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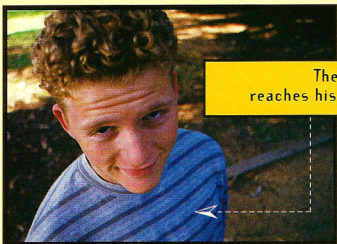
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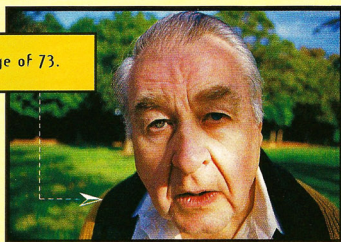
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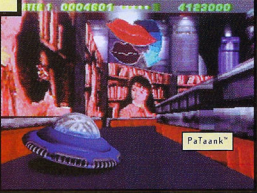
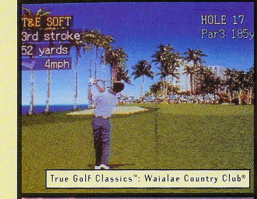
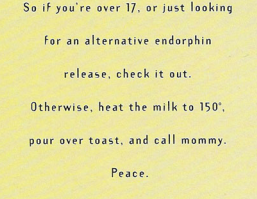
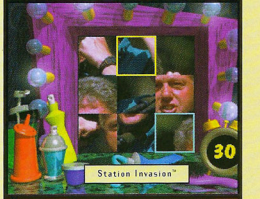
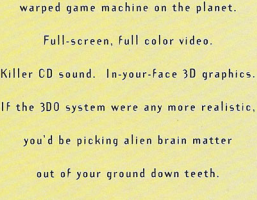
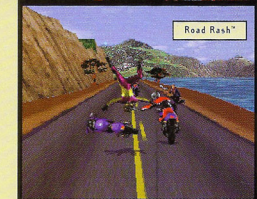
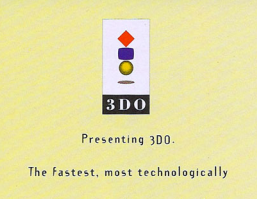
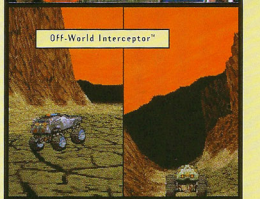
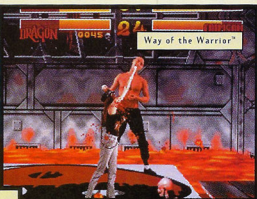
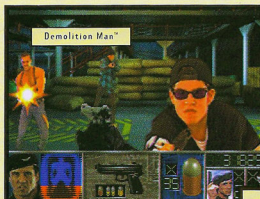


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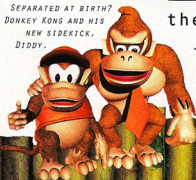


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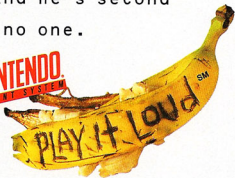
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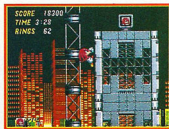
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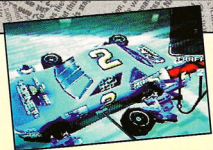
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Artist's sketch above

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The rear of the unit also has ports for a modem and a PC-link, and it's cable ready for use with interactive television.	

It has two 128-bit processors, 24 megabits of memory, 64-channel sound and a quad-speed CD-ROM drive. The VIPER 128, a top secret project from a major American toy manufacturer, can power games so real, you'll think you're playing with actual on-screen people. The VIPER 128 uses the same technology that is creating digital actors for use in Hollywood productions that feature deceased stars in brand-new movies. (Currently there are plans for new films starring James Dean, Marilyn Monroe and Elvis using the same lifelike computer-rendering process.)

hip young blonde doll that sounds something like "Virtual Barbie." How much will it cost? Our source says the planned retail price will be under \$300 (which we expect to be about \$299.99.) Insiders say the system will roll-out in stores "sometime before the next decade."

One thing I forgot to mention about the VIPER 128: It's vapor. It doesn't exist. You have been fooled. Yes, everything you have just read is completely false. I made it all up. I wanted to describe this phony game system to prove a point—that gamers are so interested in the "next thing" they will believe anything they see in print. Go ahead and casually show this page to a friend and see if it works. It'll make a great joke. What's not funny is how much false information actually ends up in print because other game mags take rumors seriously, without checking the facts first.

The sad part is that there are some readers who will *not* read the entire editorial; they'll just look at the pictures and phony technical specs and think this is the truth. Some day we may see a machine that comes close to the capabilities of the VIPER 128; processing power for computers doubles about every 18 months and you can bet there will be upgrades beyond the Genesis 32X, Nintendo's Ultra-64 and the recently-revealed 64-Bit 3DO enhancement. However, until that day arrives, don't fall for false hype.

—Chris Gore, Editor in Chief

The first games for the VIPER 128 include a racing game, a lifelike fighting game and—ironically—a fighting game with morphing cars. The racing game, code-named *Galactic Route 66* features starships traveling at warp speed in a Jetsons-like environment. Racers must hyper into a star system and circle an entire planet's surface in record time while battling the competition. The fighting game is simply called *Scrap*. Players fight until near death—their limbs are pulverized or severed. But they're not out of the tournament because you can upgrade their bodies with bionic limbs and new bio-software.

Those close to the VIPER 128 development team said to expect this system to be "made for men and boys alike, but girls will like it too." An entire line of games is being made to appeal to young girls such as a

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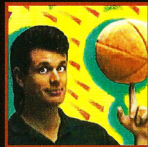
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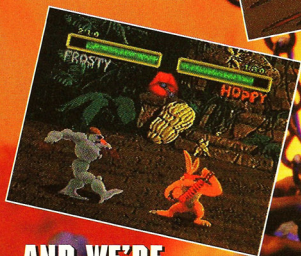
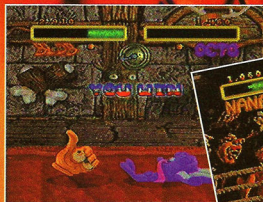
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PRESS START NEWS INFORMATION RUMORS

MORTAL KOMBAT

THE MOVIE



RAIDEN—Christopher Lambert



KITANA—Talisa Soto



SHANG TSUNG—Cary-Hirooyki Tagawa



JOHNNY CAGE—Linden Ashby



SONYA BLADE—Bridget Wilson



JACKSON "JAX" BRIGGS—Gregory McKinney



These security guards wouldn't let us in to see the *Mortal Kombat* sets at the Los Angeles production facility.



Have you been biting your fingernails, waiting for solid information on the rumored *Mortal Kombat* movie? Wait no longer. You're about to see Johnny Cage and Jax mixing it up on the big screen. Though many fans of the game are expecting to see martial artists Ho Sung Pak, Daniel Pesina and the rest of the game's original cast in the film, VIDEOGAMES has learned that none of the actors who appeared in the game have been asked to reprise their roles in the *Mortal Kombat* movie. The lead roles of Raiden and Princess Kitana are played by Christopher Lambert and Talisa Soto (*Greystoke*, *Highlander*) and Soto (*Licensed to Kill*, *Mambo King*), respectively.

The story gets under way when three mortals are lured to the out-there mortals by demon sorcerer Shang Tsung (played by Cary-Hirooyki Tagawa). There's Johnny Cage, an actor who feels he doesn't get the respect he deserves and is out to prove something; Liu Kang, who was raised as a fighting monk but rejected his teachings to move to America and avenge his brother's death, and Sonya Blade, a U.S. Special Forces

agent. Raiden (a thunder god) and Kitana (a 10,000-year-old princess) help the mortals against enemies like Kano. Kitana's twin Mileena does not appear in the film.

The New Line Cinema production of *Mortal Kombat* is being directed by Paul Anderson, a British filmmaker who's best known for a 1994 film called *Shopping*. (*Shopping* and *Mortal Kombat*—nice combination!) The producer is Larry Kasanoff, with *True Lies* and *T2—Judgment Day* under his belt. The crew also includes a pair of creature effects experts, Tom Woodruff Jr. and Alex Gillis, who worked on movies like *Wolf*, *Demolition Man* and *Alien*. Woodruff and Gillis have been called upon to create Goro—the four-armed mutant of the original *Mortal Kombat* game—with their particular brand of artistry. Alison Savitt (*Dracula*, *Terminator 2*) is serving as supervisor of special effects.

Shooting is currently under way in Los Angeles and Thailand; the film is tentatively scheduled for release in 1995. Look for a more detailed update in our next issue with exclusive photos!

Our intrepid VIDEOGAMES spy photographer snapped this photo of the *Mortal Kombat* actors' dressing rooms through a chain link fence! You'll have to wait for our next issue to see who's inside...

CAPCOM VS. DATA EAST—ROUND 3

Judge William Orrick of the United States District Court for the Northern District of California ruled that Capcom may proceed in its copyright infringement lawsuit filed against Data East Corp. and Data East USA, Inc. A trial scheduled for October '91, 1994 will attempt to decide whether or not *Fighter's History* is too much like *Street Fighter II*.

Ian Rose, Capcom's general counsel, had this to say: "As we have said from the outset, Capcom is convinced that Data East has unlawfully infringed our copyright and that the evidence will prove the infringement. Even the facts that have come out so far, including evidence from Data East's own internal files, demonstrate that Data East deliberately

set out to copy *Street Fighter II* in designing *Fighter's History*." Pretty harsh.

The Court ruled that similarities in characters and moves between *Street Fighter II* and *Fighter's History* can be presented to the jury—but the Court also determined that certain background screens and joystick and button combinations in and of themselves were not protectable under copyright law. Capcom claims "overwhelming evidence remains that Data East copied *Street Fighter II*."

And Capcom isn't going to stop there. The company is also pursuing parallel litigation against Data East in Japan. Capcom's going aggro; more to come.



X file

NINTENDO PLAYS IT LOUD

B y G a b e S o r i a

By the time this issue sees print, you will probably have gotten an eyeful (and earful) of the new Nintendo "Play It Loud" TV commercials, which feature none other than psycho punk rock band the Butthole Surfers, playing their little Texas-bred hearts out for the masses. I couldn't believe it when I saw it: One of my favorite bands was actually pimpin' video-games! Believe me when I say that, for me, nothing could be more perfect—there's nothing I like better than turning down the TV, slapping the Buttholes album *Hairway To Steven* on my turntable and playing round after round of *Super Empire Strikes Back*. It's my own humble version of heaven, I tell ya'. Naturally, I jumped at the opportunity to give my old friend King Coffey (the band's drummer) a call to get the lowdown on the whole sordid mess.

VG: How did the deal between Nintendo and the Butthole Surfers come about? It seems like a marriage made in Hell.

King: "A marriage made in Hell"... those are really kind words. I have no idea how it happened;

basically the people from Nintendo called us and said, "Can we put your music in the commercial and would you like to appear in a commercial? What do you think of that? We'll fly you out." And we said "Hey!" I get a real thrill when I'm watching *The Simpsons* and see three seconds of myself on the TV screen. It's really weird, I think. A strange continuation of the bizarre world which is the Butthole Surfers. I never thought the band would be commercial and now we are a commercial.

It's really very strange—we flew out to L.A. and did the video shoot with some people who were supposed to be a punk rock crowd but were all members of the Screen Actors Guild. People were moshing with their long hair and their flannel T-shirts. Yeah, we did that, the people who directed it were really cool. I get pelted with rocks and garbage by some of my indie purist friends, but I don't care.

VG: Do you believe in the product you're endorsing?

ACCOLADE, BETTY CROCKER & PILLSBURY TEAM UP

Betty Crocker and Pillsbury products will include a \$5.00 rebate offer towards the purchase of Accolade's new 3-D fighting game, *Baltz*. You'll get a \$5.00 rebate when you buy Gushers; those weird Fruit-type snacks with liquid in the middle. Canadian gamers can get a \$5.00 rebate with 500,000 Pillsbury Pepperoni and Deluxe 5-inch pizza boxes. The rebate is good towards the pur-

chase of *Baltz*, *Zero Tolerance* (a *Doom*-style first-person adventure), or *Bubsy II* (yes, the sequel.) Both of these promotions will run through December, so get your hands on some of them Gushers. *Baltz* will run at the suggested retail price of \$59.95.

NAKI+TRIAX+NAKITEK

NAKI Interactive Technologies will market and distribute the TRIAX Technologies

King: Oh, yeah. Oh yes. I've been trying to put video games in perspective because as an adult I enjoy playing them, but sometimes I think that they're a waste of time and you should be doing better things. By the same token, when I was a kid I was really into those moving number tile games that you would rearrange and stuff. As a kid I spent so much time with them that I was able to solve any of them in about a minute's time. Video games are kind of like that, I guess; a variation on the same theme. A way to kill time, you know.



VG: Are you excited about *Mortal Kombat II* and the blood in the Super NES version?

King: Especially. Nintendo has my respect for allowing an extra bloody version of *Mortal Kombat II*, it's what we want to see. I mean, come on, man! We're not really there to learn more about the ancient martial arts; screw that, we want to see spines ripped out of people! That's what we want.

VG: What was your first experience with a video game?

King: Well, obviously, it was *Pong*. I mean *Pong* was great. In fact, I really wish that whoever invented *Pong* would bring it back. I'd play *Pong* for twenty-five cents! *Pong* is definitely a great American icon that should be played again by all.

VG: In *Mortal Kombat II* there's a hidden *Pong* game.

King: Really? You play one of the most amazing games that's ever been invented as far as video games go, and then there's *PONG*! That's cool! It's kind of zen in a way.

VG: Relax now.



SANCTUARY WOODS AND HOLLYWOOD SCREENWRITER

Sanctuary Woods Multimedia Inc. has hired Lee Sheldon as senior writer/director for its interactive software products. Sheldon has worked on TV programs like *Star Trek: The Next Generation*, *Simon & Simon*, *Eight is Enough*, *Charlie's Angels*, *Black's Magic* and *As the World Turns* (which happens to be Betty's favorite soap opera). Sheldon's interest is primarily in mystery stories.

The Making of Primal Rage

You want to play a dinosaur game and you're sick of *Jurassic Park*? How about a fighting game with freaked out, funky dinosaurs and a couple of wild apes? It's bloody, too!

The game is *Primal Rage* from Atari Games, now a part of the Time Warner Interactive conglomerate. *Primal Rage* features seven different bizarre

and mutant-like creatures, each attempting to dominate the new "Urth." Using fighting moves, secret attacks and combo hits, you can destroy human- or computer-controlled opponents. After you win, the computer rewards you with a character storyline and places you in a second stage mode where round times are shorter and hits do more damage.

When we first saw this game at the Consumer Electronics Show in June, crowds were going nuts at the sight of these weird primitive monsters tearing at each other's throats, breathing fire and screaming the whole time while blood spurted everywhere. The characters are detailed, well-animated and

huge—they take up a good portion of the screen. Armadon is part triceratops, ankylosaurus and stegosaurus, and Vertigo is part cobra and part effraasia (look it up.) Talon is mostly deinonychus, but he's got the voice and striping of a tiger. Then there are the two giant apes, Blizzard and Chaos. Blizzard's from the Himalayas; he's white and blue with a bunch of wild, white hair that makes him look sort of like a yeti. There are also a couple of T-Rex characters in the game.

The key to the game's unique look is the fact that all of the characters have been created and filmed with a process called stop-motion animation. Pioneered by animator Willis O'Brien over 80 years ago, this method of bringing inanimate objects to life has been used in such films as O'Brien's original *King Kong* and all those cool Ray Harryhausen movies—not to mention video games like Interplay's *Clay Fighter* and even the *Mortal Kombat* titles. (Both Goro and Kintaro are stop-motion animated models.) *Primal Rage* looks good—play it soon at your local arcade.



Each creature starts out as a detailed illustration. Nice hairdo, eh?



Dan Platt, movie monster maker, transforms the illustrations into 3-D sculptures.



A mold is created and a steel armature with ball joints and hinges is placed into the mold, along with an injection of whipped latex.



Once the whole thing has been baked in a special oven and the model removed from the mold, an airbrush artist paints it.



The models are used to execute the stop-motion technique, captured with software and hardware developed in Silicon Valley.



These images are then composited with computer-generated backgrounds and combined with special effects.

3DD GETS M2 ACCELERATOR UPGRADE

The 3DD Company has announced the upcoming release of its M2 Accelerator, an add-on upgrade designed to provide the 3DD Interactive Multiplayer with true 64-bit performance. In addition, the 3DD Company is working with IBM to develop a 64-bit microprocessor that will include a PowerPC microprocessor and multiple graphics and sound processors designed by 3DD. Trip Hawkins, 3DD's president and CEO, had this to say:

"We designed the 3DD system so that it could be expanded and upgraded to the next generation, just like a PC. We want 3DD customers to always be one step ahead." Right on, Trip.

STREET FIGHTER—THE STORYTELLING GAME

The fighting game is now a paper-and-dice RPG. A new book, *Street Fighter—The Storytelling Game*, describes characters and

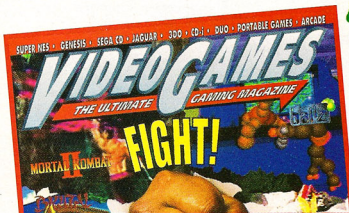
character traits, settings, systems, fighting styles, special maneuvers and combat. Ultimately, you're in control of the story. The book is published by White Wolf Game Studio (4598 Stonegate Ind. Blvd., Stone Mt., GA 30083). It retails for \$14.95.

DOUBLE DRAGON AND SONIC ON TAPE
A new VHS Home Video will release the *B* Shield of Shadow Khan video based on

the *Double Dragon* series. The trailer for the video has *Double Dragon V* game tips and will be available November 11. Buena Vista will also release a set of three *Sonic the Hedgehog* video tapes: *Hooked on Sonic*, *Sonic Racer* and *Super Sonic*. Each volume includes two episodes from the Saturday-morning cartoon. They'll be available October 18. Sit back, watch a couple of *Sonic* cartoons and play a game or two of *Sonic* and *Knuckles*.

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WOODSTOCK '94

PEACE, MUD AND VIDEO GAMES

Winston Farm, Saugerties—It took just two hours to drive from one of the busiest cities in the world to this sprawling 800-acre farm in the Catskills for Woodstock '94. But if you thought by leaving Manhattan, New York for the countryside you were abandoning the latest in technology and fun stuff, you would have been pleasantly surprised. Contained within this rural setting was a temporary city that resembled a holiday camp for kids of all ages. For three days people camped out, listened to great music and played cool video games.

The original Woodstock festival in 1969 was relatively spontaneous and devoid of all corporate sponsorship.

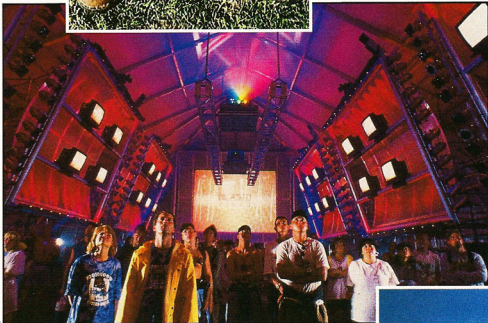
Admittedly a historic event, it has been so revered that its offspring—Woodstock '94—suffered tons of criticism from most members of the press. This year's event took place only as a result of funding from sponsors like Pepsi, Haagen Daas and Phillips Electronics. Thankfully, each criticism regarding how the weekend was financed was left at the entrance gate. The 300,000 who attended didn't seem to mind who was responsible, they just wanted to have a good time...and they did.

No one is suggesting that a generation became united as a result of this gathering, but the range of musical genres—from Salt-n-Pepa to Nine Inch Nails to Aerosmith—made it OK and cool to dance and sing to all of the acts.

One element of Woodstock '94 that wasn't contained in the original—but was a huge success this time around—was The Surreal Field, sponsored by Phillips. Situated on an adjacent six-acre field, it housed the latest in home entertainment with an emphasis on interactive media. Inside was a 3-D movie called *Vertical Reality* and Peter Gabriel's *Mindblender*, an interactive experience in which attendees could get a taste of what it's like to be a character in a music video.



Phillips Media Games put on a spectacular presentation to showcase the latest in its CD-i developments. In a four-part presenta-



tion, concert-goers were led through a series of demonstrations before being allowed to play amongst 90 different CD-i game stations. Combining video games, music and film experiences of compact disc, the CD-i titles on display included *The 7th Guest*, *Dragon's Lair II* and the futuristic cyberpunk adventure *Burn Cycle*.

The Phillips representatives I spoke to seemed to believe that their machine would prevail over competition like 3DO in the end because the CD-i platform addresses the entire family. As one executive put it, "We're not just a video game machine, we are total home entertainment." You can play video games, plus watch movies and listen to your favorite music. For Phillips, Woodstock '94 was a great way to introduce the hardware to a captive audience; most seemed to come away impressed with what they had seen.

—Dominic Griffin

INTERPLAY & TSR TO PRODUCE AD&D GAMES

TSR, Inc.—the producer of the best-selling line of *Advanced Dungeons & Dragons* games—has granted Interplay the exclusive license to publish all electronic entertainment games for TSR's *Forgotten Realms* and *Planetscape* products. The agreement allows Interplay to publish computer, home video, coin-operated and interactive on-line games. The first product will probably be released at the end of 1995.

ACCLAIM BUYS VOYAGER FOR \$65M

Hey, that's a lot of dough! Acclaim Entertainment, Inc.'s acquisition of Voyager Communications, Inc. is complete. The transaction was comprised of \$50 million in cash and \$15 million in shares of Acclaim common stock, giving Acclaim ownership of Voyager's *Valiant Comics* line. Acclaim's first *Valiant Comics*-based video game will be *Turok: Dinosaur Hunter* for Nintendo's Ultra 64. *Turok: Dinosaur Hunter* will debut when Nintendo's new hardware system enters the market in the fall of 1995.

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IN SEARCH OF THE NEXT LEVEL

The next level of video games is here, but it's not what you might think.



16-Bits Is Enough

Nintendo built a new kind of game in Donkey Kong Country—a game that looks so much better than anything yet available on the high-end platforms that people can't believe you play it on the Super NES. Believe it. At last summer's CES show in Chicago, showgoers insisted that there must be some sort of trick, like they expected to see a guy behind a curtain pulling levers.

New Hardware Not Necessary

For years you've been promised the next level of video games. Some companies like 3DO and Atari claim that their game systems are at the next level. Sega has claimed for years that Genesis is the next level. They also have said that the Sega CD and 32X will be the next level, at least until the Saturn comes along. Why don't they

level with you? Because the next level isn't necessarily a matter of high-priced new gear that will be obsolete almost before it leaves the package. Nintendo looked at it the other way around. Instead of engineering a new system every six months, why not improve today's games through new software development techniques? The result is Donkey Kong Country—the next level of video game sophistication, programming wizardry and total fun. And you can plug it into your Super NES Control Deck this fall. No gadgets. No gimmicks.



You won't need a special adaptor or a Swiss bank account to play Donkey Kong Country. (All you need is fast feet to get you to the store before the stampede.)

They kept asking what "chip" it used. The beauty of DK Country is that it doesn't use any special hardware, just awesome programming, and it doesn't need an expensive booster like Sega's 32X for the Genesis because the Super NES already has the basic equipment that can deliver incredible graphics and sound. No one thought that it was possible to put fully rendered computer animation on a 16-bit video game, but then Nintendo did it. Now the industry is rushing to catch up to the new standard that Donkey Kong Country has set.



Beyond The Hype

Most game companies thought that the next level of games would use digitized graphics on a CD-ROM drive. That's the hype behind multimedia systems promising new interactive experiences. But as anyone who has played most multimedia CD-ROM games can tell you, the CD-ROM is inherently slow and digitized animation is very limiting because real subjects are expensive to film and limited in what they can do. What's more, even with more than 500 megabytes of memory, you are limited to a frustratingly small amount of video animation. For true game creativity, you need to take a step beyond digitization to fully rendered computer animations. What that means is that you can create any character imaginable in three dimensions and the computer can move it any way you want, turn it at any angle and place it on any background. The technique is called Advanced Computer Modeling (ACM) and the result is a far more lifelike game experience. That's how Donkey Kong Country was made and it promises to be the future of video games.

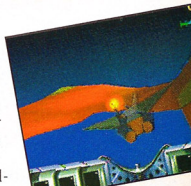
Managements of Donkey Kong Country—like Diddy Kong—existed ~~and~~ perspectives for the game developers at Rare Ltd. to microputate.



Talking The Big Numbers

Both 3DO and Atari aspired to create the ultimate high-end video game system. Not only did each of the two new systems promise an evolutionary step up to the next level of gaming, the hardware featured some big numbers. Both systems claimed fast processing and enhanced graphics. But raw processing power doesn't make a great game. In fact, the most impressive numbers are the high end retail price tags of the systems—\$250 for the Jag and a whopping \$400 for the 3DO. So far there haven't been many games released for these new systems because the platforms haven't sold well. It seems that game players aren't convinced

that 3DO and Jaguar represent the next level any more than the slow-selling Sega CD. As for Sega's 32X adapter, how many games do you suppose will be made for a tacked-on system with a life-expectancy of maybe a year? It's simple. The Super NES still has the best games in the world and it won't bankrupt you. Sometimes the grass (not to mention your wallet) is greener where you're at right now.



CYBERMORPH/ATARI
Jaguar may have more processing speed, but processing speed isn't the Super NES' graphical output. So far, why? Because programming is more important than power.



TOTAL ECLIPSE/CRYSTAL DYNAMICS
3DO offers the vast memory potential of CD-ROM, but that means video animat... are subject to frequent, awkward access pauses. For the price of the system you'll expect to be able to buy games as good as DK Country. Think again.

SOUNDBOARD

YOU GO, GIRL

Dear VIDEOGAMES,

I'd like to start by telling you I love your magazine. Also I'd like to thank you for printing all the *Mortal Kombat II* articles, especially the one about the actors who portrayed the characters. I wrote to Philip Ahn (Shang Tsung) and he wrote me back and called me twice. He's a real sweetie. Thanks for everything.

I think more people need to speak out against sexism in video games. I know lots of girls—like myself—who love to play video games. I love games like *Mortal Kombat*, *Mortal Kombat II*, *Street Fighter II* and other fighting games.

I've got to go. I hope you can read this...and thanks for listening (or in this case, reading.) Love ya!

—Melissa Hayden
St. Peters, Missouri

P.S. I agree with Betty about games that are made "for girls." If a girl likes playing video games, don't you think she'd play a game that's in the arcade? I don't see any stupid "girl" games there, do you?

Dear Melissa,

We're glad you liked the articles. Hope you caught the last issue with more *Mortal Kombat II* moves than ever! Thanks!

CHECK OUT COMPUTER PLAYER

Dear VIDEOGAMES,

I like your magazine a lot, it's the best I've read so far—but I'm sure you've heard all this before.

I know you have a magazine called *COMPUTER PLAYER*, and I just wanted to ask: Would it be possible for you to put PC coverage back into *VIDEOGAMES*? Even if you don't, you'll still be my "favorite magazine."

—Felipe Acevedo III
Fort Ritchie, Maryland



Dear Felipe,

We were all very wary of splitting the video game and computer coverage, but Mike D. and his staff have turned *Computer Player* into such a great magazine that it's highly unlikely we'll ever mix the two again. We're sending you a free copy of CP so you can check it out. And thanks for the pictures of Earthworm Jim.

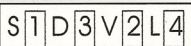
SEX, DRUGS, VIOLENCE AND LANGUAGE

Dear VIDEOGAMES,

Look, I've seen the stupid system that movie studios have been using to rate themselves using irate eyes since I was old enough to see the big screen. To force video games and interactive entertainment—so superior a medium—to be rated the same, a simplistic way is an insult to the consumers of these products.

Here's my rating system. Four Categories: Sex, Drugs, Violence, and Language. Rate them on a scale from 0 to 4, 0 being none, 4 requiring parental consent to purchase. And make a spiffy label

like such:



This product has been rated in the categories of Sex, Drugs, Violence, and Language on a scale of 0 to 4. If any of these categories has a rating of 4, parental consent will be required for purchase.

If anyone has a problem with my rating system, tell 'em to send their complaints to me.

—Juan Caballero
Irvine, California
P.S. Say "hi" to Betty.

Dear Juan,

Thanks for your idea for a nonsense rating system. In thinking about how these ratings would apply to existing games, it reminded us that there are very few cartridge-based games that have any kind of sexual, drug-related or profane content at all. Now that the Senate's naive reaction to isolated games like *Mortal Kombat* is forcing a rating system, we're positive that some game designers will use the new ratings as an excuse to include more controversial material in their games than ever before—which is exactly the opposite of what politicians like California Attorney General Dan Lungren had originally intended. Strange world, eh?

P.S. Betty says "hi."

MKII COVERAGE KICKS BUTT

Dear VIDEOGAMES,

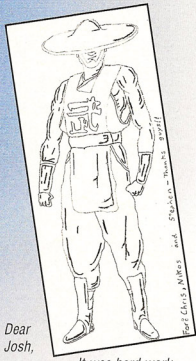
I have a little story I would like to share with you. I think you guys will like it.

One day some friends and I decided to go to the arcade. When we got there, the first game that caught my eye was *Mortal Kombat II*. I loved the first one, so I quickly went over and

put in a quarter. In about ten seconds, the words "Finish Him" flashed on the screen and a huge green dragon brutally tore my fighter in half! I thought to myself, "Wow, I really suck."

