will be helming a new magazine that will focus on computer games and high-end console systems like 3DO.

COMPUTER PLAYER will cover the world of multimedia gaming with the same level of credibility and quality you've come to expect from *VIDEOGAMES*. Rest assured, I will continue to be involved with *VIDEOGAMES* as well.

Some of our reasons for this drastic change in 1994 are simple. It has always been difficult to cover each of the systems effectively; now, with the inception of *COMPUTER PLAYER*, we have the freedom to cover it all, in its complete entirety. *VIDEOGAMES* will also benefit from additional console coverage that we just didn't have room for in the past. Best of all, any current subscribers of *VIDEOGAMES* who are not as interested in cartridge gaming will be able to transfer their subscriptions to *COMPUTER PLAYER*.

We've made some tough choices...but I feel that all of the changes that have taken place over the past few months are for the sole purpose of making *VIDEOGAMES* live up to its reputation as "The Ultimate Gaming Magazine." Now you can count on two magazines with comprehensive coverage, hard-hitting and honest reviews (we don't suck up—it's called honest journalism, look it up—we actually *sign* our names to our reviews), credible information, the best tips and tricks, the most up-to-date information on new games and systems plus the quality editorial that you've come to expect from the team here.

See you at CES! (Hopefully, by then my wounds will have healed.)

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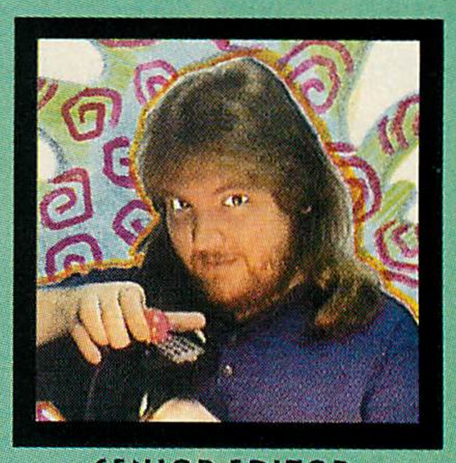

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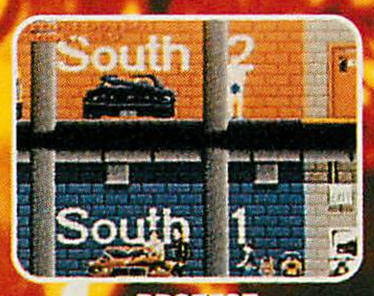

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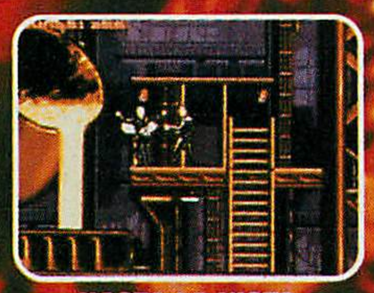
DESTROY CYBERDYNE RESEARCH



HASTA LA VISTA, BABY!

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CIRCLE #103 ON READER SERVICE CARD.

PRESS START

NEWS
INFORMATION
RUMORS

NEWS

1993 AMOA TRADE SHOW TAKES COIN-OP GAMING TO THE VIRTUAL LEVEL

Arcade-game manufacturers were out in force for the Amusement and Music Operators Association trade show in Anaheim, California, during October. Over 8,000 distributors, manufactures, owners and game players were expected at the Anaheim Convention Center, located right next to Disneyland. More than 267 companies were represented displaying products as diverse as video games, pinball, pool tables, cranes, electronic darts, virtual reality, kiddie rides, pay telephones, electronic basketball and cigarette vending machines. If you're a collector of quarters, this was the place to be.

We all know that home video games are a booming business, but did you know that there are an estimated 2.5 million coin-op games in the United States? It is estimated that over 29 billion quarters pass through game machines each year. Because of the big bucks involved, video-game manufacturers made a strong showing at this year's convention.

AMERICAN SAMMY

Most of American Sammy's promotion was geared towards ***Simple Simon***, a tic-tac-toe redemption game, but they also had a fighting game called ***Survival Arts***. What's weird about this game is that you battle with *Mortal Kombat*-like characters in an art museum and appliance store.

AMERICAN LASER GAMES

ALG continues its control of the simulated gunfight market with ***Mad Dog II***, ***Drug Raid*** and ***Shoot Out at Old Tucson***.

ATARI

Atari didn't have any new games, but it did have a new game cabinet with a sleek look and a 33-inch monitor. It also had a couple of ***World Rally*** machines to make its booth more interesting.

CAPCOM

Capcom had only one thing on its mind: ***Super Street Fighter II***. There must have been more than 50 of the machines on display, including the special four-cabinet, eight-player "tournament-style" machines. If you haven't already played ***Super Street Fighter II***, find yourself a machine—pronto! This is the biggest fighting game around, and the new characters make the game doubly addictive.

TOP 10 VIDEO SOFTWARE

1. *Samurai Shodown* by SNK
2. *World Rally* by Atari
3. *Street Fighter II: Championship Edition Turbo* by Capcom
4. *World Heroes 2* by SNK
5. *Neck N' Neck* by Bundra
6. *Daioh* by American Sammy
7. *Fighter & Attacker* by Namco
8. *In the Hunt* by Irem
9. *Time Killers* by Strata
10. *Fatal Fury 2* by SNK

TOP 10 PINBALLS

1. *Jurassic Park* by Data East
2. *Indiana Jones* by Williams
3. *Twilight Zone* by Midway
4. *Addams Family* by Midway
5. *Tee'd Off* by Gottlieb/Premier
6. *White Water* by Williams
7. *Dracula* by Williams
8. *Creature From the Black Lagoon* by Midway
9. *T2* by Williams
10. *Fish Tales* by Williams

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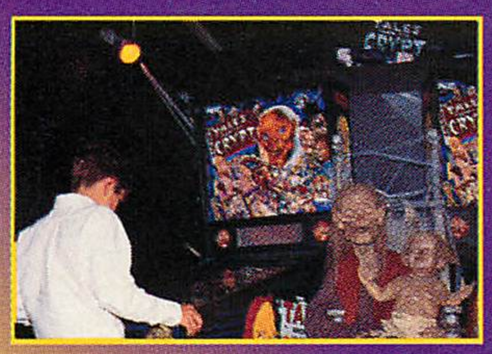
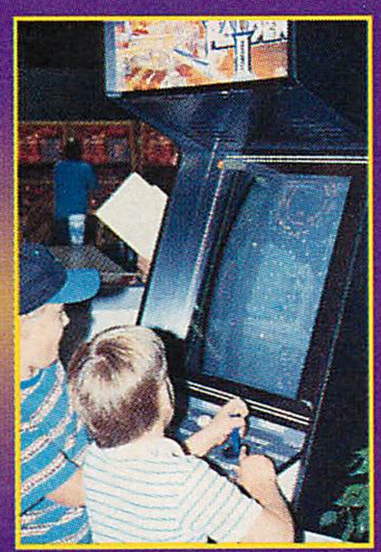


Data East had an emphasis on horror with its ***Tales From the Crypt*** pinball game and ***Night Slashers*** video game. ***Crypt*** is a great pinball license that's fun to play and watch. ***Night Slashers*** is a fighting game that combines the *Double Dragon* game and the *Dawn of the Dead* movie into a gore-fest of rotting flesh and dismembered body parts. You fight your way through five different game levels that feature Frankenstein monsters, ax murderers and mad scientists that you have to hack-and-slash your way through. Wear a raincoat for this one, because you're bound to get some blood on you!

Data East also had a Neo•Geo game at the show called ***Spinmaster***. You play as a treasure-troving kid with a yo-yo that's more dangerous than anything a ninja can throw at you.

FABTEK



Raiden II was one of the few shooter/flying games featured at the show, and it was probably one of the hardest games we played. Sometimes the screen is covered so thick with artillery shells, missiles and bombs that you can't even see your ship. Now *that's* a shooter!

Mario has also made it to redemption machines, along with Sonic. Fabtek's new ***Super Mario World*** game is an aim-and-throw game with a roll-down feature.

IREM

Ninja Baseball Bat Man is a fighting?...sports?...platform? game. This is probably the only game where you can be a Major League Ninja.

The Skins Game is a golf game with hot graphics and a feature that allows you to bet on the games.

GOTTLIEB

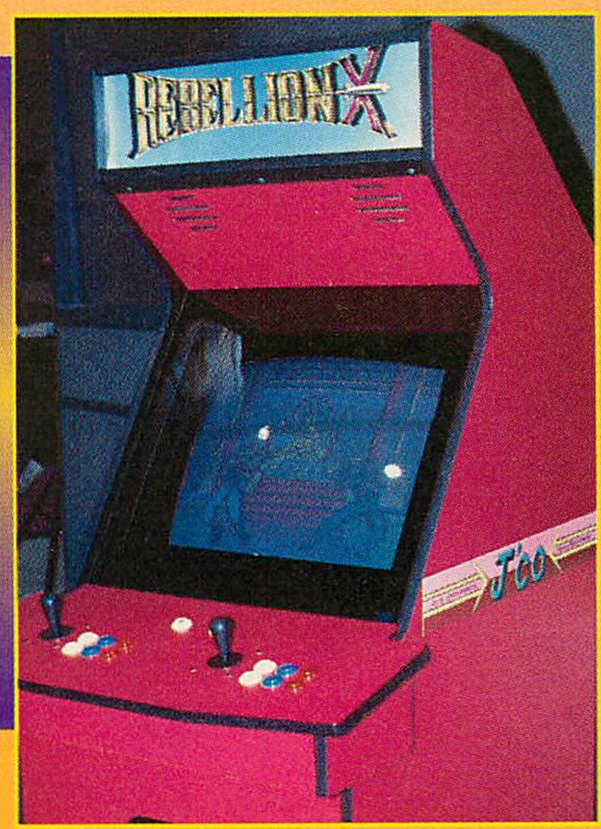
For the masters of the silver ball, Gottlieb is releasing two new pinball games, ***Gladiators*** and ***Wipe Out***. ***Gladiators*** has a futuristic fighting theme, while ***Wipe Out*** is a skiing and snow boarding game complete with a ski lift and an avalanche multiball. As a promotion, Gottlieb offered free T-shirts for players who could play five games, each with scores over 100 million points. If you didn't already know, conventions are best for getting free stuff. But how many key chains does one person need?

JALECO

Jaleco had a huge booth, featuring mostly redemption games, but showed some video-game muscle with ***Arm Champs II***, a fun arm wrestling game; the flying shooter ***Wild Pilot***; ***Grand Prix Star II***; and ***Peek a Boo***, an R-rated *Breakout* game featuring "14 beautiful female and male models."

J-WORLD

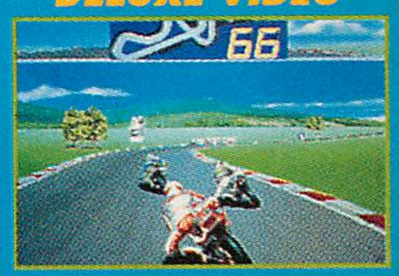
This company had a big booth for one game: ***Rebellion X***. It's a 256-megabit fighting game. What's cool about this one is that there are actually more than two female characters. A feminist breakthrough? We'll see.



TOP 10 UPRIGHT VIDEO

1. *NBA JAM* by Midway
2. *Mortal Kombat* by Midway
3. *Lethal Enforcers* by Konami
4. *Title Fight* by Sega
5. *SFII: Championship Edition* by Capcom
6. *The Punisher* by Capcom
7. *Super Chase* by Taito
8. *Tournament Slam Masters* by Capcom
9. *Final Lap 3* by Namco
10. *Saturday Night Slam Masters* by Capcom

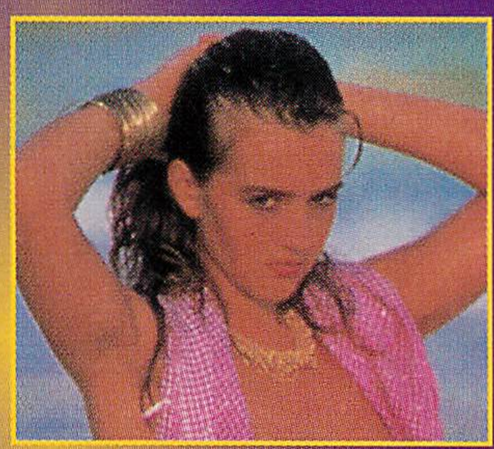
TOP 10 DELUXE VIDEO



1. *Suzuka 8 Hours* by Namco
2. *Virtua Racing* by Sega
3. *Lucky & Wild* by Namco
4. *OutRunners* by Sega
5. *Stadium Cross* by Sega
6. *Crime Patrol* by American Laser Games
7. *Mad Dog II* by American Laser Games
8. *Final Lap II* by Namco
9. *Mad Dog McCree* by American Laser Games
10. *Galaxy Force* by Sega

KANEKO

The Kaneko booth was going bonkers giving out free T-shirts for winners of its new ***Bonk's Adventure: Arcade Version*** game. This is a bigger and better *Bonk*, with 28 levels and both partner and competitive options.

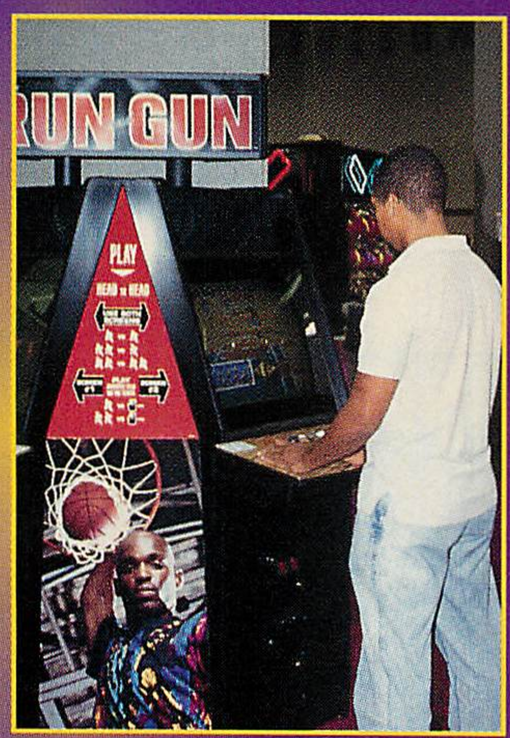


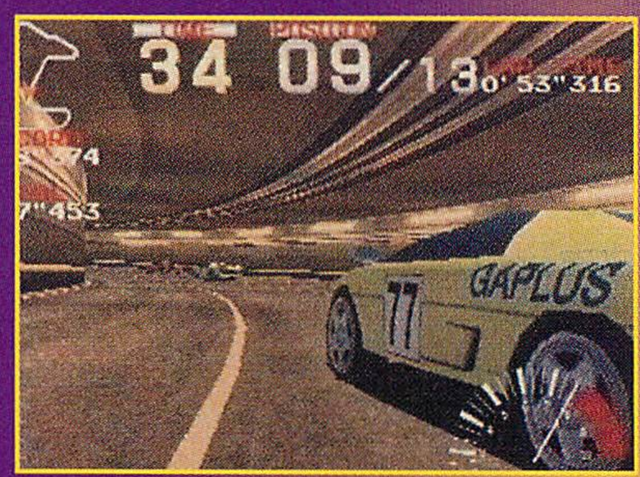
Going from *Bonk* to the opposite end of the gaming spectrum, the new rage for arcades seems to be those darn R-rated block out games featuring half-dressed models behind shaded screens. The ***Galspanic II*** booth was loaded with desperate guys playing for a quick peak. Come on people, get a life!

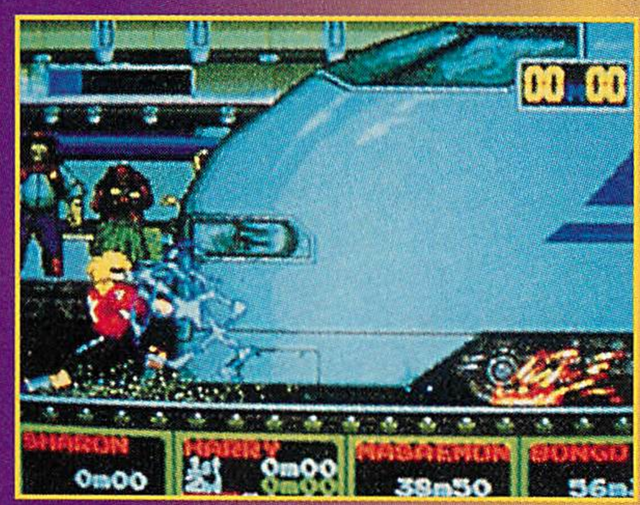
Kaneko also previewed its very own fighting game, ***Blood Warrior*** to the American market.

KONAMI

In addition to the already hyped ***Lethal Enforcers***, Konami featured two fighting games, ***Metamorphic Force*** and ***Violent Storm***. ***Metamorphic Force*** is a basic four-player fighting game with a theme similar to *Altered Beast*, while ***Violent Storm*** is a lot like *Double Dragon*. A little more exciting was ***Run and Gun***, a five-on-five basketball game that is hoping to lure players away from *NBA JAM*.







NAMCO

The best driving game at the show was Namco's ***Ridge Racer***. The graphics and driving feel are so realistic, it almost makes you nauseous just watching. Features include an optional manual transmission with a real stick shift included and day and night racing on the advanced levels.

Another fun game was ***Cyber-Sled***, a virtual tank battle that reminded me of *American Gladiators* in tanks.

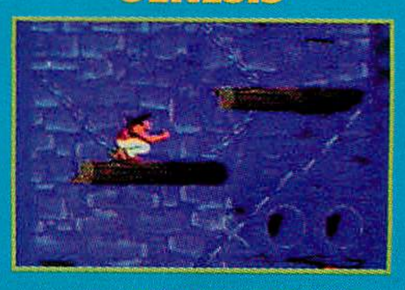
Rounding out the Namco booth were ***Numan Athletics***, a cyber-sports game, and ***Air Combat***, a fighter simulation.

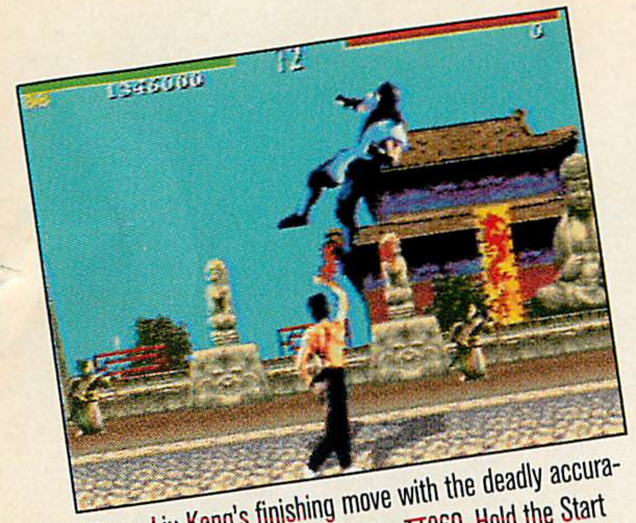
TOP 10 SNES

1. *Secret of Mana* by Square Soft
2. *Mortal Kombat* by Acclaim
3. *Super Mario All Stars* by Nintendo
4. *Street Fighter II Turbo* by Capcom
5. *The 7th Saga* by Enix
6. *Super Bomberman with Multitap* by Hudsonsoft
7. *Super Caesar's Palace* by Virgin
8. *Top Gear 2* by Kemco
9. *Boxing Legends of the Ring* by ElectroBrain
10. *The Ren & Stimpy Show* by THQ

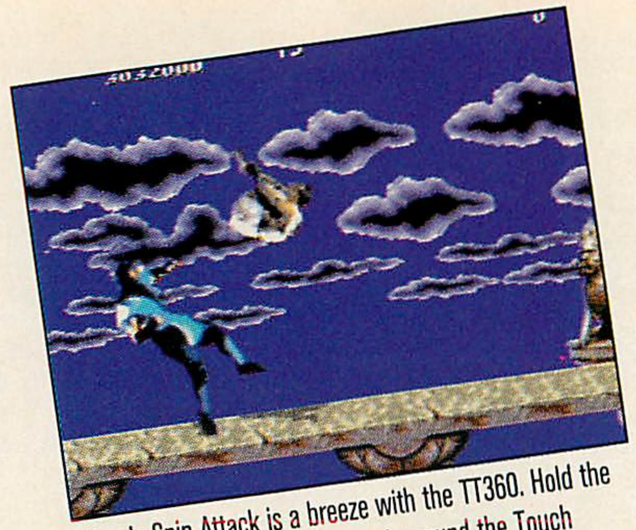
TOP 10 GENESIS

1. *Disney's Aladdin* by Sega
2. *Mortal Kombat* by Acclaim
3. *NHL Hockey '94* by Electronic Arts
4. *WWF Royal Rumble* by Acclaim
5. *Bill Walsh College Football* by Electronic Arts
6. *Street Fighter II* by Capcom
7. *Shining Force* by Sega
8. *Boxing Legends of the Ring* by ElectroBrain
9. *Ms. Pac Man* by Tengen
10. *Jurassic Park* by Sega

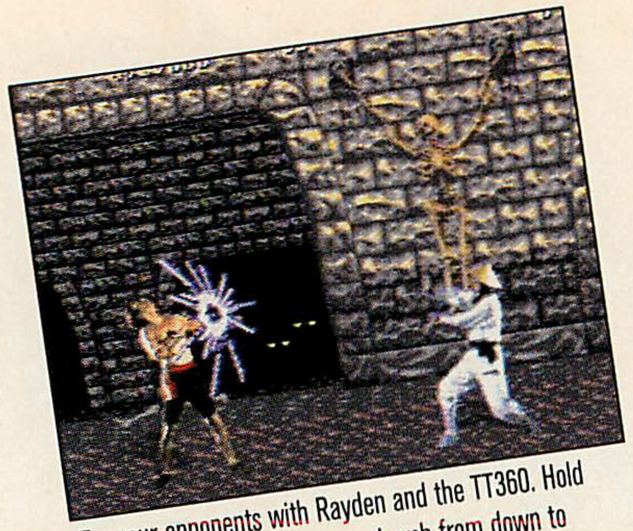




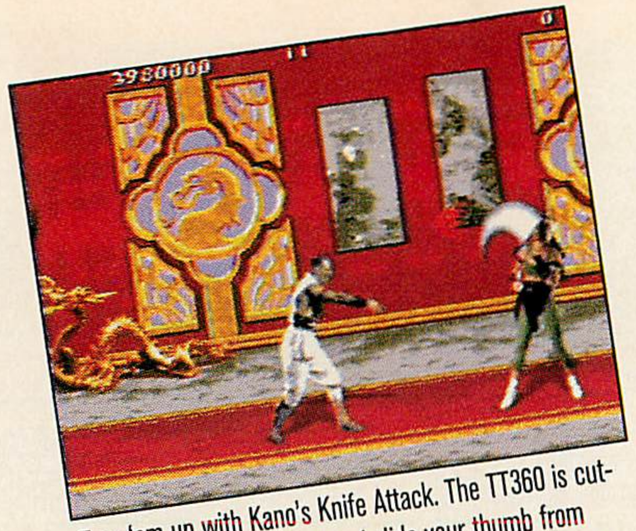
Throw Liu Kang's finishing move with the deadly accuracy of true circular control on the TT360. Hold the Start Button and, starting with your thumb at the bottom of the Touch Sensor, make a full circle towards your opponent.



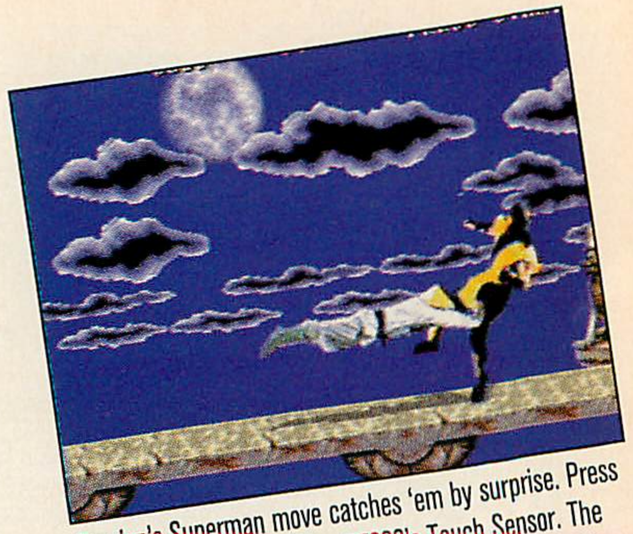
Kano's Spin Attack is a breeze with the TT360. Hold the Start Button and run your thumb around the Touch Sensor toward your opponent. Release the Start Button to unleash the attack!



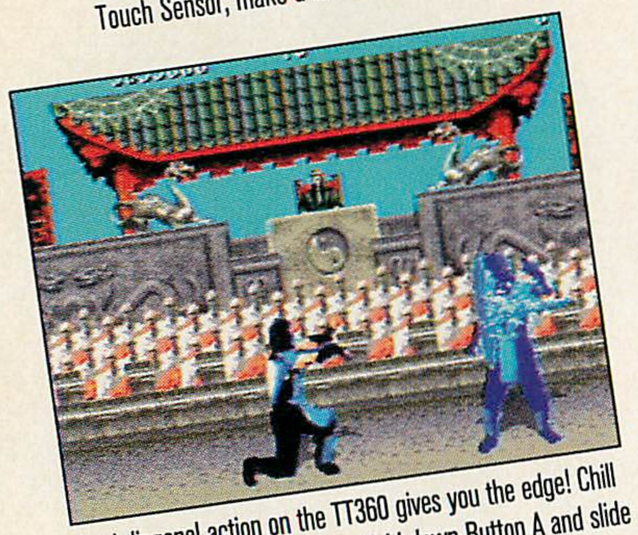
Fry your opponents with Rayden and the TT360. Hold down Button A and slide your thumb from down to toward your enemy.



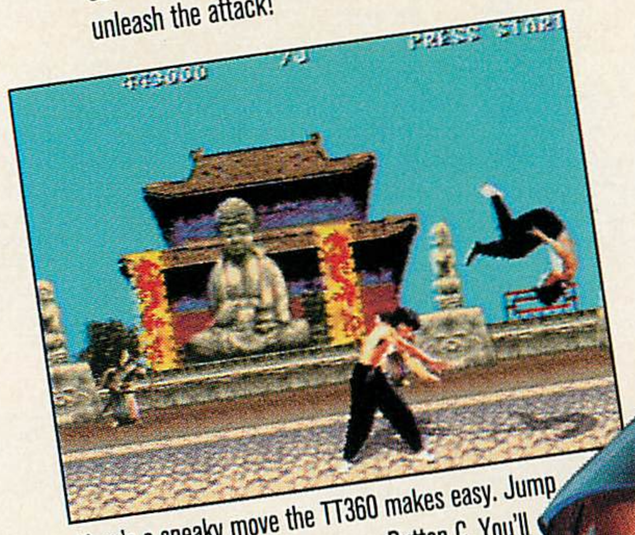
Tear 'em up with Kano's Knife Attack. The TT360 is cutting-edge fast! Hold Start and slide your thumb from away to toward on the Touch Sensor. As fast as you can slide, you can throw.



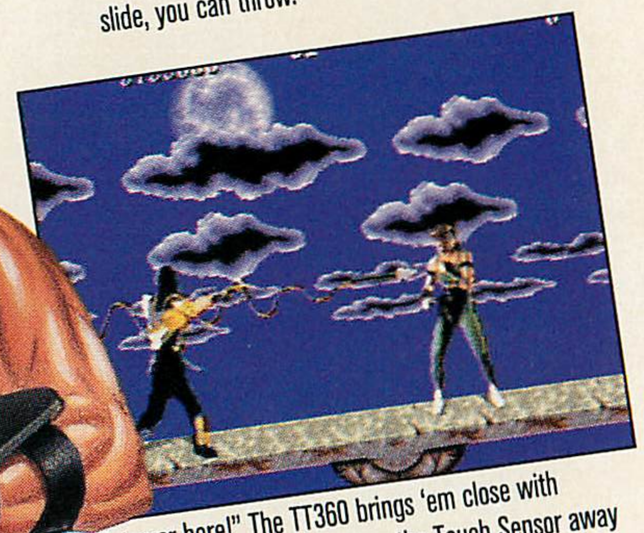
Rayden's Superman move catches 'em by surprise. Press away-away-toward on your TT360's Touch Sensor. The slide from away to toward gives you the win with split-second speed..without the numb thumb!



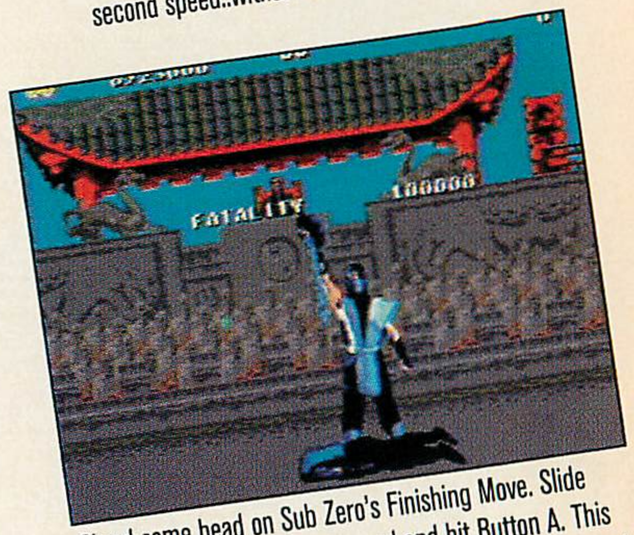
Real diagonal action on the TT360 gives you the edge! Chill 'em with the Sub Zero Freeze. Hold down Button A and slide your thumb on the Touch Sensor from down to toward.



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



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



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

BATTLE TESTED IN KOMBAT

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

Turbo Touch 360.
The Ultimate Fighting Machine.

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

For Genesis, SNES, & Nintendo

TRIAX TECHNOLOGIES

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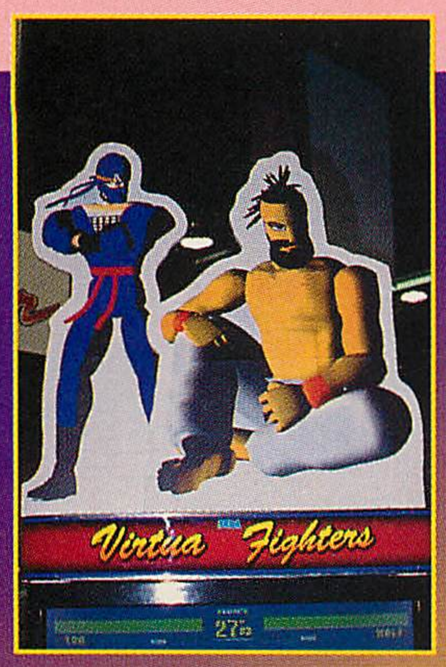
Game played on a Genesis® system. © Acclaim Entertainment, Inc. 1993.

CIRCLE #106 ON READER SERVICE CARD.

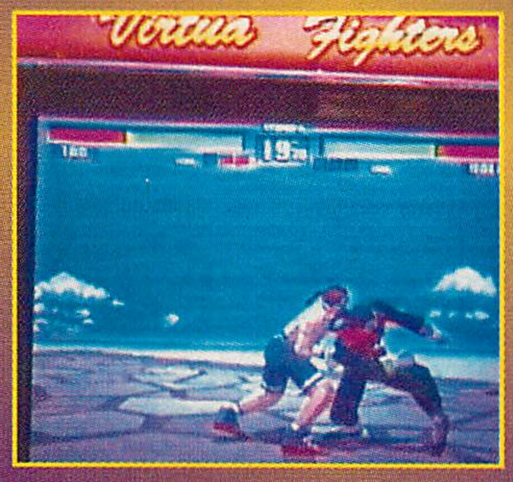


SEGA

Sega premiered its new fighting game, ***Virtua Fighters***, a bloodless battle that has animation so realistic it's almost scary. Though the characters' bodies look a lot like the graphics to *Star Fox*, their movements are groundbreaking. This is the direction animation and game design will head in the future. The characters flow in a fight that is mind-blowing to watch, like graceful gymnasts engaging in a hand-to-hand street fight. The combination of polygon graphics and an on-screen perspective that changes to fit the positioning of the fighters is sure to make this the game to watch in 1994.

SNK

Fatal Fury Special was being pushed by SNK for the Geo, expanding on the first version with new moves. Most of SNK's Geo games were on display, but, unfortunately, there was no sign of a ***Samurai Shodown 2***.

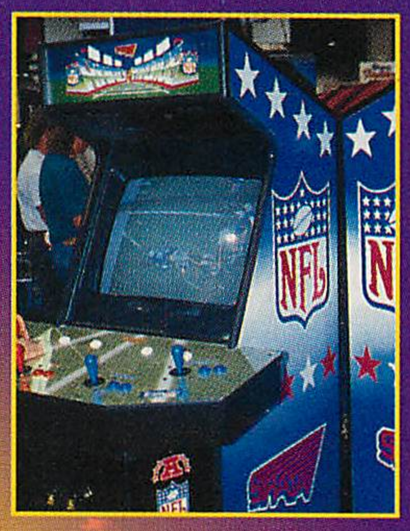


In addition to the premiere of *Virtua Fighters*, Sega also featured ***ALIEN³: The Gun***, a shooter similar to the *T2 Arcade Game* but with better graphics and sound. What's really cool about ***ALIEN³*** is that it's like playing the movie (which is a lot more exciting than watching it). You must lure out the aliens using the prisoners that are trapped on the planet Fiorna "Fury" 161. The two-player action makes it a great game for you and a friend to explore the terror of a planet overrun by the alien scourge.

Also shown, Sega's ***OutRunners*** game, which has been out for awhile, and ***Sonic the Hedgehog*** redemption machine that's aimed at the carnival crowd.

STRATA

Strata came to the convention with two games and three cheerleaders. ***Driver's Edge*** is a basic Formula One racing game, while ***Hard Yardage*** is an NFL-sanctioned four-player football game. To promote this game, Strata brought along three members of the Raiderettes, the Los Angeles Raiders' cheerleading squad. Ooh-la-la!!!



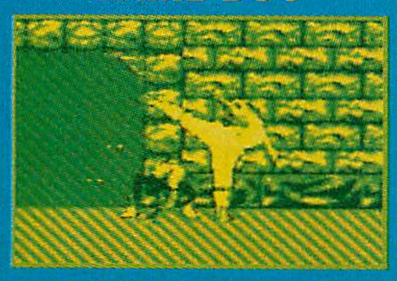
SUNSOFT

Punky Doodle was probably the most nonviolent game at the show, with a cute maze game featuring characters that doodle with magic crayons. Sunsoft gave out ***Punky Doodle*** promotional highlighters so that convention-goers could tag their booth. We wonder who the jerk was who wrote "EGM SUCKS!" in such big letters? When will editors start acting like editors instead of kids?

SURF SYSTEMS

Air Boardin' II and ***Urban Surfin'*** are two games for arcade dwellers in parts of the world that can't surf or snowboard. The controls for these games are real surf- and snowboards attached to the monitor that you control by leaning the way you want. The only things missing are snow and salt water.

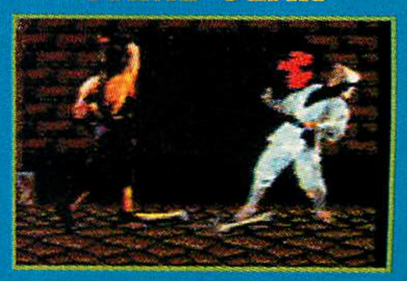
TOP 10 GAME BOY

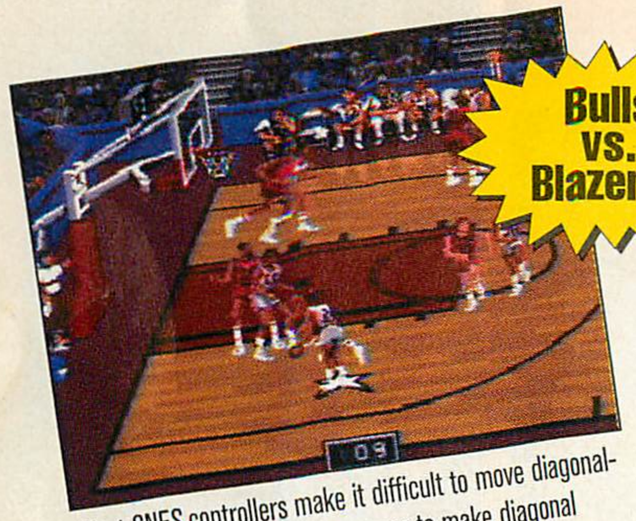


1. *Mortal Kombat* by Acclaim
2. *Super Mario Land* by Nintendo
3. *Kirby's Dream Land* by Nintendo
4. *Zelda: Link's Awakening* by Nintendo
5. *Final Fantasy Legend III* by Square Soft
6. *Tetris* by Nintendo
7. *Jurassic Park* by Ocean
8. *Super Mario Land 2* by Nintendo
9. *Baseball* by Nintendo
10. *Star Trek: The Next Generation* by Absolute

TOP 10 GAME GEAR

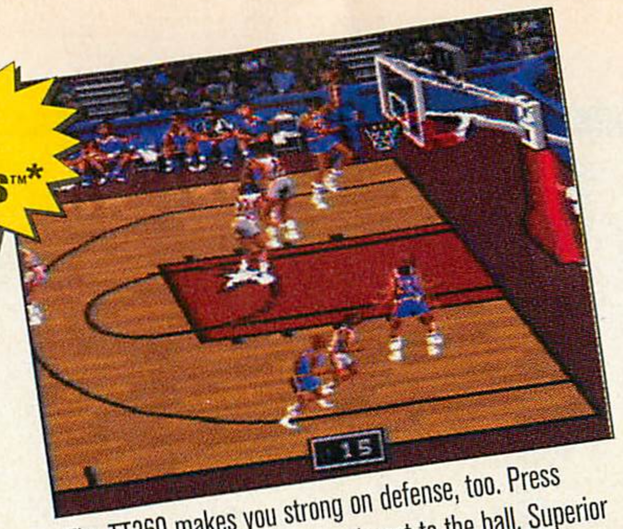
1. *Mortal Kombat* by Acclaim
2. *Jurassic Park* by Sega
3. *Star Wars* by US Gold
4. *Columns* by Sega
5. *Streets of Rage 2* by Capcom
6. *World Series Baseball* by Sega
7. *Krusty's Fun House* by Acclaim
8. *Outrun Europa* by US Gold
9. *T2: The Arcade Game* by Acclaim
10. *Tom & Jerry* by Sega



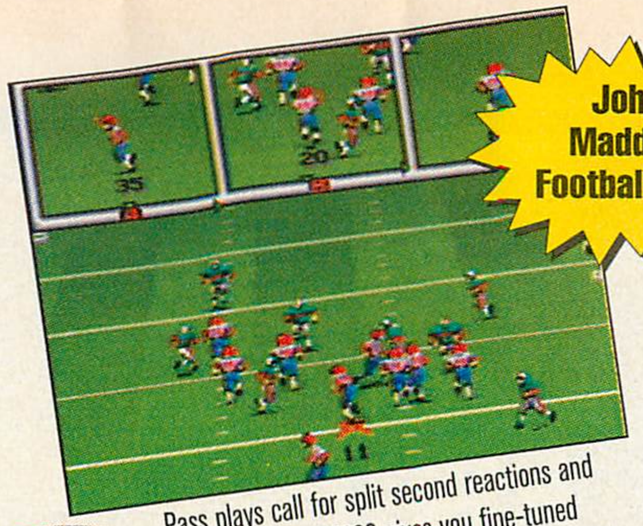


Bulls vs. Blazers™*

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

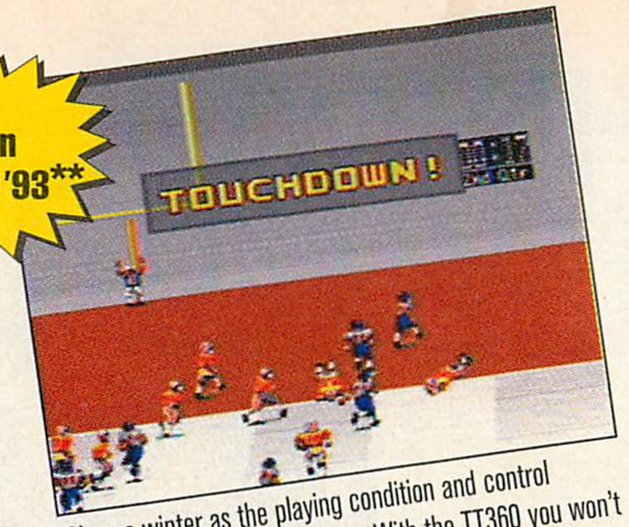


The TT360 makes you strong on defense, too. Press Button B to select your man closest to the ball. Superior diagonal control puts you where you need to be, ready to hit Button Y and block the shot.

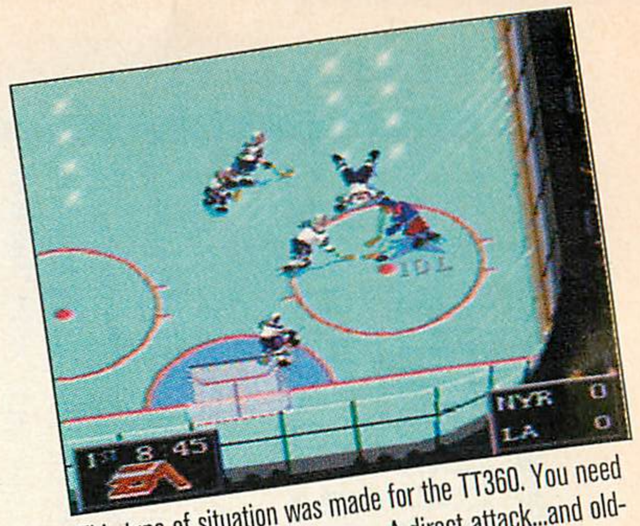


John Madden Football™ '93**

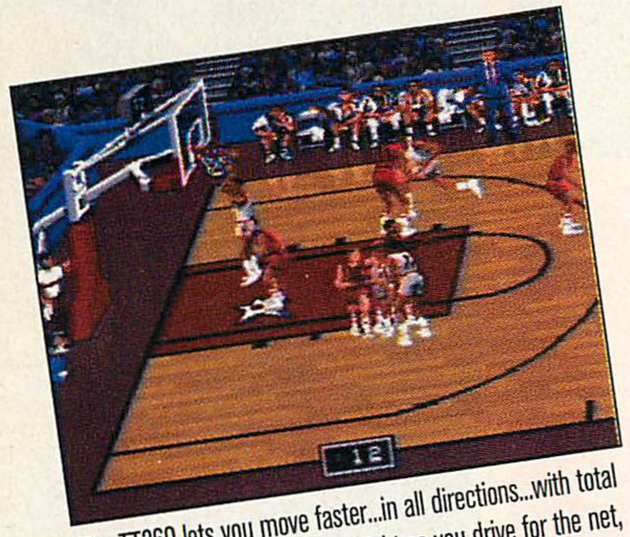
Pass plays call for split second reactions and timing. The TT360 gives you fine-tuned control over all your players, where old-fashioned controllers might only slow you down!



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

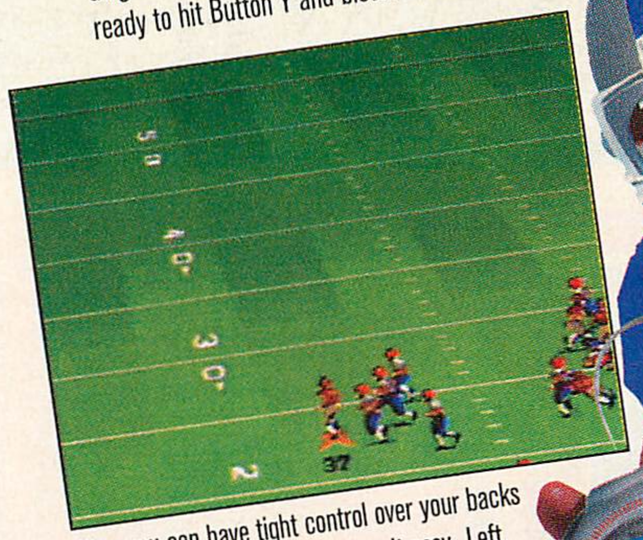


This type of situation was made for the TT360. You need to move fast and tight to score. A direct attack...and old-fashioned controllers...won't make the grade. Head Diagonal behind the net and try to dump it in the corner of the crease.

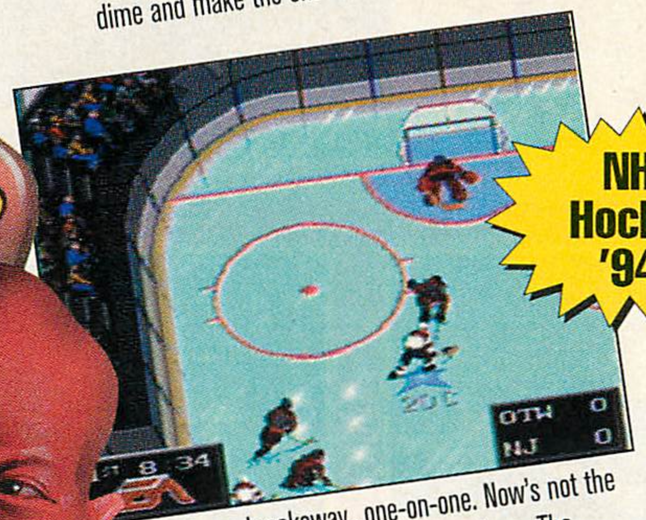


The TT360 lets you move faster...in all directions...with total circular control. Fake left and right as you drive for the net, then Button A for the Jump Shot.

*Shown on SNES **Shown on Genesis

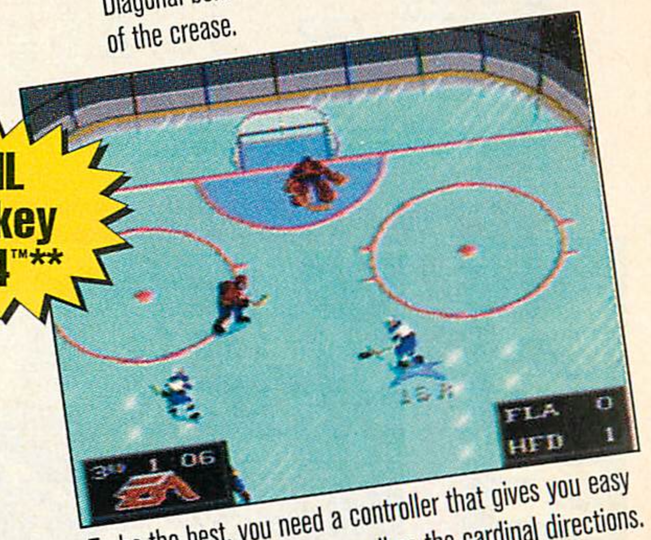


Now you can have tight control over your backs in an end run. The TT360 makes it easy...Left, Diagonal and Up in a simple thumb sweep. The advantage is yours. Drive for the goal posts.



NHL Hockey '94™**

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



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

PLAY WITH AN UNFAIR ADVANTAGE

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

Turbo Touch 360.
The Ultimate Scoring Machine.

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For Genesis, SNES, & Nintendo

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CIRCLE #105 ON READER SERVICE CARD.

WILLIAMS/BALLY/MIDWAY

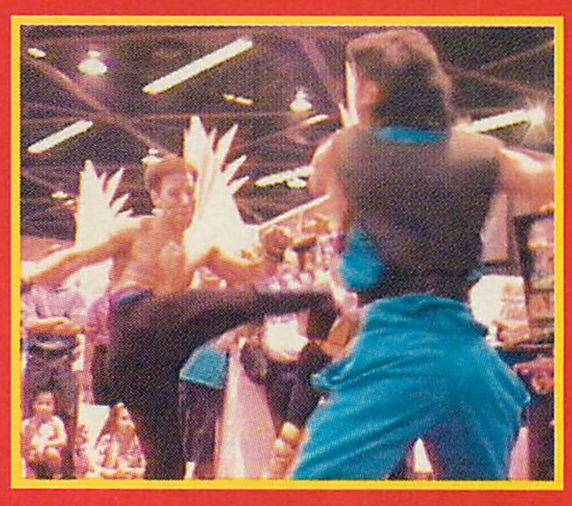
The Williams/Bally/Midway booth was the most popular at the show. ***Mortal Kombat II*** was sending screams of agony throughout the hall with new characters, new finishing moves and sound that rivaled THX. This is the game that will give *Super Street Fighter 2* a run for its money, and, at this show, *Mortal Kombat II* was definitely winning. The games were being played right up to the last minute of the show. Players only stopped when the plugs were pulled.

Along with *Mortal Kombat II*, the booth also featured two new pinball games: ***Judge Dredd*** and ***Star Trek: The Next Generation***. The ***Star Trek*** game is probably the most graceful pinball game around, with long, looping ramps, Romulan Warbirds and Probe launchers that you can aim and fire the ball with. Just the opposite feeling is given to the new ***Judge Dredd*** game. Based on the popular British comic-book cop, you're on the streets of Mega-City One in the year 2116 looking for lawbreakers. Along with the regular game, ***Judge Dredd*** also has a Supergame feature: At the beginning of each turn in the Supergame, you get two balls on the playing field instead of one. And, if you get the multiball, there are *eight* balls in play at the same time. ***Judge Dredd*** is to pinball games what *Mortal Kombat II* is to fighting games: BRUTAL AND VICIOUS.

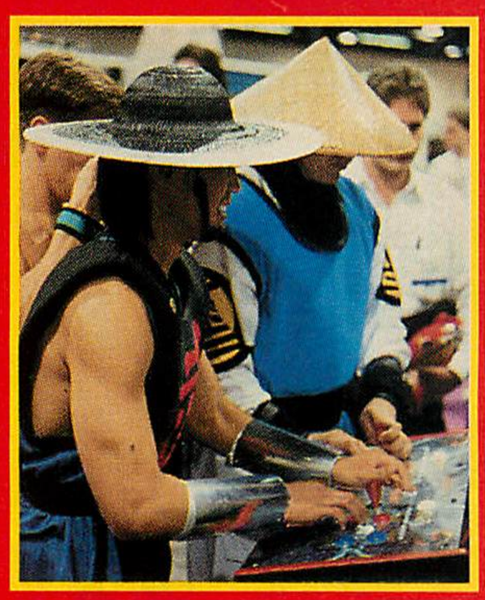
In addition to the game excitement, the booth also featured *Judge Dredd*, *Star Trek* and *Mortal Kombat* characters walking around and playing the games.

Kitana traps Raiden in the new ***Mortal Kombat II*** game.

Staring into the eyes of a *Star Trek* Nightmare: Even the Borgs had a representative at the show.



There was even a live *Mortal Kombat* fight with the real actors from the game. Raiden and Scorpion exchange blows while Johnny Cage does a flying kick on a new character, Kung Lao.



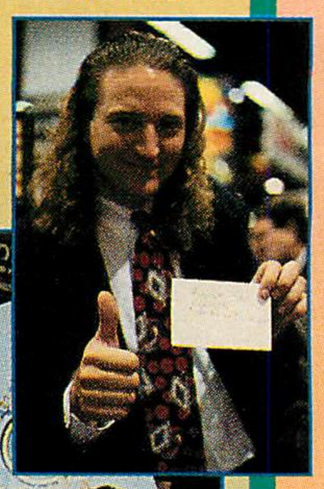
Photos by Nikos Constant

See Ya Next Year!

Well, that's the show in a nutshell—not as good as being there, but at least you can see what your local arcade will have in the next year. Will *Mortal Kombat II* repeat the popularity of the original? Will *Super Street Fighter 2* eclipse *Kombat*'s new characters? If Johnny Cage fought Ryu, who would win? Only your quarters will give us an answer.

NBA JAM CONTEST: We Have A Winner!

The results are in, and after receiving over 20,000 postcards in the mail and lugging them to the AMOA show, *NBA JAM* game designers Jamie Rivett, Sal DiVita, Mark Turmell and Tony Goskie picked the winner. So, without further ado, the winner of the full-size *NBA JAM* arcade machine, from beautiful River Forest, Illinois...ladies and gentlemen, let's give a round of applause to **Brandon Smith**!



Mark Turmell with the winning entry.

***NBA JAM* game designers Jamie Rivett, Sal DiVita, Mark Turmell and Tony Goskie picking the winner!**

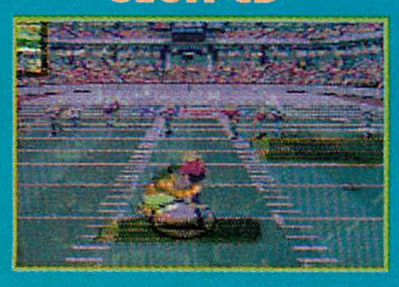
Way to go Brandon! Maybe you can find those elusive Playboy Playmate basketball characters.

Ten runners up each receive a *VideoGames* T-shirt and a free one-year subscription to the magazine.

Jason Adkins Pomona, California	Davin Kiyomura Gardena, California
Robert Escalante Las Vegas, Nevada	Thomas E. Krupowks Chicago, Illinois
David Fennell Clinton, Maryland	Lorenzo D. Lamberty II Bronx, New York
Elaine W. Grubbs Roanoke Virginia	Mark Ryan Colorado Springs, CO
Beverly P. Jahnke Milwaukee, Wisconsin	Greg Sweet Merrill, Wisconsin

Thanks to all the participants who made our *NBA JAM* contest so popular, and special thanks to Bally/Midway for being so cool and making the contest possible!

TOP 10 SEGA CD



1. *Joe Montana's NFL Football* by Sega
2. *Lethal Enforcers* by Konami
3. *Silpheed* by Sega
4. *Bram Stoker's Dracula* by Sony
5. *Spider Man vs. The Kingpin* by Sega
6. *Final Fight* by Sega
7. *Night Trap* by Sega
8. *Ecco the Dolphin* by Sega
9. *Jaguar XJ220* by JVC
10. *Time Gal* by Renovation

TOP 10 NES

1. *Tetris 2* by Nintendo
2. *Tecmo Super Bowl* by Tecmo
3. *Jurassic Park* by Ocean
4. *Kirby's Adventure* by Nintendo
5. *Caesar's Palace* by Virgin
6. *Star Trek: The Next Generation* by Absolute
7. *Battleship* by Software Toolworks
8. *Tetris* by Nintendo
9. *Joe and Mac* by Data East
10. *Super Mario Bros 3* by Nintendo

VIDEOGAMES ROADTRIP: FEAR AND LOATHING IN VIRTUALAND

When we found out that Sega was opening a new arcade at the brand-spanking-new Luxor hotel in Las Vegas, only two words came to our digital minds: FREE ROADTRIP! We thought we'd be stylin' by the side of the pool, sipping Shirley Temples and working on our all-over-body tans for a weekend, so we started making calls to get some Luxor press passes and the company gold card. After four weeks of getting the runaround by the Luxor staff, it was the day before we were scheduled to leave: We had no place to stay, and Gore was too cheap to let go of the gold card.

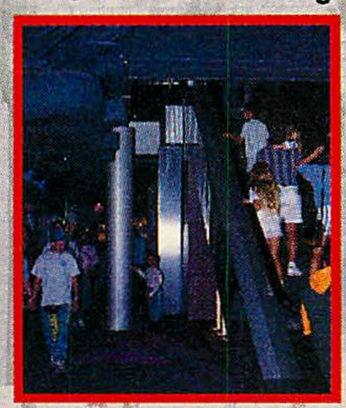
But did we shy away in fear? Did we act like parents, thinking, "We need a bathroom for Billy"?

HECK NO! At 3 p.m. Saturday afternoon we left on a 24-hour car tour intent on bringing Vegas to its knees and getting a story for the mag. After a stop for gas and pineapple milk shakes at Dairy Queen, we hit Vegas at twilight, cruised the strip and hit our first all-you-can-eat Circus-Circus buffet at 7:30 p.m. After the primary feast, the trip was a haze of video arcades, casino cups, flat tires and eating a Pink Pony at 4 a.m.

Here are the highlights we can tell you without getting arrested....

—Nikos Constant

NIKOS & JOSIE'S EXCELLENT ADVENTURE



The two-story Virtualand arcade is a *Bladerunner* dream, complete with lasers, smoke machines and mutant tourists.

A row of *Virtua Formula* cars. When we asked why they weren't running, the courteous staff exclaimed, "Why the hell should we know? Just play another game kid!"

Have you ever *really* watched people's faces when they play video games?

The Sega souvenir stand where you can buy anything—and emblazoned with Sonic!

The highlights of Virtualand are their *AS-1* and *R360* virtual simulators. Four bucks makes you nauseous in less than two minutes!

Josie exits the *R360* after getting trapped for a couple of minutes by a psycho game operator. This moment was pretty much the beginning of the end for Josie.

Josie and I wave goodbye to Las Vegas. I'm feeling fine, but Josie is thinking, "If we don't leave right now, I'm going to throw up in your stupid hat."

Until next time... VIVA LAS VEGAS!

SOUNDBOARD

SUNSOFT SECRETS

In regards to recent published reports that Sunsoft is supposedly cheat-proofing our games—specifically *Taz-Mania*—this is official notification that Sunsoft has NOT purposely cheat-proofed this game. This implies that *Taz-Mania* will not operate with the Game Genie or Pro Action Replay peripherals. Sunsoft has not made any effort, and will not in the future, to purposely cheat-proof games to not function on these devices. We do, however, purposely include special codes that allow more continues and level selects as well as other "perks" to either be released by us to the press or discovered by players.

—David Siller
Director of Product Development
Sun Corporation of America
Cypress, California

As evidence of David's sincerity in wanting to clear up this issue, he sent along some great Taz-Mania *cheats, which you'll find in this issue's* Tips & Tricks *section. Clearly, Sunsoft has no official cheat-proofing policy, and does not specifically encourage its developers to include special programming that would have a negative effect on the player's enjoyment of its games. In other words, it's not the start of a trend, so put down those poison pens!*

The Sunsoft cheat-proofing issue came about when VIDEOGAMES *discovered that* Taz-Mania *did not work with Datel's Pro Action Replay peripheral; that is, the game will play properly with the device, but you can't use it to create your own cheat codes (which is the primary function of the Pro Action Replay).* VIDEOGAMES *has never stated that* Taz-Mania *would not work with Galoob's Game Genie; in fact, Galoob has provided us with several* Taz-Mania *Game Genie codes, which we printed in our August issue. We regret any confusion that our continuing coverage may have caused. Now, David, if you have any cool* Aero the Acro•Bat *cheats that you'd like to share with our readers, we'll be happy to pass them along (hint hint!).*

MOM! I SET THE NINTENDO ON FIRE!

Please, is there anyone out there who watches MTV's *Beavis and Butt-head*, the fresh-faced duo that keeps the FCC censorship board constantly on its toes? I don't know how many times this has happened but get this: On Monday, August 2, at 7:08 p.m. (EDT), as *Beavis and Butt-head* goes to commercial, a voice quotes, "Beavis and Butt-head were brought to you in part by Nintendo, makers of Super NES...." What in the world!?! I'm still in shock! Nintendo, the people who pride themselves on helping rid the world of violence, sexual content, profanity (the list goes on), is now sponsoring a TV show that I found, in that one episode, broke every rule in Nintendo's "High Standards" code book except one (Beavis and Butt-head are too stupid to make overt political statements). Nintendo is actually paying for kids to watch what most parents would consider 100% garbage. Personally, I love the show, but isn't it a bit ironic that Nintendo would: 1) sponsor a TV show that goes far beyond Nintendo's beliefs; and 2) advertise to such a group of viewers, all of whom would like to see *Mortal Kombat*'s original death scenes intact? What do you think?

—Paul Andrews
W. Townsend, Massachusetts

As the Disposable Heroes of Hiphoprisy rap, "Hypocrisy is the greatest luxury." And when you're fronting as much money as Nintendo is, you can advertise anywhere you please with little thought about any standards...except the gold standard.

SUPER MARIO SURREALISM

Luigi awoke, disturbed by his inner thoughts. Through his mind's eye, he saw Mario in lights, in neon lights, on merchandise from breakfast cereal.

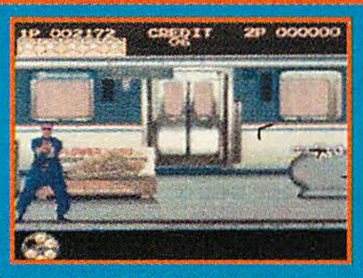
And that was when he realized that making Mario suffer his wrath would be his destiny. To stalk him down.

GUN CLUB

THIS MONTH'S GUN CLUB FEATURES ARTILLERY FROM *LETHAL ENFORCERS* FOR THE SEGA CD.

MAGNUM
STAT: A BIG gun. Holds six rounds of ammo.

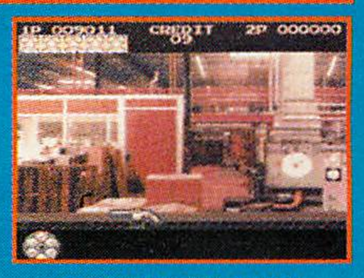
AUTOMATIC PISTOL
STAT: Fast! Holds 12 rounds.



ASSAULT RIFLE
STAT: Fires in bursts. Holds 12 rounds

SHOTGUN
STAT: Covers a large area with a spray of lead. Holds six rounds.

MACHINE GUN
STAT: Fully automatic, but can't be reloaded.

