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M.K. II
poster

VIRTUA RACING Turbo-Charged Strategy

Game Players

SEGA • NINTENDO



THE
ULTIMATE
GUIDE TO
VIDEO
GAMES

EXCLUSIVE!
SEE PAGE 36!

More
Super SF II
cards!

**ROLE-PLAYING
EXTRAVAGANZA**

Shining Force II
Phantasy Star IV
preview!

Plus **5** more

MAXIMUM CARNAGE

Marvel-ous
Mayhem!

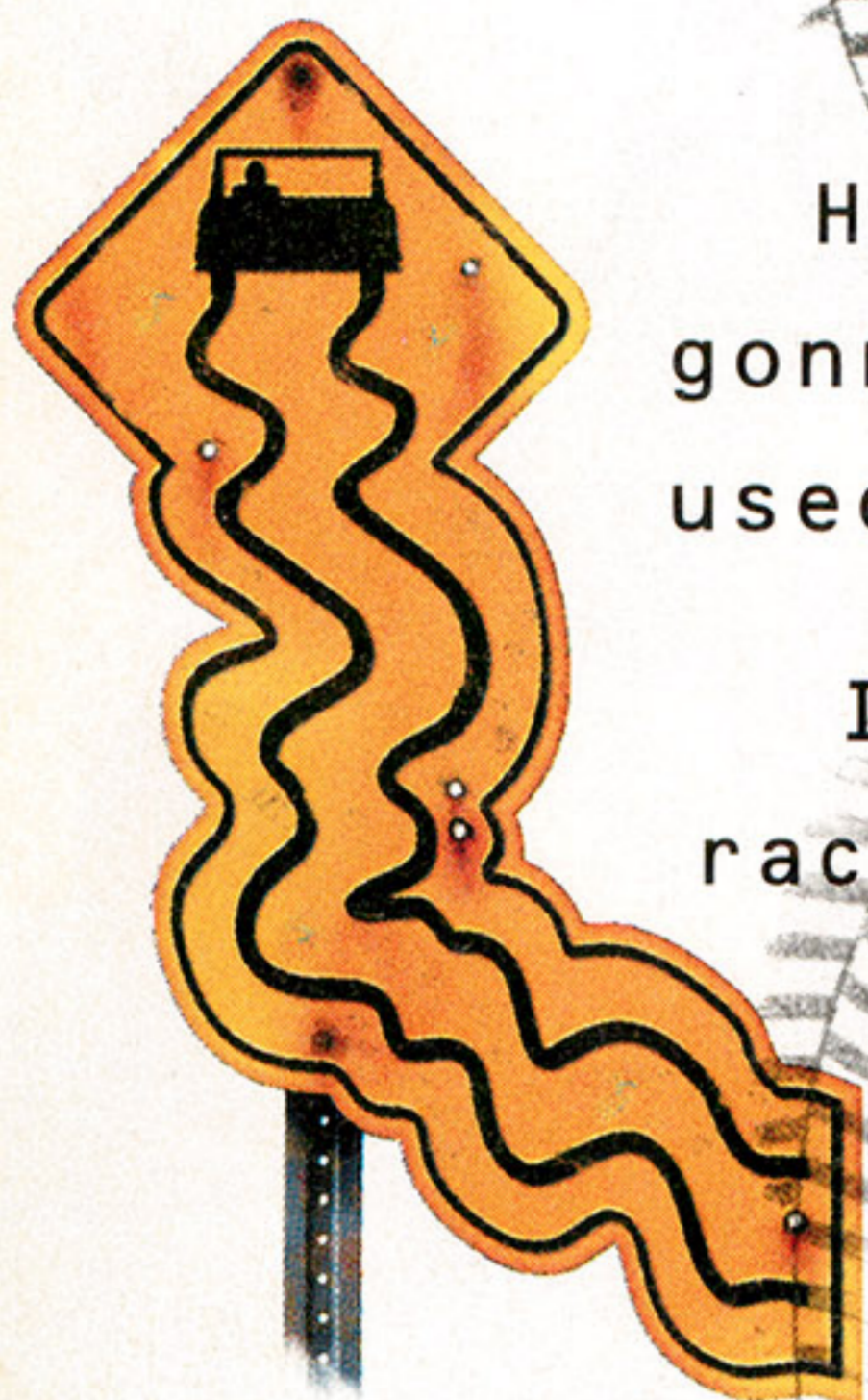
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\$4.50 U.S. & CANADA Vol. 7, No.8
AUGUST 1994



The only thing you have to lose
playing Stunt Race FX.





Hold on to your Salisbury steak. This is gonna be the wildest ride since Aunt Bert used to drive you to swim class.

It's **Stunt Race FX**™. The out-of-control racing game where you'll feel every turn in your gut. Unless, of course, your gut's still back on the last hill.



That's because you've got a **Super FX chip** under the hood. Big whoop, you say? Well, try saying



that when you're hurtling off a 3-D cliff at 130 mph or a flying boulder looks like it's about to land in your lap. You might say, "OHN0000!!" or **"OHMAHGAH!!!!"** But we doubt you'll say, "Big whoop."



GO FOR SPEED, BATTLE HEAD-TO-HEAD OR JUST GRAB SOME AIR. AND FORGET EVERYTHING YOU LEARNED IN DRIVERS ED.

And there's other wacky, weird stuff. In Stunt Race FX, you can pick your race, pick your vehicle, and pick one

of **24 tracks**—with hills, banked curves, tunnels, wild jumps—you name it. (The other guy's newest game has only 3 tracks, so about all you get to pick is your nose.)

But you gotta have a Super NES. And maybe an iron gut. So c'mon, what do you have to lose?

Well, besides that.

Only For
SUPER NINTENDO
ENTERTAINMENT SYSTEM



WELCOME TO GAME PLAYERS



Well, tell me what you think of the cover. Designed by Marvel artist Mark Bagley, this is one of the best covers we've ever done.

The game's not bad either (as you'll find out when you turn to page 36). We certainly hope to have other well-known artists creating our covers in the month's ahead.

This month we sent Jeff (he really *is* Lucky) to France to take a look at Electronic Arts' upcoming *Shaq Fu* action game. Check out our preview on page 22, then keep going — we've gone overboard on previews this month, with 32 games!

In our readers' survey, many of you demanded more strategies, and we've accommodated you by bringing a ton of the things — everything from *The Jungle Book* to *Virtua Racing* adorns these hallowed pages. To fit everything in, we dropped Now Playing... but only for this issue. Don't worry, it'll be back next month.

Don't forget, I'm always anxious to hear what you think of the magazine, so write and give me your views. I look forward to hearing from you.

— Mark

COLOR KEY

Use this color key to identify systems throughout the magazine. Whenever you see **red** in a box marked "Product Info" or overall game rating, for example, you know you're looking at a Super Nintendo game; **dark blue** always signifies Genesis.

SNES

NES

GAME BOY

GENESIS

SEGA CD

GAME GEAR

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SPIDER-MAN • VENOM:
MAXIMUM CARNAGE

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One of the top comic-book series ever becomes one of the hottest games of the year! Read about this Marvel-ous action game on **page 36**, but don't forget our feature on other comic translations — old and upcoming titles — beginning on **page 16**.

Marvel Comics, Maximum Carnage, and all character names and likenesses TM & © 1994 Marvel Entertainment Group.

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Da-da-da-daaaa! At last the 32X is unveiled, and we've got a look at the machine and the first dozen games. There's lots of other stuff in here, too.

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Our pages are *your* pages, and here's the proof. You decide what goes here just by writing a letter!

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Plus 20 more titles coming in the months ahead!



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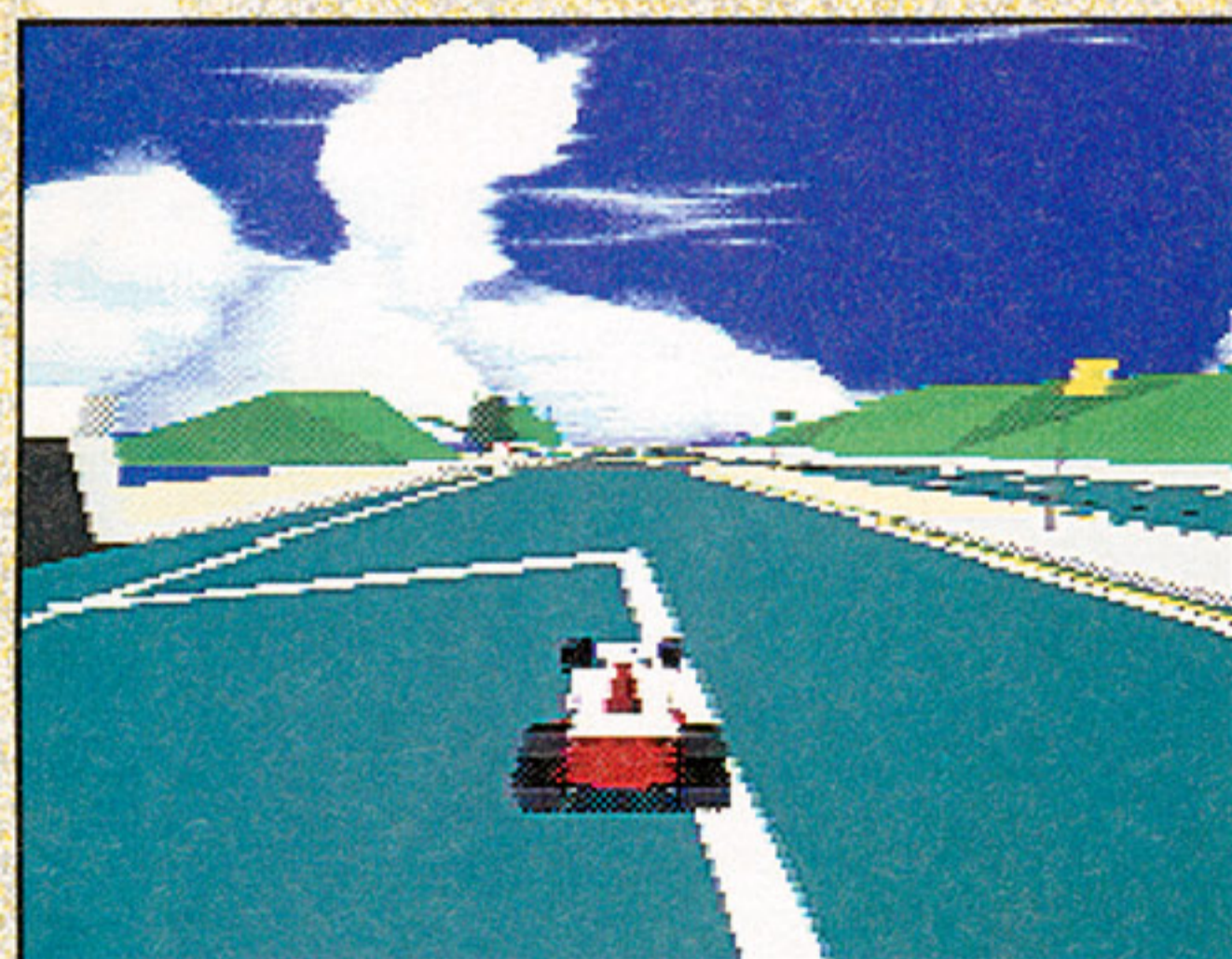
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The World Series race is heating up, and so is **MLBPA Baseball**. (page 75)

AUGUST 1994

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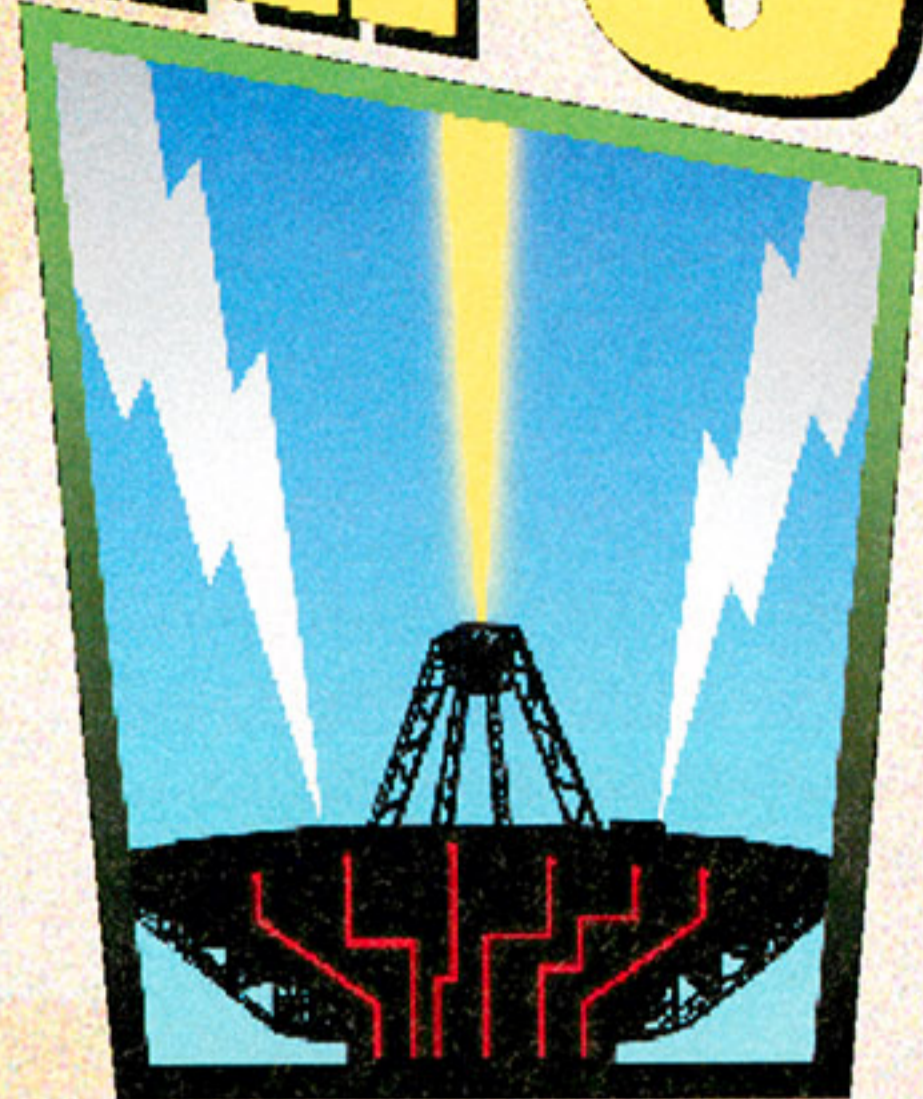
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INFO



TRAK

At the Wire

- Alias Research Inc. of Toronto has signed with Nintendo to create customized 3-D graphics development tools for Project Reality. Alias will become one of the largest 3-D development sites in the world.

- A sequel to 1980's *The Blues Brothers* is being talked about, with John Goodman or maybe Jim Belushi taking on the role originated by John Belushi. John Landis would direct this one, too.

- Name changes: Chaos Studios is now Blizzard Entertainment, and Hi Tech Expressions is now Hi Tech Interactive.

- The long-delayed *Johnny Mnemonic* is finally nearing completion, with Keanu Reeves (hot off *Speed*) taking the title role originally scheduled for Val Kilmer. The movie also stars Dolph Lundgren and Ice-T. William Gibson wrote the screenplay adaptation of his short story.

- Two sequels to *Darkman* are in the works, but don't look for them at your neighborhood theatre. Both will be direct-to-video releases late this year or early 1995. Needless to say, Liam Neeson, who was Oscar-nominated last year for *Schindler's List*, won't repeat his first starring role.

- Fox TV is the latest TV company to join the video-game and CD-ROM bandwagon. ABC News, MTV, Nickelodeon, ESPN, and King World are all working on games based on shows as varied as "ESPN's Sunday Night NFL" and Nickelodeon's "Are You Afraid of the Dark."

- A live-action movie of *Jungle Book* will star Jason Scott Lee, Sam Neill, Cary Elwes, and John Cleese.

- Lindsay Wagner may play the female starship commander in the new "Star Trek" series "Voyager."

We came back from Sega's Press Day with the latest on the 32X — pictures, games, specs. What more do you want from us?

Sega Holds "Gamers' Day" for Press

In a Consumer Electronics Show preview, Sega of America invited the press to its Redwood City, CA headquarters to preview the company's latest products — including the first look at the 32X!



Sleek and shiny — it's Sega's 32X.

That's the good news. The bad news is that Sega's now saying it's going to back the 32X for three years until the move to 64-bit gaming becomes more of a natural progression. What's this mean for Saturn? We're not exactly sure. Saturn will definitely be released this November in Japan, and everyone had assumed it would make it here by around

September 1995 — around the same time that Nintendo's Project Reality arrives. That's still the best bet, but if 32X really takes off (or conversely, just sits there), the timing might change.

The focus of Gamers' Day was "attitude, technology, and vision," the three things Sega thinks will take gamers to the next level. The company wants to create new game experiences and drive character development. Expect its stable of recurring video-game characters (Dynamite Headdy?) to grow as well. And while no one is betting the farm on 32X, the machine has a lot more support than we initially thought.

"It's very important that 32X is backward compatible," says Ed Volkein, Sega's senior vice president of marketing. "We've earned a lot of customer respect by allowing gamers to upgrade their machines instead of making them outdated. We're learning a lot about cable television, too. More than we really want to know."

This refers to the Sega Channel, which is still planned to debut in

percent increase (to \$4.04 billion), but the earnings drop was 63.5 percent, to \$109 million.

Nintendo is already talking about moving some production facilities to China from Japan in an effort to cut costs, since it attributes some 15 percent of its losses to the high value of the yen. Sega also plans to move some production overseas. The company's also estimating that the 32X system and its theme parks will help 1995 earnings more than double (to \$233 million).

Sega and Nintendo Post Declines

Profits for both Nintendo and Sega dropped — almost plummeted — during the 1993 fiscal year, which ended March 31. Nintendo earned \$510 million, down 40.6 percent. Total sales were \$4.71 billion, down 23.5 percent. Sega's 1993 sales held level with 1992, with less than a one-

AMERICA'S COOLEST BRANDS

1. Nike
2. Levi Strauss
3. Guess
4. Sega
5. The Gap

Statistics provided by Sega of America



September or October. Edge 16 is also well in the works.

Behind the Scenes

A lot of statistics were bandied about on Gamers' Day as well. Sega's research shows it currently holds 54 percent of the 16-bit market, with sales last year totaling more than \$3 billion. And if you think Game Gear's history, think again — two million units were sold last year.

Also on the technical front, Sega has improved video compression for the Sega CD. "We're on third- and fourth-generation compression technologies," said Joe Miller, senior vice president of Sega's technical division. "We're getting better, and so are the games. Titles like *Tomcat Alley* have already demonstrated Sega's ability to do full-screen video and get better video quality. Plus new motion-cap-

Perry Peeved

Our June interview with David Perry (*Earthworm Jim's* dad) has gotten the game designer and president of Shiny Entertainment into some hot water. Perry spoke perhaps a little more frankly to us than he realized, and he'd like to apologize to Disney and Virgin Interactive for some of his comments. He has the utmost respect for the companies and no malice or ill will was intended. He apologizes to his friends in both companies for any misunderstanding.

However, Perry is also spreading the word throughout the industry that our story misquoted him, and that's untrue. Not only was the interview taped, but Perry was also offered the opportunity (but declined) to take anything he said off the record. *Game Players* completely stands behind the interview.

ture systems will offer more life-like action and game play."

We also overheard Miller saying that Sega's long-delayed virtual-reality system would be out before the end of the year.

Kid Stuff

Sega's got a couple of things in its toy chest for kids. First up is the Pico System, a game machine designed to provide children 4-8 with an "early learning experience." The software is a book instead of cartridge, so Pico follows along as players turn the pages.

There's also the newly formed "Sega Club," which focuses on a newly packaged Genesis machine that includes a mouse instead of a control pad.



Disney's Bonkers is one of the new titles for the Sega Club.

Aimed at children 6-11, Club

titles include *Disney's Bonkers*, *The Berenstain Bears*, *Ecco Jr.*, and *Creative Antics*. The latter is a *Mario Paint!*-like program featuring Sega stars such as Sonic and Tails.

New for Genesis

The big news on the Genesis front is



The big news was *Sonic & Knuckles*.

Sonic & Knuckles, the first "backwards compatible" cartridge. Plug it in tandem with a previous *Sonic* adventure, and you can add Knuckles the echidna to the cast of characters.

Other titles expected this year are *Taz in Escape from Mars*, starring that wild Tasmanian Devil; *Dynamite Headdy*, the Treasure-designed game about a character with interchangeable heads; *Ecco: The Tides of Time*, another dolphin-fest; and *The*



Taz in Escape from Mars, new for Genesis.

Adventures of Batman and Robin, based on the *Batman: The Animated Series* cartoon (also for Sega CD with additional footage never before seen on television). Also look for *Jurassic Park: Rampage Edition*, *Desert Demolition*, and *Phantasy Star IV* (see a preview this month).

Sports titles include *NFL '95*, which features an entirely new engine, and *World Series '95*, which includes a new outfield perspective.

Get into Gear

With sales of two million units last year, it's clear Sega's not going to abandon the Game Gear any time soon. But besides a few Sega Club titles, Sega has only one big game to announce. Luckily, it's blue and spiky.

Sonic the Hedgehog: Triple Trouble introduces another member to the ever-growing universe. He's not spiny, though — he's Nack the Weasel.



Hot for Game Gear is *Sonic the Hedgehog: Triple Trouble*.

CD Ya Later

A few 32X titles will also become available for Sega CD. Look for the intriguing *Midnight Raiders*, *Fahrenheit*, and *Shadow of Atlantis*.



But other games are pure CD. The most bizarre title is *Wirehead*, which follows the adventures of some poor schmuck who had a brick dropped on his head. Now he has a wire implant in his head by which you control him. The most anticipated game is *Eternal Champions CD*, which adds four new characters to the brawler, plus six hidden characters (including a vengeful chicken).

Macabre Magicians Make Merry

If you've ever made a cake bleed or bought an invisible thread, you're probably a fan of Penn & Teller, the popular shock illusionists who once conjured up a horde of roaches on David Letterman's desk.

Now that type of madness can be yours! Absolute has signed the magicians for *Penn & Teller's Smoke and Mirrors*, a Genesis and Sega CD game that's being developed with the "full creative participation" of both Penn Gillette and Teller.

"Penn and Teller have spent an extraordinary amount of time at our development labs working with our designers," says Garry Kitchen, president and CEO of Absolute Entertainment. "They've actually become part of the design team."

The game will consist of several segments highlighting rip-offs and practical jokes as well as an action/adventure segment starring the pair. *Smoke and Mirrors* will also contain a fully interactive magic trick — pretty nifty.

Absolute hopes to release the game before the end of the year.



Penn and Teller's new game *Smoke and Mirrors* contains an interactive magic trick!

The Bat. The Rid. The Face

In case you haven't heard, *The Mask* star Jim Carrey has been signed to play The Riddler in *Batman Forever*, which begins production in September. The part had been offered to Robin Williams, who evidently wasn't happy at the screen time other villain Harvey "Two-Face" Dent (Tommy Lee Jones) received.. Chris O'Donnell (*The Three Musketeers*) will play a taller-than-usual Robin, and Robin Wright (*Toys*, *Forrest Gump*) is rumored to be the criminologist who's Batman's new love interest.

And if you missed it last month, Sega/MGM will release the 32X and Saturn versions of *Batman Forever*, Acclaim, the Genesis, SNES, and Sega CD games.

We've got lots more news from the comic-book front this month. Don't miss reviews of *Maximum Carnage* and *The Death and Return of Superman*. And look for every other video game ever made from a comic-book character — yes, we really mean it! — beginning on page 18. Zowie!

I'M NOT GOING INSANE. MY DREAMS WERE VISIONS OF REALITY— MY TRUE HOMELAND, MY FATHER'S MURDER, MY ULTIMATE DESTINY— AND THIS STONE AROUND MY NECK IS A LINK TO MY PAST.

... A FRIGID WIND SWIRLS AROUND ME, I'M SMOTHERED BY DARKNESS. TIME HAS COME TO DEPART THIS WORLD. I SMELL DEATH AND DESTRUCTION IN THE AIR...

— Kyle



THIS JUST IN

Jaguar Helping Atari

The Jaguar game system isn't exactly selling off the shelves, but it is helping Atari recoup from massive losses last year. Atari believes that once shipments of its 64-bit machine are running regularly and more titles are available that profits will go up sharply. For the first three months of 1994, Atari showed a deficit of \$927,000 — but that's a significant gain over the same period during 1993, when the company lost \$2.13 million.

Jurassic Point

From the "Why Bother?" file — MCA/Universal is spending \$65 million to advertise the video release of *Jurassic Park*. Man, why not build a homeless shelter? Is there *anyone* who doesn't already know this movie?

Go, Go Speed Racer

Accolade must be celebrating Warner Bros.' announcement of a *Speed Racer* live-action movie — it could only increase sales of its two *Speed Racer* 16-bit carts. The movie was offered to Tim Burton to direct, but it looks like *The Crow* director Alex Proyas will take the job.

AMDA Goes Interactive

The Amusement & Music Operators Association (AMPA) has joined with Electronic Data Systems Corp. to create an interactive game network called the National Amusement Network (NANI). The network can potentially link millions of gamers throughout the U.S. and Canada. The network isn't up and running yet, but you can call 312/321-5112 for more information.

Hum Along to Mortal Kombat

"*Mortal Kombat* — The Album" was released May 31 from Virgin Records' Vernon Yard Recordings. It features ten tracks performed by The Immortals. The album also includes original *Mortal Kombat* comic-book artwork previewing the comic released this summer. For information, contact Vernon Yard at 212/586-7700.

Misties Show Their Stuff

Although Universal Pictures hasn't officially decided to refund budgeting (a paltry \$3 million) for a big-screen *Mystery Science Theatre 3000*, officials at the company are being inundated with thousands of letters from its fans — some of whom are you readers, responding to *Game Players'* plea in last month's Readers' Network. Mike and the 'bots are currently pitching the idea to other studios; they hope to use a pretty decent movie, *This Island Earth*, for their silver-screen debut.

32X — From Fiction to Fact

Fact: No game company has been able to hang on to its market share as it jumps from bit to bit. Nintendo had a lock on the 8-bit market, but Sega's come out on top (albeit fractionally) in the 16-bit market. That's got to make them nervous as the 32-bit machines get closer and closer.

It also helps explain why Sega plans to spend some \$30 million dollars promoting the 32X. This machine — which we've actually seen now! — upgrades the graphics and sound of a Genesis by piggybacking on top of it. You can play your Genesis games on a 32X, but it's the new, speeds, near-arcade-quality titles you're gonna want to have.

A dozen titles will accompany the 32X's November launch, with an additional 60 games planned during 1995. Sega has 25 third-party developers, with some 30 games currently in the works. We haven't seen 'em yet so excuse the press-releasy prose, but here's what to expect when the machine is first released:

Cyber Brawl

After colliding in space, a band of humans and aliens fight it out to see who gets to go home on the remaining lifeboats. Floating camera perspectives make this 24-meg title one to watch.

Doom

Hot, hot, hot for PCs, now 32X players get their chance. You're a lone marine trapped on Mars (the planet, not the system) with only one means of escape — firepower. This first-person gore-fest should keep its blood and demons.

Fahrenheit 32X CD

"*Backdraft* on speed." Hop in the boots of firefighters and take on burn-

32X SPECS

CPU: 2 Hitachi 32-bit RISC processors running at 23 MHz/40 MIPS.

Co-Processing: Genesis 68000 and a new VDP (video digital processor).

Graphics: 50,000 polygons/second; texture mapping; hardware scaling and rotation.

Colors: 32,768 simultaneous colors.

Memory: 4 megabit RAM

Audio: Stereo, digital audio with programmable sample rates

ing buildings. Sega promises spectacular effects when Hollywood action comes to 32X near you.

Golf Magazine Presents 36 Great Holes

Now signed as an official Sega spokesman, Fred "Boom Boom" Couples takes golfing to the next



Golf Magazine Presents 36 Great Holes Starring Fred

Couples will be available for 32X and Sega CD.

level. Real terrain, vivid detail, and some 32,000 colors should push this 24-meg sim to the top.

Midnight Raiders

Fly an AH-64 Apache helicopter into occupied territory on a suicide mission from hell. It's never that easy to rescue hostages and escape with your life. And unique variables make this action different every time you play.

Shadow of Atlantis

No, it's not the *Indiana Jones* adventure recently cancelled by JVC. Instead, look for an undersea adventure in a Jules Verne mode. Great graphics and undersea perspectives

give this one tremendous potential.

Star Wars Arcade

A textured, polygon-based graphics roller-coaster with four massive levels. Developed in conjunction with the arcade game, *Star Wars Arcade* puts you in the cockpit of an X-wing fighter during pivotal battles against the Empire. May the Force... ahh, you know.

Stellar Assault

Dynamix had a PC hit with this title, and the 24-meg 32X title should provide the same turbo-charged space combat. Luckily, there's adjustable difficulty.

Super Afterburner

We hear this 24-meg game is identical to the arcade version. *Yi-pee!* Get ready to take an F-15 fighter jet into dangerous — and exhilarating — missions.

Super Motorcross

This is a spine-jarring, realistic simulation of actual motorcross racing. Choose from two perspectives and 15 full courses, then get ready to gooooo!

Super Space Harrier

Remember this one? *Super Space Harrier* is a 32X conversion of the arcade classic. And it should — we hope — be more like the arcade experience than ever before.

Virtua Racing Deluxe

This 24-meg bamburner is an almost exact translation of the arcade mega-hit. The demo was very impressive, with two new cars and three new tracks. Polygon-based graphics and varied camera perspectives move this cart along at twice the speed of the Genesis version.

Down the Road

Games a little farther out include *College Basketball*, *Metal Head* (not to be confused with *Wirehead*), *Surgical Strike CD*, *Wirehead CD*, and *Tempo*, a 24-meg game that stars one of Sega's new mascot characters, a hip-hop grasshopper.



Tempo's pitched as a new Sega mascot.

SOFTWARE ETC.'S TOP TEN LIST

based on unit sales for April

1	Mortal Kombat CD	Acclaim for Sega CD
2	NBA Jam	Acclaim for Genesis
3	Super Metroid	Nintendo of America for SNES
4	World Series Baseball	Sega of America for Genesis
5	NBA Jam	Acclaim for SNES
6	Ultima: The False Prophet	FCI for SNES
7	Tomcat Alley	Sega of America for Sega CD
8	Ken Griffey Jr. Major League Baseball	Nintendo of America for SNES
9	NBA Action '94	Sega of America for Genesis
10	Caesar's Palace	Virgin Interactive for Genesis



TAZ IN ESCAPE FROM MARS

 **Busting loose this August on SEGA™ Genesis™ and this October on Game Gear™!**

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

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

BREATH OF FIRE™



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



SQUARESOFT

SUPER NINTENDO
ENTERTAINMENT SYSTEM

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

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

YOU THINK THIS IS
JUST A GAME?!



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

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

READER'S

NETWORK

Impress your friends! Amaze your neighbors! Earn raises at work and extra credit in school! Get published here... yes, right here!

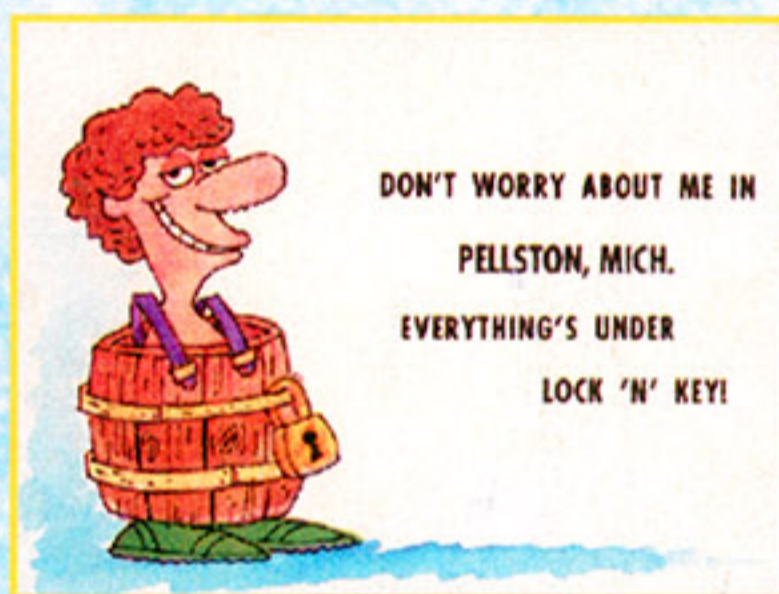
TAKE ME OUT TO THE BALL GAME

Do you think there will ever be a Genesis version of *Ken Griffey Jr. Baseball*?

Ryan Matricardi
Egg Harbor Township, NJ

The chances really aren't very good. Griffey plays for the Seattle Mariners. The Seattle Mariners are owned by Nintendo. Get the picture? Unless Griffey moves to another team, or Nintendo joins forces with Sega (yeah, right), Genesis players probably won't get to see him in action.

SCHMOOZE CENTRAL



I'm writing to compliment you on your fine work. *Game Players* is the most exciting thing to happen to Pellston

since the invention of the snowplow.

Paul Huffaker III
Pellston, MI

We're honored. So honored, in fact, that we may come visit — it's more than 90 degrees outside today.

Then again, we can't help look at this postcard (and the other two you send) and think that maybe Pellston folk stay out in the cold without their earmuffs on.

IT'S A HEART BREAK

Well, I'm disappointed. It's quite bad enough that the weather's so hot you could make potato chips on the sidewalk. But here I've been waiting all summer for Sirajul and Mujibir to visit us as part of their cross-country tour, and they never came. I could weep. But thank goodness I have you good people to send me your letters and drawings and completely strange observations on life. You make me feel well adjusted. And that's certainly no small potatoes.



—LESLIE

JAM US A FAVOR

My beloved readers. Chris, Jeff, and I would be oh, so happy if you stopped sending up *NBA Jam* characters "you've heard about," or "you've seen your friend do," or "you've discovered." Here are some of the fake characters you guys have tried to convince us are in the game. They're *not!* Now leave us in peace!

- Shaquille O'Neal
- Michael Jordan
- Darth Vader
- "Shaq Vader"
- Beavis and Butt-Head
- A naked Cindy Crawford (Genesis version only, natch)
- Godzilla
- A white Michael Jordan (!)
- Oprah Winfrey
- Vanna White (with child?)
- Rim-Rack: The Red Ninja (we started this one... sorry)
- Ren & Stimpy
- Barney the Dinosaur
- any or all *Mortal Kombat* characters
- Nancy Kerrigan
- Tonya Harding
- Rush Limbaugh
- Snoop Doggy Dog
- "Air Hare"
- (Bugs Bunny in a pair of Air Jordans)
- Sushi X
- Big Bird
- Superman (who can dunk from one end of the court to the other)

THE BURNING QUESTION — JUNE



THE BURNING QUESTION

How does the popularity of arcade games affect home players? Are you benefitting from the technology? How do all the arcade translations stack up against the original titles?

NO COMPARISON

Every adaptation of an arcade game I've bought was satisfactory... until I saw the comparison in the arcade. There just aren't any video-game systems that are powerful enough to adapt a good arcade game. The systems that *could* adapt a game to be as good as it is in the arcade don't adapt any actual arcade games —

they just make their *own* stupid games. I think there are too many bad arcade-game adaptations.

Justin Szczap
Kenmore, NY

PLAY FAIR

When you review an arcade translation, you give it lower ratings because you compare the two and deduct

points for what's missing. But the Genesis and SNES systems aren't nearly as powerful as arcade machines, so their games will never be equal. I realize the games could have been *better*, but all in all they're still good, right?

Gregory Gullo
Buffalo, NY

POSITIVE INFLUENCE

If the popularity of arcades does have any impact on home gamers, it would be a positive impact. With companies constantly converting arcade games into home versions, it gives home gamers more titles to play.

Though I'm willing to settle for short, state-of-the-art action games that use arcade technology, I'd rather much rather play a long RPG/adven-

ture game that might not be quite so glitzy and hot.

Andrew Wright
Lake Oswego, OR

AUGUST

Tired of the same old level/boss/level/boss scenario? What can



THE BURNING QUESTION

companies do to break the boring mold of side-scrolling action games?

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

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

June 1994 **"Spike McFang is the best,"** Game Pro Magazine,

game **"...into this"**

zine, April 1994 **"...like any"**

video game **"...Nintendo Power,"**

hero you **"...excellent"**

June 1994 **"...and awesome graphics!"**

lent story **"...Spike McFang is the"**

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

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



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



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



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

We couldn't have said it better ourselves!

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

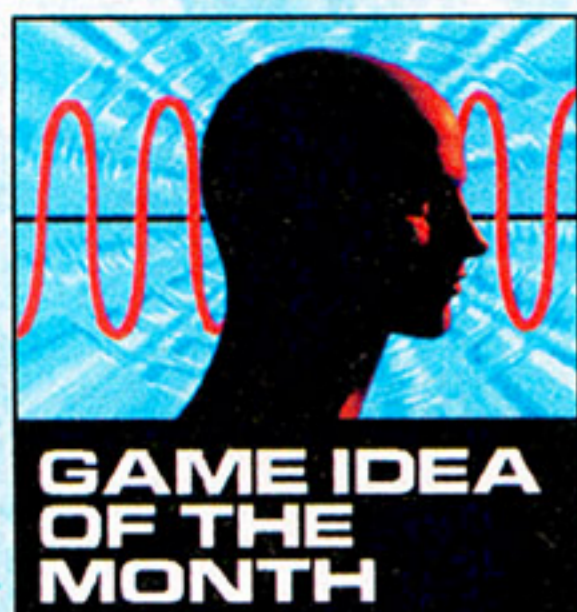
Visit your local retailer, or call 24 hours: **1-800-695-GAME** (USA and Canada).



Bullet-Proof Software

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

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STOP THE MUSIC!

GAME IDEA OF THE MONTH
In *Polka Madness*, you're a teenager sucked into the incredibly gruesome world of polka television. You must battle through seven channels of floating accordions, Bavarians, and Urkel, then you fight the polka master.

Andrew Cameron, 10
Azusa, CA

WHO ARE YOU?

If you've ever seen that ridiculous TV show called "Dr. Who," you'd understand this one. As you know, there were many different doctors over the years. In the game version, you'd regenerate from one actor to the next as you completed each level. The rest of the game would be a straight translation of the series. The bosses at the end of the levels would be daleks, cybermen, sontarians, and so on. Exterminate! Exterminate!

Adam Havlin
West Liberty, IA

FOOD FIGHT

OK — get this. It's the year 2010 and renegade marshmallows lead by the half mad scientist/ half super mutant named Dr. Splat have taken over Earth... *and closed all the pizza stands!* Because of this, Spike the otter forms a rebellion force. So in *Revolt of the Evil, Ugly, Mutated, Never-Eat-Their-Vegetables Marshmallows*, you play Spike, Spiff the bobcat, Spunk the polar bear, or Span the hare. Your semi-skilled enemies include Ralf the Rergitater, General Marshman, Bario the Plummer, Tonic the Hedgehog, and, of course, the dreaded Dr. Splat.

Tom Gruneisen
Garden Grove, CA

IT'S A MYSTERY

And Then There Were None is based on the Agatha Christie mystery. You can choose to be Vera Claythorne or Ex-Inspector Blor. You're invited to Indian Island along with nine other people. One by one they're getting killed, and you must find out who's doing it before you're a victim, too.

Arika Gloud
Riverside, CA

COMIC STRIP ALIVE!

It would be just like *Sonic* or *Mario Bros.* but you'd be the courageous Calvin with your sidekick two-tailed Hobbes.



The final boss would be that bully, Moe, so you'd have your final revenge. When you pick up an invincibility power-up, you become Stupendous Man for a short time. There could also be a special stage where you'd be Spaceman Spiff and collect snowballs to throw at the Evil Queen Susie.

Jason Jones
Stafford, TX

ANOTHER TETRIS

This puzzle game is called *Sherbetris*. It's like *Hatris* and *Tetris* except you stack ice cream on a

memory, and facts. I'd even try it!

Tom Hajek
Franklin Park, IL

"Edutainment" games have been around in various cartridge formats, though there aren't nearly the number of titles as are available in PC or CD-ROM formats. The closest you're likely to come would be the Carmen Sandiego games. You explore new countries... sort of... in these games. There's also the "Sim" games. Sim City lets you build your own city and Sim Earth lets you create planets and life forms. And don't forget E.V.O., a game of evolution that lets you create wondrous forms of life. They're not exactly what you're looking for, but give 'em a try.

THE PEN PAL CONNECTION

Designer of upcoming hit PC game *Jazz Jackrabbit* wants to know what real gamers want to see in upcoming PC and console games. Ideas, thoughts on the industry, and opinions in general greatly appreciated.

Cliff Bleszinski, Epic MegaGames
6019 Birdie Drive; La Verne, CA 91750

I'm 12 and would like to hear from a big RPG player who's at least 11. I'll talk about Nintendo games and machines. I don't like sports or sports games. I hate Sega stuff. My favorite games are *Star Fox*, *Aerobiz*, and the *Final Fantasy* series.

Jason Stone
10304 Extra Avenue; Yukon, OK 73099

I'm 13 and would like a pen pal just to talk about anything. I prefer a boy between 12-15.

Missy Degregario
106 Wellington Avenue; Stratford, NJ 08084

I'm 13 and have a SNES, Genesis, Game Gear, and Game Boy. I'm always looking for tricks and Game Genie codes. I'm looking for boys or girls (but preferably a girl). Please try to include a photo.

Brad McNair
P.O. Box 456; Driscoll, TX 78351

I'm nine years old and would like a pen pal who plays Genesis.

Micah Ortega
623 T.R. 3078; Loudonville, OH 44842

I'd like to talk to someone who knows a lot about *Sim City* and *The Legend of Zelda 1* and *2*. I know just about everything there is to know about *Zelda 3* for SNES and *Super Mario World*. I also collect comic books. I'm 11.

Tysen Perszyk
5367 Oak Bay Drive; Jacksonville, FL 32211

I'd like to talk to other male or female teens about fighting games for SNES. I'm 15.

Jim Malie
RD #4 Box 386D; Washington, PA 15301

I'm an NES fanatic who's also a Game Boy and SNES fan. I'm looking for a pen pal to exchange codes and tips. Sex and age doesn't matter — I'll respond to all letters. I'm 11.

Scott Foster
813 Willis Avenue; Madera, CA 93637

I need a pen pal that will exchange tips for Genesis or Game Gear, or someone CRAZY about Sonic the Hedgehog. I'm 11.

Priscilla Hamby
1004 Paco Road; Victoria, TX 77904

I'd like a pen pal to write to about video games for any system and other stuff, too. I'm 16 and a high-school junior. I'd prefer a girl.

Noah "Griffon" Bulmer
26751 Madigan Drive; Canyon Country, CA

cone.

You get \$2.50 for each five-scoop cone. For ever \$100, you upgrade your ice cream shop. If you serve more than 25 mixed-flavor ice cream cones, you lose.

Jon Ehlert
Lyons, MI

Attention Game Designers!

Adam Havlin is the envy of all his friends — he's joined the Network winners by sending us a simple idea that would nevertheless be a great video game. He's won a fabulous Game Genie for his choice of system. You can win, too! Send your game ideas to the Readers' Network pronto!



FATHER KNOWS BEST

I'm the father of two children, one of whom is old enough to play our SNES system with me. The only problem is that there are no games out there that challenge a younger child's imagination. I'd like to see a game that would let the player take control on an expedition around the world or through the universe. There would be no point system or shooting involved — just pure fun! The player could choose where the expedition would go, and he could interact with his surroundings and learn about different cultures, animals, or planets.

There could also be some challenges like landing your space shuttle on a planet and exploring with your rover, or maybe you could explore Mount Everest and decide what you need to make the treacherous journey to the top. No competition — just lots of colors,



KEEP IN TOUCH

Make yourself heard! If you've got a suggestion or observation about video-gaming, an answer for the

Burning Question, ideas or art, tips or gripes, you've come to the right place! You can reach us any time — 24 hours a day, 365 days a year! And remember, published readers get a *Game Players* T-shirt. It's suitable for wearing!

Write to:

Game Players Readers' Network
1350 Old Bayshore Highway; Suite 210
Burlingame, CA 94010

In a hurry? Fax us at: 415/696-1678

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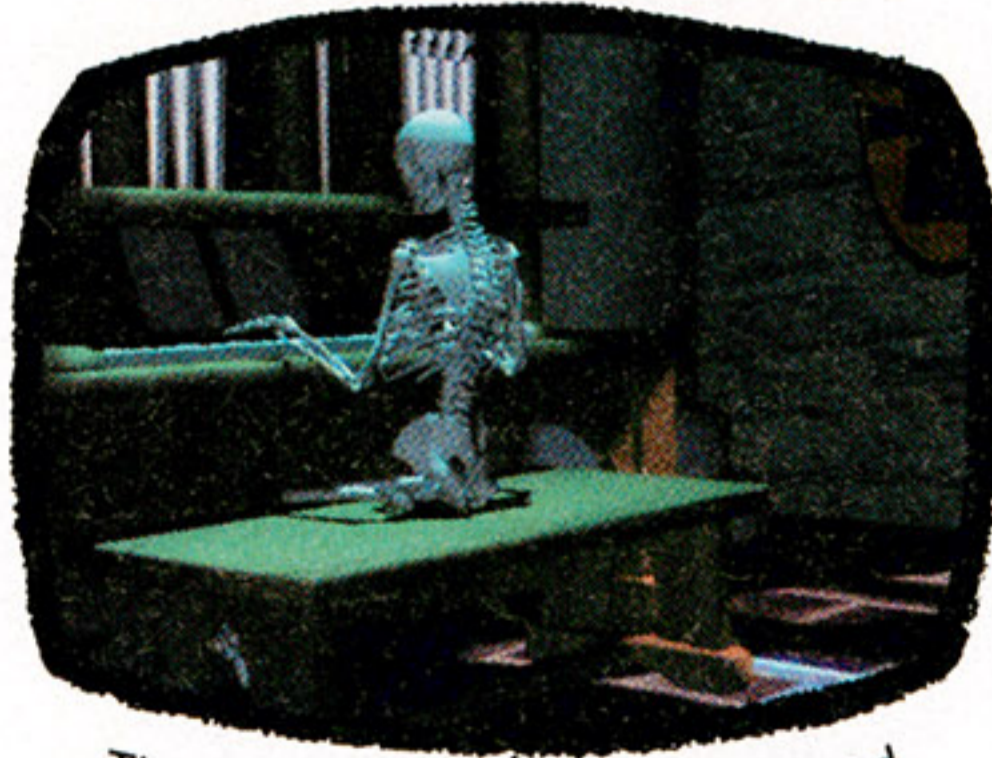
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THE 7th GUEST IS NOW AVAILABLE ON CD-i.



The scariest look, with scalpel-sharp, stomach-turning graphics and live actors doing things people go to hell for.



The creepiest sound effects, and a terrifying digital soundtrack that'll turn your hair white faster than a career in accounting.



The hairiest experience, with an intense 3-D atmosphere so disturbingly real, you can almost smell the rotting corpses. Gross.

Your fingers are numb. You're choking on a wad of bile lurched up from your ulcerous gut. And your heart is beating so violently, those veins on your forehead are visibly pulsating. You are either, a) playing the best version of The 7th Guest ever, b) on your way to cardiac arrest, or c) both. No, my friend, you shan't recover from this one.



PHILIPS MEDIA

PUSHING THE ENVELOPE



◆ Marshal Ridley of Amarillo, TX



◆ anonymous of Holden, MA



◆ Israel Sanchez Jr. of Brooklyn, NY



◆ Vo Tran of Cambridge, Ontario



◆ Joe Gestl of Pittston, PA



◆ David Lue of La Salle, Quebec

◆ Chad Kilmer of Spokane, WA



ATTENTION ALL ARTISTS!

Marshal Ridley is the man. You, too, can earn fame. Send your best drawings to the Network, and we'll print the best. Oh, yeah, the winner gets a Game Genie for his or her choice of system.



had great graphics, soundtrack, characters, comedy, and I finally finished this game, it left me wanting more. Erik. Baelog. Olag. I miss you. *Game Players*, please tell me when *Lost Vikings II* is coming to SNES.

Kendall Gerling
Vernon, B.C.

Sorry, Kendall. We've heard rumors, but there's no official word on a Lost Vikings sequel. Take a few deep breaths... calm down... maybe you should visit a friend. You really shouldn't be alone tonight.

MORE ZELDA, LESS YEN!

I want more *Zelda*. It's been quite some time since a *Zelda* came out on SNES. And I want more. Me and my buddies ate up the first one, and we're hungry for more.

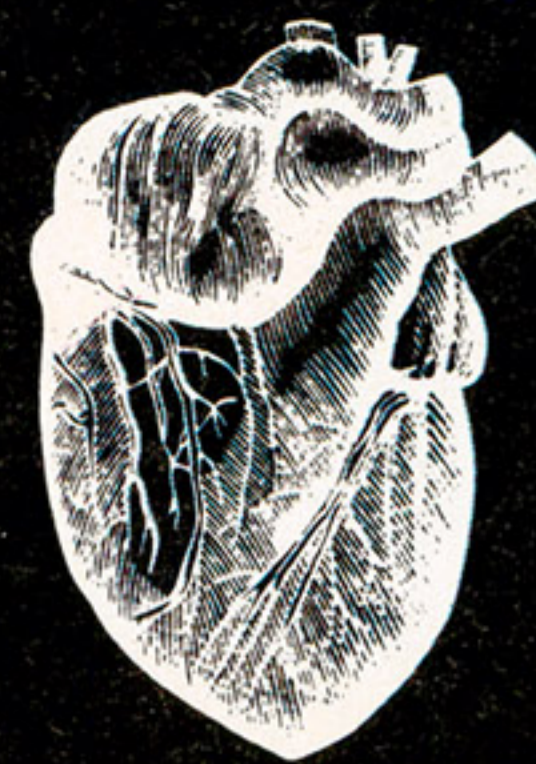
And what's with the prices? I've been reading a lot about how these new RPGs such as *Final Fantasy II* are so long that they might cost \$120 or more! That's crazy! Ask anyone — especially parents — and I'm sure they'd cunning. When agree that \$60 is more than enough for any one game.

J.K.
Pittsburgh, PA

That's telling 'em! Yeah, Super Metroid whet our appetite, and now we're ready for another Zelda, too. But although we've been hearing rumors about a new Mario game for almost a year, still nothing on either front. I'm sure, however, that Nintendo would love to have one of its big mascots ready for a Project Reality pack-in. Stay tuned....

VIKINGS COME HOME

I'm distressed, maybe you can help me. Sob. I remember a time when I played the greatest video game ever to work its way to SNES. I worked hard to finish it every night, and denied the video store of its game for days. I starved myself to death (Meeoowrrr. Oh, here you go, Sasha). This game



BUY THE PLAYER AND GET THE GAME FREE.
(THAT IS, IF YOU THINK YOUR HEART CAN HANDLE IT.)



Magnavox CD-i 200 Player



Digital Video Cartridge



Free

Right now, when you purchase a Magnavox CD-i 200 player and a Digital Video cartridge, we will put a 7th Guest CD-i game in your clammy little hand free of charge. Plus you get the cool game, Kether, which already comes packed inside the player box. Sure hope you have good medical coverage, buddy.



* Offer is good only at participating retailers. Offer is good until 12/19/94. Offer is good. ©1994 Philips Media. All rights reserved.

PHILIPS MEDIA

THE ROAD TO MAXIMUM CARNAGE



Superhero Chris Slate takes a look at comic-book translations — all of 'em — and he throws in a little Maximum Carnage trivia just for the heck of it. Whatta guy!

As long as there have been video games there have been comic-book heroes on video games. Some have been able to leap tall buildings in a single bound. Some have dropped faster than an out-of-fuel Batwing. And it works both ways — *Mortal Kombat*, *Street Fighter II*, *Sonic the Hedgehog*, and *Super Mario Bros.* are all video games that eventually moved to comic books!

Here's a massive, in-depth look at all the comic heroes; those who've succeeded and those who've failed. In addition, take a look at games on the way and heroes who deserve their own games. ZIP! ZOW! ZING! It's a one-two-three punch! **GP**

BATMAN

The Caped Crusader was starring in video games even before Tim Burton got his hands on him. But big-time screen exposure — both in movies and on TV — have made Batman a video star.

Batman

Sunsoft for Genesis, NES, and Game Boy

Batman: Revenge of the Joker

Sunsoft for Genesis and NES

Batman Returns

Sega of America for Genesis and Sega CD

Batman Returns

Konami for SNES and NES

Batman: The Animated Series

Konami for Game Boy

Out Now (or Long Gone)

Captain America and the Avengers

Data East for Genesis

Captain America and the Avengers

Mindscape for SNES

Dick Tracy

Bandai for NES

Dick Tracy

Sega of America for Genesis

The Flash

THQ for Game Boy

Golgo 13: Top Secret Episode

Vic Tokai for NES

Golgo 13: The Mafat Conspiracy

Vic Tokai for NES

The Incredible Hulk

U.S. Gold for Genesis and Game Gear

The Punisher

Acclaim/LJN for NES

The Rocketeer

Bandai for NES

The Rocketeer

Virgin for SNES

The Silver Surfer

Virgin for NES

Superman

Sunsoft for Genesis

Superman, The Death and Return of

Sunsoft for SNES and Genesis

X-Men

Sega of America for Genesis and Game Gear

X-Men

LJN for NES

Zen: Intergalactic Ninja

Konami for NES



Batman Returns is probably the best of the *Batman* video games.

©Warner Bros.



MAXIMUM CARNAGE

Trivia

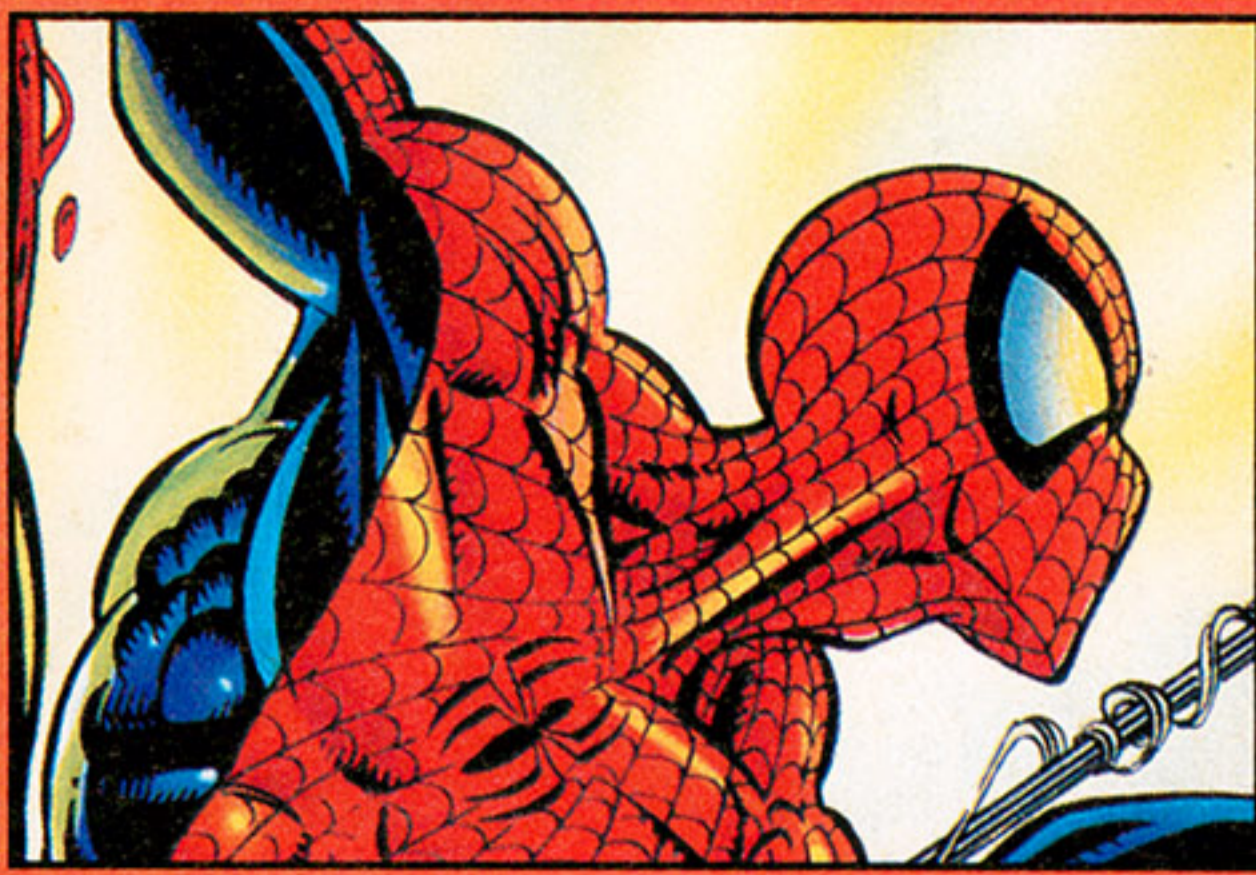
MAXIMUM CARNAGE: THE COMIC BOOKS

Acclaim bills *Maximum Carnage* as the first "true" comic-book conversion. But for the uninformed, what does that mean?

Maximum Carnage was a 14-book series for Marvel last year, and it launched Carnage as one of the best comic-book villains in history. He's cold, brutal, with a morphing quality that enables him to form weaponry at will. It doesn't hurt that the original books in the series were drawn by Todd McFarlane, one of the most popular artists ever, who left Marvel to form Image and draw Spawn.



Maximum Carnage, Spider-Man, TM & © 1994 Marvel Entertainment Group, Inc. All rights reserved.



SPIDER-MAN

It's almost surprising that Spidey is as big a video-game star as he is. But he's got more games than any other superhero — and James' Cameron's Spider-Man movie isn't even in development yet! *Maximum Carnage* should assure that the Web-Slinger won't be slowing down... even though he's a family man now.

The Amazing Spider-Man

Acclaim for Game Boy

Spider-Man

Acclaim for Game Gear

Spider-Man 3

Acclaim for Game Boy

Spider-Man/X-Men in Arcade's Revenge

Acclaim for SNES and Genesis

Spider-Man Vs. the Kingpin

Sega of America for Genesis and Sega CD

Spider-Man: Return of the Sinister Six

Acclaim for Game Gear

Spider-Man and Venom:

Maximum Carnage

Acclaim for SNES and Genesis



TEENAGE MUTANT NINJA TURTLES

Turtle-Mania has died down from its fervor a few years ago (though the Pez dispensers are new), but Konami's *TMNT* games are still tops. It's the most successful comic license ever, with more (and overall better) titles than any other comic-book hero.

TMNT

Konami for NES

TMNT: Fall of the Foot Clan

Konami for Game Boy

TMNT II: The Arcade Game

Konami for NES

TMNT II: Back From the Sewers

Konami for Game Boy

TMNT III: The Manhattan Project

Konami for NES

TMNT IV: Turtles in Time

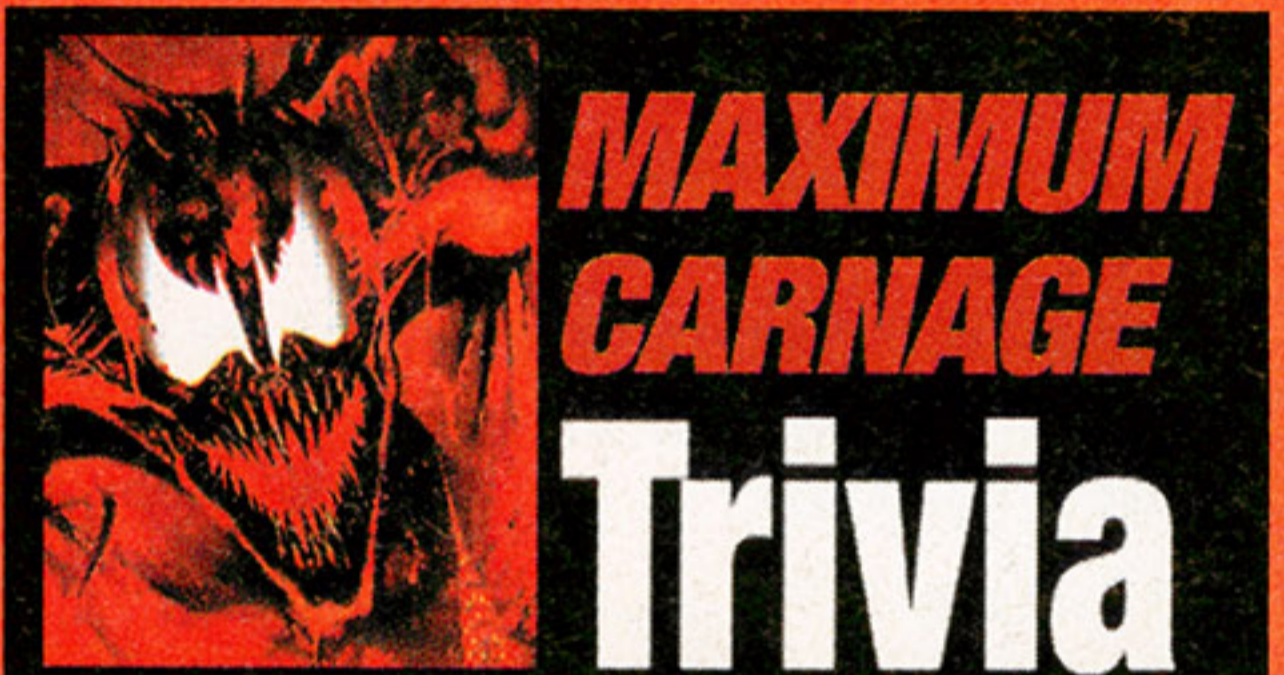
Konami for SNES

TMNT: The Hyper-Stone Heist

Konami for Genesis

TMNT: Tournament Fighters

Konami for SNES and Genesis



VALIANT COMICS

Not long ago Valiant was considered the hottest publisher in the biz. It's cooled some, but with an acquisition from Acclaim in the works, it's chances of video-game licensing is almost assured. Look for comics such as *X-O Manowar* and *Ninjak* to hit first.

VALIANT®



COMING SOON (OR A LITTLE LATER)

Akira

THQ

for SNES, Genesis, Sega CD and Game Gear
Most fans know *Akira* from the classic animated film, but the story first appeared as a series of comics in Japan that were later translated for U.S. audiences through Marvel. *Great stuff.*

The Adventures of Batman and Robin

Sega of America
for Genesis and Sega CD

Batman: The Animated Series

Konami
for SNES

Both of these games are based on the highly successful syndicated cartoon *Batman: The Animated Series*.

Batman Forever

Acclaim
for SNES, Genesis, and Sega CD;
Sega/MGM
for 32X and Saturn.

Based on the upcoming *Batman Forever* movie starring Michael Keaton, Jim Carrey, Tommy Lee Jones, and Chris O'Donnell (see InfoTrak), the Sega formats of all these games use Titan technology as a starting point. Pretty promising.

Biker Mice from Mars

Konami
for SNES

A racing game with the three mice and their enemies on a 30-course circuit. There's a demolition mode as well as the standard one — and two-player Toon racing. Look for it in November.

Cadillacs & Dinosaurs

Rocket Science
for Sega CD

Time traveling and traveling fast. That's what Rocket Science promises in one of its first games. Polish up your reflexes.

Justice League

Sunsoft
for Genesis and SNES

The Justice League has gone through some major personnel changes in the last few years. But for the *Street Fighter*-esque video game, expect a more traditional lineup.

The Mask

THQ
for Genesis



The Mask is one of the summer's biggest hits; expect the same from the game.

The Mask was a rather violent Dark Horse comic before Jim Carrey's "child-safe" movie came

along. But you can expect the video-game translation to stick with the movie.

The Tick

20th Century Fox Interactive
for Genesis

He's big and blue.
Don't squeeze him!

Ben Edlund's underground classic (which drew its off-the-wall humor from the comics industry itself) was on our very first Wish List, so we can't wait for this

one from newcomer third-party Fox. We've got only one question: How do you endanger a guy who's invulnerable?



COMICS THAT SHOULD BE GAMES

There are plenty of great comics that haven't been licensed so take heed, publishers! One of these could be your next big hit!

Batman: Knightfall thru Knight's End

DC Comics

If *The Death of Superman* warranted its own game, then this one is long overdue! Picture the old and new Batmen duking it out for control of Gotham City — whew!

The Crow

James O'Barr

It's probably only a matter of time before this comic and movie get translated for a video game. The real question is how come it's taken *this* long?

Daredevil & Elektra

Marvel Comics

Word's been circulating for more than a year that Oliver Stone is considering an Elektra movie. And her old flame Daredevil's sparked new interest thanks to his new suit.



MAXIMUM CARNAGE

Trivia

RED BLOOD, GREEN JELLY

When a band's motto is "We Suck," you know not to expect its music on Easy Listening stations any time soon. Green Jelly — the band who wrote the original soundtrack for *Maximum Carnage* — bills itself as "not really a band so much as a concept."

"We make music that is in bad taste," says Green Jelly's Moronic Dictator. "When somebody comes up to us after a show and says 'You guys are great,' I do my best to convince them that we suck because by saying that we're great, they can ruin years and years of propaganda. Don't go spreading good rumors about us."

But the fact is that the soundtrack to *Maximum Carnage* most definitely *doesn't* suck. But don't spread the word unless you want a band member gunnin' for you.



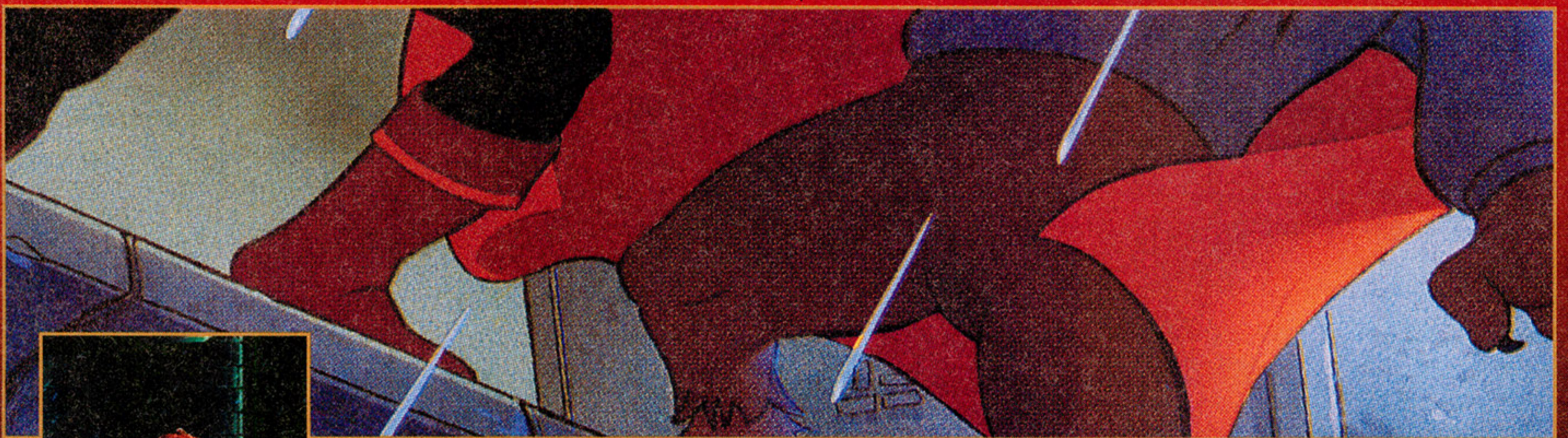
Green Jelly's "Cereal Killer" soundtrack, it's biggest hit... maybe until now.



The band, left to right: Cowgod, Jella-tin, Marshall "Duh" Staxx, Sadistica, and Pinatahead. Don't ask. It's gotta be a long story.



BAD MOVE, GASTON.



Gaston has kidnapped Belle. Only you, Beast, can save her.

Dive fangs-first into a wild world filled with all the hair-raising adventure of the movie. Journey through the snowy forest, the haunted library and cavernous castle halls. Battle gnarly wolves, flaming candlesticks and portrait swordsmen...

And show that brainless lunkhead a rip-roaring good time in a rooftop duel to the finish.

If you can't locate the game at your favorite video game store, call 1-800-HUBEE-10.

Disney's *Beauty and the Beast*

SUPER NINTENDO ENTERTAINMENT SYSTEM



Your Family Can Win A Trip To New York To See *The Beauty and the Beast* Broadway Show. See Your Video Game Retailer For Details.

Ghost Rider Marvel Comics

One of Marvel's most popular characters — and definitely one of the coolest looking. The flaming skull and hell-bent leather would appeal to older gamers as well as *G.R.*'s younger fans.

Grendel Dark Horse Comics

Matt Wagner's character may not be as well-known as the big-name Marvel and DC guys, but he's still one of the best! The game would be pretty violent, but the book already has a hard-core following.

Iron Man Marvel Comics

Ol' shell-head isn't exactly burning up the charts right now, but his many weapons, gadgets, and other tricks would be perfect for video-game fare... not to mention a *very* long list of enemies from which to choose.

IMAGE COMICS

There have been various reports and rumors from within both the comic-book and video-game industries regarding possible games based on Image characters. However, we haven't heard anything definite yet, so unfortunately we don't have any hard facts to give you. But among the comics Image publishes, these would be the most likely to make it to gamedom.

Erik Larsen's *The Savage Dragon*
Larsen himself recently mentioned in the letter's page of *S.D.* that he has a game in the works. Of all Image's comics, *Dragon* is probably best suited for a game translation because of the book's colorful, tongue-in-cheek characters.

Jim Lee's *Wild C.A.T.S.*
Arguably the coolest book in the Image stable, this one's getting a higher profile because of a cartoon scheduled for the fall TV schedule.

Todd McFarlane's *Spawn*
Consistently the best-selling comic in the industry, *Spawn* seems like the obvious first choice for a video-game translation. One is rumored to already be in production, although a publisher hasn't officially been announced.

Rob Liefeld's *Youngblood*
The first Image title also has a cartoon series underway. *Youngblood* includes some of Image's most marketable characters, with more traditional superhero-type characters.



Isn't it about time for a video game centering on an African-America? Place your bets — *Youngblood* might be the first.

Mark Silvestri's *Cyber Force*
A futuristic technology-meets-superheroes title that focuses on slick, hi-tech characters. *Cyber Force* also includes Ripclaw, one of Image's most popular characters. He could probably warrant a game all by himself.

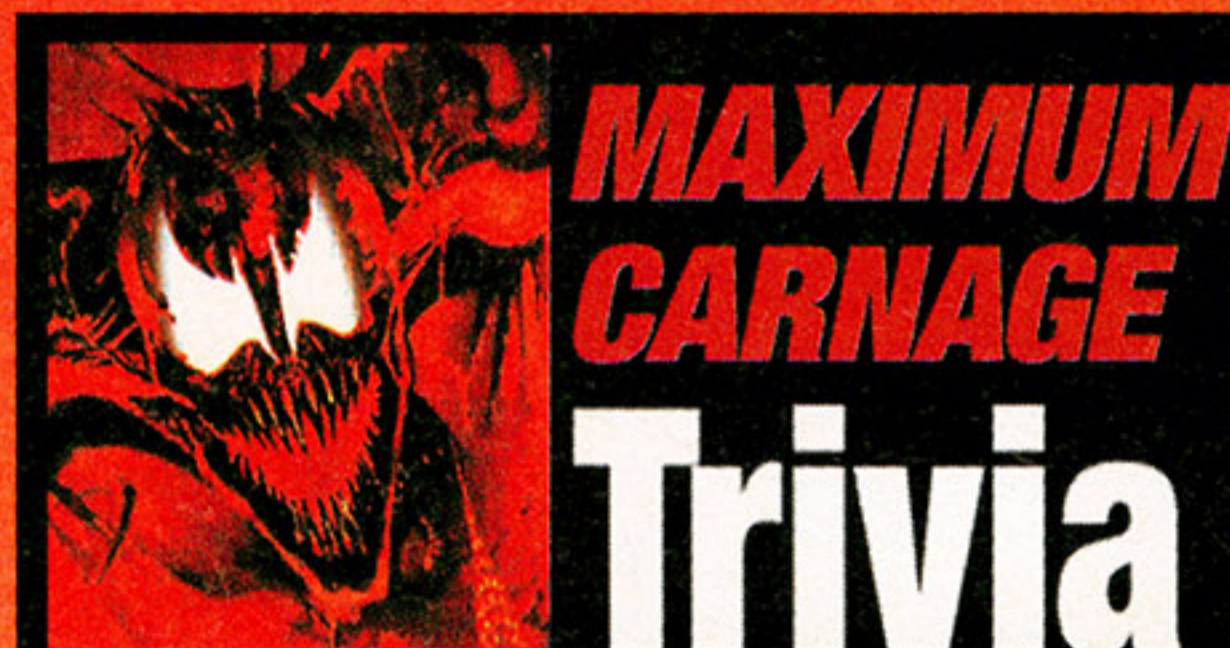
Dale Keown's *Pitt*
The Pitt, a huge, Hulk-esque character

with big teeth and razor-sharp claws, would be great for a smash-bash "anything goes" action game. Plus, all those killer aliens would make for great video-game bad guys.

Sam Keith's *The Maxx*
The super-surreal hero(?) known as The Maxx has a half-hour show in the works for MTV, but so far no video-game plans have been announced.



Don't mess with this guy in a dark alley.

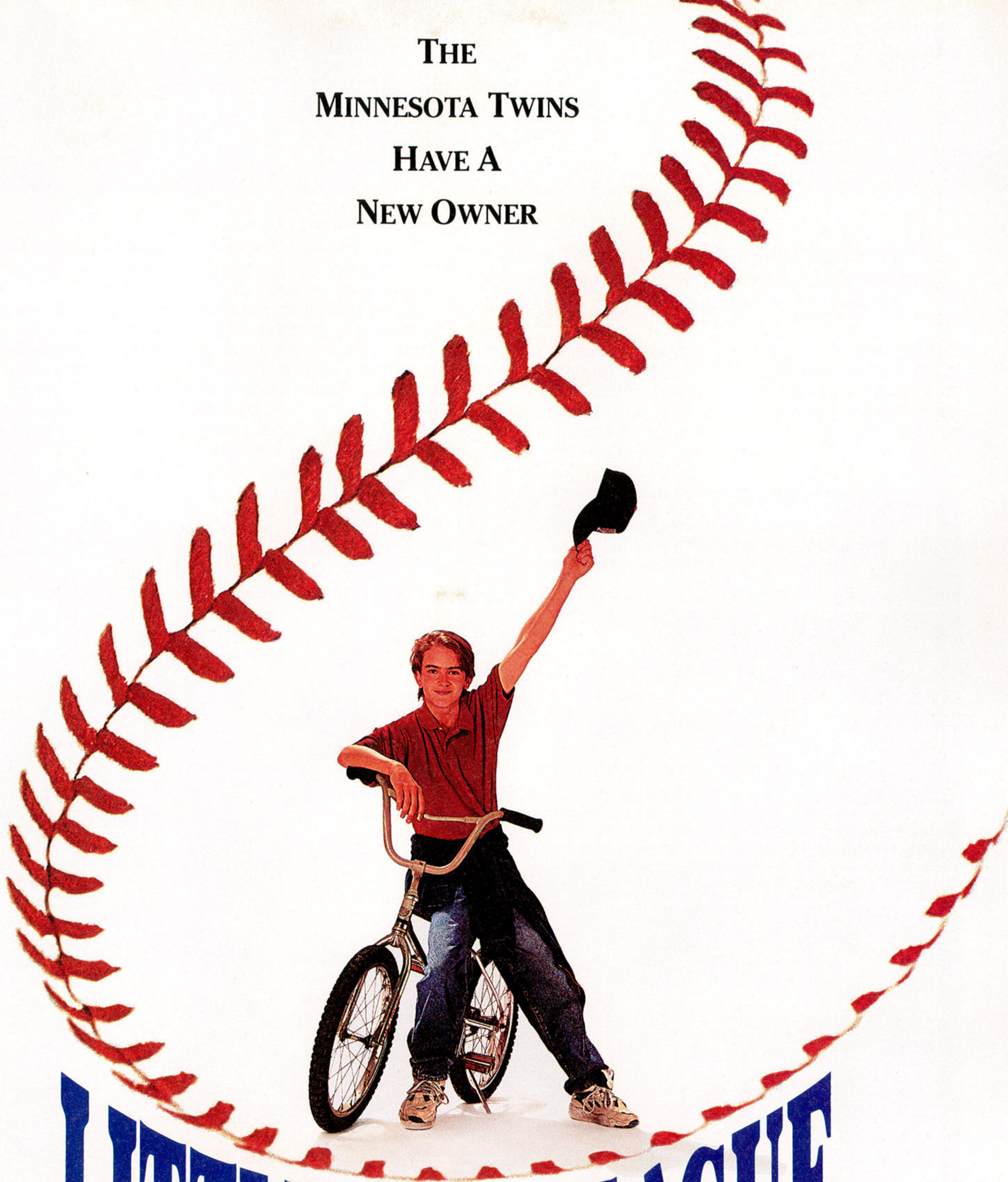


PAINT THE TOWN RED

If you've picked up a copy of *Maximum Carnage*, then you know it's red-hot. And red.

The game is the first red cartridge ever released, although the color's only available in a limited number of cartridges. It's backed up by a "Paint the Town Red" marketing plan, as well as a "Paint the Town Well-Read" program. If a gamer reads four books and has a certificate signed by his or her teacher, then he or she will receive a special "I Painted the Town Well-Read" certificate designed by a Marvel artist.

THE
MINNESOTA TWINS
HAVE A
NEW OWNER

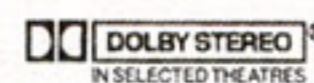


LITTLE BIG LEAGUE

CASTLE ROCK ENTERTAINMENT PRESENTS A LOBELL/BERGMAN PRODUCTION AN ANDREW SCHEINMAN FILM "LITTLE BIG LEAGUE" LUKE EDWARDS TIMOTHY BUSFIELD
JOHN ASHTON ASHLEY CROW KEVIN DUNN AND JASON ROBARDS MUSIC BY STANLEY CLARKE FILM EDITOR MICHAEL JABLOW, A.C.E. PRODUCTION DESIGNER JEFFREY HOWARD DIRECTOR OF PHOTOGRAPHY DONALD E. THORIN, A.S.C.
EXECUTIVE PRODUCERS STEVE NICOLAIDES AND ANDREW BERGMAN STORY BY GREGORY K. PINCUS SCREENPLAY BY GREGORY K. PINCUS AND ADAM SCHEINMAN PRODUCED BY MIKE LOBELL DIRECTED BY ANDREW SCHEINMAN



AT THEATRES THIS SUMMER



A Different Kind of Slam

Jeff Lundrigan takes a trip to Paris for a look at Delphine Software's Shaq Fu. It was a tough job, s'il vous plait, but someone had to do it.

We've gotten plenty of letters wondering why Shaquille O'Neal was missing from *NBA Jam*. And here's the reason — *Shaq Fu*. Shaq licensed himself to Electronic Arts, but neither the company nor the

basketball star wanted to pump out just another b'ball sim, especially after the critical pans for recent games such as *Charles Barkley: Shut Up and Jam!*

"We signed Shaq to do a basketball game," says Don

Trager, vice president of creative development for EA. "It was going to be *Shaq vs. Jordan*. But while we were thinking about the basketball stuff, I read an article that said he loved old karate movies. The article also had a picture of him with a hat on that had his rap name 'Shaq Fu' — you know, his street name. So seeing this thing on his hat and hearing about the karate movies, it just sort of hit me."

In *Shaq Fu*, O'Neal is on tour with his team when he's unwittingly transported to another

ground, you'd better have something different. What they're lacking is animation."

Fortunately — as games like *Flashback* have proved — animation is a Delphine specialty. The game's graphics were produced using a technique that's been around for a while. It's called "rotoscoping," and Delphine turned to Remy Julienne, a French stunt team specializing in movies, for help. Martial-arts experts and stuntmen were videotaped in costume, then the tape was fed into a computer and drawn over, frame by frame, to produce the smooth, realistic graphics.

The characters in

dimension while reading a mysterious book on martial arts. Once there, he finds he must battle a small army of mysterious creatures to stop an evil warlord from returning to Earth.

But it was a real challenge to tackle a fighting game when there are about eight kazillion other titles from which to choose. Electronic Arts called on a French company, Delphine Software, the creative team behind *Out of This World* and *Flashback*, to produce *Shaq Fu*. Delphine came back with the perfect solution.

"The Japanese are very good at what they're doing," says Dany Boulock, the game's director and project manager. "A game like *Super Street Fighter II* is so well balanced that if you want to compete with them on the same

JULIENNE FLIES

Need a group of supernatural creatures? Hire a French stunt team!



The *Shaq Fu* animation was produced using a technique called "rotoscoping." Members of the Remy Julienne stunt team was filmed against a blue background, then the taped footage is drawn over frame by frame on a computer.



The stunt team performed in costume, which makes the results extremely realistic — down to every swatch of flowing cloth and rippling muscle (well, foam-rubber muscle anyway).

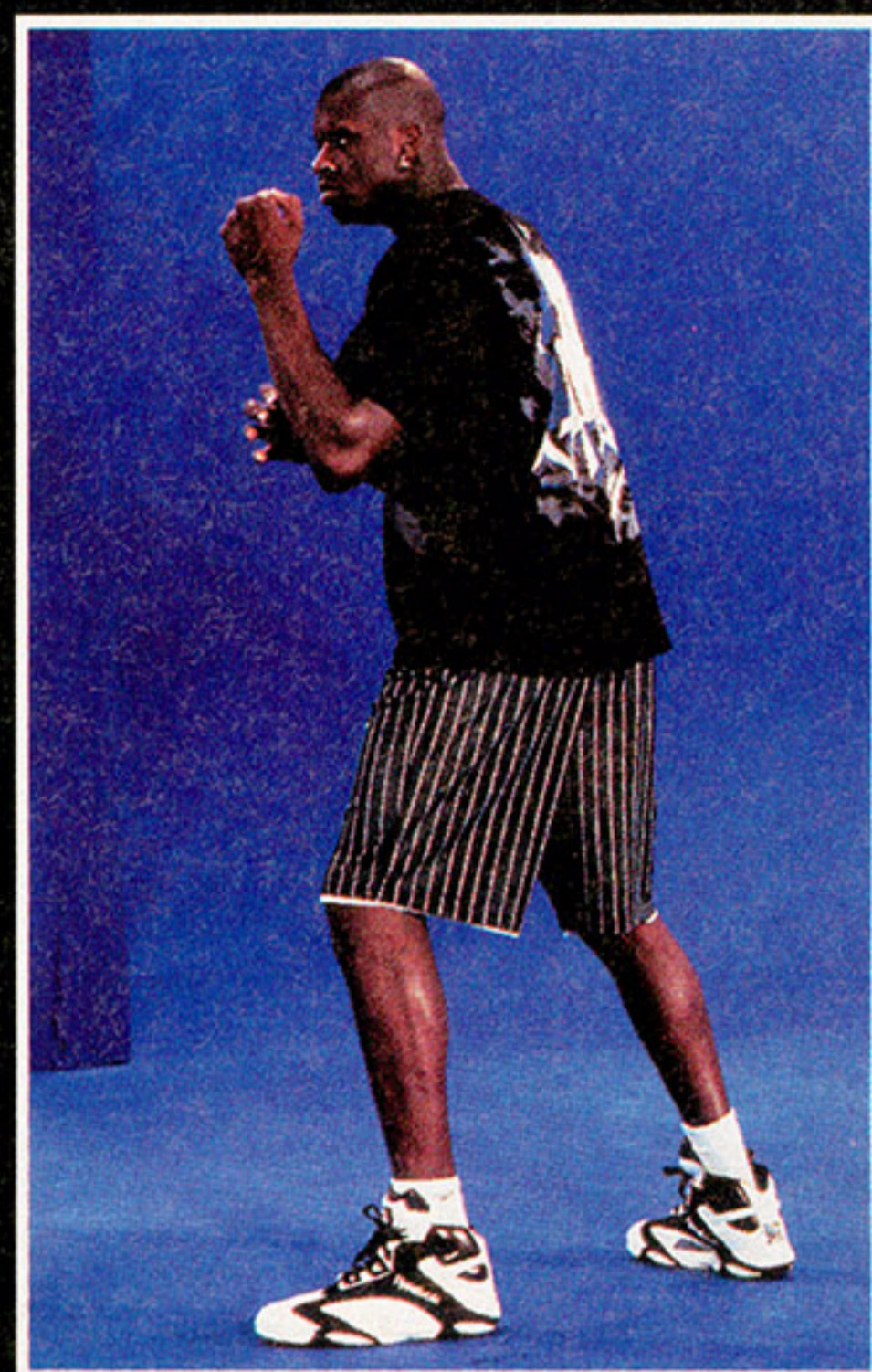




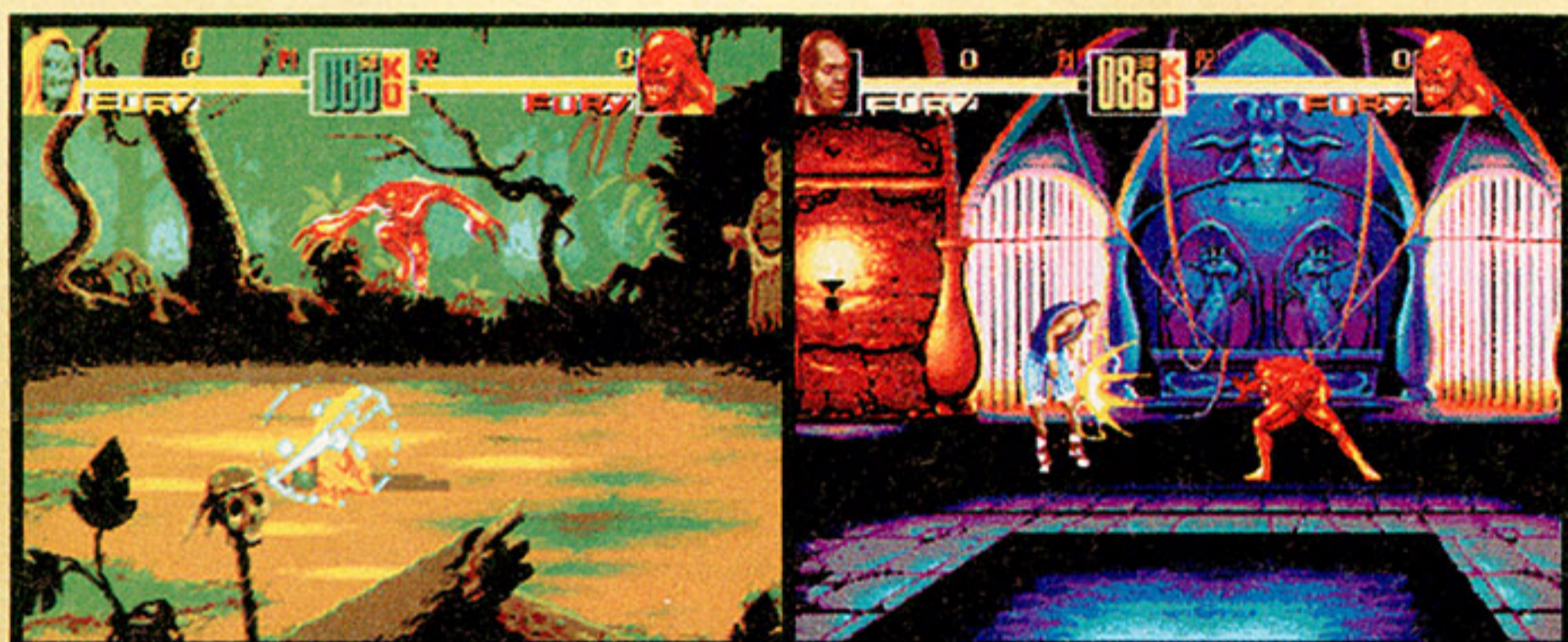
Shaq gets into the act, performing his own moves — OK, so he got a little help from computers to get his kicks high enough. Don't hold it against him.

SHAQ ATTAQS!

And who's gonna stand in for a 7'1", 303-pound warrior. Well — nobody!



AND NOW, THE GAME!



Shaq Fu has a different look than the manga-style art you're used to in typically Japanese fighting games.



The indicator below the energy bar is a "Fury" meter. You can taunt the enemy into losing his cool and making sloppy attacks — a Shaq specialty!

Shaq Fu are about 70 pixels high, compared to *Street Fighter II*'s 80. This mild reduction — and it's only a fraction of an inch — freed up enough storage space on the cart to make the animation extremely fluid. *Shaq Fu* has more than twice the number of frames per move as *SFII*. So the final version runs at a brisk 30 frames per second.

The best part is that O'Neal himself actually went in front of the cameras. He even did many of his own moves under the direction of a kung-fu expert.

"Shaq loved the idea," Trager says. "He's a huge game-playing fan, and he's really good at it. He's only 21, and he's been weaned on this stuff. He loved the idea of being a superhero and fighting bad guys. He's taking karate so he was really easy to work with.

Right now he's writing all the 'trash



And of course, the game's got Shaquille O'Neal! Fighting off hordes of hideous creatures from another dimension isn't exactly in his Orlando Magic job description, but he's up to it!

talk' for the opponents. He's really funny, and he says stuff that's really out there, stuff that none of us would think of."

All told, the SNES game will be 16 megs with eight characters,

and the Genesis version (cheaper to produce because the chips aren't as expensive) will be 24 megs with 12 characters. Watch for both games to arrive on store shelves this November.

SNES

GENESIS info

PUBLISHER	Electronic Arts
DEVELOPER	Delphine
DATE	November
GENRE	action

AHEAD of the GAME



THE FUTURE IS NOW



What a load of games! Software Publishers

are falling all over themselves all of a sudden to announce new releases. Why? Because it's right now that the games released during the all-important holiday season — the hottest business period of the year — are being finished off and displayed for the industry for the first time.

Retailers are looking at the new titles to see how many of each they want to stock, magazines are looking at possible cover stories, and deals are being done. Next the giant manufacturing facilities will start to crank out as many chips and cartridges as they can just to keep up.