That night when I went home, I found the May issue of *VIDEOGAMES* in the mail. I saw the *MKII* strategy guide and studied it all night. The next day I went to the arcade again, but this time with some moves under my sleeves. The first person who challenged me was decapitated and the second person was turned into a pile of flaming bones! "Toasty!" Because of your **AWESOME MKII** strategy guide, I can easily beat the #@!\$%* out of anyone who challenges me now. You guys are great! Thanks!

—Josh "MKII" Kramer
Camas, Washington



Dear Josh,

It was hard work, but we really did enjoy putting that issue together. Thanks for the great story! Readers like you make it all worthwhile. Good luck with all your MKII endeavors.

Dear Betty...

Hi, I'm Betty, and I've been helping you and I'll try to answer any and all of your questions, no matter how the silliest matter. So ask me absolutely anything. I'm all yours.

Dear Betty, I'm really short. I'm 18 years old, and I'm only 5'2". Does this certify me as a midget? Anyway, my real question is this: How do I make myself taller?

—John Moorehead
Birmingham, Alabama

Dear John, I have no other suggestion than

to drop 20 pounds and wear six-inch heels. I think you're looking to create the illusion of length here, because there's no way you can physically make yourself taller. Maybe you could try some prosthetics.

Now, let's talk about midgets. I don't think you're a midget. Even if you're below average height, you're not particularly short when compared to the species as a whole.

Look, at least you're not too tall.

Dear Betty,

I am a big fan of the animated series *Aeon Flux* which appeared on MTV's *Liquid Television* in its first two seasons. I absolutely love the show and have seen many references to it in your magazine.

It appears someone at VG is a fan of this wonderful show.

Would you be so kind as to send me ANY information you have on the series? Any additional info (like fan clubs, newsletters, sources of *Aeon Flux* comics/movies/collections) pertaining to the show would be highly appreciated. Thanks for your help!

—Chris Ferrelli
Aurora, Illinois

Dear Chris,

As far as I know, there isn't anyone here in the *VIDEOGAMES* office who isn't a fan of *Aeon Flux*. I'm sending you a back issue of our sister publication, *Walt Disney World*—issue 2 includes a big article on *Aeon Flux* and series creator Peter Chung. The first season included six episodes and the second season consisted of five episodes. The article has some details on the proposed third season, too.

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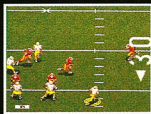
Play the field! These are just two of the 32 collegiate powerhouses you'll meet from across the nation!



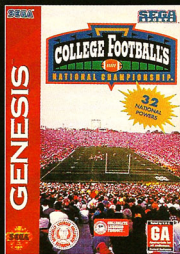
Nail 'em again! Michigan makes its move against Nebraska—and you relive it all on Instant Replay!



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and they

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they

drop and

drop

non-stop

GENESIS

1. Super Street Fighter II (Capcom)
2. NHL '94 (EA Sports)
3. World Series Baseball (Sega)
4. Hardball '94 (Accolade)
5. FIFA International Soccer (EA Sports)
6. The Incredible Hulk (U.S. Gold)
7. Streets of Rage 3 (Sega)
8. Madden NFL '94 (EA Sports)
9. NBA Showdown (EA Sports)
10. Ms. Pac-Man (Tengen)



3DO

1. Alone in the Dark (Interplay)
2. Shock Wave (Electronic Arts)
3. Gridders (Tetragon)
4. Total Eclipse (Crystal Dynamics)
5. The Horde (Crystal Dynamics)
6. John Madden Football (EA Sports)
7. Out Of This World (Interplay)
8. Who Shot Johnny Rock? (Crystal Dynamics)
9. Super Wing Commander (Electronic Arts)
10. Pebble Beach Golf Links (Panasonic)



CD-i

1. Dragon's Lair (Philips)
2. Space Ace (Philips)
3. The 7th Guest (Philips)
4. Escape from Cybercity (Philips)
5. Caesars World of Gambling (Philips)
6. Hotel Mario (Philips)
7. Video Speedway (Philips)
8. Striker Pro (Philips)
9. Joker's Wild (Philips)
10. Kather (Philips)



SUPER NES

1. Super Street Fighter II (Capcom)
2. Breath of Fire (Square Soft)
3. Ken Griffey Jr. Presents: Major League Baseball (Nintendo)
4. FIFA International Soccer (EA Sports)
5. Secret of Mana (Square Soft)
6. Super Metroid (Nintendo)
7. Stunt Race FX (Nintendo)
8. Mortal Kombat (Acclaim)
9. Lufia and the Fortress of Doom (Taito)
10. NBA JAM (Acclaim)



GAME GEAR

1. Disney's Aladdin (Sega)
2. NBA JAM (Arena)
3. X-Men (Sega)
4. World Cup USA '94 (U.S. Gold)
5. Mortal Kombat (Arena)
6. The Jungle Book (Virgin)
7. Sonic Chaos (Sega)
8. Ecco the Dolphin (Sega)
9. The Incredible Hulk (U.S. Gold)
10. NBA Action Starring David Robinson (Sega)



SEGA CD

1. Star Wars 3-D Rebel Assault (JVC)
2. Vay (Working Designs)
3. Formula One World Championship (Sega)
4. Brutal: Paws of Fury (GameTek)
5. FIFA International Soccer (EA Sports)
6. Heimdall (JVC)
7. Tomcat Alley (Sega)
8. Mortal Kombat (Arena)
9. Star Wars Chess (The Software Toolworks)
10. Rise of the Dragon (Dynamix)



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This could be the bloodiest battle ever fought on European soil.



Afriqay didn't just leave her heart in San Francisco. Thanks to the nimble Amazon Queen, she left a few pints of blood, too.



Apparently, the West was won with a charbroiling fireball. But wait till you see what the Comanche has up his sleeve.

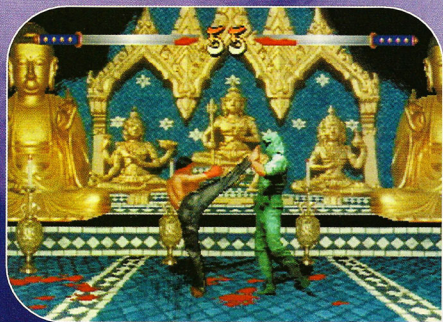


So you may have to walk with a slight limp. And people might call you "Lefty" or "Stump." All things considered, though, you got off lucky.

It's just the way things go when you play **Kasumi Ninja**, the first 32-Meg fighting game for the 64-bit Atari Jaguar. Yeah, things get graphic, all right. There are death moves like scalping, kicks that puncture lungs, and enough blood to make a surgeon hurl.

But, unlike other fighting games, there's a point to all this carnage. Beating your opponent means you sharpen your fighting techniques and acquire secret items that will help you through a 3D labyrinth for your final battle with Gyaku, the possessed Ninja elder.

So after you maim Gyaku and butcher whatever else might come your way, you win. Isn't that worth a limb or two?



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It's a jungle in there. Good thing Afrikay has the street-brawling skills needed to fight her way out.



The brute strength of Pakawa allows him to bench press even the most ruthless of barbarians.



The Ninja feels at home in his 3D texture-mapped shrine. And his morning routine consists of blood aerobics.

HELP, I'VE BEEN MEMBERED AND I CAN'T GET UP.



JAGUAR DO+THE MATH
G 4 C B I T

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TIPS & TRICKS

BY NIKOS CONSTANT & ZACH MESTON



If you have any tips or tricks that you haven't seen printed anywhere else, put them on a piece of paper or a postcard and send them to us at VideoGames, Attn: *Tips & Tricks*, 9171 Wilshire Blvd., Suite 300, Beverly Hills, CA 90210. If you're the first to tell us about a valuable new tip or trick, we'll print it and send you one of these cool new controllers for your Super NES or Genesis, courtesy of STD Entertainment (USA), Inc.!



Free Credits!

There are a number of secrets hidden on the tracks of *Daytona*—the pit stop shortcut, the time lap—but the best trick involves the slot machine that you drive under during the race. Above the slots, there is a sign that says "777 x 1,000,000,000 Casino in Paradise." This is a hint to the secret bonus that can be found in this part of the game.

As you go around the track, you'll notice that you can stop the wheels of the slot machine by

pressing the **START** button. Each time you push the button, you can stop one of the wheels on the machine. If you stop all of the wheels and hit the jackpot, you can win free credits to continue your game! This is a valuable tip if you're playing on a machine that's set at \$1 per credit.

Try to strategize by aiming for one bar per lap, or try to randomly hit the jackpot by hitting **START** three times quickly. In case you miss, the fourth hit will start the slots spinning again.

Look for the slot machine above the road on the Beginner Track.



The **START** button will stop the wheels. If you hit the jackpot, you'll win free credits on the machine.

Try to aim for a jackpot by quickly hitting **START** three times, or stopping one wheel per lap.



TIPS:

Game hints, hardware, questions and any other CD-I software info.

U.S. Gold (Flashback GameLine) (900) 288-GAME

HOURS: 24 hours a day, seven days a week
COST: 55¢ per minute

TIPS: Touch-Tone menus of recorded messages offering tips and strategies for U.S. Gold's Flashback for the Genesis and Super NES.

Data East (900) 4545-HELP

HOURS: 24 hours a day, seven days a week for recorded messages, or 8 a.m. to 5 p.m. (Pacific Standard Time) Monday through Friday for optional game counselor assistance

COST: 55¢ for the first minute, 75¢ each additional minute
TIPS: Tips and strategies for Data East's *Shadowrun* for the Super NES are the primary resource, but help is available for many other Data East titles, including *Side Pocket* and *High*

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

Electronic Arts (900) 288-HINT

HOURS: 24 hours a day, seven days a week
COST: 95¢ for the first minute, 75¢ each additional minute

TIPS: Recorded messages provide tips and passwords for Electronic Arts games; game counselors may also be available during normal business hours.

Philips CD-I (800) 762-0248

HOURS: Monday through Friday 5 a.m. to 6 p.m. (Pacific Standard Time)

COST: Toll free, but you must register using the serial number on the back of your CD-I machine.

(415) 591-PLAY

HOURS: 9 a.m. to 6 p.m. (Pacific Standard Time) seven days a week

COST: Standard long-distance rates to Redwood City, California, apply.

TIPS: Sega's game counselors field questions about any Sega game for the Genesis, Sega CD, Game Gear or Master System. With the exception of Sega's Genesis games and certain early Renovation titles, questions about third-party games are not covered by Sega's counselors; they will, however, refer you to the appropriate phone numbers for tips on licensed titles.

Atari Corp. (900) 737-ATARI

HOURS: 24 hours a day, seven days a week
COST: 35¢ per minute

TIPS: Atari's Game Line offers Touch-Tone menus with recorded messages of tips and strategies for recent Atari games for the Lynx and Jaguar.

Turbo Technologies Inc. (310) 337-6916

HINT HOTLINES!

Are you still having trouble with your favorite game? Well, VideoGames doesn't give out tips over the phone—but here is a list of people who do.

Nintendo of America Inc. (206) 885-PLAY

HOURS: Monday through Saturday—4 a.m. to midnight (Pacific Standard Time)
Sunday—6 a.m. to 7 p.m. (Pacific Standard Time)

COST: Standard long-distance rates to Redmond, Washington, apply.

TIPS: Nintendo's game counselors field questions about any licensed game for the NES, Super NES or Game Boy.

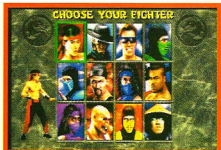
Sega of America Inc.

Killer Kodes!

MORTAL KOMBAT II

SNES

Last month we gave you the scoop on all of the moves for *Mortal Kombat II*. This month, we're giving you a batch of secret codes for the Super NES version of the game. Each of these codes must be done *quickly* at the Character Select screen. You'll hear a drum sound to confirm the code if you've done it correctly. If you're fast enough, you can enter several codes for the same match. Combine the codes to unlock the secrets of *Mortal Kombat II* and find your way through the game.



All codes must be entered at the Character Select screen. You have to do them fast!



1-Hit Danger Mode

Down, Up, Right, Up, Left, SELECT
(↓→↑←SELECT)

This code gives your character near invincibility and the ability to put your opponent into "Danger" with just one uppercut.

Go Directly to Kintaro

Up, Down, Down, Right, Right, SELECT
(↑↓↓→→SELECT)

Kintaro is the toughest character in the game; this code will help you practice against the big og.



30 Credits

Left, Up, Right, Down, Left, SELECT
(←↑→↓←SELECT)

If you just need a few more credits to get through the game, this code lets you have 30 of them at any time; repeat whenever necessary to keep your credits maxed out.

Go Directly to Smoke

Up, Left, Up, Up, Right, SELECT
(↑↓←↑↑SELECT)

Fight against the secret character Smoke without going through all that "Toasty!" rigmarole.



Extra Fatality Time

Up, Up, Left, Up, Down, SELECT
(↑↑←↑↓SELECT)

Having trouble with a fatality? This code give you 15 seconds to do a fatality after the words "Finish Him/Her" appear on the screen, instead of the usual five-second limit.

Go Directly to Jade

Up, Down, Down, Left, Right, SELECT
(↑↓↓←→SELECT)

Find the green female Ninja called Jade without having to play through the "2" stage.



Go Directly to Shao Khan

Right, Up, Up, Right, Left, SELECT
(→↑↑→←SELECT)

This code allows you to play against Shao Khan until you continues run out or you've finished the game.

Go Directly to Noob Saibot

Left, Up, Down, Down, Right, SELECT
(←↑↓↓→SELECT)

Use this code to try your luck against the shadow Ninja Noob Saibot without having to win 50 games in a row.



Robert Akers
Monitor/Law Society
t by the Masked Muscle.

Fencing, Yearbook Staff
Bell rung by Piston Hurricane.

Young *
Knocked out in First Round.



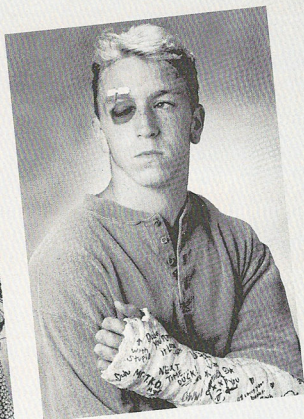
Dan Baldino

Varsity Basketball, Student Council
Knocked silly in Super Punch-Out.



Kim Bandusky

JV Basketball, Health Officer Helper
Face rearranged in Super Punch-Out.



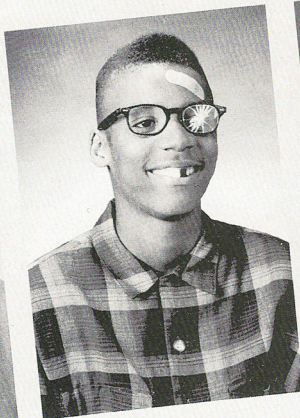
Joe Bardetti

Varsity Football, German Club
Looked at Nick Bruiser the wrong way.



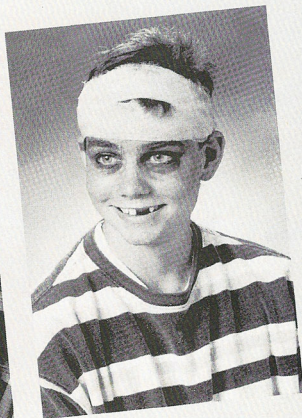
Cheryl Berman

Young Scholars of America, Junior Hawkette
Lasted 4 rounds in Super Punch-Out.



Robert Carney

Physics Club, Tomorrow's Farmers Society
Took on the Narcis Prince.



Don Coyner

Varsity Wrestling, Junior Librarian
Pummelled by Mr. Sandman.

Introducing the Super Punch-Out Graduating Class of '94.

Now get in lots of fights after school without getting suspended.

It's Super Punch-Out.® The biggest Punch-Out ever, featuring some of the biggest lowlives ever.

They may look dumb. But these guys are big and in-your-face (no sissy side-view



LOW BLOWS, KICKS AND STICKS TO THE HEAD ARE LEGAL. NOW LET'S HAVE A GOOD CLEAN FIGHT.

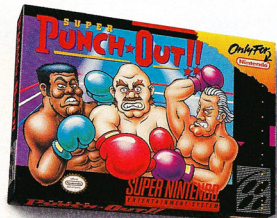
perspectives.)

Even worse, they've each got their own dirty style you've gotta figure out before you can kick their butts.

But before you even step in the ring, you gotta have a Super NES. And then it's DING! DING! — 16 bouts of smacks, hits, jabs and of course, lots of nasty shots below the belt.

Sound like fun? You bet your last few remaining teeth. Cuz you know, there's nothing like beating the snot out of a big ol' ugly guy.

Although a knee to the groin is pretty cool too.



JUST 4 OF THE BEARDERTHALS YOU'LL FACE, HAGGOT.

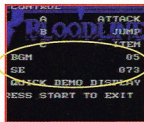
Only For
SUPER NINTENDO
SUPER NINTENDO SYSTEM





Expert Level with Extra Lives

Castlevania Bloodlines has only two skill levels, "Easy" and "Normal"...unless you put in this code at the Options menu to bring up the "Expert" level. The code also gives you extra lives.



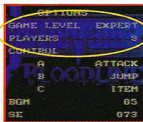
Set the BGM on "05" and the SE on "073". Then press **START** to exit the menu.



Let the game go back to the "Press Start Button" screen and...



...press **START** to take you to the "IP Start" screen. Enter the code **Up, Up, Down, Down, Left, Right, Left, Right, B, A**. You'll hear a tone of recognition.



Go back into the "Options" menu and you'll see that you can now select an "Expert" game level and start the game with nine lives!

Stage Passwords

Our friend Jeremy Klein at JVC hooked us up with these passcodes for the popular Sega CD game—thanks, Jeremy.

EASY	MEDIUM	HARD
BOSSK	BOTHAN	BORDOK
ENGRET	HERGLIC	SKYNX
RALRRA	LEENA	DEFEL
FRIJA	THRAWN	JEDGAR
LAFRA	LWYLL	MADINE
DERLIN	MAZZIC	TARKIN
MOLTOK	JULPA	MOTHMA
MORAG	MORRT	GLAYYD
TANTISS	MUFTAK	OTTEGA
OSWAFI	RASKAR	RIFHII
KLAATU	JHOFF	IZRINA
IRENEZ	ITHOR	KARRDE
LIANNA	UMWAK	VONZEL
PAKKA	ORLOK	OSSUS
NORVAL	NKLLON	MALANI



For use with Datel's Pro Action Replay Game Busting Cartridges

SUPER STREET FIGHTER II

(Capcom for the Super NES)

7E05-3190—Unlimited energy for Player 1
7E05-EA00—Special moves in mid-air for Player 1
7E05-D002—Player 1 only needs to win one round
7E05-E609—Player 1 has fast fireballs for Ryu
7E05-D300—Autofire for Player

7E05-2401—Quick recovery from fireballs for Player 1
7E05-9C01—Extra Turbo Speed (Player 1)

7E05-9B01—Player 1 is invincible
7E06-6E00—Player 1 never gets stunned

7E05-3702—Player 1 has combined dragon punch and hurricane kick

7E05-3706—Player 1 uses fireball move for red fireball
7E08-110X—Player 1 fights the same opponent throughout the game (Replace X with 0-F)

7E05-3602—Changes player colors when hit (Player 1)
7E05-3430—Super high jump (Player 1)

7E06-A701—Easy fireballs (Player 1)

7E05-3700—Ryu only fires normal Hadouken (Player 1)

7E05-2B01+7E05-2C01—Slow special moves (Player 1)
7E07-7190—Unlimited energy for Player 2

7E08-2A00—Special moves in mid-air for Player 2
7E08-1900—Player 2 has fast fireballs for Ryu

7E07-6401—Autofire for Player 2
7E07-DC01—Quick recovery from fireballs for Player 2

7E07-DB01—Player 2 is invincible
7E08-AE00—Player 2 never gets stunned

7E07-7702—Player 2 has combined dragon punch and hurricane kick

7E07-7706—Player 2 use fireball move for red fireball
7E05-D10X—Player 2 fights the same opponent throughout the game (replace X with 0-F)

7E07-7602—Changes player colors when hit (Player 2)
7E07-7430—Super high jump (Player 2)

7E08-E701—Easy fireballs (Player 2)

7E07-7700—Ryu only fires normal Hadouken (Player 2)

7E07-6B01+7E07-6C01—Use with code below for slow special moves (Player 2)
7E07-6C01—Use with above code

7E00-BF10—No background
7E1D-3F0A—Turbo speed



More Cheat Codes!

Adding to last month's Sound Test (press the # button at the Atari/Id rotating ball logo) and Level-Select (hold 1+3+7+9 at the options menu) are some more number codes for the Jaguar's *Wolfenstein 3-D*. Each of the following codes is activated by typing in the numbers on the numeric keypad during the game. Special thanks and a pair of controllers go to Sal Manfredonia of Dover, New Jersey for supplying us with these funky codes.



Invincibility

Enter 4, 6, 6, 8 to become invincible. You'll see a gold band appear around B.J.'s on-screen health head. Repeat this code to turn it off.



Finish and Restart Current Level

Type 4, 6, 9, 6 to end the current level and start at the beginning again.



Level Skip

Type 4, 7, 8, 6 to finish the level you are on and skip to the next.

Debug

Type 4, 8, 8, 7 to see the programmers' debugging coordinates on the screen. Type the code again to turn them off.



Full Weapons, Ammo, and Keys

Type 4, 9, 9, 6 and you will get the big guns, ammo, and keys!

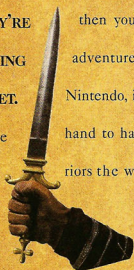


THEY'RE RUTHLESS. THEY'RE BRUTAL. THEY'RE DEADLY. AND THEY'RE THE ONLY WELCOMING COMMITTEE YOU'RE GONNA GET.



If you've battled your way through the Legend of Zelda® or the Secret of Mana™

then you're in for a whole new world of adventure. The Illusion of Gaia™ from Nintendo, is no simple role playing game. It's hand to hand, mind vs. mind action against the greatest warriors the world has ever seen...And some the world hasn't.



KILLER KOMBOS

In every issue of *VIDEOGAMES*, we'll feature our readers' best fighting-game combination attacks in *Killer Kombos*; the two top combos every



month will each win a set of Dual Turbo wireless controllers for the Super NES or Genesis, courtesy of Acclaim!

SNES GENESIS SUPER STREET FIGHTER II 90% DAMAGE

Eric Walker of Silver Spring, Maryland sent us this blood-draining Kombo for Balrog on both home versions of *Super Street Fighter II*. Start the Kombo off with a Multi-Headbutt. As Balrog is grabbing your opponent, charge all three Punch or Kick buttons (for a Final Punch) and charge back. As soon as Balrog releases your opponent, let go of the three buttons to do the Final Punch, but keep charging back; when the punch lands, do a Dash Punch to finish off the Kombo.



→+X (start charging ← and all three Punch or Kick buttons)



Release the punch or kick buttons, but keep charging back...



...then press → + any punch or kick button

MORTAL KOMBAT II 30% QUICK KOMBOS (For the Ladies)

Try out these quick Kombos to quickly finish off some of your easier computer opponents with the *MKII* females. Use Mileena to do a Ground Roll followed by a Teleport Kick for a quick but deadly Kombo.



←←↓+High Kick



→→+Low Kick



←←↓+High Punch



→↓←+High Punch



→→+High Punch+Low Punch

For Kitana, start with a Fan Lift; then, while your opponent is in the air, nail them with the Air Attack. As they recover on the ground, finish off the Kombo with a quick fan throw just as you are about to land. This hits them as they stand up.



✱ As if Incan warriors, Chinese archers, and broadsword toting knights weren't tough enough, try going one on one against evil spirits, vampires and the beautiful, but purely evil Mummy Queen. ✱ Luckily for you, your



profile poster, a wall map and a full color 84-page Explorer's Handbook. ✱ So get ready for the fiercest fight of your life.

Because if you can't survive the dangers

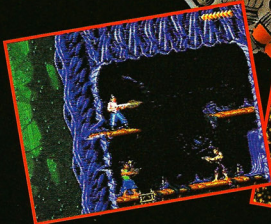
Only For

Nintendo

of the past, there is no hope for the future.

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BLACKTHORNE



You are Kyle Blackthorne, mercenary and long lost Prince of the war-torn planet Tuul and one mean machine. Mysteriously you are summoned back from Earth to liberate your people from Sarlac and his foul forces of evil.

Armed with brute strength, animal cunning and a lead-spewing shotgun you'll face lethal Rock Beasts, perilous Eekers and other monstrosities. All blasting at you in full-motion cinematic animation and digitized sound - so real that you'll think you've lived it.



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Nintendo



He's Here To Take Out The Trash.

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

Kyle



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

JIM LEE

See your local retailer for details.

Interplay

Or don't play at all.



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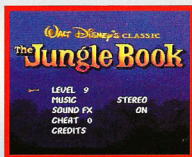
CIRCLE #111 ON READER SERVICE CARD.

Level Select

If you own the Super NES version of *The Jungle Book* and feel a little bit jealous about all the fun the Genesis owners are having, here's a code to get a level select.



At the Virgin logo, quickly press **Up, Up, Up, B, B, Y, Y, SELECT, Up, Down, Left, Right, B, Up, Y** while the logo is still on the screen. You'll hear a drum beat if you've done it correctly.



Now go to the **Start/Options** screen and enter the Options menu. You'll find that there is now a level select that lets you warp to any of the levels, including the bonus screens.

Room Select Map



The password **BADGER** allows you to access a map of all the rooms in *The 7th Guest*. It doesn't help you solve any of the puzzles, but you do get to see what you're missing.

Go to the **Save/Restart** Ouija board and go into the **Save password** screen.

Pick any number, enter the password **BADGER** and press **OK**.

You will return back to the **Save/Restart** menu, but you should notice that the four corners of the board are now "hot."

This means that the cursor changes into the teeth icon when you move it onto one of the corners. Press any button while you're on one of the corners and you'll find...

...the **7th Guest** room map.

Level Select Menu



This tip for the CD-I version of *Space Ace* lets you start on any level. You have to do this on the Continue screen that comes up after you have lost the game. There are different continue screens for this part of the game, so don't worry if the screen we show isn't the same one that pops up when you play the game—just make sure the "Yes" and "No" continue hot spots occur.

Put the cursor against the left side of the screen and press Button 2 (..) four times. Then put the cursor on the right side of the screen and press Button 2 three times. Finally, go back to the left side of the continue board and press Button 2 one more time.

You've found the level-select cheat map! Put the cursor on any one of the levels...

...and you'll be warped to that level.

THE HORDE

3DO

A Horde of Cheats!

VIDEOGAMES was the first magazine to reveal *The Horde's* secret character and cheat mode; now, thanks to Toys For Bob (programmers of *The Horde*), we're blowing the game wide open by revealing all eight cheats.



The cheat mode works by spelling out words with the 3DO controller. There are six letters: U (Up on the control pad), D (Down), L (Left), R (Right), O (Button A) and T (Button B).

To enter the cheat mode, start the game, then hold UP on the control pad and hold down the A and B button before pausing the game. While paused, spell out one of the following words, then unpause to activate the cheat.

Hold Up+A+B and pause the game, then enter one of the following codes and un-pause.



DOLLDOOR (Down, A, Left, Left, Down, A, A, Right): You immediately finish the current habitat and return to the castle.



LOOTLORD (Left, A, A, B, Left, A, Right, Down): You immediately receive 30,000 Crowns, the maximum amount of loot you can have in the game. Use this cheat whenever you run low on money.



LOUDTOOT (Left, A, Up, Down, B, A, B): The entire map of the current habitat is revealed. Normally, the map is revealed slowly over a period of several years (in game time, silly).



ODDDOD (A, Down, Down, Right, A, Down): This cheat allows you to continue playing even if the entire village is destroyed, something that normally ends the game immediately.



ROLLOUT (Right, A, Left, Left, A, Up, B): Watch all of the full-motion video sequences in the game, one after another. Press any button on the controller to skip the current scene and watch the next.



TROLLDROOL (B, Right, A, Left, Left, Down, Right, A, A, Left): All items and weapons in the game become available for purchase. Normally, many items and weapons don't become available until you reach the later habitats.



TROT (B, Right, A, B): Chauncey runs around the map twice as fast as normal, as if he's using the Boots of Boogie. If Chauncey uses the Boots in combination with this cheat, he runs around the map FOUR times as fast.



TURDODD (B, Up, Right, Down, A, Down, A, Right): Chauncey becomes invulnerable to damage.

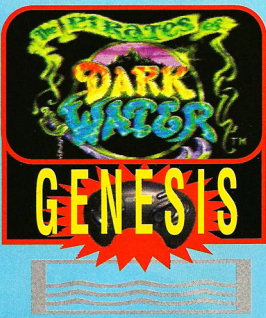
Stage Passwords

Enter the password "**DSILLER**" to start the game with the full sword. If you want to skip stages, try some of these other passcodes:



IITBDA—Port of Citadel
NCOOKIE—Citadel to Port
RITAZIM—Port to Citadel
JESSICA—Citadel to Mountains
ALEXISK—Port to Mountains
SCOOPYD—Mountains to Janda

STOYODA—Andorus to Bridge
TADSHIM—Bridge to Andorus (full sword)
ALARTUS—Andorus to Maelstrom
DARRINS—Bridge to Maelstrom (full sword)
MALCOLM—Maelstrom to Caverns (full sword)



***“AWESOME,
BABY!
ANY WAY
YOU LOOK
AT IT!”***

—Dick Vitale





Equally
awesome
basketball
commentator
and coach



Here's the only Genesis™ basketball game with a 3-D rotating court – and me, Dick Vitale!