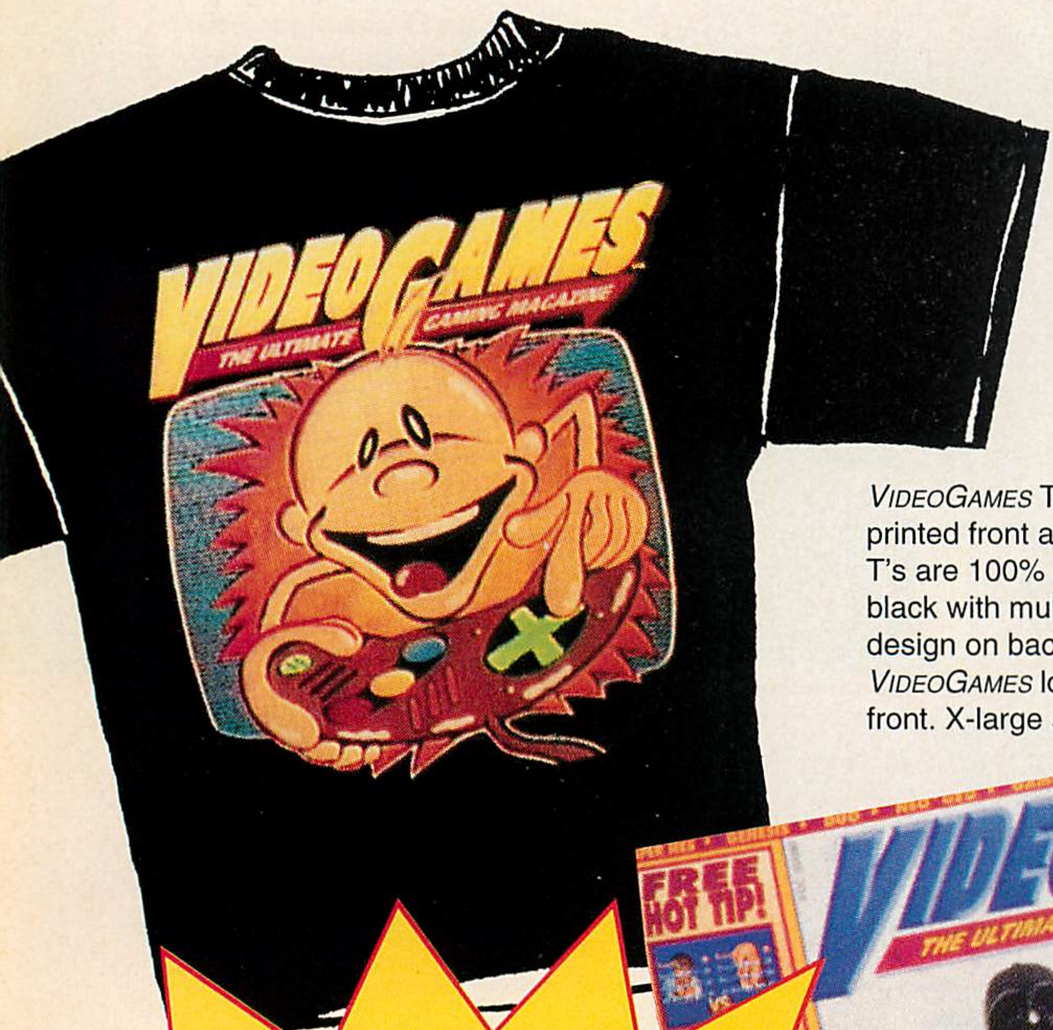


GRENADE GUN
STAT: Exploding bullets, but, like the machine gun, can't be reloaded.

Put on a Whole New Face!

Read VIDEOGAMES Magazine

THE ULTIMATE GAMING MAGAZINE



VIDEOGAMES T-shirts are printed front and back. All T's are 100% cotton, black with multicolor design on back and *VIDEOGAMES* logo on left front. X-large size only.

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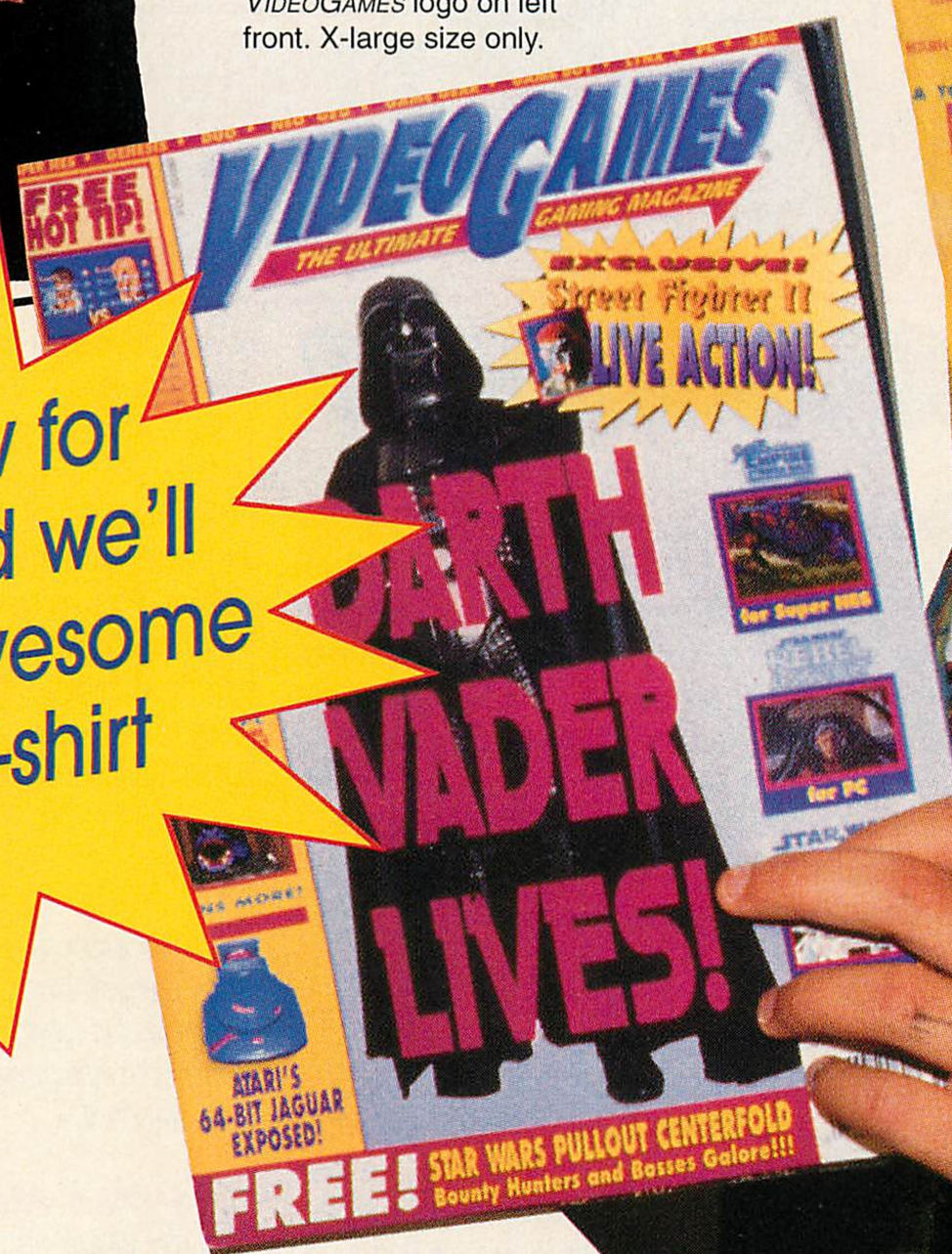

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_____ **Exp.** _____

Signature _____

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(cont.) amazing feats ever attempted. This is a circus act like no other, with thrilling stunts and [illegible] flying acrobatics that s[illegible] the audience. Sometimes even like Aero the Acro-[illegible] high-flying, death[illegible] who combines supe[illegible] artistry with excitement and danger. This reporter has never seen anything quite like it.

The circus starts out innocently enough, with Aero soaring through the air in a series of aerial somersaults. This is gold medal stuff, fans. He flips, zips, hurls and whirls through the air, as the audience gapes and gasps in amazement. "Aero the Acro•Bat is a totally awesome dude," said Rita Zimmerer, one of the lucky girls who sat in the front row of the circus. "For a little bat, Aero's act is based on agility and plain old guts. It frequently buzzes the audience as he leaps from trapeze to trapeze, bathed in brilliant yellow spotlights." As the audience holds their collective breath in silent amazement, at times the only sound is Aero's high-pitched squeal of delight as he prepares for one of his now-famous power dives.

Even the other circus performers stop to watch Aero. This reporter noted clowns, magicians and even the stage operators from the fa[illegible] gathered und[illegible] what mighty [illegible] final [illegible]rmance. [illegible]ed [illegible] out really fun, but then it got weird," recalled circus janitor Al Artus. "I thought that little bugger was gonna bite it, all right," added Janette Hyssong, circus vendor.

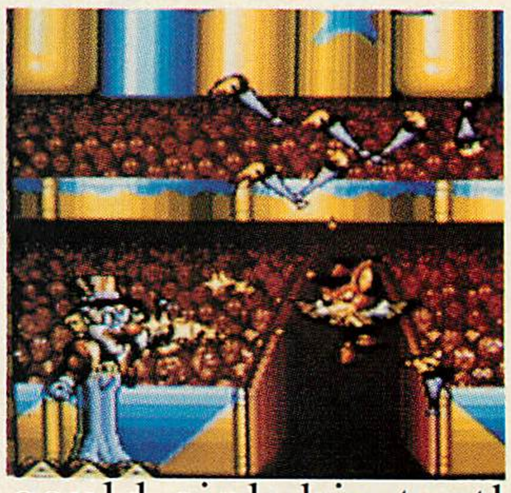
Leaping from a towering, teetering platform, Aero the Acro•Bat realized that this [illegible] was more death-defying than [illegible] One of the platforms was [illegible] rigged with explosives ... which threatened not only our super bat, but the entire audience as well! "I thought I'd wet my pants," complained Karen Shadley, a shy young girl who had traveled all the way from Illinois to see Aero the Acro•Bat perform. "When that platform disintegrated, my life was in Aero's hands." Capable hands indeed, as it turned out.

Shrouded in darkness as the [illegible] mysteriously malfunction[illegible] Aero leaped to safety [illegible] injury and still managed to land with a flourish!

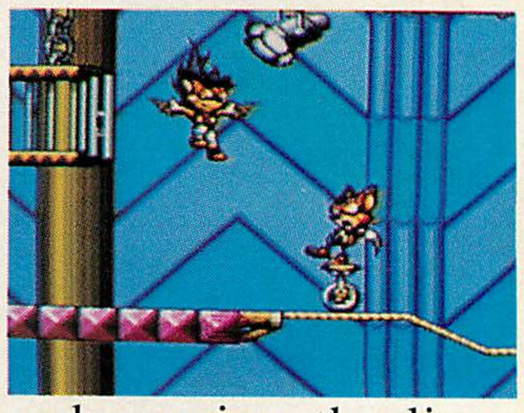
But it was only the beginning. Not only did Aero have to protect the audience from the danger of falling debris, he had to protect himself from the "bad boy of the big top," the evil, diabolical and just plain mean Edgar Ektor. This guy must really hate bats.

This report[illegible] that Ektor [illegible] sabotage the ci[illegible] and anyone u[illegible] to get in h[illegible] way. And he's not about to stop until Aero—and the circus—are destroyed. Ektor has employed a team of dirty, nasty, filthy, scheming nogoodniks to help him carry out his plan. Clowns that can literally make you laugh to death. Not to mention whipping spiked balls that can do serious damage. Or a psycho madman named Marko, who constantly shoots himself out of cannons like a crazed kamikaze. [illegible] even mentioned [illegible] tightrope-balleri[illegible] who loves to squish bats. [illegible] about a handful!

But these battles can't compare to Aero's early struggle toward fame. Auditions landed him bit parts in low-budget films, but nothing he could sink his teeth into. He answered a casting call for a made-for-TV baseball movie. Yet his hopes were quickly dashed. "They said they needed bats," says an embarrassed Aero. "How was I to know they meant wooden ones?" But that setback didn't keep him from the big time under the big top, where the wicked Edgar Ektor was waiting.



The evil Ektor carries a lot of emotional baggage. According to Bruce Reilly, criminologist and noted circus buff, Ektor was banished from the circus years ago after endangering the lives of his fellow circus troupe



members. Allegedly, his innocent pranks and practical jokes took a decidedly twisted turn, and he enjoyed inflicting pain and suffering on circus performers and audience members alike. "Ektor was a really, really sick little boy," said Alison Quirion, the renowned performing poodle trainer who worked [illegible] Ekt[illegible] during the early cir- [illegible]ays. "He started out with [illegible]al stuff like squirting [illegible]rs, explod[illegible]igars, glue [illegible]our underwe[illegible] sort of [illegible]g. Next th[illegible] now, [illegible]here's grease [illegible]ez and dynamite in t[illegible]

Ektor hadn't [illegible] years. Until t[illegible] appeared [illegible]n the [illegible] ring w[illegible] A[illegible] demise in mi[illegible] Tad "Sm[illegible] Shi[illegible]

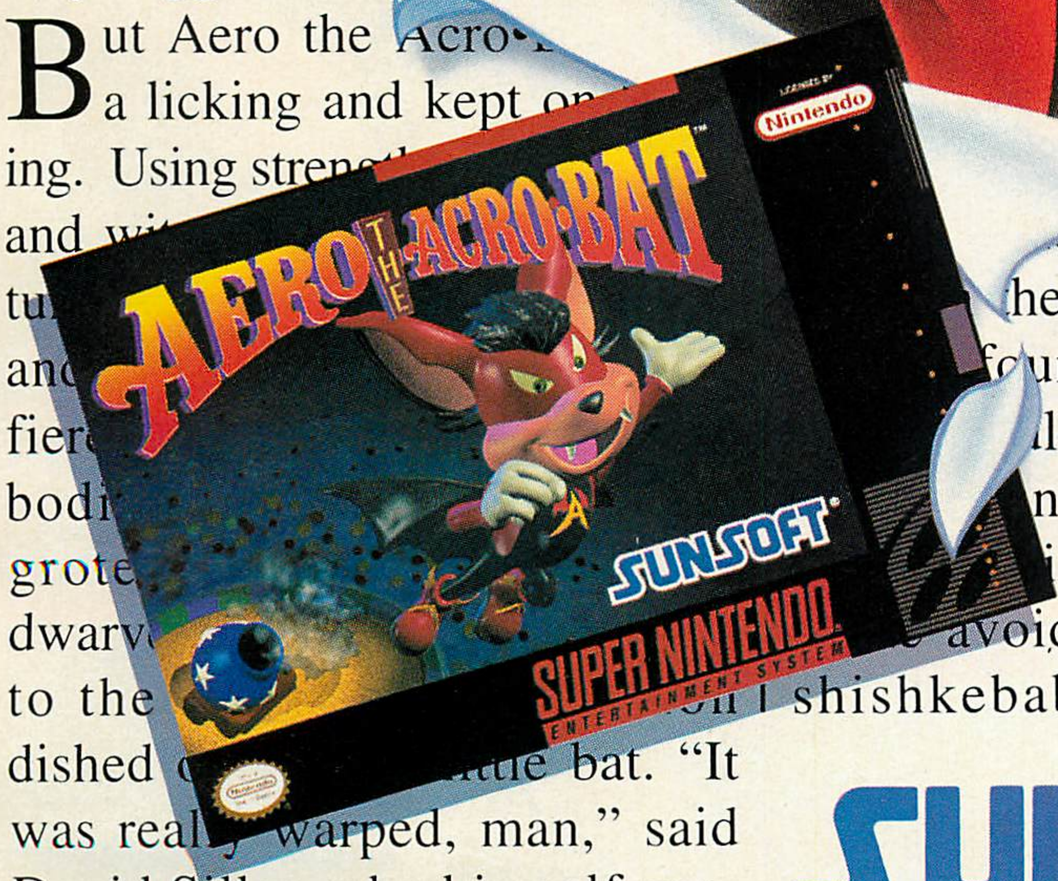
[illegible] brainwashe[illegible] members i[illegible] promised [illegible]ve[illegible] and their own dre[illegible] they bagged the li[illegible]

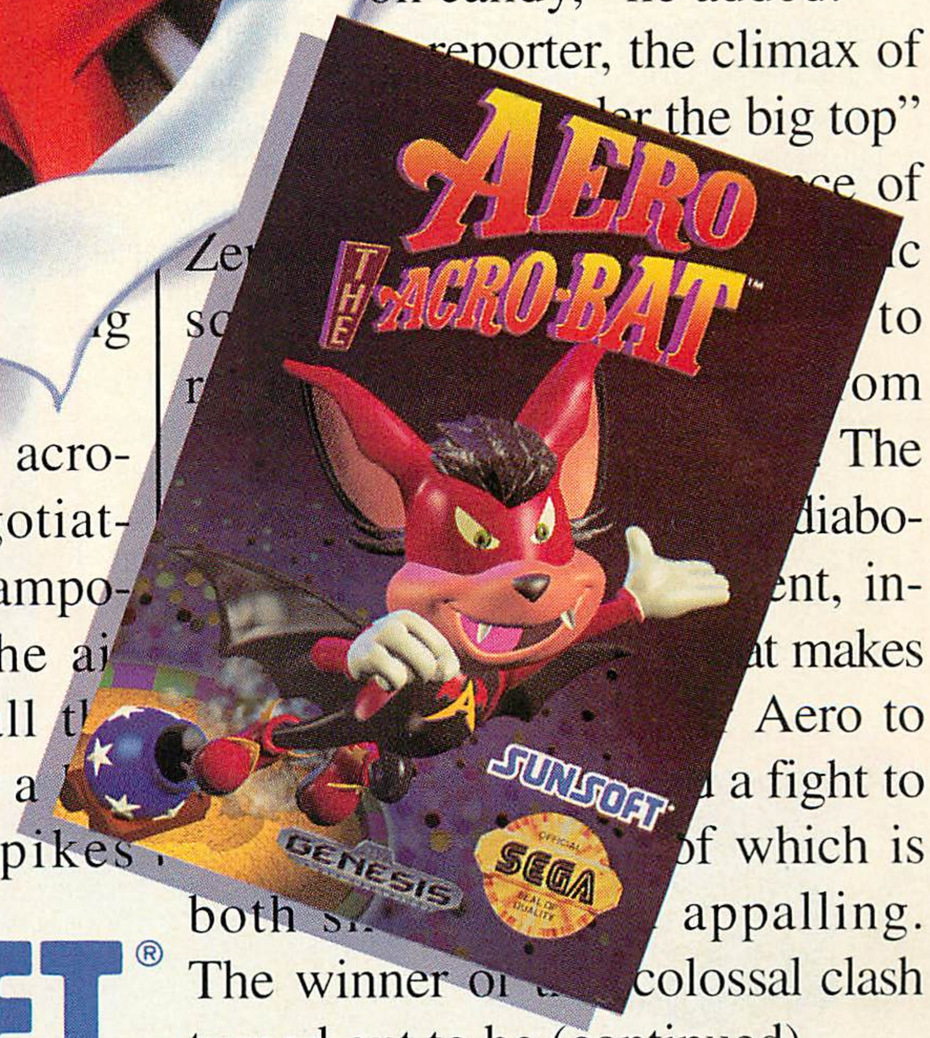
But Aero the Acro-[illegible] a licking and kept on [illegible]ing. Using streng[illegible] and wi[illegible] tu[illegible] an[illegible] fie[illegible] bodi[illegible] grote[illegible] dwarv[illegible] to the [illegible] dished [illegible]ittle bat. "It was rea[illegible] warped, man," said David Siller, who himself survived an attack by Waldo, the wicked, whipping lion tamer when Aero swooped from the air and deftly punched the muscular Waldo into a pulp. "It started out as the coolest circus [illegible]er," he said, "but then the [illegible] bodies flying everywhe[illegible] the fleas from the flea ci[illegible] were into demolition."

Aero continued to perform for the now-terrified audience even while the sicko [illegible]s saboteurs tried to slice [illegible]nto t[illegible] The S[illegible] R[illegible]d [illegible]k on their feet! [illegible]here the amazing acro- [illegible]found himself negotiat- [illegible]less series of trampo- [illegible]nding far into the ai[illegible] [illegible]ing force . . . all t[illegible] [illegible] avoiding becoming a [illegible] shishkebab on hidden spikes [illegible]

Ektor had placed on the floor and roof. He spun, drilled and flipped his way past an onrushing convoy of Ektor's henchman. And he finished them off [illegible]rish! The audience [illegible]heir money's worth [illegible]rcus. Because the [illegible]nued right on to the [illegible]. Aero kept right on t[illegible]ow, disarming hundreds of booby traps on the fairground rides and saving thousands of [illegible] in the process. In the [illegible]ntime, many circus goers [illegible]nd themselves locked in ani- [illegible] cages, their fate yet to be [illegible]ermined by Ektor. "We had [illegible]st gone down [illegible] get some cot- [illegible]on candy when this horri- [illegible]e, ugly slimeball grabbed [illegible]us from behind!" re- [illegible]lled Tad "Smiley" [illegible]Shima[illegible] "He threw [illegible]ge [illegible] in," [illegible] thought we [illegible]s, for sure," said [illegible]nd we didn't even get [illegible]on candy," he added.

[illegible] reporter, the climax of [illegible]er the big top" [illegible]ce of Ze[illegible]c so[illegible] to r[illegible]om [illegible] The [illegible] diabo- [illegible]ent, in- [illegible]at makes [illegible] Aero to [illegible] a fight to [illegible]of which is both s[illegible] appalling. The winner o[illegible] colossal clash turned out to be (continued)





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CIRCLE #107 ON READER SERVICE CARD.

The next morning, Luigi got up, his eyes dilated like a crazed lunatic. He reached under his bed and grabbed a fire flower; he sniffed it. As he inhaled the fiery scent of the herb, he felt stronger and looked at his hand. He was holding a fireball, ready to throw at his nemesis. He rushed out the door, laughing maniacally! "Ha Ha Ha!"

Mario was found amongst a crowd of mushroom people, signing autographs in his well-known scribe "AAARRRGGGHHH!!!"

He threw a fireball at the smaller plumber. Mario thought that his eyes betrayed him; they did not, as they felt the sharp sting of the fireball. Luigi tore Mario limb from limb, making an *MK* finishing move look weak. Blood was everywhere—enough to make a Nintendo censor go into convulsions. Luigi was done. He flew home with satisfaction.

—Noah A. Bolmer
Canyon Country, California

Lay off the Jolt Cola and Pop Rocks, Noah.

I WANNA SEE NBA JAM BUNNIES!

You said that five of the *NBA JAM* codes were still secret and that three of those were women, but, on the cover, you show a cheerleader about to jam it. Somebody there has to know that code. Why doesn't somebody get the *Playboy* issues that they are in, get their initials and birthdays and put them in to see if they work.

Thanks for your time and a great magazine.

—Tim Nelson
Massillion, Ohio

Tim, we went through the agonizing task of looking through every issue of Playboy *for the birthdays of the two cheerleaders. After going through month after month, centerfold after centerfold and trying all of their birthdays, we still couldn't get the codes to work. Thus, the mystery continues....*

PLAY VIDEO GAMES FOR FREE! BECOME AN INTERN

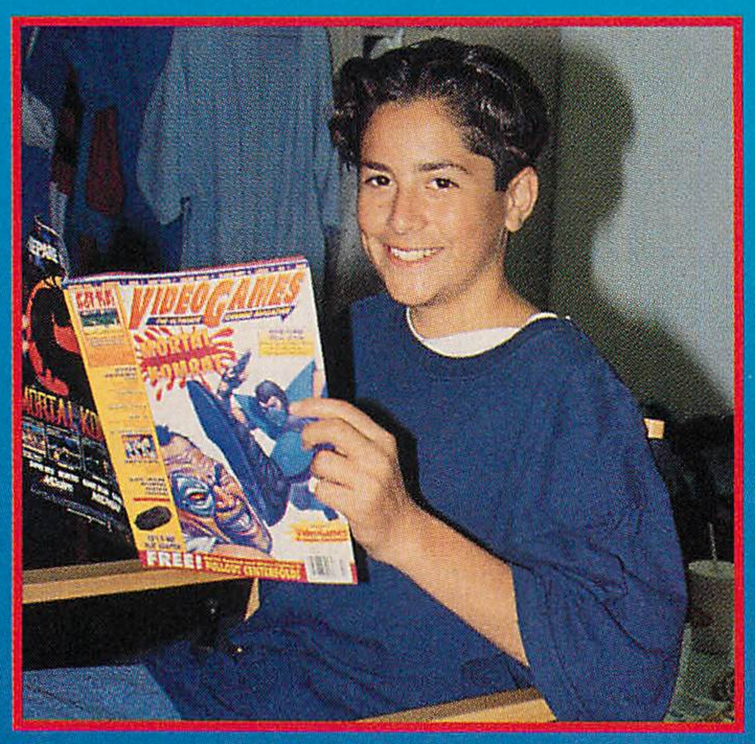
I'm writing your magazine in hope of a future career for myself as a writer in your publication. I am young now at the age of 15, but I feel that my writing skills and knowledge of video games would be a great contribution to your magazine at a later time. I think working for your magazine would be a dream job!

Of all the video-game magazines I read, I enjoy yours the most. *VideoGames* is the only video-game magazine around that I can truly say has character and humor to offer. I would like a response to my letter telling me of the qualifications for being a writer for *VideoGames*. I would like to know what you're looking for in a writer. I am determined to become a member of your publication. If there's any way I can prove I belong in that position, let me know.

—Mohammad Shami
Crystal Lake, Illinois

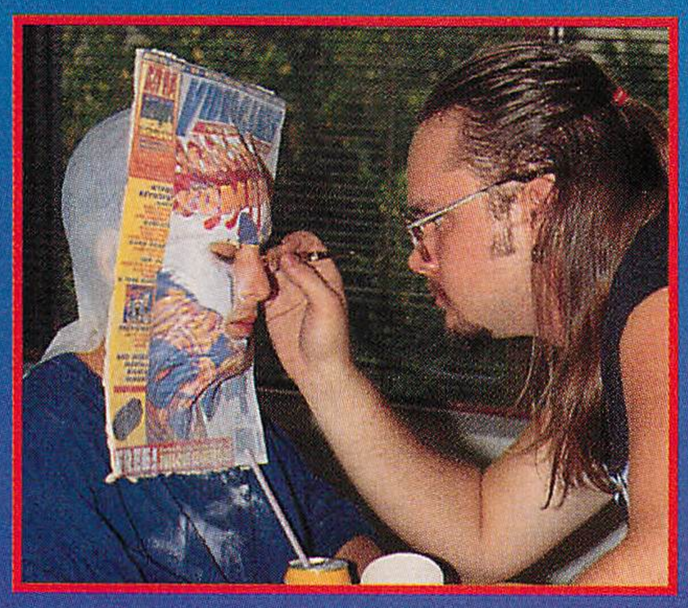
Sorry, Mohammad, we aren't looking for any new writers now. But, if anybody out there wants to become an intern for the VideoGames staff, send us a letter telling us about yourself, what systems you own and why you want to work here. Mark your letter ATTENTION: INTERNS. *The only two requirements we have for you to intern here are that you live in the Los Angeles area and are at least 18 years old.*

X file MORPHING SOON! Behind the Scenes of the VideoGames TV Commercial

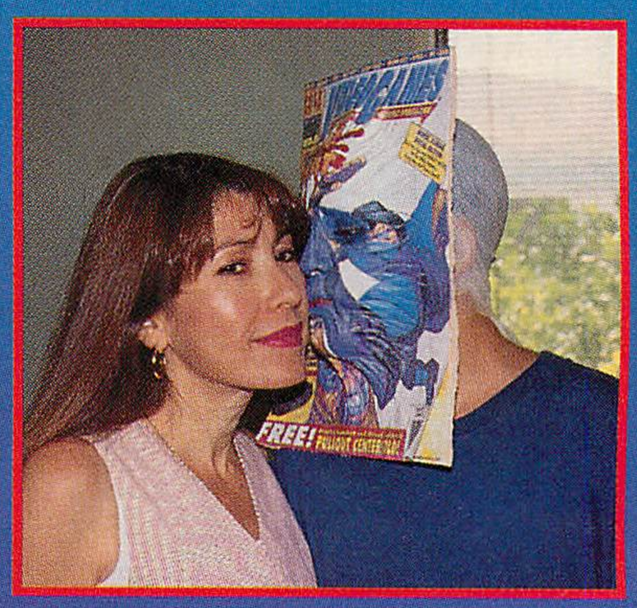


Steve was surprisingly cheery for his 6 a.m. casting call.

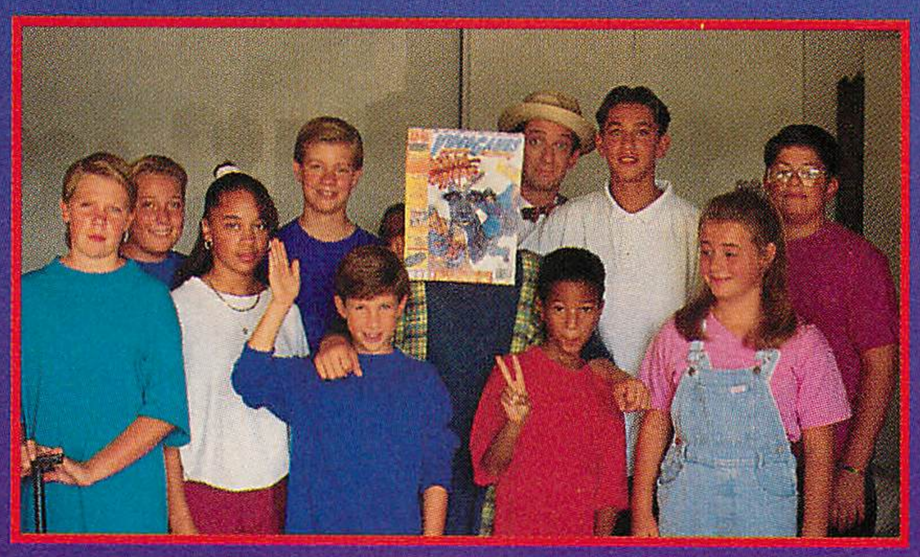
A plaster cast was made of Steve's face two weeks before the actual filming.



Special effects artist Bill Hunt completes the makeup job by hand-painting the rest of the *VideoGames* cover onto Steve's face.



Steve gives his mom, Diane, a *VideoGames* Magazine-Head smooch.



The cast of the commercial stands for a group shot.

Steve begins the slow process of taking off the mask.

Dear Betty . . . ask me absolutely anything!

We get a lot of different letters here at *VideoGames*, not all of which can be answered in *Soundboard*. Because of this problem, I, Betty, have taken it upon myself to answer any questions you readers have for me. Don't be shy; I'm not. Just mark your letters Attention: Betty for some of my *special* attention.

Dear Betty,

Last week my dad was watching the Whitaker-Chavez fight on TV. But he was also sitting on my pet frog, Pelon. I've had Pelon since I was seven, and they made *me* clean up Dad's easy chair. Is that *messed up* or what? Now my dad's being a wanker. He won't buy me a new frog, even though his fat butt KILLED Pelon. What the hell's going on? I miss Pelon. Don't you think I should get a new frog? Or at least a couple of new carts for my SNES? What do you recommend?

Bruce
Culver City, California

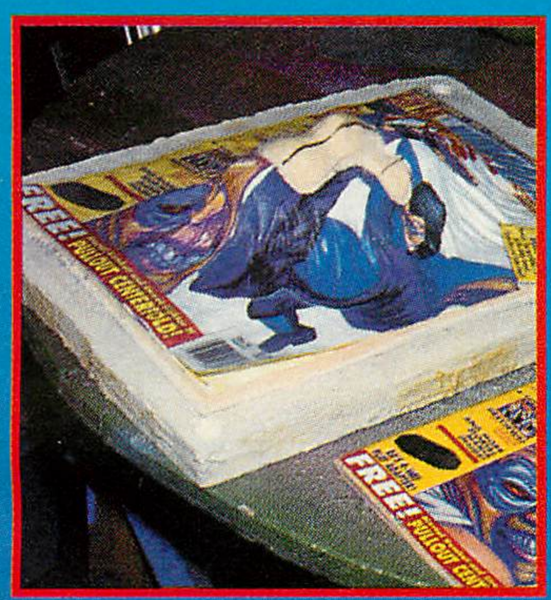
Dear Bruce,

You're absolutely right. Parents should strive to alleviate all childhood traumas. After I was kidnapped for a day, my parents took me out to Dairy Queen every night for a month. I think it's especially true in this case, because it was your dad's fault. He's bound to come around after the initial anger about the stain on the easy chair. If you're not getting a new frog, ask for Mortal Kombat, *and pretend you're fighting your dad.*

Dear Betty,

There's this arcade near my house that I go to every day after school. For the past

VIDEOGAMES THE ULTIMATE GAMING MAGAZINE is coming to MTV, Nickelodeon and your local TV network. Look for three spots that are set to air around the country. The commercial stars Steve Pacheco as Magazine-Head and Charles Schneider as Gube Reuben, Magazine-Head's gaming nemesis. The commercial shows Steve's face morphing into the *VIDEOGAMES* issue with *Mortal Kombat* on the cover with some cool-looking special effects, just like the T-1000 in *Terminator 2*.



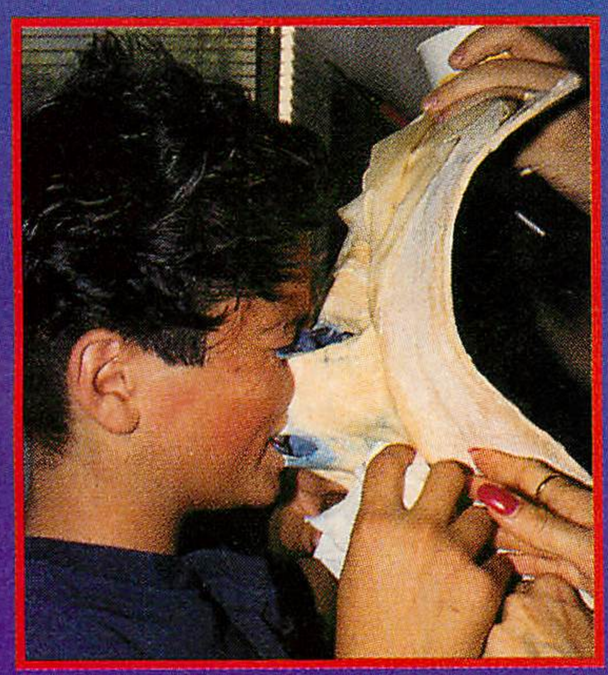
Then a mask was made over the cast in the shape of the October '93 issue of *VIDEOGAMES*.

Steve gets ready for the three-hour process of putting on the mask. His hair was covered with latex so that the mask wouldn't stick.

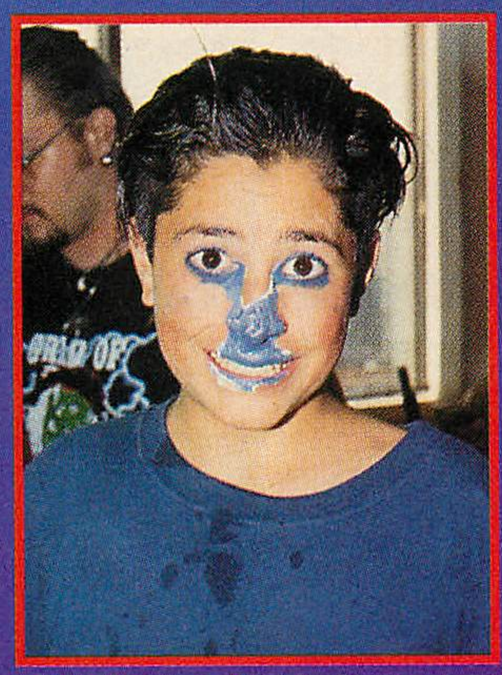
The appliance is attached with a special adhesive that can be dissolved to make it easier to take off.

Director and *VIDEOGAMES* Editor in Chief Chris Gore goofs around for the camera. At this point, Steve started getting tired of wearing the skintight mask.

The set was a mass of activity. Standing to the left of Gore is actor Charles Schneider who plays Gube Reuben, the dorky game player that Magazine-Head defeats.



"Just get it off of me!"



With the mask off, Steve finally found relief from his eight-hour ordeal.

Photos: Nikos Constant

VIDEOGAMES: KEEPERS OF WORLD PEACE

I'd just like to let you know that there is at least one person paying attention to what he reads. I like the new name and I love the new look; I think most people would rather read about video games instead of computers. But, of course, I can't speak for everyone. Congratulations, Mike on your promotion! I hope you guys will improve our magazine to create a better and safer world for all mankind.

—Aaron Larson
Covina, California

We're definitely here to make the world safe, Aaron. Thanks for writing.

FREE TO BE YOU, FREE TO BE ME

In your September issue, you reviewed *Street Fighter 2 Turbo* for the Super NES. The editors' ratings were Chris 9 and Mike 8. What I don't understand is, why did you guys give this rating to such an awesome game? You're supposed to rate the quality of the game, not the prize. If I were you, I'd give it a 10.

—Alex Delgado
North Bergen, New Jersey

Opinions are like butts, everyone has one, or, as Jane's Addiction singer Perry Farrell once sang, "Everybody has their own opinion." And Chris and Mike judged the game a 9 and an 8.

"FACE THE CH-CH-CHANGES"

When one is comfortable with a thing, he or she becomes very uneasy when that thing changes. This case is no exception. My stomach had turned inside out when I opened my mailbox to find, not the September issue of VIDEOGAMES & COMPUTER ENTERTAINMENT, but a different magazine, *VIDEOGAMES*. After reading the letter from the editor, my fears were somewhat calmed, but I still had many questions: Will I still get all the aforementioned things I love in the old magazine from the new one? Will *VIDEOGAMES* avoid printing rumors, gossip and vaporware as VG&CE had? Will the magazine still be written with intelligence, taste and maturity, ingredients many, if not all, other video-gaming mags lack entirely?

I suppose the bottom line is whether or not the changes in *VIDEOGAMES* are nothing more than cosmetic and structural ones. If so, I will faithfully support *VIDEOGAMES* as I have done VIDEOGAMES & COMPUTER ENTERTAINMENT for four years, and will do so for many years to come.

—Alvan Monje
Crystal Lake, Illinois

Alvan, rest assured, the writers and the staff are the same ones you have come to enjoy over the years: Bieniek, Davila and Meston, plus newcomers Gore, Constant, Hallock and Kreuzer. We hope you like the cosmetic changes and that it expands your enjoyment of the magazine. Credibility and integrity are words I hope everyone associates with the NEW VIDEOGAMES. It seems most of our competition is unaware of the meaning of these words. Keep reading, and, after a few of the new issues, let us know how you like it. Our intention is to retain the aspects of the old magazine that people loved and to add new columns and writers you will enjoy.

NEWS

couple of weeks, I've been noticing this girl. I'm usually playing *Street Fighter II*, and I usually notice her at *NBA Jam*. She's always looking over at me. But I'm too shy to start talking to her. I know she's the girl for me, because she's got a gold front tooth, and she's always wearing orange shirts. What to do?

Rico
Long Island, New York

Dear Rico,

It sounds as if you've met your Chun Li. And I bet she's always looking at you because she thinks you're cute (unless you've always got something in your hair or on your face, right?). Don't take yourself so seriously, and go right up to her and ask her out. Ask her if you can lick her gold tooth. (Just kidding.) But you should ask her out. If she says "no," there will be others with gold teeth and orange shirts. Or you'll find someone you like even better.

Dear Betty,

I'm really embarrassed to admit this, but I just started stuffing my bra this year. I am a sophomore in high school and last year nobody ever even noticed me. I just started school, and all of a sudden I have three dates with three separate guys! What am I going to do if we start making out and I'm still stuffed?

Missy
Portland, Oregon

Dear Missy,

It sounds like you've really got it goin' on. I think you can resolve the situation by not stuffing your bra. Isn't it uncomfortable? Isn't it itchy? Besides, why would you want to go out with any guy who only liked you for your boobs? That totally sucks. I mean it. You should be proud of what you've already got.

A REAL AMERICAN LETTER

Just today on the news, I heard all of the parents groups complaining about the video game *Mortal Kombat*. Many of them demanded that all versions of the game be removed from stores, including the TAME Super Nintendo version. This infuriated me! Who are they to regulate what I will and will not buy? I thought this was AMERICA, the great country of FREEDOM. I am 18, and I think I can make these decisions for myself. For the sake of argument, let us say that these parent groups are trying to protect children from senseless violence. This I find to be a sorry excuse for removing the game from the market. Do you know any 13-year-old who, motivated by Sub-Zero, rips people's heads off? (The ARMY should get ahold of him!) This game is pure fantasy. Ask any kid if this game is real to him, and he'll *laugh!* If game publishers would enforce the rating systems, we might get to play some GOOD games. If not, what will be the end of censorship?

—Mike Williams
San Jose, California

CRAZY FOR CAPCOM!

I have a problem and I need your help. Nintendo Power ran a contest for Capcom awhile back. It was to create bad robots for the *Megaman 6* game. Unfortunately, they didn't put down a deadline date. Now, being the huge *Megaman* fan that I am, I drew 20 different bad guys, colored them and wrote a lengthy description of their powers and attack patterns. Their names are: Arachnidman, Atom-man, Cyclopsman, Forceman, Hailman, Harpoonman, Kineticman, Lavaman, Mirrorman, Phaseman, Photonman, Plantman, Radiationman, Rustman, Scorpionman, Slimeman, Solarman, Sonarman, Steam-man, & X-ray–man! Whew! All the work I did, plus I had to send all 20 of mine in a package that cost me extra cash to mail, and they were all sent back because the contest was over. I guess we just missed it. But the fact is that they never put a deadline date, and believe me I am angry. And my nephews even cried! Can you please tell me if there is a way I can send my ideas directly to Capcom?

—Randy A. Brown
Cleveland, Ohio

We understand your pain, Randy. Here are the pictures you sent us in our own magazine. Megaman 6 *would have been a lot better with Fireflyman and Rustman. Also, here's the address for Capcom so you can send your ideas directly to them:* Capcom, 3303 Scott Blvd, Santa Clara, CA 95054.

• So, you wanna voice your opinion and speak out! Send your comments, questions or corrections to: *VIDEOGAMES* Magazine, 9171 Wilshire Blvd. Suite 300, Beverly Hills, CA 90210, Attn: Reader Mail.

Replay

Tired of the same old *Street Fighter* clones? COLLECT CLASSIC CARTRIDGES!

The *VIDEOGAMES* staff has always thought of video-game cartridges as the last great gold mine of the collector's marketplace. Our collections of toys, trading cards and comic books have become increasingly tougher to build upon, with annual price guides and even monthly magazines attaching dollar values to these simple childhood pleasures. By contrast, video-game collecting has been almost completely ignored as a hobby; it doesn't even really exist as an offshoot of the toy-collecting craze, which seems peculiar when you consider that game cartridges represent a hugely significant chunk of the total sales of any major toy store.

To help you get in on the ground floor of the cartridge-collecting craze of the mid-'90s (trust us; it's a sure thing), we heartily recommend the second edition of *Digital Press' Classic Videogames Collector's Guide*, a comprehensive look at good, bad and hard-to-find cartridges for the Atari VCS, Mattel Intellivision, ColecoVision, Odyssey² and Vectrex, among others. Edited by the highly respected fanzine mainstay and game historian Joe Santulli—with input from such luminaries as Jeff Adkins and the ubiquitous Russ Perry Jr.—this handy guide is a dream come true for fans and collectors of classic video games.

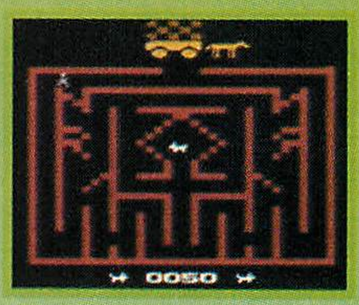
If you're cynical about the idea of a cartridge price guide simply because nobody has done one before, you'll breathe a sigh of relief when you see how brutally realistic and conservative these numbers are. Of the hundreds of games included, only a handful are valued at a price that's higher than the price they originally sold for in stores. The most common titles—like Atari's *Air-Sea Battle*, *Combat* and *Space Invaders*—are valued at just $1 each.

Additionally, trivia fans will find a wealth of classic cartridge information in the guide. Did you know that programmer Rob Fulop (of *Night Driver* and *Demon Attack* fame) independently released an Atari 2600 game called *Cubicolor*, and that only 60 copies are believed to exist? What about Froggo's *Pyromania* for the Atari 7800? (It was advertised, but may only exist as a prototype.) Then there's the elusive *Dark Tower* game for the Vectrex—has anybody really seen this Holy Grail of the game industry? If you spot any of these titles at a local garage sale or flea market, don't pass them up—the *Digital Press Classic Videogames Collector's Guide* lists them at $500, $100 and $100, respectively.

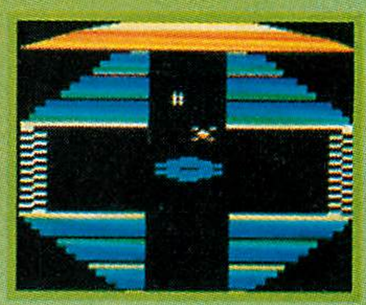
To order a copy of the guide, send a check or money order for $8.95 to:
Joe Santulli
Digital Press / Classic Videogames Collector's Guide
44 Hunter Place
Pompton Lakes, NJ 07442-2037

Tell him *VIDEOGAMES* sent you!

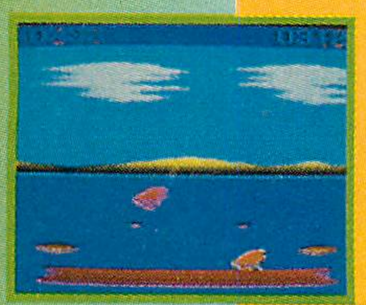
Konami's *Marine Wars*: $30



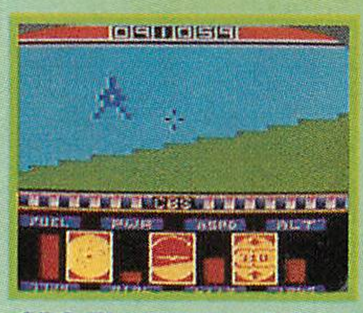
Spectravision's *Chase the Chuckwagon*: $200



Atari's *Quadrun*: $40



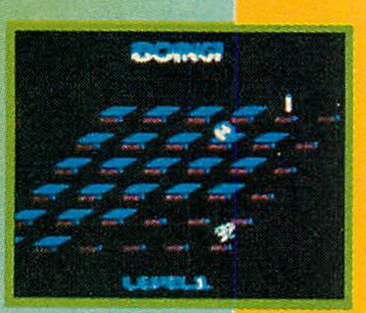
Atari's *Frog Pond* (prototype): $75



CBS Electronics' *Wings* (prototype): $100

Wizard Video's *Texas Chainsaw Massacre*: $20

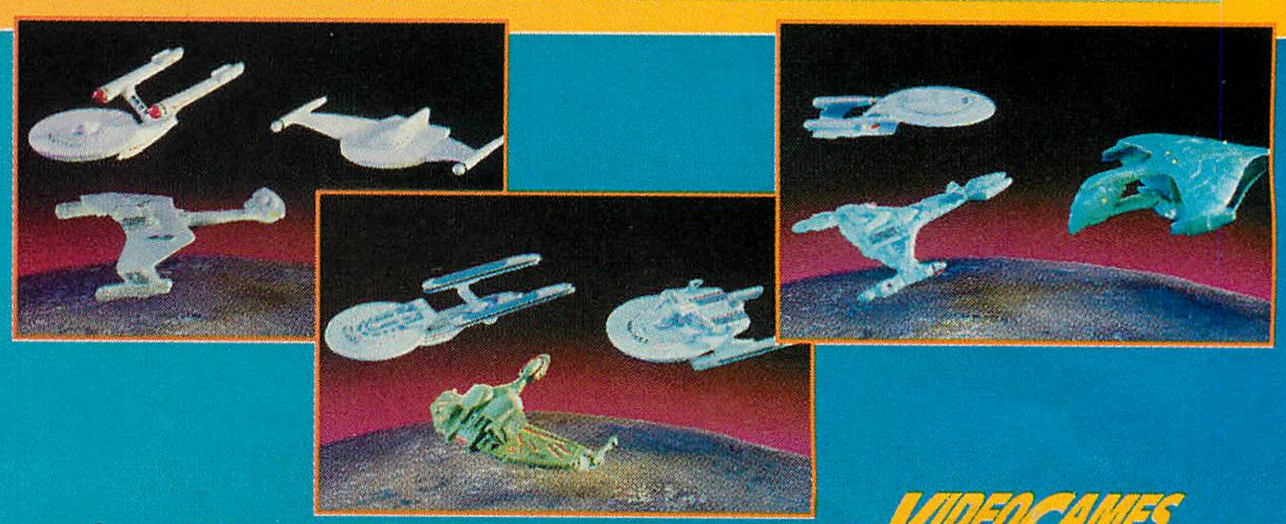
PlayAround's *Jungle Fever*: $75



First Star's *Boing!*: $50

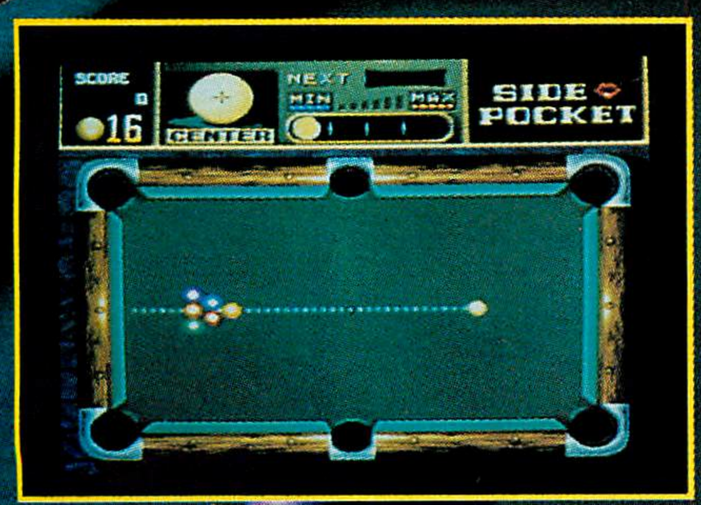
WAR toys

You'll be able to hold *The Next Generation* in your pocket with the new *Star Trek Micro Machines* toys from Galoob. There are three different sets of these highly detailed ultra-scale miniatures: the Original *Star Trek* Collection, *Star Trek* The Movies Collection and *Star Trek The Next Generation* Collection. Take control of the bridge of the *U.S.S. Enterprise*, the Klingon Vor'Cha Attack Cruiser or the Romulan Bird of Prey in a battle for peace in the universe.



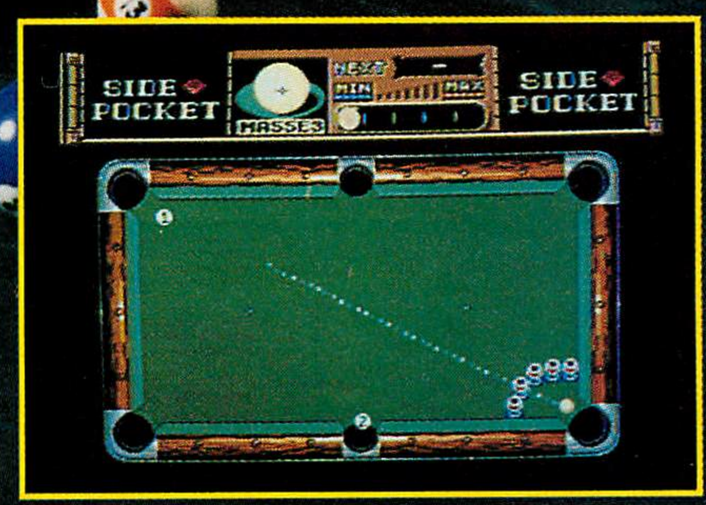
YOU DON'T HAVE TO PLAY HERE

Racked And Ready.



A little 9 Ball or do you prefer Straight Pocket Billiards.

Make This One.



Just one of 19 different Trick Shots designed by the Masters.

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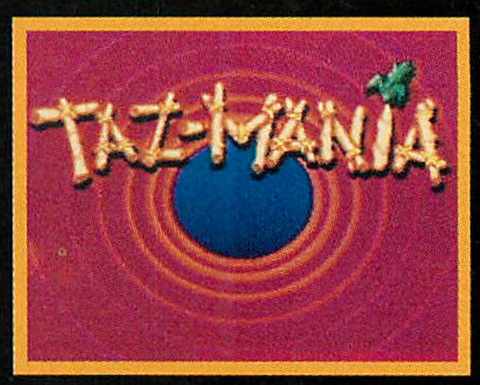
TIPS & TRICKS

If you have any tips or tricks that you haven't seen printed anywhere else, put them on a piece of paper or a postcard and send them to us at *VIDEOGAMES*, Attn: ***Tips & Tricks***, 9171 Wilshire Blvd., Suite 300, Beverly Hills, CA 90210. If you're the first to tell us about a valuable new tip or trick, we'll print it and send you $10!

BY CHRIS BIENIEK AND ZACH MESTON

(SUNSOFT FOR THE SUPER NES)

To access these incredible tricks, press **SELECT** at the ***Taz-Mania*** title screen to enter the "**OPTIONS**" menu. Once you're there, enter one of the following codes for a special cheat!

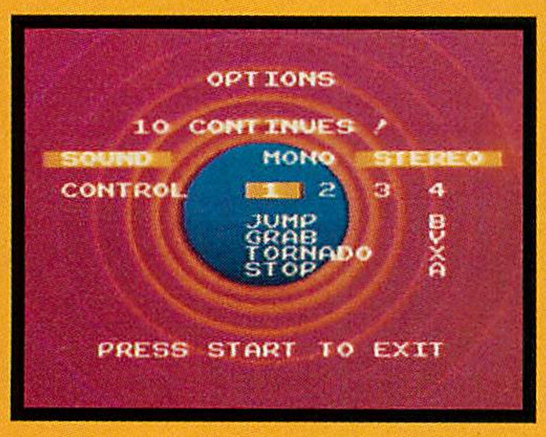


Press the **SELECT** button...

...to access the "**OPTIONS**" menu.

Ten Continues!

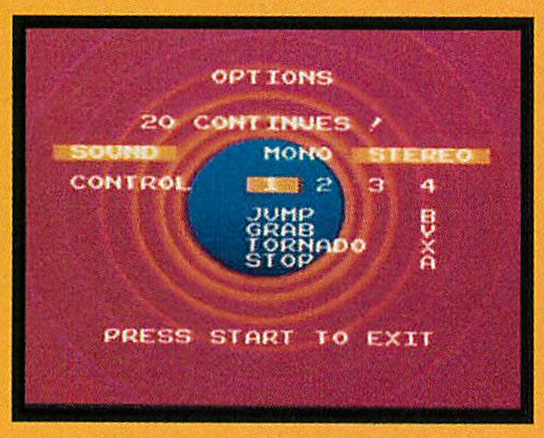
Press **B**, **A**, **Y**, **A**, **X**, **A** at the "**OPTIONS**" menu. You'll see the screen shake, and a message will appear that says "**10 CONTINUES!**" This will provide a much-needed boost to those who have struggled with the game at its higher levels.



Press **B, A, Y, A, X, A** for ten continues!

20 Continues!

If ten continues isn't enough, try pressing **Y**, **X**, **B**, **X**, **A**, **X**, **L**, **R**, **B**, **A**, **Y**, **A**, **X**, **A** at the "**OPTIONS**" menu. You'll see the screen shake, and a message will appear that says "**20 CONTINUES!**"



Press **Y, X, B, X, A, X, L, R, B, A, Y, A, X, A** for 20 continues!

Stage Select!

Are you ***still*** having trouble playing through the game? Press **A**, **Y**, **A**, **Y**, **X**, **Y**, **B**, **A**, **R**, **L** at the "**OPTIONS**" menu. You'll see the screen shake, and a "**LEVEL**" option will appear at the bottom of the screen. Choose any starting stage and press **START**—now you're a real ***Tips & Tricks*** cheater!

Press **A, Y, A, Y, X, Y, B, A, R, L** for a "**LEVEL**" option.

Start on any stage!

HINT HOTLINES!

What...ten pages of *Tips & Tricks* isn't enough for you? Well, *VIDEOGAMES* doesn't give out tips over the phone—but here is a list of people who do:

NINTENDO OF AMERICA INC.
(206) 885-PLAY
HOURS: Monday through Saturday—4 a.m. to Midnight (PST) Sunday—6 a.m. to 7 p.m. (PST)
COST: Standard long-distance rates to Redmond, Washington, apply.
TIPS: Counselors field questions about any licensed game for the NES, Super NES or Game Boy.

SEGA OF AMERICA INC.
(415) 591-PLAY
HOURS: 6 a.m. to 6p.m.(PST) seven days a week.
COST: Standard long-distance rates to Redwood City, California, apply.
TIPS: Counselors field questions about any Sega game for the Genesis, Sega CD, Game Gear or Master System. With the exception of Seismic's Genesis games and certain early Renovation titles, questions about third-party games are not covered by Sega's counselors; they will, however, refer you to the appropriate phone numbers for tips on licensed titles.

TURBO TECHNOLOGIES INC.
(310) 337-6916
HOURS: Monday through Friday—9 a.m. to 6 p.m. (Pacific Standard Time)
COST: Standard long-distance rates to Los Angeles, California, apply.
TIPS: TTI's game counselors field questions about any NEC, TTI or Working Designs game for the TurboGrafx-16 or Duo.

HINT HOTLINES!

TYRANTS

(VIRGIN FOR THE GENESIS)

Hidden Sinistar Game!

Remember the classic Williams coin-op *Sinistar*? The folks at Sensible Software—developers of *Tyrants*—sure do, and they've programmed their own version of the game and included it on the *Tyrants* Genesis cart! To play it, choose "**LOAD/SAVE**" from the "**OPTIONS**" menu and enter "**JOOLS**" as your password.

Use the **B** button to shoot at your enemies, and be sure to fire at the floating asteroids to mine "Sinibombs," which you'll use to destroy the giant floating head when it comes after you! Use the **C** button to fire the Sinibombs. One of the all-time greatest Easter eggs!

Enter the password "JOOLS."

You've discovered the hidden *Sinistar* game!

Grab the bombs that appear when you shoot asteroids.

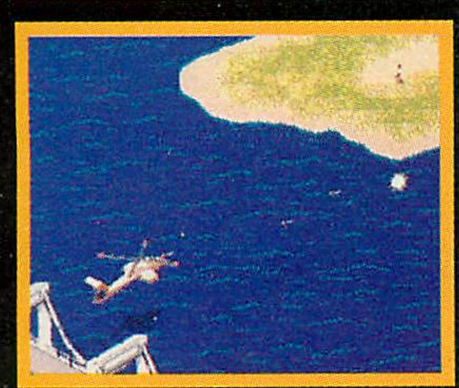
Use 'em to destroy the giant head!

JUNGLE STRIKE

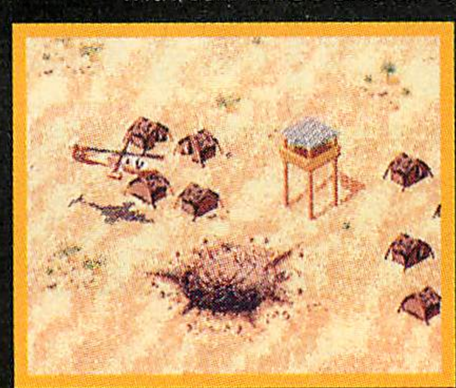
(ELECTRONIC ARTS FOR THE GENESIS)

Super Cheat Passwords!

Any magazine can print lame passwords to the latest games. Why bother? Anyone can get the same codes just by playing through the game. Our top secret *Jungle Strike* passwords will allow you to do much more than simple stage-skipping: These codes will start you at any mission with **ten lives** and *all* of the copilots rescued!

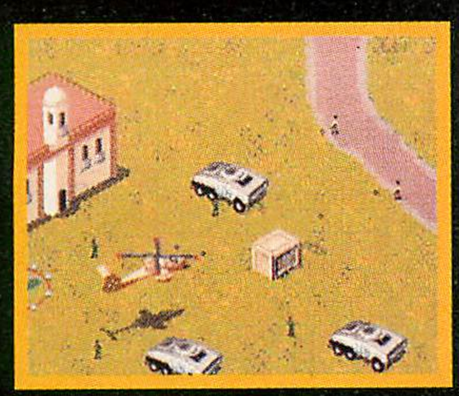


RXVWT74S6KB—Campaign 2



9WT7NL6MHBV—Campaign 3

X7NL4SHPG94—Campaign 4

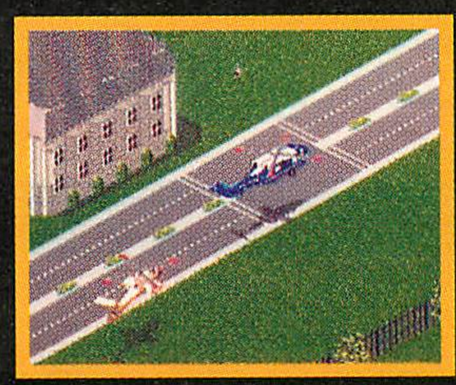


VL4S6MGCZVH—Campaign 5

WS6MHPZJFTZ—Campaign 6

TMHPGCFDYN3—Campaign 7

7PGCZJYK34X—Campaign 8



NCZJFD3BR67—Campaign 9

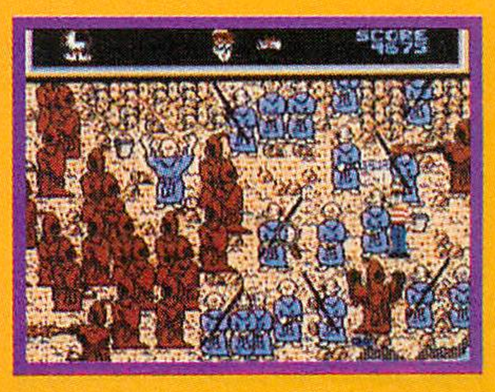
GAME GENIE CODES

FOR USE WITH GALOOB'S GAME GENIE VIDEO GAME ENHANCERS

THE GREAT WALDO SEARCH

(T•HQ FOR THE NES)

OZSIEEOV+GASIOALA—Play the Super Waldo Challenge

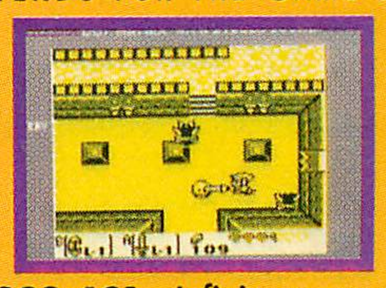


EKEIXTEA—Only need to find Waldo to complete the level

EKXSNTAG—Only need to find the Magic Scroll to complete the level

THE LEGEND OF ZELDA: LINK'S AWAKENING

(NINTENDO FOR THE GAME BOY)



FA0-999-4C1—Infinite energy
FAF-BDA-4C1—Items are free if you have enough rupees to buy
054-EE9-E6E—Get five rupees for each single rupee picked up

STREETS OF RAGE

(SEGA FOR THE GAME GEAR)

3A9-667-2A2—Infinite time
008-DD6-19E—Infinite lives
009-0A6-3B7—Infinite energy

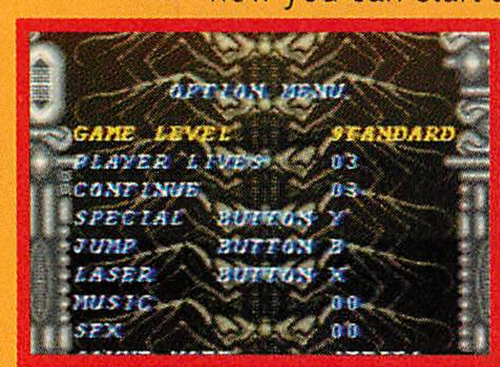
ALIENS VS. PREDATOR

(ACTIVISION FOR THE SUPER NES)

Stage Select!

