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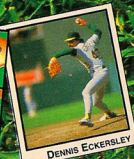
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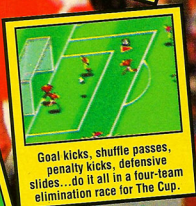
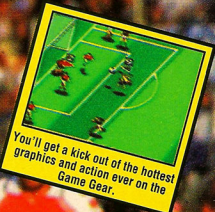
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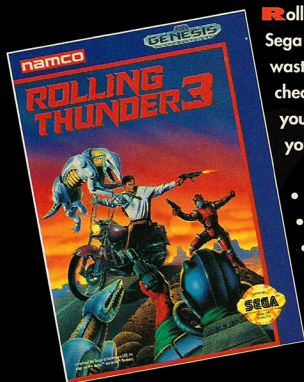
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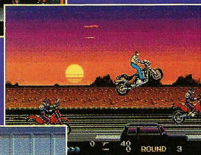
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Cover: Jump into the wrestling ring with LJJ's *WWF Royal Rumble* for the SNES. Turn to page 42 for a review of this state-of-the-art wrestling cart.

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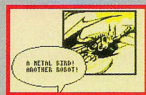
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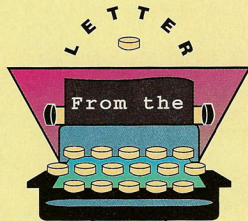
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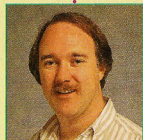
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EDITOR

i

f you peek at the *News Bits* section of this magazine, you'll see some interesting info: The Genesis version of *Street Fighter II Champion Edition* will be delayed until September, where it will compete head-on with a Turbo edition of *Street Fighter II* for the SNES. It caught us by surprise that the Genesis game would be coming out about four months after we devoted the cover and feature review to it in last month's issue of VG&CE. We wouldn't have done it if we'd known; we would have put something more timely on the magazine's face instead. It's even stranger for me sitting here writing this before the June



issue is even in my hands. Disappointing, to say the least, but it's something you expect in this business. *C'est la vie.*

This brings up another concern, however—for me at least—and I'll preface this by saying that I'm not a big fighting-game fan. This may affect my view, but I'll certainly leave room in the mailbox for those of you who disagree with me:

How much more Street Fighter II can gamers take?

Yes, it's a great game. It was at the top of the arcade charts for about two years, has spawned two improved versions and (by the time it's finished) at least three cartridge installments. Heck, it's probably as responsible for the success of the SNES as anything Nintendo has done. Then there are the inevitable computer versions. Plus, it has brought about a whole series of

"clones"—games like *Mortal Kombat* that are great and move forward, as well as others that are cheesy knockoffs. *SFII* has become synonymous with the fighting-game genre, and that's quite a feat. Undoubtedly, we can expect more whenever *Street Fighter III* decides to make an appearance.

Yet, on the other side of the coin, many of the people I talk to on Internet and the various on-line services—wonderful sources of nearly immediate feedback—are getting tired of *SFII*-mania. The announcement of a Genesis version of *SFII* wasn't greeted with the enthusiasm I had expected. Of course, the Genesis *SFII* will do well, for both Capcom and Sega, but it's not the same fever pitch.

My concern is for the new SNES version, though. Granted, it's too early to know all the features the game will offer, but will a Turbo version—offering some new moves and faster game play in what could be the first 20-megabit (or more) SNES game—really provide a significantly different play experience? Or, put more directly: Will those millions of SNES owners who spent 60 or 70 bucks on the first *SFII* cart want to kick out another 60 or 70 on the *SFII Turbo* cartridge? I guess I'll find out soon enough, when the letters start pouring in.

As always, we look forward to your views on this and other game-related issues, so feel free to write us. And thanks for reading VG&CE.

—Andy Eddy, Executive Editor

PREPARE YOURSELF



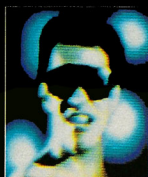
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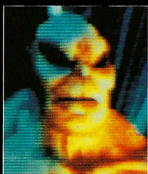
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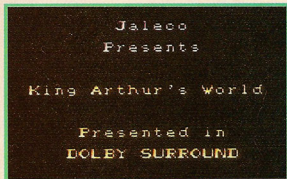
COMING TO LEADING VIDEO GAME SYSTEMS

SEPTEMBER 93



Yea

Stereophiles rejoice! Video games are finally starting to take advantage of your superlative system setups by using surround-sound technology to draw you into games like never before. VG&CE currently knows of four games that utilize surround sound. Two of them are Super NES titles: *King Arthur's World* (Jaleco) and *Super Turrican* (Seika). The other two are TG-CD/Duo titles from Working Designs: *Cosmic Fantasy 2* and *Exile*. (We should note



that the Super NES titles use Dolby Surround, while the Working Designs titles take advantage of surround-sound setups but aren't encoded with "real" Dolby Surround.) We realize that few gamers have their game systems plugged into any stereo system, much less a surround-sound deck, but, for the lucky players who do have surround sound, these games are made even more enjoyable.



Nay

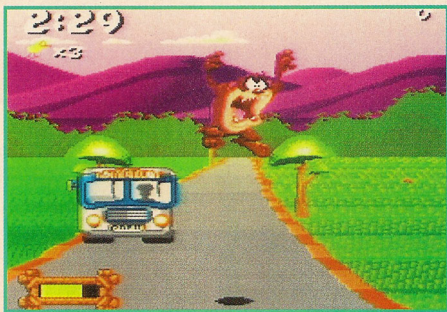
Hey, Sega CD owners! You know this *Virtual VCR* you've been hearing about? Did you think it might have something to do with games? Think again. In Sega's own words, *Virtual VCR* is "a special video compression technology that turns the Sega CD and a TV set into a ticket to short films, music videos, cartoons and educational documentaries." That's right, *Virtual VCR* discs aren't games at all; they're laser-disc wannabes with raspy monophonic audio and heavily dithered video that fills up maybe three-fourths of the TV screen. So what exactly is the point? Why would you lay down \$29.99 (Sega's suggested retail price) on a *Virtual VCR* music video disc when you could turn on MTV or rent a videotape or laser disc and experience far superior audio and video for far less money? Why would you buy a \$30 *Virtual VCR* cartoon disc when you can pick up cartoon videotapes—again, with much better audio and video—for well under \$10 at the local Target or Kmart? Hopefully, for your sake, you wouldn't. We'd like to remind Sega that half of all U.S. households have *real* VCRs, and to humbly suggest that it concentrate its efforts on *games*.



Yea or Nay?

Sunsoft's most recent Super NES title, *Taz-Mania*, has been "cheat-proofed"—programmed so that it's impossible to use the popular Action Replay Pro game modifier to create codes for infinite energy, continues or whatever. Sunsoft's reasons for doing this are basically the same reasons Nintendo of America was giving when it sued Galoob over the Game Genie: Cheat devices ruin the lastability of a game and rob the player of the game-play experience.

Sunsoft has another perfectly logical reason for cheat-proofing. It's in this business to make money, and its sales are hurt when people go out and rent a bunch of games and a Game Genie or Action Replay and cheat their way through them (which is missing the entire point of playing games... but we digress).



We can also see reasons for *not* cheat-proofing games. For example: Your six-year-old nephew with the coordination of a three-toed sloth wants a crack at *Axelay*. You set up an infinite lives cheat for the little bugger and watch as he plays through the game, squealing with delight.



The Game Genie and Action Replay also breathe new life into games by allowing you to change things that weren't meant to be changed. Look at the myriad codes for *Street Fighter II*: Most of them are useless or silly, but all of them make the game more interesting and more fun.

So what's your opinion? Should games be cheat-proofed in the future? Or should companies allow users to alter their games if they want to? Write and tell us how you feel.

COULD IT BE ... ?



• Could it be that the following statement was made by a MicroProse representative, four months and three program updates (a nice way of saying "bug fixes") after the release of *Darklands*? We quote: "The most critical issue now is to make *Darklands* solid." It's called beta testing, MicroProse. Look into it.

• Could it be that the European magazine *Mega* hadn't seen our April 1993 feature article "Ahead of Their Time" when it wrote this somewhat inaccurate paragraph? "*Sewer Shark* features Full Motion Video and uses digitized footage of the movie (re-



leased in America, so no one's heard of it over here) in the game itself."

• Could it be that even Hudson Soft, the co-founder of Turbo Technologies Inc., has problems spelling the name of the TurboGrafx-16? Here's a sentence from its latest newsletter: "The explosive NES and TurboGrafx game [*Bomberman*] comes to Super Nintendo."

• Could it be that an urban myth about the coin-op game *Mortal Kombat* is making the rounds? Here's the story, as told a few months back on CompuServe by a *fished-in* user with a penchant for run-on sentences (note the tragic, yet ironic, "fatality" ending): "I recently heard of a kid who spent his entire life savings on *MK* (if he was *that* stupid, there *had* to be something wrong with him), and when he couldn't beat the game, the poor kid tied a rope around his neck, tied the other end of the rope to the rafters, and jumped off the rafters, and you guessed it, his head yanked right off his neck. Sick, huh?"

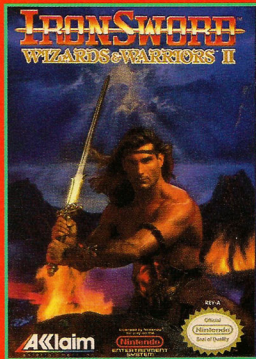


• Could it be that Nintendo's inaugural Super FX game, *Star Fox*, was renamed *Starwing* in Europe? Seems that there's a German company with the name StarVox, and Nintendo felt it was prudent to change *Star Fox*'s name to avoid any confusion. Too bad it made the change after the game had been reviewed in all of the major European mags with the name *Star Fox*. D'oh!



• Could it be that we recently learned why Game Genie codes can't be converted into Action Replay codes (and vice versa)? The Game Genie works its magic by modifying the program code of a game cartridge, whereas the Action Replay works on the storage RAM in a game console. Let's say a game has the following line of programming that kicks in whenever you lose a life: LIVES=LIVES-1. The Game Genie "changes" that line in the program to read: LIVES=LIVES-0. The Action Replay finds the place in RAM where the value of LIVES is stored and keeps that value at 3 or whatever value you enter. What does this all mean? 1) Game Genie and Action Replay codes are not compatible; 2) Games are very easy to make Action Replay-proof (as described previously in this installment of *Yea & Nay*), but a bit trickier to make Game Genie-proof; and 3) Someone got paid several hundred bucks to tell you this.

• Could it be that Fabio, the hunky stud with the great hair whose chiseled features adorn the covers of hundreds of romance novels, appeared on the box for Acclaim's classic 8-bit NES game *IronSword: Wizards and Warriors II*? Check out the accompanying picture for indisputable proof of Fabio's humble beginnings. 🙄





WHOA, WHAT THE...?

Where did you find out your *SFII* boss code? In your May issue of VG&CE, in the "SFII Translation Guide," you show Ryu vs. Balrog in Dhalsim stage in the SNES version of *SFII*. I know this because the mat that Ryu is standing on is red; in the *Champion Edition*, the mat in Dhalsim stage is blue, not red. So how in heck did you get Balrog in Dhalsim stage? Please tell me! And how did you get M. Bison in Balrog stage? You can tell that the Balrog stage you showed is the SNES version from the picture. Please tell me! I need that code *bad*.

I've figured out how to put the color back in the faces of the dead (gray) fighters in *SFII*, but I won't tell you what this code does till you print in your mag how to play as the end bosses.

—David Bowman
Murray, Utah

Well, David, that's been the question of the month. Literally hundreds of phone calls and letters have fallen on the VG&CE offices asking how we did it. To spill the beans for everyone who wondered, we simply used a Game Genie code that allows you to put a boss into the game. The downside, as noted in the June Yea & Nay column, is that it's not a true boss code because it only lasts for one round then causes graphic glitches and likely a system crash. It's no big secret, and we'll say it again: Capcom assures us there is no boss code for *SFII*. Trust us.

WRITES ABOUT NICE-NES

I'm still an owner of an NES even after all of the new systems came

out. Some of the great NES titles will never die out, like *Final Fantasy*, *Bomberman* and the *Super Mario Bros.* series. Almost every time a new NES title comes out, it's made from a movie or cartoon show. Why can't they come out with some good games—and not like *Crash Dummies* or *Tiny Toon Adventures 2*.

Some of these games are too easy or corny to play. The new systems aren't the only reason the NES is going downhill. It's because people don't want these stupid games that keep coming out. If companies want to make money, they have to be original.

—Matthew Piaz
West Seneca, New York

It's one of the sad truths about the video-game business, that, as time goes on, the game consoles we enjoy will eventually become obsolete. The current situation has most of the third-party companies devoting their efforts to the SNES games because it's where the action is, even though there are millions more NES systems in people's homes. It's our guess, based on things we've been told, that Nintendo hasn't lowered the cost to a licensee to create an NES game. For that reason, it may not be financially feasible to spend a lot of time and money developing an NES game because the retail price of an NES cart will likely be about the same as its SNES counterpart. Strange but true.

Get as much out of your NES as you can. When you decide to give it

up, put an ad in your local newspaper or classified-ad flyer. At the worst, it makes a fine doorstep. Only kidding....

WILL THE REAL OWNER PLEASE STAND UP?

There is something I really don't understand. When you talked about the home versions of *Mortal Kombat*, you said the company behind this is Acclaim. The company name for the coin-op is Midway. What's going on? Does Acclaim own Midway? Does Midway own Acclaim? Did one of them buy the plans for the game off the other? What's the story here? Thank you for your help.

—Chris Garza
Springhill, Florida

Midway created the *Mortal Kombat* arcade game, and Acclaim simply licensed MK for the various home systems it will release the game on. That's because Midway isn't a third-party licensee for any of the home systems. Neither company is involved in ownership of the other.

WANTED: ANY READERS WITH QUESTIONS

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CIRCLE #105 ON READER SERVICE CARD.

I have a few questions that are bugging me:

1. Is TTI planning to license any third-party companies like Capcom, Konami, Acclaim and others?

2. I am planning on buying the TurboExpress, and I know that there are a lot of TurboChip games out there that would satisfy me. My question is, now that TTI has released the Turbo Duo and some good CD titles, are they going to wind down the production of new TurboChip games until production is non-existent?

3. And what does FDC 50080 stand for?

—Josh Dieckmann
Aurora, Nebraska

You don't need a subscription for us to answer your questions—we don't check subscription status before we answer a letter—but thanks for getting one anyway.

Here are your answers:

1. TTI is trying to get third-party licensees, but isn't having great luck. The main reason is that the TurboGrafx-16/Duo user base is too small for many big companies to want to devote the time and money to creating a game for it. The return isn't seen as good enough to take the chance.

2. TTI is still doing TurboChip games, but the word, since the release of the TurboGrafx-CD, has been that the TurboChips will eventually be replaced by CDs. CDs are cheaper to make and can hold more, but, until more people own the CD add-on—and it's certainly not enough now—you can rest assured that there will be a good number of TurboChips to choose from. You may, however, see some CDs that you'd like to own.

3. The code FDC 50080, which appears on the cover next to the VG&CE logo, is the distribution number for the magazine. Kinda boring, isn't it?

A LETTER WITH MORE LETTERS IN IT

I agree with Mark Davis' letter that appeared in the April 1993

issue. Too many gamers concern themselves with technical specifications that they don't understand. I saw two young gamers in a toy store argue over the specs of two machines—and then refer to the ROM cartridges as "tapes." (This could have been a true statement if the NEMO had seen the light of day.)

How many gamers truly understand the differences between an 8-bit CPU, a 16-bit CPU and a 32-bit RISC processor? How many of them know the Norton SI of the 68000 or the 65C02, or what it truly means?

There are only two specs that really count with video-game systems. The first is BPBS or Bang Per Buck Spent: Did the game live up to your expectations?

The second is QGPT per BS, Quality Game Play Time per Buck Spent: How long did the game remain fun to play? Both of these specs are completely unique to each individual gamer. Megs, MIPS and MHz don't matter; I play for fun. To misquote Frank Zappa: Shut Up and Play Yer Video Game.

—Brian Glover
Las Vegas, Nevada

You presented a fabulous overview, Brian. Maybe we should add "BPBS" or "QGPT per BS" to our ratings. What do you think?

HEY, WHO'S DISSIN' WHO?

I have always looked up to Nintendo for having advertisements that don't throw punches at its competitors. I have always felt that it was cheap of Sega to mention Nintendo or hint Nintendo in a negative way in its marketing plan. In the past, Nintendo has shown its ability to ignore these cheap shots and indirectly get back at Sega by producing excellent games. This made me think that Nintendo had a policy against mentioning the competition in its ads. I just found out that I was wrong.

Does this sound familiar? "Why go to the next level when you can go light-years beyond?" That is a quote from one of Nintendo's Star

Fox commercials. It almost clearly attacks Sega's "Welcome to the next level" campaign. Sure, the game is a blast, but was this necessary? Is Nintendo now afraid of being a fair player in this competition for 16-bit supremacy? Why can't we all be nice and love each other?

—Paul Andrews
West Townsend, Massachusetts

Until about a year ago, Nintendo had ignored its adversaries in the game industry, both in commercials and in its press information. Suddenly, it's begun taking on the competition directly (though not by name), as in the Star Fox ad you mentioned.

There was another in the form of a memo to retailers, a brief on how to deal with questions about when Nintendo's CD would be available and why Nintendo wasn't going to get involved yet. There was also quite a bit of "comment" about its competitor's CD system. Let's hope it gets more dignified.

MODEM OWNERS!

VG&CE can be reached on-line with comments and hints. We'd be happy to hear from you. Electronic Mail can be sent to us on the following systems:

- America Online: VIDGAMES
- CompuServe: 70007,3554
- Delphi: VIDGAMES
- GEnie: VIDGAME
- Internet: VIDGAMES@DELPHI.COM

If you'd like more information on how these systems operate and how to sign up, give them a call and tell them VIDEOGAMES & COMPUTER ENTERTAINMENT sent you!

- America Online: (800) 827-6364
- CompuServe: (800) 848-8990
- Delphi: (800) 695-4005
- GEnie: (800) 638-9636

THE TERMINATOR & ROBOCOP NOW HAVE SOMEONE THEY CAN LOOK UP TO.



Introducing **Cybernator**, the 21st Century's biggest hero and the baddest cyborg ever to blast onto your Super NES™. Standing five stories tall and loaded with stunning graphics and firepower, this mechanized marine overshadows and outguns all other 16-bit metal heads. From the **Cybernator's** command

cockpit you'll control five tons of



tail-kicking, Axis annihilating battle armor and the Enemy Eliminator with 360° firing range. You'll also power a hyper-space propulsion pack that launches **Cybernator** through seven levels of digitized devastation. So if nuts and bolts busting action is your game, check out **Cybernator**. The future of 16-bit warfare today!



KONAMI®

KONAMI GAME HINT AND TIP LINE: 1-900-896-HINT (4468).

70¢ per minute charge. Minors must have parental permission before calling. Touch-tone phone required.



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AND
AMIGA

ONE
OR TWO
PLAYER
ACTION!



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Erik the Swift™, Baleog the Fierce™ and Olaf the Stout™ need serious help! Sucked into an alien spaceship, our pillaging friends are hurled through time, space and alien lands. With a jammin' musical score, our space-faring heroes come alive and humorously fight their way through 35 rip-roaring levels and solve the puzzles of Prehistoria Egypt, The Great Factory, Wacky World and more. To order "The Lost Vikings™", call 1-800-969-4263 or see your local retailer.



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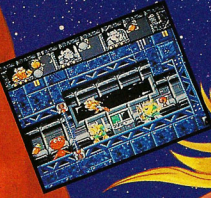
"A new concept in video gaming."
Electronic Gaming Monthly



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR SUPER NINTENDO ENTERTAINMENT SYSTEM.



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Tips are graded on a scale of one to five joysticks. The more joysticks that are colored in, the more valuable the hint is.

Blow the dust off those old games, and try out some of our new hints! If you have some great hints and tips for us, just put them on a piece of paper and send them to: VG&CE, Attn: Easter Egg Hunt, 9171 Wilshire Blvd., Suite 300, Beverly Hills, CA 90210. The author of each new tip we use will receive \$10. Write neatly, and be sure to include your name and complete address!

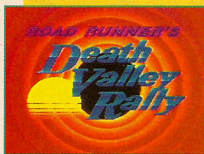


BY
CHRIS BIENIEK

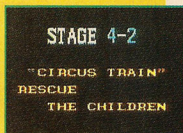
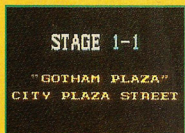
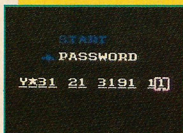
Prepare yourself for another outstanding collection of top-notch cheats, tricks and codes. Fans of Sega and Sony's Make My Video Sega CDs should keep an eye out for the "hidden footage" we've unearthed in those discs. We've also got exclusive Game Genie codes for all four Game Genie formats. Check out our valuable Easter eggs for games like Road Runner's Death Valley Rally, Cybernator and World Heroes. And be sure that you don't miss our top-secret code for Ex-Mutants for the Sega Genesis!

Road Runner's Death Valley Rally

(SUNSOFT FOR THE SUPER NES)



Here's a valuable cheat that can be entered from the *Death Valley Rally* title screen: Press and hold Left, **SELECT**, Y, R and **START**. Continue to hold these buttons down until the name of the first stage ("Zippity Splat") appears. If you perform this trick correctly, you will start the game with 75 lives in reserve!



Batman Returns

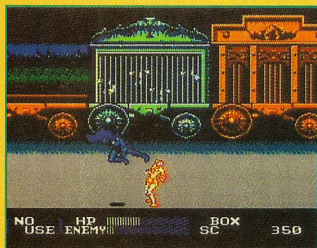
(KONAMI FOR THE NES)



To start at any stage of *Batman Returns* for the NES, enter the following password:

Y*31 21 3191 11

Then, when the screen displays the name of the first stage (Stage 1-1, "Gotham City Plaza"), simply press Left and Right on *Controller 2* to change the starting stage. With this password in place, you can use *Controller 2* to warp to different stages at any time during a game.



GAME GENIE CODES

Streets of Rage 2

(SEGA FOR THE GENESIS)



For use with Galoob's Genesis-compatible Game Genie Video Game Enhancer
AW7T-AA6L—Infinite lives, both players
AL7T-AA62—Infinite continues, both players
B39A-BA6C—Start on Stage 8

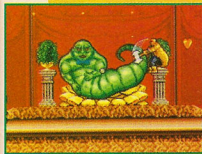
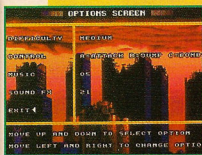
Ex-Mutants

(SEGA FOR THE GENESIS)



Here's a great Easter egg that allows you to access a secret "cheat" menu in *Ex-Mutants*. To find it, go to the "Options Screen" and set the "Music" to 05 and the "Sound FX" to 21. With those numbers in place, highlight "Exit," then press and hold the A, B and C buttons while pressing **START**. You'll hear Shannon say "Too easy!" and move to the "Cheat Cheater Mode" menu, which gives you a stage-select option or various cheats such as maximum lives or unlimited weapons.

Please note that you can only choose one item from the cheat menu; for example, you can't select "Maximum Lives" and start on Level 5, because the game will start as soon as you choose any one option.



Cybernator

(KONAMI FOR THE SUPER NES)



We've discovered two great cheats to help you with this challenging shooter. First, at the title screen, highlight the

word "Option," then press and hold Up, L, R and **START** to begin the game. When you're killed and reach the "Continue?" screen, you'll find that the number of credits has doubled from three to six.

When the game starts, hurry through the first level without shooting or punching anything—your score must be zero when you reach the "power unit." Next, destroy the power unit without hitting the gun turrets on the left and right. Your score should read "2800" when you finish off the power unit. At the start of the second stage, cycle through your available weapons with the X button and you'll find that you have acquired a superpowerful "Napalm" gun. Use it wisely, though, because this weapon will vanish from your inventory if you die and have to continue the game.



World Heroes

(SNK FOR THE NEO-Geo)



Everyone knows that the familiar fighting-game "fireball" motion (move the stick from down to toward your opponent and hit A) will cause Hanzo or Fuuma to throw stars at an opponent in *World Heroes*. However, VG&CE reader Allen Gallardo of Chicago, Illinois, was the first to point out the following trick, which allows those characters to do extra damage with the throwing stars: If you perform the joystick motion *twice* before pressing the A button, the character will throw two stars at the same time. Try it!



GAME GENIE CODES

Dragon's Lair

(DATA EAST FOR THE SUPER NES)



For use with Galoob's Super NES-compatible Game Genie Video Game Enhancer
 3C8C-0FA4—Protection from most hazards
 3C62-D70F—Infinite lives
 4A84-64D4—Stop timer
 DF88-0F64—Each coin worth ten



GAME GENIE CODES

Adventure Island 3

(HUDSON SOFT FOR THE NES)



For use with Galoob's NES-compatible Game Genie Video Game Enhancer
 SXNLISSE—Infinite lives
 GXUUGOSO—Keep items after dying
 SUEZEXLN—Mega jump



continued on page 18

continued from page 17

Make My Video: Marky Mark and the Funky Bunch

(SEGA FOR THE SEGA CD)

C+C Music Factory

(SONY IMAGESOFT FOR THE SEGA CD)

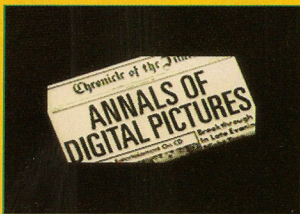
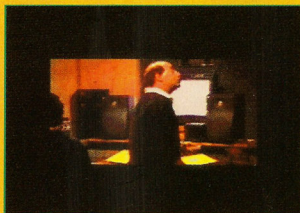
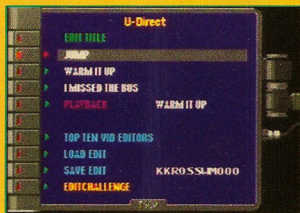
Kris Kross

(SONY IMAGESOFT FOR THE SEGA CD)



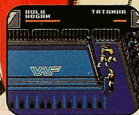
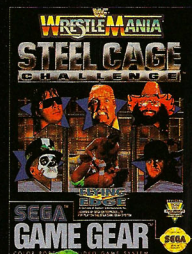
Sega CD owners can find some wild Easter eggs in the *Make My Video* discs created by Digital Pictures. At the "U-Direct" menu of each of these discs, press A, B, C, Right to watch brief clips of behind-the-scenes footage in full-motion video. Our favorite scene appears in the *C+C Music Factory* disc, in which the cameraman focuses on Tom Zito of Digital Pictures and tells him that "...we need an Easter egg video!" We haven't seen Sega's *Make My Video: INXS* disc at press time, but it's expected to include a similar scene.

During any of this Easter egg footage, press **START** to call up another sequence, the "Annals of Digital Pictures," in which you can watch the 1986 "brainstorming" session where the *Make Your Own Music Video* concept was originally introduced.



GEAR UP!

**THE RAGE IN THE CAGE, THE WAR OF THE WEBS
AND THE BATTLE OF THE MACHINES!**



**ACTION SO INTENSE
ONLY 15 FEET OF STEEL
CAN CONTAIN IT!**

**IN AND OUT OF THE
RING MAYHEM!**

**UNPLUG ELECTRO
WITH WEB-SWINGING
ACTION!**

**BATTLE DR. OCTOPUS'
ARMY OF ARMS!**

**DESTROY CYBERDYNE
RESEARCH!**

**HASTA LA VISTA,
BABY!**

For more portable power, check out the bodyslamming excitement of **WWE® WrestleMania® Steel Cage Challenge™**, the amazing web-swinging action of **Spider-Man®: Return of the Sinister Six™**, and the explosive firepower of **Terminator™ 2: Judgment Day**. Gear up for great graphics and game play with the biggest superstars on Game Gear™!

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**FLYING
EDGE™**



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CIRCLE #104 ON READER SERVICE CARD.

continued from page 18

GAME GENIE CODES

Alien³

(LJN FOR THE GAME BOY)

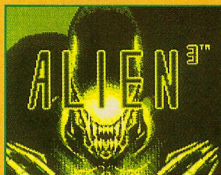


For use with Galoob's Game Boy-compatible
Game Genie Video Game Enhancer

FA7-68E-4C1—Almost infinite energy

FA6-92E-4C1—Infinite tries

00F-9CD-E65—Infinite shots per clip on pickup

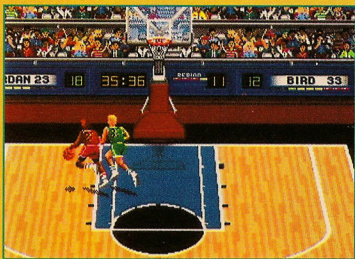
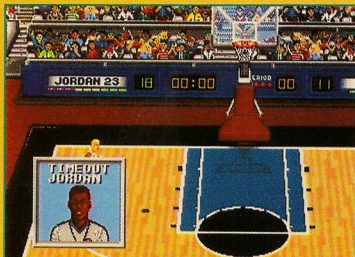
Jordan vs. Bird:
Super One-on-One

(ELECTRONIC ARTS FOR THE GENESIS)



Tim Pugh of High Point, North Carolina, noticed a strange quirk in this EA roundball game. If you can press **START** to pause the game when the clock reaches 00:00 at the end of a game in the timed "One-on-One" mode, press A to call a time-out. Incredibly, the game will continue with 36 minutes on the clock. Repeat the trick when the timer expires again, and the game will continue with 100 minutes left!

Please note that you can't pause the game while one of the players is holding the ball; the best way to trigger this bug is to put up a shot with two or three seconds left and press **START** while the ball is in the air.

Streets
of
Rage 2(SEGA FOR THE
GENESIS)

Try this trick at the *Streets of Rage 2* title screen: Press and hold Right and B on Controller 1, press and hold Left and A on Controller 2, then continue to hold those buttons while you press C on Controller 2. Choose the "2 Players" game, and you'll find that both combatants can select the same character!



An Ancient tower.
A Hostile land.
A Deadly secret.

*Exclusively for the
Turbo SuperCD system!*

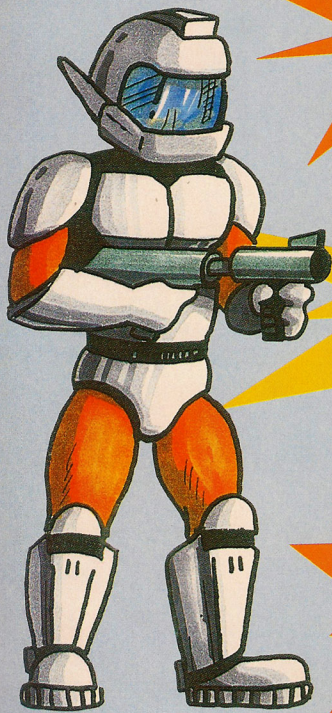


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CIRCLE #109 ON READER SERVICE CARD.

We'll Make a Winner BLASTER

Blast through these questions and win!



1. What is the name of Jason's high-tech vehicle?

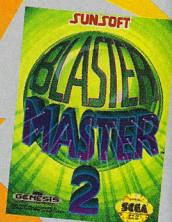
2. In the original game, *Blaster Master*, what was Jason chasing after when he fell into the hole in the earth?