I live and breathe college hoops. I eat it, I sleep it, I drink it, I love it, I need it. And now you can too – 24 hours a day, 365 days a year. The folks at Time Warner Interactive have created a college basketball game that's so much like the real thing, I can't believe it!

The game's so awesome, I'm proud to have my name on it. Just check out all the prime time features of *Dick Vitale's "AWESOME, BABY!" College Hoops*:

-  A 3-D scaling and rotating court puts you *in* the game, not just watching from the sidelines.
-  Real on-court sounds and commentary from yours truly. You can even use my plays from my college and pro coaching days.
-  Real college basketball action and rules with 32 teams in 4 conferences. Choose from Tournament, 2-on-2 Slamfest and Single game modes with 6 speeds and 3 difficulty settings.
-  5-man teams with real moves: ball stealing, behind-the-back passes, lay-ups, hook shots, power slam dunks, reverse slams and monster 3-pointers.

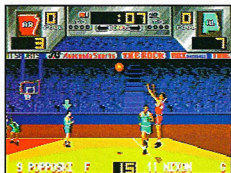
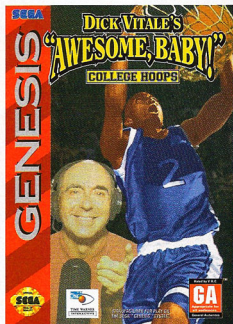
Play it and you'll be screaming,
*"Awesome, Baby –
with a capital A!"*

Dick Vitale



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INTERACTIVE

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PREVIEWS

FIGHTING



Mighty Morphin Power Rangers

SYSTEM
Game Gear

PLAYERS
1 or 2

SIZE
4 Meg

AVAILABLE
November

PUBLISHER
Sega

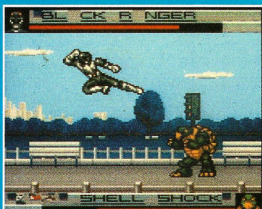
DEVELOPER
Banpresto

DEVELOPER
Banpresto



It's a one-on-one *Street Fighter*-style fighting game—an easy one, too, so little kids who are into the Power Rangers won't get turned off. First you play as the Ranger of your choice; then, when you've beaten your opponent, you turn into a Megazord and continue fighting against the same creature after they've been turned giant-sized by the evil Rita Repulsa.

One of the most noteworthy aspects of this Genesis title is that it includes the Green Ranger, who did not appear in Bandai's Super NES Power Rangers game. The Green Ranger's Dragonzord also gets a chance to fight against baddies like Goldar and the rest of Rita's inflated minions.



FIGHTING



Mighty Morphin Power Rangers

SYSTEM
Genesis

PLAYERS
1 or 2

SIZE
16 Meg

AVAILABLE
November

PUBLISHER
Sega

DEVELOPER
Banpresto

DEVELOPER
Banpresto

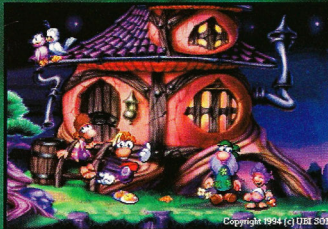


The Power Rangers have been all the rage since the TV show took off last fall—now Game Gear owners can yell “it’s Morphin’ time!” with the best of them. Take it to the playground and make all the other kids green with envy. If you didn’t like the gameplay of the Game Boy version, the Game Gear *MMPR* cartridge offers something different; like the Genesis title, it’s more of a fighting game than a platform adventure. Get crackin’ and get your mom to buy you a shiny skin-tight suit so you can fight evil too.

The Mighty Morphin Power Rangers are coming to the Game Gear!



Rayman



Copyright 1994 (c) Ubi Soft



Kevin is a 5th grader who got sucked into his computer and became the hero Rayman in the land of Hereitscool. He's the guardian and ruler of the land and has powers to protect it and its inhabitants.

What we want to know is, where are Rayman's rays? The cool thing about this new character is that he's got no arms, legs or neck. His head, hands and feet aren't attached to his torso—they just kind of float around him. He can walk on his hands and carry things on his feet, or he can fly by rotating his hair like a helicopter blade. This action game—Ubi Soft's first Jaguar title—should reach store shelves before the end of the year.

Platform games are scarce on the Jaguar—Rayman is one of the first.

ACTION



Rayman
SYSTEM
Jaguar
PLAYERS
1
SIZE
16 Meg
AVAILABLE
November
PUBLISHER
Ubi Soft
DEVELOPER
Ubi Soft

STAR TREK STARFLEET ACADEMY



Learn how it feels to take command of different starships in Interplay's *Star Trek—Starfleet Academy*.

You're in a Neutral Zone and you've got to get past the blockade to get supplies to the Federation colonists who are stuck on a planet claimed by the Klingon Empire. It's a touchy situation—how do you react?

Lots of simulated missions in this SNES final frontier. Three different starships to command, from science vessels to Constitution-class heavy cruisers. Work your way up from a Starfleet Academy cadet to a Starfleet Captain. You can even play a Klingon Captain or a Romulan Commander. The game also includes high-speed 3-D polygon graphics and cinematic sequences.

SIMULATION



Star Trek
Starfleet Academy,
The Starship
Bridge Simulator
SYSTEM
Super NES
PLAYERS
1
SIZE
8 Meg
AVAILABLE
November
PUBLISHER
Interplay
DEVELOPER
Interplay

PANIC!



Panicle order by pushing the right combination of buttons and in a flash. If you push the wrong button, watch out! Anything can happen. A big giant can rise from the horizon and take you to a machine that might choose to give you data from a soda machine and grow breasts.

Released as *Switch* in Japan, *Panic!* is being translated for U.S. release by Data East. Let's hope they don't change much, because the original game—created by Japanese comedians—is pretty darn weird. Data East calls it an "adult puzzle game" because the humor can be a bit graphic, as in the aforementioned examples. Lots of cool things pop up onto the screen: Famous people, exotic lands, you name it. It's just out there. It's crazy.

STRATEGY



Panic!
SYSTEM
Sega CD
PLAYERS
1
SIZE
CD
AVAILABLE
November
PUBLISHER
Data East
DEVELOPER
Sega

If you're a Sega CD owner with a twisted sense of humor, look out for *Panic!* and get ready to press a lot of buttons.

Captain, you're wanted on the Bridge!



It's the moment you've been training for. As a cadet of Starfleet Academy™ your next move is crucial to the safety of your crew, not to mention your reputation at the academy.

So prepare to beam aboard the bridge of a Federation™ battle cruiser or one of four other vessels including the Romulan Bird-of-Prey™, or the Klingon™ battle cruiser, and take command.

With over 15 intense missions to test your skills at Starfleet Academy, you'll find out just how

exciting a simulator can be. Isn't it time to enroll?



LICENSED BY

Nintendo

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Interplay™

Or don't play at all.™



STAR TREK®
STARFLEET ACADEMY™
Starship Bridge Simulator™



ACTION



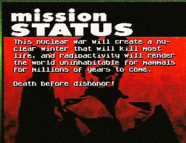
Red Zone
SYSTEM
Genesis
PLAYERS
1

SIZE
16 Meg
AVAILABLE
November
PUBLISHER
Time Warner
Interactive
DEVELOPER
Zyrinx

RED ZONE

Ivan Rutif and his Zyrstian party are attempting to take over the world. If he's not recognized as emperor of "the fourth empire," he'll blow us all up with nuclear weapons. Shades, Rocco, and Mirage comprise an elite special forces team trained in martial arts combat, heavy weapon operations and vehicle reconnaissance. And they're out to get Ivan.

Development house Zyrinx (of *Subterrania* fame) has programmed a "SuperSpin" algorithm that allows—incredible as it sounds—rotation on the Genesis. *Red Zone* alternates between overhead-view helicopter combat (like a cross between *Desert Strike* and *Xevious*, but with full rotation) and 3-D-looking scenes where you work your way through underground bunkers on foot. Look for some surprisingly smooth full-motion video effects, too; are you sure this is a cartridge?



ACTION



ADVENTURE



Generations Lost
SYSTEM
Genesis
PLAYERS
1

SIZE
8 Meg
AVAILABLE
December
PUBLISHER
Time Warner
Interactive
DEVELOPER
Pacific
SoftScape Inc.

GENERATIONS LOST

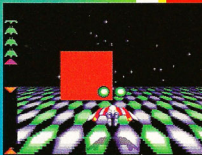
In *Generations Lost*—a new platform adventure from the developer of Sega's *X-Men*—the hero Monobe has to save his people from mysterious forces that surround his village. It's a sort of a sci-fi story set to New Age music. Monobe possesses certain powers and magic. You learn to control these powers, and Monobe gains access to a new world. Different accomplishments mean new abilities and new information.

Time Warner is developing a comic book adventure to flesh out the character development; look for the game before the year's end.



THE LAWNMOWER MAN

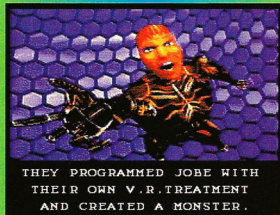
It's Jobe turned Cyber-Jobe. He's looking for revenge against Dr. Angelo and using his freshly implanted powers to drag Dr. Angelo into his virtual-reality world. You can play as Dr. Angelo or Carla (or both in the two-player mode) and soar through all sorts of gameplay—driving, flying, puzzle and platform levels. Find Jobe and get rid of his associates...then maybe you can restore him to his original simpleton state. Look out, Jobe, it looks like you'll be mowing the lawn again soon.



ACTION



The Lawnmower Man
SYSTEM
Genesis
PLAYERS
1 or 2
SIZE
8 Meg
AVAILABLE
November
PUBLISHER
Time Warner
Interactive
DEVELOPER
Sales Curve



THEY PROGRAMMED JOBE WITH THEIR OWN V.R. TREATMENT AND CREATED A MONSTER.

Other features of the game include multiple viewpoints (side scrolling and virtual reality simulator) and flying cyber crafts that do battle in the virtual world. Forget about the mediocre movie that inspired it—this version of *The Lawnmower Man* is based on the superb Super NES game, and you might be surprised at the quality of the conversion.

SEGA!



TODAY'S HOTTEST HEROES ARE HERE...
AND THEY'RE ON SEGA!



ON SEGA GENESIS™, GAME GEAR™ AND SEGA CD™!

SEGA

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ADVENTURE



ACTION



Beavis and Butt-Head SYSTEM
Genesis
PLAYERS
1 or 2
SIZE
16 Meg
AVAILABLE
November
PUBLISHER
Viacom New Media
DEVELOPER
Radical Entertainment

Beavis and Butt-Head SYSTEM
Super NES
PLAYERS
1 or 2
SIZE
16 Meg
AVAILABLE
November
PUBLISHER
Viacom New Media
DEVELOPER
Realtime Associates

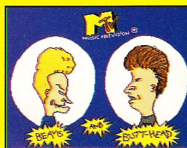
Beavis and Butt-Head SYSTEM
Game Gear
PLAYERS
1
SIZE
4 Meg
AVAILABLE
November
PUBLISHER
Viacom New Media
DEVELOPER
NuFX



The Genesis version of *Beavis and Butt-Head* involves more strategy than action. You can move from level to level via your remote control, from Highland High School to The Streets of Highland, Turbo Mall 2000, Burger World, the Drive-In, etc. Look for anything that might help further your mission to attend the Gwar concert. Cash, food, Gwar tickets (gee, those might help). Actually, the guys had tickets, but they've been chewed up by a lawnmower and you

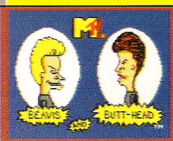
have to help them find all the pieces.

Watch out for voluptuous women in green dresses who are ready to stick an elbow in your face—they're everywhere. There are also rats roaming the halls of the high school and guys with shaved heads and deadly weapons.



This one's more of a traditional action/platform game. Play as either Beavis or Butt-head, or you and a friend can play as both and conquer the world together. The objective of the game is the same: Get to that Gwar concert or bust. Go through levels that are similar to the Genesis version with a bunch of weapons at hand. Squirt guns do a lot of damage, as do baseball mitts attached to the ends of baseball bats. It feels good to whack someone with one of those.

Don't get run over by skaters. Don't get torn apart by vicious neighborhood dogs. Don't get scorched by hot water in the school shower rooms. Don't get caught by the principal. Don't get eaten by snakes in the mall pet shop.



You no longer need your MTV—*Beavis and Butt-Head* have made their way to the Game Gear. Try to keep them out of trouble and on track in this action platform game. The Game Gear version sports some really nice samples. Yes, you can actually hear Beavis and Butt-Head discussing Butt-Head's bodily functions. Their faces pop up on the screen during gameplay. It can be annoying, but that's what they're here for.

SONIC

THE HEDGEHOG

TRIPLE TROUBLE™



Knock heads with Knuckles!
 This nasty echidna wants the whole enchilada
 - and he'll stop at nothing to get it!
 Can your new Strike Dash stop him?



Dive in! The action goes aquatic
 when you set sail with Tails™
 in the underwater Sea-Fox!
 At last, a cure for that sinking feeling!



Jet jam! Shred heavily on
 Sonic's™ new jet skateboard,
 perfect for both snow and water!
 Now that's travelling!

**Triple the action, triple the thrills,
 only on SEGA Game Gear!**



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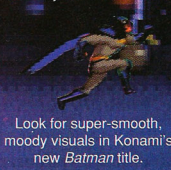




The Adventures of Batman and Robin
SYSTEM
 Super NES
PLAYERS
 1
SIZE
 16 Meg
AVAILABLE
 November
PUBLISHER
 Konami
DEVELOPER
 Konami

Borrowing the looks, sounds and feel of the *Batman—The Animated Series* TV show, *The Adventures of Batman and Robin* lets you assume the role of the Caped Crusader as he takes on his most daunting mission ever: Defeating practically every super-villain in Gotham City! All of your favorites have escaped from Arkham Asylum to make appearances (and to make your life hell): The maniacal Joker, Catwoman, the Scarecrow and Clayface are among the many bosses you'll have to face in the game.

Fortunately, you'll have the resources of your utility belt to help you on your way, and—making his first appearance in a 16-bit video game—Robin, The Boy Wonder is also on hand to lend moral support.



Look for super-smooth, moody visuals in Konami's new *Batman* title.



Ignition Factor
SYSTEM
 Super NES
PLAYERS
 1
SIZE
 8 Meg
AVAILABLE
 November
PUBLISHER
 Jaleco
DEVELOPER
 Jaleco



This one's all about firefighting. Like the movie *Backdraft*, you don't know whether the door you have to open is clear or about to blast raging fire into your face. Eight levels of the hot.

In *Ignition Factor*, you'll strategically place your fire engines to help rescue people who are trapped in buildings and burning to death. You've got to choose the right equipment to deal with any kind of fire. If you do a good job, the town will look to you as a hero.



Touch the flames and your character gets toasted!



Power Instinct
SYSTEM
 Super NES
PLAYERS
 1 or 2
SIZE
 16 Meg
AVAILABLE
 November
PUBLISHER
 Atlus
DEVELOPER
 Atlus

No longer will you have to walk five blocks to the Japanese video store to play *Power Instinct* (even if they do sell good noodles next door.) Now you can kick back with your own bowl of noodles and play this cult-favorite fighting game on the Super NES within the comforts of your very own sordid, stinking coffin of a bedroom.

Play as Otane and watch her dentures fly—if you're good, you can make her drain the energy from her opponent and turn into a beautiful young woman, which never fails to freak people out.



Another fighting game rocks the Super NES: *Power Instinct*.

Sunsoft's *Justice League* is a fighting game with D.C. Comics heroes Aquaman, Flash, Batman, Superman, Wonder Woman, Green Arrow, Despero, Cheetah and Darkseid! But why are the good guys fighting each other? Here's what happens: You choose a player, and each one of your opponents happens to be a clone. You have to fight through all the clones to get to Darkseid—who's master-minded this whole event—and defeat him. Get it? Pictured here is the SNES version; a Genesis *Justice League* cartridge is also on the way.



Now you and a friend can settle the age-old argument: Who's the *toughest* super hero?

FIGHTING



Justice League
SYSTEM
 Super NES
PLAYERS
 1 OR 2
SIZE
 16 Meg
AVAILABLE
 November
PUBLISHER
 Sunsoft
DEVELOPER
 Blizzard Ent.

ACTION



ADVENTURE



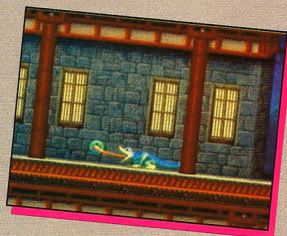
Gex
SYSTEM
 3DO
PLAYERS
 1
SIZE
 CD
AVAILABLE
 November
PUBLISHER
 Crystal Dynamics
DEVELOPER
 Crystal Dynamics

Gex

Here's a game about a gecko

called Gex. Ever seen one of them? He's got suction cup feet and hands so he can walk around on walls. He was created on a Silicon Graphics workstation, and his movements are made up of over 450 frames of animation.

Gex has been sucked into the Media Dimension right from his very own couch in Hawaii. Gex also talks in the game, offering his opinions on "B" movies and bad sitcoms. Gex has to go through all of the planets of the Media Dimension—including Kung Fu World and Sci-Fi World—and kill all TVs to save the world from Rez Zul.



SAMURAI SHODOWN



Players take note: One of the most intense fighting games of all time is coming to the 3DO.

It's like having the arcade version in your own home, "zoom" feature and everything. If you've been playing *Way of the Warrior* and you're anxious to see more fighting games for the 3DO, here ya go. This CD is expected to include all of the original arcade blood effects, which didn't even make it into the home Neo-Geo carts.



The graphics and sounds of this version of *Samurai Shodown* will be watched closely by 3DO fans.

STRATEGY



Samurai Shodown
SYSTEM
 3DO
PLAYERS
 1 or 2
SIZE
 CD
AVAILABLE
 November
PUBLISHER
 Crystal Dynamics
DEVELOPER
 Crystal Dynamics

tick

THERE NEVER SEEMS TO BE

tick

tick

tick

tick

ENOUGH TIME WHEN YOUR BRAIN IS

tick

tick

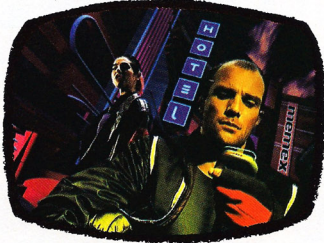
tick

tick

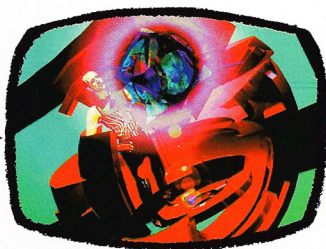
BEING EATEN BY A CYBER-VIRUS.

tick

Prepare for total immersion. Burn:Cycle fuses a cyberpunk action-adventure movie with a frenetically paced role-playing game. Sound easy? Don't make us laugh.



Every nanosecond counts. Burn:Cycle is your wit and marksmanship meeting all the physical and mental challenges we throw your way. Be fast. He who hesitates is toast.



Hardwire your neurons. Critics are calling Burn:Cycle "a totally synthesized, fully transcendental, bio-controlled, electronic rush." Man, what an understatement.



Click forward to the year 2063 *tick* where you've become a jaded *tick* nihilistic data thief named Sol Cutter *tick* with a neural implant jack in your neck *tick* and one day while downloading corporate secrets *tick* into the software inside your skull *tick* you also contract a nasty little *tick* computer virus called Burn:Cycle *tick* which is basically gonna corrode your brain *tick* like battery acid in two hours unless you can *tick* outwit and outshoot relentless enemy agents *tick* find Doc the only guy who may know how to save you *tick* then make peace with your personal demons *tick* and somehow God help you *tick* locate the party responsible *tick* in this cold harsh neon-lit world *tick* before you bite the oh what a bummer *tick* your time's up



Magnavox 480 CD-i player now \$299.99* includes 2 free titles.

PHILIPS MEDIA

IN THE WORKS

NOVEMBER 1994

Rag Jam Volume I

(Maddening Entertainment for the Super NES)
A basketball game starring Queen Latifah, Ice Cube, Salt-N-Pepa and even Snoop Doggy Dogg.

Rapid Deployment Force (formerly Super Battleland)

(Absolute for the Sega CD)
Action/strategy tank combat simulation for the Sega CD.

Rise of the Robots

(Absolute for the 3DO)
The alien robot fighting game comes to the 3DO in Absolute's first 32-bit title.

Home Improvement

(Absolute for the Genesis)
You're Tim Taylor and you've got to find your missing power tools.

Star Trek: Generations (The Movie)

(Absolute for the Game Gear and Game Boy)
Based on the movie, which is based on the *Next Generation* TV show.

Animals

(Konami for the Genesis and Super NES)
Yakko, Wakko and Dot make their way through five movie studios and lots of obstacles.

Biker Mice From Mars

(Konami for the Super NES)
A motorcycle racing game starring Vinnie, Modo and Throttle from the TV cartoon/TV line.

The Ignition Factor

(Jaleco for the Super NES)
A firefighting game codesignated by our pal Joe Sisiolo.

Super Star Wars: Return of the Jedi

(LucasArts/JVC for the Super NES)
The Force will be with you if you complete the video-game trilogy.

Indiana Jones' Greatest Adventures

(JVC Musical Industries for the Super NES)
The *Star Wars* trilogy got three cartridges, but the *Indiana Jones* trilogy has been squeezed onto a single cart.

Ohoui Patrol

(JVC for the Super NES)
Early reports say it's similar to *Zombies Ate My Neighbors* but for younger gamers.

Rise of the Robots

(Absolute for the Genesis)
The alien-robot-fighting-game-with-graphics-to-die-for is coming to the Genesis, too.

Samurai Shodown

(JVC for the Sega CD)
One of the first Neo-Geo licenses to be released in CD format.

Fatal Fury Special

(JVC for the Sega CD)



Samurai Shodown (SNES version)

Another Neo-Geo license becomes a CD title courtesy of JVC.

Dragon's Lair

(Taito for the Genesis)
It's *Dragon's Lair* over and over and over and over again.

Samurai Shodown

(Taito for the Genesis, Game Gear and Super NES)
More fighting and swordplay from the Neo-Geo arcade game.

Fatal Fury Special

(Taito for the Genesis and Game Gear)
Another Neo-Geo fighting game brought to your home.

Top Gear 2

(Vic Tokai for the Genesis)
The familiar SNES racing game for one or two players now has a Sega sequel.

Flashback

(U.S. Gold for the 3DO)
The high-tech hardware could make this the best version of *Flashback* ever.

Ranma 1/2 Part II: Anything Goes Martial Arts

(Tokyo for the Super NES)
The cult-favorite anime fighting game sequel comes to America.

Super Soccer Championship II

(Taito for the Super NES)
Get fired up for the new American soccer league with this foxy cart.

Pitfall: The Mayan Adventure

(Activision for the Genesis and Super NES)
Pitfall Harry runs it on the 16-bit systems.

Radical Rex

(Activision for the Genesis)
This ain't Jurassic Park: Rex rides a skateboard and does flips.

Chavez II

(American Softworks for the Genesis and Super NES)
A boxing game starring Julio Cesar Chavez; the sequel to a rarely-seen rental-only cartridge.

TNN Bass Tournament

(American Softworks for the Super NES)
Go bass fishing and compete in the TNN Bass Tournament.

RoboTek

(Enix for the Super NES)
An RPG featuring a boy who has to fight evil by using his inventing skills to create what he needs.

King Arthur and the Knights of Justice

(Enix for the Super NES)
Merlin goes into the future and gets a football team to help free King Arthur. Based on the Saturday morning cartoon.

FIFA International Soccer '95

(Electronic Arts for the 3DO)
Even if you're not from Brazil, you're gonna like this game's new perspective and gameplay.

Madden NFL '95

(Electronic Arts for the Genesis and Super NES)
A wider field view, new player art, 2-point conversions and longer kick-offs.

Shaq Fu

(Electronic Arts for the Genesis)
This Genesis version of Shaq's fighting game is due a month after the SNES cartridge.

Michael Jordan in Chaos in the Windy City

(Electronic Arts for the Super NES)
Michael Jordan has to save Chicago in this all-new platform game.

C2—Judgment Day

(Interplay for the Super NES)

Bad Mr. Frosty and The Blob are back for this *Clyde Flinger* sequel, plus six new characters.

Star Trek: Star Fleet Academy

(Interplay for the Super NES)
Five missions and 30 levels. Can you handle it?

Crime Patrol

(American Laser Games for the Sega CD)
Chase down drug dealers in this full-motion video shoot-'em-up.

Power Instinct

(Alus for the Super NES and Genesis)
The arcade fighting game with the old lady who turns into a beautiful, young one.

Street Racer

(Ubi Soft for the Super NES)
Like *Super Mario Kart*, but with *Street Fighter*-style characters.

Pac-Man 2

(Namco for the Super NES and Genesis)
You don't actually move Pac-Man in this side-scrolling "interactive cartoon"—you shoot things to affect his moves.

Formula 1 '94

(Domark for the Genesis, Game Gear and Sega CD)
An updated version of Domark's screamingly fast *Formula 1* game.



Payne Stewart

Payne Stewart Golf Pro

(Time Warner for the Genesis)
That sharp dresser Payne Stewart does it again in this 3-D golf game.

Commando Raid

(Time Warner for the Genesis)
Like a cross between *Jungle Strike*, *Alien Syndrome* and *Xenious*, with rotation and FMV effects never before seen on the Genesis.

Tray Aikman NFL Football

(Tradewest for the Jaguar)
Use plays from Aikman's real-life playbook.

Generations Lost

(Time Warner for the Genesis)
A new action/adventure game from the Genesis *X-Men* design team.

NCAA Football

(Software Toolworks for the Genesis and Super NES)
The only football game licensed by the NCAA. More teams and more plays.

Dragon Lore

(Software Toolworks for the 3DO)
First person action/adventure game set in medieval times.

Speedy Gonzales: Los Gatos Banditos

(Sunsoft for the Super NES)
Cartoon speed demon whoops it up with his bandit buddies.

Aero the Acro-Bat II

(Sunsoft for the Super NES)
High-flying Aero is back for another circus adventure.

Zero the Kamikaze Squirrel

(Sunsoft for the Genesis)
Aero the Acro-Bat's enemy has his own video game now.

Berenstein Bears

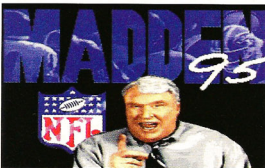
(Sega for the Genesis and Game Gear)
An adventure platform game starring the Berenstein Bears. It's a bunch of fun.

Richard Scarry's Busy Town

(Sega for the Genesis)
One of those interactive kids' games. You do stuff like match trucks.

NFL '95

(Sega for the Genesis)
More football for all you football fanatics. You're a bunch of football freaks.



Madden NFL '95

Each month, *VIDEOGAMES* Magazine will bring you this calendar of upcoming software releases for all game systems. You'll get the freshest, most up-to-date information as we receive it from the people who make the games. This month's list is current as of October, 1994. Publishers: Contact Betty Hallock with any additions, deletions or corrections.

Wacky Worlds

(Sega for the Genesis)
It's wacky.

Power Rangers

(Sega for the Genesis)
Power Rangers for the Genesis is a fighting game. If you remember the Nintendo version, that was a platform type game.

Ecco: The Tides of Time

(Sega for the Game Gear)
Now the new Ecco game goes in your Game Gear.

Lion King

(Sega for the Game Gear)
The Lion King! And now it's available in the Game Gear version.

NFL '95

(Sega for the Game Gear)
More for you football freaks.

Shining Force 2

(Sega for the Genesis)
If you liked the first Shining Force, well, here's the second one.

Shining Force: The Sword of Hajra

(Sega for the Game Gear)
More for you Shining Force freaks.

Acme Animation Factory

(Sunsoft for the Super NES)
Make your own backgrounds and all that interactive stuff.

ESPN National Hockey Night

(Sony Imagesoft for the Super NES and Genesis)
A hockey game. It's part of the whole Sony Imagesoft ESPN series which will also probably be released on Sega CD.

ESPN Sunday Night NFL

(Sony Imagesoft for the Super NES and Genesis)
A football game. It's Sunday Night NFL every night with this game.

ESPN Speed World

(Sony Imagesoft for the Super NES and Genesis)
A racing game. Speed World does not include a drag racing game.

Mary Shelley's Frankenstein

(Sony Imagesoft for the Sega CD)
All you gotta create that always dress in black and carry nice lunch boxes, maybe you'll like this one.

Virtua Racing Deluxe

(Sega for the Genesis 32X)
It's Virtua Racing for the 32X.

Super Motocross

(Sega for the Genesis 32X)
Motorcycles.

Doom

(Sega for the Genesis 32X)
Yes, it's Doom. Now play it on your 32X.

Star Wars Arcade

(Sega for the Genesis 32X)
Star Wars. I guess that's all that needs to be said.

Cosmic Carnage

(Sega for the Genesis 32X)
Sounds interesting, doesn't it? Carnage in the cosmos.

The Adventures of Batman & Robin

(Konami for the Super NES)
Fight against The Joker, Poison Ivy, The Penguin, Catwoman, Two-Face, Scarecrow, and The Riddler.

Gex

(Crystal Dynamics for the 3DO)
A pecko that's been sucked into the Media Dimension. Help him get out.

Samurai Shodown

(Crystal Dynamics for the 3DO)
The arcade game in your own home.