At the title screen, press **SELECT** to access the "**Config Mode**," then press **START**. Next, at the Option Menu, hold buttons **X**, **A**, **L** and **R** on **controller two** and press **START** on **controller one**. A hidden **Stage Select** menu will appear; now you can start at any stage!

Press **SELECT**, then **START** to get to the Option Menu.



Hold **X+A+L+R (controller two)** and hit **START (controller one)**.

Bingo bongo...a stage-select!

Go ahead and start on the last stage, ya cheater!

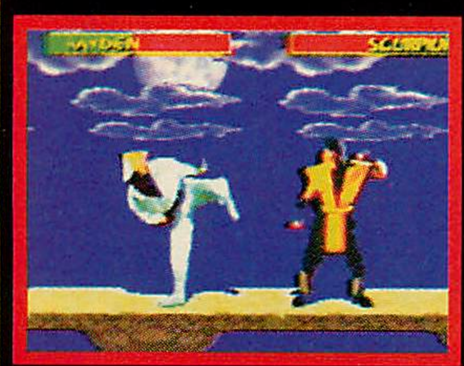
MORTAL KOMBAT

(ACCLAIM FOR THE SUPER NES)

Easy Special Moves!

Our resident *Mortal Kombat* expert, the Snitch, found a weird bug in the Super NES version of the game. Here's how it works:

In the first or second round of a battle, you must finish your opponent by executing a projectile attack (such as Liu Kang's Fireball or Scorpion's Harpoon) at the end of the round. When the next round starts, you can continue to execute the same attack by pressing the **last button** you used to do the move; no direction-pad pressing is necessary. (This only works until your opponent hits, throws or jumps over you, or until you press a different button.) Strange, but true!



Try it with Rayden: When your opponent's energy is almost gone....

...press ↓↘→+B to do the Lightning Throw.

This attack must kill your opponent.

At the start of the next round....

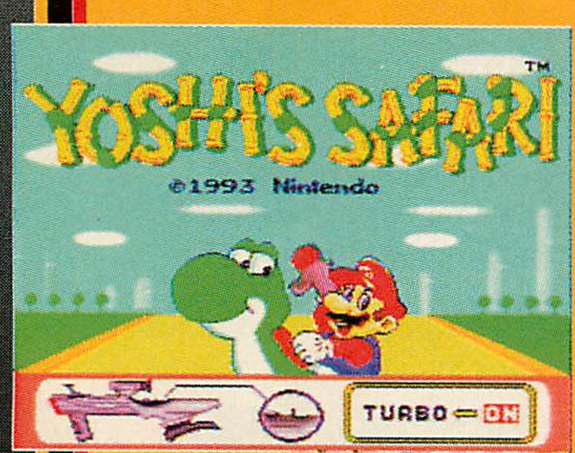
Just press B to do the Lightning Throw over and over!

YOSHI'S SAFARI

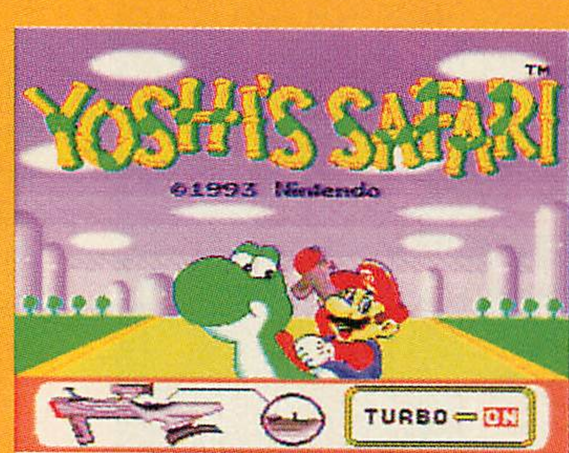
(NINTENDO FOR THE SUPER NES)

Special Mode

At the title screen, hold the **X**, **Y**, **L** and **R** buttons and press **START**. The screen will fade, and a new title screen will appear with different colors. You've entered the game's "Special Mode," an all-new adventure that's different from the main game!

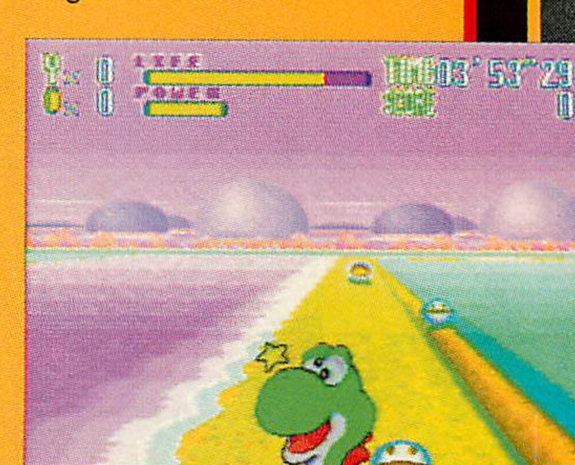


Hold **X+Y+L+R** and press **START**.



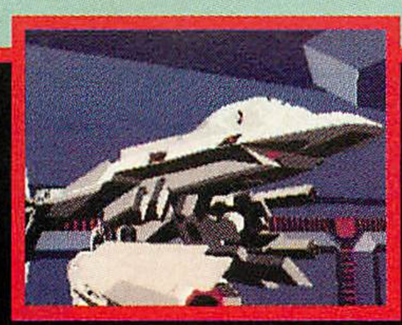
You'll switch to the hidden "Special Mode."

Note that the colors are completely changed.



It's a whole new game!

SILPHEED

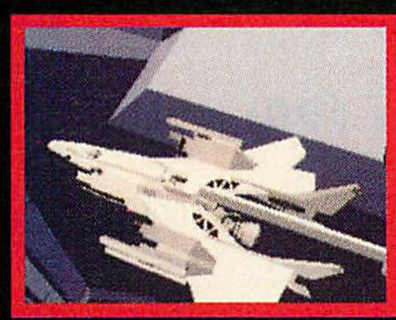


Press B, B, A, C, Up, Left, Right, Down, C, Up, A on Controller 2....

(SEGA FOR THE SEGA CD)

Mania Mode

During the *Silpheed* introduction sequence, press **B**, **B**, **A**, **C**, **Up**, **Left**, **Right**, **Down**, **C**, **Up**, **A** on **Controller 2**, then press **START** on **Controller 1**. You'll know the cheat is in place if your score reads "**00001**" when you start the game. You're now in "Mania Mode," a difficulty setting that's even tougher than the "Hard Rank" on the option screen!



....then press START on Controller 1.

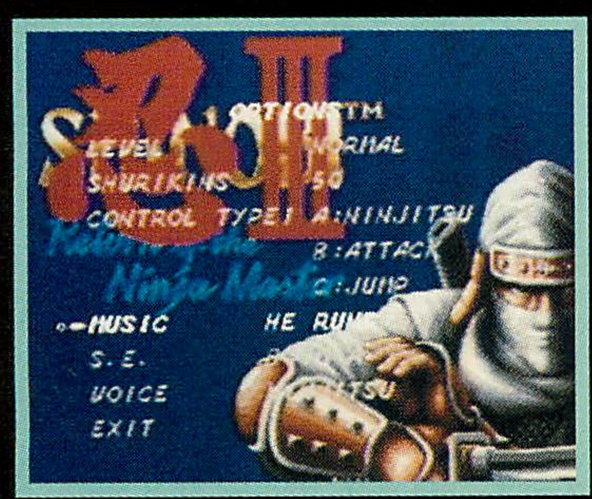
You're in "Mania Mode," for professionals only!

SHINOBI III
Return of the Ninja Master

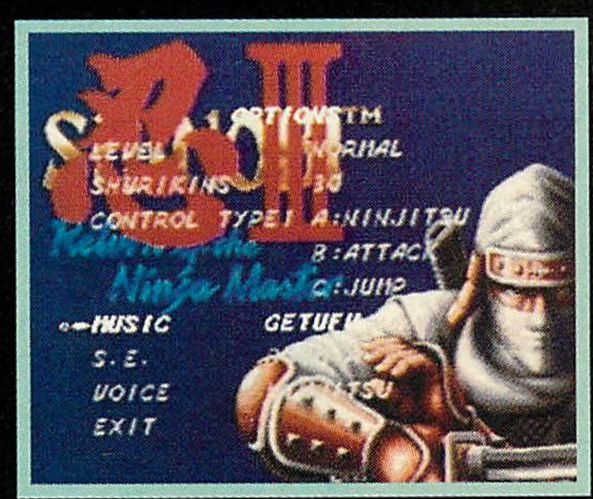
(SEGA FOR THE GENESIS)

Invincibility Code!

Choose "**OPTIONS**" from the title screen and highlight the "**MUSIC**" option. Choose the tune called "**HE RUNS**" and press **B** to listen to it, then play "**JAPONESQUE**," "**SHINOBI WALK**," "**SAKURA**" and "**GETUFU**" the same way. If you pressed **B** at each song and played them in the correct order, you should have heard a brief tone when you hit **B** at the last tune; this signals that the invincibility code is in place. Now start the game, and you won't take damage from anything!



Choose the "MUSIC" test and press B to hear "HE RUNS."



Also press B to hear "JAPONESQUE," "SHINOBI WALK," "SAKURA" and "GETUFU."

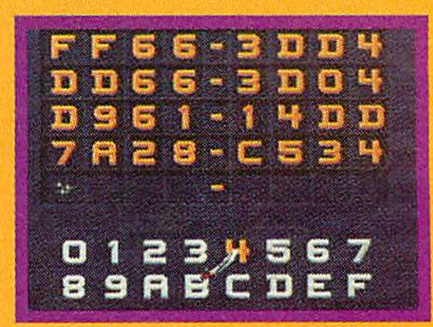
This makes you completely invincible through the whole game!

GAME GENIE CODES

FOR USE WITH GALOOB'S GAME GENIE VIDEO GAME ENHANCERS

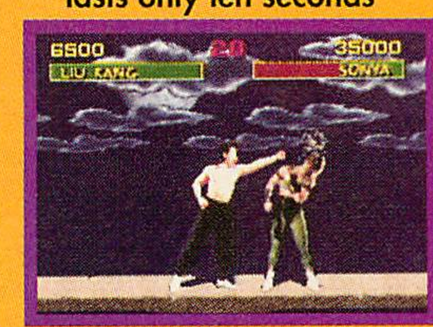
MORTAL KOMBAT

(ACCLAIM FOR THE SUPER NES)



D961-14DD—Start on Match Six

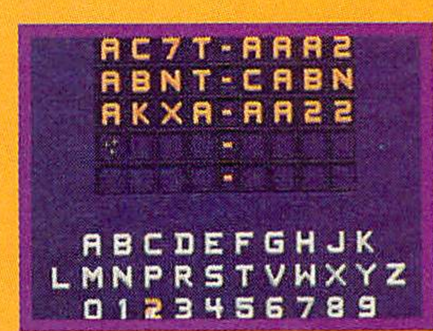
FF66-3DD4+DD66-3D04—Each round lasts only ten seconds



7A28-C534—Liu Kang's head blow does more damage

MORTAL KOMBAT

(ARENA FOR THE GENESIS)



AC7T-AAA2—Throws do no damage

ABNT-CABN—Activate "blood code"

AKXA-AA22—Always get "Flawless Victory" bonus

(CRYSTAL DYNAMICS FOR THE 3DO)

Secret Message

Hey, it's our first tip for the first 3DO game! (Sort of.) There's a message—a whole story, really—written along the left side of Track #4 in the Deathdrome Circuit (which can only be reached by playing through the Tournament mode), but most players are either too sucky to reach the Deathdrome Circuit or just don't want to slow down and read the message. So without further whinging, here's the message in its entirety (thanks to Danny "Blackbird" Han for this highly interesting info):

Once upon a time, a genius, a spiritual overlord and a visionary racing criminal became sotally tober and decided they would create a legend. Mark said, "Future Shock on wheels. The race of the future!" Sparky nodded. "Sex, drugs, and rock and roll, all going a hundred miles per hour! And with more guns than the LAPD. It's what America is all about!" Madeline raised the toast. "And make sure it is done before September or we'll swing by our heels." And thus it was decided.

But they needed some help. Little did they know that a hedgehog trainer named Bill would arrive in a few weeks. All set to kick some asphalt. "Don't tell me the odds." said Bill. "And I won't tell you to get the hell out of my office." Bill put the I in the Artificial Intelligence, and a little A, too. Just to keep from going insane (again). Cyrus created a killer 2 million dollar demo, and then put together the best art teams ever legally assembled. "Programming doesn't have to be ugly. Programmers maybe, but this thing will shine when me and Steve get done with it." Steve shrugged. "Say what you like, 'cause I'm not listening." Steve listens to only Rocker, Twix, Druger, and Klaw (NOT!!) "This thing will shine when me and Cyrus get done with it." says Steve.

And so it began, at first a train wreck waiting to happen, but later the prize of the show, winning the blue bundle ribbon. Another Bill joined (you can never have too many Bills) and glued the whole thing together with Steve after setting all the cars on the fire. The other Bill says, mysteriously, "And wait until you see the other tunnels, too." As always, a few stout programmers were needed. Troy, feeling like Godot as he waited for the OS (should have been called the SOS) tried to make the Fat Lady sing, but when asked to play a tune, Troy sez, "Bite me!" and stumbles home to bed at 130 MPH.

In the end, both the ground and grunge behaved, and much sleep was had by all. A final thank you to Frankie Goes to Hollywood for their musical inspiration. "The Ballad of Crash 'n Burn" was written by Jon "Nakasete Miyou" Horsley.

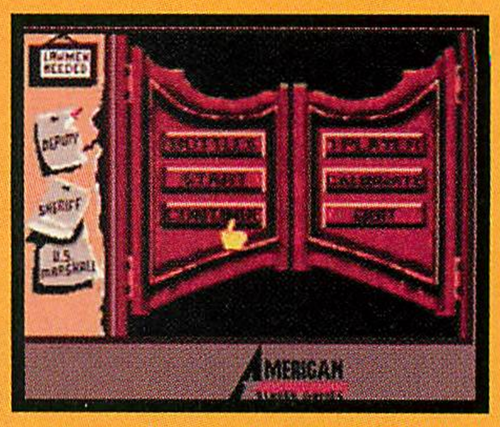
MAD DOG MCCREE

(AMERICAN LASER GAMES FOR THE 3DO)

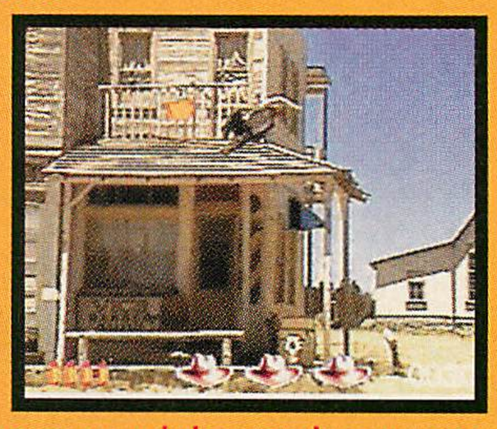
Pause/Continue Trick

When the going gets tough—and this game is very tough to play without a laser gun—the tough get cheating. If you get shot by a bad guy, *quickly* press the **PLAY** button, then click on the **CONTINUE** option. You'll re-enter the game at a point just before the bad guy who shot you. You can now sail through the game and totally ruin it for yourself and anyone watching you play. Hope you're happy!

When you get shot, quickly press PLAY.



Next, choose the "CONTINUE" option.

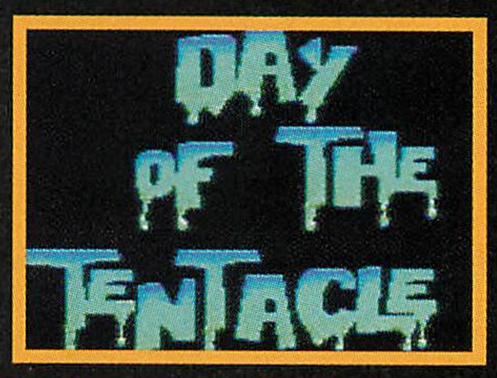


You'll get a second chance whenever you need it!

Enter the password "BCDF".

(KONAMI FOR THE SUPER NES)

Bonus Level Password



You'll start at the first bonus stage.

VideoGames reader Robert Brennan from Astoria, New York must have had a lot of free time on his hands last month. He stumbled across a special password in *Zombies* that allows you to start the game at one of the bonus levels, "Day of the Tentacle" (named after the LucasArts *Maniac Mansion* sequel.) Simply enter the password "**BCDF**" to find it. There's a 1-Up and a powerful Martian Bubble Blaster in this level; you'll start the game at Level 1 when you complete it.

Watch out for the purple tentacles!

SEGA™ PLAYERS... WELCOME TO THE FAMILY!

The Addams Family®

EVERY STEP YOU TAKE COULD BE YOUR LAST!

LETHAL OBSTACLES AWAIT YOU IN THE GAMES ROOM.

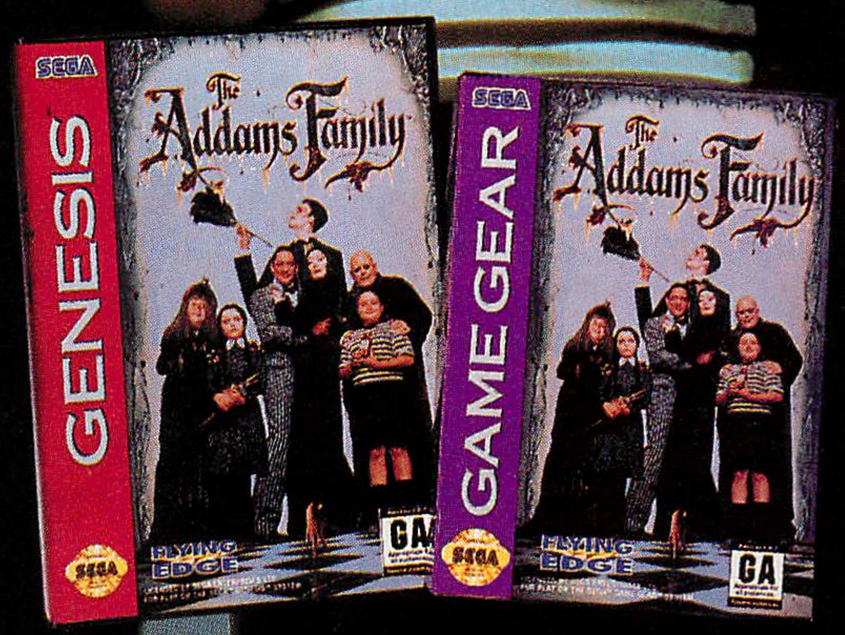
AVOID THE DEADLY WEB OF TROUBLE

EXPLORE THE WEIRD WORLD OUTSIDE THE ADDAMS MANSION

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

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

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



FLYING EDGE™

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CIRCLE #103 ON READER SERVICE CARD.

(CAPCOM FOR THE GENESIS)

Important note to Genesis owners: You'll need a six-button control pad to enter these cheats!

"Hyper" Speed in "Champion" Mode

This code allows you to increase the speed of the game's "Champion" mode without the new colors, character balance or special attacks that are exclusive to the "Hyper" mode.

During the game's introductory sequence, wait until the *Street Fighter II* logo appears on the building in the background. Then, when the building starts to fade out, press **Down**, **Z**, **Up**, **X**, **A**, **Y**, **B**, **C** on **controller one**. You should hear one of the characters say "Huunh!" to confirm the code. With this cheat in place, you can adjust the speed (up to five stars) in the "Champion" mode at the title screen!

Press Down, Z, Up, X, A, Y, B, C on controller one.

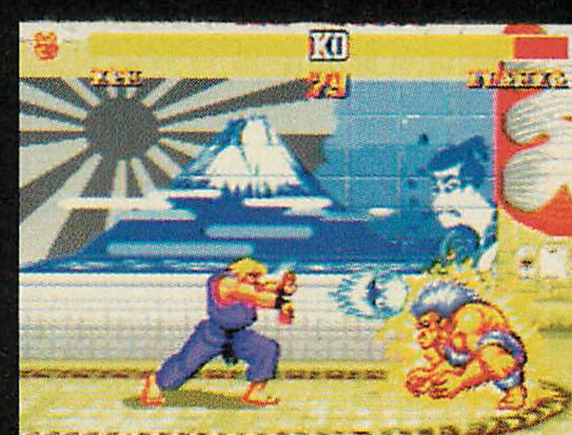
Set the stars at the title screen.

Play at "Hyper" speed with "Champion" rules!

Disable Standard Moves

Here's a weird one: If you press **Down**, **Z**, **Up**, **X**, **A**, **Y**, **B**, **C** on **controller one** while the Capcom logo is on the screen at the beginning of the game, you'll hear Chun Li say "Ya Tai!" This indicates that all of the characters' standard punches and kicks have been disabled! When you start the game, you can't punch or kick—only special moves (Fireballs, Sonic Booms) are allowed! Note that this only affects player-controlled characters in a one-player or "Vs." battle; computer-controlled characters can still use all of their normal attacks!

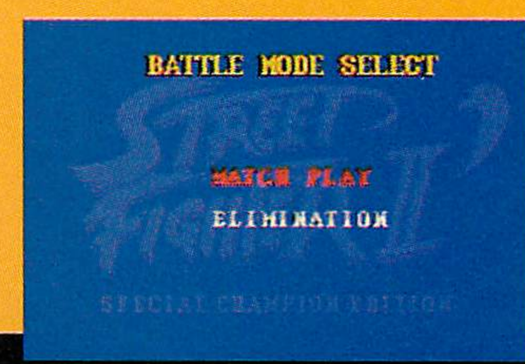
Press Down, Z, Up, X, A, Y, B, C on controller one.



Practice your secret moves—you can't punch or kick!

"Same Character" Select in Battle Mode

At the "Battle Mode Select" screen, press **Down**, **Z**, **Up**, **X**, **A**, **Y**, **B**, **C** on **controller two**. You'll hear Chun Li say "Spinning Bird Kick!"; this allows both players to choose the same fighter in the Battle Mode!



Press Down, Z, Up, X, A, Y, B, C on controller two.

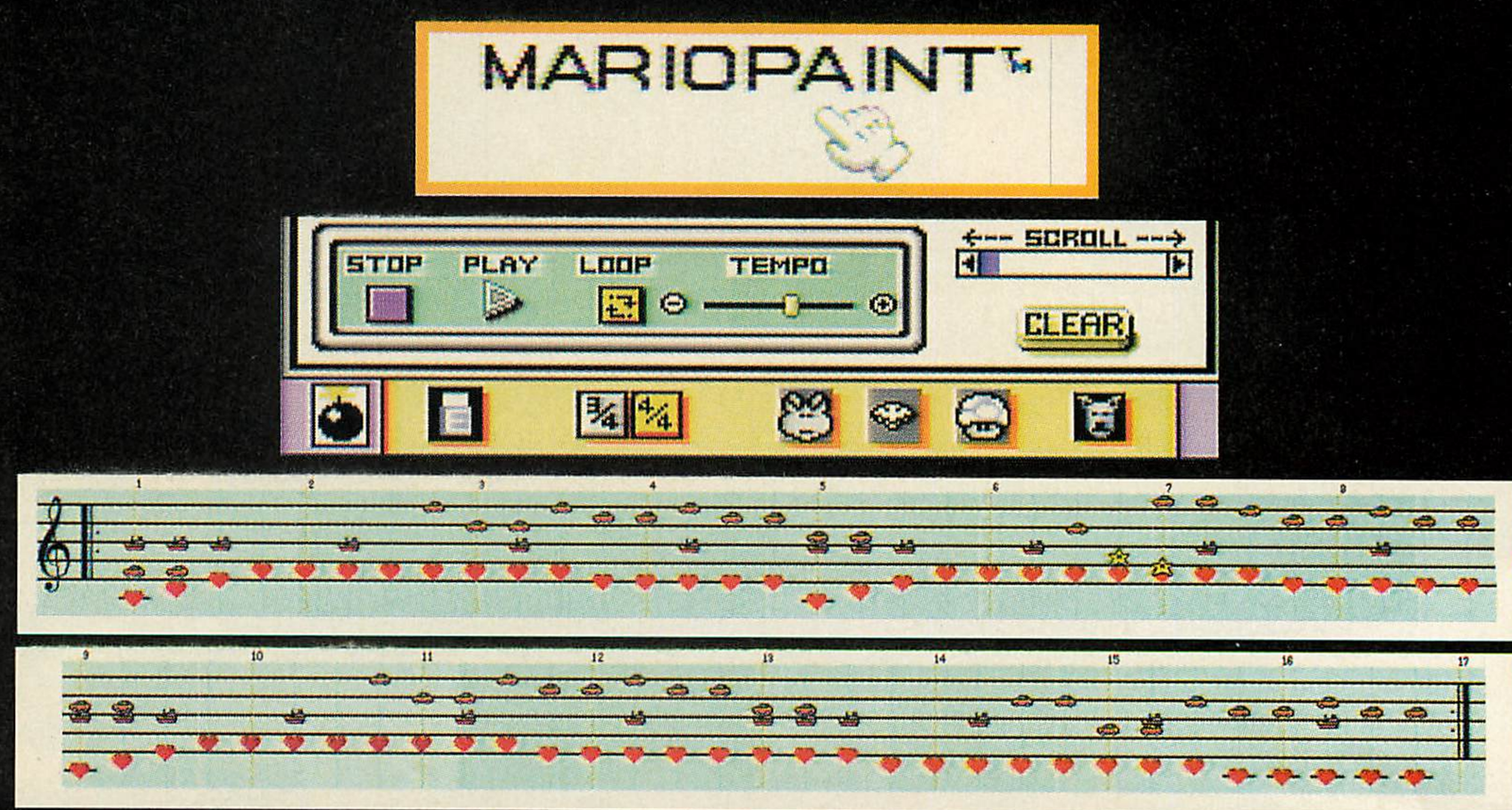
Both players can choose the same character.

It's the "Champion Edition" Battle Mode!

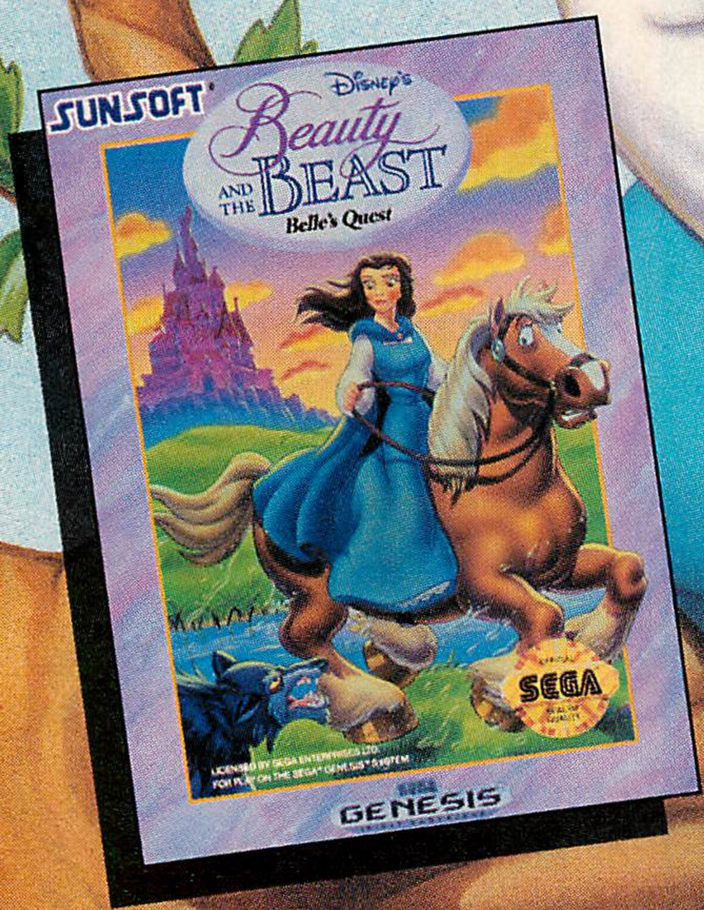
(NINTENDO FOR THE SUPER NES)

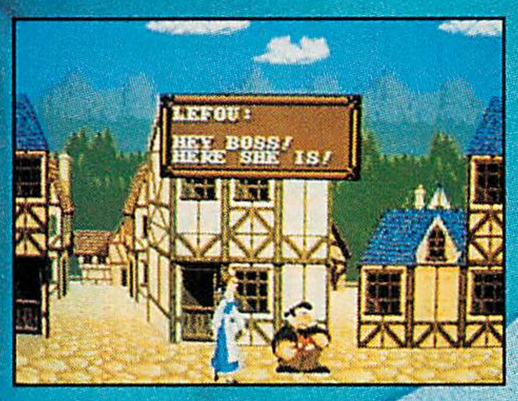
Guess the mystery tune!

Click on the **keyboard** icon to enter the Music Composition mode. Select **4/4** time signature, click on the **Loop** icon and adjust the **Tempo** so it's just slightly above the center setting. Now enter the "notes" as shown and click on the **Play** icon; you'll get a song that you never expected to hear coming from a Nintendo machine! We'll send a free VIDEOGAMES T-shirt to the first five readers who can identify this tune.



Disney's Beauty and the Beast
Belle's Quest





BREAK THE SPELL

You'll need all of Belle's charm and wit to save her father, imprisoned by the hideous Beast. But to reach him you must first outsmart persistent Gaston. Then journey astride your faithful steed Phillipe, to a thick, black forest maze of wild animals and hidden traps to reach the enchanted castle on the other side. Search carefully for the castle's hidden secrets. Find them all to break the spell and return the Beast to his human form.

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CIRCLE #110 ON READER SERVICE CARD.

BATMAN RETURNS

(SEGA FOR THE GAME GEAR)

Sound Test

To sample all of the music and sound effects in the Game Gear version of *Batman Returns*, simply hold down the **START** button when you turn the Game Gear on. After the Sega logo fades, you'll access a "**Sound Test**" menu. Press the **2** button to hear each sound.

Hold **START** while you turn the machine on.

Sounds 0 through 16 are background tunes, and 17 through 65 are sound effects.

SUPER BOMBERMAN

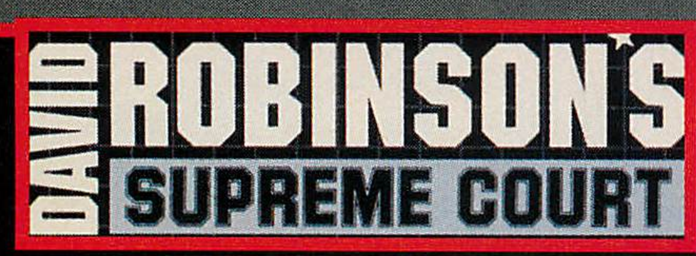
(HUDSON SOFT FOR THE SUPER NES)

Tiny Bomberman Mode

For extra challenge in *Super Bomberman*, enter "**5656**" at the password screen, then press **A**. You'll be sent back to the title screen. Now start the game (any mode), and you'll find that all of the Bombermen have been reduced to microscopic size!

Enter the password "**5656**" and press **A**.

The Bombermen become so small, you can hardly see them in this photo!



DAVID ROBINSON'S SUPREME COURT

(SEGA FOR THE GENESIS)

Super-Short Games

Ordinarily, the quickest game of *Supreme Court* you can play is 12 minutes long (four three-minute quarters). But, if you visit the "**OPTIONS**" menu and highlight the "**Minutes Per Quarter**" option, you'll find that you can choose even shorter quarter lengths if you hold down the **A**, **B** and **C** buttons...all the way down to 20 seconds!

Hold **A+B+C** and press **Right**.

You can set up 60-, 40-, 30- or 20-second quarters.

Play a full game in less than a minute!

Codes

FOR USE WITH DATEL'S PRO ACTION REPLAY GAME BUSTING CARTRIDGES

FINAL FIGHT 2

(CAPCOM FOR THE SUPER NES)

7E10-7900—Player 1 can kill most enemies with one hit (but weapons and throws won't work)

7E11-3100—Player 2 can kill most enemies with one hit (but weapons and throws won't work)

SUPER TENNIS

(NINTENDO FOR THE SUPER NES)

7E00-EF00—Computer can't hit the ball

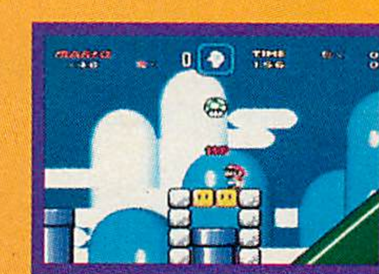
PRINCE OF PERSIA

(KONAMI FOR THE SUPER NES)

7E05-0B00—Most enemies will die as soon as you walk into the room; you don't even have to hit them!

SUPER MARIO WORLD

(NINTENDO FOR THE SUPER NES)



7E0D-C205—Press **SELECT** to release an extra life from the power-up box

7E0D-C20E—As above, but the power-ups keep changing

WILD THING

Disney's
Beauty AND THE BEAST

Roar of the Beast

Unleash the untamed power of the Beast! All of his rage and fury are yours to command. Protect your castle from sinister monsters, vicious rats, bloodthirsty wolves and the wicked Gaston. Summon all your strength. Because to free yourself from this inhuman form you must win every battle or be doomed to remain a beast forever.

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CIRCLE #111 ON READER SERVICE CARD.

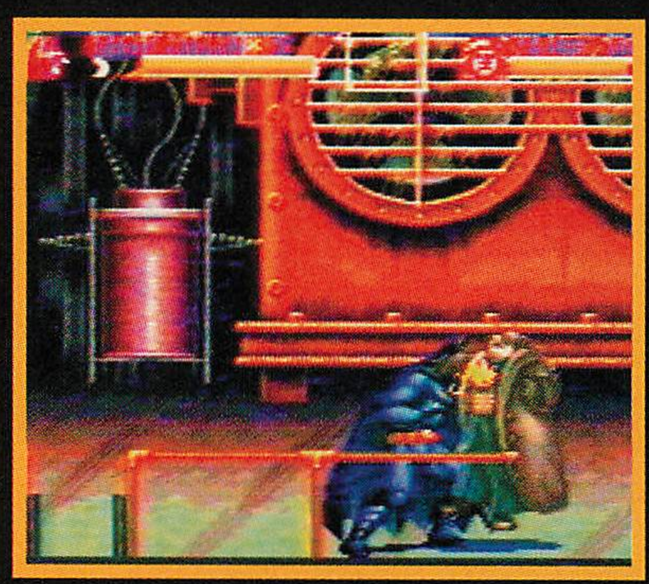
BEAT THE BOSS!

This month's featured boss: The Penguin from Batman Returns!

(KONAMI FOR THE SUPER NES)

When the Duck-Vehicle in Stage 7-2 rises into the air and rolls at you, jump underneath it, then quickly move back to the left. The Duck will stop, lower, then rise and roll again. Use the same technique to stop it twice more. After the third stop, the Duck launches missiles, then rises high into the air. Run underneath the Duck and wait for the missiles to hit the ground, then run right. Wait for the Duck to repeat its roll attack and keep hitting it with Batarangs until it explodes.

Switch to the spear gun for Stage 7-3. The Penguin starts by running along the ground and shooting; grab him while he's running and head-butt him. After taking a few hits, the Penguin takes to the air. It's possible to grab him out of the air, but it's safer to stay away from him to avoid his bomb umbrellas until he flies off the screen. As soon as he reappears, use the spear gun to swing away from him. The Penguin will land and repeat his attack pattern. Keep attacking and use any Test Tubes you have left. When the Penguin dies, you get one of five slightly different ending sequences, depending on the difficulty level you're playing at.



(SEGA FOR THE GENESIS/SEGA CD)

The final battle against the Penguin is a two-parter. During the first part, he sits on his giant Duck and sends penguins with jet packs your way. Float toward the Duck and rapidly punch it a few times, then jump back one or two ice blocks and repeat the pattern. Don't worry about the penguins; the ice water is your biggest threat. When you're jumping away from the Duck, use your grappling hook to swing away. When you destroy the Duck, the Penguin takes off up a corridor to his lair. Jump backward along the ice blocks until you reach the pyramid of green blocks, then climb up and jump onto the platforms that come out of the walls.

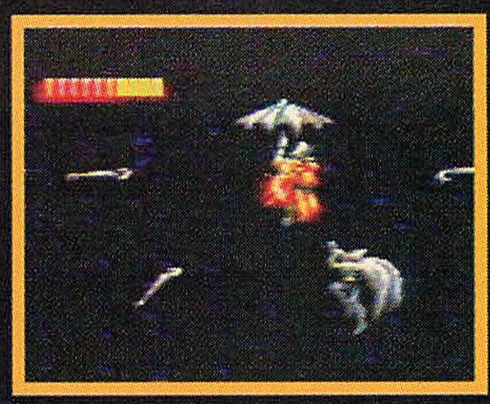
Now the Penguin is in his pajamas. The water is still deadly, so stick to the platforms. Jump to the lower of the two platforms, then kneel down and punch the power generator as rapidly as you can. Also try jump-kicking and punching the generator. Once the generator is destroyed, go after the Penguin.

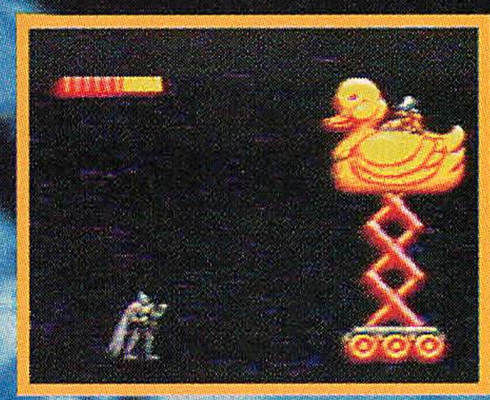
(SEGA FOR THE GAME GEAR)

This strategy was sent in by Brad Kinzel of Morissa, Illinois, who wins a $10 *Tips & Tricks* check and our eternal gratitude.

Switch to the "Powerful" Batarangs and hit the Penguin with as many as possible as soon as you enter the final room. Continue to pound him with Batarangs when he takes to the air; then, when he starts to throw umbrellas, jump up and use your grappling hook to attack. (There's a "safe spot" on the extreme left side of the screen if you need a breather.)

Finally, when the Penguin attacks with his giant Duck-Vehicle, use all of your special items to wear it down. If you have four specials left, that should be enough to finish him; otherwise, continue to use the grappling hook.

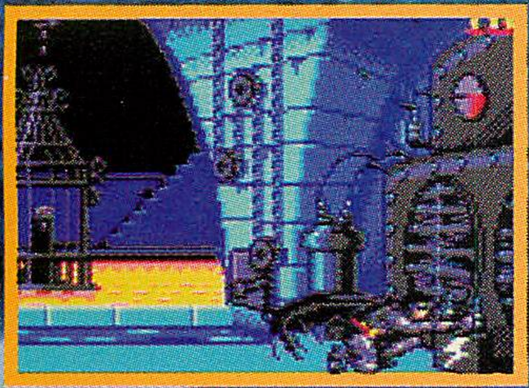




(ATARI FOR THE LYNX)

If you're lucky enough to reach the platform at the end of the fourth stage in this supremely difficult Lynx game, your first order of business should be to avoid the Penguin and head for the power generator on the ground at the end of the stage. You must punch the little box on the ground (the one with the lightning bolt on it) until the generator blows up; this will stop the cage from lowering the Ice Princess into the murky depths.

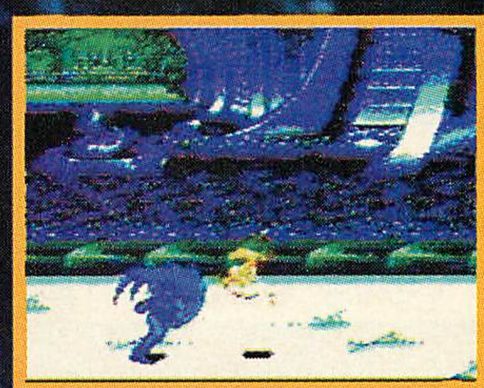
The Penguin will slide and attack you while you're doing this, but you should shrug him off by jumping over him and hitting him with a Batarang or acid vial to send him momentarily into the pool. The Penguin *will not die* until you've destroyed the power generator, so don't waste too much time attacking him at first. Once the generator explodes, send him a few well-placed acid vials or Batarangs and you'll advance to the game's disappointing ending sequence.



(KONAMI FOR THE NES)

Beating the Penguin in the NES *Batman Returns* requires a similar strategy to the SNES version, but you won't have the advantage of the head-butt on the 8-bit. Instead, use your slide attack as a defensive weapon, to escape from harm when the bullets get too close. Use the old *Double Dragon* fighting technique: Never stay on the same vertical plane as the Penguin. Keep moving up and down while he's on the ground, even while you're trying to travel left or right.

When he flies into the air and starts to drop bombs, hit him *once* with the grappling hook, then step aside and wait for a break in the bombs. Repeat this pattern until he comes back down. While he's on the ground, use your Spin Attack; it hurts him a lot more than it hurts you.

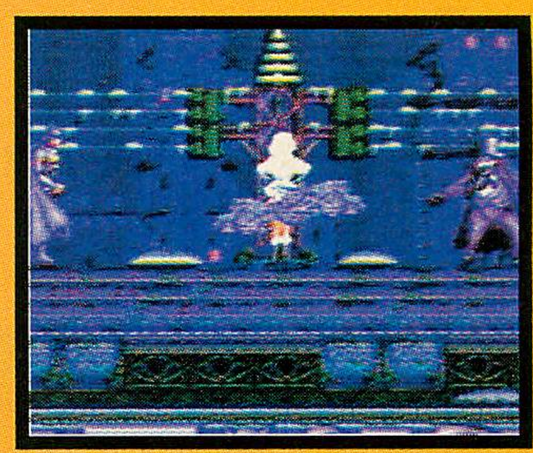


Codes

FOR USE WITH DATEL'S PRO ACTION REPLAY GAME BUSTING CARTRIDGES

BATMAN RETURNS

(SEGA FOR THE GENESIS)



FFFE3-1002C—Unlimited energy
FFFCC-80002—Unlimited gliding ability
FFFE3-20007—Unlimited lives
FFFE3-40009—Unlimited Batarangs
FFFE3-50003—Unlimited smoke bombs
FFFE3-60003—Unlimited swarm of bats
FFFE3-70003—Unlimited grappling gun
FFFE3-80003—Unlimited Super-Seeking Batarangs

BATMAN RETURNS

(KONAMI FOR THE SUPER NES)

7E00-8C03—Unlimited energy

BATMAN RETURNS

(SEGA FOR THE GAME GEAR)

00C0-2103—Unlimited lives
00C1-590A—Unlimited energy
00C0-1F02—Unlimited special items

(SEGA FOR THE GENESIS)

These cheat passwords were provided by Ringler Studios, designers of *Mario Lemieux Hockey*. To enter them, select "**PASSWORD**" from the "Game Select" menu.

Change Team Skills

Enter the password "**ABRA CADA BRA2**" and press **START**—the screen will say "BAD PASSWORD." Next, highlight "CANCEL" and press **START**. Choose "EXHIBITION" or "TOURNAMENT" and select any team. At the "TODAY'S MATCH" screen, you can press **Up** or **Down** on the control pad to highlight any skill of your team or your opponent's team, and press **A** or **B** to change that skill!

Play on Black Ice?

Enter the password "**CEME NTBL ADES**" and press **START**—the screen will say "BAD PASSWORD". Next, highlight "CANCEL" and press **START**. Start the game, and you'll be playing on dark-colored ice!

Enter the password "ABRA CADA BRA2".

Now you can change both teams' skills.

Enter the password "CEME NTBL ADES".

The ice is easier on the eyes.

Enter the password ".BR. C.D. BR.".

Now you can change both teams' skills.

Enter the password ".SCH .R"

The players will skate on their heads!

(VIRGIN FOR THE SUPER NES)

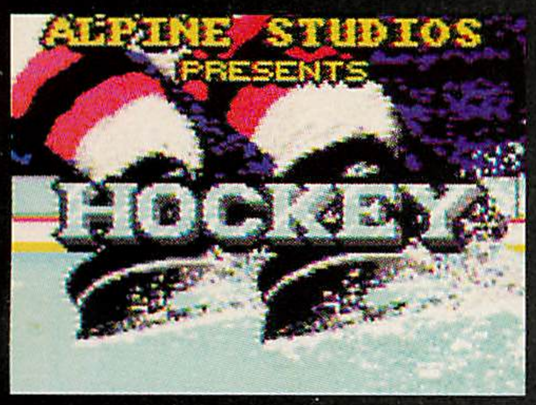
These cheat passwords were provided by Ringler Studios, designers of *Super Slap Shot*. To enter them, select "**PASSWORD**" from the "Game Select" menu.

Change Team Skills

Enter the password "**.BR. C.D. BR.**" and press **START**. Next, choose "EXHIBITION" or "TOURNAMENT" and select any team. At the "TODAY'S MATCH" screen, you can press **Up** or **Down** on the control pad to highlight any skill of your team or your opponent's team, and press **Left** or **Right** to change that skill!

Inverted players?

Enter the password "**.SCH .R**" and press **START**. Start the game, and the players will be skating upside-down!



(ATARI FOR THE LYNX)

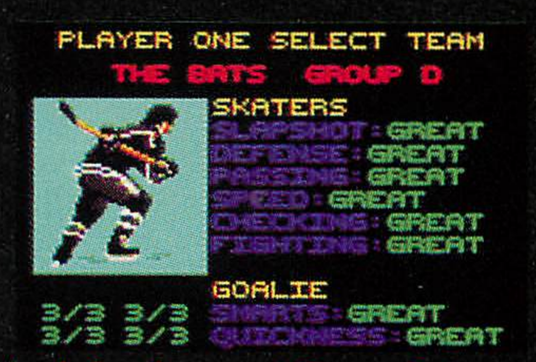
Secret Team!

Yep—it's the same Ed Ringler game, but this is the coolest cheat yet! Enter the password "**BATS XPEB**"—when you input the final letter, the "X" will change to a red heart. Press **A** while the word "OK" is highlighted, and a mysterious limerick appears on the screen.

Next, press **A** and choose a game. When you're picking a team, you'll notice two things that are different about the available choices: The teams all have different colors—the Kings appear in their old Yellow uniforms—and there's a new team in the Group D division called the Bats. The Bats are ranked at "Great" in every category, making them the most powerful team available!

Enter the password "BATS XPEB" and press A.

A strange message appears on the screen; what does it mean?

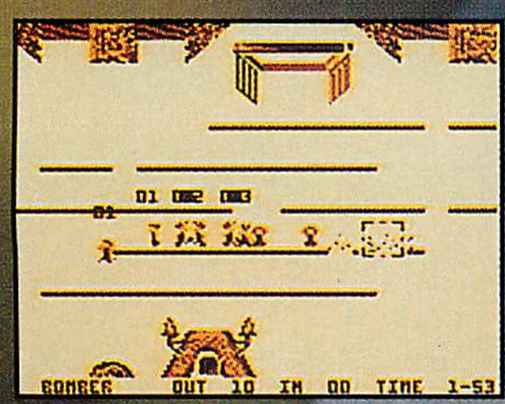


Look for the secret Group D team, the Bats!

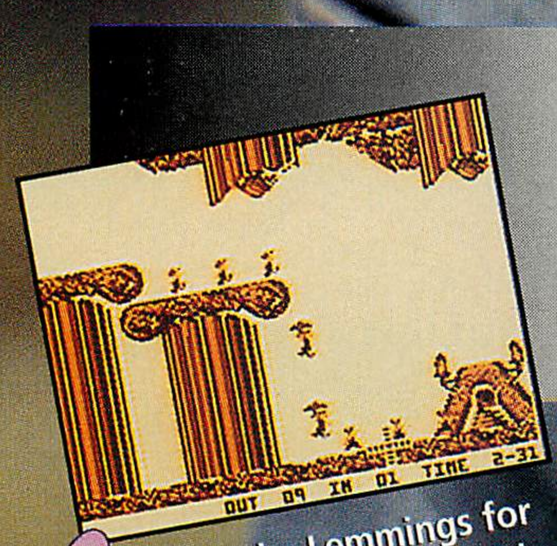
This mysterious team has incredible skills!

Take Your Lemmings for a Walk.

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



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



Take Lemmings for a flying leap—with their parachutes!

GAME BOY

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CIRCLE #112 ON READER SERVICE CARD.

VIDEOGAMES
THE ULTIMATE GAMING MAGAZINE

SUPER STAR WARS THE EMPIRE STRIKES BACK

PART 2 OF 3
LEARN SKILLS TO BLAST THROUGH THE GAME AT "JEDI" DIFFICULTY!!!

EXCLUSIVE STRATEGIES

by Chris Gore

This *Super Empire Strikes Back Strategy Guide* is not meant as the "end-all" written source for the game like those books you spend 13 bucks on! We here at *VIDEOGAMES* believe in surprises, so we don't want to ruin everything. Besides, we assume our readers are pretty good gamers and they don't need to be walked through the game from screen to screen. That's boring! But this Strategy Guide will definitely help you get past some rough spots, so read on!

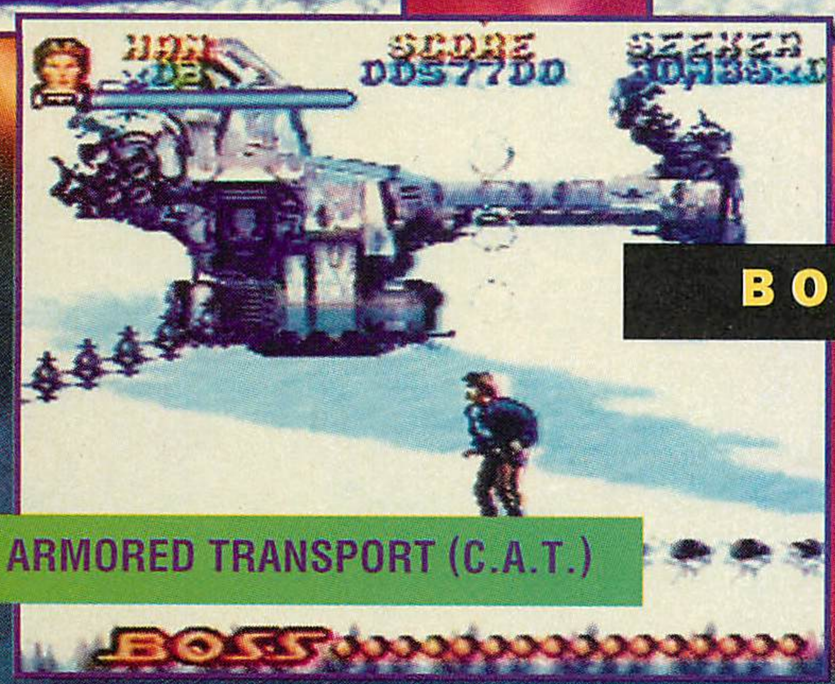
EVIL ENEMIES

ZERO-G STORMTROOPER

SECURITY DROID

SPIDER DROID

BOSSES

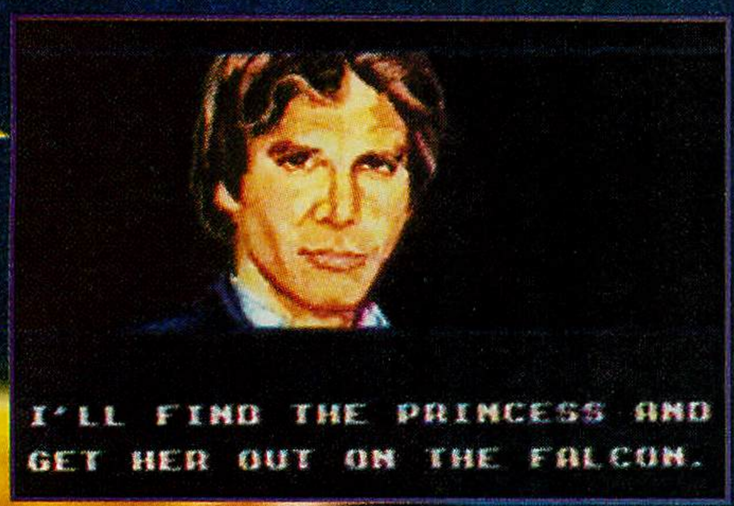


COMBAT ARMORED TRANSPORT (C.A.T.)

AT-ST WALKER (SCOUT WALKER)

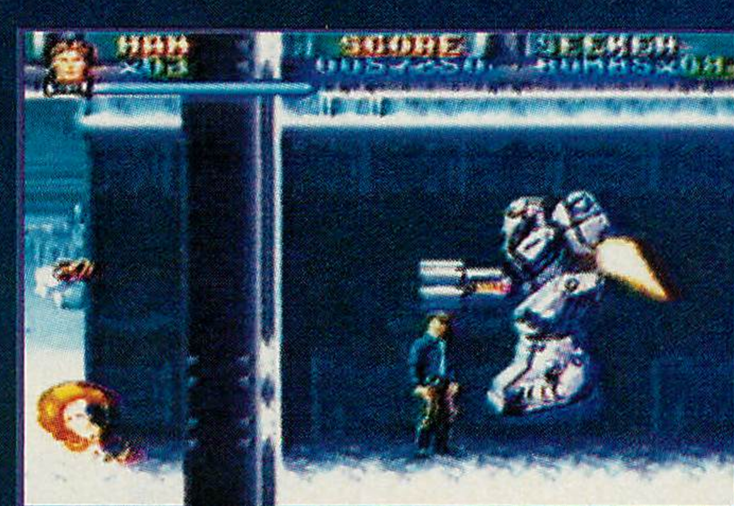
STAGE TWELVE

THE REBEL BASE



Here you begin to play the game as Han Solo in your search to find Princess Leia and get off Hoth to rendezvous with the Rebel Fleet.

After destroying some Imperial Stormtroopers, you can pick up some very useful grenades. Use the A button to toss grenades at your foes.

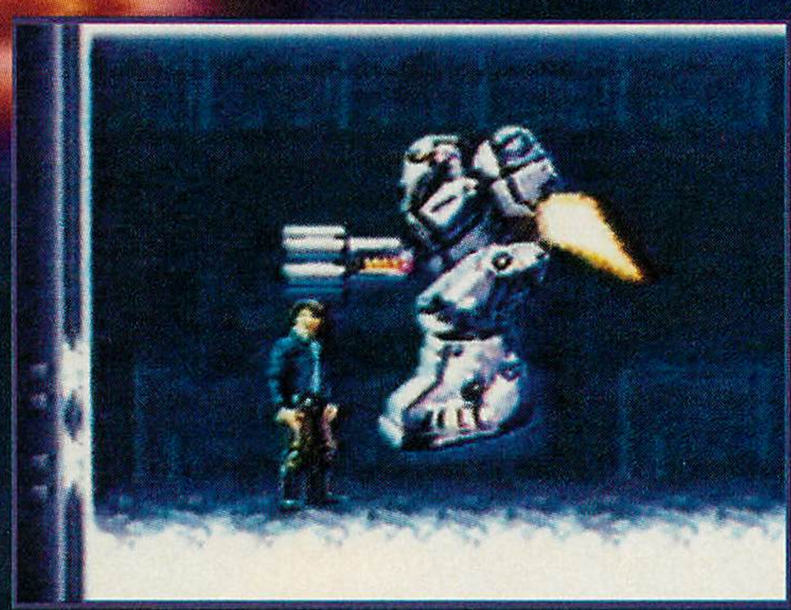


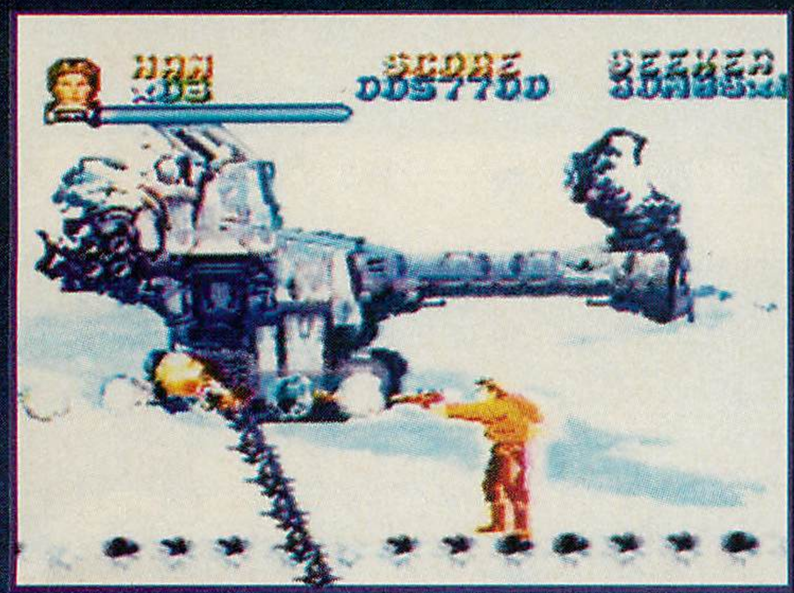
Also, shoot at the cargo boxes as some contain power-ups.

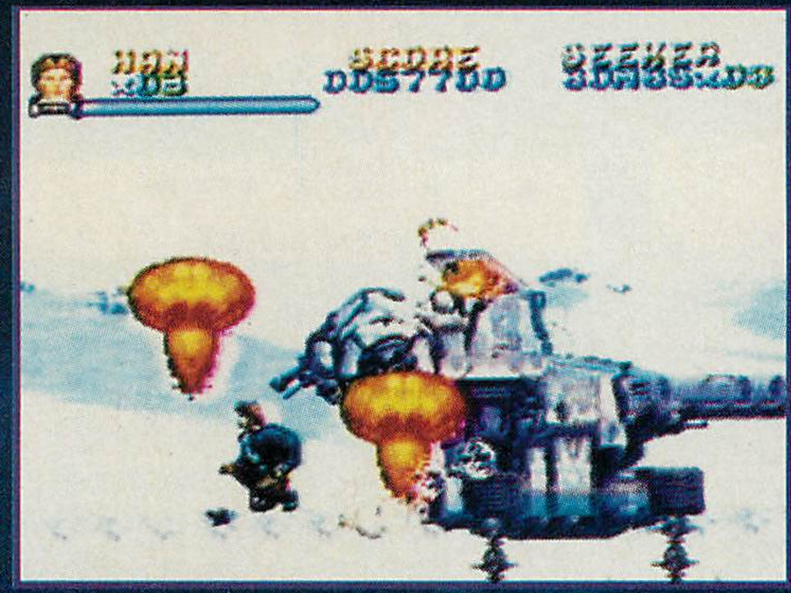
HOT TIP!!!

HIDDEN BLASTER POWER AND BIG HEART

Remember this sequence for Han in the Rebel Base: forward, then up, forward, then down, forward, then up once. Here, you will come to a hallway that seemingly goes nowhere with a dead end. Wait at the door entrance and blast Stormtroopers as they come out of the door until you get a Thermal Detonator. Use it immediately, and you'll end up with extra Health Swords, Blaster Power-Ups with Seekers (these come in handy) plus a big heart. The combination of items is different every time, so try your luck. Also try shooting at the dead end to get more free stuff.







GET OUT OF THE BASE

Next, you'll come to some swinging metal that is tough to avoid—you'll probably get hit at least once. Just time it right, and you'll get past in no time. After traversing a few more hallways, you'll confront a mini-boss, which is a flying Zero-G Stormtrooperr—the seeker blaster is almost required to destroy this thing, and your reward is one big heart power-up. After destroying a second flying Zero-G Stormtrooper, you'll make your way out of the base to fight a giant piece of imperial machinery called a Combat Armored Transport (or C.A.T. for short). The seeker blaster makes this one easier to kill, but it's not that simple. Go for the swinging arms first, as these cause the most damage. From there, it's very satisfying to watch those energy dots make their way down to nothing.