3. In the sequel, *Blaster Master 2*, why did Jason return to the hole in the earth?

4. VG&CE has hidden Jason throughout this issue. How many times does he appear?

5. What is the first boss Jason encounters in *Blaster Master 2*?

bonus: What is pictured on the back of the *Blaster Master 2* package?



er Out of You With MASTER 2TM

How to enter: Sunsoft, VIDEOGAMES & COMPUTER ENTERTAINMENT and Triax want you to blow us away with your knowledge of the story of Jason, the Blaster Master, and his ordeal with the underground mutants in *Blaster Master*TM2. We'll even give you incredible prizes for answering a few simple questions. Simple, that is, if you are a true fan of *Blaster Master* and the new sequel *Blaster Master 2*.

win

first prize

(One Winner)

One Sega Genesis with one of each of the following:

- *Blaster Master 2*
- *Lemmings*
- *Batman, Return of the Joker*
- *Batman*
- *Superman*
- Triax Turbo Touch 360 pad for the Genesis.

second prize

(Two Winners)

One Sega Genesis with a Triax Turbo Touch 360 pad for the Genesis.

random drawings

(50 Winners)

Will win a *Blaster Master 2* cart, a *Superman* cart, a Triax Turbo Touch 360 pad for the Genesis or a one-year subscription to VG&CE Magazine.

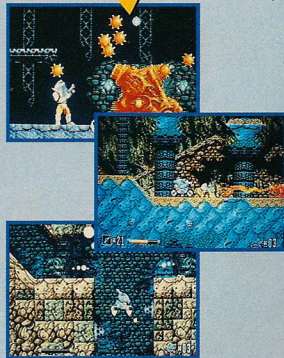
send your entry to:

Blaster Master 2 Contest • c/o VG&CE • 8171 Wilshire Blvd., Suite 300 • Beverly Hills, CA 90210
Please submit all answers written clearly on a postcard. Include your name, address and a daytime phone number where you can be reached.

are you ready for seconds?



Jason is back and ready to fight the radioactive underground mutants that are trying to take over the Earth. His high-powered vehicle is redesigned for more intense action and damage. Sunsoft's *Blaster Master 2* for the Sega Genesis is packed with challenging maze stages, evil mutants, high-tech weaponry and the most vile of all vermin—the Mutant Boss. *Blaster Master 2* has improved on the original classic. There are three types of game play: side-scrolling views of Jason and his vehicle, zoom views of Jason fighting bosses and overhead views of the vehicle. As Jason, you can plan your attack from inside the vehicle or jump out for hand-to-hand combat. Arcade-quality sound and graphics make this one sequel that lives up to the original—and then some! If Jason can't defeat the mutants with all this going for him, who can?



For a list of answers to the above questions, send a self-addressed, stamped envelope to *Blaster Master* Answers, 8171 Wilshire Blvd., Suite 300, Beverly Hills, CA 90210. *Blaster Master*TM 2 is a trademark of Sun Corporation of America. Copyright © 1993. All rights reserved. SUNSOFT® is a registered trademark of Sun Corporation of America. Copyright © 1993 Sun Corporation of America. Sega and Genesis are trademarks of Sega Enterprises Ltd.

OFFICIAL CONTEST RULES:

All questions must be answered correctly to win, and entries must be submitted on a postcard (no envelopes please). Multiple entries accepted, but each must be sent in separately. The deadline for entries is September 1, 1993, and all entries must be received by that date to be eligible.

Sunsoft, VG&CE and Triax are not responsible for late or lost mail. Employees of Sunsoft, VIDEOGAMES & COMPUTER ENTERTAINMENT, LFP, Inc., Triax, and of their subsidiaries and affiliates, are not eligible, nor are members of their immediate families. All materials submitted, including without limitation, the ideas and expression of those ideas, become the property of Sunsoft and will not be returned.

No purchase necessary. All winners will be notified by mail. Fifty-three (53) winners will be selected by the VG&CE judges, who shall have complete and sole discretion in selecting winners. All decisions are final. All taxes on prizes are the sole responsibility of the winners. Winners release Sunsoft, VG&CE, LFP, Inc., Triax and their subsidiaries and affiliates in all matters relating to the use of prizes. No substitution of prizes of cash equivalent allowed. One prize per family.

Winners grant permission for use of their names, addresses and photos for advertising or promotional purposes without additional compensation. Contest void where prohibited by law, and otherwise governed by California law.

Top Coin-Ops for April 1993

Figures are courtesy of *RePlay* magazine, based on an earnings-opinions poll of arcade operators.

Best Upright Videos

1. *NBA Jam* by Williams
2. *Mortal Kombat* by Midway
3. *Lethal Enforcers* by Konami
4. *Street Fighter II: Champion Edition* by Capcom
5. *Super Chase* by Taito
6. *Terminator 2* by Midway
7. *Sunset Riders* by Konami
8. *Golden Axe II* by Sega
9. *Final Lap 3* by Namco
10. *Turbo Out Run* by Sega

Best Deluxe Videos

1. *Virtua Racing* by Sega
2. *Suzuka 8 Hours* by Namco
3. *Stadium Cross* by Sega
4. *Grand Prix Star* by Jaleco
5. *X-Men* by Konami
6. *Steel Talons* by Atari
7. *Mad Dog McCree II* by ALG
8. *Exhaust Note* by Sega
9. *Four Trax* by Atari
10. *Final Lap 2* by Namco

Best Video Software

1. *3 Count Bout* by SNK
2. *Street Fighter II—Champion Edition Turbo* by Capcom
3. *Time Killers* by Strata
4. *Warriors of Fate* by Capcom
5. *World Heroes 2* by SNK
6. *Neck 'N Neck* by Bundra
7. *Fatal Fury 2* by SNK
8. *World Heroes* by SNK
9. *Irem Skins* by Irem
10. *Super Sidekicks* by SNK

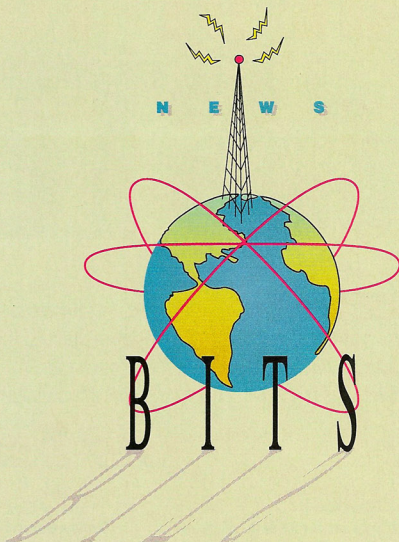
Top Video Games for April 1993

The lists of top-selling video-game software cartridges are provided courtesy of Babbage's.

Super NES

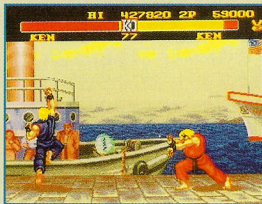
1. *Star Fox* by Nintendo
2. *Tecmo NBA Basketball* by Tecmo

COMPILED BY DAVID S. MOSKOWITZ



SF II CE Delayed for Genesis, Goes Turbo on SNES

The release of Capcom's *Street Fighter II Champion Edition* for the Sega Genesis has been postponed from July to Fall of 1993. Capcom will be taking that time to make enhancements in the version reviewed in last month's VG&CE. At the same time, Capcom will re-release *Street Fighter II Champion Edition Turbo* for the SNES.



Sega Releases Mega Drive 2 and Mega CD 2 in Japan

In a surprise move last April, Sega of Japan released new streamlined Japanese versions of the Genesis and Sega CD. The units were secretly code-named HAA2502 (for the Mega Drive 2) and HAA2912 (for the Mega CD 2).

As far as the staff of VG&CE can tell, the two new units are electronically identical, and the only changes are to the physical dimensions and looks of the game console and CD peripheral.

The Mega CD will have a top-loading CD compartment and will still be compatible/connectable to the original Mega Drive. The base/platform that connects the CD peripheral with the Mega Drive will come with an extension for the older Mega Drive model. The Mega Drive 2 will retail for ¥12,800 (about \$106) and Mega CD 2 for ¥29,800 (about \$248). Don't be surprised if Sega shows off



Above: The new Mega Drive 2 with Mega CD 2. Will it be sold in the U.S.?

3. *Street Fighter II*
by Capcom
4. *Tiny Toons* by Konami
5. *Super Conflict*
by Vic Tokai
6. *Super Mario Kart*
by Nintendo
7. *Super Star Wars* by JVC
8. *The Legend of Zelda: A Link to the Past*
by Nintendo
9. *Super Strike Eagle*
by MicroProse
10. *Fatal Fury* by Takara

Sega Genesis

1. *X-Man* by Sega
2. *Tony La Russa Baseball*
by Electronic Arts
3. *Bulls vs. Blazers*
by Electronic Arts
4. *Flashback* by U.S. Gold
5. *Hardball III* by Accolade
6. *Fatal Fury* by Takara
7. *Streets of Rage 2*
by Sega
8. *Ecco the Dolphin*
by Sega
9. *Road Rash II*
by Electronic Arts
10. *NBA All-Star Challenge*
by Flying Edge

Sega CD

1. *Jaguar XJ220* by JVC
2. *The Adventures of Willy Beamish* by Sierra On-Line
3. *Road Avenger*
by Renovation
4. *Night Trap* by Sega
5. *Sewer Shark* by Sony Imagesoft
6. *Cobra Command*
by Sega
7. *Hook* by Sony Imagesoft
8. *Black Hole Assault*
by Bignet
9. *Wonder Dog* by JVC
10. *Prince of Persia* by Sega

NES

1. *Tecmo NBA Basketball*
by Tecmo
2. *Dragon Warrior IV*
by Enix
3. *Super Mario Bros. 3*
by Nintendo
4. *TMNT: The Manhattan Project*
by Konami
5. *Super Mario Bros. 2*
by Nintendo

the American versions of these machines at the June CES in Chicago. Keep your eyes peeled in future issues of VG&CE!

Sega and Accolade Bury the Hatchet

Two years after Accolade announced its first unauthorized Genesis game under the Ballistic label and the lawsuits that followed, Sega and Accolade have settled out of court.

Sega had filed repeated claims of software copyright and trademark infringement, while Accolade had countered with claims of unfair business practices and trademark infringement. While recent court victories had gone to Accolade, enough issues were left unsettled to ensure additional lengthy and costly court battles.

As part of the settlement, Accolade and Sega each agreed to pay their own court costs, and Accolade has joined Sega's third-party licensing program.

Nintendo Vows to Fight Genie's Gain

In spite of the U.S. Supreme Court's refusal to hear its case against Codemasters, the creators of the Game Genie, and Galoob, its American distributor, Nintendo is still looking for legal avenues to have the \$15-million award overturned. The money was awarded to the Game Genie's creators and distributors to compensate for Nintendo's unfair business practices.

Nintendo spokesman Perrin Kaplan told *The Daily Mail* in Redmond, Washington, "Any celebrations may be a bit premature. We lost the copyright appeal and are disappointed. But we still hope a further hearing in the summer will get the damages award reduced or wiped out."

Sega Sponsors AIDS Benefit Concert

On April 24, 1993, for the second year in a row, Sega banded with Los Angeles radio station KISS-FM to bring a blockbuster outdoor concert to Southern California. The concert, called "KISS and Unite," is designed to aid the Pediatric AIDS Foundation and featured such performers as Patty Smyth, Neneh Cherry, PM Dawn, Boy Crazy, Jeremy Jordan, Jon Secada, Toad the Wet Sprocket, Shai and



PHOTOS BY GARY PRICE/ENYX NIGEL PROD.

Blossom's Joey Lawrence. Attendance was about 14,000, and the event raised close to \$150,000.

In addition to a revolving stage, a working radio studio doing live broadcasts and a giant video screen showing the action on-stage, there were Genesis kiosks scattered around the venue to keep concertgoers thinking Sega.

SF II Champion Edition Turbo to be a 32-Megabit Game?

Sources in Japan revealed that the SNES *SF II Champion Edition Turbo* could be a 32-megabit game, apparently due to the large amount of new program information required for all the character moves. That's exactly twice the size of the original SNES cart. If that's the case, the cost of this new *SFII* cart could be pretty high.

Beyond Changes Name, Appoints Tony La Russa to Board

Beyond Software Inc. of San Rafael, California, has changed its name to Stormfront Studios. The creator of *Tony La Russa Baseball*, *Gateway to the Savage Frontier* and *Eagle Eye Mysteries* took the action after observing the large number of software developers containing the word "beyond" in their name.

The rechristened Stormfront also named American League Manager of the Year for 1992, Tony La Russa, to its board of directors.

Nintendo Blasting Book Hits Shelves

Random House has released *Game Over: How Nintendo Zapped an American Industry, Captured Your Dollars, and Enslaved Your Children*, by David Sheff.

The book gives a detailed account of Nintendo's recent history and Sheff's perceptions of who and what the video-game giant is posing a threat to. *Game Over* retails for \$25.

Spectrum HoloByte Buys Bullet-Proof

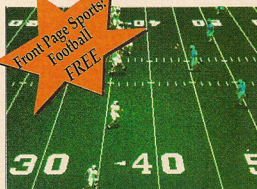
Spectrum HoloByte has acquired Bullet-Proof Software USA, the American division of Bullet-Proof Software Japan. Although Bullet-Proof will maintain operations in its current Redmond, Washington,

Play Hard; Play Safe

Save Big



Aces of the Pacific
FREE



Front Page Sports:
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Get 3 free games
when you buy the special
QEMM-386 Game Bundle
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Manifest memory
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In the Sky

Step back into history and experience the emotion of airborne combat with the men and machines of the Pacific Theater of World War II. Attack carriers, air bases and fight the finest pilots the enemy can throw against you. Super-realistic simulation includes 30 accurately recreated WWII fighters and bombers; legendary enemy (and friendly) aces to battle, and all the heart-pounding excitement of carrier landings. Choose from an array of missions or enlist for the entire war. You can even fly for the other side. Magnificent 240-page manual is complete with photos and war maps.

Aces of the Pacific
"The benchmark of the 90s for flight simulators."
—Simulation Magazine

On the Gridiron

Get into the action with this amazingly realistic simulation. Its 3-D look puts you in the middle of the action in the most complete football gaming package ever. Play against an opponent or against the computer. View instant replays from a floating camera you position. You get a full 47-man roster including injured reserve, up to 28 teams and 1,400 players per league, 200+ stock plays, 300+ stat categories and your choice of exhibition or a full season of play.

Front Page Sports: Football
"... remains unchanged as the most complete football game ever... for gridiron fans of all interest levels..."
—Electronic Games

Through the Labyrinth

Send in your registration card and get a third great game as your free bonus! Ultima Underworld II incorporates the latest advancements in sound, three-dimensional graphics and animation. You play Avatar, trapped with the leaders of Britannia by the Guardian in a black rock gem. You will have to find your way out against seemingly overwhelming odds. But you must—or your country will die!

Ultima Underworld II: Labyrinth of Worlds
Registration Bonus Game

Play Safe

QEMM-386 gives your games all the memory available on your PC. Automatically. No wonder QEMM is specified by more game publishers than all other memory managers put together.

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QEMM-386 is the number one memory management program in the world. Not only does it make games run better, it helps you when you get back to work—reducing the chance of crashing while making room for both your favorite TSRs or network utilities and memory hungry programs like WordPerfect or MS Windows. Whether you have one megabyte or eight, QEMM-386 can find more memory for your programs.

Suggested U.S. Retail Price: \$9995

Quarterdeck

Quarterdeck Office Systems, 150 Pico Boulevard, Santa Monica, CA 90405 (310) 392-9851 Fax (310) 314-4219
Quarterdeck International Ltd., B.I.M. House, Crofton Terrace, Dun Laoghaire Co. Dublin, Ireland Tel.(353) (1) 284-1444 Fax: (353) (1) 284-4380

All games are complete, fully-functional versions. However, because of shipping considerations, individual game boxes are not included. ©1993 Quarterdeck Office Systems. All trademarks are property of their respective owners. Available at Egghead, CompUSA, Computer City, PC Connection, Microwarehouse and other fine retailers!

6. *Tecmo Super Bowl* by Tecmo
7. *Tetris* by Nintendo
8. *Black Bass Fishing* by Hot-B
9. *Dr. Mario* by Nintendo
10. *Joe & Mac* by Data East

Nintendo Game Boy

1. *Super Mario Land 2: 6 Golden Coins* by Nintendo
2. *Super Mario Land* by Nintendo
3. *Kirby's Dream Land* by Nintendo
4. *NBA All Star Challenge 2* by LJN
5. *Yoshi* by Nintendo
6. *Tetris* by Nintendo
7. *The Ron & Stimp Show: Space Cadet Adventures* by T-HQ
8. *Golf* by Nintendo
9. *Dr. Mario* by Nintendo
10. *Racing Set* by Nintendo

Sega Game Gear

1. *Sonic the Hedgehog 2* by Sega
2. *Taz-Mania* by Sega
3. *Streets of Rage* by Sega
4. *The Majors: Pro Baseball* by Sega
5. *Home Alone* by Sega
6. *Tale Spin* by Sega
7. *Arch Rivals* by Flying Edge
8. *The Little Mermaid* by Sega
9. *Super Off Road* by Virgin Games
10. *Batman Returns* by Sega

Top Computer Games for February 1993

The following list of top-selling computer software was compiled by PC Research of Washington, D.C., based on sales data received from Babbage's, Electronics Boutique, Software Etc. and Waldensoftware.

Top 10 IBM PC Games

1. *Space Quest V: Roger Wilco in the Next Mutation* by Sierra On-Line

headquarters, Bullet-Proof and Spectrum will continue to share resources, which they've been doing, as both firms have rights to *Tetris* on different platforms.

AT&T Signs on to Sierra Network

AT&T and General Atlantic have signed a letter of intent to invest in The Sierra Network on-line service.

If the deal is completed, AT&T and its partners will gain an equity share in The Sierra Network, while contributing capital to expand network content. In addition, AT&T, an investor in 3DO, will make it possible for The Sierra Network to carry 3DO products to its subscribers.

This new agreement will have no effect on TSN's previous deals with Sprint, and the network will only use AT&T nodes where Sprint is not available.

Gravis GamePad Available for Mac

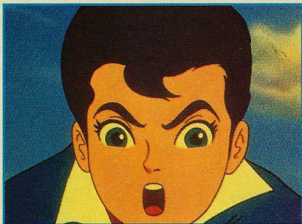
Advanced Gravis has released the Mac GamePad. Retailing for \$49.95, the GamePad requires System 6.0.7 or System 7 to operate.



Speed Racer Parks at Accolade

San Jose, California-based Accolade has signed an exclusive worldwide agreement with Speed Racer Enterprises to publish video and computer games based on the old *Speed Racer* animated series and *The New Adventures of Speed Racer*.

The games will focus primarily on the racing aspects of the show, featuring cars like the Mach 5 while still highlighting the supporting cast: Trixie, Sparky, Spriddle, Chim,



Above and right: Accolade will be releasing *Speed Racer* for the IBM PC and Sega Genesis in the winter. The SNES version will follow in the first quarter of 1994.

Pops Racer and Racer X. Older gamers should appreciate the nostalgic appeal of the cartoon license.

Accolade plans to release games for both the IBM PC and Sega Genesis in the winter of 1993 and for the SNES in the first quarter of 1994.

Sega, TCI and Time Warner to Start the Sega Channel

Sega of America, Time Warner Entertainment Corp., and Telecommunications Inc. have announced a joint venture to provide Genesis games and game-related information over a cable television channel.

Subscribers to the Sega Channel will receive a special tuner cartridge that will be plugged into the Genesis while attached to the cable network.

In addition to a selection of games, the channel will provide tips, news, contests, promotions and previews of upcoming products. In an effort to please consumers while not alienating retailers, games will be rented out by the minute.

The Sega Channel should be available to users nationwide sometime in early 1994.

EA Income up 61%

Electronic Arts has announced that its fourth-quarter income, ending March 31, 1993, was \$8.595 million, up 61% from the same period the previous year.

The increase was credited mostly to cartridge sales for the Sega Genesis and SNES. Twelve products shipped in that quarter alone, including five for the Genesis, six for the IBM PC and one for the Amiga. *John Madden Football '93* and *NHLPA Hockey '93* for both the Genesis and the SNES continue to dominate best-seller lists, as does *Bulls vs. Blazers* for the SNES.

Broken down by continent, EA revenues in the fourth quarter were up 56% in North America, 89% in Europe and 49% in Australia.



Sony to Distribute TecMagik in Europe

Sony Electronic Publishing has signed a distribution agreement with TecMagik Inc. to distribute all of TecMagik's game titles throughout Europe—with the one exception of Italy.

Hi Tech Receives \$5.8 Million in Funding

Hi Tech Expressions Inc. of New York recently raised \$5.8 million in capital from an investor group that includes Matrix Partners, Venrock Associates, Vortex Management and Volpe, Welty & Company.

Known for its use of high-profile licenses such as Mickey Mouse, Barbie and Tom & Jerry, Hi Tech plans to use some of the money to develop higher quality games based on those titles.

Revell-Monogram to Expand Power Modeler Line

Model-builder Revell-Monogram has announced sequels to its Power Modeler line, which began with the CD-ROM-based *European Racers*.

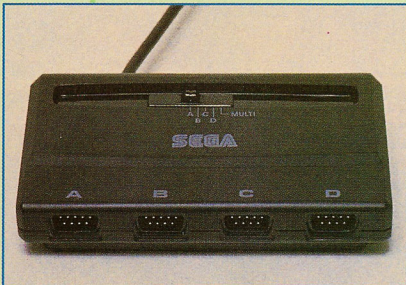
Hi-Tech Aircraft allows players to build and fly an F-15 Strike Eagle, an Apache helicopter, a Stealth fighter and an F-14A Tomcat. In addition, *Hi-Tech* will also feature two-player options.

Muscle Cars will allow players to customize and drive a Chevelle SS396, a Malibu SS Pro Street, a 302 Mustang and a Cuda.

Revell *Power Modelers* all retail for \$70 and are available for IBM PC CD-ROM. Sega CD versions will be available in October.

Sega Announces Four-Player Genesis Controller

A new Genesis multiplayer adapter is in the works. Called the Sega Tap, it lets up to four players connect, and has a select switch at the top that lets you pick any one of the four pads as Player One in the one-player mode. The Sega Tap will retail for ¥3,000 (about \$27). As of this writing, the adapter has not been announced for release in the U.S.



2. *Comanche: Maximum Overkill* by NovaLogic
3. *LINKS 386 Pro* by Access
4. *SimCity* by Maxis
5. *Ultima Underworld II* by Origin
6. *Hardball III* by Accolade
7. *LINKS: Mauna Kea* by Access
8. *Front Page Sports: Football* by Sierra On-Line
9. *Falcon 3.0* by Spectrum HoloByte
10. *Silent Service II* by MicroProse

Top 5 Amiga Games

1. *688 Attack Sub* by Electronic Arts
2. *AD&D: Gateway to the Savage Frontier* by Strategic Simulations
3. *Realms* by Virgin Games
4. *Civilization* by MicroProse
5. *Operation Combat* by Merit

Top 5 Macintosh Games

1. *Prince of Persia* by Brøderbund
2. *Microsoft Flight Simulator* by Microsoft
3. *Civilization* by MicroProse
4. *SimCity Supreme* by Maxis
5. *Award Winners: King's Quest V & Red Baron* by Sierra On-Line

Top 10 IBM PC Education Games

1. *Where in the World Is Carmen Sandiego?* by Brøderbund
2. *Mavis Beacon Teaches Typing* by Software Toolworks
3. *Where in the U.S.A. Is Carmen Sandiego?* by Brøderbund
4. *New Math Blaster Plus* by Davidson
5. *Oregon Trail* by MECC
6. *Playroom* by Brøderbund
7. *AlgebraBlaster Plus* by Davidson
8. *Reader Rabbit 1* by The Learning Company
9. *Mario Teaches Typing* by Interplay
10. *Reader Rabbit 2* by The Learning Company

VG&CE REPLAY

July 1983: *Dragon's Lair* swept the nation as the greatest crowd-drawer in arcades. Animation for the "laser-disc video game" was directed by former Disney animator Don Bluth, whose company suffered a financial blow after its first animated feature *The Secret of NIMH* performed below box office expectations. *Dragon's Lair* first raised the possibility of combining laser-disc technology and interactive gaming, though there were frequent breakdowns of the laser-disc players housed in *Dragon's Lair* cabinets. Other laser-disc coin-ops quickly appeared

(though many were abysmally produced). The original *Lair* soon spawned a sequel, a merchandising blitz including a Saturday morning animated series on ABC and another Bluth-directed laser-disc game, *Space Ace*. Yet, *Dragon's Lair's* popularity waned by year's end just as fast as its meteoric rise. Likewise, laser-disc video gaming was deemed a fad, and its future potential shelved.

July 1982: *Let's motor to the caf, Heather!* Corn Nuts filed suit against Bally-Midway Manufacturing Co. and Popsicle Industries

WHAT VIDEO GAMING WAS

over infringement of its symbol, which bore a resemblance to Bally-Midway's Pac-Man character. Both trademarks were circles with a slice missing, though the Corn Nuts symbol looked like the video-game dot gobbler with a smile. The manufacturer of the sore-jaw-inducing corn kernel snack had no objections previously to the look of the super-famous video-game character. But when Bally-Midway licensed Popsicle to sell frozen snacks of the round yellow guy, Corn Nuts feared confusion by consumers over both food products.

—Howard Wen

EGG-LAYING



EXTERMINATE
DEADLY FACE-
HUGGERS!

CHEST-BURSTING



CHEST BURSTING
EXCITEMENT!

SCRAMBLE
ALIEN EGGS!

ACID-SPITTING



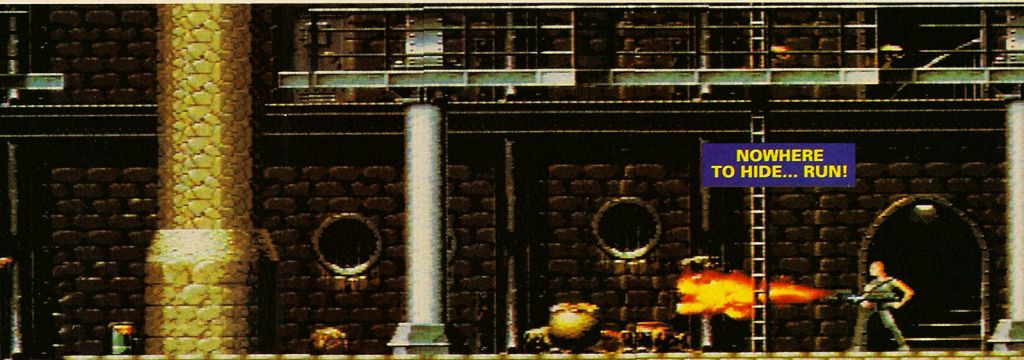
FLESH-RIPPING
EXOSKELETONS
OVERHEAD!

ALIEN³™ ON SNES!™

Destroy every egg-laying, chest-bursting, acid-spitting xenomorph on the planet with everything you've got... from a plasma rifle to a blow torch... or this nightmare will never end!



**RED-HOT
ALIEN ACTION!**



**NOWHERE
TO HIDE... RUN!**



**ACID-SPITTING
ALIEN INVASION!**



LICENSED BY
Nintendo



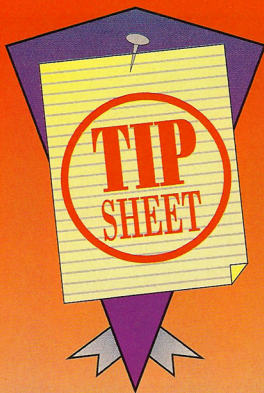
SUPER NINTENDO
ENTERTAINMENT SYSTEM

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CIRCLE #104 ON READER SERVICE CARD.

Even the best player has trouble with a game now and again, but where can you turn for help? VIDEOGAMES & COMPUTER ENTERTAINMENT has designed *Tip Sheet* to give you, the reader, answers to questions such as, "How do I defeat the end boss on this level?" or "I've looked everywhere, but I can't find the blue vase." So, if you're having a problem with a game, write to us, and our group of experts will do everything they can to solve it. Send your letters to:

VG&CE
9171 Wilshire Blvd.,
Suite 300
Beverly Hills, CA 90210
Attn: *Tip Sheet*



BY
CHRIS BIENIEK

FLASHBACK— THE QUEST FOR IDENTITY

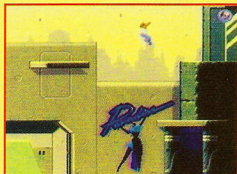
(U.S. GOLD FOR THE GENESIS)

I've been playing *Flashback* on my Genesis, and I'm stuck on the Earth level because I don't have a key to get into the Paradise Club. Please tell me where I can find this item.

—Justin Herdman
Clarksville, Tennessee

We're not sure exactly where you're stuck, Justin; you don't need a key to get inside the Paradise Club. Climb up the platforms on the screen to the left of the club entrance and take a running jump to reach another platform closer to the entrance. With a running jump from this ledge, you can reach the third-floor window of the club—just smash it with your gun to get inside.

There are key locks inside the club, however. If this is the area that's giving you trouble, you can find a key on the second screen after you get through the window. Take the lift up from the floor, then jump up and stand on the chained light fixture in the middle of the screen. Shoot the glass panel to your left; you'll find a key on the ground behind it. But don't waste the key on the first door (the one right inside the smashed window); save it for the second key lock.



SUPER ADVENTURE ISLAND

(HUDSON SOFT FOR THE SUPER NES)

How can I defeat the octopus at the end of the second stage in *Super Adventure Island*? I've tried everything. Can you give me any tips on how to beat him?

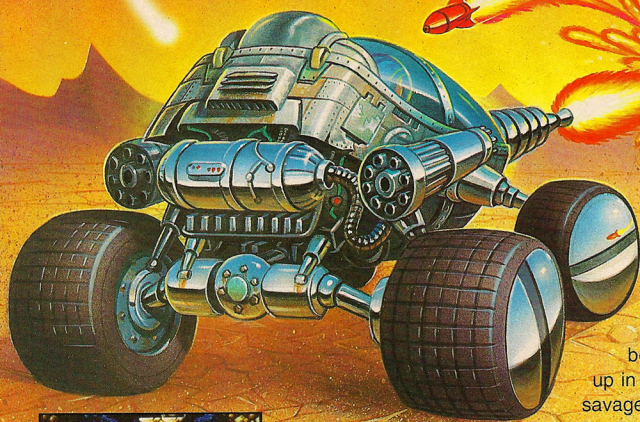
—Edward Haddad
San Diego, California

You may not know it, but there's a safe spot in this boss battle. Unlike the swimming stages in most Mario-style run-and-jump games, you won't lose a life by falling off the bottom of the screen during your underwater battle with the octopus. Go ahead and drop all the way down, firing from below the octopus' extended tentacle.

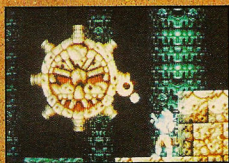
If you can avoid the creatures that the boss spits from its mouth, you will have no problem finishing him off—particularly if you stopped to pick up all of the boomerang icons in the previous stage, in which case, you should be able to defeat him with only five hits. 🗡️



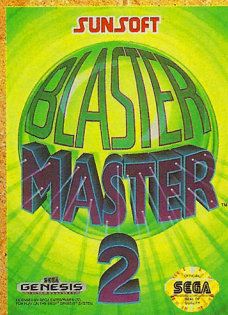
MUTANT SCUM NEVER LEARN!