So jump-start into the big season with this sneak peek at the biggest titles. We'll help you decide which are the holiday banquets and which are the turkeys.

A big thanks, by the way, to game master Chris Slate for helping pull this master-load of Ahead of the Game — our largest column ever — together. And watch next month for our bi-annual super-enormous report from CES.

— Neil West

Contra: Hard Corps

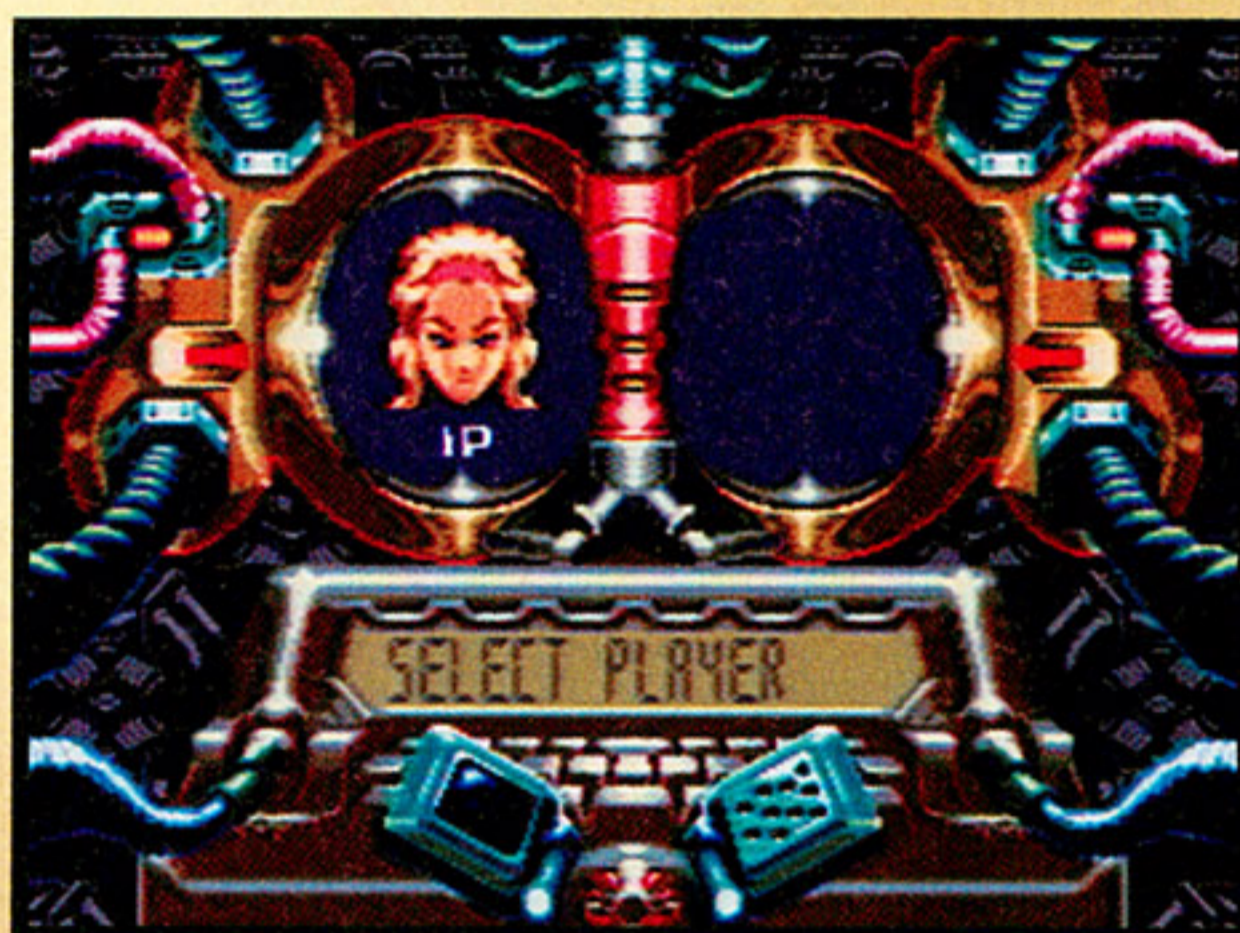
Get ready for one wild ride!

Konami's latest *Contra* game is the first for Genesis, and man, oh, man is it HOT!! The version we played was 40 percent complete, but there's already more action packed into it than in most completed games of this genre.

Like the SNES *Contra*, enemies and other dangers are thrown at you at a dizzying pace, with bigger and

better surprises ambushing you from every corner. OK — there's not anything fancy or innovative about *Hard Corps*, but it sure does what a side-scrolling action game is supposed to do... and it does it very well.

You've got four characters this time



You can play alone or with two-player simultaneous action. You can choose from among four different characters, each with his or her individual weapons.

around, as well as tons of power-ups and other features that round out this explosive 16-meg cart. It's sure to make a run for Genesis action game of the year. Check out the full review in an upcoming issue. And start saving your money. Believe us — you really won't want to miss *Contra: Hard Corps*.



Check it out — even the normal bad guys are huge! You kill this spider-robot as soon as it pops on-screen, but Konami really went the extra mile.

GENESIS info

PUBLISHER	Konami
DEVELOPER	Konami
DATE	September
GENRE	action/shooter

Phantasy Star IV: T

After months of uncertainty, PS IV gets the green light.

It's true! Sega has *finally* decided to proceed with the release of *Phantasy Star IV*! The company was originally concerned with



True to *Phantasy Star* form, expect brand-new characters with (seemingly) no relation to the old ones.



Your adventure also takes you into space. Aah, Motavia looks so peaceful from up here.

the cost of bringing a 24-meg plus battery backup RPG to the more action-oriented U.S. audience, but Sega has bitten the bullet and gone with it anyway. Goody, goody!

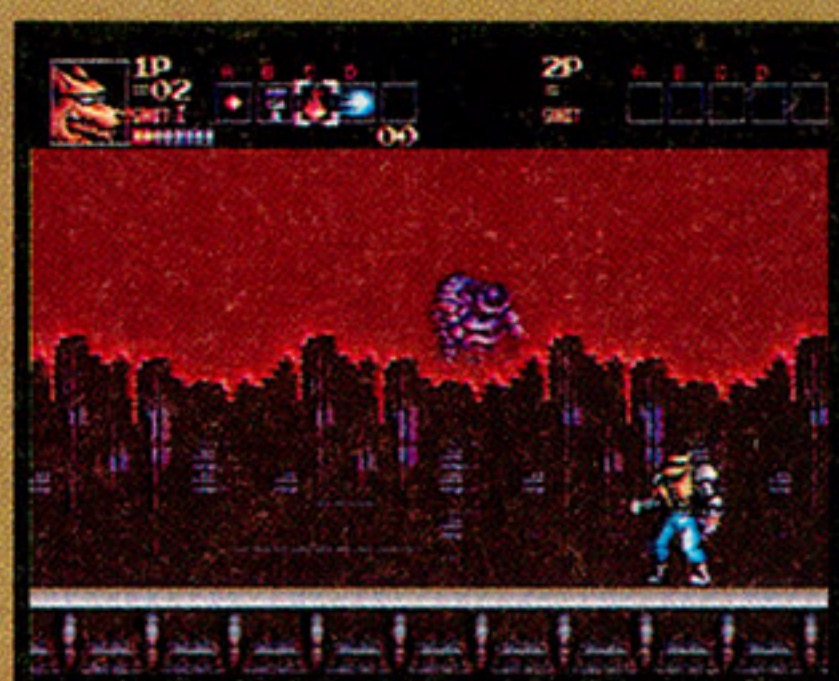
RPG fans will undoubtedly want this one. It's rumored to be

the biggest and best *Phantasy Star* title to date, with more characters, more room to explore, and great new features such as the ability to fight from three different vehicles. Players can also combine spells, allowing them to create devastating new ones. Monsters now "morph" and change during combat to provide a greater challenge, too.

The story's familiar: Bio-Monsters once again threaten Motavia

BIGGER, BETTER, FASTER!

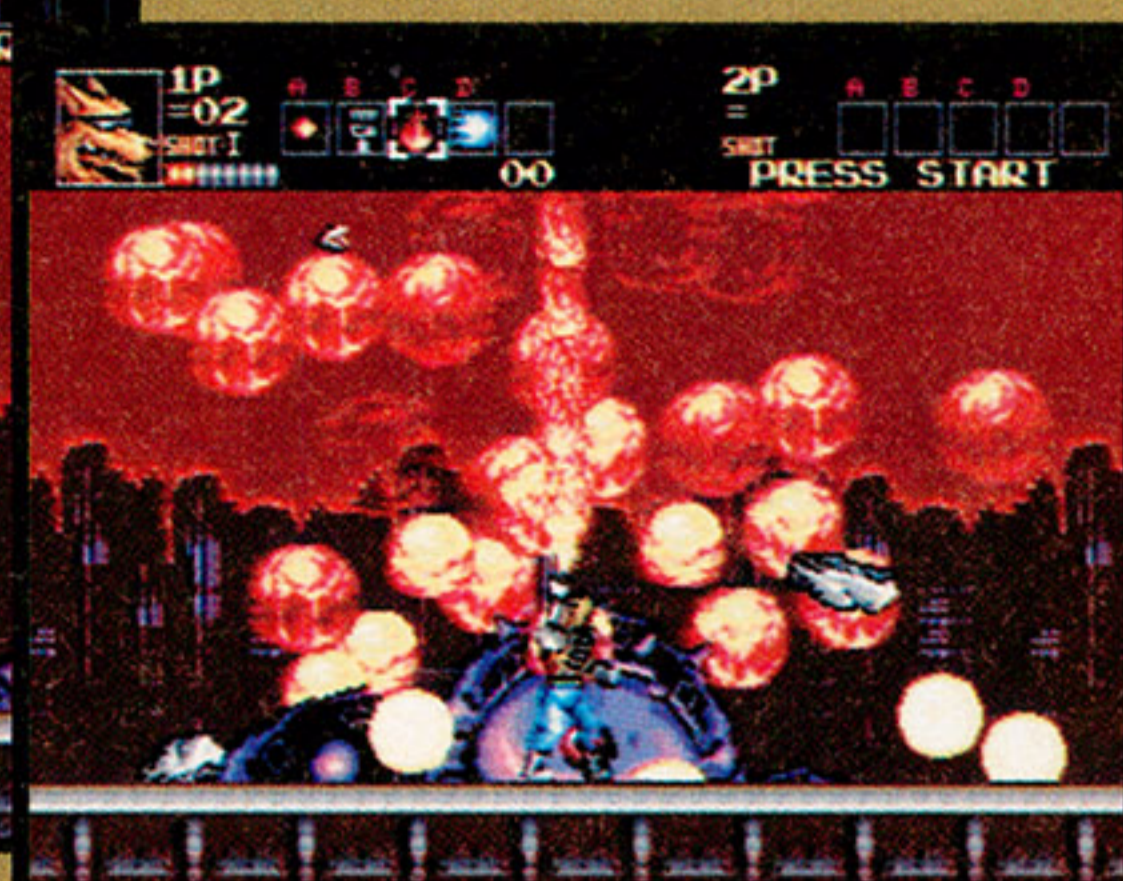
If the mini-bosses fill the entire screen, just imagine what's waiting farther ahead!



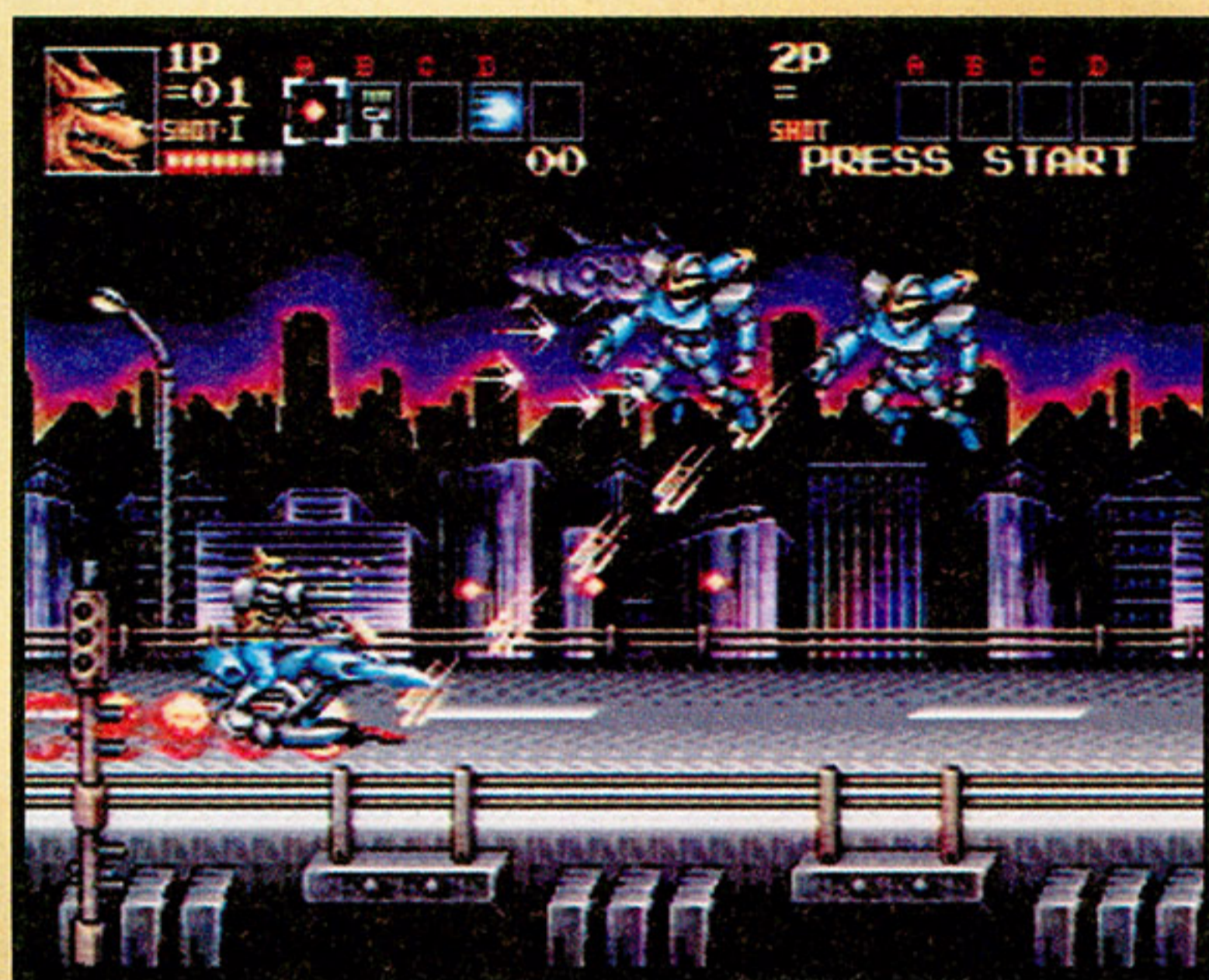
Whoa! There's a giant robot smashing through buildings off in the distance.



Good lord! One giant leap later, and the metal behemoth is in your lap! He throws a car at you, then dances a jig on the debris down below!



KRAK-A-BOOM! There's more big fiery explosions in this game than any other. Just watch the bad guys go up like a scene from the Fourth of July!



There's also a brand-spankin' new hoverbike sequence, made popular by the SNES *Contra*.



Don't stop running! As you fight this boss, the perspective shifts to a front view of your character. You must avoid his attacks until he moves close enough to blast. Way cool.



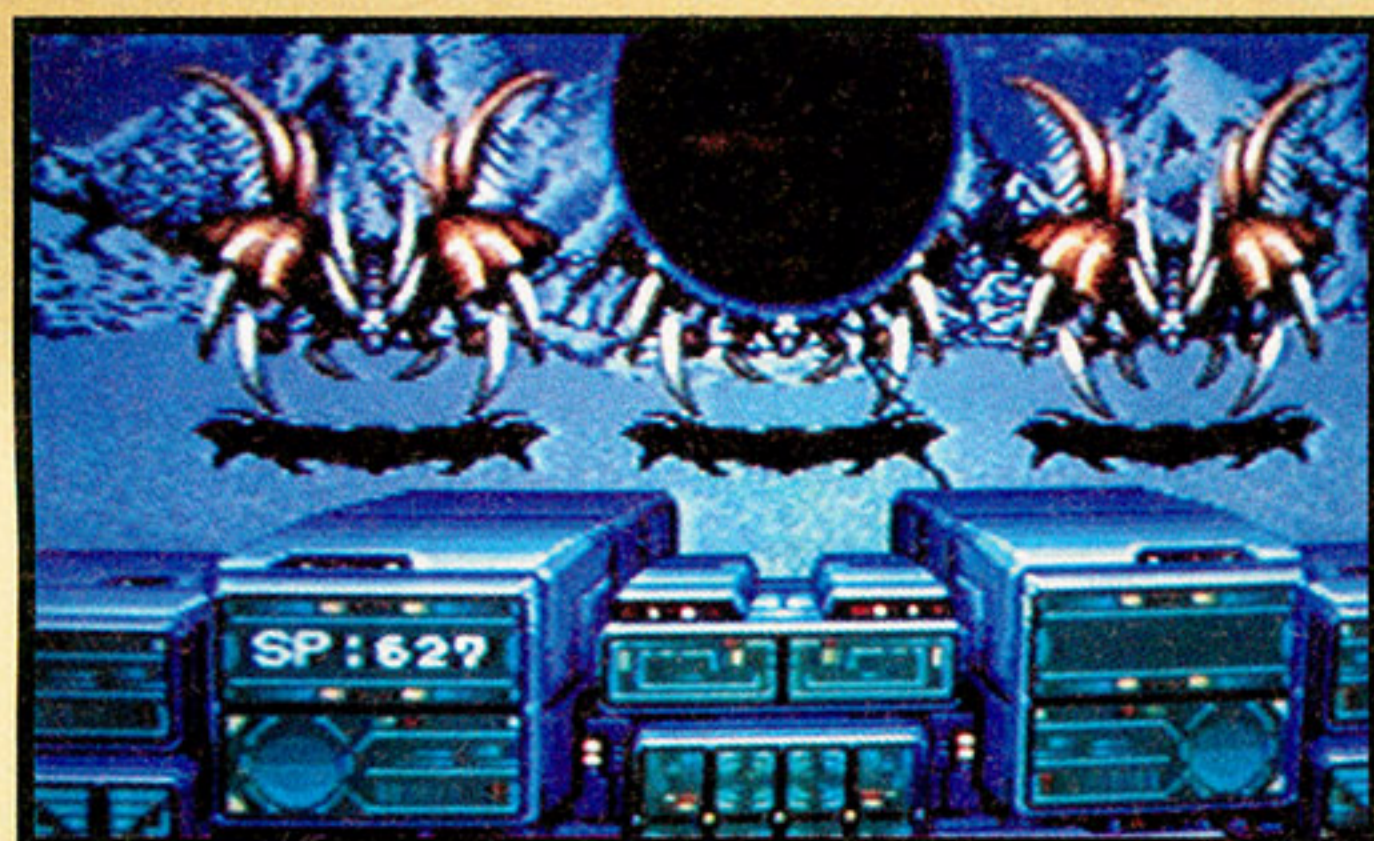
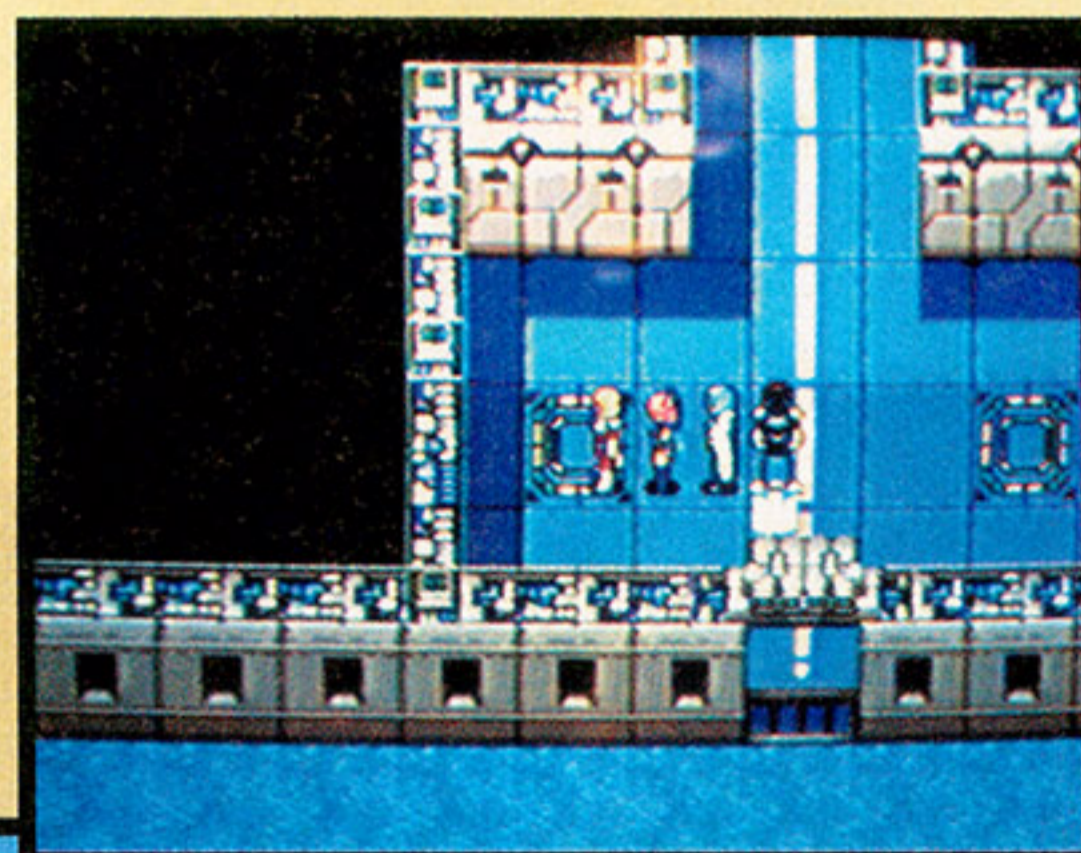
The End of the Millennium

and the Algol star system, and you can bet the evil Dark Force is behind all the trouble once again. Unlike *PS III*, there's only one time-line with no multiple generations. That stuff just ate up memory that could have been better used, anyway. Look for *Phantasy Star IV* to hit our shores this fall.

GENESIS info

PUBLISHER	Sega of America
DEVELOPER	Sega of America
DATE	November
GENRE	RPG

There are, of course, the usual mazes in which to get hopelessly lost... unless Sega decides to include a hint book.



Phantasy Star IV introduces armored combat. You can fight from within three different vehicles instead of having to jump out every time you encounter an enemy.



Phantasy Star veterans know this scene well. You spend more time fighting than anything else — even more than most other RPGs (except maybe *Shining Force II*).

AHEAD of the GAME

Brutal: Paws of Fury

No blood or clay — but lots of ink!

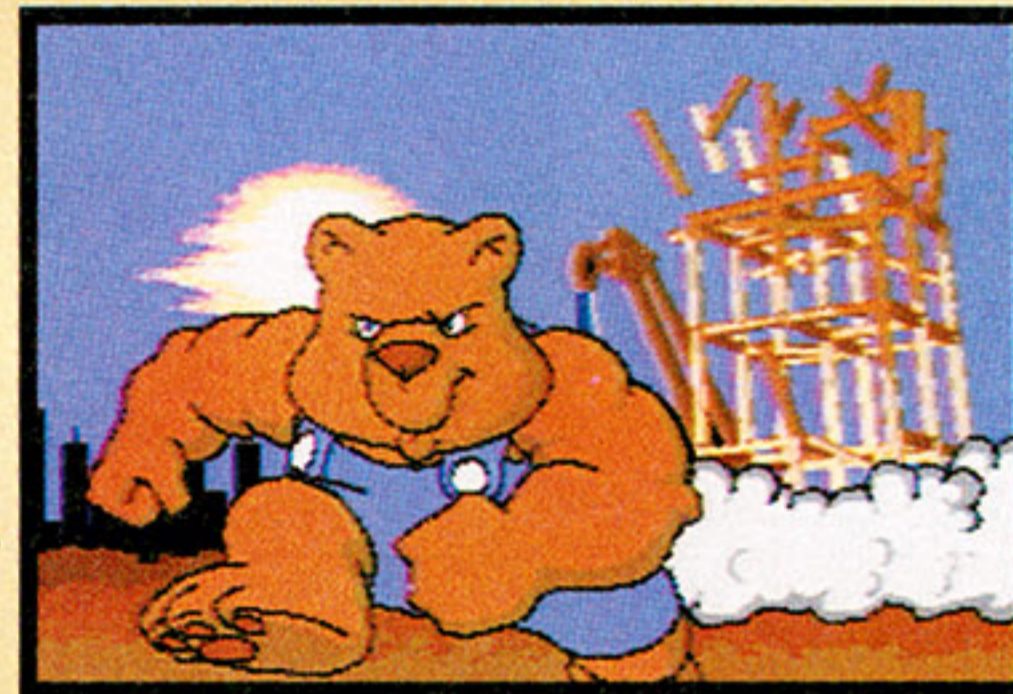
The Dali Llama has invited Kung Fu Bunny, Tai Cheetah, Kendo Coyote, Rhei Rat, Foxy Roxy, Ivan Bear, The Pantha, and Prince Leon the Lion to compete in a tournament on his island (you can also play as Karate Croc, a privilege you must *earn*). The Dali Llama himself awaits the winner of the tournament.



Brutal is a minefield of bells and whistles. The Sound Test even features a special look at The Brutal Band!

records on a password. Compatibility with the upcoming Edge 16 modem is in the works, and Super NES and Genesis versions are scheduled for an October/November release.

Our first impression is that GameTek's first in-house release looks pretty darn good. Check out our review next issue for our final word on the matter.



Lengthy animation sequences such as these make good use of the massive CD memory capabilities. Here Ivan Bear trades in his blue collar for a chance to fight the Dali Llama.

SEGA CD info

PUBLISHER	GameTek
DEVELOPER	GameTek
DATE	September
GENRE	fighting

Brutal is chock-full of cool features such as instant replay, six-button compatibility, excellent CD music, huge animated cinema sequences, and a funny behind-the-scenes look at the game's outtakes. As you climb higher in the tournament, you also learn new moves and techniques, which you can save along with your name and



It can be tough to choose a character — especially when each has a screen this cool.



Now to the action! Foxy Roxy takes on Tai Cheetah. The backgrounds look cartoony in the Sega CD and Genesis versions, but expect more shading and realism when the SNES cart arrives.

Blackthorne

Blown away any mutants lately?

Take *Prince of Persia*, make it cool, and you've got *Blackthorne*. It's not that we didn't like the *Prince* (in *aalllll* its formats), but the shades-wearing, shotgun-toting hero of *Blackthorne* rates much higher on the ol' macho meter.

As Kyle Blackthorne (dontcha wish *you* were born with a name that cool?), it's up to you to save the peaceful Androthi people from evil mutants

known as the Ka'Dra'Suul. Each level is a well-laid-out puzzle, requiring you to find items needed to open passages to new areas.

The best feature is Kyle's shotgun. You can

pump and fire single bursts, rapid-fire, and extremely cool behind-the-back no-look shots. You can even blow away your own people just for fun (Whoops — I probably shouldn't sound quite as enthusiastic about that. You really shouldn't kill your



Highly immoral players might find some kind of sick, perverted pleasure in blowing away defenseless prisoners. Uh — not me, though.



If this scene looks familiar, you've probably played one of the million or so *Prince of Persia* games.



The rainforest level is the coolest looking stage. At this point, the prisoners begin taking up arms against their Ka'Dra'Suul oppressors.



The mountains in Area 3 make for treacherous terrain — and those nasty Rock Beasts don't help much, either.

own guys. It isn't right. No, no, no. Tee-hee!)

Blackthorne definitely looks very, very cool. Check back next month to see how it holds up after 30 days of rigorous testing.

SNES info

PUBLISHER	Interplay
DEVELOPER	Blizzard
DATE	September
GENRE	action/strategy

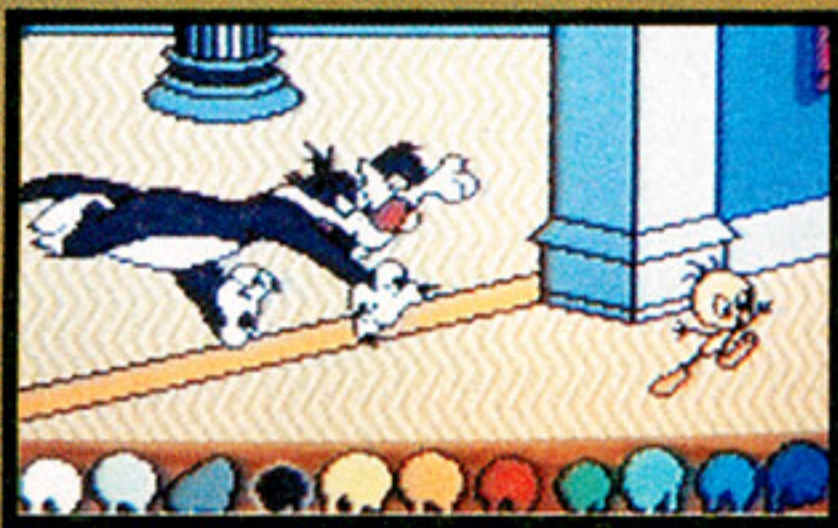
5TH DEGREE
BLACKBELT,
NINJA MASTER,
AND YOU REMIND
MIM OF A
2x4.

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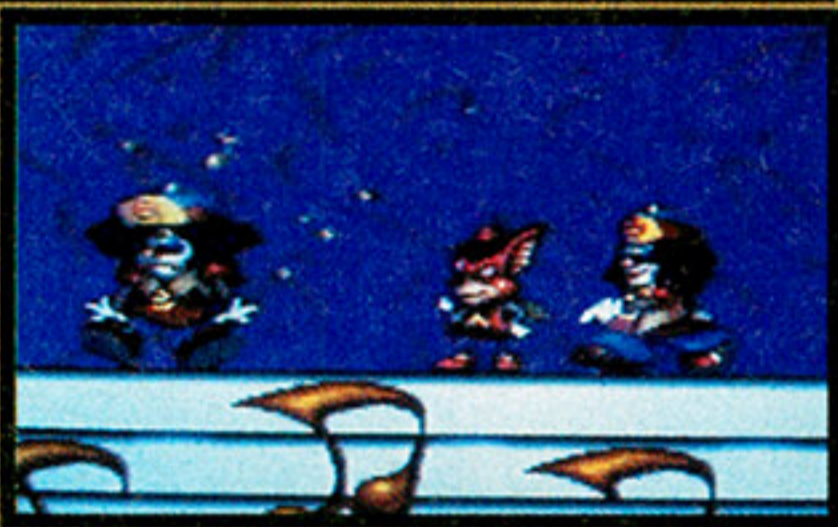
AHEAD of the GAME



ACME Animation Factory

Sunsoft/SNES

The *Tiny Toons* cartoon-design program for NES has taken a step up. *ACME* puts you in the director's seat, creating new stories for some of the world's most popular Toons.



Aero the Acro-Bat 2

Sunsoft/SNES

Aero's back. That's all we really know now, but you can bet that Sunsoft's little mascot has gotten himself into another fine mess. Bet he wishes he'd been nicer to Zero.



BattleTech

Absolute/Genesis

Banking on the same license that made *Mechwarrior* a hit, *BattleTech* offers a more traditional approach to video-gaming, with large on-screen characters and lots of big fiery explosions.



Beauty & the Beast

Hudson Soft/SNES

"Tale as old as time" indeed — how about a *license* as old as time! We saw stuff on this one a year ago! Still, it looks good, and the graphics look better than the two previous Genesis outings.

Clay Fighter: Tournament Edition

**New characters!
Same goo!**

Interplay's looking for big things from *Clay Fighter II*, the sequel to last year's hit, which sold more than 200,000 copies. Fans of

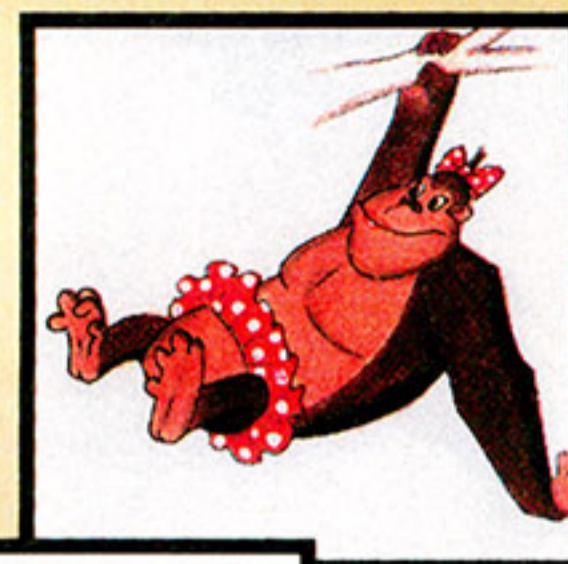


Does Hoppy Bunny look familiar? Think pink. Think batteries. Oh, yeah.

Clay Fighter will recognize only The Blob and Bad Mr. Frosty — *Clay Fighter II* features six brand-new characters with names such as Kan Goo Roo and Hoppy the Bunny.

CFII continues the "no blood, no guts... just clay" policy, which helped the first brawler stand out among heavy competition. Great claymation effects give the characters distinctive looks (and moves, too), and the backgrounds are created from clay models as well.

Look for *Clay Fighter II* for SNES around November (Genesis version to follow later), and while you're at it, check out the review for *Clay Fighter Tournament Edition* in this very issue.



New characters in *Clay Fighter II* include the frilly little gorilla and this truly cool weasel.

SNES info

PUBLISHER	Interplay
DEVELOPER	Interplay
DATE	October
GENRE	fighting

Sega Gets into Gear

Support continues for this portable system.

There are a lot of Game Gear titles expected in the next few months, some good along with the bad. But all you Game Gear players should just be glad to see this many games — we're sure Game Boy players are spinach-green with envy.

The Berenstain Bears' Camping Adventure

These fuzzy-wuzzys have been around forever, but evidently they're bigger than ever among the under-eight crowd. So, as is the way with these things, a video game was inevitable. And here it is.

The Berenstain Bears' Camping Adventure debuts as one of Sega's first titles in a new "Sega Club" range designed specifically for children between 3-12. Its empha-



Dynamite Headdy

Sega has a strange predilection for characters with head deformities. First there was Chuck D Head of *Decap Attack* fame, then the multi-headed *Kid Chameleon* and now — may we introduce — Headdy, the star of a new platform adventure game with great word of mouth.

In *Dynamite Headdy*, players get to swap heads whenever a new situation requires a new power or ability. Headdy's out to get Dark Demon —



The Berenstain Bears is obviously aimed at younger players, with simple game play that shouldn't frustrate the kiddies.

sis, of course, is very much on fun and nature instead of killer death moves with spouting blood and dripping spines.



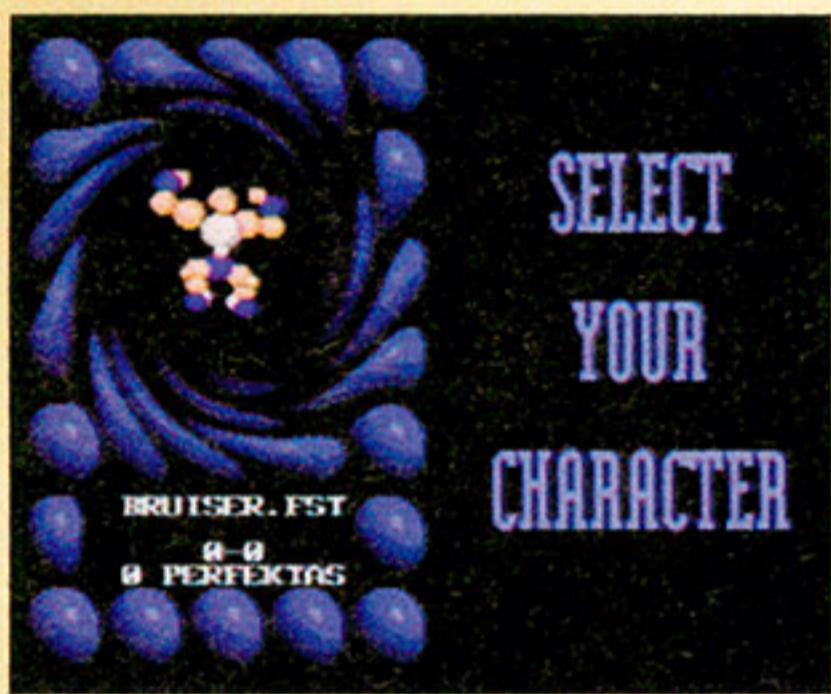
Each level in *Dynamite Headdy* contains new dangers and game play. The action is varied enough to keep it fresh for a long time.

Ballz

A fighting game with cojones.

Everyone knows *Virtua Fighter* is the hottest coin-op on the streets, but there's only a slim chance that you'll get to play it at home without investing in new hardware — either the 32X or the Saturn.

Why? Because for that type of 3-D polygon game to run smoothly,



You've got a lot of characters from which to select, although you can't choose them all right from the start (hint, hint).



One of the coolest things about *Ballz* is that the characters are

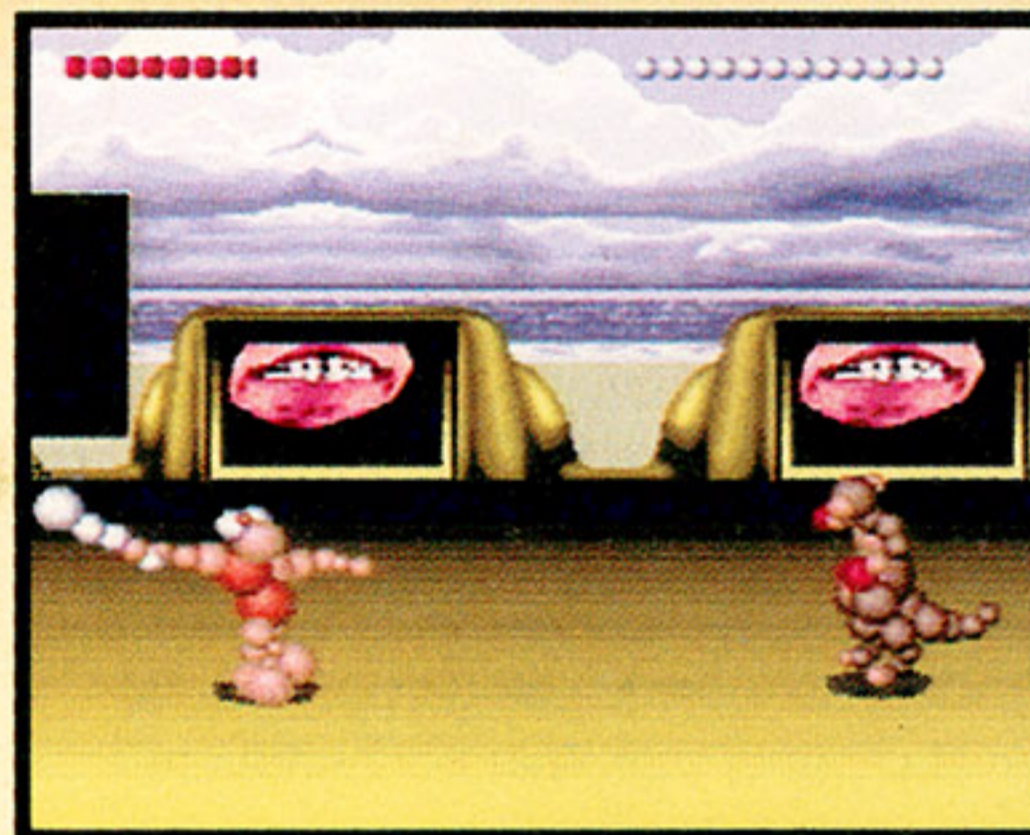
varied and original. Where else could you find a T-Rex fighting a ballerina?

you need loads of processing power — truckloads of it. It's only possible to shift, rescale, rotate, and spin all those polygons in real time with coin-op hardware (*Virtua Fighter*) or an ultra-expensive DSP chip (*Virtua Racing*). But San Francisco-based PF Magic has substituted spheres for polygons and

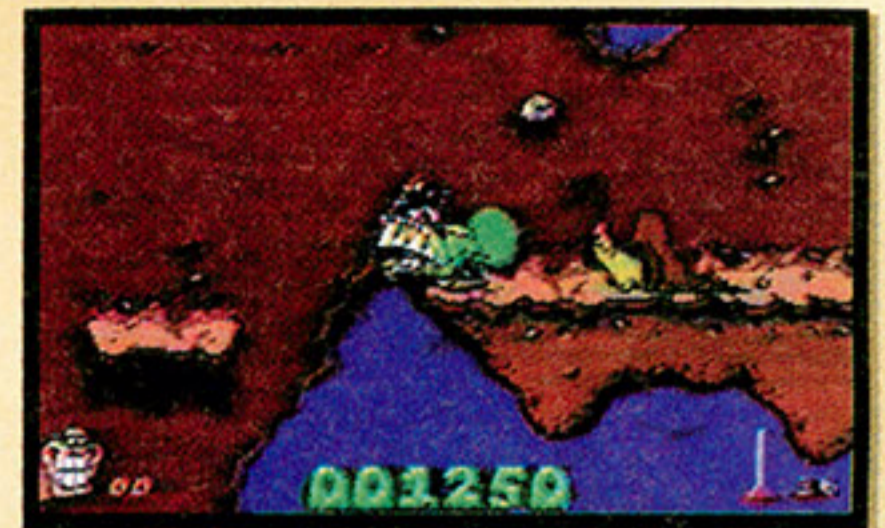
SNES info	
PUBLISHER	PF Magic
DEVELOPER	PF Magic
DATE	September
GENRE	fighting

bypassed most of the problems. Voila! *Ballz*!

Ballz works because if you rotate a sphere or shift it at any angle, it still looks like a sphere! Without complex redraws, the action speeds along at a really fast clip. It's reminiscent of a fantastic, award-winning PC game called *4-D Boxing*. But how it works on cartridges remains to be seen. Stay tuned for more.



Keep an eye on the huge monitors in the background. Random images flash during the fight — sometimes cheering you on and sometimes putting you down.



Boogerman: A Pick and Flick Adventure

Interplay/Genesis

Just when you thought you'd matured, it's *Boogerman!* Interplay said "anything goes" in this gross-out-fest, including lakes of snot. Definitely *not* for the picky... uh... squeamish.



Hammerlock

Jaleco/SNES

You get 12 wrestlers and more than 30 moves, as well as Tournament, Tag-Team, and Exhibition matches. Don't forget different arenas, out-of-ring fighting, and four-player compatibility.



This football cart promises to be the best yet for Game Gear — but those players are still awfully hard to see.



All the real teams and logos are included, including, naturally, the 49ers.

NFL '95

Sega Sports is on a high after *Joe Montana 4*, but the company's promising even better things for this

fall's newest football release. *NFL '95*, Sega tells us, will be simply the best football game ever.

Our Doug Brumley, of course, tells us to reserve judgment — that's a lot of detail to cram into such a small space. So we'll see — at least Sega has signed up all the actual teams, players, and stats. If anyone has a chance to get it right, Sega has.

Shining Force: The Sword of Hajya

The original *Shining Force* is highly regarded by RPG fans, so it's great news for Game Gearers that *Shining Force: The Sword Of Hajya* arrives this September. It's expensive for a portable title — \$49.99 — but it's been a long dry spell since *Defenders of Oasis*.

In *The Sword Of Hajya*, the tranquil castle of Cypress has been invaded, and the magical sword of Hajya stolen by evil King Iom. You gather a team from 18 different characters (including warriors, healers, archers, and centaurs) in a bid to recover the sword and restore freedom to the land.



BATTLE! True to *Shining Force* form, there's lots of fightin' to be done before you finish the game.



If the Game Gear version plays anything like the Genesis version, then count me in!



The Ignition Factor

Jaleco/SNES

Still relatively a mystery, this title features "a variety of tools and equipment" as well as "exciting race-against-time game play." But take a look for yourself.



Looney Toons: Hoop It Up

Sunsoft/SNES

The classic Warner Bros. characters lace up their sneakers for some wild and crazy b-ball fun. My money's on Bugs — he already hangs with Jordan.

AHEAD of the GAME

Itchy & Scratchy

While the cat's away, the mouse will plan a blood-spattering trap.

Yes, indeedy. After concentrating on the Simpsons clan and that Krusty the Clown fellow, Acclaim is bring Springfield's favorite cartoon characters to the video-game arena for an overdue violence-fest. For those who need reminding, Itchy & Scratchy are the evil twins of Tom & Jerry — a cartoon in which the mouse (Itchy) gets to inflict unspeakable pain upon the hapless cat (Scratchy).

So to the video game. Players take the role of Itchy in a seven-stage adventure. Throughout each level, the mouse must avoid hazards and enemies peculiar to each environment — as well as the constant attention of Scratchy, who remains in hot pursuit throughout.

Of course, there are numerous ways Itchy can halt Scratchy's advances. Most involve setting some kind of trap, then watching while the feline walks straight into it. Of course, these make great excuses for some classic cartoon-death animations (anvil-on-head, stand-on-a-rake, and so on), although Scratchy's always back in the next scene, hungry for even more abuse.

At the end of each level, Itchy takes on a boss controlled by Scratchy (similar to Robotnik's monsters in a *Sonic* game), then it's on to the next fun-filled stage. If ever there were two characters who deserved their own game — especially now that Wile E. Coyote and the Road Runner have a couple — it's these two. And if their guest appearance in *Bart's Nightmare* is anything to go by, Acclaim's got a hit on its hands.



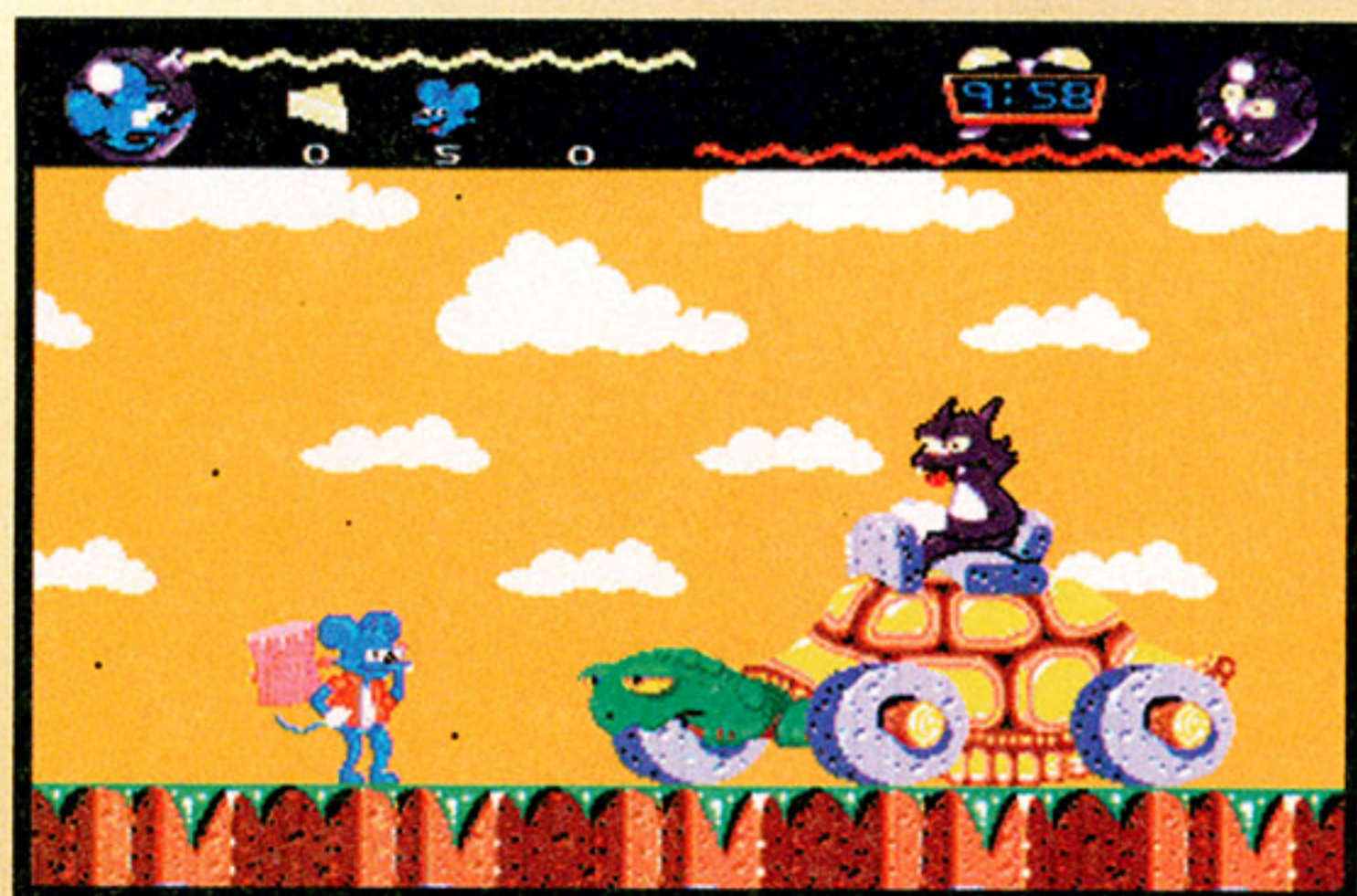
To the untrained eye, it may look as if this is a fair fight — both critters have mallets. History, however, tells us to bet on the mouse.



Scratchy constantly remains on Itchy's tail throughout the game, so even when the coast looks clear, it might be best to check out the armor or other background objects.



EEK! Bet that one stings. This kind of stuff is fairly routine for Springfield's cartoon heroes. But kids — don't try this at home.

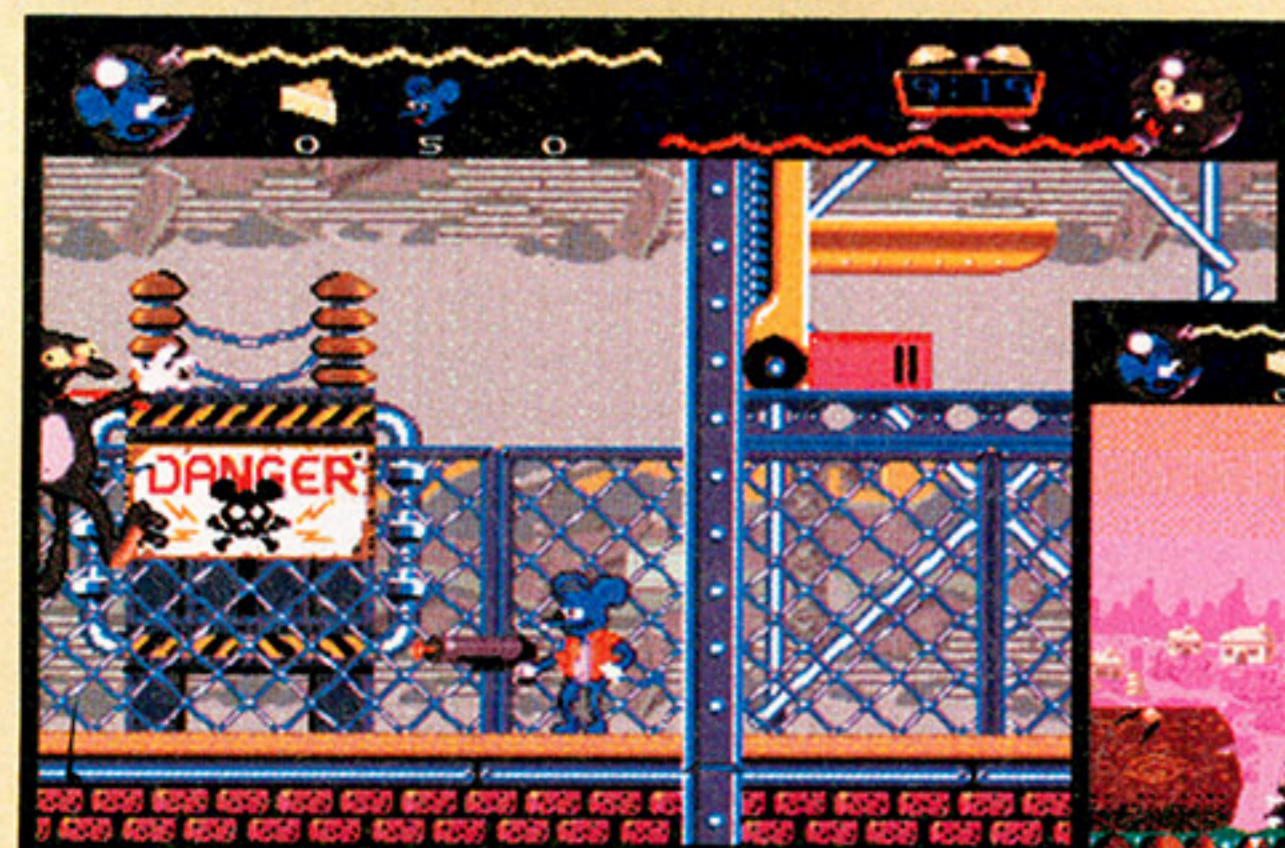


Each boss is a remote-controlled creature guided by Scratchy. But what robotic turtle poses a threat to the inventive Itchy?



Perched Road Runner style on the end of a rocky overhang, things look tough for Itchy. That cactus looks like an accident waiting to happen as well.

Revenge! It's not often Scratchy deals it out himself.



Now some of this violence is truly shocking. Luckily, you can expect the inevitably charred and smoking Scratchy to return bright as ever.



In this prehistoric level, miniature Scratchys pursue the time-traveling Itchy. Quite how, we have no idea.

GENESIS info

PUBLISHER	Acclaim
DEVELOPER	Acclaim
DATE	September
GENRE	action

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Super Drop Zone

An arcade classic comes home.

Arcade fans from the early days will remember *Defender*, one of the first coin-ops.

DropZone is based on *Defender*, featuring the same solid game play.

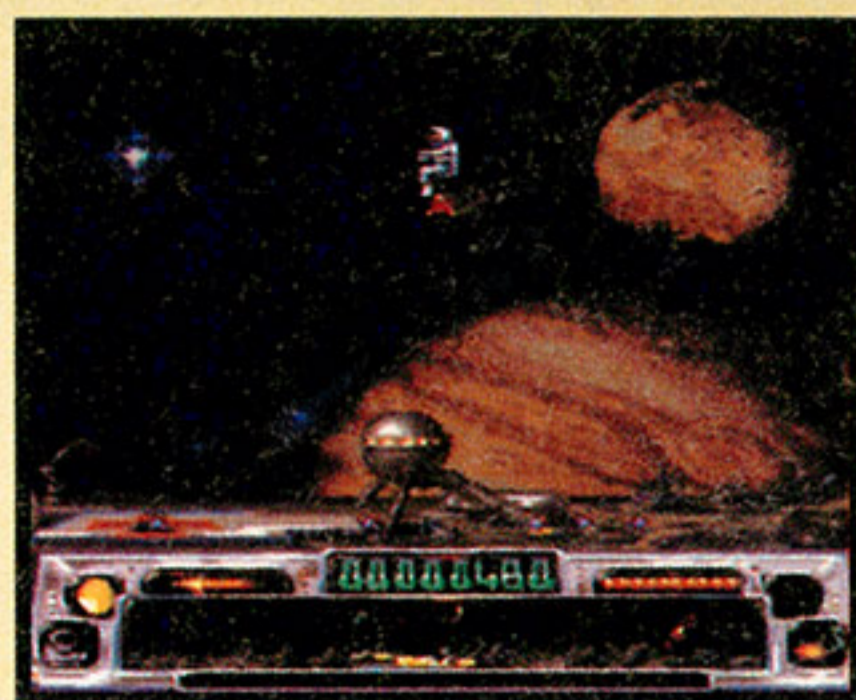
It takes a while to master the controls of *DropZone*, but it's easier in a way than a lot of shooters because you're not pushed forward by the scrolling. The backgrounds

only move when you're ready to go forward. The action is fast and furious as you rescue humans from a hostile landscape before they're abducted by evil aliens.



Classic game with great graphics! Now if only the game play makes the transition as well.

But they're no denying that the game is old fashioned, even on the 16-bit SNES. So how Sony will fare remains to be seen.



The debris of unfortunate crafts scatter the planets' floors. Keep your finger on the trigger unless you wish to join them.



You're on your own against all that alien scum. Use your scanner (at the bottom of the screen) to avoid the worst of them.

SNES info

PUBLISHER	Sony Imagesoft
DEVELOPER	Psygnosis
DATE	November
GENRE	shooter

Soul Star

Gentlemen, start your spacecraft.

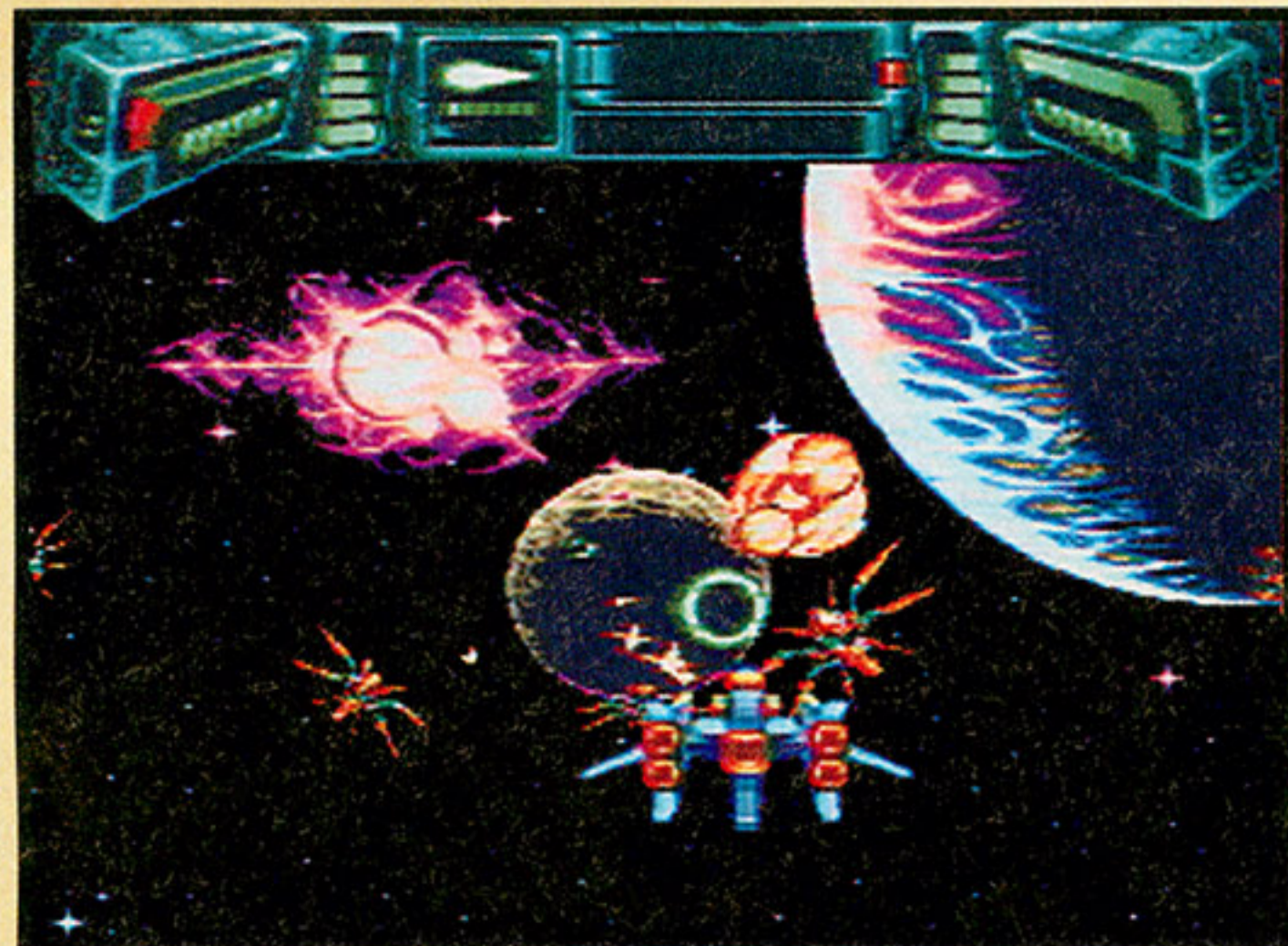
As we reported in the *Battlecorps* story, Core has been a design team for years (with titles such as *AH3 Thunderstrike*), but it's only just now publishing its own games. *Soul Star* follows *Battlecorps* onto store shelves — it's the first Sega CD game to feature simultaneous



So blast away, blast away, blast away all!

display of 64 colors). Ooo — can you see the colors?

In this futuristic shooter, you pilot three different spacecraft in more than 40 missions of destruction. There's a simultaneous two-player option, and the soundtrack is really atmospheric, giving a movie-like quality to the action.



Some of the shots of this great universe we live in truly look spectacular.



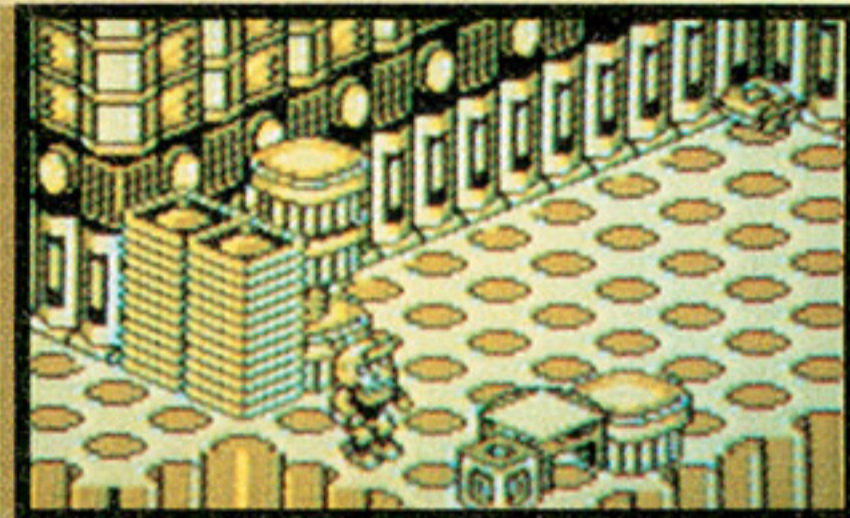
The surface of each planet holds unique challenges — and several different vehicles to pilot, too.



Who needs this type of space trash cluttering up the galaxy?

SEGA CD info

PUBLISHER	Core
DEVELOPER	Core
DATE	September
GENRE	shooter



Monster Max

Titus/Game Boy

Titus is promoting *Monster Max* as the biggest Game Boy cart since *Link's Awakening*. Big words, but then there's not been that much competition, has there. Still, it's worth checking out.



Pac-Man 2

Namco/SNES

This is a very different kind of game — especially for the Pacster. You don't actually control him; you befriend him and work with him to save the day. Tons of neat animations.



Pitfall Harry

Activision/SNES

Pitfall Harry joins the classic *Pitfall* and *Pitfall 2* carts for the Atari 2600 and *Super Pitfall* for the NES. Expect similar action in Harry's latest adventure, as well as super-slick animation.



Speedy Gonzales

Sunsoft/SNES

It's long-delayed, but Speedy is the latest Warner Bros. Toon to go 16-bit with Sunsoft. Naturally, look for lightning-quick action from the rapid rodent, who has already appeared on Game Boy.

AHEAD of the GAME



Super Bases Loaded 3: License to Steal

Jaleco/SNES

Proving once again that *anything* can spawn a sequel, the ump-teenth *Bases Loaded* serves up the third slice of America's national pastime for SNES. Look for actual players and stats.



Sylvester & Tweety

Sunsoft/SNES

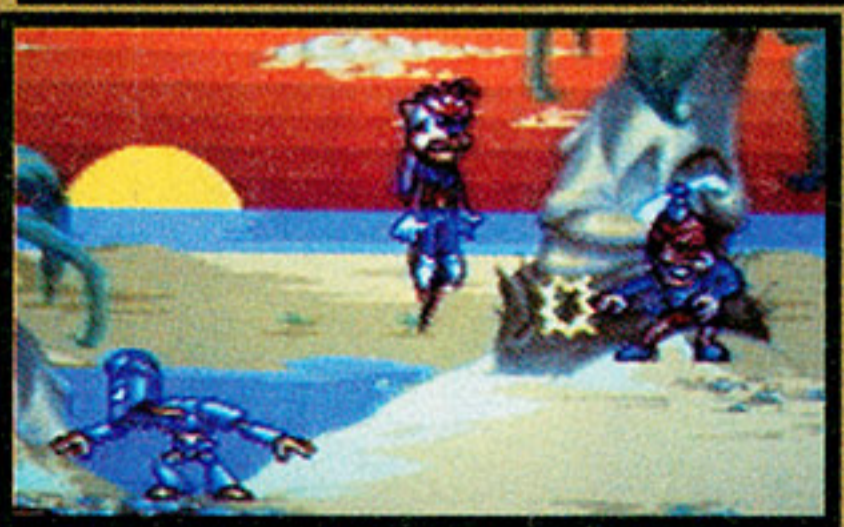
Different from the TecMagik Genesis title, it still centers on poor Sylvester and cruel Tweety Bird. If there were any justice, however, he'd have eaten that bird years ago.



Syndicate

Electronic Arts/Genesis

A translation of Bullfrog's PC title, *Syndicate* zips you into a futuristic war between rival crime rings. You run sabotage missions or plan assassinations. Cool!



Zero the Kamikaze Squirrel

Sunsoft/Genesis

Zero's the good guy in Sunsoft's first *Aero* spinoff. Putting his past behind him, the suicidal squirrel must rescue his forest home from evil loggers and such.

R-Type III

How are your reflexes lately?

The *R-Type* series has earned the respect of battle-scarred gamers on just about every system over the last five years. So what's new for *R-Type III*? The most obvious new feature is that the action now ventures into the second dimension — you take on alien scum as the screen scrolls up and down as well as the inevitable right to left. Plus

you've got more weapons and a whole new

eco-system of bad guys. *R-Type III* is a game that promises to give shooter fans more of the action they love.

Originality, however, there's not. The six levels each have the tradition

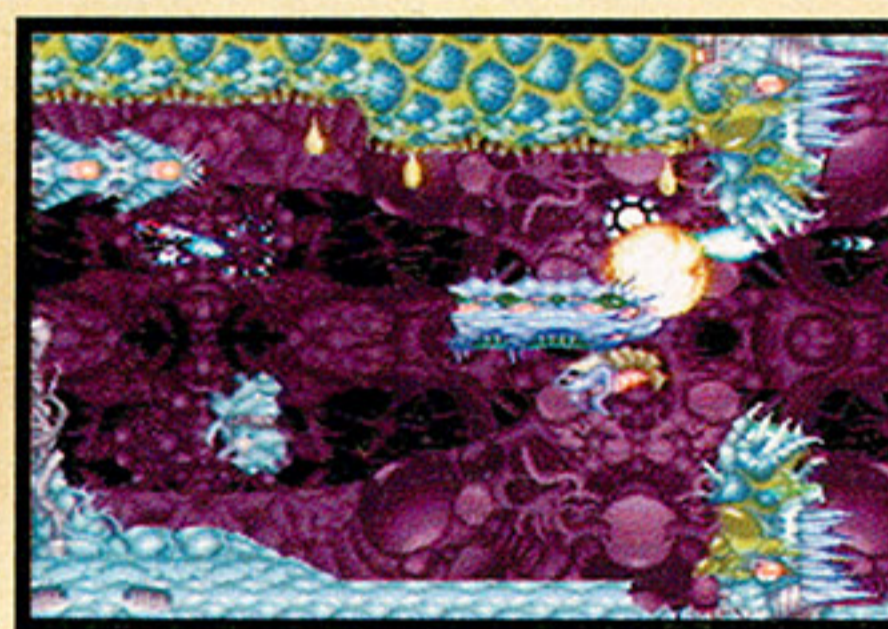


AHHH! Death's all around! Don't be surprised if extended play with *R-Type III* makes you paranoid. With so much stuff being thrown at you, you're bound to snap sooner or later!

al swarms of little guys, a mid-level boss, and final guardian — standard shooter design. But if this style of game play sets your trigger finger itching, get ready for more action.

SNES info

PUBLISHER	Jaleco
DEVELOPER	Irem
DATE	September
GENRE	shooter



As in previous *R-Types*, you can power-up your forward laser by holding down the shoot button. Here, however, you can power-up the beam *twice* for a single, massive shot!



Some levels scroll vertically, with bad guys peeking out from the sides. It's a nice twist to vary the familiar action.

Starfleet Academy

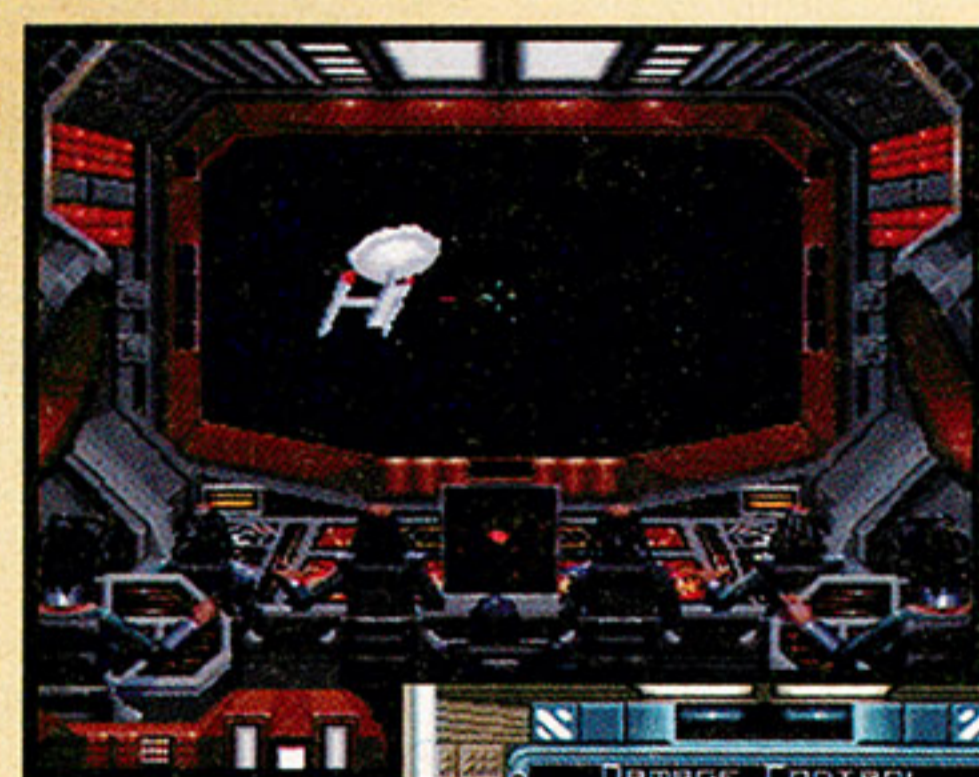
You've gotta earn your wings before you can explore the stars.

Unlike previous *Star Trek* games, the action in *Starfleet Academy* isn't real. The stakes, however, are just as high.

Kirk, Picard, and Sisko all had to start somewhere, and that place was Starfleet Academy. Here cadets learn to serve on various starships, including simulations of Starfleet, Klingon, and Romulan (Romulan?!) vessels. You can even take the captain's chair and practice space combat.

There are 25 original missions to test your skills, plus simulations of five missions taken from various *Star Trek* movies. Aye, captain — that's a lot of thinkin'!

Look for the game in November, around the same time the new *Star Trek: Generations* movie is released. Trekkers everywhere will be in heaven!



You can also choose to train on a Romulan or Klingon ship. Crush those weak, moral Earth maggots!

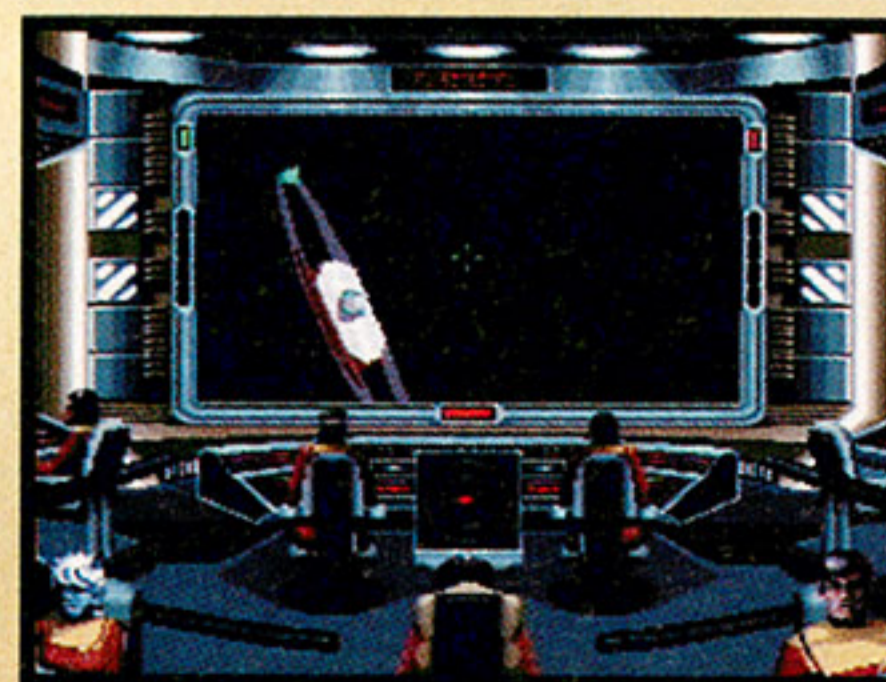


Battles aren't simply point and shoot. You've got a ship to

look after. Keep an eye on your damage as well as other ship functions.



Choose your ship in the simulation mode to see slick 3-D renditions of famous *Trek* spacecraft.



You've made it — the bridge of the *Enterprise!* Or a very good simulation, at least. There's no time for diplomacy, so just fire away!

SNES info

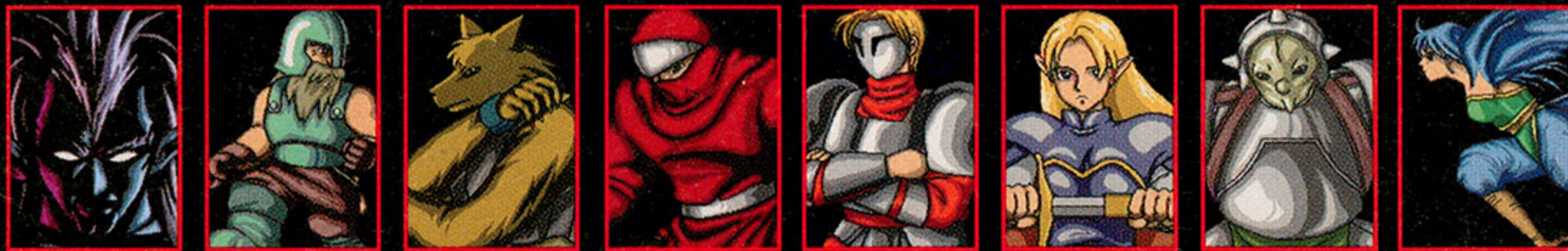
PUBLISHER	Interplay
DEVELOPER	Interplay
DATE	November
GENRE	action/sim

REVENGE IS SWEET...
THEY AREN'T!!

Fight
or
Die!

BASED ON
A TRUE
STORY!

REVENGERS OF
VENGEANCE™



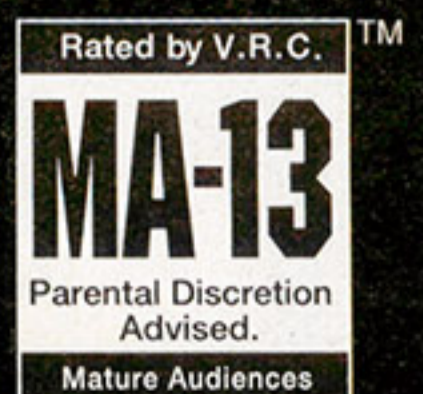
STARRING: VENUM ALGOS BARKO FUCHIDA MAGNUS ORGANA PSYBART TALON

JOIN THEM ON A HEART-STOPPING ADVENTURE TO A FANTASTIC AND VIOLENT WORLD WITH LIMB-TEARING, FIST-THROWING, HAND-TO-HAND COMBAT ACTION AND WITNESS SAVAGE AND BRUTAL STRUGGLES WITHOUT QUARTER. IT COULD BE THE VIDEO GAME THAT CHANGES YOUR LIFE.

WARNING: SOME SCENES MAY BE TOO INTENSE FOR THOSE WHO DO NOT SEEK VENGEANCE.

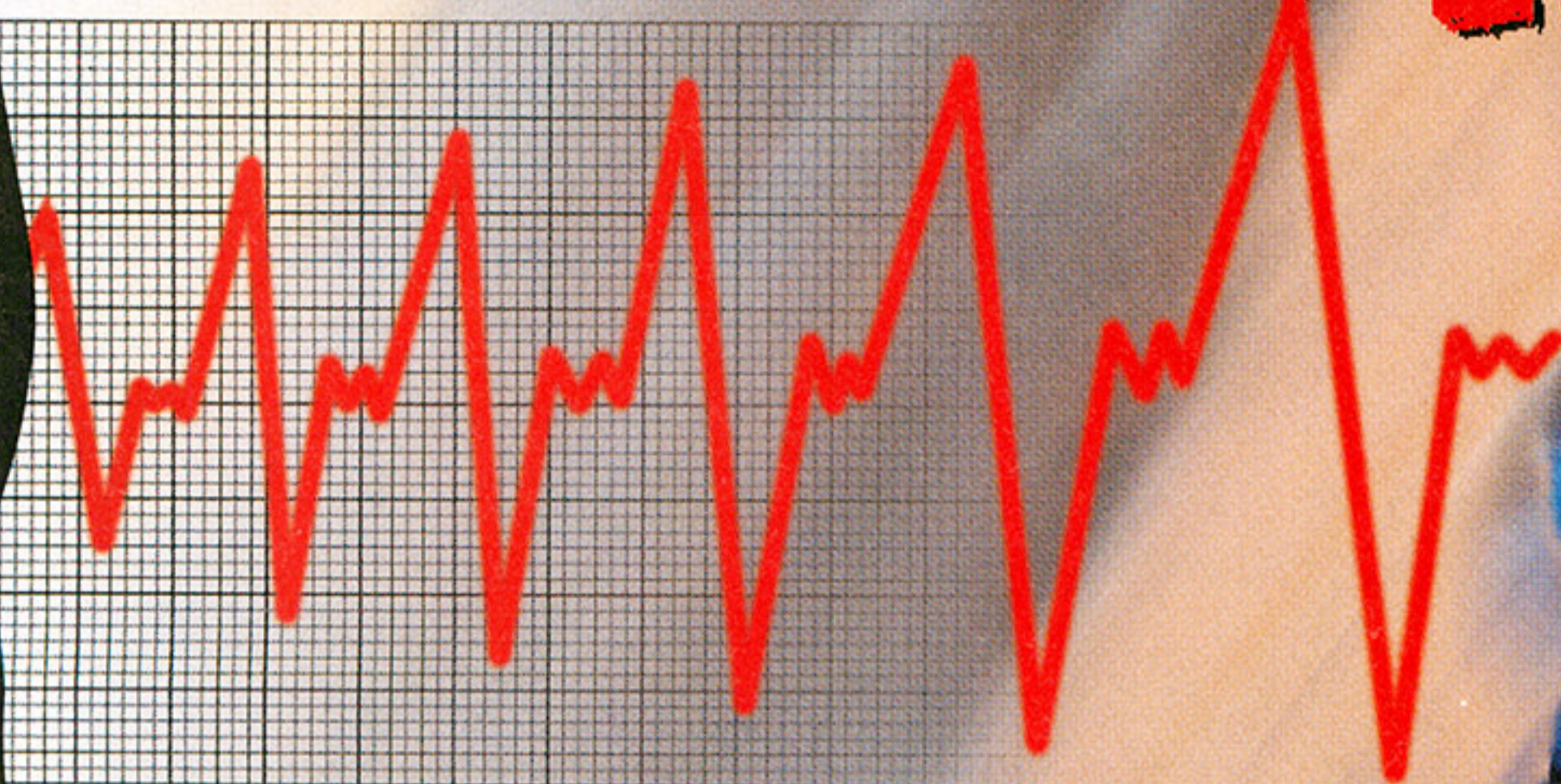


This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA CD™ SYSTEM.



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REV ON THE RED LINE!



From the moment the clutch engages and your V-twin roars off the line, you'll feel your pulse begin to accelerate.

Through the straight-away in a heartbeat, you attack the first chicane at 190 mph. Sporting a serious 45-degree lean, one knee kissing the tarmac, the other hugging your seat, you blow past your fellow rocketeers in a dizzying smear of leather and steel.

And in a rare moment of extreme clarity, you become one with the bike...

Suzuka 8 Hours. Not for the faint of heart.

Suzuka 8 hours™



Tune your machine to your own specifications, from class to color, tranny type to handling ability.



Linear and precise controls means your bike executes rider input instantly—one mistake and SPLAT!!!



Redline your pulse against a buddy in an 8-hour tour of Japan's most renowned race track.

SUPER NINTENDO
ENTERTAINMENT SYSTEM



namco

REVIEWS

You've got a pocket of money and a shelf full of games from which to choose. Whaddya do? Why — run to Game Players, of course. We play everything, so use our reviews and ratings to help you buy only the best titles around.

GAME SCREENS

We capture the action at all the best moments so you know exactly what's going on.

REVIEWER

You know us by now, so you know the types of games we like. You won't find an elf-hater reviewing an RPG around here.

OPINION

Why's it good? Why's it bad? Why's it worth your money?

INFO BOXES

The system, the genre, and the all-important meg size.

SNES info
 GENRE: fighting games
 PLAYERS: 1 or 2
 LEVELS: 22
 DIFFICULTY: medium
 SAVE FEATURE: none
 MEGS: 24

RATINGS
 GRAPHICS: 8
 MUSIC & SOUND FX: 8
 BELLS & WHISTLES: 7
 CONTROL: 8
 REPLAY VALUE: 8
OVERALL: 85%

THE GAME PLAYERS ULTIMATE AWARD

We give an Ultimate Award to any game or piece of hardware that scores 90% or more. It's an award that really means something — we see so many games that it's damn hard to please us.

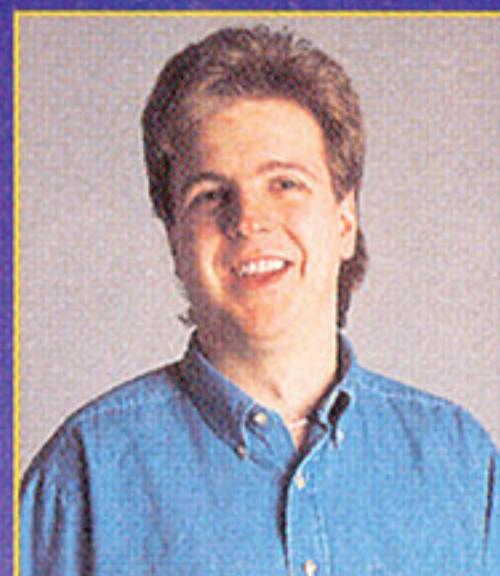


MEET THE TEAM

Arnold had his "I'll be back." Bart's got that "Don't have a cow, man." They've got movie and poster deals that we wanna share. Check out these sayings and picture 'em on a T-shirt down at the mall.



Doug: "I'm Doug and I'm outta heeree."



Mike: "Stop touching me."



Jeff: "It mocks me, and I will not be mocked."



Jonathan: "What?"



Karie: "Don't make me kill you."



G. Beaver: "It's a trap!"



Vince: "Hey, this stuff tastes like glue."



Trent: "I find your lack of faith disturbing."

OUR SCORING SYSTEM

Separating the best from all the rest

Graphics: Even on Game Boy, graphics are important. Characters (and backgrounds, for that matter) should be clearly defined and well animated.

Music & Sound FX: So do you wanna turn the volume up... or off?

Bells & Whistles: Options and special features can turn an OK title into a great game.

Control: Are controls well set up? Does your character respond well? Is there a solid interface? Graphics and sound are nice, but you can't have a good game without good control.

Replay Value: Will you pick up the game after you finish it? Will you ever want to finish it in the first place?

Overall Score: Here's how it works:

90%+ Outstanding	60% Good
80% Excellent	50% Average
70% Very Good	30% Just Rotten

SPIDER-MAN

MAXIMUM



When Chris Slate first donned the black costume during the Secret Wars, never did he dream it would lead to this....

Marvel Comics' Spider-Man has been involved in some major events in the last few years, but no story has ever sprawled over as many issues and characters as last year's *Maximum Carnage*.

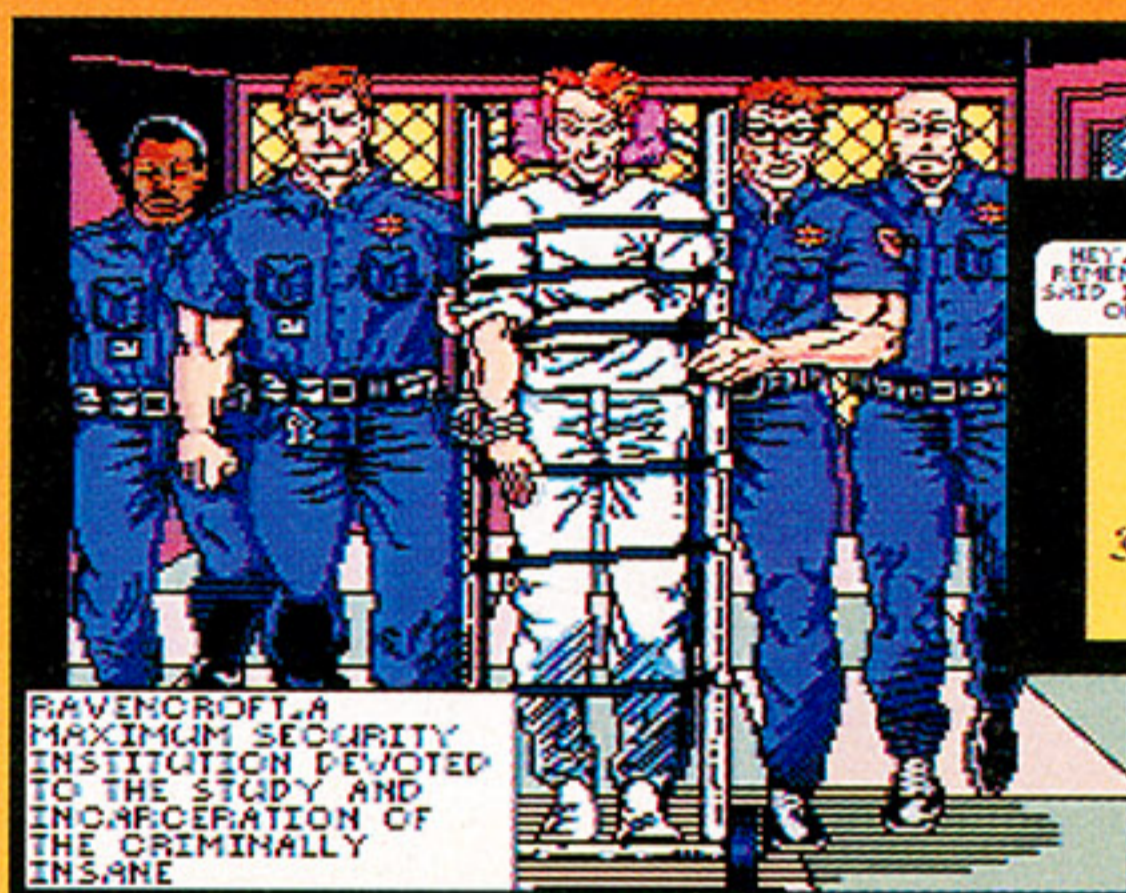
The story centered around the New York killing spree of Carnage, a deranged lunatic with the power of an alien symbiote. To save the city, Spider-Man swallowed his pride and teamed up with Venom, another

symbiote-powered menace who had tried to eat Spider-Man's brain on more than one occasion. The pair would eventually enlist the aid of almost everyone in the Marvel universe during their battle with Carnage and his cronies before the Web-Slinger finally brought down the madman.

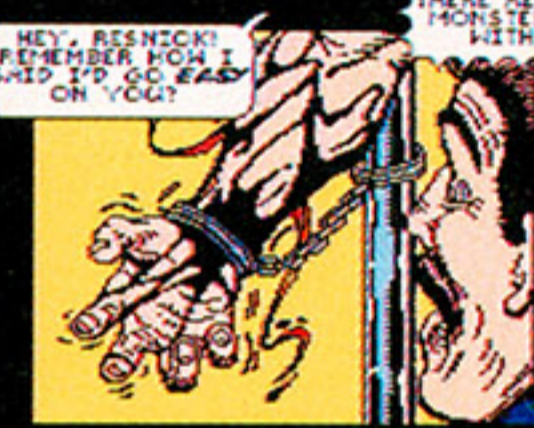
The video game follows the same storyline, complete with cameos of all the heroes who appeared in the comics. It also features

SNES info

GENRE	action
PLAYERS	1
LEVELS	24
DIFFICULTY	challenging
SAVE FEATURE	none
MEGS	16



The between-level comic strips reacquaint you with the *Maximum Carnage* storyline, with scenes and dialogue very true to the comics. Boy, that Carnage sure is nutty!



DO WHATEVER A SPIDER CAN

Thankfully, I have the proportionate speed, strength, and agility of a spider. This means I can toss guys around without breaking a sweat!



Say Spidey, just how *do* you plan to take down Carnage and restore peace to the city?