STAGE THIRTEEN

BACK INSIDE THE CATACOMBS OF THE REBEL BASE

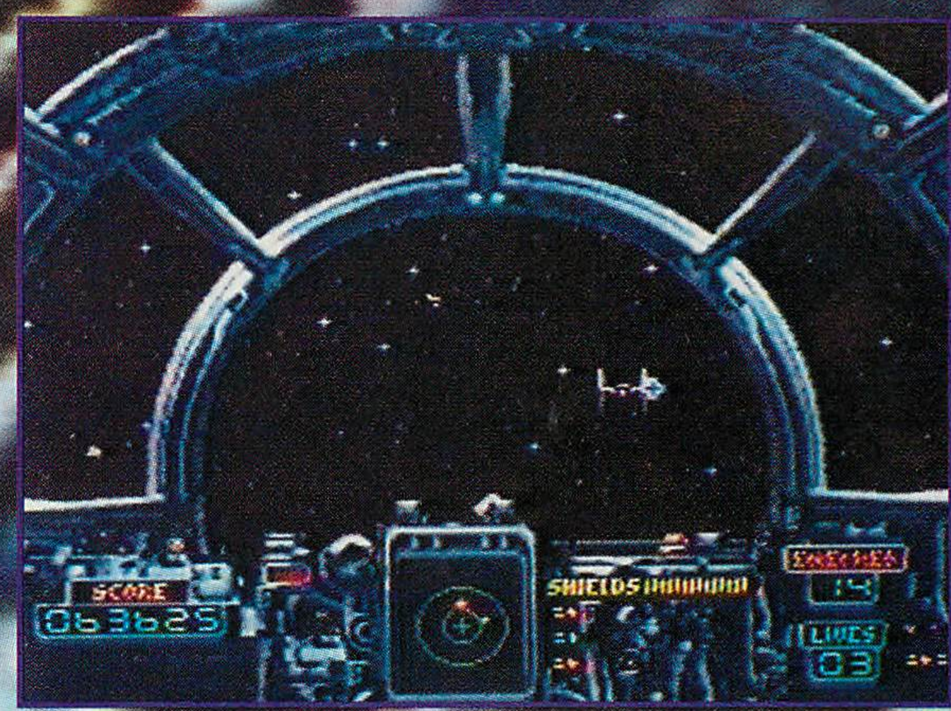
Make your way through the hallway and past those annoying swinging metal arms, knock off a few of those flying Zero-G Stormtrooper and you'll go through an up and down maze. Spiderlike and flying droids will make this path difficult but blast anything that moves and you'll survive.

THE SINISTER SCOUT WALKER

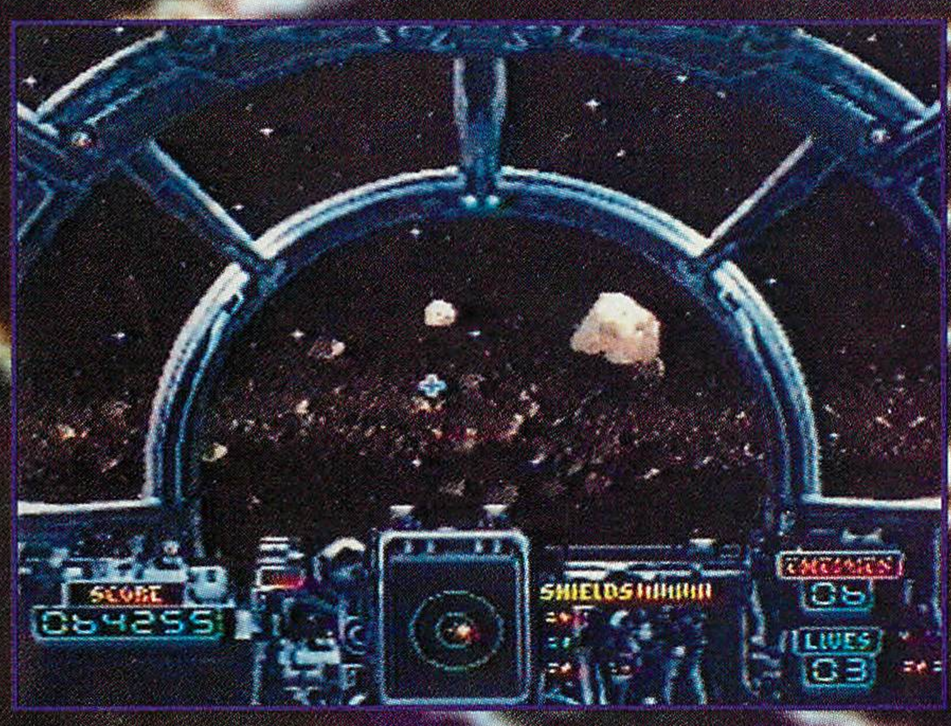
After making your way through this maze, you will confront the At-ST Walker or as the old Star Wars toy is called, the Imperial Scout Walker. This boss hops around as it blasts you to oblivion. The side gun is the weak link, so aim for it, and, once it's blown off, those energy dots go down fast. Use your remaining grenades to destroy that thing quickly. Run past the thing to meet up with the Princess. (She must be in a bad mood because Leia has this pissed-off looking stance.)

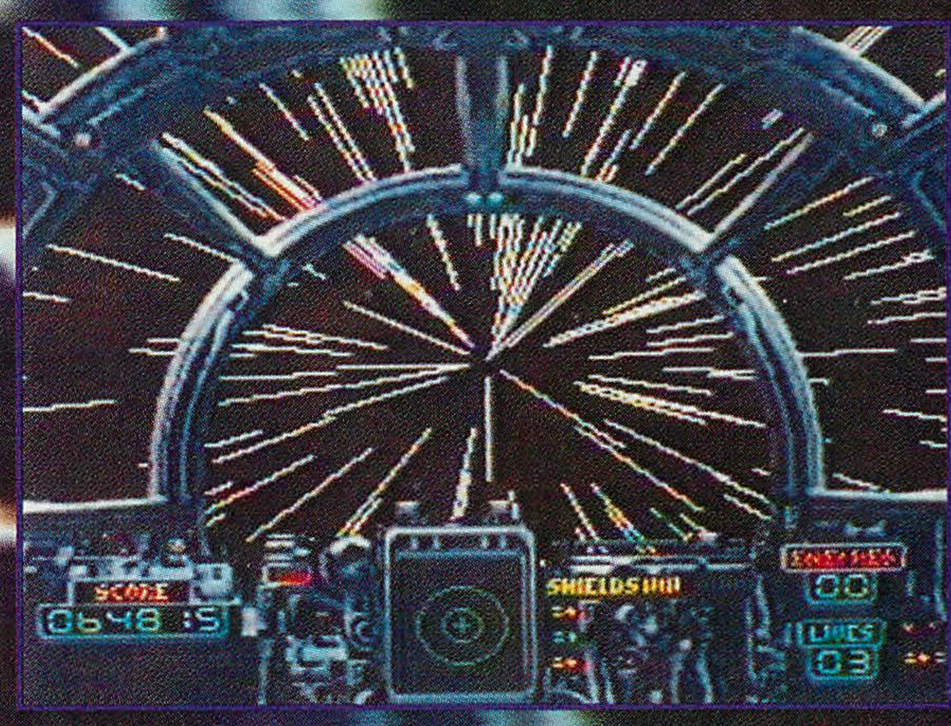
STAGE FOURTEEN

THE ASTEROID FIELD



They should call this level a BONUS ROUND it's so easy. BASIC STRATEGY TIPS: Watch your scanner for the direction of incoming Tie Fighters and shoot any asteroids that come in too close. Don't be too confident—once you have only a few Tie Fighters left, the asteroids come in closer and more frequently, destroying your shield quicker. Destroy 15 Tie Fighters fast and you'll bolt into light speed, and it's on to Dagobah for Jedi training with Luke.





THE SAGA CONTINUES IN THE FINAL CHAPTER OF OUR SUPER EMPIRE STRIKES BACK STRATEGY GUIDE!

NEXT ISSUE:

TRAVEL TO THE PLANET DAGOBAH AND LEARN TO USE YOUR FORCE POWERS, VISIT THE TREACHEROUS CLOUD CITY WITH HAN SOLO AND CHEWBACCA, TRY TO AVOID THE OMINOUS CARBON FREEZING CHAMBER, CONFRONT THE ULTIMATE BOSS, DARTH VADER, PLUS LEARN MORE SECRETS, TIPS AND TRICKS!!!

PREVIEWS

BY NIKOS CONSTANT

TRIDENT

ETERNAL CHAMPIONS™

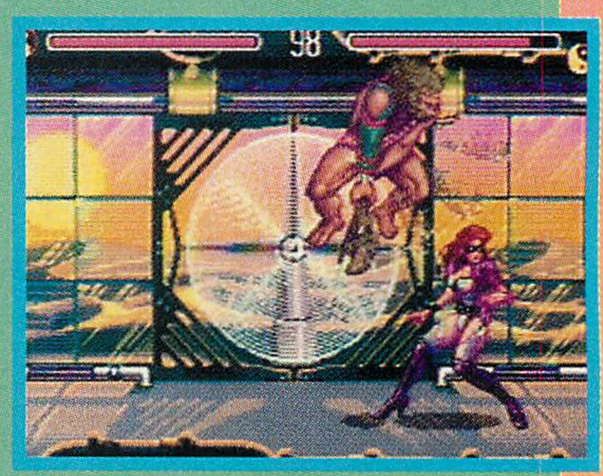
SEGA
For the Sega Genesis

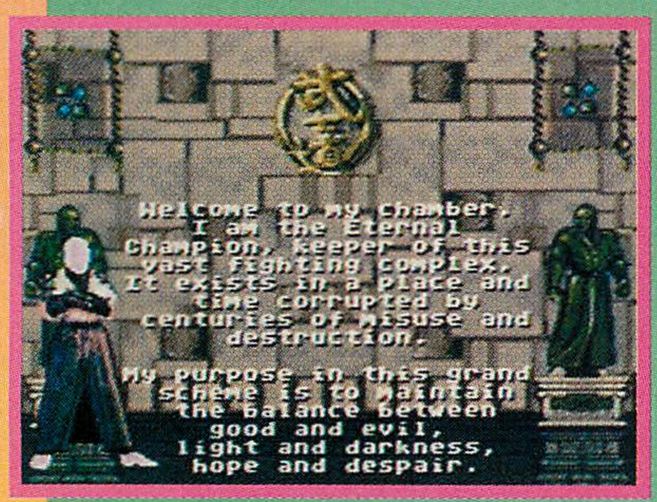
AVAILABLE: DECEMBER

SHADOW YAMOTO

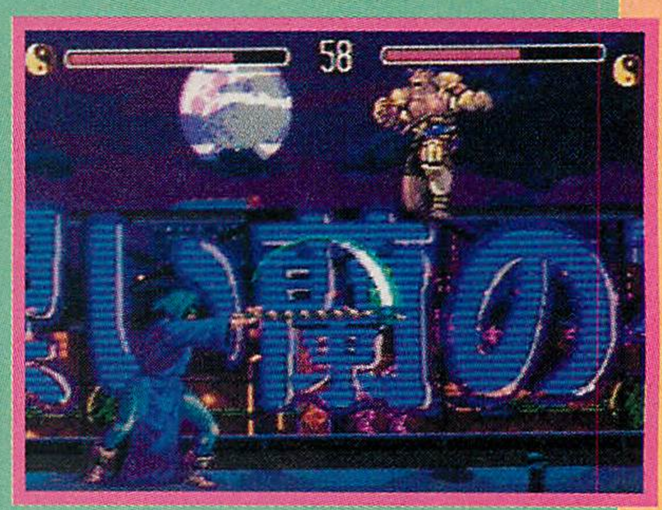
Eternal Champions is the game that finally places Sega into the leagues of fighting game developer. What is different about *Eternal Champions* from other fighting games is the story. Nine fighters have been called to the future by the Eternal Champion, a being whose job it is to maintain the balance between good and evil in the world. He has called these warriors because the balance in the future has been lost. The twist to the story, is that each of the fighters is already dead, destroyed before the balance between good and evil has been torn apart. The Champion has them fight for re-birth, in order to re-align the forces of good and evil, thus saving humanity.

Each warrior has over 35 moves to use, as well as their own fighting style: Thai Kickboxing, Praying Mantis Kung Fu, Taijutsu, etc. Along with the regular game there are also practice modes, instant replay, a tournament game, and a battle room in which you can design the different hazards to complicate the fight. At 24 megs, *Eternal Champions* is going to give *Street Fighter II: Champion Edition* and *Mortal Kombat* a run for their money.



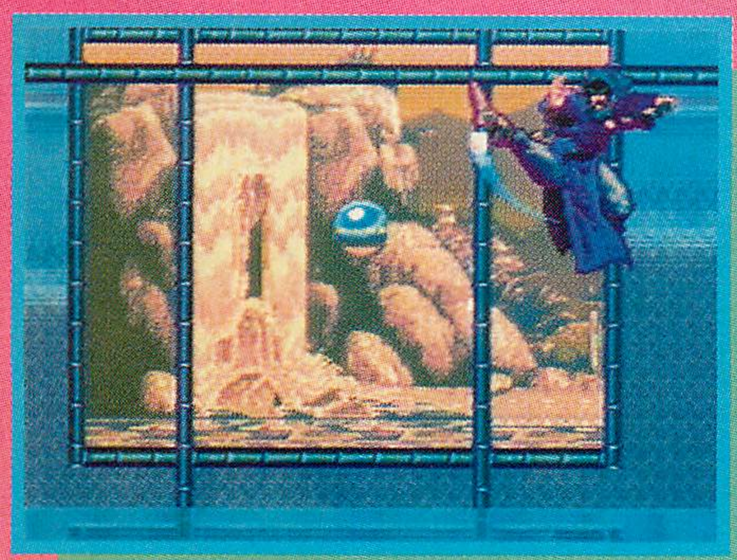


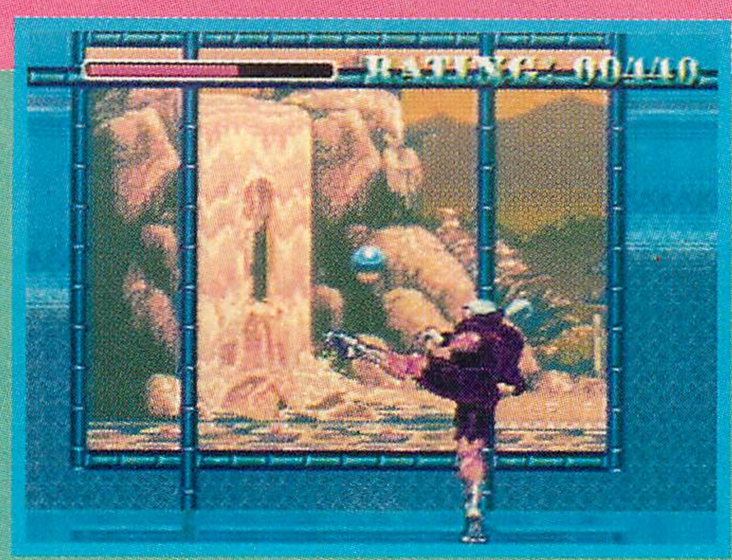
The Eternal Champion introduces you to the game.

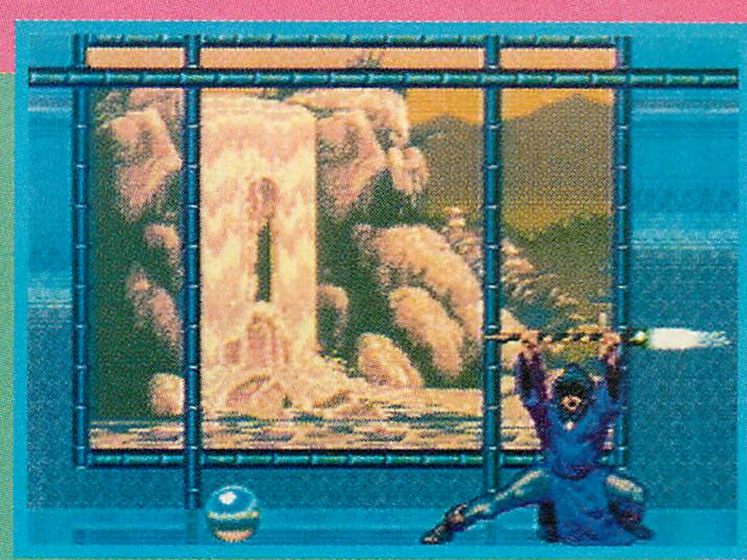


Xavier uses the Dragon trap against Larcen by changing his staff into a snake.

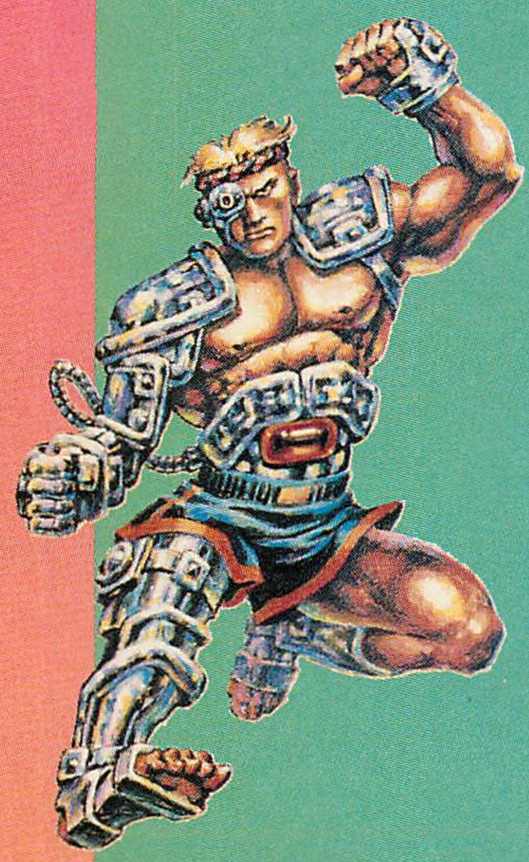
JETTA MAXX



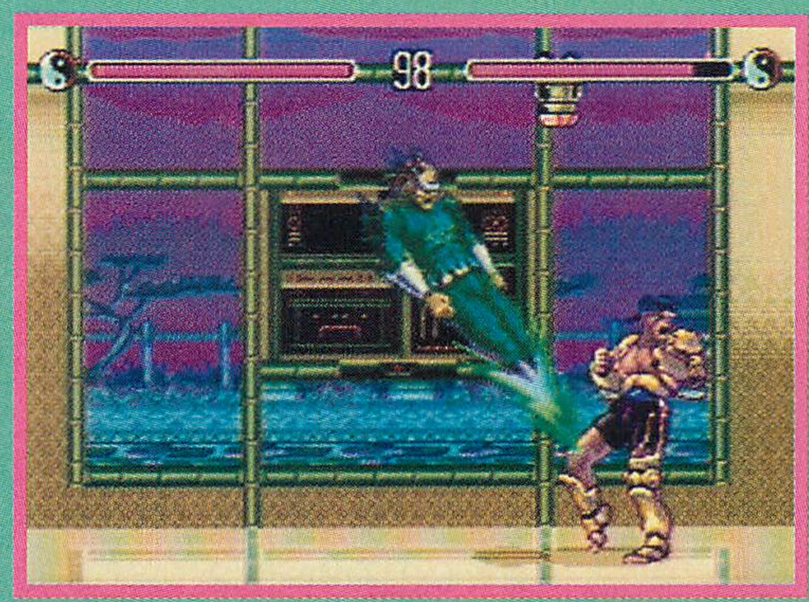




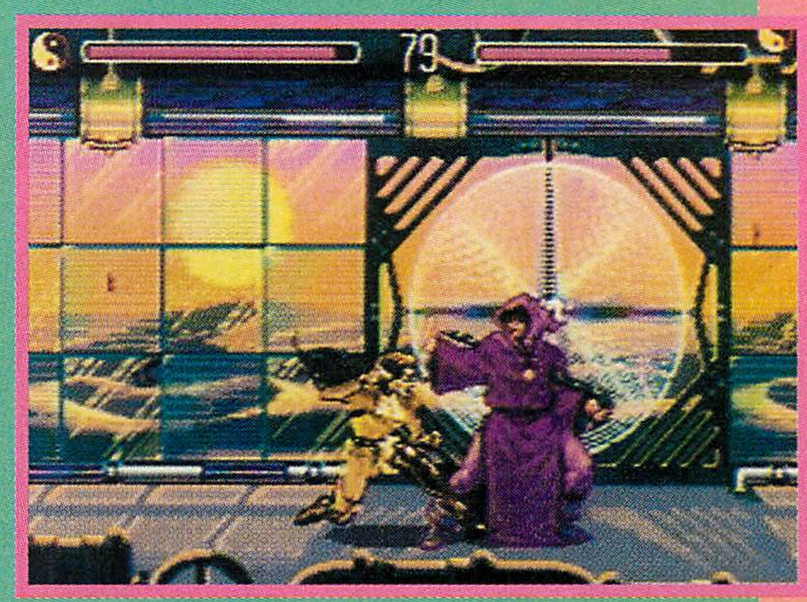
The practice room allows you to hone your skill for battle using floating and bouncing targets.



R.A.X. COSWELL



Jonathan Blade and R.A.X. Coswell use the battle room to make the fight more interesting.



One of Xavier's secret moves is the Midas Touch, which turns his opponent into gold.

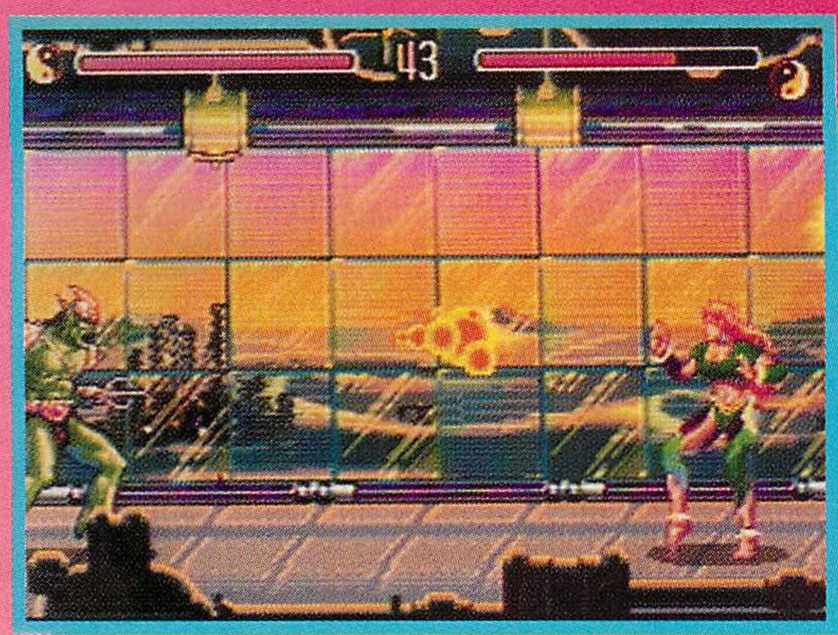
JONATHAN BLADE

LARACEN TYLER

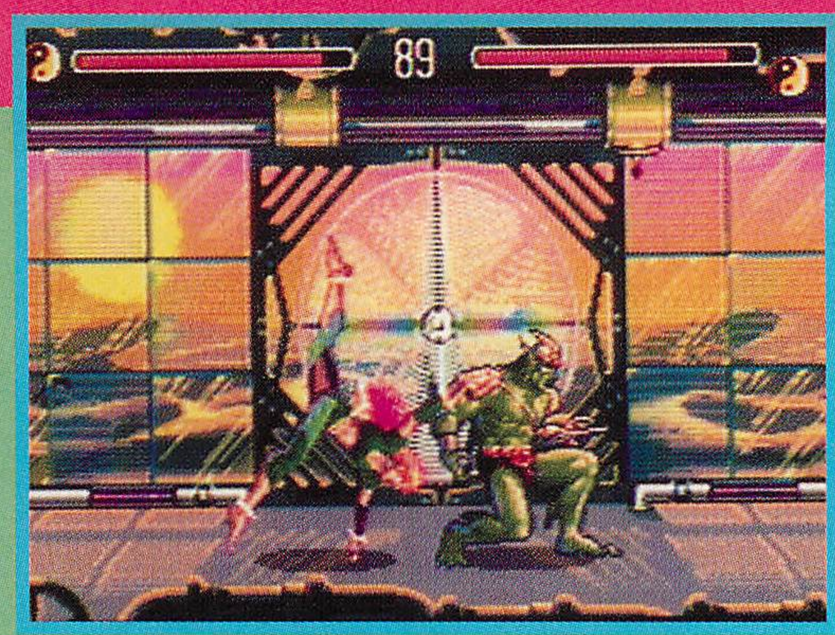
SLASH

MITCHELL MIDLETON KNIGHT

Ex-cat burglar Larcen throws a sai along with a hook attached to a chain.

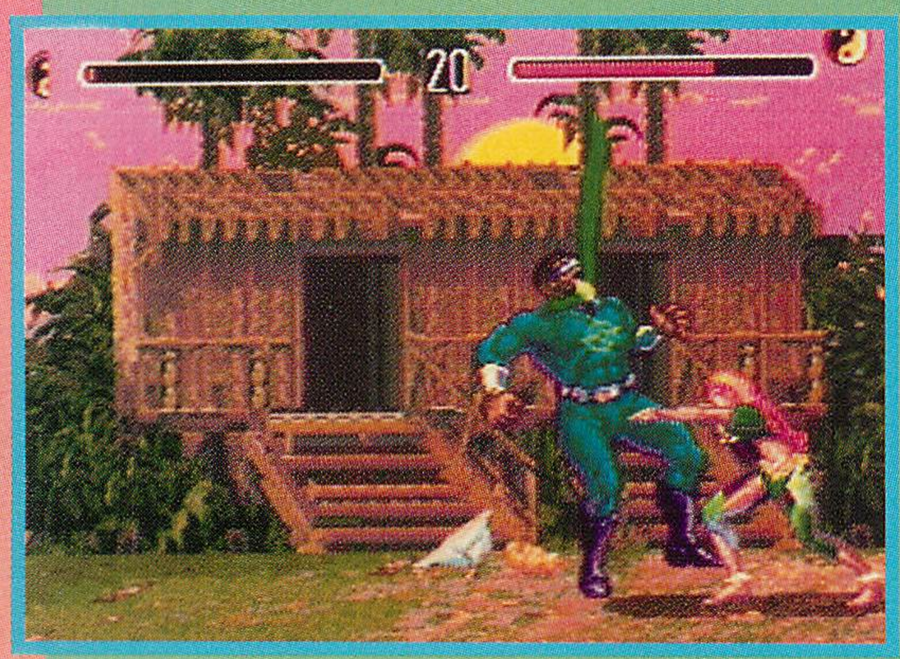


Trident uses his plasma bolt against Jetta.

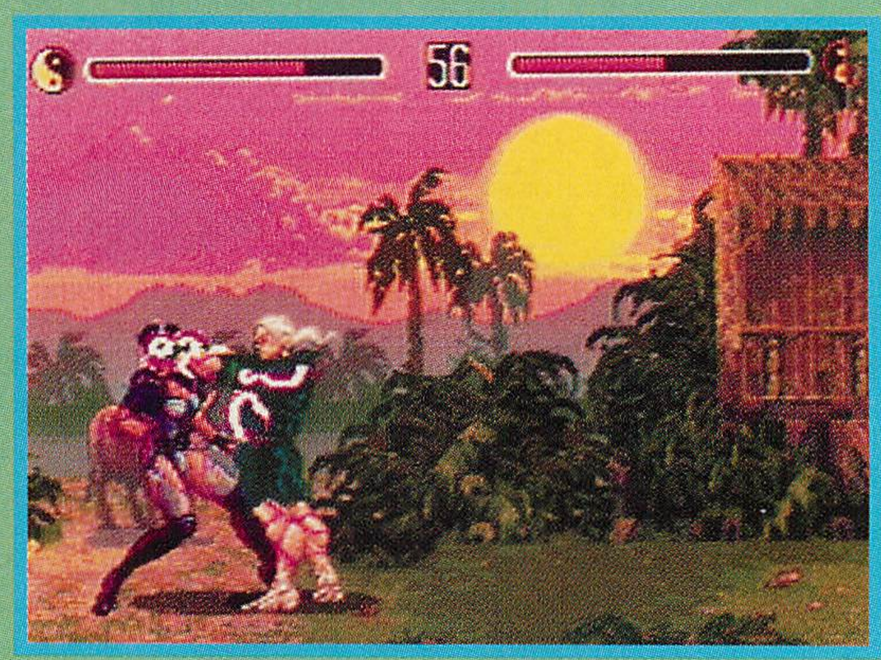


Jetta prepares to flip Triton using her powerful legs.

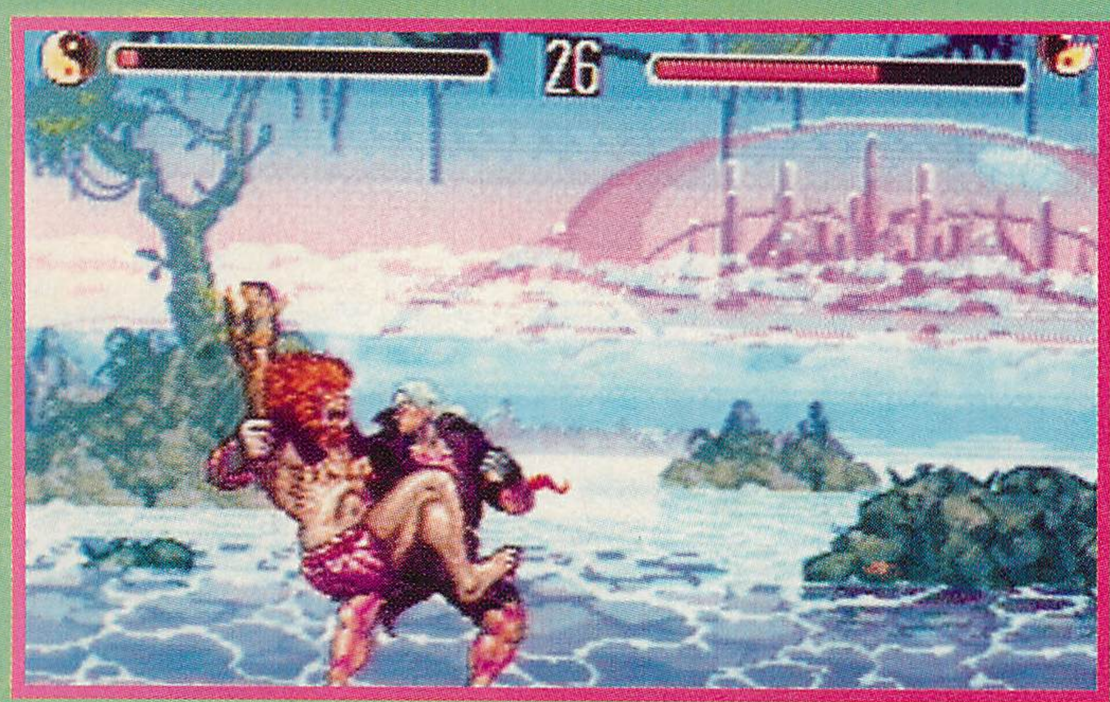
XAVIER



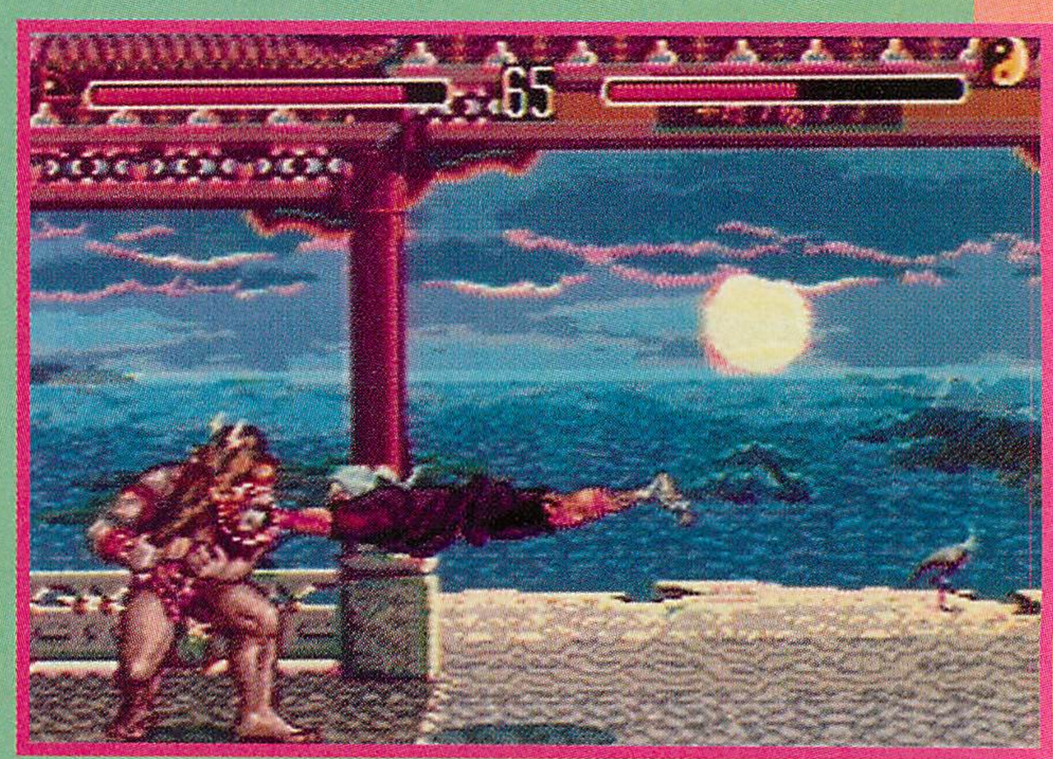
Jetta can also do a Flying Choke Hold in which she throws off her bracelet and sleeve which act as a noose hanging her opponent.

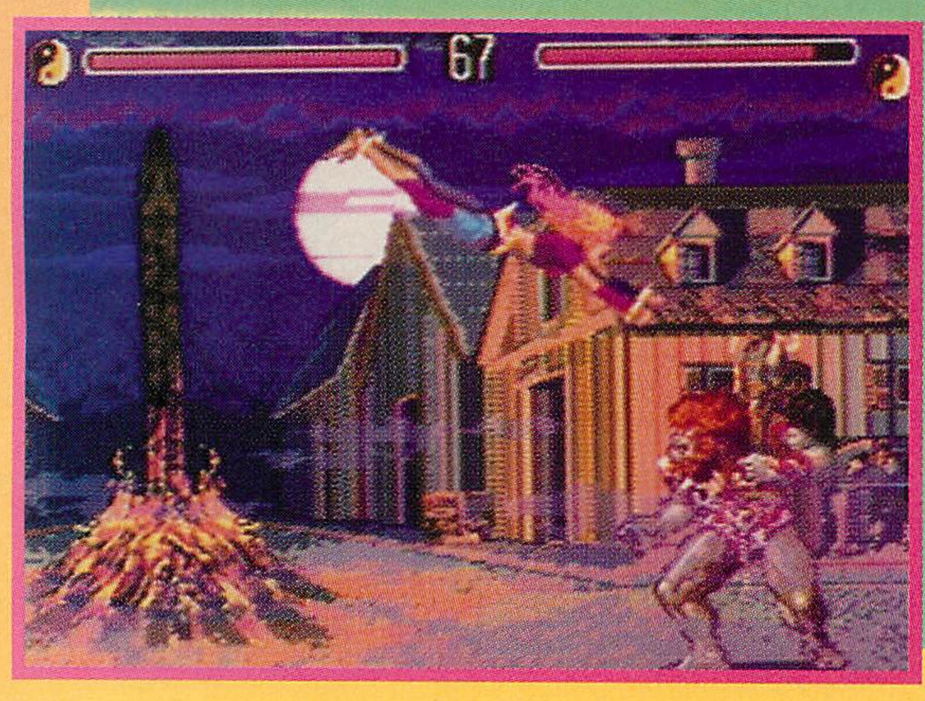


Midnight drains the life out of Shadow Yamoto. He can also do a flying attack.



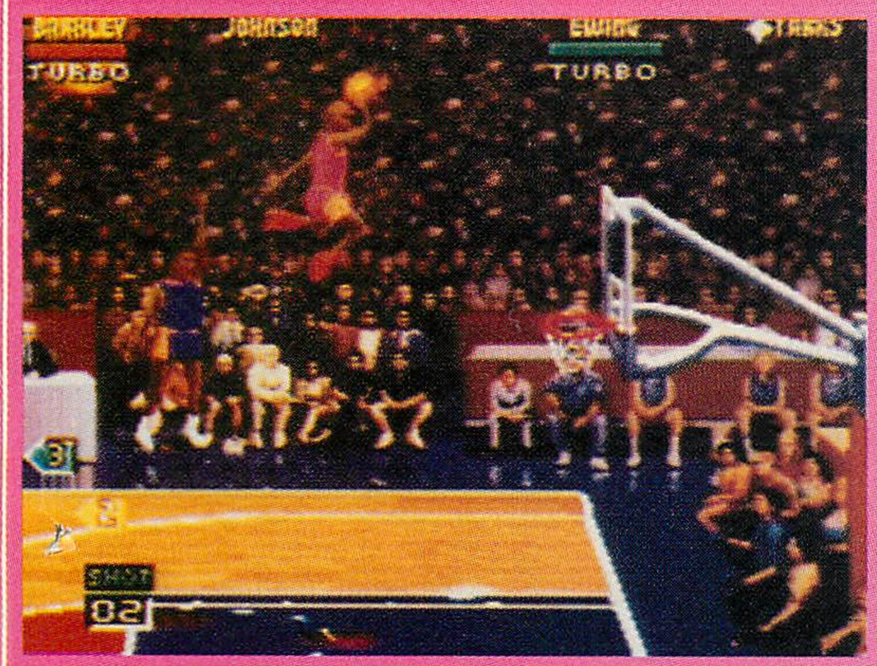
Slash performs a Spinal Crush on Midnight, beating him over the head with his club.





Jetta uses her circus acrobatics to attack Slash from the air.

Slash defeats his opponent.



NBA Jam

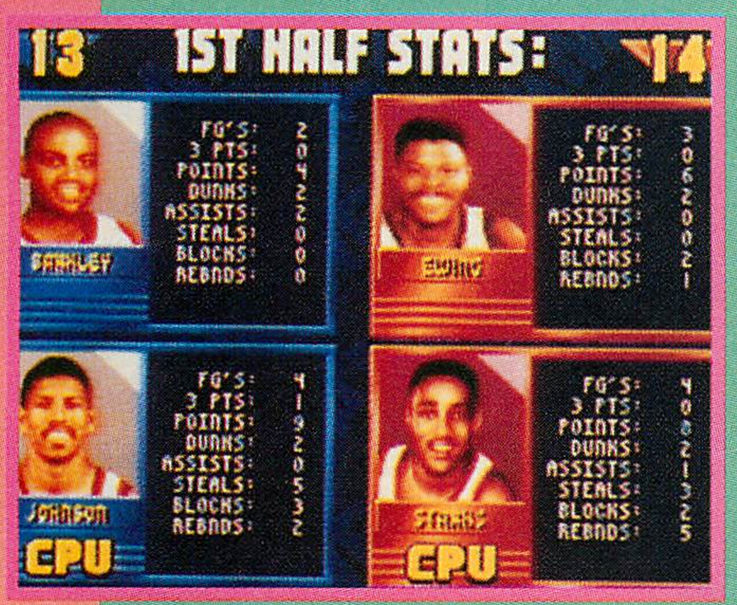
ACCLAIM

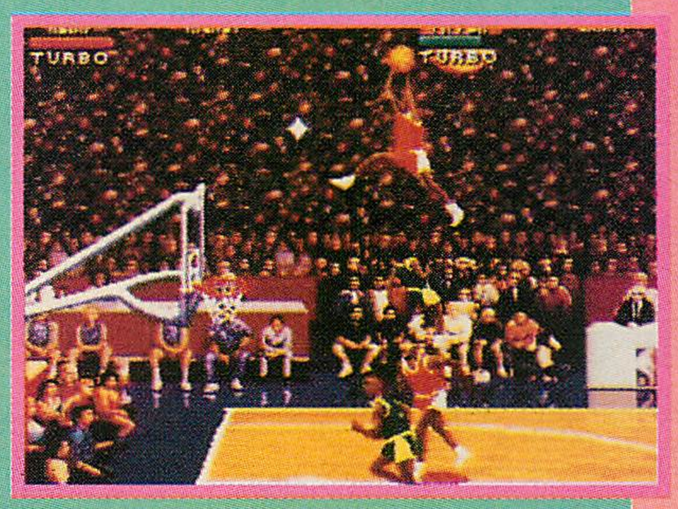
For the Super NES

AVAILABLE: NOVEMBER

Hold on to your basketballs! The incredibly popular arcade game with all those incredible secret codes is about to be released for the Super NES. All 27 NBA teams that were in the original game will be available to SNES owners.

Features include two-on-two, four-player competition. There are also rumors that many of the arcade's top secret codes and tricks will also be in the SNES version, including the *Battlezone*-like tank game. Looks like this game might be as popular as its arcade counterpart.





PREVIEWS

Saturn 32-Bit System

SEGA

AVAILABLE: FALL 1994 (JAPAN ONLY!)

It looks like the rumored 32-bit Sega monster machine is just around the corner. The new Saturn will have both cartridge and CD capabilities, just like the Wondermega, which was never released in this country. Unfortunately, it won't be Genesis compatible, the targeted price range will be between $400 and $500, and it will be out next fall only in Japan. Also, the technology used in the new Saturn was largely taken from the *Virtua Racing* coin-op game.

SATURN SPEC SHEET

CPU:	32-Bit Risc Chip
SPEED:	22 MHz
MAIN MEMORY:	24 Megabits (3 Megabytes)
GRAPHICS:	16 Million Colors 24 Million Pixels Polygon Generator Multidirectional scrolling
SOUND:	32-Channel PCM FM Audio
CD-ROM:	Double Speed CD Transfer Rate

MORTAL KOMBAT II

MIDWAY

PREVIEWS

The highlight of the AMOA tradeshow was seeing and playing the new *Mortal Kombat II* arcade machine. Life is going to be good in 1994 as gamers everywhere drop quarter after quarter into these mind-numbing fighters.

Mortal Kombat II features 12 characters. Seven characters are left over from the original game: Liu Kang, Johnny Cage, Raiden, Sub-Zero, Scorpion and the two bosses, Shang Tsung and Reptile. The five new fighters are the man with the deadly hat, Kung Lao; master of the deadly sai, Mileena; Jax the All-American; fan waver Kitana; and the boy with the big teeth, Baraka.

Each character has five to six secret moves and at least two fatality moves each. Old characters have retained their old moves while gaining some new special attacks. There are also ten completely new backgrounds compared to the six of the first game.

The sound and graphics have become even more intense than those in *Mortal Kombat*. The images and the animation are crisper, with the background animation becoming more complex. The sound has been jacked up, thanks to the new DCS soundboard which allows clearer audio and increased use of speech.

The most exciting features of the new game haven't even been discovered yet. Designers Ed Boon and John Tobias told us that there are three hidden characters, plus features that "won't be discovered for months." We'll see about that guys!

DCS SOUND SYSTEM

Sub-Zero uses a secret move to trip up Baraka on a patch of ice.

Sub-Zero

Kung Lao

Kung Lao uses his hat-trick on Johnny Cage.

Reptile

Reptile uses one of his secret moves, spitting burning poison onto Jax.

VIDEO GAMES

THE ULTIMATE GAMING MAGAZINE

MORTAL KOMBAT II
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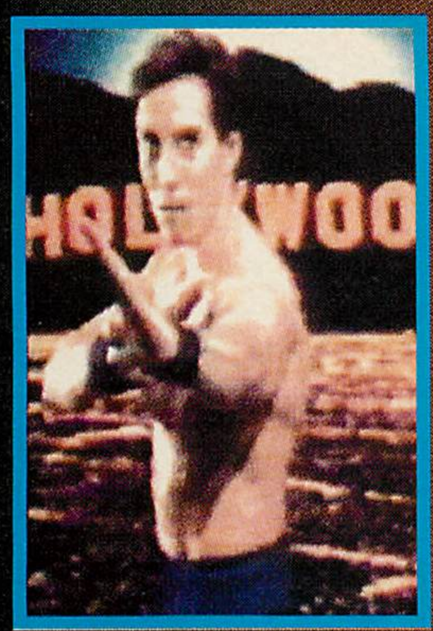
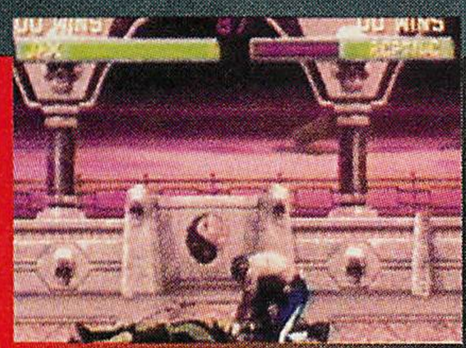


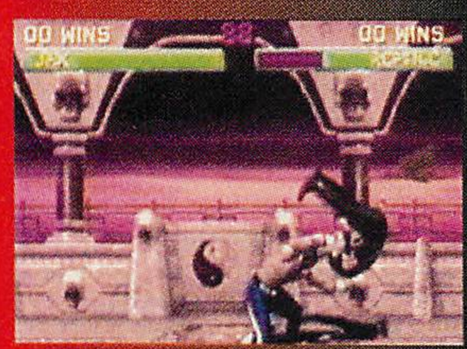
Johnny Cage throws a new kind of fireball, slow-pitch style at Kung Lao, one of the new characters.

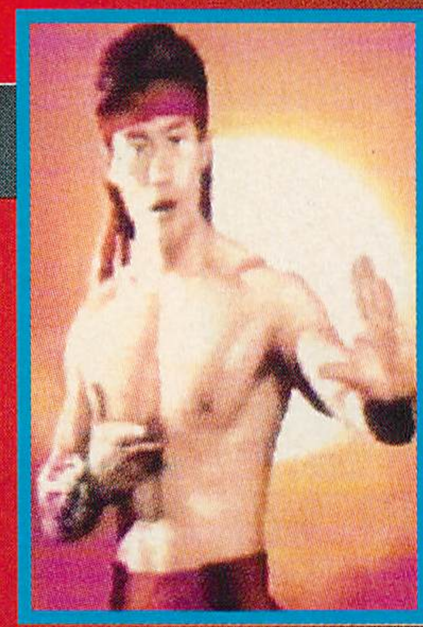
Johnny Cage



Jax

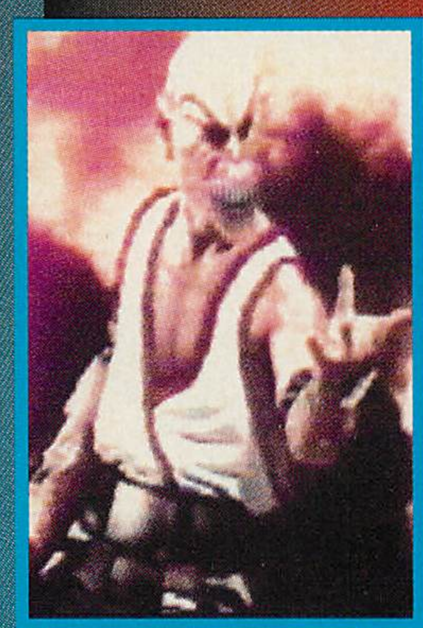
Jax performs one of his secret moves, multiple slams, on Reptile.





Liu Kang has a new move which designers Ed Boon and John Tobias called "the bicycle kick."

Liu Kang

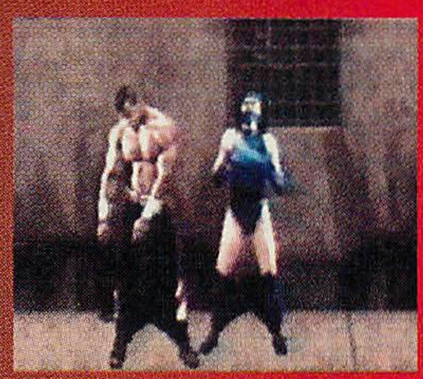


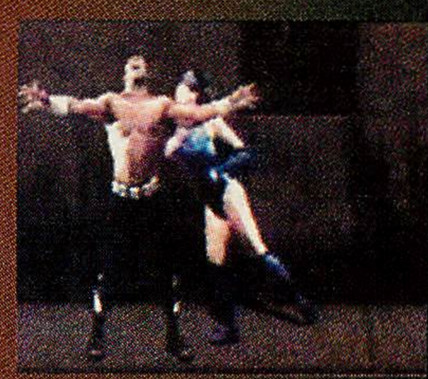
Baraka

Baraka takes down Shang Tsung with a sweep kick.

KITANA

Kitana's "Kiss of Death" finishes off Jax in a messy explosion of bone, sinew, flesh and goop.





RAIDEN

Raiden gets caught in Kitana's mesmerizing fan.

SCORPION

MILEENA

SHANG TSUNG

In addition to shape-shifting, Shang Tsung has his own arsenal of secret moves. In this case he throws a battery of fireballs at Baraka.

GENESIS

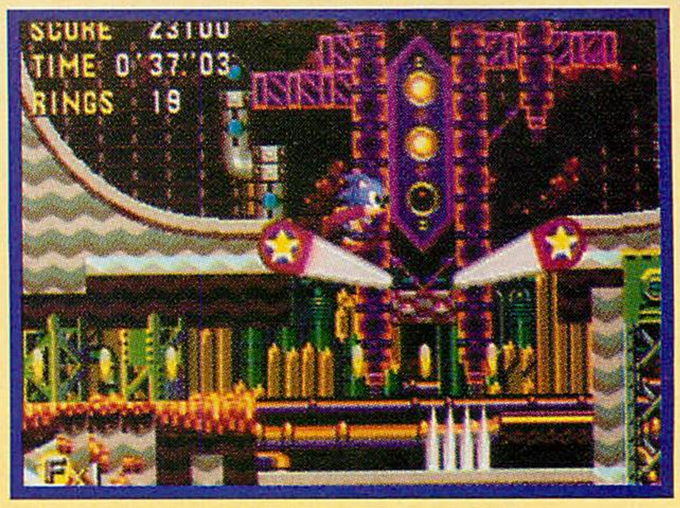
PRICE: N/A

AVAILABLE: NOW

DIFFICULTY: MEDIUM

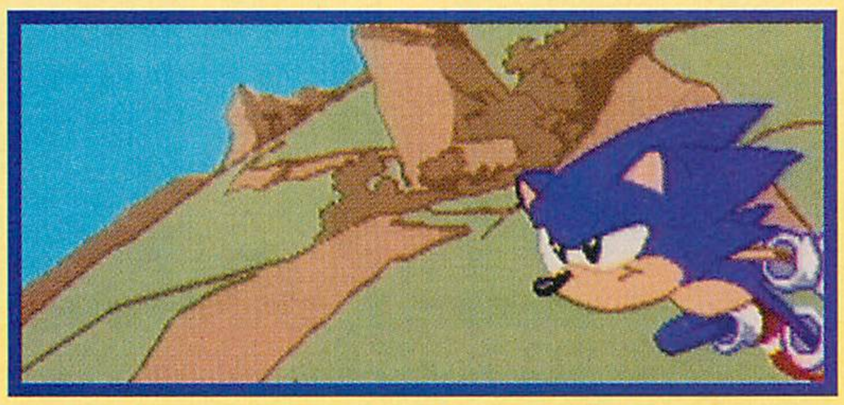
COMPANY:
SEGA OF AMERICA
130 SHORELINE DRIVE
REDWOOD CITY, CA 94065

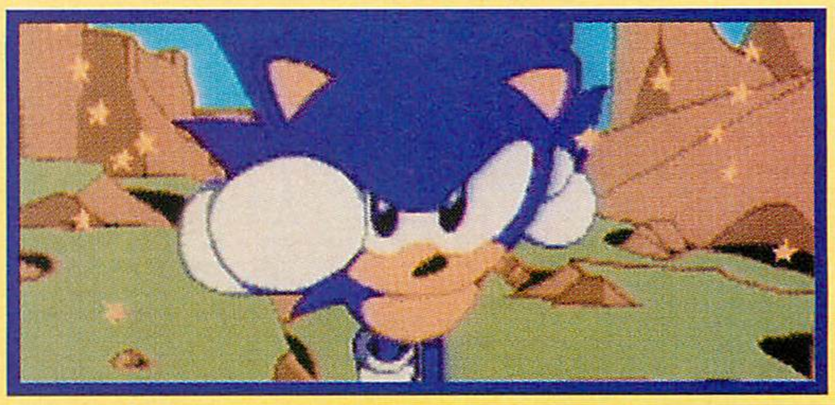
PHONE: (415) 508-2800

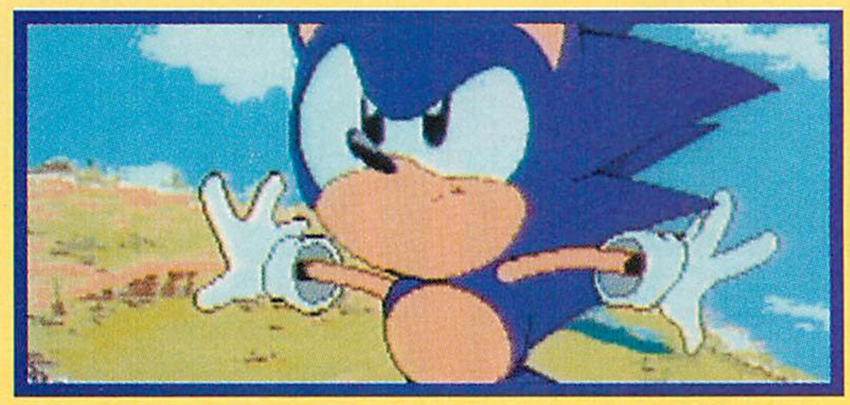


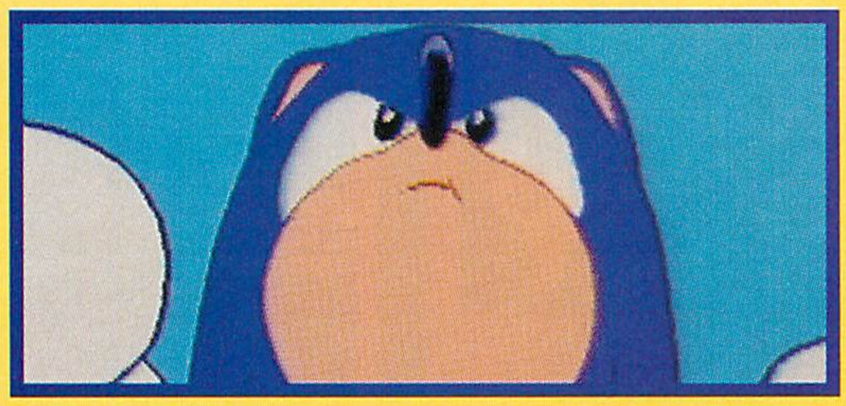
Sonic's back, and *yes*, it's on Tuesday! In this first hog CD adventure, we are introduced to two new characters, Princess Sally and Metal Sonic (and he's not into heavy metal head-banging). As the story line goes, Princess Sally has been abducted by Dr. Robotnik's evil Sonic clone, Metal Sonic. Your mission, as is the case in most games with this kind of a story line, is to save the babe.

So, what's new in *Sonic CD*? For starters, over 60 levels of chaotic action that are definitely not easy to get through. Each level or round consists of three different zones, which, in turn, can comprise seven different tracks. If you reach the end of the round carrying 50 rings or more, you enter the Special Stage. The Special Stage is unlike any of the other courses. Here, the perspective changes to a first-person view of the track with Sonic running in front of you.









THE BRAND-NEW, EASY-TO-USE *VIDEOGAMES* REVIEW SYSTEM!

REVIEWS

SYSTEMS

SNES

Genesis

Neo•Geo

NES

Duo/TG-16

Lynx

Game Boy

Game Gear

GENRES

Action

Adventure

Fighting

RPG

Shooter

Simulation

Sports

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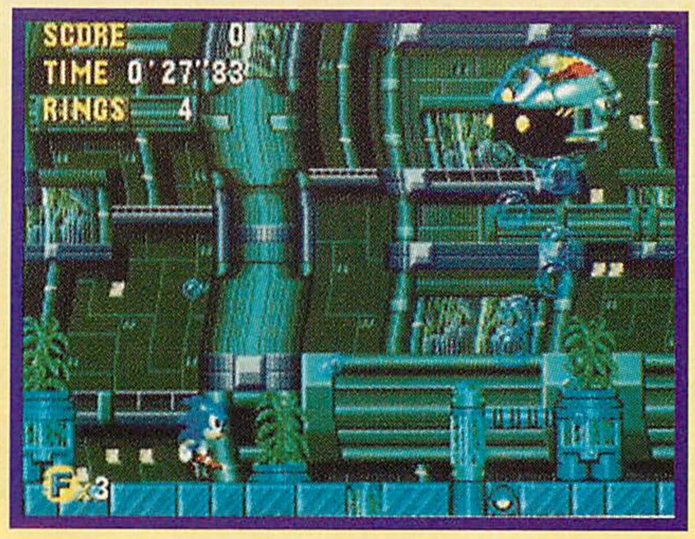
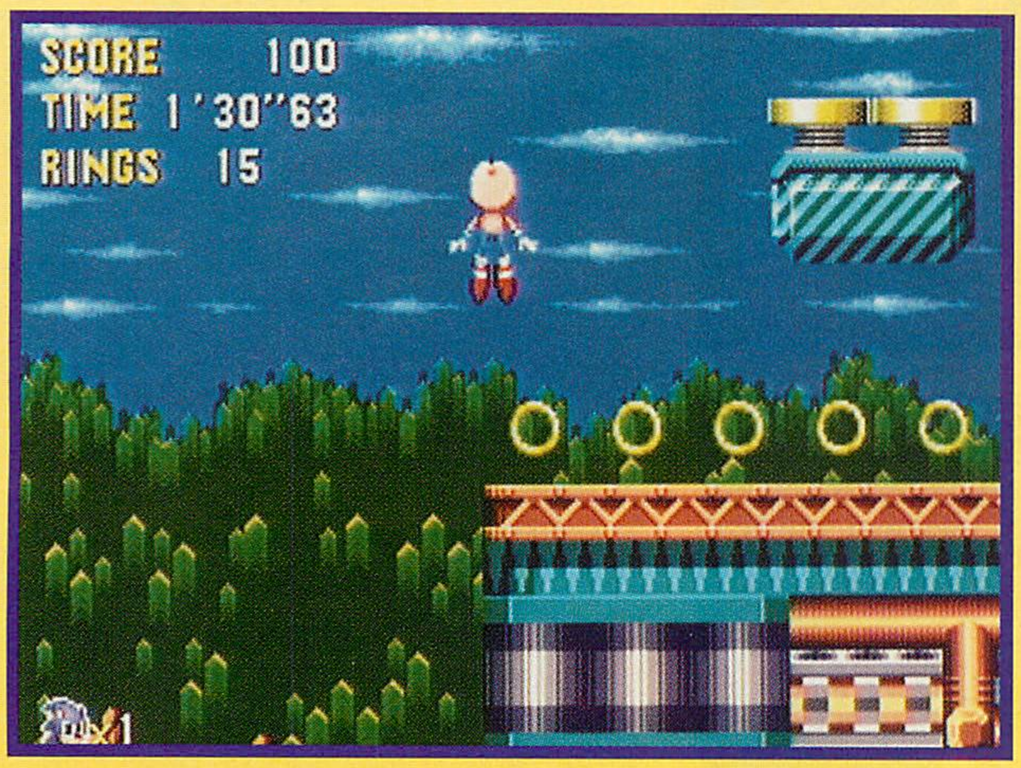
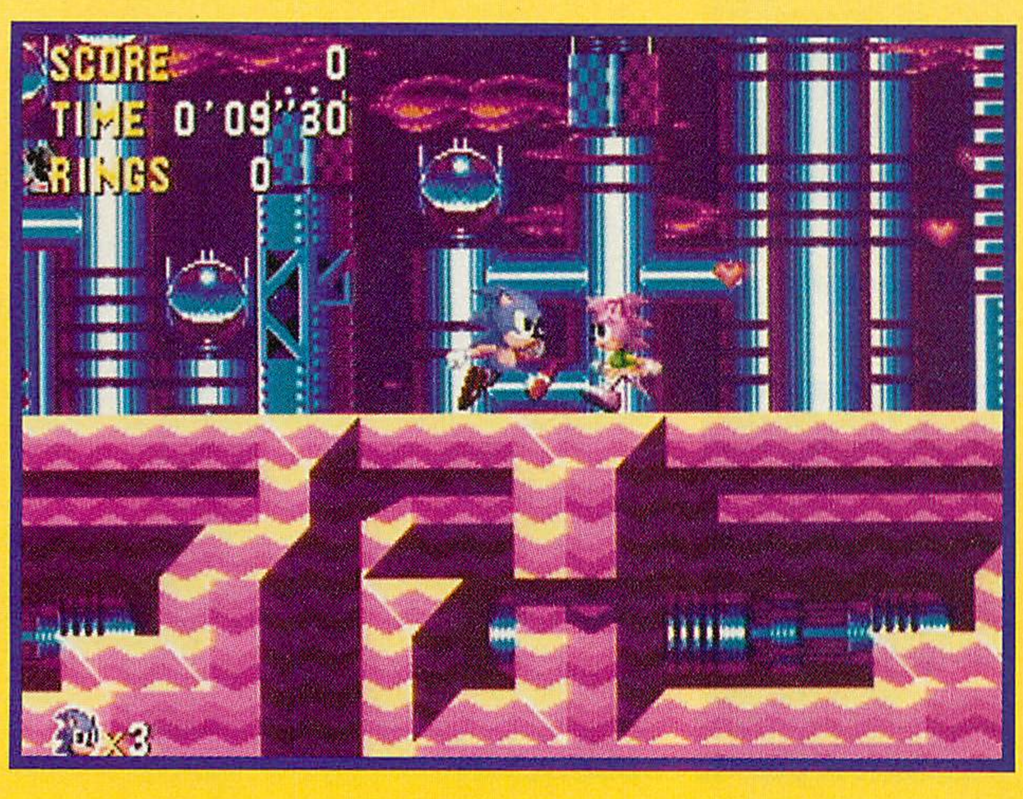
The *VIDEOGAMES* **STAFF** levels their own **OPINION** with the **EDITORS' RATINGS**.