Corpse Killer

(Digital Pictures for the Sega CD and 3DO)
You kill zombies.

Supreme Warrior (Ying Heung)

(Digital Pictures for the Sega CD and 3DO)
You are the supreme warrior.

Slam City with Scottie Pippen

(Digital Pictures for the Sega CD)
Scottie Pippen -- the basketball player. It's a basketball game.

Kids On Site

(Digital Pictures for the Sega CD)
A game where kids control tractors and stuff.

Batman & Robin

(Sega for the Genesis)
Batman. Cool.

Batman & Robin

(Sega for the Sega CD)
This must look good. If not, then the Sega CD really sucks.

Snatcher

(Konami for the Sega CD)
The first.

Daffy Duck

(Sunsoft for the Super Game Boy)
The Marvin Missions hit the Game Boy. This one's a classic.

NBA Hang Time '95

(Sony Imagesoft for the Sega CD)
That's right. It's hang time, baby.

TNN Bass Tournament

(American Softworks for the Genesis)
Cast your bait and reel in those lunkers.

Lufia and the Fortress of Doom

(Taito for the Genesis)
The popular Super NES RPG comes to the Genesis.

Sonic Blastman II

(Taito for the Super NES)
More Sonic Blastman for SNES-owners. More enemies, more action.

Samurai Shodown

(Takara for the Game Boy)
If Mortal Kombat II can work on the Game Boy, why not this Neo-Geo hit?

The Blues Brothers

(Titus for the Game Boy)
Titus describes this platform jumper as a "jukebox adventure."

Prehistrick Man

(Taito for the Game Boy)
A Joe & Mac-style a platform game, complete with prehistoric backgrounds.

Looney Tunes (basketball game not yet titled)

(Sunsoft for the Super NES)
It's a basketball game starring your favorite Looney Tunes characters.

Scooky Doo

(Sunsoft for the Super NES)
This Scooky Doo adventure game plays like the PC game Day of the Tentacle.

The Death & Return of Superman

(Sunsoft for the Genesis)
The Man of Steel brings his never-ending battle for truth, justice and the American way to the Genesis.

Tiny Toon Adventures: Wild 'N' Wacky Sports

(Konami for the Super NES)
The Tiny Toons characters play street basketball, soccer and other

outdoor sports.

Tiny Toon Adventures: Wacky Sports

(Konami for the Game Boy)
Completely different from the aforementioned Wild 'N' Wacky Sports, but it does feature Tiny Toons characters.

Snatcher

(Konami for the Sega CD)
An RPG/adventure game set in cyber-punk, war-torn Neo-Kobe, Japan.

Soccer (tentative title)

(Konami for the Super NES)
Described by Konami as an "ultra realistic" soccer simulation with multi-player options.

Thunder in Paradise

(Software Toolworks for the Genesis and Super NES)
Based on the TV show starring Terry "Hulk" Hogan.

Packy and Marlon

(Rage Systems for the Super NES)
This edutainment title teaches players all about diabetes.

Bloodshot

(Dorank for the Genesis and Sega CD)
This Doom-style action game features lots of lethal firepower, including the MTX225 Plasma Mortar Assault Cannon.

Rise of the Robots

(JVC for the Sega CD)
This robotic fighting game is coming out on a bunch of different systems.

Skeleton Crew

(Core Design for the Genesis)
An isometric-view action game featuring robotic 'mechs for one or two players.

Penn & Teller's Smoke & Mirrors

(Absolute for the Genesis and Sega CD)
It's the Penn & Teller magic game; they'll teach you how to do some magic tricks.

Myki

(Sunsoft for the Sega CD)
The game that everyone seems to be talking about, and now it's been translated to the Sega CD platform.

DECEMBER 1994

SPRING 1995

Justice League

(Sunsoft for the Super NES)
Justice League: Wonder Woman, Superman, Flash, Green Arrow -- they're all fighting against each other.

Justice League

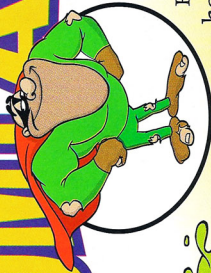
(Sunsoft for the Genesis)
Now Genesis owners can have fun too. Fight Darkseid.



Scooby Doo

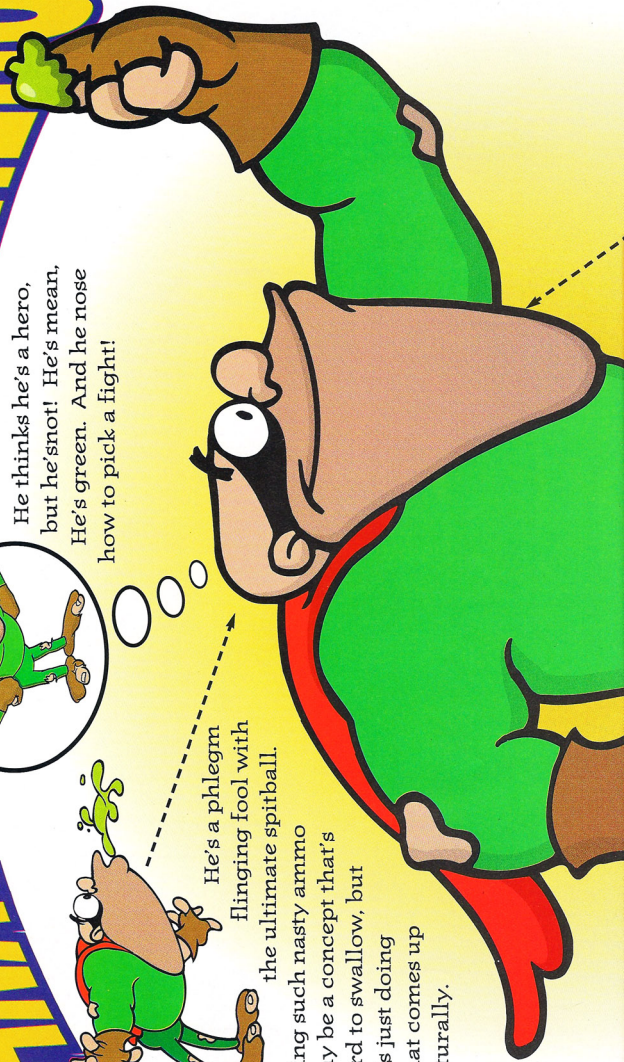
ANATOMY OF SUPERHERO

He thinks he's a hero,
but he's not! He's mean,
He's green. And he nose
how to pick a fight!



He's a phlegm
flinging fool with
the ultimate spitball.

Using such nasty ammo
may be a concept that's
hard to swallow, but
he's just doing
what comes up
naturally.



Boogerman's butt blast is a back-firing burst that can level anything



in his path. It's ready, aim and, after one tortured moment, fire!

And, if all that don't knock 'em down, he can romp 'em, stomp 'em, or let fly a barrage of boogers that'll lay 'em low! Just think of him as a human weapon, a fully-loaded Oozey... and YOUR finger pulls the trigger! **DIG IT!**

In one concussive burst, he blows them away. It's biological warfare at its germiest, and no villain can stand up to it!

Burp!



BOOGERMAN™

A BUCK AND FLICK ADVENTURE

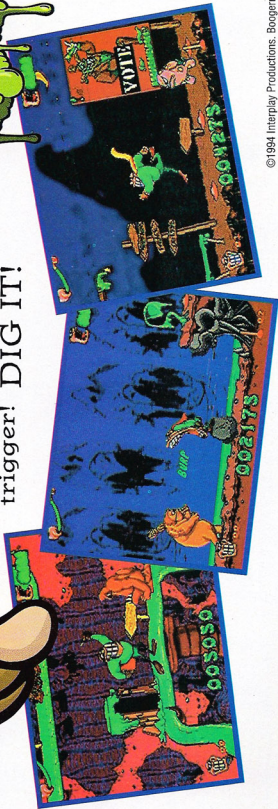
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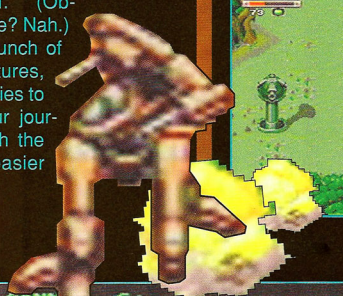




BATTLETECH

by Zach Meston

Extreme really should be paying royalties to Electronic Arts, because *Battletech* is one of the most blatant "tributes" to *Desert Strike* and *Jungle Strike* I've ever seen. Which is not a bad thing, mind you, since *Desert Strike* and *Jungle Strike* were kick-ass games. *Battletech* isn't quite as good as either—there are only five levels, the missions in each level aren't as involving as they could be and the ending sequence blows meaty chunks—but the difficulty level is definitely challenging (to the point of frustration) and the graphics are almost as gorgeous as Readysoft's public relations goddess, June Brown, whose boyfriend I'm currently plotting to bump off. (Obsessed? Me? Nah.) Here's a bunch of maps, pictures, and strategies to make your journey through the game easier than mine!



YOUR 'MECH

GENERAL HINTS

- When an enemy 'Mech attacks you, attack it immediately with your most powerful weapons and take it out ASAP. 'Mechs are simply too dangerous to mess around with for longer than absolutely necessary.
- Position yourself behind enemy targets and let the enemy destroy them for you. You save plenty of ammo this way. This technique works particularly well with enemy 'Mechs, which you can often destroy by goading the other enemies into shooting at you and hitting the enemy 'Mech.



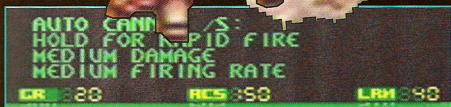
WEAPON SCREEN

- Blow up all the buildings you come across to find ammo. Our maps label the locations of ammo and Coolant containers on each level (except for the ammo and Coolant carried by enemy 'Mechs).
- Each player has his own idea of the best weapon selection. My personal faves were the Gauss Rifle (more ammo and damage than the other Heavy Ordnance weapons), Auto Cannon (a good combination of ammo and power) and Long Range Missile (much more useful in combat than either the Inferno or the Thunder Mines). Experiment on your own to find out what you like the most.



SIDE ATTACK

- With most of the enemies in *Battletech*, your strategy is simply to run and shoot, but there's a handy technique you can use against the cannons that move up and down; shoot them from the side, far enough away so that they can't return fire.



LEVEL 1: ALSHAIN

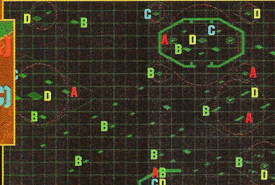
Mission 1

• **Briefing:** The radar site is located in the south east sectors. This installation feeds your coordinates to all ground-based guns. Take it out.



SUPPLY CACHE

- You start the mission at the south end of the map, just to the east of a supply cache with one of each ammo type (and a Coolant container). Return here if you're running low on ammo and have already raided nearby buildings for the hidden ammo inside.
- The radar site is covered with mines that explode when the Madcat stomps on them. You can use the Main Gun to strafe the field and blow up the mines before stepping on them, although you certainly won't hit them all. Attack the cannons on the perimeter of the site before you charge through the fence to blow up the radar dishes. There's a Coolant underneath one of the dishes, to make up for the damage you take from the mines. You're also attacked by an enemy 'Mech carrying a second Coolant container. Use your Main Gun and Tactical Weapon to very quickly destroy the 'Mech.



Mission 2

- **Briefing:** Aerotech attacks are frequent and deadly. Take out the Aeroport in the eastern sectors to rid yourself of this vicious nuisance.
- Aerotechs are the aircraft flying so high in the sky that you can only see their shadows as they make strafing runs on your Madcat. These runs can be avoided if you notice them early enough. Use your Heavy Ordnance to destroy each of the four Aerotech hangars.



MINEFIELD

Mission 3

- **Briefing:** DMCS 'Mech and tank bays in the western sectors manufacture 'Mechs and tanks. Eliminate this zone quickly or they will amass an overwhelming force against you.
- There's a 'Mech-producing building in the middle that you should take out immediately.

To give you even more incentive, there's a Coolant container inside it. Once the 'Mechs stop attacking, the rest of the zone is easy by comparison. Use your heavy weaponry to take out the buildings; there's simply too much firepower here to mess around with.



THE HANGAR

Mission 4

- **Briefing:** We have just discovered our captured Star Captain is being held in the north west sectors. He will deactivate the DMCS Compound's bay doors for you.

- The only defense in this area is ground cannons, which are easy to destroy. Stay out of their attack range and pick them off one at a time. There's no time limit, so don't rush—though there is one tank-producing building that should be destroyed as soon as possible. Destroy the two buildings and the captured Star Captain runs to your 'Mech for pickup. (You can also position yourself behind the buildings and let the cannons destroy them for you.)



CANNONS

Mission 5

- **Briefing:** The DMCS Compound has a very effective internal defense system. Destroy the power generators at the four corners of the compound to disable this system.

- Each power generator is guarded by three cannons. As you did in the previous mission, shoot the cannons from long range, and destroy the generator when the coast is clear. There's one of each ammo type, and a Coolant, under the generators.



THE PERIMETER

Mission 6

- **Briefing:** Take out the main DMCS compound itself. Level the place.

- Blow the main gate and immediately run around the perimeter of the compound, using everything you have to destroy the enemy buildings and vehicles. This is the final mission, so you might as well let loose! The building in the center of the compound has a Coolant inside, so destroy it if you're running high on damage. Blow up all the buildings to complete the level.



GENERATORS

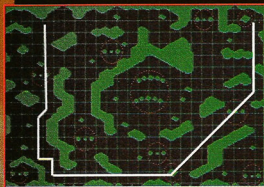
BLOW THE MAIN GATE AND LEVEL THE PLACE!

LEVEL 2: SATALICE

Mission 1

• **Briefing:** Rasalhague will send a shipment of parts off the planet in a few minutes. Unfortunately, we do not know which of the two launch sites they plan to ship the parts out from. Locate and destroy both sites before the shipment can leave the planet.

• The first launch site is in the south section of the level, and the second launch site is in the northeast corner. From your starting location, walk southeast through the mountains to the first site, destroy it, and then go northeast to the second site. (Refer to the map with delineated path.) Don't waste any time fighting enemies unless it's absolutely necessary to take them out. Trying to hit the sites the other way around is all but impossible because of the huge number of enemies you encounter (including an enemy 'Mech' while cutting across the north section of the level. Each launch site has a Coolant under it, so you simply need to survive until you reach each site. If you make it to the first site with 80 seconds to spare, you're making very good time.



WALL DOORS



**SURVIVE.
DESTROY.
GOOD LUCK.**

Mission 2

• **Briefing:** Take out the eight material gathering stations. You must destroy them all or the main assembly plant will be too volatile to attack. If the smoke stacks on the main plant are still smoking, you have not taken out all the gathering sites.

• With the launch sites destroyed, you can now take your time exploring the rest of the level. Go to each station, destroying any guards and weapons around it, then the station itself. The enemies are much more aggro in this level, so you must have your aiming/shooting skills down pat to survive. Especially make sure you blow up the doors in the canyon walls that release enemy tanks and soldiers—the fewer enemies you have to face, the better.

• The station near the southwest corner of the map is in the middle of a large field of lava. Approach it from the north path, which is much easier to negotiate than the deadly lava fields located to the south.

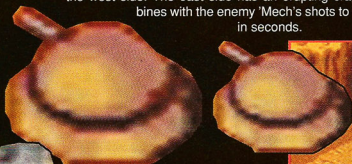
• You can completely avoid confronting the enemy 'Mech at the north end of the map, but if you want to fight him, approach from the west side. The east side has an erupting crater that combines with the enemy 'Mech's shots to overheat you in seconds.



THE LAUNCH BAY



ENEMY 'MECH



• The station in the southeast corner of the map has two tanks guarding its north side. Lure the tanks into following you, then walk north and let the lava from the erupting crater hit and destroy the tanks.



MINES

Mission 3

• **Briefing:** Destroy the main assembly plant. It is heavily guarded so be prepared for a wild firefight. Good luck.

• Attack the plant from the southwest corner to deal with the enemy 'Mech right away. (Notice that it stays within the plant area and doesn't come out to follow you.) If your damage is running high, go for the coolant from the nearby station you blew to hell earlier. Once the 'Mech is gone, you can venture into the plant and start blasting away.

• The mines make their first appearance on the north side of the plant, popping out of the ground when your 'Mech gets close and exploding a few moments later. These mines are stationary, so you can easily shoot them or simply run away before they blow. There are homing mines in later levels that move towards your 'Mech, and are much harder to avoid or shoot.

LEVEL 3: RIDDERKERK

Mission 1

• **Briefing:** Your radar is being completely jammed. FedCom has five radar jamming sites in the area. Locate and destroy all of these sites.

• You start in the southwest corner of the level, which is filled with homing mines, so walk slowly north and be ready to run south if a mine pops out of the snow. Remember, a mine only appears once, so after it has been triggered, it won't appear again.

• Three of the five radar dishes are located on ice. Ice slows down your 'Mech and makes it slip around instead of turning immediately. On the ice, firing a weapon pushes your 'Mech backwards. For example, if the 'Mech is facing west and you shoot, the 'Mech slides rapidly to the east. Make sure not to slide into the walls by firing uncontrollably or unnecessarily. Try to stand on solid ground (there are a few snow patches on the ice) if possible before shooting at anything.

• Use the shoot-recoil trick to quickly get you out of trouble—for example, if a homing mine appears and you have to quickly back away from it. If you try to turn around, the mine hits your 'Mech, but if you fire a weapon or two, your 'Mech slides back out of range.

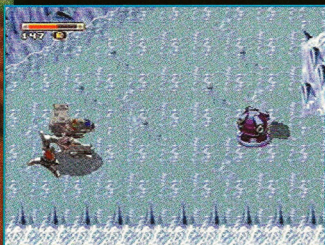
Mission 2

• **Briefing:** You should be able to locate the **research center** on your radar screen as well as the **weak area** in the center's defensive perimeter. Break through it and take out everything in the center.

• Once you're through the weak spot, clear out the enemies in the south side of the center, then hit the north side. (The enemies in the south side are easier to take out, and there's a much-needed Coolant container to be had.)



SNOW MINE



STAND ON SOLID GROUND.

Mission 3

• **Briefing:** Now, take out the **main base** where all the research information is stored. The only way to reach this area is by traversing down the frozen river. The river is heavily guarded by the First Lyran Regulars, so watch out.

• There are two approaches to the frozen river: Simply run like hell through it, or take your time and pick off each enemy vehicle or cannon as you come to it. If you (wisely) choose the run-like-hell approach, there are still a few points where you *have* to shoot to clear a path for your 'Mech. Use your Heavy Ordnance to get rid of the obstacle as quickly as possible.



COOLANT CONTAINER

One of the first enemies at the main base is a 'Mech; fortunately, it has a Coolant inside, so you can attack it aggressively. Once it's destroyed, slowly make your way to the north and take out each group of targets as you come to them. The north side of the base is teeming with homing mines, so watch out for them.



FROZEN RIVER





LEVEL 4: AVON

Mission 1

• **Briefing:** Locate the **four installations** that hold the device pieces. Each installation is protected by an **enclosed wall**. Break through these walls and pick up each piece to the **fuel air demolition device**.

• Make sure to choose the Large Laser as your Main Gun weapon, because this level is loaded with Main Gun ammo (and precious little of anything else).

• You might be tempted to immediately break into the installation next to your starting point in the southeast corner, but don't do it! You need to save this installation for last, and here's why: The moment you grab the fourth piece of the demolition device, it becomes active and starts counting down. The southeast installation is the only one close enough to the wall that you can run to it and plant the device before it goes off. Comprene?

TEAR DOWN THE WALL

• This level is filled with caves spilling forth tanks and soldiers. You shouldn't waste too much time or ammunition destroying all the caves, but you should definitely take out some of them.

• Go after the northeast installation first; the enemy 'Mech there is surprisingly weak. There are mines near the ammo in this area, so be sure to tread carefully.

• The second installation you hit should be the north one. There are more mines along the route, along with plenty of cannons.

• The extremely well-guarded installation is your third target. Before going inside, you can stand outside the installation and position yourself so that the cannons inside destroy the enemy 'Mech. Don't get too close or you might get whacked by a Gauss Rifle shot.

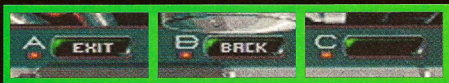
• Use your Heavy Ordnance (preferably the Gauss Rifle) to clear a path straight through the minefield on the west side of the map



YOU CAN AVOID THIS CONFRONTATION



THE MINEFIELD



Mission 2

• **Briefing:** The defensive wall has been destroyed. Move in and take out the drop ship manufacturing plant. Good luck.

• Mow down the group of soldiers just behind the wall (easy) and then take on the 'Mech halfway through the plant (not easy). Destroy all the plant buildings to complete the level.

DESTROY!



THE BASE



THIS IS A VERY DANGEROUS AREA!

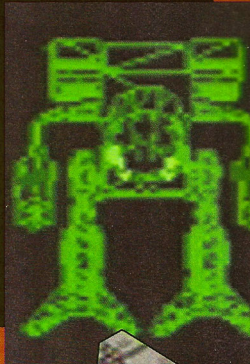
LEVEL 5

Mission 1

• **Briefing:** Eliminate the **two radar jamming sites** that are interfering with your radar reception.

• This level is extremely cruel, with massive numbers of gunboats and helicopters, precious few ammo refills or Coolants and swampy areas that slow your 'Mech down and make you an easy target for the enemy hordes. Don't slog through the swampy areas unless absolutely necessary (which it is at several points) and use our map to find your way around.

• Use the Machine Gun as your Main Gun weapon on this level, because you run out of ammo too quickly with the others.



HOLD FOR RAPID FIRE
MEDIUM DAMAGE

Mission 2

• **Briefing:** Retrieve the **genetic material** located in the **gene storage centers**.

• With the radar jammers destroyed, you can see just how brutally tilted the odds are against you! You already had to take out most of the forces on the east side of map to reach the jammers, but now you have to hit the west. Go for the storage centers with the Coolants at first, so that you can return to them later when you need them (and you *will* need them). Try to leave one or two ammo refills untouched so that you can fill up before fighting the Thunderbolt 'Mech.

Mission 3

• **Briefing:** Destroy the **Thunderbolt 'Mech**.

• Search along the south side of the map to find the Thunderbolt, which is the fastest and most intelligent 'Mech in the game—no big surprise since it's the final boss! There's no real secret to success: Just lay into the T-Bolt with everything you've got and kill him before he kills you. When the T-

Bolt goes up in smoke, you earn the privilege of watching the r-e-a-l disappointing ending. I played this level thirty million times for THIS?!



ANNIHILATE THE THUNDERBOLT 'MECH!

BATTLETECH PASSWORDS

Level 2: STJNHN
Level 3: GRBCHV
Level 4: BBYLND
Level 5: BMBRMN

ALL NEW!



NFL '95



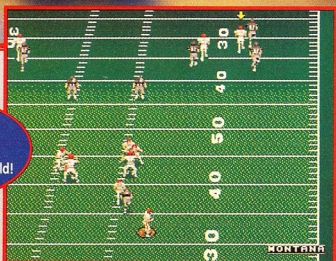
COMING
NOVEMBER 15TH
TOUCHDOWN TUESDAY

**"The new king of 16 Bit Football
is Sega Sports™. NFL '95 blows
away the competition."**

DAVE WINDING - SPORTS EDITOR, GAME FAN MAGAZINE

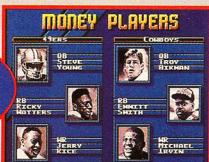
SO REAL YOU'LL FO

NEW!
Now see up to
65 yards downfield!

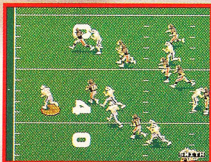


Joe Montana looks deep...thanks to dynamic new Field Perspective.

**Over 1,500
real players!**



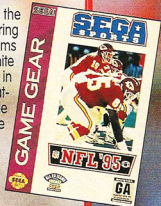
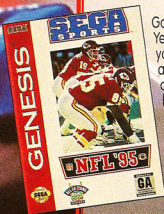
Steve Young and the real players from all 28 NFL teams are here. Make trades and start building your dynasty.



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

HOW TO IMPROVE ON PERFECTION.

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



SEGA SPORTS

Game Gear™ features
may vary from Genesis.



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FORGET IT'S A GAME

DONKEY

by Chris Bieniek with Gabe Soria

M

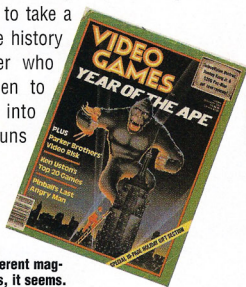
FROM VIDEO-GAME VILLAIN TO SGI SPOKESMODEL

More than ten years have passed since the days when you could count on seeing the face of Donkey Kong on any magazine rack. While Nintendo's infamous ape has had more than his share of recognition over the years, he's always had to take a back seat to the company's real mascot, Mario—who, ironically, made his first appearance in the original *Donkey Kong* arcade game back in 1981.

Now it's time for the king of the video-game jungle to take his place among the ranks of heroes like Mario and his brother Luigi. Nintendo's upcoming *Donkey Kong Country* SNES cartridge is a visual tour-de-force, thanks to the powerhouse Silicon Graphics machines used by developer Rare Ltd. to render all of the character ani-

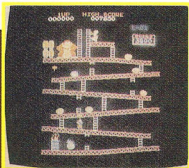
mation, objects and background art in the game. However, fans of video-game trivia will be just as interested to learn that—after all of the popular games he has appeared in—*Donkey Kong Country* is the first game in which the player actually controls the Donkey Kong character himself.

Before we all bow down to the 24-meg, three-dimensional, I-can't-believe-it's-16-bit graphics of this new game, we thought it would be fun to take a look back at the history of the character who has been chosen to lead Nintendo into 1995 with guns blazing.

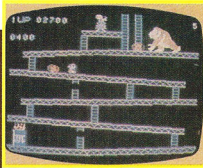


Bet you didn't know that Donkey Kong had been on the cover of *Video Games Magazine* before! The original *Video Games* was a different magazine from a different publisher—but with a lot of the same ideas, it seems.

Arcade version by Nintendo



ColecoVision version by Coleco



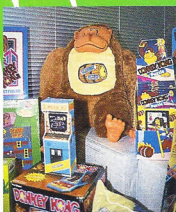
Atari 2600 version by Coleco



Intellivision version by Coleco



KONG®



A collection of Donkey Kong merchandise from Nintendo's own archives. (Photo by Eileen Tanner.)

As described in author David Sheff's revealing book *Game Over: How Nintendo Conquered the World* (New York: Random House, 1993), the creation of *Donkey Kong* came about when Nintendo needed a new arcade title to replace *Radarscope*, a simplistic shoot-'em-up that had failed in the Japanese marketplace. The plan was to remanufacture the existing stock of *Radarscope* machines by installing a new game program and modifying the graphics on the cabinet.

The task fell on the shoulders of a young toy designer named Shigeru Miyamoto, who drew up plans for a cartoony yet classical interpretation of the timeless tale of Beauty and the Beast. In it, a moustachioed carpenter had to climb ladders and avoid obstacles in his quest to rescue the princess Pauline from the clutches of a stubborn, giant ape. Miyamoto drew upon another interpretation of Beauty and the Beast to come up with a name for his creation: The popular 1933 monster movie, *King Kong*.

The name "Kong" is said to have been created by the film's producer, Merian C. Cooper—though at least one writer has traced its roots to a small East Indian tribe for whom the word meant "gorilla." 48 years later, the name had become so deeply entrenched in Japanese culture that it was considered a generic term for any large ape. Miyamoto meant to emphasize the monkey's stubborn nature by preceding the name of Kong with "Donkey," but the title caused a lot of puzzled looks when it first appeared in American arcades and street locations later in the year. One early review figured the title was a pun and that the game's protagonist was the legendary hero Don Quixote; indeed, Miyamoto's engineering division had always referred to the character as "Jumpman." The name of Mario was coined later by Nintendo's American staff.

Prior to the release of *Donkey Kong*, there had been platform games (*Space Panic*), climbing games (*Crazy Climber*) and other titles that strayed from the tried-and-true outer space themes the way Nintendo's new action game did.

However, none of these were able to combine a solid play mechanic with colorful, cartoonish graphics and a memorable musical score. *Donkey Kong* had *personality*, a certain something that helped Nintendo rocket straight to the number one spot on the coin-op earnings charts.



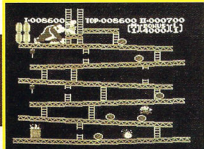
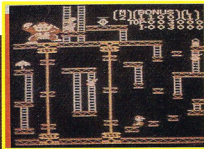
1981

Atari XL/XE version by Atari

Atari 7800 version by Atari

NES version by Nintendo

Super Game Boy version by Nintendo



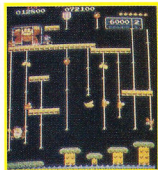
1982

I

t wasn't long before Miyamoto and his R&D division—then under the leadership of Gunpei Yokoi, a longtime Nintendo manager who had been instrumental in leading Nintendo into the realm of electronic entertainment—started to develop a sequel. Where *Donkey Kong* had been unique in that its title referred to the game's bad guy, *Donkey Kong Jr.* made a hero out of Kong's son and put Mario in the position of the evil instigator. Once again, Donkey Kong's role required him to lurk at the top of the screen, hanging around and not doing much of anything; his son was the focus of the player's attention.