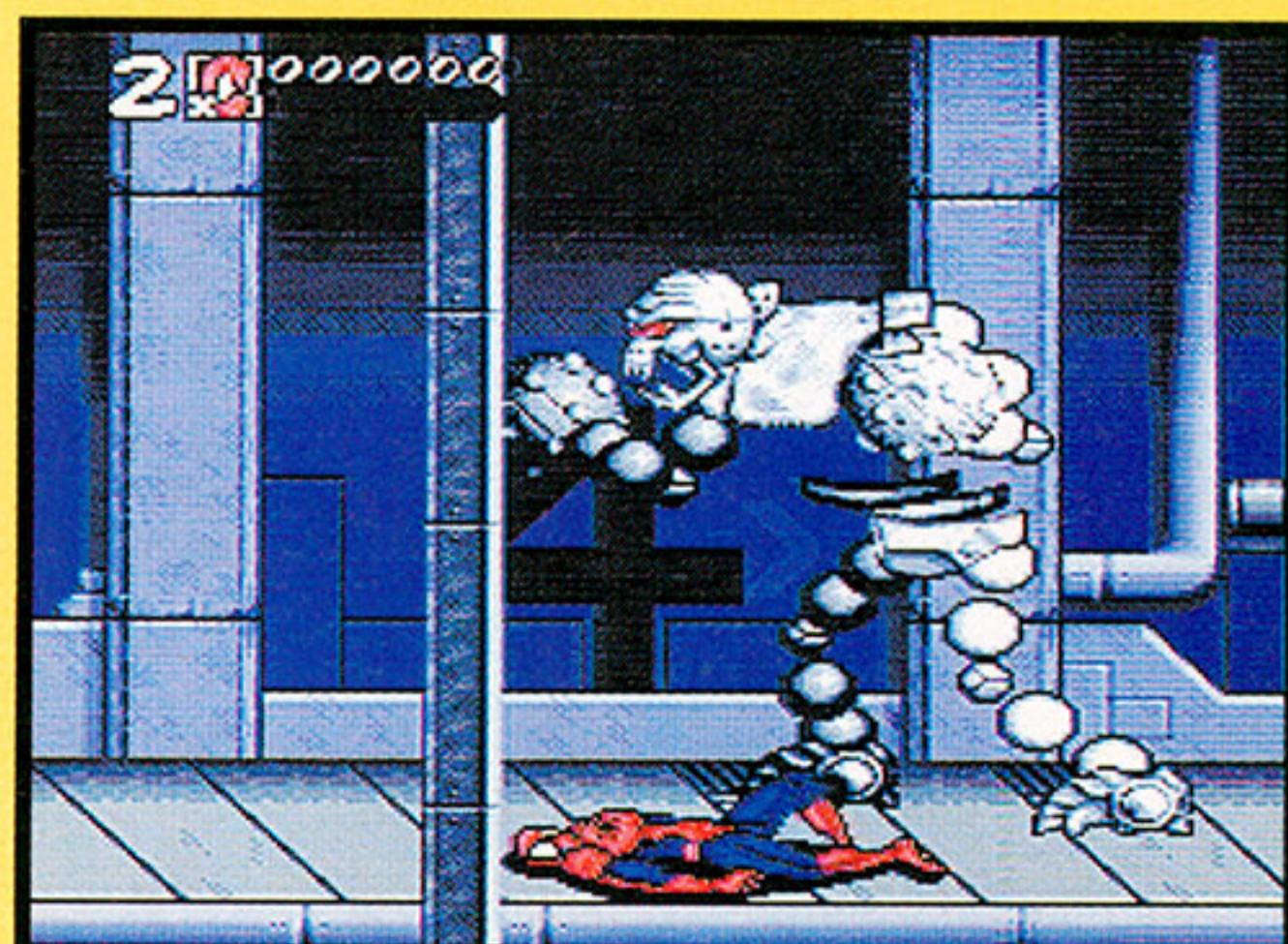


Mostly, though, I just punch guys until they fall unconscious and disappear. Hey, it works.

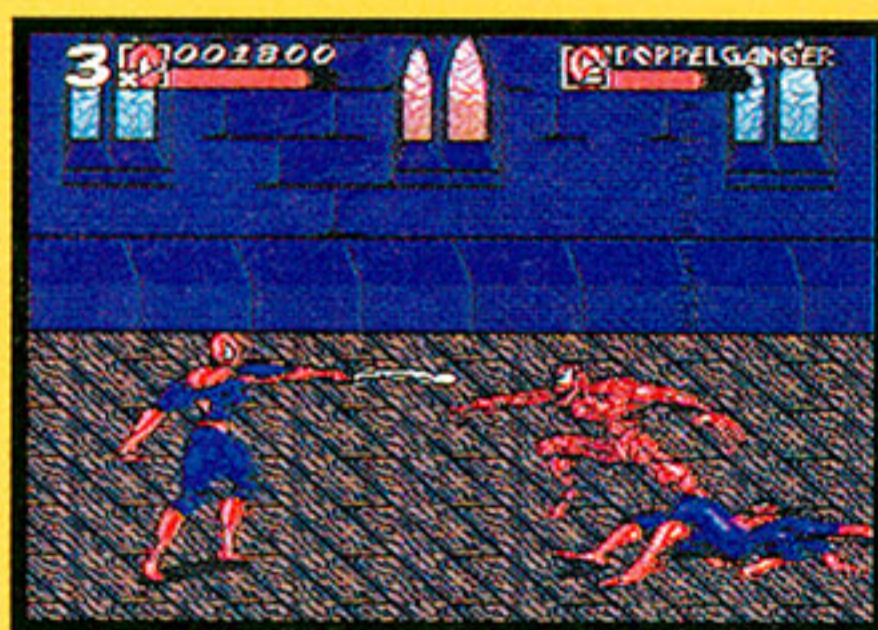


Feet work just as well as fists, so naturally jump-kicks play a major role in my attacks.

Oh — I almost forgot my handy-dandy web-shooters! I can spin a web-line and swing into enemies. Heh-heh. They just hate that.



Maximum Carnage contains guest appearances by popular Marvel characters, but there are some new ones thrown in, too. Just check out the giant robot guard at the Fantastic Four's HQ!



Web-shooting works just as in the comics. You fire different types of webs depending on how you tap the button.

VENOM

Eddie Brock and the alien symbiote combine to form Spider-Man's worst nightmare — Venom! Can the Web-Slinger trust him to help stop Carnage?

VENOM CARNAGE

a kickin' soundtrack by the metal group Green Jelly (formerly Green Jello... before the lawsuit), best known for its thrash rendition of "Little Pig, Little Pig."

It's a lot of story, but does it translate into great gaming? Yeah, mostly. To paraphrase Peter Parker, "with a great license comes great responsibility." Acclaim has done its bit to overcome the somewhat repetitive action by throwing in enough backgrounds, power-ups, and other extras to keep players from getting bored. It's not perfect, but it's easily the best Spider-Man game to date. Excelsior! **GP**

A MARVELOUS GUEST LIST

Never before has a comic-book translation had so many guest stars! Some help Spidey, but some fight against him!



A SECOND OPINION

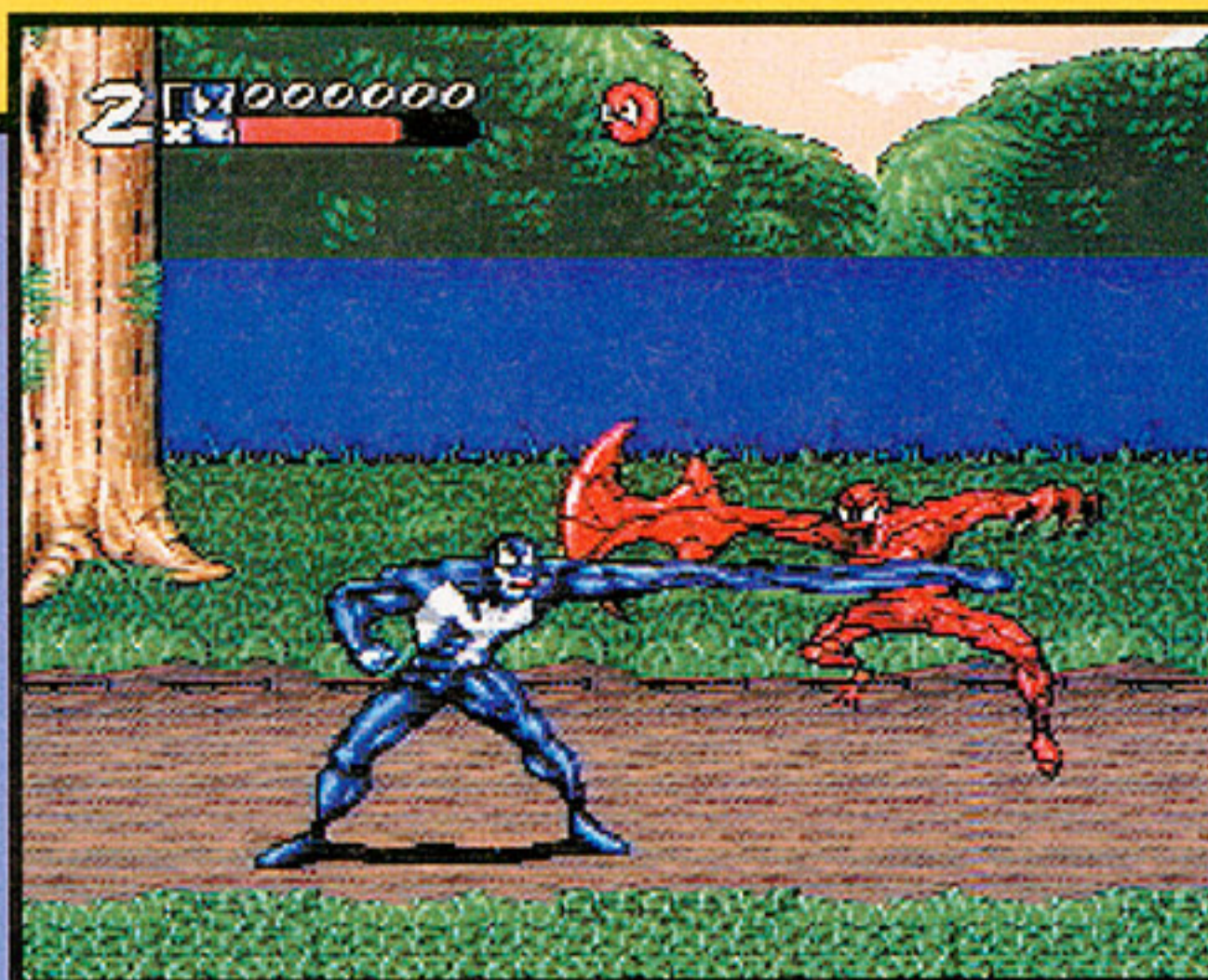
The best thing *Maximum Carnage* has going for it is that it really tries to put in as much as possible from the comics — and the soundtrack *kicks!* I was a little disappointed, however, that you end up fighting basically the same bosses... the same way... level after level. Sure, it was challenging every time, but it got *old*. Still, I recommend *Carnage* to all Spider-Man fans, although it's strictly a "take it or leave it" deal for the rest of you.



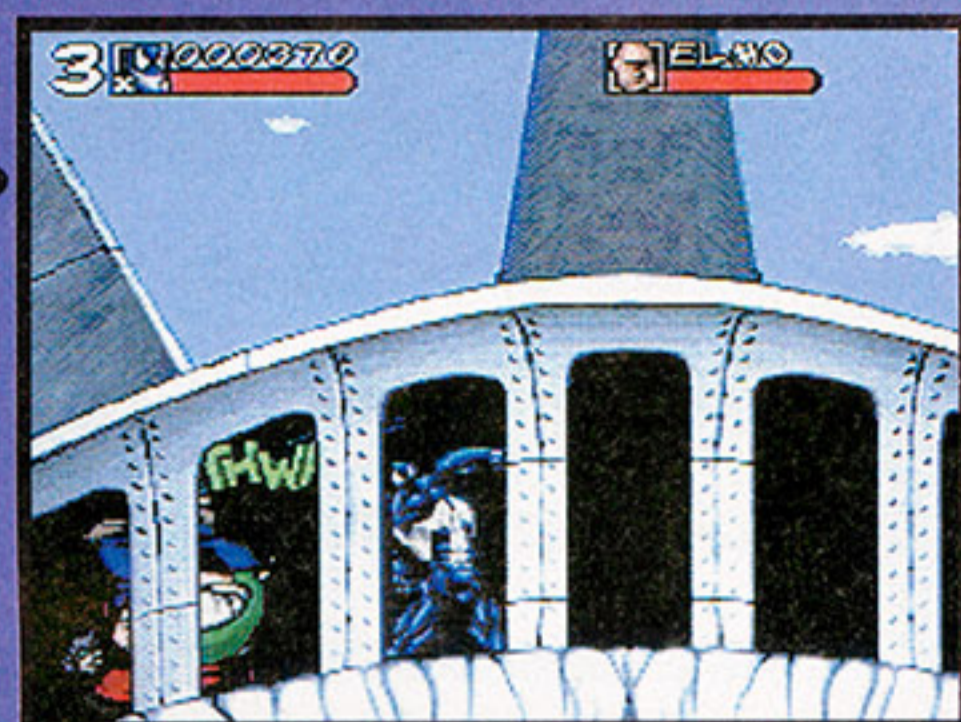
— Jeff



Watch out! Just when you think you've won and the credits start to roll, Carnage emerges from his watery grave for one more round!



Carnage and Venom share similar powers, such as the ability to shape their symbiotes into lethal weapons!



Is nothing sacred? Thugs are running amok in the Statue of Liberty of all places. It's up to Venom to kick 'em out.

RATINGS

GRAPHICS

7
 ◆ Bright colors, big characters, and varied locations are all eye-pleasers.
 ◆ In their attempt to mimic comic-book style, backgrounds sometimes look flat.

MUSIC & SOUND FX

9
 ◆ Green Jelly really knows how to rock!
 ◆ Did I mention Green Jelly did the music? It's worth dying to hear that "Game Over" tune in stereo!

BELLS & WHISTLES

8
 ◆ Lots of Marvel heroes drop in and say hi.
 ◆ It's a sin not to have a two-player option in a game like this.

CONTROL

8
 ◆ Spidey's moves are easy to pull off, from web-swinging to jump-kicking.
 ◆ His web-shooters even work just like they do in the comics!

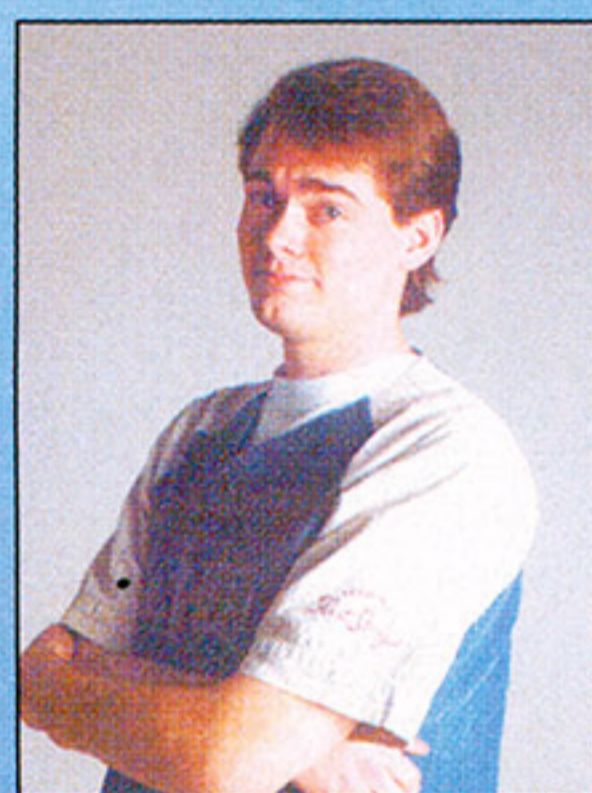
REPLAY VALUE

7
 ◆ Tons of levels to pound through, and the game ain't no pushover, either.
 ◆ Venom helps keep action fresh after level upon levels of beating guys up.

OVERALL 80%

The DEATH and RETURN of SUPERMAN

Publisher: Sunsoft
Developer: Blizzard •
 available August • \$60-70



Have you ever noticed that Chris Slate and Superman are never around at the same time? You don't think... nah.

Around 18 months ago DC Comics set the world on fire with its much-marketed *Death of Superman* storyline. Of course, they didn't fool anybody — we all knew the big guy wouldn't stay dead forever (you didn't sell the farm to buy a copy of Superman #75, did you?). Faster than a speeding bullet, the resurrected hippy-haired Superman was back on the scene.

Sunsoft's *The Death and Return of Superman* re-creates the "Death of Superman" and the "Reign of the Supermen" comics, complete with in-between level cinema screens. However, if you aren't familiar with the plot, the sketchy dialogue makes it hard to follow.

But the story is mostly fluff. It doesn't affect the action, which, for the most part, is good — for the first few levels. After that gamers will tire of beating up the same handful of bad guys over and over. Even the stages are repeated! You fight in Metropolis for a long stretch, then in Coastal City. Then you switch to another Superman, and you go back to those same two levels.

Although the Supermen are each supposed to have a unique attack, the moves aren't really different at all. For instance, all the Supermen have a throw attack, a grab-and-punch attack, a laser-shot, a throw-the-guy-into-the-wall assault, and so on. While one Superman



Each Superman has a special attack, which damages on-screen foes in a flash of white. Save it for bosses.

may grab an enemy and knee him instead of punching him, the result's still the same. It should spark new interest when you change Supermen after a couple levels, but since they're all essentially the same guy, the game ends up flat.

The Death and Return of Superman still plays fairly well, and it isn't a total disappointment — especially if you're a fan of the comics. It's fun to go up against heavy-hitters like Doomsday, and the basic premise is well done. I just wish they'd spent more time following through on what could have been an excellent cart. As it is, *The Death and Return of Superman* ends up falling short of "super" status. **GP**

METROPOLIS.

Cinema screens like these re-tell the "Death of Superman" saga, but unless you've read the comics, they don't make much sense.

DEEP INSIDE THE METROPOLIS
 POWER PLANT THE UNDERWORLDERS
 CELEBRATE THEIR TAKEOVER.



Get used to the red sky above the remains of Coastal City — you're gonna spend a lot of time here.



Each Superman also has his own super weapon, which stuns opponents without doing a lot of damage.

SNES info

GENRE	action
PLAYERS	1
LEVELS	10, plus sub-levels
DIFFICULTY	medium
SAVE FEATURE	none
MEGS	16

WILL THE REAL SUPERMAN PLEASE STEP FORWARD?

After his tragic death at the hands of the monstrous Doomsday, rumors begin to circulate about the Man of Steel's return.



SUPERMAN: The real deal. Although the game gives you the impression that one of the new guys is the real Superman, none really is.



THE ERADICATOR: Re-born in the Fortress of Solitude, this guy actually *thinks* he's the real Superman.

SUPERBOY: A group of scientists used Superman's DNA to create this clone.



THE CYBORG: This imposter is actually one of Superman's old foes, with plans of world domination.



STEEL: A strong believer in truth, justice, and the American Way, John Henry Irons tries to continue Superman's work.

SLAM 'EM!

Supes can toss these guys around without breaking a sweat. So how come he still takes damage when some street punk punches him?



You can toss foes behind or in front of you to bowl down other attackers.



You can also throw enemies into the background. It's a handy thing to do — smashing them into walls uncovers power-ups.

UP, UP, AND AWAY!

Superman can take to the skies even in normal action stages.



Superman's Heat Vision may look impressive, but it can be hard to target — especially while in mid-flight. Stick to simple punches.



Swoop down on opponents and you can deliver a surprise attack. Bombs away!



Getting your butt kicked? Try taking a breather up where no one can reach you. It's yet another benefit to flying.

A SECOND OPINION

For those of us who don't religiously follow comic books, this game doesn't offer much. The backgrounds are overused, which gives game play that Flintstones cartoon effect as you watch the same buildings scroll by again and again (maybe you're going in a tight circle). The sound effects are substandard, and the graphics aren't anything to write home about. So unless you're dying for a glimpse at your favorite superhero, this game just doesn't have much entertainment value.



— Trent

RATINGS

GRAPHICS

- 8** ▲ Great-looking characters with excellent detail and shading.
▼ The backgrounds in some levels look a little flat.

MUSIC & SOUND FX

- 8** ▲ The music is mostly standard SNES fare, but it's done well.
▲ The thuds and explosions sound very good — in fact, *all* the FX sound good!

BELLS & WHISTLES

- 6** ▲ Five Supermen to play, a good supply of attacks, and bonus shooter levels.
▼ No difficulty settings, essentially the same attacks, and shooter levels stink.

CONTROL

- 7** ▲ It's fairly easy to pull off maneuvers.
▼ If you get trapped between enemies, you take tons of damage before you can move away.

REPLAY VALUE

- 5** ▲ Fighting the bad guys can be fun...
▼ ...but after the first stage, you've seen all the game has to offer. The action, however, goes on for nine more levels.

OVERALL

69%

IT'S SHOCKING.



Ocean of America, Inc.
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San Jose, CA 95131
408 954-0201

Game program ©1994 Ocean of America.

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ZERO

The new arrival has disappeared.

IT'S JOLTING.

Evil nanny, Debbie Jellinsky, has stolen Baby Pubert and only you, Uncle Fester, can save him. Team up with your crazy clan and track down the little one and your wicked bride through 42 levels of outrageous role-playing adventure—Addams Family® style!



Movie-like animation creates graphics so brilliant and detailed, you don't just play Fester, you are Fester.

IT'S REVOLTING.

As Fester, you'll venture through mysterious gardens and goon-infested swamps. And use your bag of goodies and Addams charm to gather clues from your zany



relatives, and con Debbie's "loyal" friends into helping you out—

for a price!

IT'S AN ADDAMS.

It's a jolt of electrifying role-playing fun only the Addams Family can deliver. And with a little family advice, and lots of Addams cunning,



you'll be able to rescue Pubert and put Debbie where she belongs...

in the hot seat!

AND IT'S A SCORCHING DEAL. MORE SHOCKING FAMILY VALUES AND UP TO \$2.50 BACK!

Now and through the end of the year, when you purchase Ocean's "Addams Family Values" video game, AND rent Paramount Home Video's "Addams Family Values" videocassette from your local video retailer, you can receive up to \$2.50 cash back. See inside video game package for details.

SHIEN'S REVENGE

Publisher & Developer: Vic Tokai • available September • \$50-60



Mike Foster found time-traveling with these ninjas to be much, much more than a blast from the past.

You've got your ninjas. You've got your time traveling. Now you've got your nice little ninja-filled, time-traveling adventure known to all as Vic Tokai's *Shien's Revenge*.

When your sister Aska is kidnapped and taken back through time, you're the ninja naturally chosen to save her. There are more than a few natural and supernatural creatures trying to stop you, though. Are your powerful ninja skills up to the challenge?

Shien's Revenge is a first-person shooter with three options — you can block with your sword, slash with your sword, or use throwing stars to destroy distant enemies. Since you sometimes need to do all three at once, maybe you should stop by the practice field to polish your skills.

SNES info

GENRE	action
PLAYERS	1
LEVELS	6
DIFFICULTY	adjustable
SAVE FEATURE	passwords
MEGS	16

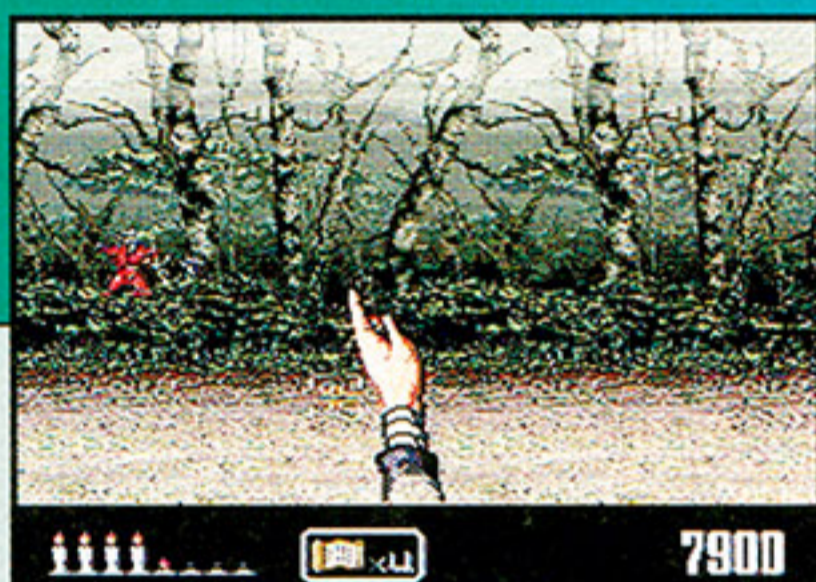
With its original perspective, *Shien's Revenge* looks great. But at six levels it's a little too short. Just when you get the hang of the controls, you're finished! **GP**

TECHNIQUES OF THE NINJA

Monsters attack from three different zones — far away, a little closer, and in your face.



Deflect enemy missile attacks with your blade. It's harder than it looks.

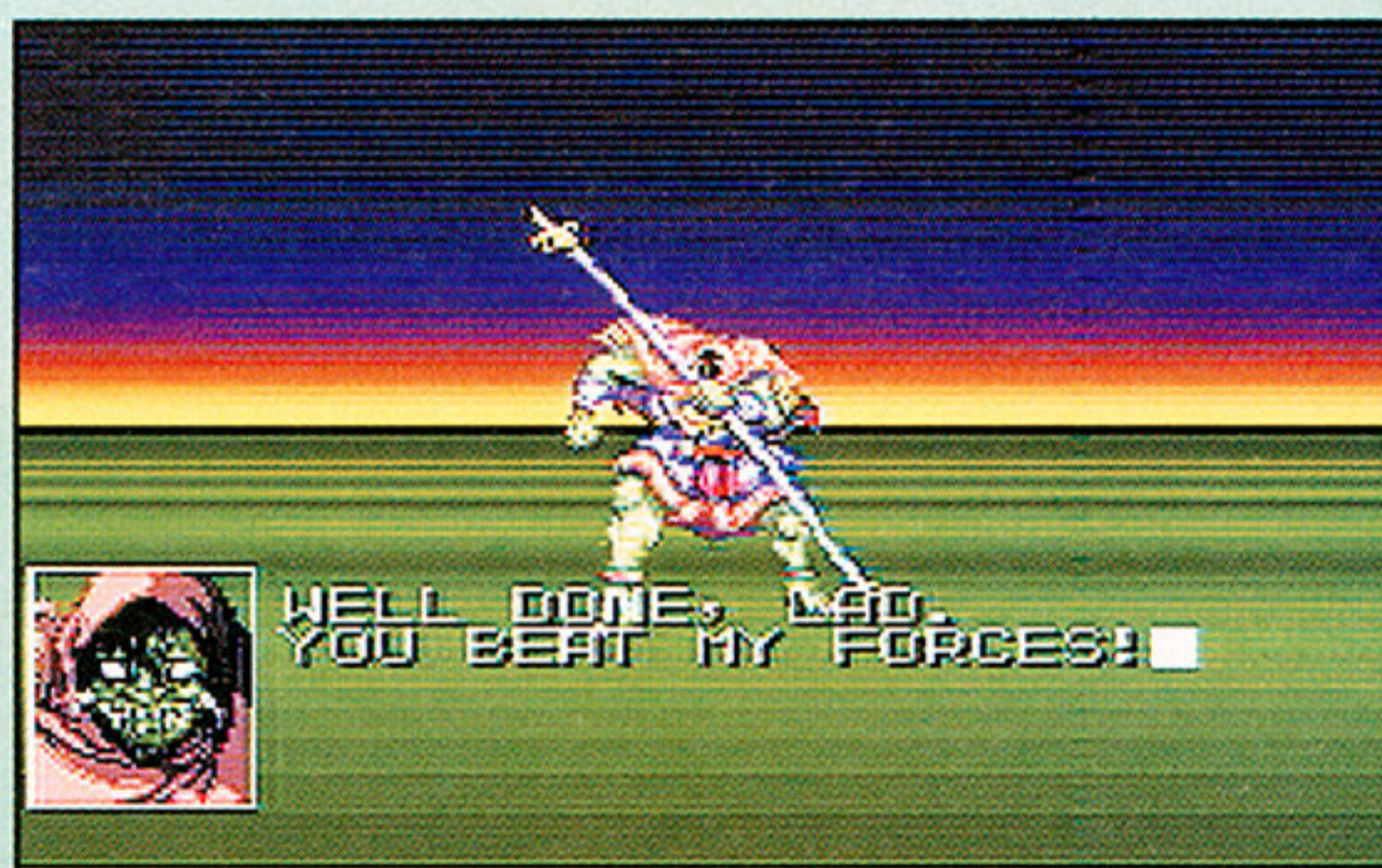


Shuriken dispatch distant enemies, but you can't block one blow and throw stars at the same time.



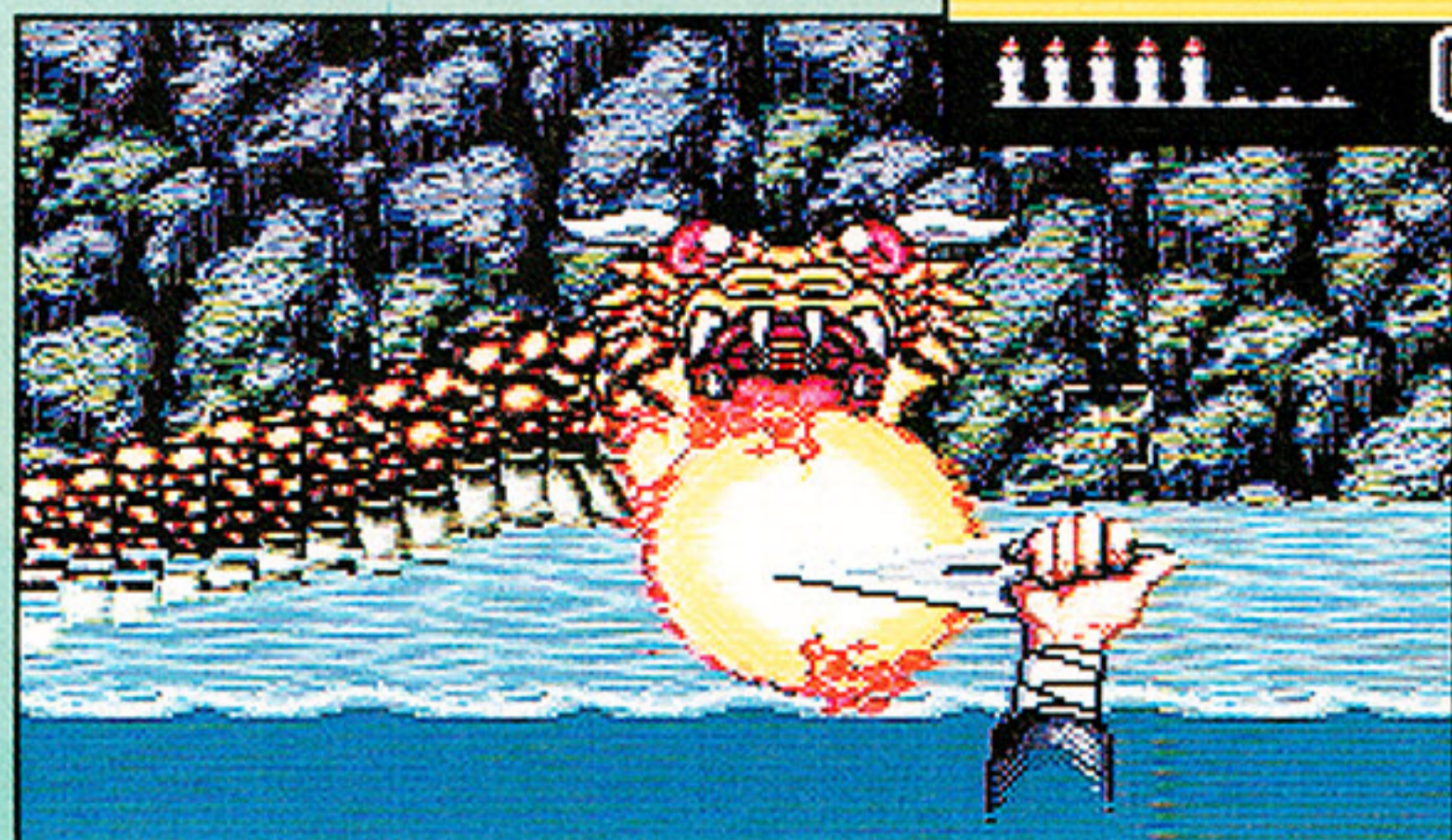
Slash creatures when they're this close — be fast or they can inflict some real damage.

Practice makes perfect, so spend some time on the training field.



10800

This boss is easy — if you keep up your defense. Be ready to slash as he quickly moves in.



This boss takes his time, and so should you. After he attacks, use your blade around his mouth.

RATINGS

GRAPHICS

8

◆ The graphics are clean and well animated.

◆ A couple of bosses break up when they get close.

MUSIC & SOUND FX

7

◆ The music is good, even if it gets a little repetitive.

◆ But the sound effects really needed more work.

BELLS & WHISTLES

7

◆ It's got passwords — a feature often missing from action games.

◆ It should be a little longer — you complete the game much too quickly.

CONTROL

8

◆ The control is wonderful... once you get the hang of it.

◆ You want to scream when you defend, slash, and throw stars all at once.

REPLAY VALUE

7

◆ You get a little better every time you play.

◆ With only six levels, you get through a little too quickly.

OVERALL

74%

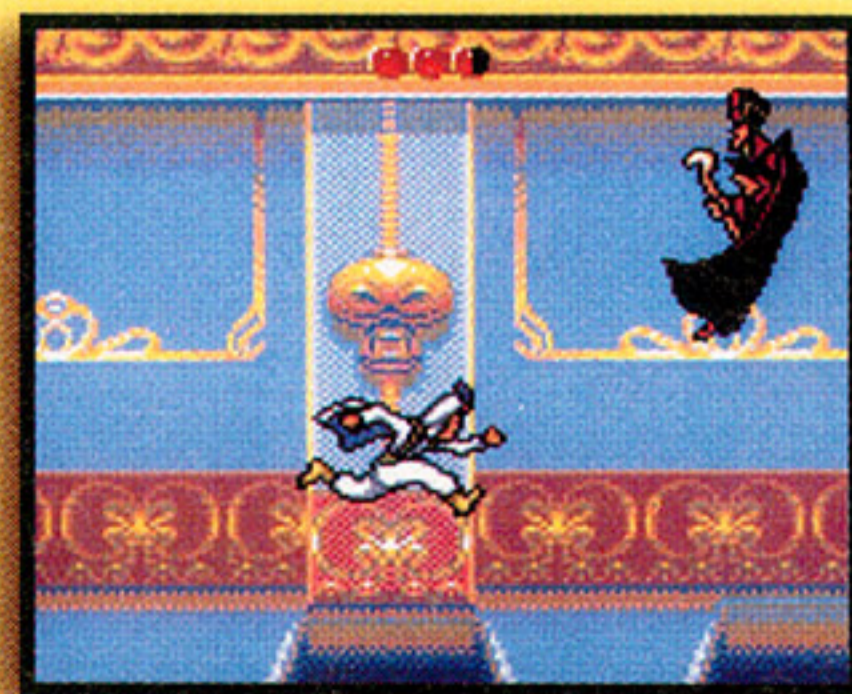


Your wish is our command. Did you wish for Aladdin on Game Gear™? 'Cause that's what you're getting. You've got the lamp, the magic carpet and Princess Jasmine. Things are good. In fact, the only thing that might worry you--just a little--is that the most powerful and twisted guy in Agrabah wishes you were dead. But you're Aladdin. Don't let it get to you. Have a good time. Visit the Sultan's Palace. Check out the Cave of Wonders. And most importantly, teach Jafar something about the business end of a scimitar.

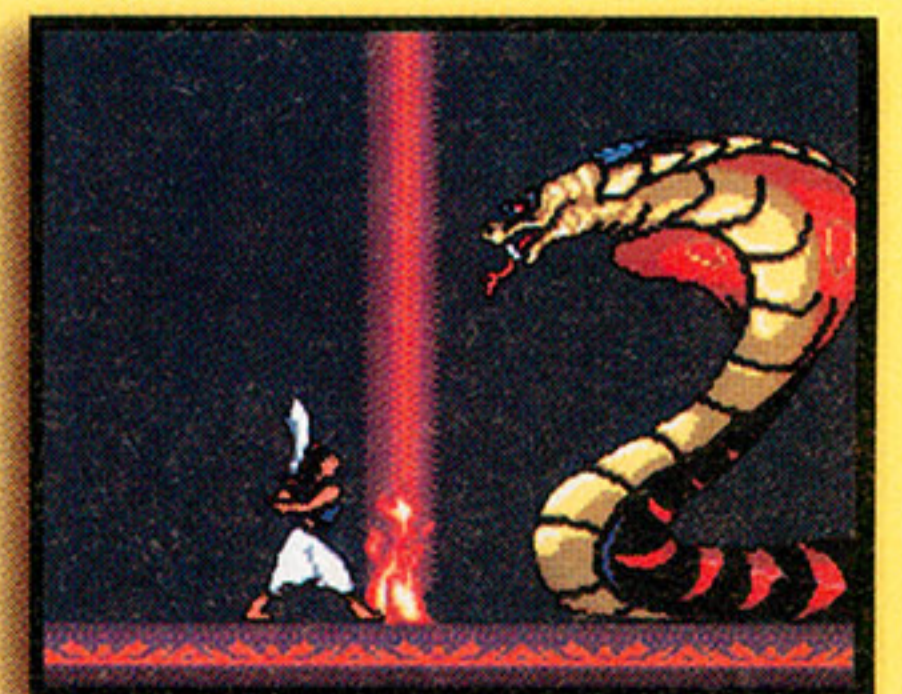
Disney's Aladdin



Dodge flame bursts, burning lava and rocks on your magic carpet. In short--escape the Cave of Wonders before you become a shish kebab.



It's come to this. Good vs. Evil. You vs. Jafar. Seem like a fair fight? Well, he's got the lamp. Then again, you're Aladdin. You'll figure something out.



He's a cobra. A big cobra. And he's a little upset. Use that scimitar to let him know what's up. (It's the only thing he'll understand, trust us.)

SEGA
GAMEGEAR



Also available on Genesis™

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The ILLUSION of GAIA

Publisher: Nintendo of America • **Developer:** Enix • available September • \$55-60



RPG madness continues, as **Jeff Lundrigan** takes a stab at what looks like the sequel to one of his favorite role-players.

Sequel? Sequel to what? Well, if you haven't heard of *Illusion of Gaia*, don't worry. *Gaia* is actually Enix's sequel of sorts to its *Soulblazer*. Nintendo knows a good thing, however, and grabbed this RPG to release itself. We played the Enix version, and some name changes or fine details may be changed before the game's released next month.

Gaia is a completely new game that only looks like the original *Soulblazer*. The story is typical RPG fare — you're the son of a lost adventurer. There's evil lurking, and you must find six mystic dolls to put things right. Actually, the storyline is *Gaia's* weakest element.

It meanders from plot point to plot point, with characters bickering between dungeon expeditions. They make a big deal about learning and growing, then act exactly the same as before two scenes later.

Otherwise, *Gaia* is full of great stuff. The graphics are sharp and glossy, the music is heroic (but not annoying), and the dungeons are deep and just puzzling enough to be challenging. And in a move we're seeing more and more (one the original *Soulblazer* shared, by the way), *Gaia* uses arcade action for its battles rather than static, RPG-style screens.

Best of all, *Illusion of Gaia* is huge. If you like 'em big — and who doesn't? — *Gaia* will keep you tied up for a good long while. **GP**



Now that you're old enough, it's time to go find your dad.

OUR STORY BEGINS...

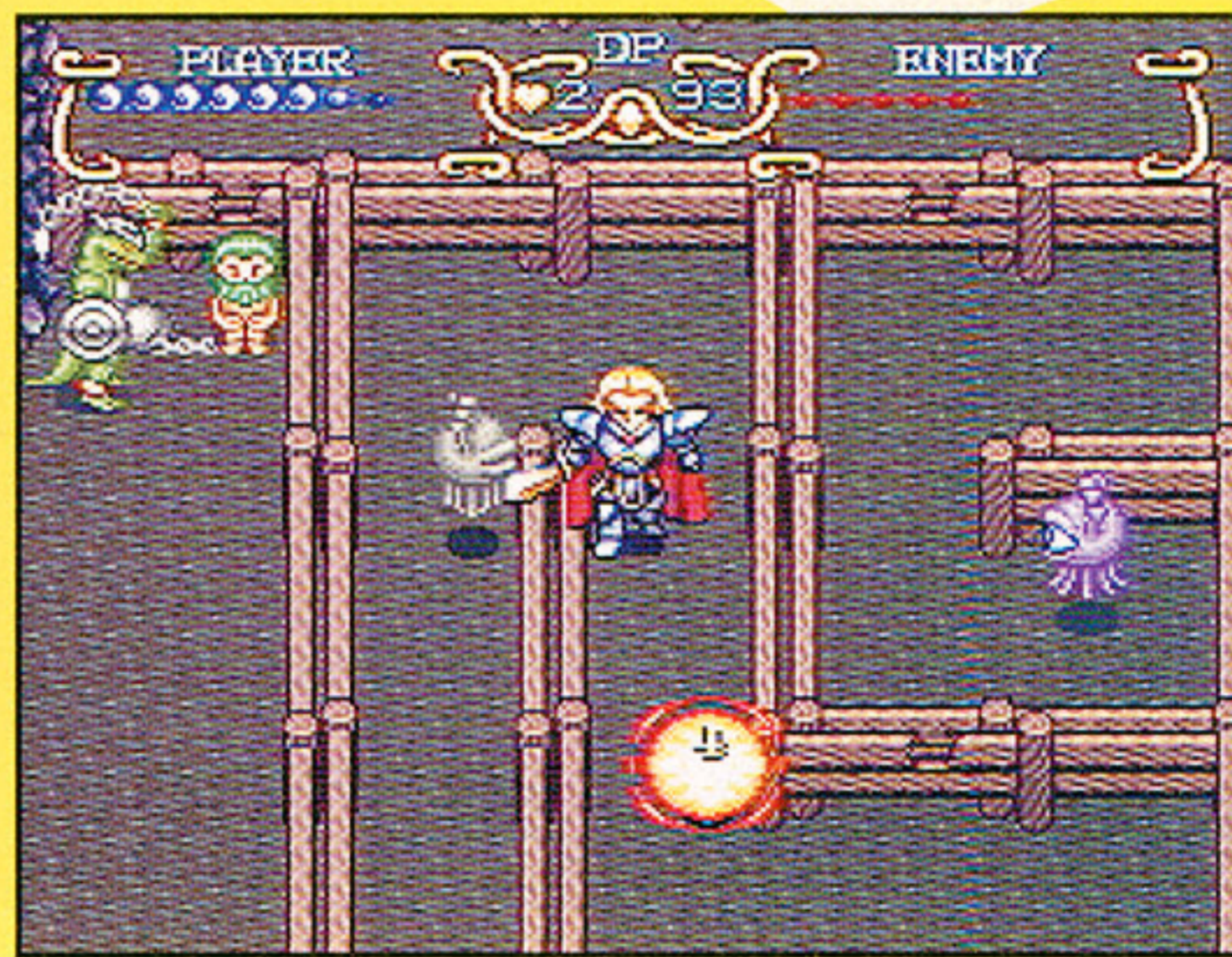
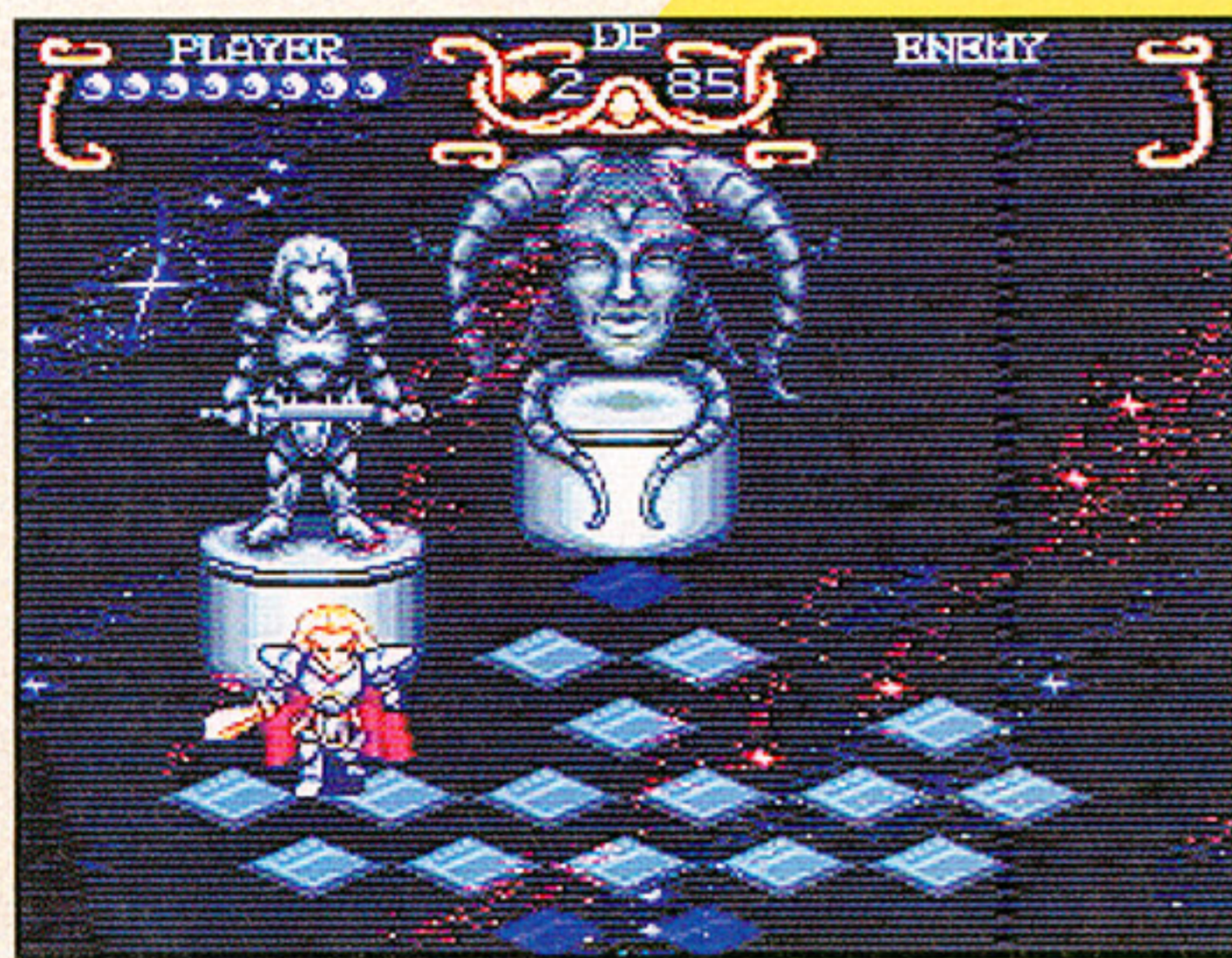
In typical RPG fashion, you're Tim, the son of a lost adventurer.



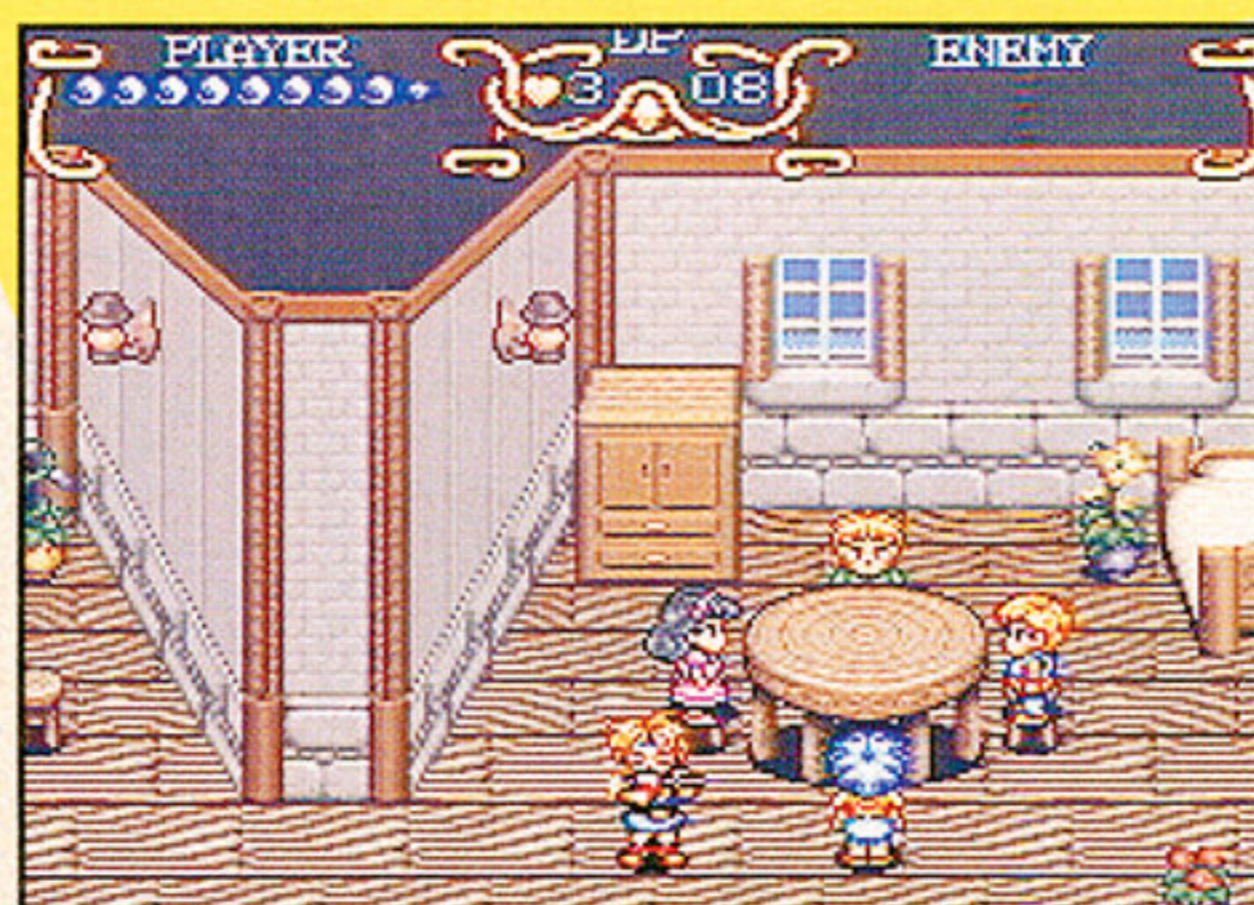
Wander around town talking to folks for a while, then spend some time with your friends. Hmmm — they all seem to know more about your powers than you do.

THE OTHER ME

Change your body!
Change your life!



Through the magic of the Earth Spirit Gaia, Tim can transform into the Dark Knight Freedan — he's bigger and stronger than Tim, and he's better at handling bad guys, too.



However, Tim has his own skills — he can play mystic tunes on his flute, for example. You must switch Tim's personas throughout the game, which makes for a little more strategy than usual.

SNES info

GENRE	RPG
PLAYERS	1
LEVELS	not applicable
DIFFICULTY	medium
SAVE FEATURE	battery backup
MEGS	16

TO ARMS, TO ARMS!

An RPG with action?
Tell me I'm not dreaming!



Killing certain enemies in dungeons can either open up new paths or supply you with bonus items — a nice, *Zelda*-like touch that keeps you guessing.



Of course, some enemies are more impressive and dangerous than others — good luck, man!

A SECOND OPINION

The Illusion of Gaia plays just like the original, so fans don't have to worry about the nasty surprises that some sequels bring. However, a warning: As good as it is, *Gaia* may *not* be what RPG fans are looking for. It plays more like *Zelda* than traditional role-players such as the *Final Fantasy* and *Dragon Warrior* series — combat heavily favors fast action instead of the stat-laden "I attack, you attack" formula. But if you can wield a sword *and* juggle numbers, give this one a look.



— Chris

THERE'S ALWAYS A PRINCESS

Pesky companion — or future wife?



Did you ever notice that all RPG princesses seem are either incredibly noble or insufferably bratty? Princess Karen is one of the brats.

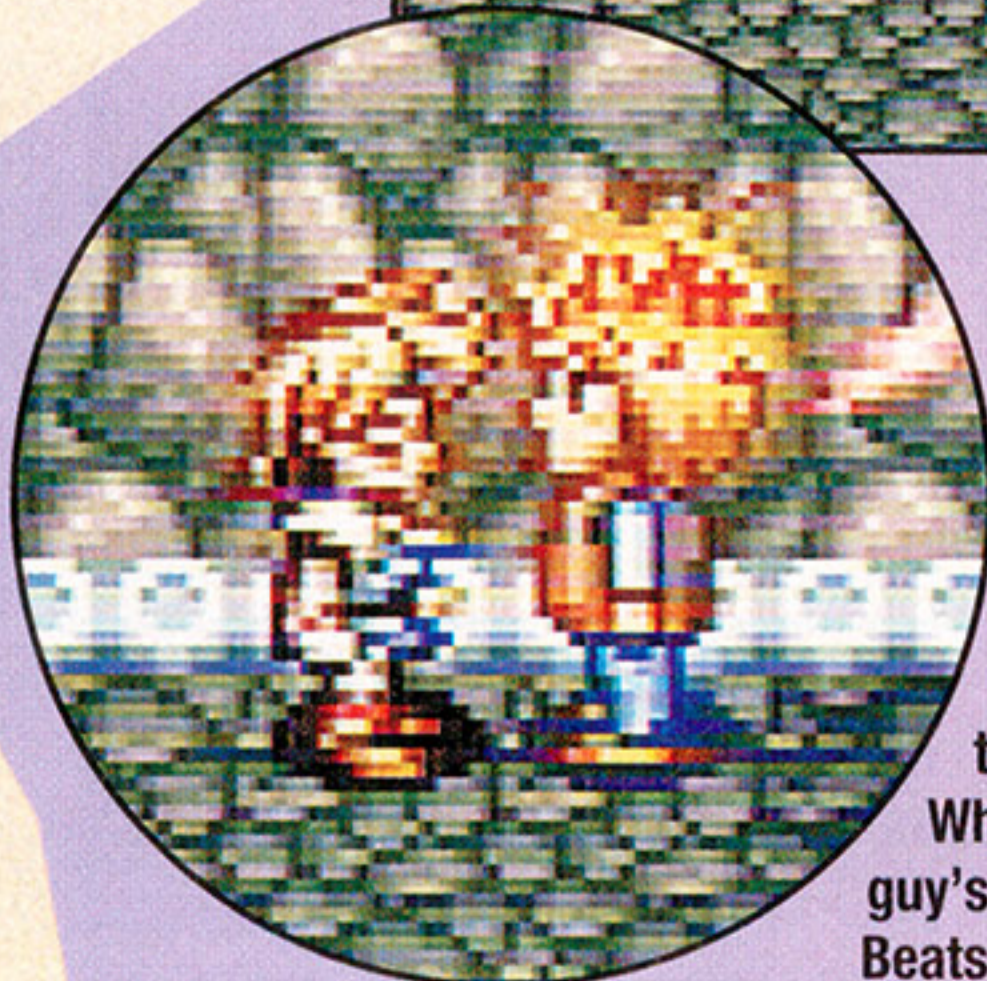
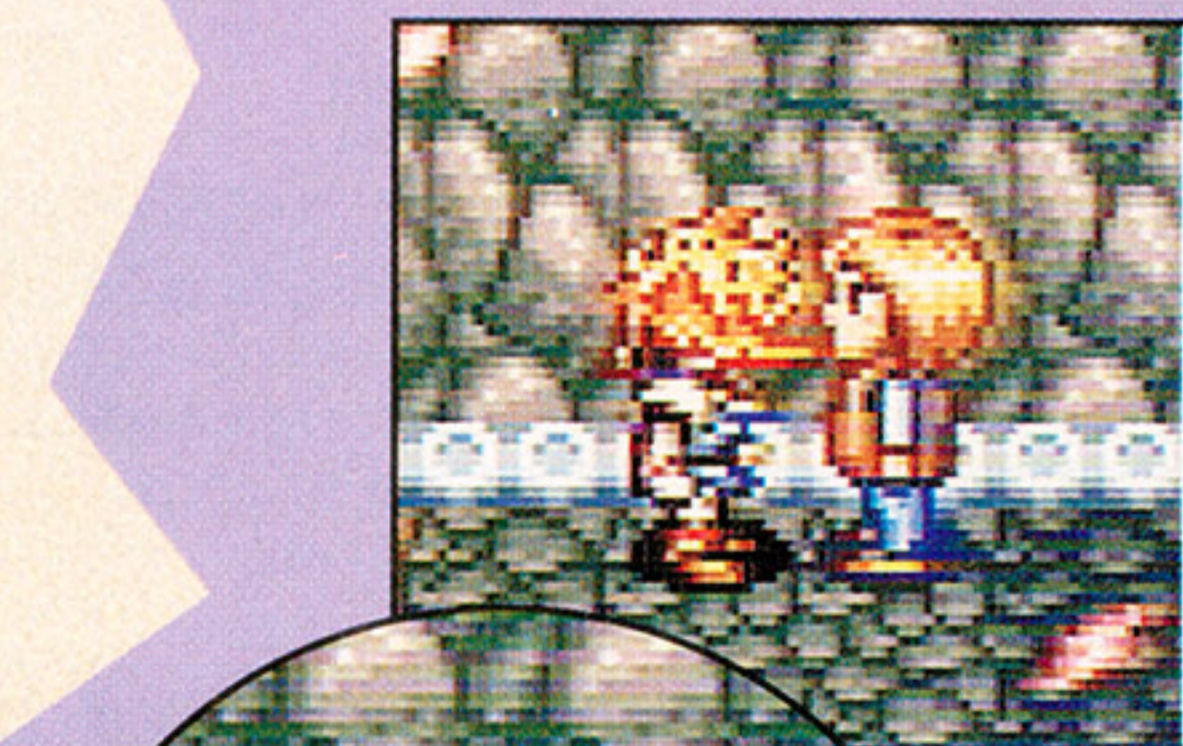


But guess what? She mellows a little after the two of you are adrift at sea for about a month, and the two of you, uh, get along much better.



WHAT WAS THAT?

Weirdness when you least expect it.



The game does manage a lot of odd little touches. What's *this* guy's story? Beats me....

RATINGS

GRAPHICS

- 8** ▲ It's easy to tell what's going on and fun to look at.
- ▼ Uses the same tiny, super-deformed characters you see in every RPG.

MUSIC & SOUND FX

- 7** ▲ There's a boomy, adventurous soundtrack.
- ▼ You've heard almost all of the tunes and effects before.

BELLS & WHISTLES

- 7** ▲ There's hidden stuff everywhere, and it's big, big, *big!*
- ▼ You can tell where the story is going despite every twist and turn.

CONTROL

- 8** ▲ There are only three buttons to use, and the menus are well laid out.
- ▼ You should be able to skip conversations the second time around.

REPLAY VALUE

- 7** ▲ Hey, lookit — it's *huge!*
- ▼ Again we ask the perennial question of all RPGs: Once you've beaten it, why play again?

OVERALL 82%



RPG? RPG! It's an RPG! Quick, somebody go get Chris Slate — there's finally a new RPG for Genesis!



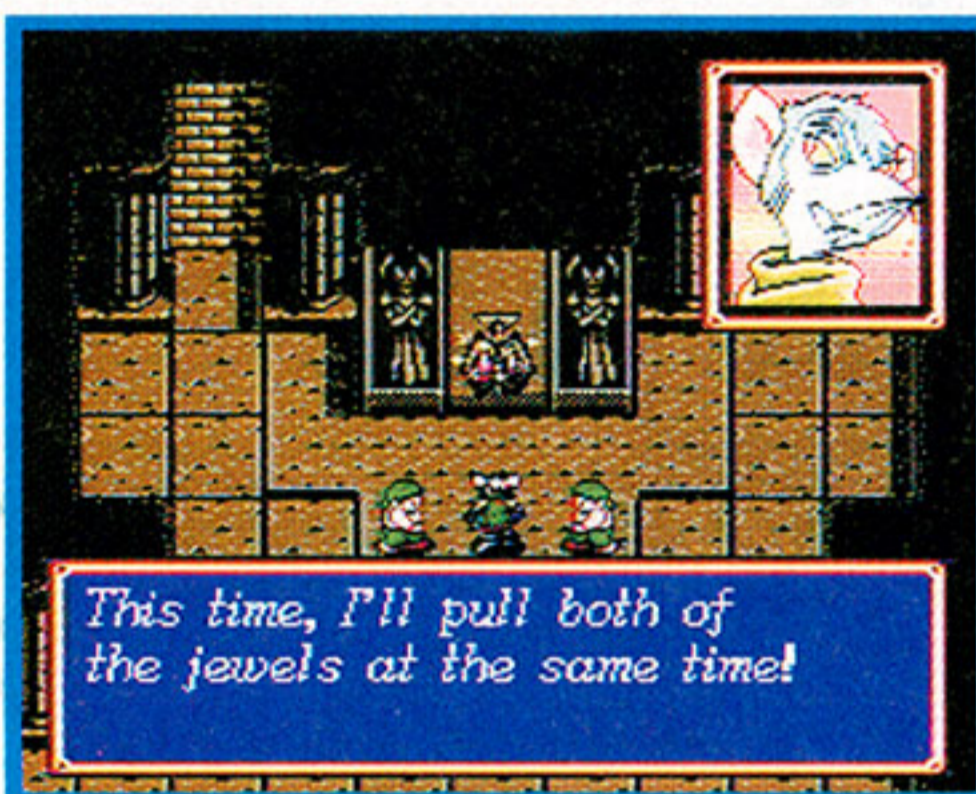
Sega finally has something for RPG-starved Genesis owners, and man, is it a beauty! Ha-Ha! YES! *Shining Force II* succeeds in topping the original, with more — lots more — of what made the first an instant classic.

The trouble begins when Jippo the rat steals the Jewels of Light and Darkness from the Grandseal Tower. He accidentally frees the evil demon Zeon from captivity, and Zeon quickly puts into action his own twisted plans for world domination. A young boy named Bowie gets caught in the middle of the action and becomes, naturally, the world's last hope.

Although Bowie has replaced Max, the lead character in the original *Shining Force*, Max still makes at least one cameo appearance in the name of a book crafty players can find. The programmers added tons of other hidden "neat stuff" and puns into this game — a lot more than in the first. There are also more items and weapons to find, and a completely new cast of characters.

Shining Force II's flaw is that it doesn't offer any significant changes or upgrades over the first. In fact, the only real difference is that *Shining Force II* allows you to walk back and forth between towns and around the countryside — a traditional RPG quality the original adventure lacked. Also on the downside, the game's many battles become long, repetitive, and tiresome. A few battles — such as the fight against the Kraken while at sea — show flash and inventiveness. But the programmers let us down on most fights, which turn into giant drawn-out "my turn, your turn" chess games over a flat, dull playing field. However, *Shining Force II* is so incredibly good that you find yourself charging back into battle after only a quick break.

So while the sequel doesn't add anything especially new or innovative to the series, it does give players a ton more of what they liked about the first game. And that's good enough to make *Shining Force II* a title that RPGers can't afford to miss. **GP**



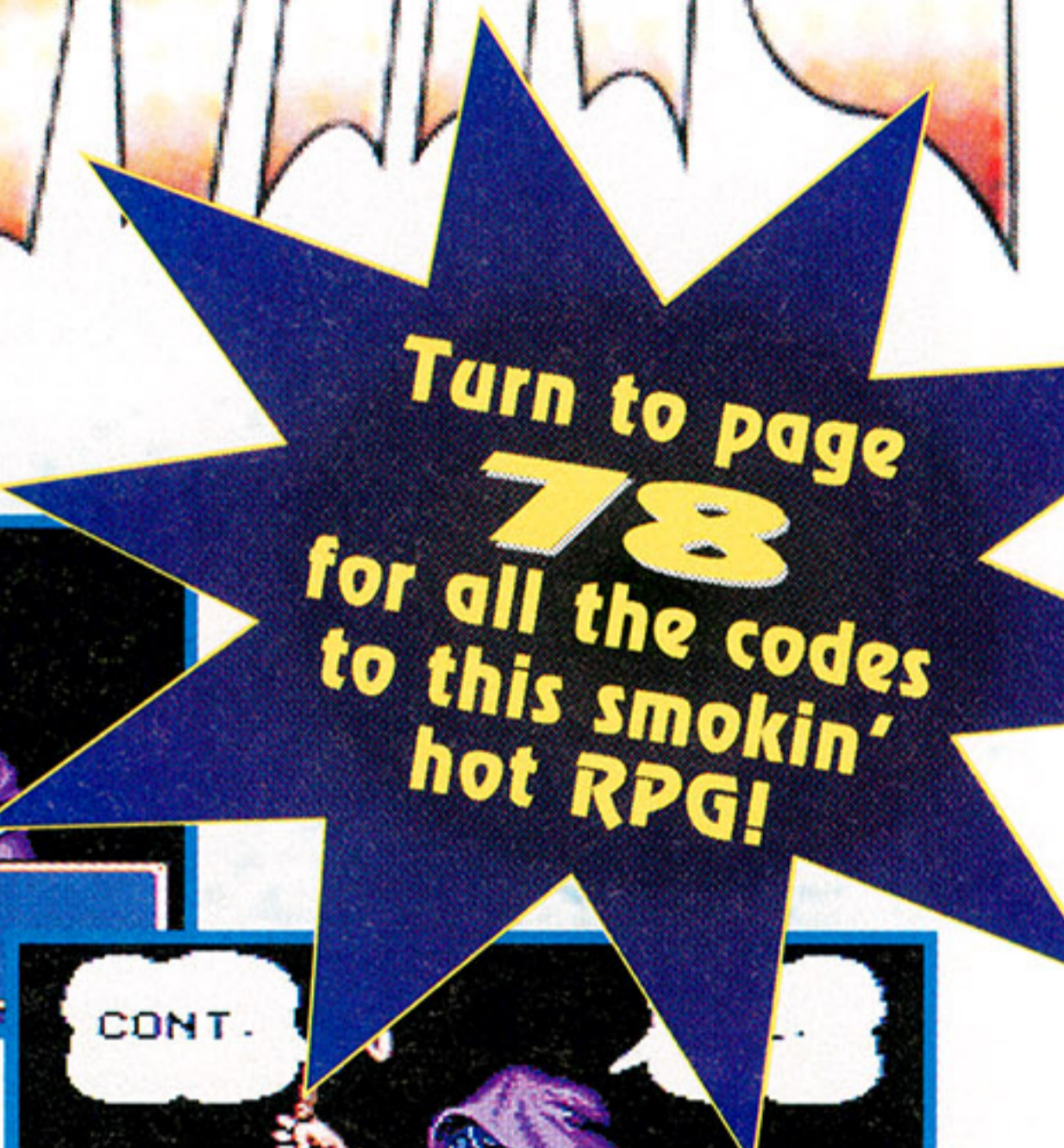
This time, I'll pull both of the jewels at the same time!

The cute little elf girl from *Shining Force* is replaced by this miserable old hag. She keeps your game files and performs other chores, but she's not noted for her personality.



Hee, hee, hee... Finally you're here!

Only the strongest-willed game players can make it through the lengthy yawner of an intro. Watch in awe as Jippo condemns the world!



Turn to page **78** for all the codes to this smokin' hot RPG!



Which request is that?

TRAVELING THE COUNTRYSIDE

..... Unlike the original RPG, *Shining Force II* allows you to roam the terrain and re-visit towns and people. Handy, that.



Key people follow you around, unlike the first *Shining Force* in which everyone disappeared except for the lead character.



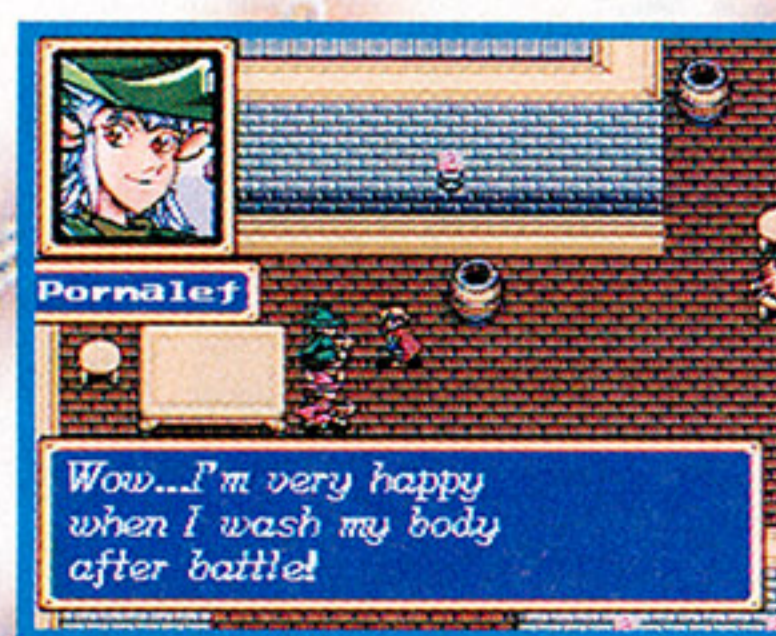
You also obtain a mobile *Shining Force* headquarters, allowing you to carry your troops and gear wherever you go.

Machilda RNR L15			
MAGIC Nothing	ITEM Fairy Powder, Healing Seed, Healing Seed, Power Water		
NAME	CLASS	LEV	EXP
Jippo	THIF	8	95
Mach i IdARNGR		15	68
Lud	BDBT	3	72
PornalefSNIP		2	42
Janet	SNIP	1	0

Check on your characters' current conditions or swap team members in or out at any time.

THE NEW RECRUITS

..... They're young and green, but in the end you'd follow these devil dogs to hell and back.



When not in battle, the *Shining Force* hangs out at headquarters. When the guys aren't standing at attention, they eat, drink, and play games.

Take the time to talk to party members currently kicked off the roster. They need to understand you still love them.

GOOD

TOWN LIFE

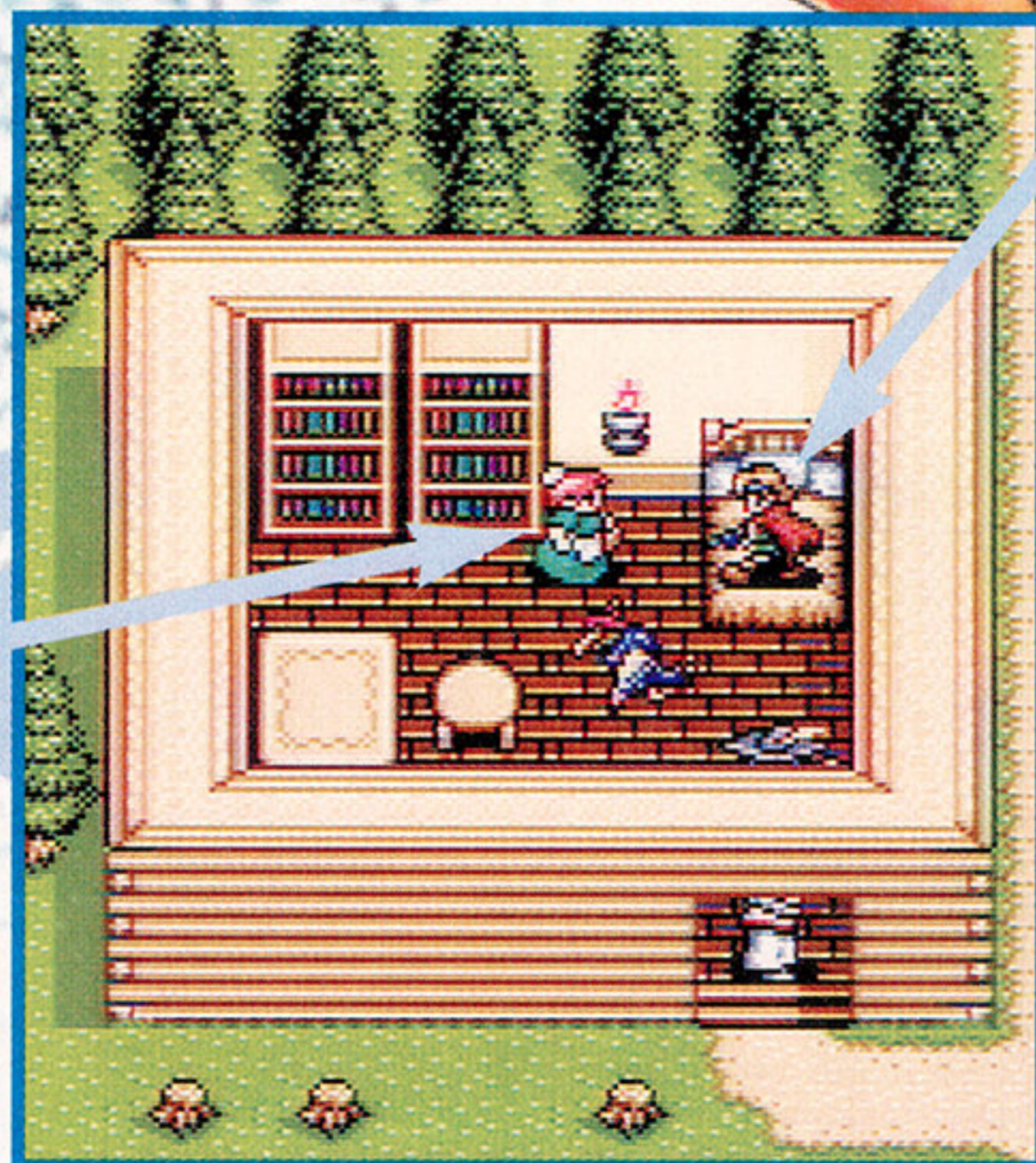
Here's where the *real* action takes place. Think goblins are tough? Just try squeezing a deal out of the weaponsmith!



The most positively absolutely fundamental thing you do when visiting a town for the first time: SHOP!



Another detail new to *Shining Force II* is the ability to search barrels, wells, bookshelves, and so on for hidden items.



BOWIE: 'Scuse me, ma'am. I'm Bowie of the Shining Force. I'm afraid we're going to have to inspect your home and confiscate whatever we find.

You spend most of your time on the battlefield. It's a drag at times, but the combat system's still great.

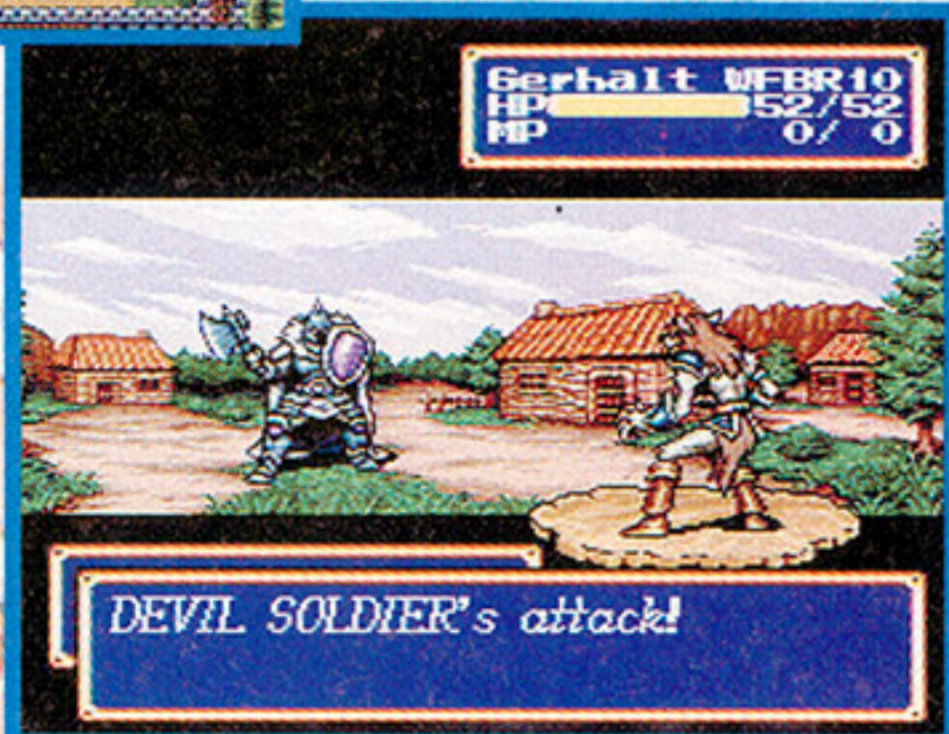
GENESIS info

GENRE	RPG
PLAYERS	1
LEVELS	not applicable
DIFFICULTY	medium
SAVE FEATURE	battery backup
MEGS	16



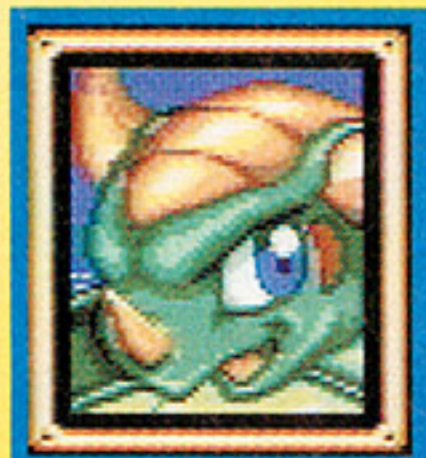
Seek help from loyal citizens.

WOMAN: How dare you just barge in here?! Get out!



AND LO, HIS NAME WAS KIWI

The loveable Yogurt from the first *Shining Force* has been replaced by another punching pet.



Like Yogurt, Kiwi really sucks when he first joins you. But if you stick with him long enough for a promotion — whoa! — he kicks much butt.



A SECOND OPINION

I was one of the world's biggest fans of *Shining Force*, and *Shining Force II* didn't let me down. Sure, it's a lot like the first one, but they've added new character classes, and the battles are trickier than the first time around. I'd have liked to see a little more work done on the battle animation, but that's quibbling — any Genesis owner who's even *thinking* about picking up an RPG should run right out and get this one! — Jeff



RATINGS

GRAPHICS

- 8**
- ◆ Simplistic, but very good for an RPG — and a Genesis game.
 - ◆ Details like cute character animations add charm to the goofy dialogue.

MUSIC & SOUND FX

- 8**
- ◆ Great war marches and battle tunes underline the action without getting old.
 - ◆ Sound effect aren't as impressive as the tunes, but they're still a great effort.

BELLS & WHISTLES

- 9**
- ◆ Tons of items, weapons, characters and enemies!
 - ◆ From promotions to the battle map, you've got any feature you could imagine.

CONTROL

- 9**
- ◆ The game's many menus and option screens are laid out in a very simple, user-friendly system.
 - ◆ Your controller won't let you down.

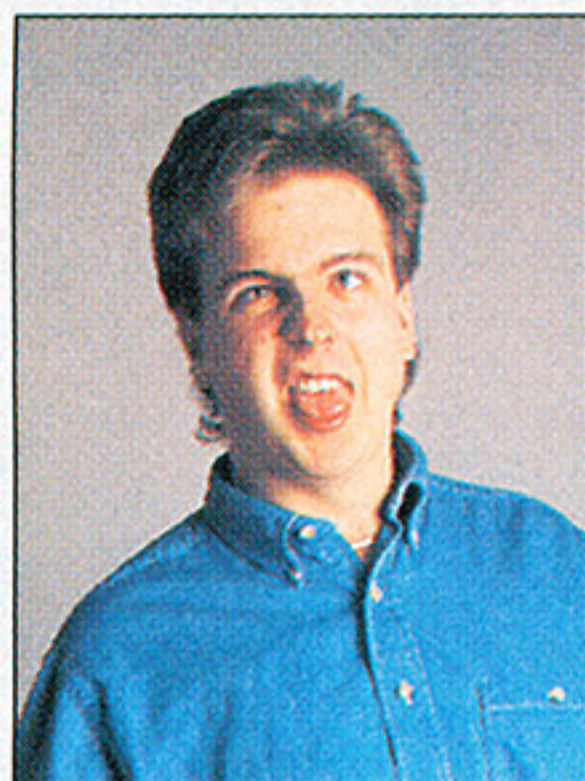
REPLAY VALUE

- 8**
- ◆ It will be quite a while before you beat the game — it's HUGE!
 - ◆ Like most RPGs, when you finally *do* win, the game ends up on the shelf.

OVERALL 95%

Publisher & Developer: Data East • now available • \$60-65

OUTRUNNERS

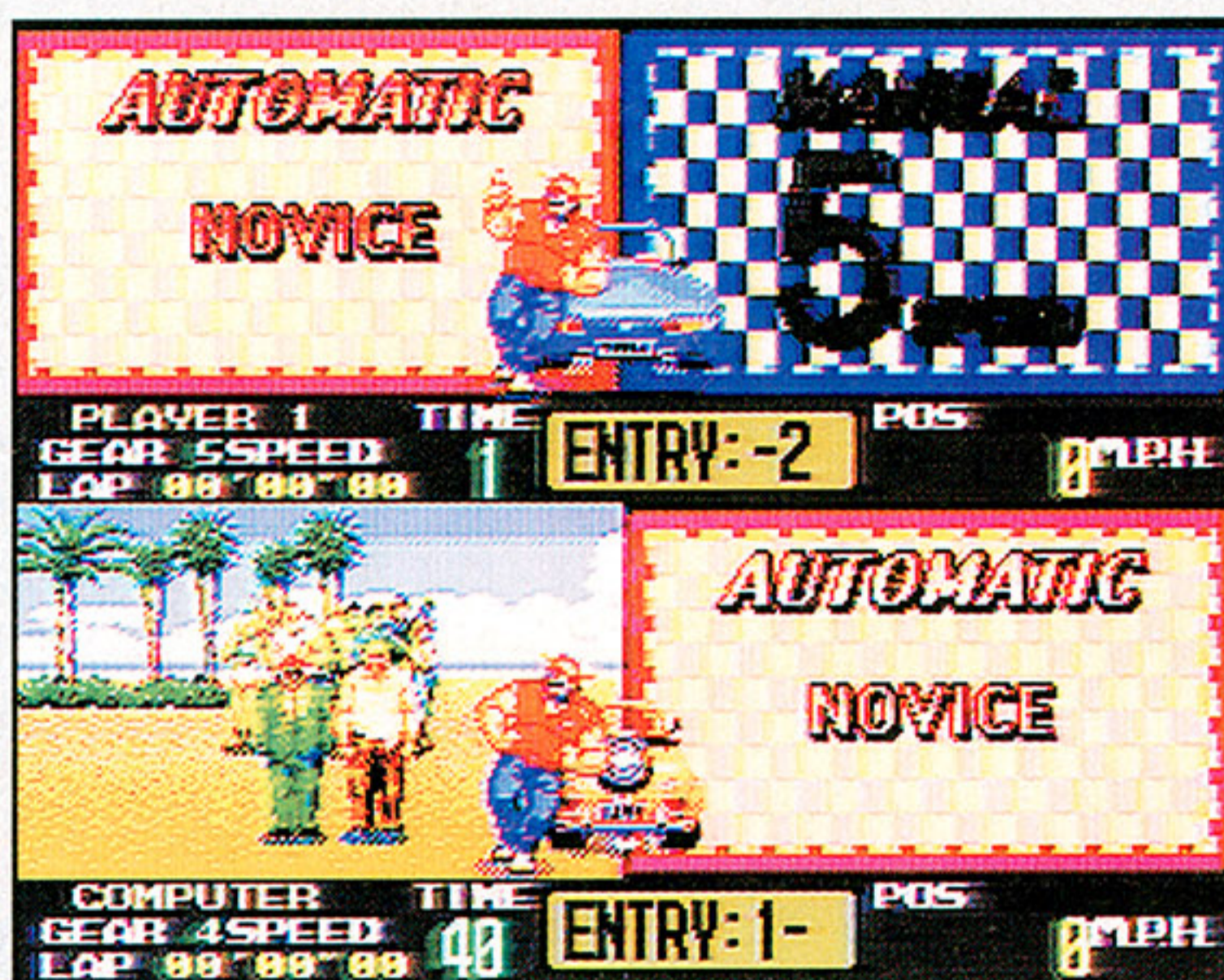


Although this racer has some nice elements, Mike Foster couldn't help but feel as if he'd been the victim of a hit and run.

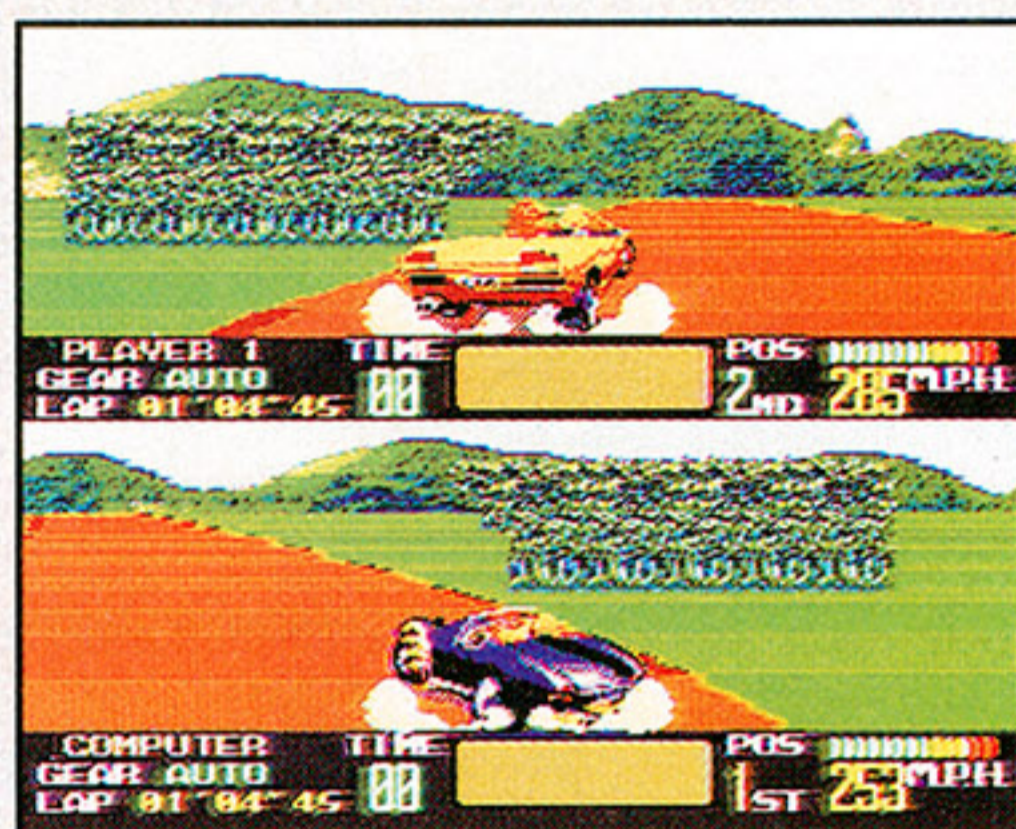
Where did this dinosaur come from? It's hard to believe that with all the current games going for the checkered flag, *Outrunners* would even get released. It's even harder to believe that this game has anything that approaches 16 megs of game play!

Outrunners is basically the same racing game as *Outrun* (a three-year-old game) with the addition of a split screen for both one- and two-player modes. You can also choose from arcade or original mode; arcade mode features longer races with checkpoints.

The backgrounds in *Outrunners* look cluttered, so avoiding obstacles can be difficult. But my biggest complaint is that the graphics aren't any better than *Outrun*, despite three years of technology and, again, 16 megs. Unless you're absolutely desperate for a racing game now, leave *Outrunners* in the garage and wait for *Virtua Racing*. GP



You can choose one of eight different cars. Remember — the bigger the vehicle, the harder it is to avoid obstacles on the road.



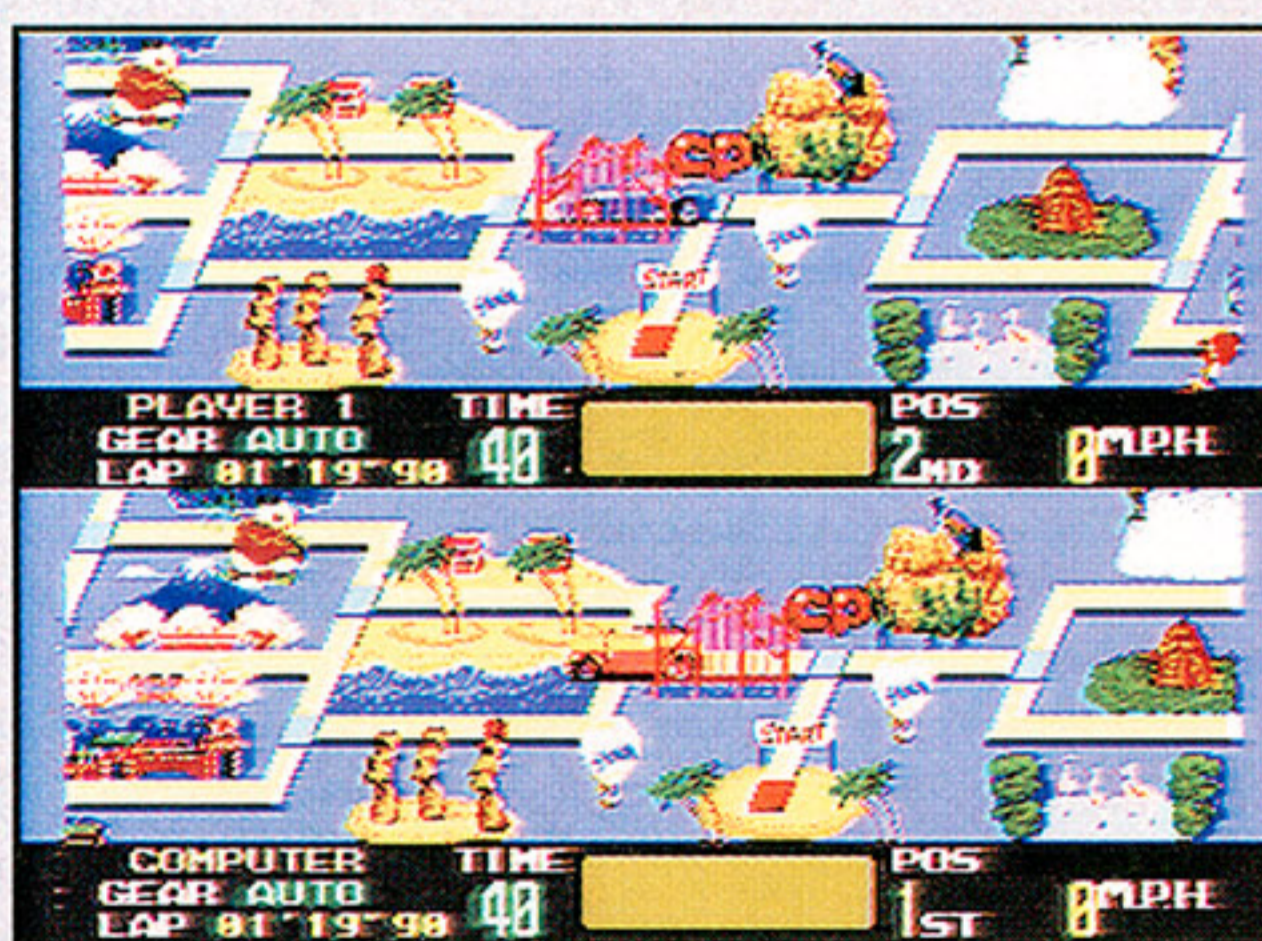
Slow down in the curves! If you take them at full speed, you'll be eatin' asphalt!



