December 1994

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GAMEPRO

#1 VIDEO GAME MAGAZINE

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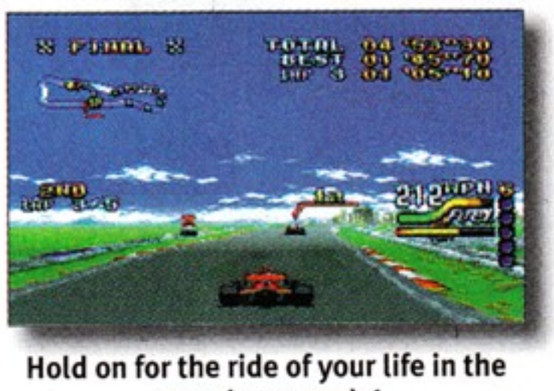

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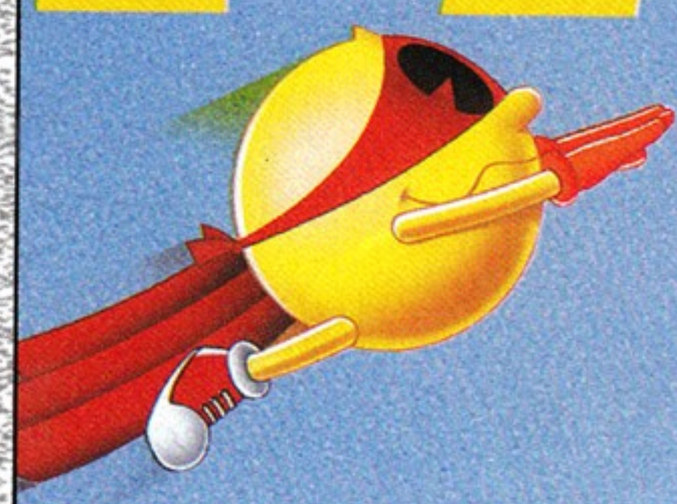

"This Super Hero gig is harder than it looks."

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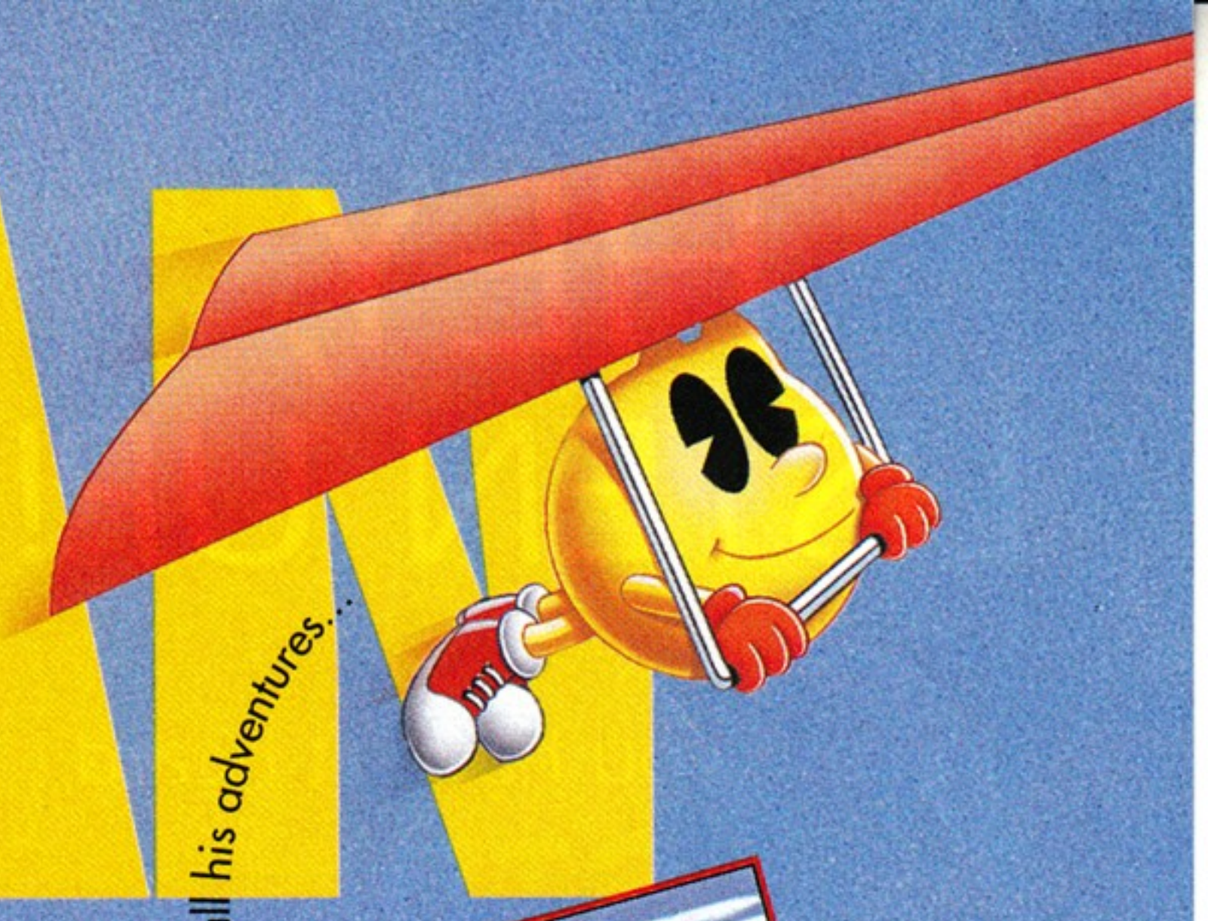

"When I'm this high up, the last thing I need is one more ghastly ghost."

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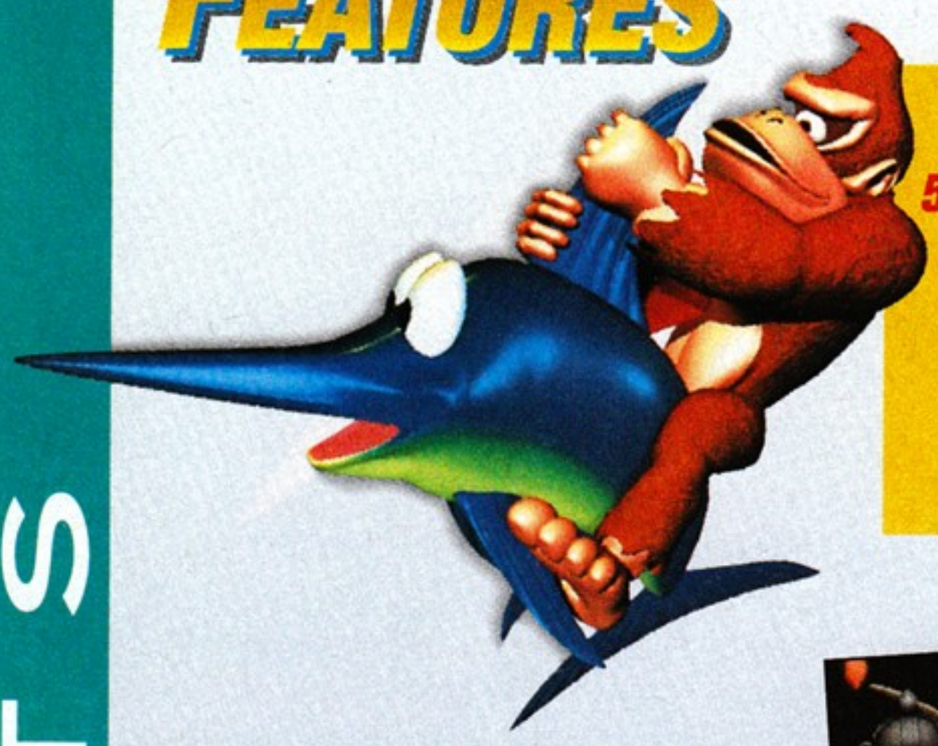

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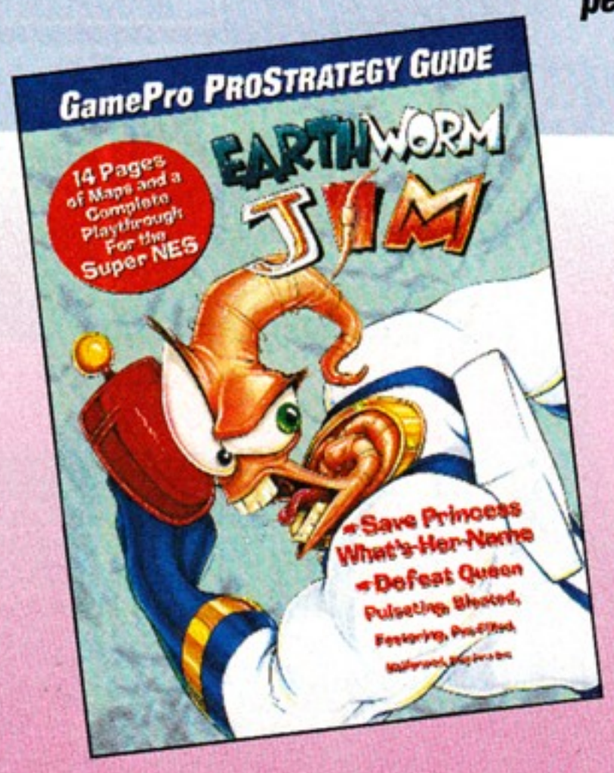

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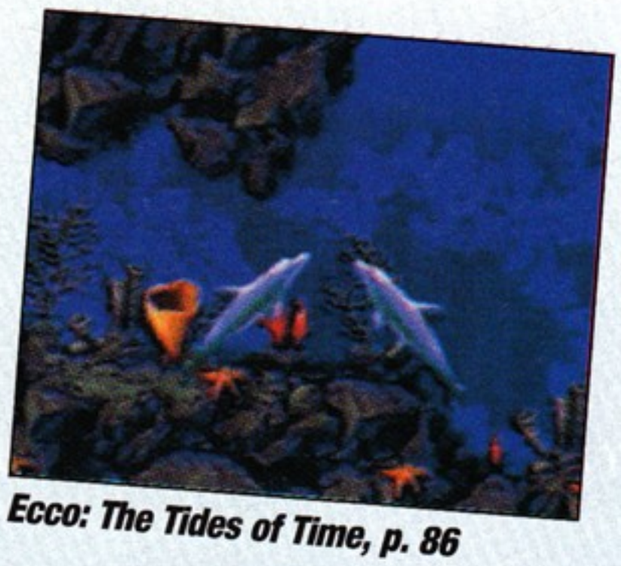

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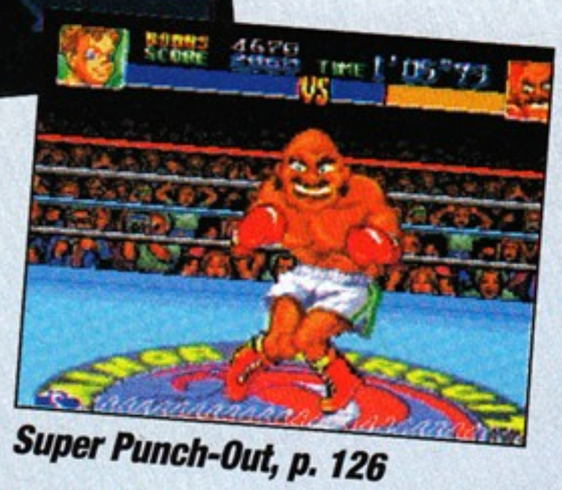

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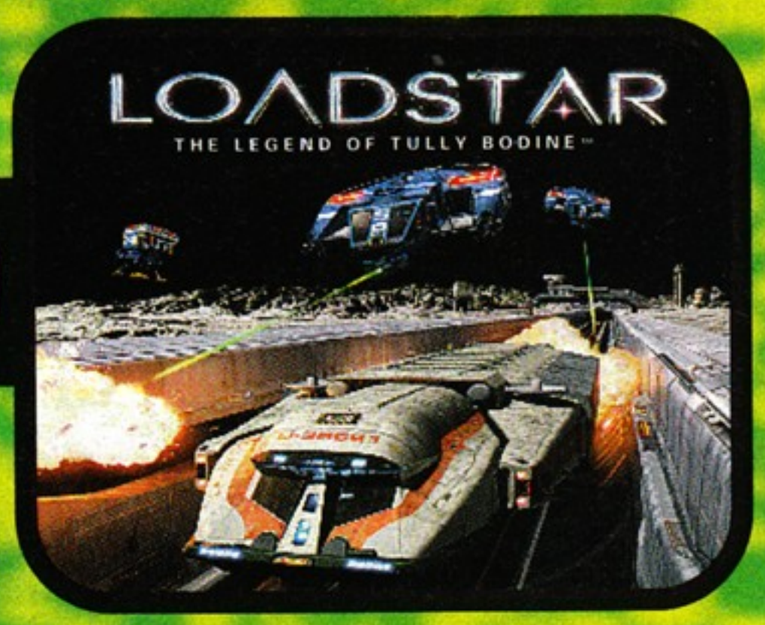

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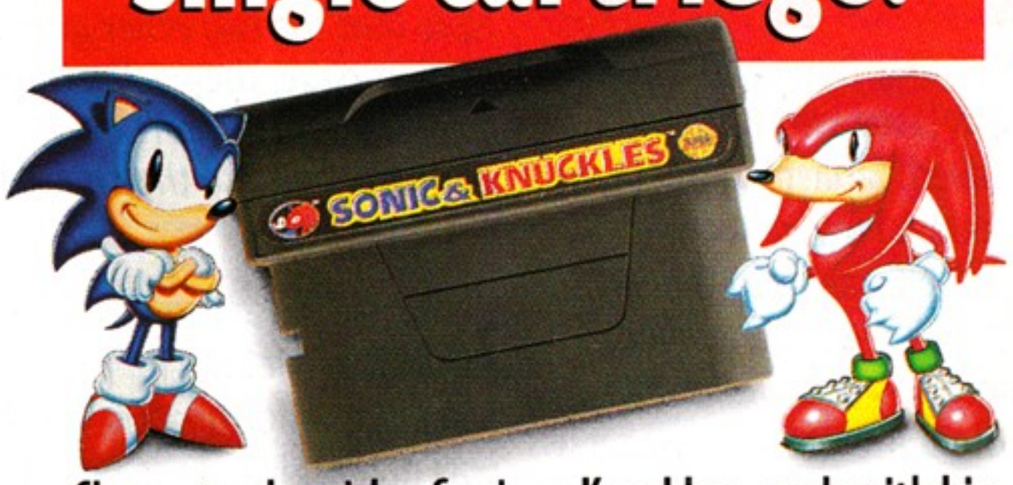

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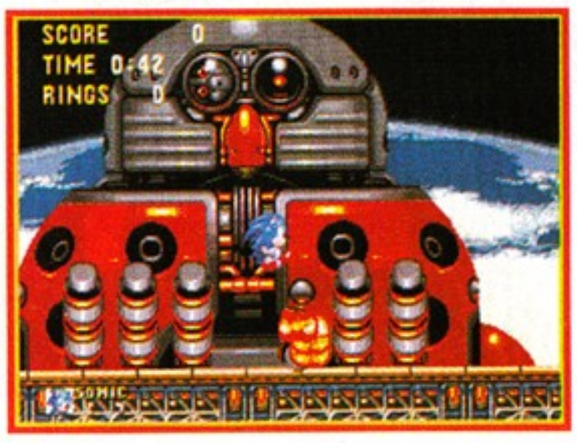

Play as Sonic and let loose on Robotnik with amazing new powers!

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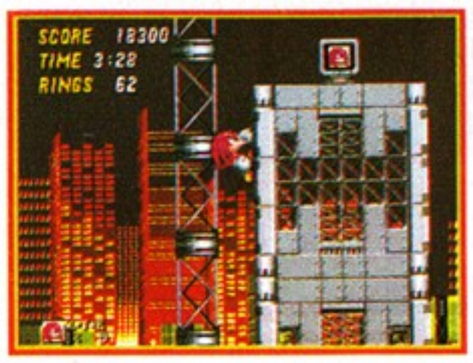

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Whose Opinion Is It Anyway?

Andrew Hoover's letter raises a question that many readers have asked about whose opinions were expressed in that two-page Nintendo ad. When that controversial ad ran on pages 30–31 of our May issue, we were careful to put the word "Advertisement" at the top, but because the ad looked like it could've been an editorial page, a lot of readers thought it was written by the *GamePro* editors.

Nothing could be further from the truth. *GamePro* writers and editors don't participate in the ad-creation process; advertisers don't tell us what to say in our articles, and we don't tell 'em what to say in their ads. So to answer Andrew's question, those opinions were solely Nintendo's, since the company created the ad and purchased the space for it. In fact, you may have seen the exact same ad in other video game magazines!

As you flip through the magazine, be sure you know what you're looking at: Feature articles, PreViews, and ProReviews give you the official opinion of the *GamePro* editors. Ads provide a look at the newest games, but they can say almost anything the advertisers want them to. When in doubt, check out the Index of Advertisers in the back pages – if it's listed there, it's a paid ad.

Advertisers have their opinions, and we have ours. If there's a claim that a game is the world's greatest, or the most intense, or the best looking, or gives any other strong opinion, ask yourself who wrote those words. If it's a *GamePro* editor, you know the opinion is based on fair, independent comparisons with other games or systems. We stake our reputation on it.

The GamePros
San Mateo, CA

THE MAIL

GamePro Readers Speak Out!

ADS 'N' ARTICLES

Ads 'n' Articles

Your May issue had a controversial two-page "article" called "Smashing the Myth of Speed & Power." It compared the Genesis to the SNES and put down Sega at every chance. Was this written by one of your writers, or was it a prewritten ad?

Andrew Hoover
Grove City, OH

Toxic Tommy replies:

Controversial is the right word to describe that paid advertisement (it was indeed an ad, as it said at the top of both pages). We received dozens of letters debating the issues brought up in the comparison of the two 16-bit systems. GamePro *writers had no input in the ad's contents. See the adjacent letter from the GamePros for more discussion.*

Cart Queries

In your July issue, Poker Face Paul's Blackjack and Poker Face Paul's Poker, both for the Game Gear, were given MA-13 ratings from Sega. Does that mean they're as bloody as Mortal Kombat?

Clint Wolbert
Lucinda, PA

Earth Angel replies:

Games don't have to be bloody to get an MA-13 rating. "Mature" themes – in this case, gambling for money, which in casinos is illegal for minors – will also bring on the MA-13. Note that the two other games on that page, the pool and the solitaire games, don't involve gambling, and so they have a GA rating.

I enjoyed the actors' work in Mad Dog McCree for the Sega CD. Unfortunately, there was no cast list at the end of the game, so I don't know who played my favorite character, the Prospector. Can you identify any of the actors?

Richard Johnson
Plymouth, MN

Uggs the Bug replies:

American Laser Games shot the footage for that game in its home state, New Mexico, and they used local actors to fill the roles. Ben Zeller played the kindly old Prospector, and Mad Dog himself was portrayed by Rusty Dillon. Identifying credits do run at the end of the arcade game.

Shock Wave for 3DO is amazing! Between the levels there are brief commentaries. Are these excerpts from the original "War of the Worlds" broadcast?

Remo Fickler
Albany, CA

Captain Squideo replies:

No, though there is a similarity between the two broadcasts. Orson Welles' radio hit, broad-

cast the night before Halloween in 1938, was based on the novel by H.G. Wells. The broadcast wasn't set in Egypt, Peru, Las Vegas, or any of the other locations that are the backgrounds for Shock Wave. It was a fictional news report that came out of New York and supposedly described an alien invasion in New Jersey. Thousands of listeners panicked when they heard the realistic-sounding reports and tried to evacuate their towns.

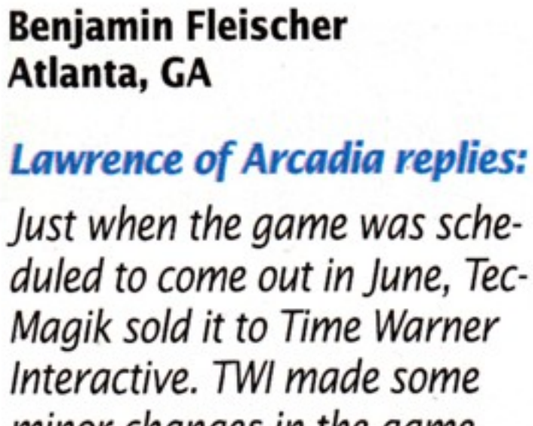
Shock Wave: not quite New Jersey.

Whatever happened to TecMagik's Sylvester & Tweety for the Genesis? You reviewed it in June, but I never saw the game over the summer. Also, will there be any tricks for it?

Benjamin Fleischer
Atlanta, GA

Lawrence of Arcadia replies:

Just when the game was scheduled to come out in June, TecMagik sold it to Time Warner Interactive. TWI made some minor changes in the game (mostly to make it slightly easier) and then officially released it in August. As for tricks, here's how to reset the clock to zero: Pause the game and ***press Up, A, B, C, C, A, Up, C, C, C, Up****. This tip should give you all the time you need to finish any level.*



Sylvester's new title screen.

Next to the Difficulty meter is a new Access listing that tells you how far you can go in the game at any difficulty percentage.

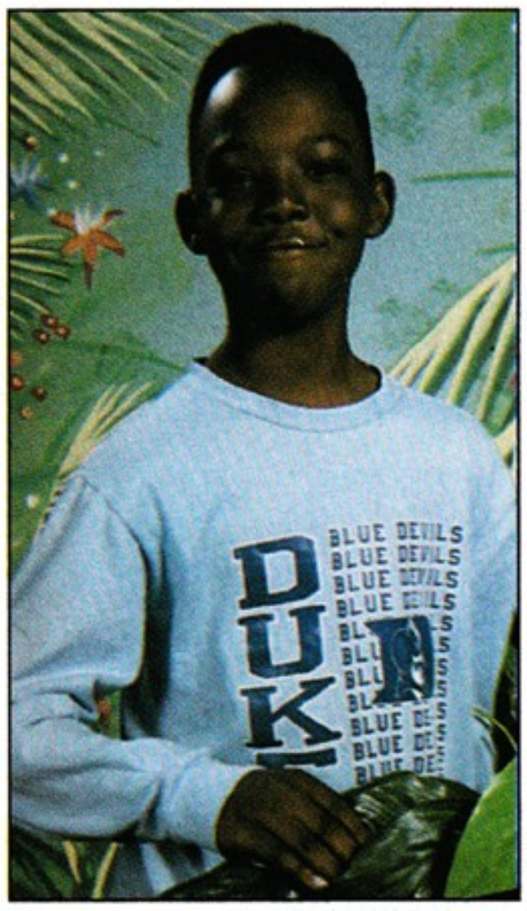
Use the pad trick listed above to change the time in the upper-right corner to 0:00.

What happened to Battle Blaze for the SNES? It was advertised in October '93, but it's never come out.

Richard Escalante
Belize City, Belize

Ben D. Rules replies:

It did finally reach shelves at the beginning of '94 and is still available at major toy stores. We published Dr. Dave's ProReview a year earlier (June '92). According to American Sammy, a combination of factors (some minor bugs that had to be removed, Nintendo's lengthy approval process, and American Sammy's move from California to Illinois) stalled the actual release.



Want a good video game challenge in Baltimore, Maryland? Take on 12-year-old Raymond Fields, Jr., and watch out!

Battle Blaze
(By American Sammy)

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.0	5.0	4.5	INT.
				Intermediate

In your September '93 issue, you PreViewed Mega Man X. I've beaten the game, but I didn't recognize three of the screens you showed. They were of a white city. Also, you mentioned two new friends for Mega Man, RX and RY. I didn't see them either. Can you explain?

J.C. Ayala
Cambridge, Ontario, Canada

Lance Boyle replies:

You're right, those "white city" screens aren't in the game, and neither are RX and RY. Capcom spokesperson Laurie Thornton says that all these features were present when we previewed the game in July '93 for our September issue, but between July and the game's release in December '93, Capcom changed the story and some of the levels. As a result, the white city and MM's two pals disappeared.

In search of Mega Man's lost city.

Fightin' Words

Video games have evolved, so why do companies still use the same corny fighting stance for most of their fighting characters? It's almost always the same – jump to one side and you're right-handed, on the other side you're left-handed, and you stand in that typical karate kid pose.

"Ajax" McNeill
Ft. Polk, LA

"You callin' me the Karate Klay?"

Last year, Mortal Kombat came out on the cartridge systems first, then it finally reached the Sega CD. Now MK II has hit the cartridge systems – will MK II also eventually be released for the Sega CD?

Nick Repare
Santa Fe, NM

The Obliterator replies:

A top Acclaim spokesperson says that "there are no plans at this time for a Sega CD version." So even if it ever does happen, it won't be for a while.

Address Central

Can you forward my ideas to Ed Boon, the lead programmer of MK II? Or can I at least have his address?

Jason Cox
Louisville, KY

Sarah Nade replies:

We get lots of letters asking us to forward ideas, drawings, and questions to different companies. Unfortunately, we can't forward any of these, and we suggest you write

directly to the company you want. Their addresses are usually on the game box. Here's the address of the MK guys. Bud Friesel, a GamePro in Forest, Ohio, tracked down the numbers for you. Send questions, compliments, and suggestions to:
Name of the person you're writing to, Williams/Bally/Midway, 3401 North California Ave., Chicago, IL 60618-5889.

Ed Boon (top left), John Tobias (top right), and the artists who created MK II.

Let's Get Technical

When I bought a SNES Game Genie over a year ago, it cost about $60. The systems are now on sale for $34.99. What happened?

Juan C. Fong Sam
Ponce, Puerto Rico

The Lab Rat replies:

According to Galoob, the company "simply adjusted the price to match the realities of the marketplace." Price cuts like this one happen with every new piece of technology, whether it's a calculator, car alarm, stereo, or game system: They all start out at a much higher price than where they finish. Galoob also says it doesn't plan on taking the price any lower.

Then: $60. Now: $35. What's next?

You've heard of wearing your heart on your sleeve? How about wearing your favorite video game star on your arm? That's where Eric Squires of Danville, Illinois, shows off Sonic.

Code Corrections

In your June issue, you gave a Game Genie code for Mega Man X. The Super Jump code `DB8A-1FCB` didn't work.

Steven Marcotte
New Baltimore, MI

The King Fisher replies:

Those "Buzz Codes" are a paid advertisement from Galoob. We don't create those codes or test 'em out; if you can't get 'em to work, call Galoob's Help Line (513/868-8835) or write to: 2350 Hamilton Ave., Pleasant, OH 45015.

The Magazine Biz

Why don't you review Lynx games? My friends and I have Lynxes, and now we don't know what Lynx games to buy because you've stopped rating them.

John Vickers
Oxnard, CA

Andromeda replies:

We stopped rating them because Atari stopped making new ones! Lately we've answered this same kind of question about games for the NES, Duo, and Neo•Geo: Some months there simply aren't any new games to review. Some readers even accuse us of favoring the SNES over the Genesis (or vice versa) because

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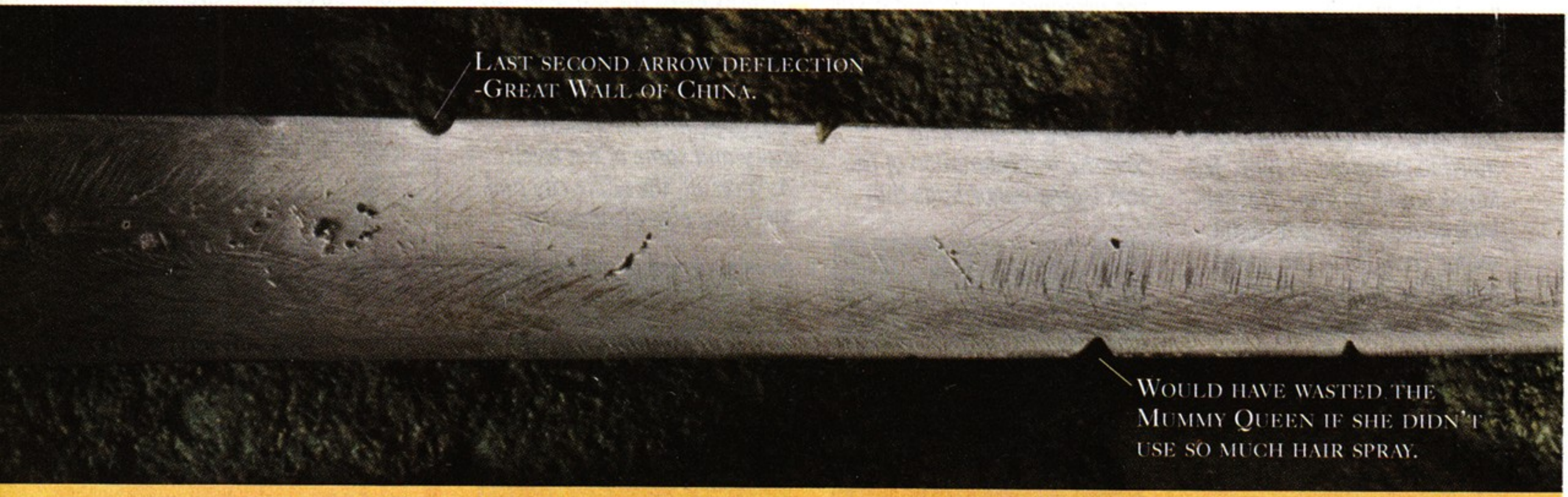

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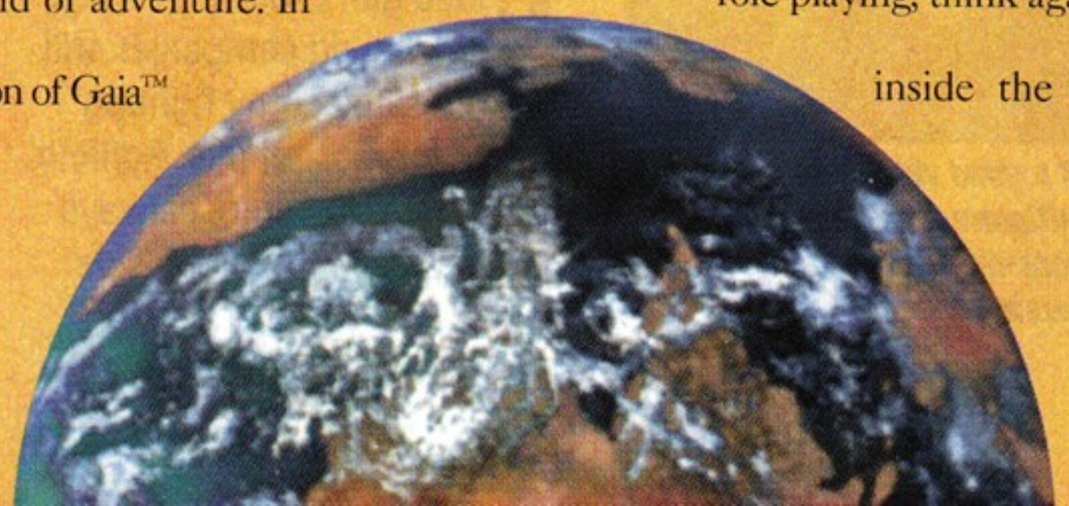


some months we'll review more games for one system than another. We don't control what games are released; all we do is review what's available in any given month, and some months there are more for one system than another.