Blaster Master 2 for the Sega Genesis takes you head first into the second wave of rabid mutants bent on destroying the Earth. Saddle up in S.O.P.H.I.A., your hi-tech tank, for a savage battle of survival. Use your arsenal of pumped weapons to send them packing.



Based on the smash hit game Blaster Master, Blaster Master 2 takes you past the next level to a new standard of intense action. Wreck-n-roll on the cutting edge of 16-bit technology.



- 16 ferocious boss encounters!
- Smoking arcade quality sound and graphics!
- Secret passageways!
- Fight in or out of your vehicle!
- Three modes of serious game play!

Mind-blowing side views!

Incredible overhead views!

Serious zoom-view side screens!

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SUNSOFT®

CIRCLE #112 ON READER SERVICE CARD.

VIDEO

GAMES

PREVIEWS

FIRST LOOK

BY CHRIS BIENIEK

Street Fighter II Turbo Champion Edition

CAPCOM

For the Super NES

AVAILABLE: SEPTEMBER

Details on this one are still sketchy at press time, but Capcom has officially announced the third-quarter release of *Street Fighter II Turbo Champion Edition* (also known as the "Hyper Fighting Edition") for the Super NES. The latest news from Japan indicates that the game may be the first to be manufactured with a new 32-megabit chip, making it the largest Super NES game to date in terms of program size.

Featuring accelerated speed and several graphic updates from the coin-op *Champion Edition* game, the *Turbo Edition* features new attacks for several characters, including Chun-Li's fireball throw.



Journey From Darkness: Strider Returns

U.S. GOLD

For the Sega Genesis

AVAILABLE: AUGUST

The Evil Grand Master has recovered from his last battle with the hero Strider, and now returns to take control of the earth. *Journey From Darkness: Strider Returns* brings the Capcom hero back to the Genesis, with sliding attacks and aerial somersaults intact. This time he'll be armed with more weaponry and firepower than ever before, including a new "sweep" sword to complement his original Strider sword.

Like its predecessor, *Strider Returns* will be an 8-megabit game—avid VG&CE readers will recall that the original *Strider* was the first 8-meg title to be released in this country.



Crash 'N Burn

CRYSTAL DYNAMICS

For the 3DO Interactive Multiplayer

AVAILABLE: OCTOBER

An all-new, original racing game, *Crash 'N Burn* will be one of the first games released for the 3DO system when the first machines become available this fall. Described as a "3-D racing combat simulator," the futuristic action includes banked curves, corkscrews, jumps,

water patches, tar, ice, sand, stalactites and explosive mines.

Players can choose from nine drivers—all depicted with digitized footage of real actors—and three different game modes: Rally, Tournament and Demolition, the latter featuring an option for two-player simultaneous play. Each race can also be viewed from your choice of three different perspectives.



Super Star Wars: The Empire Strikes Back

JVC/LUCASARTS

For the Super NES

AVAILABLE: FOURTH QUARTER

Following up the award-winning *Super Star Wars*, this SNES action game mimics the plot of the film from the icy planet of Hoth to the showdown with Darth Vader in the cloud city of Bespin. Though the game's structure is the same as that of its predecessor, the scenarios and enemies are straight out of the movie sequel.

Look for a new batch of scrolling run-and-jump scenarios, as well as a "snowspeeder" sequence that embellishes the typical Super NES "Mode 7" effects by adding hills and valleys. Luke Skywalker also has new "force" powers, including the ability to float through the air for limited periods of time.

**Super Turrican**

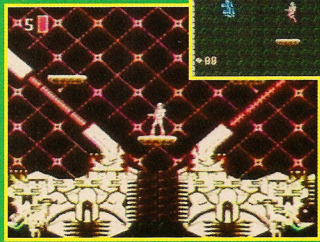
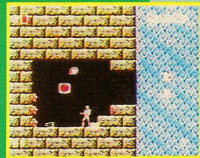
SEIKA

For the Nintendo Entertainment System

AVAILABLE: NOW

With this new NES title, Seika brings the spirit of the original *Turrican* game to the 8-bit crowd. *Super Turrican* sports most of the features that made the Super NES version a resounding success, including colorful characters, lots of power-ups and an assortment of wild weaponry.

At VG&CE's most recent viewing, *Super Turrican* featured high-speed shoot-'em-up action and multiplane background scrolling in some areas. Look for this one to be a serious challenge for even the most skilled action-game fans.

**World Heroes 2**

SNK

For the Neo-Geo

AVAILABLE: NOW

Currently raking in the quarters at your local arcade, SNK's latest fighting game is expected to hit the Neo-Geo home system in June. A sequel to the original Alpha Denshi title, *World Heroes 2* expands on the universe of Fuuma, Janne and the rest of the gang by adding six new fighters to choose from.

Among the new characters are J. Max (a football player in full equipment and uniform), Mudman (an Indian witch doctor), Erick the Viking and a pirate character called—wait for it—C. Kidd. Other new features include the ability to deflect projectiles and counter throws—plus, there are 14 new endings to watch.



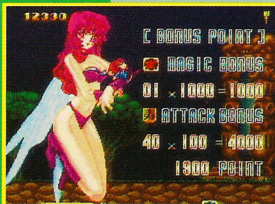
Cotton

TTI
For the TurboGrafx-CD/Duo

AVAILABLE: NOW

This Super-CD shoot-'em-up is based on a popular Sega coin-op game. Japanese gamers seemed to think it was a pretty good conversion, too; the game went to the top of the charts when it was released for the PC Engine Duo earlier this year.

TurboGrafx-16 owners may be reminded of TTI's *Magical Chase* cartridge; both games feature a witch who rides on a broomstick and attacks her foes with magic weapons and spells.



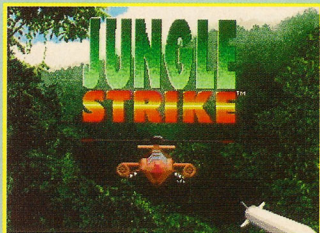
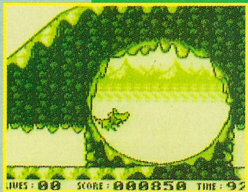
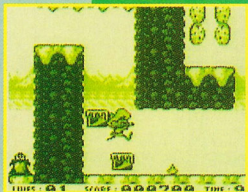
Speedy Gonzales

SUNSOFT
For the Nintendo Game Boy

AVAILABLE:
JULY

This fast-paced 2-megabit adventure puts one of the fastest cartoon characters of all time in your hands on the Game Boy screen. Grabbing cheese power-ups and wreaking general havoc, *Speedy Gonzales* is not expected to appear on any other game system in the near future.

Fans of *Sonic the Hedgehog* take note: *Speedy Gonzales'* path leads through several areas that may remind you of your favorite *Sonic* stages, including a huge loop like the ones in the early levels of *Sonic's* first adventure.



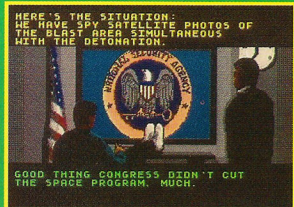
Jungle Strike

ELECTRONIC ARTS
For the Sega Genesis

AVAILABLE: JULY

This 16-meg sequel to the popular *Desert Strike* features the same kind of three-quarter-perspective helicopter action that made the first game such a hit with Genesis and Super NES gamers.

With several new scenarios to explore and new seek-and-destroy missions to execute, *Jungle Strike* also includes a thrilling battle over Washington, D.C., complete with familiar monuments and government buildings.





Nigel Mansell's World Championship for the NES.

Nigel Mansell's World Championship

GAMATEK

For the Super NES

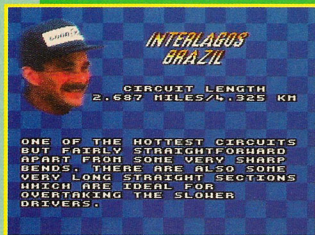
AVAILABLE: AUGUST

For the Nintendo Entertainment System

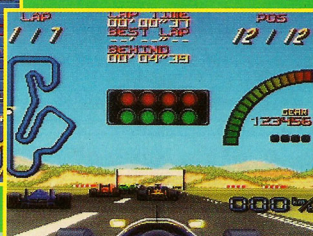
AVAILABLE: AUGUST

Starring—and officially endorsed by—the famous British Grand Prix driver, *Nigel Mansell's World Championship* makes its debut on the NES and Super NES this fall.

Encompassing a full season of Formula One Grand Prix racing, the game takes place on 16 different tracks, each in a different country. Both the 8-bit and 16-bit versions of the game were developed in the U.K. by Gremlin Graphics Ltd.



Nigel Mansell's World Championship for the SNES.



Lemmings

ATARI

For the Atari Lynx

AVAILABLE: JULY

At long last, Psygnosis' lovable, brainless Lemmings have jumped, burrowed and blown up obstacles in their relentless march to the Atari Lynx. Featuring digitized sound effects from the original computer program, the Lynx cart goes a long way toward reproducing the strategic appeal of these popular creatures.

Like the previous Psygnosis/Lynx translation, *Shadow of the Beast*, *Lemmings* exploits the machine's capabilities to create a game that's a little bit different from the original. Lots of scaling is in evidence, particularly at the beginning of each stage, when the playfield zooms in to fill up the screen.





Puggsy

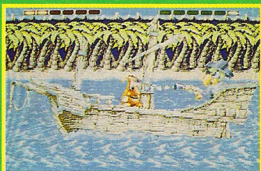
PSYGNOSIS

For the Sega Genesis

AVAILABLE: JULY

After several years as a developer of Genesis software—mostly distributed under the Electronic Arts label—Psygnosis has earned its own license from Sega and is preparing for the summer release of its first Genesis title, *Puggsy*.

According to Psygnosis' original announcement, *Puggsy* will feature 51 levels in 17 different locations, with six "World Guardians," 34 musical themes, a password save option, sprite scaling, full-screen rotation and a Silicon Graphics ray-traced introduction sequence.



Lester the Unlikely

DTMC

For the Super NES

AVAILABLE: THIRD QUARTER

DTMC calls *Lester the Unlikely* a "platform game with a twist." The hero is a timid, nerdy teenager on a "life-changing island adventure" who accomplishes his goals and defeats opponents without any superpowers or special abilities.

An 8-megabit action game, *Lester the Unlikely* features a main character whose movements are composed of approximately 250 frames of rotoscoped live action. Described as a "semi-autonomous agent," Lester will occasionally demonstrate the fact that he most certainly has a mind of his own.



Streets of Rage 2

SEGA

For the Sega Game Gear

AVAILABLE: JULY

Game Gear owners will soon be able to join in on the kick-and-punch action of Sega's flagship fighting game, *Streets of Rage 2* (also known as *Bare Knuckle II* in Japan).

Featuring the return of Axel and Blaze from the original game, *Streets of Rage 2* also includes the Rollerblading attacks of Skate, who joins in the quest to rescue Adam and destroy the villainous Mr. X once and for all.



LET'S RUMBLE



ARE YOU READY TO RUMBLE?!



R.I.P. WITH THE TOMBSTONE
PILEDRIVER!



TAKE A SEAT, MR. PERFECT!

WWF
ROYAL RUMBLE



RIC FLAIR™



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YOKOZUNA™



RAZOR RAMON™



CRUSH™

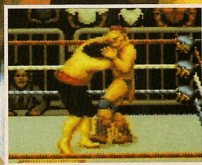
In the ring...out of the ring...**OUT-OF-CONTROL!** Take on 12 of the best Superstars of the World Wrestling Federation® as you atomic-drop, headbutt, piledrive and dropkick your way through the most grueling test of wrestling skills ever devised!!

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**YOU MAY BE READY TO WRESTLE...
BUT ARE YOU READY TO RUMBLE?!!**

RUMBLE!



THE INFAMOUS EYE-GOUGE!



TWO- AND THREE-MAN TAG TEAM ACTION!!



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CIRCLE #104 ON READER SERVICE CARD.

VIDEO GAMES REVIEWS

WWF Royal Rumble

LJN

For the Super NES (N/A)

SOUND/MUSIC	1	2	3	4	5	6	7	8	9	10
GRAPHICS	1	2	3	4	5	6	7	8	9	10
PLAYABILITY	1	2	3	4	5	6	7	8	9	10
OVERALL	1	2	3	4	5	6	7	8	9	10

As I sat in front of the TV, pretending to be Randy Savage instead of a video-game-playing pencil-neck geek, I reflected on how popular wrestling carts had become. After all, what is *Street Fighter II* except a wrestling cart with a few supernatural moves and no re? What is *Streets of Rage II* except a tag-team wrestling match with scrolling backgrounds? Then it struck me: *This* is what killed the video-game market back in 1984—a complete lack of good wrestling games! Digging through my carts, I found none for the Intellivision, none for the Atari 2600, none for the Colecovision. This confirmed it! And with all the wrestling games now on the market, that's virtual assurance that the bottom will never again drop out of the video-game market.

LJN's *WWF Royal Rumble* is the slickest, most state-of-the-art 16-bit wrestling cart around. It takes particularly excellent advantage of the SNES's advanced sound capabilities, but has plenty of graphic filigree as well. The game play is solid, in most ways superior to previous WWF carts I've played. My only real gripe concerns some of the functions of human vs. computer, but as a two-player game, it's wild great fun all 'round.

For those of you who don't follow the WWF faithfully, a Royal Rumble is the 12-car pileup of wrestling. Six wrestlers cram the ring in a no-holds-barred free-for-all. Each time one man's eliminated, another rushes in to take his place. Once the 12th angry man enters the ring, that's it; the remaining bunch battle until only one, the Royal Rumble *cham-peen*, is left standing.

But you don't have to play the grueling Royal Rumble every time. You can play a simple one-on-one match or Tournament mode (versus the computer only) against all 11 other wrestlers. There are brawls (in which

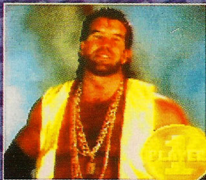


illegal moves are permitted) and tag-team versions of brawls and tournaments. When playing against a computer opponent, you can choose from ten different skill levels. We're talking dozens of variations.

There are 12 wrestlers (the quorum for a Royal Rumble), each an authentic, trademarked WWF personality: Ted DeBiase, Lex "The Narcissist" Luger, The Undertaker, Mr. Perfect and more. Each has his own fully-orchestrated musical theme and his own special move, in addition to attacks and defenses that are standard from one wrestler to another.




RAZOR RAMON™



From Miami, Florida
Height: 6' 7"
Height: 287 Lbs.
Special Move: The Razor's Edge

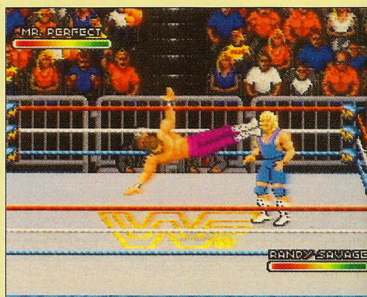
PLAYER 1, CHOOSE A WRESTLER.

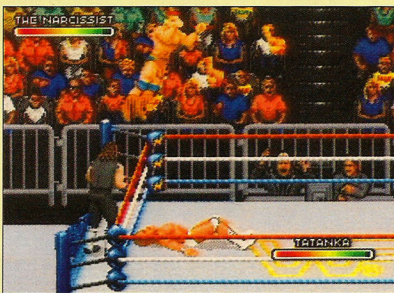
RANDY SAVAGE™



From Sarasota, Florida
Height: 6' 2"
Height: 245 Lbs.
Special Move: Flying elbow smash

PLAYER 2, CHOOSE A WRESTLER.





The array of attacks and defenses is truly phenomenal, stretching the limits of what you can reasonably keep track of with six buttons, two hands and one partly fried brain. There are numerous attacks for each of a variety of situations: when you're both standing, when one is standing and one's on the mat, when you're both in a grapple, when one of you is running and one's standing still and more...*much* more. That's in addition to each wrestler's signature attack. I had to learn this game the hard way: Set aside awhile just to learn the basic kicks, punches, rolls, throws and pins, then, once those are second nature, start adding the fancy stuff—throwing your opponent out of the ring, leaping from turnbuckles, bouncing off the ropes and grappling. Then there are the illegal moves, such as choking and eye gouging...only for use in brawl matches and Royal Rumbles.

Grappling's where the computer has an unfair advantage. The computer-run opponents use grapples frequently, grabbing onto you and trying to achieve dominance to deliver a par-

ticularly vicious attack. To achieve dominance, you must pound on any button repeatedly, until a bar graph that temporarily appears overhead registers "full dominance." Then you deliver your crushing blow. Trouble is, even on the easiest setting, the computer can pound its buttons a lot faster than any human can (unless you have a turbo-equipped joystick). As a human playing against the computer, I could rarely beat the computer in a grapple unless I had a lot more reserve strength than the opponent; the best I could usually hope for was to break out of the grapple unharmed. Dominance against the computer is basically way too difficult, and you tend to wear out your hands very quickly. Against a human opponent, though, the grapples are perfectly fair.

One of the pleasures of the game is the terrific animation. The wrestlers are large (not quite *Street Fighter II* size, though) and expressive—you can almost see them sweating. The animation of the various moves is fluid and realistic. I found myself grunting and yelling at the screen enough to attract

the neighbors' attention. And, unlike the 8-bit wrestling carts, you can actually tell the players apart without having to squint at a couple of colored pixels.

The sound is equally cool. The music's great, but the fighting and crowd sounds are best: The audience sounds rise and fall depending on the moves you perform and how well you succeed with them. There are different sounds for different moves, and the voices—though there aren't a lot of them—are crisp, clear and authentic. I would have enjoyed a little more hoopla, though, when I finally won the Royal Rumble singlehandedly!

One thing would make this the ultimate wrestling cart: a "manager's mode" that *really* duplicates professional wrestling. You'd preset all the moves for all the wrestlers beforehand, like a script, then watch them act it out. The computer-controlled audience would rate you on how exciting a match you created. Naaaah...that would be too much like *Make Your Own Video*. Let's leave well enough alone.

—Josh Mandel
LJN
71 Audrey Ave.
Oyster Bay, NY 11771
(516) 624-8888



EDITORS' RATINGS

ANDY	1	2	3	4	5	6	7	8	9	10
CHRIS	1	2	3	4	5	6	7	8	9	10
DAVE	1	2	3	4	5	6	7	8	9	10
MIKE	1	2	3	4	5	6	7	8	9	10

Dave said of *Royal Rumble*: "Finally, a wrestling game worth playing." Chris concurred, calling it "the best wrestling game I've played on any home system."

TOADAL WAVE!



BATTLETOADS IN RAGNAROK'S WORLD



BATTLETOADS IN RAGNAROK'S WORLD



BATTLETOADS/DOUBLE DRAGON



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continued from page 43

B.O.B.

ELECTRONIC ARTS

For the Super NES (\$49.95)

SOUND/MUSIC	1	2	3	4	5	6	7	8	9	10
GRAPHICS	1	2	3	4	5	6	7	8	9	10
PLAYABILITY	1	2	3	4	5	6	7	8	9	10
OVERALL	1	2	3	4	5	6	7	8	9	10

For the Sega Genesis (\$49.95)

SOUND/MUSIC	1	2	3	4	5	6	7	8	9	10
GRAPHICS	1	2	3	4	5	6	7	8	9	10
PLAYABILITY	1	2	3	4	5	6	7	8	9	10
OVERALL	1	2	3	4	5	6	7	8	9	10

When B.O.B. hopped into the family car and set off to pick up his blind date, he had no idea how strange the night would turn out. It was bad enough that he ended up crashing the car on the planet Goth, but now he's discovered that the natives ain't exactly happy to see him. Before B.O.B. can find another car to use on

his date, he's going to have to perform some fancy shooting and some tricky footwork. Otherwise, he'll never see the twinkling heavens again.

B.O.B. is a jump-and-shoot game in which you take on the role of the android teen B.O.B. as he blasts his way through one bizarre level after another, all the while climbing through tricky mazes and taking out enemy aliens. Along the way, you can expect to run into such obstacles as floating mines, missiles, ceiling cannons and lasers, just to name a few. You'll also face off against a large variety of alien meanies, like horseflies, crawling bugs, robots, scorpions, crabs, crash turtles, spectres, firebirds, lava men and more. And that's not to mention the boss creatures that you'll bump into now and then.

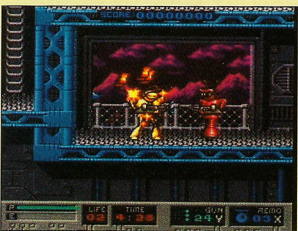
Luckily, you can find an amazing array of weaponry and gadgets with which to increase your chances of victory. For example, your gun can handle various types of charges. Although you begin with the single-shot charge, the weakest of the lot, you can quickly boost its power to a triple-shot or a flamethrower. If you stay on your toes, you may even find yourself blasting meanies with rockets, energy bolts or the awesome waves.

Along with your weapons, you can gather various types of remotes that give B.O.B. special abilities. The Flash, for instance, freezes enemies into place, while the helicopter hat gives B.O.B. a lift up to hard-to-reach platforms or over dangerous areas. Other contraptions include trampolines, which give B.O.B. high-jump capabilities; umbrellas, which help B.O.B. survive nasty falls; shields, which protect B.O.B. from enemy attack; and floating bombs, which make mincemeat of aliens when they blow.

All the weapons and power-ups notwithstanding, you'll have to be an expert control-pad jockey to make it through all the levels. Still, though the task is challenging, you'll get a kick out of your cleverly animated on-screen counterpart. The level backgrounds, too, are nicely drawn, using a 3-D parallax view.

All in all, B.O.B. is a reasonably engaging jump-and-shoot contest,

B.O.B. for the Genesis.



B.O.B. for the Super NES.

with lots of cool locales to explore and strange enemies to fight. The Super NES and Genesis versions are close in appearance, although the Super NES version has smoother controls and allows for higher jumps. One thing's for sure: You've never had this much trouble on a date before.

—Clayton Walnum

Electronic Arts
1450 Fashion Island Blvd.
San Mateo, CA 94404
(800) 245-4525

EDITORS' RATINGS

ANDY	1	2	3	4	5	6	7	8	9	10
CHRIS	1	2	3	4	5	6	7	8	9	10
DAVE	1	2	3	4	5	6	7	8	9	10
MIKE	1	2	3	4	5	6	7	8	9	10

Chris called it a solid action game, though the backgrounds repeated too much. Mike said that EA should've hyped the character more, to make him a Sonic-like icon.

EDITORS' RATINGS

ANDY	1	2	3	4	5	6	7	8	9	10
CHRIS	1	2	3	4	5	6	7	8	9	10
DAVE	1	2	3	4	5	6	7	8	9	10
MIKE	1	2	3	4	5	6	7	8	9	10

Mike was surprised the Genesis' B.O.B. was much worse than the SNES version. Andy took the animation and scrolling to task as being much more uneven.

Super NES

Genesis

Toys

ABSOLUTE ENTERTAINMENT

For the Sega Genesis (\$59.95)

SOUND/MUSIC	1	2	3	4	5	6	7	8	9	10
GRAPHICS	1	2	3	4	5	6	7	8	9	10
PLAYABILITY	1	2	3	4	5	6	7	8	9	10
OVERALL	1	2	3	4	5	6	7	8	9	10

For the Super NES (\$59.95)

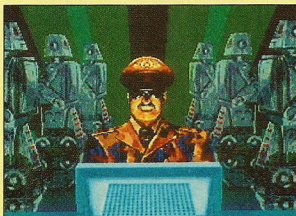
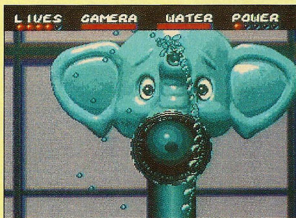
SOUND/MUSIC	1	2	3	4	5	6	7	8	9	10
GRAPHICS	1	2	3	4	5	6	7	8	9	10
PLAYABILITY	1	2	3	4	5	6	7	8	9	10
OVERALL	1	2	3	4	5	6	7	8	9	10

Beloved toy manufacturer Kenneth Zevo has passed away and left his warmongering brother, General Leland Zevo, in charge of his toy factory. Kenneth's son Leslie has discovered that Leland is building dangerous weapons in the shape of toys. In the video-game version of the movie *Toys* you must guide Leslie through four hazardous areas of the Zevo toy factory in order to stop the General's insidious plans.

The first three levels require you to knock out several laser-firing security cameras, which the General is using to track Leslie's progress. Armies of bad toys protect the cameras and keep Leslie from getting close enough to use his squirt gun. Fortunately, cousin Patrick has the good toy



Toys for the Genesis.



machines working overtime, producing windup ducks, racecars and bowling balls that Leslie can use to destroy the bad toys. Defeating the bad toys requires strategy, caution and the ability to quickly select the correct good toy from your inventory.

Once you wipe out the bad toys, the game switches to a first-person point of view. The cameras are camouflaged as elephant heads, and, in order to keep the laser from firing, you must use your squirt gun on the elephant's eyes. This also opens the camera's iris, allowing you to squirt water into the camera and disable it. I was disappointed how easy it was to deactivate the cameras, especially after the intense battles with the bad toys just to get to them.

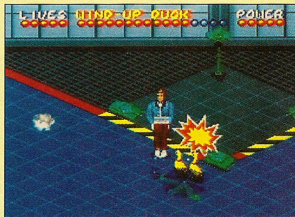
The final level is a side-scroller over a model city of Manhattan. Leslie hangs onto a toy airplane and must avoid running into buildings and helicopters. At the end of the level, Leslie must crash through a giant picture window, behind which is the General's Command Center.

While both games look, sound and play almost identically, the SNES has a slight edge over the Genesis in both the graphics and music departments. The SNES version uses more of the TV screen by overlaying toy and camera information on the playfield. The Genesis version displays toy data in a black bar at the top of the screen, reducing the amount of the scrolling playfield you can see at once on the screen; camera data is displayed on a black background when the game is paused. Other than these minor differences, the graphics are nearly interchangeable between the two systems.

The music and sound effects are similar, but the SNES produces a deeper, more robust sound, while the Genesis tunes are a bit tinny and some musical "voices" are lost when sound effects are played.

The controls respond well in both versions of the game, but sometimes it's hard to get Leslie pointed in the direction you want while launching your toys. The game makes good use of the SNES controller's top left/right buttons to scroll through your inventory of toys; and, while the Genesis layout is fine, I would have liked an option to configure the buttons myself.

Toys is a solid game, providing a nice blend of action, strategy and chal-



Toys for the Super NES.



lenge. These carbon-copy cartridges won't create any "system envy," but the SNES version may be the cart of choice for dual-system owners.

—Jeffrey Tschiltz

Absolute Entertainment Inc.
10 Mountainview Road,
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Upper Saddle River, NJ 07458
(201) 818-4800

EDITORS' RATINGS

ANDY	1	2	3	4	5	6	7	8	9	10
CHRIS	1	2	3	4	5	6	7	8	9	10
DAVE	1	2	3	4	5	6	7	8	9	10
MIKE	1	2	3	4	5	6	7	8	9	10

Dave and Andy called it almost a duplicate of the SNES version, though with poorer sound. Chris decided the animation was smoother than the SNES.

EDITORS' RATINGS

ANDY	1	2	3	4	5	6	7	8	9	10
CHRIS	1	2	3	4	5	6	7	8	9	10
DAVE	1	2	3	4	5	6	7	8	9	10
MIKE	1	2	3	4	5	6	7	8	9	10

Mike and Andy both were bothered by the awkward perspective. Chris felt it was too complex for an action game. Dave thought *Toys* could use more playability.

Genesis

Super NES

Summer Challenge

ACCOLADE

For the Sega Genesis (\$54.95)

SOUND/MUSIC	1	2	3	4	5	6	7	8	9	10
GRAPHICS	1	2	3	4	5	6	7	8	9	10
PLAYABILITY	1	2	3	4	5	6	7	8	9	10
OVERALL	1	2	3	4	5	6	7	8	9	10

Summer Challenge recalls Epyx's *Summer Games* from the quaint, early days of home computing. Nods to a notable predecessor are good. It's bad when the successor also looks and sounds like something from ten years ago. The opening ceremony from *Summer Games* puts *Summer Challenge*'s to shame. Tiny blips (torch runners) move up from the bottom of an extreme long shot of a sporting arena, all in un-16-bit fashion. You definitely won't want to watch this again.

Things get worse. The eight events are depicted with a virtual-reality graphic flair. Good idea, but the frame rate is low, resulting in *my* jerky animation; and these principal action scenes take up only 60% of the total screen. For most of the events, the screen's left side shows an overhead view of the event field or a course map. This added screen is useless, since normal people can only keep their concentration on one screen at a time (that of the main action).

The principal graphics actually get in the way of game play. In the hurdles event, you see your character from directly behind, which blocks your view of upcoming hurdles that he must leap over. In the equestrian, you're treated to the horse's rear as the visual obstruction. Control is also a major stickler in pole-vaulting, high jumping and javelin throwing. The limited animation and angled perspective, which lack visual cues, make it difficult to accurately time jumping, throwing the javelin or lowering the pole. Success seems to be more about guesswork than skill.

Up to ten people can play, competing for the best time or highest score. Yes, ten people, but only one at a time. No two-player, head-to-head competition here. *Summer Challenge* is perfect

for when you, say, just happen to have ten of your friends over and everyone wants to play a video game. One can play while everybody else waits patiently for their turn. Yeah, right.

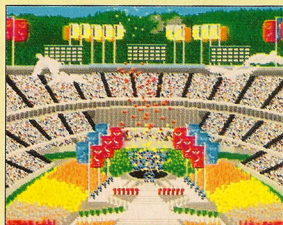
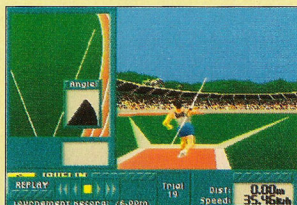
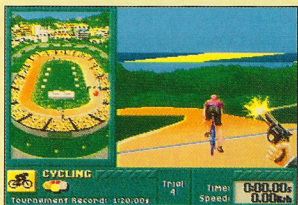
Then there are other annoying things. You can choose a female player, but when you compete in the events, the character on the screen is obviously male, huffing and grunting clearly unlike a woman. Odd as well is the overwritten manual. There are two sets of instructions: a control guide and an event description. I only referred to the control guide; adept players won't need either, as *Summer Challenge* is pretty self-explanatory—which is the first good thing about the game I can come up with. The second is the catchy theme music by Alistair Hirst, which isn't played on the Genesis to sound as good as it should. Still, he deserves to be scoring for better video games.

Perhaps *Summer Challenge* was to be released last year to coincide with

the Olympics—and planned so before Accolade ran into trouble over its status as an unofficial Genesis third party. How else to explain its dated idea and the fact that it seems to have been taken right off the shelf where it was put away? Problem is, somebody forgot that *Summer Challenge* hadn't been debugged and decided to release it.

—Howard Wen

Accolade
5300 Stevens Creek Blvd.
San Jose, CA 95129
(408) 985-1700



EDITORS' RATINGS										
ANDY	1	2	3	4	5	6	7	8	9	10
CHRIS	1	2	3	4	5	6	7	8	9	10
DAVE	1	2	3	4	5	6	7	8	9	10
MIKE	1	2	3	4	5	6	7	8	9	10

Chris liked it, flagging the variety as its strength, but said that using auto-fire makes it too easy. Mike and Andy both liked it, but said the animation was jerky.