To the winner go the spoils.



The horses may not cause you to wreck, but they do slow you down.



Begin your race from the east or west, just as in the arcade game.



Don't these guys realize it works better when you're in the car?

RATINGS

GRAPHICS

- 5 ▲ The cars look nice.
- 5 ▼ Backgrounds are fuzzy and badly defined.

MUSIC & SOUND FX

- 3 ▲ Cool! The music's just like "The Price Is Right"!
- 3 ▼ There were sound FX? I must have missed them.

BELLS & WHISTLES

- 4 ▲ You can select one of eight cars — that's seven more than most games.
- 4 ▼ You've got no passwords, no bonus stages... no fun.

CONTROL

- 3 ▲ Well, let's see... the cars go straight really well.
- 3 ▼ Turning, shifting, and accelerating are all kind of difficult.

REPLAY VALUE

- 3 ▲ You'll want to try all eight cars...
- 3 ▼ ...before you realize that the vehicle doesn't make any difference in this sub-average racing game.

OVERALL **41%**

GENESIS info

GENRE	racing
PLAYERS	1, or 2 competitive
LEVELS	more than 16 tracks
DIFFICULTY	medium
SAVE FEATURE	none
MEGS	16



STRAP



YOURSELF



IN



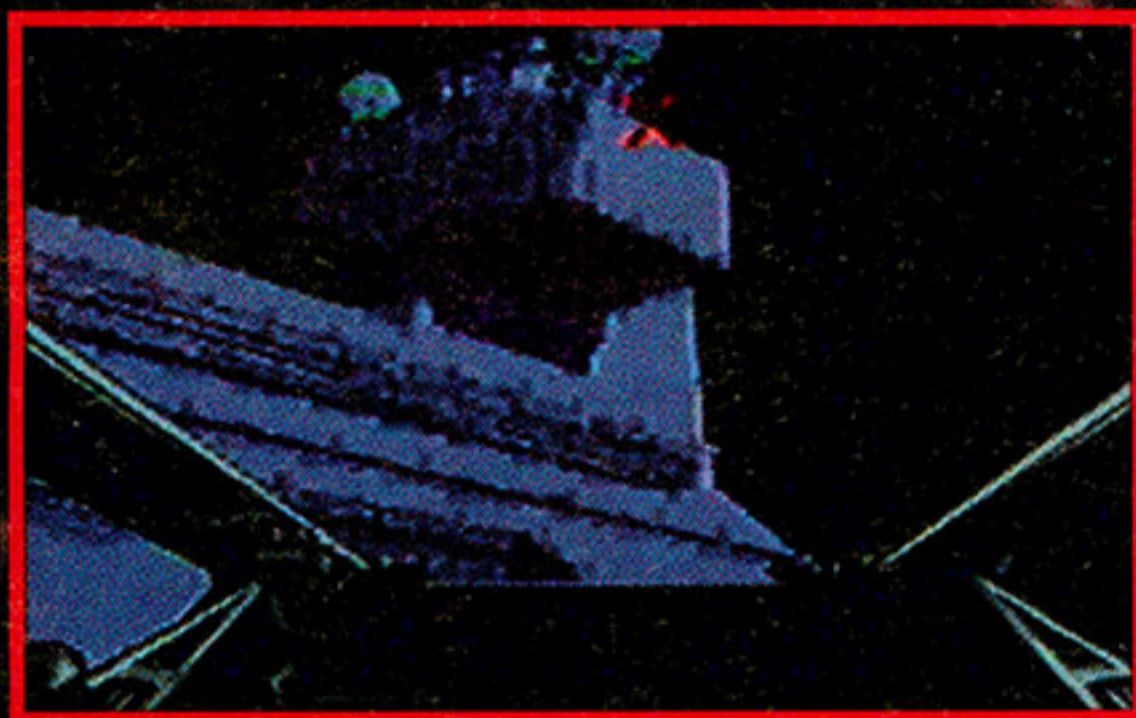
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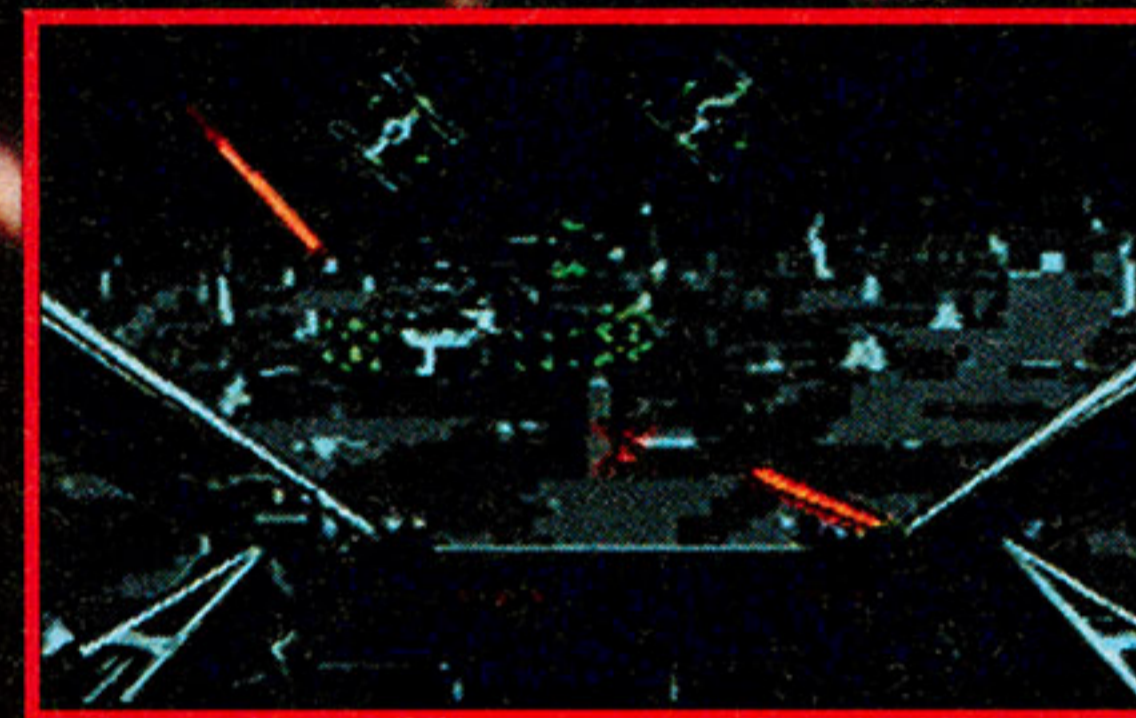
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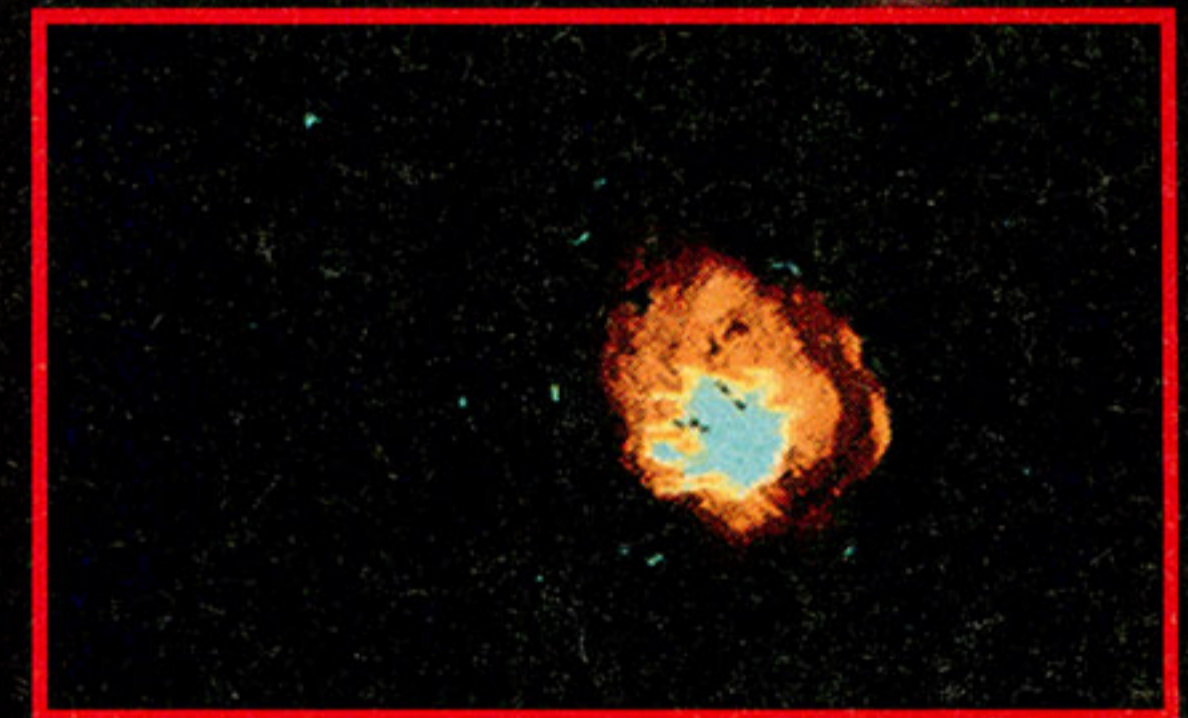
FLIGHT



OF



YOUR



LIFE.

In a far away galaxy filled with digitized cinematic sequences and SFX from the original Star Wars trilogy, you take control of the flight stick in four specialized Rebel ships. Use the Force to blast TIE fighters, AT-ATs, Super Star Destroyers, Imperial Droid Units...and ultimately obliterate the evil Empire with a do-or-die trench-run on the Death Star.

Join in the Rebel Assault...
and fulfill your destiny.

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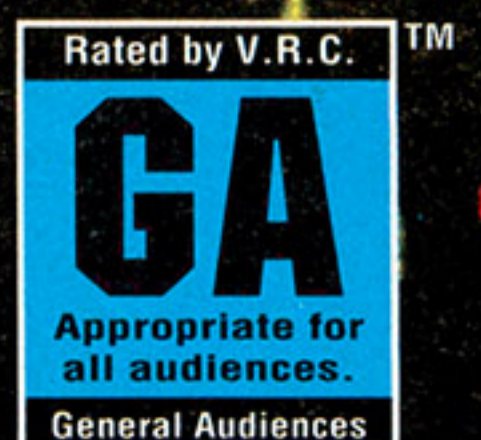
75c each minute. If you are under 18, be sure to get a parent's permission before calling. Requires a touch-tone telephone and is only available in the U.S. Call length determined by user; average length is 3 minutes. Messages subject to change without notice. JVC Musical Industries, Inc., Los Angeles, CA.

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SEGA CD

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Clay Fighter Tournament Edition



Publisher: Interplay **Developer:** Visual Concepts • now available • \$69.95



Karie Ward has always been able to mold the people around her to do what she wants. These characters were no different.

Everything started with *Street Fighter II*'s identity crisis, which brought us *Street Fighter II Turbo*, *Street Fighter II Championship Edition*, and *Super Street Fighter II* — four different games, each only slightly better than the original cart. Unfortunately, it looks Interplay is now jumping on the "Why not make 'em pay for it twice" bandwagon by releasing *Clay Fighter Tournament Edition*, a game that looks just like *Clay Fighter* with a few minor tweaks and a tournament round.

But like those *SFII* sequels, *Clay Fighter Tournament Edition* is still a great game. Using the same claymation graphics and zany fighting moves as the first game, the new *Tournament Edition* adds a one-, two-, four-, or eight-player fighting tournament; the ability to change fighters' names; and a speed-control option similar to *SFII Turbo*. But that's about it — there are no great new special moves, no new characters, and no fantastic changes in the storyline. You'll have to wait for *Clay Fighter II* (expected in October) for that.

While there's nothing wrong with putting out a cart that's got all the features that *Clay Fighter Tournament Edition* brings to the table, it really is a rehash — albeit an excellent one. If you are a fighting-game fan who let the first *Clay Fighter* slip by, I highly recommend you get this game. But there's nothing in the sequel that makes it worth buying if you already own *Clay Fighter*. GP

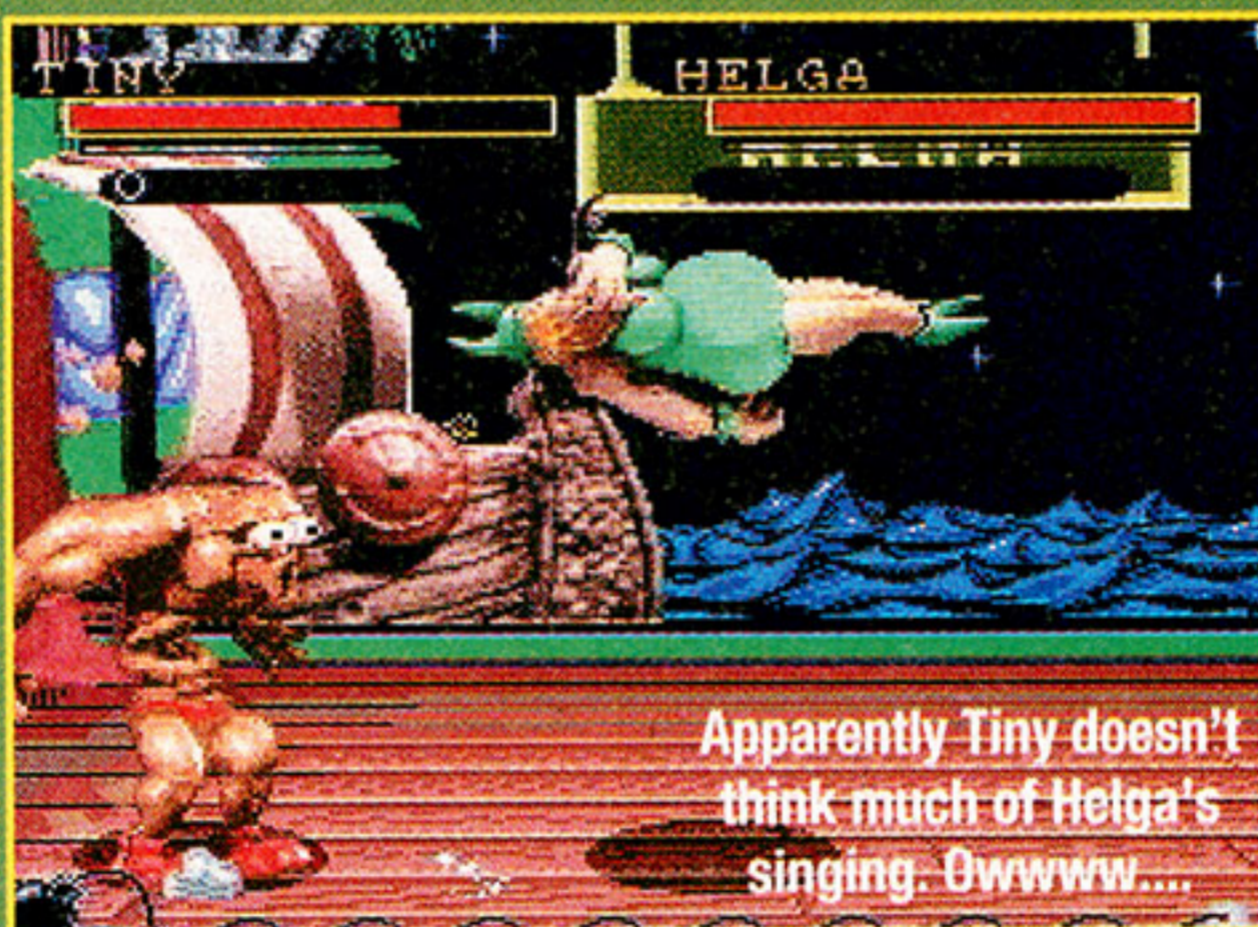
Name-changing is one of the new features.



Winning the tournament makes you king (or queen) of the circus.

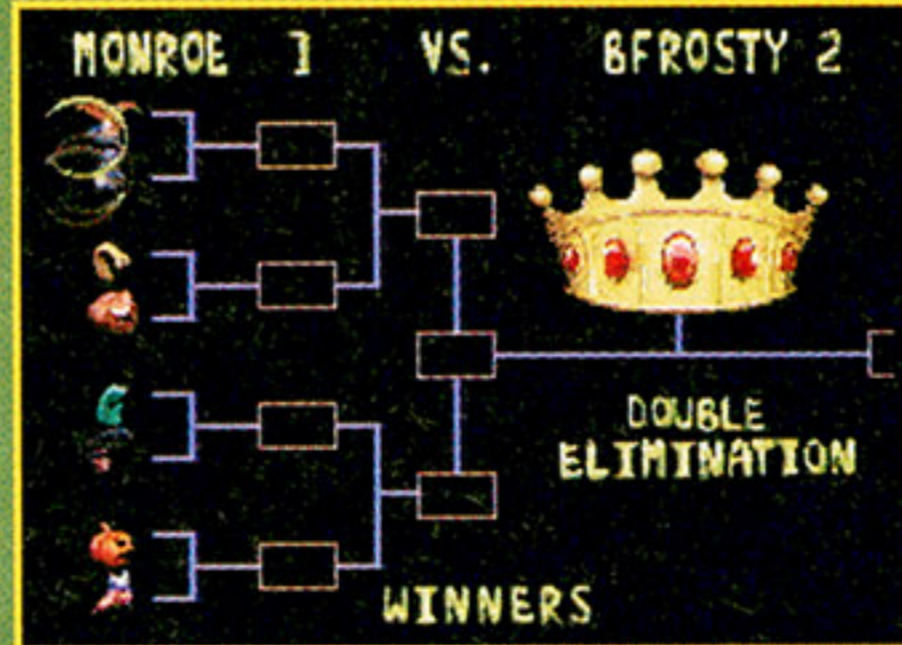


That same one-on-one action is back in this sequel, but it hasn't changed much.



Apparently Tiny doesn't think much of Helga's singing. Owwwwww....

Here's the tourney screen. There are several different styles of competition, but I prefer double elimination.



You know when Mr. Blob blocks a move because he turns into one!

SNES info

GENRE	fighting
PLAYERS	1, 2, 4, or 8
LEVELS	8 characters
DIFFICULTY	medium
SAVE FEATURE	none
MEGS	24



The Same Vs. Same option lets you pit one punkin against another.

RATINGS

GRAPHICS

- 8** ↑ Highly detailed claymation makes this game look great!
 ↓ The action can occasionally get a bit jumpy.

MUSIC & SOUND FX

- 8** ↑ Great sound effects, and some really funny end-of-fight sounds.
 ↓ The musical soundtrack is a little dull.

BELLS & WHISTLES

- 9** ↑ Lots of bizarre special moves, a tournament mode, and a multi-player option.
 ↓ Where's the password feature? You win in one sitting, or you don't win at all.

CONTROL

- 9** ↑ Good response, easy-to-learn buttons, and easy-to-execute special moves.
 ↓ Special moves are similar — you set off the wrong one if you're not careful.

REPLAY VALUE

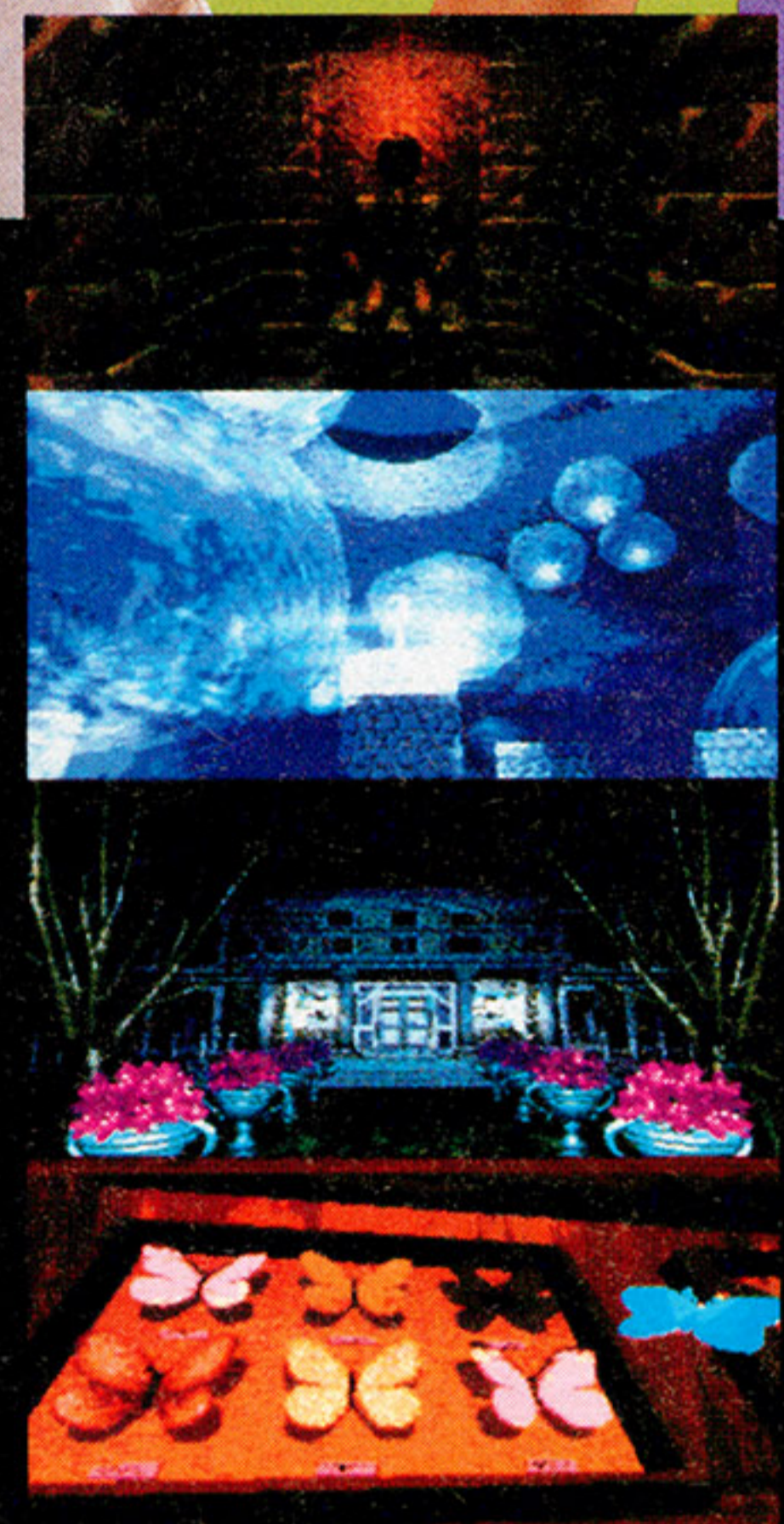
- 9** ↑ Tournament and Vs. modes set you up for some great long-term competition.
 ↑ Multiple-skill levels in the Story mode mean you're always challenged.

OVERALL 88%

Meet Our Soul Survivor.



Our guy looks like he made it through **MANSION OF HIDDEN SOULS** with hardly a scratch. His wired jaw works pretty well and his new dentures are shiny white. The large bald spot on the back of his head doesn't seem to bother him. All of his organs, as far as we know, are original and still in the same places. And we don't hear him complain about the hair that won't stay down or the hands that won't close. Of course, we don't know anything about his mental state.



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Bubba 'N' Stix



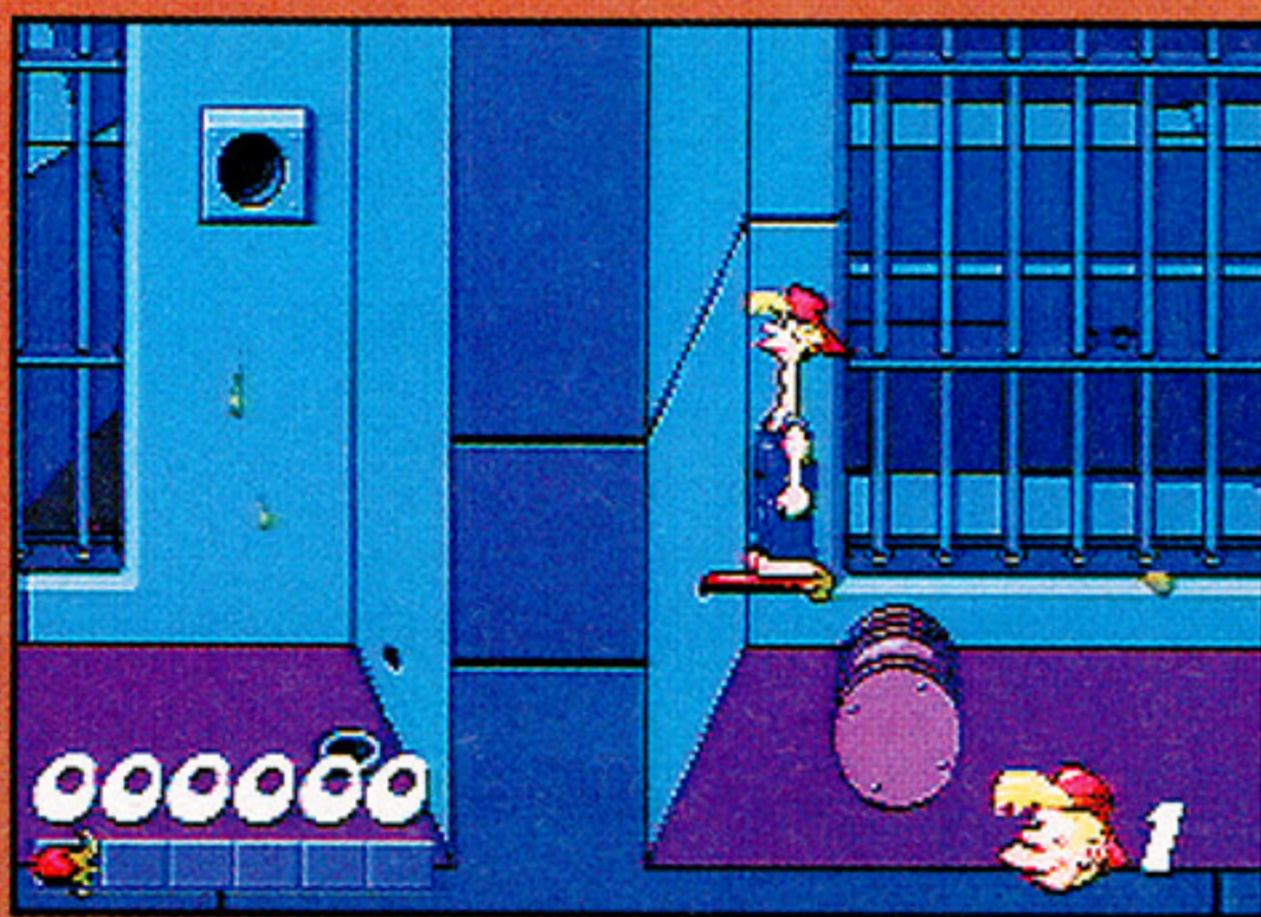
As the paneled truck bore him away, **Jonathan Gagnon** blamed his uncontrollable laughter on the wackiness in Bubba 'N' Stix.

But by then it was too late.

Everything should have been fine once Bubba and Stix narrowly escaped becoming zoo exhibits in an alien world. But other stuff's going wrong as well. Yep, it's unfortunate that the two — Bubba, a backwoods truck driver, and Stix, his alien stick companion — are stuck on an uncharted planet far from home. And the fact that the aliens on this planet are bent on conquering Earth doesn't help matters.

Luckily, Bubba is inventive and Stix is innovative — you can use the alien as a baseball bat, a lever, a platform... even a snorkel. It's your job to figure out how best to use Stix in more than 100 puzzles.

You might think there's a lonely trek in front of you in *Bubba 'N' Stix*, but there

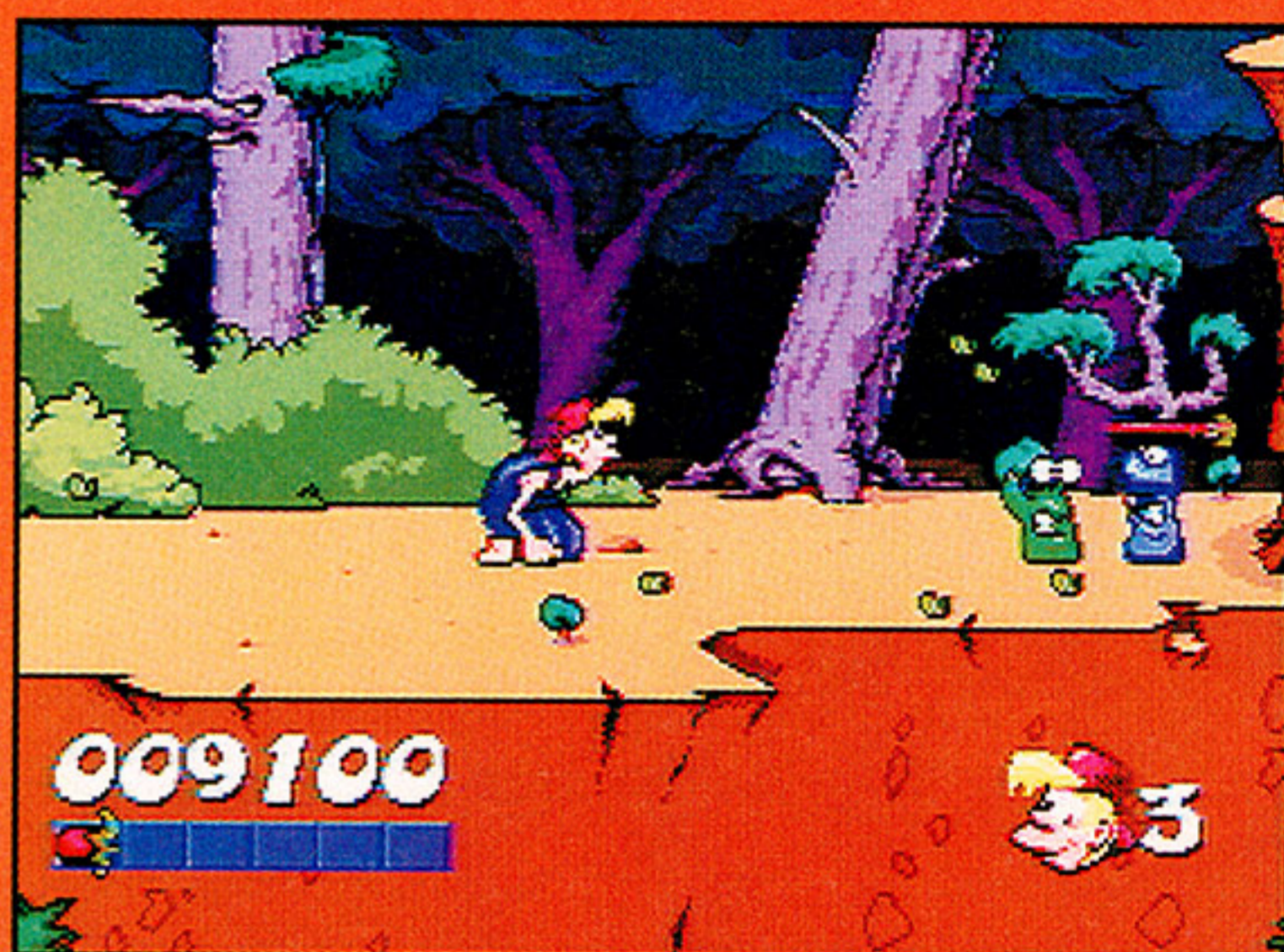


Use Stix-sized holes to make platforms. Here, for example, he keeps you from being squashed by the rolling barrel.

are some aliens on your side. The little munchkins come in different shapes and colors; grab them for bonuses and power-ups such as increased vitality, extra lives, or additional points. Hurry now — only you can keep Bubba and Stix from becoming a sideshow in Urfunkel T. Floop's Theme Park and Zoo. **GP**



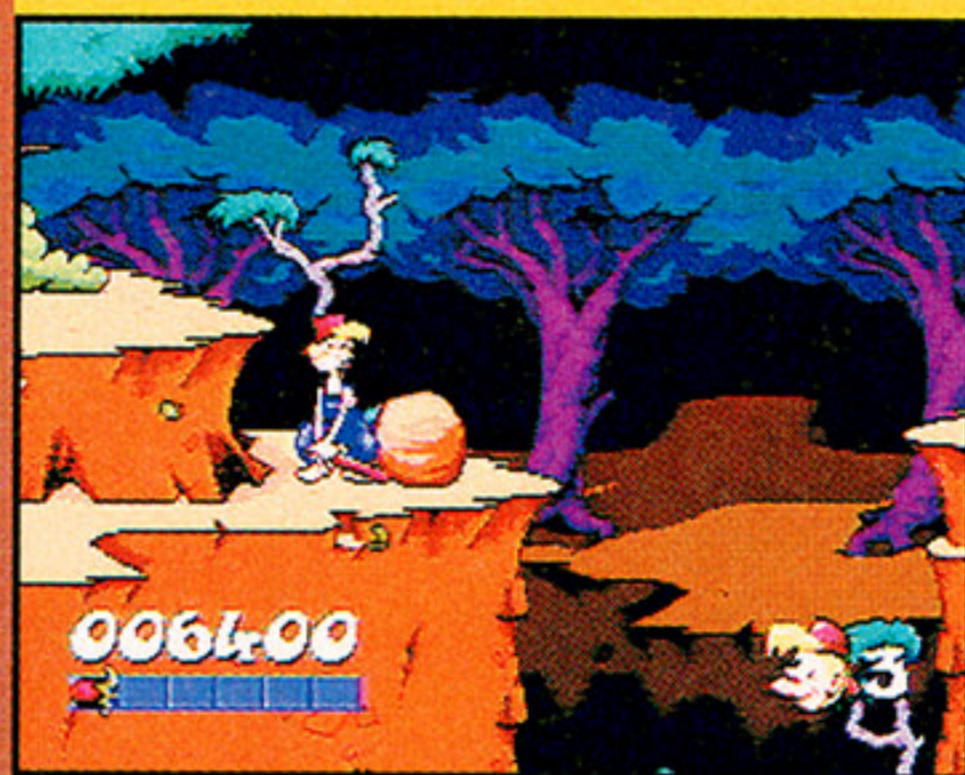
Publisher & Developer: Core • available August • \$54.95



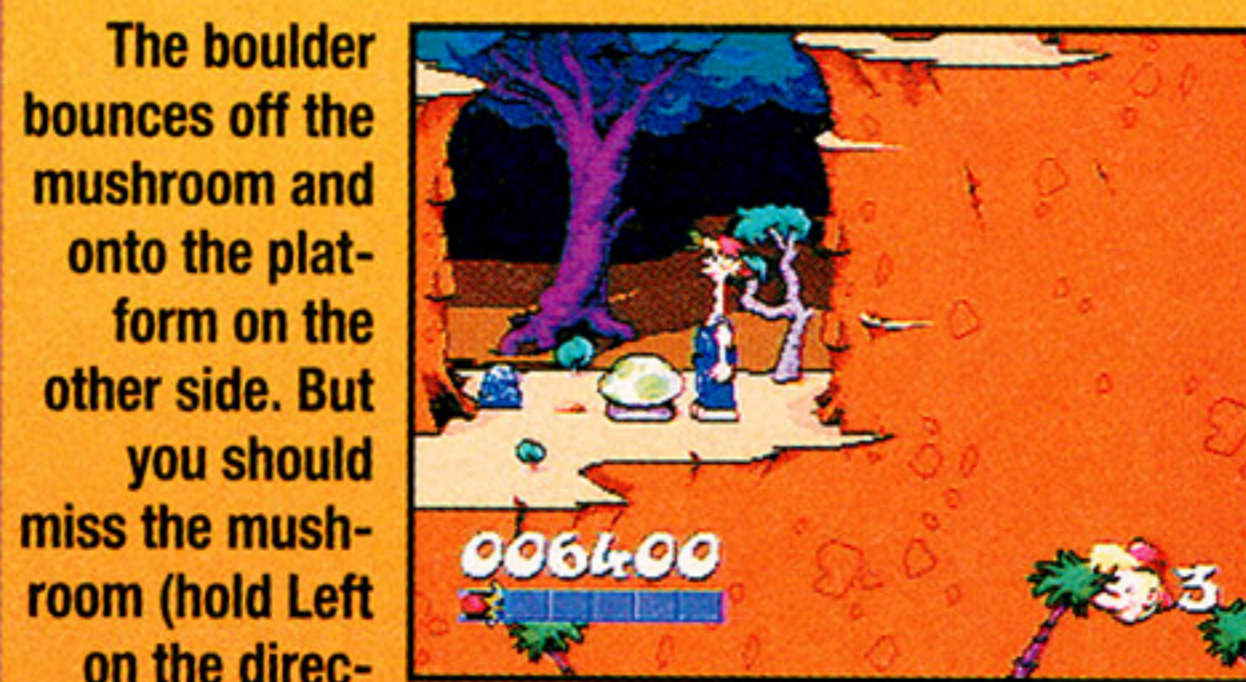
Here's a nice trick: If you kneel here and shoot at the monsters, the green one grabs Stix and whacks the blue one on the head. Stix rises on the bump on the blue critter's head, and you can jump on him to reach the next ledge.

WATCH ABOVE FOR FALLING ROCK

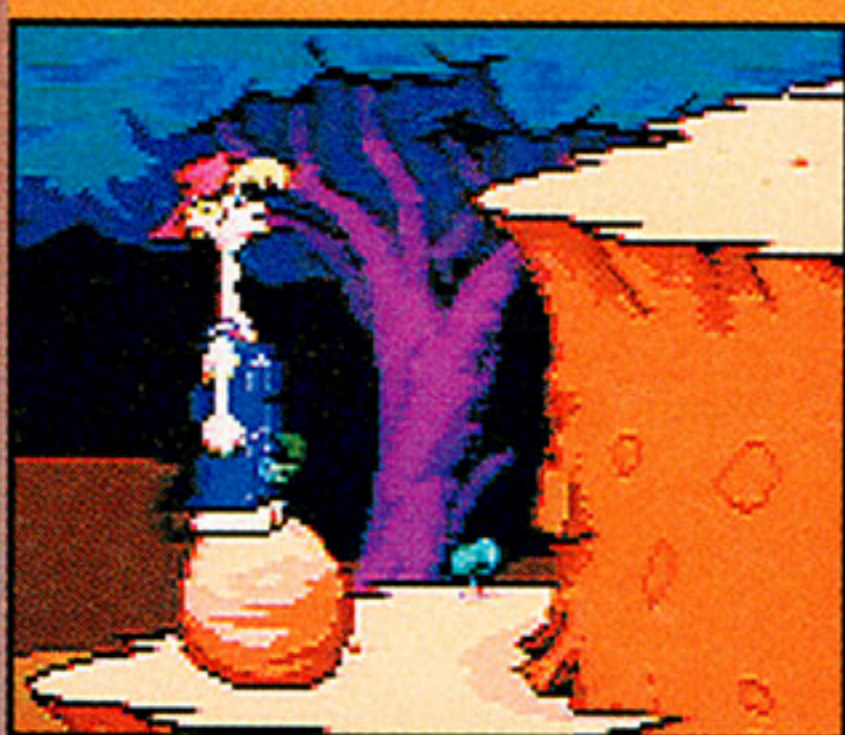
Unless you've got rocks in your head, you'll try out this move:



Using Stix as a lever, send the boulder down into the valley below you.



The boulder bounces off the mushroom and onto the platform on the other side. But you should miss the mushroom (hold Left on the directional pad) so you can grab the extra-life monster.



Once you've grabbed the bonus, jump on the mushroom to reach the other platform. Stand on the boulder and you reach new heights!

RATINGS

GRAPHICS

8 Large cartoony graphics with vivid colors make this game a joy to play. Could use more background variations in some of the levels.

MUSIC & SOUND FX

7 Funky, jazzy music, although repetitive, matches the wacky action. The crazy sound effects are definitely worth keeping up the volume.

BELLS & WHISTLES

8 Lots of puzzles to figure out and situations to solve. Half the fun is finding all the different uses for Stix.

CONTROL

5 Bubba isn't the smoothest character to handle, but he's manageable at least. Stix is painfully frustrating to control. Bring lots of patience!

REPLAY VALUE

7 As fun the second time as the first. Play your favorite parts with passwords. The novelty wears off after a few times through.

OVERALL 77%

GENESIS info

GENRE	action-adventure
PLAYERS	1
LEVELS	5
DIFFICULTY	medium
SAVE FEATURE	password @ every level
MEGS	8

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BREATH OF FIRE

Publisher: Square Soft • Developer: Capcom of Japan • available August • \$74.99

A GAME WITH CHARACTER

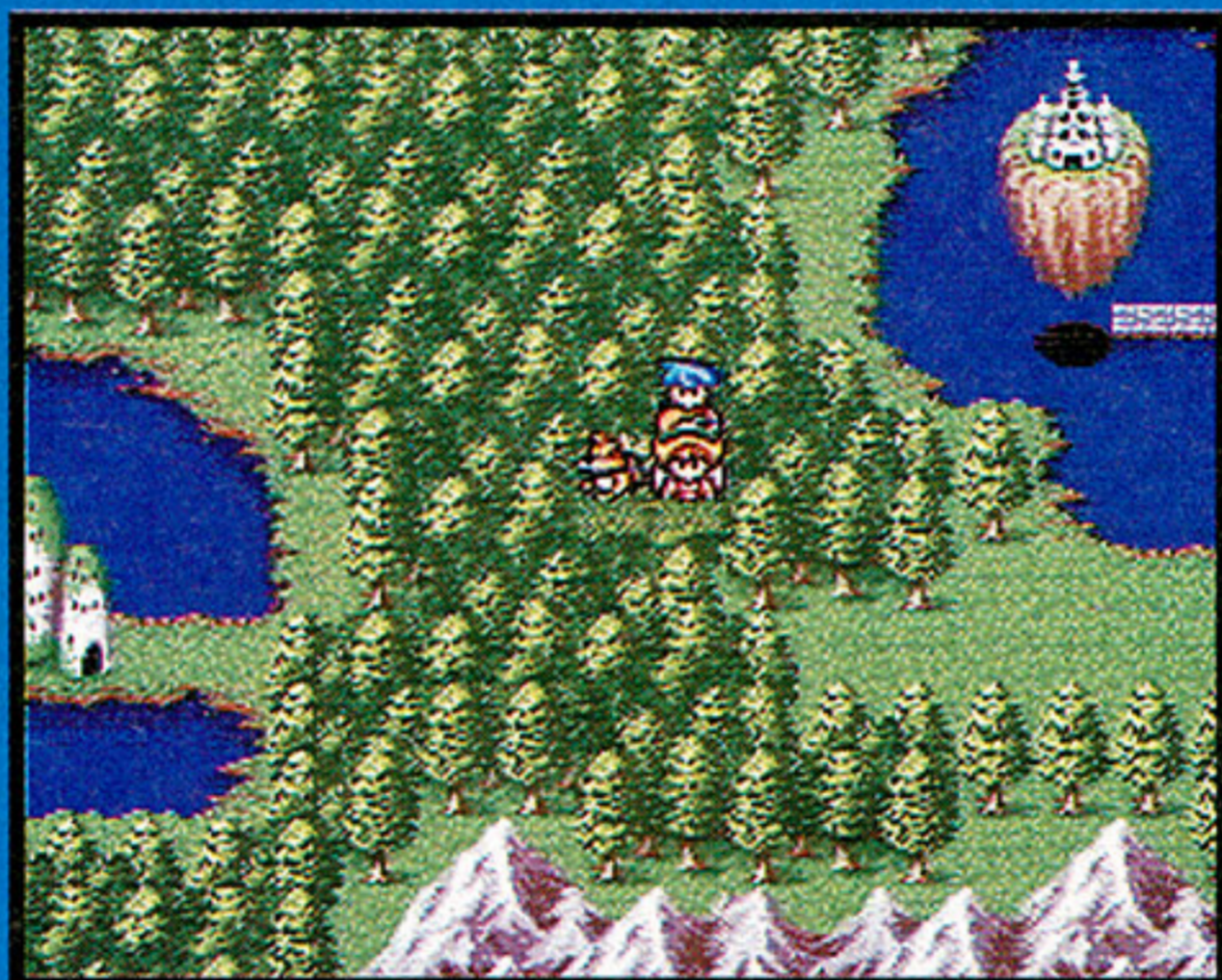
What fun would exploring be without traveling companions?



Other characters occasionally take over for stretches of the game. Nina, a winged princess, goes on her own quest to find a remedy for her ailing father. Too bad she runs into an evil sorcerer.



An RPG? Hey — let's get Jeff Lundrigan to look at it. He's got lots of time to spare when there's adventuring to be done!

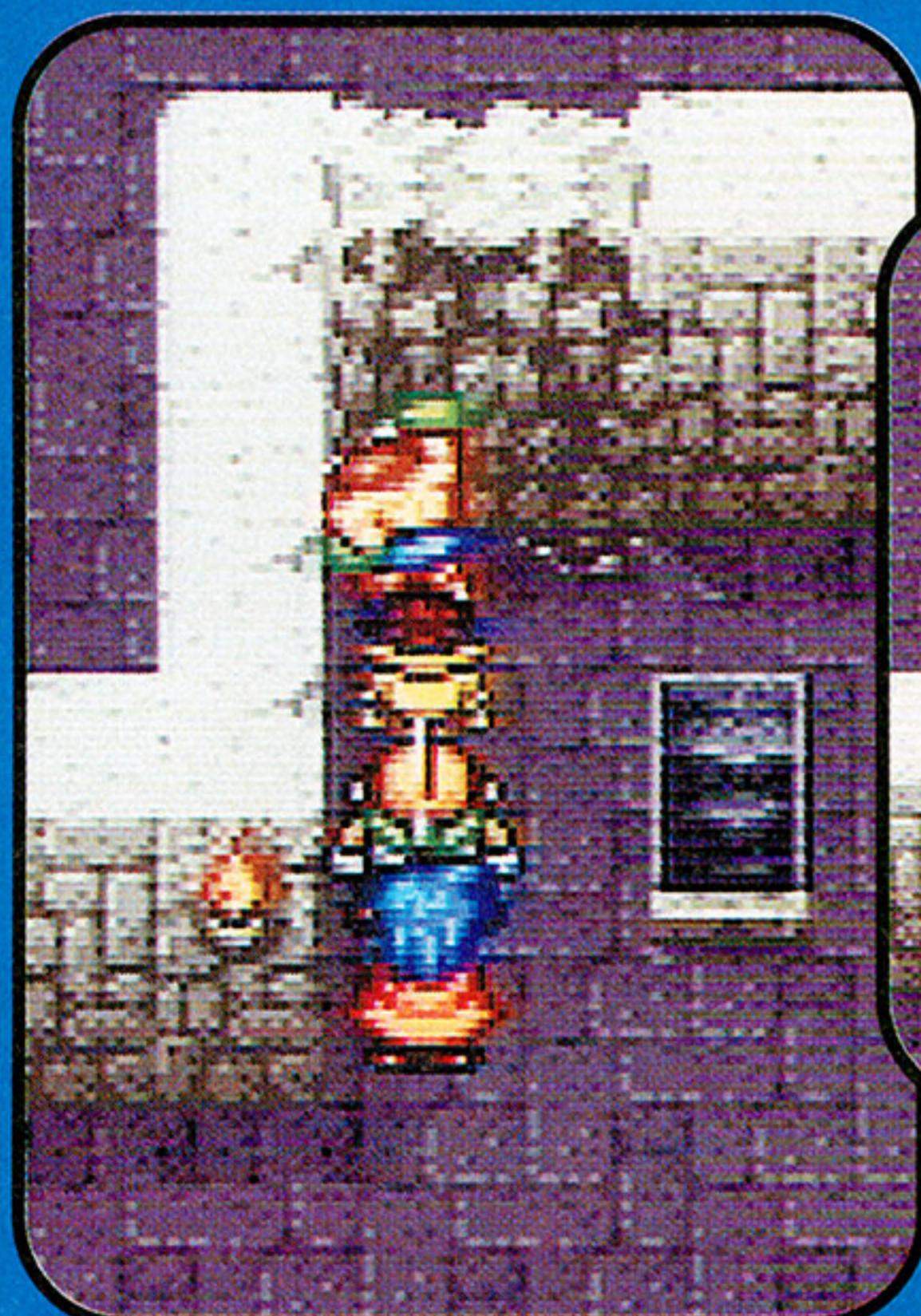


Each character has his or her own special ability. With Bo leading the way, for example, you can trudge through formerly impassable forests.

Square Soft is the company responsible for some of the best RPGs ever made — *Final Fantasy II* and *Secret of Mana* among them. Originally produced in Japan by Capcom, *Breath of Fire* comes close to those extremely high standards.

As the young Dragon Master, you and a band of adventurers roam the land in search of the seven Goddess Keys (for those keeping score at home, that makes seven keys, six mystic dolls, and five orbs I've looked for this month — could someone come up with a *new* approach to RPGs, preferably in my lifetime?).

Besides the fact that it looks great, *Breath of Fire* has a few other nice touches: some odd dialogue, a neat three-quarters battle perspective, and an Auto Battle option that (for once) actually works. Each member of your party also has a unique set of skills that has many uses — breaking barriers, opening locks, walking through impassable forests, and so on. As each new character joins, you find yourself going back to places you've



Ox, the biggest and the strongest, makes getting around even easier. He just knocks down any walls that get in the way!

HOT AND COLD

As in a lot of games, there's bad with the good.



The game has a few odd moments. Romero looks like a normal town during the day, but, by George, it's filled with zombies at night! "They've eaten all the livestock — and we may be next!"



SNES info

GENRE	RPG
PLAYERS	1
LEVELS	not applicable
DIFFICULTY	medium
SAVE FEATURE	save at shrines
MEGS	12

A SECOND OPINION

I agree that *Breath of Fire* is too short (its 12 megs pale in the light of many new RPGs), but it has a lot of charm. The game plays like a true video-game RPG, without any action elements thrown in. This is a godsend for role-players like myself who have been waiting for a real RPG to come along since *Final Fantasy II*. If you've ever liked any role-playing game, you'll like *Breath of Fire*. —Chris



already been and opening even more new areas to explore.

Breath of Fire may not be as large as some other RPGs, and, as with the last few Square Soft games, the manual includes a rudimentary walk-through, which makes it seem even shorter. However, it packs an awful lot of adventure into the space it has. It will do fine — at least until *Final Fantasy III* comes along. GP

BATTLES! BOSSES!

You're gonna be fighting a lot. Live with it.



A highlight of the game is its three-quarters view of battle. And you can sit back in the Auto Battle mode and watch 'em fight it out!



Of course, not every obstacle requires a battle. Clever use of an egg and patience bird-handling allows you to scatter the castle guards without firing a shot!



For some reason, though, when a boss gets reduced to zero health, it keeps fighting! You've got to keep slugging away, with no way of knowing when the battle's going to end!

RATINGS

GRAPHICS

- 9** ◆ Great stuff! Oh, and some of the monsters are really cool.
◆ Haven't we seen this landscape somewhere before?

MUSIC & SOUND FX

- 8** ◆ There's lots of variety to the tunes the game plays.
◆ Still, none of the music or effects really stand out.

BELLS & WHISTLES

- 9** ◆ Characters with unique abilities, a 3/4 battle view, and an Auto Battle mode.
◆ Needs more weapon and equipment upgrades — everybody likes new stuff.

CONTROL

- 8** ◆ The menus are easy to get to...
◆ ...but some of those menus are three and four levels deep — that's a lot of choices to make each round of battle!

REPLAY VALUE

- 7** ◆ Lots of stuff to do, lots of stuff to find.
◆ Not as big as some other recent role-playing games.



Sometimes the game is disappointing: It takes a couple of quests to activate the way-cool looking Stone Robot, but once you get going...



...you're treated to a less-than-breath-taking view of the landscape in its headlights. Hey, I wanna see this thing kick some butt! *Headlights?* Gimme a break!



On the other hand, there are fun spots, too. You can walk around after Terry and Amelia's wedding, have a few adventures, come back — and they're still going at it!

OVERALL 87%

BRAIN LORD



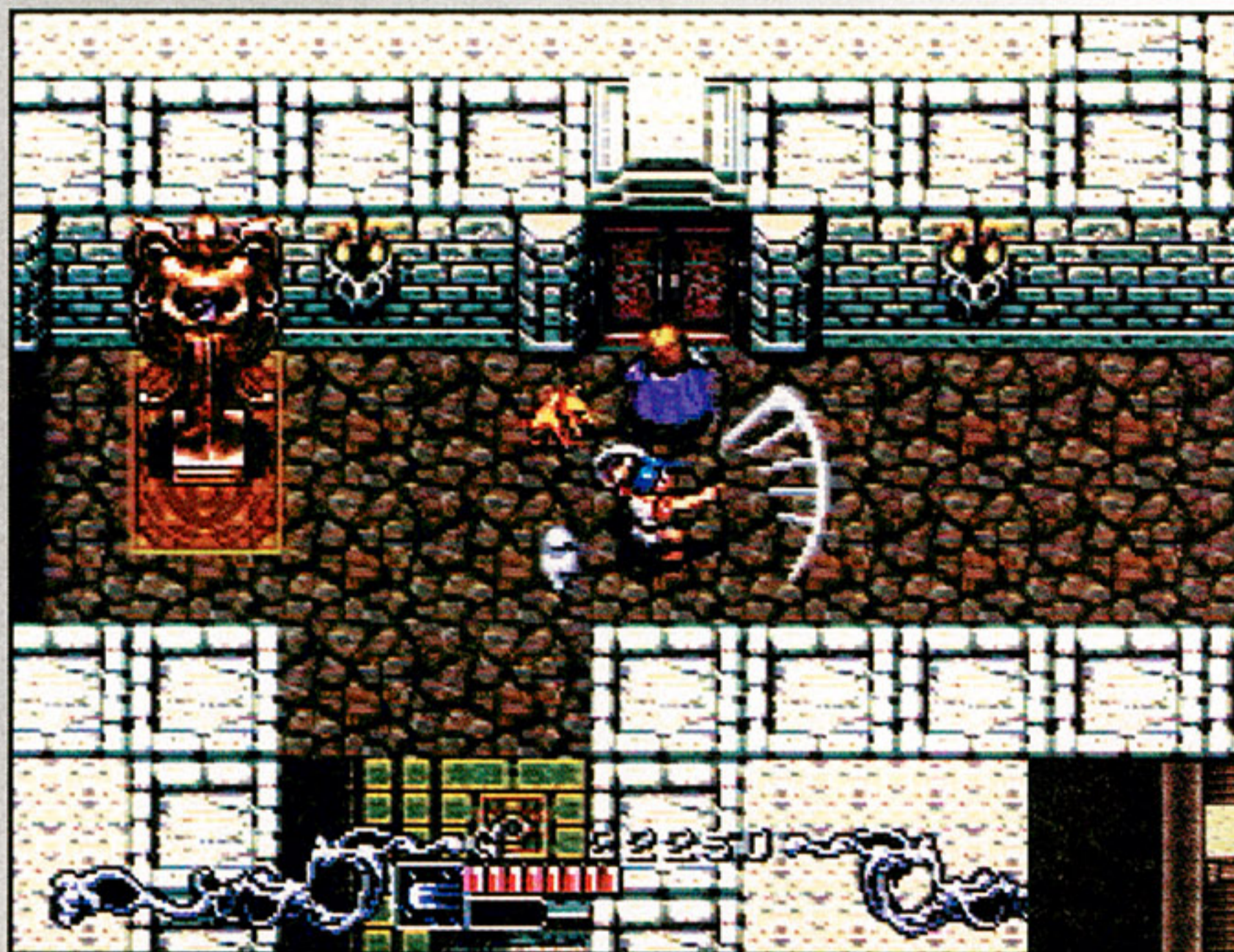
We had a brain. Trent Ward needed one. It was a perfect match.

Publisher: Enix • **Developer:** Produce • available September • \$69.99

Take on the past, present, and future in Enix's new fantasy role-playing saga *Brain Lord*. As Remeer, son of the last Dragon Warrior, it's up to you to finish the quest your forbearers began many generations before you: to find the last of the dragons and protect your people from the Great Demon's evil.

Your search may be arduous — no one has *seen* a dragon in many years, much less had the power necessary to use one of these majestic creatures as a steed. You need dexterity, strength, and a razor-sharp mind to survive the many pitfalls and perils that await you.

Brain Lord contains elements of many different RPGs. The basic game play resembles *The Legend of Zelda* or *Secret of Mana*, in which you navigate around town and stick your nose in everybody's business. But there's a great deal of arcade-style platform jumping in *Brain Lord* that can get frustrating after the fifteenth or so time you've fallen into a pit. Combat's straightforward, with different weapon animations, well-detailed enemies, and a soundtrack that's a step above what you might expect.



Until you get the morning star, the sword is probably the best weapon — it has a wide attack range.



The game begins with some faded memories of your dear ol' dad. Don't worry 'bout leavin' Pop — I think there are leftovers in the fridge.



Although everyone in town talks big about teaming up with you, they really just want to grab those dragon scales for themselves.



Ahh, the inn — the perfect place for a fellow who's down on his luck (and health) to catch some shut-eye.

A SECOND OPINION

This game's not called *Brain Lord* for nothing! Jumping and battling keep your fingers busy, but the tricky puzzles have you wondering where you left your thinking cap. The tests add another dimension to an otherwise standard RPG, but unfriendly controls mean that physical tasks may be more challenging than the puzzles themselves. While *Brain Lord* offers a nice mix of action, adventure, and enigmas, this long quest does have a tendency to march into the realm of redundancy. — Doug



But *Brain Lord's* real strength is its mind-boggling, hair-pulling, totally absorbing puzzles. Beginning with a simple rock-pushing routine similar to *Boxxle*, the game's problems get more abstract (and more difficult) as you progress.

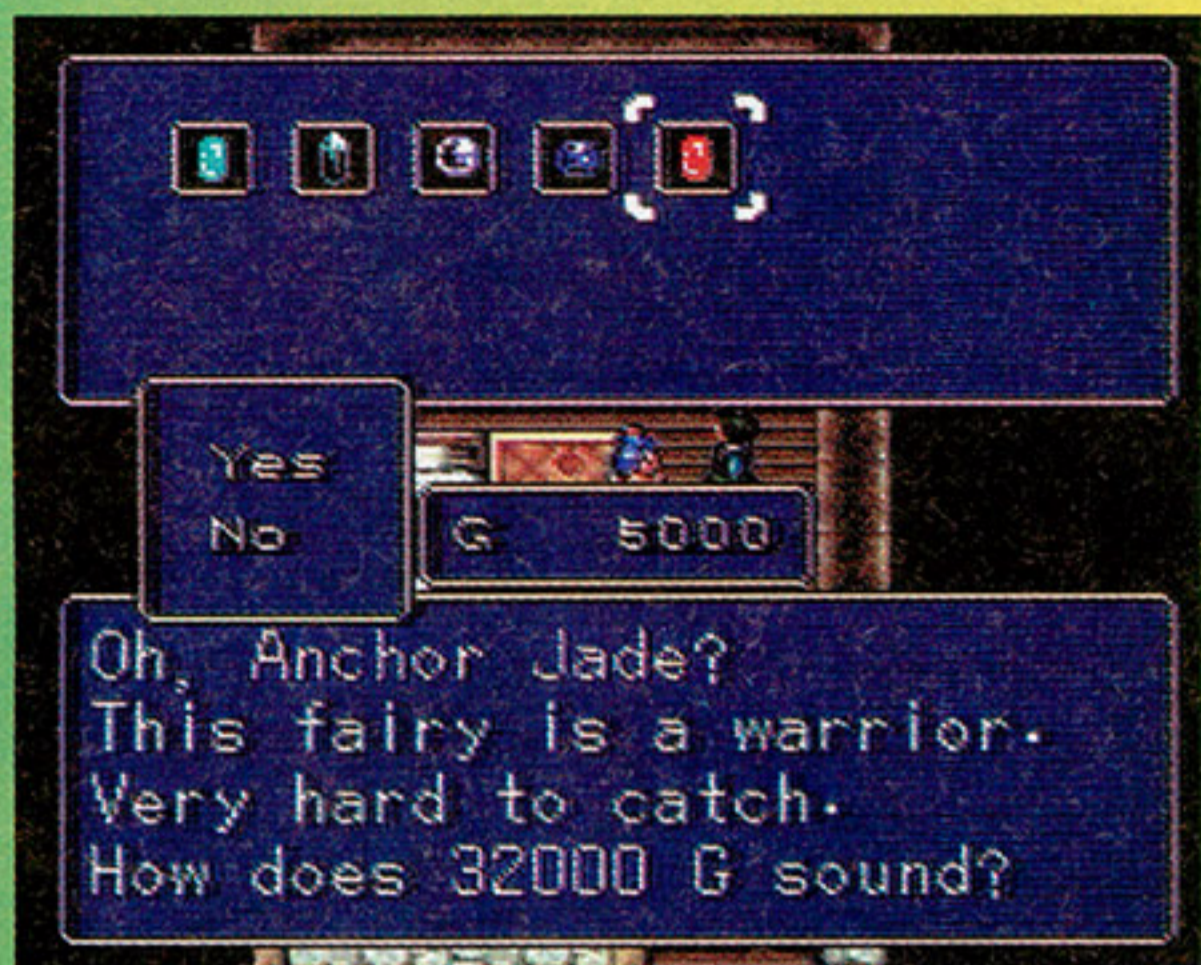
Brain Lord is a great RPG adventure hampered by its arcade interface. Once you've solved some complex brain-teasers, the last thing you want is to be stymied by a pit you're not quick enough to cross. Straight RPG fans aren't going to like this much action, and action fans may not like this much strategy. Either way, *Brain Lord's* a solid game facing an uphill climb in stores. **GP**

SNES info

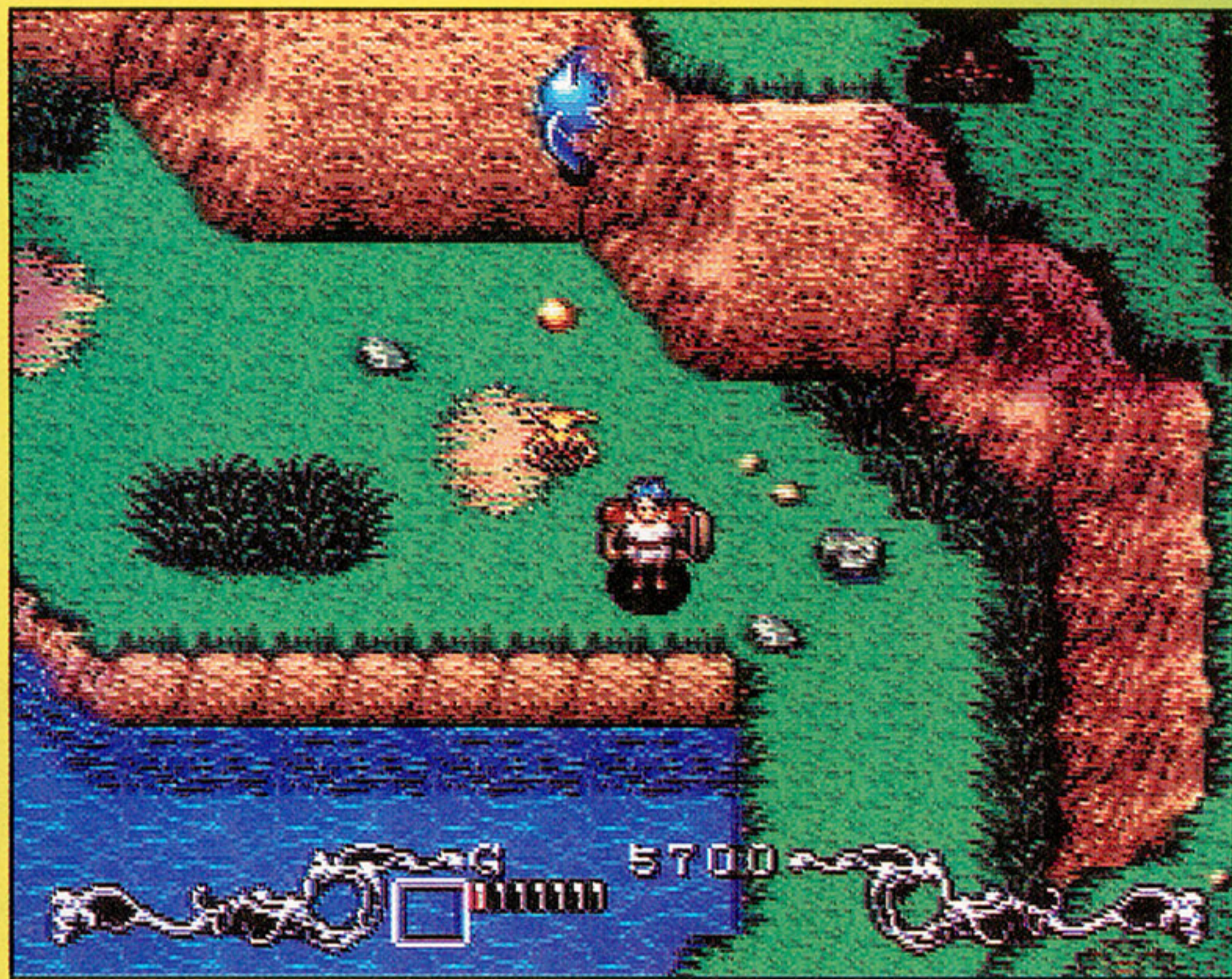
GENRE	RPG/action
PLAYERS	1
LEVELS	not applicable
DIFFICULTY	medium to hard
SAVE FEATURE	battery backup
MEGS	12

PAY THE FAIRY MAN

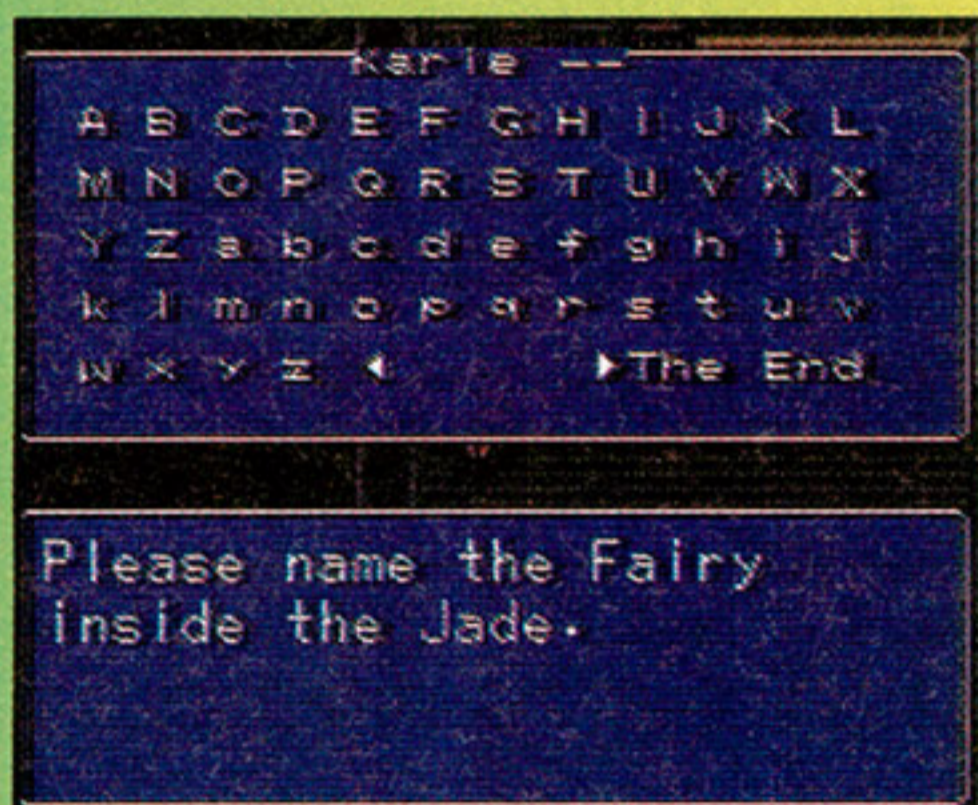
Here's how to get the most valuable resource in the game.



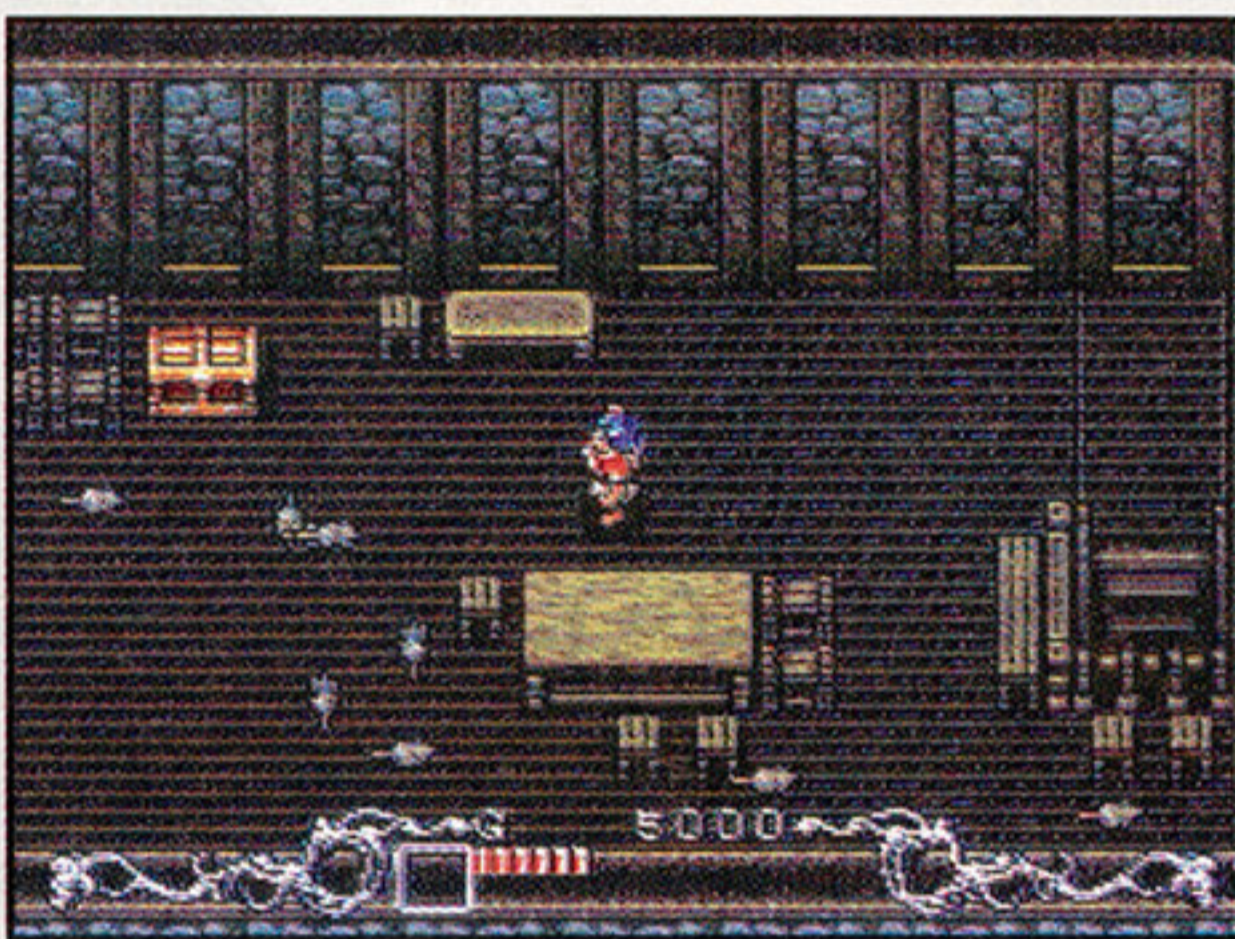
This friendly gentleman's in the a room at the top left corner of the inn. He sells you the precious Fairy Jade, which traps fairies inside!



The fireballs Karie shoots automatically attack your closest foes. Other fairies revive you, give light, and even improve your character's stats.



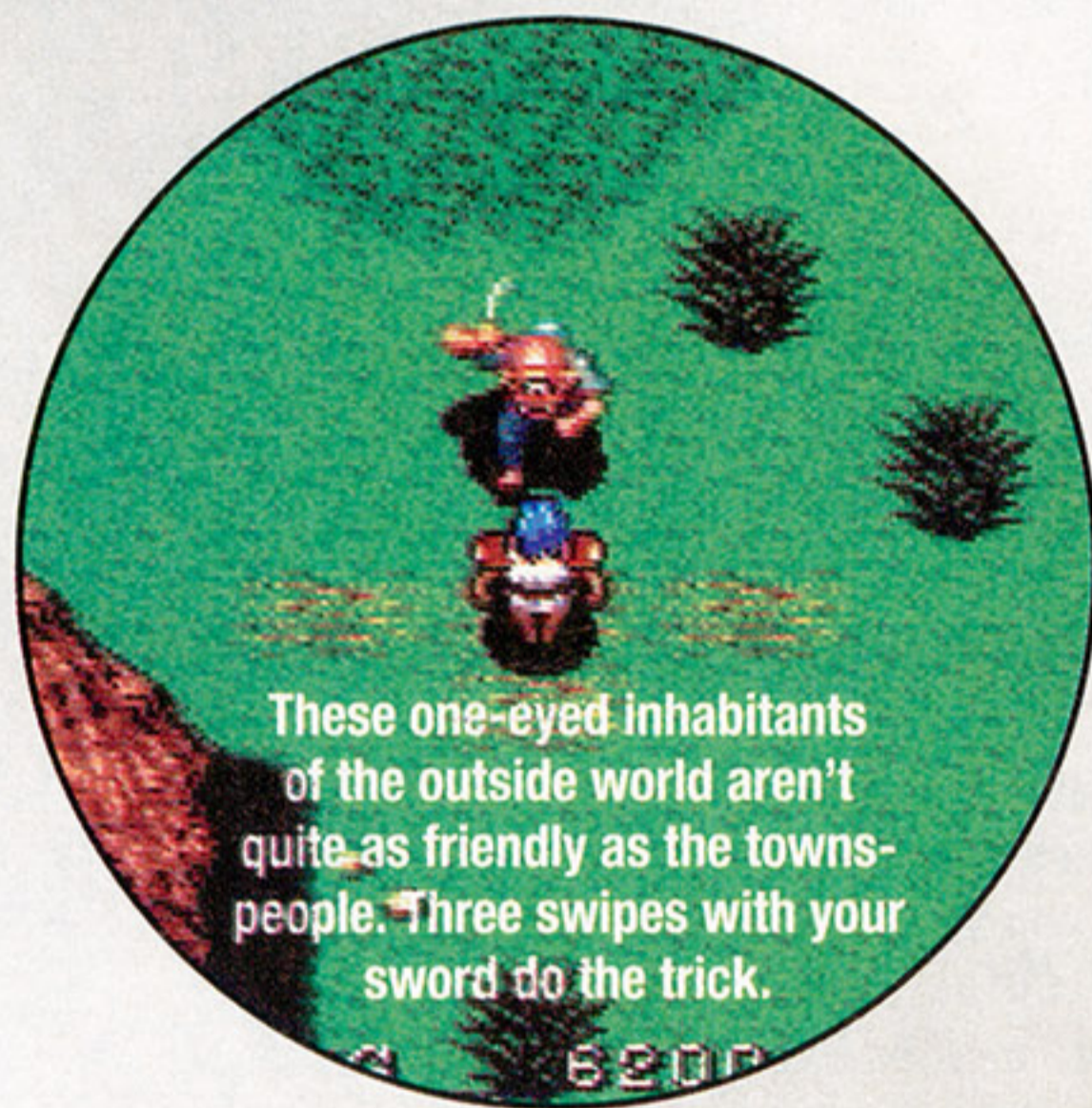
When you acquire new fairy helpers, you then need to name them. This one shoots fireballs, so I need a particularly destructive name....



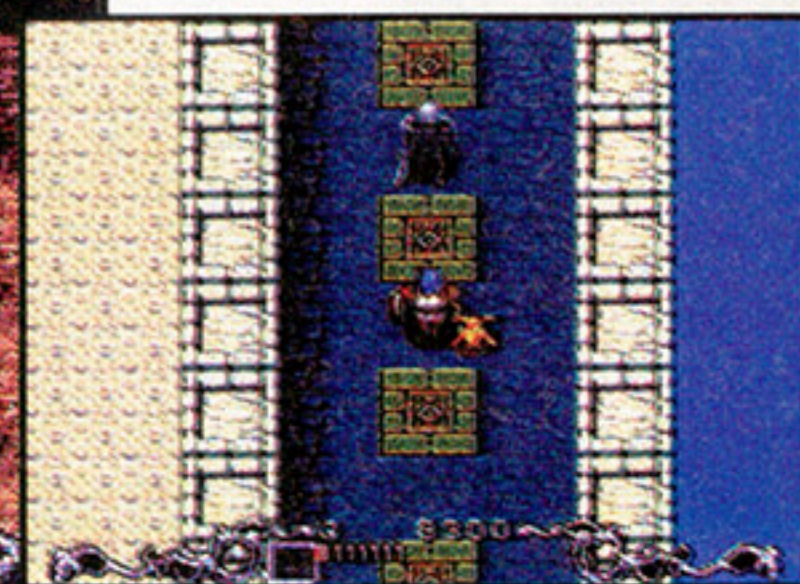
If you go to the building behind the inn and offer to clean out the old woman's attic, you receive some much-needed information in return. But it looks as if she needs an exterminator, not a hero.



After you've finished off the mice, offer your services to the town blacksmith.



Talk to these statues and save your game. Now if you die, you return to the last place you saved your game.



These skeletons are difficult foes to kill — it's best to hit them once, then run away.

RATINGS

GRAPHICS

- 8** ↑ Well drawn throughout, with good animation and interesting characters.
↓ You've got slowdown problems, though not often in combat.

MUSIC & SOUND FX

- 8** ↑ The soundtrack actually starts rockin' in some places...
↓ ...unfortunately, however, not nearly often enough.

BELLS & WHISTLES

- 9** ↑ Great storyline, save feature, fairies to help in combat, and cool puzzles!
↓ You can carry only two fairies, and you don't have enough weapon choices.

CONTROL

- 7** ↑ It's simple to learn, easy to use, and you've got good smooth response.
↓ Slowdown, plus difficulty getting your character to leap the correct distance.

REPLAY VALUE

- 6** ↑ It's fairly long, so you can't finish it at one sitting.
↓ Once you know the puzzle answers, there's no reason to go back again.

OVERALL 78%



WORLD HEROES 2



Mike Foster expected another boring fighting game. Ten hours of non-stop playing later, he admitted he was knocked out by *World Heroes 2*.

Since I thought the original *World Heroes* was just OK, I muttered "Geez, another action game," when *World Heroes 2* arrived. But this sequel has a *ton* of improvements that launch it to front of the pack of brawlers that can go the distance.

To begin with, you've got six new characters, each with several unique moves and blocks. You can also deflect missile attacks and turn them against your attacker — an ability that really comes in handy when you fight Brocken or Captain Kidd. You can use the two bosses in the Vs. Mode, and it takes a whopping 23 fights to win. In survival matches (which can also take forever), the room itself poses as much of a danger as your opponent.

With no loss of quality to speak of in its arcade translation, the characters look great, and their movements are smooth and very responsive. So while there's hot competition for fighting fans this summer, *World Heroes 2* might just give the Big Boys a run for their money. **GP**

MEET THE NEW GUYS

Let me introduce you to my little friends. Won't you come out and play?



So you wanna be a football hero. J. Max — with an electrifying pass — gives you that chance.

Greetings to the mudman. The spirits are on his side — he's got some of the coolest attacks ever.



M. Power is a wrestler gone bad. His piledrivers are gonna put the hurt on you.

New bosses Neo Geegus and Dios can be used in the Vs. mode. Neo morphs into other characters, and Dios attacks so



quickly that it's almost impossible to mount a defense.



Your health goes up every time you hit your opponent in the survival match — but his goes up when he hits you, too. Certain objects in the room can cause damage as well.

SNES info

GENRE	fighting games
PLAYERS	1, or 2 competitive
LEVELS	23
DIFFICULTY	medium
SAVE FEATURE	none
MEGS	24

RATINGS

GRAPHICS

8 ◆ Eight different fighters — and they come in six different colors!
◆ There aren't any animated sequences.

MUSIC & SOUND FX

8 ◆ Digitized voices, cool laughs, and awesome grunts.
◆ The music is only adequate.

BELLS & WHISTLES

7 ◆ You've got six new characters and can play as the two bosses, too. Unique Survival mode adds some spark.
◆ There aren't any bonus rounds.

CONTROL

8 ◆ Players' moves are smooth, and they respond instantly.
◆ It takes some practice to master blocking.

REPLAY VALUE

8 ◆ You'll find new moves even after hours of play.
◆ With *World Heroes 2*, *MK II*, and *Super SFII*, you'll never leave the house again.

OVERALL 85%



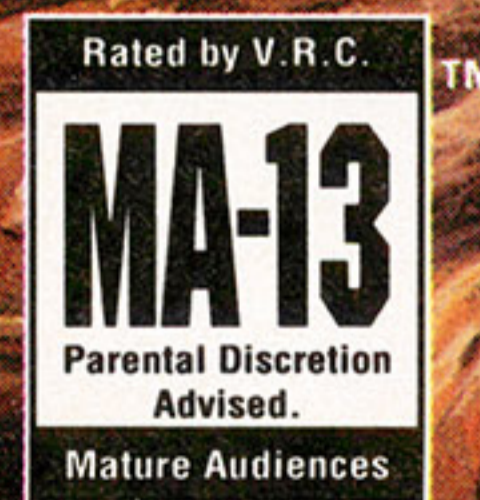
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	RAEMEL L15 HP 278 MP 68
	P.J. L19 HP 285 MP 96
	29958 G



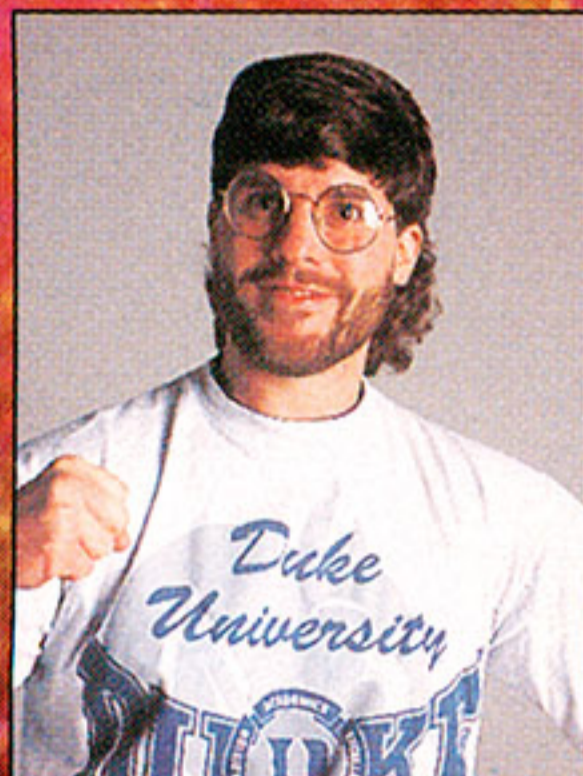
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Eye of the Beholder

Publisher: Capcom • Developer: TSR • now available • \$45.95



Give him a dungeon and give him a dragon, and Billy Moon can show you a pretty good time.

When *Eye of the Beholder* first appeared for PCs several years ago, it was (deservedly) touted by Dungeons & Dragons fans as the coolest thing since Swiss cheese. The 3-D first-person perspective was extremely hip for the time, and the control interface was a

welcome alternative to its clumsy predecessors. This SNES version is an almost direct translation of the wonder game of yesteryear — and that's unfortunate. It's just not as cool by today's standards.

For starters, although the interface is certainly an improvement over keyboard-intensive games (almost always disastrous in cartridge translations), it doesn't take advantage of the SNES's six-button controller. So combat is a real hassle — you must guide a jumpy cursor around to different characters' hands while the bad guys slash away at you. With four main party members and four primary fire buttons, *Eye of the Beholder* could have had an attack button for each character.



Overcome combat-system problems with common sense. Lead with two strong fighters and shove weaker magical types to the rear. Until everyone has a shield, equip the folks on the front line with another weapon in their spare hand so you aren't forced to rely on characters in back.



Character-generation is *very* important. Pick a solid variety of classes and races — and don't hesitate to use the Reroll option to get higher Prime Requisite scores.

Stuck? Walkthrough a few bricks that may not be as solid as they seem. You might also access a secret path by placing a dagger or other object in the wall.



It takes twisted logic to uncover some doors and passages. Keeping an eye out for funny-looking bricks — early in the game, anyway.



Some doorways require you to weigh down platforms before you can open them. You'd better make sure you're carrying plenty of rocks then, huh?

SNES info

GENRE	RPG
PLAYERS	1
LEVELS	not applicable
DIFFICULTY	medium
SAVE FEATURE	save a single game
MEGS	8

Eye of the Beholder also lacks a sense of purpose. You spend much of the game wandering around a giant dungeon maze killing enemies and picking up stuff. That's for computer nerds, not SNES role-players! An auto-map feature would have made life easier, too, and allowing only one saved game is really inexcusable. RPG fans wait much too long between games, but this one — while not *bad* — may not be enough to satisfy the adventuring spirit of hungry gamers. **GP**

RATINGS

GRAPHICS

- 6** ↑ Strolling around a dungeon still looks pretty cool.
 ↓ Old-fashioned, with a lack of detail — especially on objects to pick up.

MUSIC & SOUND FX

- 5** ↑ The music isn't bad...
 ↓ ...but where are the sound effects??

BELLS & WHISTLES

- 6** ↑ Range of D&D characters, monsters, and weapons, plus a neat perspective.
 ↓ A basic adaptation of the D&D system w/o many allowances for SNES format.

CONTROL

- 6** ↑ Controls are fairly easy to master and there aren't many annoying sub-menus to plow through.
 ↓ Combat is clumsy.

REPLAY VALUE

- 6** ↑ There are lots o'dungeons, lots o'hidden stuff.
 ↓ If you're not into patience and RPGs, get thee gone.

OVERALL

63%



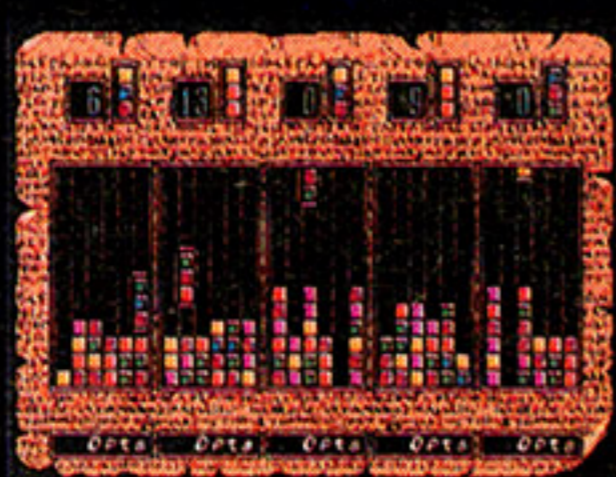
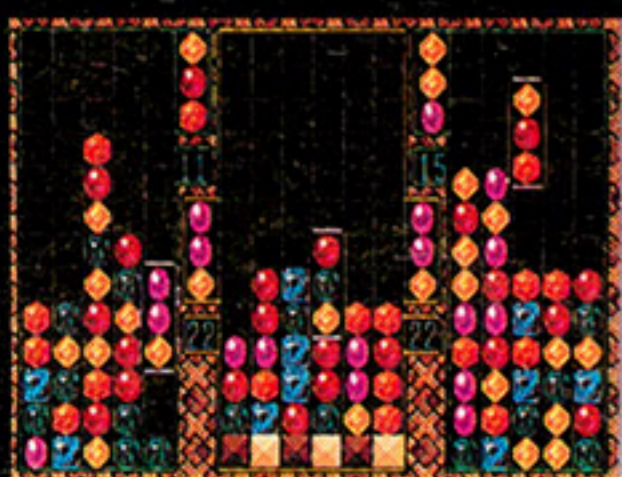
All of these are habit




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GENESIS™



FATAL FURY 2

Rated by V.R.C.™
MA-13
 Parental Discretion
 Advised.
 Mature Audiences

GETTING READY

There are 12 brawlers from which to choose (including three returning from the original game), so make your decision wisely.

- Publisher:**
 Takara
Developer:
 SNK/Takara
 • now available
 • \$69.99



The Bogard Brothers. Wolfgang Krauser. Where do they get these names? We asked Chris "Custard Howitzer" Slate to investigate.

Takara has quickly made a name for itself with its 16-bit translations of popular Neo-Geo fighting games. Its latest conversion, *Fatal Fury 2*, is one of its best.

Set exactly one year after Terry and Andy Bogard's climactic battle with the ruthless Geese Howard, *Fatal Fury 2* introduces a new villain — Wolfgang Krauser. For unknown reasons, Krauser is sponsoring a second "King of the Fighters" tournament and has invited the world's best fighters, including the Bogard brothers and their friends.