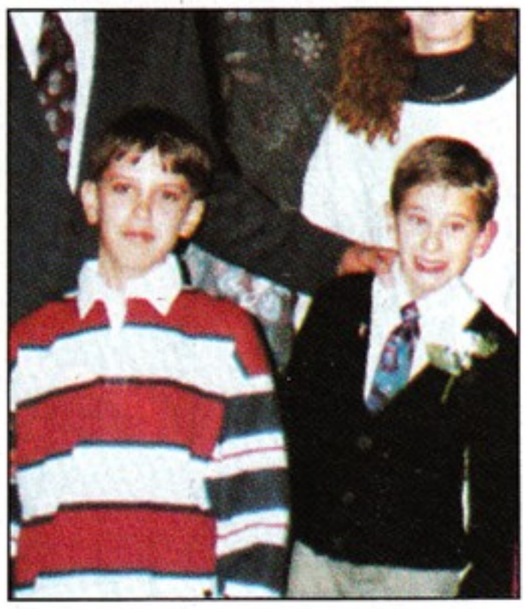
Ninja Gaiden III, the last Lynx game we reviewed (March 1994).

Sometimes on the release date of games you say "Available Third Quarter '94." What does this mean? And why don't you just give the exact month?

Danny Hiney
Yelm, WA

Bro' Buzz replies:

Divide the year into three-month sections, and you have four quarters. A third-quarter game would come out in either July, August, or September. We print what the game manufacturers tell us, and sometimes the most accurate they can be is "Third Quarter," or "Fourth Quarter," and so on. If the actual release date changes, it's because the game company changed it, not GamePro.



From Owensboro, Kentucky, it's the Super Gilmore Bros., Josh and Dusty (that's Dusty gettin' Spock's Vulcan Death Grip).

Reader Report

Here's a good suggestion from Adam Conrad, a GamePro living in Dry Ridge, Kentucky: "I enjoy your Reader Report, because it gives us a chance to vote on different things. Why not have readers vote on their all-time favorite MK fatalities?"

Sounds good, Adam! Okay, GamePros, tell us what your favorite MK Fatality is, either from the original MK or MK II, including all the home and arcade versions, and including every Finishing Move, Babality, Friendship, and so forth. Just send in one vote by December 15, 1994. Be sure to write "Reader Report" really big on the outside of your envelope.

We'll tally 'em up and report back on the favorite MK final flurry in an upcoming issue. There are no prizes or anything, it's just a vote to see what your favorite is. It's democracy in action!

Is Kitana's MK II Fatality your fave? Send in a vote by December 15.

Whaddaya Think?

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

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Dear Editor
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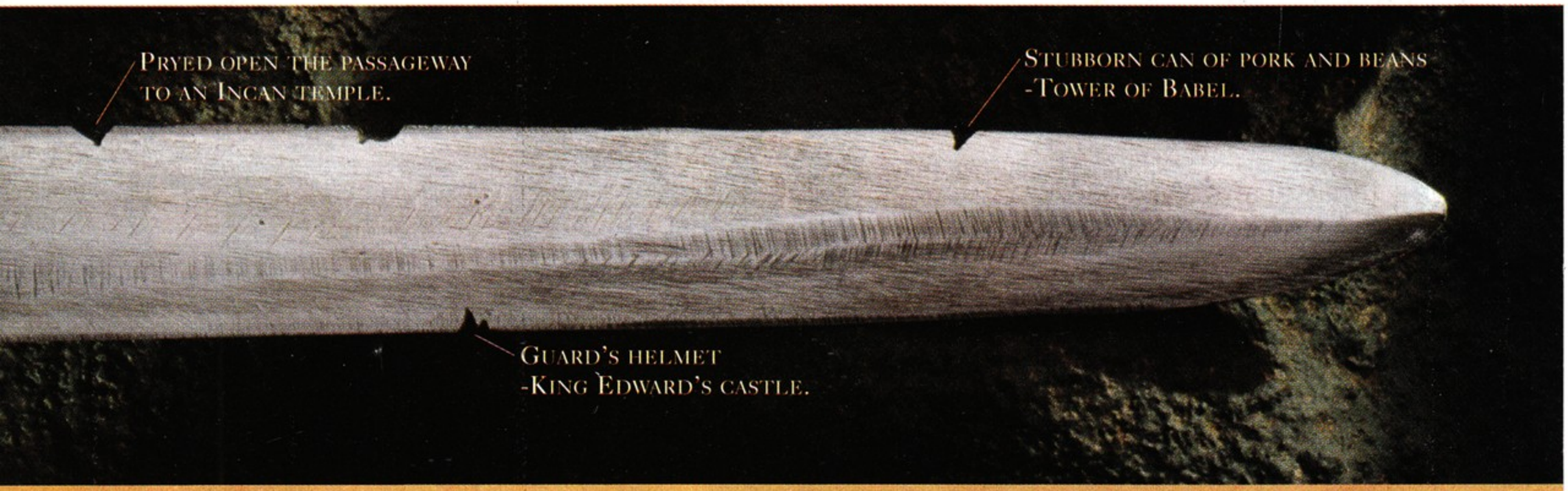

over the Great Wall of China and through the Incan ruins of South America. And everywhere you go, someone is waiting to hack you to bits. So watch out! The only good news is the earth spirit Gaia will be there to guide you. And each Game Pak also includes an enemy profile poster, a wall map, and an 84-page Explorer's Handbook that'll help you keep your head.

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GAMEPRO GALLERY

Mich Dao, Chatham, Ontario, Canada

GamePro Gallery Prize

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

Pick of the Month

Calvin Armstrong, New York, NY

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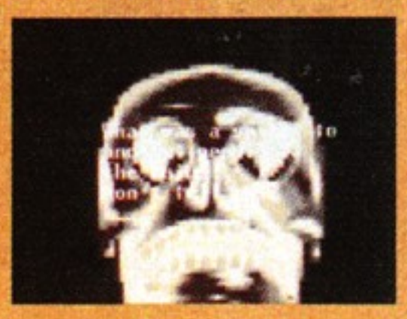

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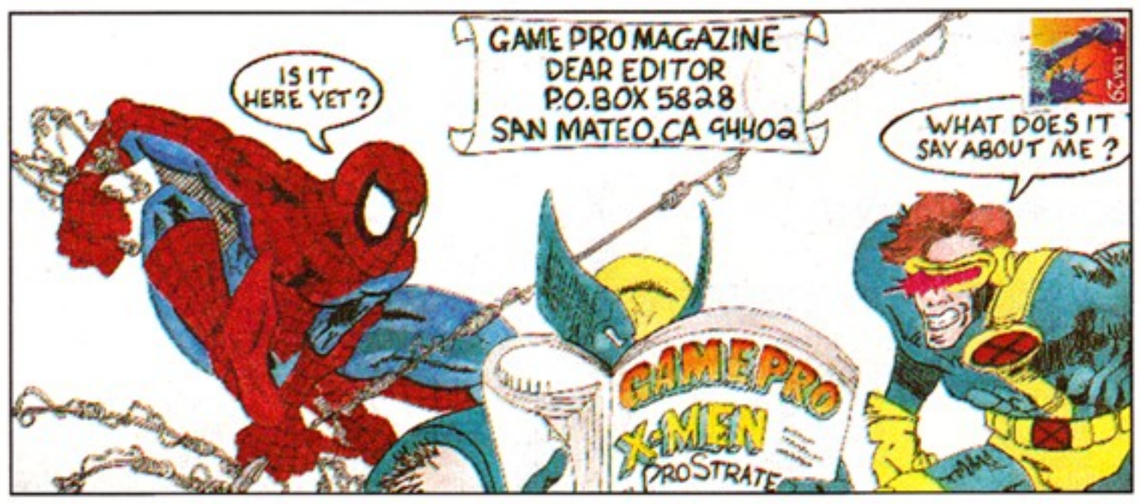
Daniel Kuester, Chappell, NE

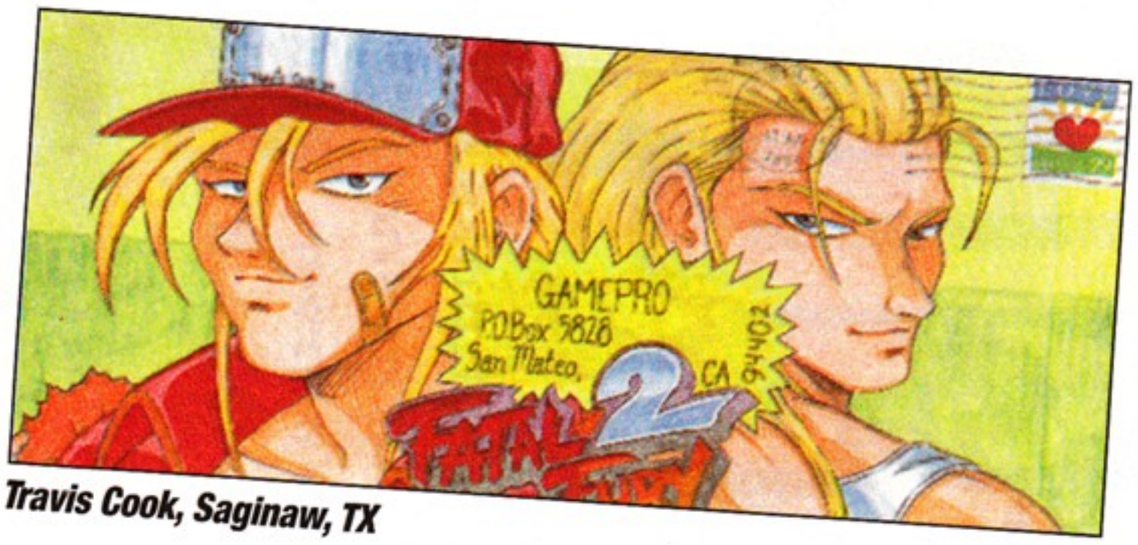
Andrew Babb, San Luis Obispo, CA

Arturo Farias, Los Angeles, CA

Heather Bullington
Cleveland, TN



Todd Kuykendall, Bakersfield, CA



Travis Cook, Saginaw, TX

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✠ As if Incan warriors, Chinese archers, and broadsword toting knights weren't tough enough, try going one on one against evil spirits, vampires and the beautiful, but purely evil Mummy Queen. ✠ Luckily for you, your Gaia Game Pak comes with a free enemy profile poster, a wall map and a full color 84-page Explorer's Handbook. ✠ So get ready for the fiercest fight of your life. Because if you can't survive the dangers of the past, there is no hope for the future.

Only For Nintendo

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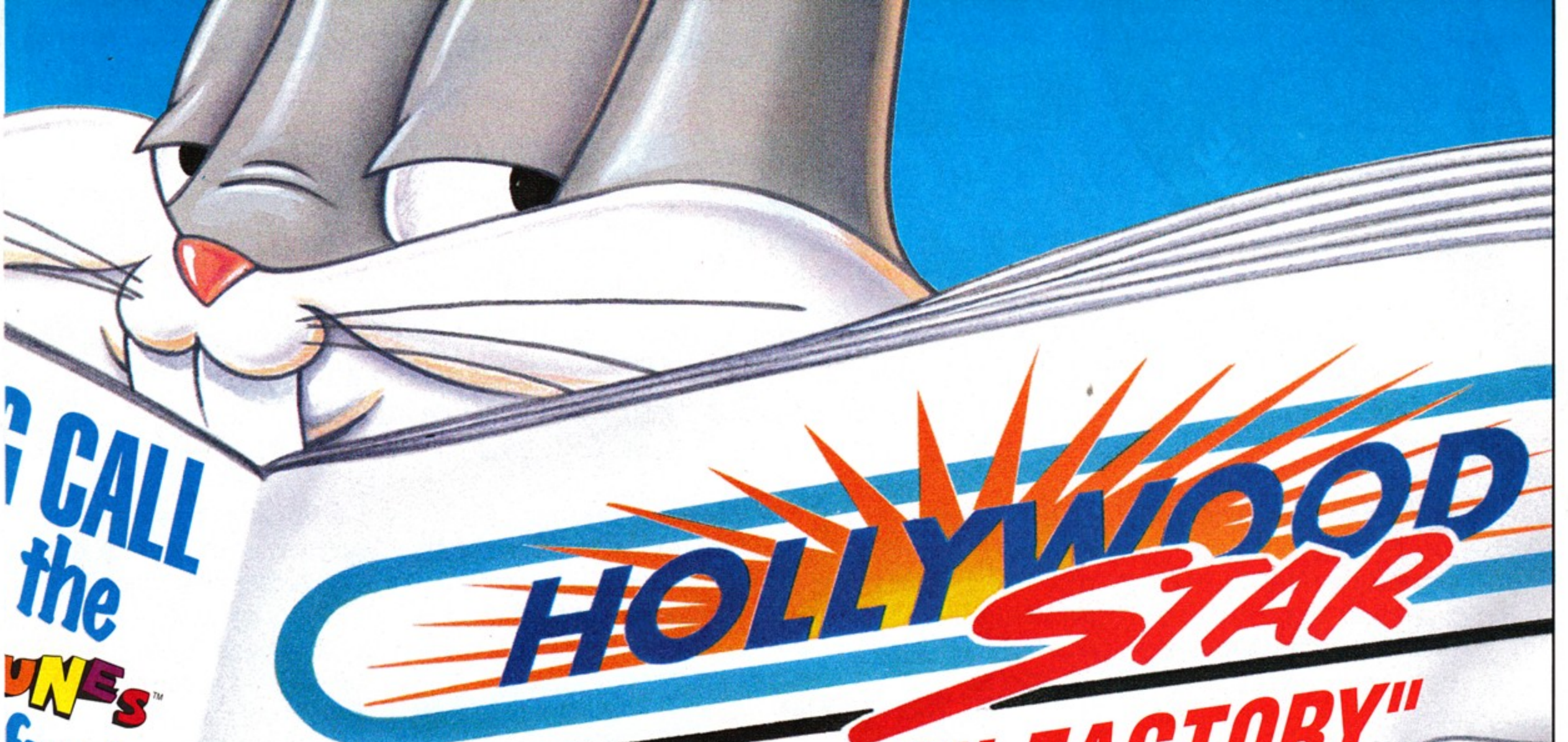

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HOLLYWOOD STAR

"ACME ANIMATION FACTORY" TURNS CARTOON WORLD ON ITS EAR!

by Howmuchdoes A. Hemmingway

Is it the most massive mix-up in Looney Tunes history? Or have a million masters of animation suddenly surfaced? The answer can be found in new **Looney Tunes Acme Animation Factory**. It lets anyone create their own Looney Tunes cartoon adventures!

Sources at Sunsoft, makers of the **Acme Animation Factory** game for Super NES, confirm that new Looney Tunes cartoon animators are suddenly springing up from coast to coast. This development has fueled speculation that **Acme Animation Factory** is more than an ordinary video game. It appears to be something so new and different, it's unlike anything ever seen.

In an exclusive, undercover investigation, this reporter has learned that

Acme Animation Factory gives you the ...y to design, paint and ...e just like a professional.

So you can create Looney Tunes cartoon adventures on your Super NES — and save them to watch at any time. You'll choose from a full menu of scenes and characters, or even draw your own. Plus, you can color your creation any way you want, then add titles and create music! It even gives you the choice of using a controller or the Nintendo mouse.

Looney Tunes spokesperson, Bugs Bunny refused to comment at this time. However, Taz did agree to issue the following statement, "Graaaaarwww oooga rawwww ugh blaaa froooooog!" Then he ate my note pad.

Is **Acme Animation Factory** responsible for creating a whole new generation of skilled cartoon creators? The only way to know for sure is try it and literally draw your own conclusions.

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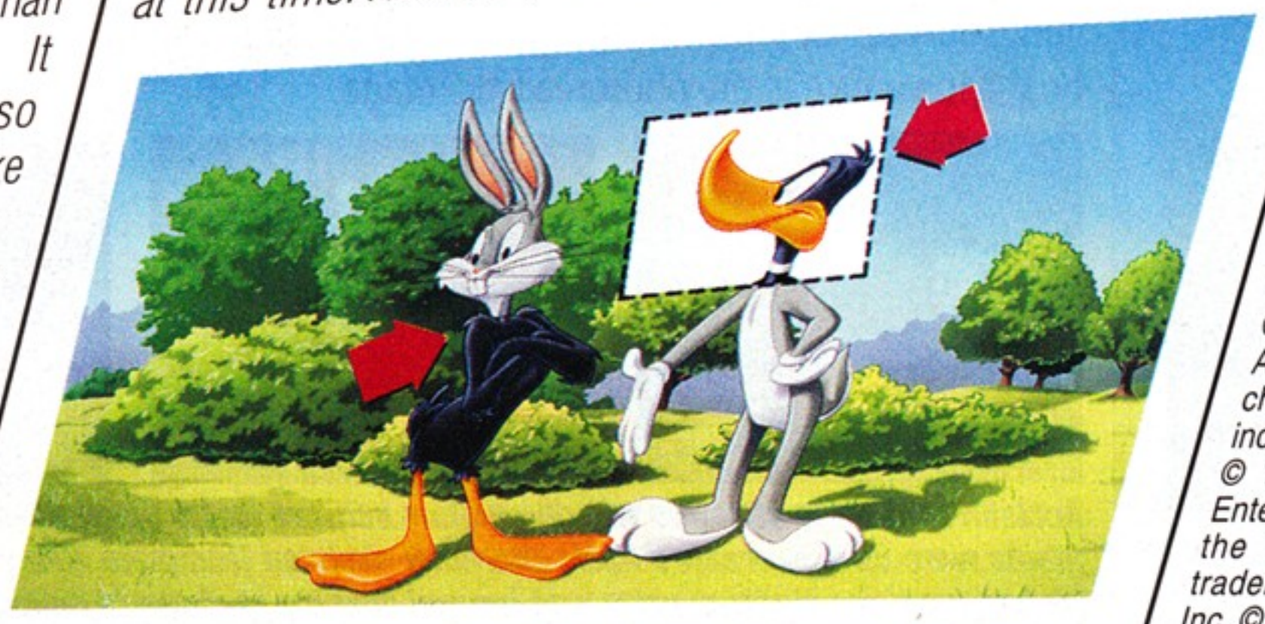
The **Acme Animation Factory** just the carrot on the...er...New mind.



SOMETHING FUNNY'S GOING ON AROUND HERE!

SUPER NINTENDO ENTERTAINMENT SYSTEM

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Changing the Face of Video Game Design

Rendering software creates realistic graphics for unreal gaming. Here's a peek at the movers and shakers in this hot aspect of game development.

By Manny LaMancha

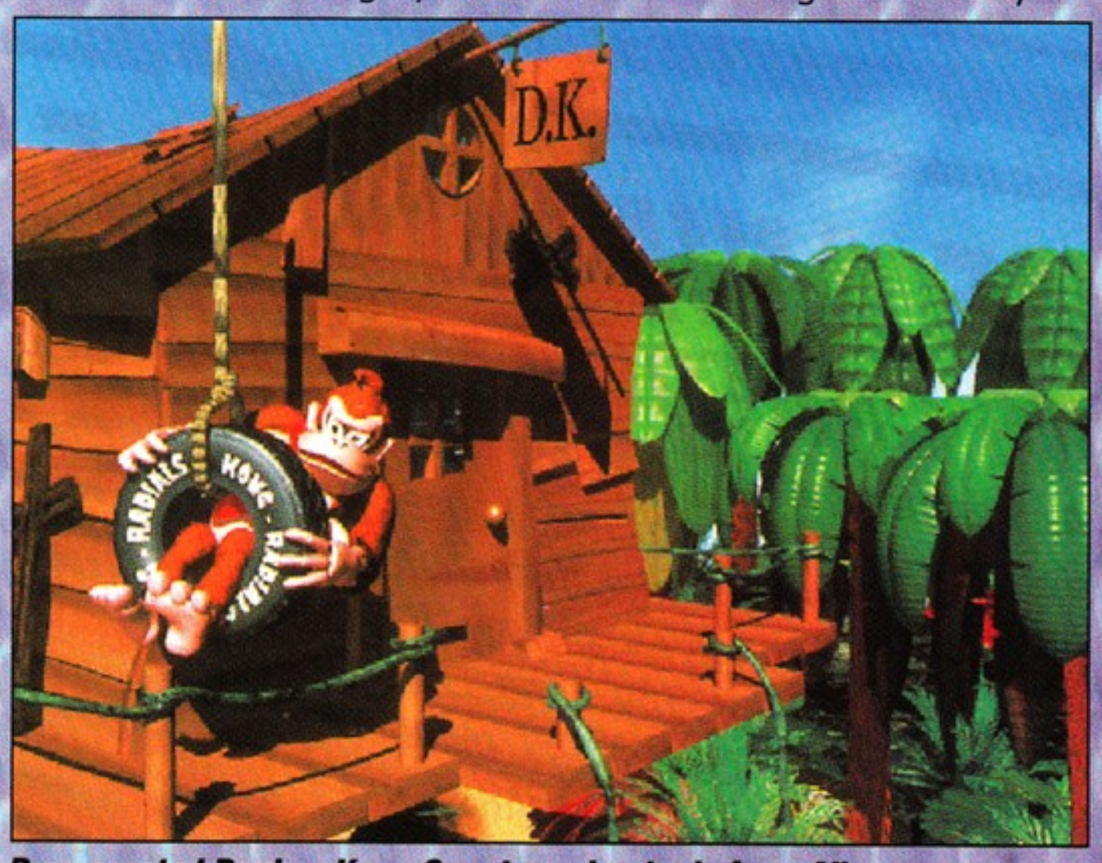
You've seen it in movies like *Terminator 2: Judgment Day* and *The Mask*. On TV, it's in commercials like the Listerine bottle shooting arrows or high-steppin' gas pumps and cars. The process is called rendering, and it's creeping into video game design for amazing interactive "rendertainment."

The Drive for Realism

Computers, mostly powerful Silicon Graphics' workstations, are being used to create imagery you just can't get in real life. Best of all, the quality is photorealistic, so it's hard to tell where reality ends and the computer graphics begin.

Of course, there's a benefit to video gamers, too. As the CPUs in game systems get more powerful – with the capability to perform the intense math necessary to display more intricate 3D imagery – the games have more depth and realism. Sega is one of the most aggressive companies using rendering for the arcades, with Virtua Fighter and Daytona USA. Namco also makes extensive use of rendering in Ridge Racer and Air Combat.

Games for home systems, which serve as slightly less sophisticated examples, include Cybermorph, Star Fox, Silpheed, and Wolfenstein 3-D. The visual elements in these games are more jagged, but you still get accurate shadows,



Rare created Donkey Kong Country using tools from Alias.

Sometimes an effect is layered on top of live action. Softimage software enhanced this scene in the Quantum Gate computer game.

Rocket Science used Softimage's IDEAS programs to create this spaceship for their Sega CD game Loadstar.

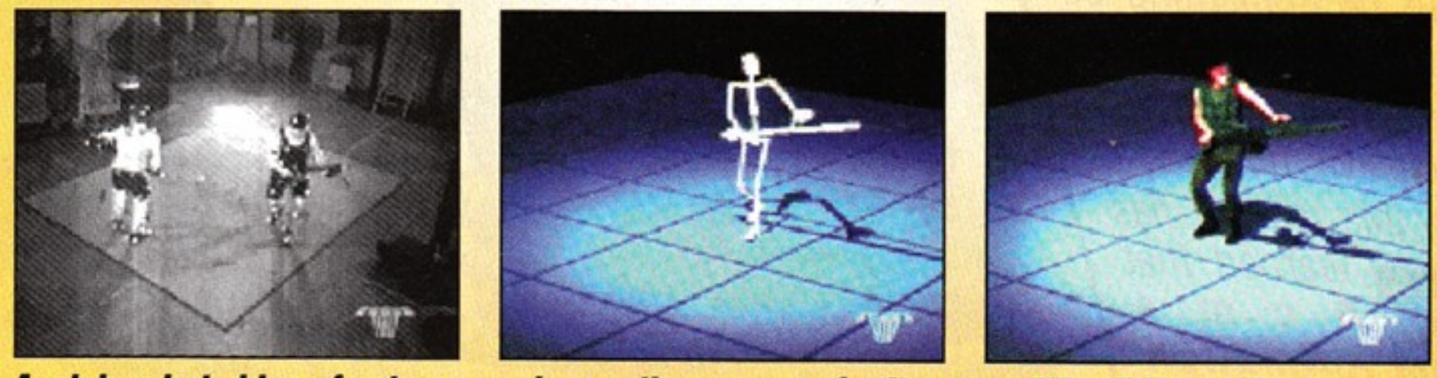
Electronic Arts put Softimage's rendering software to the test for Shock Wave Invasion Earth: 2019.

How It's Done

The rendering process starts with the creation of an object's "skeleton," called the wireframe. The wireframe lets artists alter shapes much faster than they could with a fully rendered object, where the calculation of surface texture, highlights, and shadows can take hours.

When the wireframe is perfected, surfaces are added to "flesh" out an object's appearance. Modeling-software packages generally offer ready-to-use libraries of texture maps, like brick, metal, and water.

After the model is completed, the final step is adding the proper lighting in a process called ray tracing. Rendering packages permit the placement of various light sources, for which the program creates related shadows and highlights. The final appearance is the photorealistic image.



Acclaim shot video of actors wearing motion sensors for its game Alien Trilogy. The movements were used to create a basic character skeleton (complete with shadows). Finally, a texture map of a digitized actor was layered over the skeleton to make a rendered soldier.

Courtesy of Rare Ltd., Nintendo of America and Industrial Light & Magic. © Universal Pictures/Amblin Entertainment. All rights reserved.

It doesn't seem fair does it?

and the perspective of 3D objects changes with your viewpoint.

The Pet Shop Boys' "Liberation" music video went wild, courtesy of Wavefront and London's 601FX animation house.

A Monkey on The Back

The realism of rendered graphics requires more memory, which is why cartridge games haven't offered much in the past. However, compact discs, with their massive storage capacity, will open the door for developers. When CDs become the norm, you'll probably see more rendering in the games you play.

The cartridge game that's taking that giant step forward now is Nintendo's Donkey Kong Country for the SNES (see the special feature "Nintendo Went Ape" on page 51 in this issue). All the graphics are rendered. DKC plays like previous scrolling games, but objects in DKC have three-dimensional depth, instead of appearing flat.

Software Trio

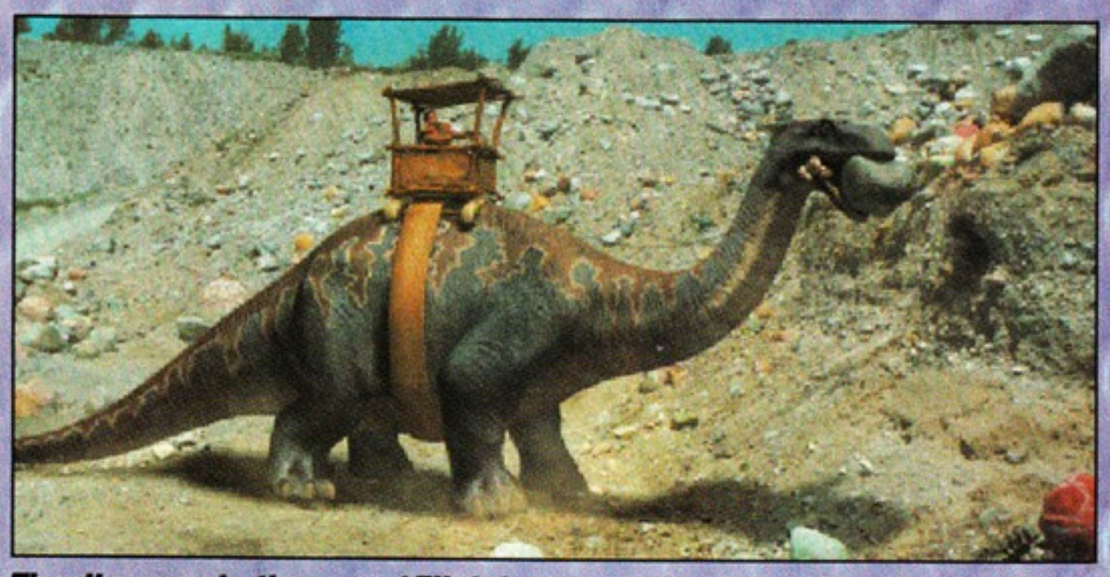
Three companies are aggressively competing for their share of the electronic game-rendering pie: Alias, Wavefront, and Softimage. All three have had their rendering software used for movies and TV, but they've each also created banks of tools for game designers. Nintendo's decision to work with Alias to create graphics-creation tools for the Ultra 64 seriously pushed rendered graphics into the limelight.

Expect the next generation of game systems to make rendered graphics a standard offering. As the face of video gaming changes, it may be hard to tell where reality ends and the game begins. G

Donkey Kong Country features fully rendered characters and playfields.

An actor's movements were imported into Wavefront's software by Mr. Film for an effect in the Fantastic Four movie.

This beast for Crystal Dynamics' 3DO game The Horde was created by Cyrus Lum using Alias' tools.



The dinosaur in the recent* Flintstones *movie was rendered using Alias software.

Courtesy of Rare Ltd., Nintendo of America and Industrial Light & Magic. © Universal Pictures/Amblin Entertainment. All rights reserved.

A Rendering-Vocabulary Cheat Sheet

Light shading – The process of creating differences in light and dark on objects in a rendered scene, based on the location(s) of a light source.

Polygon – A multisided three-dimensional object. Whereas one of the previous statistics of a computer or game system that was important to a game developer was the number of sprites that could be moved at once, now it's important to understand how many polygons can be tracked by the hardware.

Ray tracing – The technique used in computer graphics to create realistic images by calculating the paths taken by rays of light entering the observer's eye at different angles.

Rendering – Generation of a graphical image from a mathematical model of a three-dimensional object or scene. This combines all the elements of a three-dimensional model, including wireframes, texture maps, and shading, into a finished image.

SGI – Short for Silicon Graphics Inc., the manufacturer of powerful computer workstations used for much of the high-resolution graphics and animation rendering used in movies, television, and electronic games. Signed with Nintendo to co-create the up-coming Ultra 64 game system.

Texture mapping – The process of taking a 2D image and placing it on the surface of a 3D object. Good examples are the walls in Wolfenstein 3-D and the characters in Sega's Virtua Fighter.

Wireframe – The bare bones of a 3D model that defines the object's basic shape. Other rendering effects are added onto the wireframe.

(Some definitions courtesy of *Electronic Entertainment* and the "Free On-line Dictionary of Computing on Internet" [at wombat.doc.ic.ac.uk; Copyright Denis Howe ©1993, 1994].)

Who says life is fair?

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

FINAL FANTASY III

SUPER NINTENDO ENTERTAINMENT SYSTEM

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This time it's going to take Luke, Chewie, Solo, Wicket and Leia to crush the Empire—once and for all.

Mode 7 graphics will have you bug-eyed and screaming for more—all the way to the Death Star!

Enlist now, see the Galaxy: Jabba's Palace, rancor's pit, the Emperor's Tower, even the forest of Endor!

Come face-to-face with the darkest of the dark side, from Jabba the Hutt to the Emperor himself.

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THE SECOND TIME, THEY WON.

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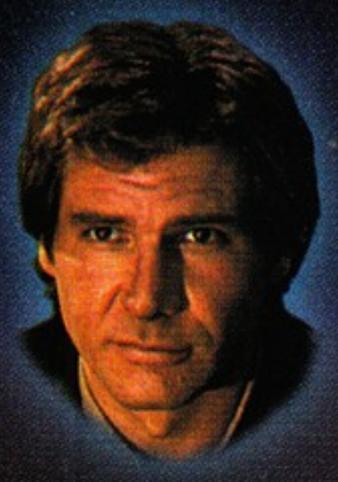
What you are about to experience will either destroy you—or make you a hero.

Vader. Jabba. The rancor. The Death Star. The Emperor (yes, the Emperor!). Mode 7 graphics... Your worst nightmare brought to life in a massive, 16-meg galaxy far, far away.