It was also during this time that the first home

versions of *Donkey Kong* were released. Fellow toy manufacturer Coleco signed an exclusive agreement with Nintendo to bring the game to its new ColecoVision system. There's no doubt that this faithful adaptation of *Donkey Kong* sold the hardware; the game was packed in with the machine. Coleco's license also allowed the company to release cartridge versions of *Donkey Kong* for other game systems, including Atari's VCS (2600) and Mattel's Intellivision. Coleco also scored the cartridge rights to *Donkey Kong Jr.*, while Atari Corp. licensed *Donkey Kong* for computer platforms and released several versions of the game under the AtariSoft label.



Like father, like son: *Donkey Kong Jr.* became another Nintendo arcade hit.

More *Donkey Kong* merchandise from Nintendo's private collection.

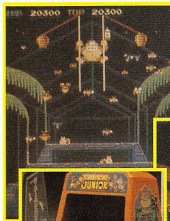


1983

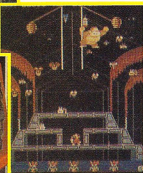
A

another arcade sequel, *Donkey Kong 3*, took the unconventional step of replacing Mario with a new protagonist: Stanley the Bugman. As Stanley, your job was to chase the coconut-throwing *Donkey Kong* out of your greenhouse—and exterminate swarms of bees—without harming your prize flowers. The game play of *Donkey Kong 3* was not quite as addictive as that of the first two games; as a result, it became one of the lesser-known *Donkey Kong* titles—which is probably a good thing. Think about it: If this game had caught on the way the original *Donkey Kong* had, we might all have ended up playing *Super Stanley Bros.*!

At the same time, Nintendo of Japan quietly made its entry into the home gaming market with its cartridge-based Family Computer (or Famicom) system. Trivia fans will be interested to learn that *Donkey Kong* was one of three cartridges available for use with the Famicom on the day it was introduced in Japan during July of 1983—*Donkey Kong Jr.* and *Popeye* were the other two.



Donkey Kong 3 couldn't compare to the previous two games, but at least Kong got out of that cage!



Coleco's battery-powered tabletop games brought the arcade experience home for players without programmable game systems.



While playing the game on your ColecoVision, you could catch a sugar buzz from these cereals by Raiston-Purina.



1984

'84 was a quiet year for the *Donkey Kong* family, with one exception: *Donkey Kong 3* was released for the Famicom in Japan two weeks before the machine's first anniversary.

y the time the Famicom was two years old, the American video game industry had gone completely belly-up—but that didn't deter Nintendo from redesigning the exterior of its game system and releasing it in this country as the Nintendo Entertainment System (or NES.) Once again, *Donkey Kong* was one of the first games to be released for the new machine, but even this near-perfect arcade conversion was overshadowed by the antics of a certain mustachioed carpenter-turned-plumber. Shigeru Miyamoto's new game,

Super Mario Bros., became the key to Nintendo's eventual dominance of the revived gaming industry; most of the 30 million NES machines sold over the next few years would include *Super Mario Bros.* right in the box.



1985

B

a higher level
of gaming.



Cut the Cord



6 button
arcade stick

remote arcade
system



6 button
arcade
pad



Remember, if it's not SEGA, you lose.



Look for These

SEGATM
6 Button Controllers

Sega, Genesis, 6 Button Arcade Pad, 6 Button Arcade Stick and Remote Arcade System are trademarks of SEGA. © 1994 SEGA. All rights reserved.

1986



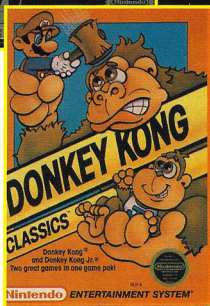
onkey Kong Jr. made it to the NES in 1986, as did *Donkey Kong 3*. Before either of these cartridges appeared, however, the *Donkey Kong* series had taken an interesting side trip into the barely-charted waters of educational software with *Donkey Kong Jr. Math*. While there was some jumping and climbing involved, the primary focus of this little-seen Game Pak was to help Donkey Kong Jr. add, subtract, multiply and divide correctly. *Donkey Kong Jr. Math* fared well in Japan (where it was complemented by a *Popeye* alphabet game), but American gamers see it as little more than a footnote in the character's history.



1988



f the indignity of Donkey Kong playing second fiddle to Mario was not yet clear, it certainly became so in 1988. It was then that an alleged "chip shortage" had caused delays in the release of several new NES titles—most notably, Miyamoto's eagerly-awaited *Zelda II: The Adventure of Link* and *Super Mario Bros. 2*. In order to make more chips available, several older titles were discontinued, including both *Donkey Kong* and *Donkey Kong Jr.* Fortunately, the small program size of these early efforts (192K each) allowed Nintendo to reissue both games on a single cartridge that same year, under the name *Donkey Kong Classics*.



1992



o longer committed to the arcade industry—and allowing Mario to carry the flag for its home systems—Nintendo let the Donkey Kong legacy slip quietly into relative obscurity during the transition between 8-bit and 16-bit dominance. It came as a surprise, then to pop in the new *Super Mario Kart* racing cartridge and discover that *Donkey Kong Jr.* had come out of retirement to line up with the game's seven other Nintendo characters. Outside of the release of the upcoming *Donkey Kong Country*, *Super Mario Kart* marks the only time that a member of the Donkey Kong family has appeared in a Super NES game.

While it sold well in most countries, the response to *Super Mario Kart* in Japan was overwhelming—the game was received with the kind of enthusiasm which had ordinarily been reserved for

Miyamoto's *Zelda* games or the updates to the popular *Dragon Quest* series of RPGs. Nintendo spurred the phenomenon by sponsoring contests to see who could complete the first course in the shortest time, and the majority of the record-breaking was being done by Donkey Kong Jr.—his higher top speed made him the choice of hardcore *Super Mario Kart* players around the world.

**The best players
always choose
Donkey Kong Jr. in
Super Mario Kart.**



1994



hen Nintendo announced the release of its Super Game Boy peripheral, the company needed a new game that would demonstrate the difference between playing a Game Boy cartridge on a tiny green dot-matrix screen and playing it in full color on a TV screen with Super NES-quality audio. The first game to be specifically coded with Super Game Boy-compatible information was a revamped version of the original *Donkey Kong*. "Revamped" is an understatement; this incredibly addictive game started



with the first few stages from the original game and took players into a whole new realm of climbing and jumping action; unlike the original, no two stages were alike.

With its dozens of new levels, new enemies and obstacles, changing colors and scrolling backgrounds, the Super Game Boy version of *Donkey Kong* took the *Donkey Kong* saga to incredible new heights. But if you thought that this was as good as *Donkey Kong* was ever going to get, you ain't seen nothing yet....

Aero The Acro-Bat™ 2

Get It Through Your Skull!



This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ GENESIS™ SYSTEM.

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CIRCLE #116 ON READER SERVICE CARD.

MOVE TO DONKEY

T

he Donkey Kong legacy continues this winter on your Super NES with the release of the eye-poppingly beautiful Donkey Kong Country. What began as a humble arcade game has become a symbol of Nintendo's relationship with Silicon Graphics and the technology which will be used to power the company's upcoming Ultra 64 hardware.

Donkey Kong Country is a platform game straight from the warped minds of Nintendo and developer Rare Ltd. (best known for games like Battletoads and R.C. Pro-Am). It sports positively unreal detailed backgrounds, wildly inventive play mechanics, eerily-animated SGI-rendered characters that move better than most cartoons and a healthy dose of whimsical monkey business.

King Kong it ain't, and you'd better be glad 'cause you'd die at the end. This is what's going on: As Donkey Kong, you must defend your island home against an invasion of evil Kremlings, nasty crocodile humanoids who want to subjugate you in various nasty ways. What would be an almost insurmountable task for one is made easier because, as Batman has his sidekick Robin, Donkey Kong has

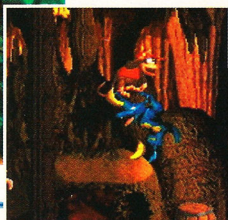
his pal Diddy Kong, a cap wearing mini-ape who looks quite a bit like Donkey Kong Jr. In addition to Diddy Kong, Donkey Kong meets other friends on the way who aid him in times of need.

Donkey Kong Country is a huge game that spans over gads of extensive levels, including jungles (where you can buck along on a rhinoceros), mines (where you can hitch a ride on a giant frog and a mine cart), the ocean, ancient ruins, plus more, more, more! Yes, it really exists—you can stop rubbing your eyes, 16-bit graphics can be this good.

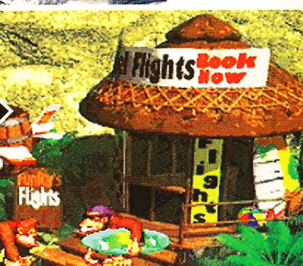
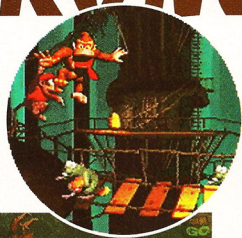
You know you've always wanted to be a monkey, and now Nintendo is going to grant your fondest wish. Go hog wild this November and try not to make a mess in your pants when you see this game!



NOW



KONG COUNTRY!



YOU CAN BE THE ALIEN.

Lunch. Toast.
you from the inside out. The
It's one thing to be low man on the food chain in a 16- or 32-bit game. But in Jaguar's 64-bit system, it takes extreme-

Dogmeat. *You're* on the menu. The Alien eats Predator's razor-like mouth parts go for the crust. **A L I E N**
ly fine-tuned reflexes to stay alive. Give your reptilian hindbrain a workout. Be the



YOU'RE THE MARINE. YOU'RE THE ALIEN. YOU'RE THE PREDATOR. Be any one of them and fulfill your biological destiny; kill or be killed.



THE ALIEN LASHES OUT. His claw and tail strikes are beautiful and deadly. No such aesthetics apply to the face suckers. That's just plain sick.



YOU'RE JUST A CRYBABY WITH A SHOTGUN TO THE ALIEN. Texture-mapping heightens the claustrophobia of the ariduct. Too bad. Tell your therapist.

ATARI
MADE IN THE USA

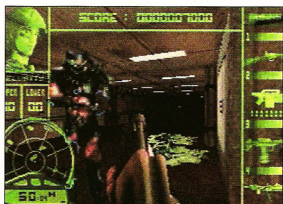
Game tips and hints: 1-900-737-ATARI 95¢ per minute. If you are under 18, be sure to get a parent's permission before calling. A touch-tone telephone is required. USA only. Atari Jaguar information is available in the Atari Gaming Forum on CompuServe. Type GO JAGUAR to access this area 24 hours a day. Atari, the Atari logo, Jaguar and the Jaguar logo are trademarks or registered trademarks of Atari Corporation. All rights reserved. Alien and Predator™ & © Twentieth Century Fox Film Corporation. All rights reserved. Used under sublicense from Activation.

YOU CAN BE THE PREDATOR.

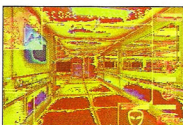
OR YOU CAN BE LUNCH.

PREDATOR

Predator or the Alien. Ancient animal senses exploit the high-resolution bit-mapping - the better to see you. Huge sound-sampling - the better to hear you. And unparalleled animation - the better to come out of nowhere and eat you. In a 64-bit environment, pure sensation can overwhelm. Keep a little blood in your adrenaline system, and maybe you'll survive. At least until dinner.



THE PREDATOR'S DISKS FROM HELL may outmatch your more conventional weaponry. Might be a good idea to keep your first-aid kit handy.



THE PREDATOR CAN SEE WHAT YOU CAN'T. Stay out of his view. Too many x-rays can be bad for you.



MARINE? HAPLESS VICTIM IS MORE LIKE IT. Your extraordinary bit-mapped image makes the shape of your skull look so very right to the Predator.

JAGUAR™ DO+THE MATH

6 4 - B I T

INTERACTIVE MULTIMEDIA SYSTEM

CIRCLE #117 ON READER SERVICE CARD.



Sonic 3 was a great Genesis game, but it always left me with a lot of unanswered questions. Why, for example, was the final battle with Dr. Robotnik so uninspired? What happened to Knuckles at the end of the game? More importantly, what were those three unattainable stages listed on the secret Sound Test/Stage Select menu?



My guess is that *Sonic 3* wasn't really ready for release on Hedgehog Day in February, so Sega simply cut out the unfinished zones in order to get the game shipped on time. This is not an unusual practice; each of the previous Sonic games contained unfinished stages that were cut from the game before release.



1 Player
18 Meg
Developer:
Sega



Connect *Sonic & Knuckles* to your *Sonic 2* cartridge to play as Knuckles in the *Sonic 2* game.

This time, instead of leaving those zones on the cutting-room floor, Sega has used them as a springboard for the design of an all-new Sonic adventure. *Sonic & Knuckles*. Aside from the new bonus stage, new enemies and new zones, its most significant feature is the addition of

Knuckles as a playable character. Last seen as a villainous henchman in *Sonic 3*, this fire-engine red echidna offers a totally different approach to the game because of his unique skills. He can glide through the air, he can punch through rocks with his fists—each of





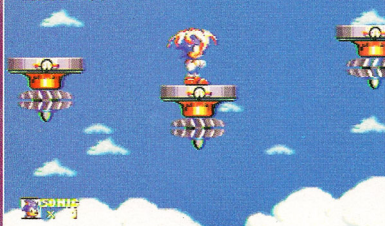
Sonic 3 are missing, I never cared for the split-screen competition mode, but I did enjoy playing as Tails; it was a great way to introduce novice players to the system because you could follow them around and help them collect rings, not to mention having the ability to pick them up and fly them out of danger.

Happily, *Sonic & Knuckles* has new features which completely outweigh such a minor complaint. While Sega has stubbornly refused to share specific details about how this works, the *Sonic & Knuckles* cartridge can be physically connected to existing *Sonic 2* and *Sonic 3* cartridges to create new and different adventures.

Connect *Sonic & Knuckles* to your *Sonic 2* cartridge and you can play as Knuckles in the *Sonic 2* game. You'll get a modified title screen and an adventure that's been slightly reprogrammed to allow for Knuckles' abilities—remember, he can climb walls and all that, so he can easily reach parts of certain stages which were originally designed for Sonic's limitations. The programming here is extremely clever; with Knuckles, *Sonic 2* is

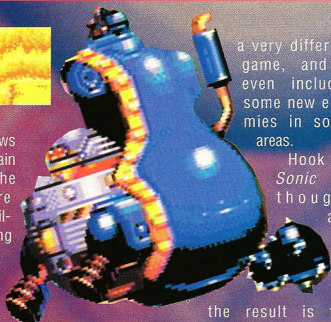


SCORE 10100
TIME 0:58
RINGS 31



these talents allows him to reach certain sections of the game which are completely unavailable when playing as Sonic.

Unfortunately, the two-player capabilities of



a very different game, and it even includes some new enemies in some areas.

Hook up *Sonic 3*, though, and

the result is the longest, most option-filled Sonic game you could possibly imagine. You'll get to play as Sonic, Knuckles or Tails in an adventure that combines the zones of both games into a quest for 14 chaos emeralds with three different bonus stages.

The only disappointing aspect of *Sonic & Knuckles* is the fact that Knuckles—last seen as a troublemaking jerk in *Sonic 3*—has essentially become the star of the game. Playing as Sonic yields a longer adventure, but most players will be much more interested in the skills and variety of attack patterns of his former enemy. Fortunately, having such a wide variety of options makes *Sonic & Knuckles* a really tremendous value for your gaming dollar; now let's see what the little guy has to offer us in the 32-bit arena!

—Chris Bieniek



Connect *Sonic & Knuckles* to your *Sonic 3* cartridge for a much longer game that combines the zones of both adventures; you can also play as Tails.



GRAPHICS

While I'd rather see more of the game's 16 megabits of memory used to create a longer game with more puzzle-solving, you can't deny the universal appeal of the character animation and super-detailed background graphics.

SOUND/MUSIC

Right up there with the rest of the *Sonic* carts. Those who discovered the themes from the Sandopolis, Flying Battery and Mushroom Valley zones in the hidden Sound Test/Stage Select menu of *Sonic 3* will enjoy hearing them here at last.

PLAYABILITY

As always, superb control response and an instinctive feel that never requires a peek at the instruction manual. Playing as Knuckles changes the game considerably; even the patterns of the boss characters' attacks are different.

EASY MEDIUM DIFFICULT

EDITORS' RATINGS

GORE NIKOS
9 7
BETTY GABE
8 7

BANG FOR THE BUCK

THE LOWDOWN

If you think there's no room in your collection for another Sonic game, think again. *Sonic & Knuckles* stands on its own as another excellent action/platform game, but the "backward compatibility" features make it a must-have for players who own copies of *Sonic 2* and *3*. We may never know if these features were planned or if they're just a happy accident, but you gotta love the end result. Sega says this may be the last 16-bit Sonic game; if so, the hedgehog's gone out with a bang.

GENESIS



ACTION



SHOOTER



1 Player

12 Meg

Developer:

The Edge

WAR! Huh! Good God, y'all! What is it good for?

Well, in real life it's not good for much, but in the world of video games, it's can sometimes make for a killer of a time—which is exactly the case with Electronic Arts' new exercise in air-to-surface mega-mayhem, *Urban Strike*.

If you're at all familiar with the series, you'll know that the *Strike* games are EA's attempt at creating a Chuck Norris-type of franchise, only this time instead of the silver screen, it's the TV screen. The third entry into the series is just as cool as the first two, and—like a good sequel should—it improves upon the past.

In *Urban Strike*, you play the commander once again, and this time...it's personal. Your good friend Agent Ego has been killed while investigating terrorist/presidential candidate R.H. Malone's funny business, and you're out to stop Malone's maniacal schemes and hand him a beatdown while you're at it. Before you start on the first mission (in the jungles of Hawaii) you pick a copilot out of a pool of many and then it's showtime.

You'll start your first mission in a Maverick helicopter, which is equipped



Death! Death will rain down from the skies on that sucker Malone!

with the latest weapons (all of which are guaranteed to turn a terrorist into a crispy snack) and a winch to snatch armor, fuel, and weapons refills. The point isn't just to fire as many missiles as you can, though. Every mission has a variety of requirements that you must fulfill before going on to the next one, and this feature makes *Urban Strike* one of those games which might make your head spin due to the planning and tricky flying you'll have to pull off. As you complete missions, the story line unfolds, you get a chance to try out different vehicles and you also change locations (hey, it's called *Urban Strike*, you didn't think you'd have to spend all day in the jungle, did you?)

Even if you're not a fan of B-grade war movies, you should give *Urban Strike* a go, 'cause you'll probably get into it in no time. If (like Crispin Glover) you're a big Chuck Norris fan, all of your friends will probably start to get annoyed by the sounds of your shameless gushing.

—Gabe Soria



GRAPHICS

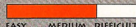
You can't go wrong with an awesome 3/4 display in my book. This game looks great and it scrolls great. The explosions are pretty awesome—you'll probably start blowing up stuff just to see 'em.

SOUND/MUSIC

Very cheesy electronic rock score detracts from the audio mayhem of raining bullets and exploding helicopters. Slayer, Malmsteen, or maybe the Ramones would be the appropriate music to put on in the background.

PLAYABILITY

Addictive, to say the least. Being able to choose between "momentum" or "no momentum" for the chopper controls is cool (but momentum is the most fun). The controls feel like you're caressing something you should't.



EDITORS RATINGS

GORE	CHRIS
8	9
NIKOS	BETTY
8	9

BANG REBUCK

THE LOWDOWN

One of the best games to come down the pipe recently, *Urban Strike* really has the feel of those low budget B-movies which I tend to enjoy, so naturally I was hooked. Everything is here: Cool graphics, challenge and solid playability. Rent a couple of old Cannon movies to get into the mood and then immerse yourself in the top notch entertainment of *Urban Strike*.

**BEST ACTION
ADVENTURE**

**RGP GAME OF
THE YEAR**

SEGA

EDITOR'S CHOICE

**THREE
CONTINUOUS
MONTHS**

**ELECTRONIC
GAMING MONTHLY**

**GAME
OF THE
YEAR**

GAME INFORMER

**BEST OF SHOW
WINTER CES**

NINTENDO POWER

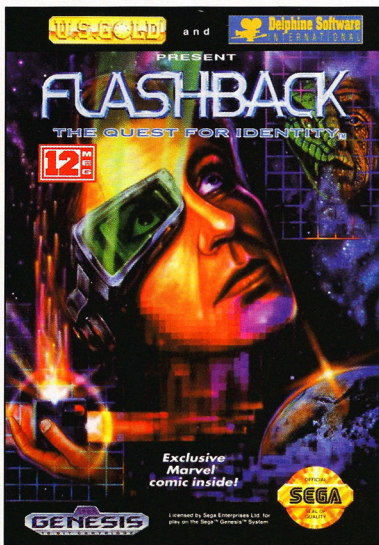
**ACTION
ADVENTURE
OF THE
YEAR**

GAME PRO

EDITOR'S CHOICE

**GOLD
AWARD**

**ELECTRONIC
GAMING MONTHLY**



NOW IT TAKES LESS THAN EVER TO LOSE YOUR MIND

According to experts, Flashback may be the best action/adventure game ever. You discover an alien conspiracy, so they capture you and erase your memory. Now, you must retrieve your memory and battle

through 7 levels of aliens, robot cops, replicants and traps. Flashback features the most lifelike animation ever created for a video game. In fact, it's so good, the only way to improve it was to lower the price.

\$39⁹⁵

Genesis version.

Also available for Super Nintendo Entertainment System®. Prices may vary by format and retail outlet.

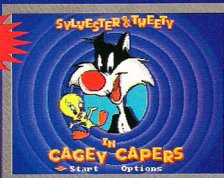
Flashback - The Quest for Identity ©1993 Delphine Software and U.S. Gold Inc. All rights reserved. Sega and Genesis are trademarks of Sega Enterprises, Ltd. Nintendo, Super Nintendo Entertainment System and the Official seals are registered trademarks of Nintendo of America, Inc. ©1991 Nintendo of America, Inc.

CIRCLE #118 ON READER SERVICE CARD.

GENESIS



ACTION



1 Player
16 Meg
Developer:
Alexandria Inc.



EDITORS' RATINGS

GORE
8
CHRIS
9
NIKOS
7
BETTY
7

GRAPHICS

The characters are rendered true to the classic Warner Bros. cartoons—that's what I need to see to get myself all in a bundle.

SOUND/MUSIC

Sylvester speaks! Digitized voices and assorted beeps, splats, and kerplunks will be useful to your ears. Great music too.

PLAYABILITY

The controls are a little bit frustrating. The puzzle-solving, however, is excellent; wait'll you try to conquer the freight-train stage.

EASY MEDIUM DIFFICULT

BANG FOR THE BUCK

THE LOWDOWN

If you've ever wanted to know what it feels like to be beaten, set on fire, electrocuted and smashed all in the pursuit of a canary dinner, *Sylvester and Tweety* will fulfill your needs. Next stop, Virtua Cartoon.

—Gabe Soria

Masochism has always been a feature of the best Warner Bros. cartoons: If a character ever wanted to achieve something, it was a sure bet that he or she would have to undergo some extreme pain to be a success. If you like this aspect of the Looney Tunes cartoons, then I think you will definitely appreciate *Sylvester and Tweety* on the Genesis.

If you're expecting

a game similar to Sunsoft's Looney Tunes platform adventures, *Sylvester and Tweety* will be a cool surprise for you: It's almost a strategy game! In your quest, as Sylvester, to capture the ever-elusive Golden Bird, you have to plan your moves carefully every step of the way. Watch some old cartoons to understand the cunning ways of Sylvester and get yourself in the mood, because every level is structured in a similar way to a Warner Bros. cartoon.

Factor, pussycat! Kill! Kill!

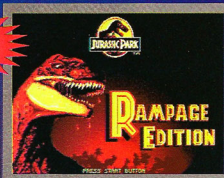


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GENESIS



ACTION



1 Players
16 Meg
Developer:
Blue Sky Software



EDITORS' RATINGS

GORE
7
CHRIS
8
NIKOS
7
BETTY
5

GRAPHICS

Much improved over the original *Jurassic Park* cartridge. The dinosaurs look more detailed, and I still can't get over that waterfall effect.

SOUND/MUSIC

Yes, the music is reminiscent of bad gas, but the various chirps, screeches and roars of the jungle are cool enough to make you forget about it.

PLAYABILITY

The game is actually *fun* this time around. It's much faster—Sega insiders called it "*Jurassic Park Turbo*"—and the control feels good.

EASY MEDIUM DIFFICULT

BANG FOR THE BUCK

THE LOWDOWN

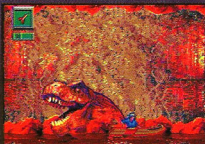
Hey, Sega: This is the kind of *JP* you should have given us last year! *Jurassic Park Rampage Edition* is enjoyable, especially if you're into action/platform games. Not the ultimate *JP* experience, but still a good time.

—Jim Loftus

When a game publisher lands a big-name movie license, many times the product is released with "RUSH" written all over it. Certainly that was the case last year with Sega's *Jurassic Park* for the Genesis.

In *Jurassic Park Rampage Edition*, the plot picks up where the movie left off. Again you can play as Grant or the Raptor, but this is a brand new game...not a sorry rehash of the original *JP*. There is actual enjoyment

involved here. The controls respond well, the sounds are cool and the scenery is much more interesting to journey through. I had a great time as Grant, riding a Gallimimus dinosaur while trying to outrun vicious Raptors in hot pursuit! As the Raptor, doing triple-flips brought back joyful, teary-eyed memories of *Revenge of Shinobi!* Gameplay is faster, and the graphics are hot; the amazing waterfall scene is truly breakthrough stuff for the Genesis.



Did I mention I liked the waterfalls?

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CIRCLE #119 ON READER SERVICE CARD.

GENESIS



SHOOTER



SIMULATION

LETHAL ENFORCERS
GUN FIGHTERS™

GUN FIGHTERS™

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1-2 Players

16 Meg

Developer:

Konami

The world of video games is separated into two different camps. People who love *Lethal Enforcers* with a passion, and those who don't like it at all. My love for the first *Lethal Enforcers* game was like a disease. I played it all the time in the arcade, and when it came out for the home systems I played all three versions, Sega CD, SNES, and Genesis all the way to the final, bloody ending.

Needless to say, I was stoked out of my gourd when I saw that *Lethal Enforcers II: Gunfighters* had come to my local arcade. The first day I blew about 30 bucks and got to the end. Ever since, I have been honing my skills waiting for the day it would make its fateful appearance on my home system.

Lethal Enforcers II: Gunfighters is out for the Genesis, and it's a smash. Yes, it's just more of the same, but I can't help but love

the feeling the heft of *The Justifier* in my hand once again. This time out, you play a sheriff of a small western town where things have gone crazy: everybody is shooting at you. *LE II* is like a John Woo movie done western-style. By the time you're done with this game, the body count will be in the thousands. It's like the grand finale of *Hard Boiled* mixed with

Clint Eastwood's *Unforgiven*. You're probably wondering if there are any new features that make the game



Lethal Enforcers II: Gunfighters is like John Wayne meeting Clint Eastwood in a Hong Kong Ramen Western



worth your cash, other than the love of carnage. Well, there aren't very many. The most noticeable is that it now takes a couple of shots to take down some of the bad guys. This is a bonus because most of the people who try to kill you usually don't go down with just one bullet, unless you nail them in the head. The other added feature is a wide assortment of bonus levels that give you a break from the non-stop carnage. The best screen of the game is the bonus level's quick-draw shootout; it's just like *High Noon*.

I don't know if I would recommend this game to anybody who wasn't already a *Lethal Enforcers* fan. Most people might just say it's more of the same. But if you can't wait to put your finger on the trigger, *Lethal Enforcers II: Gunfighters* is the game for you.

—Nikos Constant



GRAPHICS

The graphics have been slightly improved from the first *Lethal Enforcers* game. The animation is better and there is more on-screen interaction between you and all the bad guys.

SOUND/MUSIC

The music is good because it gives the game more of a western feel. The voice samples are annoying because they are so repetitive. You will get heartily sick of the dude who keeps on saying, "You can't kill me, Sheriff!"

PLAYABILITY

You point the gun at the screen and try to kill people. That kind of simple playability is the key to intriguing game play.

EASY MEDIUM DIFFICULT

EDITORS' RATINGS

GORE	CHRIS
9	8
GABE	BETTY
7	9

BANG THE BUCK

THE LOWDOWN

Not a whole lot has changed from the first game. The biggest difference is that it now takes a couple of shots to bring some people down. This feature brings a heightened reality to the game play. The supernatural ending to the game is kind of weird and I'm not sure if using Indians and Hispanics as stereotypical bad guys is very politically correct. But I guess if you're a big John Wayne fan you probably won't care about that anyway. I guess there's no cure for stupidity.

GENESIS

ACTION



1-2 Players

16 Meg

Developer:

Konami



GRAPHICS

The backgrounds look good, but it's the variety of bosses that blows you away. Every time you think you've finally killed a boss, it changes into an even more smoothly animated bad guy. And don't forget the scaling, rotating, and morphing.

SOUND/MUSIC

With all those nifty graphics, it's no surprise that the music is disappointing by comparison—a little bit of techno, a little rock, and a little boring. But the sound effects are a lot better, especially the truly satisfying explosions.

PLAYABILITY

Konami has play control down to a science; it's hard to screw up the jump-shoot game play (although it's been done before). The weapons are cool and the levels are tough—how much more playable can you get?