Although scaled-down from the considerably more powerful Neo-Geo, *Fatal Fury 2* still remains true to the original. The characters control very well, with attacks you can quickly roll off mixed with ones that must be "charged up." The fighters look great, too — sure, there are the standard few who borrow from *Street Fighter II* molds, but there are original concepts as well. Being able to toss opponents into the background is another nice feature. It gives *Fatal Fury 2* a hook other tournament brawlers don't have. That "world tournament" storyline is a little stale, though.

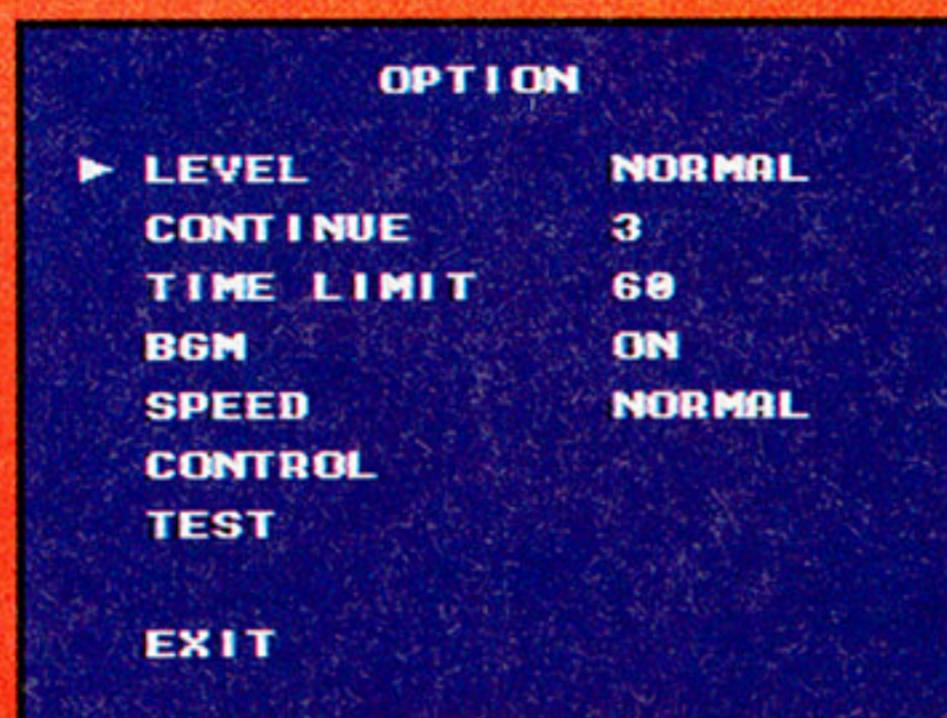
Fatal Fury 2 is a great cart and a worthy follow-up to the original. It may be another *SFII* clone at its heart, but it still does almost everything right. SNES fans can also look forward to a 24-meg



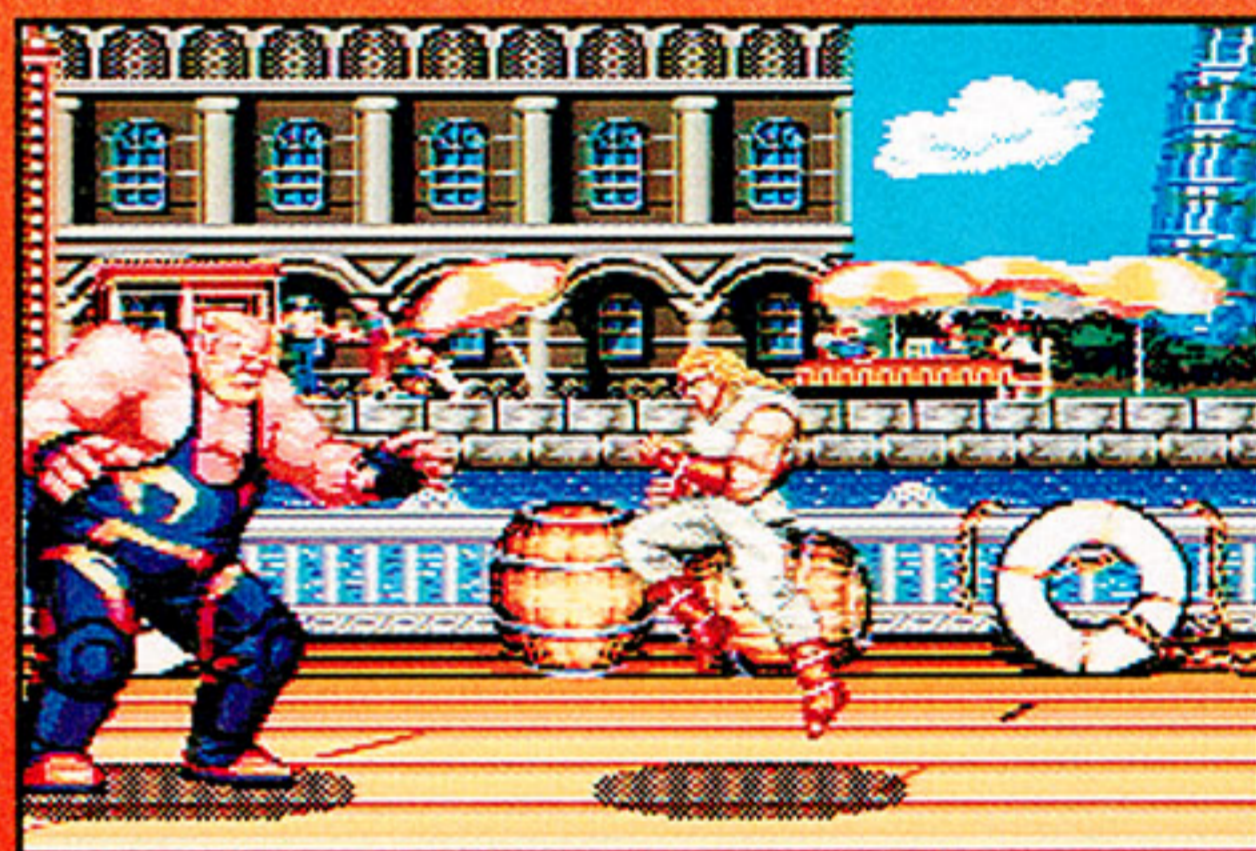
You can usually select any character, but the computer keeps a few fighters to itself in the one-player tournament.



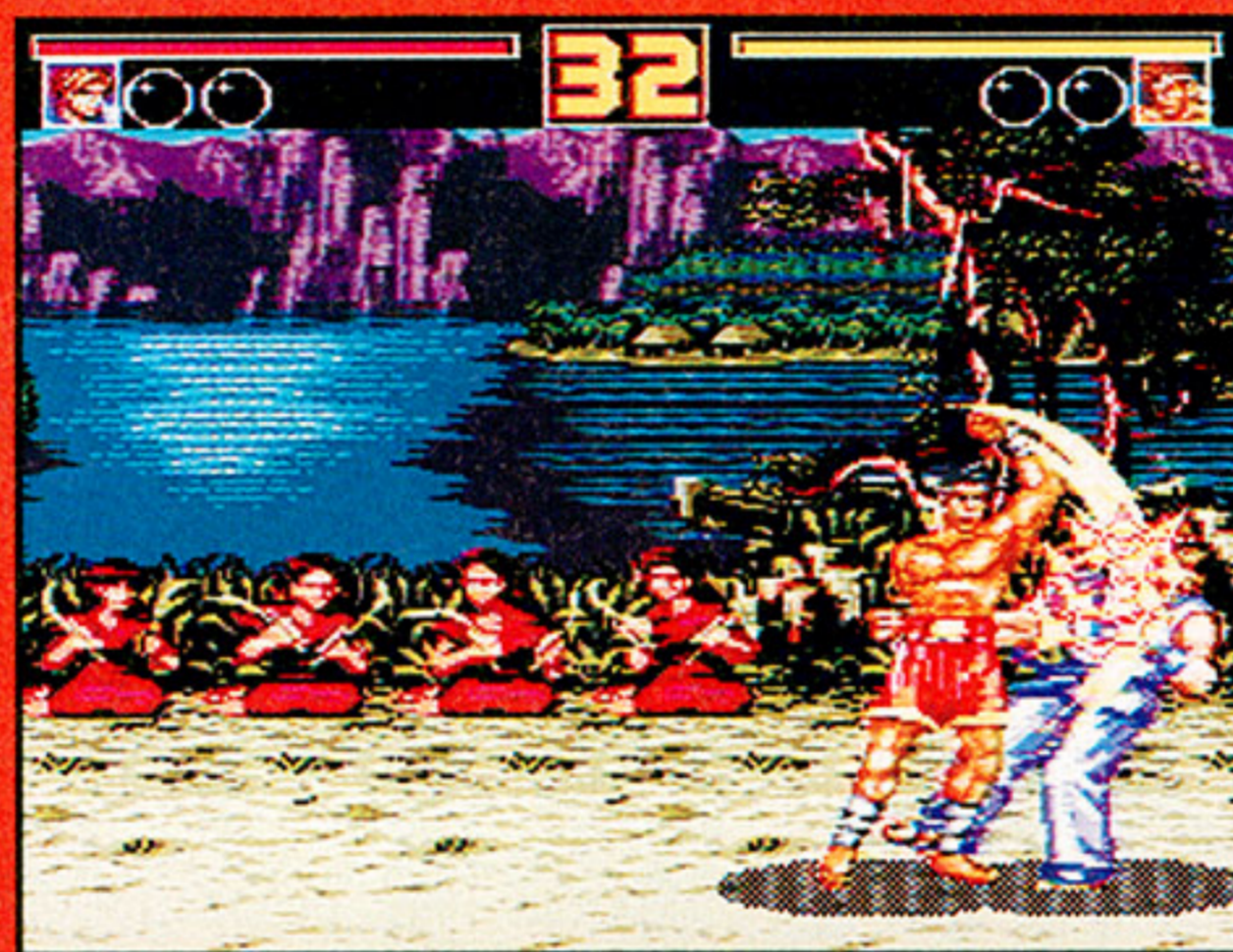
After you select your character, you (guess what?) fight matches set at venues all across the globe!



Fatal 2 has a lot of options, including such fighting-game essentials as adjustable skill levels and speed settings.



The background graphics in *Fatal 2* are very well done, and the characters aren't hard on the eyes, either — just check out ol' **BIG BEAR!**



Each character has three or four special moves as well as a "super attack" for last-second comebacks.

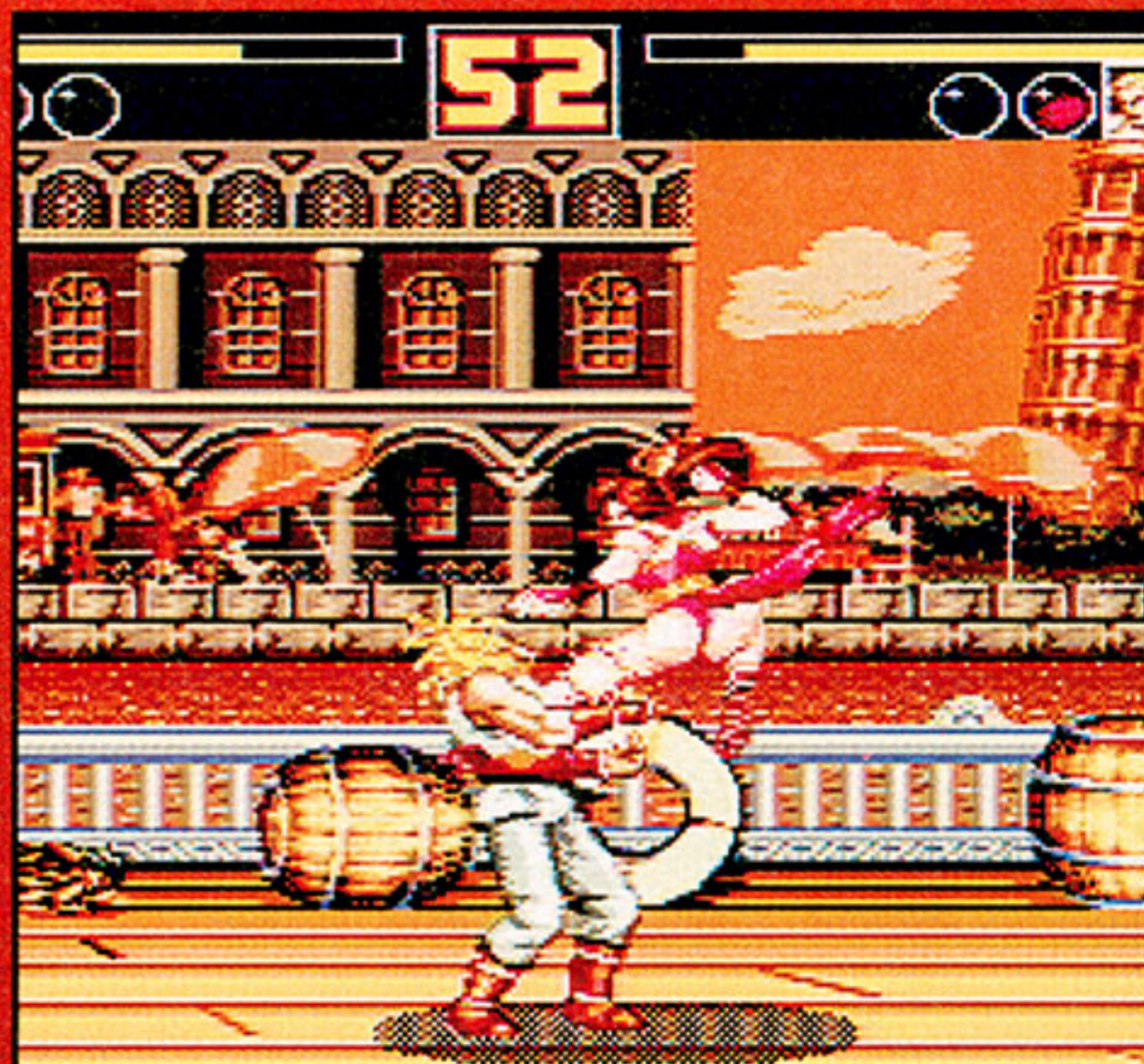


Fighters also have individual "taunts," used mostly for fun in the two-player mode. Here we see a grown man spanking himself. Don't ask.

GENESIS info

GENRE	fighting
PLAYERS	1, or 2 competitive
LEVELS	12 fighters
DIFFICULTY	three skill levels
SAVE FEATURE	none
MEGS	24

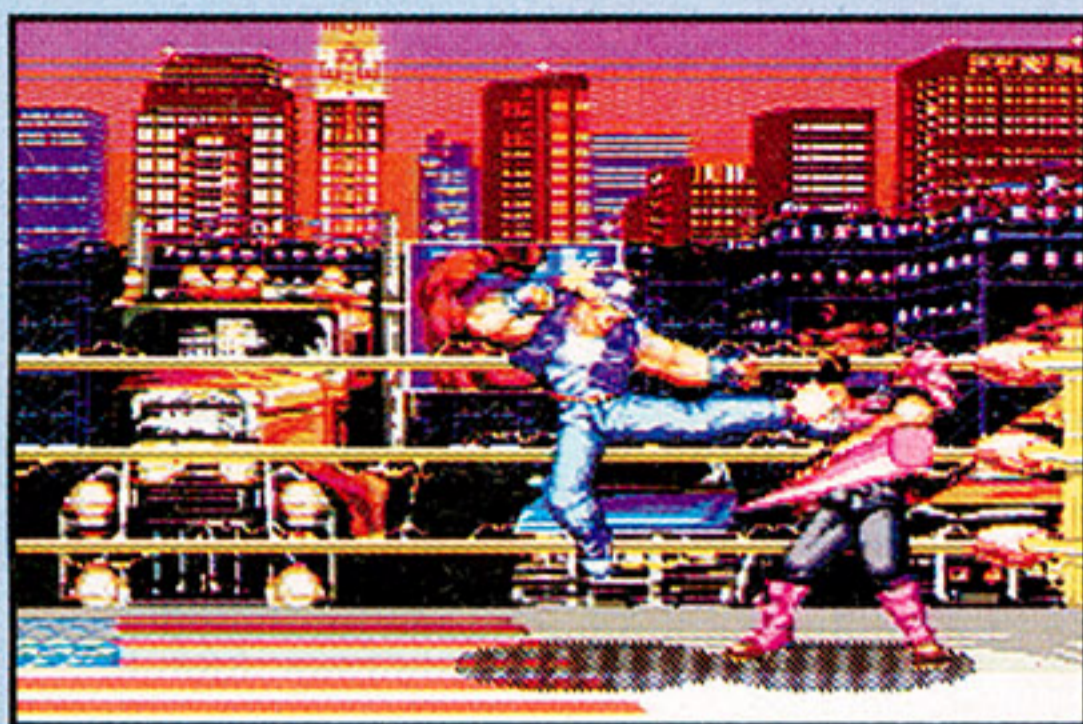
version, *Fatal Fury Special*, in January — and a Game Gear version is coming as well. And don't forget the arcade smash *Samurai Showdown*, which is planned for SNES and Game Gear this November! **GP**



Like Cammy and a bunch of other female fighters, the sole female character in *Fatal Fury 2* is the victim of countless butt-shots. Still, she's a very good fighter — once you master her special attacks.

FIGHTING IN 3-D

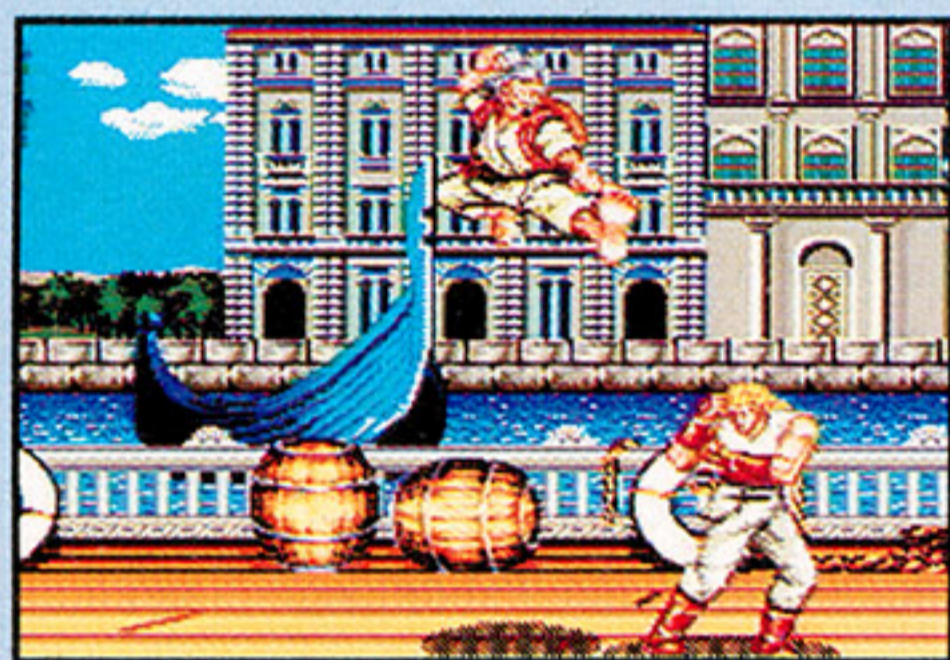
A unique feature in *Fatal 2* is the ability to knock your opponent into the background.



Knock opponents into background dangers such as bulls or an electric fence (zow-wie!).



These attacks do massive damage to your enemies, but they can do them to you, too!



When danger's not lurking behind you, you can jump back and forth between the background and the foreground with flying kicks.

A SECOND OPINION

Well, fighting games are about as common as loaves of bread these days, and they're beginning to acquire a certain stale taste as well. *Fatal Fury 2* is a fun brawler, but it follows the formula that's the basis for most of today's fighting games. The 3-D movement brings an individuality to the action, but the feature itself isn't *that* exciting. When it comes down to it, *Fatal Fury 2's* style — as well as many of the moves and characters — draws heavily from what's already on the shelf.



— Doug



Take a good look at the backgrounds during each round of the fight.

SURVIVAL MATCH

It's the biggest brawl of all, and... ah, screw it — who wants pie?



You can play against a human opponent or the computer. First you choose a team of fighters...



...then select the backdrop for your brawl. You can fight on any stage at any time.



A normal action shot? No, no. In Survival mode, the bar at the top shows your win/loss record.

NIGHT AND DAY

Unlike other brawlers, the scenery changes as you play.



RATINGS

GRAPHICS

8

- ↑ Great-looking characters are well animated and (for the most part) original.
- ↑ Awesome backgrounds with stuff to hurl your opponent into.

MUSIC & SOUND FX

6

- ↑ Game *tries* some good tunes, though voice samples and FX sound gargled.
- ↓ That Genesis sound chip just keeps getting older.

BELLS & WHISTLES

7

- ↑ Knock your foes into the background!
- ↑ You also get adjustable speed and difficulty levels, desperation attacks, three play modes, and more!

CONTROL

8

- ↑ Good mix of instant and charge attacks, with room for good combos.
- ↓ Three-button controller is hindering. Haven't bought a six-button? Get one!

REPLAY VALUE

7

- ↑ Adjustable settings and three play modes give this brawler some depth.
- ↓ However, it doesn't stray *too* far from the norm.

OVERALL

81%

WHAT DO I GET OUT OF IT?

There's a ton of video-game magazines on the shelves. So what is it that makes **Game Players** the best? Well, for starters, how about this...

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2 Hottest Tips

We can help you solve **every game** that ever caused you grief.

3 First News

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4 Exciting Previews

We don't waste space previewing Japanese games you'll never be able to buy. We look at the **most exciting** of the coming attractions.

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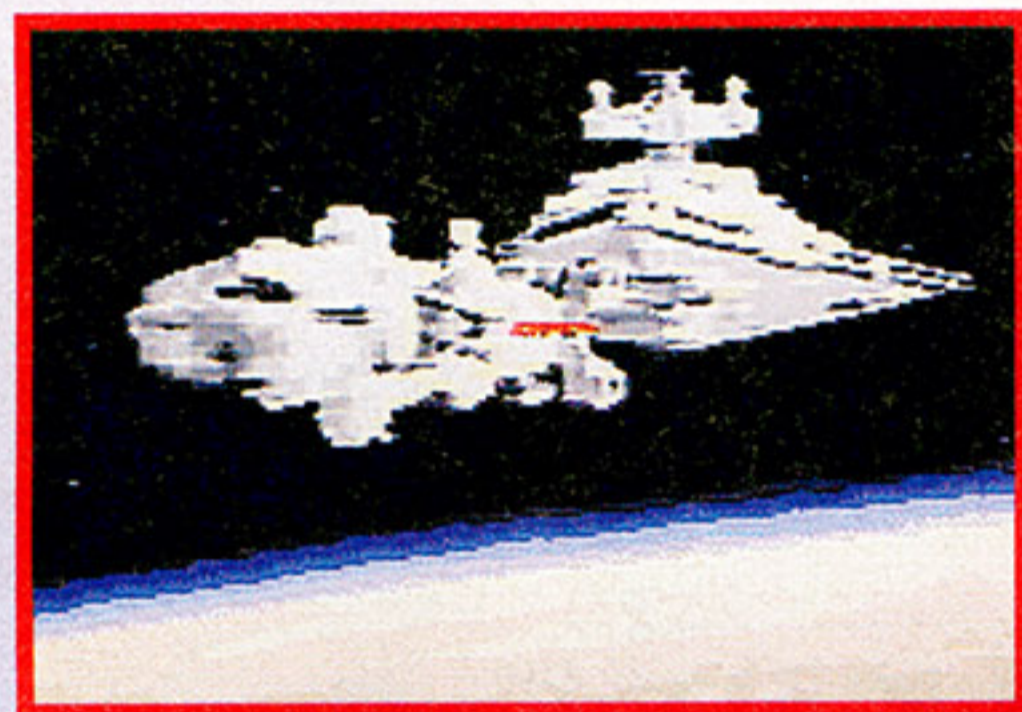


Jeff Lundrigan has been tingling with anticipation over this game for almost a year — what happened?

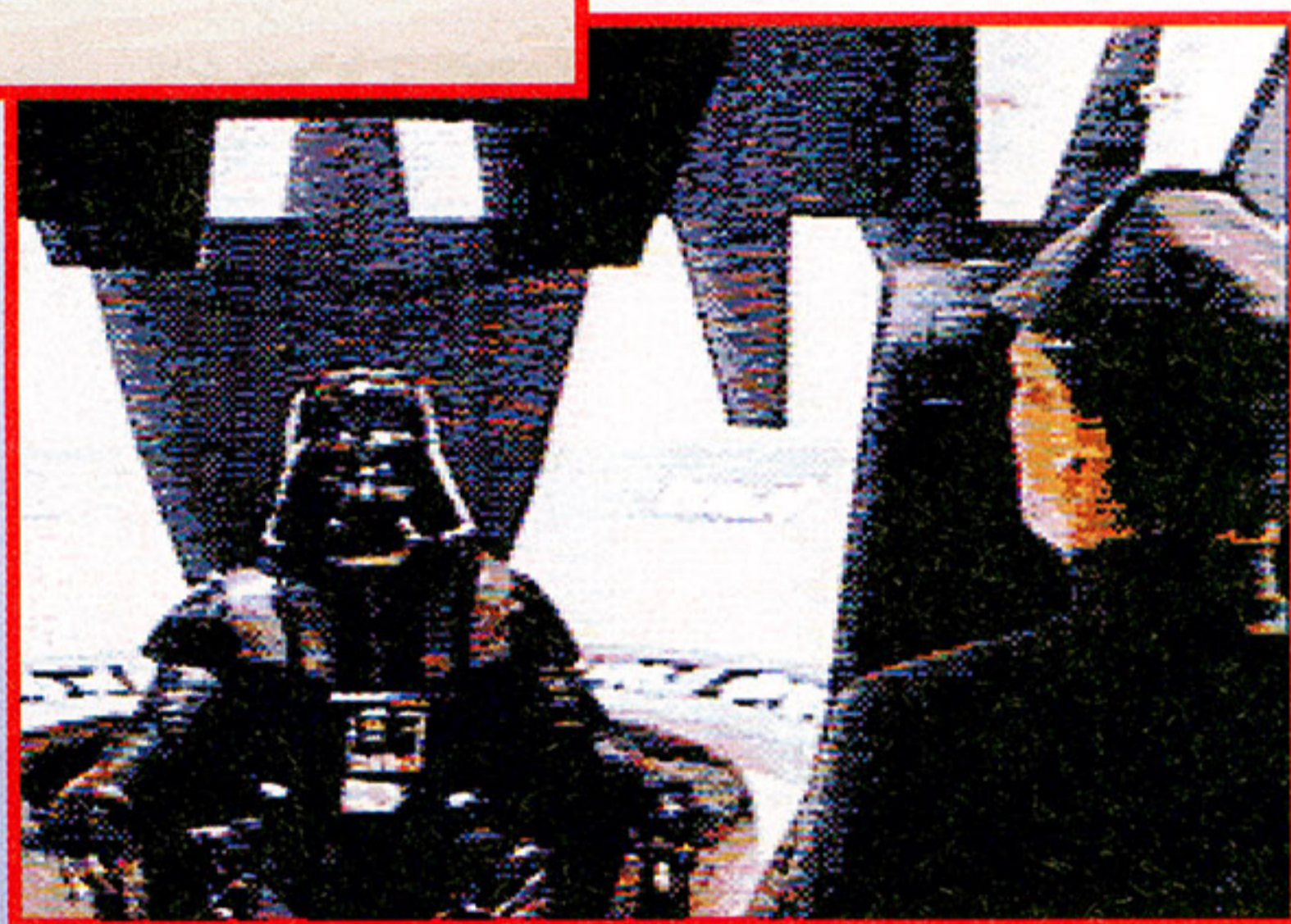
Ever since we got wind of this title more than a year ago, I've been yearning to play — alas, *Rebel Assault* ranks among the year's biggest disappointments. Let me be clear: it's not the worst game by any stretch, in fact it's OK. It's just the one that let me down most.

There is a lot of good stuff: way-cool dogfight scenes between stages and digitized footage from the *Star Wars* films. One stage uses computer-rendered human characters — an impressive piece of work. There's also lots of great *Star Wars* music to set the mood.

**OOOH!
THE COLORS!**



A lot of *Rebel Assault* looks great — there's a storyline to follow that's complete with digitized footage from the movie trilogy.



Your flight instructors and wingmen also talk a lot — which is either cool or annoying. For some reason most of the rebels talk with heavy Southern accents.

REBEL

Trouble is, most of the time game play just ain't that great. The backgrounds are computer-rendered 3-D graphics, but you've got almost no way to relate the position of your ship to anything else on screen — you don't throw a shadow, for instance, and your shots don't make an impact when they hit a surface. This isn't *too* much of a problem when you're in space and there's not much to run into, but during most of the planet-bound scenes it's almost impossible to tell where the walls are. To be fair, some of the blame lies with the inadequate Sega color palette, but that doesn't make it any

easier on the player. Oddly though, in spite of all the problems, it's not that tough to get through. You'll probably get hung up a few times, but not for long.

Bottom line: it's a decent enough game, and it's good for showing off what your Sega CD can do, but if you want a knuckle-whitening challenge, try again. **GP**

You can watch some excellent dogfighting scenes between stages to set the mood.



UGH! THE COLORS!



On the other hand, your ship is just kind of pasted on the screen. There aren't any shadows or other clues to tell you when you're approaching something.



Of course, when you plow into a wall and die, you get to watch some pretty death scenes — you see them a lot, so hope you like 'em!

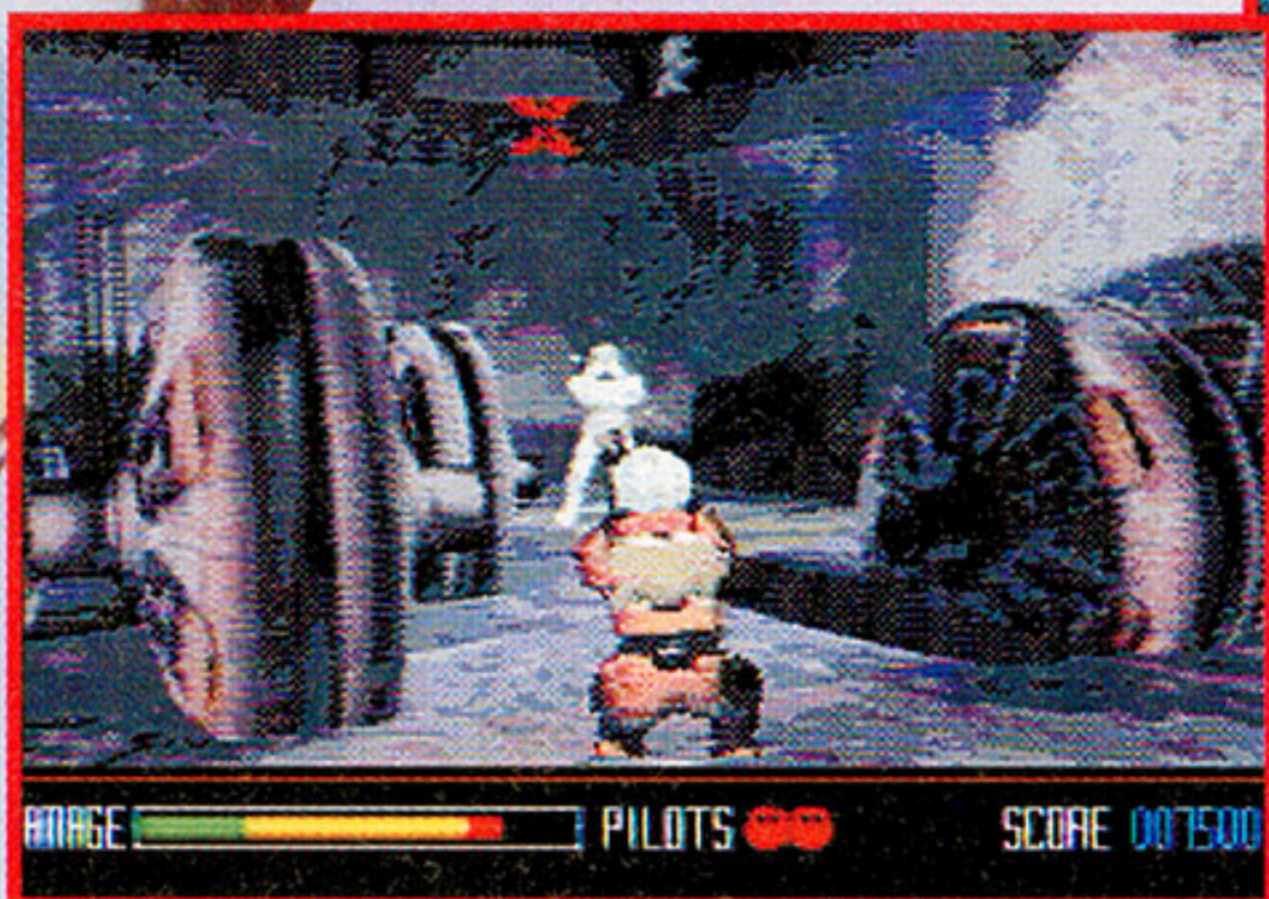
ASSAULT

SEGA CD info

GENRE	action
PLAYERS	1
LEVELS	15 stages
DIFFICULTY	easy
SAVE FEATURE	password after missions
MEGS	not applicable

MAN WITH A MISSION

Like any good flight game, *Rebel Assault* follows your rise up the ladder of success through a series of missions.



This shoot-out with Imperial Troopers — done with rendered 3-D graphics — is a standout.



But most missions are either slow, such as this Walker attack (left), or frustrating as hell, like the asteroid chase (below).



In the final mission — surprise! — you get to fly down the trench of the Death Star.

A SECOND OPINION

Sure, *Rebel Assault* has its faults, but I didn't think the product was as bad as Jeff made it out to be. I'd have rated it slightly higher simply because of the time and effort Industrial Light and Magic spent on the project. Sega CD owners who are devoted *Star Wars* fans will consider this game a "must have," and I don't think they'll be disappointed. It's one of the more challenging Sega CD titles, and it sure beats the hell out of early CD games such as *Sewer Shark*! — Vince



RATINGS

GRAPHICS

- 8** ◆ You've got well-rendered ships and digitized action between stages.
- ◆ Ugly, two-color planets make it almost impossible to tell where to fly.

MUSIC & SOUND FX

- 9** ◆ Terrific score and knockout effects — it sounds just like a movie!
- ◆ Minor quibble: Where's the heck's the surround sound?

BELLS & WHISTLES

- 8** ◆ Digitized video and voices, excellent 3-D dogfight sequences... I could go on.
- ◆ It's all glitz — an M&M that's no chocolate and all colorful candy shell.

CONTROL

- 6** ◆ The controls are actually set up very well.
- ◆ But your crosshairs move really slowly.

REPLAY VALUE

- 5** ◆ You could always try to blow up more stuff next time.
- ◆ While frustrating, most stages are a breeze — not much staying power.

OVERALL **72%**

Mickey's Ultimate Challenge

SNES info

GENRE	puzzle/action
PLAYERS	1
LEVELS	six puzzles
DIFFICULTY	three skill levels
SAVE FEATURE	none
MEGS	8

Publisher: Hi Tech Expressions • **Developer:** Designer Software • now available • \$64.99



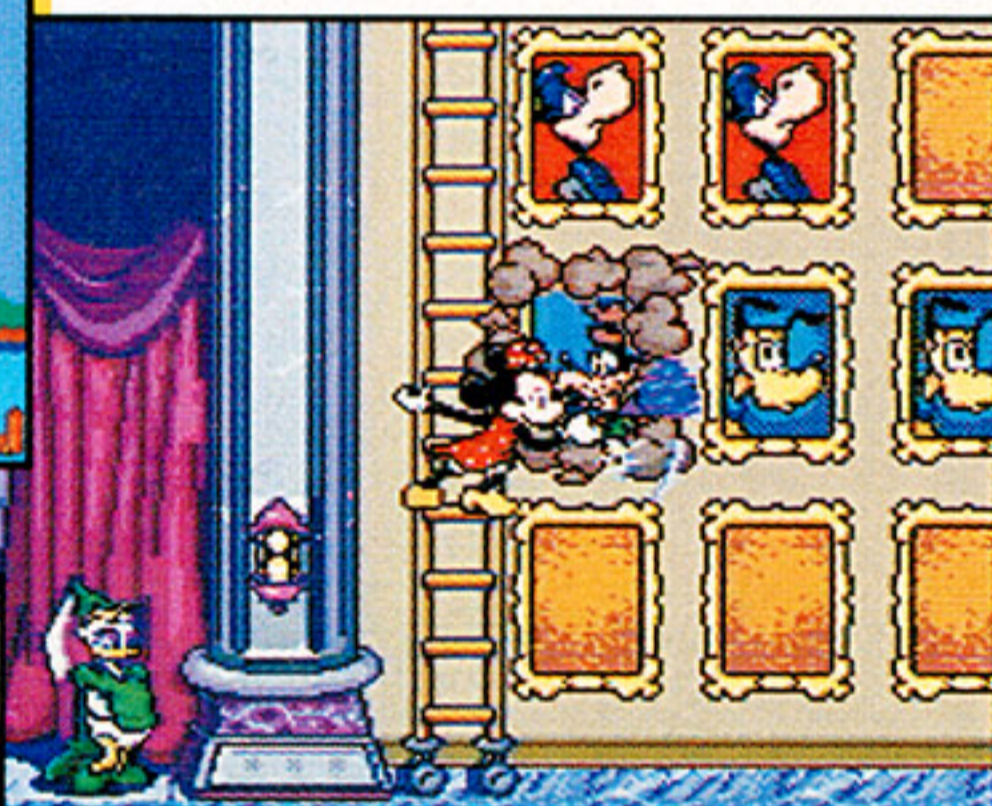
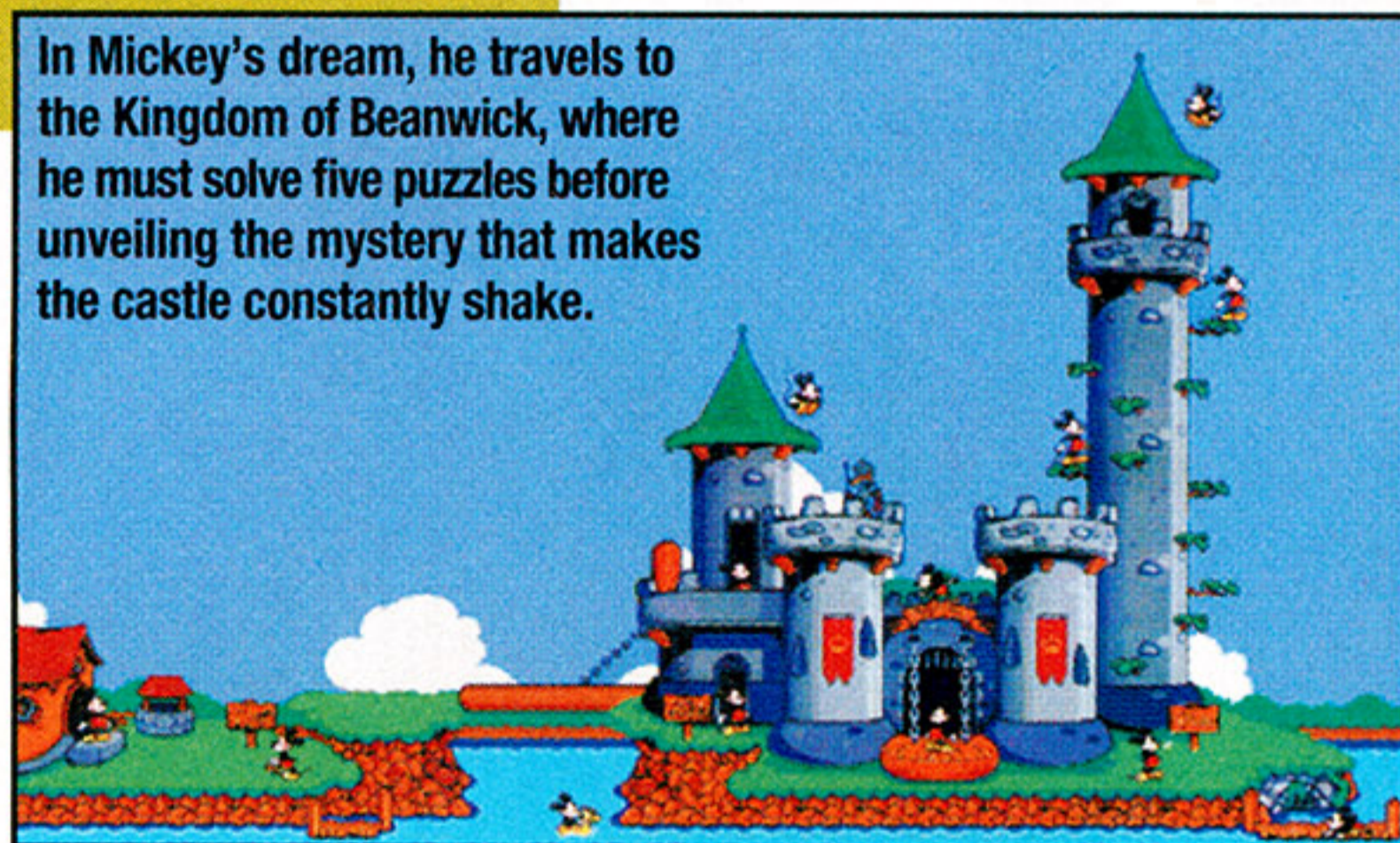
now he's acting all Goofy.

We slipped a Mickey in Doug Brumley's drink so he'd look at the Minnie challenges found in this entertaining new puzzler. But

Calling all Mouseketeers! The Kingdom of Beanwick is experiencing violent earthquakes, and it's up to Mickey to find out just what's causing 'em. You guide Mickey (or Minnie) in five mind-bending puzzles, earning items ranging from spectacles to a book of spells. For every item you give to the person who needs it the most, you receive a magic bean. Once you have all five beans in hand, head to the wishing well where — you guessed it! — the beans become a giant beanstalk leading to the final puzzle.

Daisy's art gallery is like Concentration — dust off the paintings in matching pairs before the candle burns out.

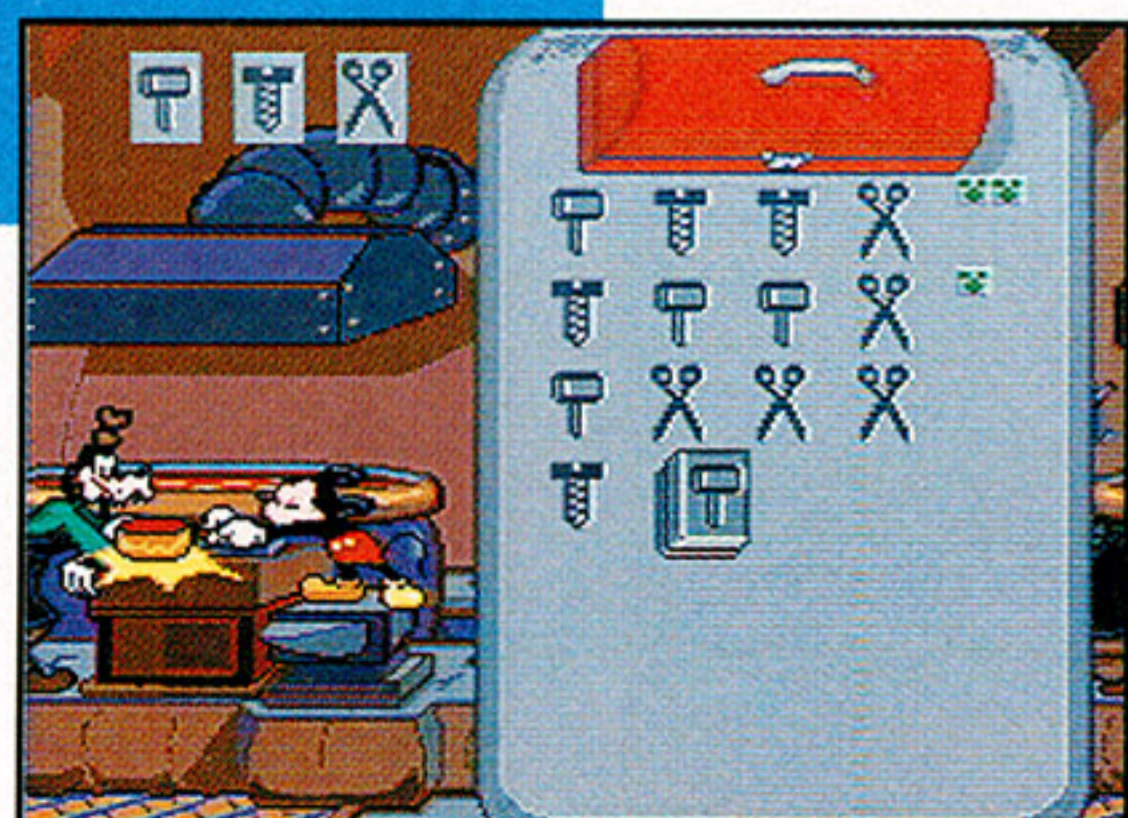
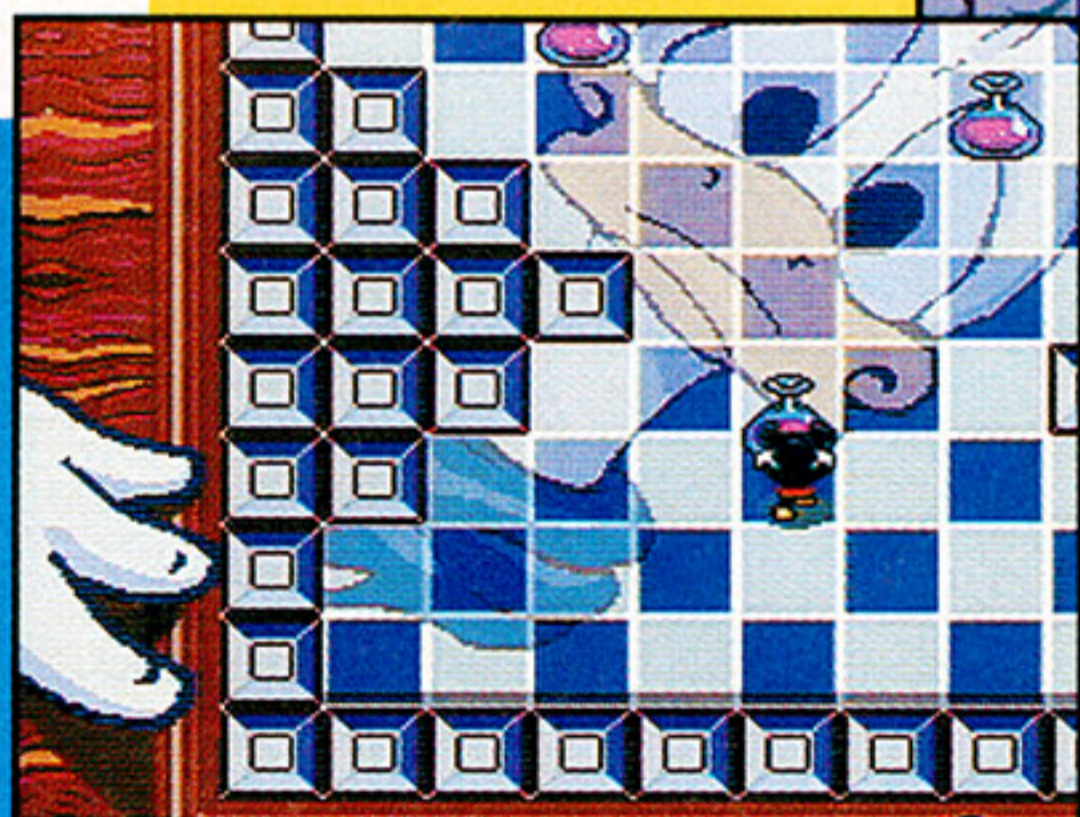
In Mickey's dream, he travels to the Kingdom of Beanwick, where he must solve five puzzles before unveiling the mystery that makes the castle constantly shake.



Give the item you get after solving each puzzle to the right person and receive a magic bean. Collect all five, then move to the final challenge!



When you're accidentally shrunk by a not-so-swift Donald, you must push the potions through the magic mirror to return to your original size.



Goofy's blacksmith shop is tough — you must guess the items in his toolbox as well as their correct order.



Each of the five problems in *Mickey's Ultimate Challenge* is unique, requiring a different skill to solve. The game's greatly enhanced by its three difficulty levels: "cake" for kids in grades K-3, "medium" for grades 4-9, and "challenging" for older players. And take it from me, the difference from one skill level to the next makes *Mickey's Ultimate Challenge* as tough for adults as it is for children. **GP**

RATINGS

GRAPHICS

8 **+** The characters and backgrounds are bright and colorful...
- ...but the graphics aren't quite up to Disney standards.

MUSIC & SOUND FX

5 **+** There's different music for each of the puzzles.
- Bland sound effects don't liven up a game with simple and repetitive music.

BELLS & WHISTLES

7 **+** Choose Mickey or Minnie, and look for other favorite Disney characters, too.
+ Each puzzle requires unique problem-solving skills.

CONTROL

8 **+** Mickey and Minnie control well, and manipulating the puzzles is easy...
- ...but then again, control isn't that essential in this game.

REPLAY VALUE

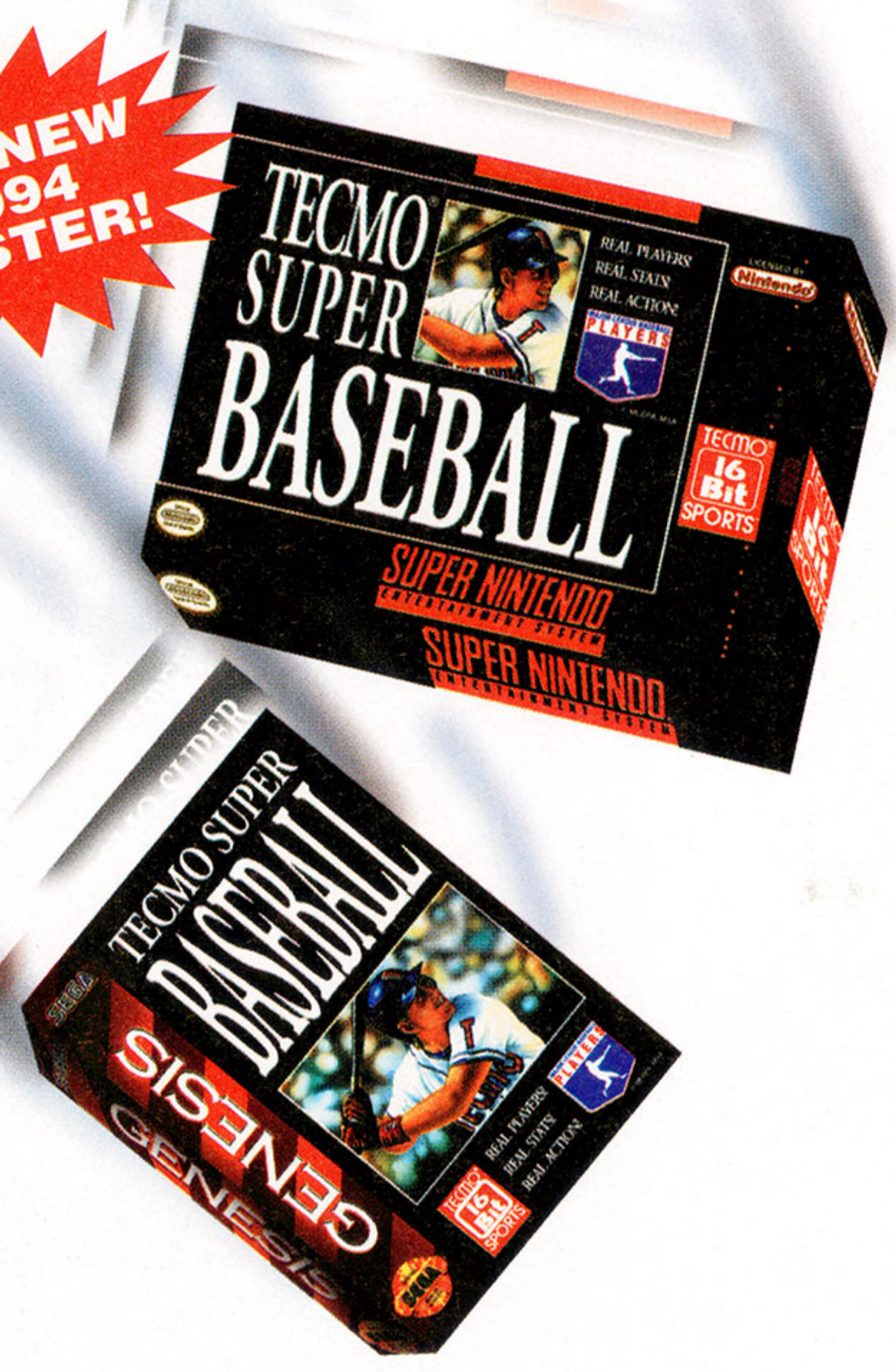
6 **+** Three well-paced skill levels challenge all players.
- If you're good at puzzles, the game's really quite short.

OVERALL

71%

Catch them if you can...

**ALL NEW
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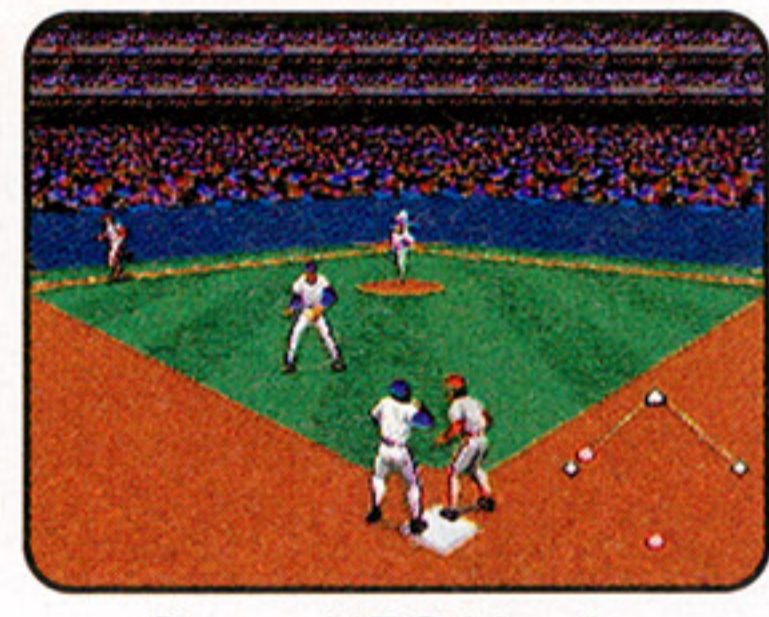
Tecmo, the company that brought you the best football and basketball games for your Super NES and Genesis,

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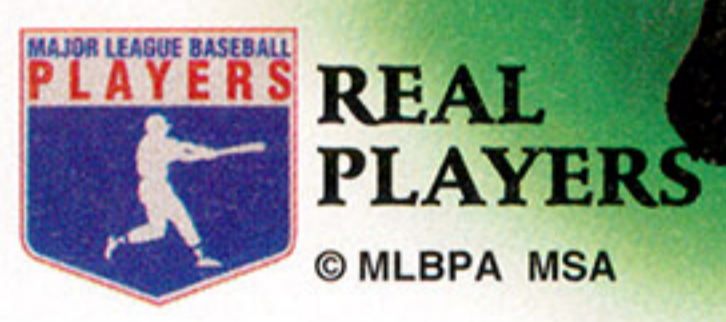
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ROCKO'S MODERN LIFE



Spunky's Bone-o-Meter slowly diminishes as he encounters enemies. Rocko won't die until the meter's completely depleted.

Spunky's Dangerous Day



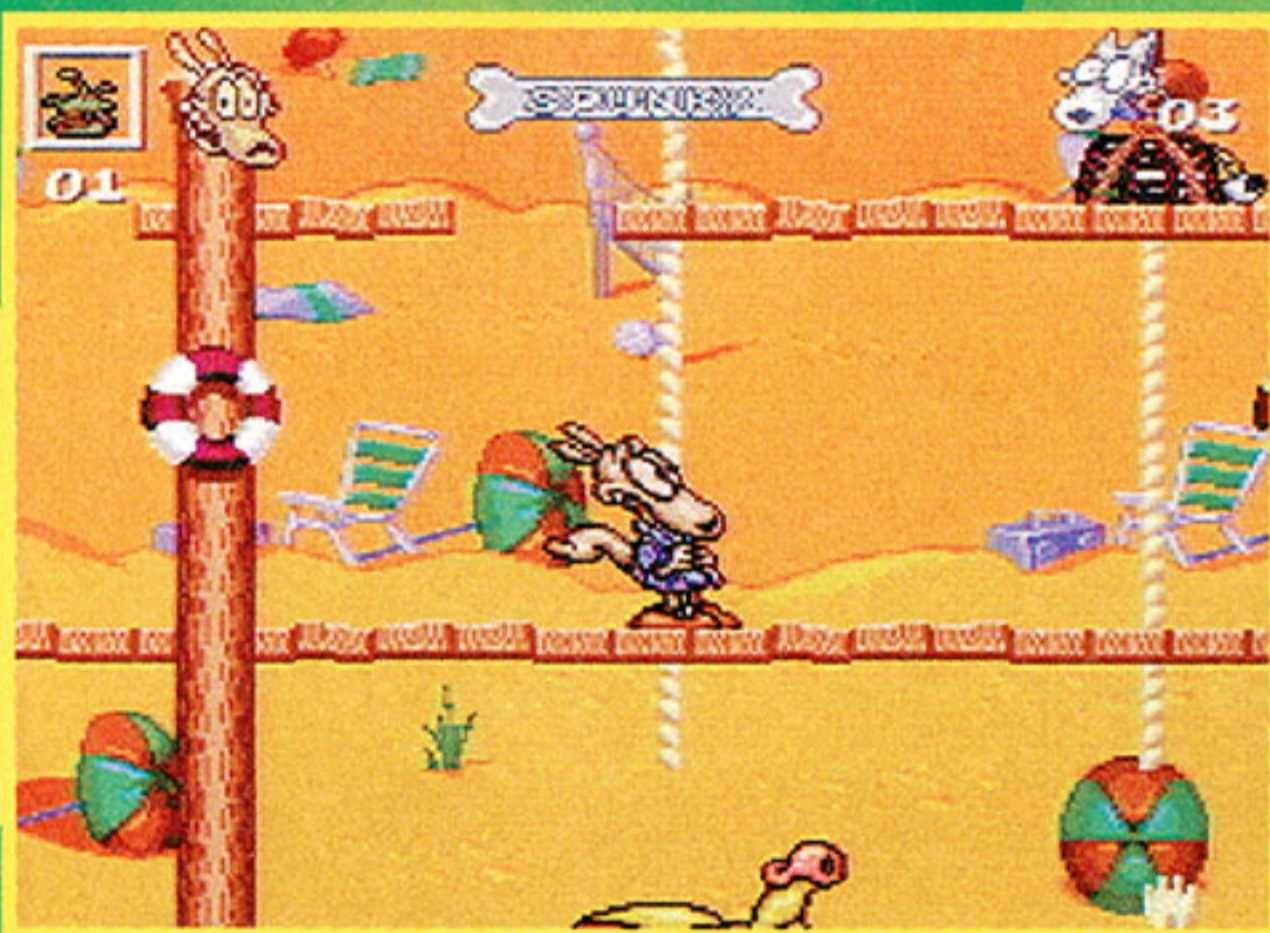
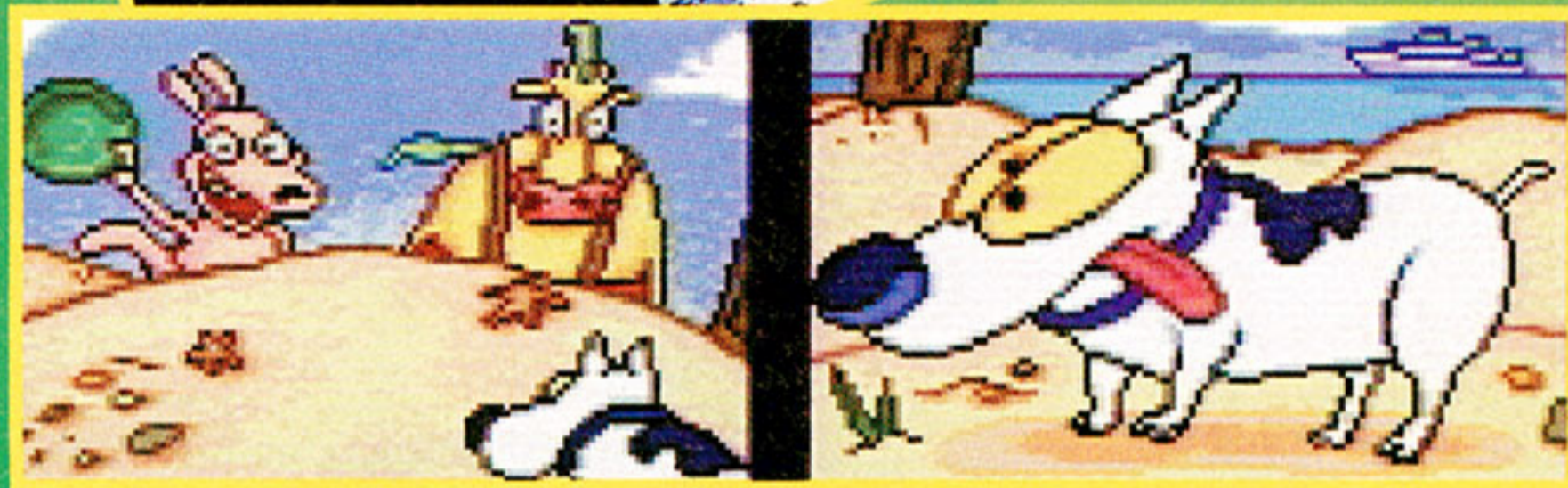
Since his walls are adorned by Viacom animation cels, we framed Vince Matthews into doing this review. Guess what? It's no dog!

ROCKO'S BEACH

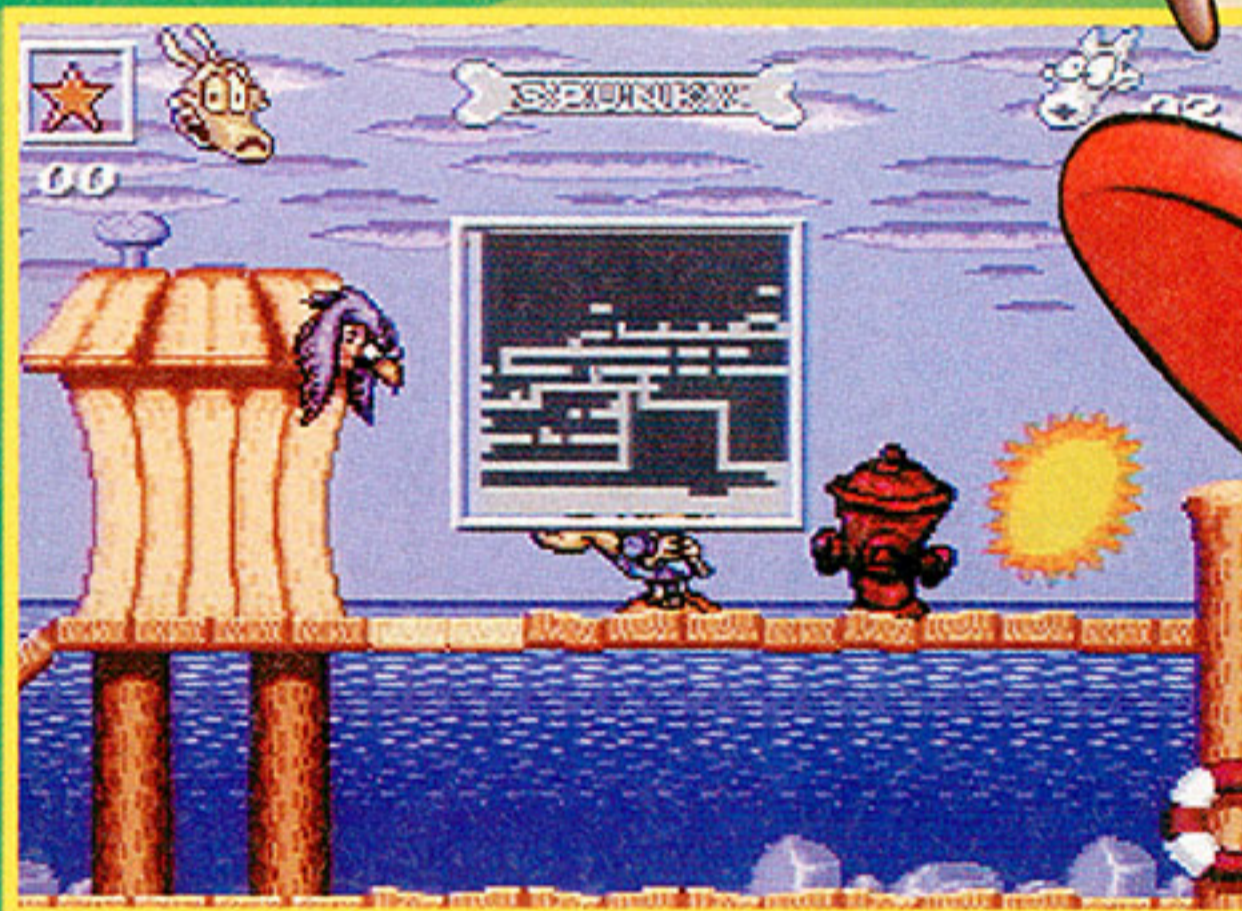
Learn tricks here that carry you through the rest of the game.



Comic panels advance the story.



Pull this rope to lift the cage and get Spunky to the higher boardwalk. Lots of puzzles require this type of creative thinking.



You don't have the option of scanning ahead during harder levels. Instead, a tiny map appears with dots representing Rocko and Spunky.



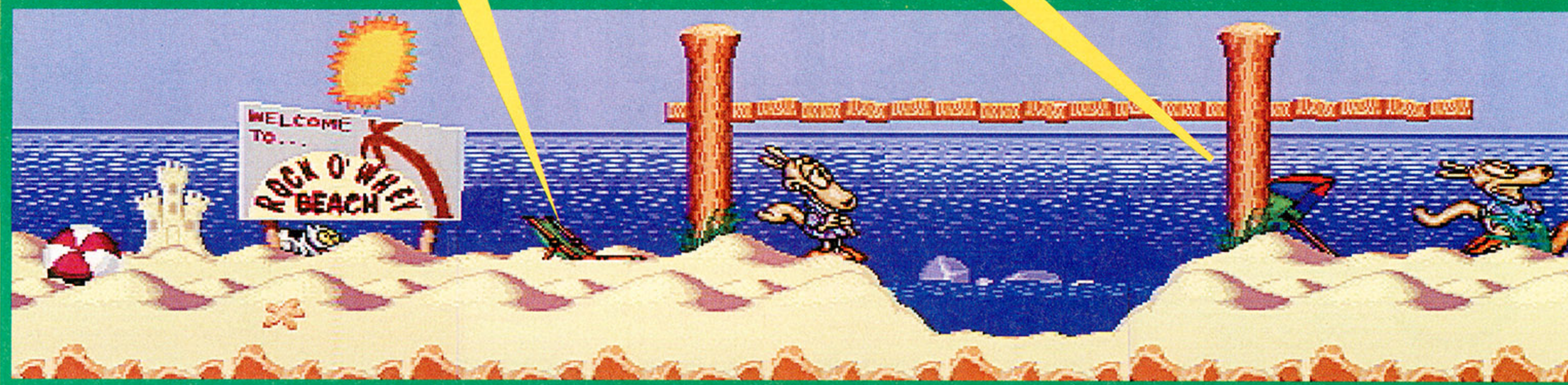
Toss Spunky onto the boardwalk with this chair.



Tip the umbrella in the direction opposite Spunky's head.



Wait for Spunky, then trigger this raft by hopping on.



Nickelodeon, Rocko's Modern Life, Spunky's Dangerous Day, and all related characters are trademarks of Viacom International Inc. © 1994.

Rocko, a wily wallaby from the Land Down Under (make that Australia), has just moved to O-town and is trying to adapt to city ways. Sadly, however, most of Rocko's time is spent trying to keep up with his dog, Spunky. That precious pup is oblivious to his surroundings (hey, smarts aren't everything!) and is almost always trotting into trouble.

At first glance *Rocko's Modern Life* may seem like just another side-scrolling action game built around just another license. But wait — there's much more to *Rocko* than just jumping from left and right avoiding all kinds of meanies.

Picture *Mario Meets the Lemmings*, and you've got a good idea what *Rocko's* all about. Spunky, the spacey canine, wanders aimlessly through each maze-like level, while Rocko clears his way and guides the dog to the coveted gold fire hydrant at the end of each puzzle. Fortunately Rocko can't be hurt, but the task still isn't easy. On any given level Rocko must throw switches, raise bridges, cover gaps, and even inflate Spunky like a balloon to get the pup safely to his goal.

Rocko is a first-rate action/strategy game. The animations and detail are great, and the puzzles will have you teetering on the edge of madness (and wondering why Rocko

just can't tuck Spunky in his wallaby pouch and head for the goal). This may be the first video game from communications giant Viacom

(with a *Beavis and Butt-head* game around the corner and others in development), but it's far better

than games from companies with a lot more experience. Bring on the next one! **GP**

A SECOND OPINION

I'm not a very big fan of the cartoon, but I agree that the game deserves high marks — especially since it's Viacom's first title (keep up the good work!). But consider

Rocko's difficulty before buying it.

While veteran players should work through the stages at a fairly smooth pace, younger players (the majority of *Rocko's* fans) might find the game a little *too* challenging. — Chris



If you can't immediately figure out a puzzle, pick up Spunky and head him away from danger.



You can get Spunky over troubled waters, so to speak, if you inflate him with balloons.



"And I'll punch ya in the eye!" Whack Petey the pelican and clear the way for ol' Spunky.



SNES info

GENRE	action/strategy
PLAYERS	1
LEVELS	4 levels of 3 areas each
DIFFICULTY	medium to hard
SAVE FEATURE	password after each level
MEGS	12

THE FUNKYARD

The creatures you meet here haven't been improved by their surroundings.



Use springs to reach new heights!

RATINGS

GRAPHICS

- 9** ↑ The graphics are top notch — lots of rich color and detail.
- ↑ Animations are incredibly smooth, from Spunky's tail-wagging hijinx to

MUSIC & SOUND FX

- 8** ↑ Sound effects include vocal samples taken from the cartoon.
- ↓ Music, although above average, still falls prey to repetitive video-game grind.

BELLS & WHISTLES

- 7** ↑ A variety of survival supplies causes interesting and amusing Spunky-isms.
- ↓ There aren't enough options to get Spunky out of a jam.

CONTROL

- 7** ↑ Rocko reacts when the controller's tapped — just like he ought to!
- ↓ Spunky, on the other hand, is sometimes difficult to stop.

REPLAY VALUE

- 7** ↑ It's gonna take you a while to pick through this difficult puzzler.
- ↓ If you don't let your aggravation get this best of you, Spunky will.

OVERALL 83%



Publisher & Developer: Working Designs • now available • \$59.99



Intrepid conqueror of Lunar, Jeff Lundrigan, takes a gander at the next RPG from the same designers.

perfect for big RPGs. Ever since *Lunar* hit — and sold well, by the way — I've been hoping for more. But it doesn't seem to be working out that way.

So bless the folks at Working Designs for releasing *Vay*, another big game with a smattering of animation and digitized speech. *Vay* isn't any more ground-breaking than *Lunar* was, but that doesn't stop it from being a walloping good time.

If you've played a few RPGs, you've seen most of this action before — the battles even look like the ones in *Dragon Warrior*, which is about as old as you can

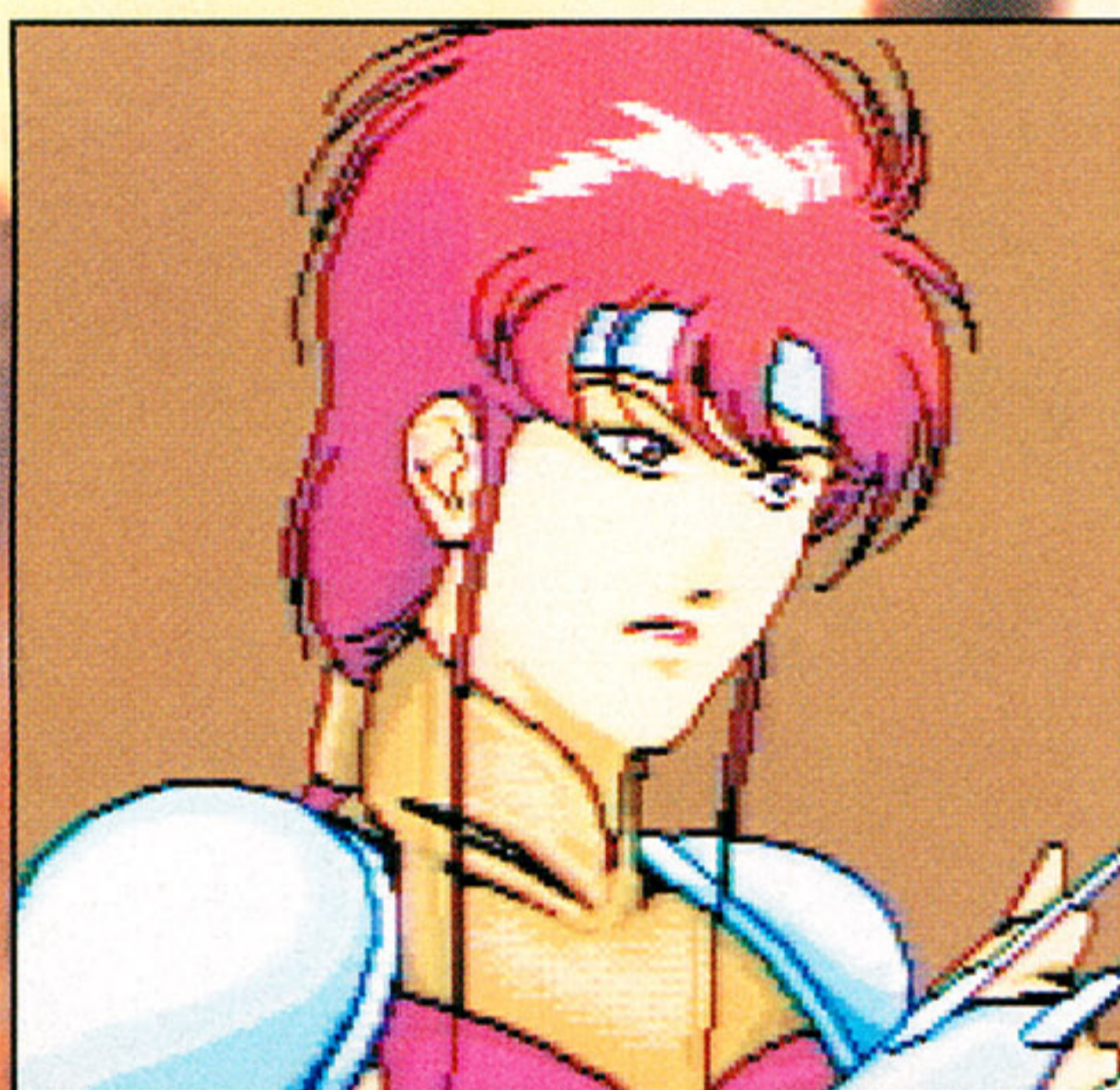
SEGA CD info

GENRE	RPG
PLAYERS	1
LEVELS	not applicable
DIFFICULTY	easy
SAVE FEATURE	save any time
MEGS	not applicable

get — but *Vay* stands out thanks to its mildly risqué humor, way too contemporary cultural references (it's "Sassy!"), and deliberately cornball plot twists.

Look at it this way: I played through three (count 'em, *three*) big RPGs this month. *Vay* might not have been the best looking or the most innovative — in other words, the most *technically* perfect. But it still wound up being the one I kept hurrying to get back to. So go figure. It's just fun. **GP**

Another CD-based RPG! Woo-hoo! I've said it before, and I'll say it again: With the huge storage capacity of CDs, you'd think they'd be



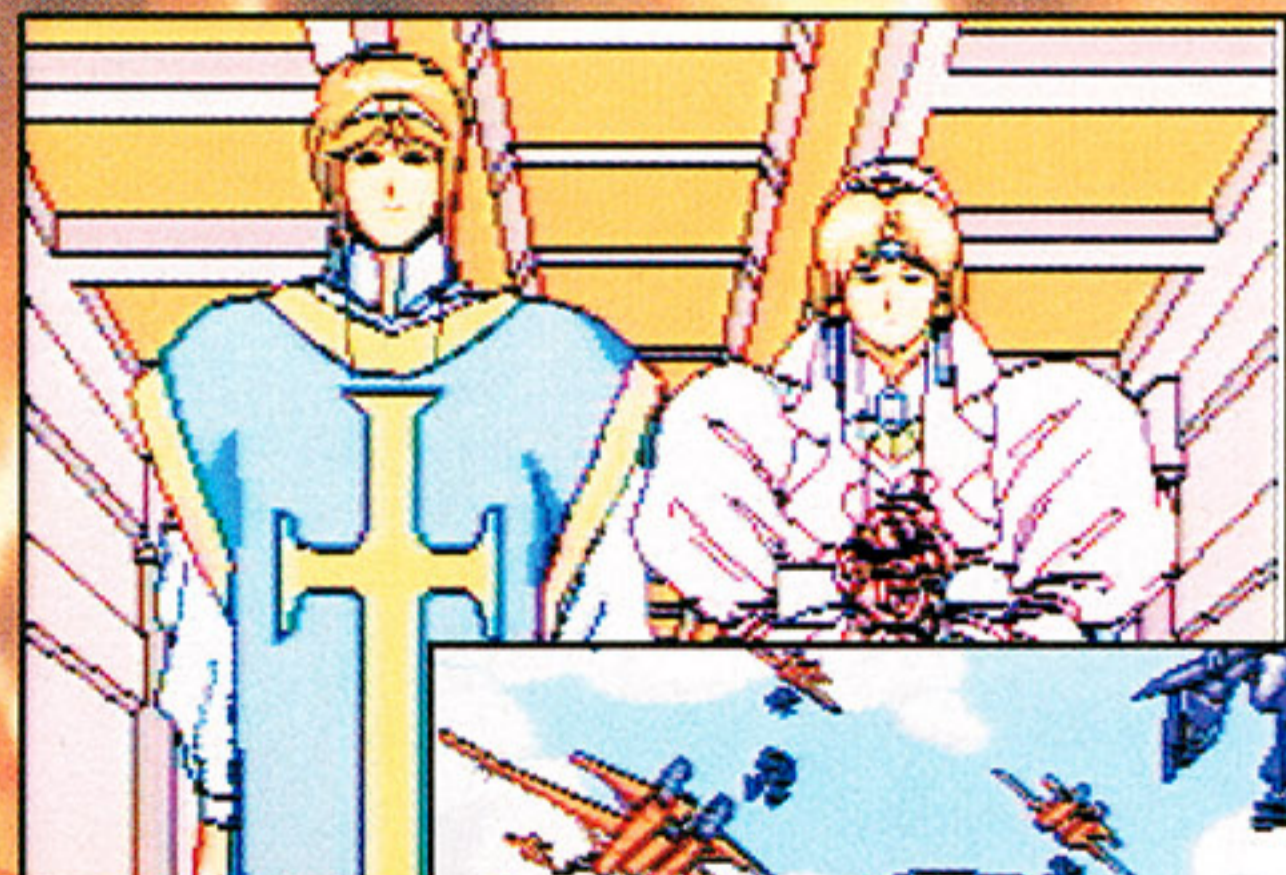
As in *Lunar*, meeting a new character is always accompanied by an animated interlude. Rachel, who's good with her claws, is possibly the best fighter you meet.



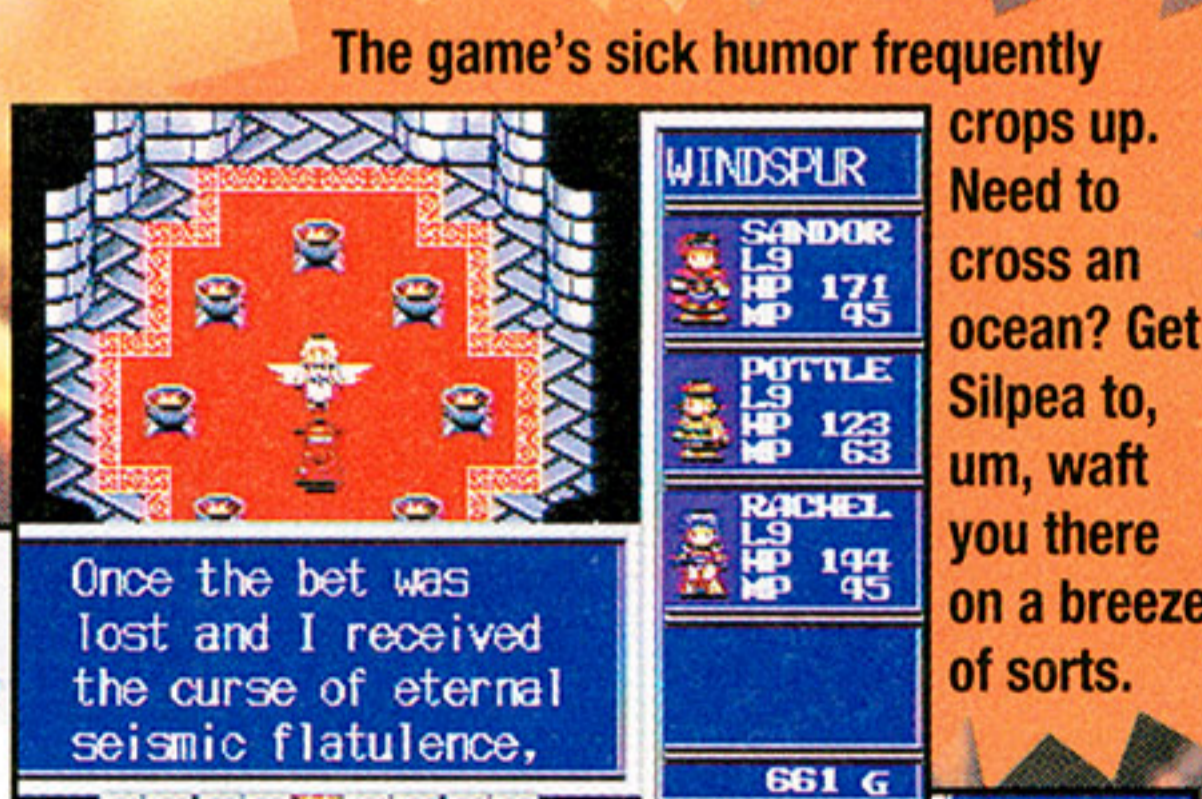
"Excuse me, old man. You don't mind if I come into your house and take stuff out of any chests you have around, would you?" Oh, the madness of RPGs.



The battle screens are pretty typical. Still, you can whip through a battle fast enough that it doesn't bug you.



At Prince Sandor's wedding, an army of mechanical invaders destroys the castle and kidnaps Elise! Hey — wait a minute, does anyone remember the movie *Krull*?



Once the bet was lost and I received the curse of eternal seismic flatulence,



If I can be of help to you by ripping loose my north wind, I'll gladly do it.

The game's sick humor frequently crops up. Need to cross an ocean? Get Silpea to, um, waft you there on a breeze of sorts.

RATINGS

GRAPHICS

6 **+** Graphics are clean, with a few interesting monsters and bits of animation. **-** The characters all look alike — how do you tell the men from the women?

MUSIC & SOUND FX

8 **+** Actually, the music is pretty good — exciting, moody. Nice job. **-** The sound FX, on the other hand, are mostly forgettable.

BELLS & WHISTLES

8 **+** Wacky humor and strange dialogue keep it moving. **-** A more interesting battle mode would have kept it moving, too.

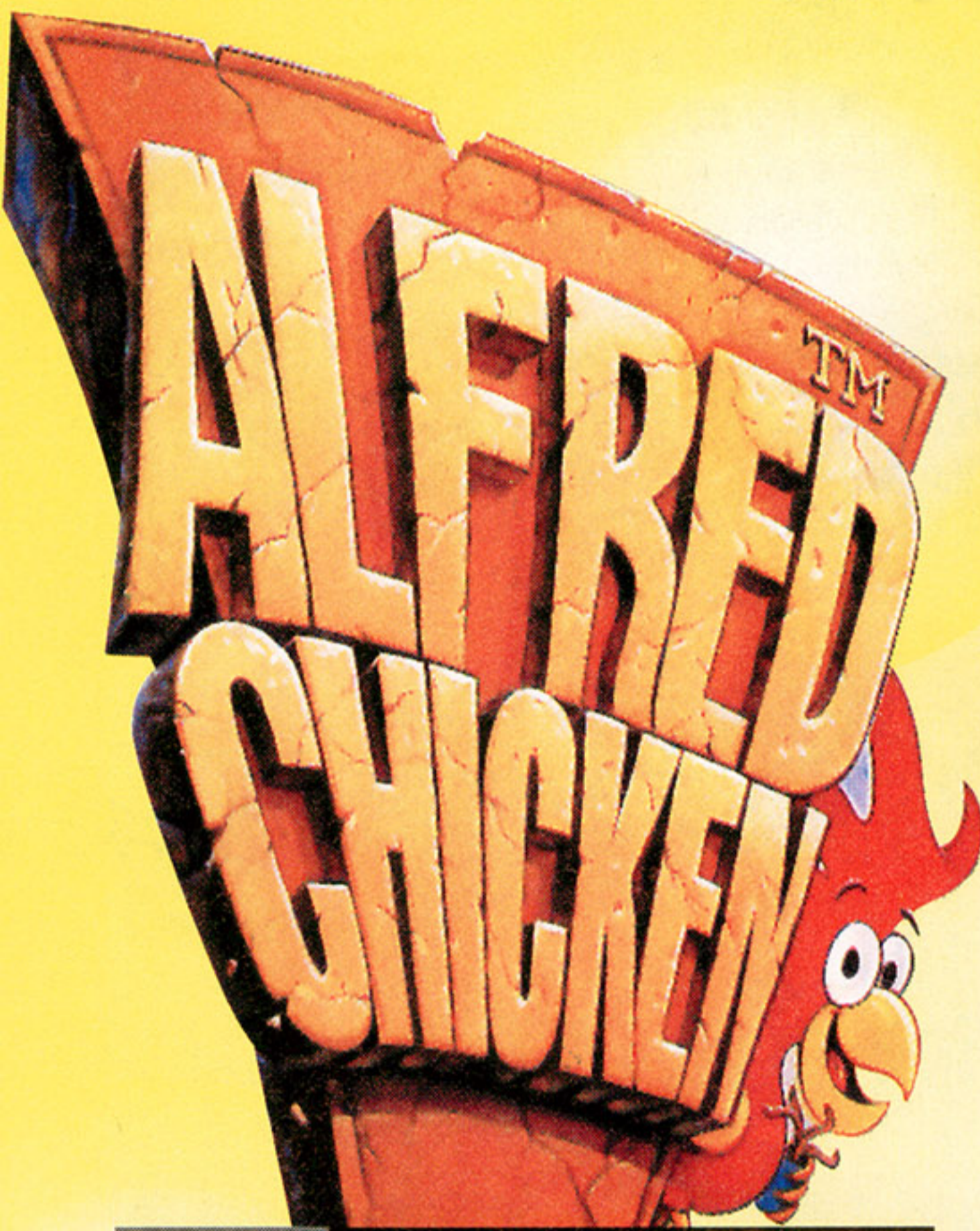
CONTROL

7 **+** Two buttons get you through everything — it couldn't be much simpler. **-** Your character could move a little faster — walking around takes *forever!*

REPLAY VALUE

7 **+** It's a pretty big game, with lots of funky stuff to find. **-** How many times can you play an RPG this size?

OVERALL **76%**



A self-proclaimed fan of cult hero Alfred Chicken, Doug Brumley was disappointed to find that the NES game wasn't exactly finger-lickin' good.

Don't look now... Alfred Chicken is back. The feathery fellow first appeared in our April issue (Vol. 7, No. 4) when I reviewed his SNES debut. Now he's popped up on NES (and Game Boy, too) with a similarly action-packed, puzzle-laden quest to save the kidnapped eggs of Peklesville.