But don't panic, young Jedi. You get to play five different *Star Wars* characters, including Wicket the Ewok and Princess Leia. Plus, you've got the Force on your side.



Training is over. Prepare to face your destiny!

The only difference is the large popcorn and soda. (But you wouldn't have time to enjoy them anyway!)

He may look cuddly, but give him a bow and Wicket can skewer stormtroopers with the best of them.

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Angus MacGreggor shows Thundra there's more than one legendary monster in Scotland.

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

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

KASUMI NINJA

ATARI

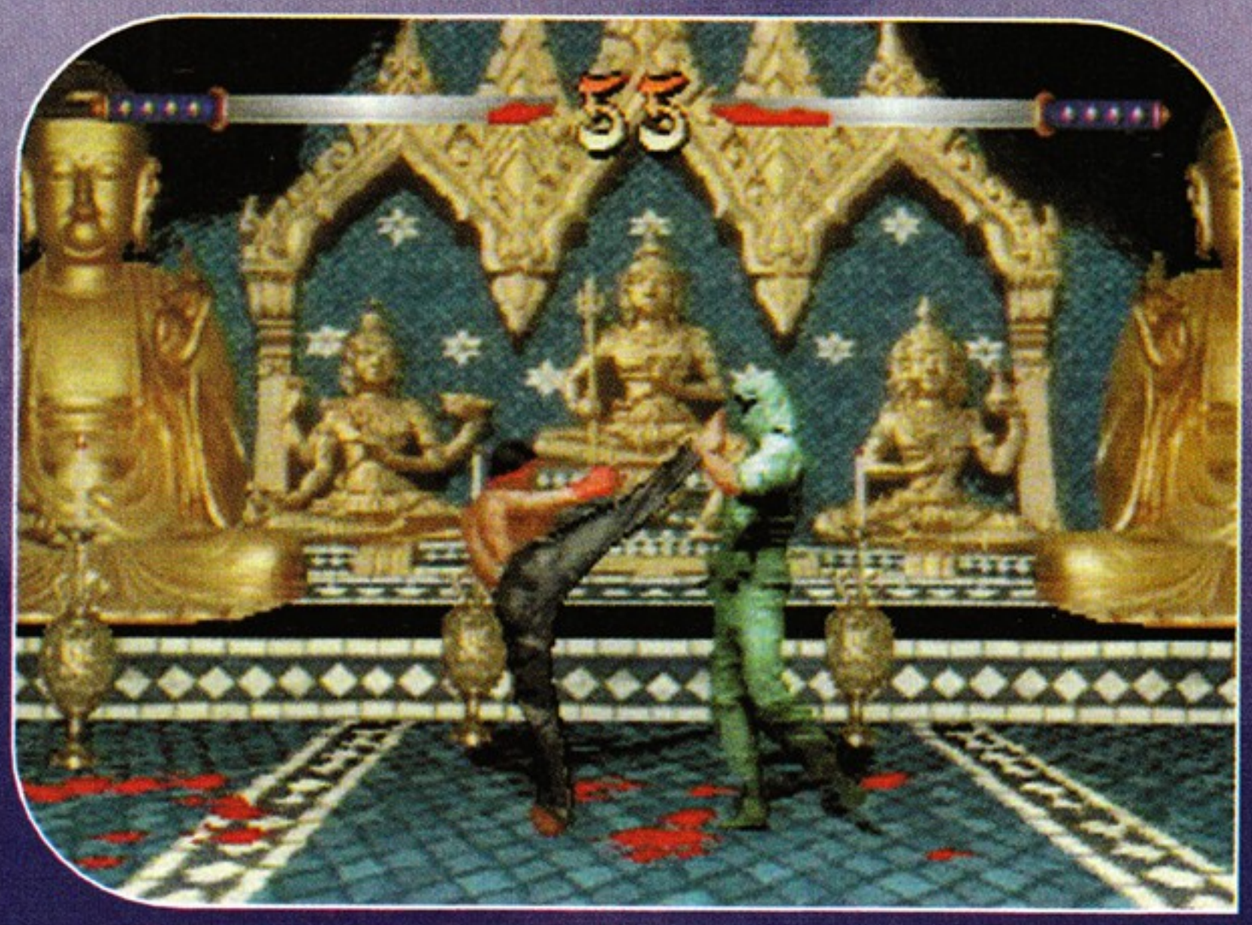
So you may have to walk with a slight limp. And people might call you "Lefty" or "Stump." All things considered, though, you got off lucky.

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

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

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

DIS



ATARI
MADE IN THE USA

Game tips and hints: **1-900-737-ATARI**. 95¢ per minute. If you are under 18, be sure to get a parent's permission before calling. A touch-tone telephone is required. USA only. Atari Jaguar information is available in the Atari Gaming Forum on CompuServe. Type GO JAGUAR to access this area 24 hours a day. Atari Jaguar information is available in the Atari Roundtable Forum on GEnie. Type JAGUAR to access this area 24 hours a day. Atari, the Atari logo, Jaguar, the Jaguar logo, Kasumi Ninja and the Kasumi Ninja logo are trademarks or registered trademarks of Atari Corporation. Copyright 1994, Atari Corporation, Sunnyvale, CA 94089-1302. All rights reserved.

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

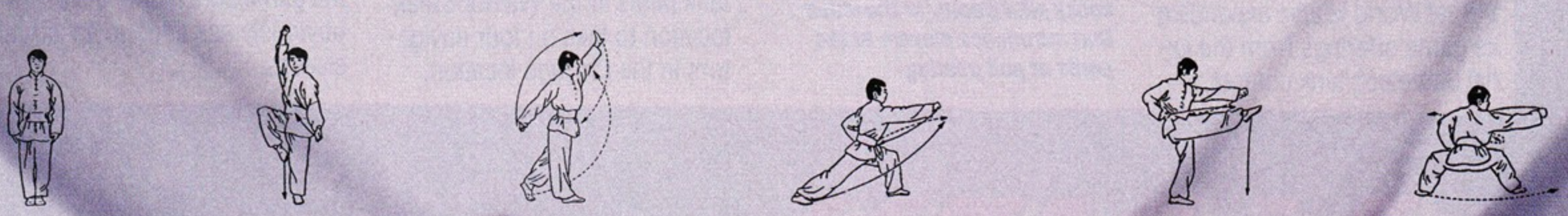
The brute strength of Pakawa allows him to bench press even the most ruthless of barbarians.

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

HELP, I'VE BEEN

ME'MBERED

AND I CAN'T GET UP.



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DO THE MATH

HOT AT THE ARCADES

VIRTUAL WORLD ENTERTAINMENT

By Manny LaMancha

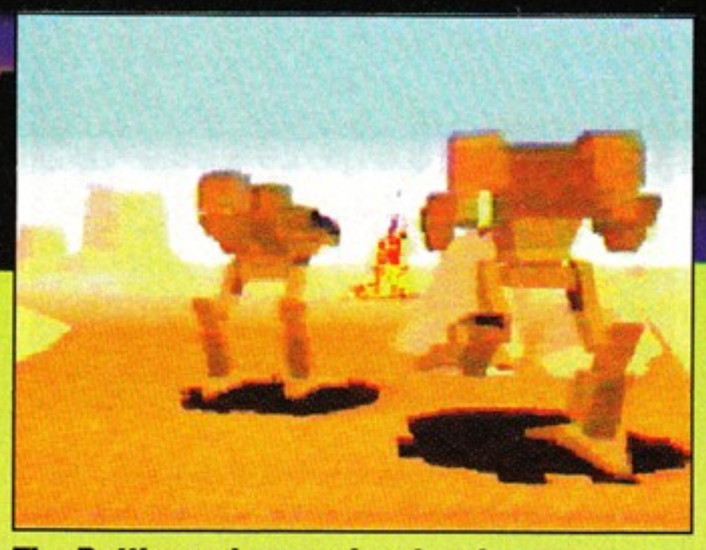
Continuing its evolution from the original Battletech Center in Chicago, Virtual World Entertainment (VWE) is expanding its number of sites around the world. Currently, there are Virtual World centers in Chicago, Walnut Creek (Northern California), San Diego, Houston, Dallas, and Las Vegas, as well as six locations in Japan. During the next year, VWE plans to expand into other U.S. cities – Miami, Denver, and Boston – and will also add more sites in Japan, Montreal, and Sydney, Australia.

The many buttons in Virtual World's pods can be set for basic operation or more advanced features for experienced combatants.

Actress Joan Severence plays the cocky pilot Dooley in the video that introduces players to the perils of pod piloting.

New Games, Too

Virtual World is also expanding its game offerings from the initial Battletech tank contest, where up to eight players enter pods and fight as 30-foot-tall robots. New games include Red Planet, a flying race in the canals of Mars, and The Caverns. Details on The Caverns aren't yet available (the game's still in development), but it's intended to introduce virtual reality to inexperienced VRers.



The Battlemechs may be slow in the field, but the action behind the controls is intense and pulse pounding.

Remote Gaming

The most exciting development is VWE's SiteLink capability. Using long-distance links via the Internet (a worldwide communications service), Virtual World players are able to compete against other VWE sites. One of *GamePro*'s editors teamed up with three other tank pilots in the Walnut Creek location to take on four navigators in the Chicago location. After some delays in linking the network, the game took off without any slowdowns or glitches, and there was even a video-phone connection after the game concluded. VWE obviously has a lot up its virtual sleeves.

Red Planet is like a demolition derby in space ships through the canals of Mars.

X-MEN

By The King Fisher

X-Men is the latest creation from the folks at Capcom, and the company's continuing with a proven game genre...it's yet another fighting game. X-Men features 12 of your favorite characters like Wolverine, Cyclops, Storm, Iceman, and Colossus. But it doesn't stop there. The boss characters include Magneto, Juggernaut, Spiral, and the Sentinel, and with the exception of Magneto, you can play as any of the bosses.

Straight from The Comics

X-Men features head-to-head fighting action and a "same character vs. same character" fight mode. Each character has super abilities straight from the comic book's pages. X-Men is slated to hit the arcades in December, and it's also rumored that Capcom is planning an X-Men media tour in late November with stops in New York, Los Angeles, and Chicago, among other cities.

By Capcom
Available December

X-Men fight the good fight!

X-Men abilities straight from the comic book.

Select from 12 characters.

RIDGE RACER 2

By The King Fisher

Start your engines, Ridge Racer fans, this Namco racing favorite has just gotten better. Enter Ridge Racer 2, a souped-up version of the original that features all the hairpin curves, steep mountainous cliffs, tight tunnels, and high-speed straightaways of the original. And yes, it even has the state-of-the-art 3D texture-mapped graphics you dig.

Check out who's drafting off you in the rearview mirror.

A New Racing Edge

So what's new about this beast, you ask? Up to eight players can rev it up and go head-to-head for even more intense racing action. In addition, a nifty feature called Draft Effect lets you settle in close behind another car, which break out in front with an auxiliary burst of speed that, when used at the right moment, can launch you ahead of the pack and into the Winner's Circle. You can also check out the competition in the rearview mirror to see who's threatening your precious lead.

In the audio department, there are more butt-kickin' tunes. The original had six, and this new version adds six more road-revvin' melodies! Finally, as with the original Ridge Racer, you may crash, but you'll never pass on!

By Namco
Available Now

State-of-the-art 3D texture-mapped graphics put you on the right track.

Cool head-to-head action!

Ridge Racer takes you 2 the limit!

The modern Stone Age family boasts five game-play modes and ultra-modern pinball action.

By The King Fisher

Bedrock comes alive in Williams Electronics' new pinball game, The Flintstones. This latest creation showcases some of the most recent technological advancements from the folks at Williams and features molded parts based on the blockbuster movie, *The Flintstones*. Players can expect to bang around a fully articulated Bronto Crane, Dictabird, downtown Bedrock, some all-new Smart Ramps that automatically change the pace and direction of the game, and more.

A Stone Age Rage

The Flintstones also features a cool array of steel-ball action with five distinct game play modes, such as the Two-Ball Dino Frenzy and a Special Mystery mode. In addition, you'll be able to check out some rockin' dot-matrix animation sequences taken directly from the flick. And you'll play to that well-known Stone Age jingle and some specially customized speech tracks by John Goodman, Rick Moranis, and Harvey Korman, stars of the feature film.

The Flintstones pinball game also offers the Bedrock Bowl-O-Rama, a bowling game within a game that actually keeps score, frame by frame. Players can strike it rich by discovering Multiball Jackpot sequences, activated by spelling out "Concrete" and "Powered Up Bowling" when the Yabba Dabba Doo targets are hit. So step up to the machine and have a gay old time. Hey, Wilmaaaa!

By Williams Electronics Games
Available Now

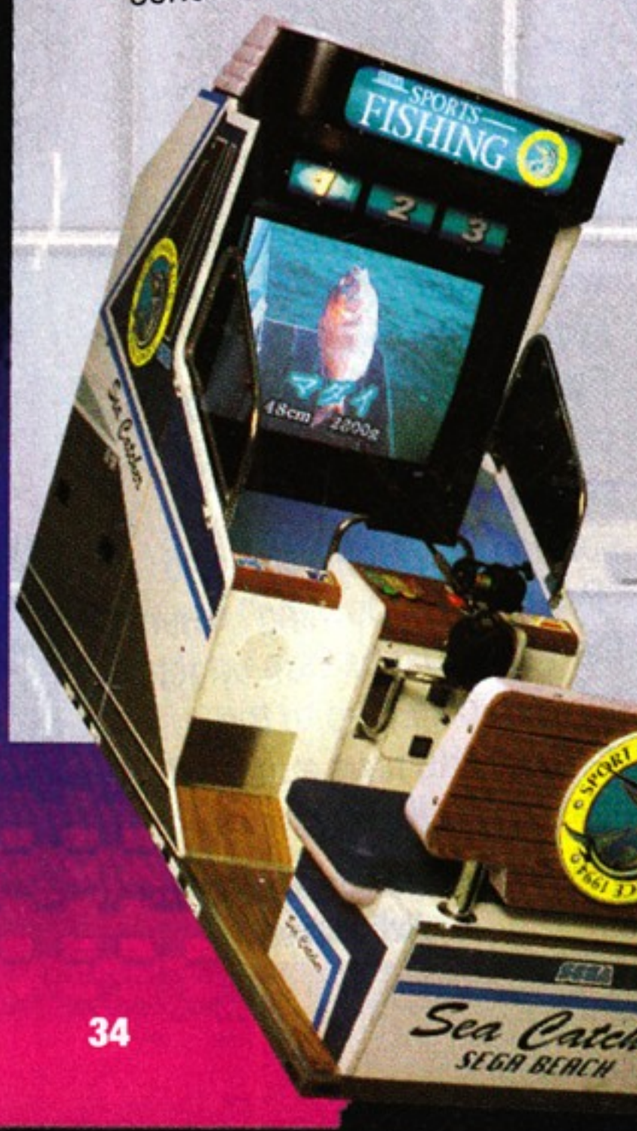
Get ready to light up the town of Bedrock!

HOT AT THE ARCADES

OFF THE WALL

BEWARE: NEW PRIMAL RAGE BOSS LOOMS ON THE HORIZON

There's a new boss lurking in the shadows of Primal Rage. We have it from reliable sources that this new Primal predator is bigger and badder than any beast, dead or alive, on the New Urth. This boss is scheduled to make an official appearance in the first quarter of 1995. Reportedly, the beast is capable of flight and possesses an energy-siphoning power. We'll keep you updated as this new combatant storms into the Rage!



SEGA GOES SPORT FISHING

Could this be the catch of the day? Sega is casting its arcade line in new directions with Sport Fishing, a fishing simulator. You'll be able to cast on three courses to try to reel in a multitude of fish.

MORTAL KOMBAT III: IT BEGINS!

We have just received a confirmed report that Mortal Kombat III is officially in the works. Slated for release in the first half of 1995, it's reported to contain more characters, but Johnny Cage is gone for sure! The MK team is also building a more intricate combo system and adding hidden games. What's more, a rumor from MK II will make its debut in MK III. Could this be an Animality?

ACCLAIM GOES ARCADE

Acclaim has started a new coin-op division, headed by Tom Pettit, formerly with Sega Coin-Op. Its first game is reportedly Batman's Revenge, slated for release at the same time as the new Batman movie: summer '95.

SAMURAI SHODOWN II: THE SECOND ACT OPENS!

Live the Katana Legend. The latest word from SNK regarding Samurai Showdown II tells us that it's due out in November with 15 characters.

VIRTUA FIGHTER II

Sega's coin-op division reports that Virtua Fighter II is due out January 1995. Although the company won't confirm any character changes, VF II will be twice as fast as VF and will contain cool texture-mapped graphics like those in Daytona. VF II surfaced at this year's AMOA (Amusement Machine Operators' Association) show.

SEGA MILITIA FORMED

Is Sega getting ready for war? Well, Sega Coin-Op is introducing two new games in its already-star-studded arsenal, Desert Tank and Wing War. Developed with the assistance of Martin Marietta, a major defense contractor, Desert Tank's a tank simulator that uses texture-mapped graphics.

If you don't wanna be on the ground, Wing War enables you to fly eight of the world's greatest fighters, ranging from the Fokker Triplane to the Hawker Harrier.

Both games are expected to appear during the last quarter of 1994. G

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Cool Moves, Thrashin' Action - Jump, leap, turn a pirouette

Back to Back fighting lets players control two characters at once!

Colorful villains! Funny story lines!

- 44 levels of action!
- From the underground comic classic by Ben Edlund
- Available on SNES, Sega Genesis

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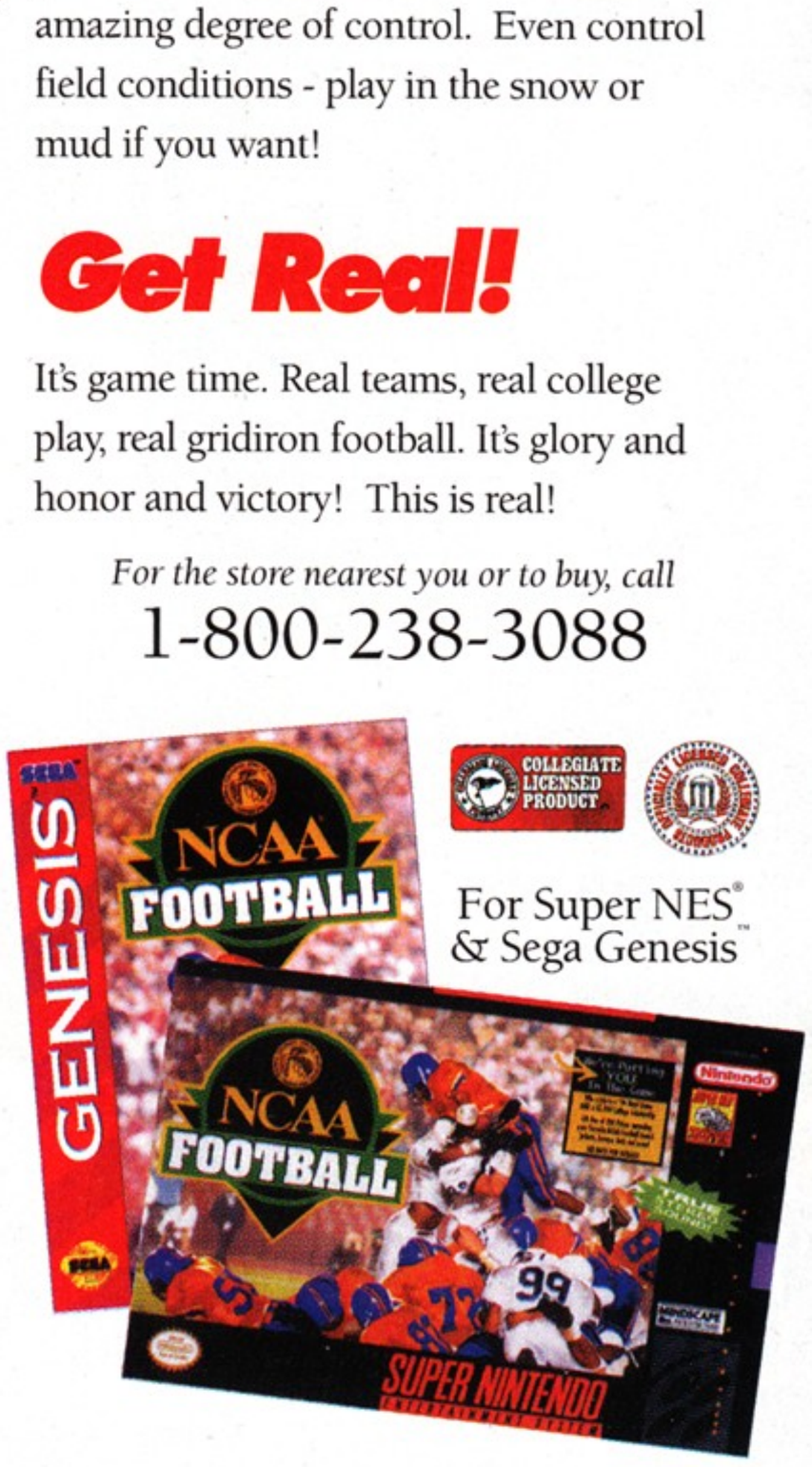

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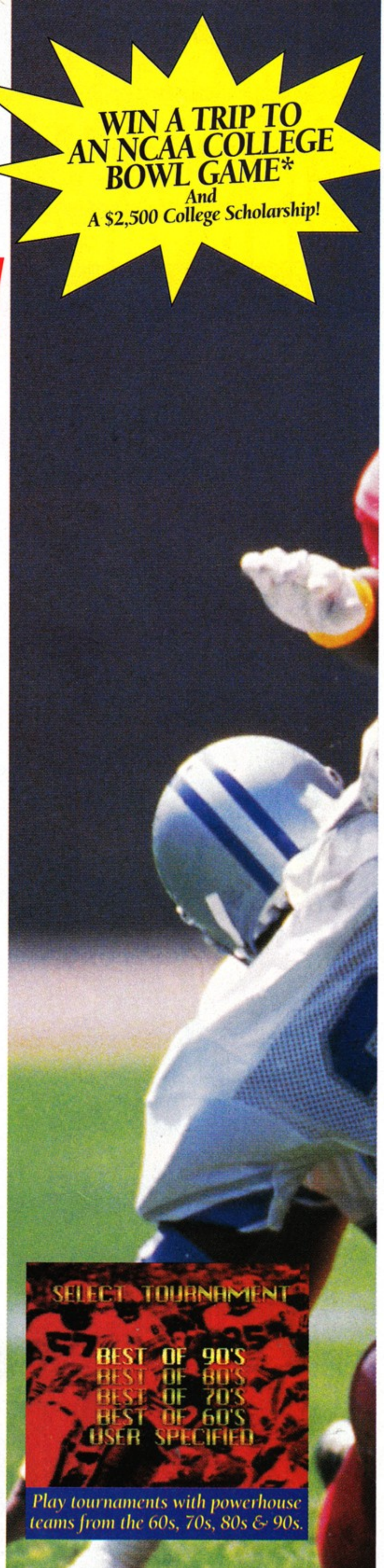

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You choose the field conditions - rain, snow, sunshine and more!

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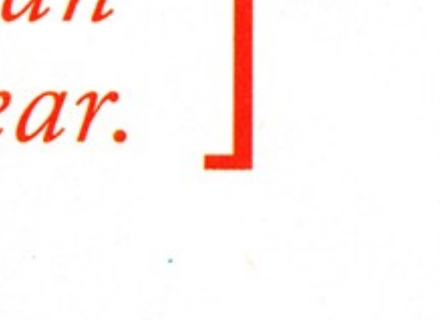
Doom™

what are those two SEGA machines doing?

[They're making an arcade system, dear.]

Virtua Racing™ Deluxe



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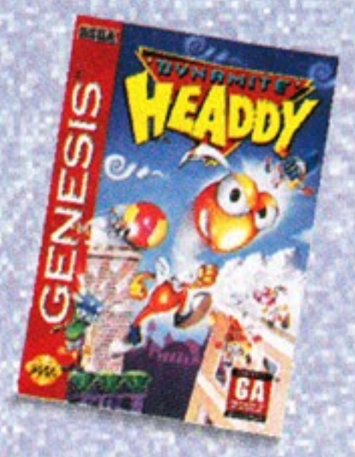

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SPECIAL FEATURE

The Seven Samurai and Shodown II

GENESIS

Samurai Shodown is arriving soon for the Genesis, Super NES, and Game Boy, but that ain't all.

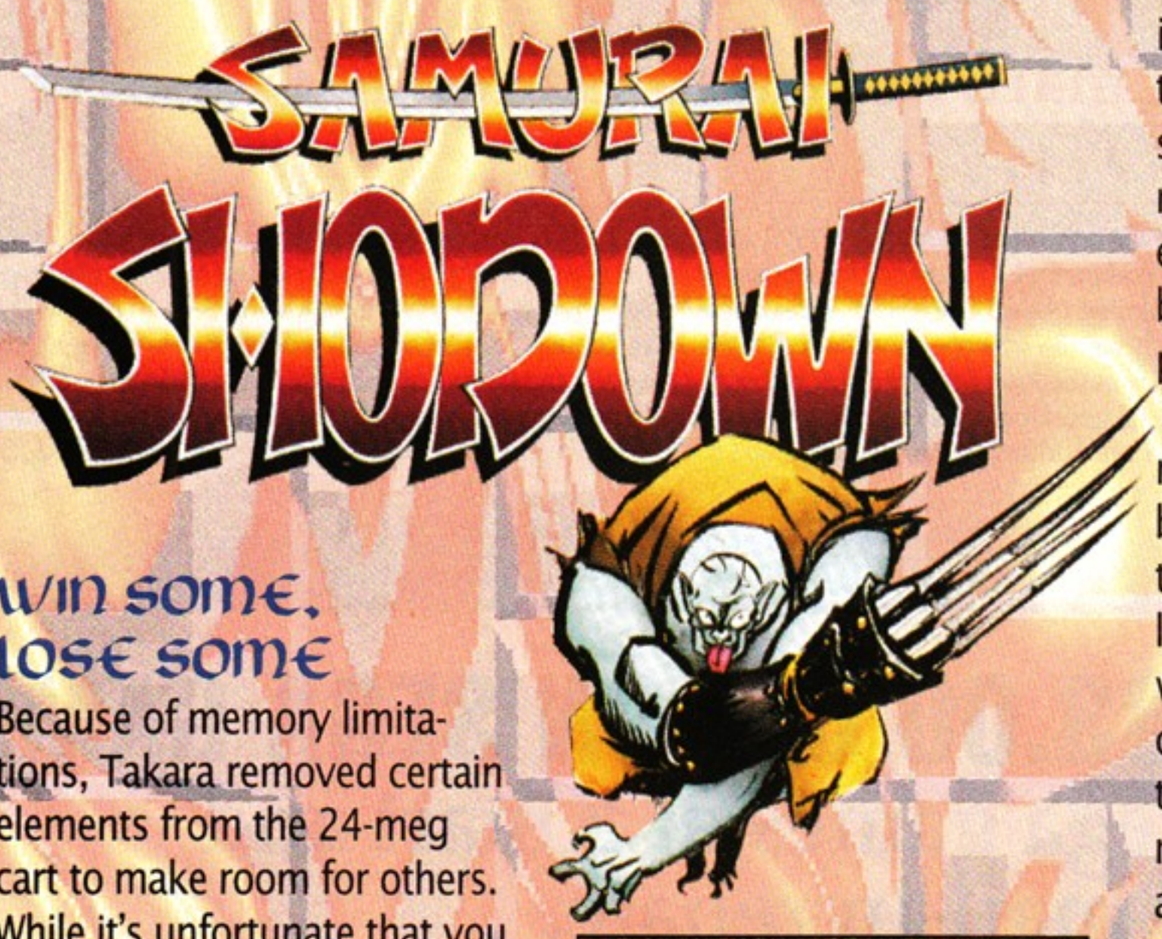
By Slasher Quan

The fighting game of the year in 1993, Samurai Shodown is finally cutting its way to home systems, courtesy of Takara. The SNES and Genesis are first among the console versions, and surprisingly, the Genesis edition is the better of the two!

WIN SOME, LOSE SOME

Because of memory limitations, Takara removed certain elements from the 24-meg cart to make room for others. While it's unfortunate that you have to live without some cool features, Takara made wise decisions about what to keep and what to cut.

For starters, Earthquake was axed completely. He's extremely large, which meant his sprite probably used a lot of ROM space, but he wasn't very popular in the arcades since his attack was considered extremely cheap. With him gone, Takara made the final boss, Amakusa, selectable in the two-player mode. This addition definitely jacks up the fighting action.



In one-player mode, Earthquake is gone, leaving 11 characters.

Other missing stuff includes the cinematic win screens, the Haohmaru tree-chopping intro, and some background details (especially in Hanzo's stage). Again, these sacrifices were all necessary compromises for large characters.

LARGE AS LIFE

Just like the SNES version, the Genesis graphics don't scale, they only stay at one size. Fortunately, that size is big, which is a striking improvement on the small SNES graphics. With such large characters, you might assume there isn't enough screen space to fight, but that turns out to be no problem at all!

You'll notice, however, that many animation frames have been removed, especially from the win poses (Gen-an no longer licks his claw). What would you rather have: Small characters with all the animation or large characters with most of the animation? The answer is obvious!

THAT SAMURAI JINGLE

Music from the dicey Genesis audio chip is always limited, but Takara did a laudable job of reproducing the coin-op tunes and providing a surprising amount of voice. The biggest cut was the removal of the announcement of characters' names.

ALMOST FATAL

Speaking of cuts, the blood in this version has been significantly watered down. Although it's red and more prevalent than it is in SNES Shodown, it comes in drops as compared to the buckets of the arcade version. Fortunately, both fatalities appear in this game, though they seem to happen less frequently than they do in the coin-op.

PRECISION CONTROL

The bottom line is the control and game play, and here Shodown comes through in spades. The button layout using the six-button Arcade Pad is absolutely perfect. Although some of the collision and hit points could've been tweaked more (it's not as precise as the arcade version is), the game play and character interaction is pretty solid.

Like the Neo•Geo version, there aren't a lot of combos – but Takara put in some new combos that didn't work in the arcade! Two-in-one possibilities occur more frequently, and jump-in combos seem to work better.

ALL THAT GLITTERS

Shodown has just enough of the spirit and power of the arcade to satisfy frenzied fighters searching for the only true weapons game available. However, this version has enough missing elements to prompt hardcore fans with deep pockets to take a serious look at the Sega CD and 3DO versions. G

Genesis Game ProFile

Samurai Shodown

(By Takara)

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

A worthy conversion of the coin-op, Shodown for Genesis is better than the SNES version. Save up your Geoffrey Dollars for this one!

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.0	4.5	4.5	Adjustable

$69.99	2 players
24 megs	Side view
Available November	Unlimited continues
Fighting	

PLAY AS AMAKUSA!

Check it out – in two-player mode, you can use Amakusa.

PROTIP: To have a chance at activating a fatality, you must nail the enemy with a Medium or Hard Slash for the final hit of the match.

Amakusa's moves are awesome!

Galford's dog can stun or ram the enemy.

Wan Fu's Sword Throw is an awesome attack, but it leaves him vulnerable if he misses!

PROTIP: Be careful when using the Normal and Hard slashes. If you miss, you'll be open to a hit.

PROTIP: When you knock down the opponent, do a special technique that hits multiple times. They'll be forced to block and lose energy.

PROTIP: When you grab the enemy with a hold, shake the stick left and right and tap the buttons to do extra damage!