Vasteel

WORKING DESIGNS

For the Turbo Duo/Turbo-Grafx-CD (\$54.99)

SOUND/MUSIC	1	2	3	4	5	6	7	8	9	10
GRAPHICS	1	2	3	4	5	6	7	8	9	10
PLAYABILITY	1	2	3	4	5	6	7	8	9	10
OVERALL	1	2	3	4	5	6	7	8	9	10

The emperor of the solar system Vasteel has kicked the bucket and left control of the system to the eldest of his two prematurely gray sons, Falial. The younger son, Stefan, gets upset at the way Falial is using his government to steal the resources of nearby planets, and he is talked into leading an army of rebels into battle against his own bro. From this simple story line is born the best strategy/action game available for the TurboGrafx-CD/Duo—but what would you expect from Working Designs?

Vasteel has two modes of play: Vs. and Scenario. The Vs. mode lets you play against the computer or a friend (if you have a TurboTap), or you can watch the computer play against itself. In the Scenario mode, you choose Falial or Stefan and command your armies through a series of battles ranging across the Vasteel system.

The battles in Vasteel take place between armies of robots (called ATACs) on hexagonal grids similar to *Military Madness*, but Vasteel's grids go far beyond *Military Madness* in the variety of locations that you fight on. You'll battle in mountain ranges, ice-covered wastelands, swamps, deserts and outer space, including asteroid belts and nebulas. Each location has its own special graphic effects. For example, in the asteroid belt, your robot troops can be hit and damaged by stray 'roids.

The goal of each scenario is to destroy the enemy's core while protecting your own core from destruction. There are also several other crucial locations: Bases are where you build new ATACs and move them onto the grid; factories are filled with supplies; and cities improve your income, which allows you to buy more ATACs.

The game transforms from strategy to arcade when two ATACs enter battle. You control your ATAC's movements and weapons with your TurboPad. Each ATAC has different weapons and capabilities, so every battle is different. If you're a strategy purist, or just a lousy arcade player,

you can let the computer control your ATACs in combat.

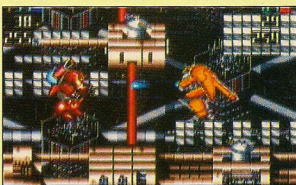
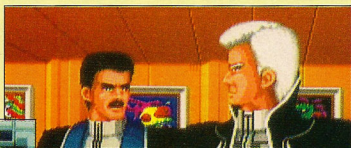
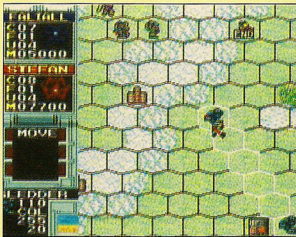
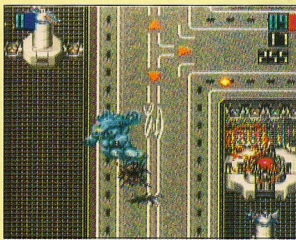
Vasteel is easy to play, but hard to master—some scenarios take hours of practice. Working Designs reports that it takes play-testers, who know exactly what to do, an average of 25 hours to get through the Scenario mode. That's a lot of game play, wouldn't you say? Of course, the Vs. mode is even better; nothing beats playing against a human opponent.

Being a guitar-rock fan, I was underwhelmed by the Japanese jazz that dominates the game. I actually preferred the hardware-generated PSG music to the CD music; it seemed to fit the mood of the game better. Of course, you can always just turn the music off. The speech is heavily compressed, which means some noticeable hissing and scratching, but it's understandable considering that the programmers had to squeeze over two hours worth of dialogue onto the CD.

The verdict: Working Designs has yet another winner with Vasteel. The one-player campaign mode is massive, and the two-player mode offers almost unlimited replayability. If you're into strategy games or war games, this is an essential purchase.

—Zach Meston

Working Designs
18135 Clear Creek Road
Redding, CA 96001
(916) 243-3417



continued on page 52



EDITORS' RATINGS

ANDY	1	2	3	4	5	6	7	8	9	10
CHRIS	1	2	3	4	5	6	7	8	9	10
DAVE	1	2	3	4	5	6	7	8	9	10
MIKE	1	2	3	4	5	6	7	8	9	10

Chris said that Vasteel was one of the first games that exploited the storage space of a CD-ROM. Dave called it a great mix of arcade and strategy.

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DUO™

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continued from page 49

Kid Klown in Night Mayor World

KEMCO

For the Nintendo Entertainment System (\$39.95)

SOUND/MUSIC 1 2 3 4 5 6 7 8 9 10

GRAPHICS 1 2 3 4 5 6 7 8 9 10

PLAYABILITY 1 2 3 4 5 6 7 8 9 10

OVERALL 1 2 3 4 5 6 7 8 9 10

During a stormy night, the Klown family of Kansas (yes, a family of clowns residing in Kansas) is visited by the evil spirit Night Mayor, who requests that the eldest Klown child, Kid, help him find a treasure chest. Kid refuses because Night Mayor is bad. Night Mayor is mad and kidnaps Kid's family. Kid then has to save his family.

The first level of *Kid Klown in Night Mayor World* is a short excursion through the Kansas landscape with a porcupine boss to defeat. The next five levels take place in a meadow, a toyland, a beanstalk, an arctic wasteland and, finally, a world made of candy. The end of every level also has an obligatory boss character for Kid to destroy.

Kid's weapons of choice are balloons. He can throw them to eliminate enemy creatures in his way, hold onto one to max jumps and minimize falls or bounce on the balloons to reach high places.

Treasure chests throughout the levels contain bonuses such as extra hearts to replenish Kid's life indicator or a hindrance that temporarily reverses the game controls. Collecting strawberries allows Kid to use them in the bonus round presented after the completion of a level. He can pitch the berries at targets to earn more bonuses.

The NES is on its last legs this year. The few titles released so far have been lacking in innovation. That's expected with game companies concentrating their energies on the more powerful

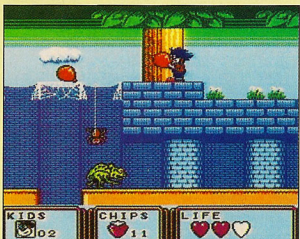
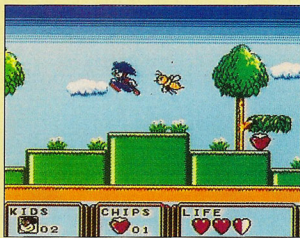
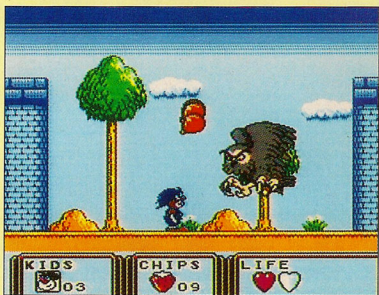
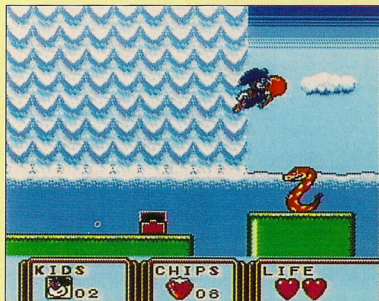


and popular 16-bit machines. It's just a little sad when compared to the fact that, as the era of the Atari 2600 was coming to a close, some of the best games for that unit were released. Not really so, thus far, for the NES.

Likewise, *Kid Klown in Night Mayor World* is pretty much more of what has been offered to NES players in the past—a run-and-jump platform game from the minor league Mario school. Its six levels have crisp graphics. Technically, a few slowdowns and flickering occur when the screen becomes loaded with game characters, though none of it is too distracting or compromising to the game play.

—Howard Wen

Kemco
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EDITORS' RATINGS

ANDY 1 2 3 4 5 6 7 8 9 10

CHRIS 1 2 3 4 5 6 7 8 9 10

DAVE 1 2 3 4 5 6 7 8 9 10

MIKE 1 2 3 4 5 6 7 8 9 10

Andy felt *Kid Klown* was old and short on innovation, while Chris called it flat. Dave also called it primitive, but said that it would make a good kids' game.



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Tuff E Nuff

JALECO

For the Super NES (N/A)

SOUND/MUSIC	1	2	3	4	5	6	7	8	9	10
GRAPHICS	1	2	3	4	5	6	7	8	9	10
PLAYABILITY	1	2	3	4	5	6	7	8	9	10
OVERALL	1	2	3	4	5	6	7	8	9	10

Well, I knew that the original name of this Japanese-import fighting game—*Dead Dance*—wouldn't be getting past those wacky guys at Nintendo, but I thought Jaleco might try just toning down the title instead of changing it altogether. Maybe something like *Really Dangerous Dance* or *No-Longer-Alive Dance*. But no-o-o!

There are four player-selectable characters in *Tuff E Nuff*, each with—judging by their names—some extremely cruel parents: Syoh, Zazi, Kotono and Vortz. Syoh and Zazi are the Ryu and Ken of *Tuff E Nuff*: They have identical special moves (called "Deadly Techniques" in the manual) and identical strength and stamina. Kotono is a lovely woman armed with twin daggers, and Vortz is a big-and-beefy wrestler.

The other seven characters in the game are computer-controlled and

graced with even sillier names than the first four: Beans, Dolf, Ewi, Gajet, Sirou, K's (yes, with an apostrophe) and Jado, the final boss of the game who humbly calls himself "Fighting God."

The three modes of play are 1P vs. 2P (a two-player match), 1P vs. CPU (one player against a computer-controller bad guy) and Story (one player against all the other characters). In the Story mode, you have infinite continues and you receive passwords after each match.

There's only one problem I had with the Story mode: It's not really a "story" at all. In *Dead Dance*, the characters would speak to each other (with katakana-filled text balloons) before and after each match. In *Tuff E Nuff*, the characters don't say anything. Did Jaleco just not want to hassle with the translation or what?

Even with the story removed, *Tuff E Nuff* is still an excellent game. It has what so many cheesy *Street Fighter II* clones don't have: quick and responsive player controls, cool-looking special moves and the ability to string together devastating move combinations.

The special moves are unique in that, as you advance through the game



in Story mode, they get more powerful and more graphically impressive. Another unique feature is the Replay mode: The winner of a match gets to really rub it in the other player's face by watching the last few seconds of his victory in regular speed or slow motion.

The graphics are very good throughout—hey, this is a 16-meg cart, they'd better be! Too bad Jaleco removed my favorite graphic effect from *Dead Dance*: As a character became heavily damaged, his face turned bloody from the beating he was taking. (I'm just a sucker for gore.) The sound and music aren't quite as impressive as the graphics. The music doesn't get overly repetitive, it's just that there aren't any

catchy tunes to get your feet thumping to the beat. (Did I mention I'm a *Rolling Stone* reviewer-in-training?)

The verdict: *Tuff E Nuff* is the only SNES fighting game I've seen that truly compares to *Street Fighter II* for sheer fun. There aren't enough characters or special moves to make it a better game, but it's an excellent second choice.

Check it out.

—Zach Meston

Jaleco USA
310 Era Drive
Northbrook, IL 60062
(708) 480-1811

EDITORS' RATINGS

ANDY	1	2	3	4	5	6	7	8	9	10
CHRIS	1	2	3	4	5	6	7	8	9	10
DAVE	1	2	3	4	5	6	7	8	9	10
MIKE	1	2	3	4	5	6	7	8	9	10

Chris said it would have equaled *SFII* if it had more characters and personality. Mike liked the replay feature, but Andy was turned off by the stop after each hit.



riot zone





lords of thunder



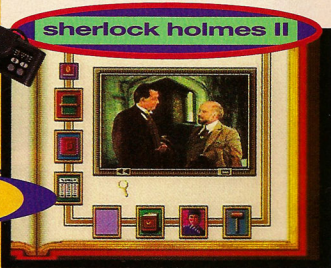
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AT 300
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Super Black Bass

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For the Super NES (\$62.50)

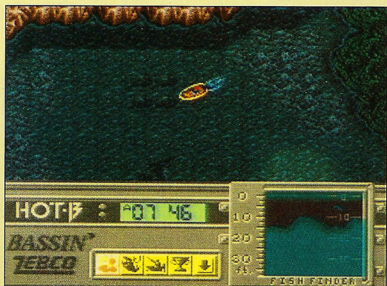
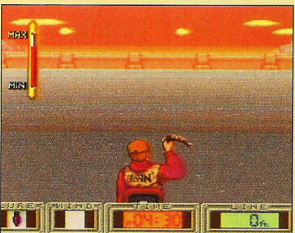
SOUND/MUSIC	1	2	3	4	5	6	7	8	9	10
GRAPHICS	1	2	3	4	5	6	7	8	9	10
PLAYABILITY	1	2	3	4	5	6	7	8	9	10
OVERALL	1	2	3	4	5	6	7	8	9	10

Suffering from repetitive video-game motion stress syndrome? Tired of wrapping rubber bands around your controllers just so you can kill wave after wave after endless wave of your unfavorable baddies? Tired of hearing all those Sho-ryu-kens, Yoga Flames and Sonic Booms? Well, if you're suffering from any of the above symptoms, don't call the legal rights defenders, *Super Black Bass* might be just what you're looking for.

First off, if you don't have a good attention span or the patience of a saint, you'd better consider playing something else, because, just like in real-life fishing, there's plenty of waiting involved.

Super Black Bass is a four-stage tournament bass fishing contest (Amateur Tournament, Amateur Bass Championship, Pro Bass Circuit and Super Bass Championship). Each tournament pits you against a group of 30 to 100 anglers, depending on the type of fishing competition. The joystick fisherman goes out on a lake between the hours of 7 a.m. and 4:30 p.m. There's a five-bass maximum allowed. Each bass is weighed in and any additional bass are culled out from the judging. Ranking is based on the total combined weight of the five heaviest basses you snag.

There are eight different kinds of fishing lures available (Pencil Bait, Popper, Swisher, etc.) in three different colors (red, purple and



black). Fishermen are given four copies of each lure, just in case the line gets caught in some weeds or snaps while reeling in the "big one." You also have a fish finder to help you locate schools. The fish finder gives you the topography of the lake floor, so you can see the depth of the section of the lake you're on.

Different view perspectives are used throughout.

When moving your boat from area to area on the lake, a window with an overhead representation is shown. When you find a suitable fishing hole and hit the cast button, the play perspective changes to a behind-the-fisherman view. This is where you can select the type and color lure used. After you cast, the perspective changes to a close-up of the lure in the water. A nice graphic use of the SNES's capabilities is made when you cast. But, when you reel in a fish, there is a pathetic representation of what is supposed to be a hand and arm (it looks more like a dead tree branch) pulling the fish out of the water.

As is the case with most games, skill is involved. In *Super Black Bass*' case it isn't a matter of remembering a pattern or mastering a set of repetitive movements. You actually have to become proficient in the angling ways (casting techniques, how to reel in properly, depending on the lure being used). Your skill level will increase each time you catch a bass. So, catching as many bass as possible will help your progress, even if the fish you catch isn't a lunker. Besides bass, there are blue gill, rainbow trout, catfish and northern pike.

If you're all familiar with *King Salmon* for the Genesis, *Super Black Bass* goes a lot further in its options and availability. What jazzed me the most about this game was the fact that it's so different from your stereotypical game.

Super Black Bass is a game that appeals to both angling enthusiasts and to those gamers who are looking for that nontraditional gaming experience. Just make sure you take a patience pill before sitting down for this one.

—Mike Davila

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1255 Post St., Suite 1040
San Francisco, CA 94109
(415) 567-9501

EDITORS' RATINGS

ANDY	1	2	3	4	5	6	7	8	9	10
CHRIS	1	2	3	4	5	6	7	8	9	10
DAVE	1	2	3	4	5	6	7	8	9	10
MIKE	1	2	3	4	5	6	7	8	9	10

Dave said that *Super Black Bass* lacks the strategy to make it really involving. Chris called it different for being "relaxing," though he's anxious to land that lunker.

It's kinda like
being God,
except the graphics
are better.



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CIRCLE #119 ON READER SERVICE CARD.

3 Count Bout

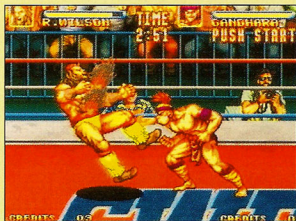
SNK

For the Neo-Geo (\$239.00)

SOUND/MUSIC	1	2	3	4	5	6	7	8	9	10
GRAPHICS	1	2	3	4	5	6	7	8	9	10
PLAYABILITY	1	2	3	4	5	6	7	8	9	10
OVERALL	1	2	3	4	5	6	7	8	9	10

Hey, I like a good wrestling game as much as the next guy, and I expected great things from *3 Count Bout*. I figured that SNK's fighting-game fixation was on the way out, and the flexibility of 360° movement could be one of the first signs that its designers were beginning to break out of the side-view *Street Fighter II* mold. The game looked and sounded good...so what more could I ask for?

Those who have played the game in the arcades could probably provide a clearer answer to that question. But before I get too far into it, let's recap some of the game's more prominent features. At 106 megabits, *3 Count Bout* is the latest entry into SNK's "100 Mega Shock" series; it seems that once you've broken the 100-meg barrier, there's no turning back. Players can choose from four levels of difficulty and four different game lengths. Ten wrestlers are available, including the standard array of martial artists (The Red Dragon, The Gandhara), "pretty boys" (Terry Rogers, Roy Wilson) and overweight brutes



(Blubber Man, Blues Hablam—and believe me, the latter is as goofy-looking as his name suggests!).

There's only one single-player option, but two players can choose to fight against each other or against the computer. Fights take place not only in the ring, but also in the streets and—in a setting that's strongly reminiscent of the Death Match in SNK's *World Heroes*—an electrified ring, where throws and body slams can do extra damage if you're close to the edge. Naturally, there are dozens of special attacks that can be deadly if you're skilled at creating "combo" sequences.

The problem I've seen with *3 Count Bout* is, quite simply, the insane methods of producing these special attacks, which are the heart and soul of any good fighting game. In order to execute many of the best (read: visually impressive) moves, you must grapple with your opponent by hammering on the A button, then performing joystick tricks after the computer has decided that you're overpowering your enemy.

Granted, this all takes place in a few seconds, but the violent controller abuse undermines the subtlety of learning how to perform the attacks. (There's a lot of joystick-wagging going on, too, which is necessary in breaking certain holds.) I don't know about you, but my nerves get shaky after a good half-hour of frantic button-pressing, and it makes it tougher



to get a feel for your character's controls. It's great for the arcade, but owners of the home version of the Neo-Geo might shy away from the game if they saw the hairline fractures in the knobs of both of our controllers here in the VG&CE offices.

Ah, but there is good news. *3 Count Bout* is a great "showpiece" game, coming close to the upper reaches of what the machine can do in the areas of graphics and sound. The soundtrack is particularly impressive, with a ton of crystal-clear digitized effects and real musical instruments cranking out a series of hard-rock themes.

It may not be the cream of the Neo-Geo crop, but *3 Count Bout* is different enough from recent fighting games to be worth a look. Just don't ask me to execute another "Aerial Tortilla Smash," please!

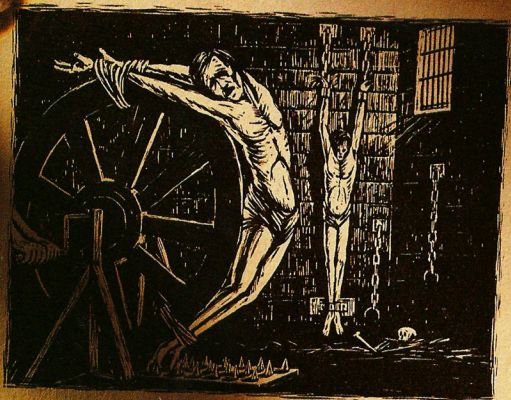
—Chris Bieniek

SNK Home Entertainment Inc.
20603 Earl St.
Torrance, CA 90503
(310) 371-8555



EDITORS' RATINGS										
ANDY	1	2	3	4	5	6	7	8	9	10
CHRIS	1	2	3	4	5	6	7	8	9	10
DAVE	1	2	3	4	5	6	7	8	9	10
MIKE	1	2	3	4	5	6	7	8	9	10

Dave said it's more fun to watch than play, but Mike liked the choice of wrestlers. Andy enjoyed the wealth of options, but felt the animation was too jerky.



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CIRCLE #121 ON READER SERVICE CARD.

continued from page 58

Dungeon Master: Theron's Quest

TTI

For the Turbo Duo or TurboGrafx Super CD (\$49.99)

SOUND/MUSIC 1 2 3 4 5 6 7 8 9 10

GRAPHICS 1 2 3 4 5 6 7 8 9 10

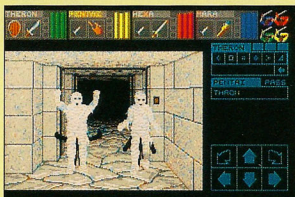
PLAYABILITY 1 2 3 4 5 6 7 8 9 10

OVERALL 1 2 3 4 5 6 7 8 9 10

Dungeon Master was one of the all-time best-selling games for the Amiga and Atari ST computers. Recently, it has experienced a rebirth with new versions on IBM-compatible computers and video-game machines. The newest version, *Dungeon Master: Theron's Quest* for the Turbo Duo, can in many ways be considered *Dungeon Master 2*. Although it's based on the original role-playing game classic, it has been remodeled to fit in better with the current crop of video-game RPGs. This means that *Dungeon Master* fans get another shot at their favorite dungeon game, while new players have a chance to see what the fuss was all about.

In *Theron's Quest*, the game is divided into seven stages, each of which contains a valuable treasure that you must locate and bring out from the dungeon. In typical video-game fashion, each stage must be played from beginning to end in a single sitting before you're allowed to move on to the next. Veteran dungeon masters may cringe at this requirement, knowing that the original game would have been impossible to finish without the ability to save a game often. However, *Theron's Quest* is an easier game than its ancestor. For example, each level contains several altars for the revival of dead explorers, rather than the very limited number found in the entire original game. Monsters, too, tend to be easier to overcome (at least, at first), and supplies are strewn everywhere.

Also unlike the original *Dungeon Master*, which featured a single multilevel dungeon, the seven stages in *Theron's Quest* are separate locations to which your explorers must travel. When the game begins, you have access only to the floating stone fortress of Aku-Tu-Ba, in which you must find the Defiant Shield. When you complete this stage, you are allowed access to the next. Other locations you'll visit include the



underground city of Formish, which is infested with hordes of Blue Trolls who guard the Taza Greaves; the Village of Thieves, where the locals hide the Taza Helmet; the Tower of Dreta, which is controlled by the wizard Dreta, who claims ownership of the Taza Boots; the Tomb of Samon, in which Samon the magician holds



the Soul Cage; and other exciting locales.

Each stage comprises several dungeons through which you must explore, finding equipment and food, learning magic spells, fighting off monsters and solving puzzles. The dungeons, which are presented in first-person 3-D perspective, are much like the dungeons in the original *Dungeon Master*, as far as appearance goes. However, although *Dungeon Master* veterans may recognize the graphics and some of the puzzles, the dungeons themselves are laid out completely differently.

In short, *Theron's Quest* is a simplified version of the original *Dungeon Master*. In spite of its simplification, however, it retains the charm and playability of the original quest. In addition, the classy new musical score and the frightening sound effects combine to give this dungeon trek an ambiance not found in any of its competitors. If you found the original *Dungeon Master* too difficult, you ought to check out *Theron's Quest*. And if you're a *Dungeon Master* fan, sharpen your sword for a whole new adventure.

—Clayton Walnum

Turbo Technologies Inc.
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Los Angeles, CA 90045
(310) 641-4622

EDITORS' RATINGS

ANDY	1	2	3	4	5	6	7	8	9	10
CHRIS	1	2	3	4	5	6	7	8	9	10
DAVE	1	2	3	4	5	6	7	8	9	10
MIKE	1	2	3	4	5	6	7	8	9	10

Andy's been a *Dungeon Master* fan for awhile, and wasn't disappointed here. Chris called it a "slick interpretation," but that it's "not for the impatient."

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Aero the Acro-Bat is shown from the waist down, wearing red and yellow boots with a stylized 'A' on the side. He is holding a baseball bat with both hands, wearing white gloves with red stripes. The bat is positioned over a baseball field, with a yellow spotlight illuminating the dirt. The background is a purple and blue sky with a starry pattern.

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CIRCLE #122 ON READER SERVICE CARD.

The Secret of Monkey Island

JVC

For the Sega Genesis with
Sega CD (N/A)

SOUND/MUSIC 1 2 3 4 5 6 7 8 9 10

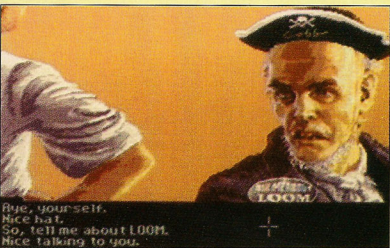
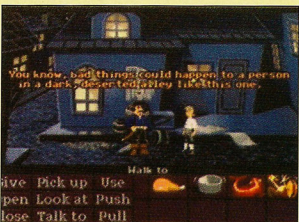
GRAPHICS 1 2 3 4 5 6 7 8 9 10

PLAYABILITY 1 2 3 4 5 6 7 8 9 10

OVERALL 1 2 3 4 5 6 7 8 9 10

This may sound kinky, but I am intimately familiar with *The Secret of Monkey Island*. I've played it three times now: when it first appeared on the IBM nearly three years ago; on the Amiga two years ago; and now on the Sega CD. You know what? It's still one of the best adventure games I've ever played.

Monkey Island thrusts you into the role of Guybrush Threepwood, a young lad who sets sail for Melee Island to fulfill his dream of becoming a pirate. There's a slight problem, however. Before he can join the ranks of the few, the proud, the grog-swilling, Guybrush has to complete the



Three Trials. First, he has to find the buried treasure of Melee Island. Then, he has to steal the Idol of Many Hands. Finally, he has to defeat the Sword Master.

During the process of the completing of the Trials, Guybrush meets—and falls instantly in love with—Elaine Marley, the Governor of Melee. Alas, before Guybrush can even ask Elaine out on a date, she's captured by the ghost of the evil pirate LeChuck. Now Guybrush has to rescue her, but, to do that, he needs a ship, a crew and a map to LeChuck's hideout on Melee Island. Needless to say (so why am I saying it?), there are puzzles-a-plenty for Guybrush to solve before he gets his chance to rescue the lovely Elaine.

What makes *Monkey Island* so great is its superb sense of humor. I'd give the left side of my brain to have the humor-writing skills of Ron Gilbert, *Monkey Island's* designer. (Hey, it's not like I use it.) A perfect example of the humor is the sword-fighting sequence. In it, you choose from a list of insults and hope that your opponent doesn't have a nasty comeback. Insult: "I once owned a dog that was smarter than you." Comeback: "He must have taught you everything you know."

The game play is great, but the graphics are purely average. They have a slightly washed out appearance that's undoubtedly the result of being converted from the 256-color palette of the PC to the 64-color Genesis.

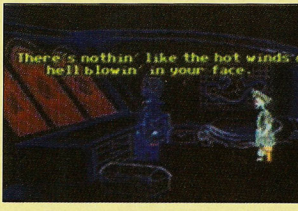
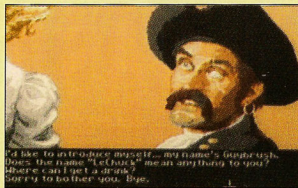
JVC didn't use voice actors for *Monkey Island*, which was a smart decision. Most of the humor in *Monkey Island* is "text-based," and wouldn't be as funny if it was read aloud. Without voices, there's plenty of room for music; unfortunately, the music is strictly average stuff. Another problem is that most of the audio tracks are too short, which means they loop over and over—which means you'll go insane and claw your eardrums out after a few hours. (Ouch!)

Don't worry about the graphics and sound, though: It's the game play that counts, and you'll have a blast playing *The Secret of Monkey Island*. There's an abundance of tricky puzzles and a constant barrage of humor. Kids and humorously challenged adults might not appreciate the

jokes, but most players will smile and chuckle from start to finish. Buy this game and prepare to laugh.

—Zach Meston

JVC Musical Industries
3800 Barham Blvd., Suite 305
Los Angeles, CA 90068
(213) 878-0101



EDITORS' RATINGS

ANDY 1 2 3 4 5 6 7 8 9 10

CHRIS 1 2 3 4 5 6 7 8 9 10

DAVE 1 2 3 4 5 6 7 8 9 10

MIKE 1 2 3 4 5 6 7 8 9 10

Mike called it a sleeper, while Dave highlighted its humor. Chris didn't feel the game was meant for the Sega CD; Andy called the access time "interminable."

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CIRCLE #123 ON READER SERVICE CARD.

Cacoma Knight in Bizyland

SETA

For the Super NES (\$49.95)

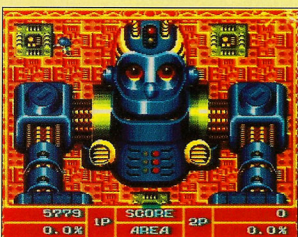
SOUND/MUSIC	1	2	3	4	5	6	7	8	9	10
GRAPHICS	1	2	3	4	5	6	7	8	9	10
PLAYABILITY	1	2	3	4	5	6	7	8	9	10
OVERALL	1	2	3	4	5	6	7	8	9	10

There's a strange schizophrenia about some video games: The story and graphics appear designed for younger players, but the game play just doesn't match. It's like binding *War and Peace* in a Dr. Seuss cover. That's what *Cacoma Knight in Bizyland* feels like.

The premise of *Cacoma Knight* varies only slightly from the standard "kidnapped member of the royal family," but it's superficial to the game: The peaceful burg of Bizyland is disrupted by an evil spell from Lazyland, its neighbor to the north. Queen Wagamama uses her magic mirror to put all of Bizyland's dwellers in a trance. But the real kicker is that Bizyland's Princess Ophelia has been "captured," her image broken up into little bits and strewn throughout the mirror world.

The game that's designed out of this whimsical scenario is little more than another version of *Qix*, though hardly an improvement over the original: Pick one of the three Bizyland "slackers" (each with different characteristics) unaffected by the spell and use magic chalk to carve out sections of the kingdom, which are then liberated from Wagamama's spell. Having an enemy (or one of its shots, if it's so equipped) hit a line you're drawing will take away a life. There is a one-player game, as well as two-player cooperative and competitive modes; all of these are affected by slowdowns at times, though the two-player contests are harder hit.

Only three buttons are used—the A button draws, while B moves you double time along the lines—though you



can configure other buttons to do the same chores. Contrary to what has become the standard, select is used to pause and bring up your status window (showing your current level and the number of lives and credits left) instead of start. Also strange is that Seta has referred to the "fun" color test and "fresh" black-and-white grid pattern as "kind of cool and kind of crazy," like it's some form of entertainment. More like "kind of weird."

As in *Qix*, you have to draw out boxes, which then fill in. Unlike *Qix*, however, this game doesn't fill the area that your enemy isn't in—some of the 21 levels don't even have enemies traveling inside the playfield. Rather it fills the smaller piece of the playfield you've drawn, which makes it more difficult to complete the required percentage you need to move on. Bonuses come in the form of hidden treasure chests: Filling in over a chest opens it up, giving you anything from bonus points to extra time to 1-ups to faster drawing ability.