EASY MEDIUM DIFFICULT

EDITORS' RATINGS

GORE	CHRIS
10	9
NIKOS	BETTY
7	9

BANG FOR THE BUCK

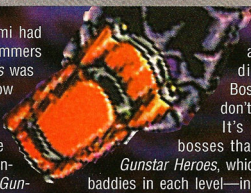
THE LOWDOWN

Contra: Hard Corps is definitely a different breed from the previous games in the series, but change is good—and this game benefits very much from the changes made to the *Contra* formula. The multiple paths, the powerful weapons and the incredible bosses keep you constantly challenged and constantly tripping out at what the programmers have managed to wring out of the Genesis. Nice job, Konami—now let's get cracking on *Contra* for the 32X!

I knew that—unless Konami had started allowing its programmers to smoke crack—*Contra: Hard Corps* was going to be a great game. What I didn't know is that *Hard Corps* would borrow so heavily from Sega's *Gunstar Heroes*, a *Contra*-esque action title that was one of the best Genesis games of 1993. And here's another strange twist—the programmers of *Gunstar Heroes* had previously done *Contra III* for the Super NES. Goofy, eh?

For the pathetic few readers who've never played one of the previous three *Contras*, they're the most enjoyable platform/shooter games around. There's nothing fancy involved—just plenty of running, jumping and shooting, with a side order of awesome weaponry and some really intense bosses.

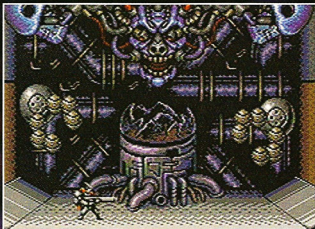
Hard Corps meddles with the time-tested *Contra* formula in several ways. First, instead of the usual generic musclehead, there are four characters to choose from (buff dude, buff chick, buff wolfman and cute li'l robot), each with unique skills and weapons. Second, there are several paths through the game—there's even the possibility of a bad ending as seen in *Streets of Rage*. Third, there are literally dozens of bosses throughout the game, most of which have at



least two and usually three or four different forms. Bosses in *Hard Corps* don't go down easy! It's the multitude of bosses that most resembles *Gunstar Heroes*, which also had tons o' baddies in each level—in fact, one of *Gunstar's* levels was nothing but bosses. Some of *Hard Corps's* enemies and weapons also have very similar appearances to bad guys from *Gunstar*. But this type of ripping-off happens all the time—just look at the game-play inbreeding of fighting games—and *Gunstar Heroes* was technically a *Contra* offshoot to begin with.

Hard Corps's most outstanding features are the visual effects, which are, in my completely uneducated opinion, as good as Genesis graphics are ever gonna get. The bosses are animated as smooth as butter, and with very little slowdown or flicker. There's also some show-off scaling and rotation, along with a dash of morphing. Too cool.

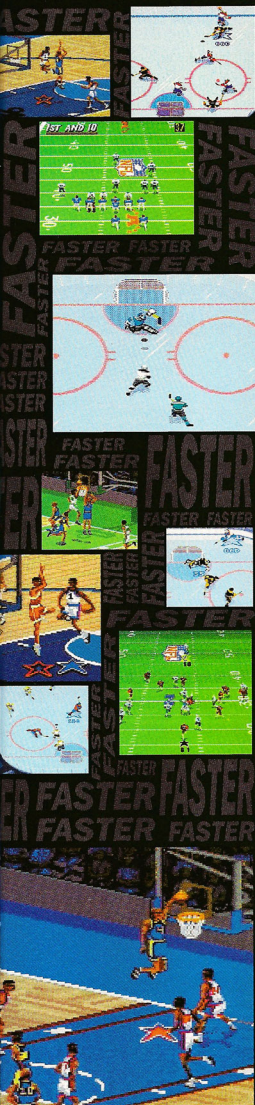
—Zach Meston



Konami brings its successful *Contra* series to the Genesis with *Hard Corps*.



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SNES



lyn™

1 Player
16 Megs
Developer:
Software Creations



EDITORS RATINGS

GORE 6
CHRIS 5
GABE 6
BETTY 5

GRAPHICS

This is definitely not Todd McFarlane's interpretation of Spidey. Lame graphics abound in this sucker.

SOUND/MUSIC

Sure, the music was done by Green Jelly, but it don't mean a thing if it ain't got that swing. Less than average. Sad, in fact.

PLAYABILITY

Final Fight style, but I'd rather play Final Fight than this sad excuse for a game. If only it lived up to the hype. The secret moves are a joke.

EASY MEDIUM DIFFICULT

BANG FOR THE BUCK

THE LOWDOWN

Imagine yourself playing the best Spider-Man game in the world, with guest appearances by all your favorite Marvel characters. It's a great game isn't it? Well, keep thinking about it, because imagination is free.

ACTION



I really thought I was going to like *Maximum Carnage* a lot. The print ads looked incredible, and the commercial made my jaw drop to the floor. Acclaim came out with stellar versions of *Mortal Kombat II* for all of the systems, so the new Spidey game was going to just rock my little behind.



Yes, this is an amazingly bad game. It's not a test.

Try again.

Maximum Carnage is almost as bad as it gets for a video game. Tons of hype, ending with a half-assed attempt at coming out with a good game. This one is going to rip a lot of people off; the control is bad, the graphics

suck and the sound is weak at best, but a lot of people will be asking for it just because they've been taken in by the hype.

Don't be fooled! Rent it first just to see for yourself. I don't care how cool the "limited edition red cartridge" is.

—Nikos Constant

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GENESIS



lyn™

1 Player
16 Megs
Developer:
Software Creations



EDITORS RATINGS

GORE 6
CHRIS 5
GABE 6
BETTY 5

GRAPHICS

Just as good as the Super NES, but that isn't saying a whole helluva lot.

SOUND/MUSIC

Green Jelly should have asked to see the game before they put their talent to use on this lame-o.

PLAYABILITY

Compared to the Super Nintendo, there's better control, but they should have tried out some of the better side scrolling fighters for hints.

EASY MEDIUM DIFFICULT

BANG FOR THE BUCK

THE LOWDOWN

I know there's going to be a lot of people out there rushing to get the "Limited Edition" red cartridges, but just remember that gimmicks are used to trick you. Don't be fooled by this piece, rent it and see how bad it is.

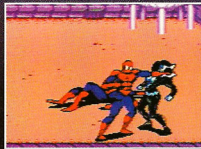
ACTION



"Dang," you're probably thinking to yourself, "this guy sure is ragging on *Maximum Carnage*! What's his problem? Can it really be that bad?"

Well, I ain't done raggin' yet, folks. This game sucks, and it makes me kind of upset that I had to waste precious moments of my altogether too-short life playing, thinking, and writing about *Maximum Carnage*. It just goes to show that a lot of hype can go along way in this business.

I just have to wonder if there wasn't some kind



This game is probably the most disappointing game of 1994. Dead people are more exciting than this loser.

of quality control. Did everybody just go to sleep on the job or something? Haven't they even checked out what a comic book looks like? Does anybody know what it sounds like when somebody gets hit? Whoever designed this atrocity should have gone to some kickboxing tournaments and visited the comic shop.

—Nikos Constant

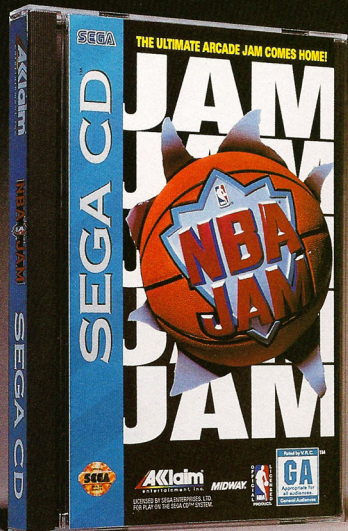
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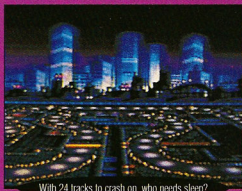
THIS WAS NOT A WINDSHIELD. THIS



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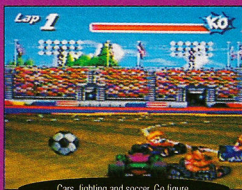
WAS A TV SCREEN.

SOME RACING



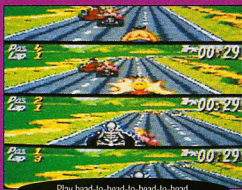
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GENESIS



EDITORS
RATINGS

GORE
7

CHRIS
8

NIKOS
7

BETTY
8

GRAPHICS

9

Just about as good as they get on the Genesis. If you like Sonic-style cuteness, then Sparkster is definitely your cup of tea.

SOUND/MUSIC

6

Nothing special, but who cares? Not me. I just turn up the magical sounds of Mr. Slim Harpo.

PLAYABILITY

9

This game is almost too playable, too fun. In a world of *Virtual Sports*, it's amazing to know that there's a really fun game out there.

EASY MEDIUM DIFFICULT

BANG THE BUCK

THE LOWDOWN

9

This game will bring about world peace. Well, not really, but it's pretty damn good. Stand up and give Konami a round of applause. They deserve it. In fact, I think I'll name my firstborn child Sparkster.

The Rocket Knight is back! Yes, it's a sequel to *Rocket Knight Adventures*, and yes, it's another one of those "animal with an attitude" games that usually make me wanna hurl, but you wanna know something? *Sparkster* for the Sega Genesis totally rocks my world. It is definitely all that and a bowl of



Neato bandito.



grits. Your character, Sparkster, is on a quest to save his sweetums from an evil rocket knight, and he's got smooth moves galore to overcome the obstacles he faces. From a handy rocket pack to a flaming sword,

Sparkster's got the mad gadgets.

Okay, so it's a platform game, which normally wouldn't be so cool or special, but this is one platform/action game that's not lacking in quality or playability: it's just a rock-solid cartridge. Simply put, *Sparkster* is an excellent game.

—Gabe Soria

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SNES



EDITORS
RATINGS

GORE
7

CHRIS
8

NIKOS
6

BETTY
7

GRAPHICS

9

Absolutely beautiful. The mechanical ape creatures set my joints to burnin' because they looked so cool.

SOUND/MUSIC

6

In a word, boring. For this game, I recommend that you listen to Les Baxter as your soundtrack instead.

PLAYABILITY

7

Doesn't hold a candle to the addictive qualities of the Genesis version. Still fun, but why have hamburger when you can have steak?

EASY MEDIUM DIFFICULT

BANG THE BUCK

THE LOWDOWN

7

Sparkster is a pretty cool time-killer on the SNES, but it's nothing on the Genesis. If you had the first *Rocket Knight*, you'll dig this, but try to get your hands on the Sega cart first.

What's this? A SNES game that's actually not as good as the Sega version? Bollocks, you say! But it's true, *mis amigos pequeños*, it's true.

Happily, it's still a really cool game. As you can see from the pictures, *Sparkster* for the SNES is a very different game than the Sega version, and that gives it some bonus points. The graphics are slightly better, and it is more colorful (which is what we expect from the SNES), but it's just not as fun to play. The controls just don't feel as natu-



Charles Bukowski would have liked the Genesis version better.

ral as they do on the Genesis, and it's also too damn hard, even on the easy setting. Compared to the Sega version of the cart, there isn't enough rocket in this Rocket Knight. If you try it out, you'll have loads of fun, but it's just not the same as the Genesis experience. Ah well, it's not the end of the world.

—Gabe Soria

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the
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the game

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GAME GETS TO ACT AS
STUPID AS YOU DO.

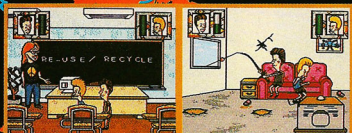
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HM... YEH...UH...
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GENESIS

1 OR 2 PLAYERS



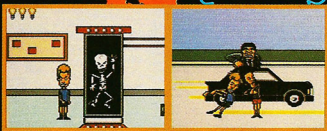
VAN DRIESSEN TRIED TO TEACH US, LIKE, HISTORY. BUT WE OUTSMARTED HIM.

COUGH FISHING RULES. UNLESS THERE'S SOMETHING GOOD ON TV OR SOMETHING.

GWAR IS LIKE, COOL, BUT ONLY IF YOU HAVE TICKETS. YOU GOTTA HELP US GET TO THE CONCERT, HEH HEH. THERE'S LIKE A TOTALLY DIFFERENT WAY IN EACH GAME.

GAME GEAR

AT THE HOSPITAL THEY SAID WE WERE FREAK SPECIMENS, WE SAID, "THANKS DUDES."



CLOTHESLINE JUMPING IS A GREAT SPORT. IT HAS THE THRILL OF VICTORY AND THE AGONY OF, UH, FALLING.

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1 OR 2 PLAYERS

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Rated by ESRB

MA-13
Mature
Some Material
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May Require
Adults

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SNES



ACTION



1 Player
16 Meg
Developer:
LucasArts/Sculptured



9
GRAPHICS
The in-between screens have an awesome photo-realistic feel. Luke is taller and badder—he's a Jedi! The bosses are mean and gigantic, most of them fill up the entire screen. Wow! Princess Leia in a bikini!

8
SOUND/MUSIC
That incredible *Star Wars* score by John Williams is highlighted by actual movie sound effects. The shrieks of new and interesting creatures that never appeared in the trilogy are pretty creepy.

10
PLAYABILITY
Everything you've come to expect from great *Star Wars* platform shoot-'em-ups, *Super Jedi* does better. From new power-ups to the R2-D2 checkpoints plus new characters to control—it's a hit.

EASY MEDIUM DIFFICULT

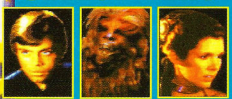
EDITORS' RATINGS
CHRIS GABE
9 9
NIKOS BETTY
9 9

10
BANG THE BUCK

THE LOWDOWN
Super Return of the Jedi is an achievement. A challenge worth sticking through to the fast password. The gameplay is so good you'll be hooked until the final battle with the Emperor. *Super Jedi* is the final and best game in this series of incredible platform shoot-'em-ups. The Super NES *Star Wars* titles are really the only movie licensed series of games that live up to the fun and excitement of the films. Most highly recommended.

When *Return of the Jedi* came out in 1983, it ended years of anticipation by fans of the *Star Wars* trilogy. Now you can experience all the action and adventure yourself with the third and final installment in the series (well, until George Lucas gets around to making those six other movies he keeps talking about.)

SELECT HERO



LUKE CHEWY LEIA



What can I say that any SNES owner doesn't already know about the *Super Star Wars* games? The improvements in *Super Jedi* are killer. Now, rather than having to make the same impossible double-jumps over and over to complete a level, R2-D2 is there to save your place at several points should you die. This makes completing especially hard mazes a cinch. You also have more variety when choosing a character to play. Pick from Luke, Chewbacca, Princess Leia, Wicket the Ewok and Han Solo (once he's unfrozen). Princess Leia is playable in three different outfits—in disguise as the bounty hunter Boushh, in her standard Rebel fatigues and in her stunning Tatooine bikini. (Ooh, la, la!) Plus Luke has a few new force powers up his sleeve.

Everything about this game is big. Some of the levels seem endless, especially on Endor. The bosses are so huge they go off the screen. There are more enemies on the screen at one time (with no slowdown.) This also makes the game a lit-



Now that Luke is a full-fledged Jedi, those force powers sure come in handy.

tle tougher when those annoying flying things, killer plants, mini-Rancors or chomping dino-skulls that never appeared in any of the movies make their attacks—but these new creatures are cool.

The Mode 7 levels are just incredible. You'll pilot a new-fangled landspeeder, a speeder-bike on Endor and finally the Millennium Falcon itself as you make your way down the depths of the Death Star.

Super Return of the Jedi is a blast even if you're not a fan of the *Star Wars* series. A guaranteed hit.

—Chris Gore



SNES



SHOOTER



AERO FIGHTERS™

1 PLAYER
2 PLAYERS
OPTION

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McO'RIVER

PRESENTS

1-2 Players

12 Meg

Developer:

McO'River

There are times in life when a good shooter is absolutely necessary for venting the rage and frustration of everyday life that we all face on this big blue marble called Earth. Sure, you can get your aggressions out in a fighting game, but there's nothing like the massive destruction of bombs, lasers, and missiles sinking into the soft fleshy interiors of tanks and buildings. If you haven't quite tasted the pleasure of a good shooter, McO'River's new interpretation of its own coin-op shooter is a better-than-average attempt at bringing the arcade game home.

You can choose to be one of four pilots, each based in a different country: United States, Japan, Great Britain, or Sweden. Each plane



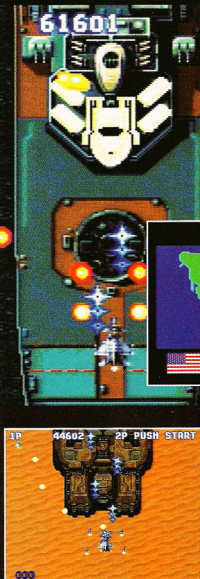
Aero Fighters is like your lover of six years, dependable but boring.

has a different story line, but they all travel to the same places around the world. Like all shooters, *Aero Fighters* gives you weapons, power-ups and bombs to collect, as well as money for different buildings that are destroyed. There's nothing new here except for the story aspect of the game.

The two-player mode is especially exciting, but you'll get bored with the easy game setting rather quickly. I recommend starting on "hard."

If you're a fan of shooters, *Aero Fighters* is one of the better ones on the market; just don't count on it to be the last word in the genre. This isn't the *Super Street Fighter II* of shooters, just a pretty good game that you might not care about playing in a year's time.

—Nikos Constant



GRAPHICS

Your basic shooter graphics; you're looking at everything from above. Not too complicated.

SOUND/MUSIC

Ho-hum music mixed with laser fire and explosions. You'd do better just to listen to the new Bootsy Collins double album and blast your funky blues away.

PLAYABILITY

You can't really mess up the playability on a shooter unless you just have a broken controller. There's some slow down, but not enough to make it totally frustrating.

EASY MEDIUM DIFFICULT

EDITORS' RATINGS

GORE	CHRIS
5	7
GABE	BETTY
7	8

BANG THE DRUM

THE LOWDOWN

This is your basic arcade shooter brought to the Super NES. You can pick your plane and blast your way around the world. If you really like shooters, this is one to buy, but it's more like one of those games that your uncle buys you because he doesn't know what else to pick out—he just likes the airplanes on the box.

SNES

ACTION

YOGI BEAR

CYBERSOFT

1 Player

8 Meg

Developer:

Empire/Blue Turtle

Yes, my friends, that ursine ode to gluttony known as Yogi Bear has finally made it to your Super NES and he's in fine, fat form. When I was a lad, Yogi was one of my favorite cartoon characters because he was constantly singing the praises of sitting on your butt, eating a lot of good food and sleeping long hours. What a role model! Unfortunately for Yogi, though, he has to shake himself from his lethargy and actually bend his creativity towards something other than stealing picnic baskets, 'cause good old Jellystone Park is about to be in a world of hurt.

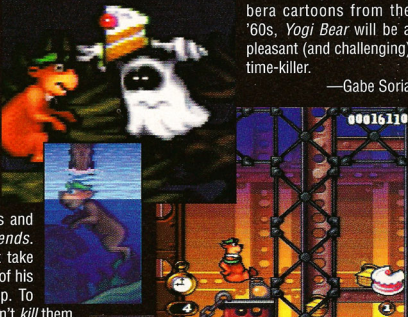
It's winter time, and Yogi has uncovered a plot to build a covert chemical factory in the middle of Jellystone Park. He must make his way through the numerous locations of the park to give Ranger Smith the lowdown.

This is where it gets strange, folks. Like any other platform game, Yogi has obstacles to avoid and overcome, but—aside from geographical hazards—all of the animals and people in Jellystone are Yogi's friends. When he runs into them, they don't take his "energy"; Yogi gives them a piece of his cake as a gesture of forest friendship. To get these guys out of the way, you don't kill them, you jump on their heads to "warn" them and they hightail it off the screen, complete with a cool cartoon "zing" sound effect. This game is really nice to everybody. Everybody, that is, except Yogi.

Aside from his no-good-cake-mooching friends, Yogi has to deal with icy cliffs, bottomless mine shafts (one wrong step and Yogi falls for so long that it's almost masochistic), redwood forests and construction sites, to name a few.

The idea of "warning" your friends about danger and giving out free pieces of cake may make it seem that Yogi Bear is aimed at the younger set. Well, it is...but that doesn't mean that those of you who consider yourselves more mature can't have fun with it. If you've ever enjoyed one of those corny Hanna-Barbera cartoons from the '60s, Yogi Bear will be a pleasant (and challenging) time-killer.

—Gabe Soria



JELLYSTONE PARK



This game begs the question: Just how smart is the average bear?



GRAPHICS

They're...OK. Nowhere near as good as the Virgin Disney games (but what is?) and nowhere near as crappy as Ocean's *Eek! The Cat*. Yogi Bear stands firmly in the middle of cartoon road. Awesome backgrounds, though.

SOUND/MUSIC

Yogi Bear had people in the office commenting, "Hey, cool music." Fits the mood rather nicely. Oh yeah, whenever Yogi gives away a piece of cake, he yells "hey, hey!" like he's trying to hail a cab in New York City.

PLAYABILITY

Younger players might find Yogi's controls to be a bit frustrating.—It's rather easy to slip off an icy precipice and send Yogi plunging to his doom—but those of you who have been around the block will do just fine.

EASY MEDIUM DIFFICULT

EDITORS' RATINGS

GORE	CHRIS
5	7
NIKOŠ	BETTY
7	8

BANG RIBBCK

THE LOWDOWN

I didn't expect much from Yogi Bear, but I got a lot in return. What I thought was going to be a simple kids' game turned out to be one of those rare carts that has me cursing at the screen 'cause it can get pretty damn hard. Well, maybe that's not so rare, but you get the picture. Kids, watch that potty mouth while playing this one or your mom will slap you upside the head and into next week.



BRUTAL

Paws of Fury



SNES



SEGA GENESIS



SEGA CD

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CYBERSOFT

SEGA
GENESIS
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CIRCLE #125 ON READER SERVICE CARD.

SNES



W R E S T L I N G

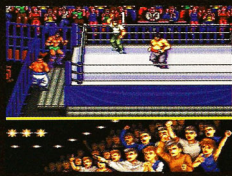
1-8 Players
16 Meg
Developer:
Jaleco



Great Max
Sid Bieniek
Oga Prime



There's something funny in the water coolers of quite a few game companies—how else to explain the recent wave of Super NES wrestling games? Just a few months after the superlative *Saturday Night Slam Masters* and the sub-par *Natsume Championship Wrestling*, we now get



Hammerlock, Jaleco's entry into the national sport of white trash.

Hammerlock has a lineup of twelve wrestlers, including a 6'1", 308 lb. Goliath named Sid Bieniek—shorter and heavier than *VG's* own Chris Bieniek—but a remarkable resemblance otherwise. (Just kidding, Chris...er, what do you mean, "do I like my job?") There are four modes of play: Exhibition Match (one to four players in a practice session), Champion League Match (a round-robin where one to six wrestlers battle each other), Tournament Match (a playoff format where eight wrestlers battle until one remains), and the ever-popular Top Ranking Match (where one or two players battle through every other wrestler to claim the championship). Four difficulty levels keep you challenged as you improve, and there are



Hammerlock uses a unique split-screen view of the action.

both single and tag-team matches.

What truly distinguishes *Hammerlock* from the other wrestling games is its three-view split-screen, which shows a wide view of the ring and close-ups of the wrestlers. As the wrestlers do their thing on one another, the close-up views let you watch every "illegal" choke, squeeze, kick, and clothesline. For a few spectacular moves, the split-screen adjusts itself to show even more of the action.

The split-screen idea is a good one, but doesn't quite work for two reasons. First, there aren't as many moves in *Hammerlock* as in other wrestling games—no doubt because of the huge memory requirements of close-up graphics for a dozen characters. Second, the animation in the close-up windows is very limited—usually only two or three frames.

Hammerlock also has one enormous game play flaw: After successfully executing a move, your wrestler falls to the mat for several seconds. This leaves you feeling as if you're watching your wrestler splayed out on the mat more often than you're controlling him. Not good!

—Zach Meston

GRAPHICS

The split-screen effect is a noble one, but the simplistically drawn graphics and limited animation don't quite do the trick.

SOUND/MUSIC

There's no music during a match; the tunes before and after a match are strictly average; the sound effects are god-awful, especially the crowd noise, which sounds more like a walkie-talkie that's been dropped a few times.

PLAYABILITY

I already bitched about the annoying stop-start game-play and shortage of moves earlier in this review, so I'll be nice and mention that *Hammerlock* has an ample array of game types.

EASY MEDIUM DIFFICULT

EDITORS' RATINGS

GORE	CHRIS
5	6
NIKOS	GABE
6	5

BANG FOR THE BUCK

THE LOWDOWN

It's always nice to see someone take a new approach to a tired genre, but *Hammerlock* and its split-screen view of the action doesn't make up for the lack of moves or the simplicity of the graphics and animation. It's definitely worth renting for wrestling game fans, who might enjoy the split-screen effect more than I did—but I'll just stick with *Saturday Night Slam Masters*, thank you very much.

SNES



ACTION



STRATEGY



VORTEX

START
 OPTIONS
 PASSWORD
 CONTROL



ELECTRO BRAIN

1 Player

4 Meg+Super FX chip

Developer:

Argonaut Software

When I saw the phrase "taking the time to master the controls" not once, but *twice* in the letter Electro Brain sent along with the *Vortex* EPROM, I suspected two things: 1) Electro Brain might be just a touch on the paranoid side, and 2) the controls might be a little difficult to master.

Suspicion #1 turned out to be unfounded, but suspicion #2 was right on the mark. *Vortex* isn't a game you can pick up and start



WALKER
 PICK UP
 ITEMS IN
 WALKER MODE

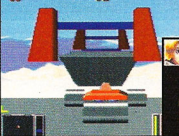
Electro Brain and Argonaut Software unleash *Vortex*, the first third-party Super FX game.



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playing in five seconds. Even I, Mr. Overly Confident Gamer, needed a good hour or so before I really felt in command

of the action. But it didn't take much longer than that to realize what a great game *Vortex* is.

Vortex puts you at the helm of the Morphing Battle System (MBS), a robot that can transform instantly into one of four different forms: The armed-to-the-teeth Walker, the extremely fast Sonic Jet, the somewhat fast Land Burner and the defense-oriented Hard Shell. Each form has its own strengths and weaknesses, and you need to take advantage of all of them to get through

each of *Vortex*'s seven levels, which range from an ice-covered planet to a desert wasteland. (Argonaut kindly included a password system, and three practice levels which you can play to your heart's content before tackling the real levels.)

Two factors in particular make *Vortex* a joy to play. First, you're given a refreshing amount of freedom. You can usually tackle a level in any order you like, and travel in any direction. You're not forced straight ahead as you were in *Star Fox*. Second, the levels require a surprising amount of strategy to beat. Pure reflexes will only get you so far in this game.

Vortex is the first Super NES game to use the newest version of the Super FX chip, and after seeing some of the amazing graphic effects, I wasn't surprised. What is surprising is that *Vortex* uses a mere four megabits of memory to offset the high cost of the Super FX chip. I have no idea how Argonaut was able to pack a game that looks and plays like a 16-meg cart into four megs, but it just makes me respect their programming abilities that much more.

Above all, *Vortex* demonstrates that the most important element of a game isn't eye-popping Mode 7 graphics or digitized sound effects; it's rock-solid gameplay.

—Zach Meston



GRAPHICS

There are some Super FX texture-mapping tricks in *Vortex* that absolutely destroy anything seen in *Star Fox*, and the constantly changing robot—or, Morphing Battle System—looks real good.

SOUND/MUSIC

Sound effects and music are usually the last things added to a game, so how'd they have enough room left over in *Vortex* for bass-rumbling explosions and a half-dozen techno soundtracks in Dolby Surround Sound?

PLAYABILITY

Once you get the hang of the wacky control system, you can concentrate on the game itself—and that's when you get hooked by the combination of shoot-'em-up action and the careful strategy and planning needed to survive.

EASY MEDIUM DIFFICULT

EDITORS' RATINGS

GORE	CHRIS
6	8
NIKOS	BETTY
7	8

BANG FOR THE BUCK

THE LOWDOWN

You won't believe what a quality game Argonaut Software has been able to squish into a mere four megs of memory. *Vortex* isn't easy to get into as *Star Fox*, thanks mostly to the more complicated controls, but the reward for your efforts is more challenging, non-linear, and highly addictive gameplay. An excellent title at a reasonable price—more than you can say for most Super NES games these days!



namco
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1 Player
 12 Meg
 Developer:
 Namco



EDITORS' RATINGS

GORE
7

CHRIS
8

NIROKS
8

BETTY
6

GRAPHICS **8**

Similar to the old Pac-Man animated series in design (bad), but with a heavy dose of Japanese cutesy style (great).

SOUND/MUSIC **8**

Pac-Man makes the most endogdy squeaks imaginable and the music goes very well with the tone of the game. Wow, I actually liked it.

PLAYABILITY **8**

After I stopped complaining about how I hated the controls, I actually learned to understand and appreciate the unique interface.

EASY MEDIUM DIFFICULT

BANG FOR BUCK **8**

THE LOWDOWN
 Solid eighties across the board for this solid eight game. You might find yourself a little bit freaked by the controls, but hang in there, baby. The fact that you can play the original Pac-Man and Ms. Pac-Man games is a way-cool bonus.