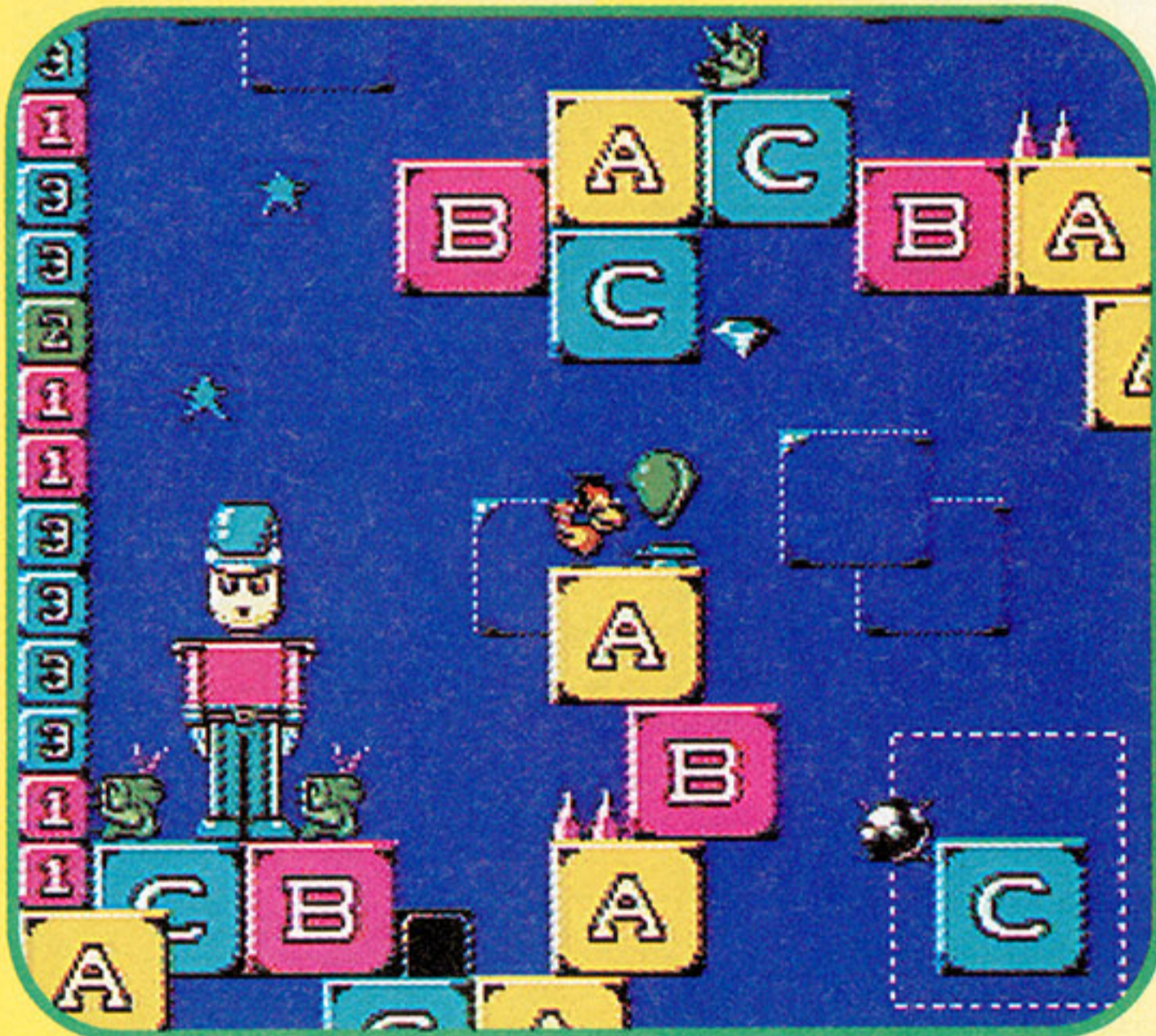
With only his beak, his fowl cunning, and you to protect him, Alfred flutters, pecks, and dives his way through maze-like levels collecting items and flipping switches. Each button activates or deactivates blocks that either stop Alfred's progress or help him reach other platforms. The logic required to make it through each stage separates this game from your standard action title, but Alfred's enemy-finisher dive bomb will surely satisfy the action fan in you.

While *Alfred Chicken's* graphics and sound give it a cartoon feel, don't be lulled into thinking the action is child's play — the puzzles can get quite complex. And the fact that Alfred perishes each time he's hit can be a major cause of frustration, though frequent balloon checkpoints keep you from backtracking *too* much

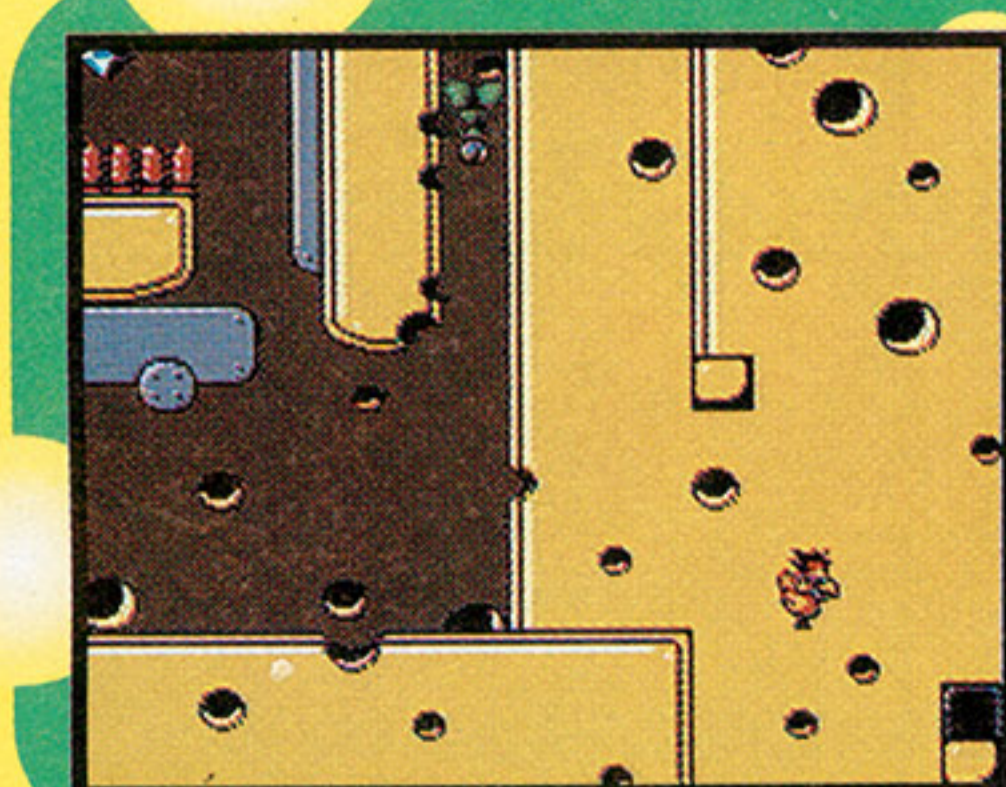


You go straight to a battle with an evil Meka-Chicken after finishing certain stages. The Meka-Buster Ship lets Alfred dart around the screen while shooting bullets at the boss.

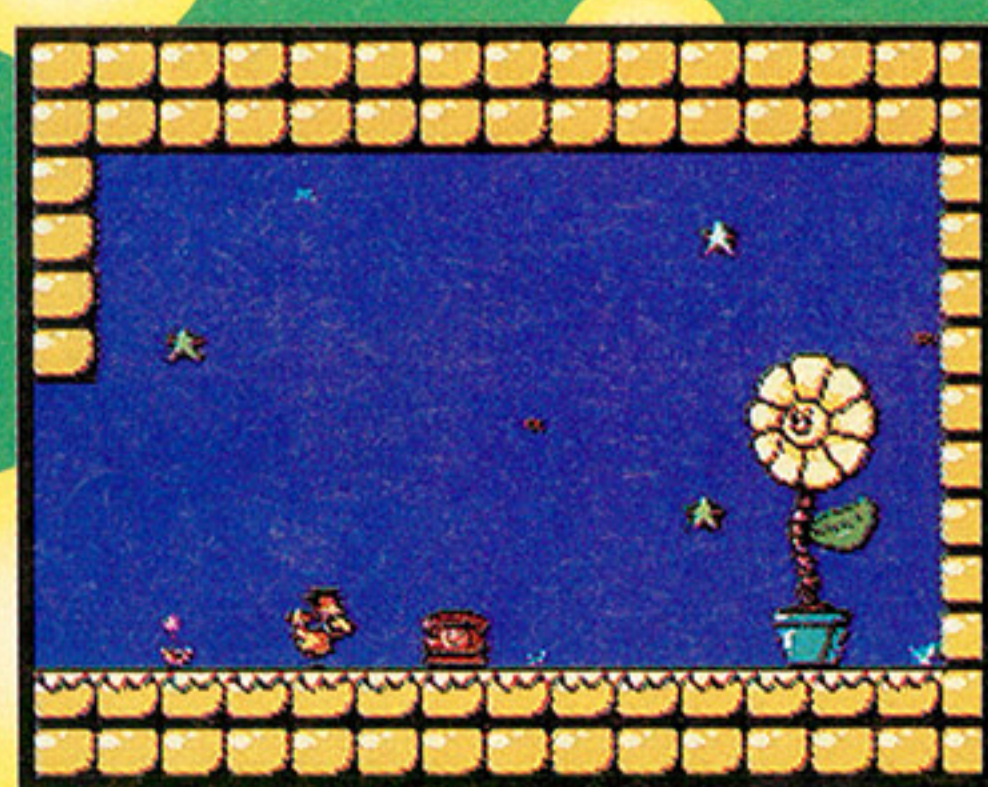
NES info	
GENRE	action/puzzle
PLAYERS	1
LEVELS	5
DIFFICULTY	medium
SAVE FEATURE	none
MEGS	1



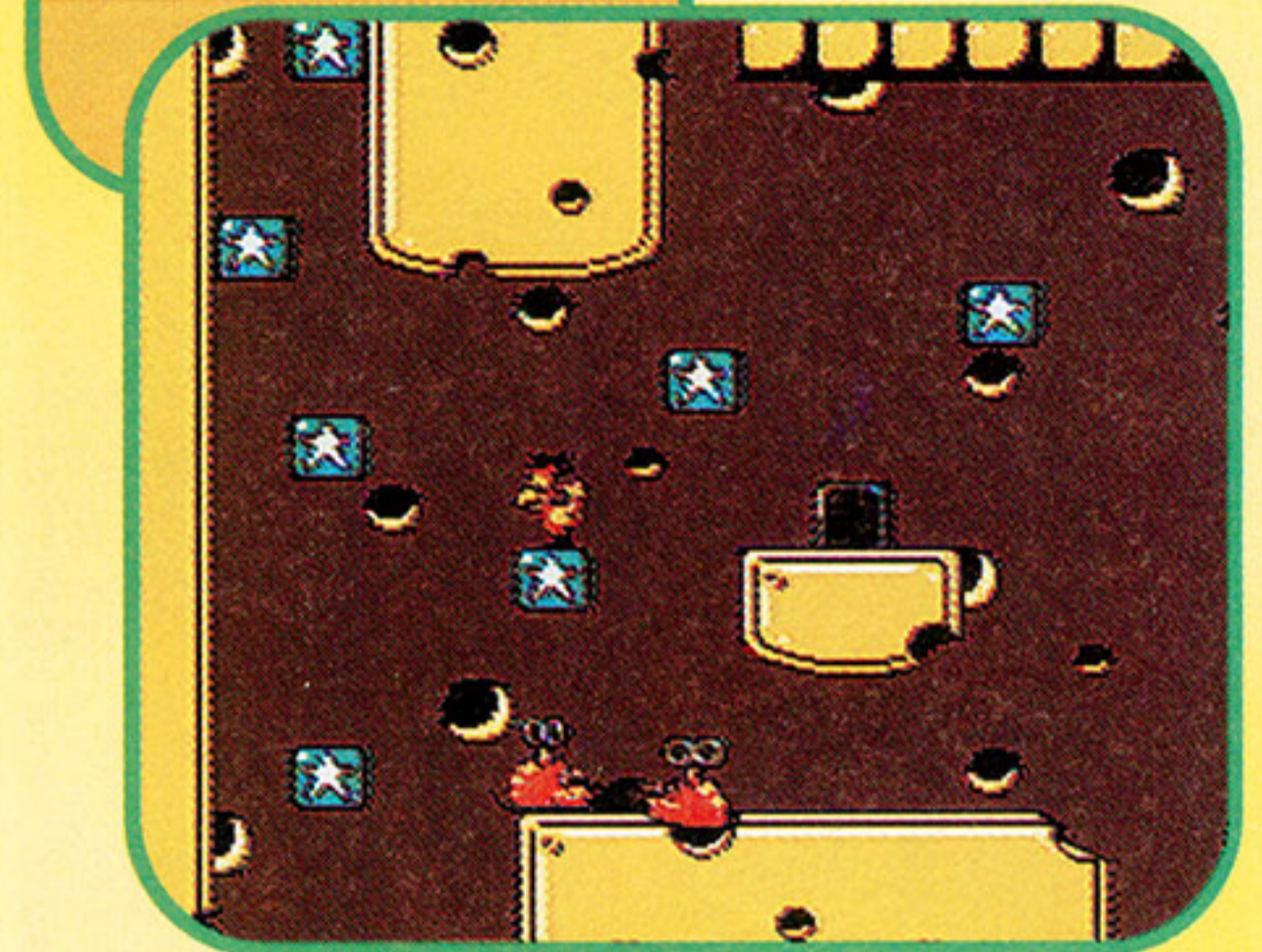
Balloons serve as checkpoints throughout each level. Once you've pecked all the balloons in one level, you're ready to move on.



Alfred's beady little eyes aren't too sharp these days, so always be on the lookout for hidden doorways and passageways. They lead to even wackier areas with plenty of helpful surprises.



Switches help Alfred accomplish his objective by turning off or on the necessary blocks. The symbol above the switch is a clue as to which blocks the button affects.



when you (inevitably) restart. With one wrong move leading to chicken dinner, however, and no continues or passwords to help you out, you need a lot of patience to sit down very long with *Alfred Chicken*. **GP**

RATINGS

GRAPHICS

5 ▲ If you've never seen 16-bit games, you won't be that disappointed. ▼ Bland colors and a poorly drawn Alfred set the graphic tone.

MUSIC & SOUND FX

7 ▲ The wacky musical score — the same as in the fun-filled SNES version — perfectly fits the cartoon style. ▼ But it loses something in the process.

BELLS & WHISTLES

6 ▲ Puzzling stages and intriguing enemies keep it from being too monotonous. ▼ No real extras: no continues, no passwords, and no adjustable difficulty.

CONTROL

7 ▲ Alfred jumps, dive bombs, and pecks on command. ▼ It can be difficult to move Alfred precisely and within tight spaces.

REPLAY VALUE

6 ▲ The achiever in you will want to complete this puzzling action game. ▼ If patience isn't your strong suit, consider playing in a padded cell.

OVERALL 64%



AIKMAN SET TO KICK OFF

We've just gotten our hands on Troy Aikman's new sim (scheduled for October release), so look for a review next month. Want a taste? OK — *Troy Aikman NFL Football* contains all 28 NFL teams and lets you play the 1993-94 season or customize your own. The playbook includes 54 offensive and 27 defensive plays as well as plays created by Aikman. Whew! It may be more than you can tackle.

SCORE CARD

ESPN AND SONY IMAGESOFT TEAM UP

ESPN, the leading all-sports cable network, has enlisted the video-game expertise of Sony Imagesoft to expand its sports coverage. This coverage, however, isn't on TV — it's in video games! The first, *ESPN Baseball Tonight*, has already hit stores; the remaining three titles also allow game players to participate in staples of ESPN programming, namely *ESPN Sunday Night Football*, *ESPN Hockey Night*, and *ESPN Speedworld*.

GP sports

Game Players

Doug Brumley, Editor

GENESIS info

PUBLISHER Sega of America

DEVELOPER Sega of America

SUGG. RETAIL \$54.99

RELEASE DATE now available

No Extras for World Championship Soccer II

Now that World Cup fever is cooling down, the influx of soccer sims onto the video-game market has drastically slowed... but it hasn't stopped completely. Witness *World Championship Soccer II* from Sega Sports, a game with large characters and simple controls that make it a sensible choice for beginners and younger players. Its lack of depth in team customizing and roster changes, however, may keep it from holding the interest of more intense and experienced sports gamers.

Although the athletes' large size is a nice feature when compared to most other soccer titles, *World Championship Soccer II's* choppy and badly detailed player animation takes away from its



Many nations are represented, and you can even customize the tournament field to include many teams left on the outside looking in during this year's World Cup.

graphic presentation. But the game makes up for it with solid control and inspiring crowd chants. Your closeup view of the action, combined with well-placed and simple controls, allow *anyone* to pick up a controller and start racking up goals. Several play modes — from exhibition to customized world championship play — add to its replay value.



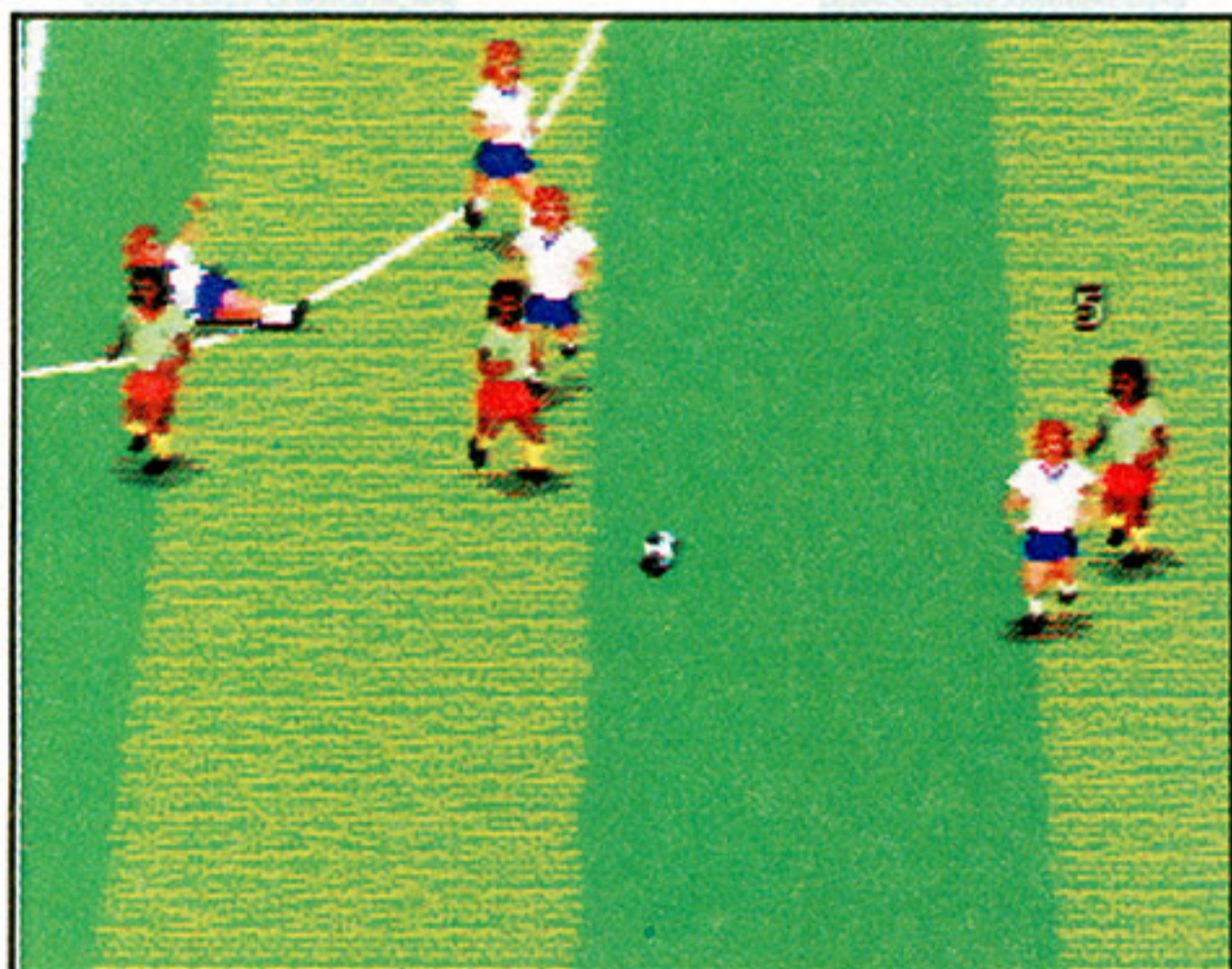
If you can work your way into scoring position, you've done the hard part. Putting the ball in the net is easier than you might think.

You even have the option of playing a tournament modeled after any of the past three World Cups, in the respective host countries.

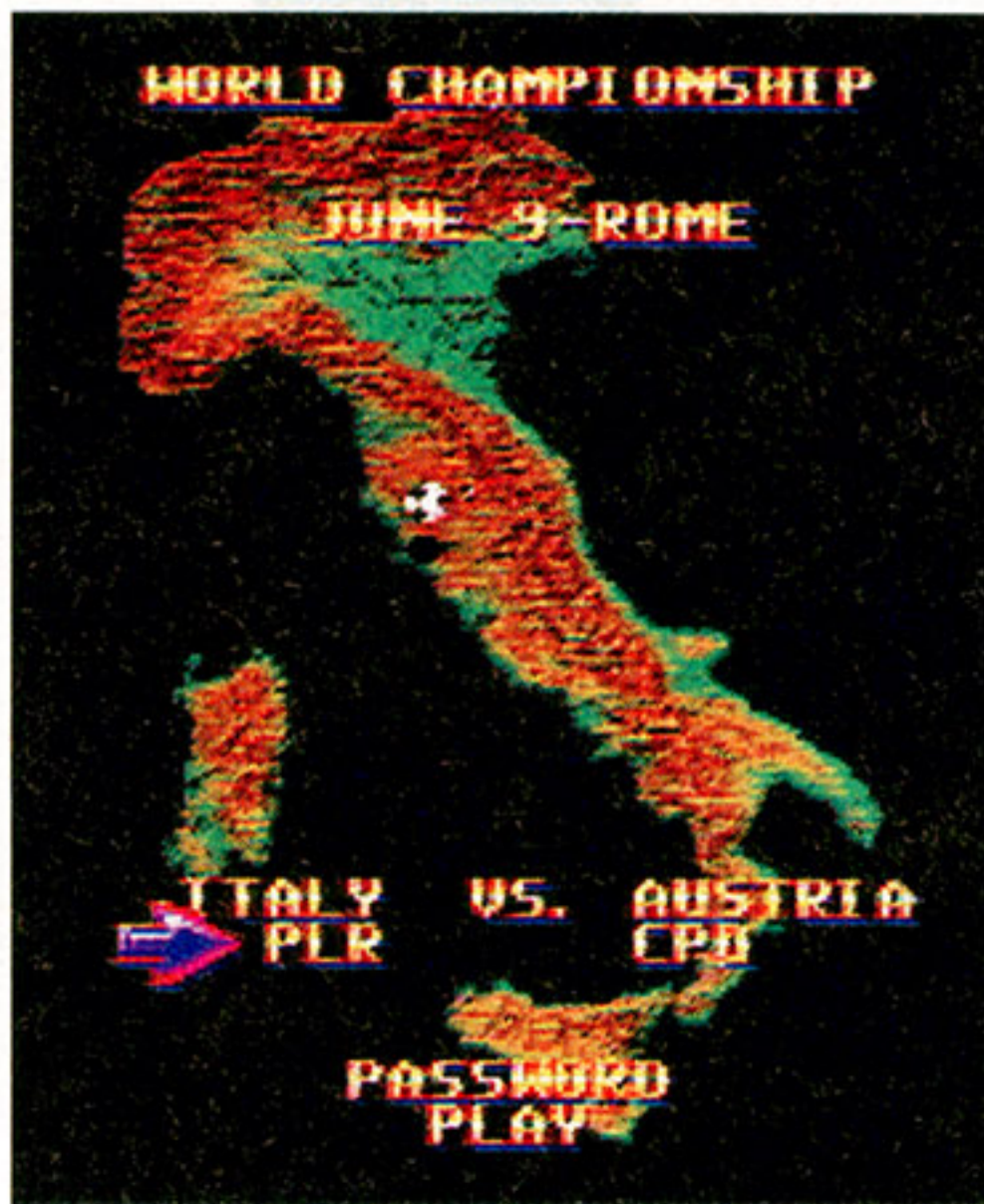
The game's weakness comes in the area of extras, which run dry after you choose your team and formation. Since you can't substitute players, edit your team, or enjoy any other options, *World Championship II* must stand on its game play alone. That's fine when the teams are evenly matched, but when



Your managerial duties are limited to choosing your team's formation, which you can alter at any time depending on game developments.



Good-sized characters and a horizontally scrolling perspective offer a better view than many other soccer cartridges.



you encounter a club that's not as talented — regardless of the difficulty setting — you quickly lose interest after you've built a lead of five or more goals.

Unimpressed with the U.S.'s enthusiasm for soccer? Well, you can choose to relive the past two World Cups staged in soccer-crazed Italy and Mexico.

RATINGS

7 GRAPHICS

8 MUSIC & SOUND

6 BELLS & WHISTLES

8 CONTROL

7 REPLAY VALUE

OVERALL 74%

MLBPA Baseball

GENESIS info

PUBLISHER	Electronic Arts
DEVELOPER	High-Score Prod.
SUGG. RETAIL	\$59.95
RELEASE DATE	now available

Back in April (GP Sports, Vol. 7, No. 4), we looked at the SNES version of EA Sports' *MLBPA Baseball*. Now a Genesis version steps out of the dugout, and while the differences between the two are minor, the improvements that *have* been made help this version clock in a bit higher on the scale than its predecessor.

The major adjustment tries to solve a perspective problem in the SNES game that made defense a nightmare. As soon as the ball was hit, your view of the field switched to a tight overhead shot of the ball, so you had to rely solely on the radar to align your fielders with the ball. The problem isn't *solved* in the Genesis game since you still must rely on the radar, but now you see the path of the ball off the bat for a few seconds before the perspective switches to the overhead view, giving you more reaction time.

Another improvement is the occasional use of digitized video footage following such crucial plays as homers and pick-offs.

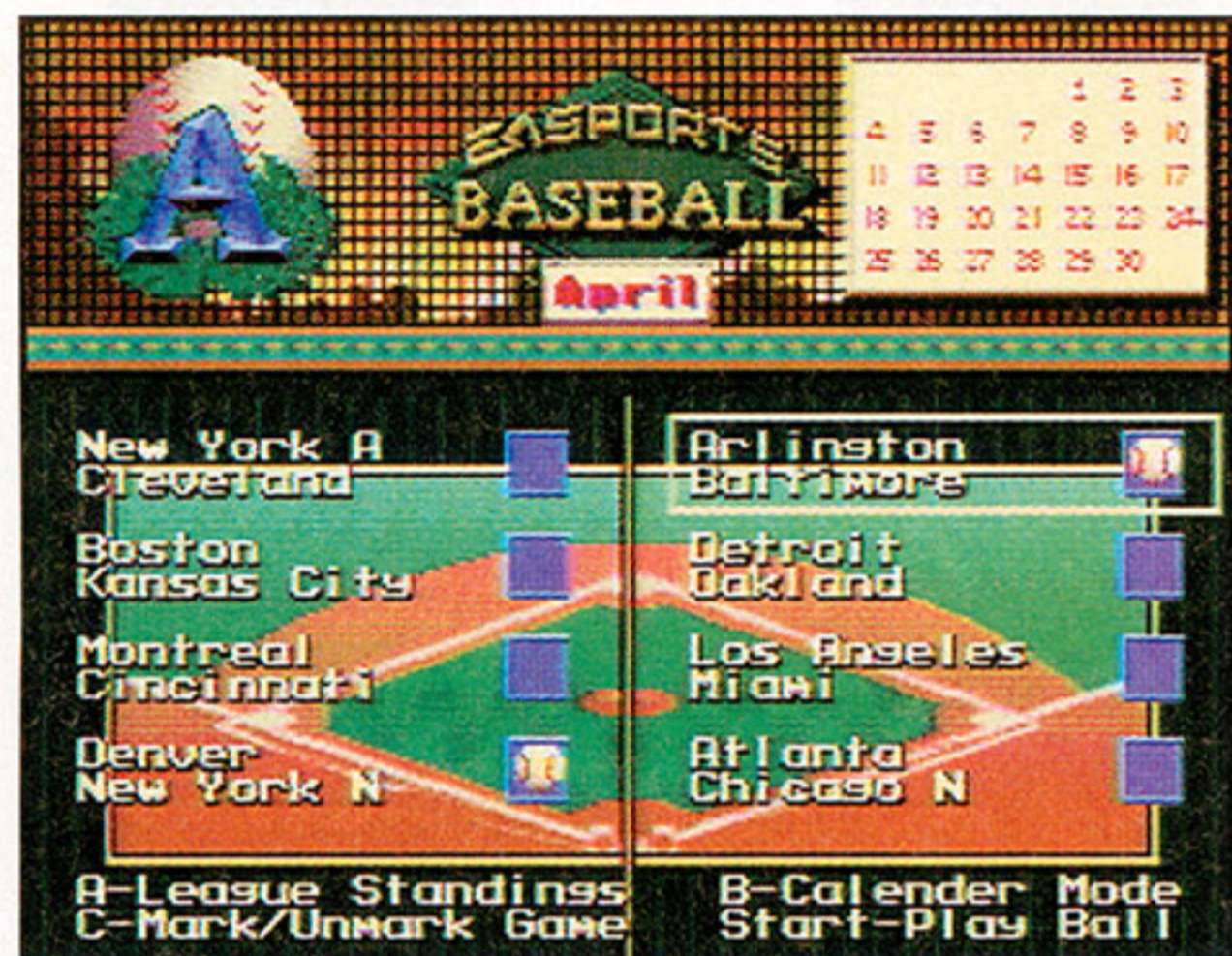
But one drawback to the Genesis *MLBPA* is lack of current-game statistics — you're stuck with each player's 1993 season stats. Neither version keeps up with a player's numbers from game to game, but at least the SNES *MLBPA* monitors players' performances during previous at-bats.

As the title indicates, all the big-league players are included here, although there's no MLB license. A wide variety of play options include exhibitions, league playoffs, 162-game seasonal play, and the Series. And finally, four-player compatibility eliminates those nasty dugout clearing brawls over the controller.

RATINGS

- 7** GRAPHICS
- 7** MUSIC & SOUND
- 5** BELLS & WHISTLES
- 7** CONTROL
- 7** REPLAY VALUE

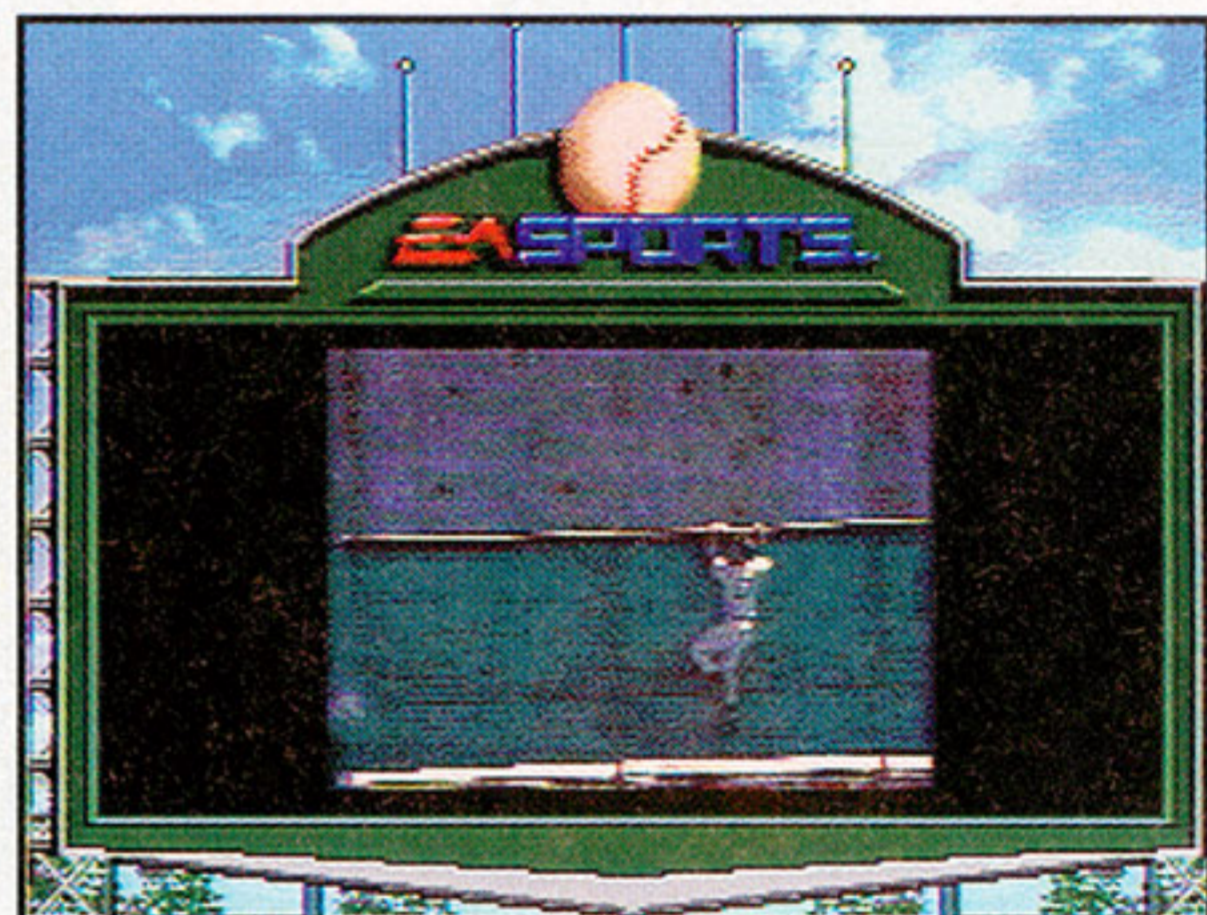
OVERALL 77%



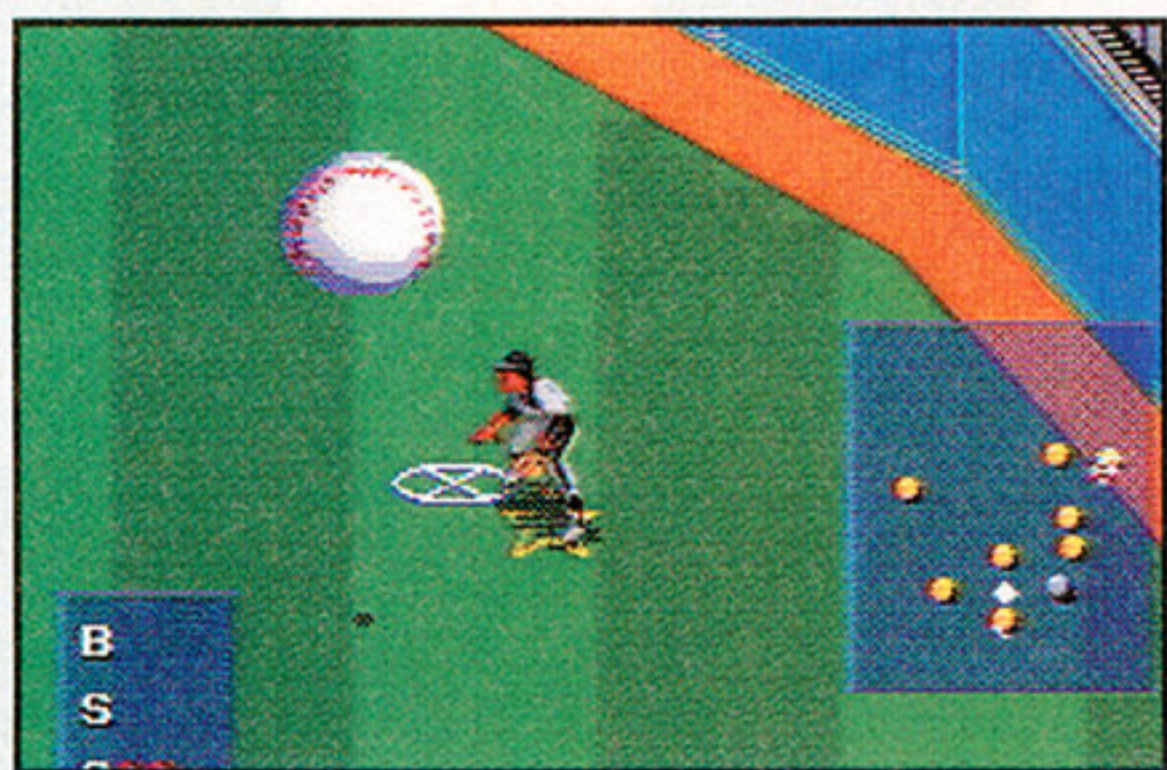
Move from month to month in seasonal play selecting the games to control, then simulating the rest.



All major league cities are represented, but MLB logos aren't. Yet at least EA Sports didn't try to come up with its own set of mascots and logos!

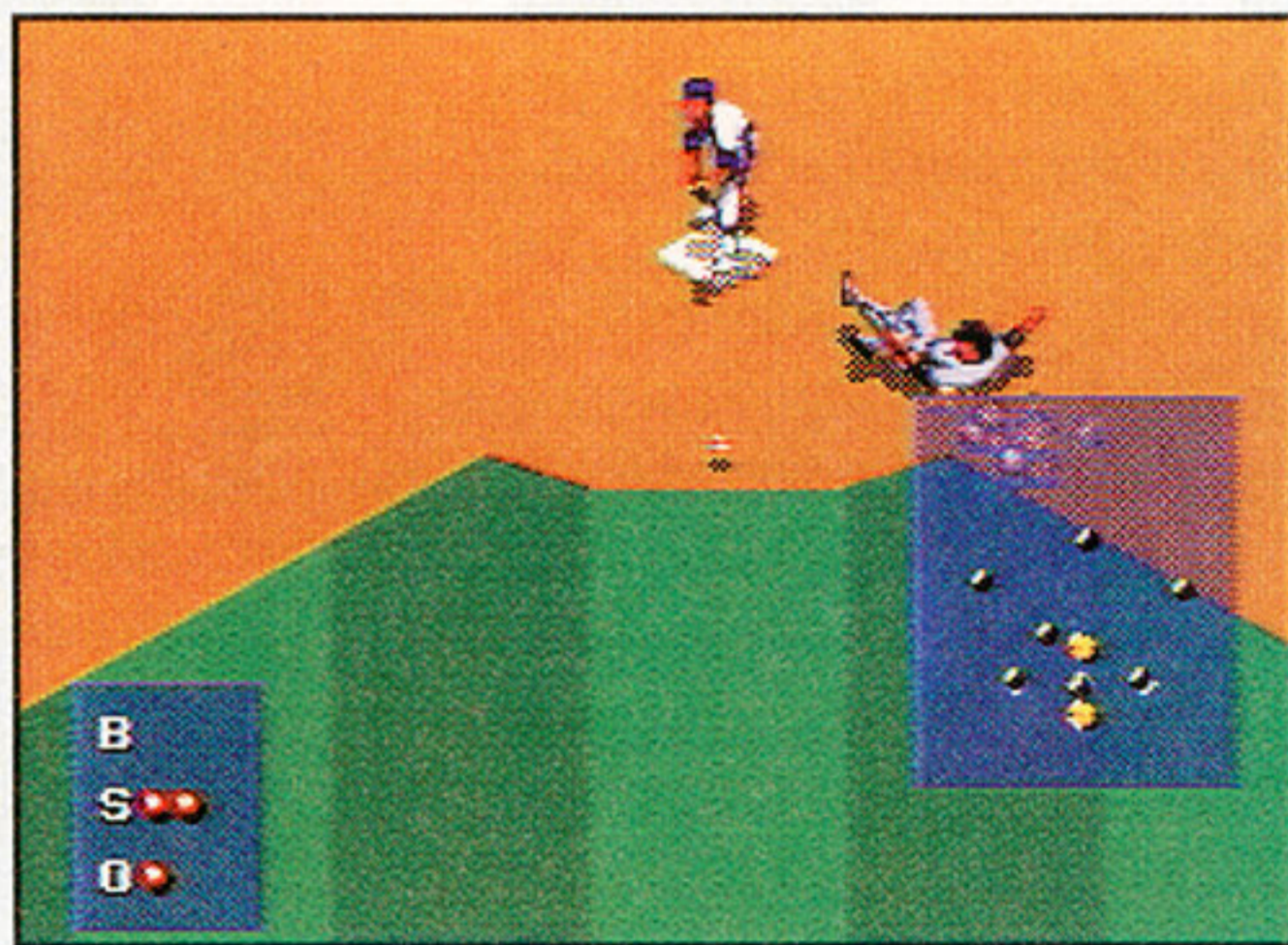


Certain game developments trigger digitized video footage, but the clips are limited in number and often don't resemble what actually happened.



You must use the radar on defense to move into position for the catch, then make finer adjustments when the ball finally gets on the same screen as your fielder.

Although their movements are choppy, the large players make it easy to see all the action.



HardBall '94

It's that time of year again, folks. While other sports make the most of their off-seasons, baseball commands center stage. And what would the baseball season be without another installment in Accolade's *HardBall* series?

HardBall '94 for Genesis brings home all the realism you've come to expect, but it really offers little else of value as far as new features are concerned. Of course

some players might consider the updated rosters and stats as well as the implementation of the new divisional realignments reasons enough to invest, but most gamers who already own *HardBall III* won't find it necessary to drop more cash on this upgrade.

The most impressive new option is a list of league leaders maintained during seasonal play. The top ten performers are ranked

in a number of categories ranging from home runs to stolen bases, with all the stats saved by battery. The same save option also takes care of league standings, highlights, and any customizing made to teams.

Most of *HardBall '94's* strength rests in features making an encore appearance. Play modes such as a home-run derby, batting practice, exhibition games,

GENESIS info

PUBLISHER	Accolade
DEVELOPER	MindSpan
SUGG. RETAIL	\$69.95
RELEASE DATE	now available

and variable-length seasonal play (complete with an all-star game, playoffs, and a world championship) offer plenty of excuses to



HardBall offers two views of the pitcher-batter showdown — the ever-popular centerfield angle and one from behind home plate.

take the field in each of the 28 authentically rendered major league ballparks. And with the team-edit feature, no player is safe from the manipulation of everything from his name to his batting average.

Although the choppy and 8-bit-like graphics and sparse music and sound effects in *HardBall '94* won't keep players coming back, the in-depth — practically managerial — involvement offered by the game will. So if you're tired of arcade-like sluggers and are looking for a more serious baseball cart, step to the plate and check out *HardBall '94's* delivery.



Apart from roto-scoped pitching and batting, the graphics don't do much for your visual stimulation. The tiny outfielders may even result in fielding errors.

Rank	Player	Team	Pos	HR	RBI	SB	CS
1	Caminiti	NY	RF	1	5	1	0
2	Bonifazi	NY	RF	2	5	0	0
3	Jackson	CHI	RF	0	4	2	1
4	Mantvar	SF	C	1	4	0	0
5	Galeppaga	COL	1B	2	4	1	0
6	Henderson	ORL	LF	2	3	0	1
7	Coleman	KC	LF	0	3	1	1
8	Jaha	MIL	1B	1	3	1	0
9	Sabo	BAL	2B	2	3	0	0
10	Felder	DET	1B	1	3	2	0

Thanks to the miracle of battery backup, the league leaders — the top ten players in a whole host of categories — are constantly updated and saved, along with team standings and player statistics.

RATINGS

- 6** GRAPHICS
- 6** MUSIC & SOUND
- 9** BELLS & WHISTLES
- 8** CONTROL
- 8** REPLAY VALUE

OVERALL 85%

Scratch Golf

You've always dreamed of working in a flexible profession so you could just shoot a round of golf whenever you wanted. Vic Tokai's *Scratch Golf* allows you to accomplish at least *part* of your objective. You can fit in 18 holes with this portable golf simulation whenever you get a break in your day.

Scratch Golf takes a rather unique approach to golf, offering a constant overhead perspective instead of the ground-level view of each individual golfer most common in links games. A wide variety of snappy tunes accompanies your round, and a few bars of upbeat or somber music (reflect-



Putting is tough to master, and judging just how hard to swing often becomes a guessing game.

ing your performance) follow a completed hole. A complex routine of controls must be adjusted before a swing is taken, but nothing is *too* complicated. The game's overall simplistic nature keeps it fast and fun.

Single players can take on three computer challengers in scratch play or prac-

It's overhead angle makes *Scratch Golf* look a little more like miniature golf than the real thing. But even if it's not very precise, the game's still entertaining.

NAME	7H	8H	9H	TTL
PAR	5	3	5	36
BUTCH	5	2	4	42
DOUC	4	2	6	37
P3	6	5	5	43
P4	5	3	7	40

Check the leaderboard after each hole and you can see how you stack up against your opponents.

tice any hole included on the two courses. Two players can become part of a foursome in scratch play or go head-to-head in match play. *Scratch Golf's* biggest flaw is inconsistency in the distance a ball travels: The swing indicator is designed so you must judge what percentage of the bar (or maximum club distance) you need to use to send the ball the desired yardage. But don't be surprised if you judge the percentage correctly — or better yet, hit the ball 100 percent of the club's maximum distance — and it still falls way short of the intended mark.

Aside from these occasional frustrating miss-hits, *Scratch Golf*

GAMEGEAR info

PUBLISHER: Vic Tokai

DEVELOPER: Sims

SUGG. RETAIL: \$40

RELEASE DATE: now available

is a fun game that holds your attention — especially if you're patient enough to play golf in the first place.

RATINGS

- 7** GRAPHICS
- 8** MUSIC & SOUND
- 7** BELLS & WHISTLES
- 6** CONTROL
- 8** REPLAY VALUE

OVERALL 76%

NBA Action Starring David Robinson

GAMEGEAR info

PUBLISHER Sega of America

DEVELOPER Sega of America

SUGG. RETAIL \$39.99

RELEASE DATE November

With pro basketball on hiatus until winter, many roundball fans are coping with the withdrawal symptoms. You're on your own as far as off-season entertainment goes, but Sega Sports plans to release *NBA Action Starring David Robinson* for Game Gear in time for you to put the finishing touches on your joystick jumper before next season begins.



If you look really closely (magnifying glass not included), you see that this guy's pulling off a monster slam.

Control poses no threat to your offense — passing, shooting, and driving the lane are simple enough. But when you move to defense, the flickering problem and difficult control give you fits.

Match the ball-carrier step for step and stealing and blocking are still next to impossible. So *NBA Action*

The well-animated athletes move smoothly, but their small size can greatly reduce your ability to follow the ball.

turns to a back-and-forth race where you take the best shot you can during a trip down court and hope your opponent misses his opportunity.

All 27 NBA teams, seasonal play including an All-Star game and playoffs (complete with passwords), MVPs and stats for each game, and Gear-to-Gear two-player compatibility give *NBA Action* some solid options. But unless you've got to have b'ball on the go, 16-bit hoop sims are more enjoyable... and cause less eye strain.

34		52	
V	H		
17/31	FG	25/25	
0/0	FT	0/0	
0/9	3P	2/2	
0	RB	12	
0	F	0	

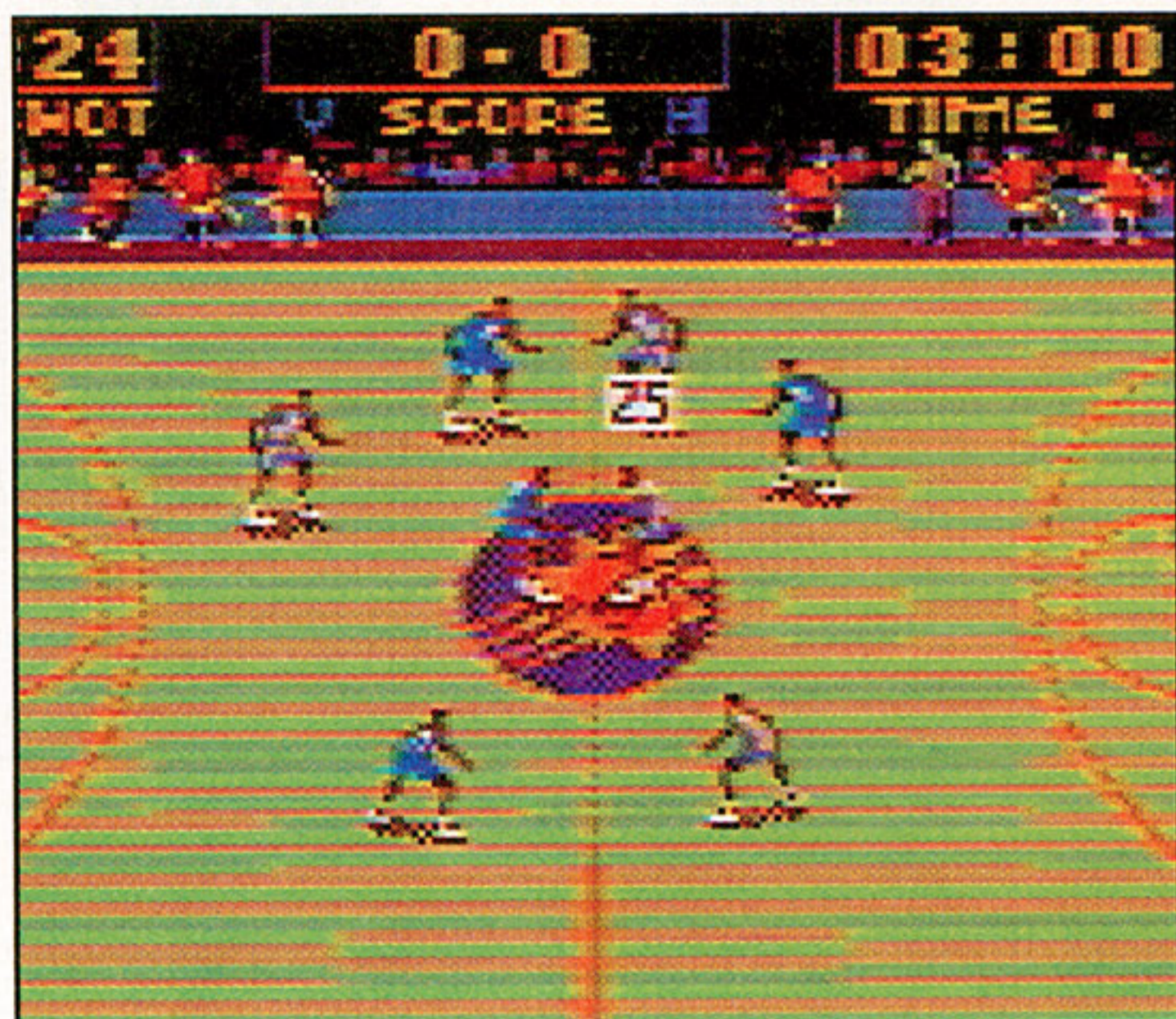
VICTORY

MVP

HARDAWAY

POINTS: 28
REBOUNDS: 2
ASSISTS: 13

Besides tracking individual player stats, *NBA Action* compares the teams' performances in several categories, even picking an MVP.



NBA Action packs a full court of basketball action onto a portable, but seasoned sports gamers will find that its game play isn't particularly exciting. Graphics and sound effects aren't overwhelming, yet they are the game's strongest points. The characters — although tiny — are well animated. But with ten players on a Game Gear screen at once, the graphics flicker considerably. Even tracking down the ball-carrier can be a chore. Cheers from the crowd and the occasional blast of "Charge!" from the organ add flavor, but for the most part the sounds are simple and sparse.



There's no charity at the charity stripe. The free-throw meter takes real skill to perfect.

SEGA SPORTS

MAGIC HOME

		PT	RB	A	F
ONEAL	32 C	0	0	0	0
KRYSTOWIAK	42 F	0	0	0	0
ANDERSON	25 F	0	0	0	0
SKILES	4 G	0	0	0	0
HARDAWAY	1 G	0	0	0	0
BONIE	14 G	0	0	0	0
GREEN	11 G	0	0	0	0
LICHTI	24 G	0	0	0	0
SCOTT	3 F	0	0	0	0
TURNER	31 F	0	0	0	0
ROYAL	5 F	0	0	0	0
COOK	00 C	0	0	0	0

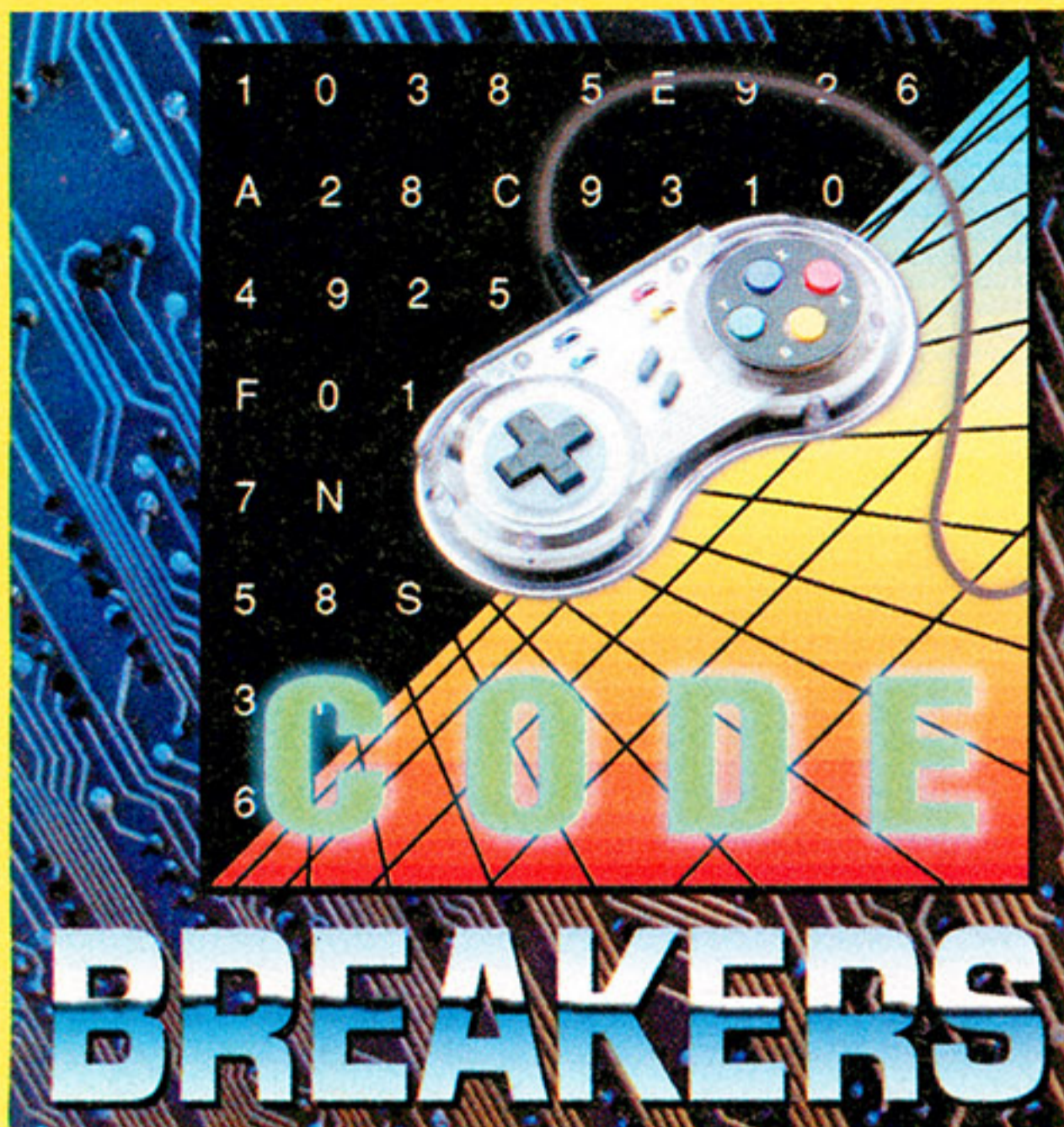
You can substitute players any time the clock stops, but since fatigue's never really a factor, why bother?

RATINGS

- 6 GRAPHICS
- 7 MUSIC & SOUND
- 7 BELLS & WHISTLES
- 6 CONTROL
- 6 REPLAY VALUE

OVERALL 64%

Who knows what codes lurk in the games of faithful game players? Chris Slate knows....



Attention code-finders! I'm getting more mail than ever (yea!), but many of you still send in codes we've already printed (boo!). Some of you even try to sneak in codes from other magazines (gasp)! C'mon, people! I want *your*

codes. Tricks you and your friends spent hours finding on the weekends.

Sure, this ingenuity requires a little extra work, so I'll see to it that your efforts don't go unnoticed. I'll even give you an official title so you can impress your friends. Mail us a great *new* code and I'll call you, um... an official *Game Players*, uh... *Code Monkey*. Yeah, a Code Monkey. 'Cause monkeys are kind of smart and... can jump around and stuff.

Well? Do you have what it takes to be a *Game Players* Code Monkey? The best tricks get you a big ol' banana. And maybe some video game-type stuff, too.

SHINING FORCE II

Sega of America/Genesis

Shiny Happy Codes

Ooo, have we got something special for you *Shining Force II* fans this month! With these codes, you can do *anything!* Note, however, that with the exception of the configuration code, you must have completed the game before the codes work. But you can enter the Configuration code, then activate the "Game Completed" option. Reset the game, and you're able to input the rest of the codes.

CONFIGURATION MODE



As soon as the "SEGA" logo appears (just after you turn on the power), quickly press Up, Down, Up, Down, Left,

Right, Left, Right, Up, Right, Down, Left, Up, and B. You hear a short tune if you've entered it correctly.

Now hold Start and skip through the witch's opening menus. Continue holding Start and choose to begin or continue a game.



turbo speed, auto battle, control your enemies, or even complete the game!

The witch should now enter you in the Configuration Mode. Great! Now you can switch on

SOUND TEST



Use the Configuration code to complete the game, reset, then begin a normal game. Select your continue file and immediately hold Start, Up, and push C — the witch should offer you a Sound Test!

Use the Configuration code to complete the game, reset, then begin a normal game. Select your continue file and immediately hold Start, Up, and push C — the witch should offer you a Sound Test!

CHOOSE DIFFICULTY

Use the Configuration code to complete the game, reset, then choose to begin a new game. After you name your character, you're given the option to change the game's difficulty. Can you beat the "Ouch!" setting?



CHANGE CHARACTER NAMES



Use the Configuration code to complete the game, reset, then begin a new game. After naming your character, highlight "EXIT" on the name-entry screen and press A while holding the Start button. Another character should instantly pop on-screen! Now you can name the whole *Shining Force* troop!

READER TIPS

MICRO MACHINES

Codemasters/Genesis

INFINITE LIVES AND MORE

Kevin Nichols of North Pole, AK, tells us to begin a normal game in the Challenge mode, then press Start to pause and input the following codes. They should take effect the minute you unpaue.

Infinite Lives

B, Down, C, Down, Up, Down, Left, Down

Turbo Speed

Up, Down, A, B, Left, Right, C

Super Handling

A, Up, B, Down, C, Left, Start, Right

Crash Power

C, Up, Left, Right, A, B, A, C



Begin a normal game in the Challenge mode...



...then input one of the codes while the game's paused.

AERO THE ACRO-BAT

Sunsoft/SNES

Codes, Codes, Codes!

Here they are, the most convoluted codes in the world!



Extra Continues: To get five continues instead of three, input this code at the Title screen:

X,Y,B,A,X,A,B,Y,Up,L. To get nine continues, use this code instead: X,Y,B,A,X,A,B,Y,Up,R.



Stage Select: First, input this code at the Start /Options screen: Down, A, Down, Y, Down, A, Down, and Y — you

should hear a noise if you input the code correctly. Now begin a normal game, and press the Start button to pause at any time. Then input this code: Up, X, D, B, Left, Y, Right, A, L, and R — again, you should hear a noise if it worked. Now you can pause the game and press Select at any time to skip to the end of the level.



Secret Options: While at the Stage-Select screen, input this code to get three secret options: L, R, X, B, Left, Up, Right, Down, Y, and A. But once they appear, you can't select them! To select the infinite stars, input this code: A, Y, L, Up, Down, R, A, Y, Right, and Left.

READER TIPS

FATAL FURY 2

Takara/SNES

PLAY AS THE BOSSES!

To play as the bosses, enter this code at the "Takara" screen that appears as soon as you turn on the power (but wait until the music begins): B,A,X,Y,Up,Left,Down,Right,L,R. You must complete the code before the "Takara" screen fades, and you should hear "OK!" if you've been successful. Now you can play as the bosses!

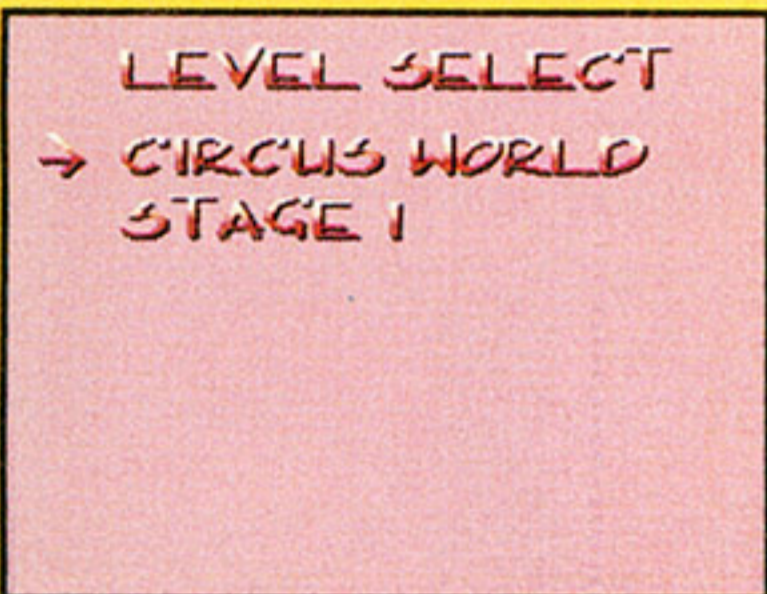
Binh Nyhiem
Vancouver, BC



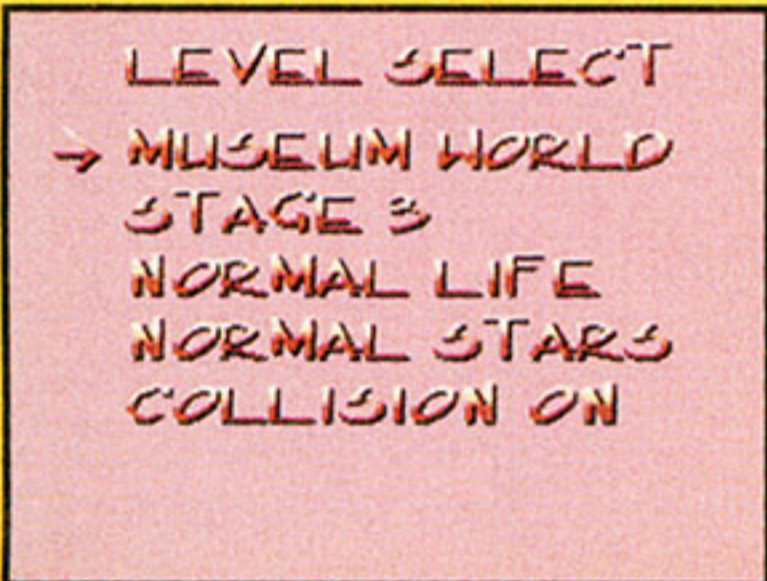
Enter the code at the Takara screen, right after the music begins.



Now you can play as the bosses!



Another Stage Select: You can also access a Stage Select by holding down the R button during the bonus-point tally when you complete the level.



DOUBLE DRAGON V: SHADOW FALLS

Tradewest/SNES

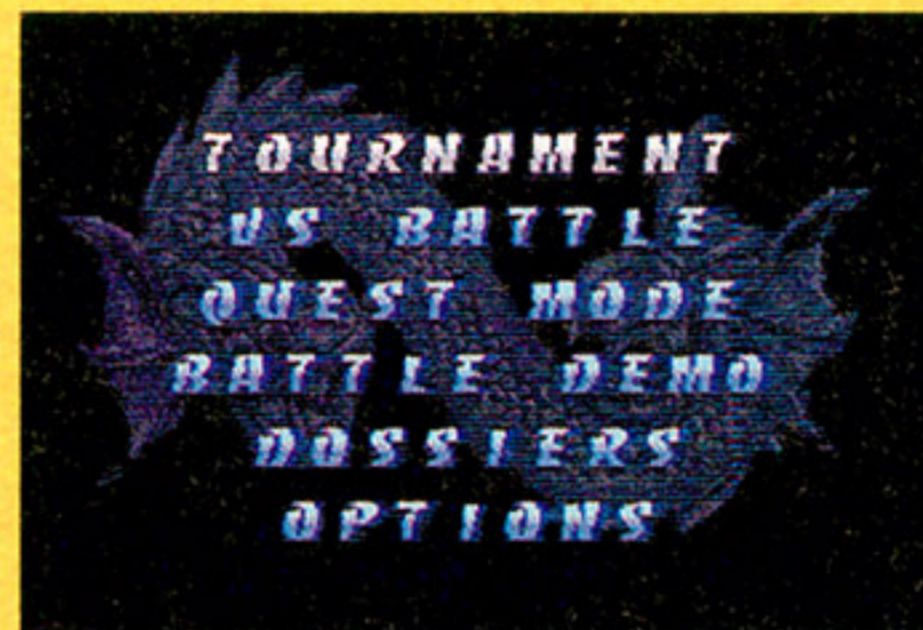
Codes o' Plenty!

Last month we gave you the special moves, and this month we've got the hidden codes! *Game Players* — the gift that keeps on giving. Enter all these codes at the main menu screen that appears right after the title screen.

- + 2 attribute points L,L,L,R,L,R,L,R
- + 4 attribute points Up, Right, Down, Left, Down, Right, R, R
- + 6 attribute points Right, Down, Down, Left, Up, Right, L,R,L,R,L,R

fight as the bosses
L,R, Up, L,L, Down,

R,R
more continues
Left, Right, Left, Right, L,L,R,R,R
disable dizzies
disable throws



Enter the codes from the main menu screen.

Down, Down, Left, Up(x2), R,R,L, R, Right, L,L, Left, Left, R,R



Now you can assign extra attribute points...



...or even fight as the bosses!

STAR TREK: TNG

Spectrum HoloByte/SNES

MISSION PASSWORDS

Harold Barbour of Dallas, TX sent us this complete list of passwords with an entire crew aboard the *USS Enterprise*, starting at Starbase 220: After entering the passwords, go to the planet indicated.

- | | | |
|-----------|----------|---------------------|
| Stage 2: | BGTTBTBV | Orientis Alpha IV |
| Stage 3: | CGTTBTBB | Derelict Ship |
| Stage 4: | DKTTBTBB | Orientis Gamma IIIB |
| Stage 5: | DJTTBTBV | Codis Mu VI |
| Stage 6: | JFTTBTBB | Codis Zeta V |
| Stage 7: | JDTTBTBV | Tytris Iota I |
| Stage 8: | KDTTBTBB | Codis Mu VI |
| Stage 9: | KFTTBTBV | Orientis Gamma IIIB |
| Stage 10: | LRTTBTBB | Verenitor Epsilon |



Go to the main computer on the bridge to enter the password.

Choose your password, then boldly go where, well, you know.



READER TIPS

THE FLINTSTONES

Taito/SNES

Passwords

These passwords will have you shouting "Scooby-Dooby-Do!" No, wait — that's not right....

Joel Maas
River Falls, WI



Level 1



2 Level 2



Level 3



Level 4

COMBAT CARS

Accolade/Genesis

Race Any Track!

You can begin on any of the game's 24 tracks with this code — and this trick acts as a pseudo battery-save so you can start up again where you left off!! Truly amazing.



Highlight the **Exit** icon at the Options screen and press Start while holding the A, B, and C buttons. This allows you to access any of the 24 tracks.



Cycle through the menus as usual. When you get to the screen showing "Beach Track 1," press Left or Right. Once you've found the track you want to race, simply press Start and you're on your way!

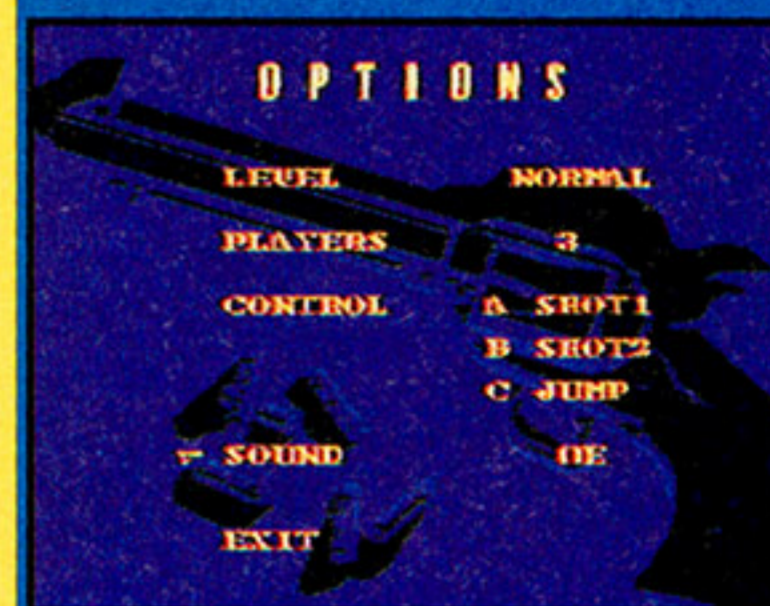
READER TIPS

SUNSET RIDERS

Konami/Genesis

99 CREDITS

You can continue 99 times with this code from Robert Lehardy of Converse, TX.



Go to the Option screen and play the "OE" tune at the Sound Test. Now exit the Option screen and begin a normal game.

Just after selecting a character (when his portrait looks up), press the A, B, and C buttons.

SELECT YOUR PLAYER



BILLY



CORMANO

1UP



Now when you lose all your lives and need to continue, check out your number of credits — you've got 99 of them!

GAME GENIE CODES

Galoob Toys

Codes, Codes, Codes!

Hey, check out these Game Genie codes! And while you're at it, send out thank-yous to Kris Smetana of Minot, ND, and Allen Arslanian of Wilton, CT, for their help!

SNES

NCAA Basketball
BB34-A767 Three-pointers count as 90

Secret of Mana
16DE-A91B Gain level after beating an enemy

Wolfenstein 3D
C228-E7D4 Infinite lives
622A-7DD4 + D02C-7DA4 Start with super machine gun
C289-77DF Infinite ammo for super machine gun

GAME BOY

Pinball Dreams

004-BAC-4CA + 004-BBC-B32 No tilt
018-1BF-E66 Start w/ one ball
008-18F-3BA Infinite continues

GENESIS

Mega Turrican

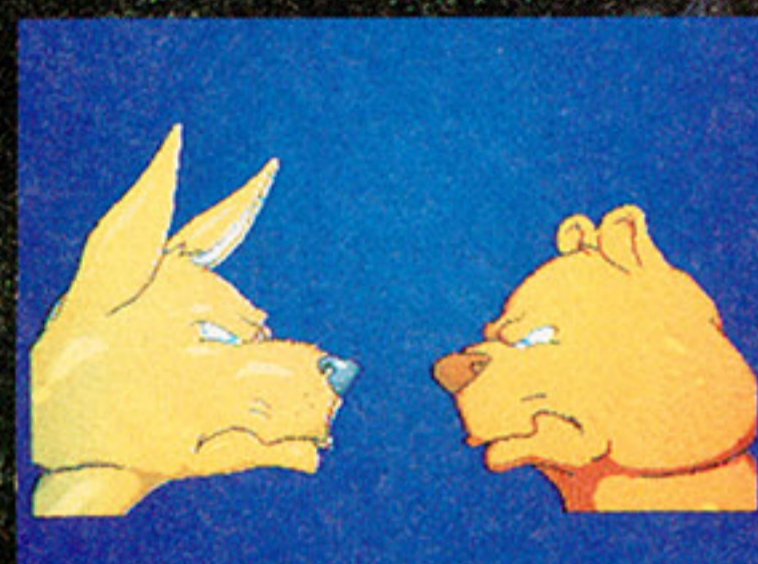
NNNT-AADL Start w/64 lives on normal difficulty
9AMT-BAZW Start all lives except first w/ homing missile
BAMT-AA60 Weapon levels don't decrease after dying

GIVE US A HAND

You've gotta be a real game addict to discover those secret tips and tactics — that's why we're so smart. But we want every game code we can get, and we can't do it all on our own. We're giving away a T-shirt for the best reader tips and you get your name in print, too. So if you've discovered a cheat, get it down on paper and get it in the mail to: Codebreakers; Game Players; 1350 Old Bayshore Highway; Suite 210; Burlingame, CA 94010.

BRUTAL

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Rated by V.R.C.

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CASTLEVANIA: BLOODLINES

Konami for Genesis

How do I get across the big hole in stage 3-3A when I play Eric Lecarde? Help me! I've tried everything!

Michael Hassel
Oklahoma City, OK

Simple. You can't get across as Eric. There are actually two doors in stage 3-3. I think you're always taking the first one that leads to area 3-3A. Only John Morris can cross this, using his whip to grab the ceiling. As Eric, you must jump through 3-3 all the way to the top, then take the second door into area 3-3B. With his jumping skills, Eric should have no problem getting through here.

Eric Lecarde is a bit sprier. Jump to the second exit here and he can jump his way right through 3-3B!



Exit here when you're playing as John Morris — bad knees keep him from jumping any farther up. He uses his whip to cross through stage 3-3A.



Howdy, folks, it's me again. You might notice that there aren't any "Lucky's Helpers" this month. You guys have let me down — there weren't any strategies good enough to print, just tons of bogus characters for NBA Jam. But now that summer vacations

are in full swing, I know you've got nothing better to do than break those tough games and send tips to ol' Lucky.

And by the way, we fully realize that "GP 27407" is our old address, the one from sunny but moist Greensboro instead of sunny but moist Burlingame. Not to worry — just be on the lookout for a new design soon.

MANSION OF HIDDEN SOULS

Vic Tokai for Sega CD

I'm stuck at the point where you read the book in the library that tells you about the dart board and the room with the candles. No one in my family can make sense of it. Do I have to go back in that room and light or blow out the candles in a certain sequence? Is there something I missed along the way? Please help me. This game is driving me crazy, especially with that weird music blaring in my ears while I'm trying to figure it out!

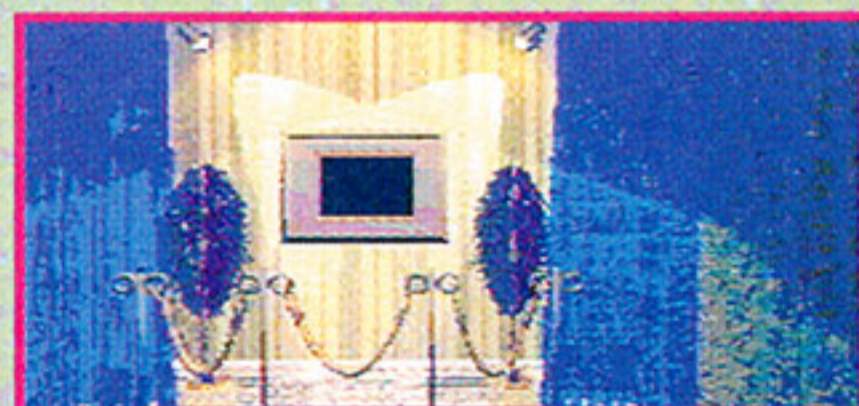
Matt Maust
Hampton, VA



Check the book in the library, listen to the clue, then get out of there!



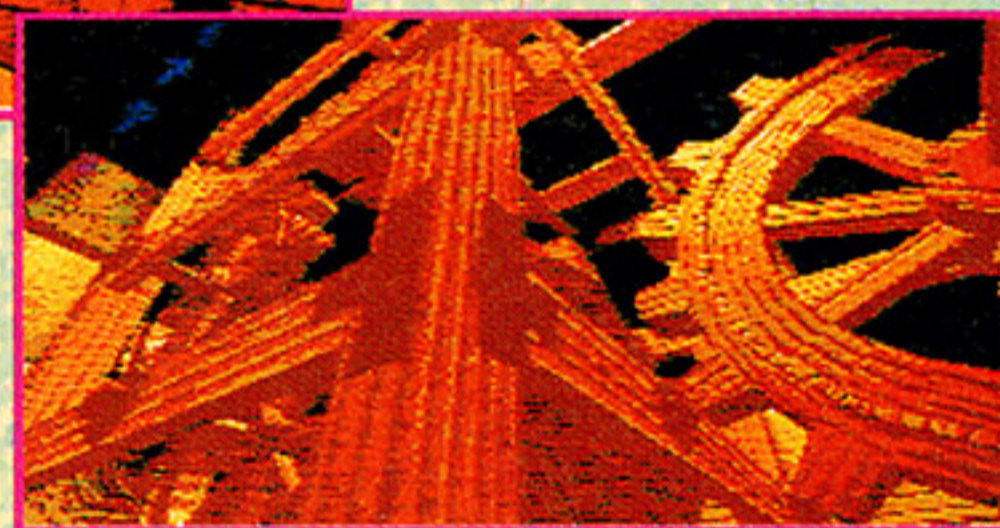
Now check the dart board to your left. A-ha! A book of matches!



Go back to the game room and check the mysterious black picture for clues about what to do next.



The key is the unlit candle back in the hidden room. Blow out



the candles to either side, then light it. Hey! Another secret passage! I tell ya, this house is full of 'em!

LAGOON

Seika for SNES

I'm stuck trying on Eardon, the third boss.

Melinda Reno
Bethel Island, CA

Don't even try to take on Eardon unless you're at least to the 17th or 18th level. Kill stuff until you're ready, then equip the Protection Ring as soon as the fight begins. Stay away from him until his eyes pop out, then attack them and run away again. It's a pretty simple strategy — you just need enough life energy to hang with him long enough to wear him down.



Eardon may not be very smart, but he sure is ugly. Equip the Protection Ring as soon as the battle starts, then stay away from him.

Attack him only when his eyes pop out. It ain't an easy battle — wait until you're at 17th or 18th level before you tackle him.



SECRET OF MANA

Square Soft for SNES

We've been playing for two months, and we can't beat Spikey Tiger! He keeps doing Fire Breath, then he starts eating us! We can't stand up for even one minute! What weapon should we use, and what should our strategy be?

Andrew Kasper
Clifton, NJ

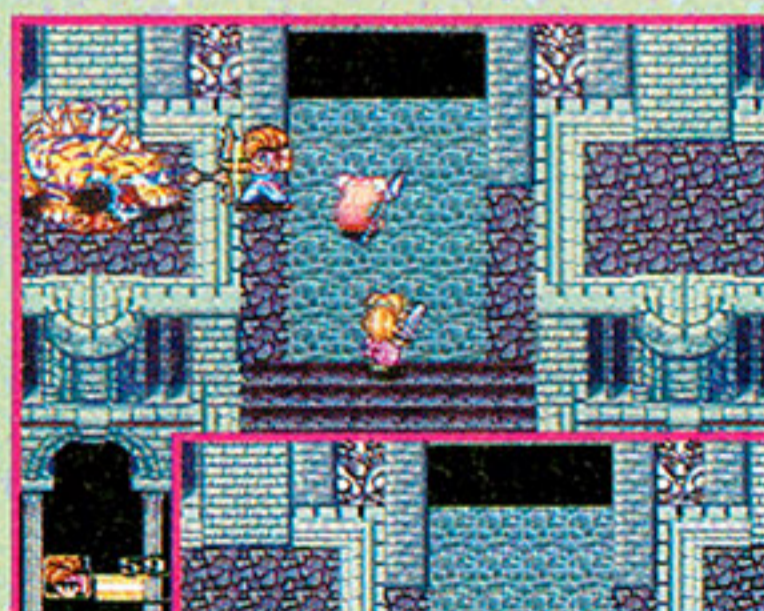
To beat Spikey Tiger, hit him where he lives. The secret is to use the bow and shoot him while he's casting spells on the ledges to the right and left. If there are a couple of you playing, one of you should equip the bow and the other equip the boomerang. Keep whaling on him.

If you're alone, use the bow when he's on the ledges, but switch to the sword or spear when he's on the ground since they do more damage. Medical herbs stop the effects of Fire Breath, and, as with any boss, make sure you have as much candy and chocolate as you can carry. Then remember to use it!



Before tangling with Spikey Tiger, see Neko in the castle prison and buy a bunch of candy, chocolate, medical herbs, and cups of wishes.

There are a couple of werewolves just outside the prison that you can shoot at from the safety of another ledge. Come back and kill them over and over for extra experience!



The real trick to beating Spikey Tiger is never to let him rest. Switch to the bow and shoot him when he's on the ledges, then go back to the sword or spear when he's on the ground.

Keep moving when he jumps so he doesn't land on you, and heal yourself when your health gets low. It's not easy, but you're better than he is.



SHADOWRUN

Data East for SNES

How do you kill the four orcs in the bottom level of the Bremerton ghost ship?

Matt Miesner
Sheboygan, WI

Since you can't kill them with brute force, use your head! You might have noticed a couple of switches on the stairs down to this room. The one at the top of the stairs controls a water valve; the one near the bottom seals the door. Seal the room, then open the valve. Hear the satisfying whoosh of water? It's flooding the room and drowning the orcs within (stupid orcs)!

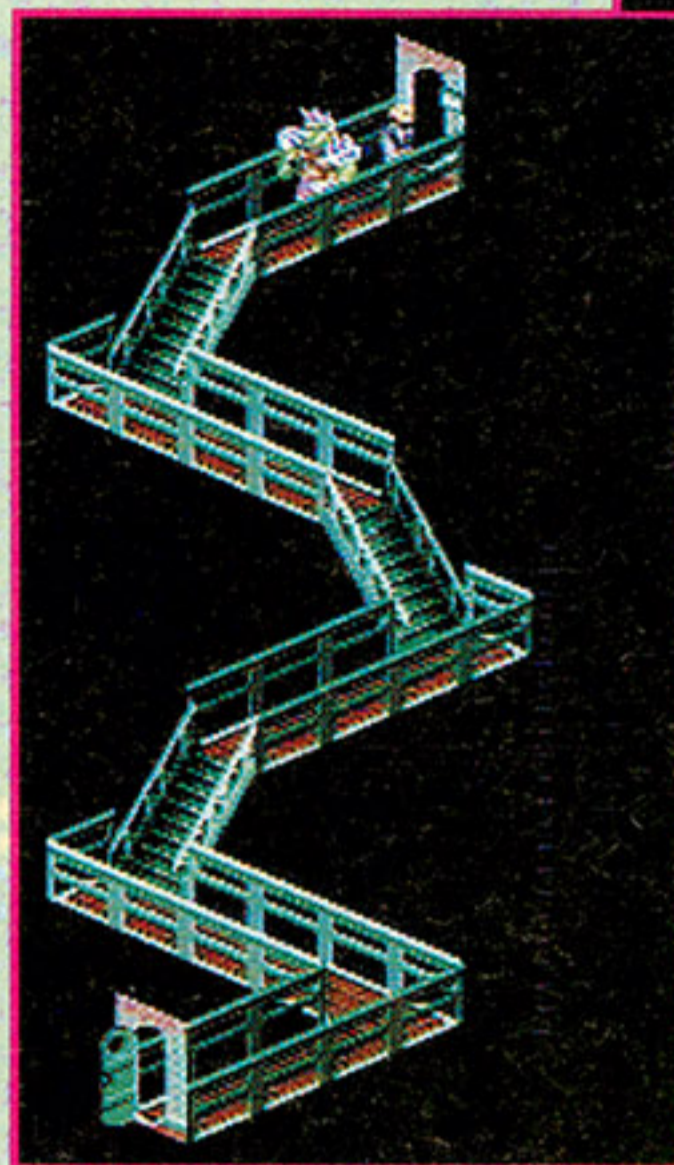


Four orcs is at least three orcs too many! Run away!

Hit the switches again to drain the room and open the door. When you go back down — whee! — four dead orcs.



Go back up the stairs and look for the switches next to the doors. Hit the bottom switch to seal the room, then the top switch and flood it. Splish-splash!



MEGA MAN X

Capcom for SNES

We're stuck. When Sigma's head goes into the big machine with claws, we know that you can stand on the claws. But how do you defeat him? We've been working on it for two weeks!

Micah Grumblis
Anchorage, AK

Right idea, but you're not using the right equipment. Sigma's machine is best handled using Armored Armadillo's rolling shield. Give it a shot and see what happens.



Ride the claws to reach the head of the big machine. Make sure you have lots of reserve tanks —

ideally, all four filled to the max — because you take damage getting on the claws.

When you're in position, let loose with a few R. Shields. The machine's scrap metal in no time.

THE SECRET OF MONKEY ISLAND

Dynamix for Sega CD

Help! I have a real problem. I've stolen the fabulous idol and defeated the swordmaster. What the heck do I do next? Please help me!

Ryan Adams
Thunder Bay, Ontario

According to Leslie, our resident Monkey Island expert, if you've also dug up the buried treasure, now is the time to leave the island. Visit Stan in the shipyard and see what kind of deal you can hash out for one of his tubs.

Then visit Sam and buy the best boat he's got — in your budget range. Maybe you should first obtain a letter of credit...



Make sure you've found the idol, uncovered the treasure, and defeated the swordmaster.



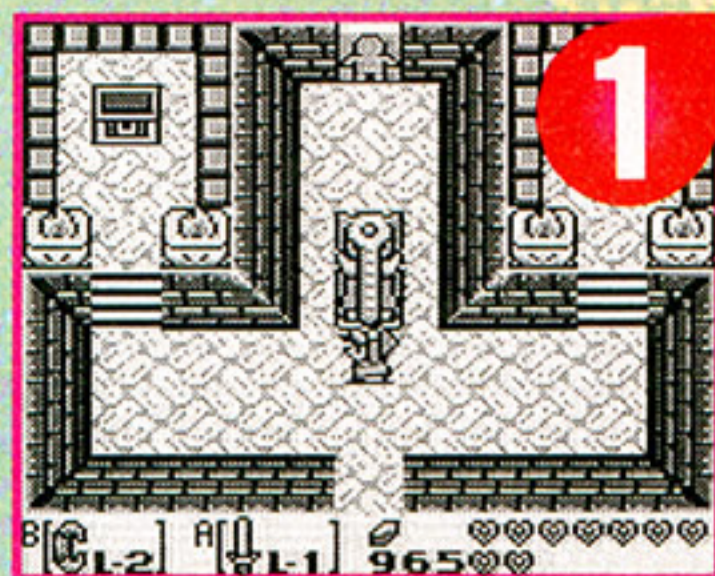
THE LEGEND OF ZELDA: LINK'S AWAKENING

Nintendo of America for Game Boy

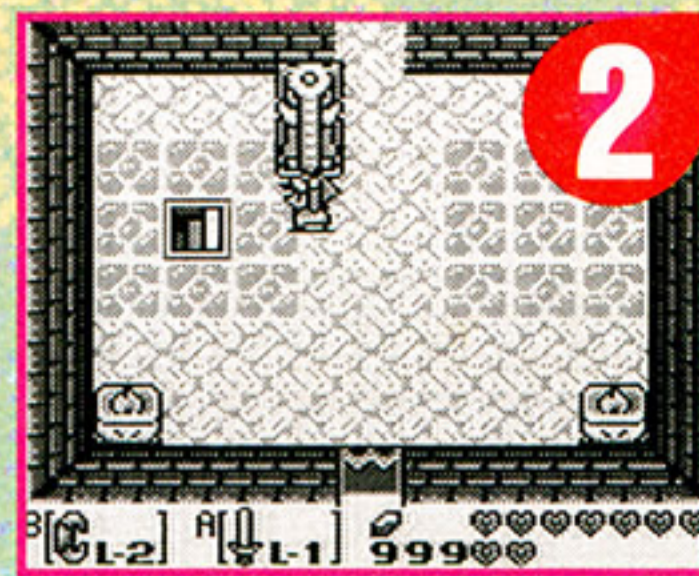
Would you print another map? I've gotten to the Face Shrine (dungeon 6), and I don't know where to go. Can you help me?

Frank Key
Seale, AL

OK. No problem.



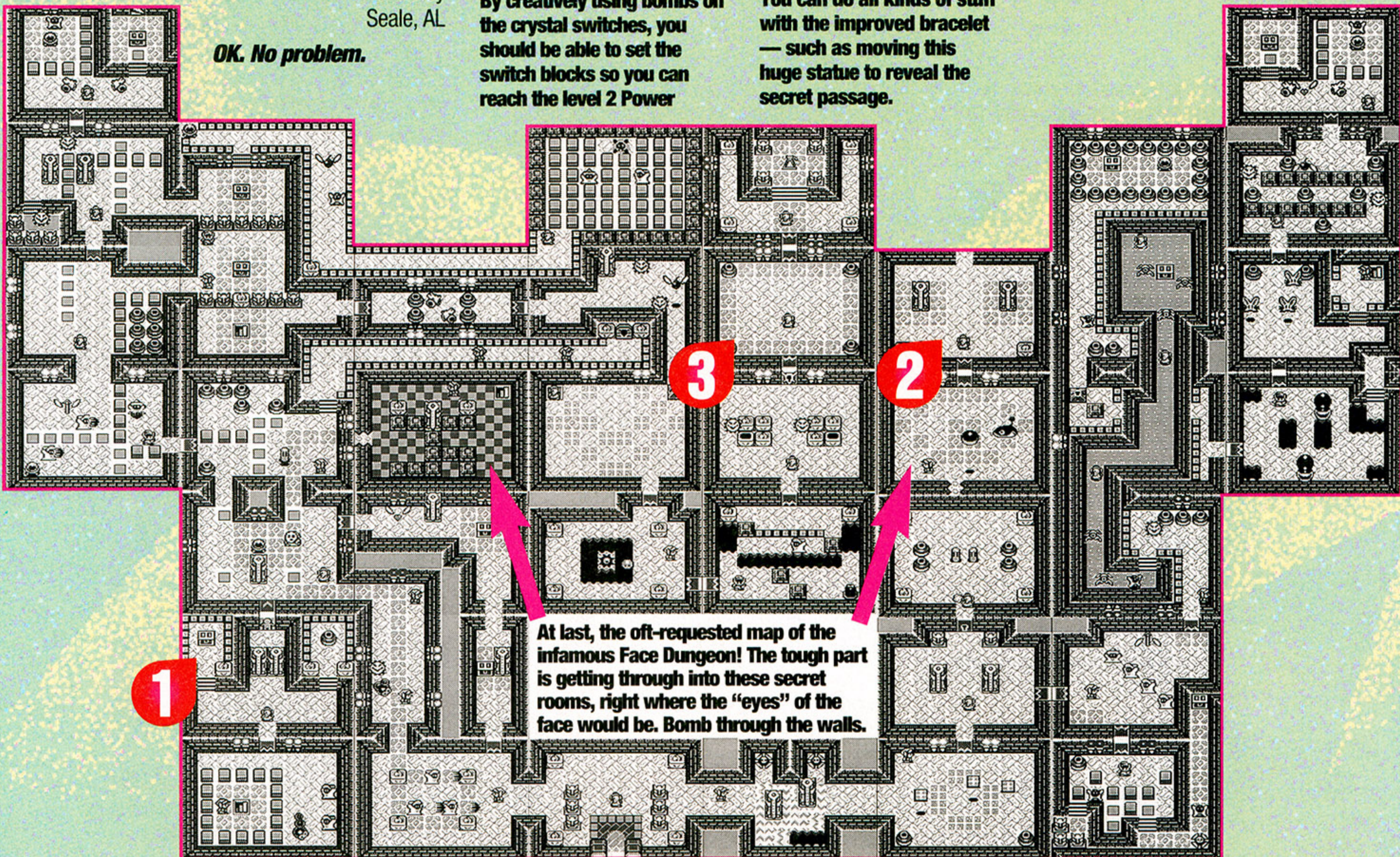
1
By creatively using bombs on the crystal switches, you should be able to set the switch blocks so you can reach the level 2 Power



2
You can do all kinds of stuff with the improved bracelet — such as moving this huge statue to reveal the secret passage.