Even with three difficulty levels, the young gamer will likely lose patience with the increasing difficulty; the more experienced gamer may find the game play more challenging, while being alienated by the story line. This is one of those games that, as you get closer to the last of the seven stages, unleashes enemies to the point of near impossibility. It's hard to formulate an adequate strategy, which I feel is one of the main factors to a successful game.

The elements that make up *Cacoma Knight* are done well enough, as shown by the sound and graphics ratings. Yet its failing comes from a lack of focus and dragging playability. To paraphrase Jessica Rabbit: It's not a bad game, it's just drawn that way.

—Andy Eddy

Seta USA
105 E. Reno Ave., Suite 22
Las Vegas, NV 89119
(702) 795-7996



EDITORS' RATINGS

ANDY	1	2	3	4	5	6	7	8	9	10
CHRIS	1	2	3	4	5	6	7	8	9	10
DAVE	1	2	3	4	5	6	7	8	9	10
MIKE	1	2	3	4	5	6	7	8	9	10

Chris praised *Cacoma Knight* for its nostalgia value, but didn't feel it's SNES-worthy. Mike said the playability was hurt by slowdowns, and Dave called it flawed.

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Ultimate Fighter

CULTURE BRAIN

For the Super NES (\$62.99)

SOUND/MUSIC	1	2	3	4	5	6	7	8	9	10
GRAPHICS	1	2	3	4	5	6	7	8	9	10
PLAYABILITY	1	2	3	4	5	6	7	8	9	10
OVERALL	1	2	3	4	5	6	7	8	9	10

I know what you're thinking—could it be another *Street Fighter* clone? The answer is: Well, kind of, but not as much as some others have been. In fact, while portions of the game are somewhat similar, there are some differences from what is quickly becoming a familiar scenario.

While there are four choices of game types in the main menu, these can actually be divided into two sections. The first choice, which consists of a "story" mode, and the second, which has been termed the "animation" mode, contain an average horizontally scrolling action game, each of which has four levels and several bosses along the way. More details on this later.

The third option, the "battle" mode, enables one player to fight head-to-head against any character contained



within the first two portions of the game, up to and including all of the bosses. The fourth option, "vs. tournament," allows up to eight (count 'em!) players to "register" as a fighter from one of six classes of expertise: Kung-Fu, Wrestling, Muay Thai, Karate, U.S. Karate or Boxing.

Players are eliminated as two players at a time go at each other's throats until only one champion remains. These latter two modes are probably what will hold the most interest in the long run for most players. Although each class of player does have his own style and type of moves, the actual number of moves for each is limited to at most seven or eight—which I guess eliminates the need to memorize several complex button combinations.

Some nice features in this area include setting the time limit for battles from as little as one minute to unlimited time and a handicap system with five settings that are helpful for evening out battles between players of different skills.

Going back to the story/animation modes, the game becomes somewhat more predictable. As mentioned earlier, both are divided into four areas, both follow the *exact* same story line and neither is particularly exciting to play. The differences between the two lie in the way battles with the bosses take place.

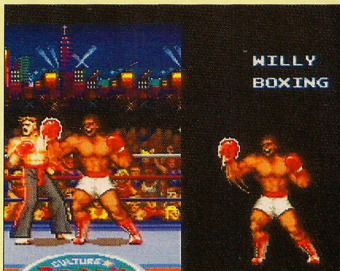
In the story mode, you fight them the good old fashioned way—beat the buttons and jump around like crazy, right? In the animation mode, you can either sit back and let the computer fight the bosses for you (yeah, right!) or fight them yourself, but in a fashion similar to an adventure game. This means that you must generally choose to fight, defend or dodge. Then the boss makes his move, and so forth to the point where either you fall asleep or one of you wins. Although there are two skill levels in the story mode, each of which is subdivided into eight difficulty levels, what's the point? There are passwords after each level and five continues provided, plus generous supplies of "magic water" to keep you healthy.

If you consider the "real" game as containing the last two options of the game, and consider the adventuring portions as kind of a bonus, it may not seem like such a bad deal. Even so, very choppy animation of all the characters and somewhat of a shortage of

flash make me wish all that extra space had been devoted to just one portion of the game or the other. As it stands, neither is particularly exciting.

—Brent Walker

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Redmond, WA 98052
(206) 882-2339



EDITORS' RATINGS

ANDY	1	2	3	4	5	6	7	8	9	10
CHRIS	1	2	3	4	5	6	7	8	9	10
DAVE	1	2	3	4	5	6	7	8	9	10
MIKE	1	2	3	4	5	6	7	8	9	10

Andy said that too many corners were cut on *Ultimate Fighter*, but mainly the animation. Chris liked the options, but was turned off by the animation and story.

Shining Force

SEGA

For the Sega Genesis (\$59.99)

SOUND/MUSIC	1	2	3	4	5	6	7	8	9	10
GRAPHICS	1	2	3	4	5	6	7	8	9	10
PLAYABILITY	1	2	3	4	5	6	7	8	9	10
OVERALL	1	2	3	4	5	6	7	8	9	10

What makes the following games stand out? *Archon*. *Star Control*. *Warsonog*. *Teemo Cup Soccer*. The *Zelda* series. Besides being gushed over in awards articles and "I remember" editorials, they were all combinations of one or more genres, and each component was done skillfully. Now Sega comes along with *Shining Force: The Legacy of Great Intention*, a tactical role-playing game that seeks entry to the list of exemplary hybrids. Does it qualify? I'm unsure, but the game is still better than most cartridge games on the market.

The premise of *Shining Force* is the same meta-fantasy drivel that makes these games so enjoyable. After being driven off by resourceful ancients (they enlisted the Powers of Light) 1,000 years ago, Dark Dragon, the Lord of Darkness, is back, and he's behind the evil awakening happening in Runefaust and some of the greatest destruction to be seen in 16-bit role-playing since *Cosmic Fantasy 2*.

Players assume the role of a swordsman who's the only hope of gaining control over the Powers of Light. But the noble hero isn't alone in this quest. Immediately, followers join up and create the fighting force—no, pardon me: the Shining Force.

The game is played in two stages: exploration and battle. During the exploration stage, *Shining Force* works like a standard RPG. The main character travels alone within towns and castles, buying supplies, healing teammates, recruiting members and hearing rumors—thereby advancing the plot.

Whenever all current members of the Shining Force are present on the screen, it's time for violence. Unlike the more strategically oriented *Warsonog*, every combatant composes an individual icon on the map. Players try to anticipate when they're in reach of the enemy so that they can carry out a surprise attack. Each army moves all of its troops before the other side moves so it's possible for the characters or their foes to gang up on a victim who may never get to counterattack.



Combat crams an astonishing amount of complicated thought into a delightfully easy interface. Weapon, spell and

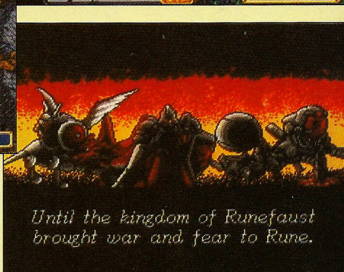
movement ranges are instantly displayed for each character depending on its actions. Taking an action uses a control-pad-directed menu system that makes even the dreaded exchange of items between characters a realistic, but not a very laborious, task.

Adding variety to the slaughter are magical spells and goodies, including a full medicine chest of alchemical and organic healing draughts.

The battle depictions are very pretty and, at first, engaging. But with each battle taking dozens of rounds, the animated acts become tedious. Such frequent intermissions should be useful (as in *Warsonog*) or at least brief (*Phantasy Star II*).

The music, though a bit heavy-handed, isn't too bad, and the sound effects are definitely passable, but somebody at Climax who doesn't play too many RPGs decided that almost every printed character on the screen (except in the intro) should be echoed by a beep. An option to limit the text helps, but not much.

So, is *Shining Force* an "historic" hybrid that will eventually inspire a lot



of poor editorial? Not quite, but it's still the best nonarcade to come out for the Genesis in a long time. And, after all, aren't legends declared only in hindsight?

—David S. Moskowitz

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Redwood City, CA 94065
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EDITORS' RATINGS

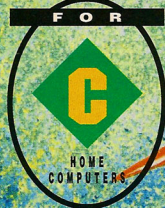
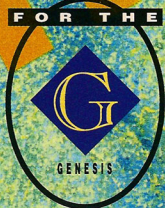
ANDY	1	2	3	4	5	6	7	8	9	10
CHRIS	1	2	3	4	5	6	7	8	9	10
DAVE	1	2	3	4	5	6	7	8	9	10
MIKE	1	2	3	4	5	6	7	8	9	10


Andy said that *Shining Force* was "like a hex RPG," and Chris called it "extremely ambitious and well-designed." Mike felt the backgrounds were too confusing.



ILLUSTRATION BY KRISTEN WELLOW

FOR THE FOR THE FOR





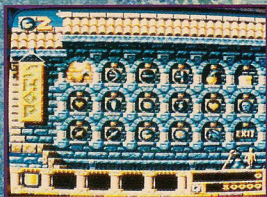
THE QUEST FOR IMMORTALITY

a player's guide to Gods

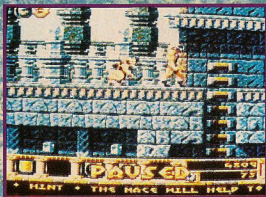
PART TWO

Last month, we gave you tips for beating levels 1 and 2 of this fascinating action adventure. For those who haven't made it past Level 1 yet, but would like to move on, the password to Level 2 is SD1. This month, we'll take an in-depth look at Level 3 (password MGB), which presents more challenges than you've seen yet. By the time you get to the end of this fast-action level, your fighting skills will be at their peak.

BY CLAYTON WALNUM



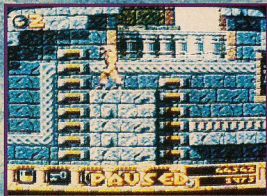
When you start Level 3, buy much-needed supplies in the shop. A good choice is an extra life, the spear weapon, a power potion, an invulnerability shield and a wide-angle weapon arc.



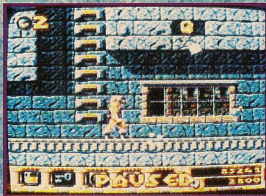
As always, be prepared for attacks from any direction.



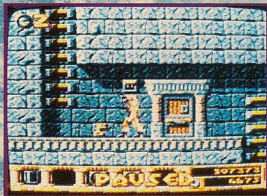
Work your way to this room, where you'll get the mace weapons and the door key. The maces are not only effective weapons, but can also break some stones.



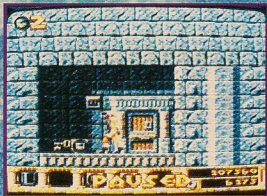
Now, head back to the left and go down the first ladder.



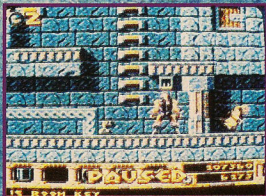
Use your mace weapon to break the stone supporting the gold gem.



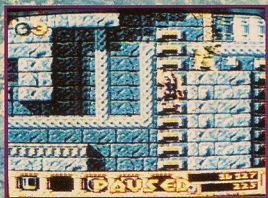
You must return the goblet to the door at the bottom of the ladder. You'll then get the teleport key, which opens the door.



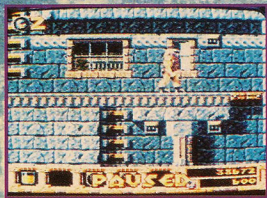
The door will lead you to another secret room, containing a treasure key and a power potion.



Your next stop is the thieves' lair. Pull the lever to get the key.



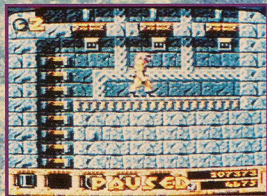
Before taking this ladder down, climb up and go to the next ladder, at the bottom of which you'll get the time bombs.



Here, first pull the lever. Then go down the revealed ladder on the left and quickly pull the switch you'll find there. Blast the hive that'll appear on the other side of the door. Your time bombs will get rid of the trap that pops up behind you.



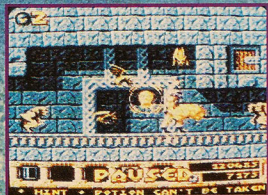
The door key you found previously will get you through here.



In this upper room, you'll find three teleport crystals. Only open the trapdoor in the middle. The other crystals lead to trouble.



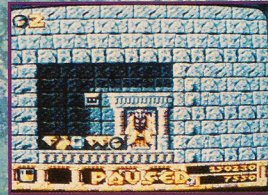
The teleport crystal will take you to this secret room, which contains the golden goblet.



When you pick up the key, turn on your invincibility shield and race through the door, killing everything that gets in your way. If you run quickly to the right and all the way back to the left, you should have just enough time to kill all the creatures.



You can then pick up the monster-attraction potion, which you must use to lure the creature carrying the key down to where you can blast it. Use the key to go through the door.



Wow! Another secret room, this time loaded with valuable treasure, including an extra life.



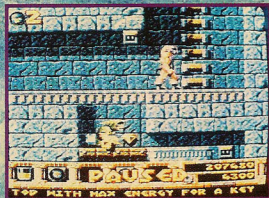
When you leave the secret room, you'll be transported here, just above the last treasure room in this world.



When you enter the treasure room, immediately blast the blocks on the ceiling to release the treasure cache. Then quickly run forward and grab the skull power-up, which will destroy everything in the room.



Don't bother trying to get the enemy carrying the fire gem. She'll hide beneath the floor faster than you can shoot.



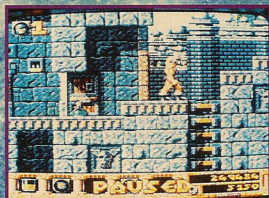
Climb the ladder all the way to the top...



...and then take the next ladder down to this doorway.



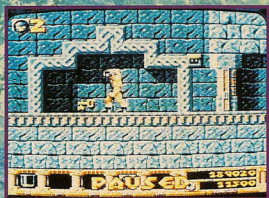
At this door, your fire gem will light one of the three markers. You need to find two more crystals to leave World 2.



To get to the first crystal, go through the door on the right and down the first ladder.



Walk all the way to the right, and a block will appear behind you, shielding you from the enemies that also appear behind you.



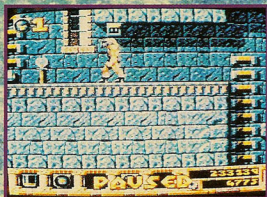
After grabbing the skull power-up, face right and keep shooting until enemies stop appearing. Then you can pick up your hard-earned treasure, including the world key, which you need to exit this world through the door on your right.



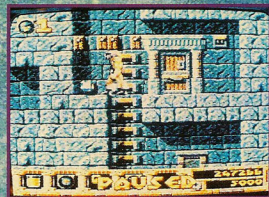
When the shopkeeper arrives, purchase an energy fill-up, a shield of invincibility and a freeze potion.



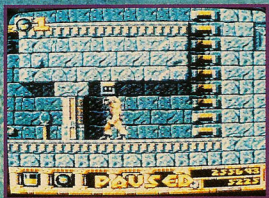
There are lots of bees and hives in this area. You have to be a quick and accurate shot.



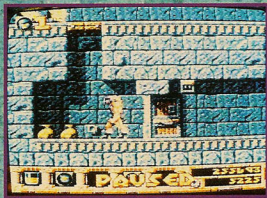
Pull the lever twice to get rid of the trap.



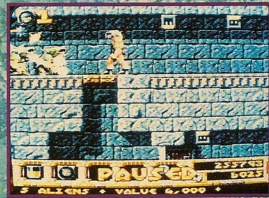
At the top of the ladder, you can get that fire gem you missed earlier. Then take the doorway out.



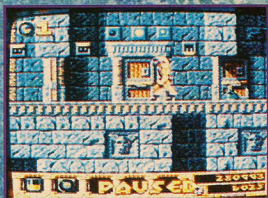
At the bottom of the ladder, push the lever twice to open the door and destroy the trap.



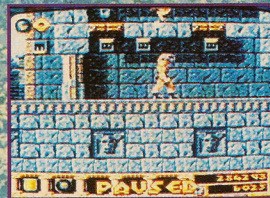
Then you can get the water gem.



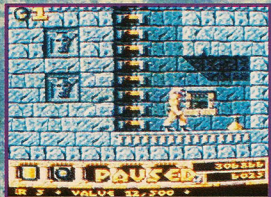
Back in the hallway above the room, use the freeze potion to freeze the enemies (they're powerful creatures that are hard to kill), quickly pull the first lever to lower the block and then blast the creatures blocking your way.



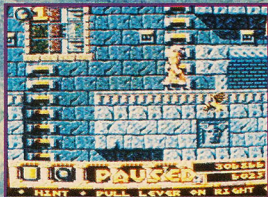
Bring the water crystal back to the world door to light the second marker.



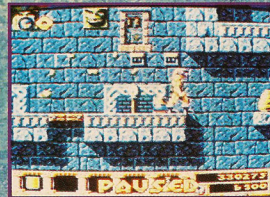
Now go all the way to the right to get to this room. You'll need to experiment with the levers a bit to figure out what does what. If you do it just right, you'll be able to reach a treasure room to the right. In any case, make sure you at least get the ice gem.



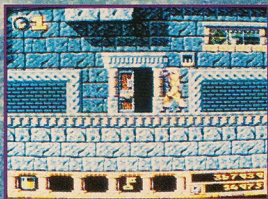
At the bottom of the first ladder, you'll get the first of two flasks that you need to get out of this world.



Pull the lever on the left to open the corridor. Then quickly pull the lever on the right, grab an extra life and skedaddle back to the left before the traps pop up and get you. You'll probably have to jump to the left to avoid getting killed.



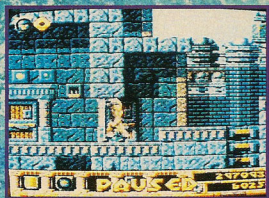
Next, climb the ladder and quickly run to the right to grab the second flask. Your invincibility shield will probably help you a lot in this area.



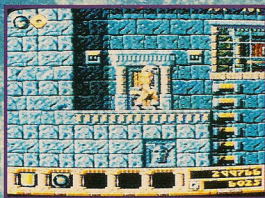
Bring the treasure key you'll find to this door.



Inside you'll discover a king's ransom of treasure.



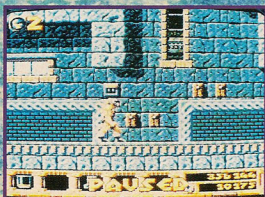
Bring the ice gem back to the world door, and you're on your way to World 3.



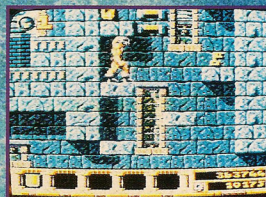
In World 3, be wary of the many levers you'll find. Many of them create deadly enemies that you must kill before advancing. Just leave the levers here alone.



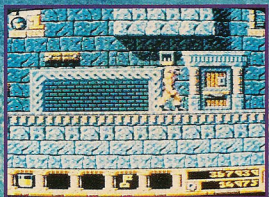
Bring the flasks to this switch, and pull the switch to get the trapdoor key.



Use the trapdoor key here to allow you to climb upward.



On the way up, don't forget to grab the teleport key.



Bring the teleport key back down to this door, and you'll face off against this world's boss.



To beat the boss, make sure you don't touch him or get trampled underfoot. Keep blasting, and stay out of his way. Good luck! 🍀



SEGA, DISNEY AND VIRGIN TEAM
UP ON THE GENESIS VERSION OF

Aladdin

BY ANDY EDDY

In mid-April, VG&CE was one of the select few publications nationwide to be briefed on the Sega Genesis version of *Aladdin*. The mini-conference was held in the Walt Disney Animation Florida offices at Disney/MGM Studios in Lake Buena Vista, Florida.

Though the game is still in production and no pictures were available—the project is obviously under tight security due to Disney's involvement and the proprietary technology being used to create it—VG&CE felt it was best to pass on what information is known on how the game is being constructed. As well, this marks the first time that Disney has

offered its artistic services to a video game it has licensed, or entered into such a partnership as it has with Sega and Virgin. Tell us what you think and if you think we should continue to offer such unique insights into a game's development, even if it's well in advance of its release date.

It's a bit confusing, and at times even the principals in the story aren't sure what the official positions are, but the bottom line is plain and simple: Sega, Disney and Virgin are working on video-game history. This power trio of entertainment companies is putting its respective talents together to bring out a Genesis version of Disney's *Aladdin*, based closely on the 1992 hit movie of the same name. *Aladdin* will officially be released as "Sega presents a Disney and Virgin Games Co-Production." The cartridge, due to coincide with the ex-

pected home video release of *Aladdin* in October, will be a full 16 megs of action.

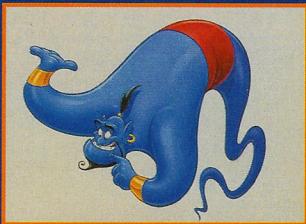
(Don't confuse any of this with Capcom's announcement of an SNES version of *Aladdin*, which also doesn't include the actual involvement of Disney other than on approval of content.)

"A Magic Carpet Ride..."

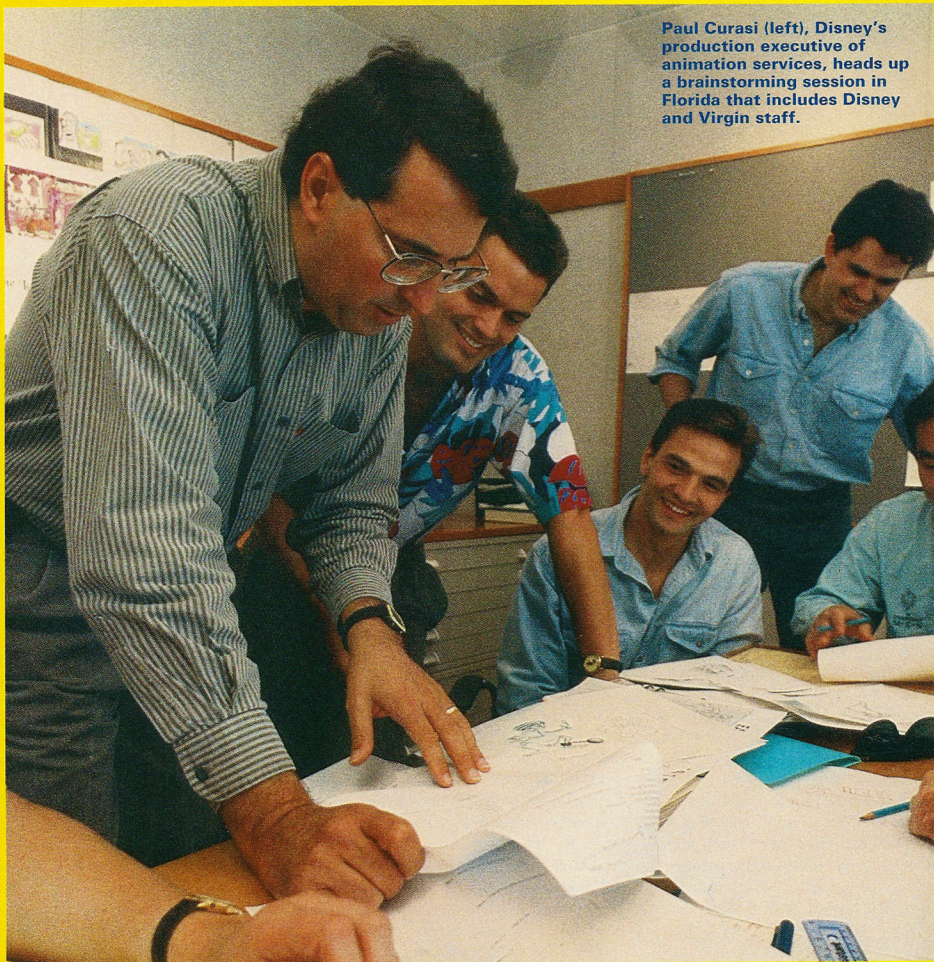
There's one thing that makes the Genesis version of *Aladdin* stand out from any other video game before it: This will be the first time Disney animators actually work on the design and creation of the game. According to Patrick

Gilmore, *Aladdin*'s producer for Disney Software, the studio was looking for "something special" to work on. At the same time, Virgin Games approached Disney with a proprietary process that used cel animation in creating a game. This had to have struck a chord with Disney because cel animation—the frame-by-frame, layer-by-layer drawings to make a scene of standard movie animation—is what the company excels at.

"Pairing leaders of the video-game and motion-picture industries," Shinobu Toyoda, Sega's executive vice-president and chief financial officer said, "we're creating another first from Sega...because of the animation provided by Disney's talented staff of professional cel animation artists, combined with the technology, game design and programming expertise brought to us by Virgin Games."



Paul Curasi (left), Disney's production executive of animation services, heads up a brainstorming session in Florida that includes Disney and Virgin staff.



The objective is to create a game that players of all ages can enjoy. *Aladdin* will be colorful and will offer a smooth learning curve for first-time gamers, while containing the high-speed action and challenge of a *Sonic 2* for experienced players. Even though the animation for the characters will be elaborate, it can be interrupted within a sixtieth of a second, allowing the player to maintain precise and instantaneous control over the on-screen character. Though all parties involved want to

keep the Disney style of fluid animation with a slick sense of humor, the principal consideration is that the animation and music be unobtrusive to the action. Rather, the intent is to make sure these elements accentuate and enhance the game-play experience.

In hearing Paul Curasi, Disney's production executive of animation services, talk about it, it's obvious that *Aladdin* for the Genesis is something that Disney is excited about. "The 'effect' level on this is the same as would be in

a movie," Curasi noted. "We want to maintain the personality of the characters." And the trio of companies also noted that Disney is best suited for that, because it can bring a level of emotion and pathos to the character that can't be achieved by simply digitizing a person's movements.

Amy Pell, who coproduced the *Aladdin* movie, said that the film's directors—who also scripted the movie—are also working on the game because "they are as one with the characters."



Disney Software producer Patrick Gilmore explains the finer details of some *Aladdin* storyboards to Virgin animation artist Mike Dietz.

"A Coast-to-Coast Production"

Work on the *Aladdin* game started in January 1993, with ten Florida-based animators working on creating the frame-by-frame animations that will be used to make up the character movements. (Virgin will be doing all the backgrounds to Disney's approval.) When frames are completed and approved, they are sent to Virgin's production facility in Irvine, California, where they are then digitized for inclusion in the game. Over 30 people are working directly on the game's construction between the Disney and Virgin crews.

The main effect of Disney's impression on the game is in story/character development and use of animators who have been trained in the nuances that the

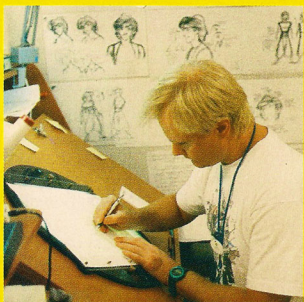
company is known for—many of whom have worked on animated films, including *Aladdin*, for the company. For instance, instead of the "falling out of the screen" effect that's common in many video games when a player "dies," one of *Aladdin*'s tries will end with him falling onto a stool like an exhausted boxer and Abu fanning him with the magic carpet. The Disney animators have also added little touches, like making the stool *Aladdin* is sitting on flex under his weight.

With all of their experience, Disney artists are still learning how doing game animation varies from standard cel animation. One of the problems of doing character animation for a cartridge is that all moves must cycle to the same point. For example, when *Aladdin* swings a sword, he must start and end at the same position. As well, because the characters in a game are much smaller than their film counterparts, designs and movement must be kept simple—emotion must be conveyed with whole body motion, because it's almost impossible to put adequate detail into the character's face.

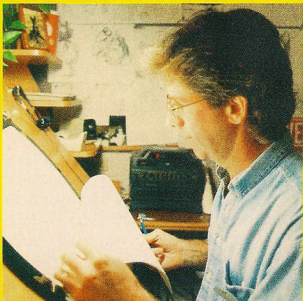
"A Whole New World"

Not all is dreamy with this production, however. The main problem comes with the compressed schedule that's been put on this project: The October deadline means that *Aladdin* will be completed in about three-quarters of the

normal time a game takes to build. All parties admit that the deadlines will be difficult to hit, but insist that the importance of *Aladdin* to the companies is the paramount consideration. "It will be done," is everyone's response to the question of whether an October release is feasible. Regardless of what happens, you can bet that this will set a new trend, what with film companies like Trimark and Paramount starting up "interactive" divisions. Disney doesn't discount that, not only will other Disney films be considered for conversion into video games, but there is the possibility of creating brand-new characters that will debut in a game first, then make their movie appearance. It's a whole new world....

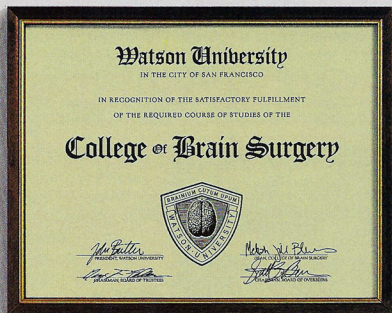


Disney artist Keith Newton works on a character design for *Aladdin*.



Anthony Michaels flips animation pages of the *Aladdin* character.

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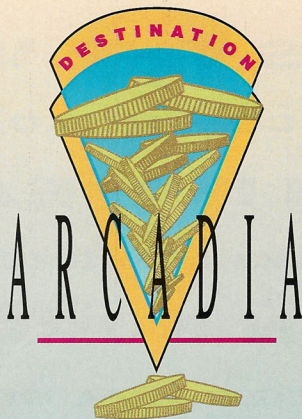
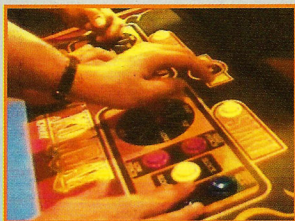
A scant 200 Sega Seals were awarded last year in the whole wide world.

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the only thing we can guarantee up for a big, big headache. If that Heck, call a brain surgeon.



BY ED BOON
AND JOHN TOBIAS

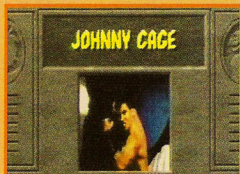
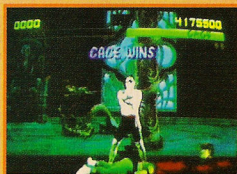


In the February issue of VIDEOGAMES & COMPUTER ENTERTAINMENT, there was a *Destination Arcadia* article called "The Secrets of *Mortal Kombat*." As revealing as this article was, there were

some fatality moves that were not explained correctly. In addition, the steps required to find the hidden "Reptile" character were missing a requirement and added an unnecessary one. We

would like to take this time to clear up exactly how the fatalities are done and how you can make Reptile appear, and we'd also like to share some tips that can help you execute these moves.

F A T A L I T I E S

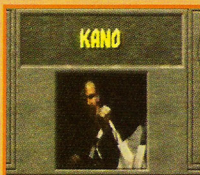


Johnny Cage

Johnny Cage's fatality was printed correctly; Stand right next to your opponent, tap toward him three times and press **HIGH PUNCH**.

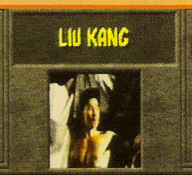
Kano

Kano's fatality *will* work as printed in the previous article, but it does not require a half-circle motion of the joystick. The move requires only that you roll the joystick from the *down* position (six o'clock) *toward* the other player and then press **LOW PUNCH**.