PROTIP: If you disarm your opponent, try to scroll the screen so they can't reach their weapon.

Nakoruru also has a pet. She can get a lift from her falcon or aim it at the enemy.

GENESIS COMBOS

GEN-AN

TWO-HIT SLASHER COMBO

1) Do a close standing Hard slash as you begin the motion for a Slasher Spin.

2) Two-in-one into a Hard Slasher Spin for two continuous hits!

GALFORD

DOUBLE PLASMA

1) Do a close standing Hard Kick as you begin the motion for a Plasma Blade.

2) Two-in-one into a Hard Plasma Blade for two devastating hits!

Note: This combo only works against big characters.

JUBEI

DOUBLE-HIT GEYSER

1) Do a close standing Hard Slash as you start the motion for the Geyser Thrust.

2) Immediately two-in-one into a Hard Geyser Thrust for two hits.

HANZO

HARD SLASH

1) Jump in with a very deep Hard Slash.

2) Immediately do a crouching Hard Slash to nail the enemy before they recover.

SAMURAI SHODOWN

SUPER NES

"A Samurai fears nothing." Well, here's something scary: Samurai Shodown for the SNES. This disappointing conversion stalls with scaled-down characters and crippled controls that drop a potential top fighter to the lower ranks.

All 12 arcade characters are available, even if they're half of what they used to be.

CONTROL FRUSTRATION

In the arcades, Shodown is a six-button fighting game trapped in a four-button body. You have three strengths of slashes and kicks (like Street Fighter II) that are activated by simultaneously pressing two buttons. Considering that the SNES has six buttons, one would have thought Takara would use the L and R buttons

PROTIP: Take chances when your POW meter's charged. Inflict heavy damage and get right back into the fight.

alone to activate the Hard attacks, right? Wrong! You must awkwardly press L or R and one of the other buttons simultaneously to do a Hard slash or kick. Unfortunately, there's little leeway in the options menu to reconfigure the controller.

Despite the control, you may still enjoy the game play. Although limited, the combos are nearly identical to those in the arcade version. The

Super NES Game ProFile

Samurai Shodown

(By Takara)

SS for the Super NES sends out the SOS with its microscopic characters and confusing control layout.

Graphics	Sound	Control	FunFactor	Challenge
3.5	4.0	3.0	3.5	ADJ. (Adjustable)

$69.99
32 megs
Available November
Fighting

2 players
Side view
Unlimited continues

These characters are shown at actual size!

SAMURAI SHODOWN

GAME BOY

Here's a good prescription for eye problems: a Game Boy, a copy of Samurai Shodown, and three hours of uninterrupted fighting. But once you get past the small characters, half-size Shodown ain't half bad.

You can do the moves if you can see the characters.

SAMURAI LITE

Amazingly, all 12 characters are represented in the GB cart. Most of the special moves

Everything you always wanted in a Samurai...and less.

made it in, too, though fatalities and blood are nowhere to be found. You'll also be surprised to see the various stages are included, a nice change of pace from other Game Boy fighting games like Mortal Kombat.

Your two-button control is pretty solid. You get a Normal slash, a Hard slash, and a kick. Unfortunately, there are no combos in this version (all the two-in-ones are gone), but the controls for the special moves are reasonably responsive.

This version of Shodown definitely has a kiddie touch to it – many of the graphics

Check it out – Haohmaru is in kindergarten!

appear to have been softened up for a younger audience; Haohmaru looks like a Cabbage Patch Kid.

The music's pretty darn good, with all the stage tunes from the coin-op scaled down but still included. However, don't expect to hear "Ippon" or any other voices from the GB speakers.

BUY OR BAIL?

On-the-go fight fans who have 20-20 vision may enjoy this cutesy Romper Room edition of everyone's favorite weapon fighter. However, it's hard to justify spending money on this game when you could save up for the Genesis version instead. G

sword-to-sword fighting can be intense. Missing your moves at key moments, however, is a recipe for frustration.

SAMURAI SHRINKDOWN

You know Samurai's sword is dull when Haohmaru is the size of Mario. In the Neo•Geo

Hey, orange blood! And the fatalities are gone!

version, the characters become bigger when you're close and smaller when you're far away. In SNES, the characters are small the entire time.

Beyond the small characters, the excellent graphics are highlighted by awesome detail in stages such as Nakoruru's snow-covered village and Galford's San Francisco pier.

You can't compensate for poor graphics with sounds, but Shodown tries pretty hard. The music and tunes are mostly straight from the

All the cinematic win/loss screens are included, but die-hard fans will notice that the text has been changed...for the worst.

arcade. However, the voices are a bit of a letdown – many are missing, and some were strangely altered.

DOWN AND OUT

Shodown SNES has its good points, but nothing can make up for the control and graphical problems. Not to mention the censored blood, fatalities, and text. Don't walk into the Shodown showdown with this Shodown. G

Game Boy Game ProFile

Samurai Shodown

(By Takara)

If you have to have a Game Boy Shodown, this version's not bad. But don't expect this handheld version to cut the mustard like the big-screen blades.

Graphics	Sound	Control	FunFactor	Challenge
3.5	4.5	3.5	3.5	Adjustable

$29.99
4 megs
Available November
Fighting

2 players (with Game Link)
Unlimited continues

SAMURAI SHODOWN PREVIEWS

3DO

Unlike any other Shodown, the 3DO version has the processing muscle to actually make it a direct port of the coin-op game. In fact, Crystal Dynamics handled the conversion directly from SNK Japan's original program.

You get all 12 original fighters, scaling graphics, and the fatalities. Of course, arcade samurai have to settle for three buttons with L and R controls, but Shodown 3DO reportedly supports the Capcom six-button Soldier Pad that will come bundled with Super Street Fighter II Turbo for 3DO.

By Crystal Dynamics
Available December

SEGA CD

What's a Sega Shodown fan to do? As in the Genesis version, Earthquake is absent from the SCD game, but Amakusa, the boss, is selectable. Shodown Sega CD doesn't have scaling graphics, but it does feature the original cinematic screens. The CD also duplicates all the combos in the Genesis version.

Another CD plus is the arcade music and all the voices that are missing from the cart.

By JVC
Available December

GAME GEAR

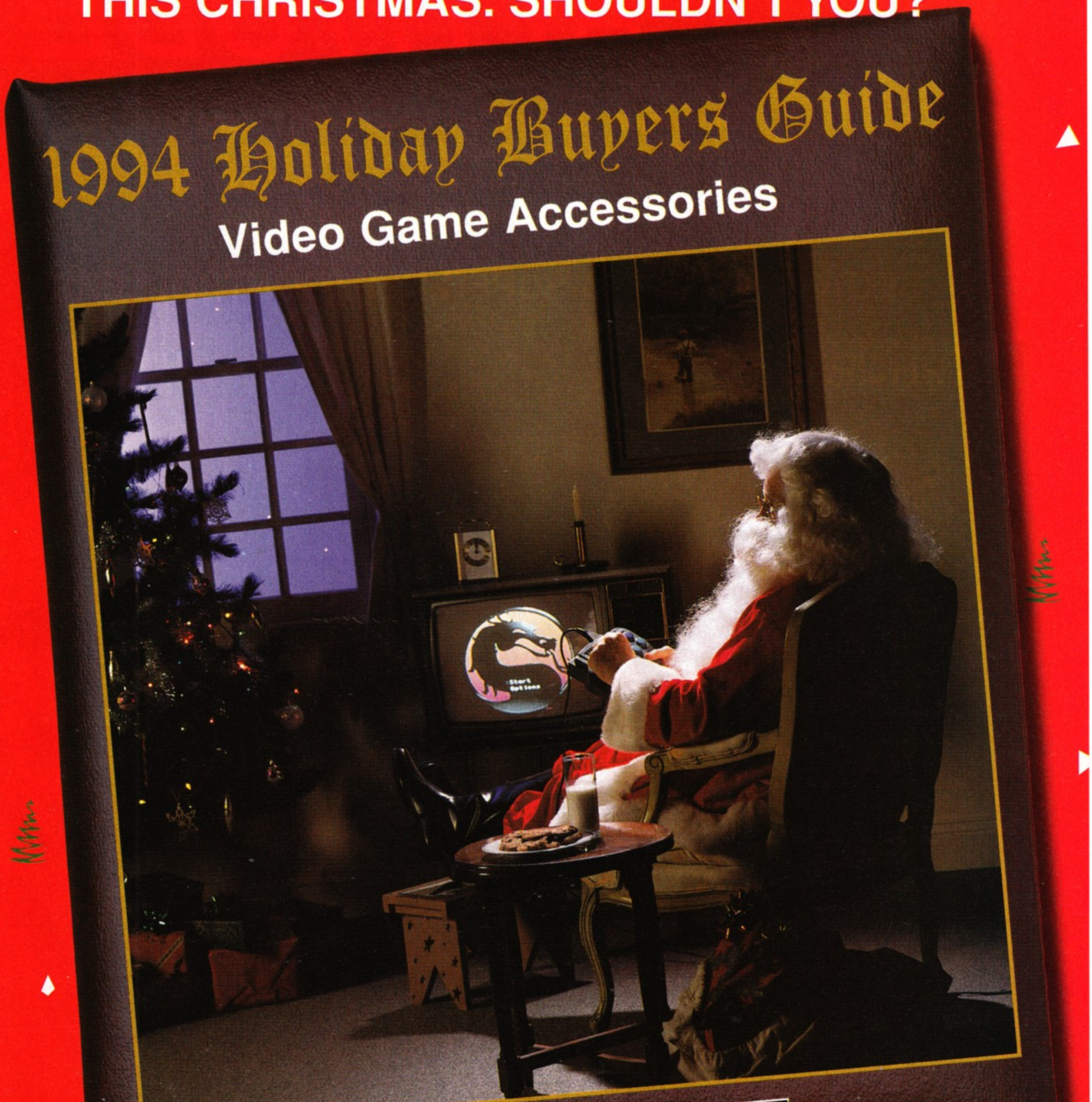
Shodown Game Gear does its best to reproduce the game's color visuals. Obviously, it doesn't scale during fights, and you have to be familiar with the large-screen version to recognize all the details, but even the special attacks look the same. You'll get only seven fighters – Gen-an, Jubei, Hanzo, Nakoruru, Kyoshiro, Charlotte, Ukyo, Haohmaru, and Galford – and only a few of their combos.

By Takara
Available December

SHODOWN SHODOWN

Samurai Shodown II will cut a path into the arcades for the Neo•Geo in November. This wicked weapons fighting game will sport a look and feel identical to the first game. However, you'll get 15 characters rather than 12. Also, say sayonara to Tam Tam. Additionally, all the original characters get a couple of new specials each.

EVEN SANTA CLAUS HAS AN ATTITUDE THIS CHRISTMAS. SHOULDN'T YOU?



ATTITUDE

Christmas morning will never be the same when you find one of these *excellent* video game accessories under your tree. Forget about Christmas dinner, you'll be jamming on your favorite games!

SEGA GENESIS™ & SUPER NES® CONTROLLERS

PROPADS

SN ProPad
For Super NES

All-New SG ProPad
For Sega Genesis

ProPads

These powerful pads will *definitely* give you an edge over any game. They're loaded with features six hi-performance fire buttons, turbo, semi, and hands-free auto fire, slow motion, and an extra long cord. They even have a clear casing so you can check out all the high tech components. Very cool! These definitely go on the Christmas wish list.

SG ProPad6
For Sega Genesis

SG ProPad6

Have you heard about this one yet? It's a *totally serious* weapon for Sega Genesis. The SG ProPad6 combines a perfect six button arcade layout with turbo auto-fire, programmable fire buttons, slow motion, an extra long cord, and a smooth ergonomic feel. If you're serious about winning, the SG ProPad6 is definitely your best choice.

X-MAS!

PROGRAMPADS

Think about it. You're about to get finished off, and things are getting pretty bloody. You only have enough time to hit one fire button, then, *SLAM!* You fight back with a viscous combo-move. Victory is yours. No ordinary controller will let you do that,but...ProgramPads are definitely not your ordinary controllers!

SG ProgramPad

SN ProgramPad

Both the SG ProgramPad for Sega Genesis and the SN ProgramPad for Super Nintendo have REAL TIME programmability. You can program six of your most powerful combo moves into one button. Talk about playing with an attitude! They also feature turbo auto-fire, six fire buttons, slow motion, and an extra long cord. Is this stuff great or what?

JOYSTICKS

Arcade Pro-Dual Compatible

This is the joystick your friends definitely hope that you don't get for X-MAS! Not only does it feel like the real thing, the Arcade Pro *performs* like a real arcade stick, it's lethal.

It's six arcade size fire buttons are easy to reach and highly responsive. Independent turbo auto-fire, slow motion, and an extra long cord add to this sticks awesome power. And, it can take a beating, too!

Arcade quality components, and a rugged steel base and steel joystick shaft make this stick super tough. If it can take our abuse, it can definitely take yours. Simply put, this is an incredible stick. You gotta get one!

Arcade Pro
For Sega Genesis
& Super NES

INTERACT GAME PRODUCTS

Play with an attitude!

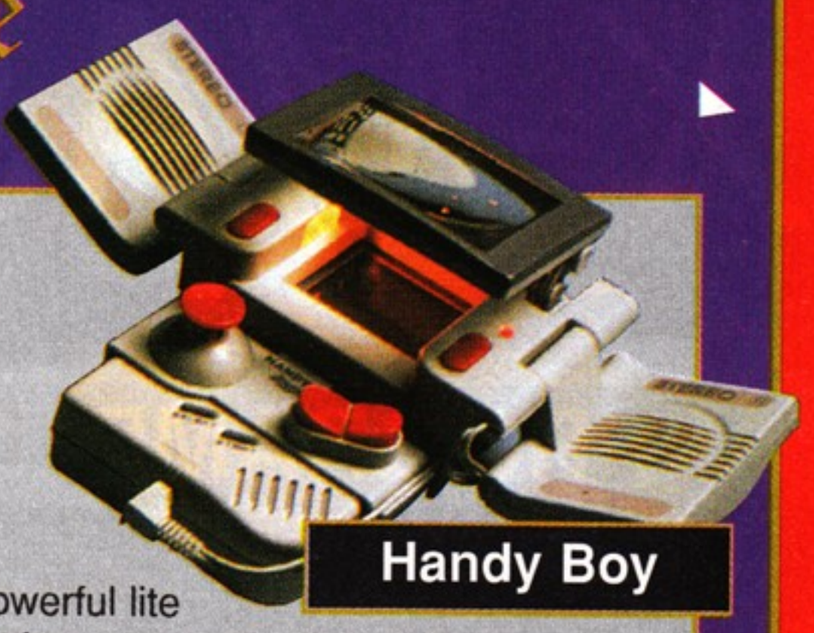
By STD

1994 Holiday Buyers Guide

Video Game Accessories

PORTABLES

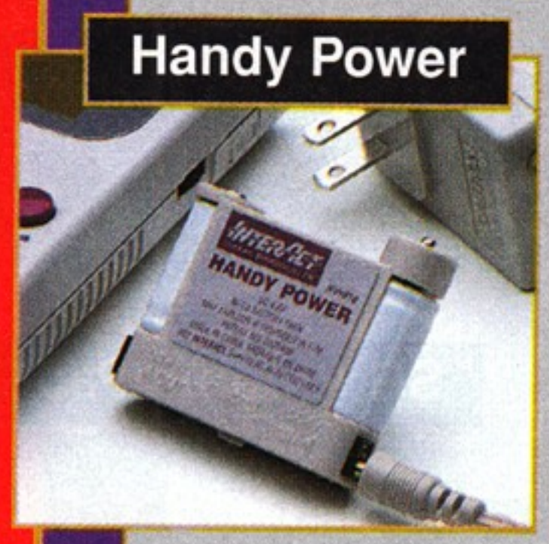
We know how much you like to play on the go. Check out these accessories if you want to get the most out of Game Boy and Game Gear.



Handy Boy

Handy Boy

Looks like someone has been listening to the real game players! Handy Boy is everything you've been asking for to boost your Game Boy's performance. It's stereophonic speakers will blow you away. There's a powerful lite and a screen magnifier to really let you see what you're doing. And, if that's not enough. Handy Boy even has a joystick to give you better control. If you want to explore new worlds, get the ultimate accessory for Game Boy...Handy Boy.



Handy Power

Handy Power-For Game Boy

Picture this. You're about to reach the final level. You're psyched. And then ...your batteries die! You can avoid this nightmare with Handy Power™. It's an 8-hour rechargeable battery that actually fits into Game Boy's existing battery compartment. It doesn't stick out of Game Boy and get in your way like other rechargeable batteries (Good idea, guys!). Don't get caught out of power, and don't waste your money on other rechargeable batteries. Get Handy Power for your Game Boy.

Handy Gear

CRASH! You don't have to worry when you hear that sound anymore. Just slide your Game Gear into Handy Gear. It's a durable shock absorbent and water resistant play-in-case that really lets you take Game Gear with you. And Handy Gear does more than just protect your system from bumps and spills. It boasts a powerful 2.5x screen magnifier, a glare reducer, storage for an extra game cartridge, and a carry strap. It's the perfect accessory for Game Gear, because it protects your system, and makes playing Game Gear more fun! Definitely put Handy Gear on your Christmas list.

Handy Gear

Christmas Wish List

Remember, it's the christmas season. A time for being nice to everybody and for spending precious moments with your relatives. NOT! It's time to tell old Saint Nick what you want to get. Hey, let's face it. Christmas only comes once a year, make the most of it. Fill out this wish list, and give it to the big man in red!

INTERACT GAME PRODUCTS

Play with an attitude!

By STD

PROPADS

- ☐ **SN ProPad** for Super Nintendo
- ☐ **SG ProPad** for Sega Genesis
- ☐ **SG ProPad6** (Also called SG ProPad2 for Sega Genesis)

PROGRAMPADS

- ☐ **SN ProgramPad** for Super Nintendo
- ☐ **SG ProgramPad** for Sega Genesis

JOYSTICKS

- ☐ **Arcade Pro**- Dual Compatible for Sega Genesis and Super Nintendo

PORTABLES

- ☐ **Handy Boy** for Game Boy
- ☐ **Handy Power** for Game Boy
- ☐ **Handy Gear** for Game Gear

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COVER FEATURE

NINTENDO WENT APE

DONKEY KONG'S A BLAST FROM T... BUT DONKEY KONG COUNTRY'S NO THROWB...

BY SCARY LARRY

Yeeehaw! Welcome to Donkey Kong Country, where the apes of wrath are stored! DKC has all the elements of a classic: outstanding graphics, involving game play, and lots of hidden stuff! Donkey Kong Country is the best on the SNES!

GORILLAS JUST WANNA HAVE FUN

Your banana hoard is gone, and you're one funky monkey because of it. You left your little buddy, Diddy, to watch the stash, and he got clobbered by the Kremlings. Now you have to search the jungle, mountains, caves, and sea for your bananas. Don't worry about Diddy, though. You'll find him at every turn. Everyone knows that two Kongs do make a right!

Your two monkeys, Diddy and Donkey Kong, are interchangeable throughout the game. If you lose one, you can always find DK barrels with your missing buddy inside – they're strewn throughout the stages. You can even find and ride an animal buddy (a frog, rhino, swordfish, or ostrich) through a stage. At the end of each stage is a boss, though we've certainly seen tougher ones on the SNES.

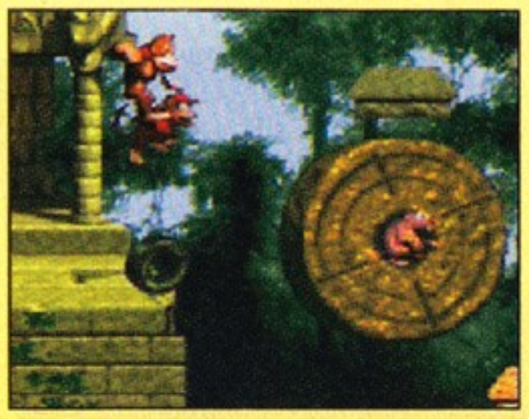
The Kremlings – slimy, weird reptilian hybrids that have familial connections to Rush Limbaugh – are your basic platform nightmare. They come at you in various speeds and colors, and they've brought a horde of guest-host horrors like flying bees, snakes, sharks, and more.

PROTIP: To set a barrel down, press Down and release Button Y.

PROTIP: Some bonus areas are up and off-screen.

A MONKEY FULL OF BARRELS

Players encounter various types of barrels that help with this bananarama. You can find a Continue Barrel that acts as a level marker, a Cannon Barrel that shoots you into the wild blue yonder, a DK Barrel that gives you back your lost simian soulmate, and a Steel Keg Barrel that rolls continually through a level and destroys everything in its path (you can also ride it like an animal friend).



PROTIP: Bounce on tires to reveal pathways and things hidden above you.

Also there to lend a hand (minus that pesky opposable thumb, of course) are a few of your jungle friends. There's Candy Kong, who saves your progress, Cranky Kong, a grizzled old ape who has nothing but insults (and a few tips) for you, and Funky Kong, a pilot who flies you to any previously explored destination you'd like to revisit.

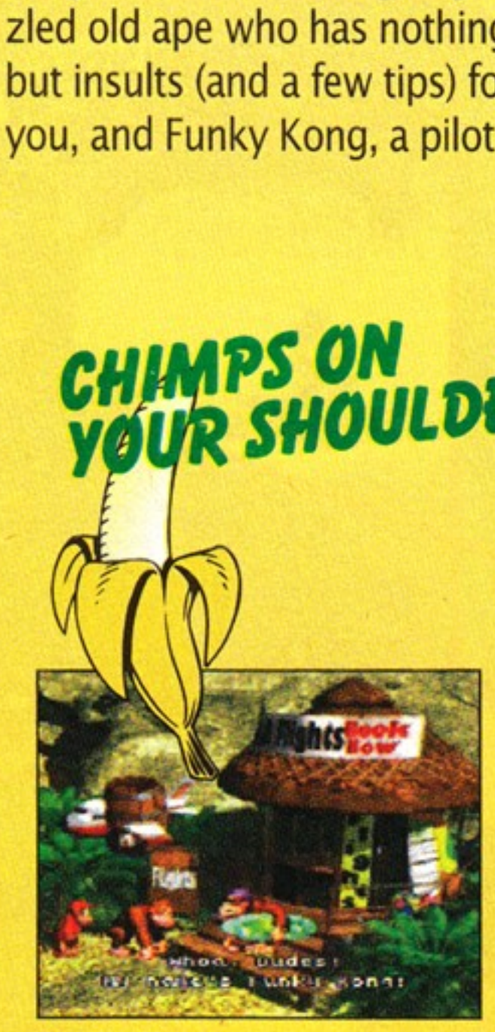
PROTIP: Rambi the Rhino busts open entrances to secret areas.

Why would you want to go back a level? Because this game has more hidden stuff in it than a Congressman's agenda. You can replay levels over and over again and always find something new. Bonus games – and even bonus levels – are all sequestered away in the stages.

RENDER BENDER

The most outstanding accomplishment of this game, though, is the graphics. Ren-

CHIMPS ON YOUR SHOULDER



Funky Kong

Candy Kong

Cranky Kong

Super NES Game ProFile

Donkey Kong Country

(By Nintendo)

Nintendo's not monkeying around now! Crisp graphics, great sound, and Mario-like game play make this the best SNES game of the season.

Graphics	Sound	Control	FunFactor	Challenge
5.0	4.5	5.0	5.0	INT. (Intermediate)

$69.95	2 players
32 megs	6 stages
Available November	Side view
Action/adventure	Battery save

dered on Silicon Graphics machines (the same machines used to make the dinosaurs in *Jurassic Park*), the graphics are unlike anything seen in a video game before.

The 3D sprites of Donkey and Diddy are fantastic, with great details like Donkey's garish red necktie swinging when he moves and Diddy's wipe of the brow (with realistic shadows on his forehead). Rounding out the awesome scenery, the enemies are also rendered in 3D, and the backgrounds have gorgeous graphical touches like the layered snow effect in the mountains and the barely lit caves.

PROTIP: Move tires to help you jump up to high places.

The music is great but not quite perfect. The theme song is forgettable, but the cool sound effects include lots of gorilla screeches, chimp whimpers, and jungle drums. A little digitized voice from the master of insults, Cranky, would've really put the icing on the cake.

CHIMPANZ-EASY

The control is not a factor in DKC. One-button jumping is part of both simians' repertoires. You can also roll, pick up barrels, and swing from the vines with ease.

It's too bad that most of the levels reflect the ease of the controls. You can breeze through the game without finding any of the hidden areas. A numerical readout tells you how much of the game is done (you finish on 50%, meaning that the game is half standard levels and half hidden levels). And don't expect to get hung up on the bosses, either. If you memorize their pattern of attack, you can easily defeat them.

LONG LIVE THE KONG!

But finding the hidden levels is tougher than being a monkey's uncle, so you probably won't finish all of DKC right away. With such a strong replay value, Donkey Kong Country is sure to be a colossal hit this holiday. If you want to hit an ape ball in the side pocket, you'll recognize DKC for what it is: the gorilla of your dreams. G

PROTIP: Keep an eye out for discolorations on the ground. If you can jump onto them from a height, such as swinging from a vine, they open up bonus areas.

PROTIP: Bees are only vulnerable to barrels or attacks when you're riding an animal (like Winky).

PROTIP: If you finish the game without finding all the hidden stuff, like the bonus areas, you won't get a perfect score.

PROTIP: Watch for animal icons throughout the game. Grab three, and they transport you to a bonus stage.

Oil Drum Alley

Snow Barrel Blast

The Mines

Tree Town

The Jungle

The Mountain Top

PROTIP: Donkey Kong and Diddy throw barrels at different heights.

PROTIP: A lone unmarked barrel usually means there's a hidden area nearby. Carry the barrel and toss it at a likely looking area. Sometimes the hidden entrance is behind you.

PROTIP: Sometimes it pays to retrace your steps. For instance, if you lose Kong, the closest Kong barrel might be immediately behind you.

PROTIP: Diddy is not powerful enough to destroy some enemies.

WHO'S THE BOSS

BUMBLE B. RUMBLE

PROTIP: You have to hit this stinger after it makes a pass at you. We don't need no stingin' buzzes!

NECKY'S NUTS

PROTIP: Wait until Necky tosses a nut at you, then bounce on his head or toss a nut if you're Donkey Kong.

GNAWTY BEAVER

PROTIP: Just bounce on this wacky woodland animal's head to knock him out!

PROTIP: For a 1-up, go to the entrance behind and above the main entrance.

PROTIP: At Stop & Go Station, try to enter the cave, exit, and then reenter. You can transport yourself to the end of the cave area.

PROTIP: Sometimes falling into a gap warps you someplace else.

PROTIP: There's a bird in a crate that will light the way for you.

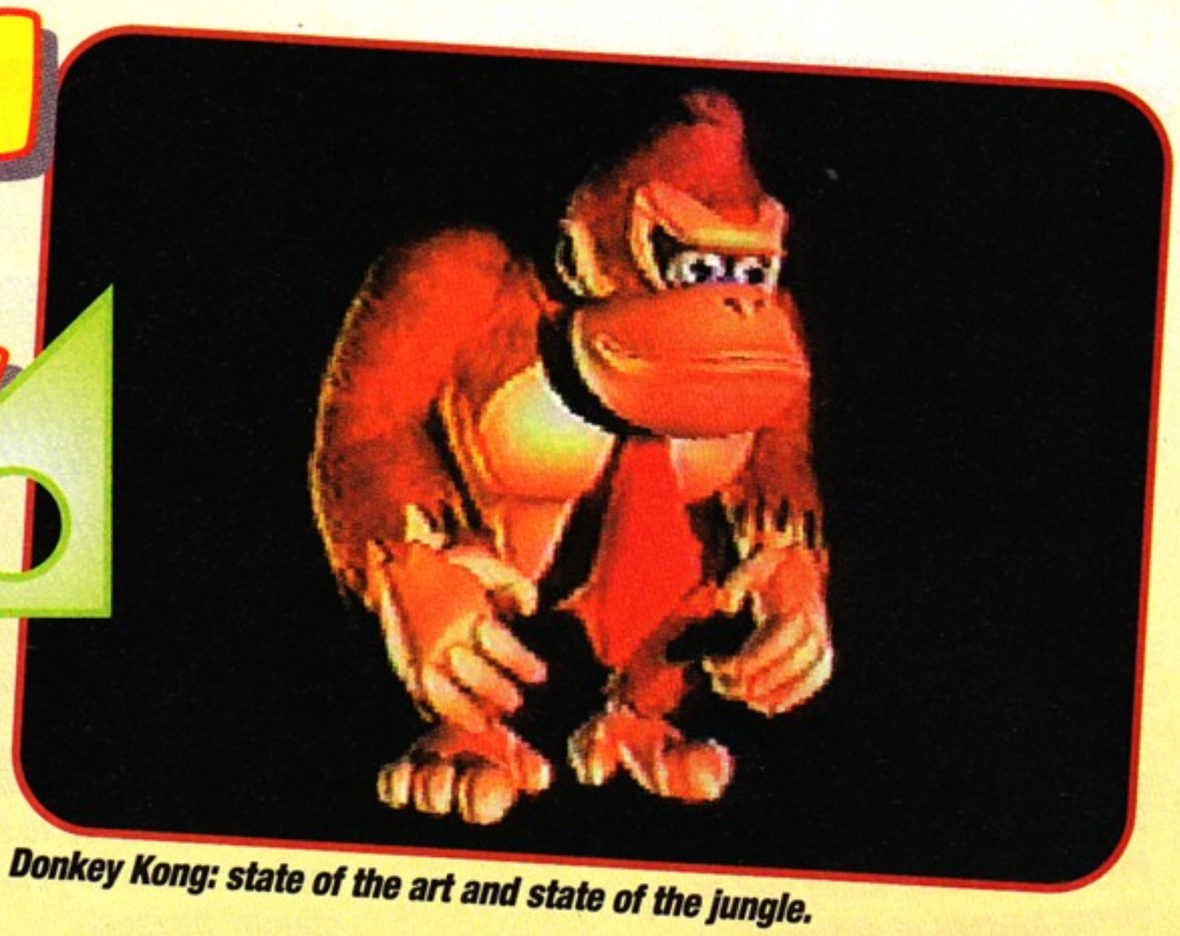
PROTIP: Sometimes bananas point the way to a hidden area.

PROTIP: If you control two characters and a bee stings one character in the air, remember that you still control the second character and can move that character to safety.

PROTIP: In some places, you can max out extra lives by grabbing a balloon, then falling off a cliff (which doesn't take away a life). Try this tactic in the first snow area, Snow Barrel Blast.

GORILLA GAME DESIGN

By Undercover Lover



Donkey Kong: state of the art and state of the jungle.

In the clamor for 16-bit video game bragging rights in 1994, how do you make a monkey out of the competition? You make a monkey! At least that's what Nintendo of America did.

Nintendo may have stepped down its evolutionary scale to revive Donkey Kong, but the new DK, Diddy Kong, Funky Kong, and the rest of the Donkey Kong Country clan are definitely state-of-the-art banana burners. The game's eye-catching 3D look is the result of outstanding rendered graphics that not only kick off the new generation of "rendertainment" (see "The Cutting Edge" this issue), but also serve notice that Nintendo is still pushing the 16-bit envelope and paving the way for the Ultra 64 in '95.

A RARE RELATIONSHIP

You might think that for such an important game, Nintendo of America (NOA) would scrutinize every aspect of its creation. However, the Redmond, Washington, gang actually gave Rare, the primo DKC monkey makers, a long leash... try six thousand miles across the Atlantic to England!