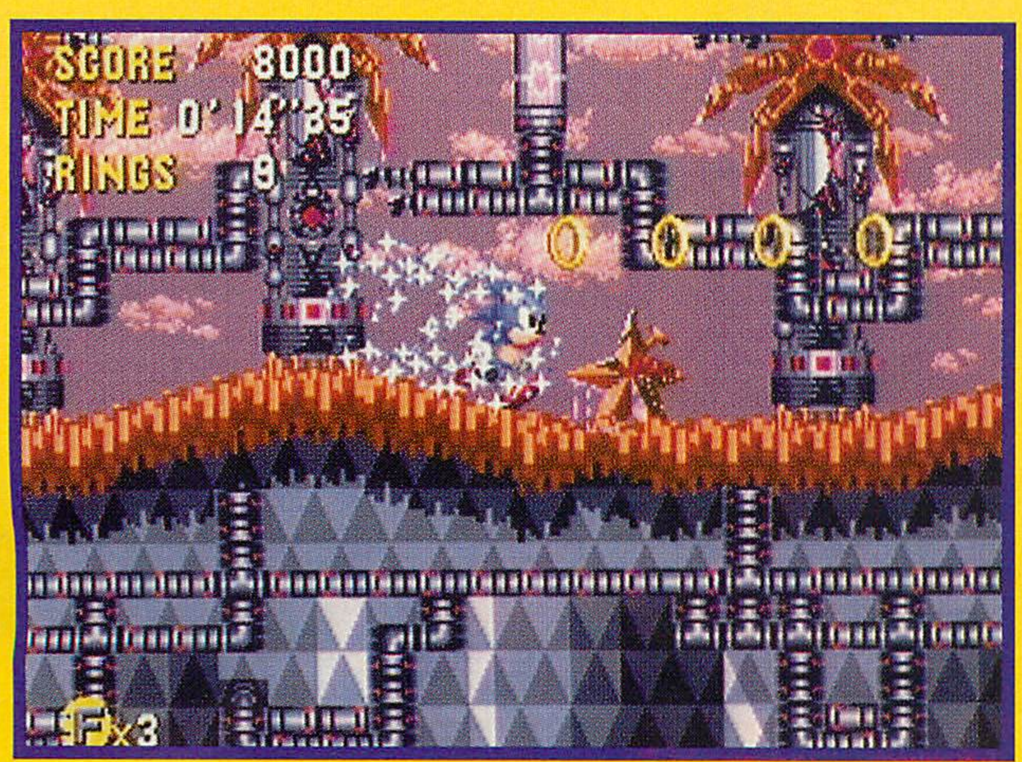
THE LOWDOWN gives you the *final word* on the **GAME**.

Is it really worth the money? Check out **BANG FOR THE BUCK**.









You also have some cool Mode-7-like effects when Sonic becomes airborne. The only real bummer here is that, once you see this Special Stage, there really is not that much to look forward to seeing graphically.

One of the longest and best demos in any video-game that I have ever seen is on this CD. An extremely cool cartoonlike intro tells the whole Sonic adventure story. Hmmm...could this be the prelude to a Sonic RPG? Nahhh.

A new feature in *Sonic CD* is the Time Attack stage. This level is separate from the rest of the game. The object of this stage is to race against the clock or against another player for the best time. You can select any of the stages that you've cleared in the regular game.

Conclusively, I have to say that *Sonic CD* is a good game, but you really have to be a *Sonic* fan to buy this one. Unfortunately, it seems to be more of the same spinning action for the most part, with only a taste of the new stuff that we would like to see. With all the new *Sonic* games coming out, you have to wonder why this wasn't more creative, especially with Sega's iconic hedgehog hero.

One last thing. If you ever have the chance to take a good look at the Japanese version of the CD jewel case, do so. Besides being rad looking, it's hysterically laced with bad proverbs and ripped off JFK quotes.

—Mike Davila

GRAPHICS 7

This is what peeves me the most in this game. Is it my imagination, or are some of the graphics weaker than *Sonic 2*'s? Don't get me wrong, they are still pretty good, but so much more could have been done with all that extra CD space besides a long cartoon-style demo and a little scaling and rotation.

SOUND/MUSIC 8

Very, very cool audio. All the level music is appropriate. Unlike one of our own Viking-like editors, I even liked the rap music that was in the game. A little improvement could have been made to spruce up some of those sound effects, and the QSound stuff was hardly noticeable.

PLAYABILITY 7

The behind-the-Sonic Special Level is real cool, especially when he floats. Other than that, this game is more of the same *Sonic* stuff. The levels get pretty hard, but it isn't hard to put down the controller.

EDITORS' RATINGS

GORE 9
BETTY 9
CHRIS 8
NIKO 8

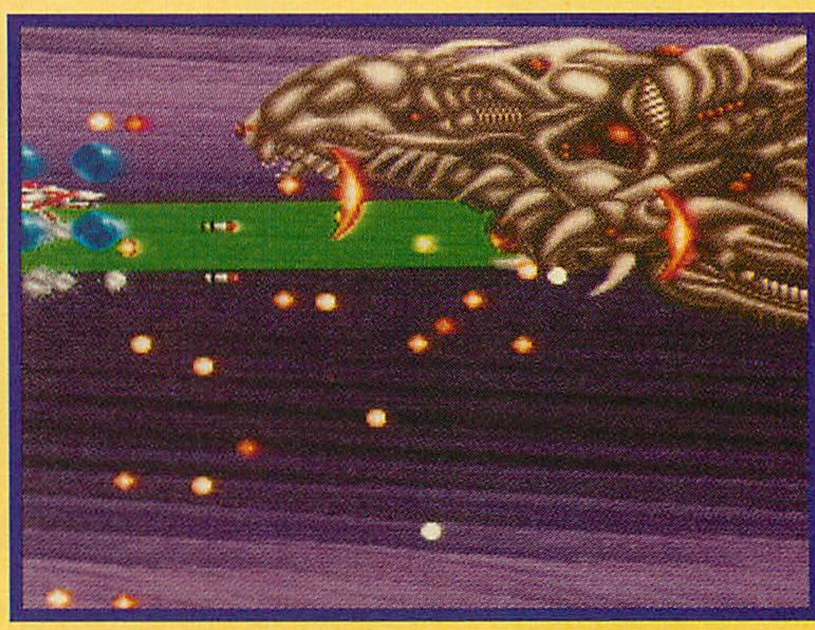
BANG FOR THE BUCK 7

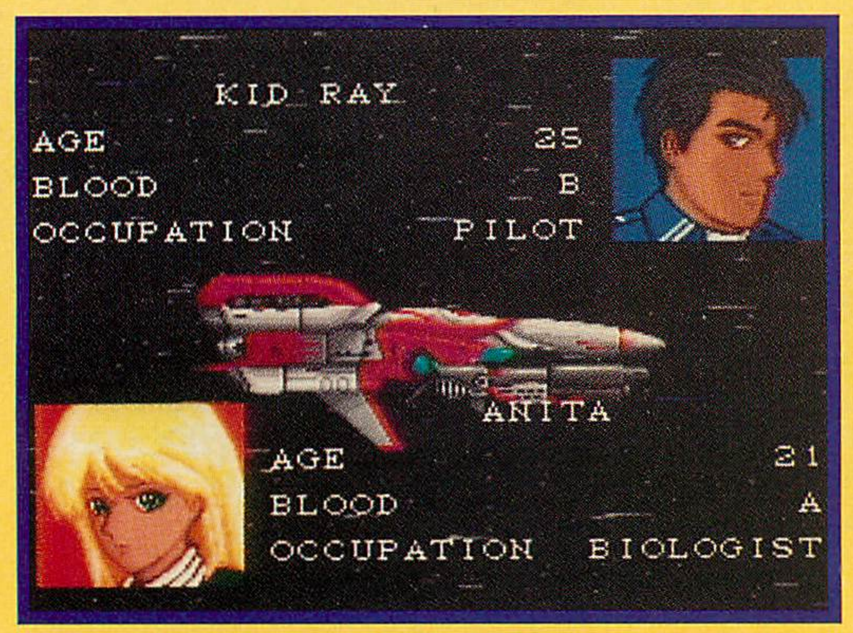
THE LOWDOWN

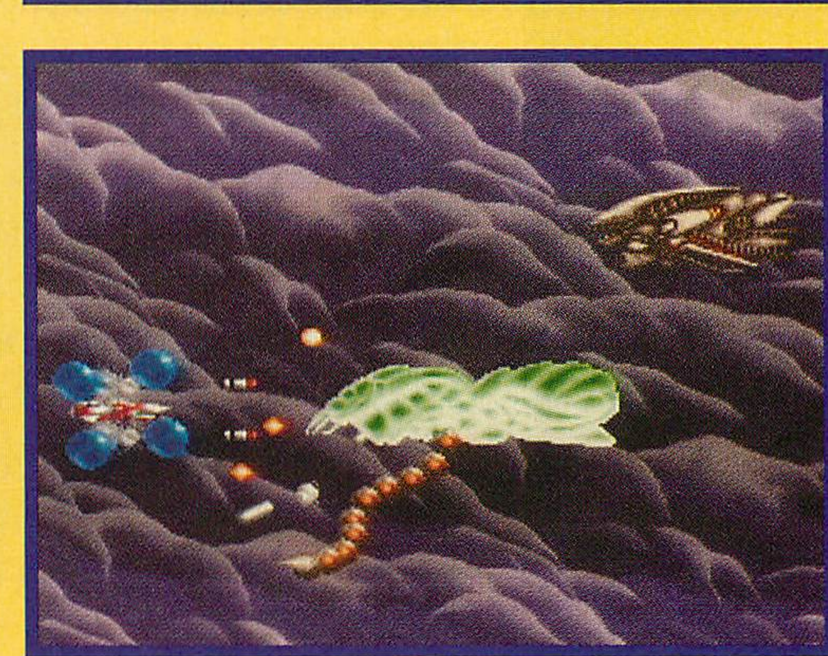
This isn't the CD game that will make you wanna go out and buy a *Sega CD*. There's some neat new stuff here, like the mini-cartoon, but that really isn't part of the game. I only wish that the whole game were more like the Special Stage.

SNES

PRICE: $69.99
AVAILABLE: NOW
DIFFICULTY: EASY
COMPANY:
ACTIVISION
11440 SAN VICENTE BLVD.,
SUITE 300
LOS ANGELES, CA 90049
PHONE: (310) 207-4500

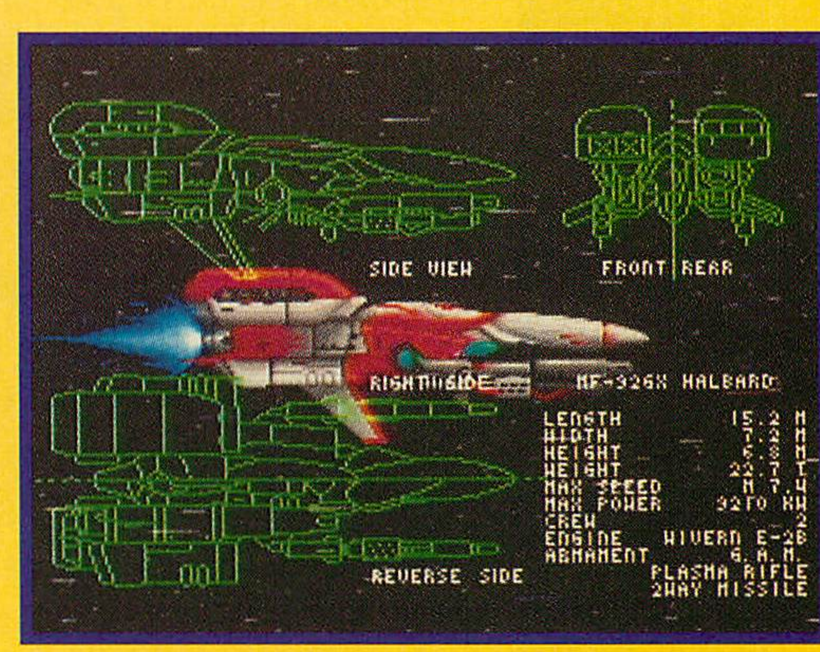






Pilot your fighter through clouds, sandscapes and the insides of something that is ALIVE!

TIP: Spend most of your time trying to avoid enemy fire, rather than trying to shoot down your enemies. Who cares how high your score is if you can't beat the boss on Level 1?



The bosses are big, mean and slimy.

GRAPHICS 8

The evil, disgusting enemies jump right out of the *Alien* movies. Your variety of weapons launch, shoot and laserblast villains right out of the sky.

SOUND/MUSIC 10

THE BEST MUSIC FOR A SHOOTER EVER!!! The musical score by 2 Unlimited is bound to be a hit at raves! Finally, someone understands that the type of music appropriate for shooter games is hyper-techno.

PLAYABILITY 8

Blast everything in sight, and stay away from those slow-moving, deadly little light globes. I hate 'em!

EDITORS' RATINGS

MIKE	BETTY	CHRIS	NIKOS
8	8	9	8

BANG FOR THE BUCK 8

THE LOWDOWN

BioMetal is a solid shooter game with the best music for a shooter ever! In fact, you'll play this game just to listen to the music. The manic pace will keep you on your toes.

—Chris Gore

REVIEWS

SUPER CHASE H.Q.™

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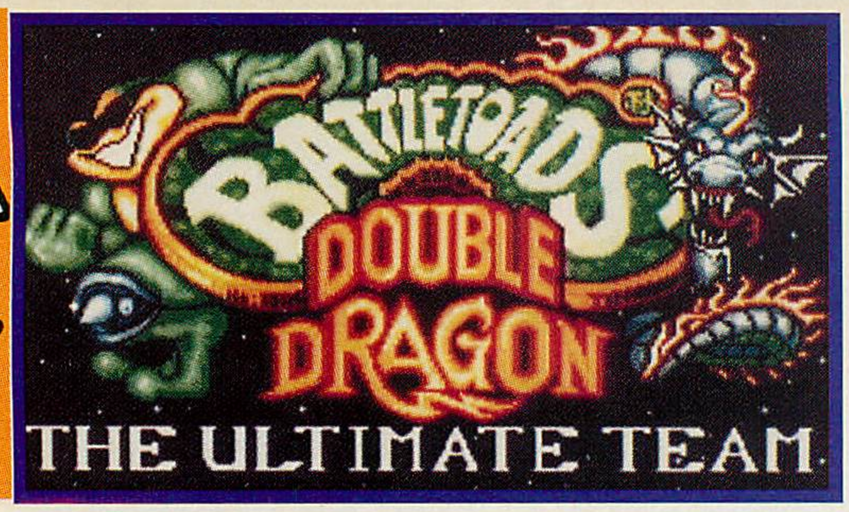
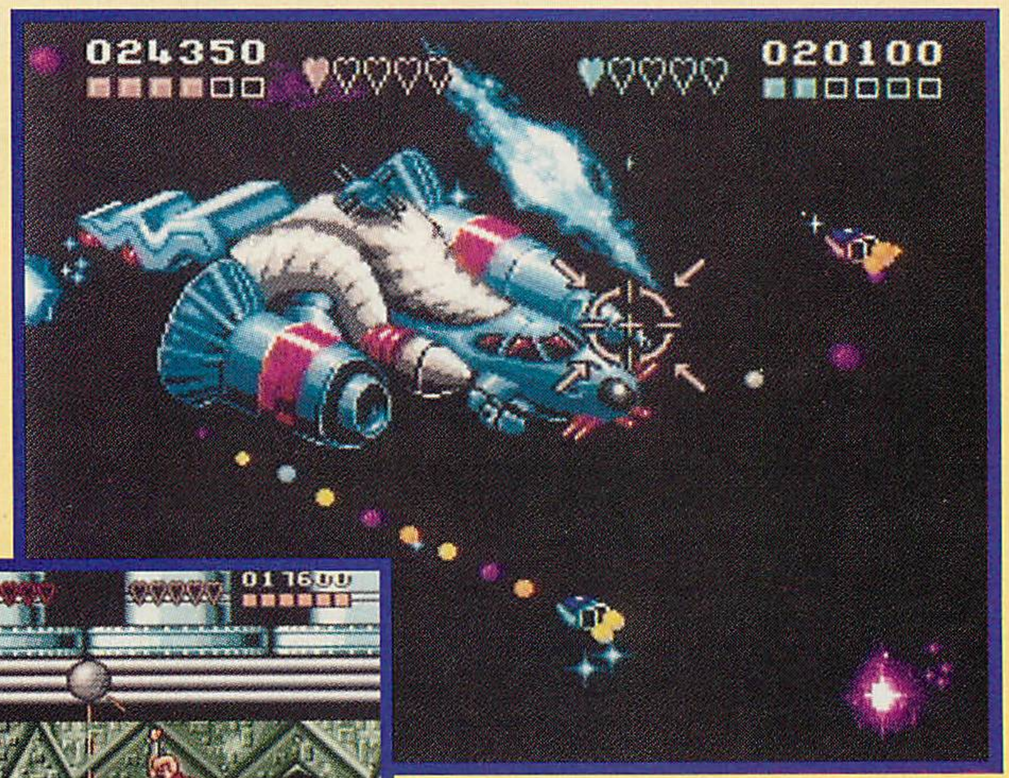
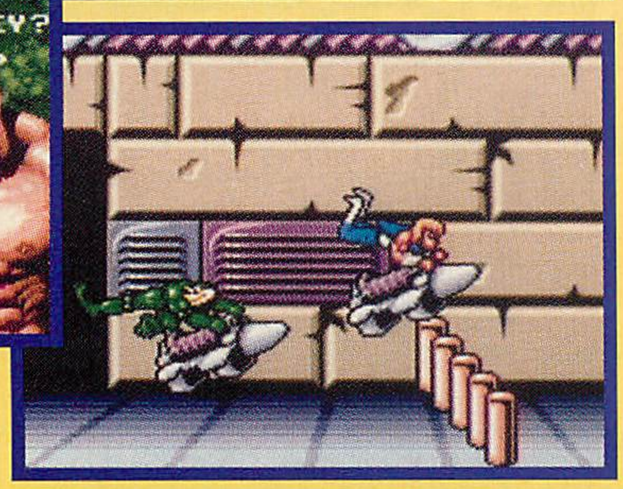


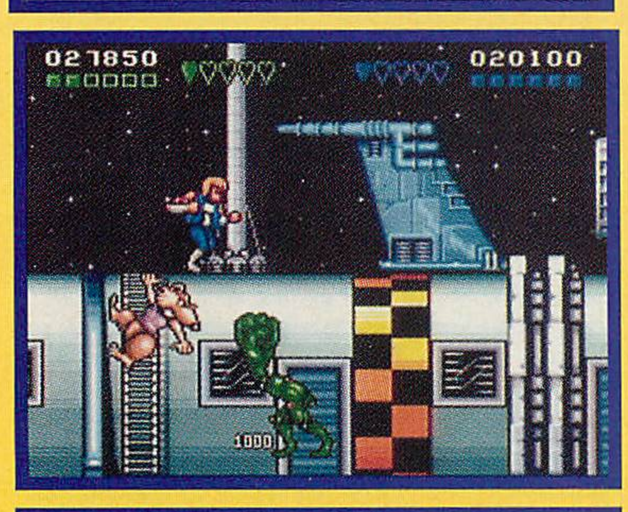
PRICE: N/A
AVAILABLE: NOW
DIFFICULTY: EASY
COMPANY:
TRADEWEST INC.
2400 S. HIGHWAY 75
CORSICANA, TX 75110
PHONE: (903) 874-2683

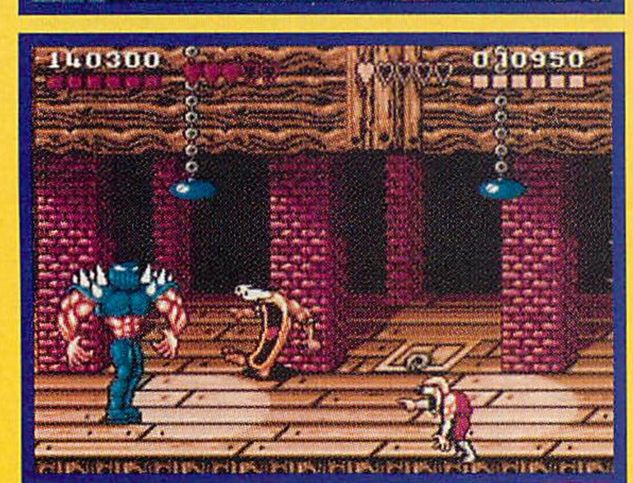
When a video-game system dies, the players who stuck with it through thick and thin can usually point to a single game that represents the pinnacle of software development for that particular machine. It's usually a title that appears after the machine's popularity has peaked—after the most knowledgeable, creative designers have learned all there is to know about its capabilities. Arguably, *Pitfall II: The Lost Caverns* (Activision for the Atari 2600) is such a game, as is Astrovision's *The Incredible Wizard* for the Bally Astrocade—and I'm starting to think of Tradewest's NES version of *Battletoads/Double Dragon* in those same terms.





As great as the game is on the NES, it's something of a shock to discover that this 16-bit Genesis version offers very little that's different or improved from the 8-bit incarnation. As one of the five heroes described in the game's title, you'll fight through the combined forces of the Shadow Boss and the Dark Queen, attacking with fists and feet as well as the occasional ride on hover-bikes, swinging ropes or spaceships. The *Asteroids*-style shoot-'em-up sequences in the "Ratship Rumble" stage are unique and fun, but the rest of the game retreads a lot of the pavement that was laid down by the original NES *Battletoads* game back in '91.





Rash, Zitz, Pimple, Billy Lee and Jimmy Lee are the Ultimate Team in Battletoads/Double Dragon.

What's the magic ingredient that's missing? It may be the game's sense of humor. I'm not sure if the grossly misshapen character portraits in the intermissions are supposed to have been exaggerated for comic effect, but the bulging veins and rippling abdominal muscles of certain characters are more hideous than they are amusing. At least the Dark Queen's dangerous curves and dominatrix getup are intact!

Other weirdness abounds: It's strangely difficult to get your character to let go of the fences in levels 2 and 3 (or the ladders in Level 5); it's also hard to keep him from grabbing on again when you're just standing in front of them. Later, the circles of light that are cast by the hanging lamps in the Shadow Boss' lair will remain on the ground even after you've ripped the lamps from the ceiling and smashed them to bits!

That's not to say that the game isn't fun to play—heck, no; it's a blast, particularly in the two-player mode. It's just slightly less challenging, less inspired and shorter than you'd expect a brand-new *Battletoads* game to be.

—Chris Bieniek

GRAPHICS 8

The movements and animations of the characters are as entertaining as ever; in general, the graphics are sharp and detailed.

SOUND/MUSIC 6

The game's soundtrack is slightly above average by Genesis standards...but where are the heavy-duty "thumps" and drum sounds? Even the NES had those!

PLAYABILITY 8

Good, solid controls are a key factor in Battletoads/Double Dragon. Mastering the double-tap head-butt technique is essential if you want to finish the game.

EDITORS' RATINGS

GORE 7 MIKE 8 BETTY 7 NIKOS 7

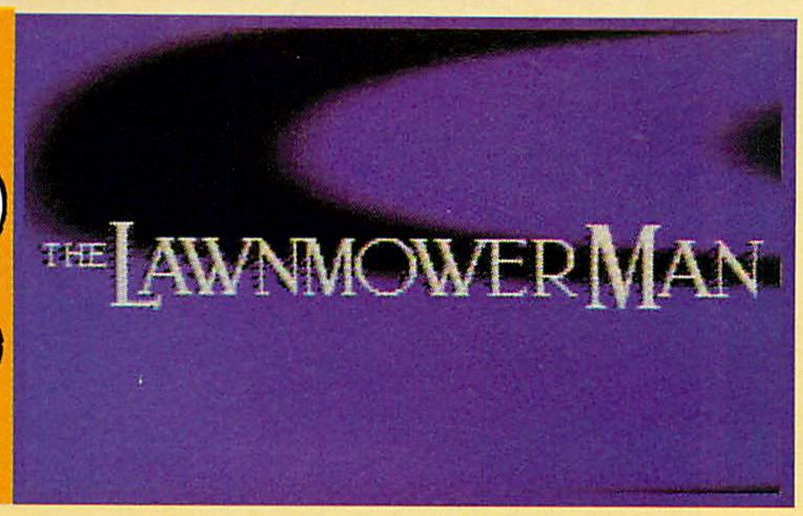
BANG FOR THE BUCK 7

THE LOWDOWN

Tradewest has rightly boasted that the NES Battletoads games look like 16-bit products; unfortunately, with such high standards being set at the NES level, you could almost say that the Genesis Battletoads/Double Dragon looks like it's 8-bit. Good, but not great.

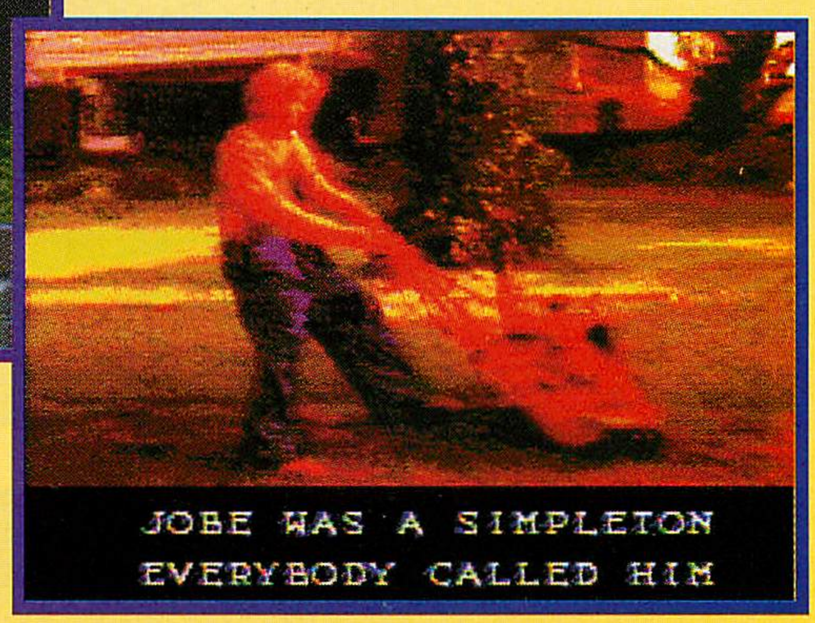
REVIEWS

SNES



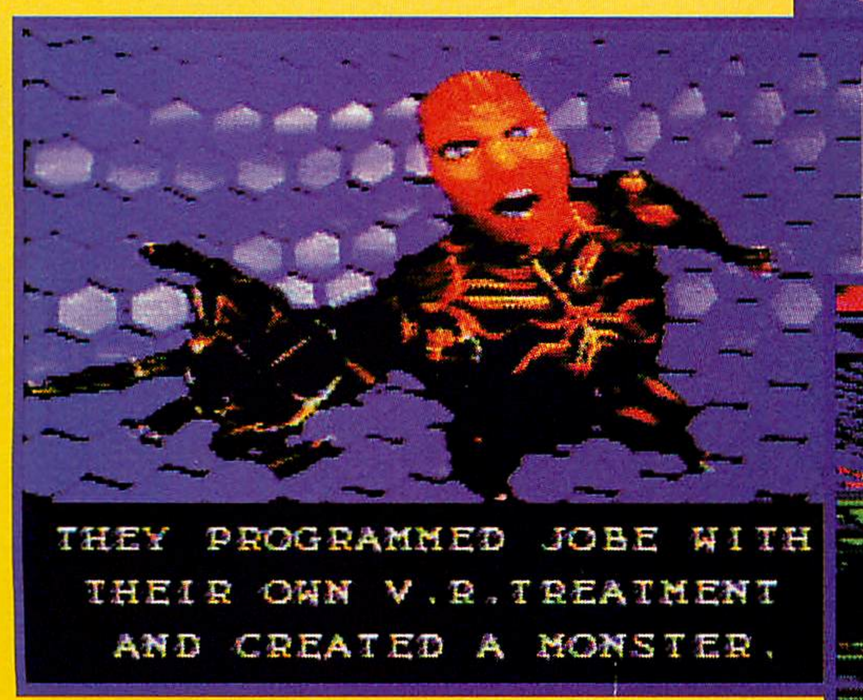
PRICE: N/A
AVAILABLE: NOW
DIFFICULTY: MEDIUM
COMPANY:
THE SALES CURVE
DISTRIBUTED BY T·HQ
500 N. PARKWAY CALABASAS, STE. 107
CALABASAS, CA 91302
PHONE: (818) 591-1310

Run, jump and blow your opponents to tiny particles of matter in the platform portion of *The Lawnmower Man*.

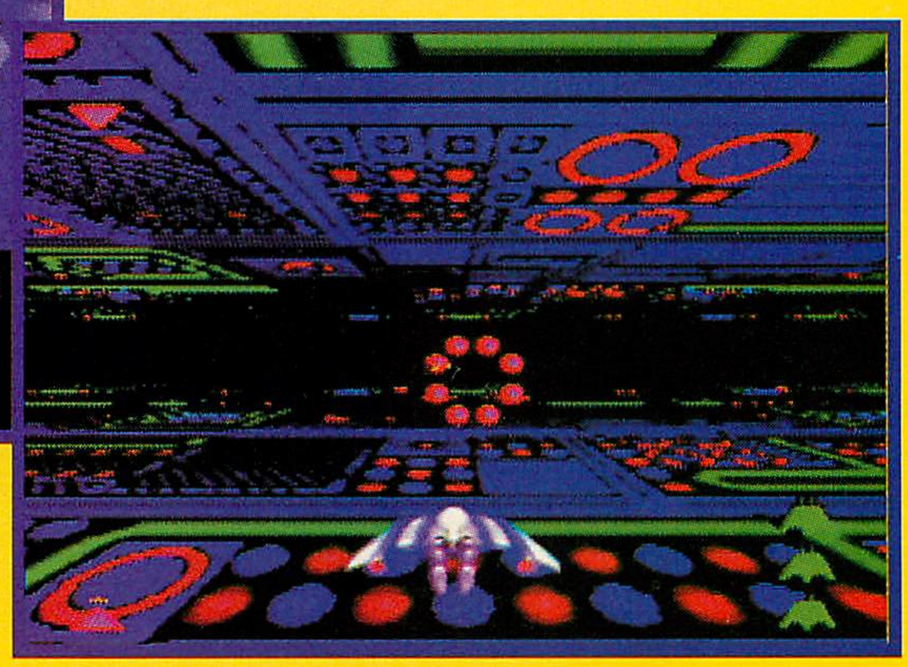


Turn out the lights, sit real close to the TV and float around in the virtual-reality stages.

The Cyber Tube is better than one of those big water slides.



Blast Jobe back to reality!



GRAPHICS 9

The closest thing you will ever get to virtual reality on the Super Nintendo is in this game! Just turn out the lights, sit real close to the TV and sway and spin with the action. The vibrant colors and simulated flying action will make you woozy and lightheaded. Great!

SOUND/MUSIC 8

The soothing musical score, sound effects and voice samples are right from the film. In fact, some of the score is from a band from London called REAL who describe their music as "Power Pop, a fusion of alternative rock with melodic commercial vocals." Its calming effect makes for a relaxed, yet manic, experience.

PLAYABILITY 7

The game play is fun and different on every level: run, jump and shoot, just plain shooter, some strange mind puzzles, and the best virtual reality stuff that (if you turn the lights off) will have you falling out of your chair and swaying. The shooter aspects are amazing, but what do you expect from the developer that brought us *Firepower 2000*?

EDITORS' RATINGS

GORE 8 MIKE 9 CHRIS 9 NIKOS 8

BANG FOR THE BUCK 10

THE LOWDOWN

The movie was weak, but don't let that stop you from trying *The Lawnmower Man* game—it's FANTASTIC! With a variety of play ranging from run and jump, shooter, simulation, challenging mind games to virtual-reality–like graphics, this is a must-play.

—Chris Gore

REVIEWS

SNES

PRICE: N/A

AVAILABLE: NOW

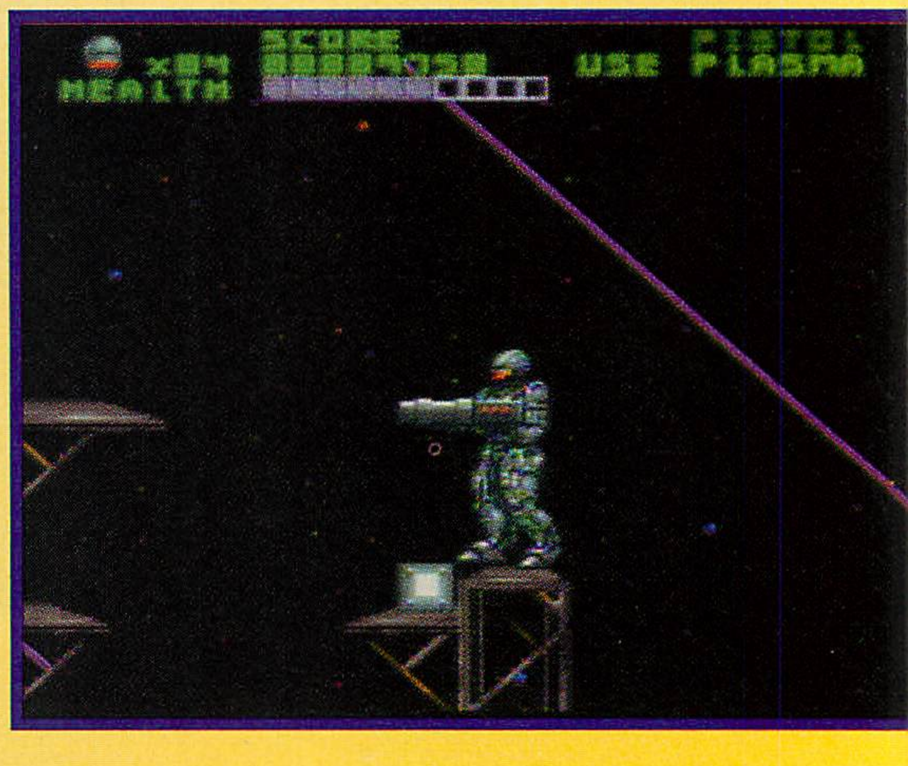
DIFFICULTY: EASY

COMPANY:
VIRGIN GAMES
18061 FITCH AVENUE
IRVINE, CA 92714

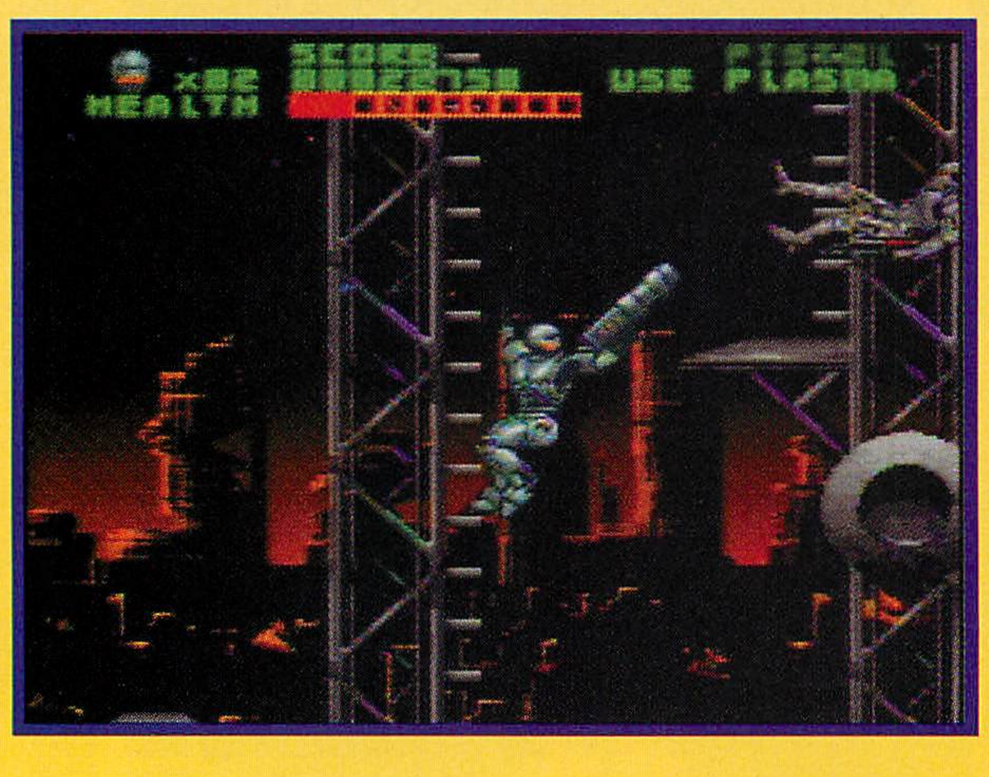
PHONE: (714) 833-8710

Robocop vs. Terminator is one of the best examples of a video game's ability to enliven a story by putting the player into the position of the narrative's protagonist. Based on the popular Dark Horse comic book of the same name, *Robocop vs. Terminator* allows you to play Robocop on a quest to discover the origins of the vicious Terminators.

The game follows the comic's story line. Robocop has been accused of being a part of the monstrous development of the Terminator army. His cyborg brain allowed the development of a fully automated machine killer. As Robocop, you must infiltrate Skynet, the Terminator control center, and find the truth about your future.



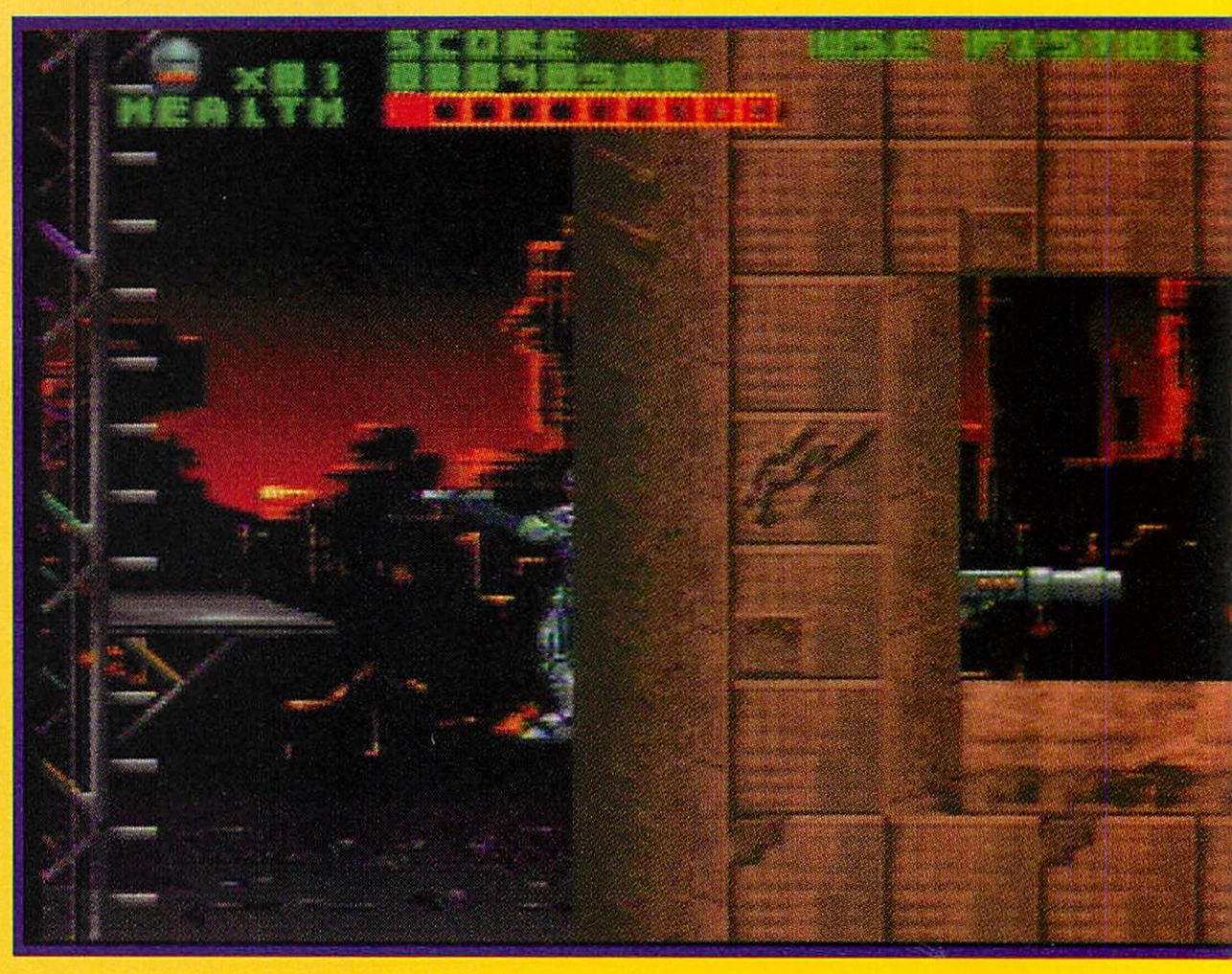
Robocop vs. Terminator is a good, easy game that is better to rent than buy. Though it is a challenge in the beginning stages of the game, once you get used to the controls and the positioning of your enemies, it's fairly easy to make it to the end. The trick is to always shoot ahead of your character and to duck a lot so the Terminator's shots will go over your head. It's also important to look for secret rooms in areas that seem blocked. Just keep jumping into walls and you'll usually find a place leaded with power-ups, extra lives and weapons.



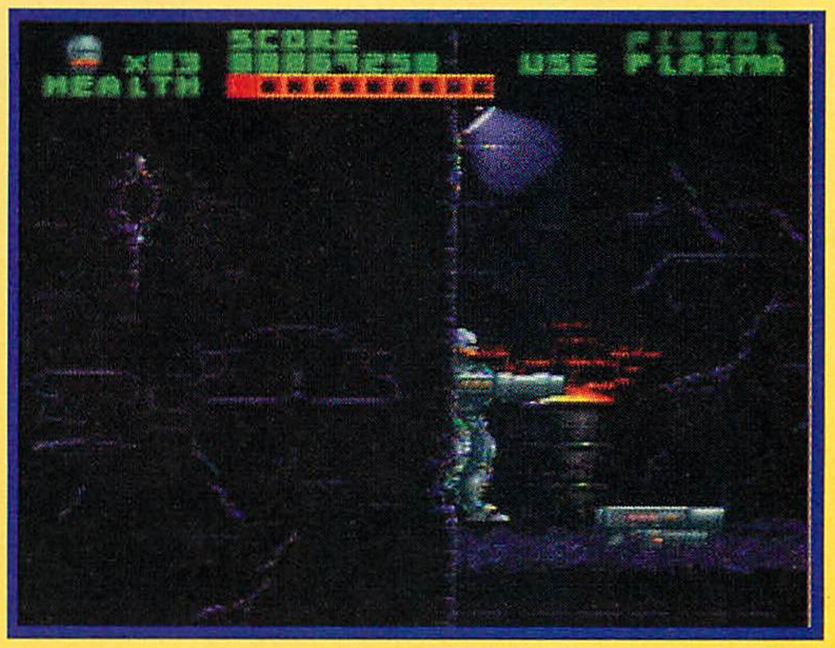
My one complaint about the game play—other than it being kind of easy—is that once you find a new weapon, you must discard your old one. You can always select between your pistol and you more powerful gun, but you can never have a wider selection. It would have been cooler if you could choose between the pistol, rocket, guided missile and combo gun, all at once. Each gun is useful at certain points in the game and it would have helped with strategy.

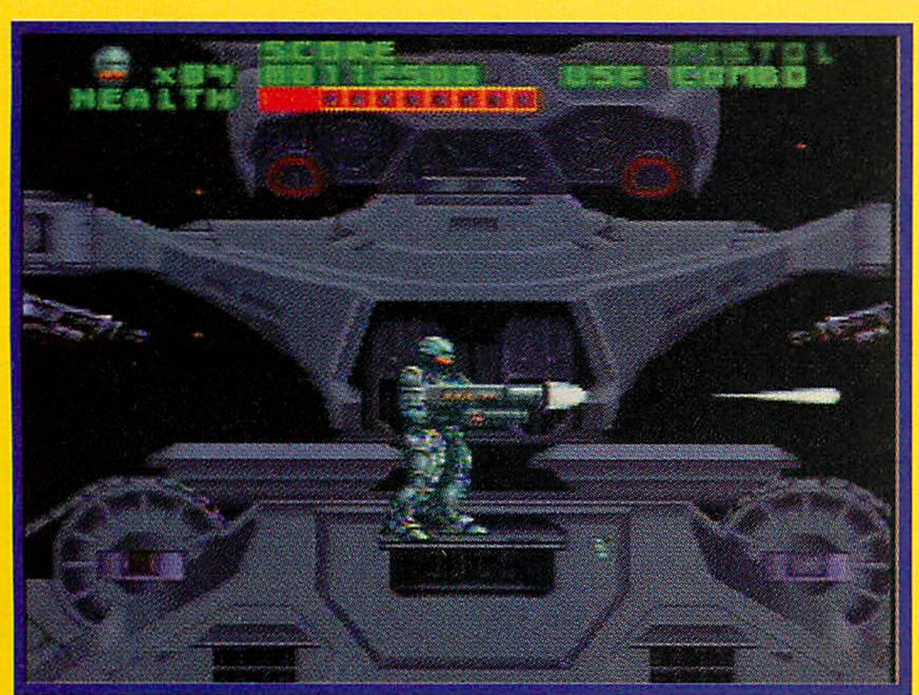
In all, *Robocop vs. Terminator* is a good game. The sound effects are good and the graphics are well done. Though the music doesn't change much, it fits the ominous tone of Robocop's quest. Sure, the game is easy, and I would have loved to play as the Terminator, but you can't have everything in a fully interactive game. Or can you? Designers?

—Nikos Constant



REVIEWS





GRAPHICS 8

The animation is smooth, and the dark color tones really fit the story. I especially liked the art, because Robocop seemed big! I hate platform games where the characters are really small.

SOUND/MUSIC 7

The sound effects of people dying in agony and guns blazing are really cool. The music could have been varied, but it fits the tone of the game.

PLAYABILITY 9

The controls are easy to get used to and the game moves well. The password system is cool because you can replay your favorite levels if you so desire. There is also a flying level tucked into the game which gives the platform game format a rest for a while and makes the game more interesting.

EDITORS' RATINGS

GORE	MIKE	CHRIS	BETTY
7	7	6	8

BANG FOR THE BUCK 9

THE LOWDOWN

The best part of the game is that it tells a story. Not only are you entertained because it's a video game, but also because it's a comic. If game designers would do this to other books, school would be a lot more fun.

GENESIS

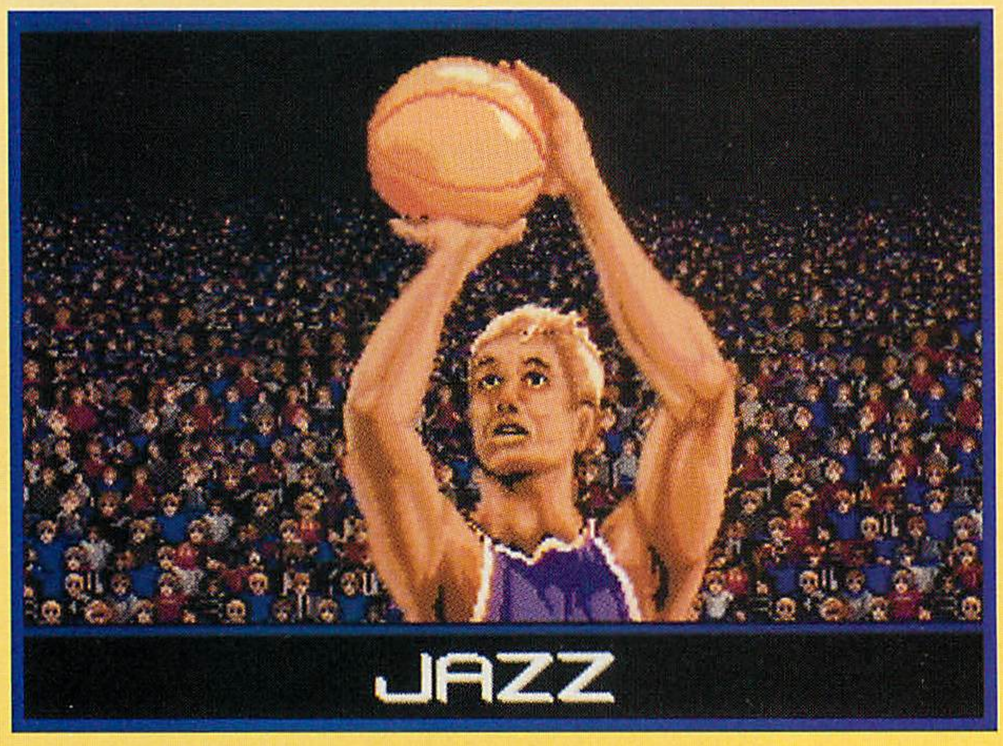
SUPER NBA BASKETBALL

PRICE: $59.95
AVAILABLE: NOW
DIFFICULTY: EASY
COMPANY:
TECMO
SEQUOIA COMMERCE CENTER
19260 S. VAN NESS AVE.
TORRANCE, CA 90501
PHONE: (310) 787-2900

Have you been disappointed by basketball games that only offer tournament and exhibition play? The folks at Tecmo thought you might have, so they've included a Season Play mode in their new *Super NBA Basketball* game that features the *entire* 1993-94 season! For the less ambitious there are still the usual Preseason and All-Star single-game modes.

This officially licensed game features all of your favorite teams and players, including team logos and digitized pictures of star players. As you work your way through the season's grueling schedule, the cart's battery backup stores the league standings and individual player statistics. From the game's Team Data menu you can view a player's stats, abilities and condition, and modify your starting lineup accordingly.

One of the things missing from most basketball video games is the ability to call plays. *Super NBA* features eight plays, such as the Give and Go and the Low Post. You can choose four of them to make up your team's playbook. Pausing the game will allow you to change which plays are in your playbook at any given time.



The scoreboards scroll in the background, making it hard to locate the game clock at times.

It's too bad the game's graphics aren't as innovative as the rest of its features. The action is presented in a smooth side-scrolling fashion, but there is little variety in the player graphics or animation. All of the team members look exactly the same (except for their jersey colors), and, while there are a few nicely animated dunks, the ball's arc on all other shots is completely unrealistic. Add some annoying cutaway scenes when a shot is blocked or the ref calls a penalty, and you begin to think fondly of Sega's *Pat Riley Basketball* game.

The graphics also hurt the game's playability. Small flags "float" over each player, indicating either who controls them (Player 1 or 2) or their position (guard, center, etc.). The net effect is that the screen is so cluttered it's hard to see which man you are controlling, especially when rapidly changing players on defense.

—Jeffrey Tschiltsch

GRAPHICS 5

Charles Barkley with HAIR? Players jumping four feet off the ground when shooting a free throw? Strictly first-generation stuff here.

SOUND/MUSIC 6

The music is typical of Genesis games, not bad but not great either. The sound effects are pretty cheesy, especially the "white noise" crowd.

PLAYABILITY 5

The controls are O.K., but trying to take control of a specific defender can be maddening! The computer-controlled teams are doormats until the fourth period, when they suddenly start scoring and stealing the ball at will.

EDITORS' RATINGS

GORE 6 MIKE 5 CHRIS 7 NIKOS 7

BANG FOR THE BUCK 4

THE LOWDOWN

Some nice statistical features and ability to play a full NBA season may appeal to some, but the game's weak graphical presentation and only passable controls are sure to disappoint most.

REVIEWS

WIN! The Ultimate Gaming Rig!!

PANDEMONIUM INCORPORATED

OVER $18,000.00 IN PRIZES!

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

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

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

We're talkin' GAMING HEAVEN!

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

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

Mystery Word Grid

				S		
		E				
E	N	T	R	Y	W	MYSTERY WORD
	T					
				M		

WORD LIST and LETTER CODE chart

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

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

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

- ☐ ($3.00) Video Game Contest
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- ☐ ($5.00) SPECIAL! Enter Both (SAVE $1.00)

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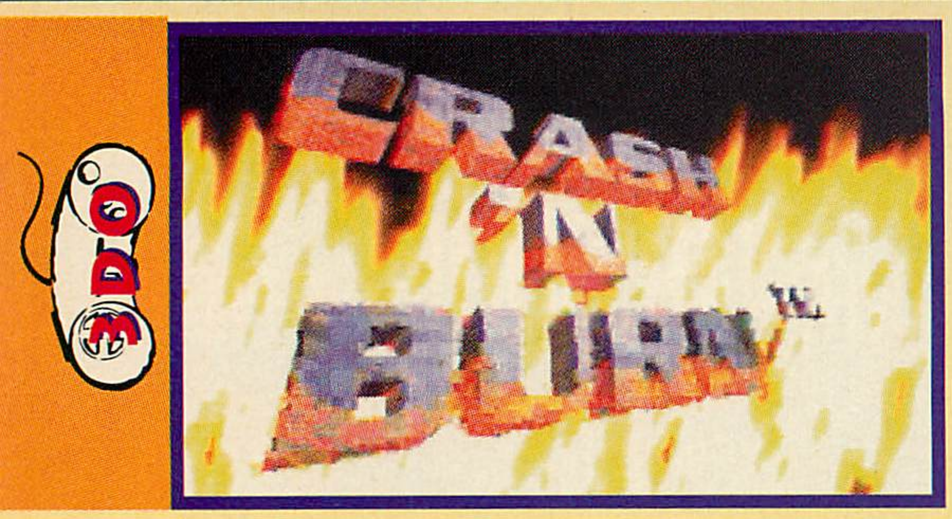
City _____ **State** _____ **Zip** _____

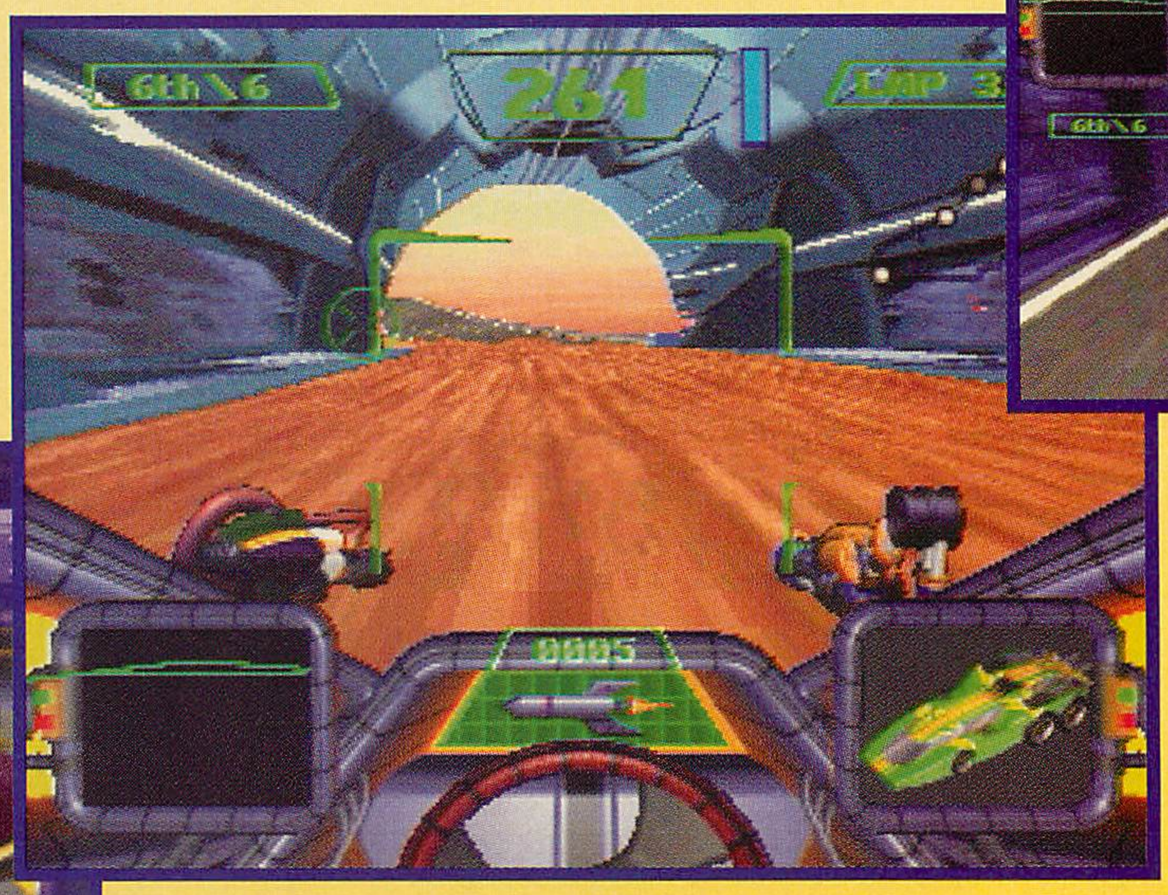
SEND CASH, M.O., OR CHECK TO:
PANDEMONIUM, P.O. BOX 26247
MINNEAPOLIS, MN 55426-0247

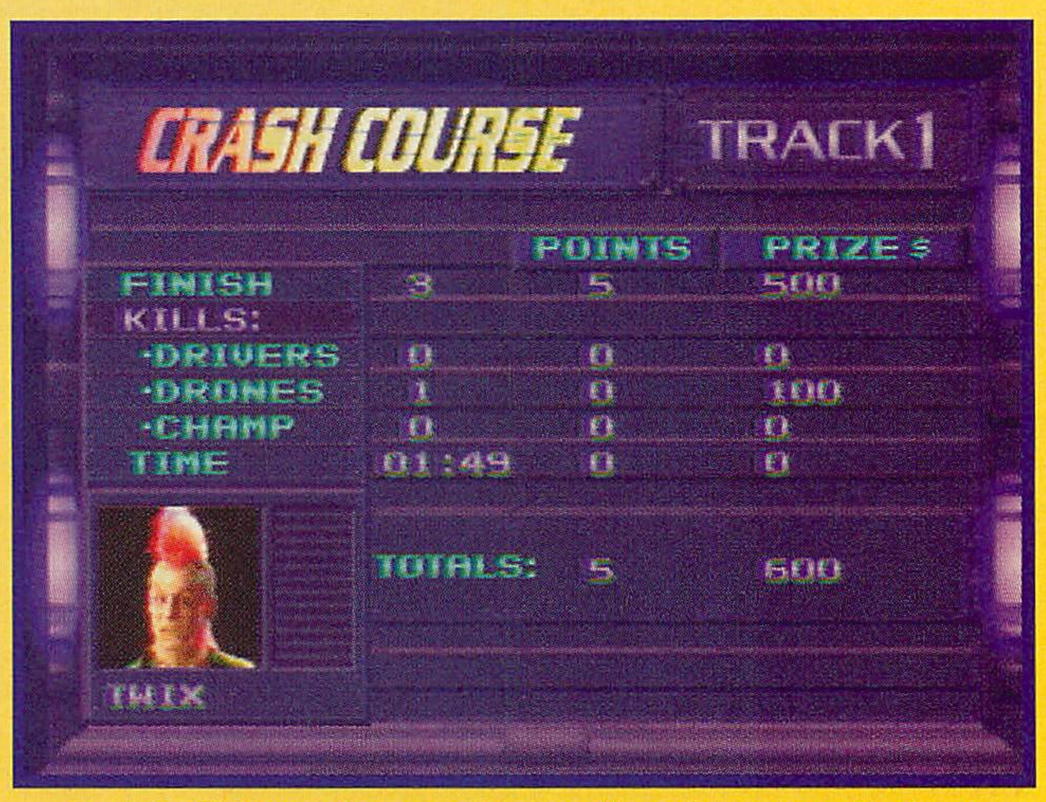
VOID WHERE PROHIBITED • ENTRY DEADLINE: POSTMARKED BY FEBRUARY 5, 1994 • ENTRY FEE MUST BE INCLUDED Only one entry per person. Employees of Pandemonium, Inc. and its suppliers are ineligible. Judges decisions are final. Where judges are in error the sponsor's liability is limited to the amount of entry fees paid. Not responsible for lost, delayed or stolen mail. You can request Winners List and Official Rules by writing Pandemonium, Inc. 7202 Washington Ave. S., Eden Prairie, MN 55344. Merchandise names and models are trademarks of their respective companies who have no affiliation with this contest. © 1993 Pandemonium, Inc.

CIRCLE #114 ON READER SERVICE CARD.