Liu Kang

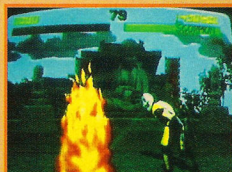
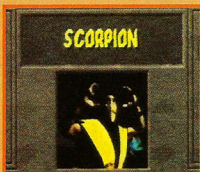
Liu Kang's fatality was also printed correctly; however, you must remember to rotate the joystick *toward* the other player. That is, if your opponent is standing to the right of you, rotate the joystick *clockwise*.



Scorpion

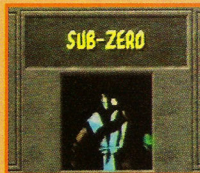
Scorpion's fatality was printed correctly, but it requires that you be a few inches from your opponent. If you are too close or too far, it will not work.

Also, not many people know that you can perform it *without* using the **BLOCK** button. To do so, simply position yourself within the range to do the fatality, jump straight up in the air and keep tapping up with the joystick until you land. The instant you hit the ground, he will perform his fatality. As a matter of fact, this is the only way you can do Scorpion's fatality if you want to find Reptile, since pressing the **BLOCK** button disqualifies you from getting to him.



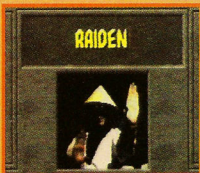
Sub-Zero

Sub-Zero's fatality requires more than was stated in the article. The exact way to execute it is to stand right next to your opponent, then, with the joystick, go *toward*, swing *down*, swing *toward* again, then press **HIGH PUNCH**.



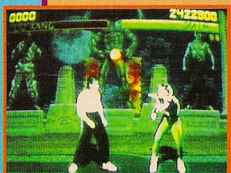
Raiden

Raiden's fatality is probably the most difficult to execute, although it is not as hard as previously explained. Stand right next to your opponent and instead of tapping three times toward and three times away, you only have to tap *once toward*, then *three times away* and press **HIGH PUNCH**. One reason why it's so hard to do is because you are only given about 3½ seconds to execute the entire sequence. If you find yourself a long distance from the other player, try warping next to him and then do the sequence. This way, you won't have to waste time walking close to your opponent before beginning your fatality move.

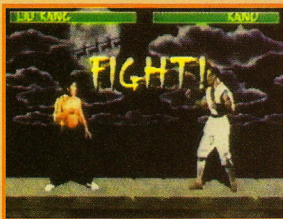


Sonya

Sonya's fatality was correctly printed but does *not* require you to be a certain distance from the other player. If you tap *toward* twice, *away* twice, then **BLOCK** from any distance, Sonya will do her "Kiss of Death."

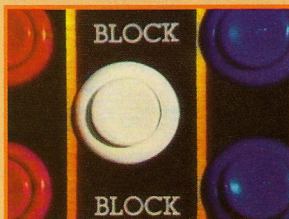


Since the February issue of VG&CE was published, we here at Midway have received hundreds of phone calls and letters from players wanting to know *exactly* how they can get the green ninja (Reptile) to appear. As explained above: The printed steps to find Reptile were missing a requirement and contained an unnecessary one. So, in order to set the record straight, here is exactly what needs to be done to fight Reptile:



1. In a *one-player game*, play until you reach The Pit stage with a silhouette flying in front of the moon in the background. Please note that a silhouette will only appear on The Pit stage after every 40 matches of play. The machine has an internal counter that keeps track of how many matches have been played (a match is a complete two- or three-round battle). Once the counter reaches 40, a silhouette will appear the next time a player reaches The Pit, at which time the counter will reset to zero. The silhouette (E.T., Santa Claus, etc.) will pass in front of the moon immediately after the start of the first round on The Pit stage, and it will be seen again less than ten seconds later. This is your first sign that Reptile is ready to appear.

2. During your battle on The Pit, *never* use your **BLOCK** button. This means you can't do any special moves that require the **BLOCK** button (like Sub-Zero's slide or Kano's knives). It also means that you can't



battle Reptile using Sonya, because her fatality move requires that you press the **BLOCK** button.



3. During your battle on The Pit get a *Double Flawless Victory* (i.e., never get hit) and make sure you do your fatality move.

Note: You *don't* have to win every round up to The Pit stage to get Reptile to appear, as reported



previously. Also, if you accidentally get hit during the first round of your battle on The Pit stage, don't give up! Just let the computer win that round, and, if you win the next two rounds flawlessly, you will still be able to find Reptile. If you defeat Reptile, you'll be awarded 10 million points.

As described in the February issue of VG&CE, it's important to remember that there are four different revisions of *Mortal Kombat* in existence, and Reptile only exists in revisions three and four. Fortunately, the majority of *Mortal Kombat* machines on the streets should be equipped with the newer revisions of the game.

Also, you may have noticed that the original VG&CE article included a picture of Sonya doing her fatality on Reptile. The reason for this is that Midway sent a custom version of *Mortal Kombat* to the author of the article which had Reptile coming out after every battle, so that pictures of him could be easily taken.

Ed Boon and John Tobias both worked on the *Mortal Kombat* design team. Boon (designer/programmer) started at Williams Bally/Midway on pinball games, then moved to arcade video games like *High Impact Football* and *Super High Impact*. Tobias (designer/graphic artist) drew comics like *The Real Ghostbusters* before working on *Smash TV*, *Total Carnage* and *Mortal Kombat*. **➤**

IT'S LIKE CHINESE FOOD...
 AS SOON AS YOU FINISH, YOU'RE HUNGRY
 FOR MORE.



Ahhh! Shanghai II. Millions have been amazed, intrigued, tantalized by the greatest strategy game ever devised. It's easy to get started. And even easier to get hooked.

Just match tiles to remove them. But removing them all requires an observant eye and strategic mind.

Shanghai II's tiles are never arranged the same way twice, so every game is a whole new challenge. And ever more difficult levels await you as your skills improve.

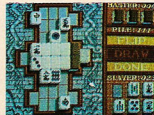


FLAGS OF THE WORLD
 TILE SET

Now, if variety is the spice of life, Shanghai II is hot stuff indeed. For it not only gives you 13 tile layouts to try, but you can select from 11 tile designs and 6 different game modes.

Feeling competitive? Challenge the computer or an opponent to a game of Dragon's Eye where one tries to make the Dragon come to life while the other attempts to prevent it.

Help yourself to Shanghai II: Dragon's Eye. But beware. Once you start, you'll never get enough!



DRAGON'S EYE: THE
 ULTIMATE CHALLENGE

ACTIVISION

Shanghai II: Dragon's Eye is available for SNES as well as PC and Macintosh. See your local retailer or call 1-800-477-3650

Since I took over VG&CE's monthly portable-gaming column in 1991, I have always expected letters from people who want to know why the handheld TurboExpress game system is never mentioned in *Gaming on the Go*—but the letters never come.

I guess it's because our readers are intelligent enough to realize that the TurboGrafx-16/Duo cartridges featured in our *Video-Game Reviews* section are the same titles that are available for the TurboExpress, and that the same rating scale applies for both systems. (This might be a good time to mention the fact that Turbo Technologies Inc. has eliminated the word "turbo" from its product line, and that "TurboChips" are now officially referred to as "DuoSoft cartridges"—never mind that the term "HuCard" is still printed on every new cartridge game that TTI releases.)

Naming conventions aside, I thought I'd take this opportunity to highlight three recent TTI cartridge games that stand out as being perfectly suited for the crowded-but-crisp LCD screen of the TurboExpress:

Time Cruise—Though it can't compare to the powerhouse combination of NEC's original *Alien Crush* and *Devil's Crush*, this pinball title has a ton of overlooked options, including a wild array of demo programs that look sharp on the small screen and sound great with stereo headphones.

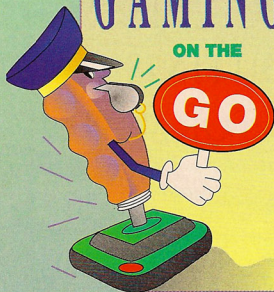
Somer Assault—One of the most unique games ever released for any game system, this indescribable action game is full of surprises like the ones detailed in last month's *Easter Egg Hunt* column. It's hard to put this one down; fortunately, with a TurboExpress you won't have to put it down.

Bomberman '93—It's not always easy to recognize power-up icons as quickly as you can on a full-sized monitor, but this one's still worth a look for portable game fans—just for the fact that it's only the second TG-16 cart to feature a two-player option designed specifically for the portable machine (*Falcon* was the first).

That should be enough to keep TurboExpress owners happy for a month, considering that Super CD games have dominated TTI's release schedule and there aren't any DuoSoft cartridges reviewed in this issue. Hope your batteries are charged up, 'cause here we go with the rest of the hand-holds....

GAMING

ON THE



BY
CHRIS BIENIEK

Raging Fighter

KONAMI
For the Nintendo Game Boy
(N/A)

SOUND/MUSIC	1	2	3	4	5	6	7	8	9	10
GRAPHICS	1	2	3	4	5	6	7	8	9	10
PLAYABILITY	1	2	3	4	5	6	7	8	9	10
OVERALL	1	2	3	4	5	6	7	8	9	10

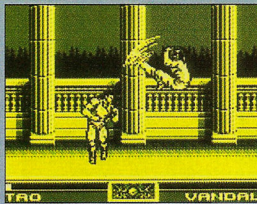
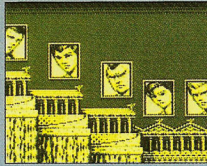
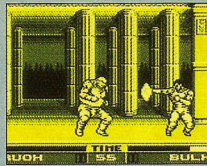
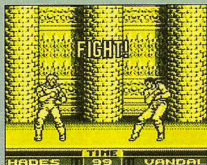
The *Street Fighter II* clones just keep on coming, don't they? *Raging Fighter*, the latest one-on-one beat-'em-up to cross my desk, is significant for two reasons. First, it's a Game Boy game, the closest thing to *Street Fighter II* to appear on Nintendo's portable since the unremarkable *Fist of the North Star* and *Pit-Fighter* were released. Secondly, *Raging Fighter* comes from veteran third-party manufacturer Konami; the fact that an innovator like Konami is jumping aboard its competitor's SFII bandwagon is one of the highest compliments that can be paid from one powerhouse game company to another.

Though the game is set in the "Alpha Universe," where martial-arts masters are trained to defend against "foreign foes,"

Raging Fighter is 90% *Street Fighter* and 10% "original Konami." Among the game's seven warriors are Ruoh, whose "Fist O'Fire" and "Jaw Breaker" attacks will have you thinking "Ha-do-ken!" and "Sho-ryu-ken!" in spite of yourself, and Miyabi, whose "Destructo Spin" kick has Chun-Who-Know-Who written all over it.

Don't get the impression that this is not a favorable comparison, though; *Raging Fighter* has detailed, fast-moving graphics and challenging game play, with characters that respond well to your control-pad input. Like many Konami titles, it also features an outstanding soundtrack, with decent sound effects and a library of 24 musical themes in stereo. I love the "letter-boxed" introduction, which is vaguely reminiscent of the title sequences of any number of late '70s karate movies.

Aside from the enjoyable game play, the main reason *Raging Fighter* works so well is because of the range of options included. In addition to the



standard one-player Star tournament mode, there's also a "story mode" with different combinations of combatants, a practice option and a two-player Game-Link option for head-to-head battles. Not the most original game of all time, but a good Game Boy beat-'em-up nonetheless.

Konami Inc.
900 Deerfield
Parkway
Buffalo Grove, IL
60049-4510
(708) 215-5100

Vampire: Master of Darkness

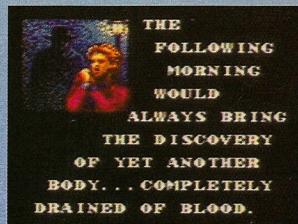
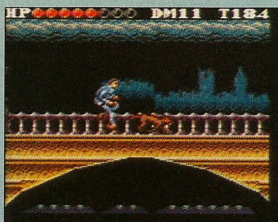
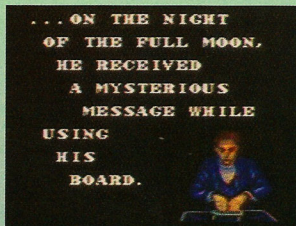
SEGA

For the Sega Game Gear
(\$29.99)

SOUND/MUSIC	1	2	3	4	5	6	7	8	9	10
GRAPHICS	1	2	3	4	5	6	7	8	9	10
PLAYABILITY	1	2	3	4	5	6	7	8	9	10
OVERALL	1	2	3	4	5	6	7	8	9	10

This original Game Gear title would be bigger news if it weren't so derivative of earlier spook-house games like those in Konami's *Castlevania* series. As a scrolling run-and-jump game, it bears a closer resemblance to earlier Game Gear adventures like *Ninja Gaiden* and *Shinobi*, but without an appealing main character.

The hero of *Vampire: Master of Darkness* is a young psychologist named Dr. Ferdinand Social, who arms himself with a veritable arsenal and stalks the streets in search of classic killers like Jack the Ripper and Count Dracula. Even the name is inappropriate; a guy who sulks over a Ouija board before going out on a rampage with grenades and battle-axes sounds more like a "Dr. Antisocial" to me.



Seriously, it doesn't take more than a peek at *Vampire's* diagonal staircases to recognize the *Castlevania* influence; players of those classic Konami titles are sure to notice the power-ups concealed behind walls, too.

Though the graphics are detailed, they tend to get lost in waves of sameness and repetition;

once again, the ubiquitous "brick wall" retains the number-one spot on the list of the top ten "most overused elements of video-game backgrounds." Certain objects and platforms are hard to distinguish on the small screen: There are bats swooping from the shadows in the early stages that are hard to hit because you rarely see them coming before it's too late.

The character animation is fairly fluid for an 8-bit title, and there are a lot of different types of enemies to take on. Like the graphics, the music is well done but overused; it's listenable, but only in moderate doses.

All things considered, *Vampire: Master of Darkness* is a successful—if uninspired—Game Gear adventure. I would like it to have been a little less linear, which might have kept the interest of those who are less interested in memorizing stage layouts

and enemy patterns. Still, the comparatively low retail price should make most of the game's weak spots a bit more tolerable.

Sega of America Inc.
130 Shoreline Drive
Redwood City, CA 94065
(415) 508-2800

Spider-Man 3: Invasion of the Spider-Slayers

LIN

For the Nintendo Game Boy
(\$27.95)

SOUND/MUSIC	1	2	3	4	5	6	7	8	9	10
GRAPHICS	1	2	3	4	5	6	7	8	9	10
PLAYABILITY	1	2	3	4	5	6	7	8	9	10
OVERALL	1	2	3	4	5	6	7	8	9	10

Programmed by B.I.T.S. in the U.K., *Spider-Man 3: Invasion of the Spider-Slayers* offers a refreshingly up-to-date interpretation of the web-slinger's antics. Those who are expecting the traditional '60s Spider-Slayers—with J. Jonah Jameson leering out from TV monitors on the creatures' faces—are in for a surprise; the game's villains are mostly '90s material, from Alistair Smythe, the Ultimate Spider-Slayer, to the new "electro-shock" Scorpion.

Consisting of five stages—each of which features several sublevels—the game takes Spidey from Central Park to the booby-trapped halls of Smythe's remote rural estate. Though it's mostly a side-scrolling adventure, several stages



Gordo 106

ATARI

For the Atari Lynx (\$39.99)

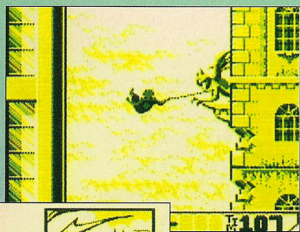
SOUND/MUSIC	1	2	3	4	5	6	7	8	9	10
GRAPHICS	1	2	3	4	5	6	7	8	9	10
PLAYABILITY	1	2	3	4	5	6	7	8	9	10
OVERALL	1	2	3	4	5	6	7	8	9	10

The premise of Atari's newest Lynx title, *Gordo 106*, is a fairly unique one. The player assumes the role of Gordo, a "poor, brutally exploited lab monkey" who gains intelligence from an experimental nuclear potion. Escaping from cage #106 in the subbasement of N. Human Inc., Gordo leaps around and tries to free the rest of the captive animals before escaping from the N. Human complex. Later, he breaks up a fashion show and makes his way to the penthouse of the wicked N. Human himself.

Created by Lynx developer Tenth Planet, *Gordo 106* is an experiment unto itself. It's like an action game for animal rights activists; unfortunately, there are certain sections of the N. Human dungeon that are damn near inescapable, and the player must watch helplessly as Gordo is virtually consumed by a pillar of flame that leaves only a crumbling skeleton in its wake.

At the heart of all of this emotion and sentiment is a decent adventure, one of the few Lynx titles to feature multiplane scrolling of the background scenery. The soundtrack, by Lynx veteran LX Rudis, is listenable, and the Gordo character is a nicely animated sprite with more personality than the average Lynx hero. A left or right double-tap on the control pad makes Gordo run wild with arms flailing in the air—it's pretty funny stuff, considering the relatively serious plot.

As enjoyable as *Gordo 106* seems to be, it somehow left me with a strange impression. For all of the Lynx's hardware abilities, the game feels very much like a PC product;



feature vertical scrolling or "forced" horizontal scrolling. After the muggers, droids and escaped lunatics, each level ends with a traditional boss battle.

Though the graphics aren't bad, they don't represent much of an improvement over LJN's previous *Spider-Man* title for the Game Boy. Some of the character animation is great—Spider-Man's leap is very spiderlike, very Steve Ditko—but the simple frames of Spidey's stiff-backed strut have got to go. I did get a kick out of the characters in trench coats in the Central Park scenario. Each one reaches into his coat when Spider-Man appears: If he draws a gun, he's a mugger (get him!), but some of them simply pull out a newspaper and start reading....

The intermissions, while good-looking, are filled with a lot of weird grammar and punctuation, most of which would never make it into a real Marvel comic. (An early example: "Uh-oh Spider-Sense That's bad news.") Thankfully, the game play is solid, with one clear advantage over the majority of Spider-Man video games: unlimited web fluid!

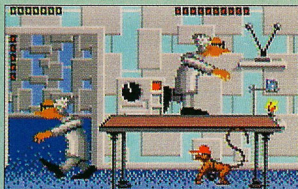
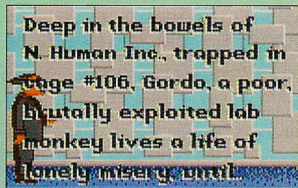
It's worth mentioning, too, that Spider-Man has now appeared in more games for the Game Boy than for any other computer or game machine: four, if you count his cameo spot in LJN's *Punisher* game. Now I hate to keep harping on this—since I'm sure I've mentioned it in print several times—but LJN's original *The Amazing Spider-Man* for the Game Boy is still the best video-game version of Marvel's most enduring character for gamers on the go. With this lofty standard having been set several years ago, even a game as good as *Spider-Man 3* can't quite compare.

LJN Ltd.

71 Audrey Ave.

Oyster Bay, NY 11771

(516) 624-8888



that is, it has the curious look of a run-and-jump game that's been forced into a machine that had previously been incapable of producing run-and-jump games. Fans of *Toki* and *Dirty Larry: Renegade Cop* know this is not the case, so let's just say that better things are expected from Tenth Planet in the future.

Atari Corp.

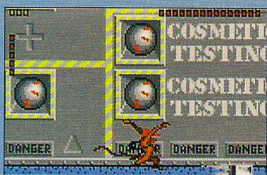
1196 Borregas Ave.

Sunnyvale, CA 94089-1302

(408) 745-2000

With that, another edition of *Gaming on the Go* draws to a close. Be here next month as we take a look at a new batch of portable software, including a surprising 2-meg title from Sunsoft that looks like the closest thing to *Sonic the Hedgehog* that's ever appeared on a Nintendo machine.

Reader feedback to this column is always appreciated. Send your comments and suggestions to: VIDEOGAMES & COMPUTER ENTERTAINMENT, Attn: *Gaming on the Go*, 9171 Wilshire Blvd., Suite 300, Beverly Hills, CA 90210. Computer owners with access to the Delphi information service can also contact me via electronic mail sent to user name VGCHRIS, or stop by the "World of Video Games" special interest group and drop me a note in the public forum. I can also be reached through the Internet at the "VGCHRIS@DELPHI.COM" address. ♪



PUGSLEY'S SCAVENGER HUNT™

As if things weren't ooky enough! Now Pugsley Addams must go on a simply torturous scavenger hunt. There's all sorts of unnaturally delightful traps. And hidden switches all about, which produce the loveliest, blood-curdling effects when Pugsley runs into them. There's even magic money which has an extra lively effect you won't want to miss. So get ready to get spooky, and get set to get kooky...it's Pugsley's Scavenger Hunt! En garde!



Screen shots shown are from the Super NES version of the game.

The name of the game



Ocean of America, Inc.
1855 O'Toole Ave., Suite D-102
San Jose, CA 95131



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The
Addams
Family™

COMPUTER GAMES PREVIEWS FIRST LOOK

BloodNet: A Cyberpunk Gothic

MICROPROSE

Version Previewed: IBM PC

Ransom Stark hasn't had much luck lately. A mercenary working in the Manhattan of 2094, he was gaining skill and reputation until his mentor was kidnapped. The ransom? Incubus, a program that can destroy any ICE (Intrusion Countermeasure Electronics) in the electronic network. Ransom's other problem? He's turning into a vampire.

Welcome to the highly unpleasant reality of *BloodNet: A Cyberpunk Gothic*, the new adventure/role-playing game from MicroProse Greensburg.

Like all cities in 2094, New York City is the feeding ground of transtechnical corporations that control everything from transportation to education to the most important element in this world: information. New York City's underside features all of the gang warfare and drugs that make it such a thrilling place today, as well as a new breed of bloodsuckers. The vampires are still considered a hoax by the majority of the city and any newspaper other than the *Post*. However, they're very real to Ransom, and only his neural implant has prevented full conversion. He must still feed, however, and the greater the innocence of his victims, the more corrupted his soul becomes.

Movement and combat in *BloodNet* are reminiscent of *Challenge of the Five Realms*. The PAL system will be in place, which means that party members will not always get along, and the roster will be ever-changing throughout the adventure. MicroProse has been ceaselessly monitoring computer bulletin boards for feedback on *Challenge*. As a direct result, *BloodNet* will offer much larger digitized characters and a much faster combat system. In addition to blades, firearms and high-tech weapons, *BloodNet's* arsenal includes weapons that feed directly from a combatant's body. Feeding off anger and other emotional states, these weapons are formidable and costly.

Facing destruction all around him and decay from within, Ransom's survival will not be easy.



High Command

THREE-SIXTY

Version Previewed: IBM PC

Hard-core war gamers and network junkies may be familiar with *High Command*, but Colorado Computer Creations' strategic masterpiece is mostly unknown to the general public. Three-Sixty, however, was fully aware of the

EGA-only World War II simulation and hired creators Greg Carter and Joey Nonnast to add the Super VGA graphics and playability Three-Sixty is known for.

High Command's features will include variable Allied and Axis intelligence, alternate-historical allegiance of second-string countries and 16 types of missions. The new *High Command* will also boast more advanced artificial intelligence in the single-player setting.

Three-Sixty will support *High Command* with a scenario editor, and Colorado Computer Creations is hard at work on an American Civil War game that should be just as exciting.



Scenario	Game	Progress	Messages	Intelligence
Lesson 1	None	Historic	Click	None
Lesson 2	Secret	Historic	Click	Click
Lesson 3	Secret	Historic	Click	Click
Lesson 4	Secret	Historic	Click	Click
1939	Weather	USA	3 Seconds	3 Seconds
1940	2 Seas	Random	3 Seconds	3 Seconds
1941	Bain	Neutral	10 Seconds	Backless, Good
1942	Detection	Russia	Blind Player	Human / Computer
1943	Shielded	Random	Blind	Blind / Expert
1944	Secret	Neutral	Blind	Blind / Expert
1945	Complete	Neutral	Blind	Blind / Expert
1946	Complete	Neutral	Blind	Blind / Expert
1947	Complete	Neutral	Blind	Blind / Expert
1948	Complete	Neutral	Blind	Blind / Expert
1949	Complete	Neutral	Blind	Blind / Expert
1950	Complete	Neutral	Blind	Blind / Expert
1951	Complete	Neutral	Blind	Blind / Expert
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2099	Complete	Neutral	Blind	Blind / Expert
2100	Complete	Neutral	Blind	Blind / Expert

Lands of Lore: The Throne of Chaos

WESTWOOD STUDIOS

Version Previewed: IBM PC

With its real-time combat and audio clues, Westwood Studios' *Eye of the Beholder* was a major accomplishment in computer role-playing. Containing a new hassle for every improvement, its sequel, *Eye of the Beholder II* was a minor disappointment. SSI took over the name and the engine for *Eye of the Beholder III* (see *Computer-Game Reviews* on page 103), but that didn't stop Westwood from drastically improving its engine to create *Lands of Lore: The Throne of Chaos*.

Free of the AD&D rules, *Lore's* mechanics are more streamlined, allowing for greater detail in everything from the background art to the character options. In addition, characters share an enormous inventory and can only be knocked unconscious in battle. *Lore* also features an adjustable difficulty level for those who like combat-light or do-or-die slaughter-fests.

The animation for *Lore* is absolutely stunning, using state-of-the-art morphing technology. *Lore's* developers are creating them on their own, frame by frame, for maximum effect and detail.



Kyrandia 2

WESTWOOD STUDIOS

Version Previewed: IBM PC

Brandon had his hands full with *The Legend of Kyrandia*, enough to leave him mostly devoid of personality. Westwood was determined not to let this happen with *Kyrandia 2* and cast the tempestuous alchemist Zanthia as the lead character.

As feisty as she is intelligent and as independent as she is beautiful, Zanthia makes the most of her role, changing outfits each chapter. And, as an alchemist, she's constantly changing ingredients into a wide variety of potions.

While *Kyrandia 2* may not have the mazes of the first game, it has far more items and more detailed art in its few screens.



SimFarm

MAXIS

Version Previewed: IBM PC

With trains, cities, fish tanks, evolution and anthills all simulated, we almost had started an office pool when Maxis announced its upcoming game, *SimFarm*.

This time, players manage a farm growing 24 different crops depending on the climate and what the market will pay for them. Land must be acquired, along with the heavy machinery to work it and the buildings to store its bounty.

For the more carnivorous player, *SimFarm* allows cows, pigs, sheep and horses to be raised for both servitude and slaughter. Any landed gentry who don't want to get their hands dirty can try their luck at the futures market.

Players will face disease, drought and other disasters, but they also can strike back with fertilizer, pesticides, herbicides and

fungicide. Just watch the chemical content of the soil or else Maxis will be able to create *SimMutant* out of your children.



Microcosm

PSYGNOSIS

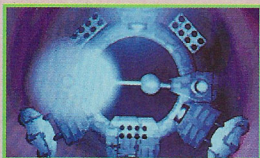
Version: IBM PC CD-ROM

The 7th Guest has finally hit stores, leaving Psygnosis with the dubious distinction of having the most-delayed highly anticipated CD-ROM game. But the British developer is nearing the final stages of *Microcosm*, the game that will take players on a fantastic voyage as they blast their way through the human body.

Microcosm's plot is full of corporate intrigue and backstabbing. But that is all secondary to the gorgeous animated graphics and arcade action.

This CD-ROM game boasts over 500 megabytes of graphics and sound, Silicon Graphics intermissions and up to 60 frames per second of the clearest computer animation ever seen.

CD audio will be put to good use as well, since *Microcosm* will feature a soundtrack scored by Yes member Rick Wakeman. ▲



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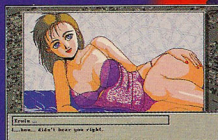
tive and original Japanese animation that's taking other countries by storm, and is now available in the U.S.

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Computer Game Review "

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Strategy Plus"

"I have to admit I enjoyed it."
"Game Bytes"

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System requirements: 386 or faster machine with 640K RAM hard disk with min. 11 megabytes of available space required, mouse recommended. Graphics compatible with EGA, MCGA and VGA (VGA highly recommended). Sound support: Sound Blaster, Thunder Board, Pro Audio Spectrum and Adlib.

R This game is not for the faint-hearted. It contains violence and some material inappropriate for minors under 18.

CIRCLE #128 ON READER SERVICE CARD.

**MEGA
TECH**

COMPUTER GAME REVIEWS

Strike Commander

ORIGIN
For the IBM PC (\$79.95)

SOUND/MUSIC	1	2	3	4	5	6	7	8	9	10
GRAPHICS	1	2	3	4	5	6	7	8	9	10
PLAYABILITY	1	2	3	4	5	6	7	8	9	10
OVERALL	1	2	3	4	5	6	7	8	9	10

The long wait is over. After more than two years of software development, Origin has finally released *Strike Commander*, the next in a line of gaming products patterned after *Wing Commander*. Just as in the *Wing Commander* series, the player assumes the role of a skilled fighter pilot, ready to take the fight to the enemy. Apart from this similarity, however, *Strike Commander* is a flight over brand-new computer-gaming territory.

Set in the 21st century, the game begins with the player as a fighter pilot in Stern's Wildcats, a mercenary fighter squadron based in the Mediterranean. The year is 2011, and civilization is falling apart at the seams. Powerful corporations are hiring mercenaries to eliminate their competitors, while Third World countries seek them to bolster their own forces in battles with other countries. In addition to facing the expected adversaries (such as militaristic Libyans and crazed South American drug lords), players may find themselves facing off against the warmongering Internal Revenue Service, which now seems to prefer

collecting taxes by military force rather than the conventional auditing process. Individual states are seceding from the Union, creating bizarre scenarios. One set of missions pits the player against the Nevada Air Force on behalf of Arizona in a battle over (and through) the Grand Canyon. Sort of like *Mad Max* on steroids, the world of *Strike Commander* is a decidedly bizarre portrayal of the future of humanity.

Aside from the novel setting, *Strike Commander* bristles with other new features. The rigid linearity of the *Wing Commander* series is gone, replaced in *Strike Commander* by a much more open-ended gaming system. After a certain point in the game, the player can select which contracts to accept, choose wingmen and purchase weapons and aircraft.

While the *Wing Commander* series was placed in the outer reaches of space, where game play is unconstrained by such bothersome flight characteristics as G-forces, sun glare and other environmental effects, *Strike Commander* embraces all these elements. From the main op-

tions panel, players can tinker with a robust number of *Strike Commander* variables, ranging from the skill of enemy pilots to the graphic detail of runways and enemy aircraft.

The proof of any flight simulator is in the flight characteristics, and *Strike Commander* proves itself to be more than capable. While not as detailed as *Falcon 3.0*, *Strike Commander* has enough detail to meet the needs of most gamers. Difficulty levels can be toggled, making the flight model more or less difficult for experienced and novice simulated fighter jocks, respectively. Graphics and animation are excellent, with animated cinematic sequences for important game developments. The sound and music in *Strike Commander*—from





the stuttering cough of a 20mm Vulcan cannon to the dramatic musical segues that indicate a change in game action—are first-rate. With the inclusion of the *Strike Commander* speech pack, several major characters come to life with the help of professional voice actors.