"Rare is one of the premier game developers in the world, one of the original developers to work on the NES," says Dan Owsen, Donkey Kong Country product manager. "So we know they have great ideas." Double Dragon, Battletoads, and a long line of Nintendo games certainly justify that trust, but more telling is the fact that, at press time, Rare was the only game developer around to have a full set of Ultra 64 development tools (to create Killer Instinct, of course).

Tim Stamper, head creative director at Rare, came up with the idea of making a game using fully rendered graphics, and his company decided to swing with Donkey Kong. According to Owsen, Rare had 20 staff people working on the project for 18 months. They created the original story line with such enthusiasm that the massive tale was 15 pages long. Nintendo of America eventually cut that down to fit into a manual.

MONKEY SHINES

Nintendo also supplied Rare with stacks of research material on...apes, of course, but Nintendo got down to details about barrels, caves, and other esoteric objects you'll find in the game. But Rare artists also figured that nothing beats going to the source. They spent hours at the zoo observing and videotaping gorillas and apes to create computer models for the Kongs. Diddy Kong, Funky Kong, the Kremlings, and all the other DKC creatures are original creations of Rare.

The characters were created with an SGI (Silicon Graphics, Inc.) supercomputer called The Challenge. It's like 20 supercomputers in a box, and you've probably seen it strut its special effects in movies such as *Terminator 2*, *Jurassic Park*, and *The Mask*.

Rare had a long-time notion to create a game made entirely with rendered graphics. Donkey Kong Country is the result.

Rare artists and programmers spent mucho zoo time observing real-ife animals in their habitats.

The Challenge was paired with Alias rendering software, which helped Rare programmers construct wire-frame images of the characters and shade the frames to create a rough model. Finally, they added texture mapping to produce the Kongs' unique 3D appearance.

To create Diddy Kong, a wireframe model was created with an SGI Challenge supercomputer.

Shading was then added to the wireframe to create an animated model.

Texture mapping gave Diddy life in three dimensions.

Donkey Kong is an original Nintendo character, but Diddy Kong is a Rare creation.

Every visual in DKC was rendered.

Notice the light-source shading, another major graphics touch.

Donkey Kong never looked better.

If you're going to find all 60 secret levels, you're going to need help from animal pals such as Espresso, the ostrich.

Donkey Kong and Diddy Kong make a handsome team...for a couple of big apes.

Notice the excellent character details.

Every visual in the game was rendered, including all the background images. Other impressive graphical touches are the light-source shading – that is, the realistic way that light shines on objects as you move through the game.

YES, THEY HAVE BANANAS

Once Rare constructed the game graphics, Nintendo game testers checked DKC for game-play balance and adjusted the difficulty. "We wanted Donkey Kong to appeal to a broad audience," recalls Owsen. "But Rare made it much too hard. After play testing, we had to tell them to make it easier."

In fact, DKC has six stages that cover 100 levels with 60 secret levels. And guess what, GamePros – Nintendo play testers had to find all the secret stuff on their own. "I'm sure there are programmers at Rare who know where all the secret areas and tricks are," says Owsen, "but we had to dig them out ourselves." Nintendo estimates it will take players 20 to 40 hours to find every secret area, depending on their game-playing skills.

DKC also got a helping hand, in a way, from Nintendo of Japan. Shigeru Miyamoto, the creator of none other than the Mario games and the Adventures of Zelda, checked out DKC on a visit to NOA. He added some last-minute finishing touches. Check out Donkey Kong's hand-slap move, which is one of Miyamoto's inspirations.

KING KONG?

Donkey Kong Country is an impressive achievement, but the proof's in the playing...and it plays pretty darn good! Nintendo plans to sell 2 million carts in the U.S. and Canada – it isn't monkeying around. G

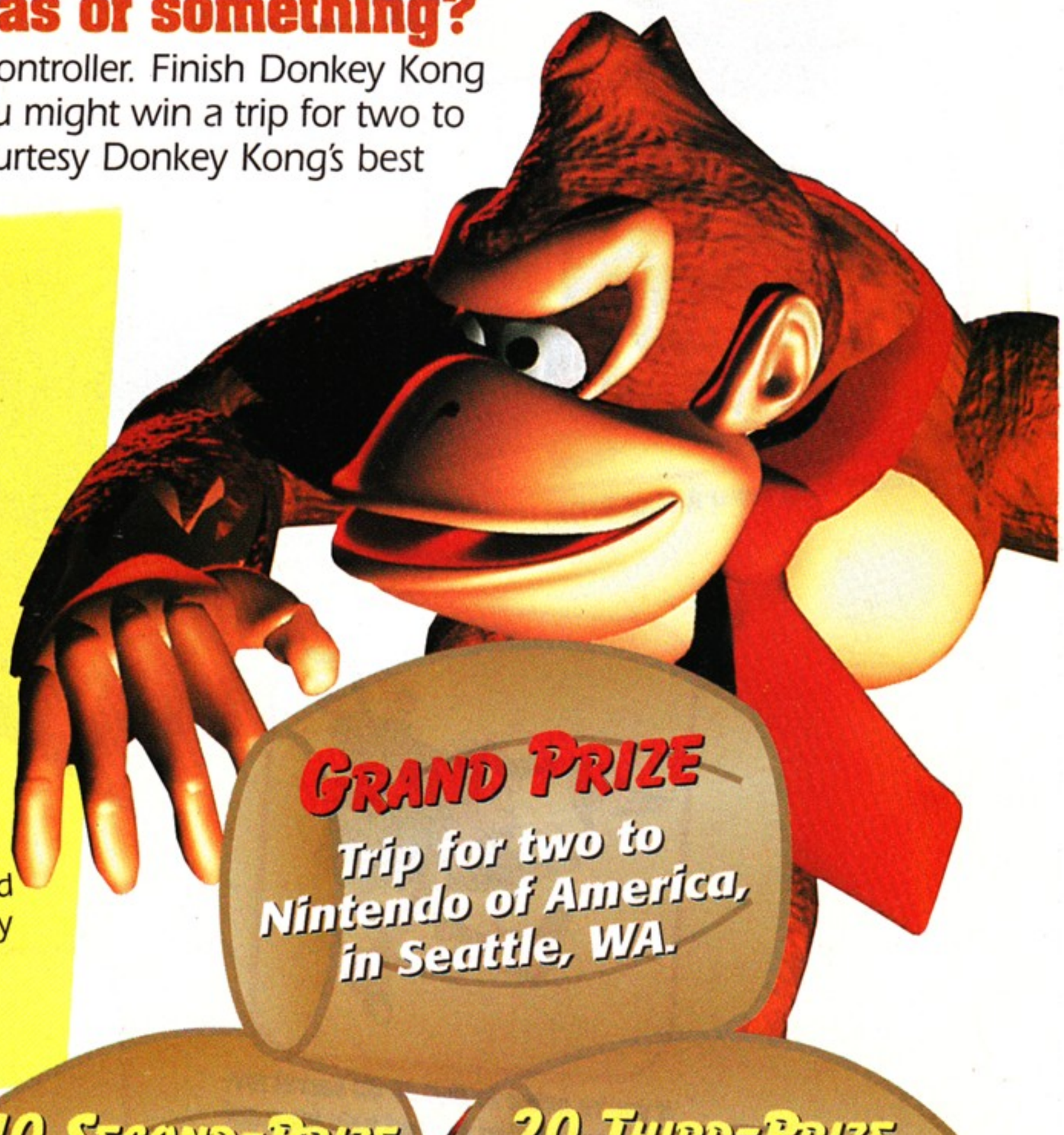
GAMEPRO & Nintendo®

LET'S GO APE SPIT WITH DONKEY KONG

CONTEST

What, you think we're bananas or something?

Quit your knuckle-walking and step up to the controller. Finish Donkey Kong Country with a score of more than 90%, and you might win a trip for two to Nintendo of America in Seattle, Washington, courtesy Donkey Kong's best buddies, Nintendo of America.



Hey, you big ape, here's all you have to do:

1. Beat Donkey Kong Country with a score of 90% or more.
2. Send us a photo or a tape to prove you did it, along with a card that includes your name, address, and telephone number.
3. Your entry must be postmarked by **January 20,1995.** Send all entries to:

   Donkey Kong Country Contest
   c/o GamePro
   P.O. Box 5828
   San Mateo, CA 94402
4. We'll hold a drawing to determine the Grand Prize Winner and the runners-up. We'll notify the winners by phone or mail.

Winners under 18 must be accompanied by a parent or guardian.

Don't just stand there grunting, hop to it!

GRAND PRIZE

Trip for two to Nintendo of America, in Seattle, WA.

10 SECOND-PRIZE WINNERS

Choose the Nintendo of America game of your choice.

20 THIRD-PRIZE WINNERS

Get a copy of Nintendo Power's Donkey Kong Country Strategy Guide.

Contest Rules and Regulations

Official Rules: No purchase necessary. One entry per person. All duplicate entries of violator will be voided. Infotainment World, Inc. and Nintendo assume no responsibility of late,misdirected, incomplete, or illegible entries. All mail in entries must be post-marked by January 20, 1995. Void where prohibited.

Awarding of Prizes: Winners will be determined on February 1, 1995 in a random drawing by GamePro magazine. Odds of winning depend upon the number of all eligible entries received. Winners will be notified by phone. Winners entry and acceptance of prize constitutes permission to use their names, photographs, and likeness for purposes of advertising and promotion on behalf of GamePro and/or Nintendo without further compensation. Winner is responsible for any and all federal, state, and local taxes if necessary. A complete list of prize winners will appear in a future issue of GamePro magazine.

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Liabilities: This promotion is operated by Infotainment World, Inc., and Nintendo which is solely responsible for its conduct, completion and awarding of prizes. All decisions of Infotainment World, Inc., and Nintendo on all matters relating to this promotion are final. Infotainment World, Inc., and Nintendo and participating sponsors assume no liabilities resulting from the use of this prize.

Prize Restrictions: Alternative prizes or cash will not be offered in lieu of prizes described above. Prize may not be substituted, transferred, or exchanged. Grand Prize trip will be awarded within the first two weeks of January 1995 and trip must be taken when the event is being held. Eligible to residents of the contiguous United States only.

In the year 2026, things get thug-ly when bionic gang Scumocide tries to take over the entire universe. Captain Commando and his posse– Baby Head, Ginzu the Ninja and Mack the Knife– are up for the fight with a futuristic arsenal including the energy glove, knee rocket and subsonic knives. And huge moves like the Captain Kick, Flying Katana and Rolling Punch. In this straight

COMMIT SCUMOCIDE.

from the arcade hit, one or two players must commit Scumocide. Or face the end of all existence.

Baby Head better give his knee rocket launcher a quick charge before battling Yamato.

Captain Commando puts out the lights of the Electric Lady with his arm cannon.

Mack the Knife and Ginzu the Ninja use their "bandage whip, slice and dice combo" on some Scum.

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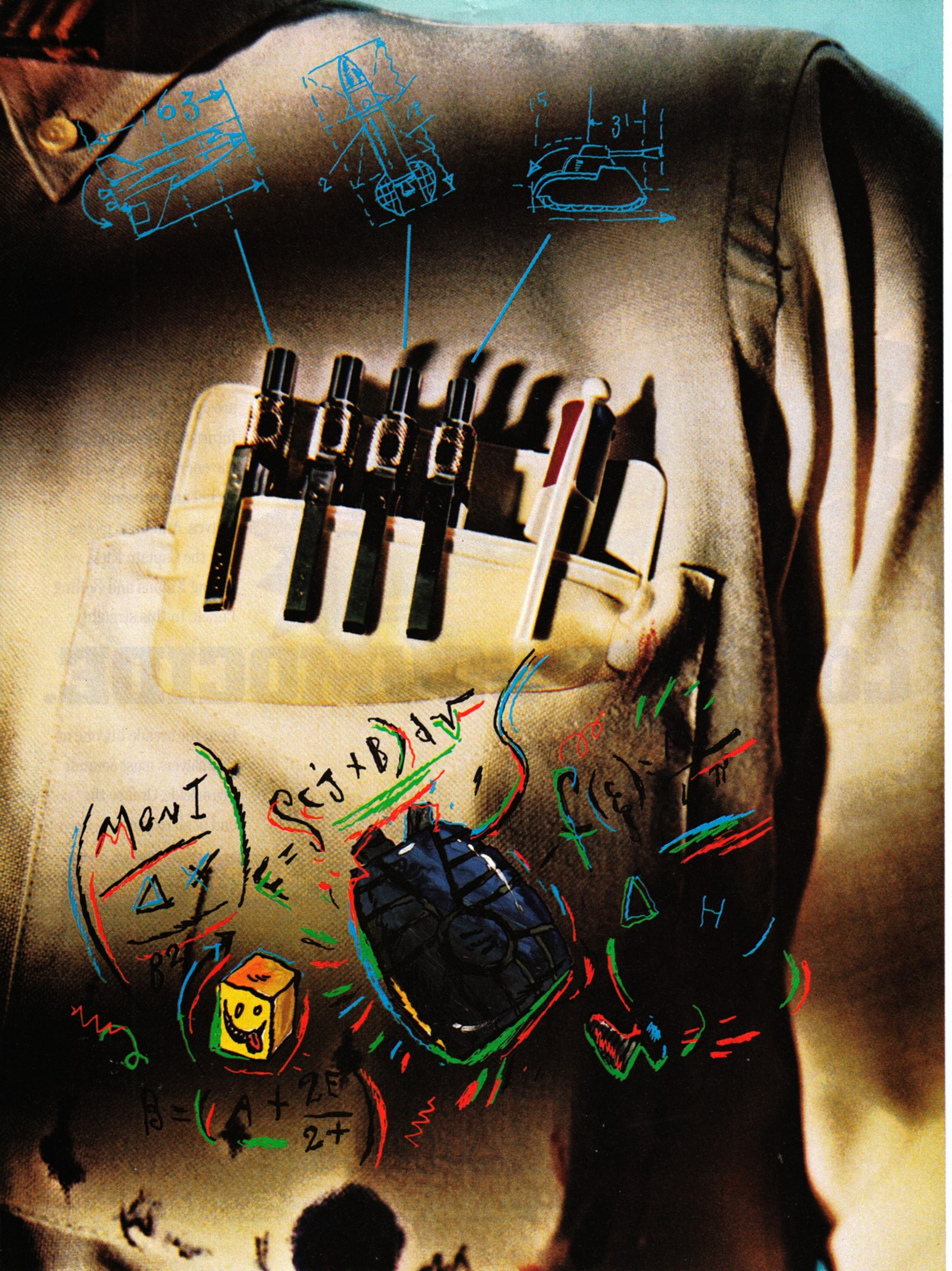

OUR SCIENTISTS WORKED ON TOP-SECRET PROJECTS FOR YEARS. THEN THEY WENT TO

It was bound to happen. All that kick-butt military hardware, and the government never let us play with any of it. So when they weren't looking, we took all of their top-secret technology and created a video game product that makes even the crappiest games cool.

It's the Interactor. The world's first interactive game vest.

Strap it on. Crank it up.

Once you've tried it, you'd have to be a drooling lunatic to play without it.

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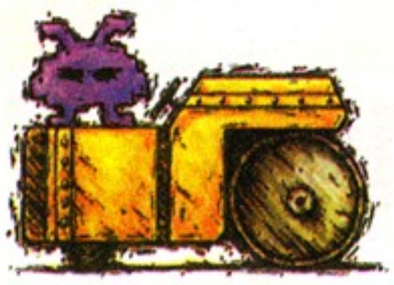
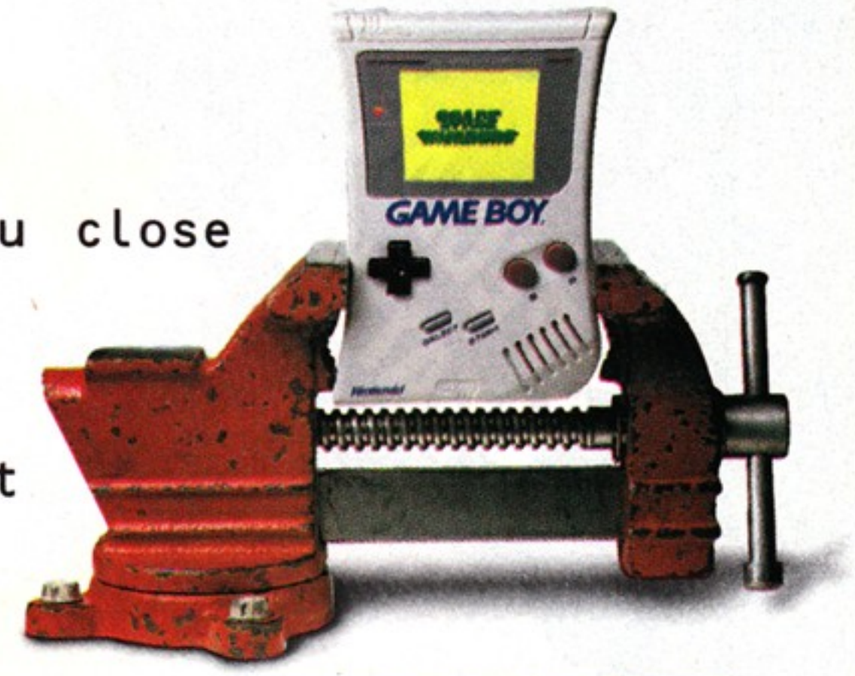
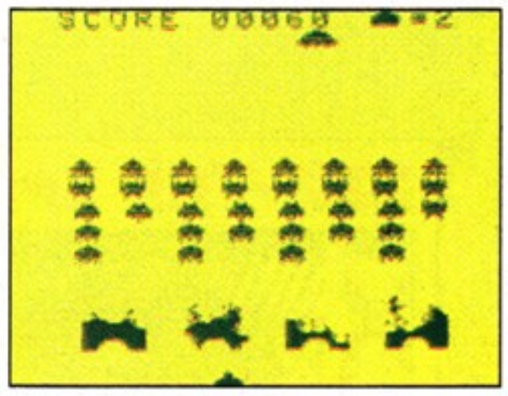
Prepare to have your space invaded.



Ever get a homework headache? You close the book, pop in a video game— pressure's gone, right? Except you just popped in new Space Invaders® for Game Boy® and Super Game Boy®, and it's a mother-lovin' migraine. There's no escape. You move left, you move right, they just keep coming down. Their only goal is to parade across your skull until your brains are popping out your ears. They don't praise your skill. They don't admit defeat. Fry 'em all and they just get meaner and faster. Hey, there's a reason this game is legendary. Play on Game Boy and suffer alone. Or link up and see who heads for the baby aspirin first. Slam it in your Super Game Boy and play it in color, just like it played in the arcade. Hot-snot game connoisseur, are you? Try and beat the original. You'll be clawing at your temples, praying you were in calculus class. Nintendo®





Take Space Invaders with you on Game Boy.

Blast 'em just like in the arcade on Super Game Boy.

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SPECIAL FEATURE

32X Update

A LOOK AT THE FIRST FOUR 32X GAMES SET TO DEBUT WITH THE UNIT IN NOVEMBER.

By Andromeda

32X–THE SPECS

What's a 32X? It's designed as a component that plugs into a Genesis or Sega CD and transforms it into a 32-bit system. The unit plays either 32X cartridges or CDs (if you have a Sega CD), and you can still play your regular Genesis or Sega CD games.

The hardware stats are:

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

Coprocessing: Genesis 68000 and a new VDP (Video Digital Processor)

Graphics: rendering at 50,000 polygons per second, texture mapping, hardware scaling and rotation

Colors: 32,768 simultaneous colors

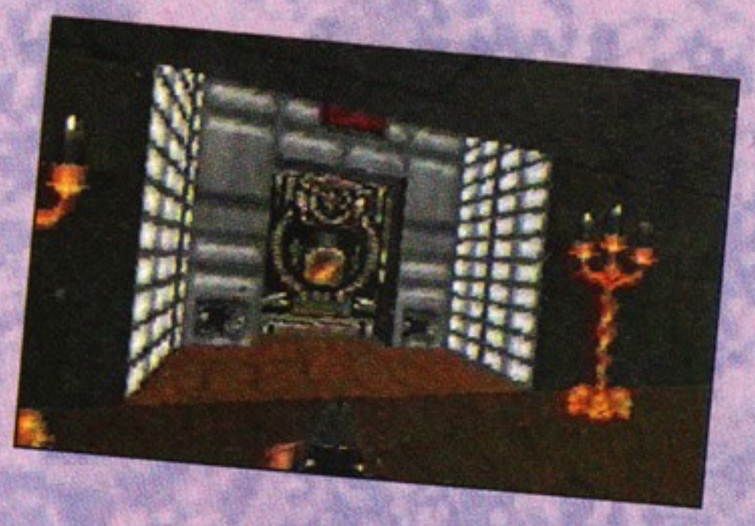
Memory: 4 megabits of RAM in addition to the Genesis and Sega CD RAM

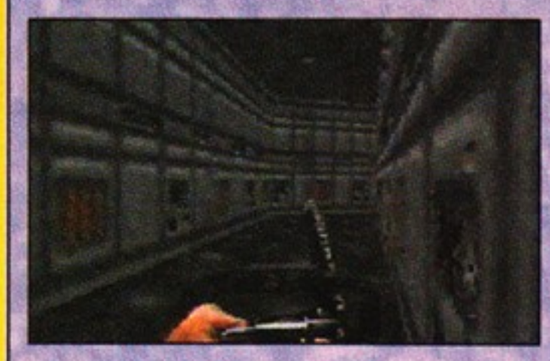
Audio: stereo, digital audio with programmable sample rates, audio mixing with Genesis sound

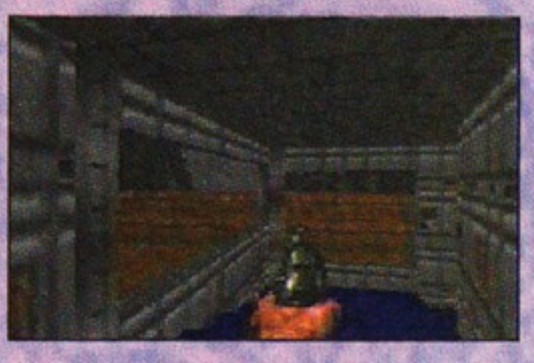
Cost: $159.99

Packed in: $60 worth of coupons for 32X games.

DOOM





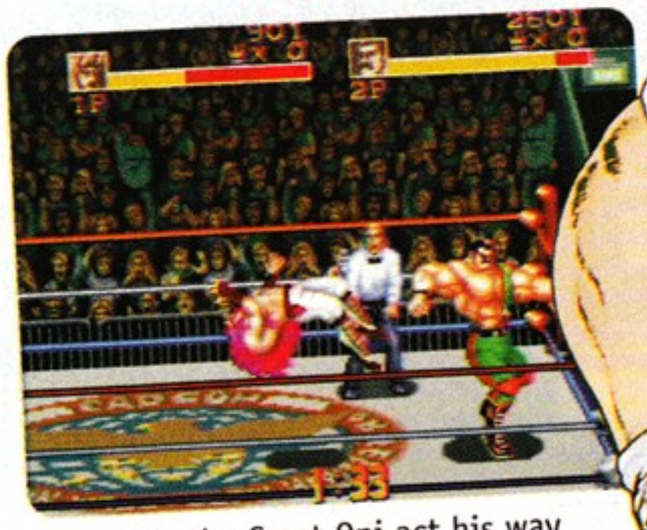


The ever-popular PC game makes its 32X debut with the unit. If you've never played Doom, suffice it to say that you're a combat-ready marine trying to escape from hell. Naturally, the place is populated with a crew of gruesome monsters and other lost souls. The chilling and very realistic one-player action takes place with a first-person 3D perspective à la Wolfenstein 3-D. You wander through mazelike passages, searching for a way out while trying to find weapons and other survival supplies.

Sega worked closely with Doom's creators to select the best areas of the PC version for this cartridge – kind of a Doom's greatest hits. In addition, Sega customized the familiar areas and added different puzzles and secrets for those who've played the original game. The realistic graphics continue the standard that Doom set for gruesomeness (MA-17 for sure).

$69.99
Available November

Head Crushing, Bone Snapping, Spine Popping Fun.



Can the Great Oni act his way out of total slam from Mike Haggar's clothesline?

While Gunloc tries to execute some jungle fever, King Rasta gets him in range for a gut crush.

GENESIS™ SEGA™ CAPCOM®

SATURDAY NIGHT SLAM MASTERS. NOW ON GENESIS.

It's El Stingray's atomic drop vs. Biff Slamkovich's furniture pummel.

Gunloc, The Great Oni, King Rasta, El Stingray, Alexander The Grater, Biff Slamkovich, Titanic Tim and Haggar have got to be the most insane muscle-bound maniacs in the history of wrestling. So, even if you execute moves like the super suplex and flying headbutt, you still might not get out of the ring in one piece. Getting totally pummeled has never been this much fun.

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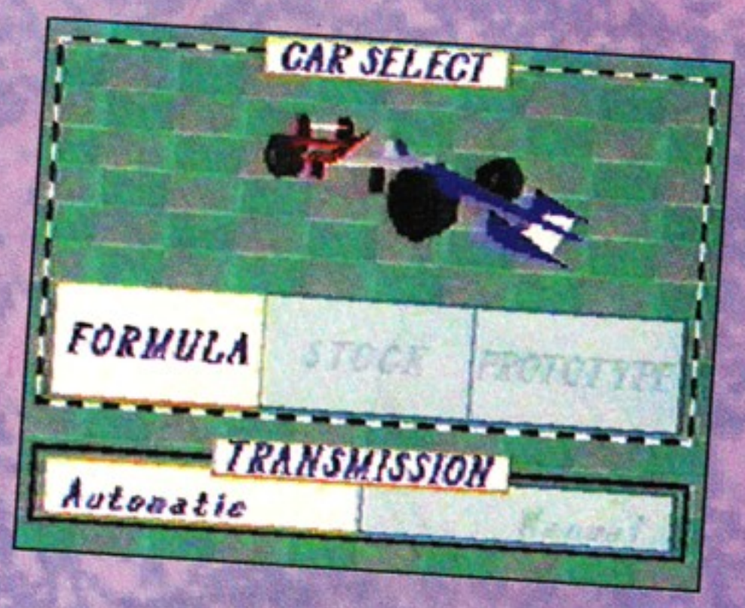
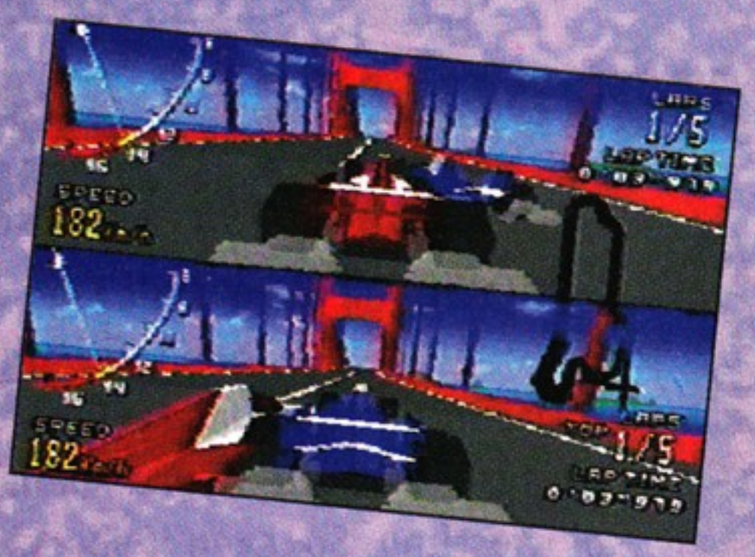
VIRTUA RACING DELUXE

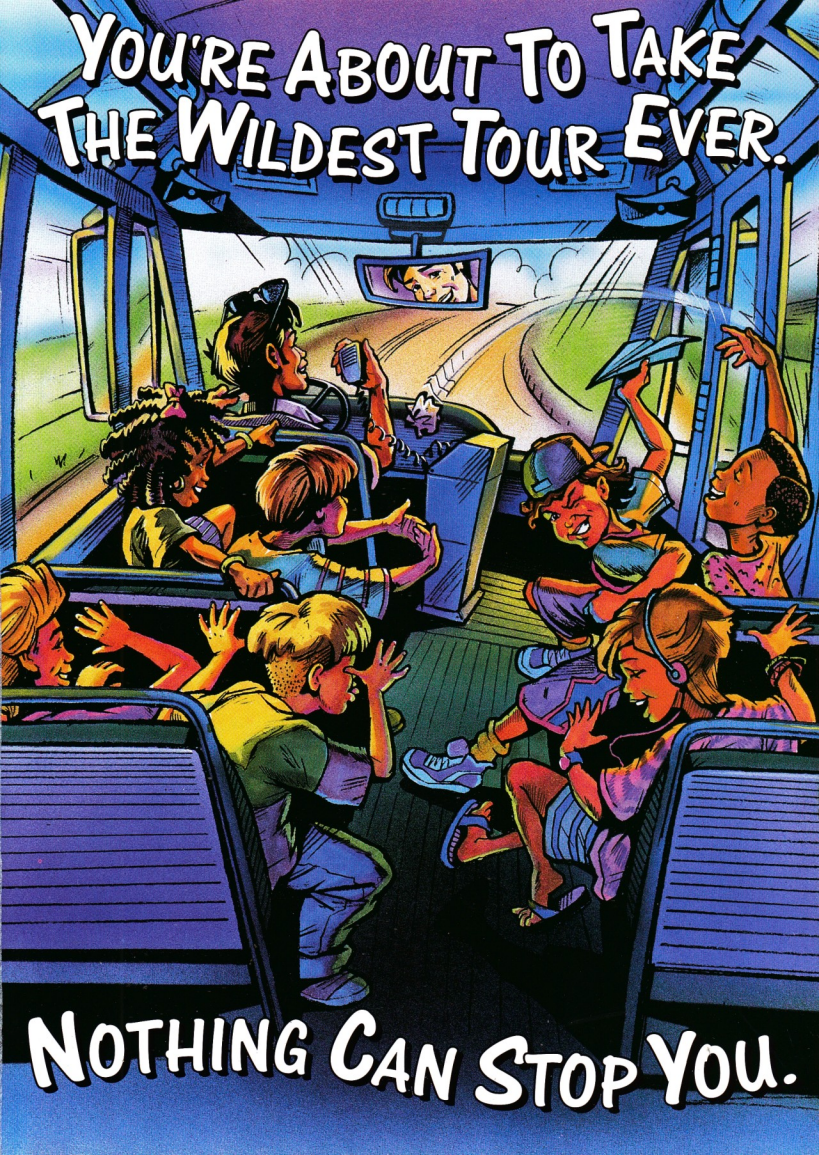




If you were disappointed with Virtua Racing for the Genesis, you'll probably be pleasantly surprised by Virtua Racing Deluxe. The game's a much more accurate version of the arcade original, including all three popular tracks and a 35 percent increase in speed. The cart also boasts two entirely new tracks (a desert and city course) designed just for this version of the game.

Even better, there are two new racers: a Stock car and a Prototype car. The Stock car is the slower vehicle, but it's easier to handle – you can really slide into turns. The Protoype is a super-fast car – it's almost impossible to max out its speed, even on a straightaway, but it's hard to handle. The two-player Formula One racing includes head-to-head split-screen action as well as a Time Trial Mode.

$69.99
Available November

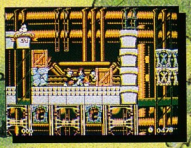

YOU'RE ABOUT TO TAKE THE WILDEST TOUR EVER.
NOTHING CAN STOP YOU.

ANIMANIACS

Ooh. Sorry about the bumps!