3
The boss is called Facade. Kill him by planting bombs on his mug. Easy, right?



3
At last, the oft-requested map of the infamous Face Dungeon! The tough part is getting through into these secret rooms, right where the "eyes" of the face would be. Bomb through the walls.

JURASSIC PARK

Sega of America for Sega CD

You've had a lot of tips on this game, but you've never said where the wrench is.

Shane Adams
Ft. Meyers, FL

Where are the bolt cutters? I can't find them!

Bill Franklin
Topeka, KS

Tool time! Both items are in the Gallimimus area. Go to the Tyrannosaurus pen and get the wire cutters out of the jeep. When you reach the Galli area, use the cutters on the sack hanging from a tree. The wrench spills out.

Keep following the path, and use a low-level shot from the stunner in the next area to make the frog jump. The Galli eats it and lets

you pass. Once you're in the Galli nesting ground, roll away the bale of wire to uncover the bolt cutters.



You get a chance to use the wrench right away. Turn around and remove the grating from the drainage tunnel — trust me on this.

The bolt cutters are in the nest area under the roll of wire. Grab 'em, then use the wrench to remove this grate and take the tunnel — it's the only way out!



Get the sack out of the tree with the wire cutters, then grab the wrench from inside.

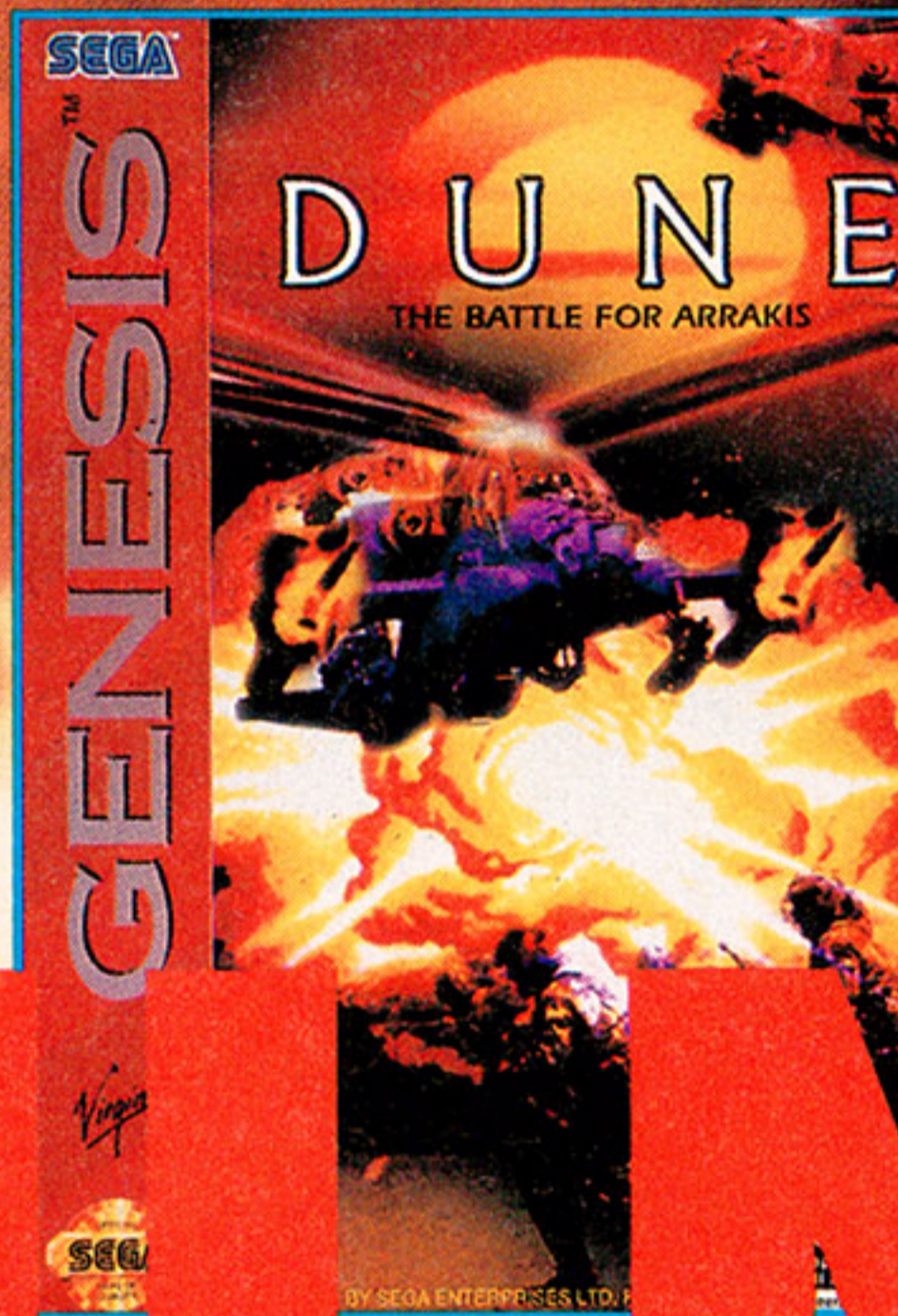
KEEP IN TOUCH!

Send your game questions — or any top-secret tips — to Jeff at the *new* address:

Game Players
1350 Bayshore Highway
Suite 210
Burlingame, CA 93010

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The Jungle Book

GUIDE FOR GENESIS AND SNES

Genesis



Mowgli, lacking the determination and work ethic of the wolves that raised him, needs some assistance from Doug Brumley to become king of the jungle.

DON'T BUNGLE THE JUNGLE

You'd think a boy raised in the jungle would be able to take care of himself. But *nooo*. Instead you've got to hold Mowgli's little hand all the way through ten levels of lush tropical landscape as he attempts to

escape the wrath of the man-cub-hating tiger Shere Khan and arrive safely at the human village. But jungle life isn't all tropical fruit and swinging vines. Absorb as many of these tips as you can to make Mowgli's journey as smooth as possible. **GP**

GENESIS	
I N F O	PUBLISHER Virgin Interactive
	DEVELOPER [Redacted]
	SUGG. RETAIL [Redacted]
	GENRE action

GOING BANANAS

There's no telling what Mowgli will encounter in his journey — unless of course you've seen the cartoon — but he's toting plenty of ammunition, tasty and otherwise.



No matter what other weapons Mowgli may have, his supply of these standard (but effective) bananas never runs out.

Double-power bananas make Mowgli's job a bit easier, but unlike the normal bananas, supplies are limited.



There are plenty of goodies hidden behind huts, tree trunks, and other objects. Jump around in these areas — you never know what you might find.



The snake springs send Mowgli flying, but for a super-bounce walk onto the spring from one side and push the C (jump) button as the snake uncoils. Use this tactic to grab seemingly unreachable power-ups.



BOSS'S BASHING

No level is really *too* difficult, but the bosses may set you back a few lives. Here's how to dispense quickly with a few of the guys you love to hate.

KAA THE SNAKE



Save your boomerangs for this fork-tongued fellow and aim at his head. Kaa stays in the same place for a few seconds before moving to a new position, giving you plenty of time to wail on him.

Save your boomerangs for this fork-tongued fellow and aim at his head. Kaa stays in the same place for a few seconds before moving to a new position, giving you plenty of time to wail on him.



Kaa tries to zap Mowgli with his hypnotizing eye attack, which you should be able to avoid by jumping. Don't panic — it does so little damage that you can easily kill him before he gets you.



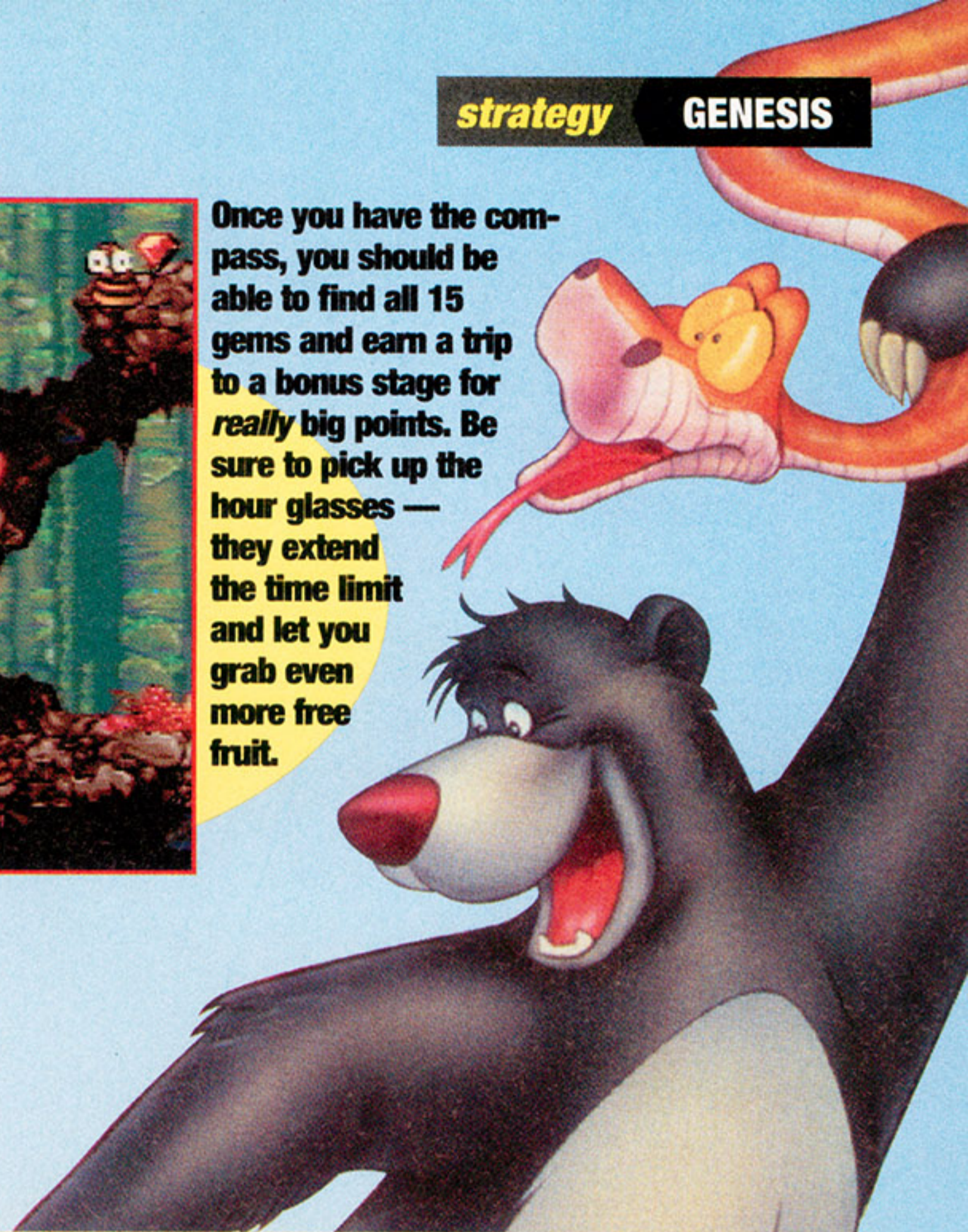
JUNGLE GEM

Coins, gems, rings.... You know the routine by now — pick 'em up!



Since you must have at least ten gems to advance to the next level, find the hidden compass icon. It points you in the direction of the nearest gem.

Once you have the compass, you should be able to find all 15 gems and earn a trip to a bonus stage for *really* big points. Be sure to pick up the hour glasses — they extend the time limit and let you grab even more free fruit.

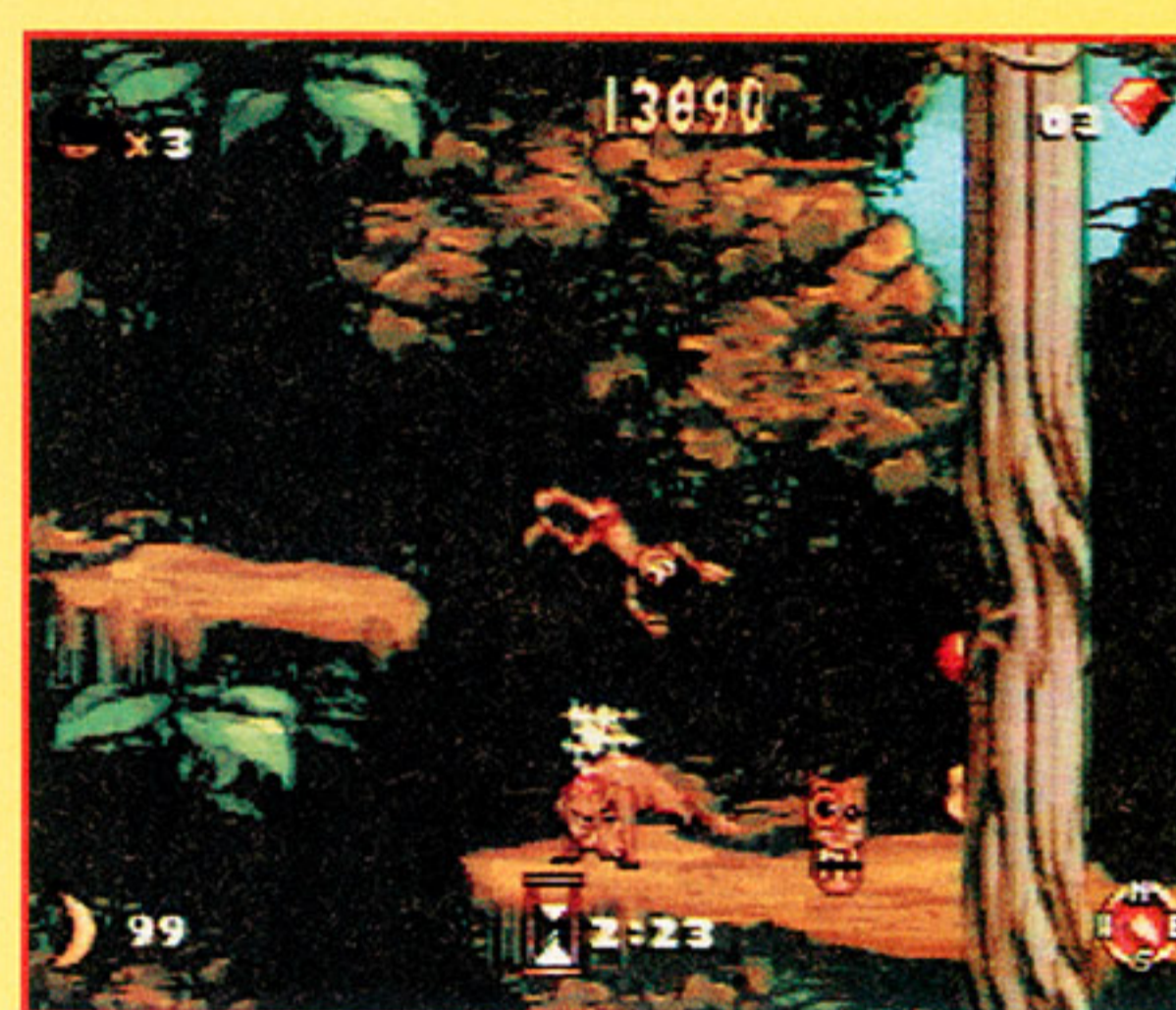


Mowgli's most powerful weapon is the boomerang banana, but it doesn't have the long range of the other weapons.

It's no slingshot, but Mowgli does his best Dennis the Menace impression with this powerful pea shooter.



When the going gets tough, switch to this mask of invincibility which protects the man-cub from harm and lets him fire bananas until you either switch to another weapon or the timer runs out.



When all else fails, Mowgli resorts to the standard tactic available in any action game — jumping on the enemy's head.

THE WITCH DOCTOR



This barrel of monkeys is a breeze to get by. Switch to your pea shooter and stand at the bottom right. Shoot whenever they move the shield.



When the monkeys move to their three different positions, stay in the same place and concentrate on the bottom monkey. Then jump and shoot at the monkey to the far right when he drops his defense.

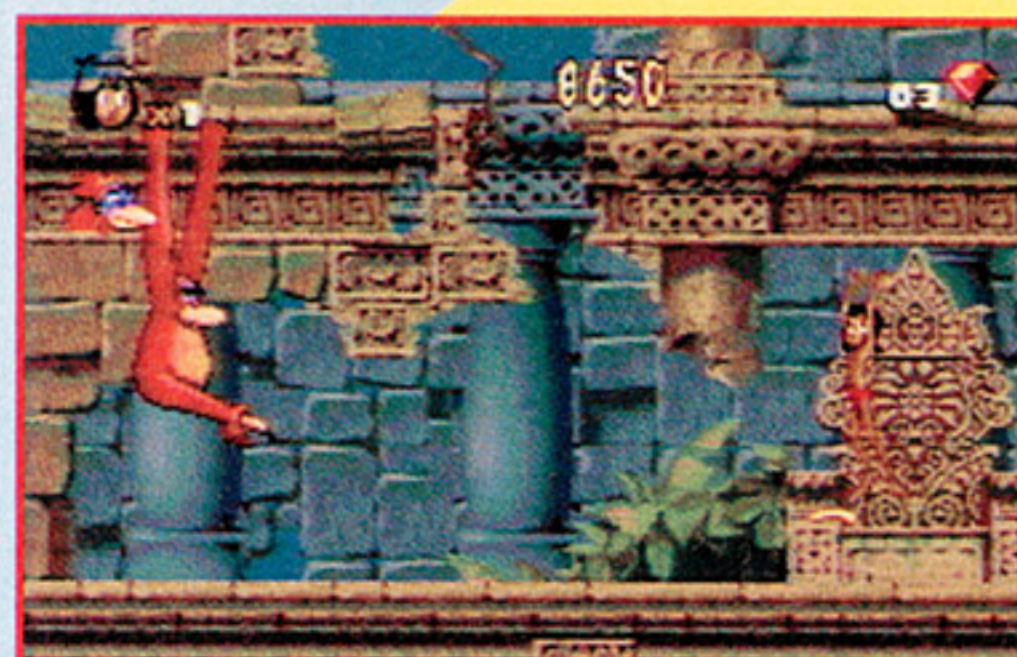


Finally jump on the right-hand platform, switch to your regular bananas, and fire away from a safe distance.



KING LOUIE

King Louie's swingin' arms deflect anything you fire at him. He takes damage only when he stops to attack you.



Learn his pattern of attack: You need to jump twice quickly to avoid his shots when he clings to the ceiling, and when he does a hand-stand, he shoots one banana low and two high.

King Louie is most vulnerable when he bowls a coconut at you. You can get in several shots while the coconut is approaching, then jump it at the last second.



The Jungle Book

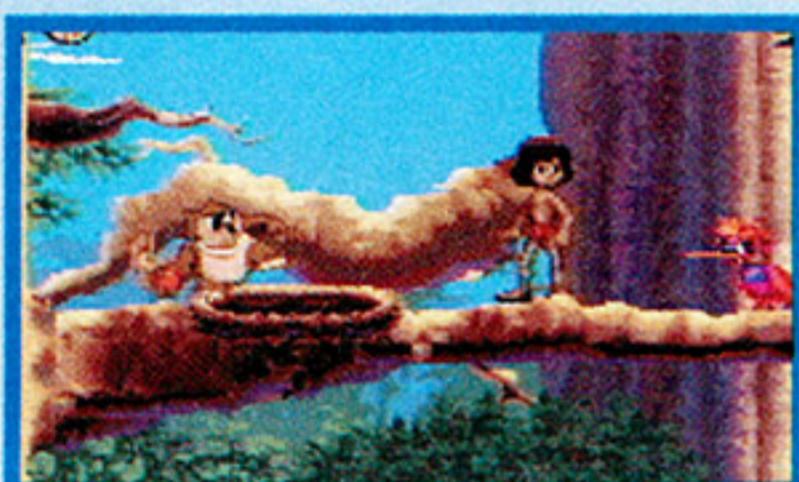
SNES

The SNES version is just loaded with secrets. There's plenty for an inquisitive Mowgli to find within a stone's throw of the first screen.



These blocks come in quite handy, especially when you want to reach hidden areas such as this suspended bridge in the second chapter.

He's not easy to find, but this owl trades you a heart for each banana you shoot at him.



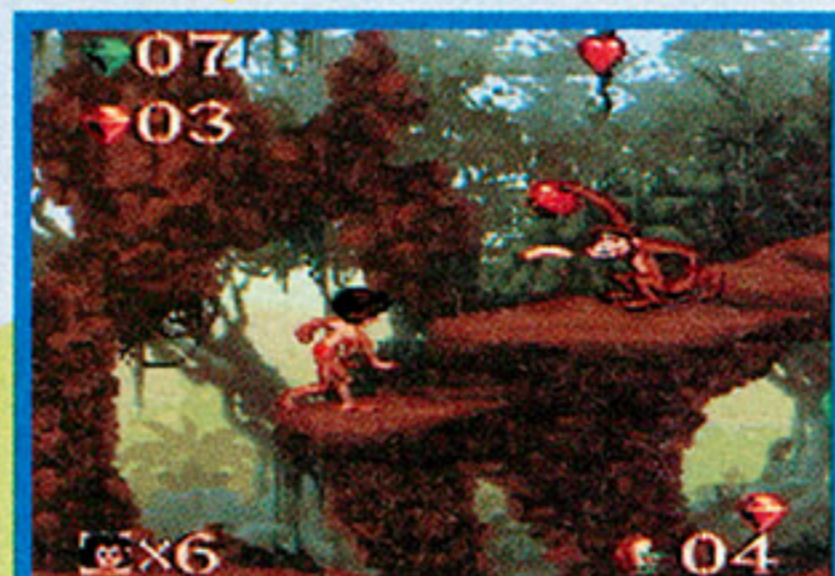
Be sure to check all the hollow parts of the tree in Chapter III — you never know what kind of power-ups lurk inside. Get into the habit of jumping around while you're inside the trunk.



Get into the habit of jumping around while you're inside the trunk.

Just ask Mowgli his opinion — he'd be quick to tell you that while the Genesis *Jungle Book* may have superior graphics and game structure, the SNES version has it all over its counterpart when it comes to secret spots and hidden power-ups. A four-hits-per-life design forces you to take much better care of the man-cub and makes the game much more challenging (frustrating?!).

In a move that was clearly in his own best interest, Mowgli suggested that we help players make it through some of the rough spots and clue you in on several of the surprises that await. So take notes — there may be a quiz at the end — and you'll have Mowgli to safety before you know it. **GP**



Mowgli's main means of attack is shooting bananas and jumping on enemies. Other special weapons can be picked up along the way — they prove quite useful in later levels.



SNES

INFO

PUBLISHER	Virgin Interactive
DEVELOPER	Virgin Interactive
SUGG. RETAIL	
GENRE	action

THE WRATH OF KAA

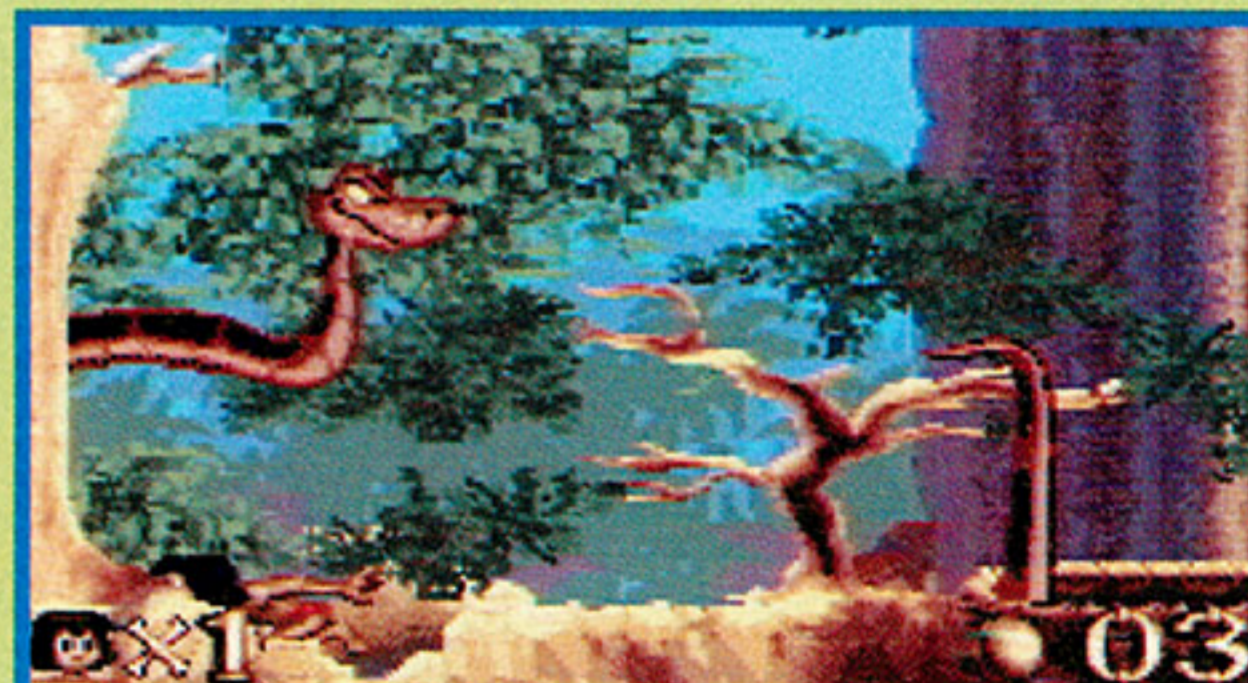
Your first real test is a showdown with Kaa high above the tree in Chapter III.



When Kaa's hanging from above, shoot directly up at him and jump his hypnotizing eye attack.



When his head pops up on one side of the screen, move to one of these spots where you can safely inflict a lot of damage.



When Kaa's whip-like tail appears, concentrate more on surviving than shooting.

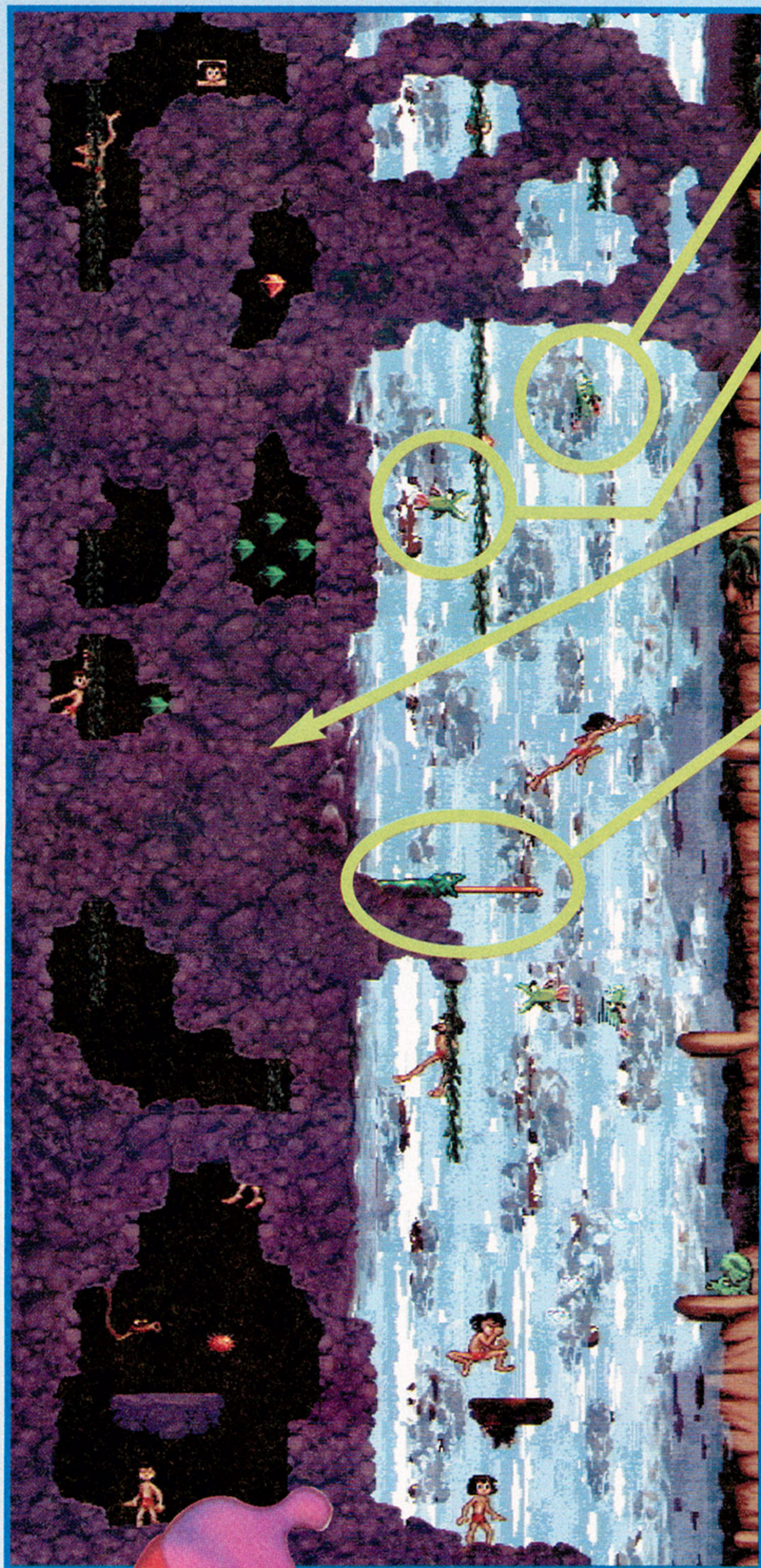


Because the jumping controls can be a little touchy, be extra careful when jumping from vine to vine in Chapter V — there's no net.



HEADING UPSTREAM

The waterfall level's not only visually impressive, but it also features a variety of enemies and plenty of hidden goodies. Here's a cross section of what you'll find.



These falling fish try to take a bite out of you while you're climbing. Get rid of them before moving on.

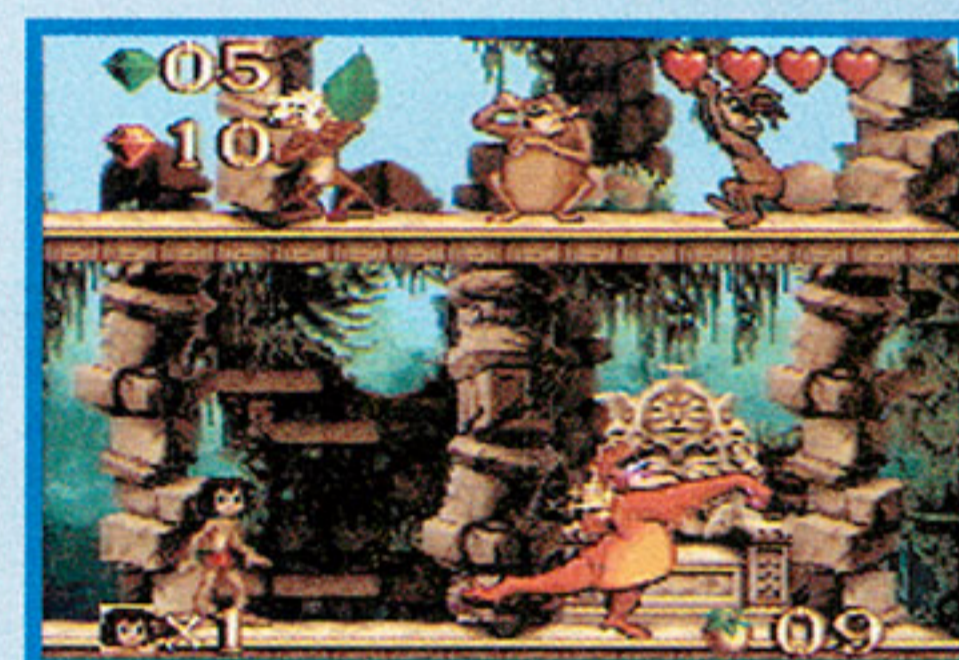
Water-spitting fish spit while you stand on platforms. It's often easier to jump on them than shoot them.

Practically the entire left side of the level is chock-full of hidden caverns and bonuses. Explore!

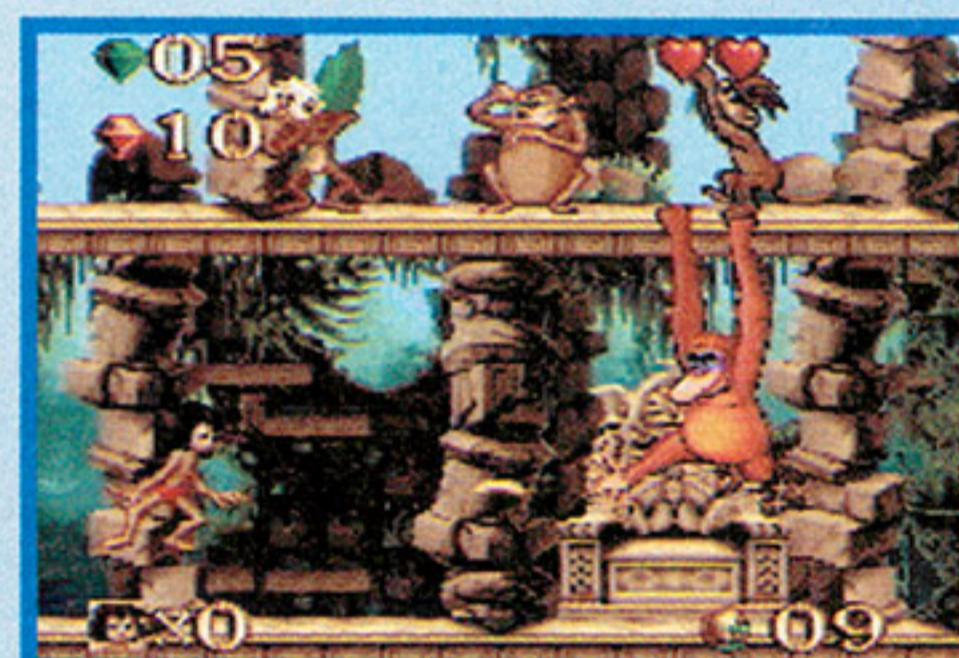
They may look intimidating, but the lizards are actually there to help you. Shoot them and they temporarily stick out their tongues, giving you an unexpected platform.



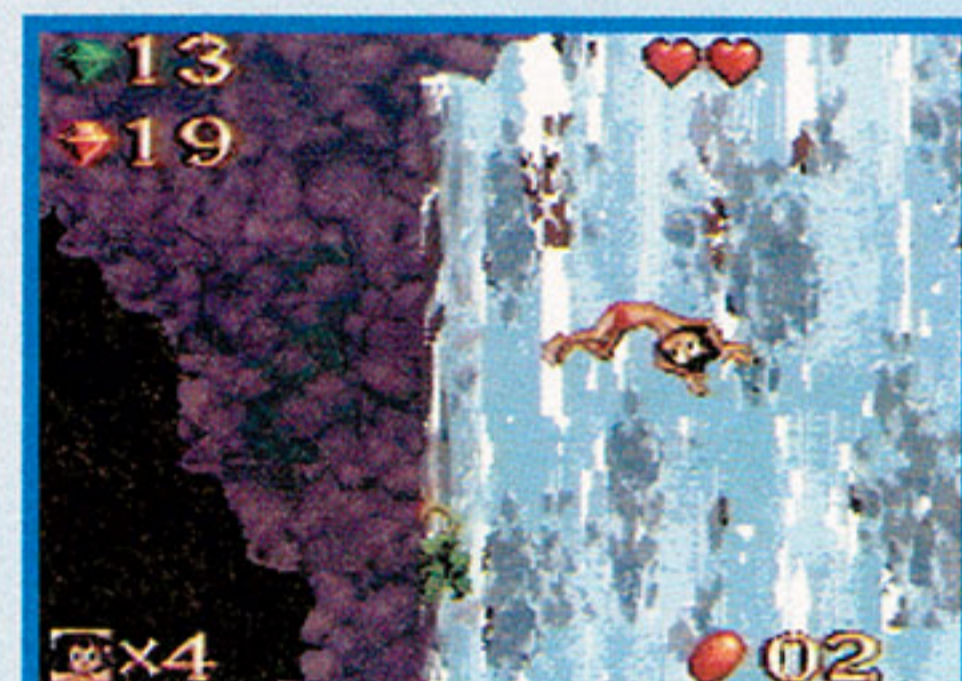
Music soothes the savage beast, of which King Louie certainly qualifies. Shoot each of his three musicians and he does a little dance while you safely pelt him with fruit.



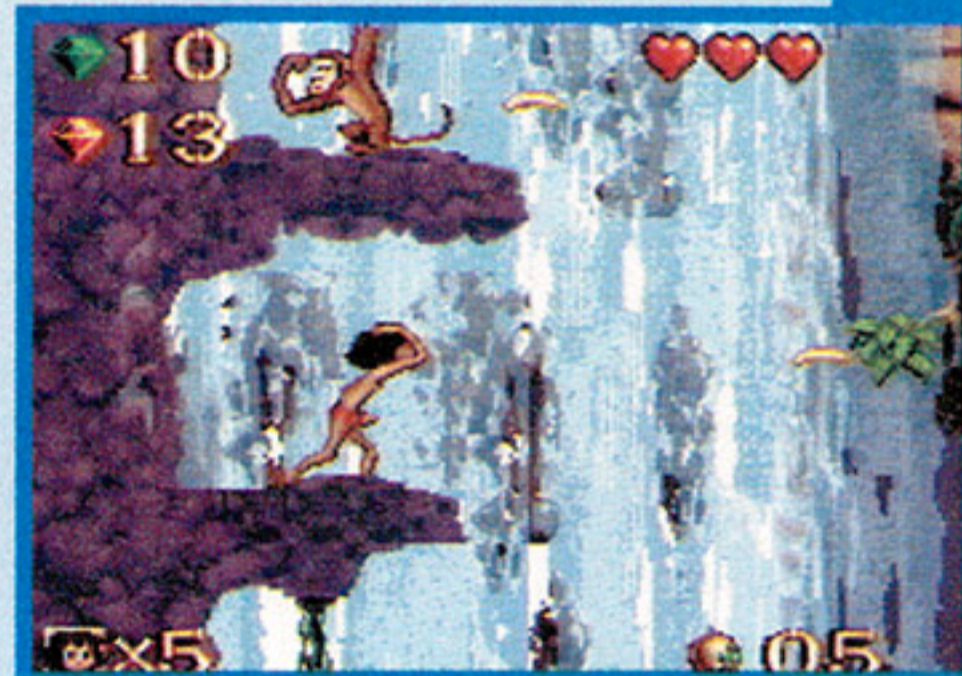
The music stops after a few seconds and King Louie attacks. Jump his bananas and coconuts and shoot the band members again as soon as you get a chance.



Now you've got to face King Louie without any help from the band. Fire at him constantly, jump his attacks, and move to the other side of the screen when he gets to close. The more damage he takes, the angrier he gets — watch for falling rocks.



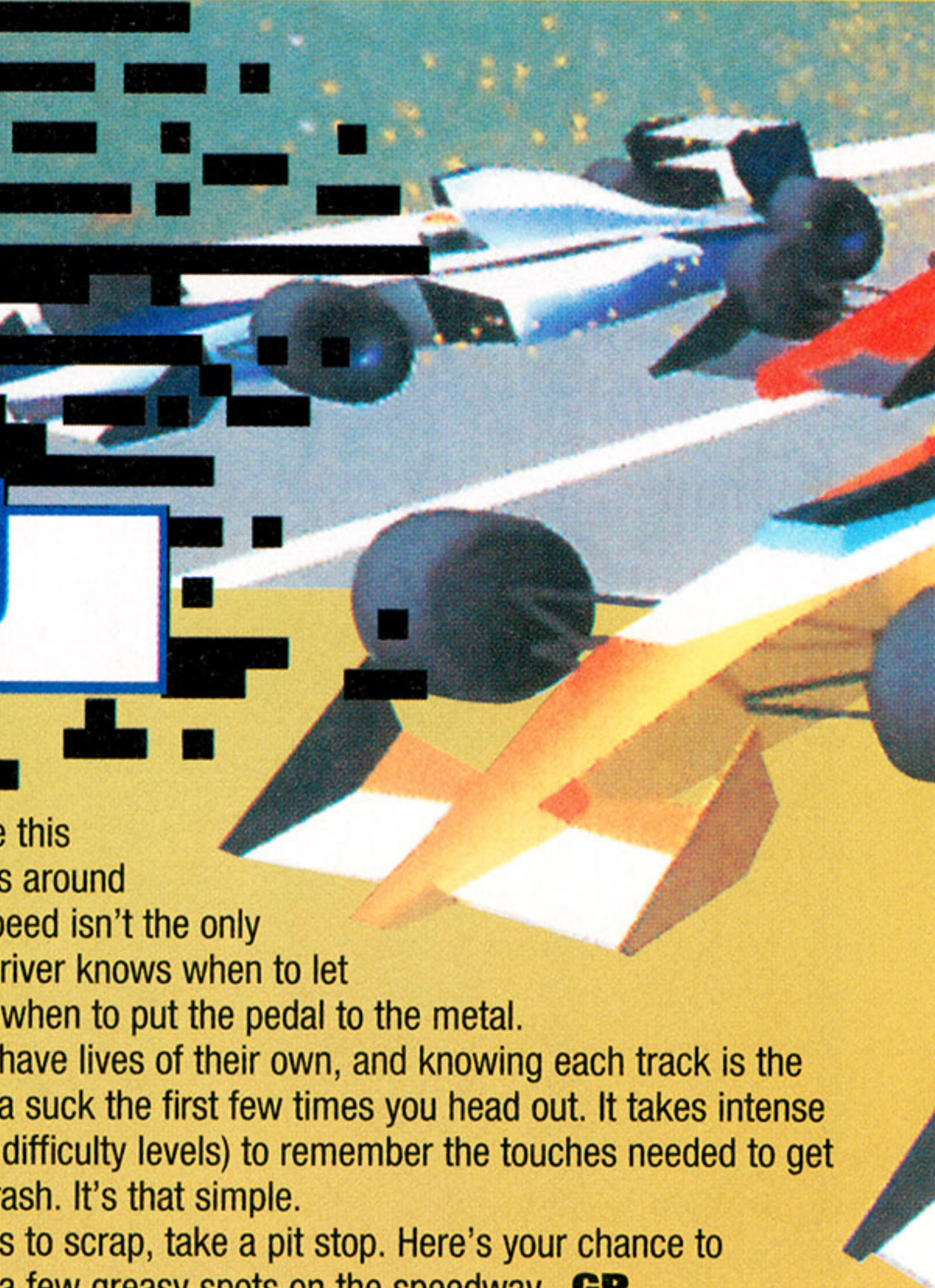
The branches that line the sides of the waterfall are great springboards, but they also deflect bananas so you can get a better shot at an enemy.



Chapter VIII features a scrolling screen that forces you to move constantly to the right. You come across suspended platforms halfway through the level which fall from under you. The trick is to jump on each quarter of the four-piece platforms, stalling until the next platform appears to the right.

FULL SPEED THROUGH

Virtua Racing



Suffering whiplash on those 320 km/h curves? Hang on — course instructor Chris Slate knows these roads like the back of his hand... but he's got a bad case o' lead foot.

Have you ever seen a game move this fast?!? *Virtua Racing* runs circles around other racing carts — but raw speed isn't the only thing that wins a race. A good driver knows when to let off the gas, when to brake, and when to put the pedal to the metal.

The three courses in *Virtua Racing* have lives of their own, and knowing each track is the key to winning. Face it — you're gonna suck the first few times you head out. It takes intense concentration (especially in the harder difficulty levels) to remember the touches needed to get past every inch of the course. Blink. Crash. It's that simple.

So before you reduce too many cars to scrap, take a pit stop. Here's your chance to learn from a guy who's put more than a few greasy spots on the speedway. **GP**

GENESIS

I N F O

PUBLISHER

Sega of America

DEVELOPER

Sega of America

SUGG. RETAIL

\$99.99 (gulp!)

GENRE

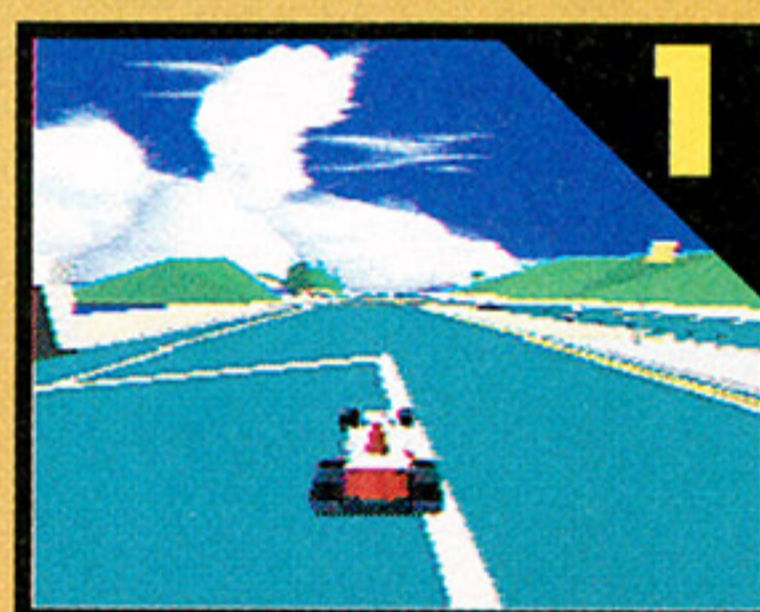
racing sim

BIG FOREST ⇨ BEGINNER ⇩

The Beginner course is still fairly tough to *V.R.* newcomers, but its only real challenge is the last two turns. Master them, and you've mastered the course.

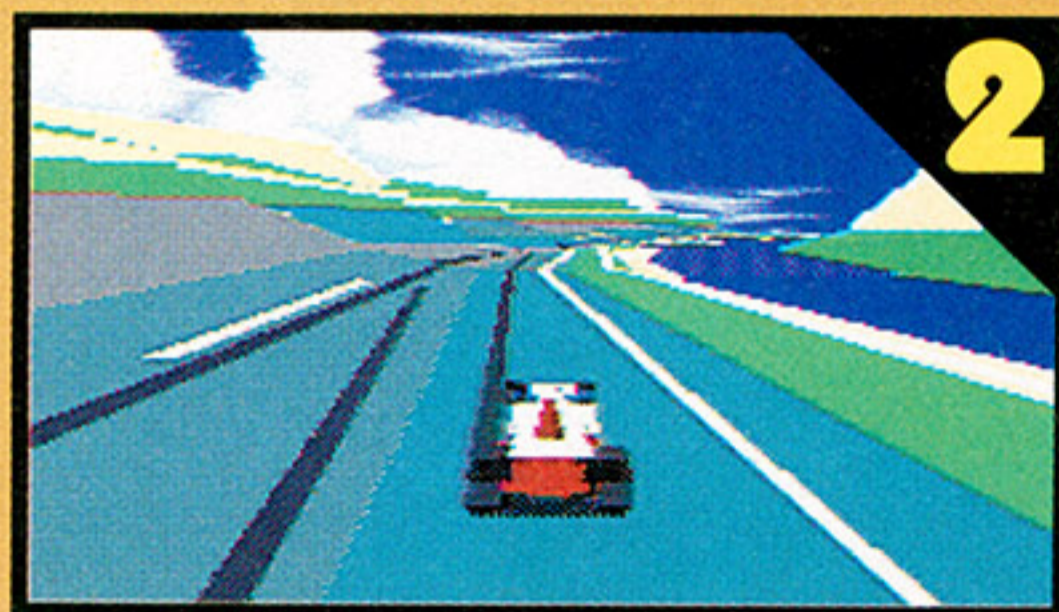
SOUND ADVICE

- ◆ Don't pit. If your car is damaged enough to require a pit stop, you've probably already lost the race.
- ◆ If you're not in at least eighth place after the first lap, reset the game and start over. Along the same lines, if you wreck during the starting heat, give it up.
- ◆ If you're having problems with a particular turn, park in front of it and watch the other cars to see how they handle it. Often you're just waiting too long to brake or cut to the inside.
- ◆ Watch the instant replay after completing a track. The overhead view provides a good look at what's going wrong in your problem areas.
- ◆ Practice, practice, practice! *Virtua Racing* can seem very frustrating at first, but concentrate on one course and take it one turn at a time until you've mastered it, then move on to the next track. Jumping around among tracks too early slows your progress.

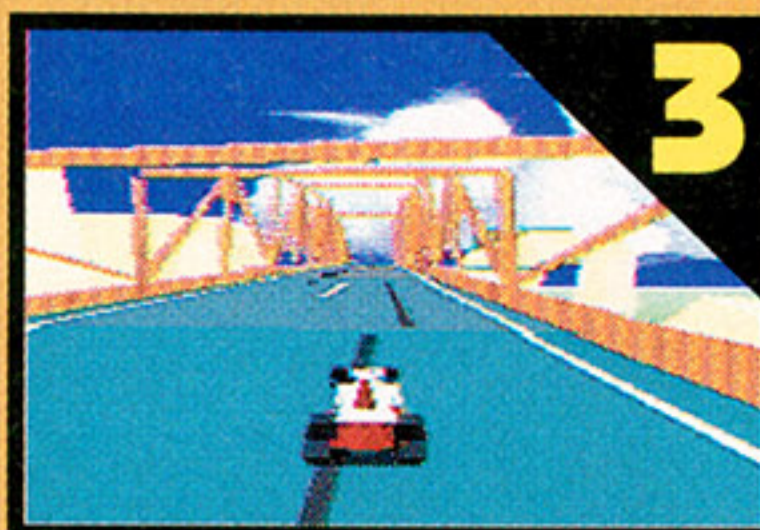


Try to stay in as straight a line as possible when coming out of the pit and on

the straightaway. You fall slightly behind when you turn your car even by the slightest degree.



Take to the inside of the track and cut into the first turn just before you reach it. You should be able to jet through without letting off the gas.



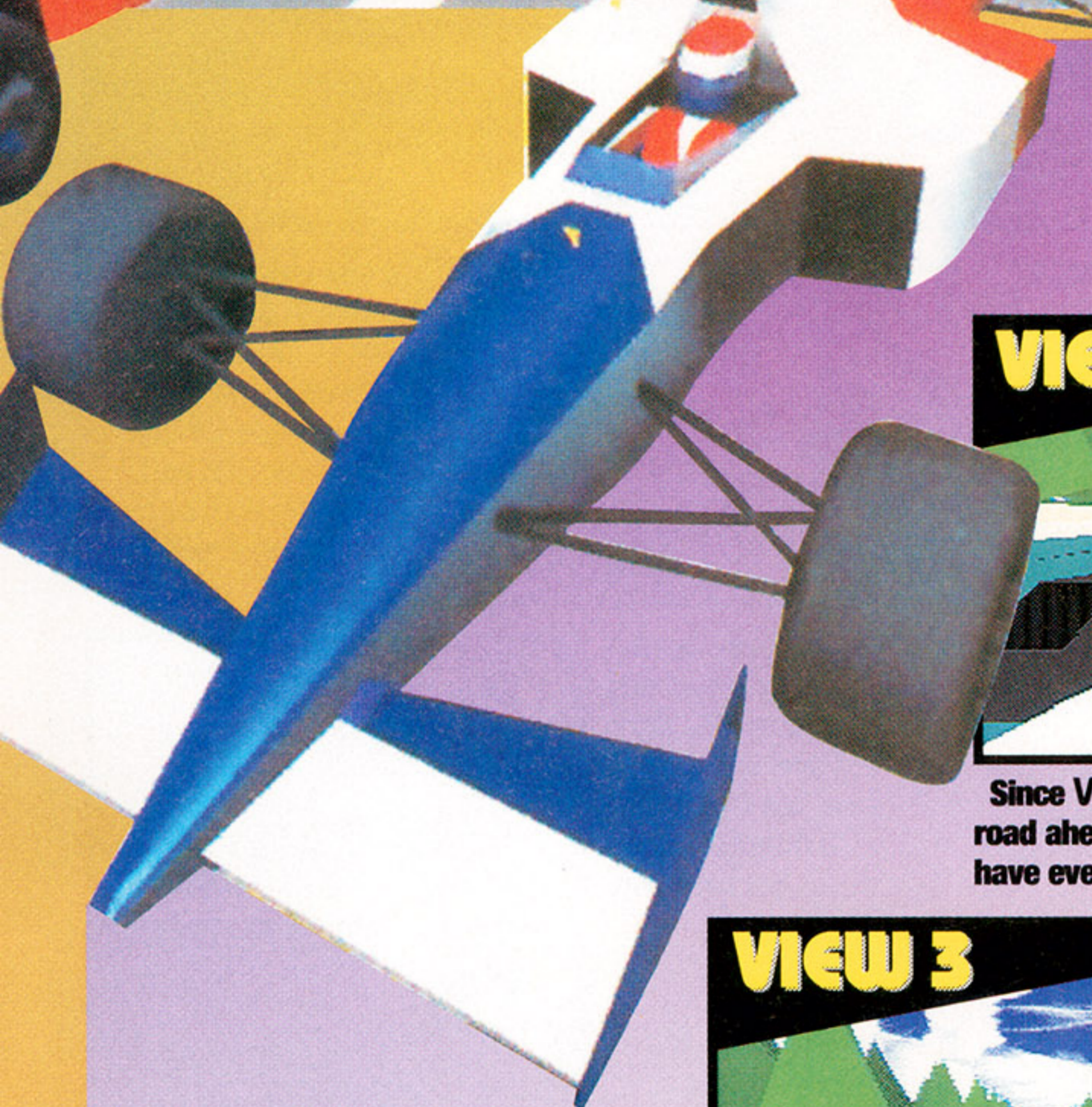
The bridges are a little curvy, but if you follow the same strategy

as in the first turn, you shouldn't have any problem. Take 'em at full throttle and head for the checkpoint.

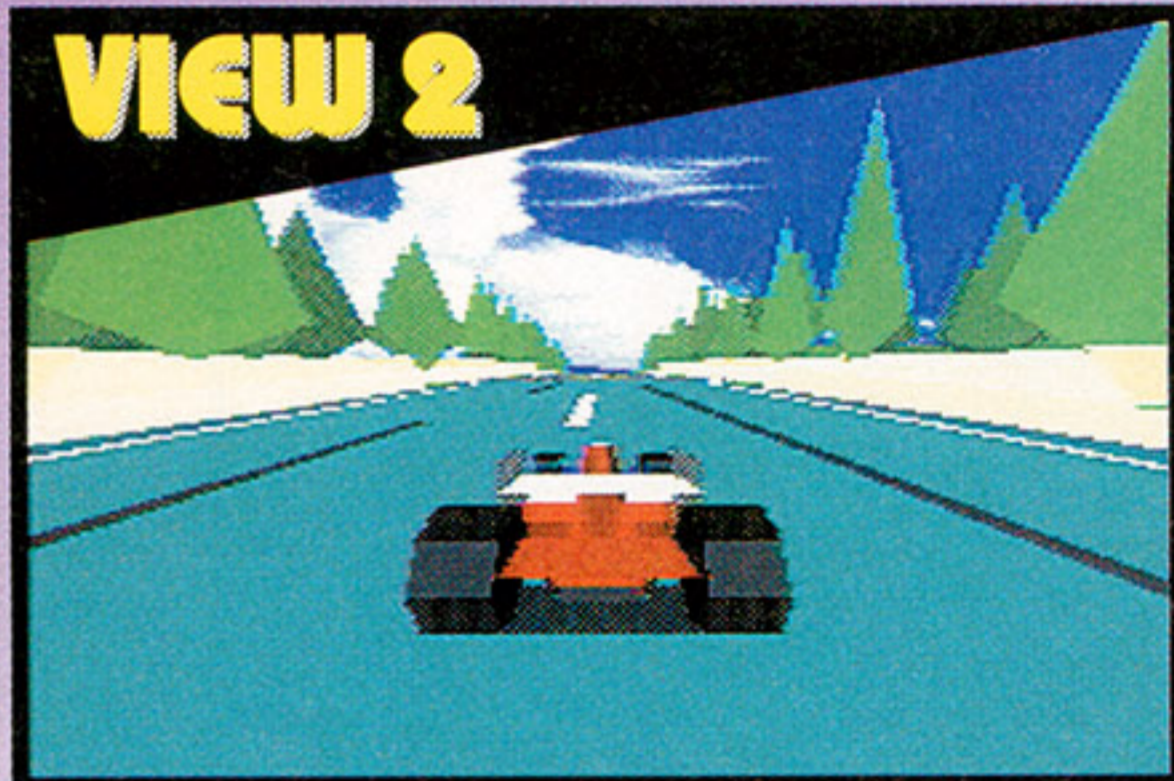


PUZZLING PERSPECTIVES

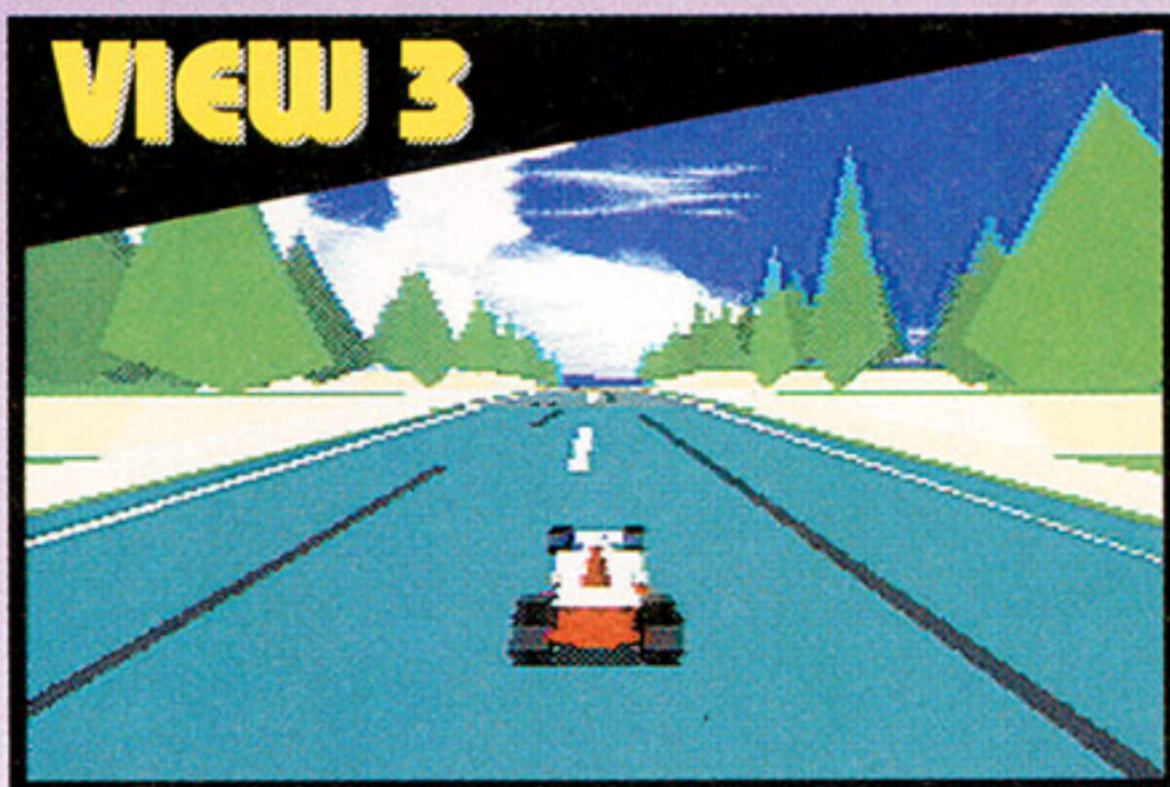
One of the coolest things about *Virtua Racing* is shifting perspectives on the fly. Unfortunately, doing so gets you killed.



VIEW 1
Since View 1 doesn't show enough of the road ahead, it's for *V.R.* veterans who already have every inch of track memorized.

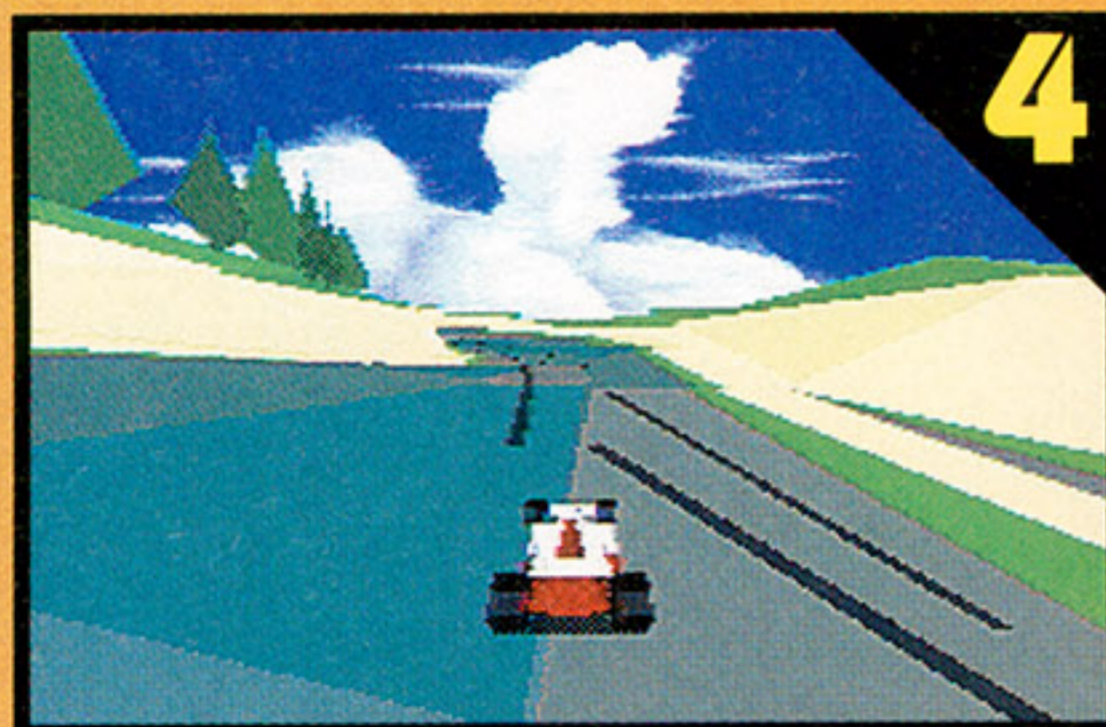


VIEW 2
View 2 still blocks out too much of the track to take the turns effectively, but it's not quite as bad as View 1.



VIEW 3
We recommend View 3: You can see a good distance ahead, but your view is still close enough that you can weave between other racers.

VIEW 4
View 4 is a good way to familiarize yourself with the course because you can see so much of the track. However, you lose all sense of racing when you're up this high.



4 This series of turns is as tough as anything in the entire game. It's nearly impossible to jet through

this entire area at full speed, so let off the gas for a moment as you cut to the inside of the last turn.



5 Tap the brake near the middle of the final curve or else you spin out into the fields. Stick to the inside and straighten out fast for a quick push to the finish line.



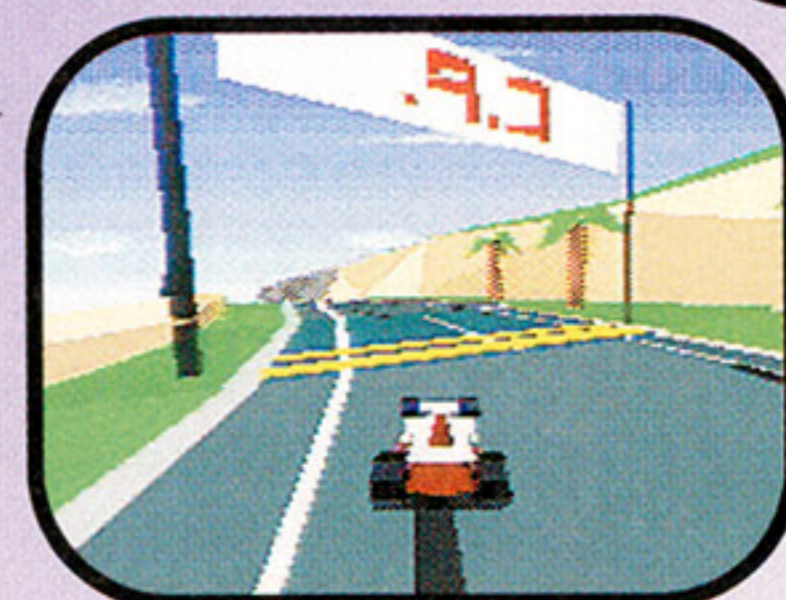
When the "SEGA" logo appears (just after you turn on the machine), press the Start button while simultaneously holding A, B, and Up.

SECRET "REVERSE" CODE

Use this trick to race each course in reverse — effectively doubling the number of tracks!



Continue to hold A, B, and Up. When the demo begins, press Start again.



Go to the Mode Select screen — there's a new Reverse option!

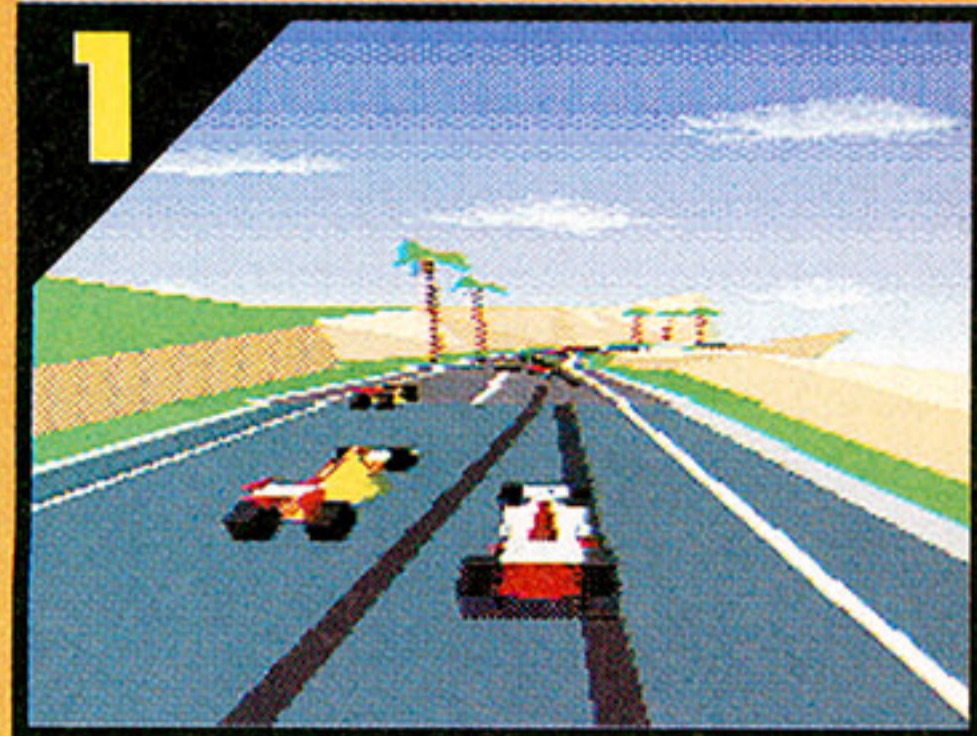
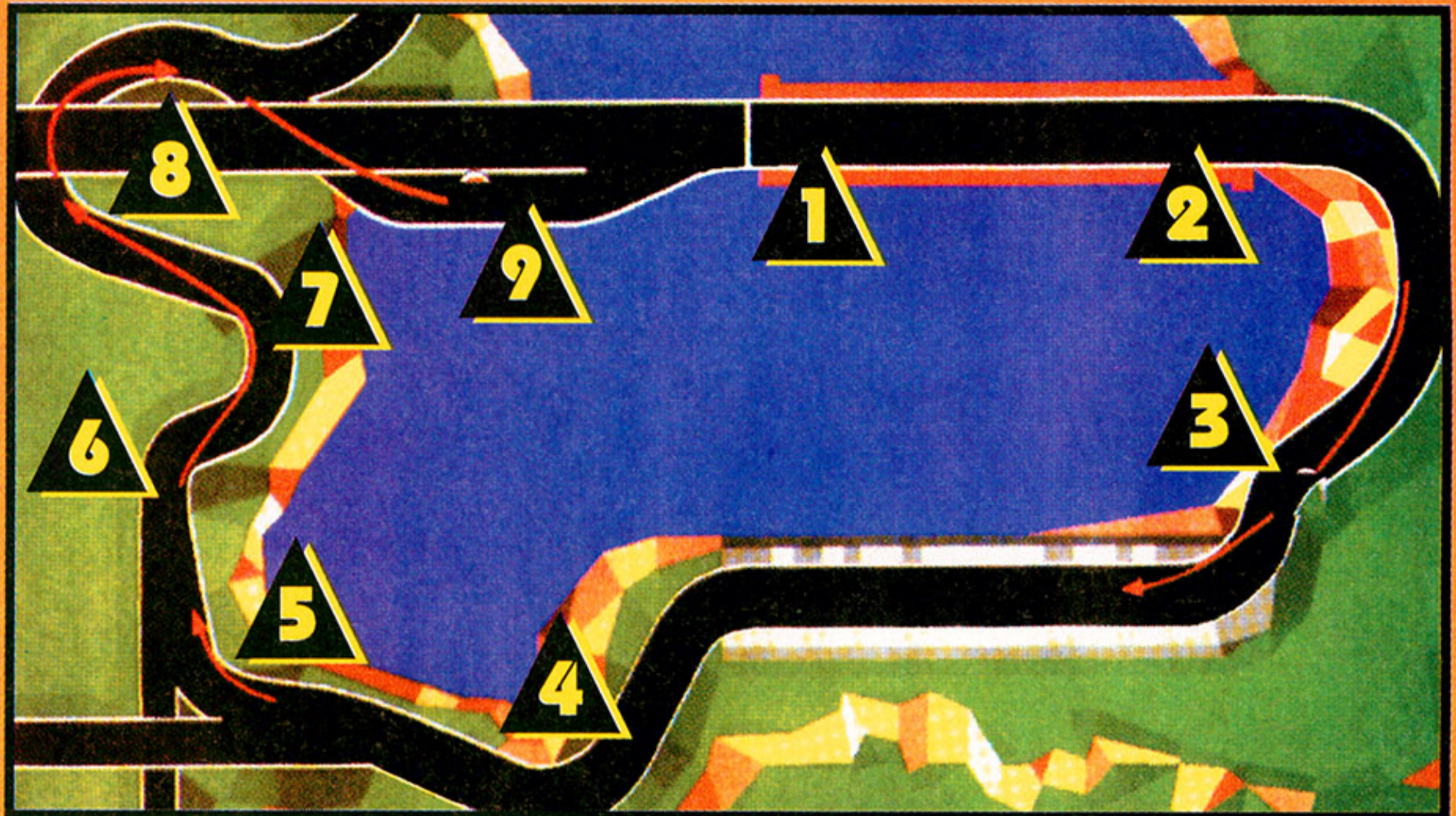
Racing the tracks backwards provides all-new challenges!



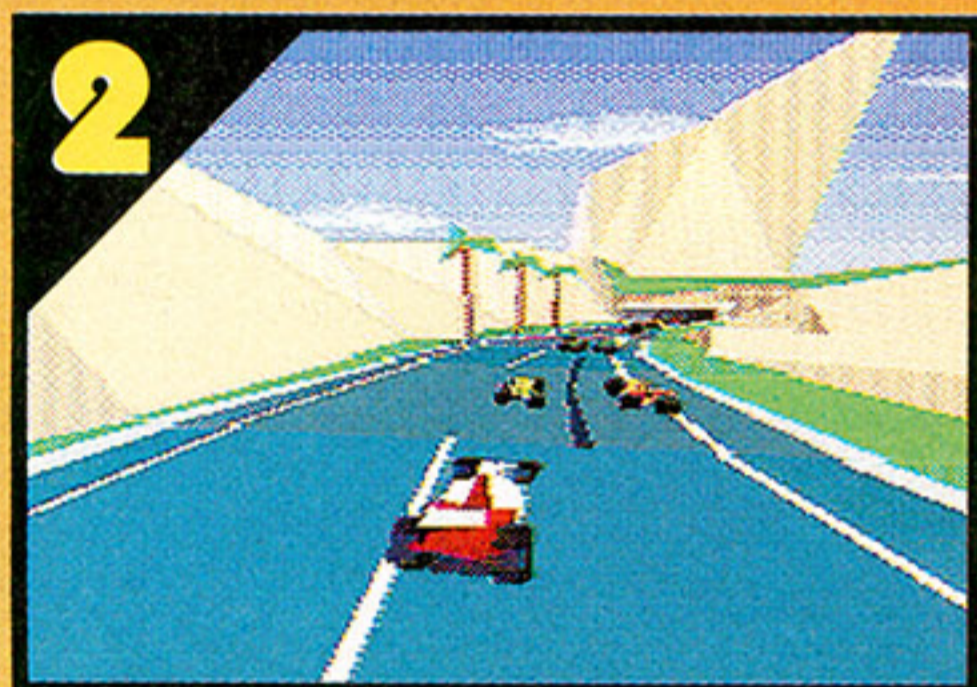
BAY BRIDGE

MEDIUM

While there aren't any *really* tough spots on this track, there are tons of tricky ones. You're often thrown from one wild turn right into another, so always be thinking ahead.



A good start is essential. Charge down the opening straightaway to catch the other drivers. Then move to the inside as you near the first curve to pass the other cars.



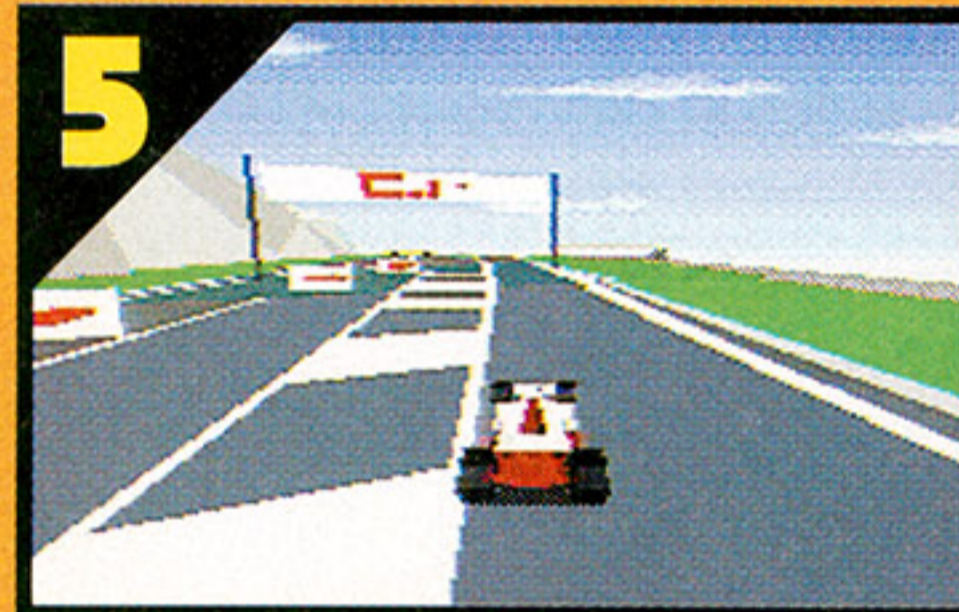
Move toward the middle of the track, then cut back inside to zip into the tunnel at full speed. It's vital to avoid collisions on the first lap. If you crash, you might as well reset the game.



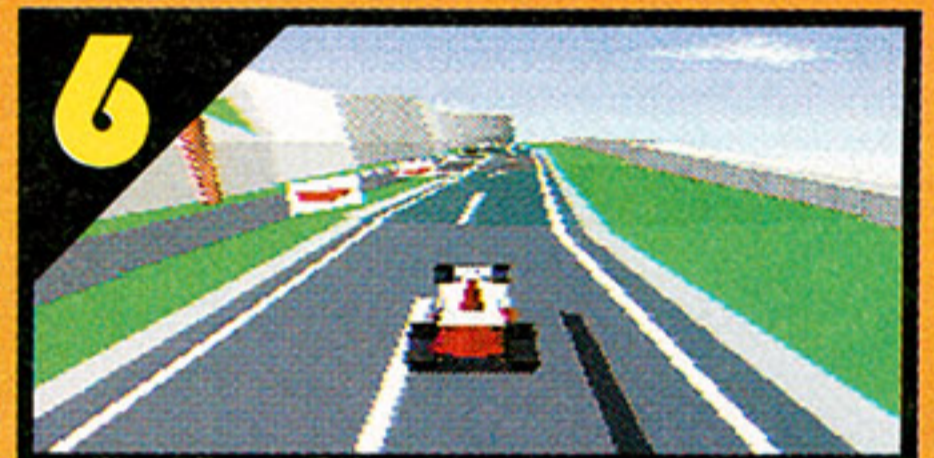
Charge straight up this hill, then cut to the inside just as you reach the top. If you do it correctly, you shouldn't have to let off the gas.



Cut to the inside of this curve just before you reach it, then quickly slip back to the outside and prepare for the next turn.



If you move to the inside of the track just as you're coming out of this turn, you can gun through the checkpoint and down the narrow road without losing any speed.



It really doesn't matter if you skid through the signs and into the left lane, but slow down a little bit to take the next turn.



Slow into this curve, hit the gas when you stop skidding, then charge toward the gully.



Let off the gas to keep away from the wall, but go flat out as soon as you regain control.

ACROPOLIS

EXPERT

The Expert course isn't particularly harder than the Bay Bridge track — with the notable exception of the hairpin turn near the center. While it's an easy curve at slower speeds, you don't want to lose too much off the lead.



You've got a lot of room to pass the other cars on the first lap because you can gun full speed

through the first few curves. Cut to the inside of the turns and you're fine.

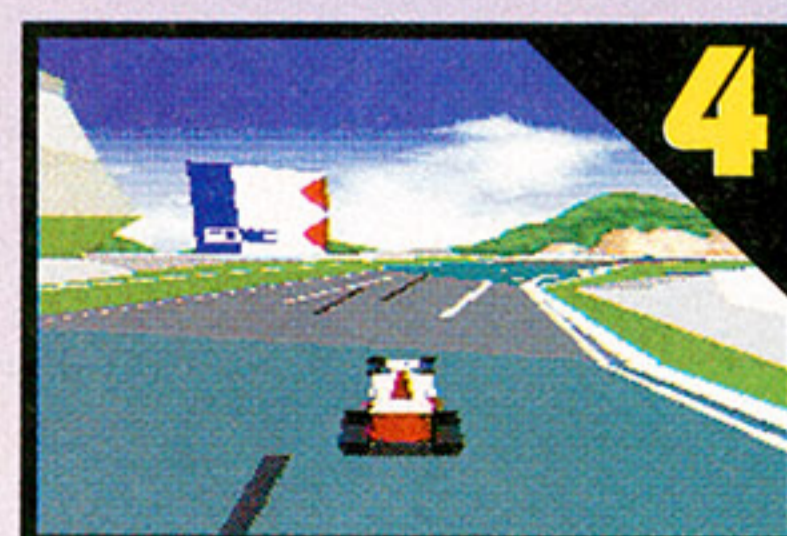


You can take this turn without slowing down... if you go to the outside, then cut to the inside just as you enter it.



If you don't cut inside right after passing through the checkpoint, this curve throws you into the left

wall. Take it correctly, and you don't even need to slow down.



Slow down at this 90-degree turn, however, or you end up smacking the Sonic sign. Brake just before you get to the turn, then build your speed back up as you pass through it.



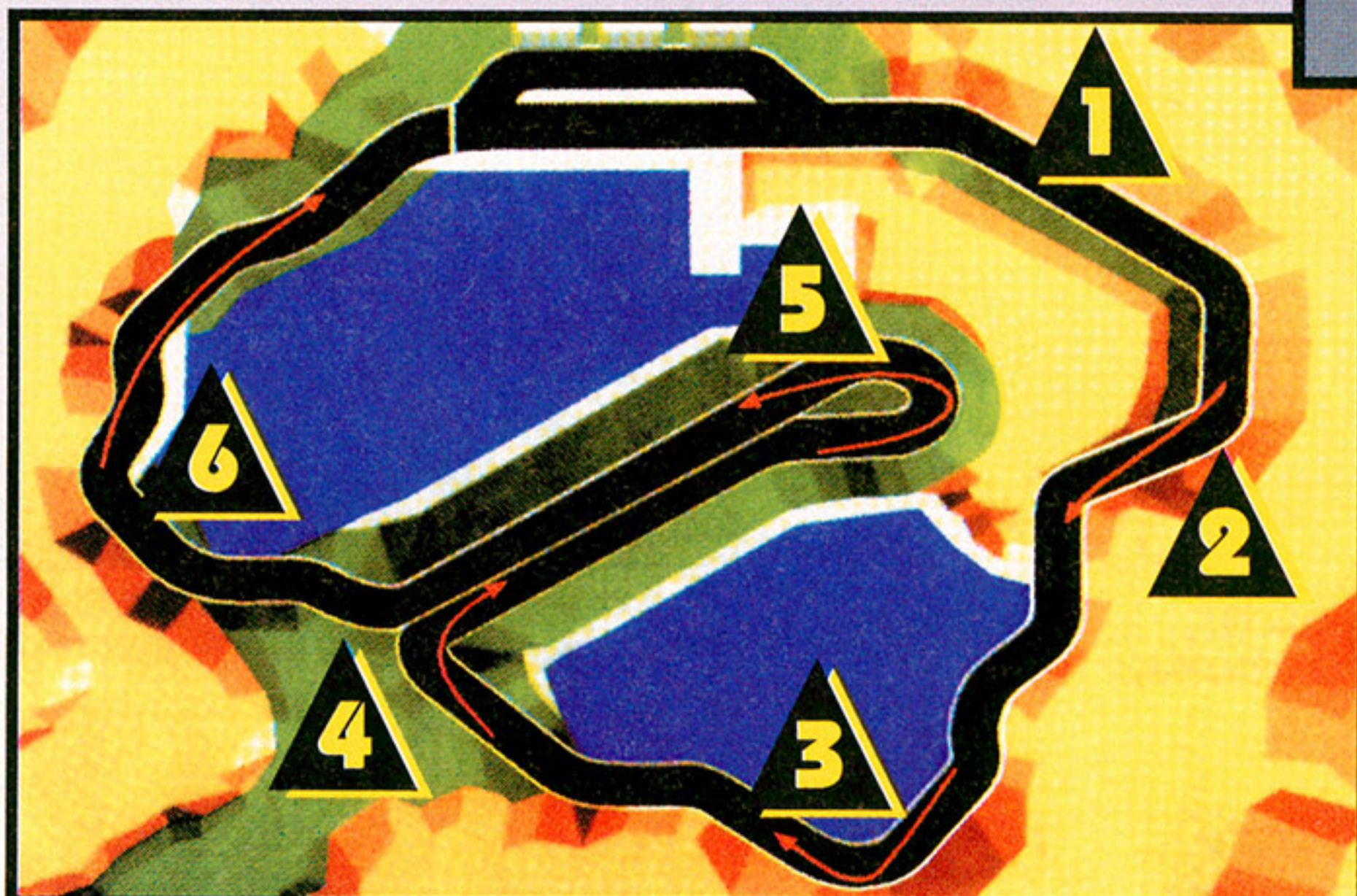
You can run full throttle up this narrow last curve, but be sure to go into it as straight as possible to avoid bumping into the sides.



Watch cars as they hit this curve and slow down when they do. Go to the outside, then speed up as you cut back into the second half of the turn.



You can zip full speed through this entire mountain area. Stay near the middle of the road and make quick cuts to the inside of the track for sharp turns.





SAY MERCY

It's what you'll tell them when they get in your face. They'll stress but you won't, because you'll be armed with a razor-edge dagger and hundreds of deadly fighting stars. Warp through time, fight off grungy punks, hunt down scummy kidnappers and remember, rage is what you feel; revenge is what you want.

Shien's Revenge,
they'll all scream for mercy.



SUPER NINTENDO
ENTERTAINMENT SYSTEM



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VIC TOKAI INC.
22904 Lockness Ave
Torrance, CA 90247

STREETS

Gonna Bust You Up!



There's nothing Jeff Lundrigan likes more than a good-natured brawl, which makes him the perfect choice to beat the secrets out of Streets of Rage 3.

Bummed out by Mr. X? Don't sweat it. Been there. Done that. No problem. Gather 'round and learn from me. Here I've combined all the codes we could scrape together, plus a complete rundown on all the sub-bosses and bosses. There are also a few hidden items you might want to find, and don't forget that breakdown of how the storyline branches depending on how well you fight. So get your fists and feet a-flyin'! There's a city to save and plenty of bad guys to pummel — what more could you want? **GP**

GENESIS	
I N F O	PUBLISHER
	Sega of America
	DEVELOPER
	Sega of Japan
	SUGG. RETAIL
	\$59.99
GENRE	
action	

Secret Staff

HAVING A TOUGH TIME? TRY THIS!



Extra Lives!

Go to the option screen and choose "Number of Lives." If you hold **Up**, **A**, **B**, and **C** on controller 2, you can choose up to nine lives with controller 1. You can't hurt me, I'm *cat-like!*

Hold Up, A, B, and C on controller 2 and get up to nine lives using controller 1!

EXTRA CHARACTERS!

Roo Who?

To fight as the marsupial warrior, hold **Up** and **B** while pressing **Start** at the title screen. Roo's added to your choices at the Character Select screen.

Hold Up and B while pressing Start at the title screen.

Roo pops up at the character select screen. Play as a kangaroo? Uh, sure — why not?



Unlock the Power of Shiva

After defeating Shiva at the end of Stage 1, hold **B** until the next stage begins. Now if you lose all your lives, Shiva shows up as a choice when you continue.

Now die. When you continue, Shiva's a character choice.

Get news for you though — he ain't that great.



After you beat Shiva, hold the B button until the next stage begins.



LEVEL SELECT

The Big Kahuna!

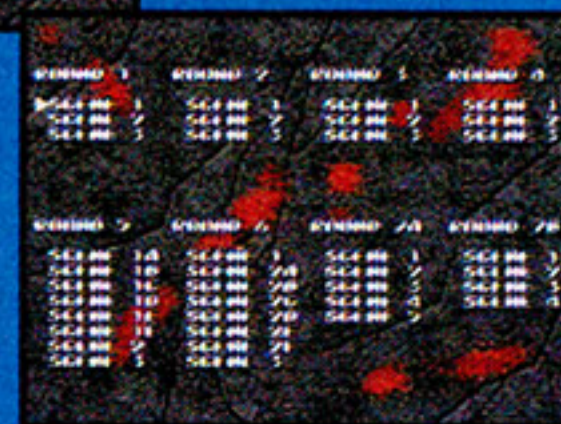
Hold **Up** and **B** while hitting **Start** to go to the Options screen. You must put the cursor either on "Battle" or "1 Player" (depending on how many controllers are plugged in). Then push the controller up to Options and hold it. When the Stage Select appears, just skip to any point in the game.



Put the cursor on "Battle," then push and hold Up. Hold B and push Start to go to the Option screen.



A-ha! A Stage Select option appears! Use it to skip to any stage!



of RAGE 3

STAGE 1

Get your feet wet by fighting thugs from the warehouse to the docks.



Don't miss the boxes at the beginning of the stage. Hidden behind them is a one-up and a gold bar!



Shiva is beaten much the same way, except that he's more likely to grab you than the other way around. Use your special attack to break his grip before he slams you.



Maclean isn't much of a problem — and this same technique works on most bosses and sub-bosses. Come at him from the side, then pummel him or just grab him and throw him to the ground!



STAGE 2

This level proves disco's not dead — it's got everything except the Bee-Gees.



Remember that Bruce's whip can reach more than halfway across the screen — he hits you if you attack Roo.

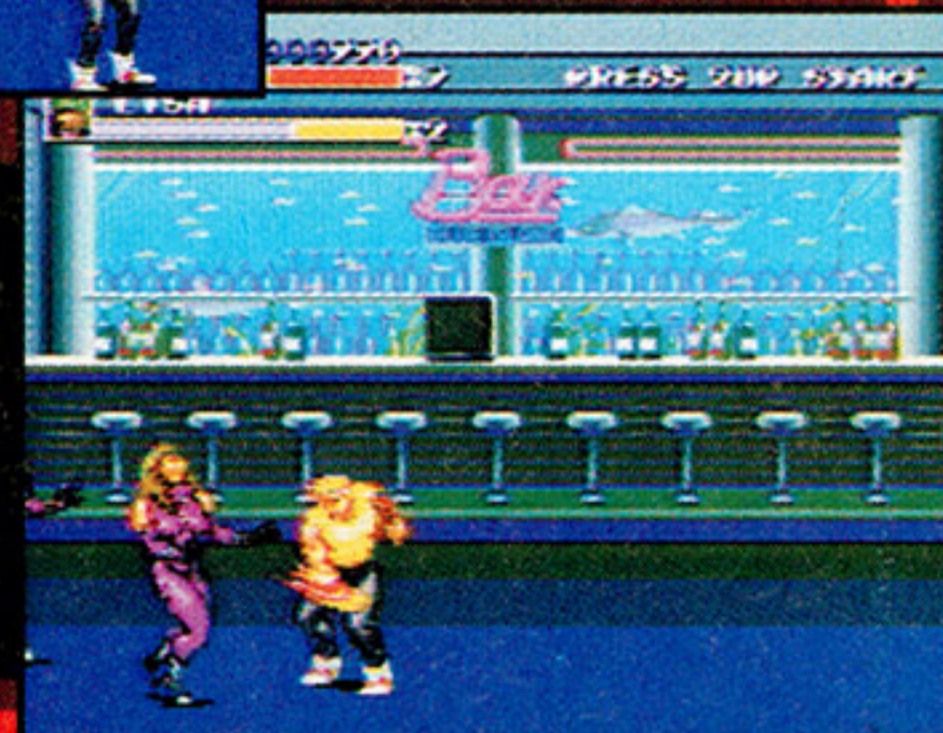


On the other hand, if you kill Bruce, Roo just goes away. So concentrate on Bruce and leave that poor kangaroo alone!