Pac-Man really sends me on a nostalgia kick; remembering those hazy days of the early '80s and all the quarters I spent on that machine make me all dewy-eyed and stuffed up. I was a little suspicious of the "interactive cartoon" that



I've got Pac-Man fever and it's driving me crazy.

guide who influences Pac-Man's actions on his various quests. You fire pebbles with your trusty slingshot, which can hit objects in Pac-Man's path and defend him. You also try to shift our hero's attention to important things on the screen so that he can complete his jobs. If it sounds weird, it is, but it's also pretty addictive, because the interface is so challenging to master.

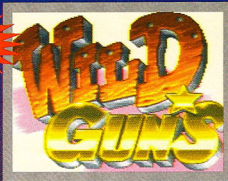
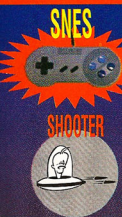
—Gabe Soria



Pac-Man 2 claims to be, but it's actually kind of a boss game.

It's bizarre, to say the least: You don't really control Pac-Man, you take on the role of a helpful

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NATSUME

1-2 Players
 8 Meg
 Developer:
 Natsume



EDITORS' RATINGS

GORE
6

CHRIS
8

NIROKS
7

BETTY
8

GRAPHICS **8**

Stick explosions, well-animated enemies, and impressive old bosses—about as good as it gets with a megabit of memory.

SOUND/MUSIC **7**

The twangy tunes veer dangerously close to country music (which sends me into convulsions), but the sound effects are just fine.

PLAYABILITY **8**

Sure, it's mostly just aim-and-shoot, but there are more than a few semi-secret targets to boost the playability and lasting appeal.

EASY MEDIUM DIFFICULT

BANG FOR BUCK **7**

THE LOWDOWN
 It's not going to break sales records, but Wild Guns is my pick as the sleeper hit of 1994, with great visual effects and pleasantly hectic gameplay. One of the best shooters I've played in a long, long while.

Remember the Contra-ish side-scrolling shooter *Sunset Riders*? *Wild Guns* is another shooter with an Old West theme, only this time you view the action from directly behind the on-screen shootin'

Shoot up the town in Natsume's *Wild Guns*.



to be a pleasant diversion from the endless platform and fighting games.

Wild Guns is straightforward in the extreme: Shoot everything that moves to score points; shoot power-ups to equip yourself with better weaponry and keep shooting until you reach the hard-to-kill end boss.

Wild Guns succeeds at being fun thanks to the frantic gameplay—things are shooting at you constantly—and the nifty graphics, which combine the expected Old West look with futuristic themes. (The massive robot boss at the end of the first level is a perfect example.)

—Zach Meston

machine (a Clint Eastwood or Calamity Jane look-alike, depending on your gender preference). This viewpoint's been used in games like *T2: The Arcade Game* and *Operation Wolf*, but it's still rare enough

SEGA CD



SIMULATION

EDITORS
RATINGSGORE
9CHRIS
8NIKOS
8GABE
5

B iomech robots. Cyberpsychotic circuits. Battlebots. Cyberformed Battlecorps Gunjoks. How much of this is gimmick and how much is good gameplay?

Yeah, it's cool being a robot—rather, a Cyberformed Battlecorps Gunjok whose name happens to be Becky Ojo “faster than a speedin’

plasma pulse and badder than a Yakuza hitter.” (The Yakuza reference was a nice touch). But controlling one of these Gunjoks is just a pain in the butt. The BAM has three incrementally increasing forward speeds



The music on this level is really good. Jam on it!



and two reverse speeds. To make the BAM stop, the indicator has to be at the third increment from the top. If you need your targeting sight to go up or down you've got to press **A** and either Up or Down on the directional pad. Hey, I just want to shoot the damn things, okay? Oh well, nobody ever said controlling a CBG inside of a BAM would be easy.

—Betty Hallock

GRAPHICS

The 3-D effects are cool, but a lot of the stages start to look the same. The enemies aren't very exciting; Droids and robots on training wheels.

SOUND/MUSIC

I loved the music. It starts when you're just starting to get into things which adds some suspense and sounds pretty good.

PLAYABILITY

I've got to give it a six because the controls are way too complex.

EASY MEDIUM DIFFICULT

BANG THE BUCK

THE LOWDOWN

I enjoyed playing *Battle Corps*, but only until the *Mary Tyler Moore Show* came on. With simpler controls, this could have been mighty impressive; as it is, I'd rather wait for *SoulStar*.

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SEGA CD



SIMULATION

EDITORS
RATINGSGORE
9CHRIS
8GABE
8BETTY
8

F or some reason there hasn't been a whole lot of great games for the Sega CD. Two that I happened to like were *Silpheed* and *Rebel Assault*. Though each had its own problems, I

liked the graphics of both, and the game play kept my attention past just the first level. Lucky for me, Namco has come out with a game that blows both

out of the water by combining the best of both gaming worlds. *Star Blade* is like flying an attack on a battle station, complete with voice overs and



A good game for freakin' the funk.

killer 3D graphics.

The best aspect of *Star Blade* is the amazing graphics. Though simple rendering of the space ships doesn't make it look like *Daytona USA*, the feel of the game is as good as a flight simulator, but since you're the gunner, you don't get bogged down with all of the controls. Sure it's a simple shooter, but when you're in battle, the gunner is just as important as the pilot. I'd buy this.

—Nikos Constant

GRAPHICS

If you played *Star Blade* in the arcade, you know what it's like. If not, it's a jazzed up version of the *Star Wars* arcade game.

SOUND/MUSIC

A lot of voice samples (similar to *Silpheed*) give the game a combat-ready feel.

PLAYABILITY

You play the gunner on the ship, so there aren't a whole lot of controls, just aim and shoot. Once again, simplicity reigns supreme.

EASY MEDIUM DIFFICULT

BANG THE BUCK

THE LOWDOWN

Sega CD games have been pretty disappointing, but I really like *Star Blade*. The conversion from the arcade is excellent, sort of a cross between *Silpheed* and *Rebel Assault*. Thankfully it leaves out all the bad parts.

You think you want to be King?

Get real. You're starting life as Simba, the cub. To survive and grow into a powerful adult lion, you must perfect your savage pounce, reckless roar and master fighting with all four paws. If you survive the challenge, you'll grow into a strong, ferocious adult lion.

So prepare to scrap with hyenas. Blast through an elephant graveyard. Battle an in-your-face stampede of trampling wildebeests. And you'd better quit hanging with slackers like Timon and Pumbaa, unless you want to be scarfing bugs the rest of your life!

Are you sure you want to be King? Then it's time to cut loose in the deadliest one-on-one brawl ever. Defeat your evil Uncle Scar. Recapture the Pridelands. And reclaim your rightful place in the Circle of Life.

- ✦ A radical variety of gameplay that follows the adventures of the hit movie *The Lion King* through 10 levels of action, puzzles and combat.
- ✦ Fast, super smooth, movie-like animation, hand-drawn by top Disney animators and packed with the latest Digicel™ technology in a 24-meg cartridge.
- ✦ All 9 music selections from the movie, including "The Circle of Life," "Just Can't Wait to Be King" and "Can You Feel the Love Tonight?," composed by Elton John and Tim Rice.
- ✦ Able to control four characters: young Simba, adult Simba, Timon and Pumbaa.

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THE LION KING



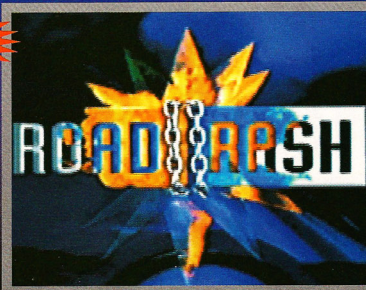
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3DO

ACTION

SIMULATION

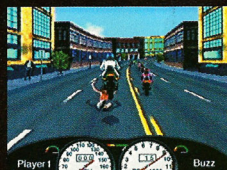


1-2 Players

CD

Developer:

EA/Monkey Do



Electronic Arts' *Road Rash* for 3DO features the most spectacular bike crashes in any video game ever!

The control is the same as in the Genesis version of *Road Rash*. Racing down the tracks is a blast, but the most fun can be had by kicking some butt on the road! You can actually take a swing at your opponents and beat them with your bare fists, which usually makes them skid off the road and fall off their bikes. Needless violence and racing sure make a fun combination. There's nothing more satisfying than seeing another biker take a dangerous spill because you beat hell out of him with a chain.

Obstacles like pedestrians make funny remarks as you mercilessly mow them down. Other highlights include: Cool in-between screens with some wild caricatures, the biker patrons at the Der Panzer Klub, hot music videos and the "restroom" load/save screen, which has hilarious visuals featuring some embarrassing bathroom antics. The full-motion video in-be-

Grab your copy of *SuperCycle* magazine and hit the streets with *Road Rash* for the 3DO.



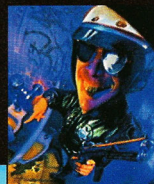
h e best way to judge any racing game is this: What does it look like when you crash? Electronic Arts' *Road Rash* for 3DO features the most spectacular bike crashes in any video game ever! The control is the same as in the Genesis version of *Road Rash*. Racing down the tracks is a blast, but the most fun can be had by kicking some butt on the road! You can actually take a swing at your opponents and beat them with your bare fists, which usually makes them skid off the road and fall off their bikes. Needless violence and racing sure make a fun combination. There's nothing more satisfying than seeing another biker take a dangerous spill because you beat hell out of him with a chain. Obstacles like pedestrians make funny remarks as you mercilessly mow them down. Other highlights include: Cool in-between screens with some wild caricatures, the biker patrons at the Der Panzer Klub, hot music videos and the "restroom" load/save screen, which has hilarious visuals featuring some embarrassing bathroom antics. The full-motion video in-be-

tweens add to the mood of the game and actually made me laugh out loud. Most FMV crap is as useless as it is non-interactive, but *Road Rash* features a hot blonde who will reward you if you win and kick you in the groin if you lose—and not the same way every time. I like it!

One major flaw is the button combination—punching a cop with the **C** button while holding the **B** button for constant acceleration is torture. Also, by the tenth bloodless crash you'd think I'd be limping to my bike. Nope—just a quick trot and I'm back in the race. There should be a penalty for crashing too often, like hospital bills or the loss of vital organs—just like in real life!

By far the best thing about *Road Rash* is the ability to race with a cold drink one hand and a 3DO controller in the other. (I'd never try this in real life—but now I can!)

—Chris Gore



GRAPHICS

Smooth scaling along with realistic landscapes and cityscapes make bumpy rides a blast. The full-motion video footage used throughout the game is also surprisingly sharp and colorful.

SOUND/MUSIC

The crashes will make you cringe. Not hands grace the soundtrack: Soundgarden, Paw, Therapy?, Sweedriver, Monster Magnet and Hammerbox. There's even an option to turn off the engine noise if it gets too annoying.

PLAYABILITY

It would be nice to have a set of handle bars, but a controller does nicely. Why is there no controller configuration option?

EASY MEDIUM DIFFICULT

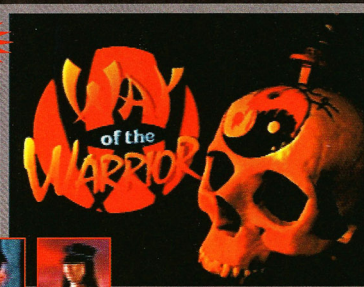
EDITORS RATINGS

GORE	CHRIS
9	8
NIKOS	BETTY
7	9

BANG FOR THE BUCK

THE LOWDOWN

As the owner of a 1972 Triumph Daytona 500, I would really like to race bikes. But I also want to live! *Road Rash* for 3DO makes it possible for a maniac like myself to ride a motorcycle recklessly and survive in one piece. The Genesis version was great, but the advanced graphic capabilities of the 3DO hardware make this version a lot closer to real thing. Plus, the music is as cool as it gets on any system. The hottest game now available for 3DO is *Road Rash*.

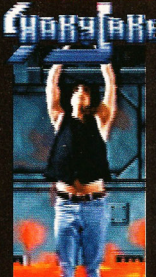


1-2 Players
CD
Developer:
Naughty Dog, Inc.



"Hey, do you wanna be in my video game?" These must have been the words uttered by the makers of *Way of the Warrior* when they called their friends to play the fighters. The cast of this attempt at a fighting game seem more like white trash, non-actor pals of the programmers than actual actors—the beer gut on Shaky Jake is proof of that. I don't think I noticed an authentic martial arts move executed by any of the characters. The costumes are so cheesy they are laughable; I had Halloween costumes when I was twelve years old that were better.

If this game were done by a couple of guys out of their garage, I'd understand the low-budget approach—in fact, de-



Maybe Shaky Jake should try switching to Lite Beer!

veloper Naughty Dog is a tiny company run by two guys from D.C. But *WOTW* comes to us from Universal Interactive, the same company that brought us big-budget movies like *Jurassic Park*, *E.T.* and *Back to the Future*. In Hollywood terms, this game looks so low-budget, so unbelievably cheap that it could have come from "Roger Corman Interactive," not mega-movie studio Universal.

In addition, *Warrior's* controls are so frustrating that one could hardly call it a game—it's more a test of patience, or an extended interactive demo. The

reaction time for executing moves is unbearably slow, which affects the performance of even seasoned fighting-game players like myself. You press a button on the 3DO controller, lift your finger, look up at the TV, then you see your character move. It's a fast-moving game, but the controller response time is super-slow!

Warrior also loses points for directly lifting the opening scene from Sam Raimi's comedy-horror bonanza *Evil Dead 2*. Remember the bit about the book of the dead? In *WOTW* the winner of the tournament gets to finish the warriors' "book of blood." This opening sequence sure looks good—with talking skulls and tattered book pages swirling around in 3-D-rendered full-motion video—but something a little more original might have been nice.

Now, after everything you've just read, would you believe that there are some cool new ideas contained in this shockingly flawed game? Each character has more than one fatality and some of them are funny as hell; the designers have also thrown logic out the window by allowing fatalities in every round of a battle, not just the last. I love the TV show *COPS*, so I find the white trash talk from biker chick Crimson Glory hilarious. Cool power-ups drop from the sky, adding a lot to the play—things like invisibility, extra energy, bonus points and strange chemicals. Some of the backgrounds interact with the warriors; you can fall in a lava pit or fight at varying heights in a mountain landscape. These ideas are actually inventive for a game that's



otherwise filled with a lot of disappointment.

If you're a kid who has never played a 3DO game before, *Way of the Warrior* will blow you away with its graphics alone. However, because of the poor controls, true fighting-game fanatics should stay away from these warriors.

—Chris Gore



GRAPHICS

The colors and backgrounds are beautiful in a surreal way, and the FMV contains luscious 3-D renderings. Unfortunately, the graphics are so good that the warriors' costumes look really cheap, which makes the ultra-serious story seem kinda dumb.

SOUND/MUSIC

The soundtrack by White Zombie really works when fighting—but hearing the same songs over and over is annoying. The combat sounds are nice and painful but the warriors' painless are ultra-stupid—good voice actors would've helped.

PLAYABILITY

It's like playing a video game trapped in thick jello—the 3DO controller reacts so slowly to every touch that it makes it nearly impossible to progress even in normal level tournament mode. This one major flaw ruins the entire game.

EASY MEDIUM DIFFICULT

EDITORS' RATINGS

CHRIS NIKOS
7 5
BETTY GABE
5 5

BANG AND THE BUCK

THE LOWDOWN

I really wanted to like *Way of the Warrior* but I can't recommend it. One of the key elements that makes for a good fighting game is control—when that's gone, nothing exists. *Warrior* has poor control, even the best players on staff got frustrated with the special moves. While *WOTW* is currently the only fighting game available for the 3DO, think twice about rushing out to get it. *Super Street Fighter II Turbo* and *Samurai Shodown* should do better to please 3DO owners.

CD-i



PHILIPS
INTERACTIVE
MEDIA

1 Player

CD

Developer:

Trip Media



Welcome to the next frontier. Humans are now able to interface with computers and steal information. Data hackers like Sol Cutter come cheap, but hey, work is work. When Cutter

gets infected with a bad virus, he's got only two hours to live. 120 minutes of real time is all you've got to solve the mysteries in *Burn:Cycle* and help figure a way out of Cutter's fatal predicament.

First, you've been discovered—get the heck out of there. Navigate your way down the twisted corridors and blast security officers dead. After your friend Chris is killed, you must take her vehicle in search of a cure for the virus.

Burn:Cycle contains some fantastically fun sub-games. Shooting security officers leaves a bloody mess but it sure is satisfying. Your hover-vehicle shoots lasers at airborne mines but explodes after only one hit—accuracy is important here. The mysteries are the most frustrating to solve. Like most puzzles, the answers are always very simple. Remember to save your game at every point so you can finish alive.

The story is really the best part of the game. *Burn:Cycle*'s

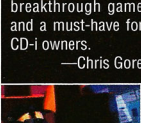
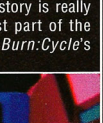


Burn:Cycle features intense arcade action as well as traditional adventure gaming.

cyberpunk world has enough depth for a continuing television series. Enter the sumzero bar for drinks, collect some information or to play a little "psychic roulette." Plus there's great entertainment just watching the humorous commercials that inhabit the "Televerse," which is a visually twisted version of the internet.

One piece of advice: *Burn:Cycle* contains some of the most intense violence ever seen in an adventure game. If you have friends or family members who are offended by the imagery of games like *Mortal Kombat II*, play *Burn:Cycle* when they're not around. A breakthrough game and a must-have for CD-i owners.

—Chris Gore



GRAPHICS

9

There's a colorful, surreal quality to the graphics. The live-action digitized actors move fluidly without the help of Philips' optional FMV card. Yes, the gorgeous images you see will run on the base case unit. Cool, huh?

SOUND/MUSIC

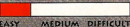
8

Sol Cutter's voiceovers are as intense as they are believable. The music and sound effects surpass top-notch sci-fi films. The arcade action sound is not annoying.

PLAYABILITY

6

The shooting levels are easy while the puzzles can become frustratingly brain-busting. The interface works like any adventure game with inventories of handy items. Saving your game is a must as you play in two hours of real time.



EDITORS' RATINGS

CHRIS	GABE
8	7
NIKOS	BETTY
8	8

BANG THE BUCK

8

THE LOWDOWN

Burn:Cycle is an "interactive movie" that almost works. It's entertaining to watch while containing some of my favorite types of video games to play, namely shooters, puzzles and good old fashioned arcade action. The plot doesn't interrupt the fun of the game and actually adds to the drama—you'll want to complete certain levels just to get to the next twisted turn in the story. However, some of the puzzles are pretty tough. All things considered, this is truly *Blade Runner* interactive.



Sheb Durato
L.A. Free Radicals

IT'S NOT WHETHER YOU WIN OR LOSE. IT'S HOW MANY OF THESE ARROGANT BASTARDS YOU TAKE DOWN WITH YOU.



Say hi to L. Wolf Jam, master of ceremonies. In killer full-screen animation, he introduces you to the pompous bosses of 10 different enemy teams. They issue you a challenge and you accept. Or run like hell.



It's your team of three genetically gifted humans against the rest of the inhuman race. Relax, your teammates are awesome streetfighters and for weapons use all the steel pipes and severed body parts they can get their hands on.



Meet Tina Felina, boss of the Animorpho Roma team. Like the other team bosses, she'll badge, heckle, mock you and spew out a bunch of snide challenges. Do us a favor. Make her eat her words.



In **Mutant Rampage: Body Slam**, you'll clash with thugs of every conceivable size and ugliness. Because in the plague-ridden, post-apocalyptic year of 2068, they rule the rubble-strewn cities of Earth. And to make matters even worse, they talk trash. Guess you'll just have to waste them. Because there's only one thing that's more irritating than getting your face rearranged by a scum-sucking mutant who's bent on rampage. Listening to him rub it in afterward.



Magnavox 450 CD-i player (just \$299.99*) includes 2 free titles.

PHILIPS MEDIA

CD-i



PHILIPS
INTERACTIVE
MEDIA

1-2 Players
CD
Developer:
CapDisc



EDITORS
RATINGS

CHRIS
3
NIKOS
5
BETTY
6
GABE
4

Sometimes the simplest games are the most addictive. *Effacer* is no exception. It's more than just a futuristic game of "Hangman"—you'll be tricked into learning some new vocabulary.

The set-up is simple: Aliens across the galaxy have committed crimes against grammar. You'll learn about their misguided use of nouns, adverbs and adjectives (I thought

Torture aliens who have committed crimes against grammar.



by bolts of electricity. Sounds like torture, but it's a blast to watch, espe-

I'd forgotten all about transitive verbs) while you play Hangman. Guess a correct letter and the alien is zapped

cially if you're a sci-fi fan.

The highest difficulty setting is surprisingly hard; I had to move back to level three in order to win more consistently. (No jokes, please—at least I'm honest.) *Effacer* is great fun, and the creepy-looking aliens are really cool.

—Chris Gore

GRAPHICS

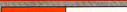
The 3-D rendered aliens are creepy. Luscious backgrounds take you into a whole other world.

SOUND/MUSIC

The all-too eerie music creates a relaxing yet very ominous atmosphere. The sound effects are truly alien to earth. Spooky.

PLAYABILITY

Simple interface with an easy access help menu guides you quickly through any problems.



EASY MEDIUM DIFFICULT

BANG THE BUCK

THE LOWDOWN

Hangman is a classic game and this new spin on an old idea is great. The bonus value of adding a few new words to my vocabulary doesn't hurt. *Effacer* tricks you into learning while having fun. Recommended.

Philips Media Games • 1111 Santa Monica Blvd., Los Angeles, CA 90025 • (800) 845-7301

CD-i



PHILIPS
INTERACTIVE
MEDIA

1 Player
CD
Developer:
PF. Magic



EDITORS
RATINGS

CHRIS
7
NIKOS
6
BETTY
6
GABE
7

Anyone who had one of those cheesy magic kits as a kid or has ever wanted one had better check out *Max Magic*.

In this interactive magic game, Max introduces himself and calls you by your real name (that is, if yours is on the



and a volunteer and involves first choosing a card then shuffling the deck. A fairly typical trick...but Max can read minds. After cutting the deck several times Max begins to narrow down your selection. Is the card black? Yes. Is the suit spades? Yes. Is it the five of spades? Yes! Be

game's long list of recognized names.) Max has two roomfuls of tricks to choose from; one containing tricks he does for you, the other with an opportunity for you to become part of the magic show.

One astounding trick is done with yourself

prepared for amazed looks on your friends' faces. You'll be shocked as you learn how easy it is to perform simple tricks like these.

—Chris Gore



Max looks smooth in his Vegas attire.

GRAPHICS

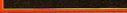
The CD-i is capable of creating gorgeous graphics. Max looks hot dressed in all of his 3-D rendered apparel.

SOUND/MUSIC

Max is appropriately obnoxious and the music fits the magical mood.

PLAYABILITY

Unfortunately, once you've played all the tricks, there's not much left to do.



EASY MEDIUM DIFFICULT

BANG THE BUCK

THE LOWDOWN

Max Magic is a virtual magic kit for the CD-i. The tricks you can play with an audience are jaw-dropping—your friends won't believe it's possible! Plus, the deck of cards is included.



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

Other than that, it's perfect.

LINKS

the challenge of golf

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

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

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

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

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

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

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

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

The Virgin logo, featuring the word 'Virgin' in a stylized, cursive font.

NEO-GEO



FIGHTING



NEO-GEO

MAX 250 MILA
PROG. CAPABLE
SNK

1-2 Players

Arcade

Developer:

ADK

EDITORS
RATINGSGORE
7CHRIS
8NIKOS
7BETTY
6

Personally, I have no idea what *Agressors of Dark Kombat* means. *Agressors of Dark Kombat*. Hmmm. It kinda makes sense, but at the same time, I don't know, whatever, it sounds cool.

It takes something really special for a fighting to stand up and call attention to itself, and *Agressors of Dark Kombat* is one of

those games. I started playing fully expecting to be bored with the same old *Street Fighter* rehab, but lo and behold, I was actually enjoying myself! Depth is a factor in this game, 'cause



Watch these warriors aggress some dark kombat, whatever that means.

you can move your character in three dimensions, a feature which adds a certain degree of complexity. Unlike most fighting games, you only fight one round against an opponent, a very long endurance round which will wear you out, leave you sweating and make you beg for more.

—Gabe Soria

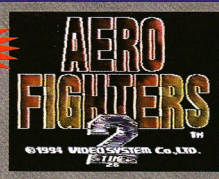


SNK Home Entertainment Inc. • 20603 Earl St., Torrance, CA 90503 • (310) 371-8555

NEO-GEO



SHOOTER



NEO-GEO

MAX 250 MILA
PROG. CAPABLE
SNK

1-2 Players

Arcade

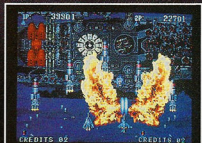
Developer:

Video System Co.

EDITORS
RATINGSGORE
4CHRIS
7NIKOS
6BETTY
7

There isn't really that much to say about *Aero Fighters 2* that you don't already know from your local arcade, because *Aero Fighters 2* is the same old dog with a few new tricks.

Which isn't to say that I'm ready to take Old Yeller out behind the shed and put a bullet through his foggy brain. I like this type of game, where your only objective is to shoot everything in your path. It's very relaxing to kick back, start a game, and take all the day's frustrations out on your faceless enemy.



You can choose from a variety of pilots to complete the ten stages of *Aero Fighters 2*, and judging from the variety of them (a dolphin? a British baby?) I think it's safe to say that crack has finally hit Japan and Japanese game designers are the dopeman's best customers. Talk about bizarre.

—Gabe Soria

You will not talk! You will not think! You will destroy! *Aero Fighters Über Alles!*



GRAPHICS

Smother than vanilla fudge ice cream and more colorful than the U.N. But what else would you expect from the Neo-Geo?

SOUND/MUSIC

Dope beats which made me want to hook up an Alpine in my car... yeah right. The sound effects are awesome, though.

PLAYABILITY

If you think you know how to play fighting games, here's a challenge for you. Great control, easy to learn moves, and bliss.

EASY MEDIUM DIFFICULT

BANG FOR THE BUCK

THE LOWDOWN

While I can hardly recommend that you spend the cash it would take to buy *Agressors of Dark Kombat*, if you have a chance to play it, beware: you will become addicted. If you've got the dough, buy it.

GRAPHICS

Looks kinda like *Aero Fighters One* to me, but then again, *Aero Fighters* looked pretty good. Look for the end boss. He's freaky deaky.

SOUND/MUSIC

Apocalypse Now, only with more explosions. The sound of gunfire is so continuous, you'll just tune it out after a little while.

PLAYABILITY

Nothing new, nothing special, but it's a reliable old formula and it doesn't really have any improving.

EASY MEDIUM DIFFICULT

BANG FOR THE BUCK

THE LOWDOWN

It ain't chess, that's for sure. *Aero Fighters 2* is a linger cramping, drool inducing, shooter with a lot of loud explosions. Loud explosions are very pretty. Can I have my Prozac now, Mr. Bienek?

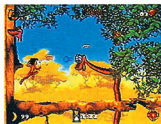
they've got
claws
they've got
venom
they've got
teeth
you've got
BANANAS?

But don't worry. They're not the kind of bananas you cut up in cereal. They're the kind that can cut down a man-eating tiger, spit-ball hurling snake, ballistic bat, crazy ape, or totally mental, maniac monkey. In the new video game, *Disney's The Jungle Book*, a banana can save your butt...and really mess up someone else's. You'll fire off your favorite fruit through 11 different play levels*. Plus 5 wild bonus rounds. With characters and songs straight from the Disney movie, *Disney's The Jungle Book* even features movie-like super-smooth animation. From Virgin and Disney, the same companies that created *Aladdin* for the Sega™ Genesis™ System. So make like a banana...and split for your nearest video store.

Available for all your favorite game systems.

Disney's

The Jungle Book



Virgin
Disney
1994

*Number of levels and bonus rounds may vary according to your system. Downloadable Game Boy™ Game™ version. Other versions may vary. © The Walt Disney Company. © 1994 Virgin Interactive Entertainment, Inc. All rights reserved. Sega is a registered trademark of Sega Enterprises, Ltd. Sega and Genesis are trademarks of Sega Enterprises, Ltd.

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BABY'S DAY OUT

GENESIS



7

GOOD

Hi Tech

Expressions: Phone: (212) 941-1224

Baby's Day Out is a freaky game where you have to save a weird-looking baby from being kidnapped. There's not a whole lot of action but the strategy-type gameplay is adding it.



BUBBA IN STIX

GENESIS



6

OKAY

Core Design

Phone: (415) 771-2570

Bubba is a nice name, but it's not a nice game. It's real slow. But some of the puzzles are cool. The graphics are clean, but Bubba sure is a goofy-lookin' character. Needs some oomph.



DOUBLE DRAGON II

GENESIS



8

COOL

Williams

Entertainment

It's the Double Dragon game I've been waiting for. The characters look good, and they've got a lot of moves. Wait 'til you see the hidden characters. It's really a fun fighting game.



THE SOFTWARE TOOLWORKS STAR WARS CHESS

SEGA CD



5

WEAK

The Software

Toolworks: Phone: (415) 883-3000

This game is kind of dumb. Even if you do like chess. Everytime you make a move there's an animated fight between the two pieces (ex. Leia and Stormtrooper). But it looks bad.



POWER MONGER

SEGA CD



7

GOOD

Electronic Arts

Phone: (415) 571-7171

A good strategy game for those that like strategy games. I like the name of the game. It feels good to say it. Try it: "I am a Power Monger."