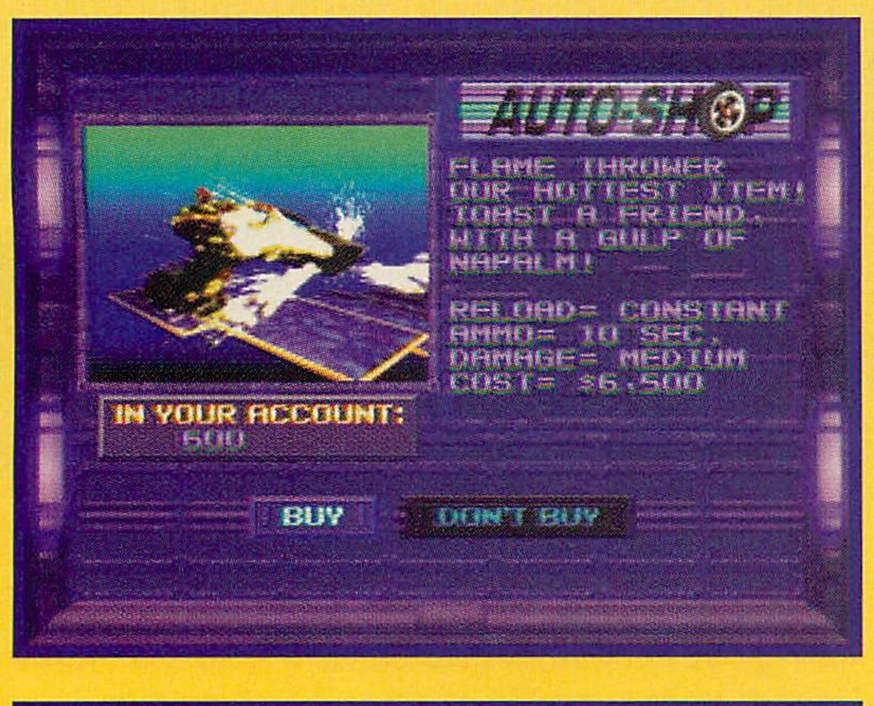


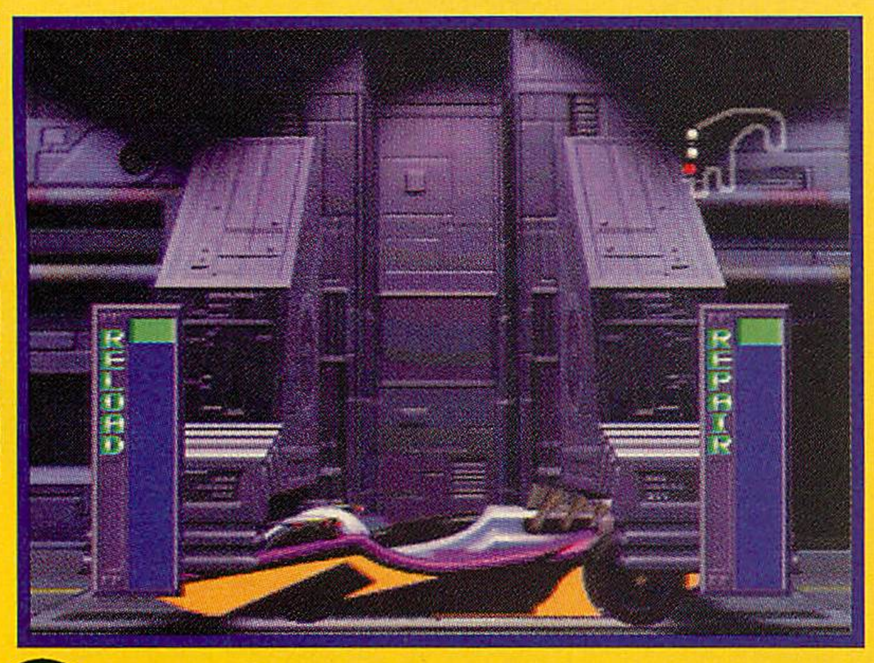
The box for Panasonic's REAL system—AKA the long anticipated 3DO Interactive Multiplayer—is a bit of a disappointment, with bland pictures of the system and the pack-in game *Crash 'N Burn*. Definitely room for improvement there. Inside the box, you'll find the REAL, a single controller, and two CDs (the sampler CD and Crystal Dynamics' Crash 'N Burn).





***Crash 'N Burn* demonstrates the almost unlimited potential of the 3DO system with its stunning graphics and involving game-play.**





HARDWARE: The REAL has a single controller port in the front, but only one is needed, since controllers are daisy-chained together (see below). There's a power button on the left side of the REAL and a tray open/close button on the right. The REAL unit itself is kind of cheesy looking—not sleek and dynamic like the Genesis, but more boxy and kitchen appliance-looking like a spinning Lazy Susan.

On the right side of REAL is an AV Expansion Slot. As expected, the REAL manual and Sampler CD simply state that it's for "future use". On the back is an Expansion Port (also for future use), a channel 3/4 Switch, an RF Output Jack (for TV hookup), an S-Video Output jack, a standard Video Output Jack, Right and Left Audio Output jacks, and the Power Cord.

The controller is very comfortable, and it's cord is very long—about 11 feet. (The Genesis and SNES controller cords are roughly seven feet long). The controller has seven buttons: A, B, and C (in the same location as a Genesis controller), L and R on the top (in the same location as a SNES controller), and Stop and Play, where you'd find Start and Select on a SNES pad. The controller has a mini headphone jack in the bottom, complete with volume control dial. The top of the controller has an Expansion port that's used to plug in more controllers; the second controller plugs into the expansion port of the first, the third into the second, and so on.

SAMPLER CD: After a spectacular intro, the Sampler presents you with three options. The first option is a guided tour of 3DO with a three-dimensional rendering of the unit you can rotate with the control pad. When you stop on any side of the 3DO, icons point out the different ports. Click on an icon for more information on the port.

The second option, Coming Soon, Coming Soon, puts you into a square "room" with seven

posters hanging on the walls. You walk through the room in real-time using the controller. Walk up to a poster and it comes alive with a looping animation; press A to see the coming attractions "inside" the poster. Poster topics include Simulations, Interactive Movies, Sports, and the dreaded Edutainment (ewww!). The information on most of the titles is vague, since few of them are near completion.

The third option is Diversions, a collection of demonstration programs. There's a limited demo of *PGA Tour Golf*, a bizarre driving game called *Road Race*, a shell game from the edutainment title *It's a Bird's Life*, a cool graphic demo with psychedelic colors, and two five minute full-motion video animations from *Batman: The Animated Series* and *2 Stupid Dogs*. The FMV resolution is very high, and the sound is in stereo.

Crash 'N Burn: The game starts with a stunning animation that sets the post-apocalyptic scene, followed by an option screen where you can choose the Rally or Tournament. The Rally lets you drive on any of five different circuits, while the Tournament makes you start at the first circuit and work your way up to the sixth and final circuit of tracks (which can only be reached in the Tournament play).

After choosing a Rally or Tournament, you get to choose one of six characters. Each character has several FMV clips with such amusing lines as "A dead enemy can't kill you." After your driver introduces himself, you see his car spinning showroom-style, along with stats on the car's top speed, acceleration, and armor. Cars with higher top speed have lower acceleration and armor, and vice versa.

In Tournament mode you start with a "stock" car. As you collect money from winning races and shooting the other drivers, you can purchase guns, missiles, laser cannons, land mines, armor and special items. Special items include nitros, a flash to blind drivers behind you, and improved tires. Every once in a blue moon you'll be greeted by the black market seller, who offers you cars and items that aren't normally available. They're all very interesting, and very expensive at more than $10,000 each. you can switch between two different viewpoints during a race: a first-person view from inside the car, and a third-person view from behind and above the car. Various windows on the screen show information about your car, but if you take too much damage, the windows "break" and you have to pull into the pits to repair them. (You also have to hit the pits when you're running low on ammo.) If you finish first, second, or third, you move on to the next race. Any lower and you have to use one of your three continues.

If there's any problem with the game, it's the single save slot for the Tournament mode. If you don't want anyone using your save, they're stuck playing in the Rally mode, which isn't as fun because you can't win money or buy weapons. A minor flaw in an otherwise killer game.

—J. Douglas Arnold and Zach Meston

GRAPHICS 9

If we have to nit-pick anything, it would be the slightly pixilated full-motion video clips, but they're still eighty zillion times (give or take a zillion)better than FMV on the Sega CD.

SOUND/MUSIC 7

The weakest part of *Crash 'N Burn*. The music is great (especially when you consider it's generated by the sound chip, not played off the CD), but the sound effects are sparse, and the engine noise is too whiny and high-pitched.

PLAYABILITY 8

There are a few glitches—the worst of them being a bug that causes an explosion to stay on the screen and obscure the first-person viewpoint —but they crop up very rarely.

EDITORS' RATINGS

GORE 8 MIKE 7 CHRIS 8 NIKOS 8

BANG FOR THE BUCK 9

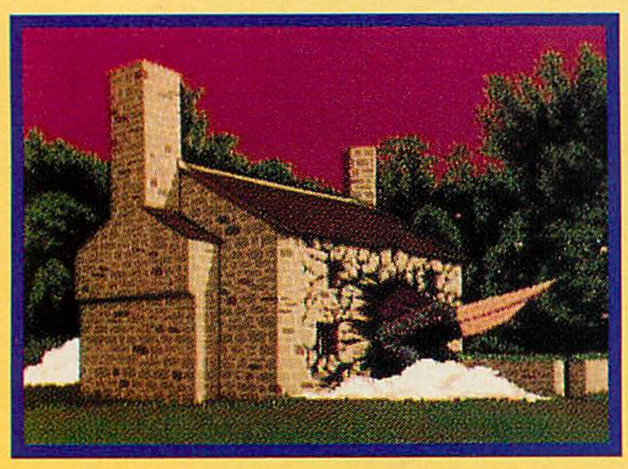
THE LOWDOWN

***Crash 'N Burn* is the best pack-in game ever and one of the best driving games ever, with graphics that blow your mind and then blow it again just for fun. And remember that 3DO games will only get better as programmers learn to make the most of the hardware. (Stop drooling...)**

DUO/TG-16

Dungeon Explorer II

PRICE: $49.99
AVAILABLE: NOW
DIFFICULTY: EASY
COMPANY:
TURBO TECHNOLOGIES INC.
6701 CENTER DR. W., SUITE 500
LOS ANGELES, CA 90045
PHONE: (206) 882-2040



The only good thing about *Dungeon Explorer II* is its multiplayer feature. Too bad the game isn't more fun to play.

It takes a lot of work to make a really good strategy/role-playing game. There has to be mystery along with action. You have to constantly be exploring and finding things to complete your quest. Attention to detail is really what makes the game. *Dungeon Explorer II* had a lot of potential. I started playing it and thought the intro was kind of cool. I explored the first town and thought it was kind of neat, but then I really started playing and found out that it's one of the most repetitious games ever. Graphics repeat, music repeats, the adventures repeat. After you've played for a couple of hours, you don't even care about the adventure anymore. You just want to go watch MTV, where at least the repetitious music is broken up with commercials.

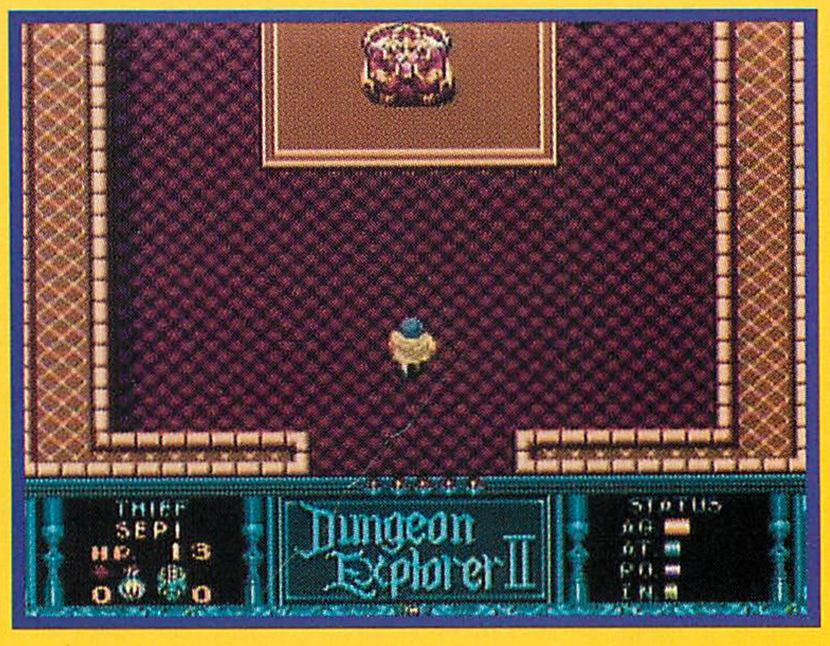
The story that *Dungeon Explorer II* follows is that the kingdom of Oddesia has once again been taken over by the evil hordes of Natas. Natas has stolen Ora's Orb, which has kept the kingdom under a peaceful reign. You must find Natas, take the orb back and restore peace to the kingdom. You can play one of eight characters that tries to defeat Natas.

The one thing that is really great about *DE II* is its multiplayer feature. You and your friends can all play at once trying to save the kingdom. It's just too bad the game isn't very good. None of your friends would really *want* to play. The graphics are repetitious, and not much use is made of the game's color palette. Everything looks like a couch that was made in 1975.

The same repetition happens in the music. When you keep hearing the same theme throughout the kingdom, you feel like going out and shooting stop signs.

One detail that I really did like in *DE II* was that you could play blackjack with Death in order to gain extra life points. It is this kind of hidden detail and additional game play that makes an adventure game fun. It's just too bad the designers didn't include more details to make *Dungeon Explorer II* a really good game.

—Nikos Constant



GRAPHICS 5

Nothing special. Most of the levels look like the carpet they use in cheap motels.

SOUND/MUSIC 6

Sound is usually where the Duo games stand apart from the rest, but, in this case, the music is so repetitious it makes you nuts. The sound effects could have been a lot better too.

PLAYABILITY 5

The multiplayer feature is a big plus, but this game doesn't really get you excited like other multiplayer games. The adventure aspect needs to be spiced up.

EDITORS' RATINGS

GORE 6 MIKE 6 CHRIS 8 BETTY 6

BANG FOR THE BUCK 4

THE LOWDOWN

Dungeon Explorer II had a lot of potential, but it just doesn't get the player involved enough. I liked some features, like playing blackjack with Death, but there needed to be more of that kind of interaction, along with better graphics.

REVIEWS

young MERLIN™

YOUNG MERLIN
FOR THE SUPER NES®

Westwood™ STUDIOS

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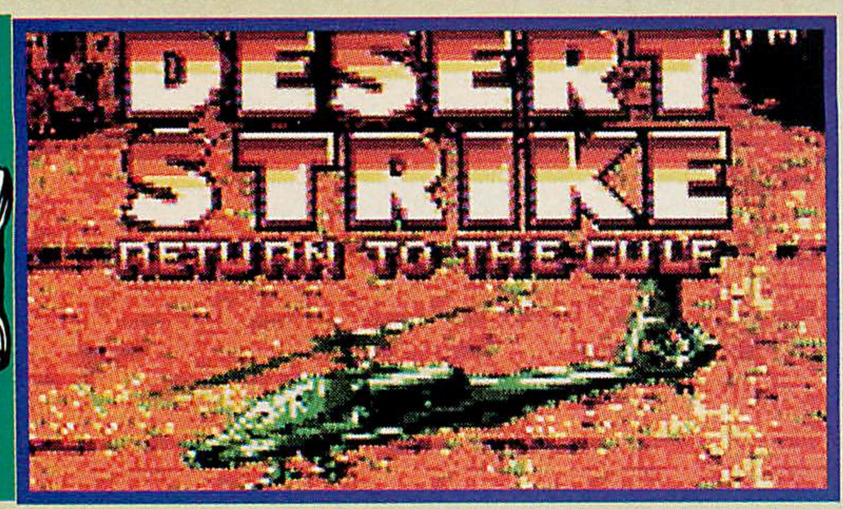
CIRCLE #115 ON READER SERVICE CARD.



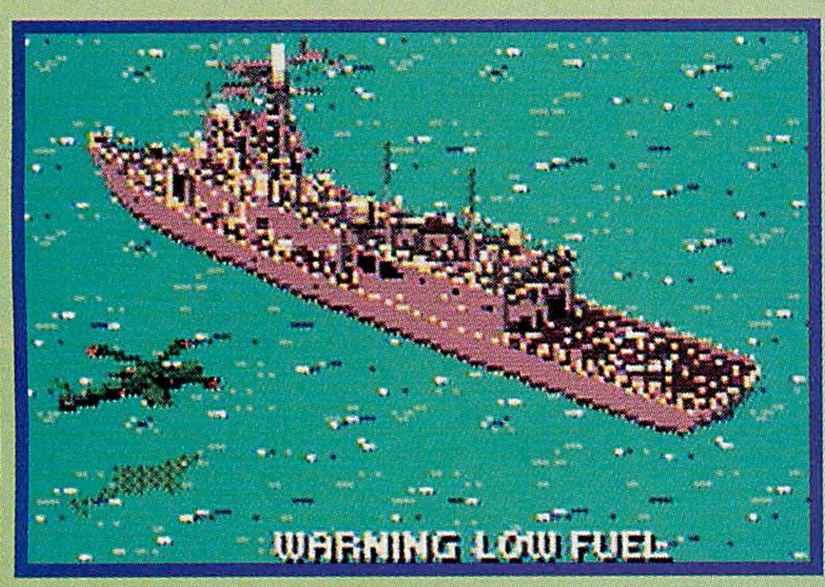
PRICE: $49.95
AVAILABLE: NOW
DIFFICULTY: HARD
COMPANY:
TELEGAMES INC.
222 W. FIRST STREET, BOX 901
LANCASTER, TX 75146
PHONE: (214) 227-7694

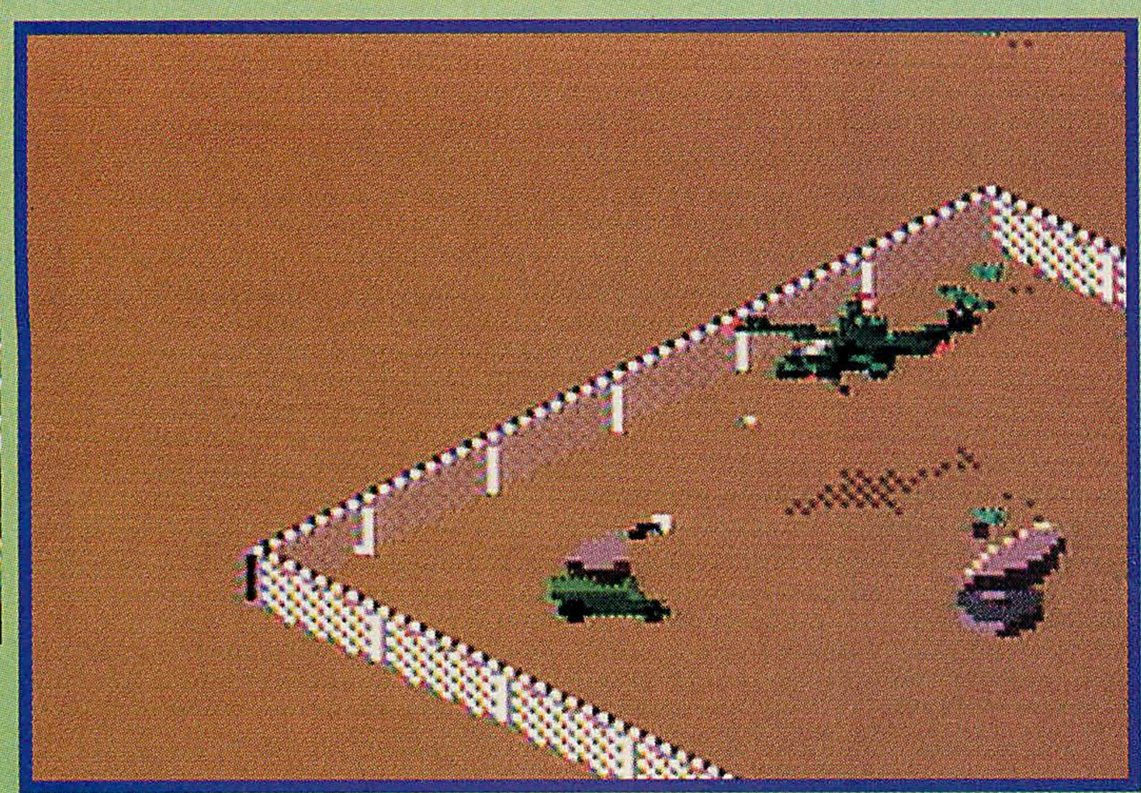
Licensed from Electronic Arts and developed by Teque London Ltd., this 2-meg cart is one of the most enjoyable action games available for the Lynx.

Fans of EA's original *Desert Strike* games on the Genesis and Super NES will recognize the theme: You're a helicopter pilot who must systematically strafe and bomb the crap out of the ground-based forces of a warmongering desert madman. Most of the game's missions include four or five different objectives, and you'll have to pick up fuel, ammunition and wandering MIA soldiers whenever you can.

The classic helicopter game comes to the Lynx: *Desert Strike* from Telegames.

The three-quarter perspective and control scheme of *Desert Strike* were always its strongest suits, and those elements are preserved in this portable version. There's a bit of slowdown at times, but I can ignore it as long as the game allows me to perform my favorite maneuver. You know the one where you fly by the side of a rotating gun turret, then sharply turn and blast it point-blank as you fishtail around it, always one step ahead of its own return fire? Yessss!





Yep, the subtlety of the original game is intact. You'll be able to tell the difference between your copilots by observing their shooting and winch skills, and the actions of the computer will often surprise you. Once, I had an enemy tank creep up and start shooting while I was helplessly docked on the landing pad unloading passengers; don't tell me that's not artificial intelligence! Even with the steep retail price, this one's a winner; a great conversion.

—Chris Bieniek

GRAPHICS 8

Even the tiniest characters and objects are fairly distinct on the Lynx screen. Fans of *Mortal Kombat* will love shooting at the enemies on foot; they explode into tiny chunks of gore.

SOUND/MUSIC 6

There's no background music—which is fine, it's not really necessary—and the sound effects are O.K. I would have liked to hear the digitized sound of the winch from the Genesis cart though, or maybe some stereo effects.

PLAYABILITY 8

While the controls are a bit more sluggish than in the Genesis or SNES versions, it's still a hugely playable game with lots of long-term appeal.

EDITORS' RATINGS

GORE	MIKE	BETTY	NIKOS
8	7	8	7

BANG FOR THE BUCK 7

THE LOWDOWN

In our August write-up of *Desert Strike*'s Genesis sequel, *Jungle Strike*, reviewer Howard Wen said he liked the game because it reminded him of "Matchbox helicopters and miniature toy vehicles...waging war in the sandbox." I like *Desert Strike* on the Lynx for the same reason, only more so; I guess it's because you can literally take this version into the sandbox with you!

GAME BOY

ALIEN™ VS PREDATOR™

The Last of His Clan

PRICE: N/A

AVAILABLE: NOW

DIFFICULTY: HARD

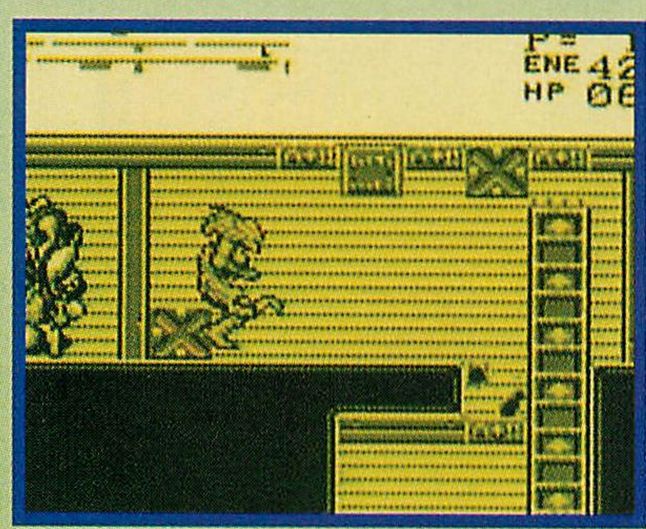
COMPANY:
ACTIVISION
11440 SAN VICENTE BLVD., 3RD FLR.
LOS ANGELES, CA 90049

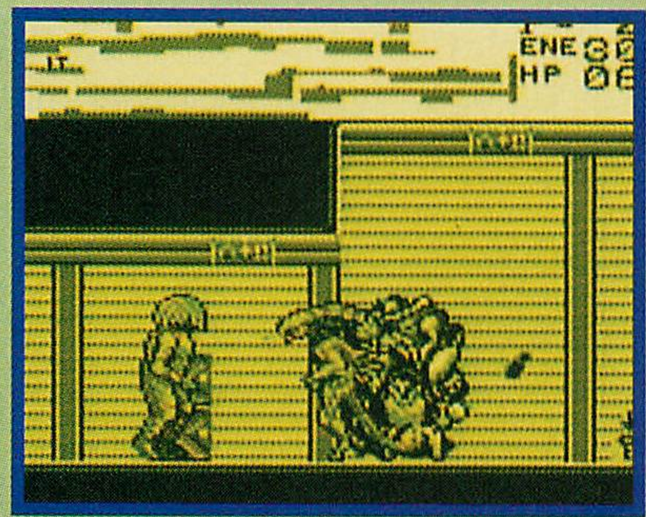
PHONE: (310) 207-4500

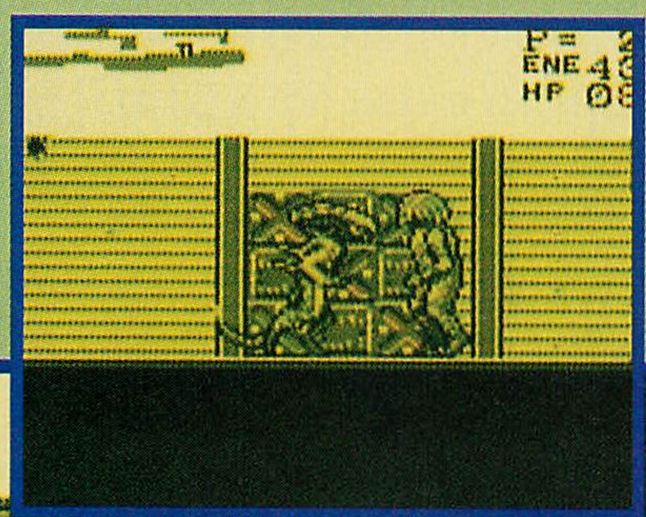
It's always great to play a game that uses the limitations of the system to make a good game. *Alien vs. Predator* is a perfect example of this. Using the Game Boy's limited graphics capabilities, the designers have created a game that replicates the intensity of both the *Alien* and *Predator* movies.

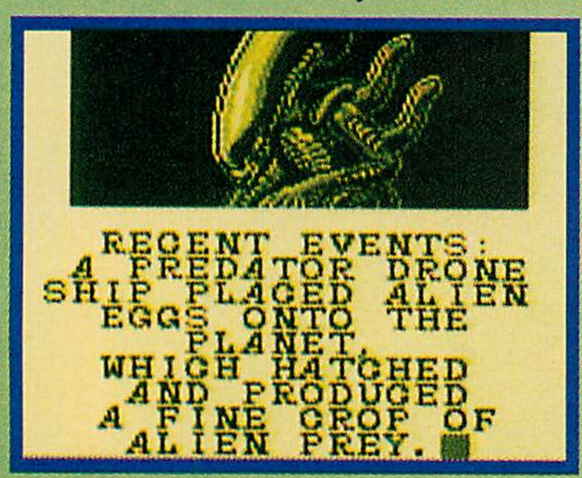
The plot of the game casts you as one of the final survivors of the clan of the Predator. You're stuck on a planet that is infested with Aliens, and you must fight through various levels of the Alien hive in order to survive. You begin the game with only the ability to jump and hit, but, as the game moves along, you obtain energy and weapons to help you survive.

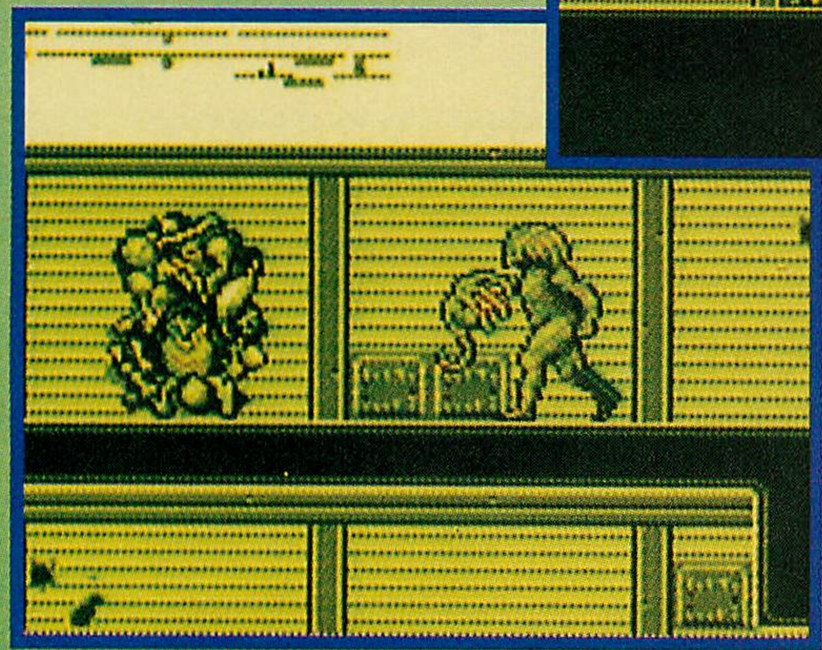
What makes *Alien vs. Predator* such a good game is that it uses the limited visibility of the Game Boy screen to depict the dark and muddled Alien hive. You can't see many of the Aliens coming at you; whether they are full-sized warriors, face huggers attacking from eggs or small chest bursters, they come quickly and stealthily, easily overcoming your defenses—just like in the movies.

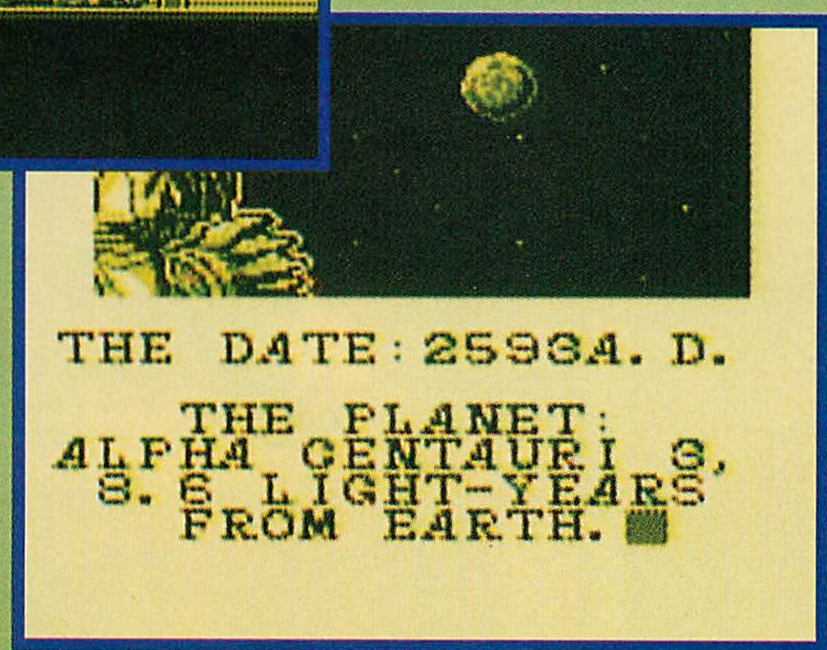












Luckily, you are working with a system of hit points that allows you to take multiple wounds before you become an Alien incubator. You also have a mapping feature that shows you where you are in each part of the maze. But, if you run out of energy, your map fails and you'll be in the dark. You also can get replays so that you don't have to start back at the very beginning of the game each time you die.

Finally, the music heightens the game's ominous tone of survival, pushing the melodramatic music ability of the Game Boy to the limit. *Alien vs. Predator* is a hard game, but its difficulty is part of its intensity.

—Nikos Constant

***Alien vs. Predator* uses the limitations of the Game Boy to make the game harder. The Aliens blend into the various backgrounds, just like in the movies.**

GRAPHICS 8

***Alien vs. Predator* uses the limitations of the Game Boy to heighten the intensity of the game. It's hard to see your enemies coming, just like in the movies.**

SOUND/MUSIC 8

Game Boy music is usually disappointing with all its bells and beeps, but the music for this game pushes the Game Boy to its limit, creating an ominous soundtrack to accompany a very scary game.

PLAYABILITY 8

***Alien vs. Predator* is hard! It's hard to see the Aliens coming at you because they blend into the backgrounds. And if it isn't the Aliens, it's the mazes. It's easy to get lost in the Alien hive.**

EDITORS' RATINGS

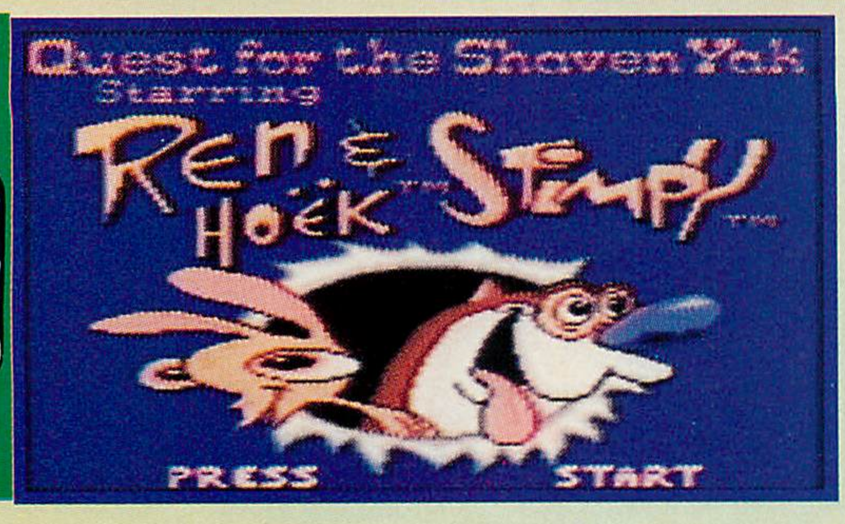
GORE	MIKE	CHRIS	BETTY
8	7	7	8

BANG FOR THE BUCK 8

THE LOWDOWN

Alien vs. Predator is one of the better games for the Game Boy. Its difficulty, excitement and use of the limitations of the Game Boy make it an above-average game. It's perfect for those late-night Game Boy sessions when everyone's asleep except you.

GAME GEAR



PRICE: $39.99

AVAILABLE: NOVEMBER

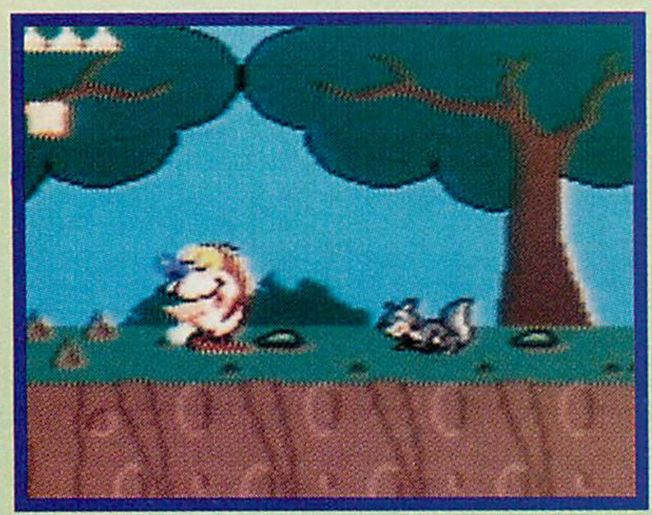
DIFFICULTY: EASY

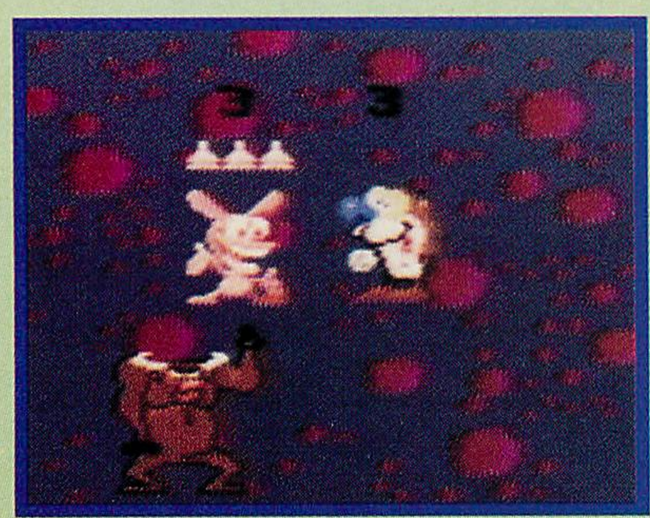
COMPANY:
SEGA OF AMERICA, INC.
130 SHORELINE DRIVE
REDWOOD CITY, CA 94065

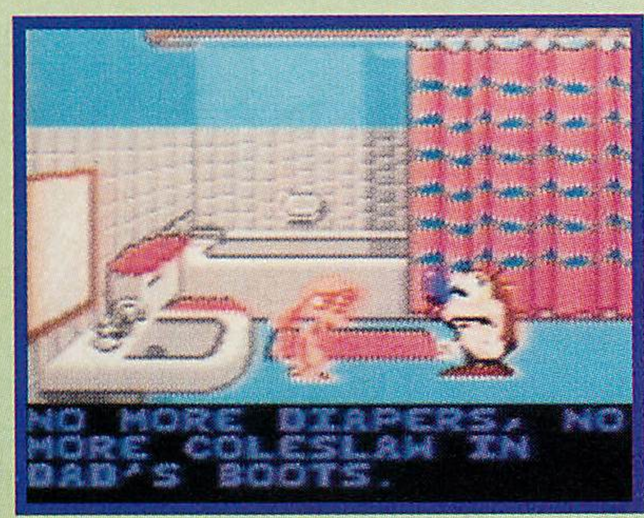
PHONE: (415) 508-2800

Yak-Shaving Day has come and gone, but the Great Shaven Yak has left its hooves in the house of Ren and Stimpy. "Oh, Ren, look: a new pair of shoes!" coos Stimpy with a sly grin...before being cold-cocked by his pal's right fist. "Come on, man...we gotta find that Yak!"

Developed for Sega by Realtime Associates, this ambitious four-megabit Game Gear adventure tries hard to capture the appeal of Nickelodeon's popular dog-and-cat team. If it's not overwhelmingly successful in this regard, it's more due to the fact that it's locked into this predictable, traditional run-and-jump "guy game" format. Wouldn't y'all love to see a Ren & Stimpy RPG, or maybe a first-person shooter—*Hoëkenstein 3-D*?







You'll laugh, you'll cry, you'll cough up hairballs in *Quest for the Shaven Yak*.

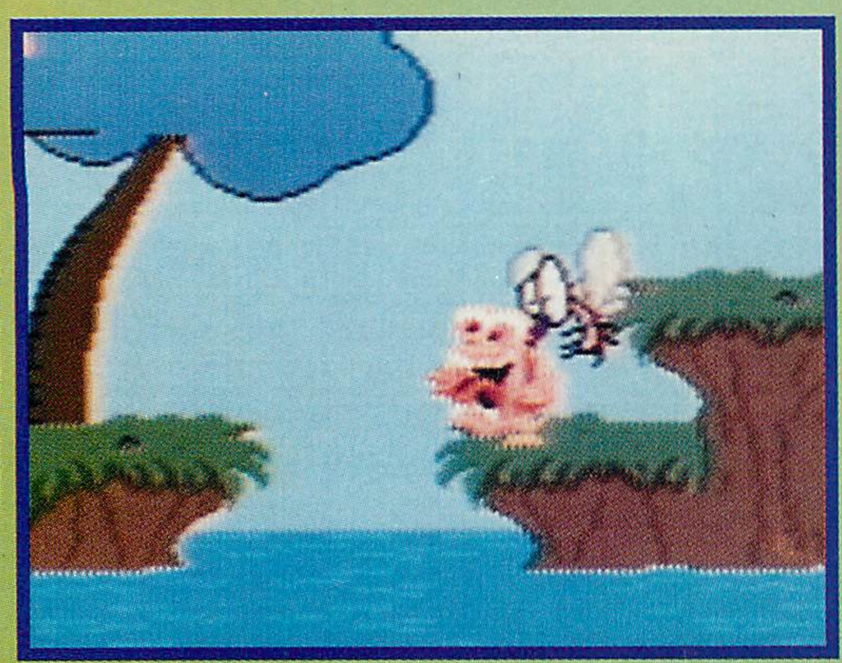
No such luck. Happily, *Quest for the Shaven Yak* Starring Ren Hoëk and Stimpy is one of the better platform games available for this system. The controls are perfect, and, though it does get repetitive in spots, the obstacles and backgrounds are colorful and varied. With stage names like "The Blacker Than Black Forest" and "The Stinky Wet Bayou," you gotta expect some wild enemies and power-ups, and there are plenty. I was overjoyed to find that the "Happy Helmet" has been included as a power-up item, but your character doesn't actually get to wear the thing—touch it, and it disappears as you start flashing to indicate temporary invincibility.

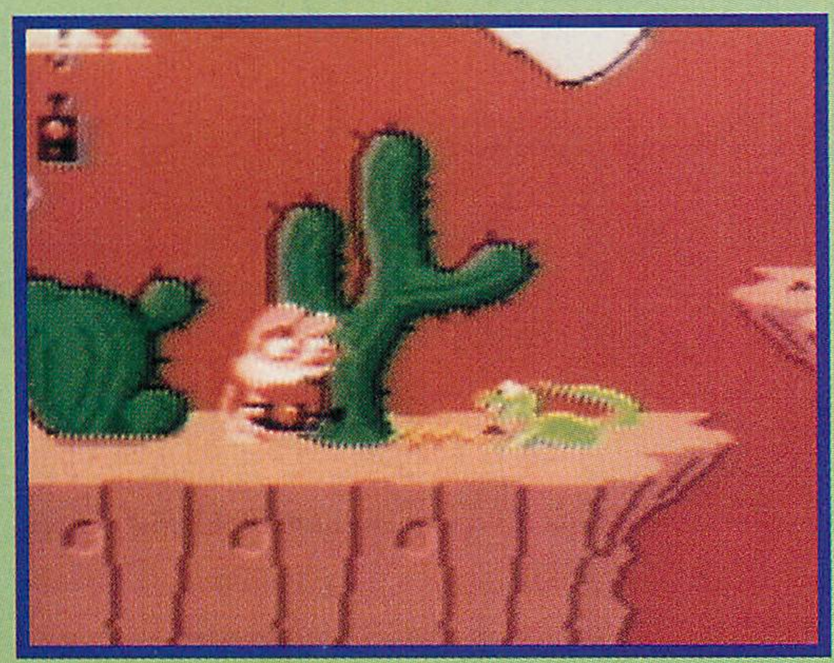
Happily, that's my lone gripe about the way the characters look; Ren and Stimpy are both drawn with many more frames of animation than in the average Game Gear title.

Sega is due to release another Ren & Stimpy game for the Genesis any day now; I can only hope that it lives up to the standards set by *Quest for the Shaven Yak*!

—Chris Bieniek

REVIEWS





GRAPHICS 8

There are a couple of rough spots, but the look of the game is pure *Ren & Stimpy*, right down to the stylized title cards that introduce each level. Even the passwords are funny! The main characters look great—wait'll you see what happens when you pause the game.

SOUND/MUSIC 7

The TV show is known for the "traditional" music and sound effects of cartoons that are older than the video-game industry itself. *Shaven Yak* takes a stab at this kind of atmosphere, but it ends up sounding as Game Gearish as ever. The show's main theme sounds O.K., though.

PLAYABILITY 9

An easy game like this one usually doesn't have much replay value, but it is very long and the controls are just right. It would have been nice if there was more of a difference between Ren and Stimpy's abilities.

EDITORS' RATINGS

GORE 8 MIKE 7 BETTY 7 NIKOS 8

BANG FOR THE BUCK 7

THE LOWDOWN

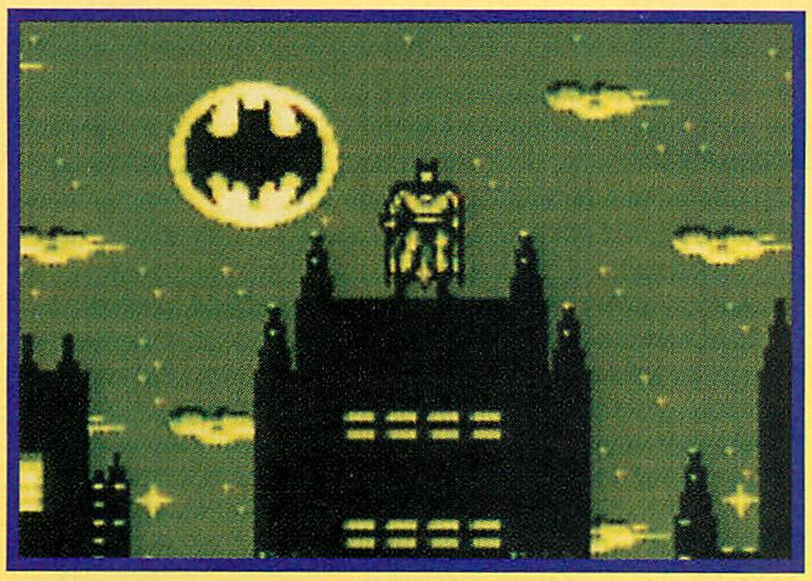
I'm a little disappointed that Quest for the Shaven Yak isn't nearly as original as the show it's based on—but if you know anything about the video game industry, you should know better than to expect something other than a platform game. Still, it is an excellent platform game; so who am I to complain?

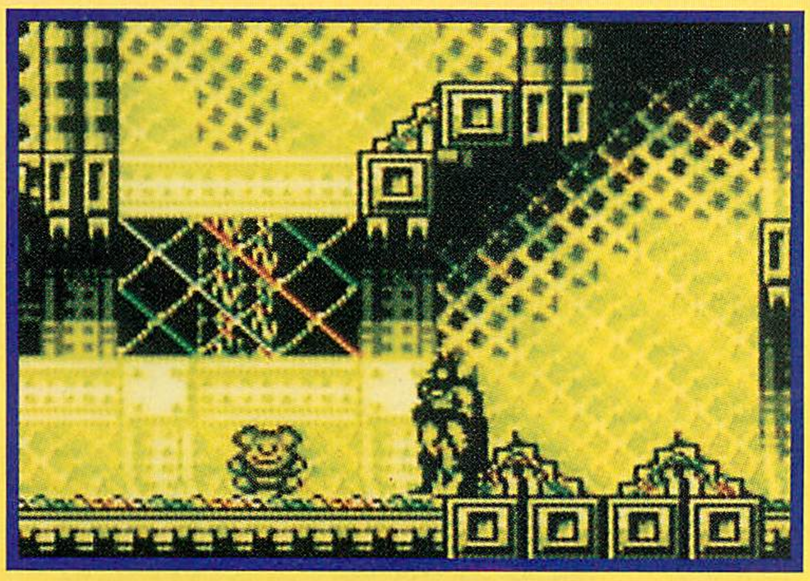
GAME BOY

BATMAN
The Animated Series

PRICE: N/A
AVAILABLE: NOW
DIFFICULTY: HARD
COMPANY:
KONAMI
900 DEERFIELD PARKWAY
BUFFALO GROVE, IL 60089-4510
PHONE: (708) 215-5100

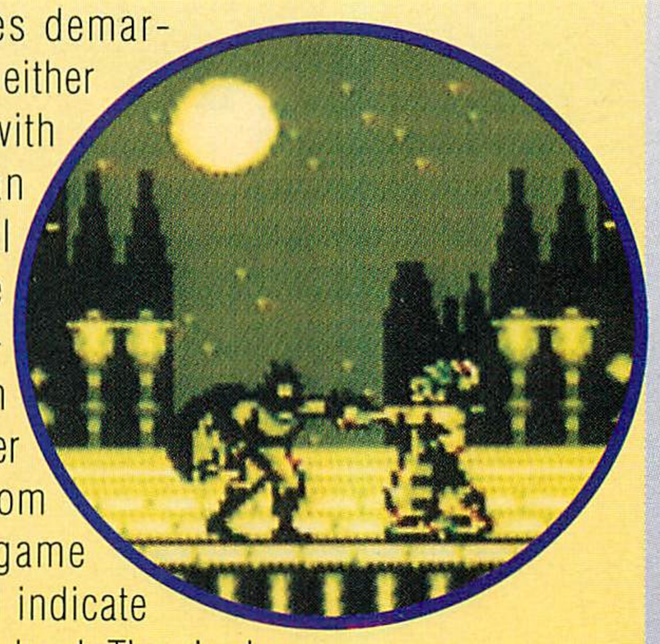
It's *Batman: The Animated Series*, and it's one of the best things to happen to the Game Boy in awhile. It's you as either the Dark Knight himself or his ever-trusty companion, Robin, fighting to save Gotham City once again. (The Gotham City Police Department needs to get it together or something, don't you think?) Defend Gotham City from the likes of Mr. Freeze, Catwoman, Poison Ivy, the Riddler, the Penguin and, of course, the Joker.





As you can see, *Batman: The Animated Series* won't fail to keep you busy. It's funny, I had more fun playing this game than I ever did playing *Batman Returns* for the Sega Genesis. This game seems to do more for me; it moves better, faster (Oh God, I think I'm going to...just kidding). Find your way through a maze of platforms that lead you from level to level. Figuring out exactly where you can use your grappling hooks and where you can drop down through the floor is pretty easy. Both are very cool features.

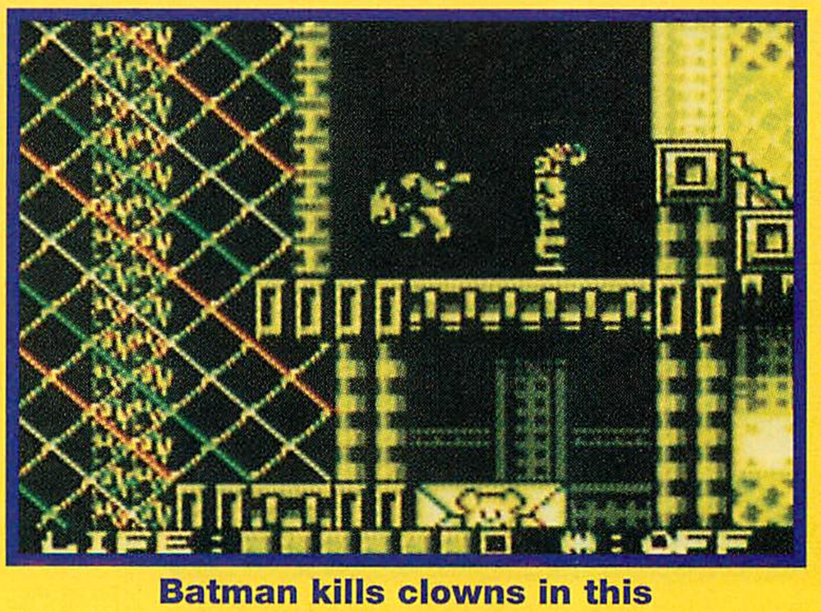
Both Batman and Robin use sheer brute force to punch their enemies into oblivion. But you can also use the weapons at hand. Batman wields Batarangs and Robin uses his slingshot. (I do think the slingshot is a little weak. But it does the job.) Boxes demarcated with either hearts or with the Batman insignia will restore your energy. An energy meter at the bottom of the game screen will indicate your energy level. There's also an indicator for remaining weapon uses. Weapon power-ups are also to be found throughout the game. Two continues allow you to return to the level in which you died. Your energy will be restored, but you'll lose all points and weapons acquired up to then.



Don't let me forget to tell you about the way Batman can jump. He's literally bouncing off the walls. Situations will arise in which you can do nothing *but* jump. It'll really put your skills to the test. In fact, I like bouncing off walls better than flying (I'm referring to *Batman Returns*). Get off on that.

Of the five episodes (Episode One: *The Joke's on You*, Episode Two: *The Chill of a Lifetime*, Episode Three: *The Green Menace*, Episode Four: *Bank Robbing Is a Gas*, Episode Five: *The Joker's Last Laugh?*), *The Green Menace* is my favorite. (Although *Bank Robbing Is a Gas* is pretty funny.) *The Green Menace* is so great because both those lovely ladies, Poison Ivy and Catwoman make their appearances. You'll recognize this episode by the plant growth that's overpowering Gotham City.

—Betty Hallock



Batman kills clowns in this carnivalesque caper.

GRAPHICS 8

This is pretty much as good as it gets for the Game Boy, isn't it? Those robot clowns look kind of weird though. I guess they're supposed to.

SOUND/MUSIC 7

Herein lies one of my only complaints. The music is pretty ominous. And that's satisfactory for maybe the movies. But when playing a game and trying to obliterate psycho criminals, something with a better beat is necessary.

PLAYABILITY 9

This is the game's real forte. The punching's great. The jumping's great. The grappling's great. The only problem one might encounter might be in maneuvering the weapons.

EDITORS' RATINGS

GORE 7 MIKE 7 CHRIS 8 NIKOS 7

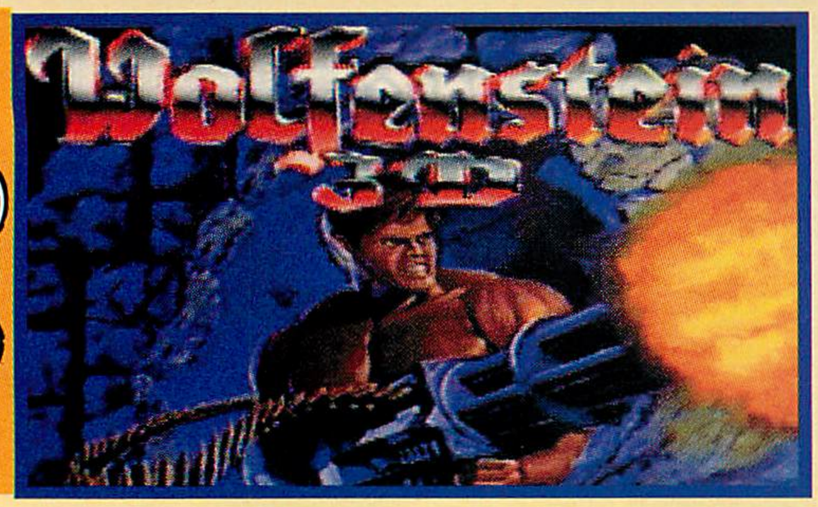
BANG FOR THE BUCK 8

THE LOWDOWN

A great game for the Game Boy. After having played, I needed one of those wet wipes you get from Kentucky Fried Chicken for cleaning your greasy fingers. A platform game with a good "maze" kind of effect. I like it. So there you go.

REVIEWS

SNES



PRICE: $64.99

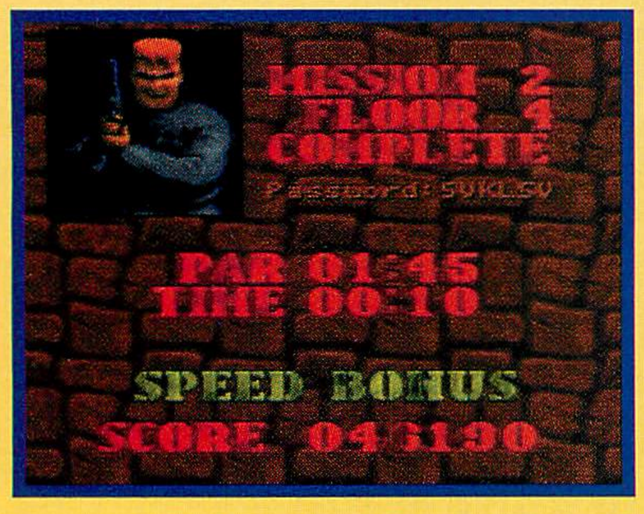
AVAILABLE: FEBRUARY

DIFFICULTY: MEDIUM

COMPANY:
IMAGINEER AMERICA
15317 N.E. 90TH ST.
REDMOND, WA 98052

PHONE: (206) 867-5790

Id's revolutionary PC version sparked a fire in the computer-gaming industry. Not because it was such a hot game (which it was), but because it was shareware.

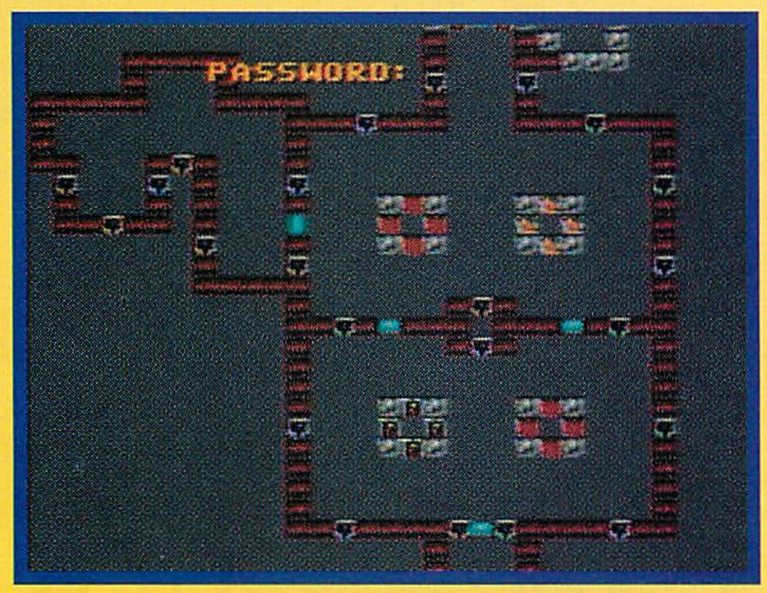


Imagineer is very lucky to have such a game developed for it as its first release as a Nintendo licensee in this country.

For those of you not familiar with this game, *Wolfenstein 3D* is the story of an American secret operative (B.J. Blazkowics) who is on a mission to kill an insane dictator.

Wolfenstein 3D should have been named *Super Wolfenstein* because of all the additional stuff it has over its PC sibling. There are new weapons and new features. One of the new features is that you can now have up to 299 rounds of ammunition when using the chaingun.

Also, the levels are not laid out the same way—well, only the first is. So don't expect to be able to buzz around levels using those old PC map books. Another new feature about this game are the new story sequences between missions. An FDR look-alike evaluates your performance and tells you about your next mission.



So, what *didn't* I like about this game? The menu select screen. They took out the cool difficulty level that was in the PC version. That's right, no more, "I am death incarnate."

The fact that the Nazi symbols and the blood and guts have been taken out of the SNES version doesn't mean that the game isn't as good as the PC version. This version is as much fun, if not more. The only thing that stopped me from giving this game a 10 was the fact that I wanted lots more. Bring on *Doom*!

—Mike Davila

Kill! Kill! Kill! What better strategy for this game could you have?

REVIEWS

GRAPHICS 9

Wolfenstein is 3-D. Don't let the pixels scare you away. The game's not supposed to have mutilayered scrolling screens. This game by far has the best first-person graphics driver for a game of this type on the SNES.

SOUND/MUSIC 8

Unfortunately, all the German swear words have been taken out and replaced with English niceties. Don't despair though, the game is as fun and exciting without the *achtungs*. The musical score gets you psyched for killing.

PLAYABILITY 9

Wolfenstein 3D is very playable, especially when you need to blow off some steam. There are plenty of levels to blast through. I've played through the game several times, and, whenever someone else pops this cart in, I can't resist going over and playing too.

EDITORS' RATINGS

GORE 9 BETTY 9 CHRIS 7 NIKOS 8

BANG FOR THE BUCK 10

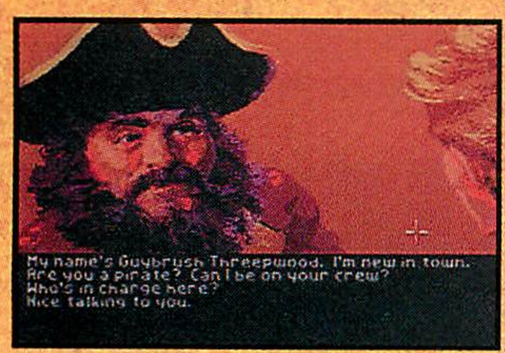
THE LOWDOWN

This is one of the first truly original games to come along on the SNES in a long time, even if it was already released on the PC awhile ago. Who cares? Next to *Mortal Kombat*, this is one of the few games that I will be recommending to SNES owners this holiday.

Yo-Ho-Ho and a Barrel of Grog.

WANTED:

Bloodthirsty swashbuckler-wannabee for the ultimate in high seas adventure. Must be willing to lie, cheat, steal, swill Grog... and get shot from a cannon. Sense of humor a must!



To reach Monkey Island, you'll have to swindle peg-legged pirates and blotto buccaneers– and gather clues to unlock the puzzles that await you.

Melee Island is filled with exciting pirate adventure–join the Fettuccini Bros. circus and earn your pieces of eight as a human cannon ball.

Along your quest to become the greatest pirate in history, you must find, gather–even steal– various items in order to reach the famed Monkey Island.

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GENESIS

Daffy Duck™ The Marvin Missions

PRICE: N/A
AVAILABLE: NOW
DIFFICULTY: EASY
COMPANY:
SUNSOFT
11165 KNOTT AVE.
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Ever wish you could help out Daffy Duck in one of his classic cartoon adventures? Y'know, keep him from getting his beak blown off, being disintegrated or just plain keep him out of trouble? Well now you can! *Daffy Duck: The Marvin Missions* is more than just a fun platform game with shooter aspects—it's like an interactive cartoon!

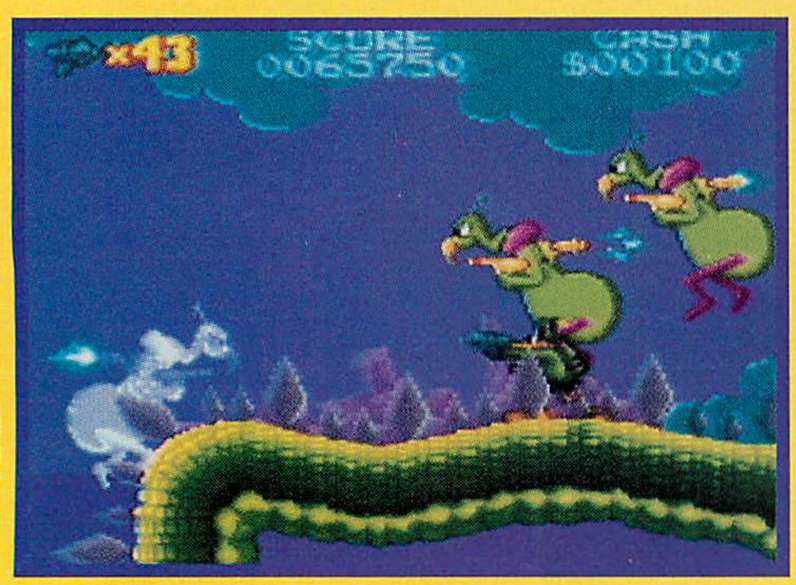
Travel to planets of lava, water, plants and asteroids in your search across the galaxy for Marvin the Martian. Marvin has kidnapped a load of politicians (so what's there to rescue?) and Daffy Duck must save the day.