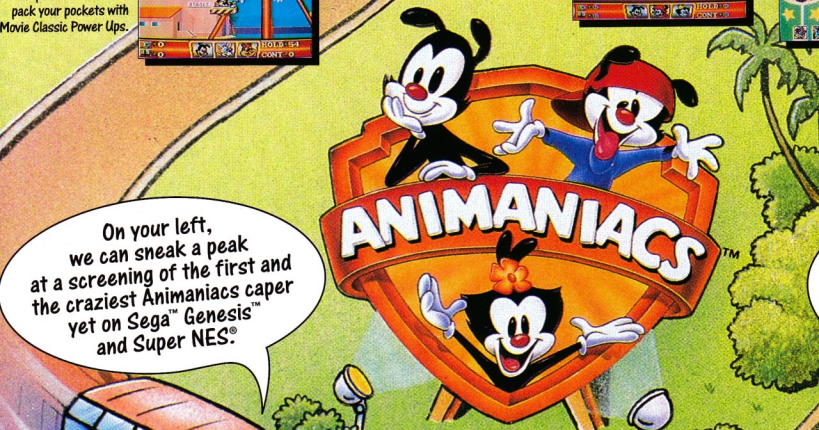
Jump, dash, bounce and climb on each other's shoulders to overcome a slew of Tinsel Town Traps. And be sure to pack your pockets with Movie Classic Power Ups.

Six famous, big budget movie sets have gone WILD now that Yakko, Wakko and Dot are up to their zany tricks. Find the missing movie props before the studio goes haywire!



Ultimately match wits with Pinky and the Brain as they plot to take over the world by stealing movie scripts. Now the plot is really getting thick!

On your left, we can sneak a peak at a screening of the first and the craziest Animaniacs caper yet on Sega™ Genesis™ and Super NES®.



All aboard the Wakko train, next stop Smashville. Wakko's got his mallet, Yakko muscles away mega obstacles and Dot could charm the socks off a snake!

"Hellloooo, Nurse!!" All your favorite Animaniacs characters look soooo real in every crazy, nutty, insane, wacky, goofy, level.

TINY TOON Adventures SPORTS
ACME ALL STARS™ ON SEGA™ GENESIS™
WACKY SPORTS CHALLENGE™ ON SUPER NES®
WACKY SPORTS™ ON GAMEBOY®
Play 12 exciting sports events like you've never seen them played before in the unique (and we mean unique!) arenas.
Buster Bunny, Babs Bunny, Plucky Duck and Dizzy Devil put a spin on edge-of-your-seat sports action so that four people can play at the same time!.
Every Tiny Toon Adventures character has special wacky moves that really make this a sports extravaganza, like Buster Bunny's Double-Paw-Sky-Force-Monster Dunk.
Put your skills to the test on a slippery ski slope. This is no bunny hill, my friend!
See Buster Bunny, Babs Bunny, Dizzy Devil, Hamton, Plucky Duck and all your best pals in an All Star 3-on-3 sports spectacular.
Just ahead, the Tiny Toon Adventures characters are setting up for a wild and wacky sports tournament. Watch out for that soccer ball!
Rev up your engines, coming up on your left, the Biker Mice From Mars are trashing your Super NES®.
KONAMI
KONAMI

SPARKSTER™

ON SUPER NES® & SEGA™ GENESIS™

Hang on! We're entering the Sparkster zone. High flying, rocket-powered adventures away!

Sparkster is a pumped up 'possum with a jet pack on his back and a sword ready for attack. With more rocket control and more attitude, he's the hottest action hero ever to break the speed-of-light.

Whether you're nose-to-nose with a savage pack of wolves or mixing it up with mutant lizards, you're dealing with the most amazing enemies and bosses ever packed into a video game.

BIKER MICE™ FROM MARS

Heavy metal thunder is burning up 5 different courses on a total of 30 different tracks and it's coming your way. So put on your leather and get ready to ride.

The hit TV show has just cruised over to Super NES®. Now you can take on a daredevil motorcycle race with death defying stunts and a tougher, hairier breed of driver.

Now on Super NES®

the adventures of BATMAN & ROBIN

You're up against a new challenge in each level and every level could be Sparkster's last! Each scene is loaded with sinister traps and unbelievable tricks, so snag all the life saving power ups you can.
Grab the controls of this high flying adventure and let Stampede take you for the ride of your life.
Just when you thought you've seen everything, you'll do battle with Axle Gear, a Rocket Knight gone bad. Hang onto your goggles!
Look! Could it be the Bat-Signal™?
Eight challenging levels reflect actual episodes and are overrun by the most infamous and dangerous criminals like The Joker, Poison Ivy, The Penguin and the ever feisty Catwoman.
The race for the lead is a true blood and guts battle, complete with missiles, jumps, wheelies and road ramming bumper bombs.
Chaos abounds and chase scenes roar through the once peaceful Gotham City streets. Answer the Bat-Signal™ to save this Gotham City!
Action and adventure overflow in exciting fight scenes that do a lot more than just scroll left to right. You can track down the criminals first-hand with Batman's amazing detective skills.
Strategically use all 10 secret weapons and items, such as the Grappling Gun, the Batarang and the Infrared Goggles. They're your only hope of overcoming all the fiendish obstacles.
When you're not watching The Adventures of Batman and Robin on TV, you can carry on his crime-fighting vendetta in this graphically superior Super NES® game.

THE LATEST RUNAWAY HITS FROM KONAMI ARE OUT!

The tour may be over, for now, but extreme action is on the horizon! To get the full effects of all the fun and excitement that Konami has "in store" for you, take a ride to your favorite video game mega center and hop on one of Konami's new games for Sega™ Genesis,™ Super NES® and Game Boy.®

KONAMI®

Konami Game Hint & Tip Line: 1-900-896-HINT (4468)

•85¢ per minute for recorded hints •$1.15 per minute for live support from a game counselor •Touch-tone phone required •Minors under 18 years old must have parental permission before calling.

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Transaction #:	Transaction #:	Transaction #:
Initials:	Initials:	Initials:

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SOFTWARE ETC

Star Wars Arcade

In this cart, you climb into an X-Wing fighter and do battle against the Empire alongside Luke Skywalker and Han Solo. The first-person view and 3D textured polygon graphics mirror those of the arcade original. You warp through four levels of interstellar shoot-em-up to achieve your ultimate goal: Penetrate the Death Star and blow it up. Dogfights with Empire troops and navigating through the Death Star's trench plague your mission, but you're accompanied by the stirring, digitized tunes of the original movie.

$59.99
Available November

Cosmic Carnage

Two species – one good, one evil – collided in space. Now they're battling to the death, and they need your help. In eight levels of play, choose your fighter (either a good alien or bad alien) and go head-to-head or against the CPU in this exotic fighting game. Each warrior has special moves, dismemberment moves (alien blood!), combos, fatalities, and customized armor that gives them different abilities. The graphic effects include Samurai Shodown-style zooms that focus sharply on the action close up, then pull away.

$69.99
Available November

THIS IS THE PRICE OF FAILURE.

The stakes are high.
And your crew is one bunch of
hard-core head cases.
Altogether, the odds stink.
Care to consider the alternatives?
There aren't any.
See you in the RED ZONE.

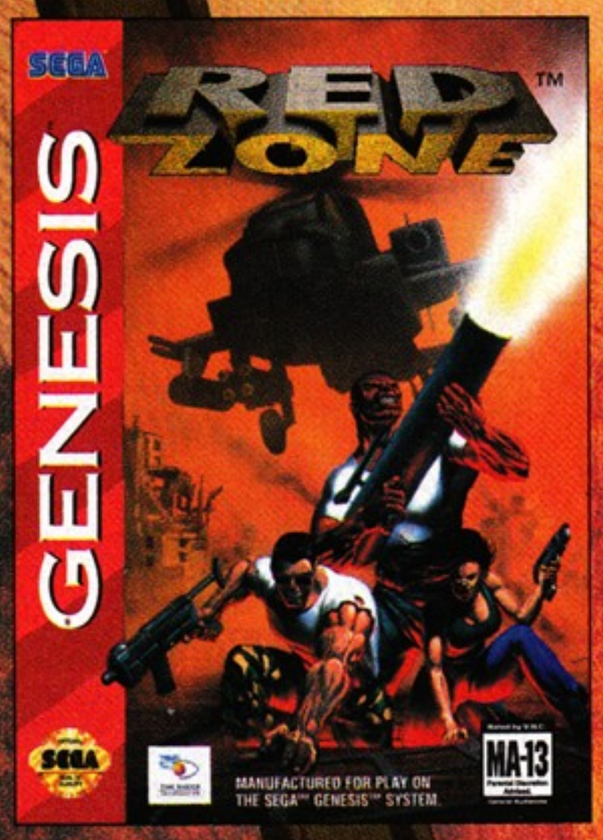
16 megs of rugged adventure and non-stop action with smooth animation and full-screen movie sequences.

Body count: in the radicals' maze-like bunkers, it's muzzle-to-muzzle.

Your Apache's got it all: radar, auto night tracking and the devil's own firepower.

WIN A CHANCE TO BE IN A MUSIC VIDEO!
See Package for Details

- A chopper assault through a storm of fire and an underground blast-fest.
- Control 3 outta-control commandos: Mirage, Shades, and Rocco.
- Fully rotating 3-D world, animated at 30 frames per second. Two above and 10 underground environments.



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

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

Metal Head

In Metal Head, you guide giant mech warriors across bizarre terrain like an urban city, a destroyed city, an industrial area, a desert, and the countryside. The polygon graphics highlight the varied perspectives you experience as you play from the mech's point of view, including a 3D first-person view and the ability to look around you, down at the ground, and even between the legs of the mech.

Two-player action can be cooperative or competitive as you maneuver the various walking, driving, and flying mechs. To get out alive, you must destroy all the enemy mechs in an area. G

Price Not Available
Available November

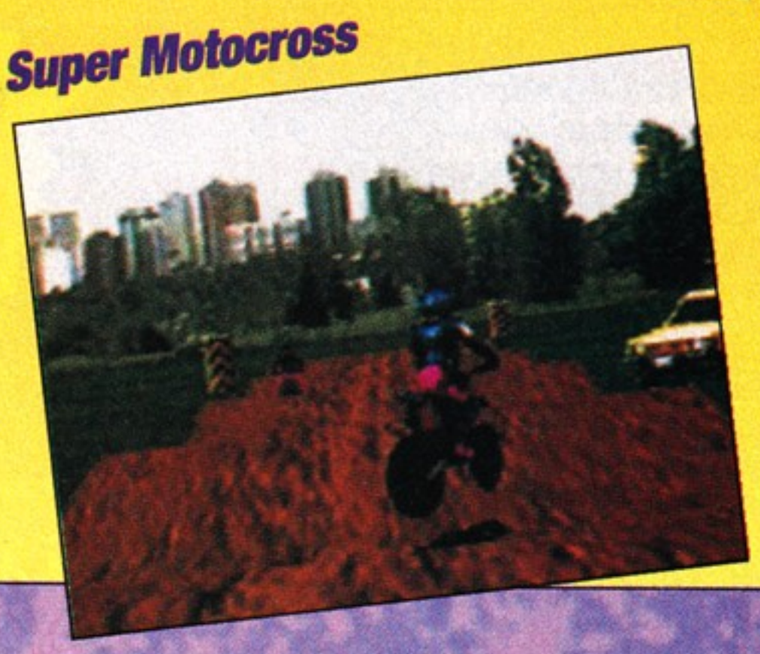
What's Up Next?

The next round of 32X titles, expected by the end of the year, includes:

Golf Magazine Presents 36 Great Holes of Golf Starring Fred Couples

Midnight Raiders

Super Motocross



The 32X plugs directly into your Genesis or Sega CD unit.

Kitty Litter!

WHAT A SHOCK!

SPLIT PERSONALITY?!!

ONE SHISH KABOB, COMIN' UP!

IS THIS LOADED?

They fight, and bite, they fight and bite and fight!

Get ready as Itchy & Scratchy slice, dice, crash and bash their way into your home. This cat's gonna need more than nine lives to survive bazookas, grenades, chain saws and flame throwers.

There's more than one way to skin a cat...

So, are you mouse enough!!!???

KIDS TO ADULTS
K-A
AGES 6+

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Acclaim entertainment inc.

ESPN SUNDAY NIGHT NFL

WE'VE GOT SOMETHING YOU
WON'T SEE IN ANY OTHER GAME.
(YOUR RECEIVERS)

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E-Z CAM ZOOMS IN ON THE BALL-CARRIER SO YOU'RE RIGHT THERE TO SEE EVERY BONE-CRUSHING HIT AND SHOESTRING TACKLE.

Real quarterbacks don't look through passing windows when they drop back, so why should you? ESPN Sunday Night NFL gives you a full-field perspective, so you can check off all your receivers while reading a nickel zone, or burning a cornerback in man-to-man.

GIVE 'EM THE OLD SHAKE 'N BAKE WITH UNIQUE SPIN MOVES, AND SPEED BURSTS.

From the moment your QB releases the ball, you've got complete control of your receivers. And when you complete the pass, the E-Z Cam zooms right in on the action. But don't fumble, or you'll be humiliated by Chris Berman taunting you from the booth (realism has its price). The game has audibles, updated NFL rules (like the 2-point conversion), and play options most other games wouldn't even understand. You can play an entire season in the rain, sun and snow, and save all your stats with the battery back-up.

ALL 28 NFL™ TEAMS

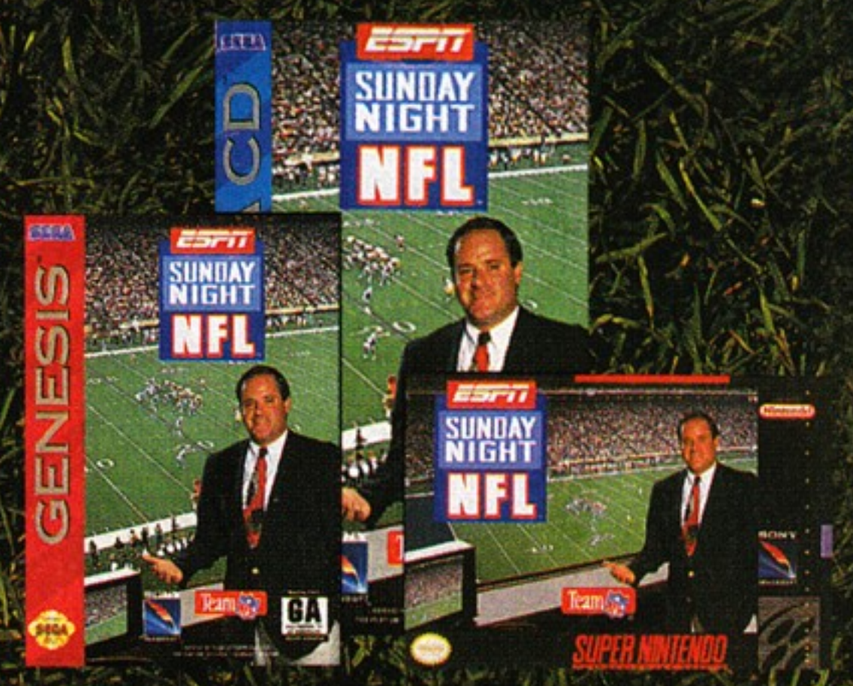
FULL CONTROL OF YOUR RECEIVERS AT THE RELEASE OF THE BALL LETS YOU RUN UNDER THE BOMB OR COME BACK FOR AN UNDERTHROWN PASS.

ESPN Sports Center

CAN YOU SAY F-U-M-B-L-E? CHRIS BERMAN CAN, AND WILL, LIVE FROM THE BOOTH, ON SEGA CD. THERE'S EVEN MORE BERMAN, PLUS OVER 10 MINUTES OF VIDEO HIGHLIGHTS.

So if you love passing windows, buy another game.

If you love passing, buy ESPN Sunday Night NFL.



EVERYTHING ELSE IS JUST PRACTICE.™

SONY IMAGESOFT

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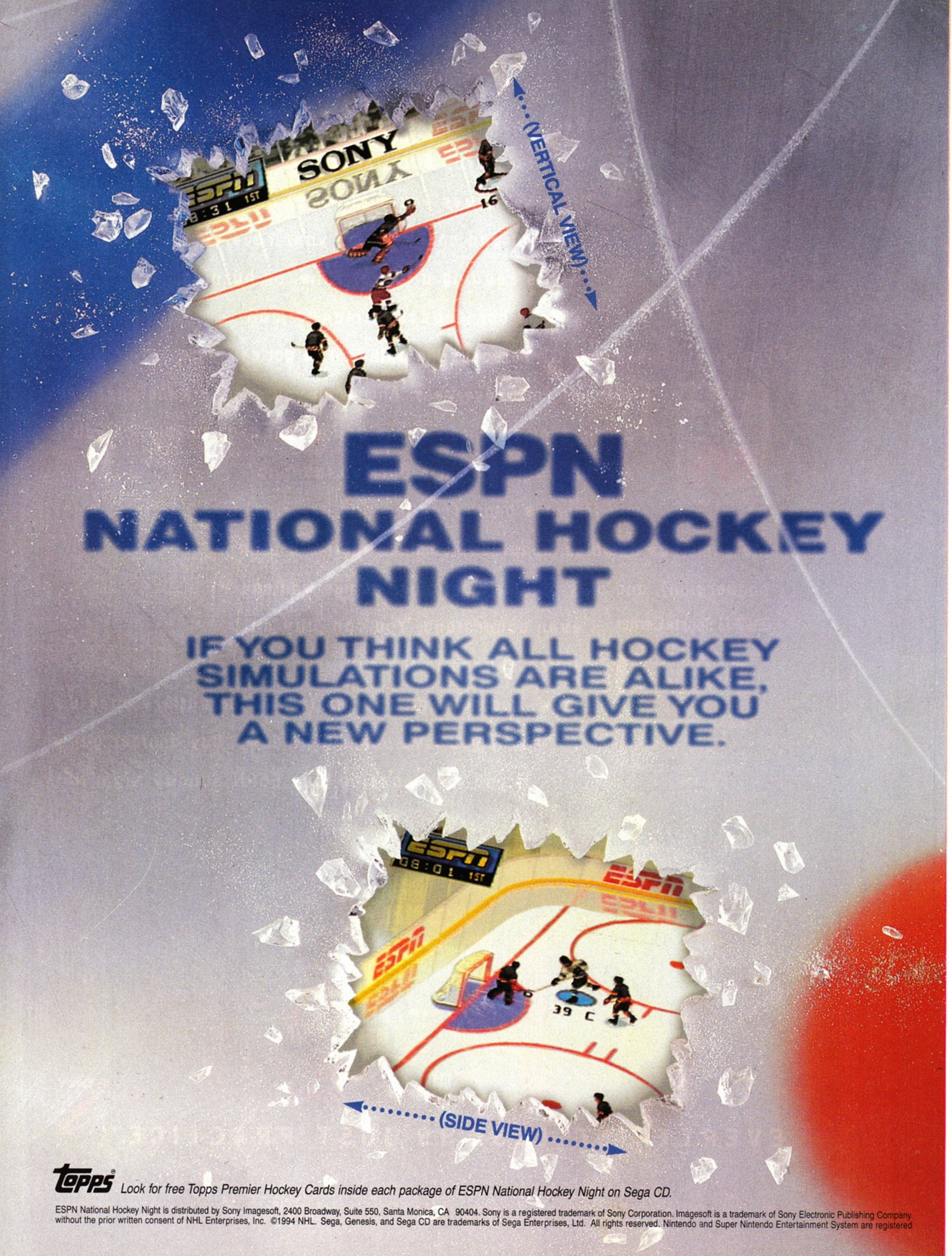

Look for free Topps Premier Hockey Cards inside each package of ESPN National Hockey Night on Sega CD.

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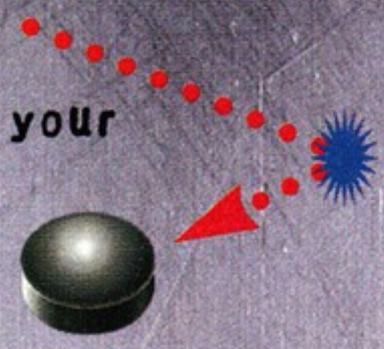
REAL HOCKEY PLAYERS WERE FILMED AND DIGITIZED INTO THE GAME. (OVER 10 MINUTES OF VIDEO HIGHLIGHTS ON SEGA CD.)

ESPN National Hockey Night takes you out of the nosebleed section and throws you right down on the ice. This is the only hockey simulation with two perspectives - vertical and side views. So when your center gets checked into the boards, you can see it from the boards. And when your right wing floats a pass through the crease from behind the net, you can watch it from behind the net.

The players aren't just big. They're huge. And so is the ice surface. So all the action is right in your face.



REALISTIC PUCK PHYSICS. THE PUCK FLIPS AND BOUNCES AROUND THE ICE LIKE THE REAL THING.

The slap shots, wrist shots, drop passes, and flip passes, all with the most realistic puck physics you've ever seen. Did you say hitting?

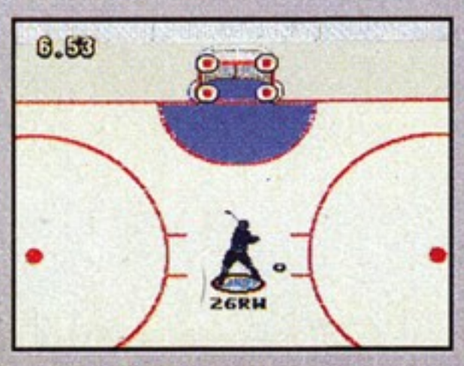
A BIGGER ICE SURFACE THAT ALLOWS BEHIND-THE-NET ACTION.

ESPN National Hockey Night lets you dish out three different kinds of checks (on Sega CD you can dish them out to all the real players in the NHL). And if that's not enough to make you hum "Oh Canada," ESPN's Bill Clement is there in the booth every step of the way.

So if your star goalie suddenly becomes a sieve in the Stanley Cup® Finals, Bill won't let you forget it.

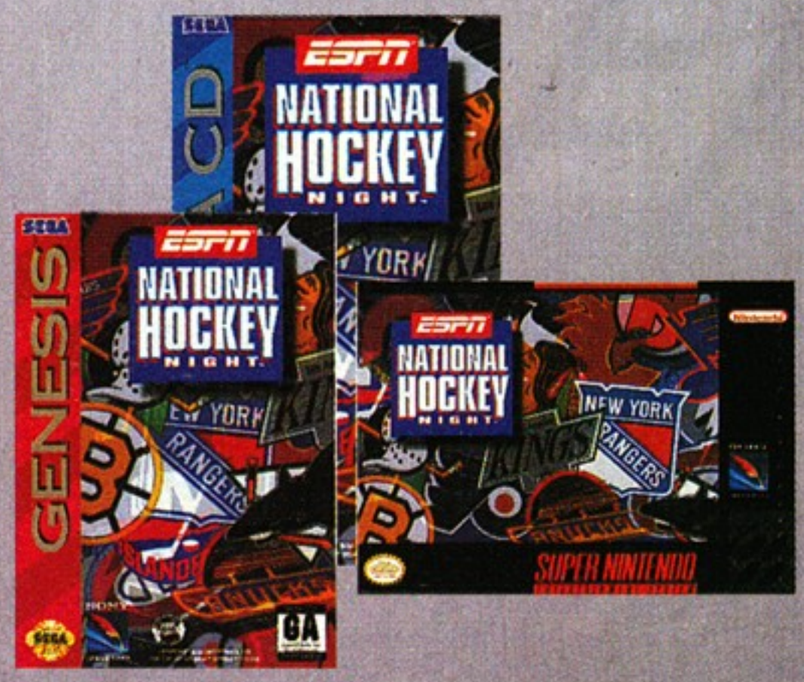
Check out ESPN National Hockey Night. It'll give you a whole new perspective on hockey.

ALL 26 NHL® TEAMS



TEST YOUR SHARP SHOOTING AND SKATING ABILITY IN THE ALL-STAR SKILLS CHALLENGE.

FULL 84 GAME SEASON, AND A BATTERY BACK-UP THAT SAVES YOUR TEAM'S RECORD.



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ESPN SPEEDWORLD

IT MAKES OTHER DRIVING GAMES LOOK LIKE DRIVING GAMES.

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BUMP AND DRAFT YOUR WAY THROUGH 23 OTHER COMPUTER-CONTROLLED CARS.

Most driving games think it's fun racing against nobody, just circling the track and waving to the pit crew. With ESPN Speedworld, you're racing against 23 computer-controlled drivers who would like nothing more than to plow you into a wall. To win this race (or even finish it), you'll need to bump, slot, and draft your way around hairpins, straightaways, and 3-D banked turns. Choose your track, and customize your car for maximum performance–the tires, transmission, engine, and even the paint job (which won't look good for long). Once you're on the track, you'll have to monitor the tire wear, body damage and fuel consumption. And with the interactive pit crew, you can win or lose a race while changing a tire. The battery back-up saves your stats and winnings through an entire season. And don't forget, ESPN's Dr. Jerry Punch will be there for every race, so if you choke on the final lap, he's going to let you know it. Pick up ESPN Speedworld and start racing against the pros. Not against yourself.

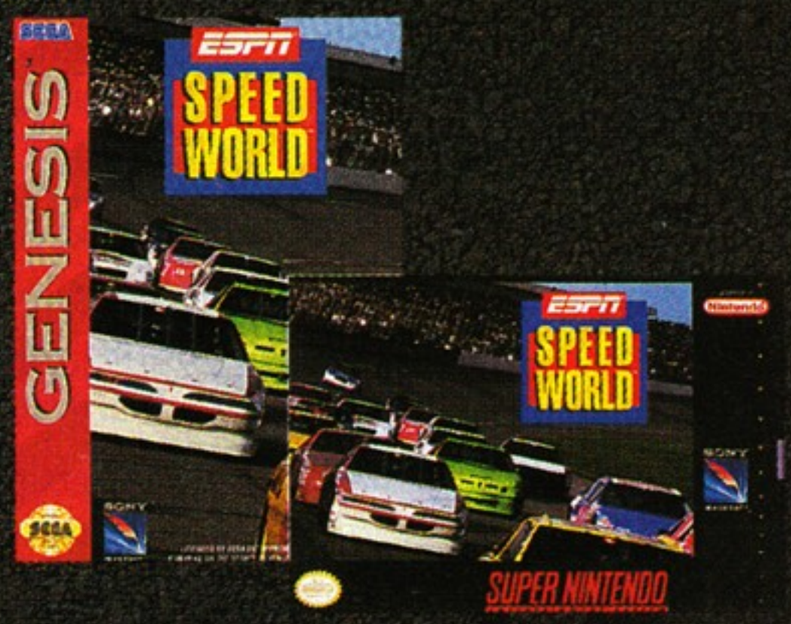
CHOOSE FROM SUPER SPEEDWAYS, SHORT TRACKS, AND ROAD COURSES.

CUSTOMIZE YOUR CAR– THE TIRES, THE ENGINE, THE TRANSMISSION, EVEN THE PAINT JOB.

EARN WINNINGS AND USE THEM TO MAKE YOUR CAR FASTER AND MEANER.

GET ADVICE FROM THE EXPERT HIMSELF, ESPN'S DR. JERRY PUNCH.

SPLIT SCREEN RACING LETS YOU KEEP AN EYE ON YOUR BUDDY EVEN WHEN HE'S NOT ON THE SAME LAP.



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SPECIAL FEATURE

Holiday Wishes

Here's what your favorite GamePros are hoping for this holiday season.

Manny LaMancha

- Sonic & Knuckles (Genesis)

- ***Ecco 2 (Genesis)***
- Donkey Kong Country (Super NES)
- Ten new good games for the Jaguar, plus the Jaguar Modem

- ***Earthworm Jim (Genesis, Super NES)***
- Blackthorne (Super NES)
- Dynamite Headdy (Genesis)
- Lots of tokens to play Primal Rage in the arcades
- Mortal Kombat II (Super NES)
- Shock Wave (3DO)

Scary Larry

- ***Jaguar CD***
- Aura Interactor
- Mortal Kombat II (Super NES)
- 3DO

- ***Donkey Kong Country (Super NES)***
- 32X
- Ultra 64
- Super Street Fighter II Turbo (3DO)
- A 50-inch TV
- Peace on Earth (no, it's not a game)

Captain Squideo

- 3DO
- Total Eclipse (3DO)
- Burning Soldier (3DO)
- Rebel Assault (Sega CD)
- Stellar Fire (Sega CD)
- StarBlade (Sega CD)

- ***Shock Wave (3DO)***

- ***The complete Star Wars trilogy (Super Star Wars, Super Empire Strikes Back, Super Return of the Jedi) for the Super NES***

Earth Angel

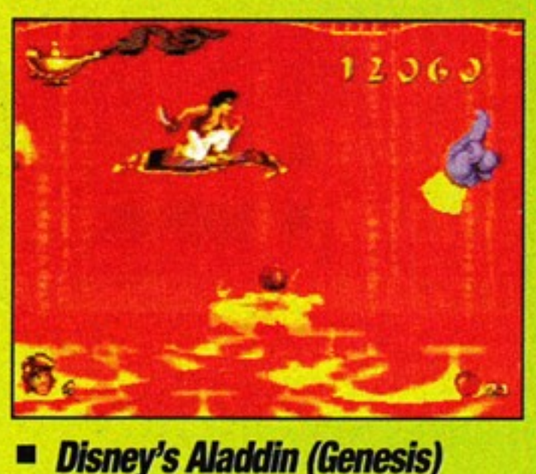
- Games for girls that are challenging and don't star Barbie
- 3DO
- Donkey Kong Country (Super NES)
- C2: Judgment Clay (Super NES)
- Tickets to the *Star Trek Generations* premiere.
- Super Return of the Jedi (Super NES)
- ToeJam & Earl: Panic on Funkotron – it's still cool (Genesis)

- Phantasy Star IV (Genesis)
- Star Fox II (Where is it?)

- ***Fighting games with female fighters that wear practical clothing***

Bonehead

- Jungle Book (Super NES)
- Jungle Book (Genesis)



- ***Disney's Aladdin (Genesis)***
- Disney's Aladdin (Super NES)
- Lion King (Genesis)
- Lion King (Super NES)
- Demon's Crest (Super NES)
- Mickey Mouse to go: Mickey Mania (Super NES), Magical Quest (Super NES), and Castle of Illusion (Genesis)

BUZZ CODES

GAME GENIE™

HOT GAME GENIE PRICES! FOR

Genesis™ Super NES™ Game Gear™ $34.99

Game Boy® NES® $29.99

Manufacturer's suggested retail prices. Actual prices may vary.

THE LATEST CODES FOR THE HOTTEST GAMES!