Disco queens Mona and Lisa fight as a team. But you can beat them the same way you beat any boss — just come at them from the side.

Punch one of the chicks — she's stunned for a split second, which is your cue to unleash your special attack and really let her have it!



STAGE 3

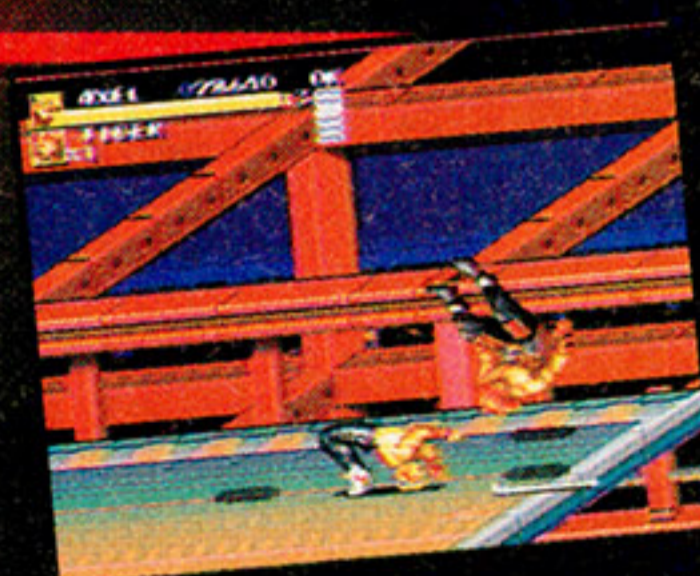
Experience the plight of the blue-collar worker with a fight through the local factory.



There's another one-up hidden behind the barrier at the beginning of the stage.



A nice thing about special attacks is that you're invincible while you're doing them. Take advantage of that and dash-attack each section of wall, then use a special attack when it's ready to pound you.



Fighting on this moving platform is both easier and

more dangerous than it looks. You can instantly defeat enemies by tossing them over the edge... as long as you don't fall off yourself!



Surprise! Didn't feel like yourself this morning, eh? Oh, well. Still, getting by Axel's robot double ain't that tough once you know how.



Stay out of his way and stick with simple combinations instead of trying something fancy. Don't rush him, and don't try to grab him whatever you do — especially at high difficulty levels!

STAGE 4

Your trip on this underground train is even more dangerous than a subway ride through New York City.



How about a *triple boss*? You should still come at him from the side — if you get in front of him, he rushes you.



Yamato has three kinds of magic. He disappears during the first round. Wait until he reappears, then roll away from his strike.



Watch the tracks while fighting through the subways. The rails start vibrating when a train's coming down that set of tracks — roll out of the way and watch the enemies get squashed!

When he turns invisible during round 3, get to the same side of the screen he's on (you can still see his outline) until he reappears. If you don't, he sprays you with deadly shuriken!



He splits in two during the second round. Stand in place until both versions stop, then roll away.

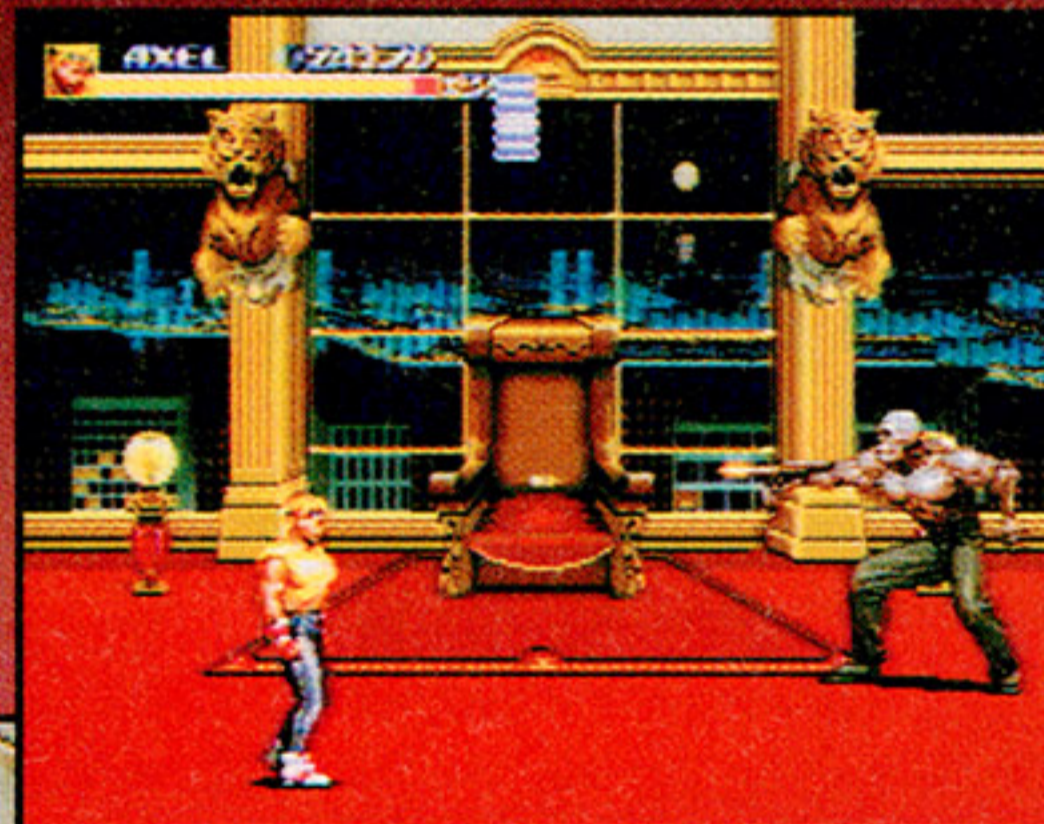


Yamato is especially easy to grab and throw once you get the hang of it — show him what for!

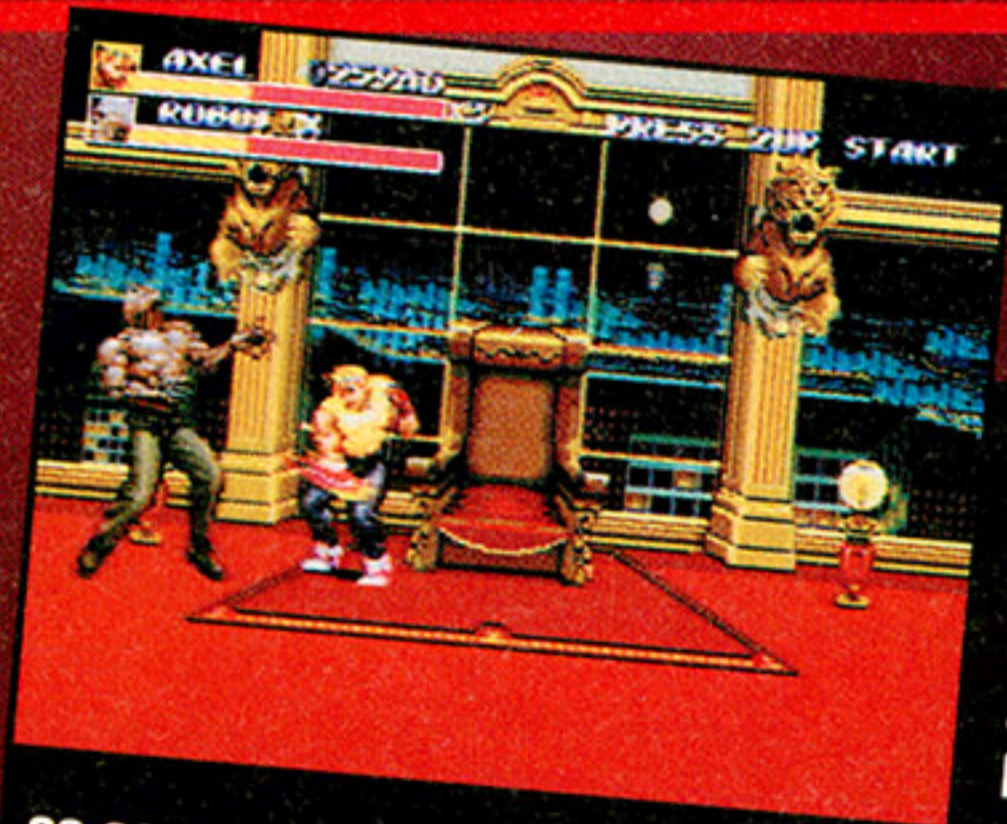


STAGE 5

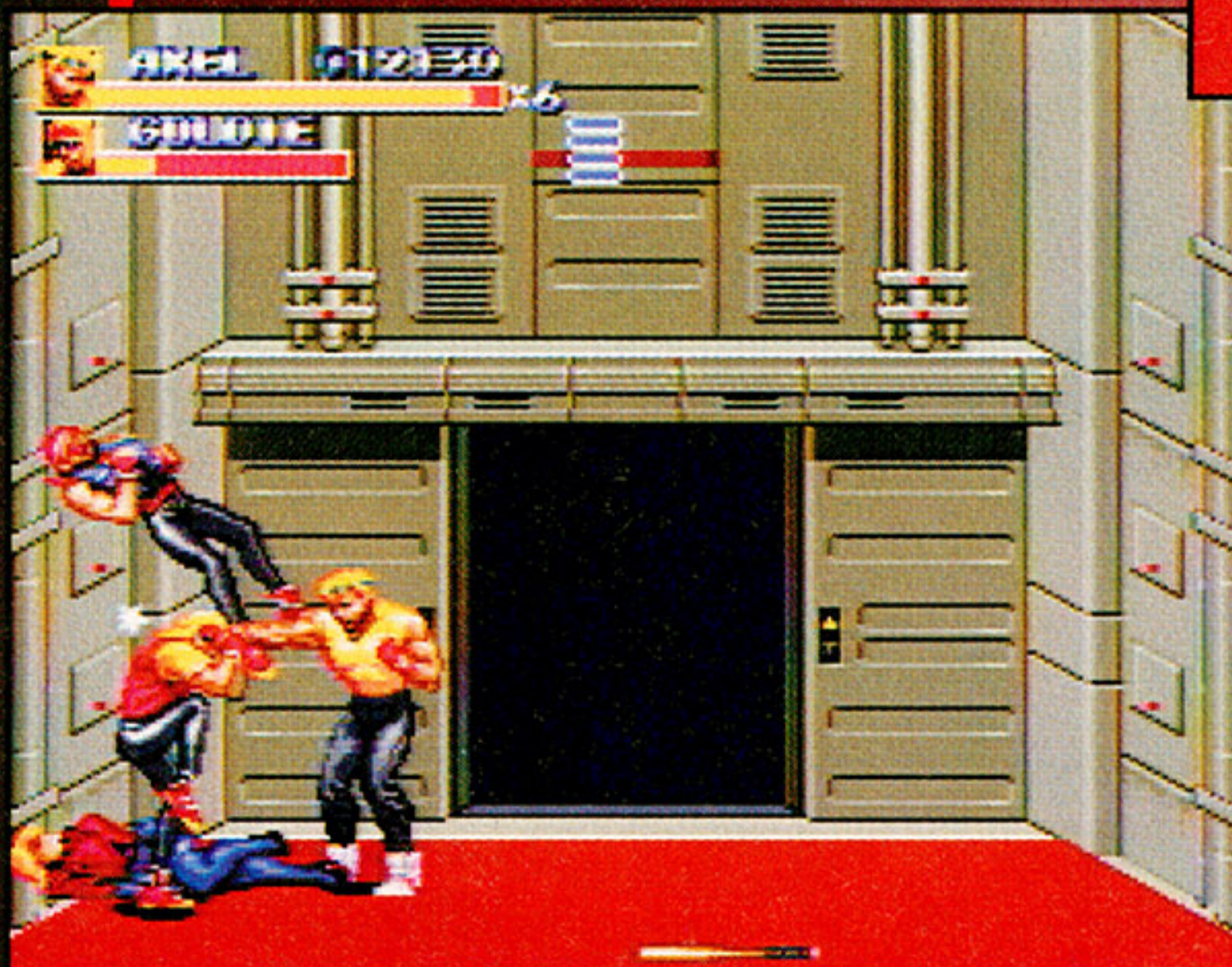
Things get tough around Mr. X's hideaway. The bottom floors are full of musclebound thugs.



Uh, oh — Robot X. Ugh. This boy's *mean*. Avoid standing in front of him since his arsenal is large and deadly!



Get as close to him as you can without being hit, and zip in and hit him with special attacks as soon as his shots are off. You can also use specials to break away while he's pummeling you!



Fighting in this cramped elevator is rough. Try to get all your opponents against the wall, then just keep punching — they shouldn't even be able to get up!



When he hits you, he takes a moment to gloat and laugh. He's *really* easy to attack when he does this — especially with rushing attacks. Go get 'im!



Watch out if you grab him — don't hang on! He's got a built-in defense against being slammed.

STAGE 6

Head out to rescue the police chief, and remember that the fate of the city — and whether or not you win the game — depends on your success.



Take the elevator all the way to the bottom floor, fight your way past the guards, then enter the middle door.



There's a computer panel inside. Defeat the enemies, then smash the panel. Go to the next floor and enter the middle door there. Now you can smash the second panel.



Oh no. We're too late. He's dead.
If you can't destroy the system in time, the police chief dies!



A gang of rocket men try to stop you on the roof. If you kill the red one, the rest go away.



STAGE 7

The story splits here. If you've blown it and the chief is dead, head for the capitol. If he's safe, it's on to Mr. X!



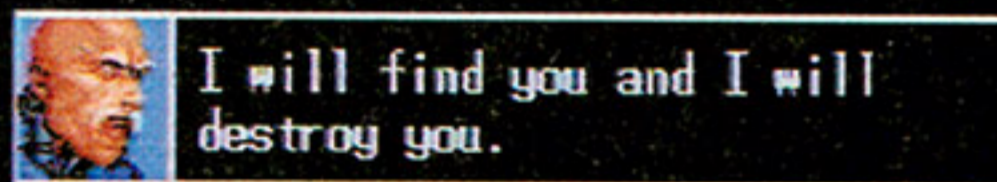
There's yet another one-up behind the first statue just inside the capitol building.



It's fairly simple to beat Shiva at the press conference. Come at him from the side, hit a couple of times, then back off. He takes damage even if he blocks the blows, so take your time and wear him down.



Unfortunately, although Shiva is defeated and the city is safe, Mr. X has gotten away! The game ends... but it's not really over.



I will find you and I will destroy you.



Thank goodness you're alive.

If you rescue the chief, you learn the location of Mr. X's hidden fortress.



The fortress is a royal pain to get through, with traps and odd mechanical devices everywhere. Hang tough!



Dr. Dahm attacks! Stay near the bottom of the screen and hit the arm with a special attack when it comes down. The conveyor carries you toward the beams, so roll back when the attack stops.

Dr. Dahm attacks! Stay near the bottom of the screen and hit the arm with a special attack when it comes down. The conveyor carries you toward the beams, so roll back when the attack stops.



Robot Y is the ultimate. There's no easy way to beat it — and worse, you've got only three minutes before the city's destroyed! There is a pattern, but you've got to make him fall into it.

Robot Y is the ultimate. There's no easy way to beat it — and worse, you've got only three minutes before the city's destroyed! There is a pattern, but you've got to make him fall into it.



Once the claw's destroyed, keep moving near the right or left until the arm drops, then walk to the opposite side until the electric field dies — turn and hit it with a "series" attack.

Once the claw's destroyed, keep moving near the right or left until the arm drops, then walk to the opposite side until the electric field dies — turn and hit it with a "series" attack.



The robot pops back up after you've knocked to the ground, then charges. Hit it with a series attack to knock it back, then rush toward it and begin a special attack *before* it gets up. Finally, back off and wait for it to charge again. Good luck!



This branch of the game also has two endings. If you can't beat Robot Y in time, the city's destroyed. What a downer! However if you beat him in time, Mr. X is defeated! Way to go!



HEART ATTACK!

Getting Underway in *Heart of the Alien*



Always ready to pretend he's an alien, Jeff Lundrigan steps in and shows you how to keep Buddy alive.

He's big, he's got skin that's two different shades of gray, and he's got a heart as big as the whole outdoors — he's Buddy! Lester's sidekick from the original *Out of This World* is back, this time starring in his own adventure.

But life as an alien is no walk in the park. There are ravenous creatures, evil goons, and deadly traps at every turn. It's a rough existence, but it's all yours — and Lester's around somewhere to help out. Go get 'em, big fella! **GP**

A SERIOUS FLASHBACK

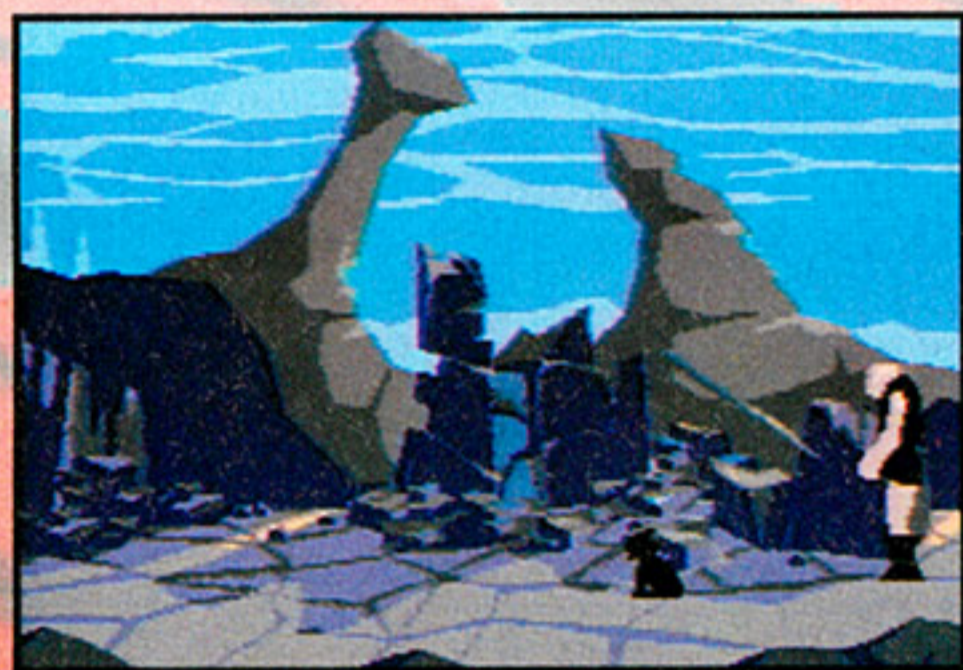
The game begins exactly where *Out of this World* left off.



The opening sequence gives some insight into Buddy and his world. Sniff, sniff... kinda gets you right here, doesn't it?

THE BEAST!

Ooo — the first hurdle. Just like *Out of This World*!



Your big-hearted adventure begins in earnest. Run to the left, but stay alert...



...there's a ravenous black beast on the very next screen! Don't stay on this screen for more than a tenth of a second — turn and run!



There's a ledge one screen to the right of the start screen. Stop under it

and hold Up to climb on — the beast runs by and chases down the smaller creature. Walk off the ledge, then continue left.



If you can't make it in time, Buddy's cat food!

THROW ME THE WHIP!

Gotta love a game with a whip....

Cross the chasm by moving Buddy to the very, very end of the ledge.

Jump — he should *just* make it. It's a one-way trip, but take note of the stalactite hanging overhead.



If you're not close enough to the edge, Buddy falls to a nasty death!



The bat creatures swoop down at regular intervals. Wait for them to pass, then run to the whip. Find the safe spot, hold Down to grab — the whip!



You can grab the stalactite with the whip and swing back over. Y'know, Buddy's pretty spry for such a big man.

SEGA CD

INFO

PUBLISHER

Virgin Interactive

DEVELOPER

Interplay

SUGG. RETAIL

\$62.99

GENRE

action/strategy

He chases you, and you fall down a hole — there's no way to avoid it.

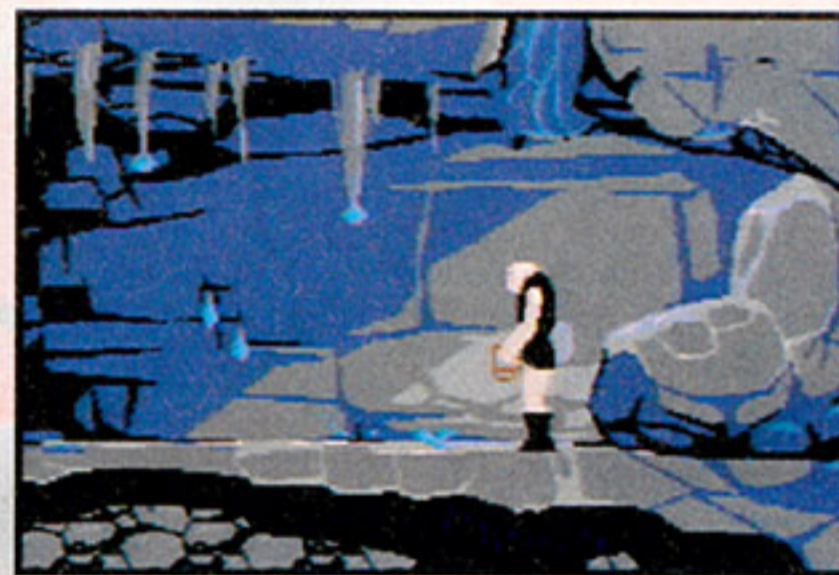


DOWN THE HOLE

You've got the whip. Now if there were only a way to charge it...



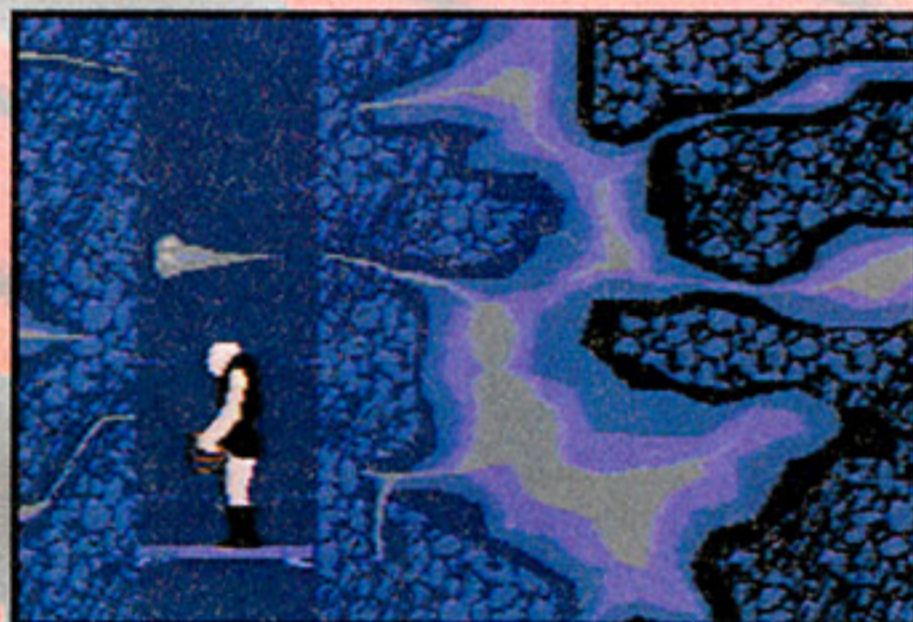
You reach this screen when you head back to the right. There's a second beast in the background — he very quickly moves to the foreground, so run to the right the second you get on-screen.



To get by the dripping acid, watch the second stalactite from the right. It drips twice, then there's a pause. Run under after the second drip.



You sure know if you don't make it. You know, I hate being dissolved!



There's an elevator at the end of the corridor. Be very careful here to avoid the steam shooting from the walls. Tap Down, then Up on the controller to dodge.



You eventually reach an energizing station at the top. It looks painful, but at least it works. With the whip fully energized, hold Up to enter the door next to the station.

IRON BARS AND WOODEN MEN

Hey, Buddy — nobody ever breaks into prison!

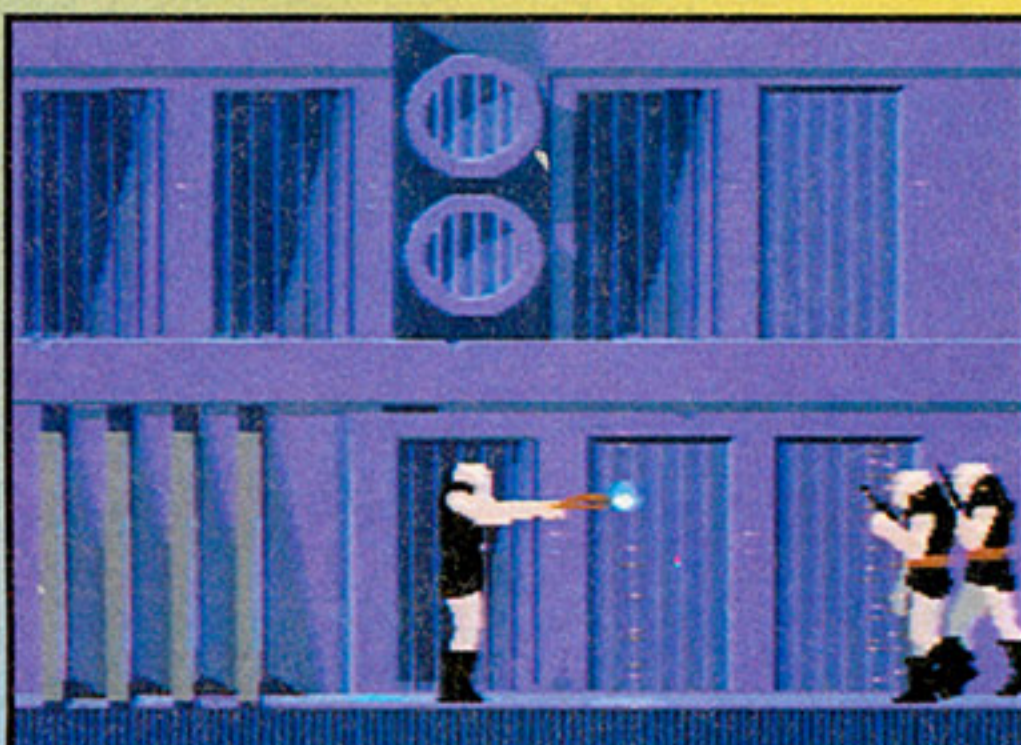
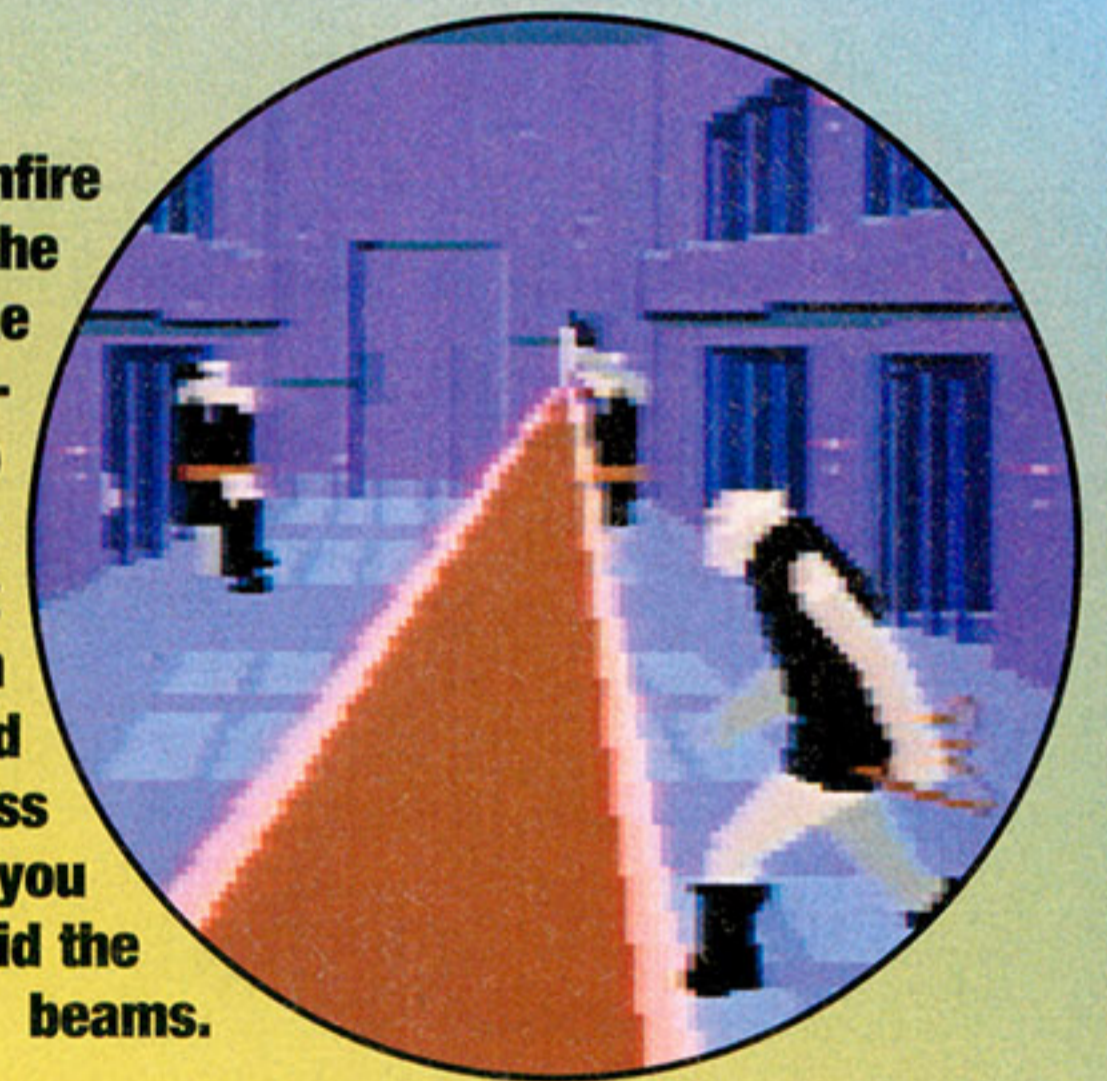


To kill the guard, make a shield (hold the A button, then release). Take a small step forward, then a second one for good measure.



The guard's shooting at you the whole time, but since your shield was made last, you're still protected when his dissolves. Shoot him!

All the gunfire makes the room to the right dangerous to cross, but if you hit the room running and dash across it full-tilt, you avoid the beams.

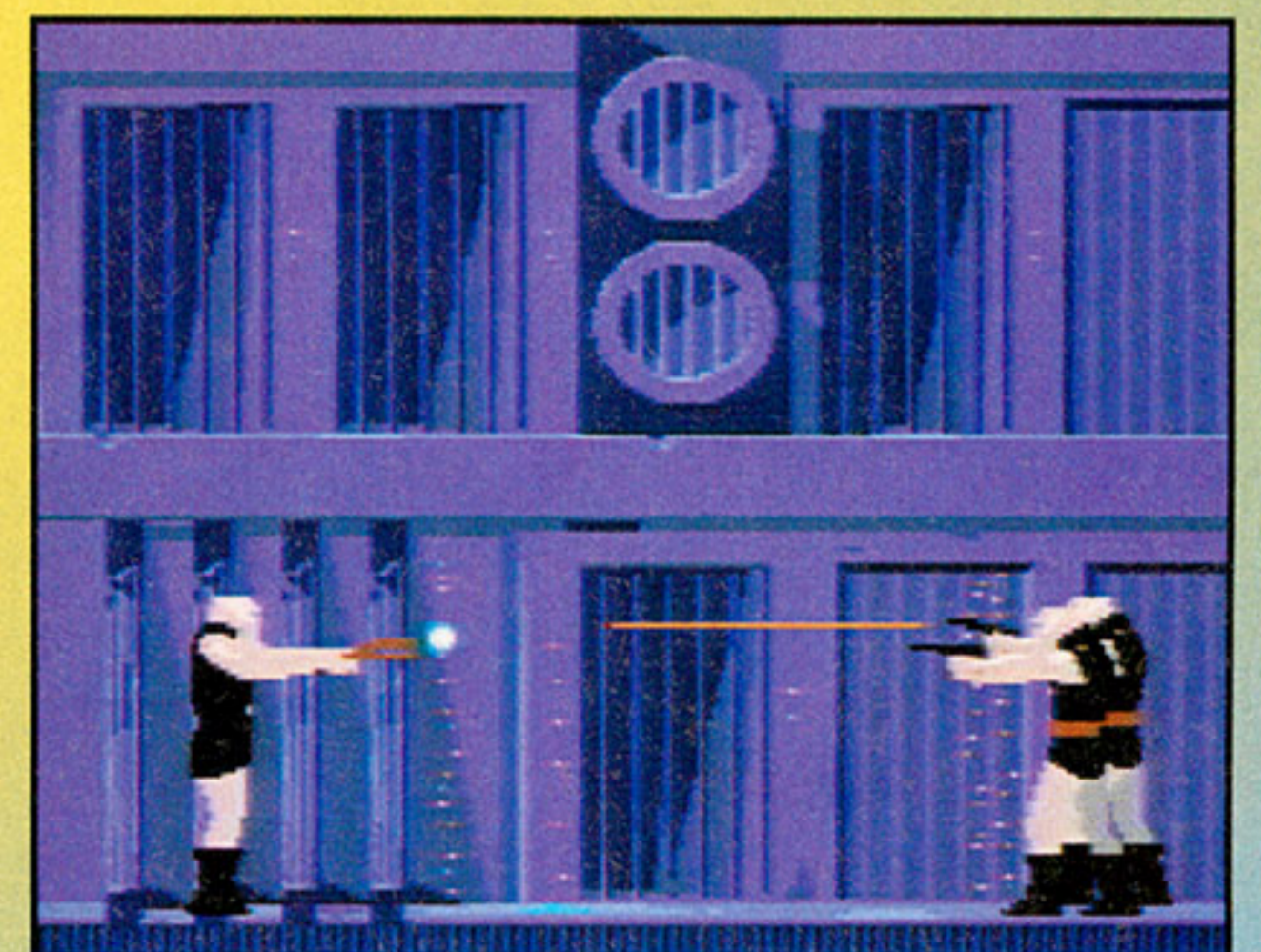


Now things get a little tricky. Pull up short of the first wall, turn and make a shield behind you, then turn again and blast the wall with a super shot.

As soon as the wall is destroyed, take a small step forward, turn and make another shield, then blast the next wall, and so on. Continue the process until all the walls are down.

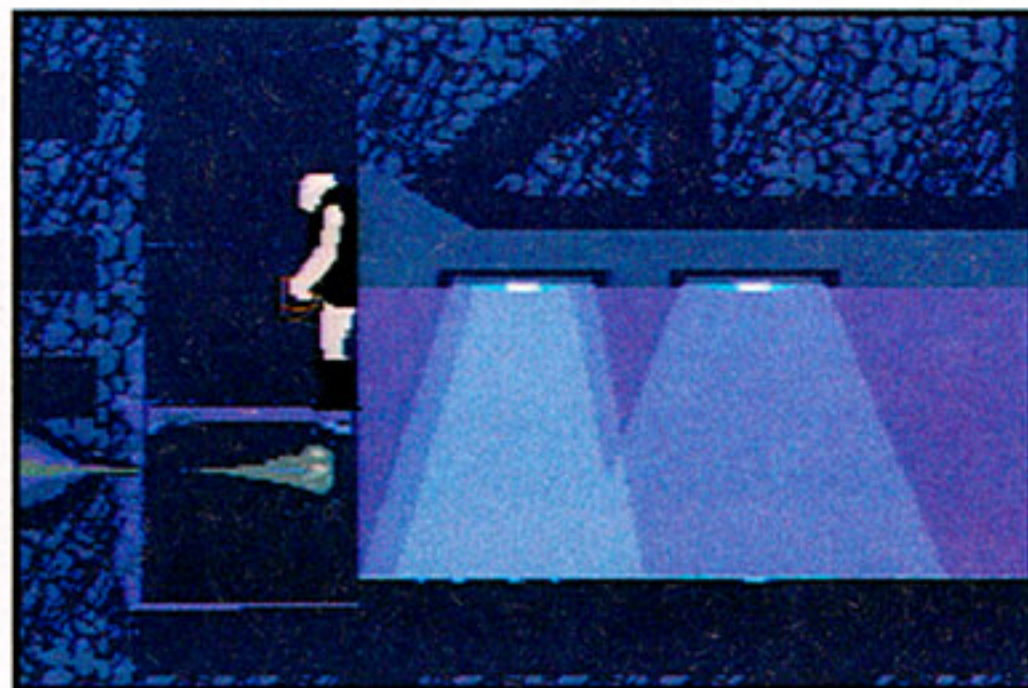


Oh, and before running from the room, make sure you make one last shield behind you. You don't want to get wasted after all that work!

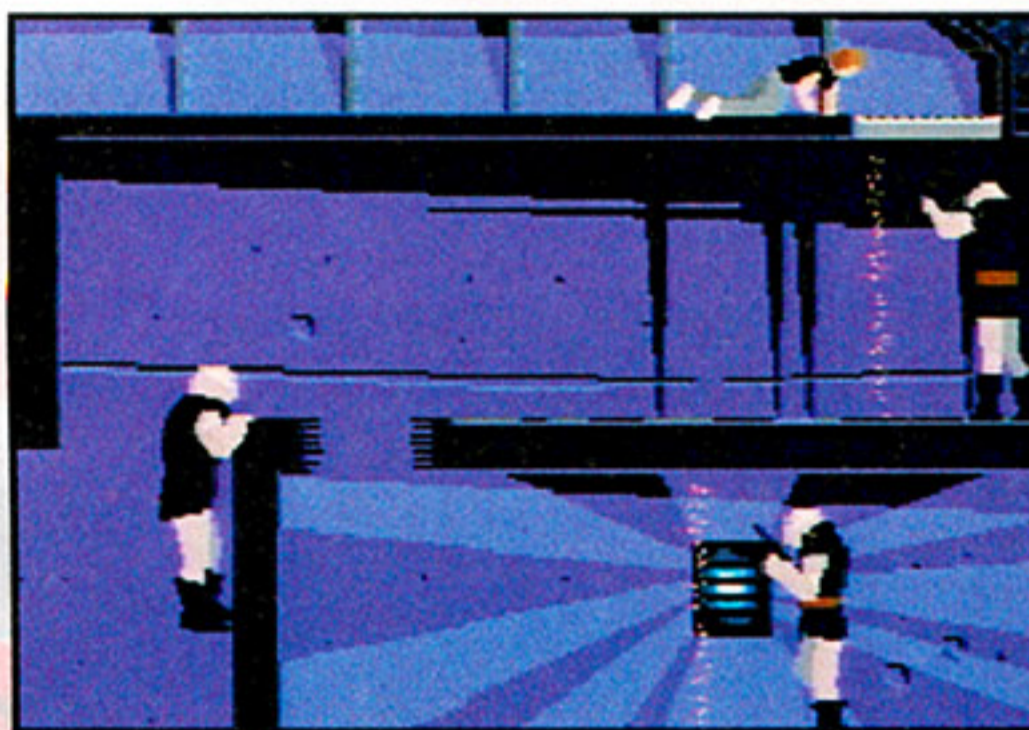


EVERYONE NEEDS A FRIEND

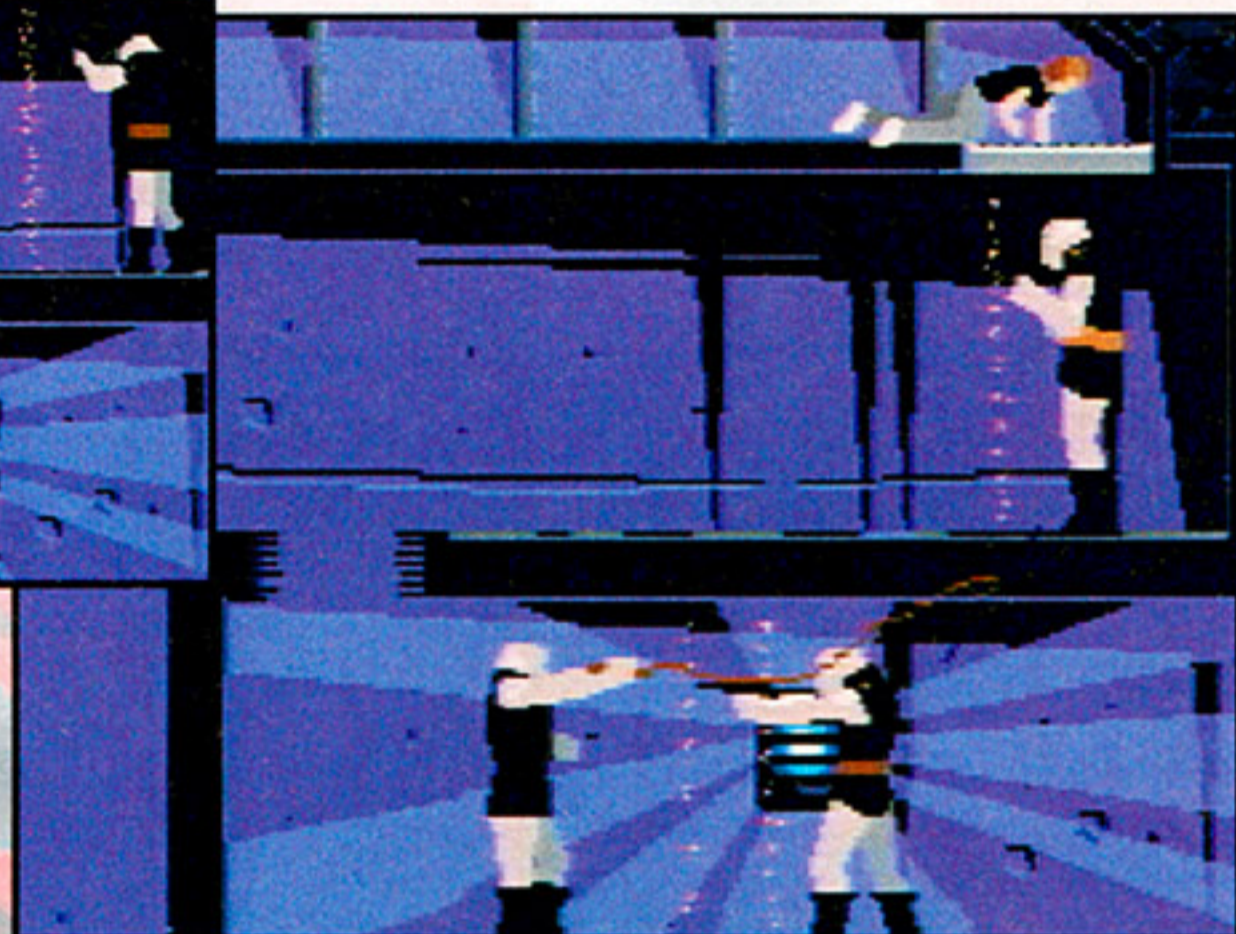
Where's Lester been while you've been doing all the work?



To disable the security beam, time a shot so you hit the switch box. Move the elevator down past the box, then back up before you hit the beam. Take the shot as you move by. Oh, and watch for another steam jet at the bottom of the shaft.



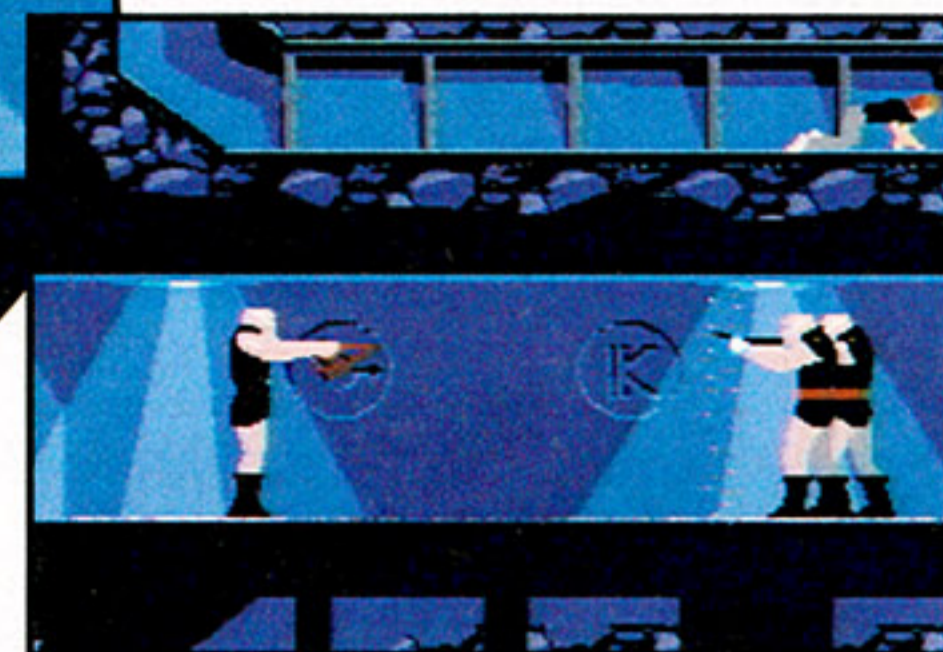
The next room is interesting. First, climb to the upper level, then take the teleporter down to the lower guard. Make a shield — quick!



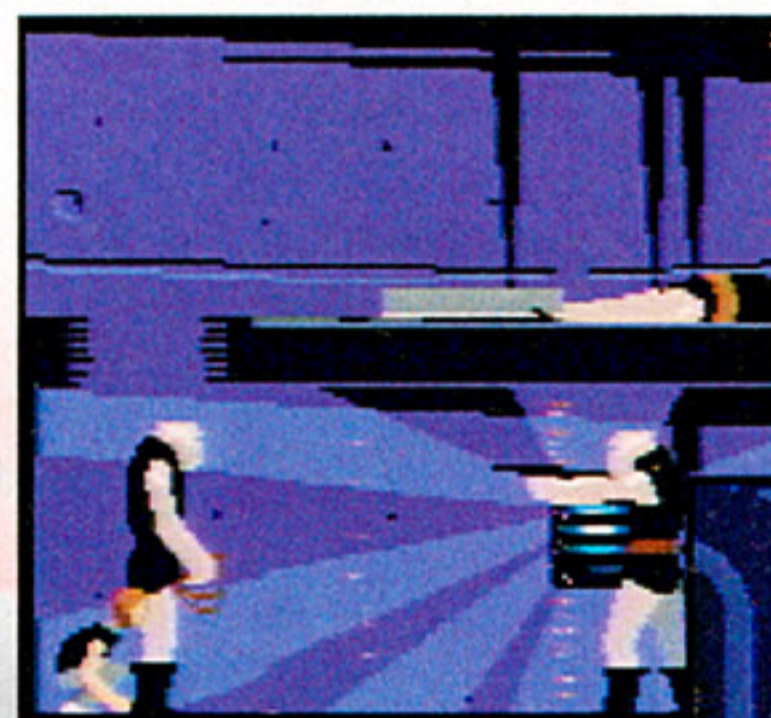
Take baby steps forward and make shields as you go to get as close to the guard as possible. Then whip upward to hit the grate and drop it on the upper guard.



There's a guard stuck in the floor at this point. Since you can't help him, hop over him.



There are a couple of guards in the room after this, but they shouldn't be any trouble. Hey, who's that crawling through the vents?



Walk back, make a shield, and teleport to Lester. When you come back down, Lester comes with you and uses a grenade on the guard.



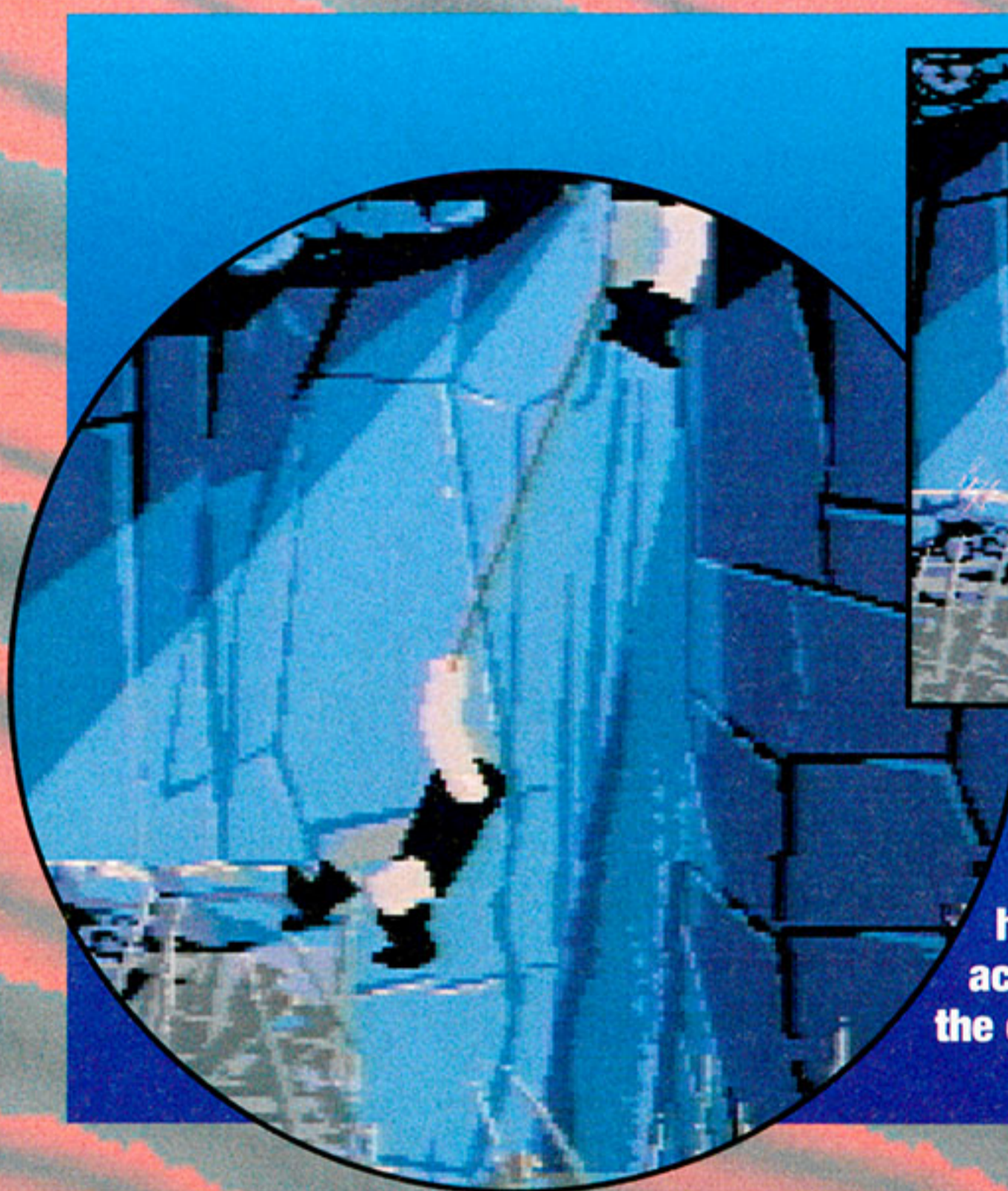
With a quick helping hand, you toss Lester back into the ventilation shaft. He must like tight spaces or something.

DON'T STOP NOW!

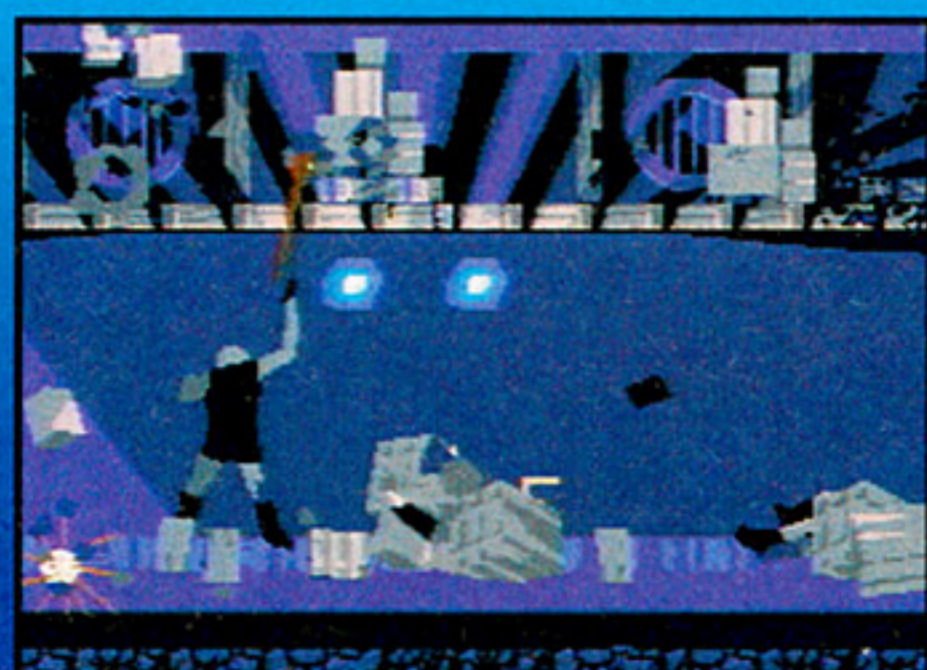
So you found Lester — whaddaya want, a medal? Keep goin'!



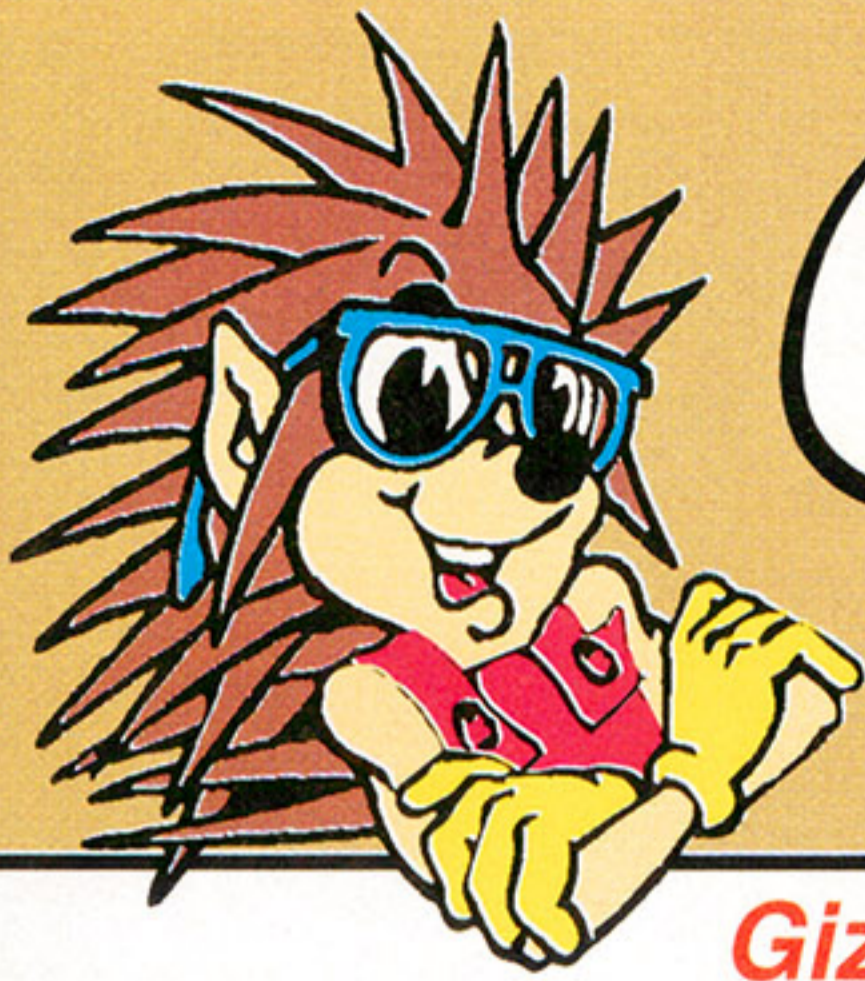
The elevator drops you at these steam jets. Watch the right-hand one at the bottom — make a run for it after it blasts.



Oh, and remember that guard stuck in the floor? Here's the other half of him. It's not pleasant, but the only way across is to use his legs to swing over the chasm.



After you go up a long teleport shaft, the game switches to a cinema sequence in which Lester shows up and saves your life. It's cool to watch, but you're on your own again after that.



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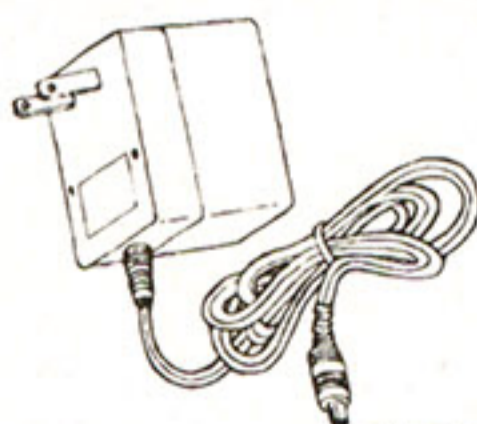
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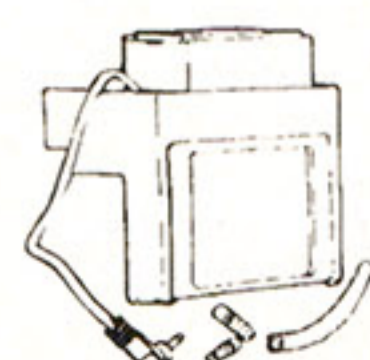
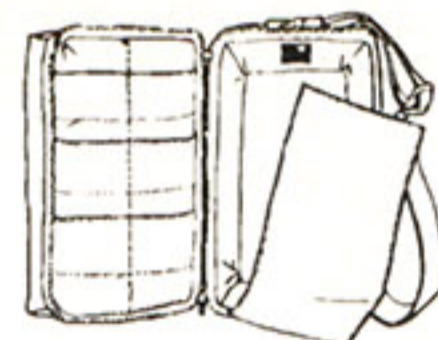


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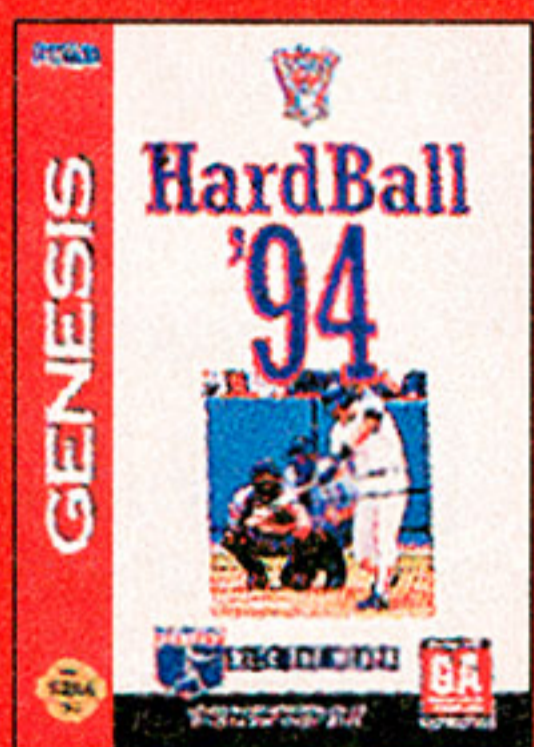
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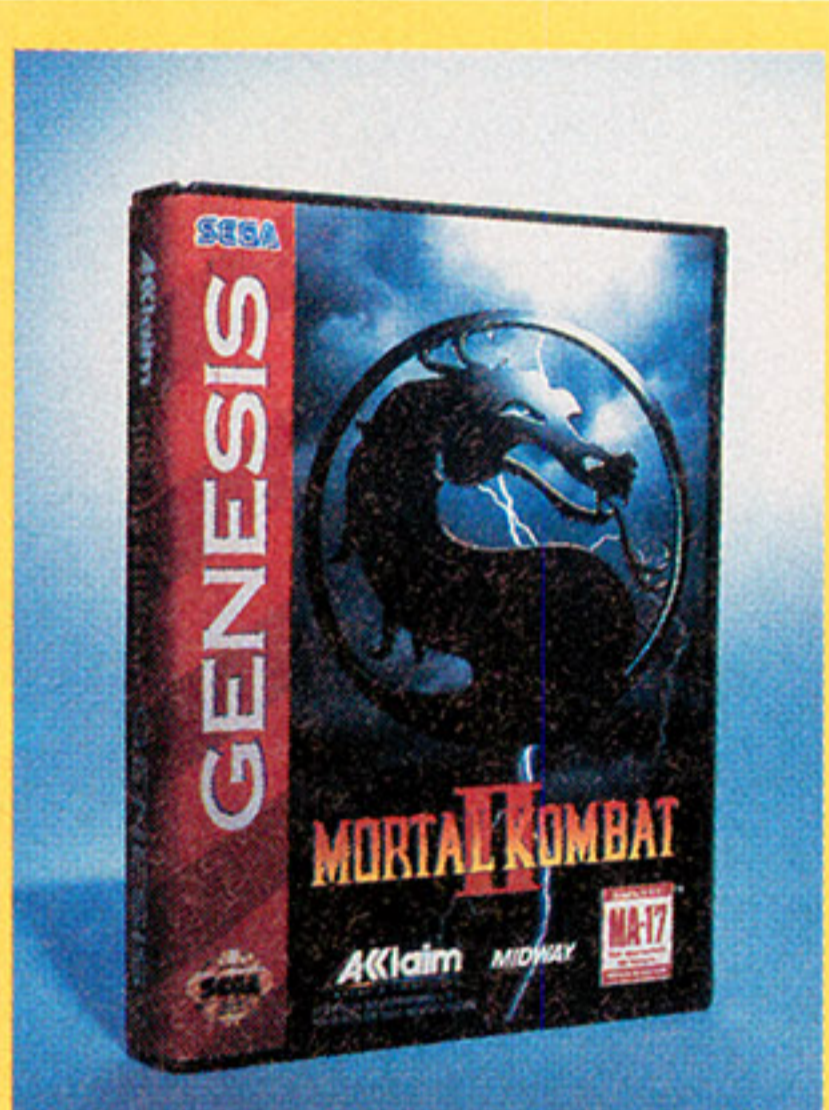
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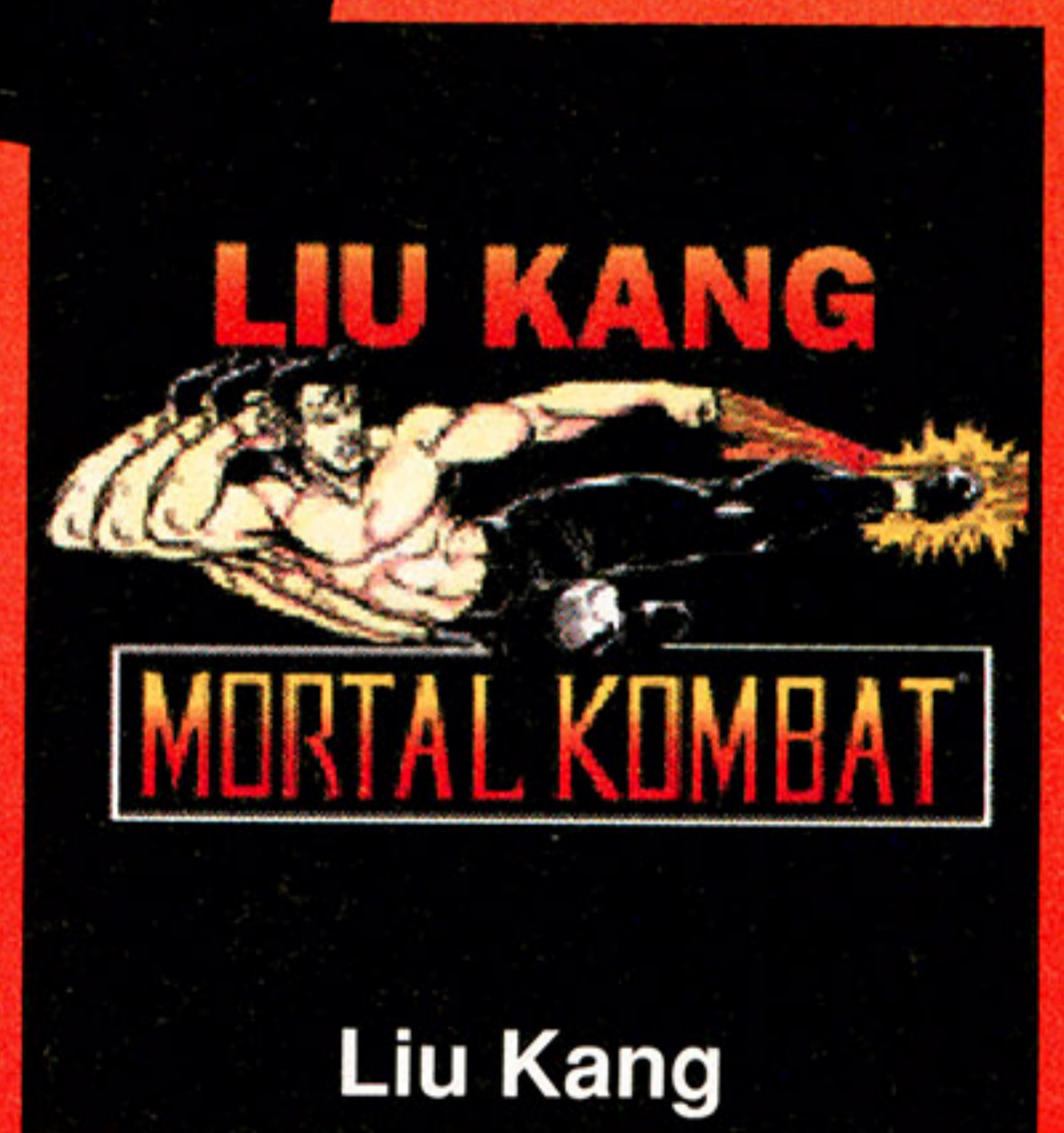
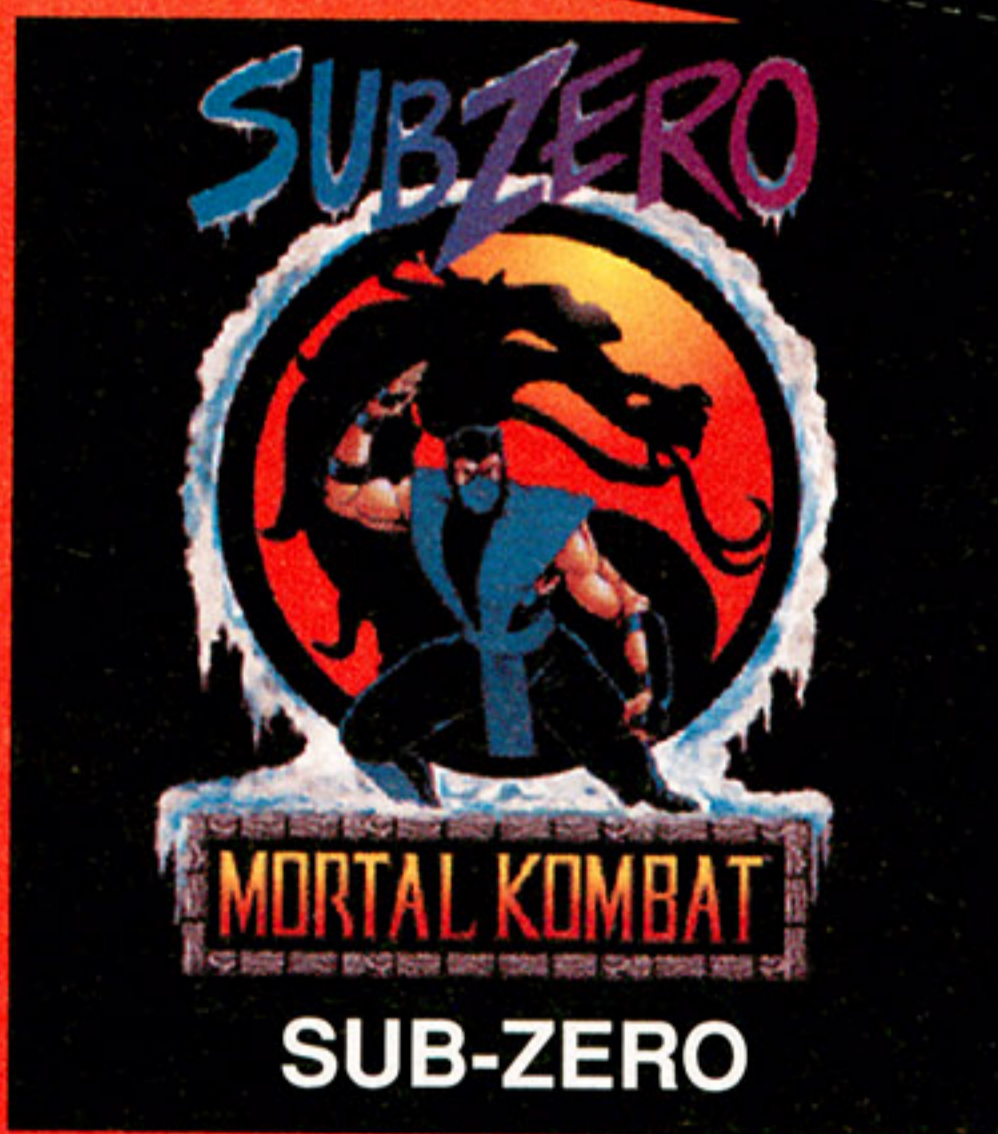
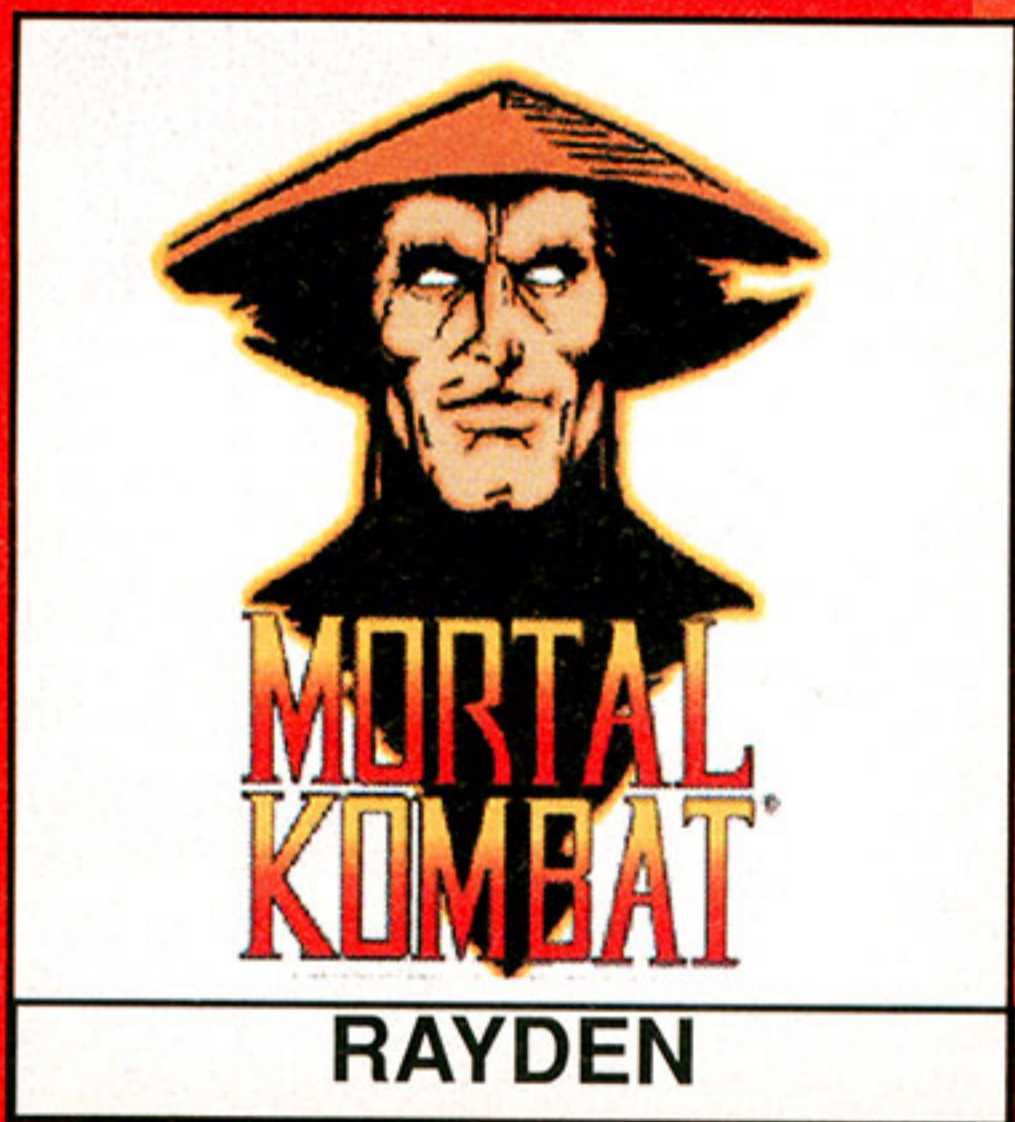
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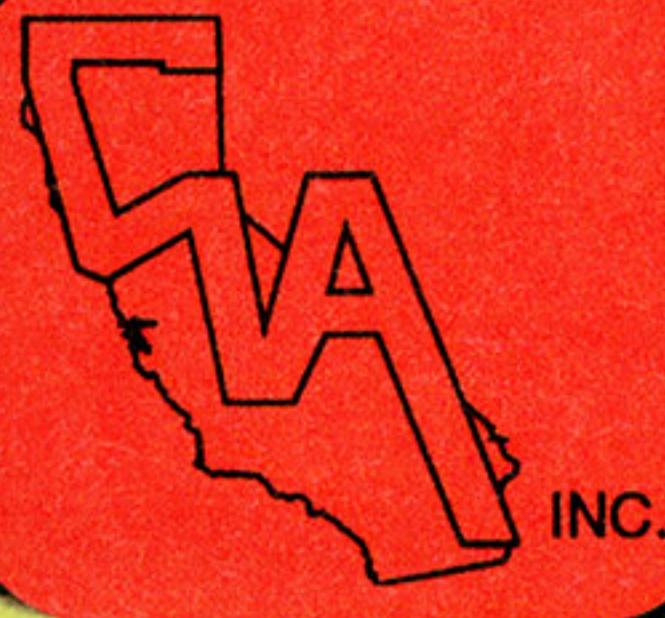
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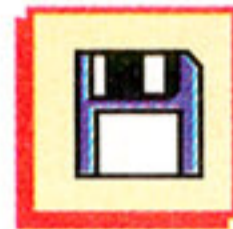
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Don't leave us... not yet! For a novelty, why not turn the magazine upside down and read it all again from back to front? We've got tons of great tips like that coming out of our ears!

YEP, THERE'S MORE NEXT MONTH!

If you thought this issue was great, just wait 'til you see next month's edition. We've got *Mortal Kombat II* lined up as well as a mammoth review of this most-amazing game. We've also got the all-singing, all-dancing round-up of the hottest games that were flaunting their stuff at this year's Summer Consumer Electronics Show in Chicago. You've come to expect our usual in-depth coverage of the show in terms of what's shown on the floor, and the backstage stuff, too. Don't worry — we don't let you down.

On top of all that action, we're going overboard on strategies! Watch out for gamebustin' tips for *Fatal Fury 2*, *Breath of Fire*, and *Illusion of Gaia* — whoa! Of course that's not all — there's tons of Codebreakers stuff, loads more of your own gaming problems answered, and all the other strategy guides we can shoehorn into the issue. So whatever you do, don't miss out. Turn to page 64 to guarantee your copy, or get up real early 30 days from now and hammer on the door of the newsstand nearest your to demand your copy before it's all sold out.

Wow! There's just no holding back you guys. No matter how hard we make this identify-the-messed-up-screen contest, you *still* keep getting it right! But we're not giving up. Can you find this game screen in the magazine? Identify the game and write your answer on a postcard. Then mail your entry to: Harder the Better, *Game Players*; 1350 Old Bayshore Highway; Suite 210; Burlingame, CA 94010. The first entry we pick out of the hat on Friday, September 16th wins a game of our choosing. Remember to include the system you own. All usual rules apply.



AND THEN THERE WERE MORE!

Two team members are joining *Game Players* in time for next month's issue. As part of the West Coast move, we're getting a new writer and a production editor to join the team. Watch for Mike Salmon's smiling face in our review section, while wordsmith Bill Donohue will make sure the writing is as good as it can be.

THERE'S NO HOLDING US BACK!

After a phenomenal few months, we've finally gotten our official BPA audit (that's an independent measure of the number of copies we sell each month). The staggering news is that our sales figures have shot up 137% since 1992. And it's all thanks to you! Isn't it great to know you're reading the world's fastest-growing video-game magazine?

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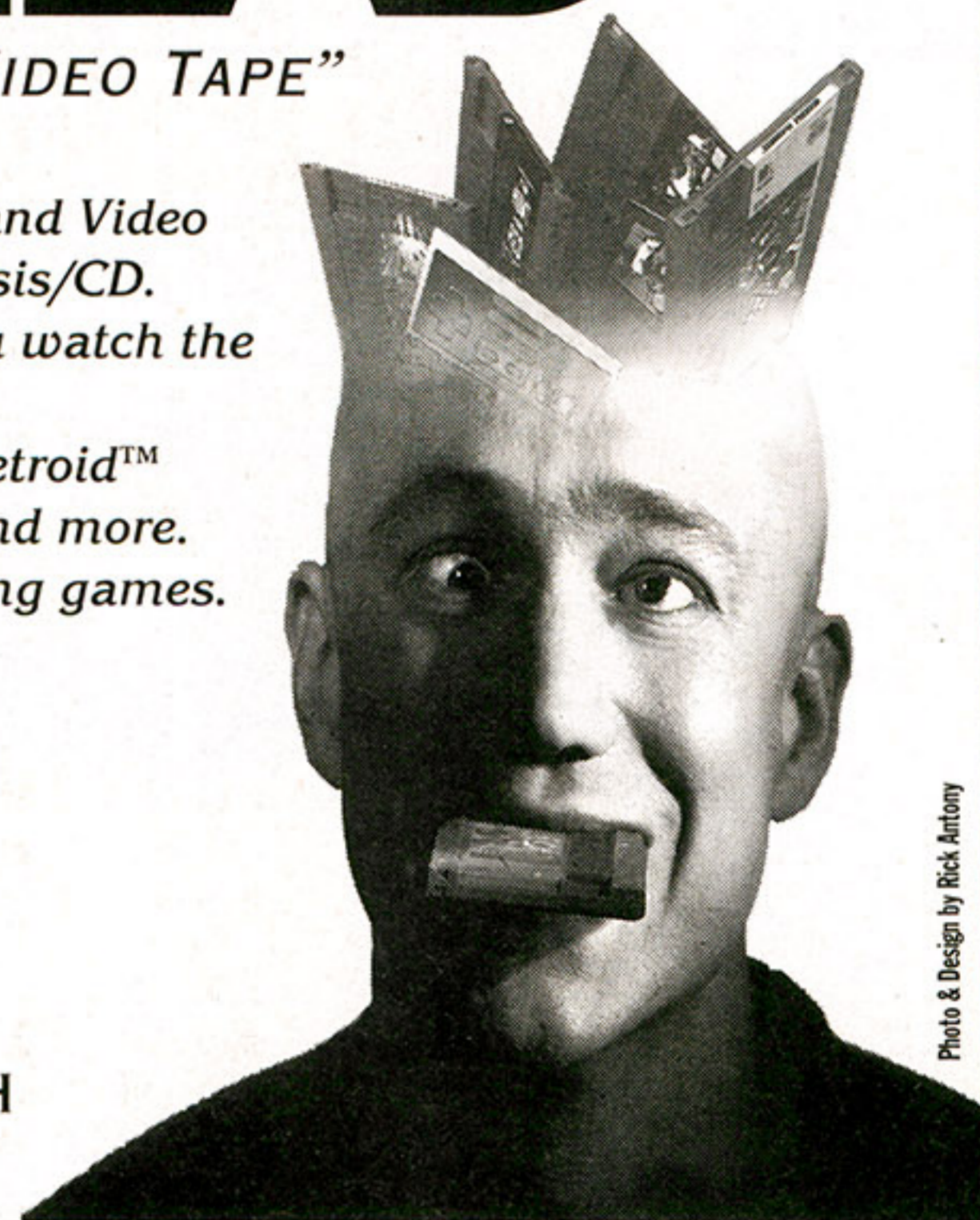


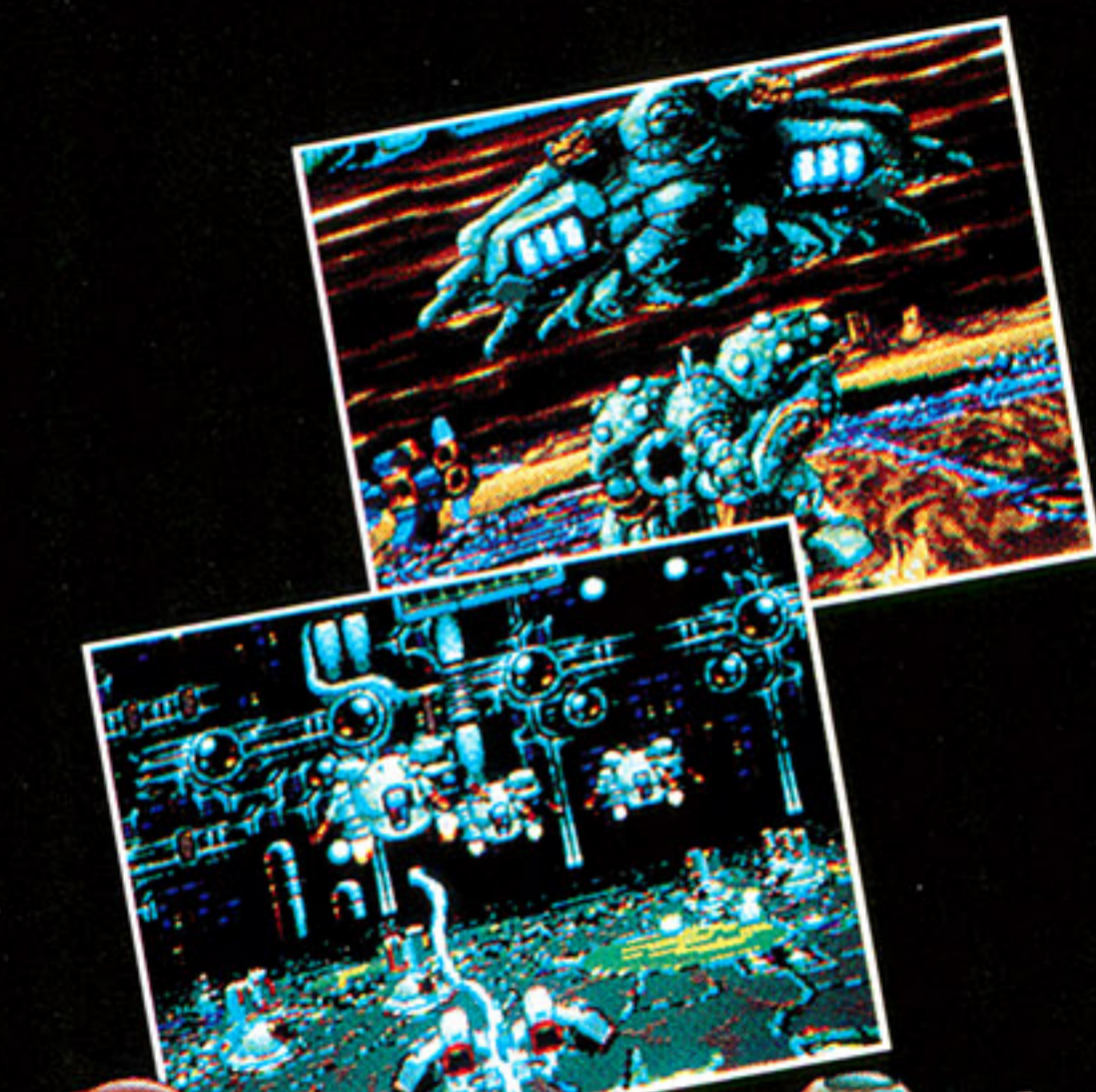
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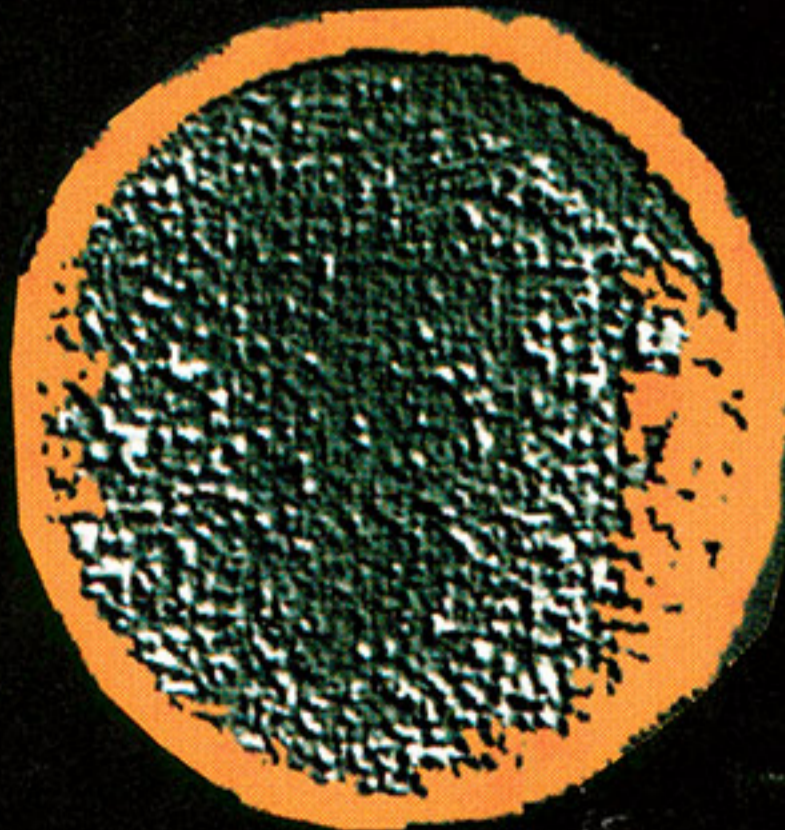


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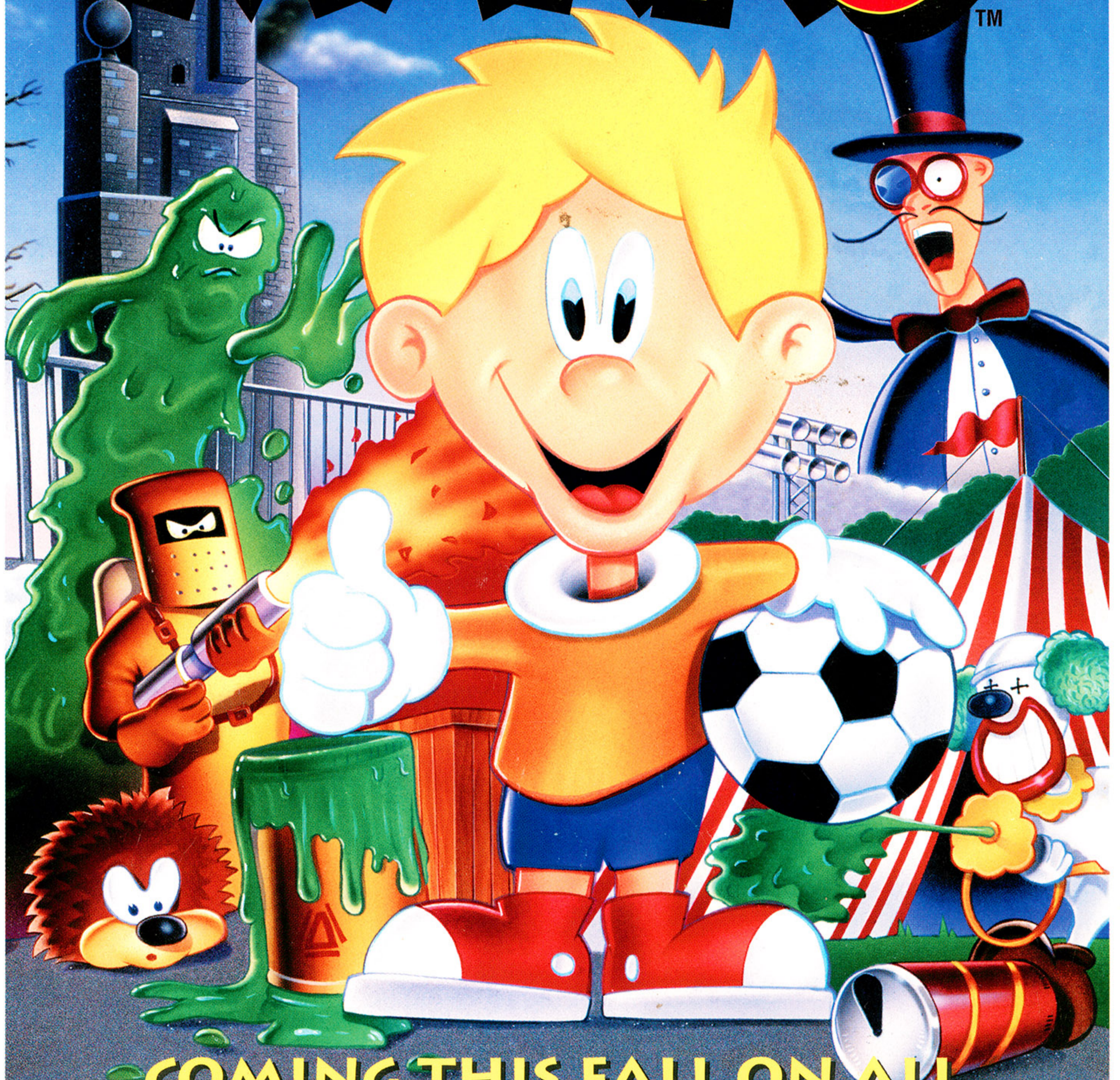
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