As viscerally impressive as *Strike Commander* is, I couldn't help but feel a slight twinge of disappointment. While the improved "RealSpace" graphics system is impressive, I found that it didn't quite meet the high expectations I had for it. Some terrain is rendered well, while other terrain types—such as snow-capped mountain ranges and desert regions—are displayed as indistinct, fuzzy blotches of color, making it difficult to judge a speeding jet's distance from the ground. In terms of visual appearance, RealSpace lacks the silky-smooth scrolling and graphic appeal found in such products as NovaLogic's *Comanche: Maximum Overkill*. Also, the hardware requirements are particularly brutal: The game itself occupies more than 30 megabytes of hard-drive real estate. Playing on the required system (a 386 system with 4Mb of RAM) is an exercise in futility—even the recommended system of a 486DX/33 with 8Mb of RAM bogs down in spots. Hard-drive access is frequent, so gamers with lethargic hard drives should be prepared for slow loading times. *Strike Commander* cries out for use on a machine running Intel's new Pentium processor.

Admittedly, the prerelease hype surrounding *Strike Commander* was more intense than possibly any other computer-gaming product in history. Simply put, *Strike Commander* had a terribly large set of shoes to fill when it finally was released. Yet, for all the hype, *Strike Commander* does manage to fill those shoes pretty well. Apart from the previously mentioned problems, *Strike Commander* is yet another step forward in the evolu-



tion of computer gaming. Gamers with robust hardware setups who have fond memories of eliminating Kiltrathi forces in *Wing Commander* should find more than enough to like—and more than enough to destroy—in *Strike Commander*.

—Jeff James

Origin Systems Inc.
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Austin, TX 78750
(512) 335-5200

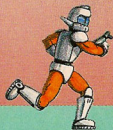
EDITORS' RATINGS

ANDY	1	2	3	4	5	6	7	8	9	10
CHRIS	1	2	3	4	5	6	7	8	9	10
DAVE	1	2	3	4	5	6	7	8	9	10
MIKE	1	2	3	4	5	6	7	8	9	10

Mike captured some of the problem by saying it added little to the flight-simulator genre. Chris didn't think it was as distinctive as *Wing Commander*.

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Freddy Pharkas, Frontier Pharmacist

SIERRA ON-LINE

Versions: IBM CD-ROM (\$69.95),
IBM PC (\$69.95), Macintosh
(\$69.95)

SOUND/MUSIC	1	2	3	4	5	6	7	8	9	10
GRAPHICS	1	2	3	4	5	6	7	8	9	10
PLAYABILITY	1	2	3	4	5	6	7	8	9	10
OVERALL	1	2	3	4	5	6	7	8	9	10

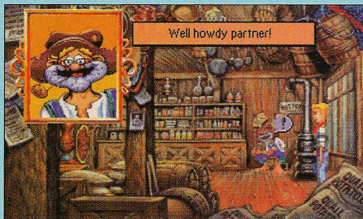
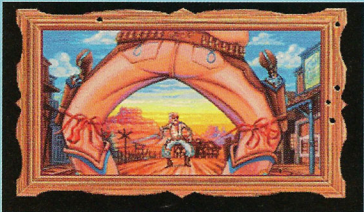
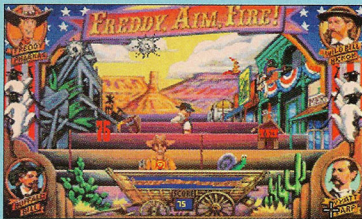
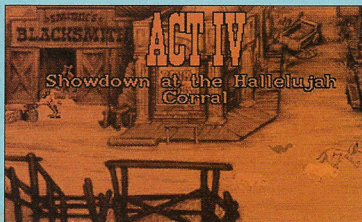
The last Sierra game to put the user in a Western setting was the excellent and educational *Gold Rush*. This time around, the game is excellent, but parents might not want to put it in front of their five-year-olds. Why not? The answer to that question consists of one name: Al Lowe!

Freddy Pharkas, Frontier Pharmacist starts with a bang, assaulting the player with the sound of banjos, pianos and, well, guns! This time around, the hero is Freddy Pharkas, a gunslinging lawman—one of the best. Things change, however, after a near fatal face-off deprives him of his right ear. Scarred both physically and mentally, the protagonist applies his efforts toward academia instead, vowing to himself: "A pharmacist. That's it! I shall become a pharmacist!"

So begins the user's involvement as a pharmacist in Coarsegold, California. The game is presented much like a play with four acts. Each act starts with a still painting of a scene in brown tones that fades into full color as the action begins.

The music and sound effects are outstanding and blend synergistically. Sierra's whole line of VGA games has been impressive, but *Freddy Pharkas* is particularly impressive as a complete experience. A defi-

nite tip of the hat to Aubrey Hodges, who apparently endured dozens of Westerns, some good, many abysmal, to find the right style for the soundtrack. The background sounds of children playing, doors and wind vanes creaking, water dripping and the jumble of ladies' excited, gossiping voices are natural and convincing. It would have made a delightful family game if not for the additional sounds of guns and flatu-



lent horses and one rustler's reference to sheep.

The interface is the standard point-and-click seen in recent Sierra products. It is easy to use and competently executed. A nice feature lets users select different skill settings for arcade sequences. Players should look at, talk to and touch everything, as almost any combination of commands on objects elicits a helpful or humorous response. The graphics are excellent, right on par for a Sierra game.

Users have the opportunity to participate in some of Freddy's pharmaceutical tasks, measuring and mixing chemicals to achieve the required prescription. This is also well handled by

the program. Using the documentation as a guide (and a form of copy protection), the user must manage tools and materials in Freddy's lab to prepare concoctions.

I found the puzzles more difficult than the ones in the recent *Space Quest V*. In *SQV*, it seemed there were enough clues that the player could logically deduce what to do next. In *Freddy Pharkas*, many of the puzzles' solutions didn't seem to make sense until extensive exploration and experimentation had taken place. It had more of a "hunt-and-discover" than a "think-and-apply" flavor, though there is plenty of thinking involved. The hint book is recommended for novice gamers. It shares the great sense of humor the game has and is extremely helpful for players who have not yet learned to think like Al Lowe (I hope that is most of us!).

—Bernie Dy

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EDITORS' RATINGS

ANDY	1	2	3	4	5	6	7	8	9	10
CHRIS	1	2	3	4	5	6	7	8	9	10
DAVE	1	2	3	4	5	6	7	8	9	10
MIKE	1	2	3	4	5	6	7	8	9	10

All editors enjoyed it, saying the game was incredibly funny (though Chris called it "phunny"), something that is sadly lacking in many computer games.

Lemmings 2: The Tribes

PSYGNOSIS

Version: IBM PC (\$59.99), Amiga (\$59.99), Macintosh (\$59.99)

SOUND/MUSIC	1	2	3	4	5	6	7	8	9	10
GRAPHICS	1	2	3	4	5	6	7	8	9	10
PLAYABILITY	1	2	3	4	5	6	7	8	9	10
OVERALL	1	2	3	4	5	6	7	8	9	10

Oh no! Just when I thought I had my Lemmings all saved, they're back, splatting into lemming-meringue pie at the bottoms of cliffs, drowning in puddles and otherwise marching cheerfully into the jaws of oblivion. *Lemmings 2* is here at last, and it's not just more of the same, but a completely new and completely wonderful game.

The biggest problem with level-based games, including the original *Lemmings*, is getting stuck and not being able to get any further in the game until you solve the level. I probably have 50 games sitting on the

are made up of different levels. If you're stuck in one place, you can always visit another tribe and try your luck there.

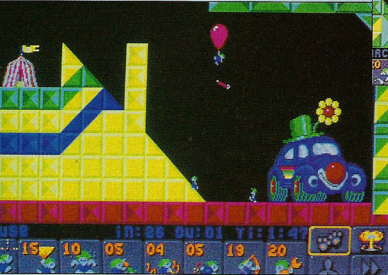
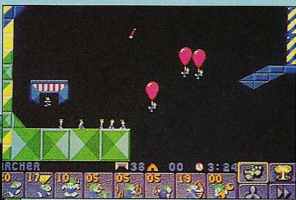
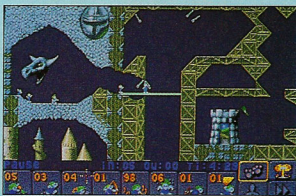
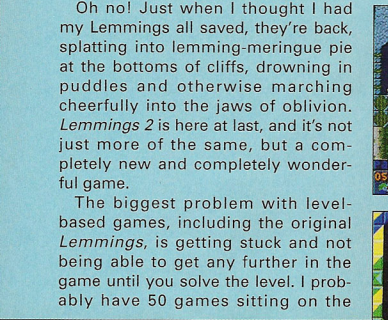
The tribes are, in fact, what set *Lemmings 2* apart from the original game and give it much of its charm. The tribes and their countries have their own distinct personalities and looks. For example, the Highland tribe has red hair instead of green (it

Wonderful as *Lemmings 2* is, it is a world-class memory glutton. In order to run with all possible options, *Lemmings 2* requires 614K plus extended memory. I fear that those who are not wise in the ways of memory management will wind up playing a crippled version. Six hundred K should be the absolute maximum conventional memory required by any game.

The music and sound are typical Psygnosis high-quality, but what's best about *Lemmings 2* is the animation. There are endless witty touches that have nothing to do with playing the game, but give it a personality like no other. For example, when an Attractor lemming plays his piano for the Egyptian tribe, they dance like little Egyptians. I'm very amazed at how much personality can be achieved with such tiny animations.

The original *Lemmings* sold a bazillion copies and was named Game of the Year all over the place. Now that people have heard about *Lemmings*, *Lemmings 2* will undoubtedly sell even more bazillions. Will it be Game of the Year for 1993? It's too early to tell, but you can bet it will be a top contender. It's certainly the best game for a computer I've seen so far this year.

—Tom Malcom



probably squeaks with a Scottish burr, too).

Besides the different tribes, there are also many, many more skills to use, over 50 in all, though only eight show up on each screen. Some of those are red herrings, too, and unnecessary to solve the level. Classifying the puzzles as easy or hard is very subjective; solving them depends for the most part on how you look at them. The first time I played, I had a terrible time with the Beach tribe's second level, but the next time I played, I saw it differently and solved it almost immediately.

myself that I'm so frustrated with that I won't even go back and try to get any further. *Lemmings 2* eases that frustration and makes it easier to cope with. The game is divided into 12 different areas, each inhabited by a different lemming tribe, and those areas

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EDITORS' RATINGS

ANDY	1	2	3	4	5	6	7	8	9	10
CHRIS	1	2	3	4	5	6	7	8	9	10
DAVE	1	2	3	4	5	6	7	8	9	10
MIKE	1	2	3	4	5	6	7	8	9	10

Dave called *Lemmings 2* "unbelievably playable." Andy expected a rehash, but was surprised by the new characters and variety that the sequel offered.

Ultima VII Part Two: Serpent Isle

ORIGIN SYSTEMS

Version: IBM PC (\$79.95)

SOUND/MUSIC	1	2	3	4	5	6	7	8	9	10
GRAPHICS	1	2	3	4	5	6	7	8	9	10
PLAYABILITY	1	2	3	4	5	6	7	8	9	10
OVERALL	1	2	3	4	5	6	7	8	9	10

Going on to enjoy its eighth installment, the *Ultima* series has proven to be one of, if not *the* most popular series in computer-gaming history. The *Serpent Isle*, a newly found continent (and home to the last vestiges of Sosarian civilization from *Ultima III*), beckons the Avatar, who must—once again—save the world and establish himself as the people's champion. Oh, yes, there is the matter of the Guardian, who plans on crashing the party, and a few screwball philosophies practiced by the people of Serpent Isle, but please, don't let that stop you from taking in the sights.

Serpent Isle uses an oblique, overhead perspective to display the surroundings, and, through the use of the mouse, on-screen panels dubbed "paper dolls" will appear to address interparty concerns such as inventory. Further use of the mouse allows nearly all commands to be performed



through various mouse clicks, from equipping party members to traveling throughout the Serpent Isle.

Though the mouse system is a bit strange at times (e.g., trying to pick up small items is sometimes a chore), it works well, for the most part, and allows for easy interaction with the game. For instance, double-clicking on NPCs brings up the conversation menus, while clicking and dragging an item allows you to pick it up and deposit it into any specific party member's inventory.

NPCs are in abundance in *Serpent Isle*, and their conversations go be-

yond the simple, one-line response found in games years ago. Entire conversations, conducted by simple keywords (which are automatically updated for you and appear on-screen), can leave you exhausted from note-taking, as many of them stretch off into little novellas of their own. Unfortunately, *Serpent Isle* doesn't ease this burden at all, as every *Ultima* game has lacked the feature of an automatic note-taking system, despite repeated pleas from gamers across the country.

Perhaps the single most disappointing thing about *Serpent Isle* is its tremendous lack of speed. Though users with fully loaded 486 systems won't think much of it, lower-end 386 users (the bare minimum this game requires) will have to suffer the constant loading of the hard drive (a drive cache will help tremendously) and the slow scrolling rate of the game world. The box claims a 33% increase in



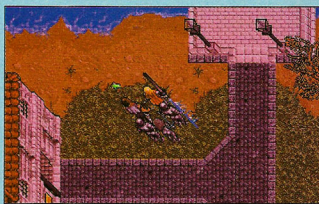
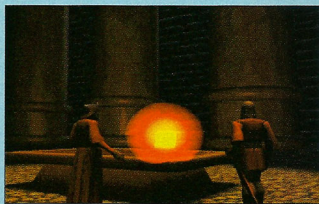
speed over *Ultima VII: The Black Gate*, but, for all my years of playing games (and remembering *The Black Gate* most especially), I just couldn't figure out where exactly that speed went.

This relatively minor annoyance aside, *Serpent Isle* remains a benchmark game in fine storytelling with its somber, almost darksome premise. If I told you too much, I'd certainly spoil some of the hidden surprises, but let's just say *Serpent Isle* breaks the conventional "you save the world, and no one gets hurt—except maybe the bad guys" mentality found in so many games. It's a nice change of pace to finally come across events that are even beyond the control of the powerful Avatar, and it brings computer gaming closer to the pencil-and-paper variety, which harbors so much more of the elements that make up role-playing. Suffice it to say, *Serpent Isle*'s design team aimed for sober-

ing reality and not fairy-tale machinations of impossible grandeur.

—Danny Han

Electronic Arts
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EDITORS' RATINGS

ANDY	1	2	3	4	5	6	7	8	9	10
CHRIS	1	2	3	4	5	6	7	8	9	10
DAVE	1	2	3	4	5	6	7	8	9	10
MIKE	1	2	3	4	5	6	7	8	9	10

Andy was really disappointed with *Ultima VII, Part II*, but was really bothered by the straight overhead perspective. Mike determined that it wasn't different enough.

National Lampoon's Chess Maniac 5 Billion and 1

SPECTRUM HOLOBYTE

Version: IBM PC (\$69.95)

SOUND/MUSIC	1	2	3	4	5	6	7	8	9	10
GRAPHICS	1	2	3	4	5	6	7	8	9	10
PLAYABILITY	1	2	3	4	5	6	7	8	9	10
OVERALL	1	2	3	4	5	6	7	8	9	10

When I saw the box for *National Lampoon's Chess Maniac 5 Billion and 1*, my hopes immediately soared. An animated chess game filled with *National Lampoon's* utterly hilarious vulgarity is ripe with comedic possibilities. Unfortunately, what I played didn't bear any resemblance to what the packaging led me to expect. Some aspects of *Chess Maniac* show innovation and great promise, but it is lacking two fundamental elements: recognizable graphics and a sense of humor.

As a genre, computer chess games have come to the point where there may be one or two humans on the planet who can beat them, but regular chess players don't have a chance. What that leaves is entertainment. Interplay's *Battle Chess* led the way with its wonderfully warped animations, and *Chess Maniac* makes a valiant attempt at emulating it. However, where *Battle Chess* can make me laugh out loud, *Chess Maniac* hardly raised a smile. Crotch-kicks and head-bashing don't have much lasting comedic value. There are a few incongruous Monty Pythonisms included here and there, but they are not enough to save the game.

Besides the lack of promised humor and offensive material, *Chess Maniac* suffers most from nearly unrecognizable graphics and characters seemingly devoid of personality. The problem stems from the low resolution they're drawn in. There is, of course, a point to be made about fitting

the game to the lowest common denominator machine, but for a game that's almost entirely dependent on animation and graphics, I think a few potential sales should have been sacrificed and the graphics drawn in a higher resolution.

Poor as the graphics may be, the animations are extremely well done. Using roscoping tech-

niques (photographing live actors and then tracing the animation frames over the outlines of the actors), the sequences bring a high level of realism to the motion. I hope Spectrum HoloByte will continue to develop and use the technique. If the quality of the graphics is brought up to the level of the animation, future games will be eye-popping.

The music and voice effects are exceptional. The computer opponent is a snotty version of 2001's HAL, and the digitized voice is the best imitation I've heard. However, the impressive sound and animation come at a high price: *Chess Maniac* comes on 12 high-density disks, takes nearly an hour to install and requires a whopping 27 megabytes of your hard disk space.

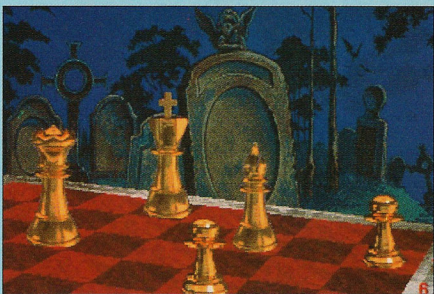
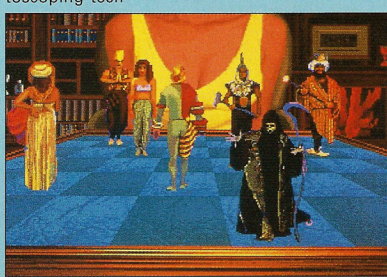
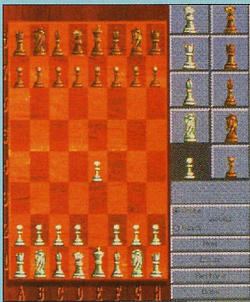
My impression is that *Chess Maniac* started out as a fairly serious animated chess game and then had the *National Lampoon* stuff pasted inappropriately on

top of it to try to give it mass appeal. The two sets of pieces, Persian and Medieval, give credence to this theory—Geeks and Celebrities or some such would seem to be more in tune with *National Lampoon's* usual fare.

It's a disappointment that the enormous effort put into *Chess Maniac* hasn't paid off. I hope Spectrum HoloByte will do another animated chess game, but one with high-resolution graphics and a more focused approach, funny or not.

—Tom Malcom

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EDITORS' RATINGS

ANDY	1	2	3	4	5	6	7	8	9	10
CHRIS	1	2	3	4	5	6	7	8	9	10
DAVE	1	2	3	4	5	6	7	8	9	10
MIKE	1	2	3	4	5	6	7	8	9	10

Chess Maniac is "a nice novelty," in Chris' words. Mike and Andy both jumped on the terrible 3-D perspective, which should render the game mostly unplayable.

Mad Dog McCree

AMERICAN LASER GAMES

Version: IBM PC CD-ROM (N/A)

SOUND/MUSIC	1	2	3	4	5	6	7	8	9	10
GRAPHICS	1	2	3	4	5	6	7	8	9	10
PLAYABILITY	1	2	3	4	5	6	7	8	9	10
OVERALL	1	2	3	4	5	6	7	8	9	10

Mad Dog McCree is a CD-ROM adventure game brought from the arcade to the IBM PC by the original developers, American Laser Games. The game is a Western in which the player must take on Mad Dog McCree and his band of outlaws.

Mad Dog basically is an interactive movie that runs off a CD-ROM. The game is very linear and plays quickly. None of the approximately 20 different showdowns are very difficult to win once the player figures out where to shoot. Some of the shootouts are little more than a showdown between the players and one to five outlaws; other times there will be a fixed background and figures will pop up out of various places. The player must shoot the outlaws before the outlaws can fire at the player.

Most of the screen is an action area where the player sees events unfold.



Except for the CD-ROM itself, all that is needed to play the game is a mouse, which is the player's gun and which has a limited amount of ammunition. Periodically, the player must reload by moving the gun below the action screen and pressing the right mouse button.

The graphics are pretty smooth; there is a small hesitation when accessing data from the CD-ROM, but it doesn't noticeably affect game play. The action screen looks grainy during the hesitation. When the game is in motion, it plays and feels like a movie.

All of the music and sound effects that gave the arcade version its authenticity are fully in place. The sound, whether compressed or straight off the CD, is crisp and enjoyable.

The game is easy to play, almost too easy in parts. There are a few townspeople who shouldn't be shot or the player will lose a life, but, besides them, the basic strategy is to shoot anything that moves—and shoot it more than once if it looks like it's getting up. In some of the shootouts, the dark colors of the background make it very difficult to see a gunman, dressed in black, sticking his head up to shoot at the player. Fortunately, there are only a few spots like this in the game. Once the player discovers them, it is easy to shoot the gunmen before they shoot.

The method most players will use to play the game is to memorize the events at certain locations (e.g., the outlaw who will pose a threat first). Some of the other scenarios are random to the point where it isn't easy to tell which outlaw will poke his head up first. To get through these scenarios,

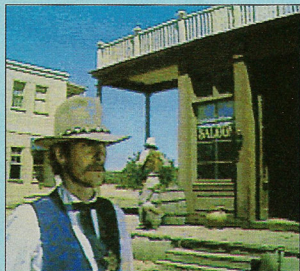


just remember the locations where people will pop up and be prepared to shoot at any of those locations.

Mad Dog McCree is a good story with some drawbacks as a game. The game can be too easy at times, and it is very predictable. For people who like to memorize events in order to finish the game, it's ideal. Players don't have to make many decisions regarding game play; all they need do is sit back, enjoy and shoot almost anything that moves.

—John Schnyder

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**EDITORS' RATINGS**

ANDY	1	2	3	4	5	6	7	8	9	10
CHRIS	1	2	3	4	5	6	7	8	9	10
DAVE	1	2	3	4	5	6	7	8	9	10
MIKE	1	2	3	4	5	6	7	8	9	10

Chris stood apart, saying it was a lot of fun, even if it was too short or too easy. The other editors all noted that use of a mouse made the game way too simple.

Space Hulk

ELECTRONIC ARTS

Version: IBM PC (\$59.95)

SOUND/MUSIC	1	2	3	4	5	6	7	8	9	10
GRAPHICS	1	2	3	4	5	6	7	8	9	10
PLAYABILITY	1	2	3	4	5	6	7	8	9	10
OVERALL	1	2	3	4	5	6	7	8	9	10

Space Hulk is a computer adaptation of the popular Games Workshop Studio board game of the same name. If you've seen the movie *Aliens*, you already know what this game is about. Deadly Genestealers are roaming the galaxy in derelict space hulks. Once they approach a planet, they land and quickly exterminate all life, then move onto the next world to spread their kind.

Fighting this evil menace is the Emperor. He has called on you, the Imperial Captain, to lead a campaign against the Genestealers using Terminators. Terminators are elite soldiers possessing huge and very powerful exo-armor suits equipped with a variety of brutal assault weapons.

There are two *Space Hulk* screens: the Tactical screen and the Strategic screen. The Tactical screen is divided into several sections. In the middle of the screen is the Imperial Captain's main viewer. From this screen, the Imperial Captain (the player) directs the Terminators. At the top are four other view screens, one for each Terminator in the squad. Terminators are selected by pointing and clicking with the mouse. Each Terminator's ID number is displayed in the upper left-hand part of the view screen so the player can keep things straight.

The Strategic screen shows an overhead display of the action and allows the player to give each Terminator a detailed movement path. Each Terminator will then follow that selected path until directed otherwise. Using these two screens, the player sends his Terminators out to explore each space hulk, never knowing when they might come upon an ancient relic to bring back to the Emperor or when a Genestealer will pop out of the walls.

Both screens also feature a Freeze Time bar graph, which is very important because the ac-

tion is fast and furious once a battle gets under way. Freeze Time allows the player a limited period of time to re-view the situation and figure out what to do next. The longer a player spends in Freeze Time, the less Freeze Time he'll be able to use later on.

Space Hulk comes with an outstanding manual and *The World of the Space Hulk* background booklet. The game features dozens of scenarios

and battle maps, which range from one-Terminator suicide missions to detailed and nerve-racking two-squad missions where the human player has to keep track of up to ten Terminators.

The game also features a Quick Start guide, five basic tutorials, nine advanced tutorials, 16 one- and two-squad scenarios and, finally, a Deathwing campaign game



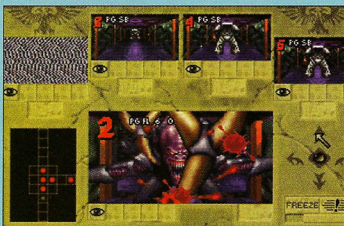
that offers 22 different battle maps! These are extremely well-designed and perfectly paced. Starting with the basic tutorials, the player can learn the mechanics

of the game and then move on to more challenging scenarios, capping it off with the brutal Campaign Game scenarios that require a lot of skill and experience with the game to succeed.

The graphics and sound add to the entire experience. Play this game with speakers set loud and in a dark room for the full effect; when those Genestealers come flying out of the walls, you'll jump out of your seat.

The beauty of *Space Hulk* is the fact that, while it's fairly complex and fast-paced and requires nerves of steel, the fantastic mouse-driven interface and Freeze Time features make the game entirely manageable, even for beginning players. Additionally, the two-squad missions will be more than challenging enough for experienced computer gamers.

—Peter Szymonik



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EDITORS' RATINGS

ANDY	1	2	3	4	5	6	7	8	9	10
CHRIS	1	2	3	4	5	6	7	8	9	10
DAVE	1	2	3	4	5	6	7	8	9	10
MIKE	1	2	3	4	5	6	7	8	9	10

Mike said the interface slowed the game down, Andy shared that opinion but said the screen layout was nice. Chris liked the atmosphere, but hoped for more action.

Eye of the Beholder III: Assault on Myth Drannor

SSI

Version: IBM PC (\$69.95)

SOUND/MUSIC	1	2	3	4	5	6	7	8	9	10
GRAPHICS	1	2	3	4	5	6	7	8	9	10
PLAYABILITY	1	2	3	4	5	6	7	8	9	10
OVERALL	1	2	3	4	5	6	7	8	9	10

As you walk among the woods of Shadowdale, wherein the remains of past warriors lie, the far off sound of chirping birds catches your attention.

Suddenly, the fog takes on a familiar shape, and before you can turn to run, your party is set upon by a group of Grave Mists—restless souls who feed upon the dead. This bunch, however, seems more intent on the living, with the hopes of making this stroll through the forest your last.

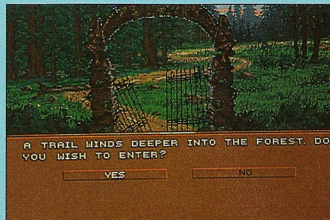
So begins the adventure in *Eye of the Beholder III: Assault on Myth Drannor (EOB3)*. Back for a final foray into the world of *Forgotten Realms*, this latest endeavor from SSI pits you and your brave companions on a journey through six main areas in and around the ruined city of Myth Drannor. A short animated introduction (with musical score) sets the mood and explains your assignment, that of restoring the once-fair city of Myth Drannor by recovering an artifact from the clutches of an evil lich, who has taken up residence in the city.

For seasoned *EOB* adventurers, game play will be familiar. SSI has retained the slick mouse interface that allows easy control of everything from movement to spellcasting. For players new to the series, the well-written manual clearly covers all points of the game, including the aspects of the Advanced Dungeons & Dragons rules. As the play is real-time, it is highly recommended that a familiarity with game play be developed before setting out on the warpath. To enhance its playability, a "crash course" in both combat and spellcasting is provided. Among the documentation is a data card, which covers hardware and software setup. SSI recommends the use of an EMS disk cache of at least 1MB. A 2MB cache was found to be a

big improvement, if the memory can be spared; otherwise, disk activity at times can be distracting.

The party that explores the world of *EOB3* is made up of either a prebuilt group of relatively high level and a variety of character classes or may be created from scratch. There are six races and six classes to choose from; some races have the advantage of being able to advance as multiclass characters, giving your party a further advantage. Due to the variety of creatures and obstacles the party will encounter, it is highly recommended that the player chooses the four initial characters carefully.

Each of the six adventuring locales contains helpful items, both magic and mundane; however, their recovery is not without a more-than-fair



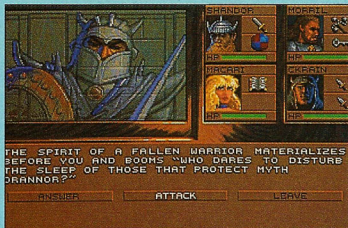
challenge. Though the initial stages of the game help develop familiarity with the interface, make no mistake—encounters soon become quite

difficult, and the importance of a varied (and powerful) group becomes brutally clear. Though an understanding of the game's commands is helpful, this reviewer felt some of the early challenges in the game a bit severe. In all fairness, though, *EOB3* is geared toward seasoned (read: skilled) adventure gamers, many of whom will have already faced tours of duty in the two previous *Beholder* titles.

Eye of the Beholder III: Assault on Myth Drannor offers clean graphics, a variety of accompanying sound effects, short musical introductions to each of the main adventure areas and a strong challenge to even the most experienced adventure gamer, though it may offer too strong a challenge for the passing enthusiast. For all SSI's effort, *EOB3* is a fine addition to its AD&D games and a worthy culmination of this successful series.

—Brian P. Doud

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EDITORS' RATINGS

ANDY	1	2	3	4	5	6	7	8	9	10
CHRIS	1	2	3	4	5	6	7	8	9	10
DAVE	1	2	3	4	5	6	7	8	9	10
MIKE	1	2	3	4	5	6	7	8	9	10

Chris labeled *Beholder III* as "kind of blah," while Andy agreed, saying it "sounded great but was less filling." Mike was put off by the small action window.

Protostar: War on the Frontier

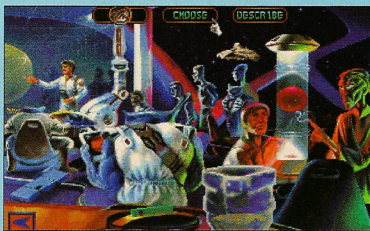
TSUNAMI

Version: IBM PC (\$69.95)

SOUND/MUSIC	1	2	3	4	5	6	7	8	9	10
GRAPHICS	1	2	3	4	5	6	7	8	9	10
PLAYABILITY	1	2	3	4	5	6	7	8	9	10
OVERALL	1	2	3	4	5	6	7	8	9	10

In Tsunami Media's new space opera, *Protostar: War on the Frontier*, you've got your work cut out for you. It's the 24th century, and it seems that Earth is under siege by alien invaders. As a highly trained agent of the Human Defense Coalition (HDC), your mission is to boldly go where no human has gone before, seeking allies to help Earth defeat the forces of the evil Skeetch Empire. From gathering funds to support the HDC to discovering new planets and life-forms, your actions are the only thing keeping Earth from the fell clutches of the slimy Skeetch.