The only drawback is that there are no passwords to select levels. Each time I restarted the game I had to breeze through the same levels to get to the place I left off. That doesn't mean I didn't have a good time, but I've put our *Tips & Tricks* editor, Chris Bieniek, on a mission of his own—find the level select in *Daffy Duck: The Marvin Missions*. (Once YOU get hooked on this game, you'll have to read *VideoGames*, because we *will* find it.)

I had a great time getting Daffy through various levels and sublevels in his search for Marvin. The game features new and innovative elements, like killer cactus, dangerous lava-men and outer-space resorts, as well as elements from the original "Marvin the Martian" cartoons. You won't be disappointed, as you spend hours solving Daffy's dilemma. Delightfully despicable and great fun!

—Chris Gore

TIP: The boss on Level 1 is Marvin in a spacecraft. Kneel directly underneath Marvin's capsule on the ship and shoot using the anti-matter gun. After a few minutes of continuous blasting, Marvin will eject and get away, but you've beaten him in round one.



TIP: Pause the game to use the automapping feature. You'll know exactly where you're going and where you've been.

CHOOSE YOUR WEAPONS: Carefully pick your guns! TIP: Two packs of fuel, one anti-matter gun and one nutty attack will leave you with $200, but don't worry. You'll pick up ALL the other guns, plus extra fuel for FREE along the way.

GRAPHICS 9

The animators from Warner Bros. would be proud! Actual poses and expressions of Daffy, Porky and Marvin seem to be taken directly out of the cartoons. The backgrounds are colorful and lend a 3-D look to the game.

SOUND/MUSIC 8

The kooky score re-creates the mood of the classic cartoons. The sound effects for each of Daffy's weapons really give you the feel of blasting, nuking, freezing or bombing your foes. Daffy himself hoots, hollers and complains in prime form.

PLAYABILITY 10

Easy to learn, and you'll have fun discovering the various uses for the variety of ray guns. The frustration quotient is low, and hearing Daffy cackle in agony as he bounces off the screen just makes you want to come back for more!

EDITORS' RATINGS

BETTY 8 | MIKE 8 | CHRIS 7 | NIKOS 7

BANG FOR THE BUCK 10

THE LOWDOWN

Daffy Duck: The Marvin Missions is a blast for young and old. Combining the best aspects of platform/shooters, it comes close to becoming a fun interactive cartoon. Highly recommended.

REVIEW

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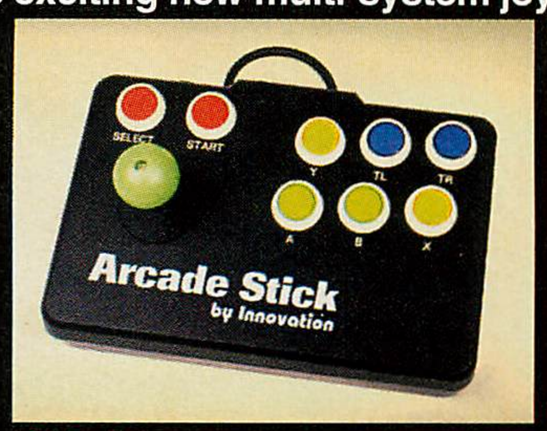

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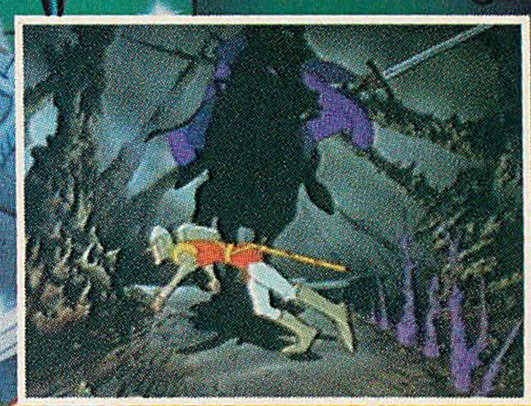

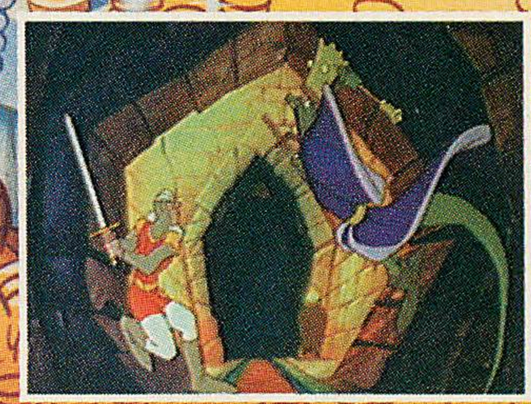

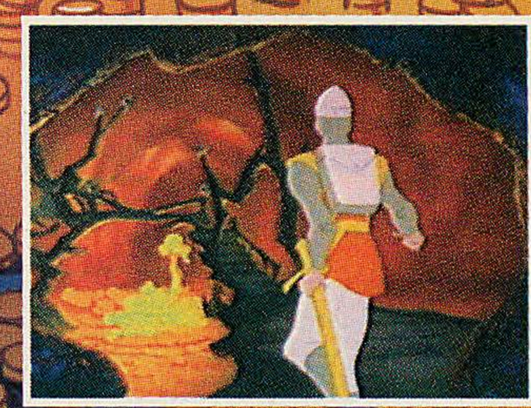

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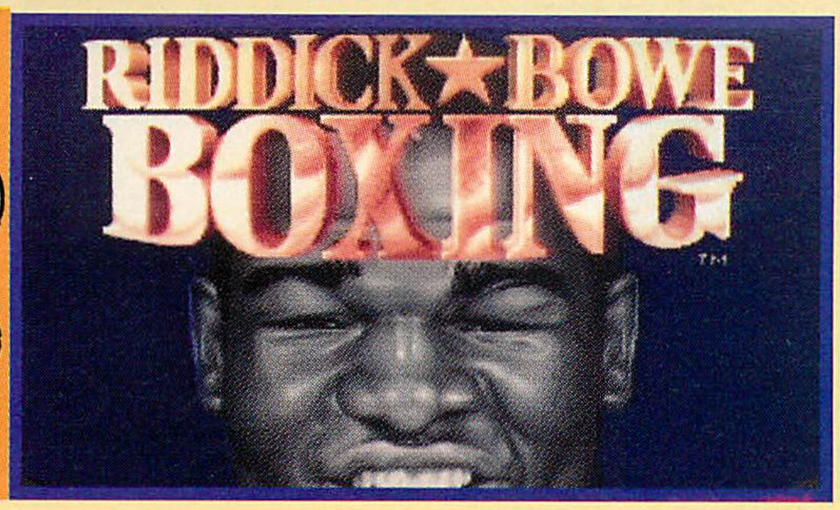

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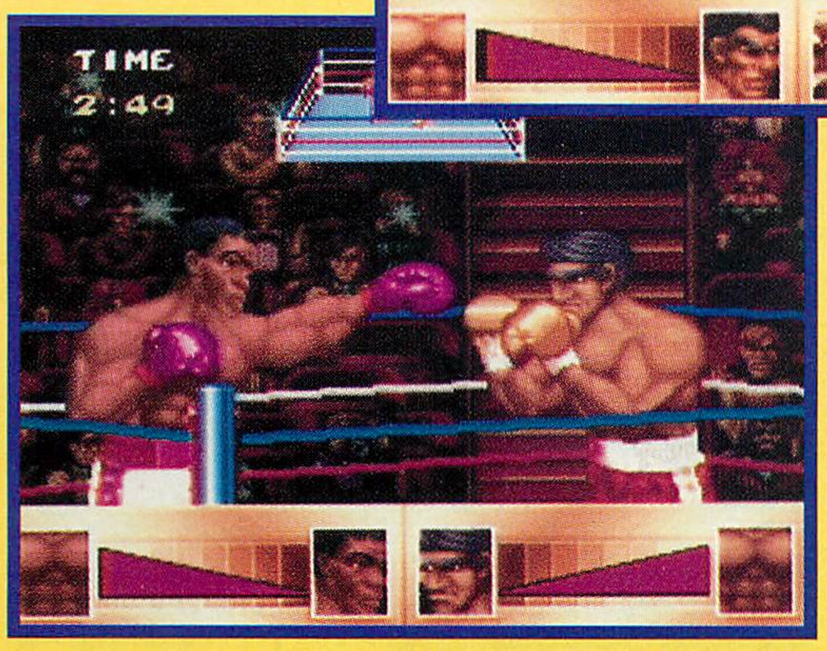
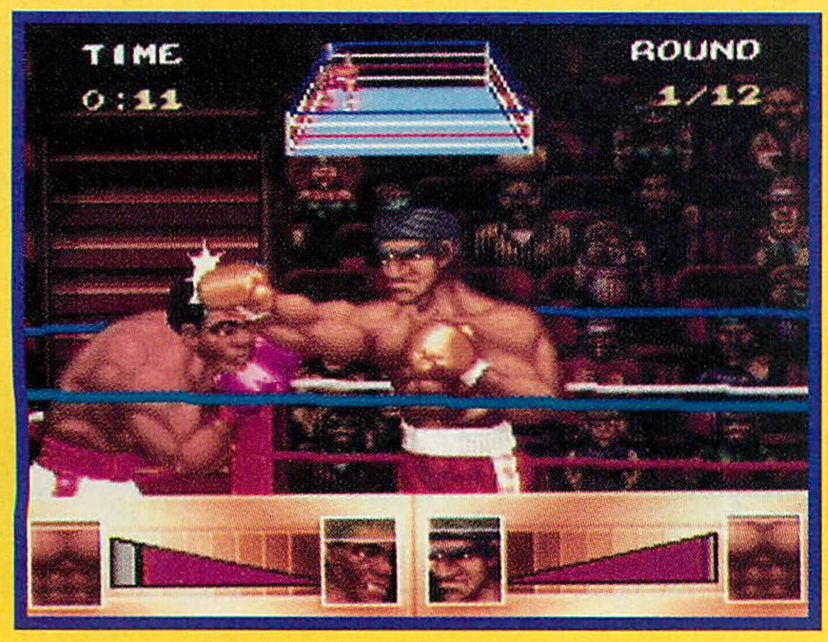
If you've ever played *Evander Holyfield's "Real Deal" Boxing* on the Sega Genesis, then you already have a real good idea what Extreme's new *Riddick Bowe Boxing* for the SNES is all about. The license may have changed, but the game is essentially the same.

Riddick Bowe features both Exhibition and Career modes. When you begin a career, you must first create a new boxer. You can select everything from the type of haircut your fighter has to the color of his trunks. Your new boxer has a small but equal amount of Power, Speed and Stamina; if you wish to initially enhance one area, such as Power, you have to take away some Speed and/or Stamina. You can create up to seven different boxers, whose careers are backed up by the cartridge's battery.

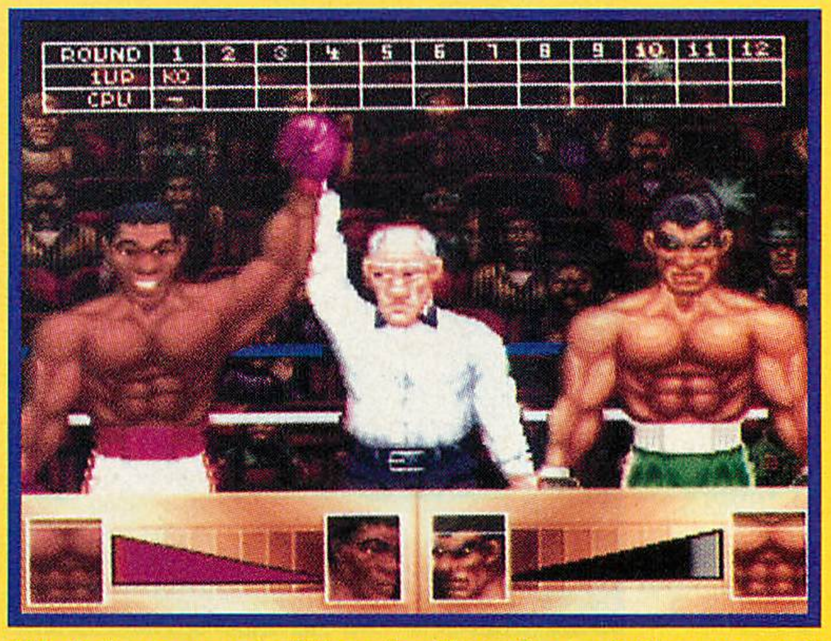




Your boxer begins his career ranked at the bottom, number 25. As his manager, it's up to you to promote the fights that will advance his career. Check the skills of the other contenders to help you choose your boxer's next opponent. Depending on how hard-fought the battle was, each fight will use up some of your Power, Speed and Stamina. Training after a fight helps build back your attributes. The type of workout you select determines which skills will be enhanced. For example, the punching bag or free weights increase mostly Power, but the speed bag provides an all-around workout with an emphasis on speed. When you feel your boxer is ready, it's time to fight the champ himself!

Several things have been left out of this version that were in the Sega game. For example, you can no longer create left-handed boxers; Defense is no longer a skill attribute like Power and Speed; and the ring girls between rounds are *gone*. The game has also been simplified in some areas, such as only allowing you to choose a single training workout from three options after each fight, instead of combining two or three workouts to build a comprehensive training program.

—Jeffrey Tschiltsch



Watch your position in the ring at the top of the screen so you don't get trapped against the ropes.

GRAPHICS 7

Big and bright, but the boxers have a "cartoon" look that is sort of ridiculous. Blood and bruises, prevalent in the Sega game, are, of course, missing here on the SNES.

SOUND/MUSIC 6

Some taunting digitized sound bites are about the only highlight of this game's generally mediocre music and sound effects.

PLAYABILITY 6

Fun for a little while, but soon begins to bore. Computer-controlled boxers can occasionally take an unfair advantage, but some very simple strategy will beat them every time.

EDITORS' RATINGS

GORE 7 MIKE 7 CHRIS 7 NIKOS 6

BANG FOR THE BUCK 5

THE LOWDOWN

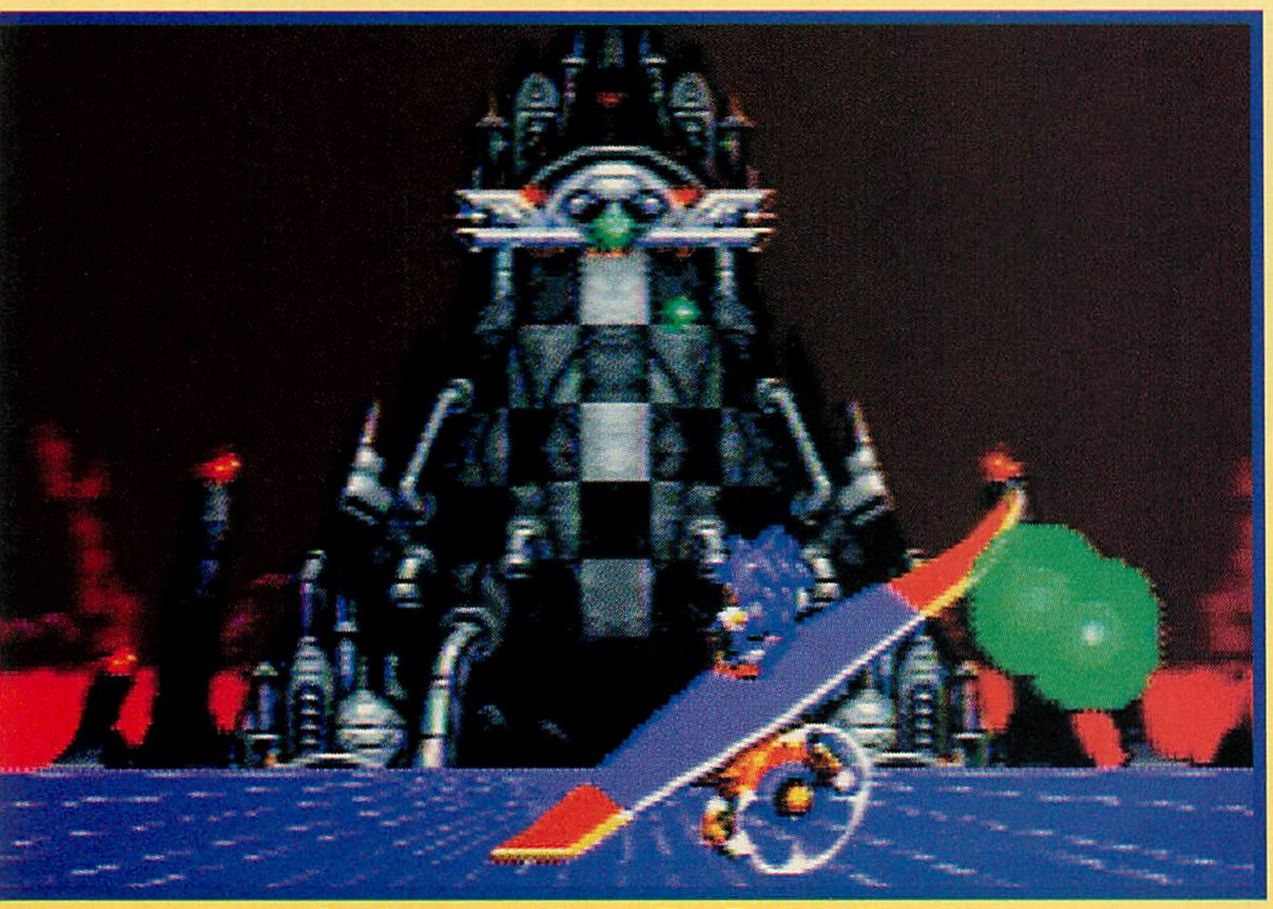
A watered-down version of what was a pretty good boxing game on the Genesis. "Coulda been a contenda," but the reduced options and "cartoony" graphics cheapen the overall package.

REVIEWS

GENESIS

PRICE: N/A
AVAILABLE: NOW
DIFFICULTY: MEDIUM
COMPANY:
SEGA OF AMERICA
130 SHORELINE DRIVE
REDWOOD CITY, CA 94065
PHONE: (415) 508-2800

Sonic Spinball brings that little blue hedgehog back again. This time it's a superior pinball game—a game in which play field upon play field make for a pinball game like no other. And Sonic is the actual pinball itself! Of course, since it is a pinball game, it's nothing like any of the other Sonic games (*Sonic*, *Sonic II*, *Sonic Chaos*, etc.), but you can expect just about as much action and entertainment.



Sonic moves in on Dr. Robotnik.

Once Sonic has hit enough targets, bumped into several nasty sewer creatures or drained toxic slime from the depths of toxic caves, he shall progress to yet another level of euphoric pinball bedlam. He just keeps going and going and going. It's not just a pinball game, it's an adventure. Watch Sonic bump, whirl, bounce, twirl. (A regular disco kind of freak.) Watch Sonic really freak out when playing in this game's fast mode. As far as pinball games go, playing in either normal mode or fast mode is a pretty common feature But Sonic can really move!

The great thing about *Sonic Spinball* is that that's not all Sonic can do. He'll land on certain platforms, walk around, pull levers, take roller-coaster rides in mining carts and pick up a few rings along the way. So it's a multi-action kind of a game. Sonic can do it all. This means you don't get bored after the first level.

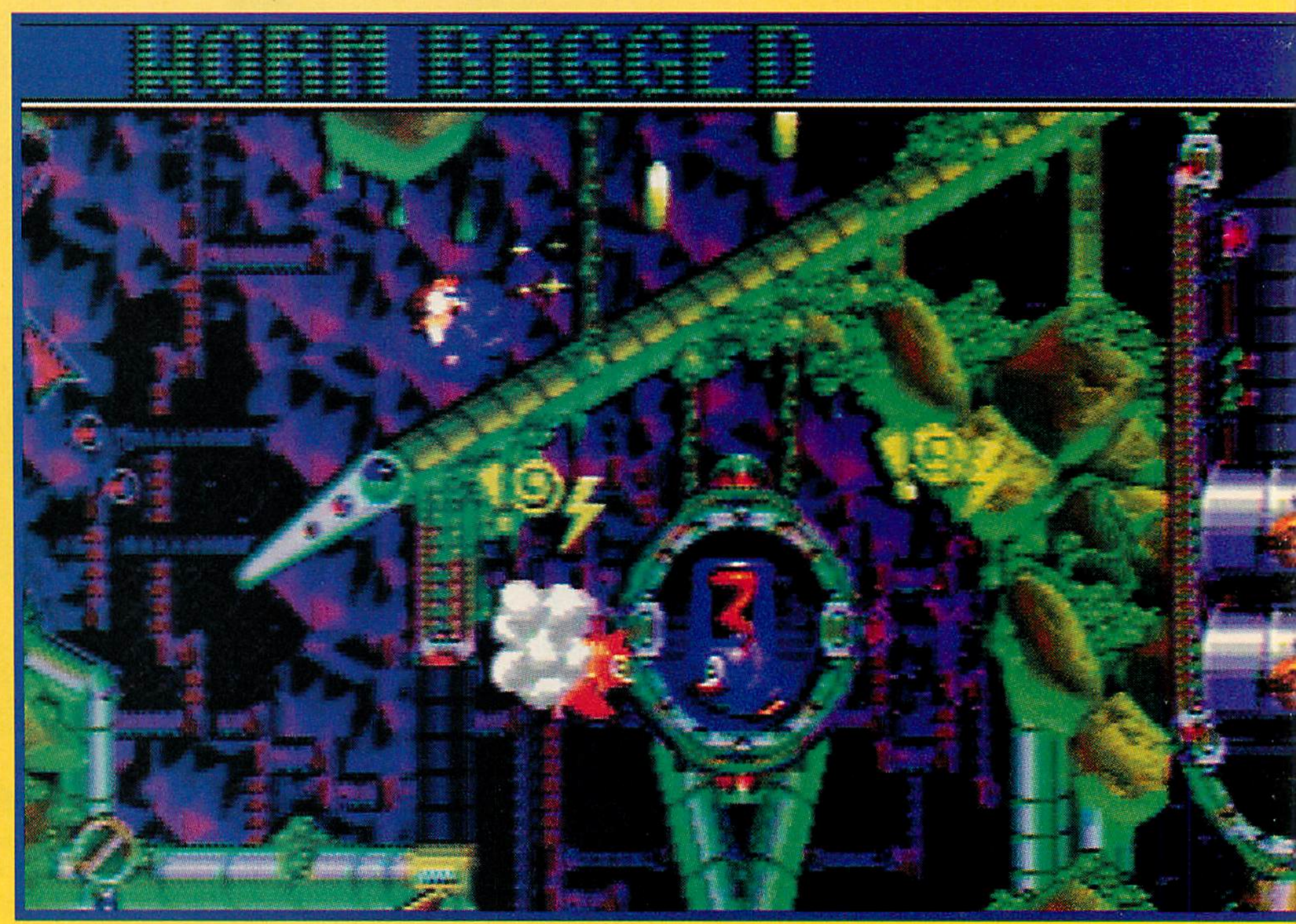
To a very minuscule extent, Sonic can be controlled by the D-pad while he's spinning. But, for the most part, he's out of control and on his own. You just keep flipping so he can keep spinning. If he's about to fall into one of three different chutes, you can maybe determine which chute he'll end up in. It doesn't always work, but it's worth a try.

The Toxic Caves comprise the first pinball level which Sonic encounters, and the goal is to find all possible emeralds in any certain level in order to open up the boss room. Each level has several different "rooms." Sonic does accomplishes what he has to in one room and then progresses onto another.

Once Sonic destroys the boss, he can move onto other levels like the Lava Powerhouse or the Machine. The boss in each level is some manifestation of Dr. Robotnik himself, Sonic's archenemy. Ultimately, Sonic must prevent Dr. Robotnik from wreaking havoc. He can save himself and his friends from Dr. Robotnik's evil clutches.

The difficulty isn't just in destroying the boss. Sonic can bonk him to death with some furious *Spinball* action. Actually, the bosses are pretty easy to kill. But there's a lot to do before actually getting to the boss. The game is labyrinthine in its set-up. Ramps, levers, drop targets, undiscovered tunnels and chutes, and the menacing presence of life-threatening Robotnik machinery constitute the game's real challenge.

The emeralds can be pretty well hidden, especially once you get beyond the first couple of worlds. Sonic's got to do things in a certain sequence (like hit certain targets, open a specific passageway) before an emerald is rendered available to Sonic's inner yearning for such jewels. Each emerald is hidden in a different area And a different route leads to a



REVIEWS

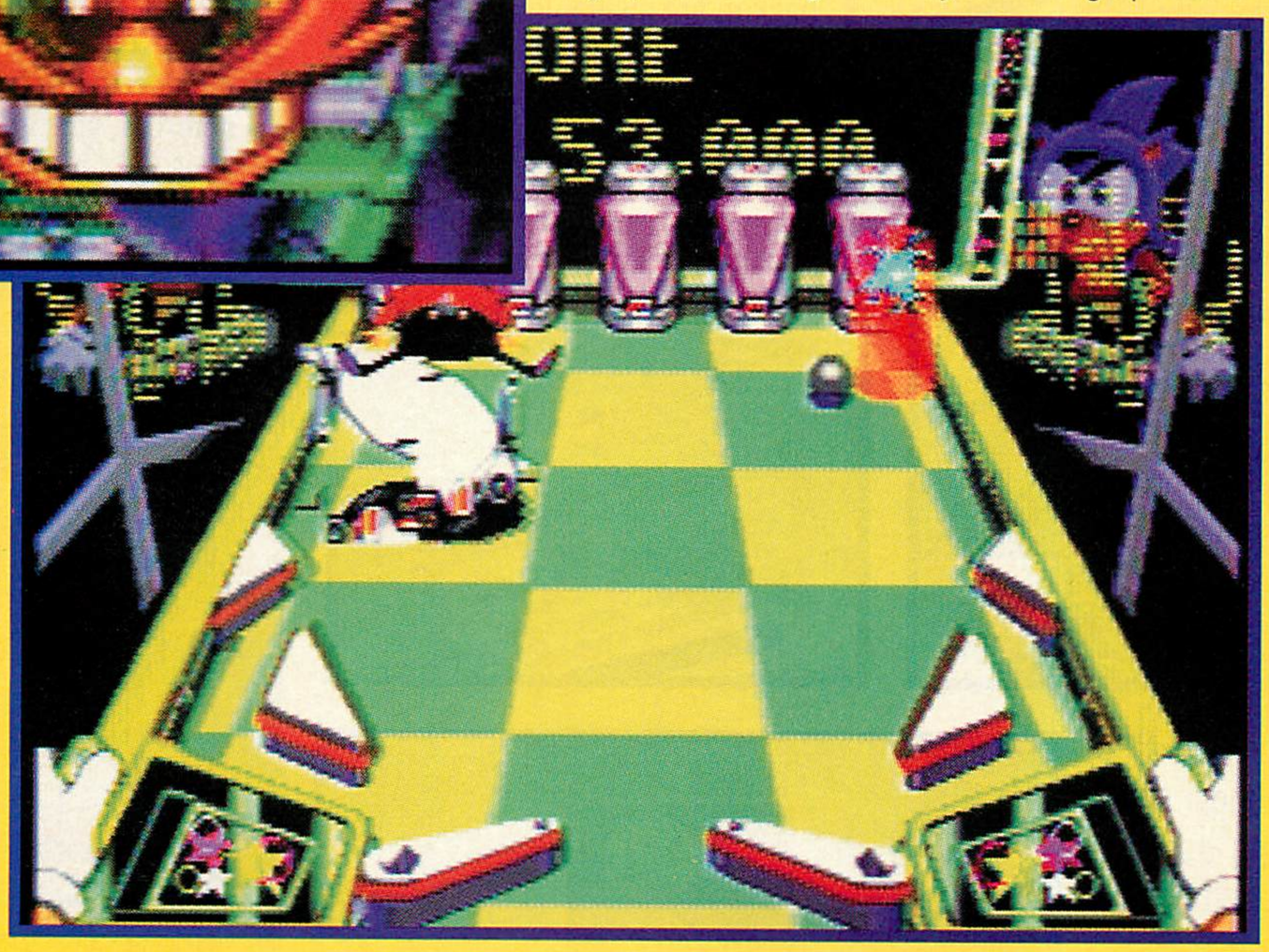
respective emerald. Sometimes these routes can be either difficult to find or difficult to travel. When Sonic reaches the Steam Room in the Lava Powerhouse, the "clucks" may at first seem only to get in his way. But use the steam and those "cluck"-birds to get Sonic into and up the chute that leads directly to an emerald. Once he does grab an emerald his excitement is

so immense that he practically jumps out at you from the game screen. I think it's pretty phallic. He grabs an emerald and then swells to tantamount proportions.

The main major threat to Sonic's longevity is falling down between the flippers. In the Toxic Caves, if Sonic happens to fall between the flippers, he can sometimes jump back up. There's a small platform beneath each set of flippers. Not so once past this stage. Sonic falls, Sonic dies. Here's a hint: Sonic has reached the boss room in the Lava Powerhouse. He's fallen between flippers and is now hanging from a chain right over a pit of molten lava. Start swinging back and forth by hitting left and right on the directional pad. Sonic can then jump to safety, and he's back in the game.

Just as fun (maybe even better fun) are the bonus rounds that make up the transition from pinball level to pinball level. They just look really cool. There are three balls with which you've got to save Sonic's friends. In the bonus rounds, Sonic is no longer the pinball itself. You're playing a pinball game, and Sonic is watching from either side of the game. So this time, it's all up to you. Everything moves real smooth. It kind of feels like you're playing on ice. And the sound's really great. Lots of nice "pings." I like the angles too. It looks like you're playing pinball at the arcade.

Now, compare *Sonic Spinball* to a pinball game like *Dragon's Fury* or *Virtual Pinball*. Yes, there is a comparison to be made here. Virtual Pinball is *so* boring to look at. There isn't much to do *or* to look at. The graphics on *Sonic Spinball* are so amazingly better. *Dragon's Fury* looks a whole hell of a lot better than *Virtual Pinball*, and the graphics in *Dragon's Fury* and the graphics in



Spinball are comparable. But Sonic Spinball offers a wider range of levels. In *Dragon's Fury*, there are a lot of secret levels, but you always come back to the same screen. Whereas, *Sonic Spinball* offers a lot of different levels in a continual progression. So *Sonic Spinball* offers a lot more action.

—Betty Hallock

GRAPHICS 9

We've come to expect no less from a Sonic game. I wasn't impressed by the background in the Lava Powerhouse. But colors were pretty vivid in general. Some really good 3-D effects, and all the characters were top notch.

SOUND/MUSIC 7

Music could have been better. I liked how the music changed whenever Sonic reached the boss rooms. At least there was some variety in this game.

PLAYABILITY 8

Most of the time all you have to do is flip the flippers at the right time. Anything that gets in your way automatically gets destroyed by Sonic's spinning action.

EDITORS' RATINGS

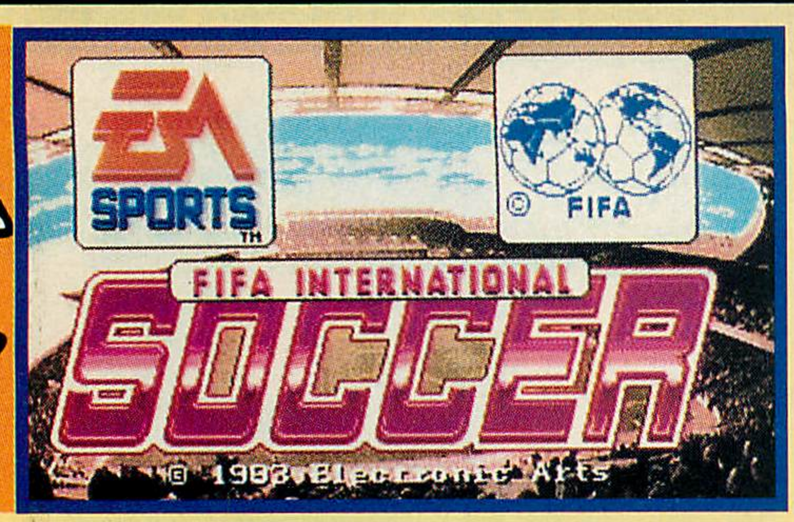
GORE 8 MIKE 7 CHRIS 8 NIKOS 8

BANG FOR THE BUCK 8

THE LOWDOWN

It's like no pinball game I've ever played, and it's Sonic! A pinball game that progresses kind of like a platform game, complete with bosses. It's another Sonic game worth getting your hands on.

GENESIS



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AVAILABLE: NOW
DIFFICULTY: MEDIUM
COMPANY:
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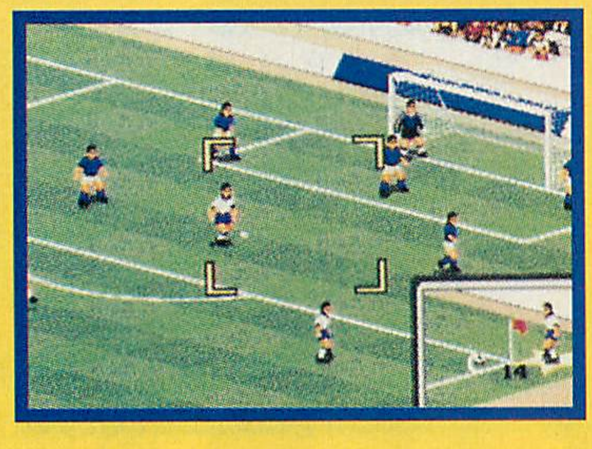
From the first moment you switch on EA's *FIFA International Soccer* you realize this cart is something special. The programming talents at Extended Play Productions have pulled out all the stops to create the greatest soccer game ever!

Start with the graphics; the level of detail, especially in the animation, will blow you away. The player movement and field scrolling is exceptionally realistic and smooth, as is the flight of the ball. The numerous small touches add up quickly, such as the player celebrations and stadium scoreboard animations after a goal. Like all EA sports games, the instant replay allows you to relive those spectacular moments.

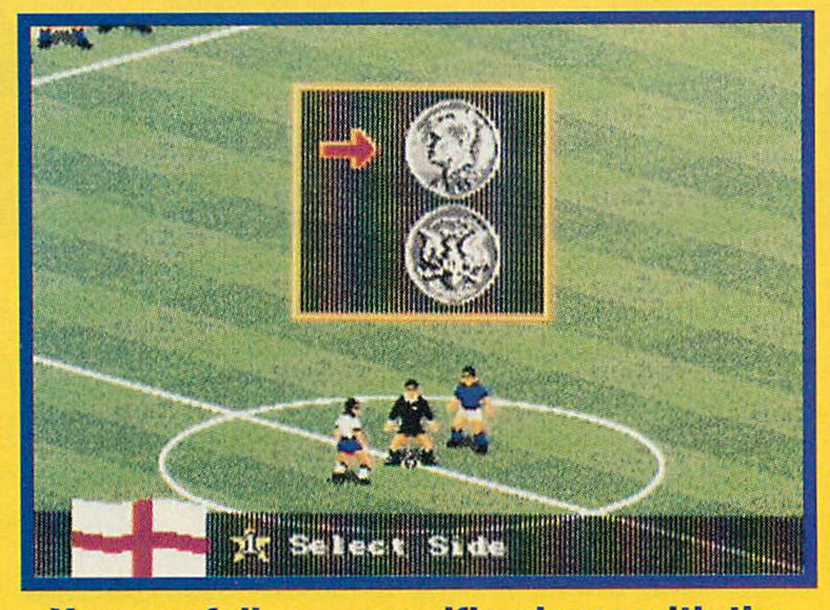
One of the problems of creating accurate soccer games is replicating the huge field, or 'pitch' as it's referred to in soccer-lingo. The game's designers went with a unique angled overhead view which let them maintain the pitch's correct proportions and still keep you close to the action. When a longer view of the field is required, such as during goal or corner kicks, you can scroll the entire pitch with a 'camera view' window.



Players familiar with EA's *NHL Hockey* series will be right at home with the controller setup. In addition to the standard pass, shoot and tackle moves, you can lob the ball, perform volley and bicycle kicks and even "back heel" the ball, a great move to avoid on-coming defenders.

This 16-megabit monster is fully licensed by the International Football Association, with accurate player line-ups and attributes for 40 national teams. The options cover almost every aspect of the game, from turning on or off penalties, offsides, free kicks, manual or computer goalie control, to the type of team formation, coverage and attack/defend strategies you can select. Tournament and League modes with password backup are available in addition to Exhibition and Demo modes (a great way to learn soccer strategy).

—Jeffrey Tschiltsch



You can follow a specific player with the Instant Replay's tracking option.

REVIEWS

GRAPHICS 9

Awesome player animations, especially all the various goalie saves. Heck, even the crowd is animated! The only thing missing is a permanent on-screen clock; it's only displayed after goals or when the ball goes out of play.

SOUND/MUSIC 8

Some of the best music ever heard from a Genesis cart (especially the main title theme!). The cheering, chanting crowd steals the show, creating a very realistic atmosphere.

PLAYABILITY 9

It takes some practice to master the subtleties of the controls, but after you score your first goal off a header-volley combination, you're hooked for life. Response is fast and accurate, even when your pals hook up with you via the 4-Way Play adapter.

EDITORS' RATINGS

GORE 10 MIKE 9 CHRIS 9 NIKOS 10

BANG FOR THE BUCK 9

THE LOWDOWN

Spectacular! This game does for soccer what EA previously did for hockey. Soccer fans will appreciate the level of detail and realism in this cart, while those new to the sport can adjust the options to keep the game fast and fun. A great way to get ready for the World Cup in '94!

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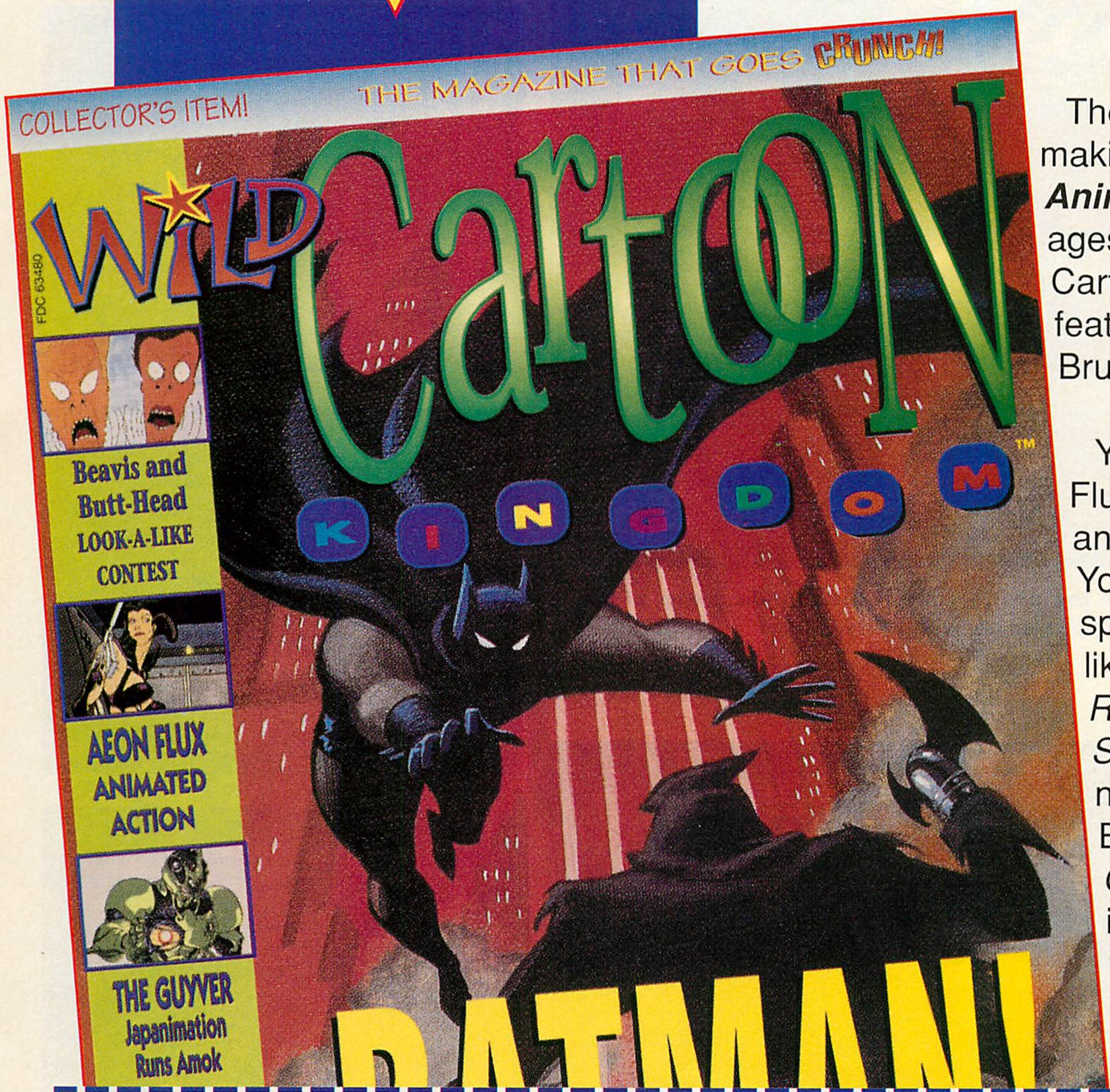

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Gauntlet IV is the perfect game if you want to have a video-game party. With its four-player adaptability, you can invite a bunch of friends over, break out the Jolt cola, some Pixie Stix, turn up that Cypress Hill CD on your stereo and crank the volume on the TV. You'll have an instant video-game rager bumping in your living room. With four different modes to play with, *Gauntlet IV* has something for everybody.

Just like the arcade game, you can choose to be one of four characters:

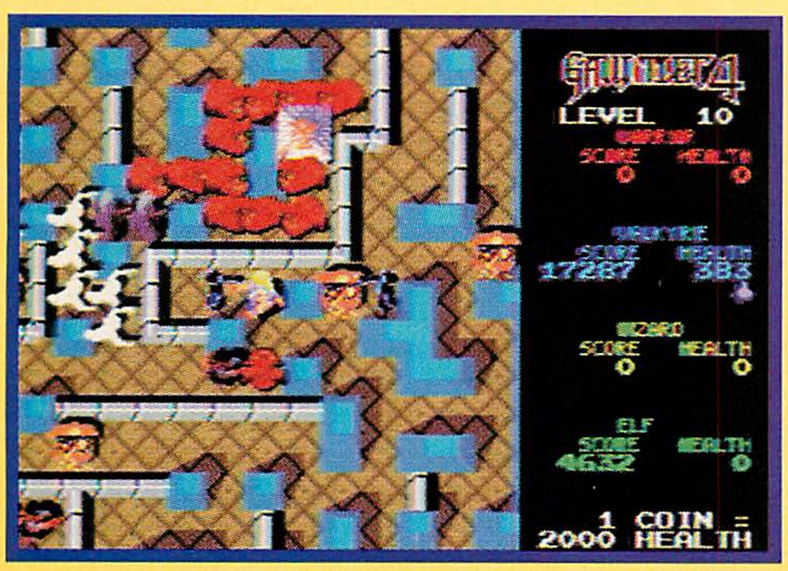
Thor the Warrior: Strong but slow, he uses an ax to chop his way through the game. He can buy magic wristbands and bracelets to make himself more powerful.

***Gauntlet IV* for the Genesis keeps the excitement of the arcade game, along with the four-player compatibility.**

REVIEWS

Thyra the Valkerie: Fast and powerful, Thrya uses a sword, armor and a shield to get through the game.

Merlin the Wizard: Merlin is super-slow, but can pack quite the punch with his



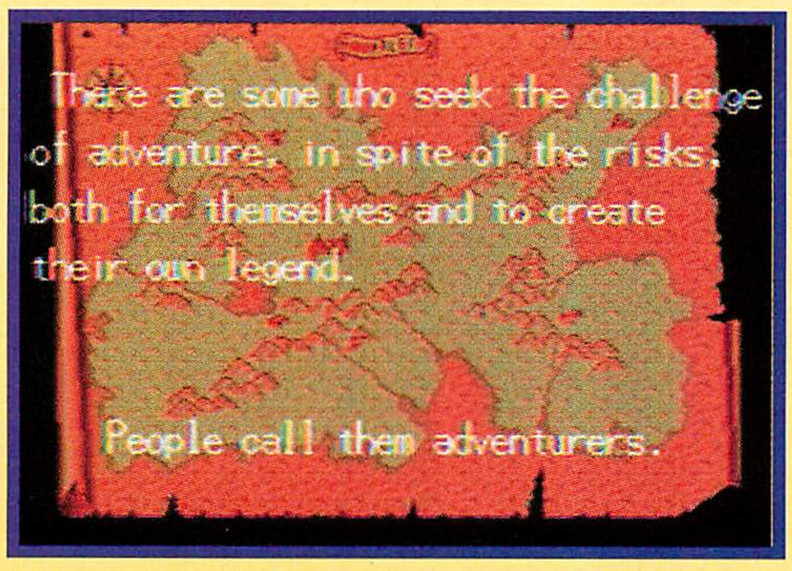
assortment of magic potions and elixirs. He can also shoot lightning bolts to nail enemies at a distance, and he has a magic robe for extra protection.

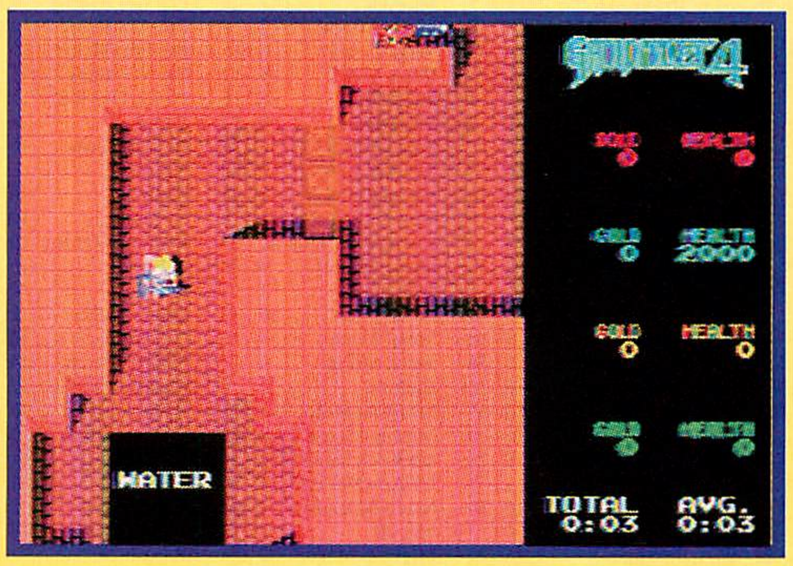
Questor the Elf: Questor is quick, but his wimpy arrows are a pain because they take so long to kill something. If you're playing him, try to get some magic daggers so that you can kill things quicker.

As you can see, each character has its own advantages and disadvantages, so it's best to play in a group so that you can be the ultimate fighting force. With your character chosen, you can then enter one of four game modes.

ARCADE: This is the quickest mode to get into, great for people who can't get into really complicated games. You basically go from one level to the next, killing ghosts, sorcerers, grunts and other evil characters. This is just like the arcade game, so you have a limited amount of health but can get more by "inserting a coin."

QUEST: This is the mode that expands on the original game. It's an RPG adventure for people who hate RPGs. You can use the treasure you pick up to buy weapons, armor and magic spells. You must solve the riddle of *Gauntlet IV*. You must explore a castle, trying to find secret spells to unlock the ancient riddle.





Of course, protecting the riddle and the secret spells are differing bad guys that waste you away, quickly.

BATTLE: This is another party mode, for people who like to kill their friends. It's an every-man-for-himself kind of mode, where you blast away at others. Look for high-pitched war cries and bloodcurdling screams once the Pixie Stix kick in.

RECORD: This is a one-player speed mode, where you try to kill as many monsters in as little time as possible. The faster you go, the more bonus points, health and experience you get.

Though the graphics are kind of simple and the sound isn't the best, *Gauntlet IV* is a great game. It proves the point that graphics and sound don't matter as much as the playability and fun factor. Get this game, get your parents out of the house and get nuts. *Gauntlet IV* will always have you coming back for more.

—Nikos Constant

GRAPHICS 6

The graphics for *Gauntlet IV* aren't as high-tech as some of the other games that have come out recently. They are very simple, yet effective. This is a good example of a good game not needing great graphics.

SOUND/MUSIC 7

Just like the arcade, there is a dungeon master who gives instructions and explanations about what's going on. It's cool because he is both funny and informative.

PLAYABILITY 9

The highlight of this game is the four-player capability. It's great for kicking back with friends and gaming the day away. Because of its simplicity, people can get into it easily and get hooked immediately.

EDITORS' RATINGS

GORE 7 MIKE 7 CHRIS 8 BETTY 8

BANG FOR THE BUCK 9

THE LOWDOWN

Gauntlet IV is a great game for people who don't like a lot of complicated features. It's not groundbreaking or anything; you shoot monsters and pick up treasures, but it sure is fun.

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Supr Tm Games	2	8
Swampthing	10	30
Swordmaster	10	25
Swords & Serps	2	8
Taboo 6th Sense	3	8
Tag Tm Wrest	1	3
Tagin Dragon	10	19
Talespin	10	20
Target Rengade	1	4
Tsk Frc Harrier*	16	30
Tecmo Baseball	3	8
Tecmo Bowl	6	15
Tecmo Bowl 2	24	40
Tecmo Cup Sccr	14	30
Tecmoo NBA	20	40
Tecmo Wrld Wrst	2	8
TMNT	3	6
TMNT 2	6	15
TMNT 3	16	30
TMNT-Tr Fgtrs*	16	30
Tennis	1	6
Terminator	10	28
Terminator 2	4	15
Terra Cresta	2	8
Tetris	12	22
Tetris 2	22	39
Thomas the Tank	16	30
Three Stooges	4	12
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Thundercade	1	7
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Tiger Heli	1	5
Tiles Of Fate	12	22
Time Lord	1	3
Times Of Lore	8	25
Tiny Toon	16	38
Tiny Toons 2	18	38
To The Earth	1	4
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Tom & Jerry	14	30
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Toobin	8	20
Top Gun	1	4
Top Gun 2	2	8
Total Recall	1	5
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Chuck Rock	10	30
Clue	22	40
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Crack Down	6	22
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Crue Ball	20	40
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Cyberball	3	10
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Flicky	10	26
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Galahad	14	30
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Gauntlet 4*	22	40
Gemfire	22	40
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George Frmn	12	30
Ghost Bstrs	6	15
Ghouls Ghosts	6	16
Gods	10	30
Golden Axe	8	20
Golden Axe 2	12	26
Golf	4	15
Granada	6	15
Grt Waldo Srch	14	32
Greendog	8	20
Growl	12	26
Guardn Angels*	20	40
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Hard Drivin'	12	22
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Hardball 3	22	40
Haunting*	18	39
Heavy Nova	4	16
Hellfire	6	16
Herzog Zwie	18	36
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Home Alone	12	30
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Ishido	3	10
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James Pnd 3 Aq	10	28
Jennifr Cap Tns	10	35
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Joe Mntna	4	15
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Joe Mntna 3	14	28
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Quackshot	8	18
Quad Challenge	12	28
Race Drivin*	22	40
Raiden Trad	6	20
Rambo 3	8	18
Rampart	20	40
Ranger X	20	40
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RBI Bsbl 3	8	20
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Rings Of Power	10	30
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Road Rash 2	20	45
Road Riot 4WD	22	40
Robo Cop 3*	22	40
Robocop vs Trm	26	45
Rckt Knght Adv*	16	38
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SimpsonsB Ntmr	16	38
Slaughtr Sport	6	22
Slime World	12	30
Soccer	4	12
Sol-Deace	8	25
Sonic Hdghog	8	15
Sonic Hdghog 2	18	35
Sonic Spinball	26	45
Sorcers Kngdm	20	38
Space Harrier 2	4	15
Space Invaders	26	48
Speedball 2	8	20
Speedway Chl*	22	40
Spiderman	8	22
Spidermn/XMen	20	40
Splatterhouse 2	14	36
Splatterhouse 3*	22	40
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Star Control	8	25
Star Flight	10	28
Star Odyssey*	22	40
Steel Empire	6	20
Steel Talons	6	25
Stormlord	6	12
Str Ftr 2 Sp Chp	32	60
Street Smart	4	18
Streets Rage	10	25
Streets Rage 2	16	40
Strider	6	16
Strider 2	22	40
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Superman	10	30
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Sword Sodan	2	12
Sword Vermlion	8	20
Syd Valis	8	30
Sylvester/Twty*	22	40
Talespin	10	28
Target Earth	4	15
Task Force Harr	10	25
Tazmania	10	30
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Technoclash*	12	35
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Terminator 2*	26	45
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Thomas Tank*	22	40
Thunder Fox	6	20
Thunder Frce 2	4	12
Thunder Frce 3	4	15
Time Killers*	26	45
Time Trax*	26	45
Tiny Toons	20	42
TMNT-Hyprstn	16	38
TMNT-Trn Ftrs*	26	45
Toe Jam & Earl	12	30
Toe Jam/Earl 2	26	45
Toki Ape Spit	10	30
Tom/Jerry F A*	26	45
Tom Lsrda Bsbl	6	15
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Total Carnage*	26	45
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Warrior Rome 2	20	40
Warrs Etrnl Sun	22	42
Warsong	18	36
WCW Spr Brwl*	26	45
Wheel Fortune	24	45
Whip Rush	4	12
Wings Of Wor	6	15
Winter Challenge	4	18
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Wonder Boy	10	30
World Cup Sccr	20	40
Wrld Sries Bsbl*	26	45
Wrld Trphy Sccr	10	30
Wrath Of Gods*	22	40
Wrld Ldrbd Golf	12	32
WWF R Rmble*	22	40
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Aerobiz	28	50
Airbrn Ranger*	26	48
Aladdin	30	50
Alfred Chicken*	26	48
Alien 3	22	45
Aliens/Predator	24	42
Amazing Tennis	14	40
Amer Gladiators	12	35
A. Agassi Ten*	26	48
Arcana	22	40
Arcus Osyssey*	26	48
Ardy Lightfoot*	26	48
Art of Fighting*	26	48
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Axelay	12	30
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Barbie-Spr Mdl*	26	48
Batman Returns	24	42
Battle Blaze*	26	44
Battle Cars*	26	44
Battle Grnd Prx	20	40
Battleclash	8	22
Battleclash 2*	26	48
Bazooka Bltzkrg	20	40
Beastball*	26	48
Beethoven*	26	48
Best Of Best	10	30
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Bill Laimbeer	4	12
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Bizyland	26	48
Blaze On	12	38
Blues Brothers	20	40
Brainies	26	44
Brawl Brothers	16	40
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Bttltds Dbl Drg*	26	48
Bubsy	28	45
Bgs Bunny R R*	26	48
Bulls vs Blazers	12	34
Cal Ripken Bsbl	22	40
Calif Games 2	14	35
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Champ Lg Scer*	26	48
Champ Pool*	26	48
Chessmaster	22	40
Chester Cheetah	18	38
Chuck Rock	12	35
Clayfighter*	26	48
Claymates*	26	38
Cliffhanger*	26	48
Clue	22	40
Combatribes	14	34
Congos Caper	26	48
Contra 3	18	38
Cool Spot	28	48
Cool World	12	16
Crash Dummies	26	44
Crash'n Boys	26	44
Curse/Azre Bnd	26	44
Cyber Spin	16	40
Cybernator	18	38
D Force	6	18
Daffy Duck	26	48
Darius Twins	10	20
Dashin Dsprds*	26	48
Death Vlley Rly	10	34
Dennis/Menace*	26	48
Desert Strike	24	42
Diamond Chl*	26	48
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Dino City	16	38
Dmsday Warrior	20	38
Dr. Franken*	26	48
Dracula*	26	48
Dragons Lair	14	30
Drakkhen	8	18
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Dream TV*	26	45
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Goal	16	40
Gods	14	36
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Goof Troop*	20	40
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Gradius 3	8	18
Grt Waldo Srch	22	40
Guerilla War	24	44
Gunforce	14	38
Hmmrin' Harry*	26	48
Hardball 3*	26	48
Hrlys Hmng Adv	14	36
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Hockey*	26	48
Hole In One	12	25
Home Alone	8	22
Home Alone 2	14	30
Hm Improvmnt*	26	48
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Humans	24	45
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Jaguar*	26	48
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Rcky/Bullwnkle	24	42
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Rger Clmns Bsbl	14	38
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Rmnc 3 Knds 2	28	50
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Silva Saga	26	44
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Sim City	22	40
Sim Earth	22	42
SimpsonsB Ntmr	12	30
Skins Game	22	40
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Socks-Cat R H*	26	48
Soldiers Frtne*	26	48
Solo Flight*	26	48
Soulblazer	26	45
Space Ftbl	10	35
Space Mgfrc	12	32
Spanky's Quest	10	32
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Spidermn/XMen	14	40
Spindizzy Wrlds	24	45
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Star Fox	16	40
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Street Combat*	20	40
Street Ftr 2	10	32
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Striker*	26	48
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Super Godzilla*	26	48
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Spr Bsball 2020	20	40
Spr Bases Lded	10	32
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Spr Bomberman	26	44
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Supr Buster Bro	24	44
Supr Caesar's	24	45
Supr Conflict	24	42
Spr Dodge Ball*	24	45
Spr Dble Drag	12	38
Spr Emp Strk Bk	26	48
Supr Ghouls	8	20
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Spr NBA Bsktbl	26	45
Supr NFL	22	40
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Spr Off Rd-Baja	20	38
Supr Play Act Fb	6	20
Supr R Type	8	16
Supr Scp(6in1)	4	12
Supr Slam Dunk	18	40
Supr Slap Shot	20	38
Supr Smash TV	6	20
Supr Soccer	14	35
Spr Sccer Chmp	20	38
Spr Sonic Blstmn	14	38
Spr Strike Eagle	22	40
Supr Tennis	6	25
Supr Turrican*	16	38
Supr Valis 4	12	30
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Swampthing	26	45
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Tazmania*	20	40
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TMNT 4	16	35
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Terminator	18	38
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Thunder Spirits	10	22
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TKO Boxing	12	38
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Top Gear	20	42
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Total Carnage*	26	48
Toys	16	40
Troddlers*	26	48
Tuff E Nuff*	24	45
Turn & Burn*	26	48
Ult Fighter	24	44
Ultma-Fls Prpht	24	45
Ultrabots	24	45
Ultraman	4	16
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Wailalae C C	18	36
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Warrior Rm 3*	26	48
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Whirlo	24	44
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Y's 3	8	18
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7 GOOD

Nintendo of America
Phone: (206) 882-2040

This Super Scope 6 action SNES game uses a first-person perspective. The game makes nice use of Mode 7, but, unfortunately, really doesn't show any innovation beyond that. Also, the game can't be played in the one-player mode without the scope.

AVAILABLE NOW

9 GREAT

Company: Konami Inc.
Phone: (708) 215-5100

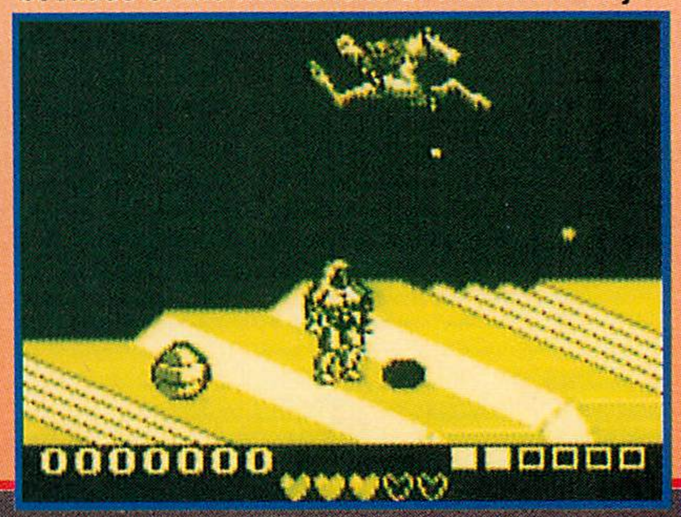
Wow! Who would have thought that this cart was an NES game?! Too bad it didn't come out a few years ago; this game breathes new life into a dead system. Unfortunately, even if it's a parody, this is yet another *Street Fighter II* clone.

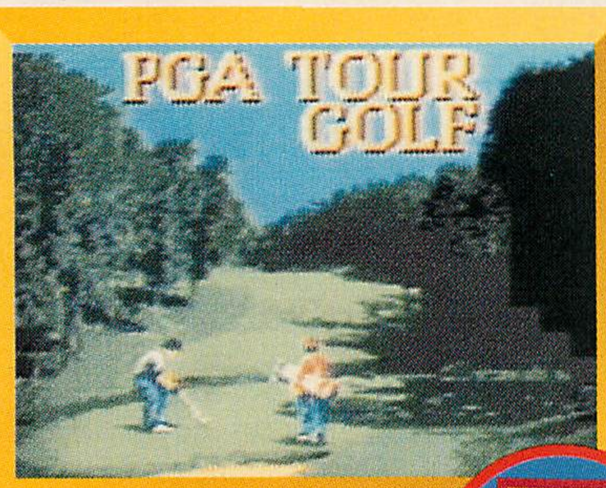
AVAILABLE NOW

7 GOOD

Company: Tradewest
Phone: (903) 874-2683

If you were expecting this version to be as good as the NES version, sorry. All the elements from that version are present but are nowhere near as enjoyable. Also, it's a little difficult to tell what action is going on because of the limitations of the Game Boy.





AVAILABLE NOW

7 GOOD

Tengen
Phone: (408) 473-9400

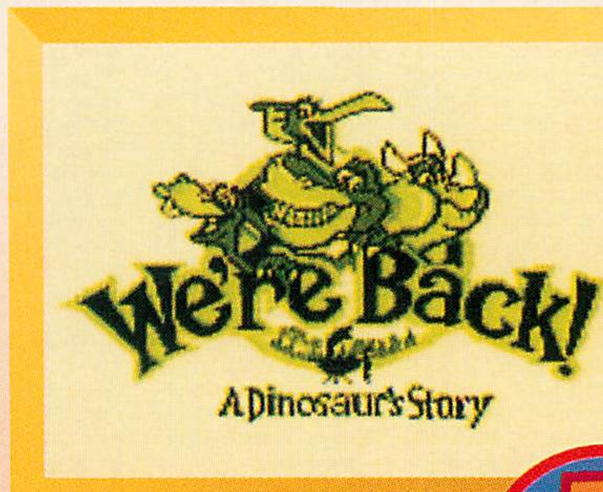
PGA Tour Golf is a full-featured golf simulator with loads of features. You can set different view perspectives on or off, and there are four courses from which to choose. If you're a big fan of golf games who's looking for one for your Game Gear, look no further.