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

GENESIS*™

SONIC & KNUCKLES™ Game	K2WA-CA4J	*Infinite lives*
	AWXT-CA4C	*Don't lose rings when hit*
	RGSA-A6YY	*Only 1 blue sphere needed to get a chaos emerald*
	AANT-CAG6	*Become Super Sonic without any chaos emeralds*
	AENT-CAHL	*1 ring needed to become Super Sonic/Super-Duper Sonic*
	AANT-CAGY + AAPA-CAB8	*Become Super-Duper Sonic without any emeralds (you still need 50 rings unless you use previous code)*
	NTPT-CA50	*Rings aren't used up as Super (or Super-Duper) Sonic*
MAXIMUM CARNAGE™ Game	ADNB-4AD8	*Infinite lives*
	AJRV-4A4J	*Infinite help icons*
	AM5V-4A9E	*Invincibility*
	GKWV-4AFA	*Start on last level*
	AK2B-4A8R	*Infinite continues*
BATTLETECH™ Game	AXYT-CA3Y	*Infinite ammo*
	AX7T-AA7L	*Infinite lives*
	ATGA-CA54	*Don't lose gun from overheating it*
	AX3T-AAHW	*Start on mission 5*
ECCO THE TIDES OF TIME™ Game	REAA-W6V0	*Infinite health and air*
	A4KT-2A38	*Always have 360-degree sonar blast*
	ALBA-4A8R	*No rings lost in 3D stages for missing gates*
	AKCT-4A7N	*No rings lost in 3D stages for shooting gates*
	FZ0A-TAGY	*Start at Vortex Queen*
THE INCREDIBLE HULK™ Game	ALVT-8A82	*Level select*
	BKJV-AAE6	*Can perform Super Hulk moves at 10%*

SUPER NES™

MAXIMUM CARNAGE™ Game	C2BB-1D61	*Infinite lives*
	DBA6-17F5	*Super punch*
	7D80-3F61	*Super jump*
	8220-47AB	*Infinite hero icons on pick-up*
	BDCC-C460	*Play with 3x energy*
MIGHTY MORPHIN POWER RANGERS™ Game	C286-6DF4	*Infinite energy*
	3CAA-DFDF	*Infinite lives*
	C2B7-0FF7	*Infinite bombs on pick-up*
	EC6A-ADF7	*Mega-jump*
THE INCREDIBLE HULK™ Game	C93F-370F	*Infinite shots for gun*

GAME GEAR*™

PAC-ATTACK™ Game	006-669-7FB	*Hyper mode is slower*
	006-669-7FB	*Hyper mode is superfast*
	009-60E-3BE	*Infinite Pac-Men—puzzle mode*

GAME BOY®

MORTAL KOMBAT II™ Game	00C-55B-E6E	*Infinite time*
	009-48B-91D	*Infinite energy*
	003-279-19E + 003-249-19E	*Computer can't move from floor*
	F41-5A9-E60	*Special moves (projectiles) do more damage*
ROBOCOP VERSUS THE TERMINATOR™ Game	FAE-67B-4C1	*Infinite energy*
	01D-5DD-E6A	*Start with 01010101 points*
	05D-7DD-E6A	*Start on level 6*

NES®

ON VACATION

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galoob®

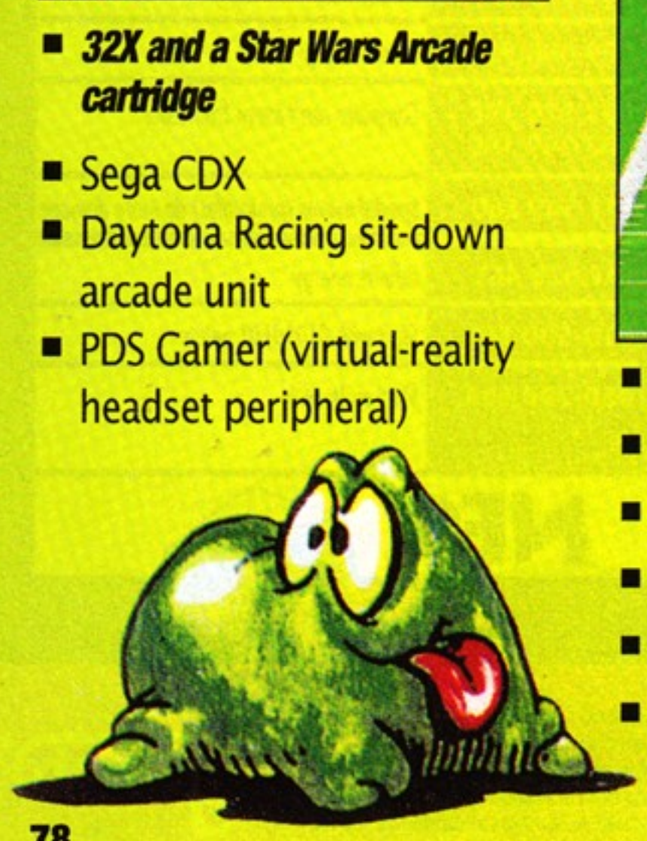
The Tummynator

- Philips CD-i (with MPEG attachment)
- Primal Rage arcade unit
- Street Fighter II Turbo arcade unit
- Stock options in Acclaim Entertainment
- Donkey Kong Country (Super NES)
- The 1994 World Series (oh, well – nice try)
- Mortal Kombat II (Super NES)
- Earthworm Jim (Super NES)
- X-Band Modem (Genesis, Super NES)

Gideon

- Donkey Kong Country (Super NES)
- Sonic & Knuckles (Genesis)
- 3DO
- NFL '95 (Genesis)
- Jaguar
- Primal Rage arcade unit

- ***32X and a Star Wars Arcade cartridge***
- Sega CDX
- Daytona Racing sit-down arcade unit
- PDS Gamer (virtual-reality headset peripheral)



Slasher Quan

- A trip to the ACME or AMOA show

- ***Stockings stuffed with arcade tokens***
- The return of the *Star Trek: The Next Generation* TV series
- A national tournament for a major fighting game
- A fighting game that's popular because of game-play depth, not violence
- Ultra 64 arcade unit
- A trip to Japan to meet Nin-Nin
- A SSF II Turbo arcade unit
- A laser-disc copy of the Japanese *Street Fighter* anime movie
- Admission to the right college

Toxic Tommy

- Samurai Shodown (3DO)

- ***Madden NFL '95 (Genesis)***
- Primal Rage arcade unit
- Super Punchout (Super NES)
- Earthworm Jim (Super NES)
- Mortal Kombat II (Super NES)
- Super Return of the Jedi (Super NES)
- Donkey Kong Country (Super NES)
- NBA Jam Tournament Edition arcade unit
- Sony PlayStation (from Japan) with games

Bro' Buzz

- Sega 32X with Doom

- ***Samurai Shodown (Genesis)***
- Mortal Kombat II (Genesis)
- Earthworm Jim (Genesis)
- NFL '95 (Genesis)
- Sonic & Knuckles (Genesis)
- NHL '95 (Genesis)
- Final Fantasy III (Super NES)
- Illusion of Gaia (Super NES)
- Sega Saturn (from Japan) with games

The Unknown Gamer

- Donkey Kong Country (Super NES)
- Primal Rage arcade unit
- Earthworm Jim (Genesis)
- Sony Play Station with games (from Japan)
- Tetris 2 (Super NES)
- Virtua Racing Deluxe (32X)
- 3DO

- Road Rash (3DO)
- Super Bomberman 2 (Super NES)

- ***Sonic & Knuckles (Genesis)***

Boss Music

- My picture in front of the Capcom USA building

- ***Mortal Kombat II (Super NES)***
- For the *Brady Bunch* to end forever
- Final Fantasy III (Super NES)
- New game-system controllers with at least six buttons and no telephone-dialing pads
- Super Castlevania V (Where is it?)
- Japanese art on the cover of every magazine
- The real Doom II with actual new features for the Death Match Mode
- Street Fighter III (Come out soon, please!)

"It's going to take a miracle for another game in the 16-bit category to even compete with E.W.J. for game of the year."
—Game Players

"The best game ever to hit the screen. This isn't Game of the Year; this is GAME OF THE DECADE!"
—DieHard Game Fan

"...If you buy only one video game ...this year, make it Earthworm Jim. You won't be disappointed."
—Associated Press

"...E.W.J. is, without a doubt, one of the best games of 1994."
—GamePro

Trust no one. Play it yourself.

EARTHWORM JIM™

ShinY ENTERTAINMENT™

Playmates Interactive Entertainment

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SEGA'S YOUNGER SIDE

Pico and Sega Club Software

By Manny LaMancha

Have a young sibling? If you're looking for a gift for a younger gamer, check out Pico, Sega's computer for kids.

Small Wonder

Pico puts familiar characters (like Richard Scarry's Lowly Worm) into interactive entertainment via "storyware." Players can easily connect Pico to their monitor or TV through a VCR (there's no RF output). Each cart is a book with a series of pages. Sensors tell the computer that the user has turned a page, bringing up a new display and a new set of tasks to complete with each page.

Pico does its magic through an innovative interface: The user employs an electronic pen that moves a cursor around the screen. Pushing down on the pen "clicks" on an object. The player can then paint a line, fill a box, or initiate an animation. A set of buttons accomplishes different things in each cartridge, such as moving a character.

Mix popular characters from the children's books and scrolling action, and you get The Berenstain Bears' Camping Adventure.

Pico costs $159.99, and each storyware cart costs $49.99. Although the software library is still sparse, Sega plans to have six Pico titles available by the end of 1994 (Mickey's Blast into the Past, A Year at Pooh Corner, Tails and the Music Maker, Magic Crayons, Ecco Jr. and the Great Ocean Hunt, and Richard Scarry's Busy Town) and expects third parties to start developing Pico software in 1995.

Join the Club

Sega also has a new Genesis software series of edutainment carts called the Sega Club geared for younger children.

Among the first is The Berenstain Bears' Camping Adventure. Gamers play as the ever-popular Sister or Brother Bear in a one- or two-player-

Sega's Magic Crayons for the Pico gives the child a set of paints and a series of scenes to color with point-and-click capabilities.

cooperative romp through various scrolling scenarios. In addition, a My Little Pony game called Crystal's Pony Tale stars the familiar pony, who must gallop deep into the forest in a search for missing friends. Other planned titles include Richard Scarry's Huckle and Lowly's Busiest Day Ever, Disney's Bonkers, and Ecco Jr.

Third-party signings to the Sega Club team include Electronic Arts, Hi-Tech Expressions, and Davidson. EA's first title is Counting Cafe with Grover, a product developed with the help of the Children's Television Workshop, makers of TV's long-running *Sesame Street*.

Featuring smooth animation, Crystal's Pony Tale is filled with color and cute little furry animals.

In Richard Scarry's Huckle and Lowly's Busiest Day Ever, kids test their ability to mix colors (right). Another section lets kids get messy and creative with paints, brushes, and a video canvas (left).

Kids can dabble in music with Tails and the Music Maker, starring Tails with guest appearances by Sonic the Hedgehog.

A League of Our Own

While we veterans mess with Sonic & Knuckles, MK II, and Earthworm Jim at Christmas, our little brothers and sisters can maneuver characters from children's books and video games through educational exercises. The only problem's gonna be the battle over who gets to control the TV! G

SEGA™

SPORTS

PRESENTS

THE NEVER ENDING SEASON

ALL NEW!

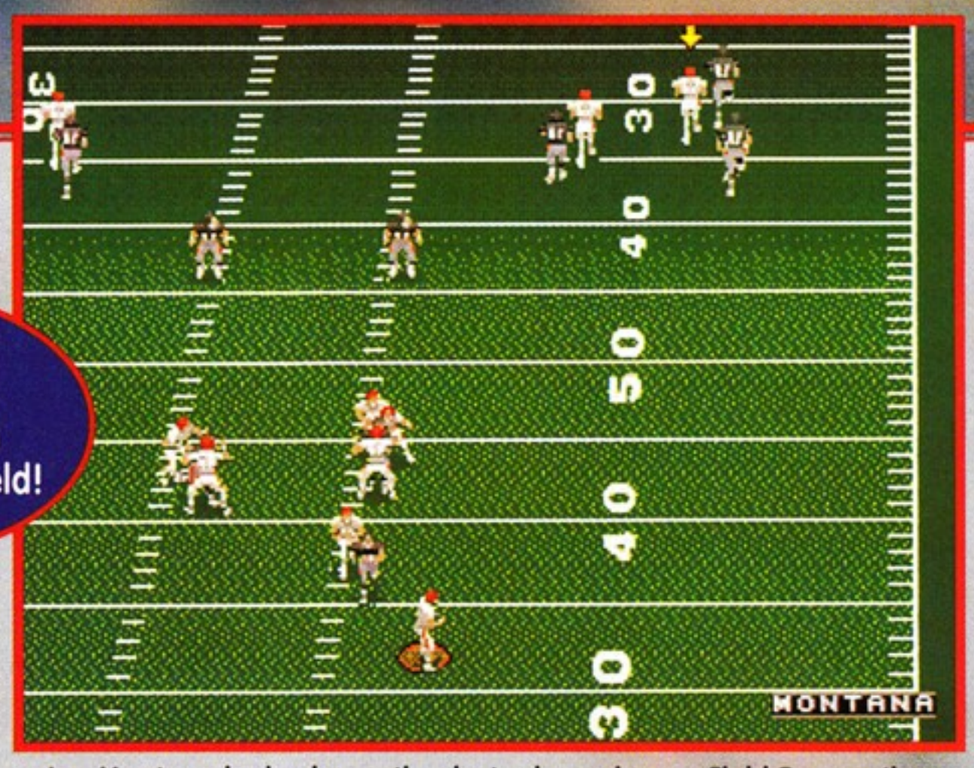
NFL '95

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

DAVE WINDING - SPORTS EDITOR, GAME FAN MAGAZINE

SO REAL YOU'LL FO

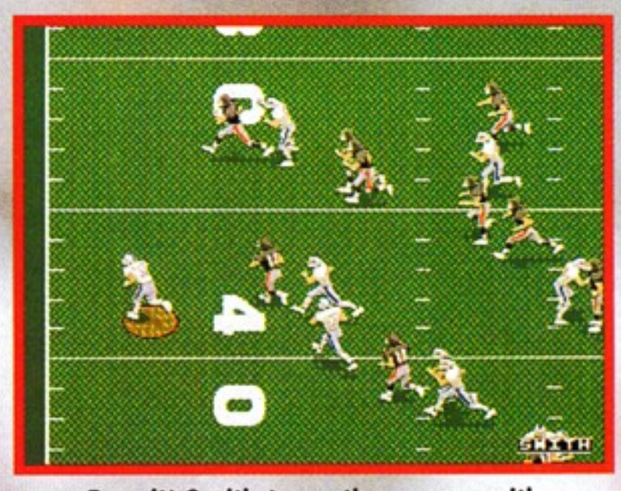
NEW!
Now see up to
65 yards downfield!



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

Over 1,500
real players!

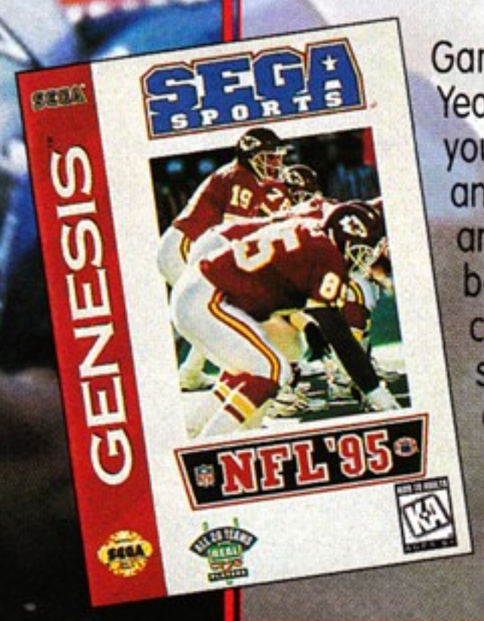
Steve Young and the real players from all 28 NFL teams are here. Make trades and start building your dynasty.

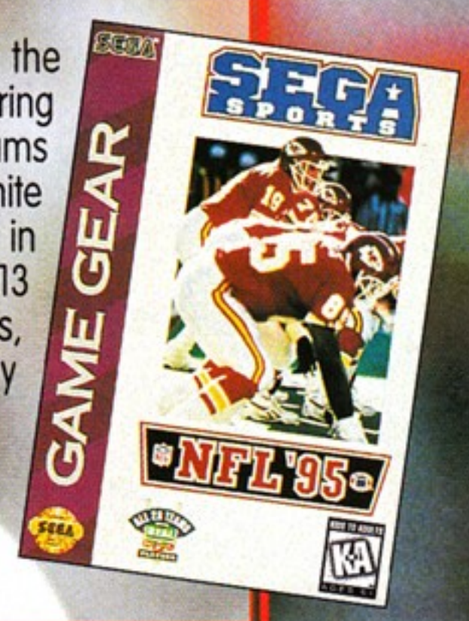


Emmitt Smith turns the corner with a "speed burst" and heads for six!

HOW TO IMPROVE ON PERFECTION.

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





SEGA SPORTS™

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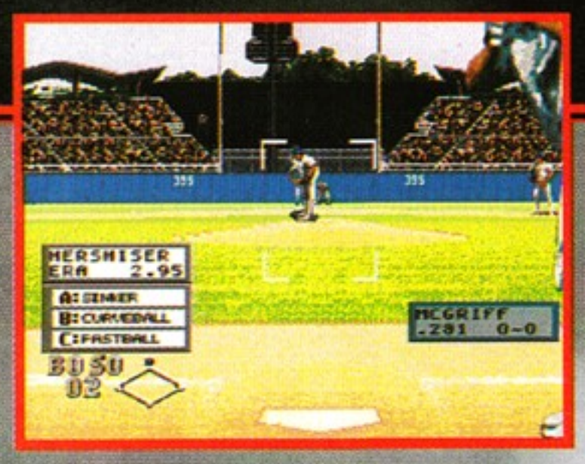

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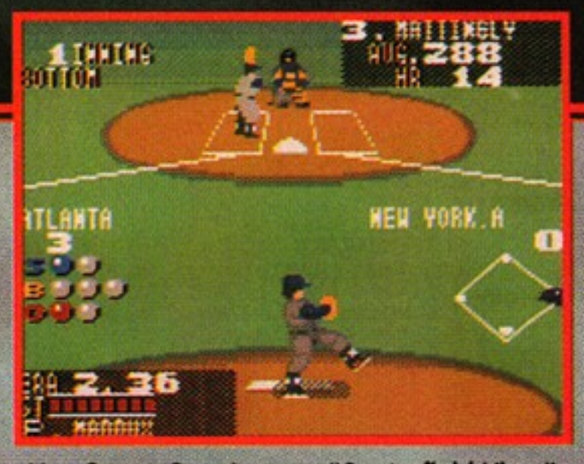
You're Albert Belle, going up against Yankee ace Jimmy Key – Do you go for it with your power swing, or just try for contact?



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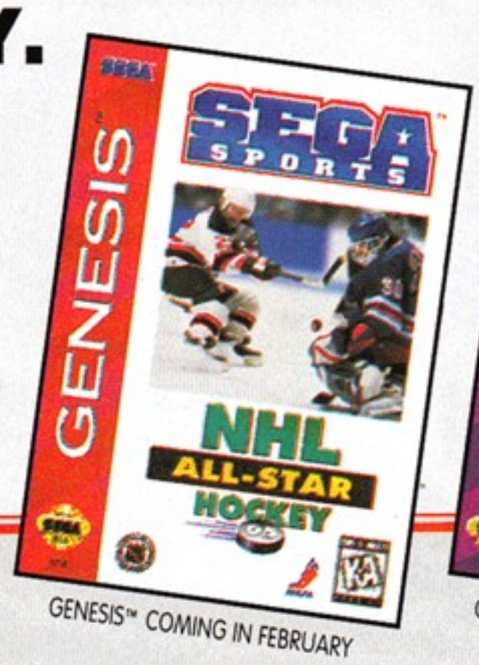

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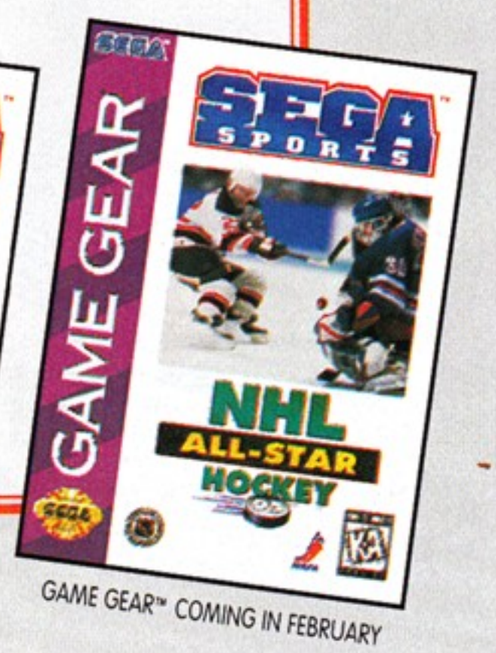

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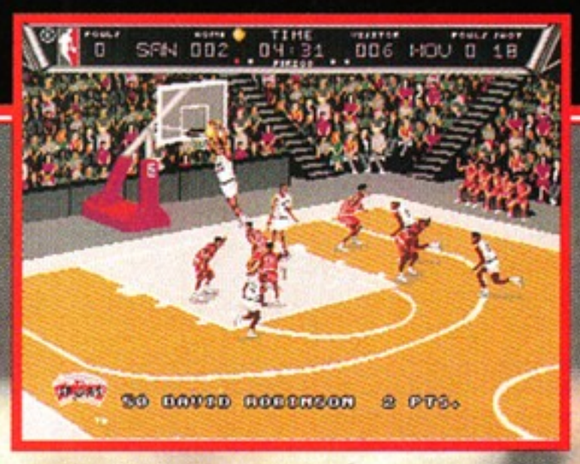

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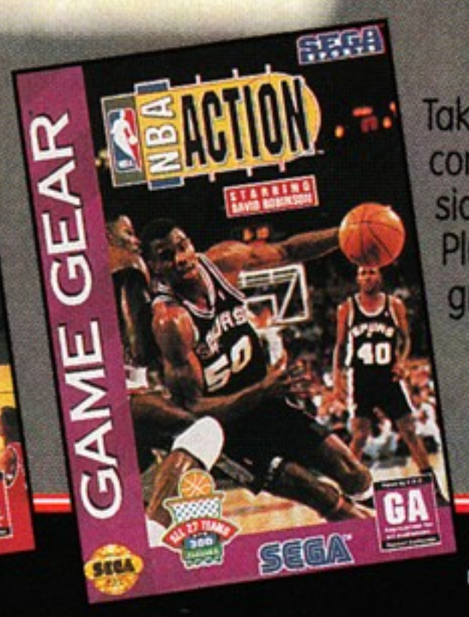

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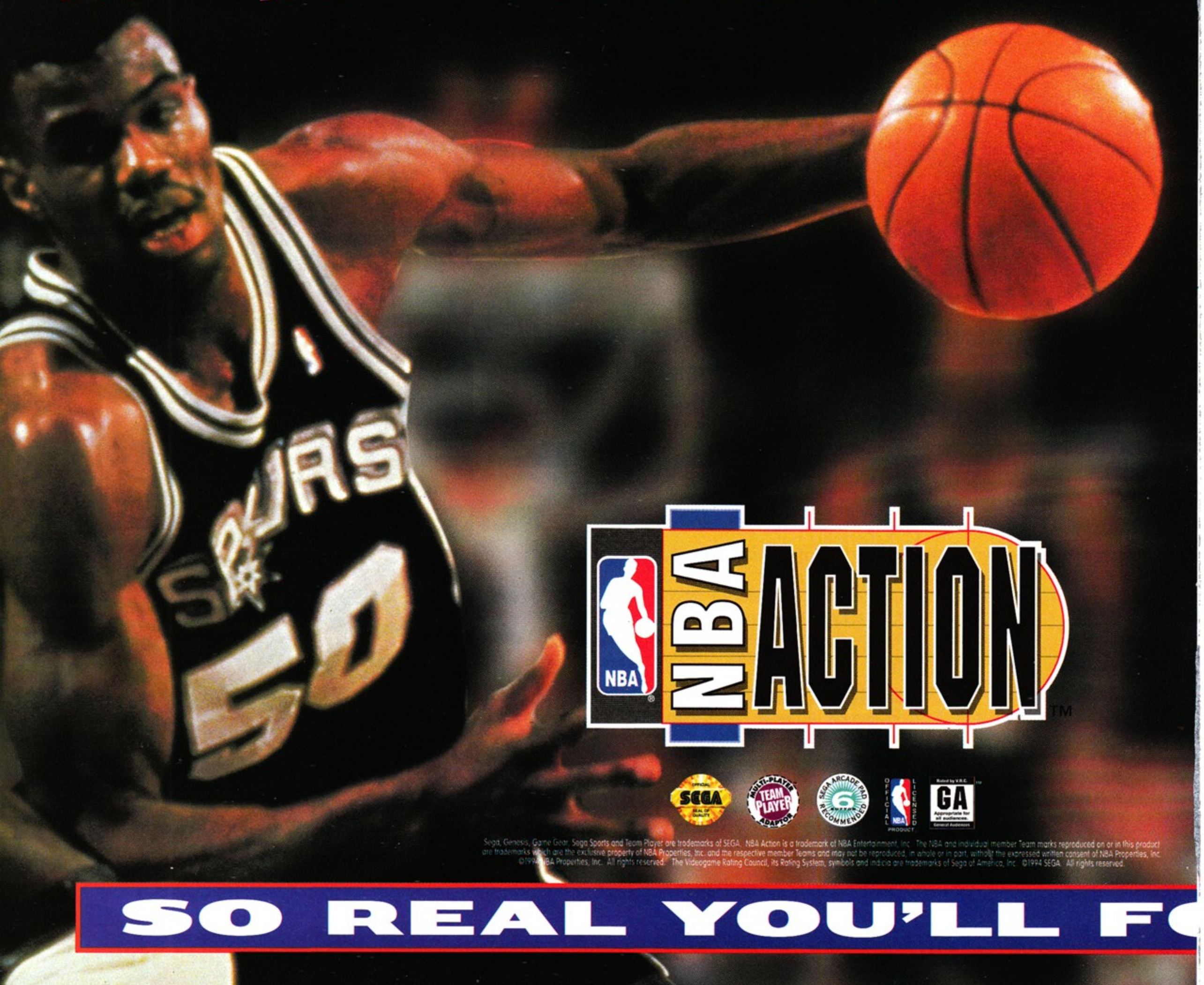

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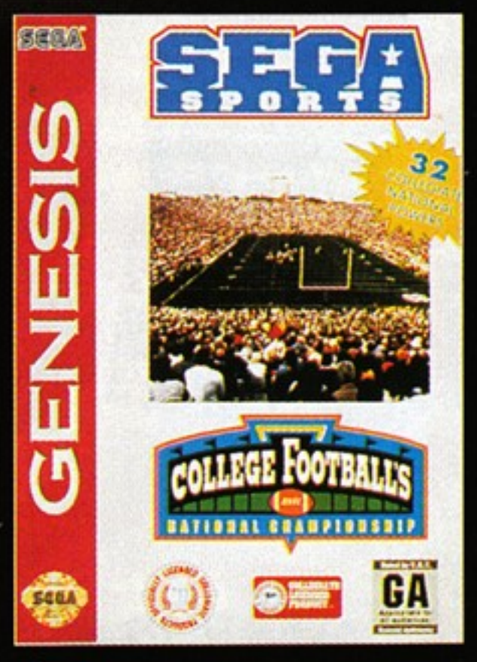

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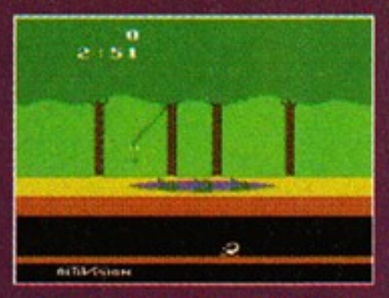

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Genesis

By Manny LaMancha

Ecco the Dolphin, one of Sega's more interesting video games last year, was a big success. Because it had such unique game play and control mechanics, it was fun to just fiddle around with. The graphics were also special – with his fluid movements, Ecco looked less like a video game character and more like an actual dolphin.

However, the game's high difficulty level prompted lots of gamers to send frustrated letters to *GamePro*'s offices for help. Ecco really tested the mettle of gamers with its intricate puzzles.

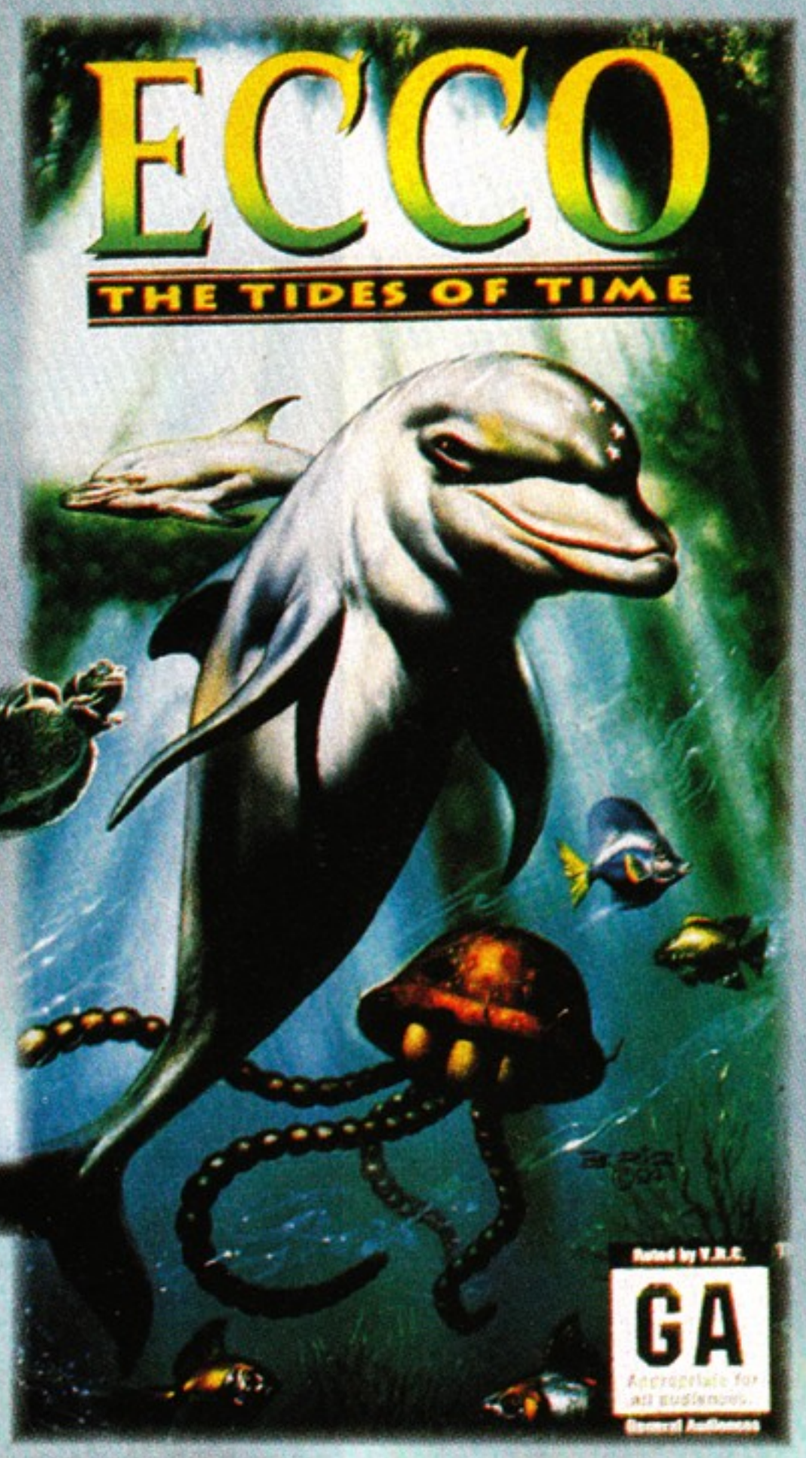
Is There an Ecco In Here?

Perhaps granting players' wishes, Ecco's second soiree, The Tides of Time, is more playable than the first, giving players smaller puzzles to tackle and less intimidating levels to hack through. It also expands on Ecco's mobility, not only re-creating his swooshing swims, leaps, and flips, but also adding some fun forward-scrolling challenges.

PROTIP: This glyph splits in two but is open only a short time. Dash through quickly.