Although the plot and setting for *Protostar* are a trifle bathetic—"aliens invading earth" games are a dime a dozen—Tsunami has approached the genre with a fresh perspective. While *Protostar* has a great



Admirable as the aforementioned qualities are, *Protostar* does have its share of defects. As user-friendly as the *Protostar* playing interface is, the combat portion of the game is overly difficult. Instead of providing joystick support, Tsunami forces players to either use the keyboard or wrestle with a cumbersome control scheme that involves moving the mouse over a small control pad. In addition, the player's viewpoint is restricted to a tiny quarter-screen window during combat, making fast-moving enemy vessels much harder to destroy. And, while the game will operate on any 386-based machine (386/25 or higher recommended), some portions of the game occasionally slowed to a crawl—most notably during space combat. Those same speed problems are nearly eliminated when running on a 486 machine. Finally, the game is a short one: Gamers fond of lengthy, calendar-spanning space adventures may be somewhat disappointed.

In summation, *Protostar* is a solid—if not exceptional—entry into the computer-gaming market. The shortness of the game combined with the previously mentioned playability problems may deter some gamers. However, if you're in the market for a succinct, entertaining space operetta with top-notch graphics and sound, you'll find *Protostar* to be an interstellar journey well worth taking.

—Jeff James

deal in common with other space-exploring games, such as *Starflight* and *Star Control II*, Tsunami has infused *Protostar* with a number of unique features. The graphics are excellent, with a futuristic, hard-edged look. The player will spend the vast majority of playing time in the command chair of a starship (for interstellar travel) or in a small, planet-exploring survey vessel. To crew those ships, you can recruit officers to fill ship stations such as navigation, engineering and others. When a good-for-nothing Skeetch crosses your path, you can engage in real-time space combat reminiscent of the bit-map space melees found in *Wing Commander*. After a hard day of blasting Skeetch warships, you can get some rest and relaxation by visiting any of three star bases. At these outposts you can upgrade ship components, trade goods with a friendly corporation and down a few drinks with a bug-eyed alien or two in the outpost saloon.

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EDITORS' RATINGS

ANDY	1	2	3	4	5	6	7	8	9	10
CHRIS	1	2	3	4	5	6	7	8	9	10
DAVE	1	2	3	4	5	6	7	8	9	10
MIKE	1	2	3	4	5	6	7	8	9	10

Mike thought the story was a little slow moving, as did Chris. Andy felt it was a good midlevel adventure, though not taking any risks or testing new ground.

Pax Imperia

CHANGELING SOFTWARE

Version: Macintosh (\$69.95)

SOUND/MUSIC	1	2	3	4	5	6	7	8	9	10
GRAPHICS	1	2	3	4	5	6	7	8	9	10
PLAYABILITY	1	2	3	4	5	6	7	8	9	10
OVERALL	1	2	3	4	5	6	7	8	9	10

Pax Imperia is a ruler of the universe strategy game, following the pioneering *Reach for the Stars*, by SSG and *Spaceward Ho*, by Delta Tao. The difference with *Pax* is additional depth in game design and more options for the player to define what type of victory is preferred.

Completely new features include a choice between real-time or turn-based play; a selection of four types of play: economic, military, technology or exploration with differing victory conditions for each; and more interaction with competing empires, ranging from peace initiatives to assassination attempts.

Pax Imperia has also refined and improved elements that were common to previous games. In the past, combat was an all-or-nothing affair. You didn't know whether to prepare next of kin notices or medal citations until you received a report from the front. *Pax* changes this by adding the ability to assign targeting priorities to ship weapons and has limited maneuver capability. Also included is a bug-out button for attacks gone awry.

Space-to-planet combat has some new wrinkles, too. Players can choose from assault, raid and landing missions. Once you've acquired a planet, either by discovery or conquest, you're faced with more decisions. Do you build cities, factories, bases, shipyards or spaceports first? Real deity wannabes will be happy to learn play options

also include the ability to customize the race of which you are a member and options for designing exactly the type of advisers or lackeys you prefer.

But players are not required to get bogged down in detail. As the manual simply states: "*Pax Imperia* is an empire-building game. And you're an emperor." In the first two levels of the game, *Pax* handles most of the details for the player.

Natural resources play a crucial role regardless of the style of play. Military rulers are strong so they can conquer planets with resources, traders are rich so they can buy them and explorers attempt to beat rivals to undeveloped worlds so they can exploit them.

Each player is assigned six advisers: Protocol—which handles diplomacy; Defense—shipbuilding and design; Science—technology and advancement; Economy—still trying to figure out how to pay for universal health insurance;

Exploration—scout status; Espionage—spying, bribes and assassination. Beginners get potluck, advanced players can choose their own ministers.

At more difficult settings, the player is required to make more choices and assume a greater role. Each game can have up to 16 human or computer opponents, and it comes in color and black-and-white versions. On slower machines and PowerBook 100s, less is definitely more, because having too many computer opponents really slows the game down. The current version 1.0.2 is single user, but Changeling promises a network version soon.

Pax Imperia is a game that is both evolutionary, building on what has gone before, and revolutionary, adding new features and details that improve game play. However, the comprehending of many of these additions will have to take place without much help from the manual.

Changeling has added an index and a question-and-answer file, but there are still many areas where the player will just have to conduct repeated experiments, which is okay if you're Thomas Edison, but can get tiring if all you want to do is play a game. With more detail in the manual, *Pax Imperia* really would be a universe beater.

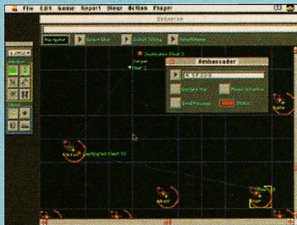
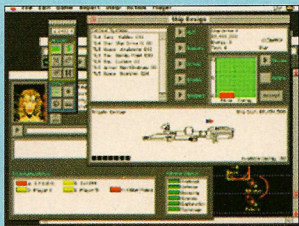
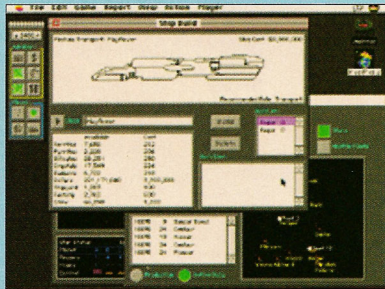
—Michael R. Shannon

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EDITORS' RATINGS

ANDY 1 2 3 4 5 6 7 8 9 10

CHRIS 1 2 3 4 5 6 7 8 9 10

DAVE 1 2 3 4 5 6 7 8 9 10

MIKE 1 2 3 4 5 6 7 8 9 10

Dave said *Pax Imperia* was fun, but felt it would take some time to get into it. Andy called it a "sleeper," but Chris felt it was kind of dull with too small windows.

The Tentacles Have Taken Over the Asylum: A PREVIEW OF MANIAC MANSION 2

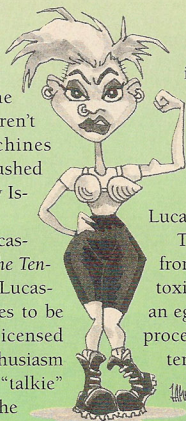
It's a place where the ducks are cross-eyed and the tentacles talk. Where the dead act as coat racks and the living aren't much more intelligent. Where time machines sound like toilets and common sense is flushed down one, Lost Guardia? Britannia? Monkey Island? Close, but still wrong.

The answer is Maniac Mansion, which LucasArts is revisiting after six years with *Day of the Tentacle: Maniac Mansion 2*. Called *DOTT* by LucasArts staffers, this graphic adventure promises to be bigger and funnier than any of their nonlicensed properties coming out this year. In fact, enthusiasm about *Tentacle* is so high that a CD-ROM "talkie" version will be released at the same time as the hard-drive version—a rare occurrence in this recession-strapped industry. What's the game going to look like and why is it going to be so funny? VG&CE went to LucasArts for this special behind-the-scenes look.

The designers and writers of *DOTT* are Tim Schafer and Dave Grossman, two veterans of the *Monkey Island* games. Their goal with *DOTT* was to push the humor in all directions after being strapped to a pirate theme for so long.

Avoiding the "w" word (wacky) at all costs, they described how they wanted to make the game take on a more cartoonlike feel than other LucasArts projects, and this included a trip to visit the legendary Chuck Jones.

The director behind so many classic Warner Bros. cartoons explained the need for stark backgrounds to contrast the action. Jones also stressed the need for incongruity of sound effects. For example, if Wile E. Coyote crashes into a cactus, the sounds of cactus needles going into flesh would kill the humor. Instead, something like shatter-



Too dull for *DOTT*,
Razor was cut.

ing glass or machinery would be more appropriate.

Toward the end of the project, the *DOTT* team returned to Jones to get his opinion of their work. Jones indicated his approval by attempting to hire the artists away from

LucasArts.

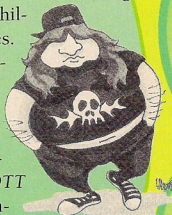
The plot of *DOTT* is this: One of the tentacles from the first *Maniac Mansion* game drinks some toxic waste and gains superior intelligence with an ego to match (while losing a suction cup in the process—a minor concern for the artists drafting tentacle art and clothing). Realizing that overt

conquest is not possible, he begins aiding the humans and becoming a

media darling by saving children and foiling robberies.

Within 200 years, the tentacles have taken over civilization, relegating humans to the role of their pets.

If this turn of events does not sufficiently inspire players to act, *DOTT* designers have included a special in-





centive: tentacle humor. Two examples:

Q: What would happen if you dropped a human from an airplane?

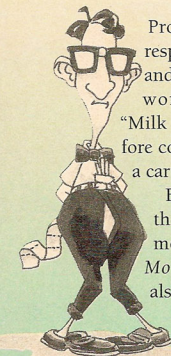
A: Who cares.

Q: Why did the human cross the road?

A: Because its tentacle owner told him to.

Unlike the first *Maniac Mansion*, *DOTT* has narrowed the active cast to three members, each with a far more developed personality and appearance: Bernard, the ultra nerdlike member of the first *Mansion* exploration team; Hoagy, a fat, slovenly roadie for the band MegaBreth and the only cast member based on a real human being; and Laverne, a medical student whose every expression is an animated advertisement for formaldehyde control.

Bernard is left in the present time to deal with the mansion and its curio shop. Hoagy has been sent back to the writing of the Constitution, and Laverne is in the mansion of the future: tentacle headquarters. By strategically hiding items and flushing them through the time machine, the characters help one another solve the game's puzzles.



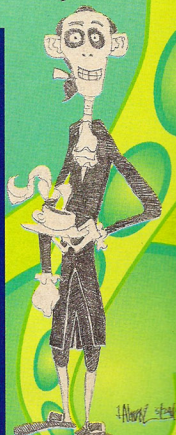
Providing the visual humor was the responsibility of lead artist Peter Chan and lead animator Larry Ahern. Chan worked with an ad agency on the "Milk does a body good" campaign before coming to LucasArts, and Ahern was a cartoonist and T-shirt maker.

Baptized on Warner Bros. cartoons, the two wanted to get away from the more Disney-like appearance of the *Monkey Island* games. Chuck Jones also helped to appreciate the stylized work of Maurice Noble in the *Looney Tunes* cartoons. As a result, the trees, coat racks, doorways and just about every background object are composed of highly irregular angles and shapes.

Both artists are firmly committed to keeping the finished art drawn and polished on the computer. "In the past, we scanned too much," Larry explained.

"*Monkey 2's* art was treated as finished illustrations," Peter adds. "Floating pixels bug the hell out of me. [We'd] get groups of colors that didn't belong."

So, for *DOTT*, pen-and-marker art was sketched out on paper and then scanned into the computer. Be-



cause much less time was spent on noncomputer art, they were able to work with the designers to get a more “playable” and flexible version of the game in far less time than expected.

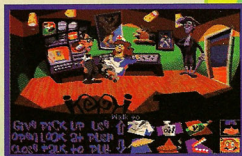
Keeping the backgrounds stark freed up an enormous amount of memory, allowing them to produce the large characters necessary for slapstick animation. The characters in *DOTT* are 75 pixels in size compared to 55 in *Monkey Island 2*. Similarly, each character has at least eight mouths to convey a full array of expressions, while those in



WHAT ABOUT MANIAC 1?

After completing one of the more laborious animation sequences in *Monkey Island 2* (the scene where flesh creeps back on to a pirate), designer Ron Gilbert observed that the animation required 300 K of memory—what the entire first *Maniac Mansion* used.

DOTT's designers remembered this when creating *Tentacle*. In case anyone wished to play the original adventures of the Edisons' twisted mansion, the design team placed the entire game in *DOTT*. All a player needs to do is find the Commodore 64. *Maniac Mansion* can save games and can be played interchangeably with its successor. 📁



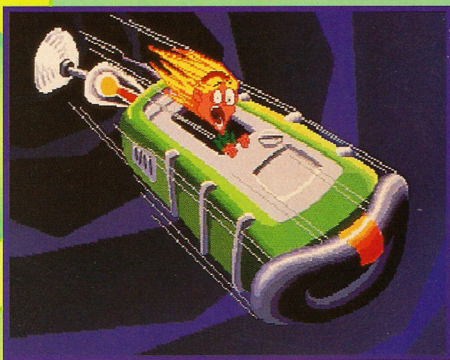
recent Lucas games averaged just three.

DOTT's animation displays eight to nine frames/second, about the rate of other LucasArts adventures. However, many more frames of animation were drawn of each character, and, with their greater size, the difference is instantly noticeable.

Completing the *DOTT* animation team are Lela Dowling, Kyle Balda, Sean Turner and Jesse Clark.

Both versions of the CD-ROM and hard drive version of *DOTT* will be full of sound effects, but the CD version will also be a “talkie” with actors performing all lines. Multimedia projects now have their own union scale for voice actors, and LucasArts sought only the best. Laverne will be played by Jane Jacobs, who has starred in *The New Adam 12* and whose voice has been used in Purex and Salvation Army commercials. Nick Jameson, who can perform dozens of international accents, will be Hoagie, and for Bernard, LucasArts snagged the designers' first choice and inspiration: Richard Sanders, who was *WKRP in Cincinnati*'s Les Nessman.

And gamers thought the first trip was weird.... 📁



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CIRCLE #139 ON READER SERVICE CARD.

First this month comes a Q & A clarification straight from Sega's own Strategic Consumer Product Evaluation Division, which informs us that *Evan-der Holyfield's "Real Deal" Boxing* is almost identical to Data East's *Wide World of Sports Boxing* for the IBM PC. However, since Data East is no longer producing or marketing computer games, this one might take some effort to find. Jay Luss of New York City also wrote to remind us of *Wide World*.



In 1991, I was given a Copam computer, PC 386SXM-16, with one megabyte of RAM (I'm hoping to expand it to eight megabytes) and a VGA monitor. I have some questions.

1. In your February 1993 issue, page 105, you gave the Most Innovative Computer Game award to *Wolfenstein 3-D*. I would like to buy this game, but I don't know the phone number or address of ID Software. Also, could I run the program on the computer I have? How much does it cost?

2. I have heard from a friend that it is possible to hook up the TurboGrafx-16 to a computer. Is that true? If it is, how do you do it?

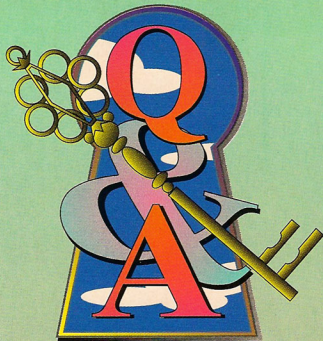
—Joshua Holt
Seattle, Washington



Part of the reason why *Wolfenstein 3-D* was given the Most Innovative Computer Game award was due to its marketing system. You can't buy the game in any store, but you can order it from Apogee at (800) 426-3123. (\$50 for the first six episodes.)

A second module, *Spear of Destiny* is available from Apogee for \$35. As impressive as *Wolfenstein* is, wait until you see *Doom* (featured this month in *Computer Previews*). But, until it's released, there's plenty of *Wolfenstein 3-D* to go around, especially since various map editors and scenarios are available on several of the on-line modem services.

The game should work fine on your computer, but remember to shrink the viewing window to maximize your



ID's *Doom* for the IBM PC.

processor's speed. *Doom* will be a more efficient program and will work better on the older systems.

As for hooking up your TG-16 to a PC, sorry Josh, no way Jose. On the other hand, if you have a Duo, you can buy the Intelligent Link interface. Available in August 1993, it will allow you to use the Duo's CD player as a CD-ROM drive for an IBM PC or Macintosh. TTI is planning to charge less than \$100, but no price has been finalized yet.

Be forewarned, access time for this combination is slower than a conventional PC CD-ROM's.



Will *Street Fighter II* come out on the Game Boy? And, if so, how much will it cost?

Do you know when the Super NES will come out in South Africa and how much the games will cost? I am also wondering if NEC's products (TTI), SNK's Neo-Geo or any other machines will be coming here.

—Gregoire Pienaar
Johannesburg, South Africa



Odds are that *Street Fighter II* will never make it to the Game Boy. However, Acclaim is planning to deliver *Mortal Kombat* to all platforms, including the Game Boy.

To find out when and where you can get a hold of a Super NES and games for that system in South Africa contact: Josse Feldman/Pty Limited PO 10195 Johannesburg, 2000, South Africa Phone: 27-11-613-7623 Fax: 27-11-613-4735

TTI doesn't distribute in South Africa, but you can order directly from them. To get a catalog, write to:

TurboZone
P.O. Box 938
Santa Clarita, CA 91380-9038
(800) 995-9203

Unfortunately, you're completely out of luck with the Neo-Geo. You might check with any electronics firms in South Africa to see if they know of any exporters there.



I have a few questions about TTI's Duo. Is the Super CD upgrade built in? Should a future upgrade for the CD player become available, will the Duo be able to use it? Can the Duo play PC Engine HuCards and CDs?

Also, do you think that *Fighting Street II* will be released here?

Keep up the good work guys.

—Joe Souza
Fresno, California

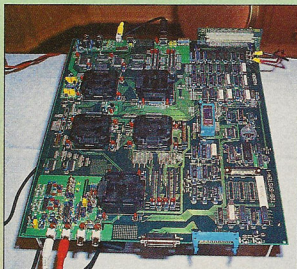


The Duo is a TG-16 with the TG-CD and a Super System Card built in. We don't think TTI will be creating any more system upgrades, considering the work already in progress on the new 32-bit Iron Man system in Japan.

TurboChips and PC Engine HuCards are not directly compatible,



TTI's TG-CD Super System Card upgrade is built into the Duo.



Hudson's 32-bit Iron Man system.

but, by using an adapter, you can play HuCard games on the TG-16 and Duo. On the other hand, the CDs for the Japanese system can be played on American system and vice versa.

Fighting Street II is expected to be released in Japan sometime this year, but the name used will be *Street Fighter II* and it'll be a 20 meg HuCard. The future for the American version is uncertain. For you *Final Fight* fans, a clone called *Riot Zone* is coming out and is reviewed in this issue.



Street Fighter II for the PC Engine.



I have several questions, so get ready. First of all, I am concerned by all of the video-game companies trying to soften the impact of the spectacular Sega CD—like Nintendo with its rumors about having a superior CD, 32-bit, custom chip miracle machine! Okay, Nintendo, where is it?

Now for the rest of my questions:

1. In what ways will the Nintendo CD be superior to Sega's (if it ever releases one)?

2. How does the Duo compare to the Sega CD? Scaling? Rotation? Stereo sound? Live action video?

3. Could a 32-bit system be made by using techniques similar to those in the Neo-Geo and the TG-16 (i.e., an 8-bit with a 16-bit graphics chip)? The Neo-Geo games have spectacular graphics and sound (they also have skyrocketing costs, but that's beside

the point). Could two 16-bit processors be "stacked" to form a 32-bitter?

—Morgan Pictor
Manson, Washington



Why are TTI and Nintendo attacking the Sega CD? NEC botched the marketing of its CD system upon its initial release and now TTI is scrambling to make up for lost time with the Super System Card and Duo. Nintendo, meanwhile, is trying to prevent Sega from capturing too much of the market share before it can release its several-hundred-dollar CD-ROM player. Now for the rest of your questions:

1. How will the SNES CD-ROM be superior? We won't know until we see the unit and its software. Keep reading VG&CE for details.

2. The Sega CD is capable of scaling and rotation, but the Duo isn't able to pull off those tricks at the hardware level. Both systems are capable of some full-motion video reproduction, as evidenced by games like *Night Trap* (Sega CD), *Sherlock Holmes: Consult-*

What's best? Bragging rights truly belong to whoever has the most powerful main processor, but some of the recent advances in high-end computers indicate that efficiently used parallel processors might be the best way to go.

How should this affect your system purchase? Ignore the numbers. Check the available software, see what's coming up and, most importantly, take a hard look at your budget.



I am the concerned owner of an Amiga. A lot of my friends have Amigas and are unhappy. In fact, they're complaining about selling their computers because nobody is creating good-quality Amiga games. Why hasn't anyone been producing great games such as *Sword of Sodan* or *TV Sports: Football* for the Amiga anymore? Why isn't there an updated Amiga football game that can compete with *Front Page Sports: Football* or *Mike Ditka's Football*? *TV Sports: Football* was made in 1988! The Amiga can do it right, so what's going on?

—Jevon Williams
Las Cruces, New Mexico



The fault isn't entirely Commodore's. The Amiga has simply lost ground to the IBM PC, even in its one-time stronghold—Europe. So, developers are less likely to design games for it.

If you're looking for Amiga games, try *Psygnosis* and *Ocean* or some of the importers. Considering that Europe is still where the Amiga is strongest, don't expect any major American football games anytime soon. But VG&CE is dedicated to discovering the few Stateside Amiga releases. Keep reading the *Computer Reviews* section. 🗣️



Sega's *Night Trap* for the Sega CD.

ing Detective (Sega CD and TG-CD) and *It Came From the Desert* (TG-CD). Both systems can also deliver stereo sound.

3. Whether or not they "can" really depends on your own interpretation of the numbers. Remember, since the TG-16 is a combination of an 8-bit main processor and a 16-bit graphics processor, TTI could have theoretically pulled an SNK-style maneuver and called its machine a 24-bit game system! However, it must not have felt like pushing its luck, considering that some SNES and Genesis purists don't even consider the TG-16-based machines to be true 16-bit systems.

Please send your questions,
comments and corrections
to:

VIDEOGAMES &
COMPUTER ENTERTAINMENT
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Beverly Hills, CA 90210



GETTING a LIFE

A PLAYER'S GUIDE TO SIMLIFE

Unlike *SimCity* and *SimAnt* (which were excellent but fairly simple programs), Maxis' new simulation, *SimLife*, is a hugely complex laboratory for the study of (and experimentation with) the world we live in. Much like *SimEarth*, *SimLife* relies upon hundreds of variables and thousands of calculations to come up with the world you see on the screen. Obviously, because of its complexity, no short strategy article can give you an in-depth look at all of *SimLife's* features. However, we can help fill in some of the blanks and get you started on the road toward building your own successful life-forms and worlds.

Before experimenting with *SimLife*, it's imperative that you read at least the first two sections of the manual (pages 1-78) and follow the on-screen tutorial. This will give you a good idea of what most of the controls do and how they relate to each other.

The reference section of the manual is also a valuable resource, but you can save reading that until you get some game time in. (Hurray!)

After following the *SimLife* tutorials, you should start a new game in Experimental mode. When the World Design dialogue appears, just accept the defaults by clicking the Make It So button. Until you understand and have some experience with the basic controls, there's no point in complicating matters by trying to create a custom environment for your experiments.

When your new world appears on the screen, it will be devoid of life. It's up to you to supply that life, by placing the organisms that have the best chance of surviving in the new world.

How can you tell which organisms can survive? At first, you probably can't, because you have yet to learn the infinitely delicate balance required to build a successful world. But, why not let the computer do much of the work for you? Here's how: First, click on the "P" button, found near the top left of the dashboard, to select the plants. Now, click on the Populate button, found in the upper-right part of the dashboard. When the Populate dialogue box appears, click on the Add Scattered button, select a plant type in the Selected Species box, set the number to about 50, click the On The Land button and, finally, click on the Make It So button. Instantly, 50 of the selected plant are planted all over your world.

Repeat this process for a dozen or so of the other plants.

Now, turn the simulation's speed up to Ultra to get things cooking. Before long, some of your plants will die and others will take hold and begin to prosper. Examine the plants that have survived by checking their phenotype and comparing it to their environment. You may notice, for example, that jungle plants can't survive in cold weather, whereas some desert plants can't survive in moist environments.

How can you examine the environment? When viewing the Edit window, select the Thermometer, Water-drop and Mountain buttons to show the currently displayed area's temperature, moisture level and elevation, respectively. In the World Map window, you can show the previously mentioned data, as well as soil depth and the filter level. Compare what

you see about the environment with the organism in question. For example, suppose you plant fir trees and they die off almost immediately. By switching on the Soil-depth display, you may discover that the area in which you planted the trees doesn't have enough soil to sustain large plants. You could then try to grow plants with shallower roots.

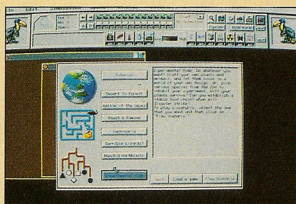
Once you have some thriving plant life, choose an animal that you think can survive in the newly created world. Place a dozen or so of them in an area (using the Populate dialogue, which is displayed by clicking the Populate button), and watch to see what happens. If they don't survive, open the Evaluation menu on the dash-

board and check the Mortality window for the animal you placed on the map. Why did your animals die off? Was it lack of food? Lack of water? (These are the most common causes of death in a new world.) Try different types of animals and see how they fare, always comparing their phenotype with their environment and checking the Mortality window for cause of death. Use some common sense. It should be obvious that a cockroach, which can eat

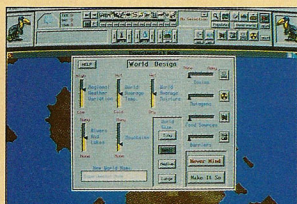
just about anything, will survive better in a new world than a complex organism like an elephant.

After playing a few hours in the Experimental mode, you'll have a better idea of how *SimLife* works. At that point, you'll probably be ready to try one or more of the scenarios, which give you a chance to focus on a few aspects of a world. For example, in the Desert to Forest scenario, you must develop the right type of vegetation

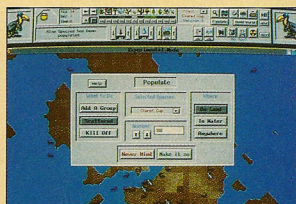
needed to create a good soil base that can support the growth of trees, thereby learning much about how plant life evolves and how important one species of plant can be to another. Of course, anytime you feel comfortable with the controls, you can start creating unique life-forms in the biology lab. Be careful, though, or else you might just end up with a creature that can only survive in your worst nightmares!



Select the Experimental mode for your first forays into *SimLife's* world.



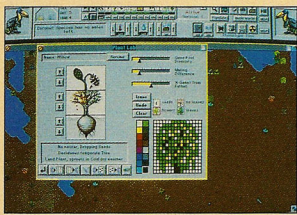
When learning to play, accept the default values in the World Design dialog box.



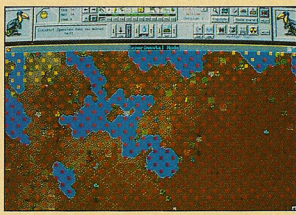
The Populate dialog lets you place many life-forms all at once.



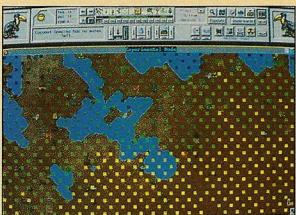
After turning up the simulation speed, your newly placed plants will sprout.



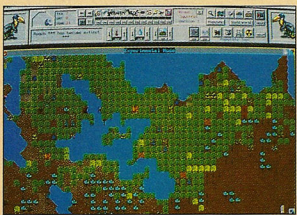
Check an organism's phenotype for clues as to why it can or cannot survive in a particular environment.



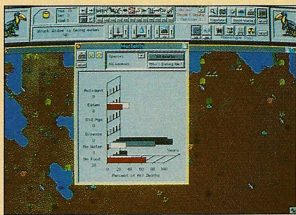
Turn on the temperature level (by clicking the Thermometer button) to see where it's hot or cold.



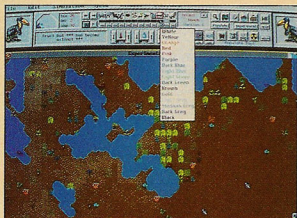
You can display the moisture level by clicking the Water-drop button.



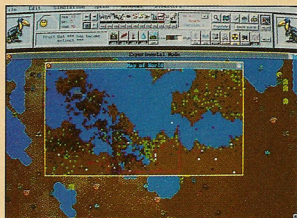
When you have a good base of plant life, you should try adding a few animals to your world.



Check the Mortality window to see why your animals are dying.



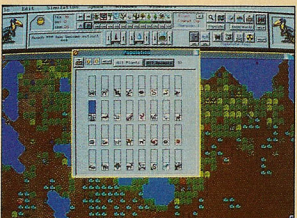
By setting an organism's color, you can more easily track it on the world map.



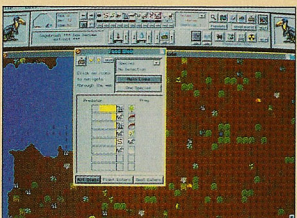
The world map gives you a good overview of your world, showing you what organisms are thriving where and the state of the environment.



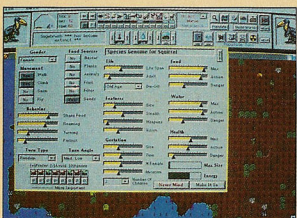
By highlighting a plant or animal, you can more easily track it. In addition, you'll be notified when it dies.



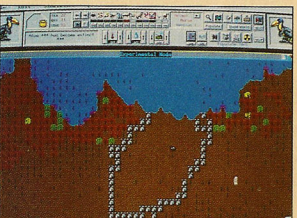
In a new world, it's important to know which animals are thriving and which are not. The Population window can give you this information quickly.



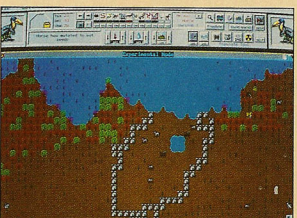
Who's eating whom? Check the Food Web window for a fast overview of all-important food chain information.



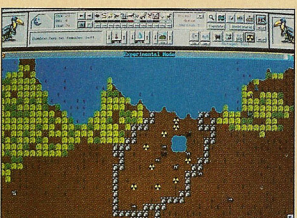
Once you've become comfortable with *SimLife*, you can try your hand at creating new species of plants and animals.



When you want to try an isolated experiment on a life-form, use the barrier tool to trap the organism in a small area.



To keep your blockaded life-forms healthy, add Ultra-Food sources (they look like shopping carts) and water pools.



Once you've got your blockade functional, experiment all you want. Here, we've added mutagens to see how our life-forms (in this case, horses) will mutate. What type of creature will we get? Who knows? Try it and see. 🐎

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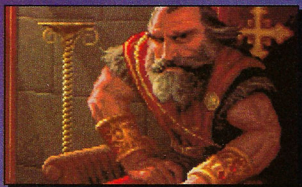


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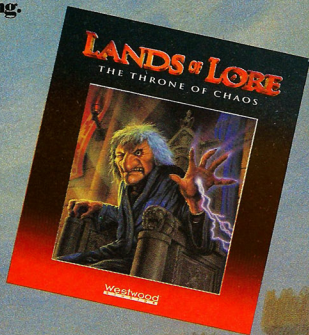
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