AVAILABLE NOW

6 OKAY

The Software Toolworks
Phone: (415) 883-3000

An interesting idea in teaching history. *Mario's Time Machine* covers a wide spectrum of human history, but the interface is difficult to master for an adult, let alone a young kid. Even with this drawback, the game is still entertaining.

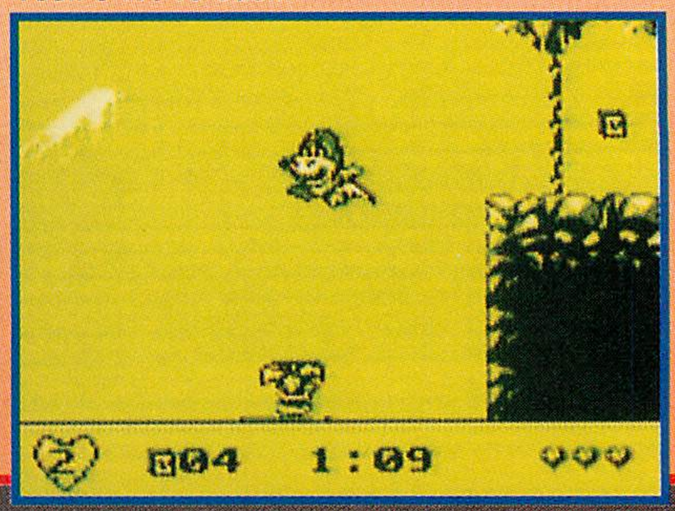


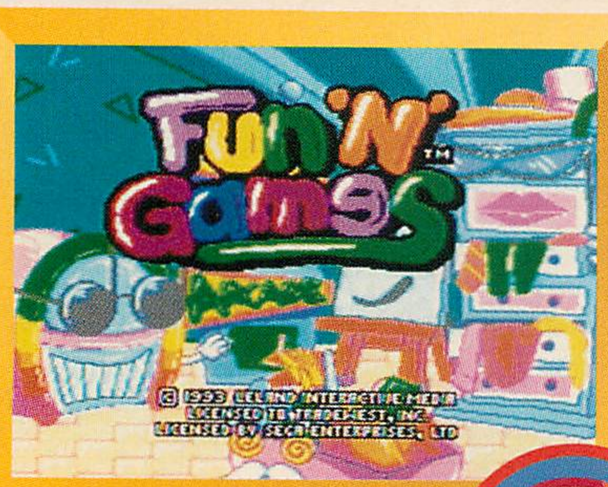
AVAILABLE NOW

5 WEAK

Hi Tech Expressions
Phone: (212) 941-1224

A cute takeoff on the *Jurassic Park* craze that hit us last summer. Unfortunately, this Game Boy cart is nothing more than a bad *Adventure Island*/platform clone. Other than that, nothing more can be said about Hi Tech's *We're Back*.





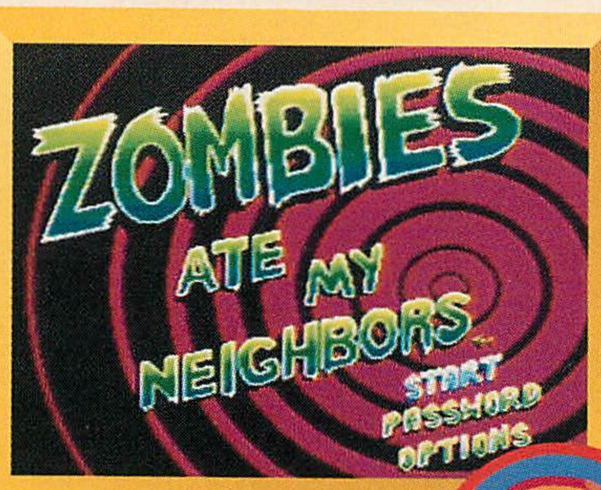
AVAILABLE NOW

ALL

8 COOL

Tradewest
Phone: (903) 874-2683

A very, very cool educational game. This cartridge gives you several games for one price: music, drawing, arcade, even a Color Forms clone. Remember those? If you're looking for a game for a young child that is lots of fun, this one's it.

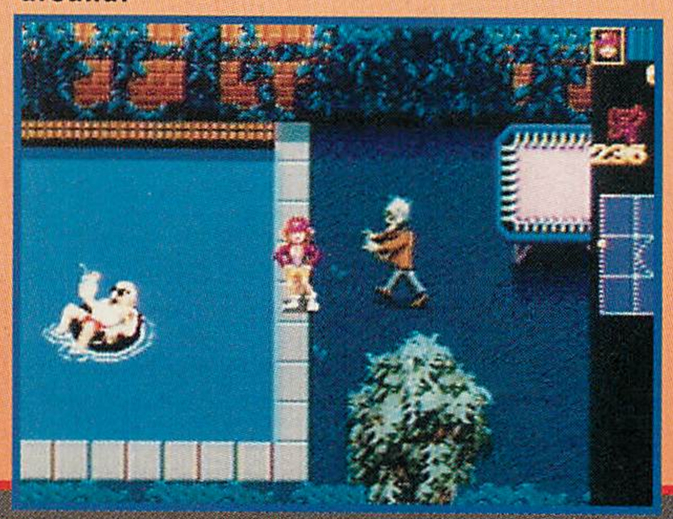


AVAILABLE NOW

8 COOL

Konami Inc
Phone: (708) 215-5100

Not as good as the Super NES version; the action doesn't feel quite as good or as fluid. But *Zombies Ate My Neighbors* has a nice fresh theme, instead of being another old redone hack. A good, solid video game all around.

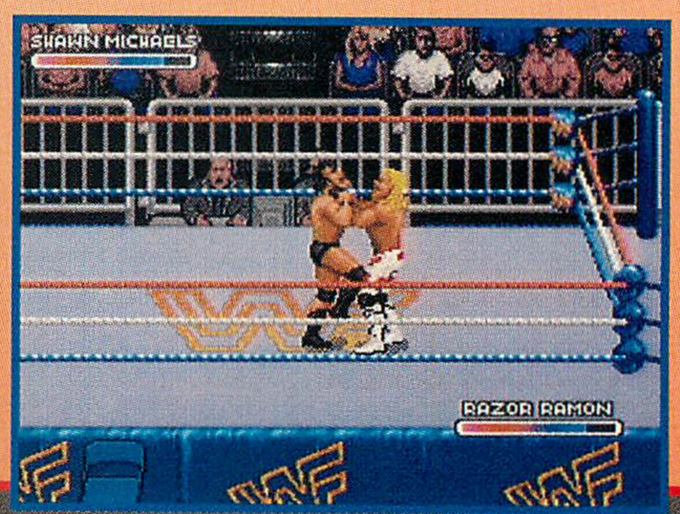


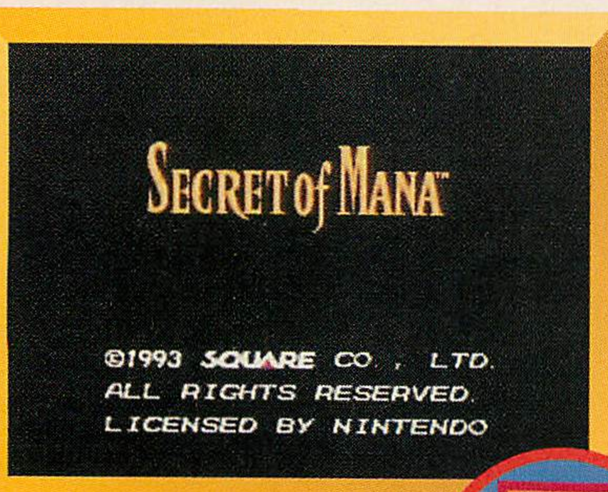
AVAILABLE NOW

7 GOOD

Flying Edge
Phone: (516) 624-8888

All the fun of pro wrestling is here, including the hype. Unfortunately, there is no "manager's mode" that would have made it an ace. The best part of the game is when you smash the chair over your opponent's head.





AVAILABLE NOW

7 GOOD

Square Soft
Phone: (206) 861-0101

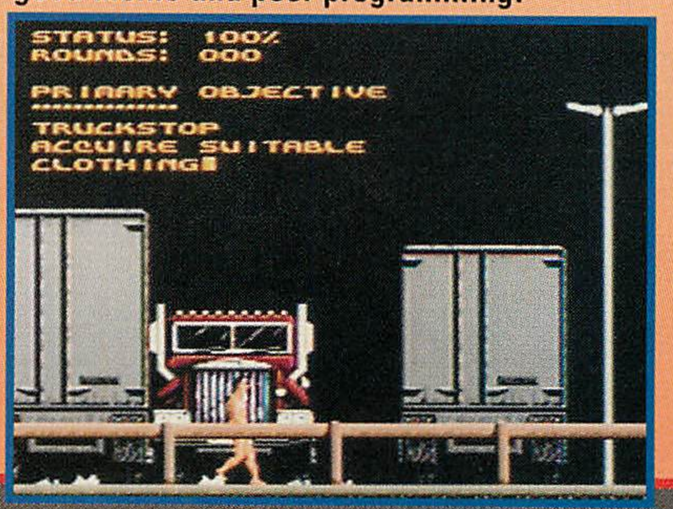
This huge 16-megabit cartridge is an action/adventure with a whole lotta potential. The game, unfortunately, makes you sit through lots of painfully boring dialogue with no way to quickly speed through it. Could use a little refinement.

AVAILABLE NOW

4 POOR

Flying Edge
Phone: (516) 624-8888

If you're looking for the great action of *T2: The Arcade Game*, forget it! This game is nothing like it. In fact, this game looks like it was programmed on a Commodore 64. *Judgment Day* is a platform game with a good theme and poor programming.

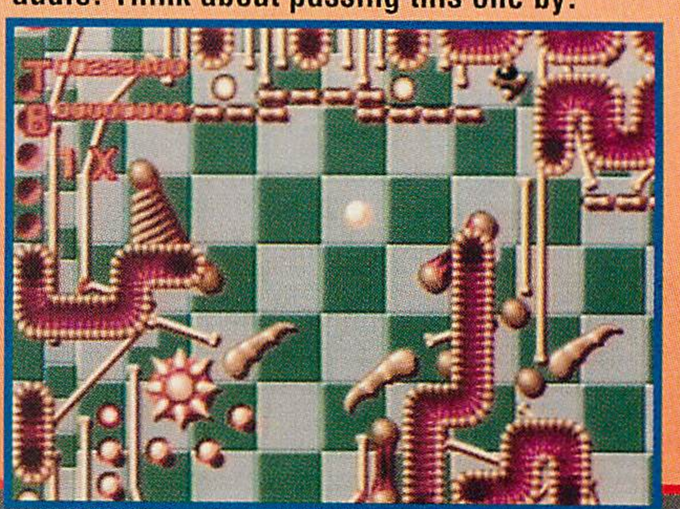


AVAILABLE NOW

5 WEAK

Electronic Arts
Phone: (415) 571-7171

We're still trying to figure out what's virtual about *Virtual Pinball*. This is a poor, lackluster rendition of a pinball game. The game has none of the redeeming qualities of EA's *Crue Ball*, and the only good thing is the audio. Think about passing this one by.



REVIEWS

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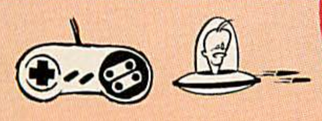
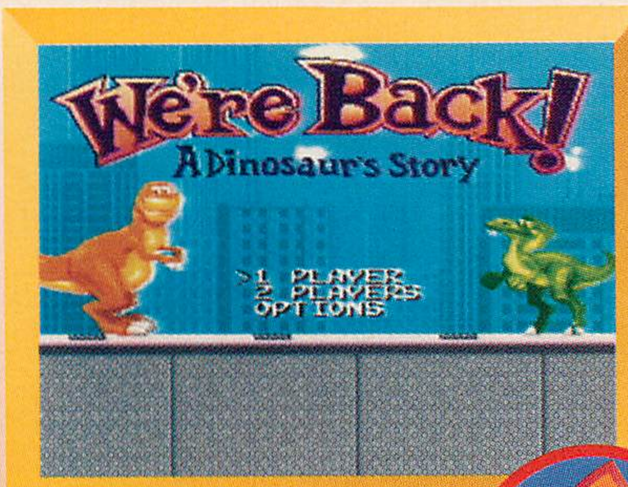


7 GOOD

Taito
Phone: (708) 520-9280

This action-packed side-scroller lets players choose from 15 different stages. The excellent background graphics really make this game. If you're a shooter aficionado, then this game is for you.

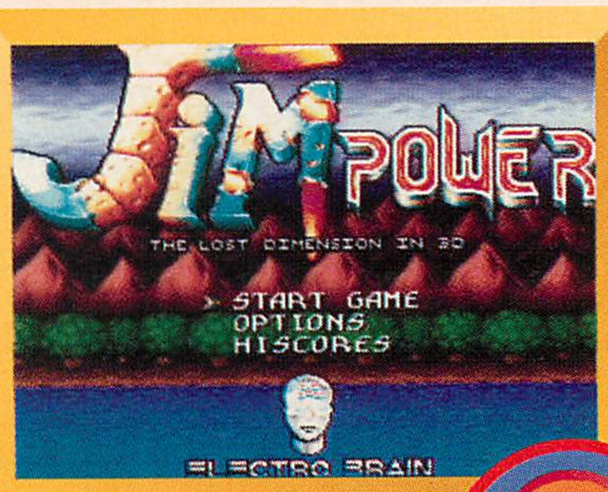


AVAILABLE NOW

6 OKAY

Hi Tech Expressions
Phone: (212) 941-1224

The Super NES version is a major improvement over the Game Boy, but it still isn't very innovative or imaginative. The *Adventure Island*-like game play has been substituted for a more generic play. Still not worth your time.



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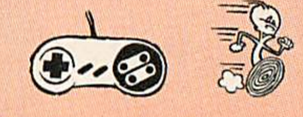
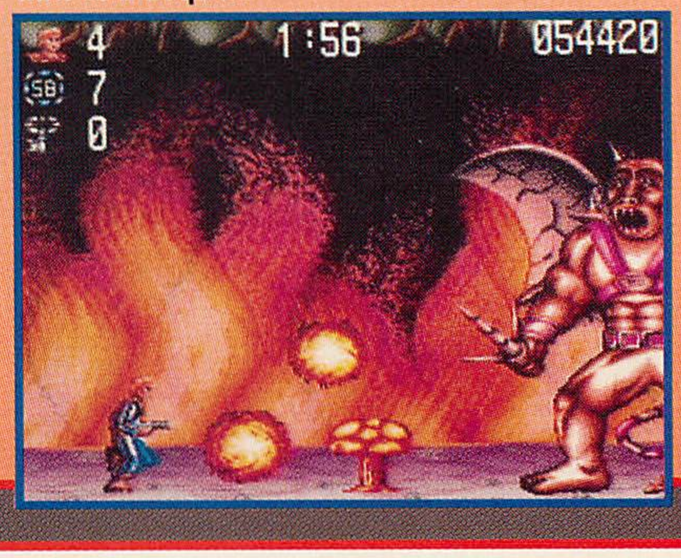


9 GREAT

Electro Brain
Phone: (801) 531-1867

Who's Jim Power? No, he's not the former baseball player who advertises underwear. This extremely well-done multiformat action game sets new standards for graphics and color intensity—and it's in 3-D! All we need now is a sequel.



AVAILABLE NOW

6 OKAY

Absolute Entertainment
Phone: (201) 818-4800

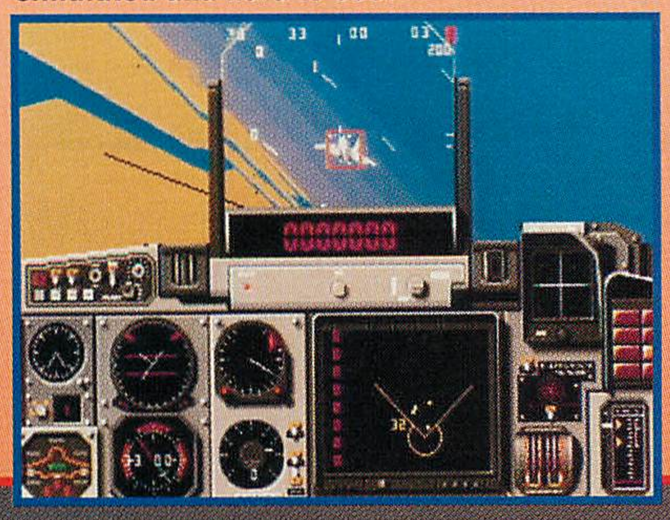
This is an interesting-looking, but essentially boring, game based on the classic cartoon of the same name. The action is difficult to master and frustrating, but the graphic quality is closer to real animation than most games.

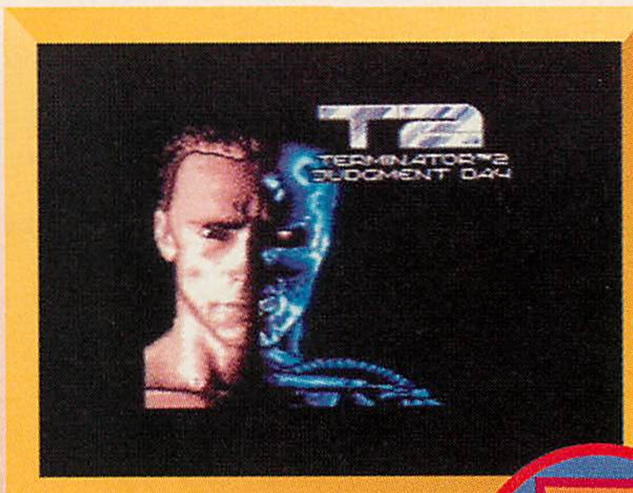
AVAILABLE NOW

5 WEAK

Tengen/Domark
Phone: (408) 473-9400

Another simulated jet fighter battle game that promises more than it delivers. Flying is not too difficult, but flying *well* is nearly impossible, and becoming proficient at the game is an arduous task. The firing is *too* simulated and hard to see.



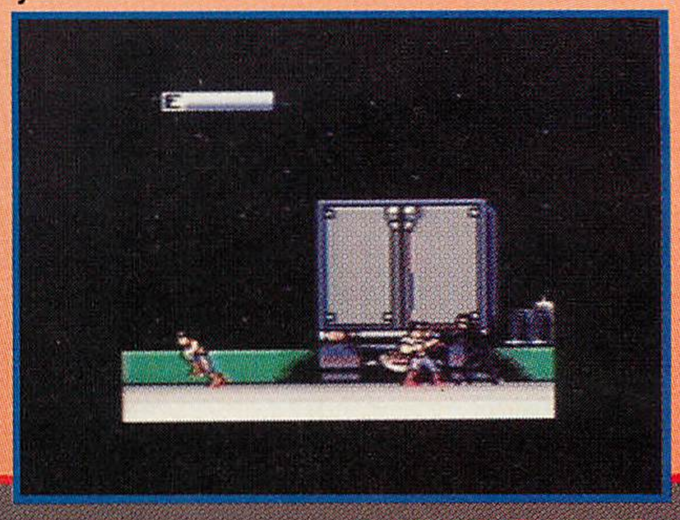


AVAILABLE NOW

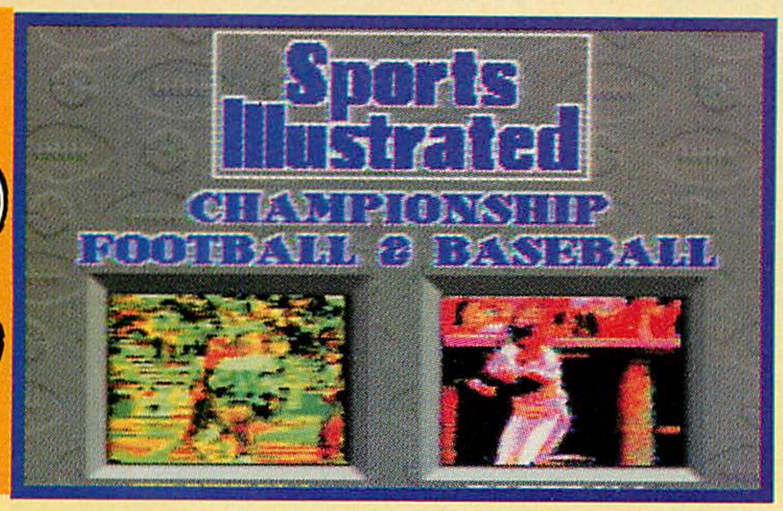
7 GOOD

Flying Edge
Phone: (516) 624-8888

Luckily, the Game Gear version picks up some of the slack for the shoddiness of the other versions. The characters are a bit small, and there isn't that much variety throughout it. The music will also get on your nerves after awhile.



SNES



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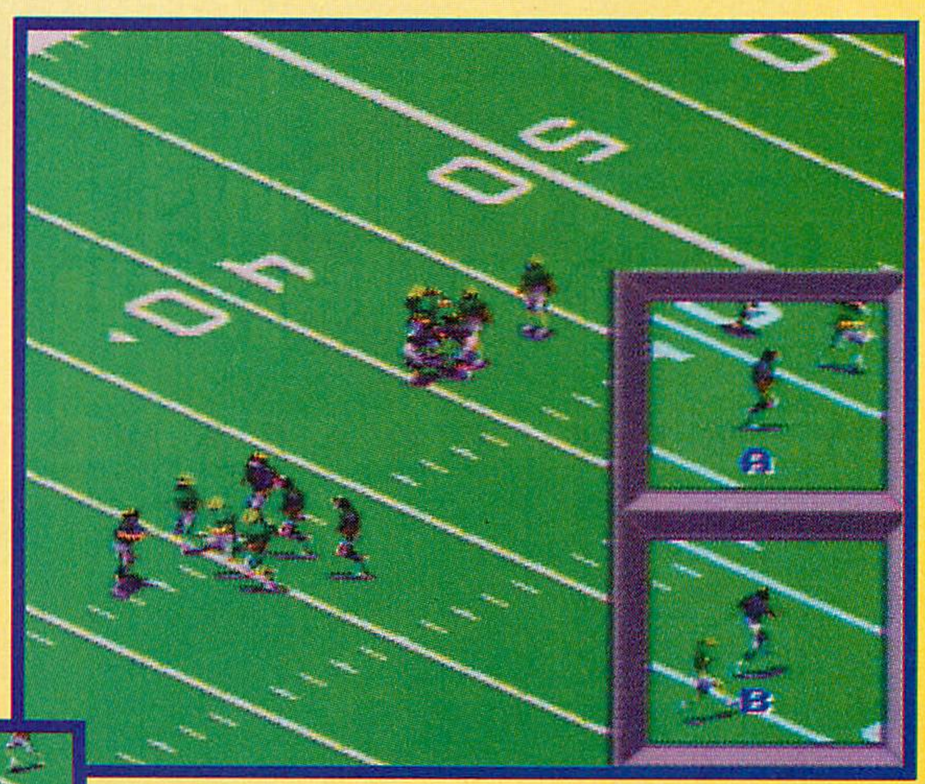
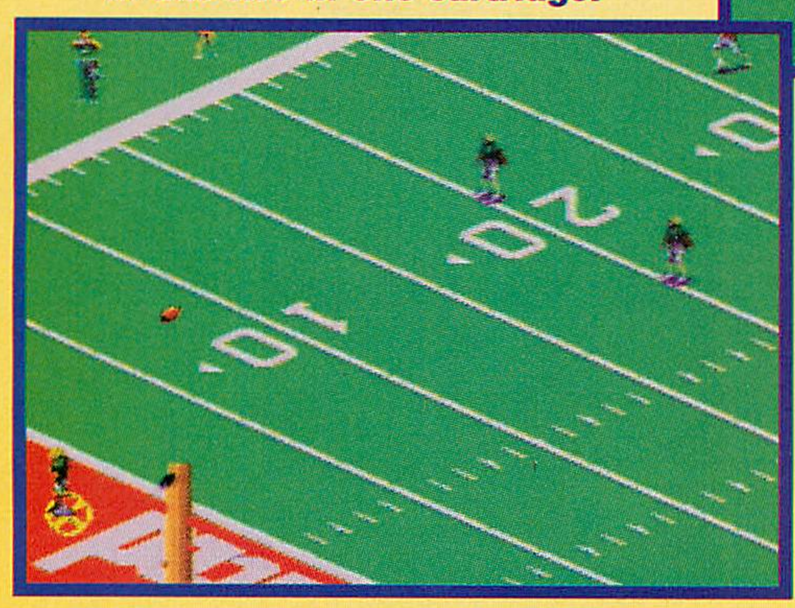
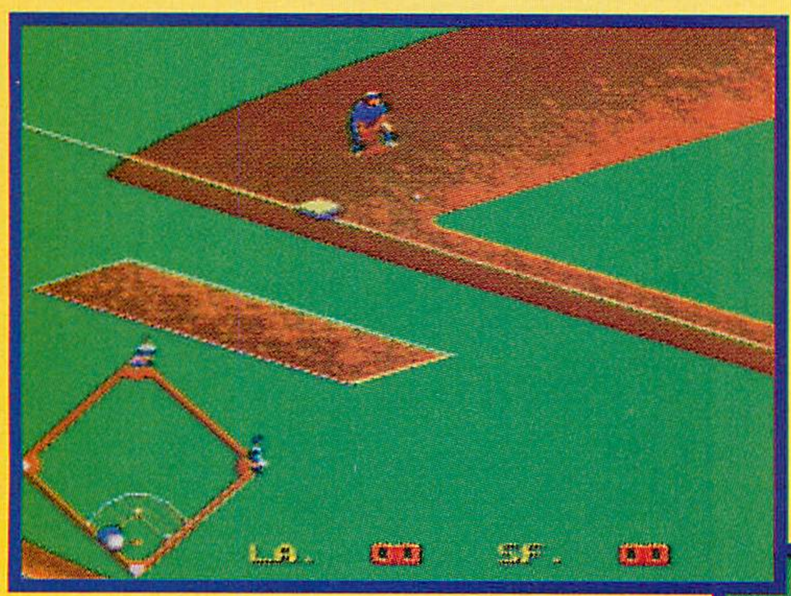
Developed by Malibu Interactive, *Sports Illustrated Football & Baseball* combines two of the most popular team sports on a single SNES cartridge. While both games can be considered respectable, players who prefer stat-heavy sports titles with real team and player names will have to look elsewhere; *Sports Illustrated* chooses instead to focus on a series of extremely cool full-motion video sequences in color. (Pretty impressive for a cartridge!)



Punt the pigskin or hurl the horsehide in this two-in-one cartridge.



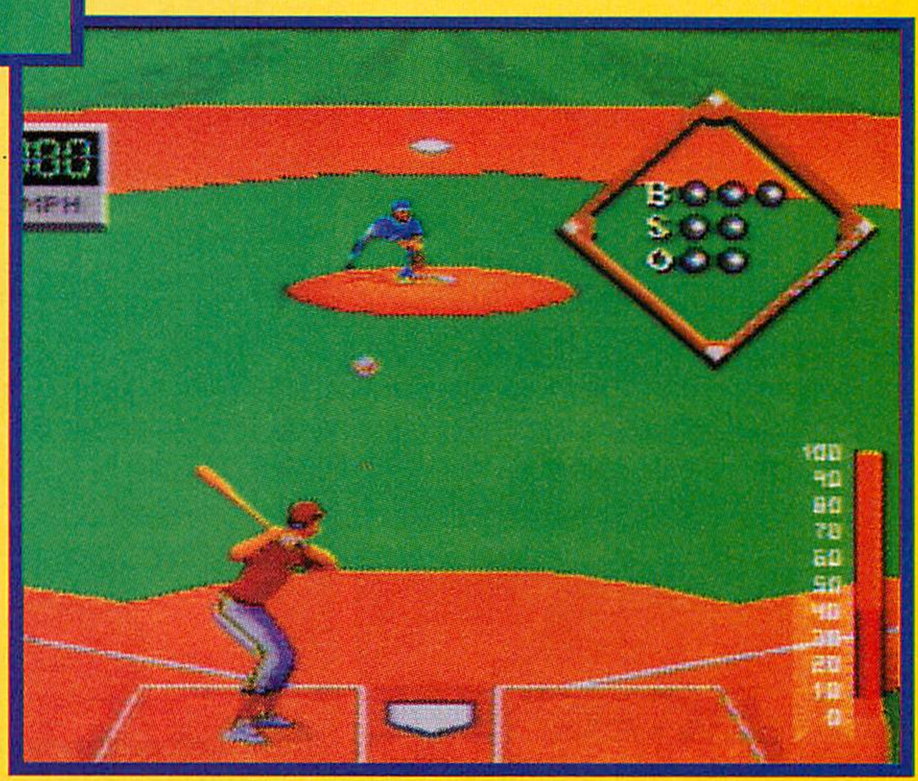


The *Baseball* game is a little less exciting—it reminds me of the unreleased *TV Sports: Baseball* TurboGrafx-16 game that was created by some of the same designers in the limbo between Cinemaware and Malibu. While it's not nearly as flawed as that bug-ridden fiasco, pitching is a bit imprecise, and the field perspective is flat.

Don't shy away from *Sports Illustrated Football & Baseball* because of the T•HQ label. While it's not the best sports simulation you'll ever play, it does serve as more evidence that the company is keeping a closer eye on its projects of late. The gradual rise in the quality of T•HQ games—which seems to have started with last month's above-average *The Ren & Stimpy Show: Veediots!*—will become a trend as long as the company continues to hire such talented developers as Malibu Interactive, The Sales Curve Ltd. and Sculptured Software. Here's to the future, T•HQ...don't look back!

—Chris Bieniek

A slanted three-quarter perspective gives *Football* a unique look, and the controls are easy to understand for a first-time player. The characters are small, but they're detailed and well-animated—and the game does switch to a close-up view of the ball carrier during key plays. It would have been nice if the game used more of the SNES control pad's buttons for different functions, but, other than that, my only gripe is the fact that your receivers are *always* covered by four or five defenders whenever you throw long.



GRAPHICS 7

There's plenty of color and detail, but the odd field perspective and gaudily striped grounds of the Baseball game don't help. Also, what's that tall blob that stands among the photographers and such on the sidelines in the Football game: the Grim Reaper?

SOUND/MUSIC 7

Though the music is not particularly inspired, there's a good variety of instrument sounds. Sound effects are well-done, with lots of sampled effects and voices.

PLAYABILITY 7

While *Sports Illustrated* has lots of replay value—due to the dual games and varied play-calling on the Football side—the controls aren't always the greatest in Football, and the nonautomatic fielding in Baseball can be a pain.

EDITORS' RATINGS

GORE 7
MIKE 7
BETTY 7
NIKOS 7

BANG FOR THE BUCK 7

THE LOWDOWN

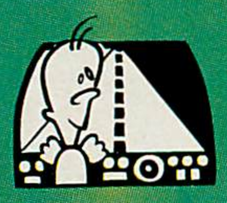
Considering that *Sports Illustrated* is a 16-meg game—and the fact that the crowd noises, FMV routines and other parts of the program are common to both games—I expected Football and Baseball to look and play like a pair of good 8-meg sports games. Football makes the grade, but Baseball doesn't quite compare; think of it as a decent football cart with a bonus baseball game.

GLOBAL GAMING

Previews From Japan

BY KEN OGASAWARA

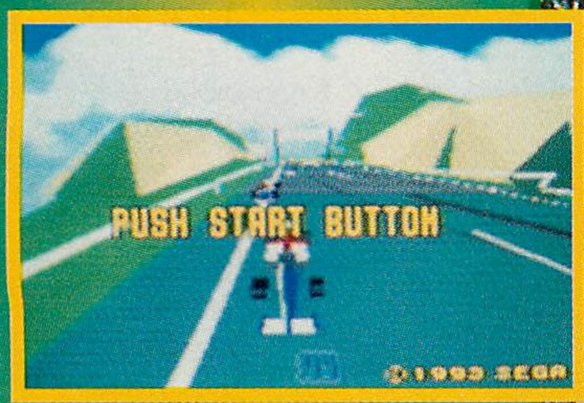
VIRTUA RACING



SEGA
Mega Drive

A beautiful polygon racing game that was a chart topper in the arcades both in the U.S. and Japan will be hitting the home market as well. The game has four different perspectives; top/down, diagonally/up and behind, behind, and driver's point of view. With these four different perspectives, you can set your own difficulty level. There is also three different tracks to race around as well.

To add to all this excitement is a two-player mode using a split screen. If you find the one player mode too easy, then your friend may be the one to add spice to an already excellent game. Don't even think about missing this one.

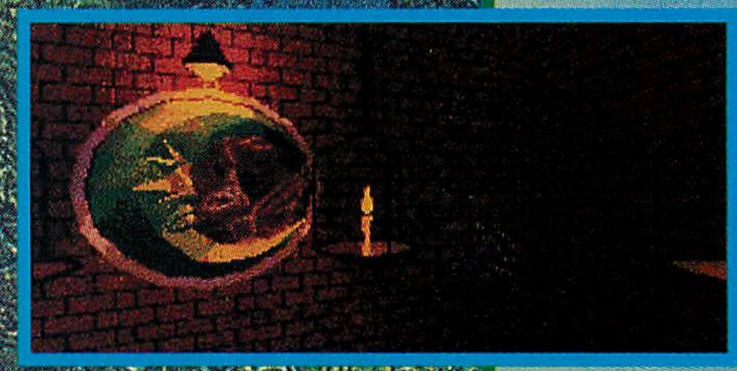


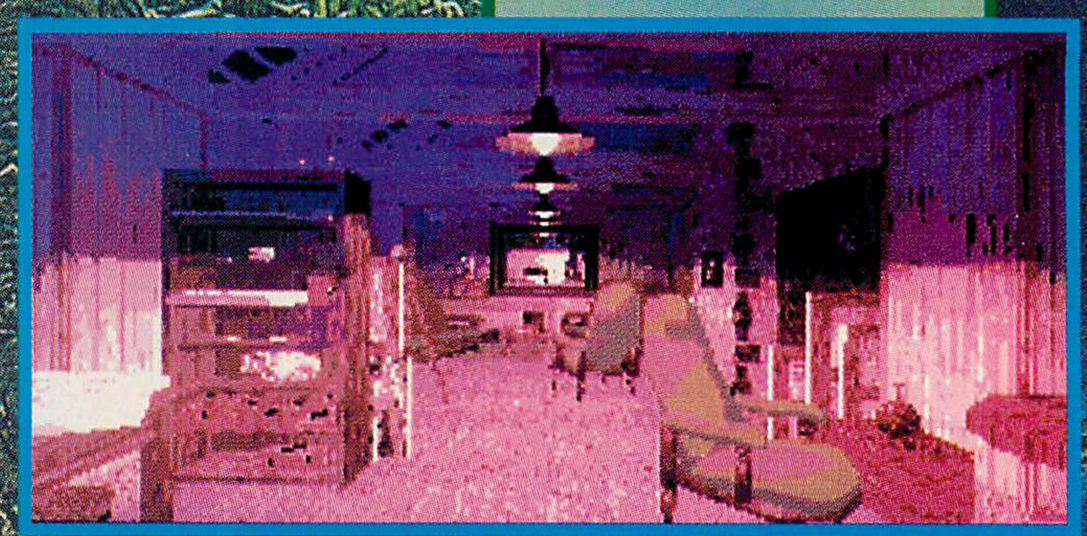
THE STORY OF NIGHTMARE MANSION

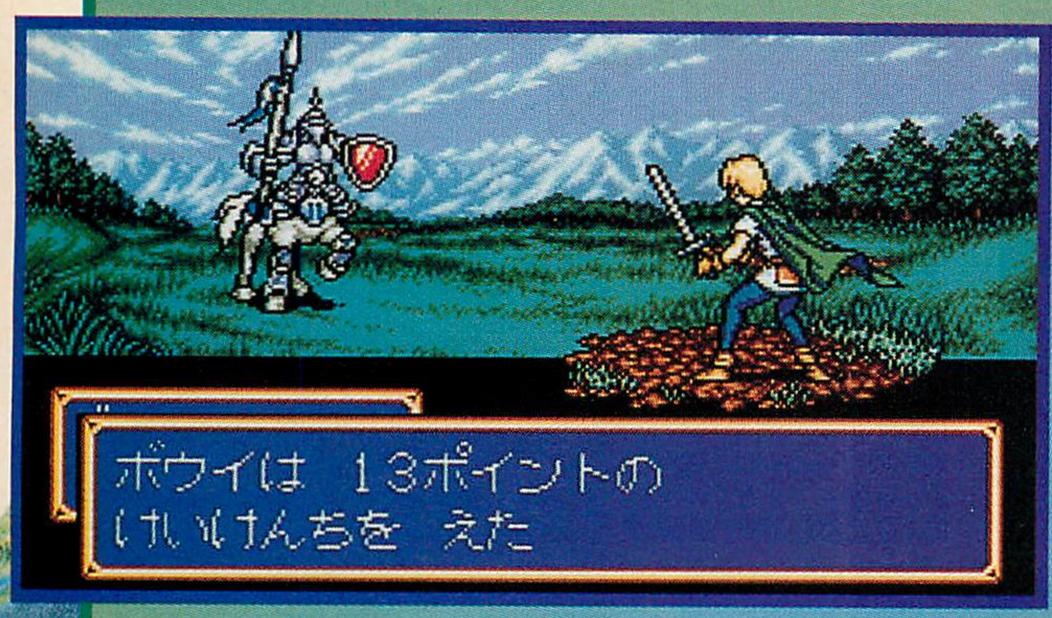
SEGA
Mega CD

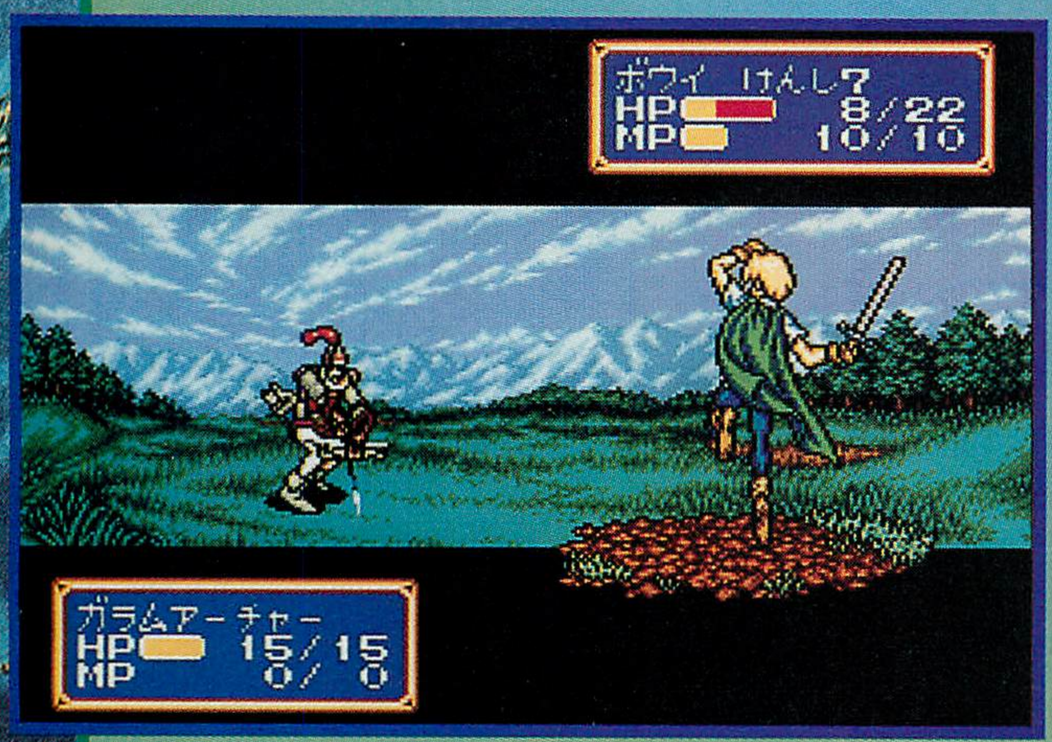
On the night of a full moon you and your sister discover a butterfly that glows. Unknowingly, your sister chases the butterfly through a field and into an old mansion. That's when you remember an old legend that tells of a devil that captures people and changes them into butterflies. Gather your courage and enter the mansion to save your sister.

This game encompasses all the factors that make it a fantastic CD game. The stereo sound, computer graphics and enthralling story will make it a must-have game if you own a Mega Drive/Genesis with a Sega CD. Sega has spent a lot of time on this title to make a game that could only be created as a CD title.









SHINING FORCE II

SEGA
Mega Drive

A new chapter in the *Shining Force* series is sure not to disappoint any fans. The overall game play has not changed, but with the addition of new and different characters, this game is sure to please.

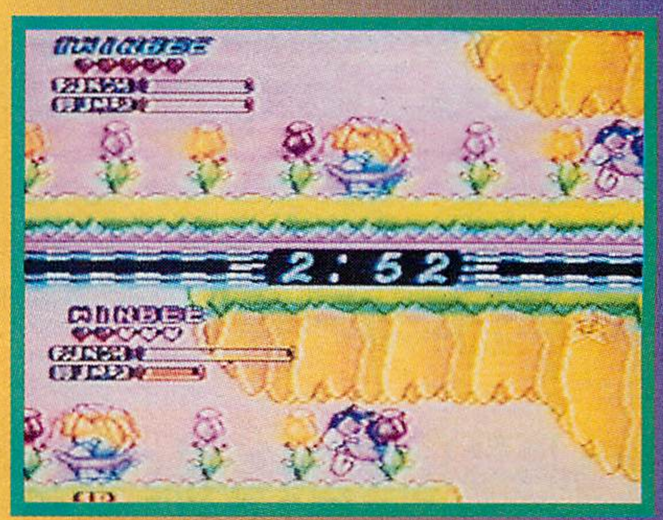
As before, you begin the adventure as a young swordsman. As the story unfolds you begin to understand the object of your quest. Along the way, you meet other characters who join you. Some of the creatures include centaurs and elves. But, there are many other characters to discover as well. A cart that is a worthy sequel to the original *Shining Force*.

TWIN BEE RAINBOW ADVENTURE

KONAMI OF JAPAN
Super Famicom

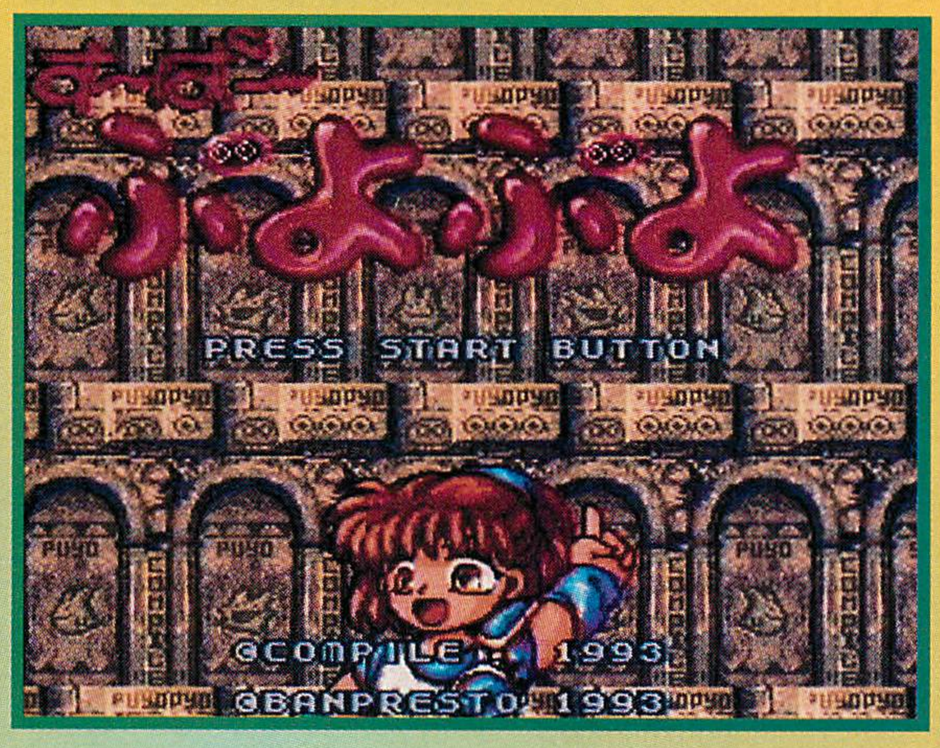
An action game with a generous helping of cuteness. However, don't let the graphics fool you. There is enough action in this cart to keep you from noticing the scenery. The basic object of each stage is to progress through several screens and find the goal. Preventing you from finding your way through the maze are of course, nasties that are almost as cute as the characters.

In addition to the main game is also a mini battle sequence. Two players choose from three Twinbee characters and battle it out on a split screen. The first one to bash the other 5 times wins the game. There is also a time trial mode to get to the exit the quickest. There is a lot of fun packed into this charming cart.



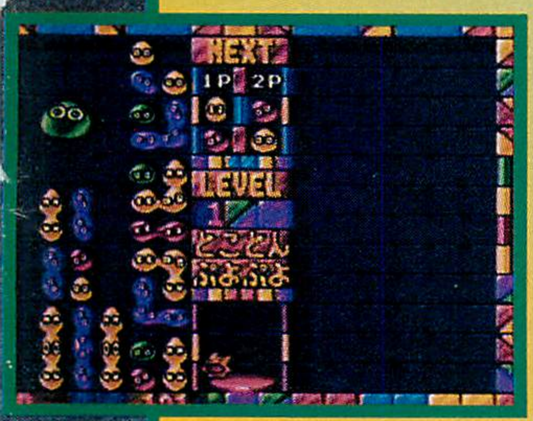
SUPER PUYO-PUYO

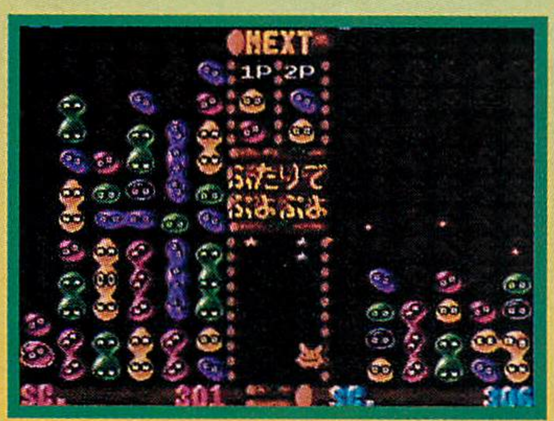
BANPRESTO
Super Famicom

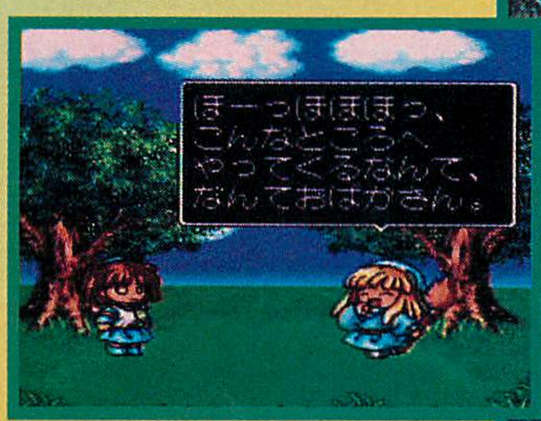


Being released as *Dr. Robotnik's Mean Bean Machine* for the Genesis in the U.S., this ridiculously simple looking game where you drop various hues of jelly drops to connect into a combination of four. But, this game is a lot more complex than you think. You can wrack up a lot of points by causing a chain reaction of jelly drops to connect and disappear.

What makes this cart even more addictive, is the versus mode, if you can cause a chain reaction, you can send colorless jelly drops to get in the way of the other player. The more sets of four you cause to disappear, the more colorless jelly drops you send to your opponent. This cart will be hard to put down once you play it.







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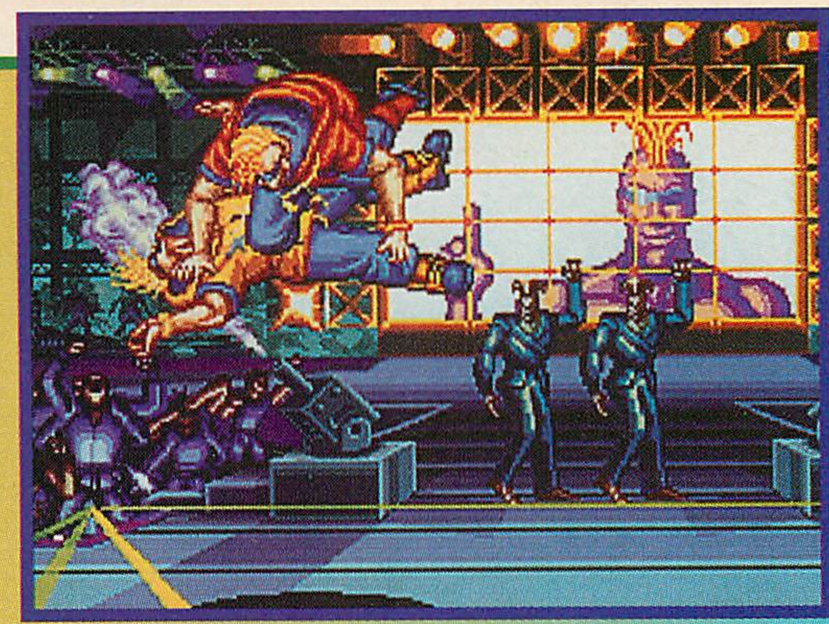
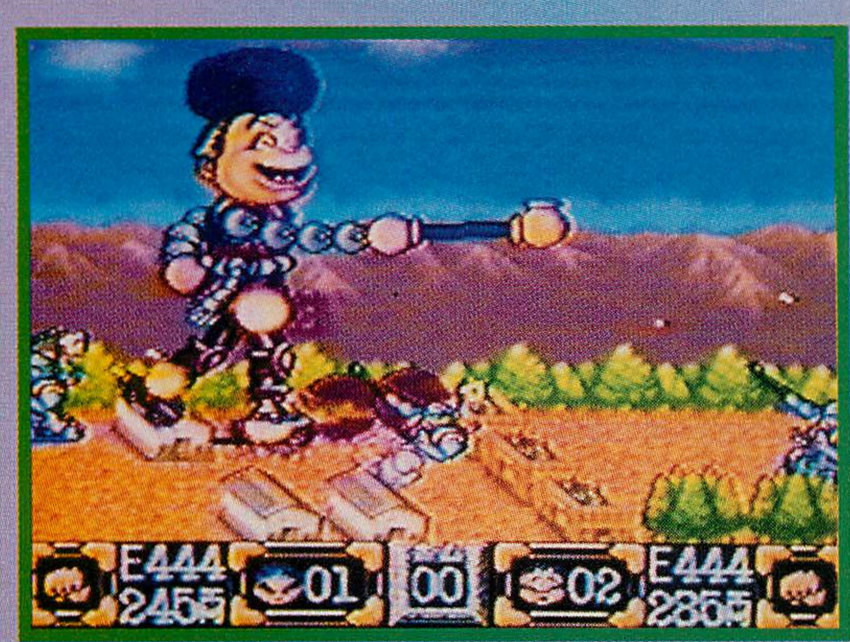


SNK

Neo•Geo

The fighting game that can knock off *Street Fighter II* as the best fighter? You can choose from 15 characters including the bosses. Even Geese Howard comes back from the grave to try and win the title. The combination of moves and special moves are so varied that it will take quite a while to figure out what each character can do. Also with the super move, which can only be done when your life meter is red, will take a long time before it is mastered. The super moves are hard to do, but if they connect, up to half of your opponents energy will be gone. A perfect move to get a comeback from behind victory. This is an excellent fighting game that will keep you coming back for more.

GAMBARE GOEMON 2 (MYSTIC NINJA 2)



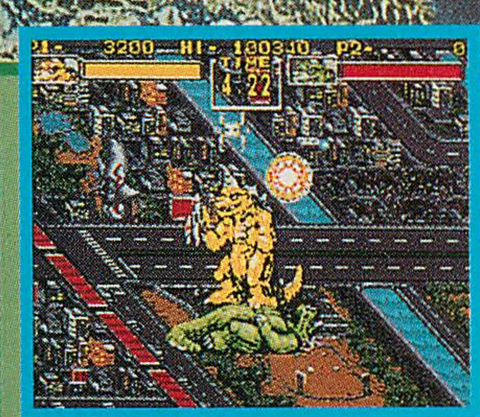
KONAMI OF JAPAN

Super Famicom

Side-scrolling action? This cart seems to have it all. There are stages which are typical side scroller type action as well as 3-D type robot battle. There is even a bonus shooter game. The action and stages are varied so much that it seems like a different game every time you play it.

The story itself hasn't changed much from the original, but the options have increased. You get to choose from three players with their own special attacks. The many varied vehicles that the player can find and use also add much to this cart. The boss stage is a 3-D robot battle that is very addictive. This stage itself is worth buying the game.

KING OF THE MONSTERS 2

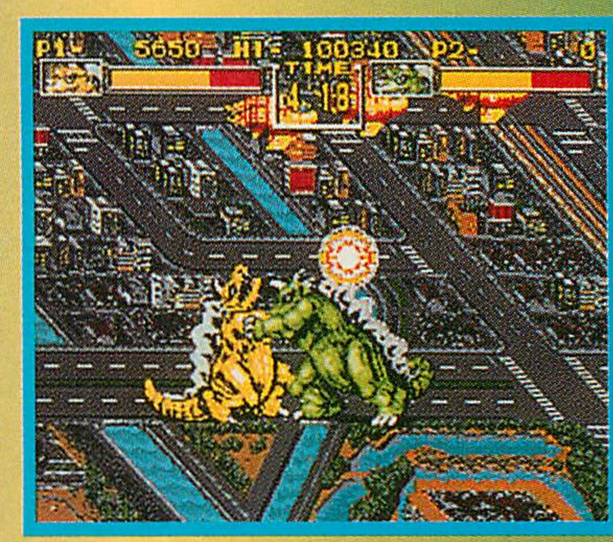


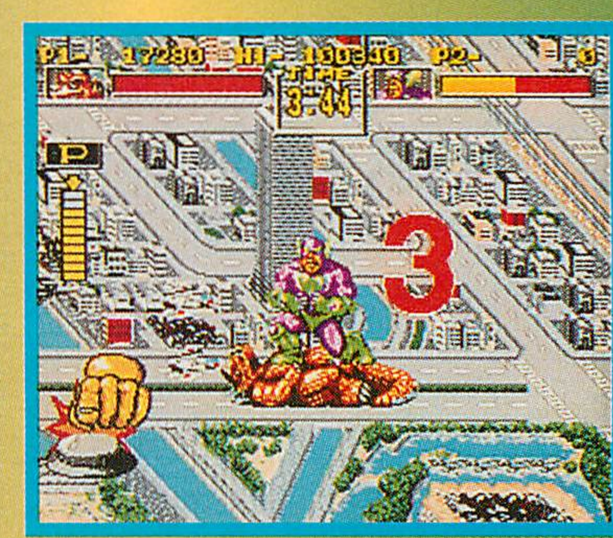
SEGA

Mega Drive

Have you ever wanted to destroy Japan just like Godzilla? If you answered yes, then check out this cart. You have a choice of four different havoc wrecking monsters to choose from, plus a multitude of location in Japan to destroy. And while you're tearing apart Tokyo, you beat up another monster that could be a computer player or a friend.

Each of the four monsters has their own special moves. If you can successfully perform a power move, a power-up appears. Collect enough power-ups and your monster goes to a new level of destructive power. Let's visit Japan and leave your trademark on all the Japanese famous landmarks.





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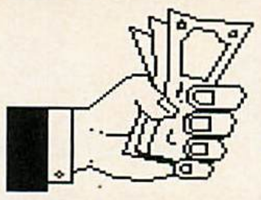

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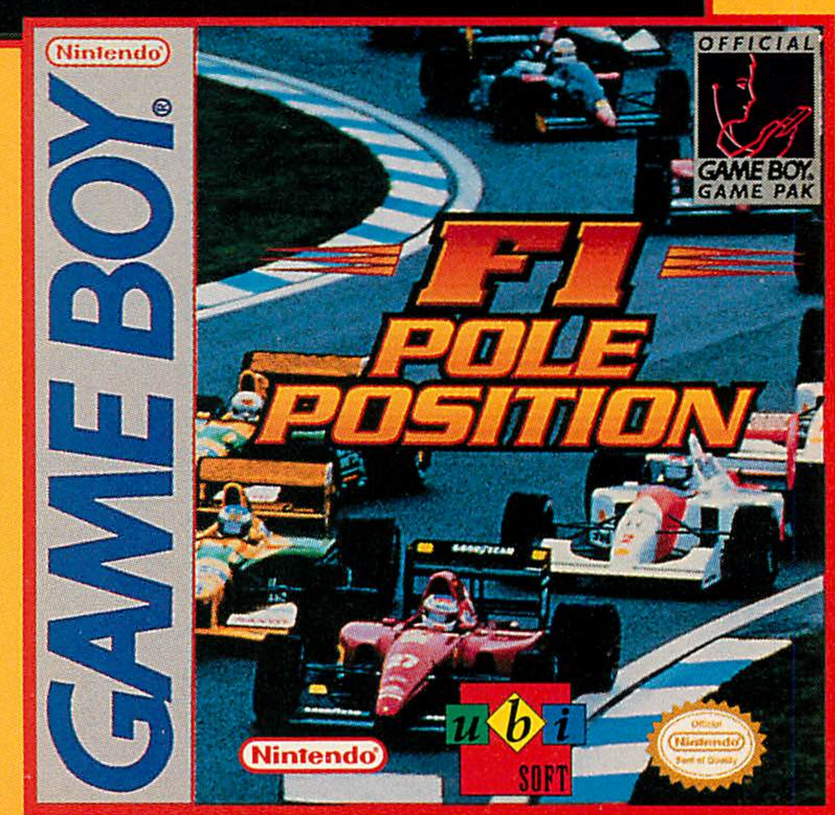

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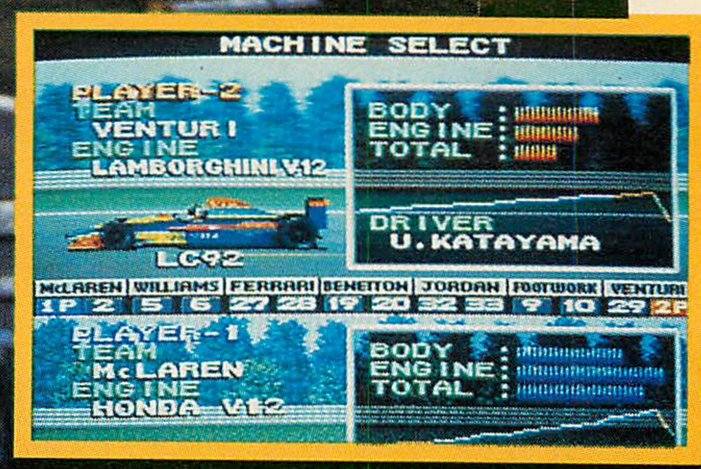
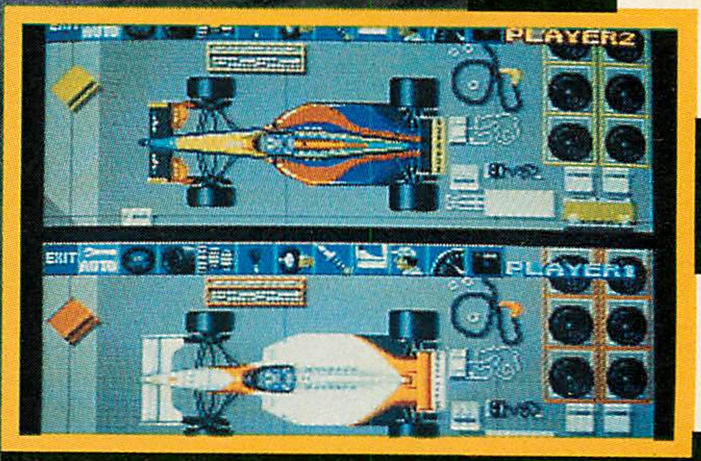


Choose your car and driver for the perfect race.

The famous track at Monaco has many chicanes and a tunnel shown here by the dotted lines.



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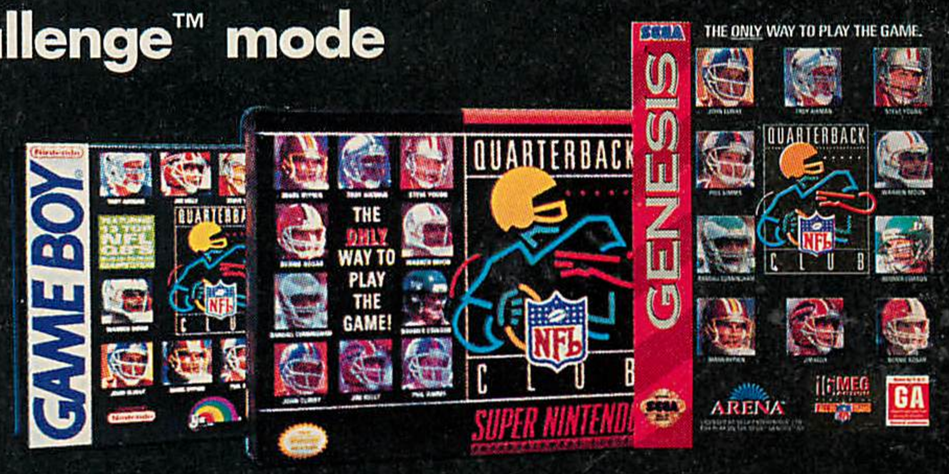

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