Barbie Vacation Adventure

GENESIS



6

OKAY

Hi Tech Expressions

Phone: (212) 941-1224

Weird. Barbie goes to Texas and throws horseshoes. It's probably an all-right game for smaller kids. But not for someone over six. What's with Barbie having to change her clothes all the time?



POWER. JUSTICE. DARKNESS. LIGHT.

Two halves of an ancient puzzle
are the only hope.

DOUBLE DRAGON

IMPERIAL ENTERTAINMENT & SCARBOX PRESENT A SHAH PRODUCTION "DOUBLE DRAGON" ROBERT PATRICK
MARK DACASCOS SCOTT WOLF JULIA NICKSON AND ALYSSA MILANO MUSIC SUPERVISOR JELLYBEAN BENITEZ MUSIC BY JAY FERGUSON ASSOCIATE PRODUCER TOM KARNOWSKI
PRODUCTION DESIGNER MAYNE BERKE DIRECTOR OF PHOTOGRAPHY GARY B. KIBBE EXECUTIVE PRODUCERS SUNDIP R. SHAH AND ANDERS P. JENSEN WRITTEN BY MICHAEL DAVIS & PETER GOULD AND
MARK BRAZILL PRODUCED BY SUNIL R. SHAH, ASH R. SHAH & ALAN SCHECHTER AND JANE HAMSHER & DON MURPHY
DIRECTED BY JAMES YUKICH VISUAL EFFECTS BY PACIFIC DATA IMAGES, INC. AND ILLUSION ARTS 1994 UNIVERSAL CITY STUDIOS, INC. A GRAMERCY PICTURES RELEASE

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Coming Soon to a Theatre Near You

SPORTS WIRE

PHILLIPS FOOTBALL GAME MAKES THE HALL OF FAME



Left to Right: Ray Nitschke, Roger Staubach, Tom Landry, Hall of Fame Director Pete Elliott, Phillips Media Games President David McElhatten and Paul Warfield pose in front of the Phillips kiosk at the Hall of Fame.

NFL Hall of Fame Football for the Phillips CD-i promises to be a video game that football buffs will not want to overlook. The game includes an extensive interactive reference section on the legends of professional football. This is in addition to the head-to-head football game in which players can select their own teams com-

prised of members of the Pro Football Hall of Fame.

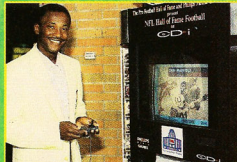
The reference portion of *NFL Hall of Fame Football* features a comprehensive interactive tour of the Pro Football Hall of Fame in Canton, Ohio. Look up any Hall of Famer and receive a narrated history of his career. Users can watch broadcast-quality video highlights of each player's greatest moments and browse a complete list of his lifetime stats. It's like an electronic football encyclopedia with more than 40 minutes of VHS-quality video.

Football Hall of Famers Tom Landry, Roger Staubach, Paul Warfield and Ray Nitschke were among the first to play Phillips' new football game. *NFL Hall of Fame Football* is the first interactive attraction to be installed at the Pro Football Hall of Fame. The CD-i station was presented by Phillips Media Games as part of the recent Hall of Fame enshrinement ceremony.

"At the Hall of Fame we take great pride

in our exhibits. We think this display will not only expand our visitors' experience, but will offer an added dimension by providing detailed information about these legendary pro football greats," said Pete Elliott, Pro Football Hall of Fame Director.

So if you're ever in Canton, Ohio, and you just happen to be in the neighborhood of George Halas Drive, check out the first video game to make the Pro Football Hall of Fame. Maybe you can slip a copy of *Burn.Cycle* into the machine while everybody's looking the other way.

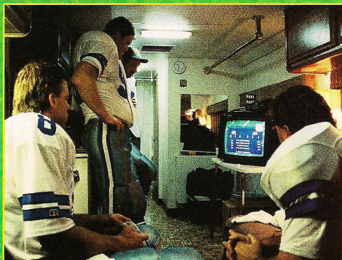
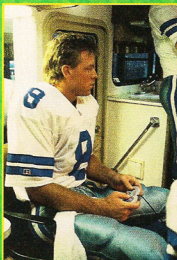


Former Miami Dolphins wide receiver Paul Warfield stops to check his HOF stats in Phillips' NFL Hall of Fame Football.

AIKMAN PLAYS THE GAME

Williams Entertainment Inc. scored big points with football fans when it signed quarterback Troy Aikman of the Dallas Cowboys to endorse its new football video game. Unlike many earlier sports games with big-name licenses, *Troy Aikman NFL Football* was designed with the full cooperation of the Super Bowl MVP, and his influence on the project was never more apparent than during the recent filming of a TV commercial for the game. The commercial features a special appearance by former Cowboys coach Jimmy Johnson and three of Aikman's real-life teammates, who joined Troy in testing the game during breaks in the filming.

When asked how he feels about starring in his own video game, Aikman replied, "I think it's a neat thing. You know, growing up...having played John Elway's game, Joe Montana's game and John Madden's game, it's nice to have a game out. I'm looking forward to seeing what the response of the public is going to be. I think that we have put together a quality football video game...I do believe that people will like what they see."



Troy Aikman stops during the filming of the TV commercial to play the game that bears his name.

GENESIS

SPORTS



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1-4 Players

16 Meg

Developer:

High Score Prod.

It's amazing how every year EA Sports manages to top its previous year's hockey cart. *NHL '95* continues the trend with a host of new features that are sure to please any fan.

One of the biggest additions this year is the ability to create players. Wanting to help my Kings recover from last year as quickly as possible, I shamelessly created a big, fast and aggressive new forward (named after myself, of course) with good endurance and a cannon for a snapshot, whom I then had Los Angeles sign as a free agent. I didn't have many "rating points" left over for categories like stick handling or passing accuracy, but who cares since I put myself on the same line as Gretzky? (It's *good* to be the coach!)

Besides letting you create new players, *NHL '95* now allows you to trade players between teams. Trades can involve up to three players from each team. After performing your own evaluation, you can either propose the trade to

the General Manager (who will either accept or reject the deal) or execute the trade on your own authority (useful when duplicating real-life trades that happened during the off-season).

The *piece de resistance*, however, is the incredibly detailed season mode. Like other new EA Sports games, you select which games you will play and which the CPU will simulate for each day of the season. You can skip for-



If you're in the lead near the end of the game, bring in your checking line to slow down the opposition.

ward through the season by having the CPU play all games up to a specified date. Detailed player and team statistics for the season are saved in the cart's battery-backed RAM, along with league leaders, the NHL Standings and any players you've created or traded.

Options aren't the only things that have been added or improved. The pace of the game has been increased considerably, resulting in faster, more exciting gameplay. The rinks seem a bit wider and slightly longer, which opens up the action that much more. You can now fake a shot once you've crossed the defender's blue line with the **A** button, and defensive players will lie down on the ice to block shots. Overall I didn't

think the quality of the game's art lived up to the other games in the series, though there is a new face-off window that puts you much closer to the action.

—Jeffrey Tschiltch



GRAPHICS

There's a lot less color used in this game versus the previous carts. The players don't seem quite as defined, the uniforms are less vibrant and the dithered shadows can be annoying. Still a great looking game, just different.

SOUND/MUSIC

About the same as before. The menu music is standard EA fare, but the organ music is perfect. Excellent digitized sounds, especially the scraping of ice when radically changing directions or when a player is checked hard into the boards.

PLAYABILITY

The programmers of *NHL '95* have managed to noticeably lighten up the controls without losing that slippery "on the ice" feeling. You can now control backward skating defenders without having them turn around.

EASY MEDIUM DIFFICULT

EDITORS' RATINGS

GORE 9
CHRIS 9
NIKOS 9
BETTY 9

BANG FOR THE BUCK

THE LOWDOWN

NHL '95 may not be the best cart in the series in terms of graphics, but when it comes to playability no other hockey game today can challenge the superb control this game has to offer. This year's options round out the excellent features carried over from *NHL '94*, such as goalie control, hot/cold streaks, auto line changes and one timers. One has to wonder what EA will be able to come up with for next year, with the ability to trade and create players, will there really be a need for *NHL '96*?



- ✓ Exhibition/Practice Mode
 - ✓ League/Season Mode
 - ✓ Tournament Mode
 - ✓ Substitutions
 - ✓ Team Construction
 - ✓ League Construction
 - ✓ Battery Backup
 - ✓ Password Backup
 - ✓ Instant Replay
 - ✓ Official License
 - ✓ 1 ✓ 2 ✓ 3 ✓ 4 ✓ 5
- Players



GENESIS



SPORTS



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EA
SPORTS
ELECTRONIC ARTS

1-4 Players

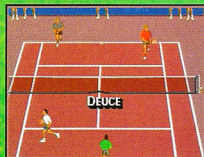
16 Meg

Developer:

High Score Prod.

EA Sports has gone all out to make its first tennis simulation one of the best on the market. Instead of licensing a single star to headline the cart, *IMG International Tennis Tour* features 32 real players, from legends such as Bjorn Borg and Ivan Lendl to rising stars like as Tommy Haas.

IMG features both singles and doubles matches in a variety of play modes. You can select to compete in one of the 16 available



If you lose a point on a questionable call, argue with the umpire to push your player up and get an energy boost!

few Exhibition matches on a court surface similar to that of the upcoming tournament.

If you need some practice, head over to Vic Braden's Tennis College and let the master instructor run you through a few demanding drills. Vic gives you an overview of what you should try to accomplish in the current drill and then stands next to the ball machine to watch your progress. You can tell how you're doing

by Vic's reactions: If he trusts his hands his hair into the



Don't let me see that ball! I want to see it! It's not your chance! Move the racket! The other way! Oh!

air you're doing great, but start missing and he'll just shake his head. I started aiming for him after a while, just because it's fun to watch him try to get out of the way!

Before you can play a match you must select the pro who will be your "alter-ego." Each pro has different strengths and weaknesses matching their real-life abilities. For instance, Borg has an excellent net game while Lendl is more comfortable blasting away from the baseline. If you try to force Lendl to play a net game, his shot placement is likely to become erratic.

IMG features a good selection of shots and serves. Tapping the corresponding button will yield either a quick topspin slice or drop shot, while holding the button will result in a harder shot or lob. You can angle your shots by pressing the D-pad just after pressing a shot button. Serving is a two-step process involving a small tennis racket meter. First you indicate how powerful the serve will be, then you try to stop a bouncing tennis ball in the center of the racket. The more power you select, the harder it is to stop the ball in the "sweet spot."

—Jeffrey Tschiltsh



GRAPHICS

The players are drawn quite realistically and execute their shots with smooth, detailed movements. Great attention to detail, especially all the ball boys and the digitized pictures of the pros.

SOUND/MUSIC

The digitized sounds of the ball are perfect; often you can tell what type of shot has been hit just from the sound. The chair umpire sounds a bit robotic and I didn't really care very much for the music.

PLAYABILITY

The controls are fairly straightforward. For beginners, the "auto" option will move your player into the correct position so you can concentrate on your shot selection and timing instead of footwork.

EASY MEDIUM DIFFICULT

EDITOR'S RATINGS

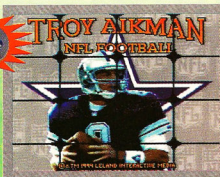
GORE 8
CHRIS 8
NIKOS 7
BETTY 8

BANG THE BUCK

THE LOWDOWN

EA Sports has served up a winner with *IMG International Tour Tennis*. The wide variety of player styles and court surfaces keep the game challenging, and doubles matches take on a whole new meaning with a 4-Way Play adapter. Like most good sports sims, the controls are easy to learn but it takes time to develop winning strategies. If tennis is your racket, this cart is sure to please!

SNES

TRADEWEST
SPORTS1-2 Players
16 Meg
Developer:
Leland Interactive

Troy Aikman NFL Football is Tradewest's sequel to *Pro Quarterback*. This year's game features smaller players so you can see more of the action and a host of new features and moves. For starters, the battery backup now saves your stats and up to five different seasons at once. You can play the same matchups from the '93-94 season or design a custom season that's all your own.

Aikman NFL also includes a unique way to customize teams. Team attributes are de-

termined by the salary amount allotted to the different player positions. Winning games increases your team's budget, but remember to save some to spend on injured players come half-time!

—Jeffrey Tschiltsch



Take control of the receiver while the ball is in the air to increase your chances of a reception.



GRAPHICS

The players are smaller versions of those in *Pro Quarterback*. The animation is rough in spots and it's tough to find your player in a crowd.

SOUND/MUSIC

The intro tune sounds just like a marching band, but the "charge" music is cheesy. Clear speech samples and some great digitized hits.

PLAYABILITY

Great controller layout puts a ton of moves at your fingertips. One of the four games that lets you call a fair catch on a punt.

EASY MEDIUM DIFFICULT

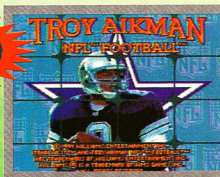
BANG FOR BUCK

THE LOWDOWN

Aikman NFL plays a solid game and the NFL license allows real team names and uniform colors. While similar to *Pro QB*, new features such as the custom play designer help distinguish Aikman from the crowd of SNES football carts.

Williams Entertainment, Inc. • 2400 South Business 45, Corsicana, TX 75110 • (903) 874-2683

GENESIS

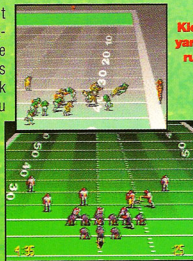
Williams
Leland Interactive1-2 Players
16 Meg
Developer:
Leland Interactive

Akman NFL for the Genesis has a few subtle differences from its SNES counterpart that are worth noting. First, the gridiron is angled back more so you can see farther down field. The instant replay features a cross-hair allowing you to isolate a player. The Genesis version also includes a '94-95 season mode that features the new two-point conversion and kick-off rules.

All of the moves found in the SNES game are here, but if you don't have a six-

button controller you'll have to use the **START** button to toggle the **ABC** buttons to the **XYZ** functions, making it tougher to stiff-arm that 300 pound linebacker.

—Jeffrey Tschiltsch



Kick-offs are from the 35-yard line under the '94-'95 rules, so be sure to give 'em enough leg!

EDITORS
RATINGSGORE
7
CHRIS
7
NIKOS
5
BETTY
7

GRAPHICS

Almost as colorful as the SNES, but with slightly better animation. There's some flicker at times, but it doesn't detract from the game.

SOUND/MUSIC

The Genesis can't duplicate the quality of the SNES' music, but I found the sound effects packed more of a punch in this version.

PLAYABILITY

Response is a bit more precise than the SNES, but you'll need a six-button controller to enjoy the game. Strategists will like the "manage-only" mode.

EASY MEDIUM DIFFICULT

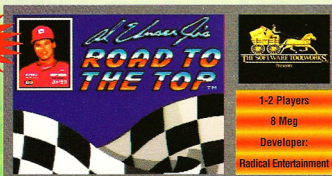
BANG FOR BUCK

THE LOWDOWN

The Genesis and SNES versions of Aikman are nearly carbon copies of each other. If you have a six-button controller, I'd recommend the Genesis version over the SNES cart due to the faster gameplay and '94-'95 rule changes.

SNES

SPORTS



1-2 Players
8 Meg
Developer:
Radical Entertainment



EDITORS
RATINGS
GORE
7
CHRIS
6
NIKOS
5
BETTY
6

GRAPHICS

Nice Mode 7 scaling and some nifty rotation when you spin out. The graphics are colorful but not very detailed.

SOUND/MUSIC

Nothing much to speak of; some repetitive music on the menus and the typical "motor" noises you'd expect.

PLAYABILITY

The controls respond well but the action is fairly slow; there are no pit stops and the number of laps for each race is fixed.

EASY MEDIUM DIFFICULT

BANG FOR THE BUCK

THE LOWDOWN

Road to the Top is a mediocre racing game. The most interesting thing is the snowmobile racing—you can get airborne by hitting icy bumps. Simplistic controls, limited options: Little Al's game is best for youngsters only.

Al Unser Jr.'s *Road to the Top* features four different kinds of Mode-7 style racing: Go-Karts, Snowmobiles, IROC's and Indy Cars. You can challenge a friend via the split screen view or enter the Road to the Top tournament.

Before each race you can select from three different vehicles that vary in acceleration, braking, handling and top speed. In practice mode you can also select which of the three different tracks to race. Little Al provides a few tips and challenges you to beat his best time. If you place first in the final Indy Car race you'll face the ultimate challenge: A showdown with Al Jr. himself!

—Jeffrey Tschitsch



Avoid the oil slicks or you'll spin out for sure.



✓ Practice Mode
✓ Season/Circuit Mode
✓ Special/Arcade Mode
✓ Qualifying
✓ Vehicle Set-up
✓ Pit Stops
✓ Battery Backup
✓ Password Backup
✓ Instant Replay
✓ Official License
✓ 1 2 3 4 5
Players



American Softworks Corp. • 24 Richmond Hill Avenue, 8th Floor, Stamford, CT 06901 • (203) 327-6545

SNES

SPORTS



1 Player
8 Meg
Developer:
Radical Entertainment



EDITORS
RATINGS
GORE
7
CHRIS
6
NIKOS
5
BETTY
6

GRAPHICS

The animation in this Mode-7 racer is pretty choppy. The bikers are large but the courses are heavily patrolled.

SOUND/MUSIC

Initial hard-driving rock score sets the tone but becomes low key during the races. Strange sounds when you're jumping.

PLAYABILITY

There are plenty of moves to make but the overall steering controls are pretty rough around the edges.

EASY MEDIUM DIFFICULT

BANG FOR THE BUCK

THE LOWDOWN

A different kind of competition for racing fans. I liked the options and moves but was disappointed by the poor steering response and course Mode 7 effects. An interesting rental if you need a change of pace.

If cycling is your thing, join eight of the fiercest competitors this side of *Road Rash* in the quest for the Cannondale Cup! Select your ride from the wide variety of Cannondale mountain and road bikes depending on the type of course you're about to race.

The cart features plenty of attitude, as races such as the Tour de Grunge might lead you to believe. During the race comments flash on the screen indicating how you're doing. Since peddling can tire you out quickly, you'll need to learn ways to conserve energy, such as grabbing onto another cyclist and letting them tow you.

—Jeffrey Tschitsch



Pushing down on the D-pad makes your racer lower his head for less wind resistance.

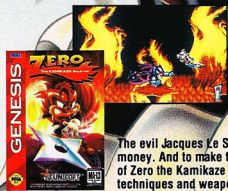


✓ Practice Mode
✓ Season/Circuit Mode
✓ Special/Arcade Mode
✓ Qualifying
✓ Vehicle Set-up
✓ Pit Stops
✓ Battery Backup
✓ Password Backup
✓ Instant Replay
✓ Official License
✓ 1 2 3 4 5
Players

ZERO™

The KAMIKAZE Squirrel

Zero in on it!



The evil Jacques Le Sheets has a twisted plot to create counterfeit money. And to make the paper, he's ravaging the wooded homeland of Zero the Kamikaze Squirrel! Master Zero's full arsenal of Ninja techniques and weapons as you swoop, spin and dive through fifteen levels of sizzlin', 16 meg fun.



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GENESIS

SPORTS



1-2 Players
16 Meg
Developer:
High Score/Stormfront

EDITORS
RATINGS

GORE
8
CHRIS
6
MILOS
7
BETTY
6

GRAPHICS

Large players at the plate and good camera angles for fielding, but the animation is so choppy it will drive you to distraction.

SOUND/MUSIC

Plenty of different themes for the different menus and good stadium organ during the game. Good, clean digitized umpire calls.

PLAYABILITY

The controls are pretty sluggish and the action is slow. Good manager options and adjustable season modes.

Everyone has a weakness, and for EA Sports it seems to be baseball sims. EA's earlier effort this year, *MLBPA Baseball*, featured real players but was more of an arcade game. Now the update to *Tony La Russa* is here, featuring enhanced statistics courtesy of Stats Inc., tracking 19 pitching and 27 position player statistics over the entire season, and more managing options than you can shake a stick at.

Unfortunately, *La Russa '95* suffers from the same animation woes the first card had, and player response to the controller is worse than ever. Control must not have been a programming priority, since the 4-Way-Play adapter isn't even supported.



La Russa '95's new interface is almost an exact copy of Accolade's *Hardball* series.

—Jeff Tschiltzsch



- ✓ Exhibition/Practice Mode
- ✓ League/Season Mode
- ✓ Tournament Mode
- ✓ Substitutions
- ✓ Team Construction
- ✓ League Construction
- ✓ Battery Backup
- ✓ Password Backup
- ✓ Instant Replay
- ✓ Official License
- ✓ 1 2 3 4 5
Players

Sega of America, Inc. • 255 Shoreline Drive, Redwood City, CA 94065 • (800) USA-SEGA

GAME GEAR

SPORTS



1-2 Players
4 Meg
Developer:
Sega

EDITORS
RATINGS

GORE
7
CHRIS
8
MILOS
7
BETTY
8

GRAPHICS

Smooth scrolling in the fielding view and good animation, especially slides. The close-up windows for homers and walks are a nice touch.

SOUND/MUSIC

Catchy little tunes on the menu screens, but it would have been nice if you could just turn the music off during the game.

PLAYABILITY

Unique pitching controls let you position the pitcher and the catcher independently, then set the speed of the pitch during the windup.

World Series Baseball '95 has a surprising number of features for a Game Gear cartridge. The team editor allows you to create two different "dream teams" by selecting your favorite pitchers and hitters in the league. Your teams are saved in the battery-backed RAM along with the standings for the season, which can be as short as 32 games and as long as 162.

While the graphics may not be as innovative as in the Genesis *WSB* cartridge, *WSB '95* includes both "behind-the-batter" and "behind-the-pitcher" viewpoints. There are four differ-



Be careful when pitching inside as it's quite easy to hit the batter.

ent stadiums to choose from, and the fielding view maintains realistic ballpark proportions despite the game's small screen.

—Jeff Tschiltzsch



- ✓ Exhibition/Practice Mode
- ✓ League/Season Mode
- ✓ Tournament Mode
- ✓ Substitutions
- ✓ Team Construction
- ✓ League Construction
- ✓ Battery Backup
- ✓ Password Backup
- ✓ Instant Replay
- ✓ Official License
- ✓ 1 2 3 4 5
Players

EASY MEDIUM DIFFICULT

BANG FOR THE BUCK

THE LOWDOWN

WSB '95 doesn't have a lot of managing options, but if you're looking for portable arcade baseball it fits the bill. The different pitching controls and sharp graphics make this one of the better Game Gear sports titles available.



NOVEMBER / 94

SCOREBOARD

GENESIS HOCKEY

	TITLE	MANUFACTURER	OVERALL	GRAPHICS	ANIMATION	MUSIC	SOUND F/X	CONTROL	SPEED	CHALLENGE	COACHING	REALISM	OPTIONS	INNOVATION	TEAM SELECTION	LICENSE
1	NHL '95	Electronic Arts	9	8	9	8	9	9	9	8	8	8	9	7	8	9
2	NHL '94	Electronic Arts	9	9	8	7	8	9	8	8	8	9	9	7	8	9
3	NHLPA Hockey '93	Electronic Arts	8	9	8	7	8	8	8	8	8	8	8	7	8	8
4	NHL Hockey	Electronic Arts	8	9	8	8	8	8	7	7	7	8	7	8	8	7
5	Mario Lemieux Hockey	Sega	6	6	6	7	6	6	6	7	7	6	7	6	7	4

GENESIS TENNIS

1	IMG International Tour Tennis	Electronic Arts	8	8	9	6	8	8	8	8	8	8	8	7	7	7
2	Wimbledon Championship Tennis	Sega	7	7	7	6	7	8	8	7	5	7	8	5	6	4
3	David Crane's Amazing Tennis	Absolute	7	7	7	6	7	7	7	7	5	7	6	8	6	n/a
4	Jennifer Capriati Tennis	Renovation	7	6	7	7	6	7	7	7	5	6	6	5	6	4
5	Andre Agassi Tennis	TecMagik	4	5	4	5	4	4	5	5	5	4	4	3	6	4

GENESIS FOOTBALL

1	College Football's National Championship	Sega	9	9	9	7	9	9	9	8	8	8	8	7	8	7
2	NFL Football '94	Sega	9	9	9	7	9	8	9	8	8	8	8	7	8	9
3	Bill Walsh College Football	Electronic Arts	9	9	9	8	8	9	8	8	8	8	8	7	8	6
4	John Madden Football Championship Edition	Electronic Arts	9	8	9	8	8	9	8	8	8	8	8	6	10	7
5	John Madden Football '93	Electronic Arts	9	8	9	8	8	9	8	8	8	8	8	6	9	6
6	Bill Walsh College Football '95	Electronic Arts	8	9	9	7	8	8	8	8	8	7	8	7	7	7
7	Madden NFL '94	Electronic Arts	8	8	8	8	8	8	8	8	8	7	8	6	9	7
8	NFL SportsTalk Football	Sega	8	9	8	6	8	8	9	7	8	7	7	6	8	8
9	John Madden Football '92	Electronic Arts	8	8	8	8	8	8	7	7	8	7	7	6	8	6
10	John Madden Football	Electronic Arts	8	7	8	8	7	8	7	7	8	7	7	7	6	6
11	Super High Impact	Arena	8	8	8	8	6	8	8	6	5	4	4	5	4	n/a
12	Troy Aikman NFL Football	Williams	7	7	7	6	7	7	7	7	8	7	7	6	7	7

Other Genesis football games: Joe Montana II—Sportstak Football (Sega/Overall 7)...Joe Montana Football (Sega/Overall 6)...Mike Ditka Power Football (Ballistic/Overall 5)

SUPER NES FOOTBALL

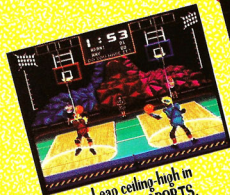
1	Madden NFL '94	Electronic Arts	9	10	9	8	8	9	9	8	8	8	9	8	9	8
2	Bill Walsh College Football	Electronic Arts	9	9	9	8	8	9	9	8	8	7	9	6	8	6
3	John Madden Football '93	Electronic Arts	8	8	7	8	7	8	7	7	8	7	7	6	7	5
4	Super High Impact	Acclaim	8	8	8	7	8	8	8	6	5	4	4	5	4	n/a
5	Sports Illustrated: Championship Football & Baseball	Malibu	7	8	7	8	7	7	8	8	8	7	7	7	6	4
6	MVP Football	Capcom	7	8	7	7	6	7	8	8	7	7	8	5	6	7
7	Troy Aikman NFL Football	Williams	7	7	7	7	7	7	6	7	8	7	7	6	7	7
8	John Madden Football	Electronic Arts	7	7	6	7	7	7	7	7	8	7	7	7	6	5

Other Super NES football games: Pro Quarterback (Tradewest/Overall 7)...NFL Football (Konami/Overall 6)...Super Play Action Football (Nintendo/Overall 6)...ABC Monday Night Football (Data East/Overall 5)...Football Fury (American Sammy/Overall 5)

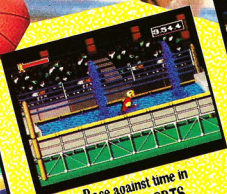
NICKELODEON

GUTS

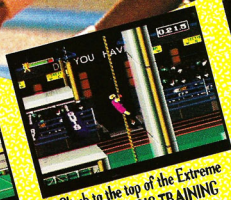
IF IT'S JUST A VIDEO GAME, WHY ARE YOU SO OUT OF BREATH?



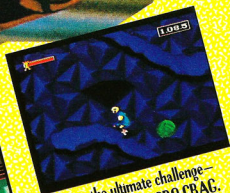
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GLOBAL GAMING

Neo Nectaris (Military Madness 2)

HUDSON SOFT
PC Engine

Fans of the TurboGrafx-16 game *Military Madness* have been waiting a long time for this sequel. If you're into military strategy games with an international flair, *Neo Nectaris* is made for you. This sequel to *Nectaris* (released in the U.S. as *Military Madness*) is a wargame simulation that has you fighting for control of the planet Nectaris. Place your ground troops, tanks and planes in strategic positions and watch as the computer complies the death tally.

As an added bonus to the CD, the original game is included. This CD game has sound effects that would even please Mr. Just Right, Bootsly Solls. Though it is a pretty heavy-duty strategy game with all Japanese text, dedicated *Military Madness* maniacs should be able to play in no time. You can order *Neo Nectaris* through Turbo Zone Direct by calling the company's toll-free number: 1(800)DUO-THIS.

STRATEGY



Libble Rabble

NAMCO
Super Famicom

About ten years ago, *Libble Rabble* was a coin-op that came out in Japan. Popular as all heck, Namco has decided to release it on the Super Famicom, which kind of parallels the company's re-release of *Pac Man* in the U.S.

So what in tarnation is a *Libble Rabble*? It's a magic tool, kind of like a lasso that is used to get rid of elves who are destroying the fields that surround your village. You're trying to round up all of the "Mushlins" which are mushroom shaped objects, while avoiding the bad guys that are trying to nab you. Pretty psychedelic. You can also work miracles by finding boxes of treasure and catching the "Topcup" fairies who try to escape from the treasure boxes. This is the kind of game that kind of makes me queasy.

The strangest thing about *Libble Rabble* is that it's kind of like a politically-correct *Super Bomberman*; though the strategies are infinite, the message of the game is to help out nature through conservation.

ACTION



STRATEGY



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