Further expanding on Ecco's appeal – and the player's ingenuity – the designers have given the mammal's appearance some malleability. He can now morph into other characters, but more importantly, those characters represent a double-edged sword: They can do things that Ecco wouldn't normally be able to, but their respective shortcomings also have to be taken into account. These nuances add to the game's strategic appeal.

PROTIP: To get through the teleport rings, keep Ecco close to the surface to see if the ring is above or below the water.



All the Time in The World

The Tides of Time story line is pretty wild. After saving the ocean dwellers from certain disaster in his premiere, Ecco again finds the Vortex putting its catastrophic spin on the future. Ecco travels into the future, where he must head off a potentially hazardous alternate time line.

This setting gave the game's designers an opportunity to

Genesis Game ProFile

Ecco: The Tides of Time

(By Sega)

Rated by V.R.C. GA Appropriate for all audiences. General Audiences

Ecco returns for another sci-fi adventure with some new moves. This game ends up a bit more playable than his introductory cart.

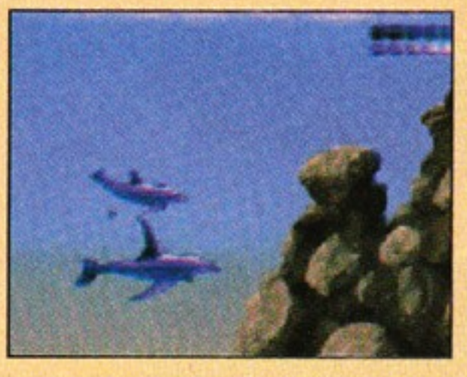
Graphics	Sound	Control	FunFactor	Challenge
4.5	5.0	3.5	4.0	Adjustable

$59.95	40+ levels
16 megs	Multiple views
Available now	Multiscrolling
Action/adventure	Passwords
1 player	

PROTIP: Finding supplementary air sources, like this bubbling shell, is essential to solving some of the deep puzzles.

PROTIP: In Crystal Springs, break the three crystals loose and reunite them with the one circling at the bottom left.

Future Modes of Transportation



After going to the future, Ecco can fly with the help of other dolphins. There are also water tubes for swimming vertically through the air.

PROTIP: Ecco meets his mirror image just before he receives some important words of wisdom.

PROTIP: Nudge the tortoise so he retreats into his shell. Then use him as a shield against the raging current.

PROTIP: Watch out for the pull of these aerial whirlpools in the Sky Tides. If you're pulled in, you're thrown back to the level's beginning.

stretch their graphical creativity. Visual treats are everywhere – for instance, in the future, the main waterways are linked by tubes that enable Ecco to swim through the skies! The graphics throughout the game are wonderful, with vivid backgrounds and the same signature animation that graced the original Ecco ride.

The haunting soundtrack is also prominent, though it doesn't get in the way of the action – call it mild Musak for the mind that's a great listen on headphones. All the game's audio is simple, soothing, and effective, because Ecco doesn't offer the intense pulse-pounding excitement of other action/adventures. There are some fairly exhilarating sections, however.

A Bump on a Waterlog

Where the game suffers is in its control, and as a result, the FunFactor dives somewhat. Intricate control-pad calisthenics require you to double-click buttons while simultaneously steering Ecco with the directional pad, and the results are frequent rude encounters with rocks and enemies.

And even if you are an Ecco veteran, the new locations may drive you crazy. The water tubes especially can test your game skill and patience, because if you drop out of the path the least little bit, it spells dolphin disaster. It'll be a miracle if you don't get severely stuck bouncing between the Sky Tides and Tubes of Medusa stages.

Jump In – The Water's Fine!

There's no doubt that Tides of Time offers a lot, providing a scenic variety of levels for the player to swim through and solve. Occasional control glitches do bring their share of frustration, but you still get a solid dose of entertainment. This sequel proves that Ecco's not washed up yet. G

The Magical Metasphere

"Sometimes to escape your enemy you must become your enemy," advises a glyph. Ecco morphs into other characters and gains their attributes by touching a "metasphere." Here he becomes a shark and a seagull.

PROTIP: As the shark, Ecco only has to keep moving through the water to get air, unlike his dolphin form.

PROTIP: If you fly too high as a seagull, the larger birds attack you.

PROTIP: The seaweed in certain levels slows Ecco's progress. Find cutaways, which make smoother paths.

THIS WAS NOT A WINDSHIELD. THIS

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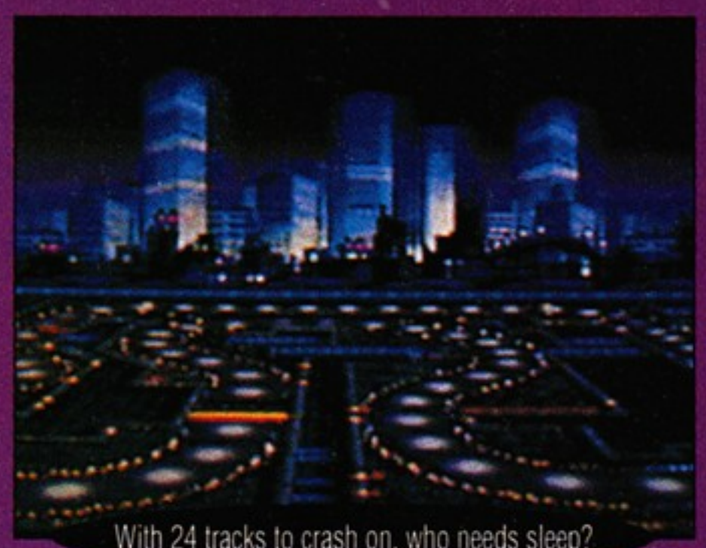
WAS A tV SCREEN.

SOME RACING



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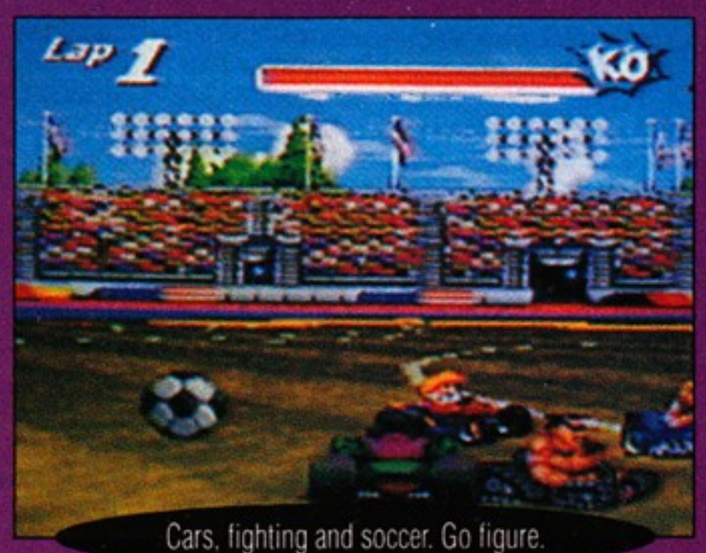

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Genesis

Disney's THE LION KING

By The Unknown Gamer

The Genesis version of The Lion King will delight your eyes and ears with exceptional graphics and sound. But if you're thinking of running out and buying it for your youngest brothers and sisters (you know, Disney and all), think again. Except at the very beginning, Lion King's game play isn't geared for beginners.

Take Pride

As Simba, junior king of the jungle, you snarl and cavort through ten levels of action/adventure play, with a few puzzles thrown in for good measure. The story line identically follows the film: Simba has been exiled by evil Uncle Scar, and players guide the cub to adulthood and help him regain his lost kingdom, Pride Rock.

PROTIP: In this version of Lion King, you can skip across the animal stack the easy way. At the left-hand edge of the stack, leap and grab the blue hippo's face. Climb up and across and avoid all that tail-swingin' stuff.

Each level mirrors a scene from the movie, including the race through the Elephant Graveyard, Simba's exile away from home, and the final battle with Scar. The gorgeous scenery reflects the movie's animations, and each level is fraught with perilous and very creative obstacles – such as the animal stack in Can't Wait to Be King and the bone-breaking Elephant Graveyard.

In addition to Uncle Scar, Simba battles the hyena crew from the movie, as well as buzzards, assorted reptiles and bugs, cheetahs, and other jungle flora and fauna. Simba defends himself with an authentic repertoire of moves, including pounces, rolls, and snarls as a cub, and clawing, mauling, and a gigantic roar as an adult. The moves are fairly easy to pull off with the three-button Genesis control pad, though occasional glitches and imprecise jumps will make you snarl.

Simba must monitor both his Life Bar and his Roar Meter

PROTIP: When you battle the hyenas, you can only damage them when they're panting.

PROTIP: The ostrich ride's double jumps are tricky. You must double jump whenever you run into an obstacle with a hippo and nests. Jump the hippo, then immediately jump again.

PROTIP: In Simba's Exile, the biggest danger you encounter is falling rocks.

PROTIP: When you touch a small blue bug in the Pridelands, it'll explode. After you touch it, leap clear to avoid damage.

PROTIP: Take the far-right cave in the first cave room in Simba's Return. Otherwise you'll wind around endlessly.

PROTIP: Move quickly when you reach the cliff with the rising green water in the Elephant Graveyard. The easiest path is leaping to the right, then grabbing the left ledge, which gives you a head start for your climb.

Genesis Game ProFile

Lion King

(By Virgin)

Rated by V.R.C. GA Appropriate for all audiences. General Audiences

The Lion King looks good and sounds great, but the game play needs a little more fine-tuning to really be King of the Jungle.

Graphics	Sound	Control	FunFactor	Challenge
5.0	5.0	4.0	3.5	ADJ. (Adjustable)

Price not available	10 levels
Available November	Side view
Action/adventure	Multiscrolling
2 players	

© Disney

© Disney

PROTIP: A blue bonus bug sits atop a tree in the upper-left corner of the Pridelands. Grab it, and you can visit Timon and Pumba at the end of the level.

PROTIP: During the Wildebeest Stampede, jump from side to side across the screen. Sometimes, if you jump as a beast is bearing down on you, you'll avoid damage.

since, in a very clever touch, Simba uses his roar to scare off other critters. Once he's used it, though, he must wait for it to replenish. Fortunately, bug-shaped power-ups are everywhere, and the feisty feline can use them to up his Life and Roar strength. Munching blue bugs enables Simba to go to special bug bonus rounds that star Timon and Pumba, and 1-ups and continues are abundant as well.

The Beautiful Circle Of Life

Lion King looks pretty enough to make you roar. In addition to the spectacular scenery and backgrounds, the sprites, especially Simba, have incredible animations. Disney created original cels just for this game, and its animation expertise shows throughout.

The adult Simba in particular looks just like a real lion as he fights his way through the game's later levels.

It's always better when developers can use the real tunes from the movie, and they've used 'em all here. With "Just Can't Wait to Be King" and "Circle of Life," you won't turn off this soundtrack. Nice details, like the sound of drums pounding and some digitized voices (which aren't as good as their SNES counterparts), finesse the entire effect.

Not the King Of the Beasts

Despite all the good looks and sounds, something's missing from Lion King. Once you master an area, playing through it again isn't very much fun because everything's exactly the same. The game's too hard for beginners, and it doesn't really have enough variety and challenge for intermediate players. Overall, it's worth saving Pride Rock once for the graphics and sound alone, but it's not a quest you're likely to tackle again. G

PROTIP: To begin in the middle of the waterfall in Hakuna Matata, leap over the platforms and take the right-hand water slide.

PROTIP: To break through piles of bones, just roll through 'em.

PROTIP: A Ladybug's perched on a tiny ledge about halfway through the Pridelands level. Grab her to increase your Life Bar. Climb up and above her, then get rid of the porcupine to your left. Jump off the ledge and down to a series of ledges that leads right to the Ladybug.

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Kyle—

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PROREVIEW

Genesis

Clay Fighter

PROTIP: For a quick, short hair blade that requires less recovery time, press Away, Down-Away, Down, Down-Toward, Toward, and any kick button.

By Drumhead

Well, well, look at what finally made it to the Genesis – Clay Fighter, the "alternative" beat-em-up that flew off the shelves when it was introduced for the SNES last year. Fighting fans concerned about how well this cart translates to the Genesis can relax. It looks and plays great!

Clay It on the Line

You choose one of eight clay-mation characters, who all want their piece of the Clay-land pie. With oddball fighters

PROTIP: Helga blows out her enemy's ears with her super scream. Charge Away for two seconds and then press Down-Away, Down, Down-Toward, Toward, and any punch button.

like an Elvis impersonator named Blue Suede Goo and Helga, an obese operatic valkyrie, this cart becomes a fun challenge to master.

The graphics put the game

PROTIP: Launch Tiny's medicine-ball attack vertically by charging Down for two seconds, tapping Up, and pressing any kick button. When blocking low, you can counter a jumping attack if you time it right.

PROTIP: Douse enemies with Bonker's squirting flower by pressing Away, Down-Away, Down, Down-Toward, Toward, and any punch button.

nearly up to par with its SNES counterpart in every way. The nicely animated characters produce wacky reactions when they're clobbered. And Clay Fighter sculpts some serious sounds with punches, kicks, grunts, and squeals present in force. The repetitive background circus music tends to get a little stale.

Only the control is lacking,

PROTIP: The Blob hawks serious loogies at his opponent. Press Down, Down-Toward, Toward, and any punch button.

PROTIP: Bad Mr. Frosty trips them up with his slick slide. Press Down, Down-Toward, Toward, and any kick button.

especially if you're a stickler about button-to-screen reaction time. When your fighter doesn't react fast enough, you can get crushed!

Putty in Your Hands

The computer-controlled opponents are as tough as nails and adjust their strategy to yours. Get cornered, and you're as good as splattered.

Like others before it, CF relies heavily on combos, which are relatively easy to pull off in this game. Fighting-game fans will also notice that

PROTIP: To quickly teleport Icky-bod Clay out of tough situations, simultaneously press all three punch buttons.

special attacks are done in the definitive SF II style, with a few hybrid moves interspersed to give the game its own style.

The game offers three difficulty levels and 12 speeds, leaving many different options to master. For two players who want to go at it clay-to-clay, there's a versus mode, complete with handicaps.

To Clay or Not To Clay

If you love fighting carts and are sick of lousy SF II and MK copycat games, CF may be just the medicine you need. All we want to know is: Where are the Claytalities? G

Genesis Game ProFile

Clay Fighter

(By Interplay)

Rated by V.R.C.: GA – Appropriate for all audiences. General Audiences

All joking aside, fighting fans with a funny bone will enjoy Clay Fighter with its laughable characters, cool combos, and great game play.

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	3.5	4.5	Adjustable

Price not available	2 players
16 megs	12 stages
Available now	Side view
Fighting game	Unlimited continues

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ProReview

Genesis

Zero The KAMIKAZE Squirrel

By Captain Squideo

Aero the Acro•Bat scored last year as a colorful, multitalented new 16-bit hero. Now one of the co-stars of the original Aero game gets his own adventure. Zero is just as colorful and talented, but he suffers from some of the same control problems that brought Aero down to Earth.

PROTIP: Zooming your jet ski over ramps is fun but not always wise – you often land on obstacles.

Rodent Rash

When a vile lumberjack threatens Zero's homeland, the bushy-tailed squirrel tries to chop him down to size. To reach the final confrontation in the paper mill, Zero must run and jump past a beach full of crawling enemies, zoom through perilous cliffs and tunnels, steer a jet ski down churning rapids, and survive a dip in a toxic-waste pool. The varied styles of game play ensure you won't be bored.

However, at times you might be frustrated by the controls. Just as Aero's flying was difficult to direct, Zero's swooping and diving are hard to command. He moves so fast and is so hard to control, you'll find yourself plowing into walls and floors with alarming frequency. Be prepared to practice a lot if you want to master his airborne abilities. His other moves – including an aggressive long-range Flic-Flac attack, spin, and martial arts skills – are much simpler to pull off and give him lots of cool things to do.

PROTIP: Inflate this bellows with three jumps, and you'll create a secret room with goodies. Don't jump four times, though, or the room will blow up.

PROTIP: To reach the top platform in this secret room, bounce high off the bellows. Once you snag the items above, reinflate the doorway to exit.

PROTIP: These green wall-hanging enemies are hard to beat in tight places. Dive into the windshield to shatter the cockpit.

PROTIP: Use your kick on the electric eels, or you're in for a shocking experience.

PROTIP: Cut the tether under the basket, then immediately jump inside before it leaves. You'll fly up to helpful goodies.

Zero's World

Zero lives in a world as bright and colorful as Aero's. In some ways, Zero's graphics are better: The sprites are bigger, and they have lots of humorous animations (especially when they crash). There's a better variety of settings, too. Graphically, the whole environment is worthy of a high-quality Saturday-morning cartoon.

The sounds aren't as good. The music doesn't really suit the levels, and you'll wish for more dramatic sound effects like Zero's decent howl.

The Mark of Zero

Even with its sometimes-frustrating controls, this game has lots of lightweight, frivolous fun for intermediate gamers. Take this squirrel out for a spin, and you'll agree that he's a hero, not a zero. G

Genesis Game ProFile

Zero the Kamikaze Squirrel

(By Sunsoft)

MA-13 Parental Discretion Advised. Mature Audiences

Aero's nemesis gets his own game filled with colorful, cartoony backgrounds. Difficult controls make this martial arts squirrel less than an instant superstar.

Graphics	Sound	Control	FunFactor	Challenge
4.5	3.0	3.5	4.0	INT. Intermediate

$54.99	7 scenes
16 megs	Side view
Available now	Multiscrolling
Action/adventure	Unlimited continues
1 player	

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Experts report Digital Pictures' current technology is years ahead of the nearest competitor. Parents accustomed to CD ROM games with refreshing pauses and frequent blank screens will be in for a nasty surprise.

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What's more, Digital Pictures' sinister DigiChrome® technology processes flamboyant colors and flagrant images in ways even our most brilliant scientists can't begin to fathom. Digital Pictures' engineers have overcome hurdles insurmountable by other game companies. This outrageous and unfair play-power advantage is akin to Digital Pictures using dynamite when everyone else has only slingshots. A dangerous notion indeed!

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Digital Pictures is attempting to sell your child completely addictive entertainment products.

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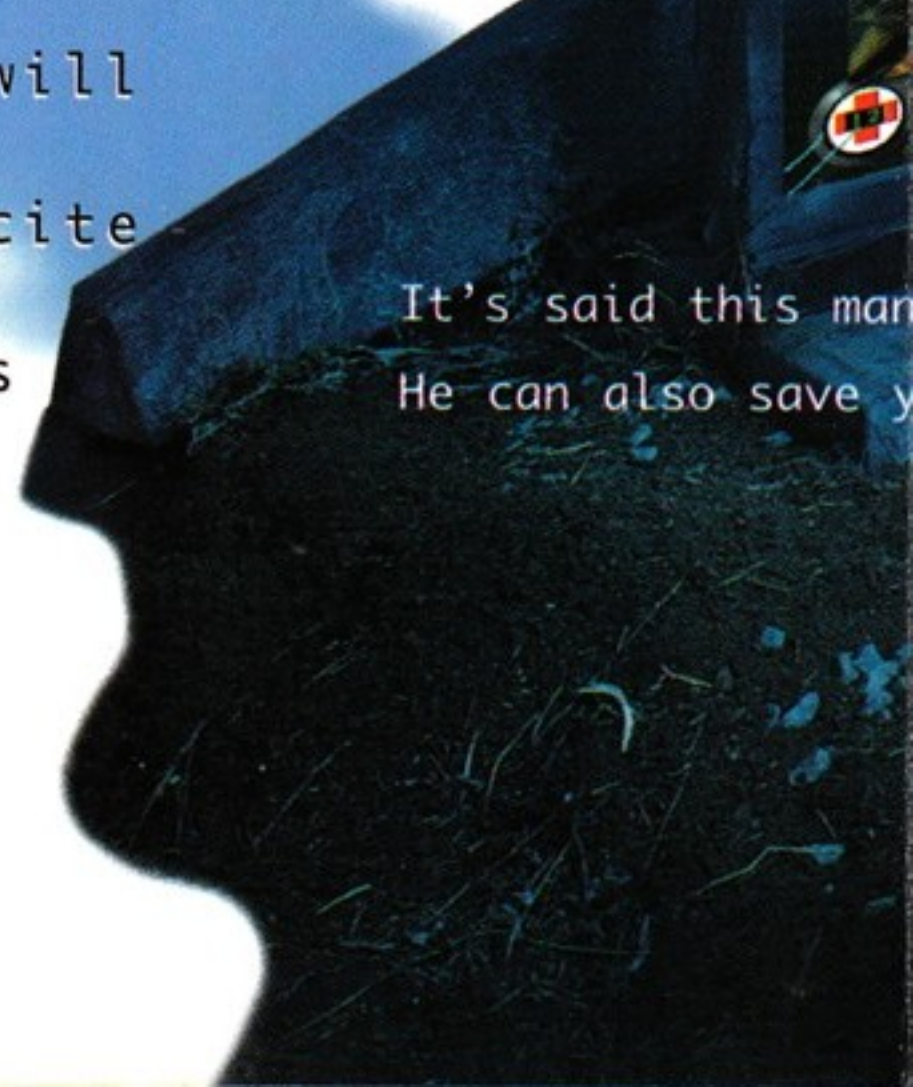

Corpse Killer

No friendly little shooter, but a horror movie that becomes your worst nightmare - and you're in it!

Part of a Navy SEAL team en route to a remote Caribbean island, you are commissioned to terminate the insane Dr. Hellman and his army of undead criminals.

When things go awry, you find yourself alone, dying of voodoo poison, and slowly turning into a zombie. Do you save yourself? Rescue your companions? Complete the mission and eliminate Hellman? All three? No matter what, pick up your gun and start shooting.

"...what are we doing holed up in a bloody graveyard?"

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Julie Barnes. Who is she and what does she want?

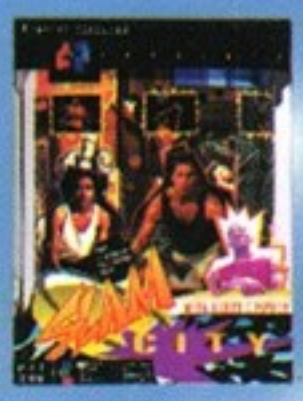
How do you kill what's already dead?

Slam City

With Scottie Pippen.

Head to the cage and see whether you can run with some of the best streetballers around. It's live, in-your-face basketball. One-on-one, on the blacktop. Played the way it was meant to be.

Drive, dunk, steal, shoot the fade-away. Do whatever you gotta do to get past Fingers, Juice, Mad Dog, and Smash, and you may just earn enough respect points to face Mister Scottie Pippen himself - not a computerized animation, but the real world champion, pin a real game, head-to-head, for the first time ever.



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Corpse Killer

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Supreme Warrior

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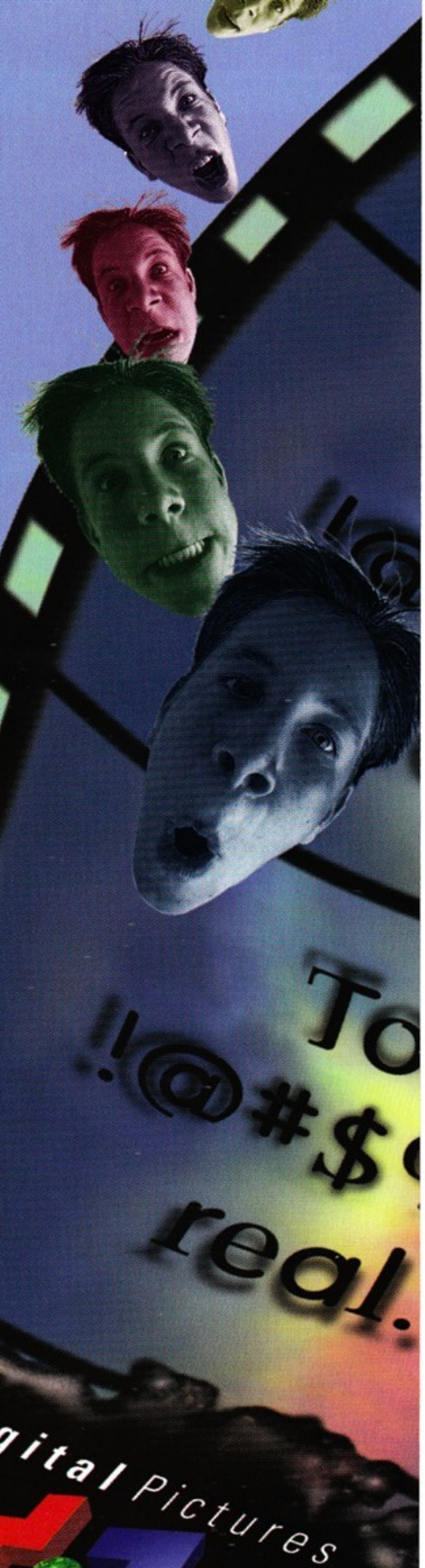
PC CD ROM	April
3DO	November

Slam City

SEGA CD™	November
SEGA 32X CD™	December
MAC CD ROM	Coming soon
PC CD ROM	December
3DO	March



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54DG8

Genesis

By Slo Mo

The Shaq Attack is back! The SNES version was good, but this Genesis game's better.

Delphine Software (developers of Flashback) remains the brains behind the programming, but on the Genesis, you get twice as many fighters (12 versus six), and the action's more controllable. You can fight one-on-one or set up an eight-player tournament. In Story Mode, the tale's the same as it is on the SNES: Shaquille invades the mysterious Second World to keep a cursed mummy sorcerer from wreaking vengeance in our reality.

Mean Mutha Muscle

Shaq Fu unleashes a unique fighting arsenal. The most obvious feature is game speed. The fighters make incredibly quick movements, which appear almost comical until you get into them. Kaori the catgirl, for example, dashes in a blur forward or backwards. Voudoo becomes a fast low-slung wolf.

PROTIP: Press Down and quickly tap Button A to maintain continous shield power.

Also, the game's packed with energy blasts and weapon attacks, making long-range combat much more of a factor than in any other fighting game. Several Shaq attackers, such as Sett and Beast, can vanish from afar to suddenly appear in your face.

A six-button controller's the way to play if you want to sizzle. Special attacks that require directional-pad moves fire instantly with the six-button controller. However, it's tough to make accurate jumping moves, because of the high-octane game speed.

Wow! Shaq finds the only kung fu studio in Tokyo, the world's karate capital!

PROTIP: Motion Forward, Down, and Back and hit Button B for Sett Ra's Mummy Wrap slap.

PROTIP: The loser screen reveals a special move for your character. Write it down.

A Little Big Man

The character sprites are short, but Delphine intentionally sacrificed size for speed and additional character animation. Fighting small's an acquired taste, but the blazing martial arts action is ably supplemented by intricate, impressively fluid animation.

Unfortunately, the sounds fizzle. Effects are minimal and the mundane, bouncy music's just on the okay side. At least you get a Shaq CD single bundled with your cart.

Fu, Not Fool

Shaq Fu can muscle its way close to Street Fighter and Mortal Kombat, but the smallish Shaq sprites may keep some fighters at bay. However, spend the time to master Shaq's attacks, and you'll gladly play the Fu. G

SHAQ ATTACKERS!

Beast

Kaori, the catgirl

Sett Ra, cursed mummy

Mephis, sorcerer ghoul

Voudoo, black-magic woman

Diesel, bar-room brawler

Leotsu, ancient warrior

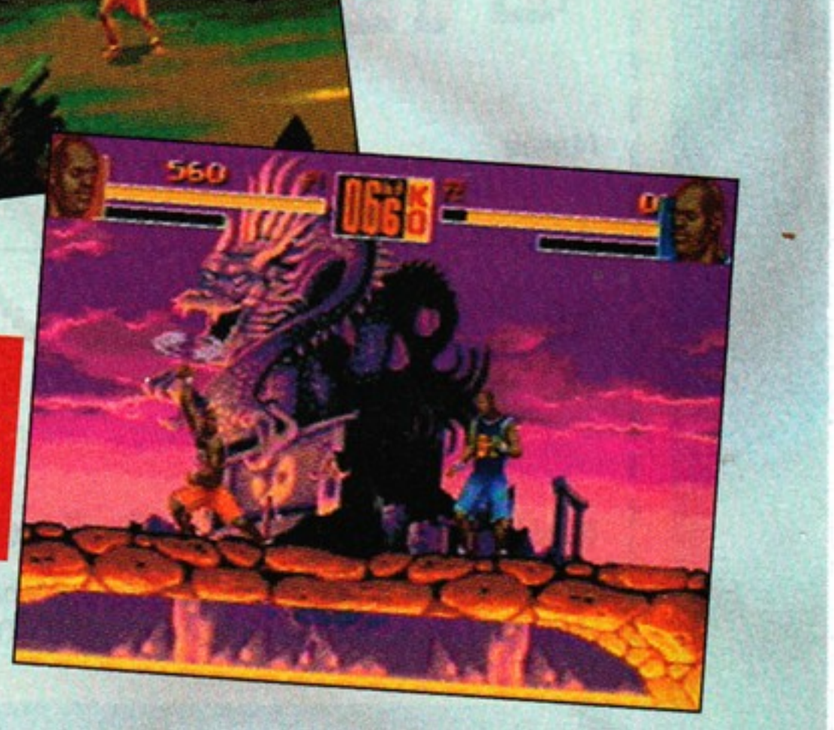
Rajah, blade master

Nezu, little warrior

Aurok, big bruiser

Colonel, bionic beater

PROTIP: Mephis relies on Lightning Jaws. Motion Down-Forward and hit Button B.



PROTIP: Shaq's Shaqurikin takes time to fire. Use it sparingly to set up a quick counterstrike.

Genesis Game ProFile

Shaq Fu

(By Electronic Arts)

MA-13 Parental Discretion Advised. Mature Audiences

Shaquille O'Neal does some serious Fuing around in this good-looking fighting game. It's fun once you get used to the small, fast sprites.

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.0	4.0	4.5	ADJ. (Adjustable)

Price not available	3 levels
24 megs	Side view
Available November	3 continues
Fighting game	Bundled Shaq CD
8 players	

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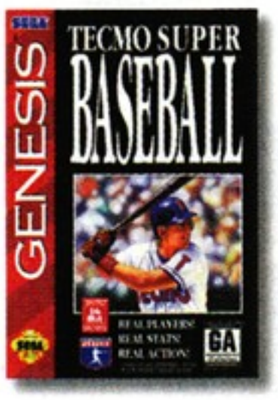

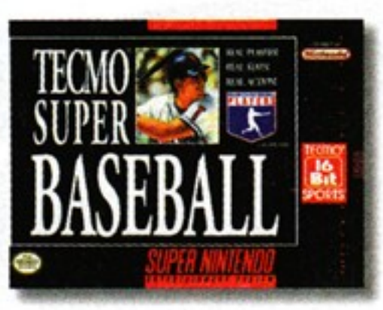

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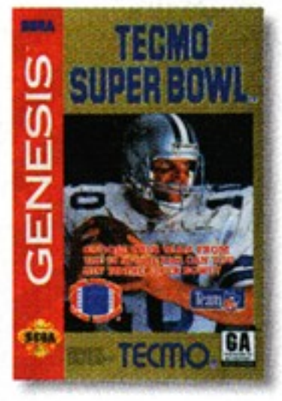

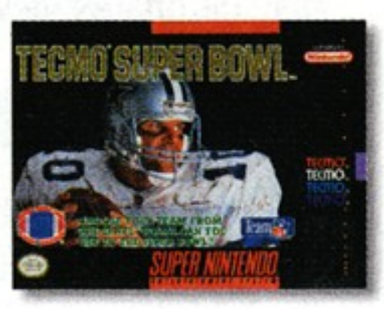

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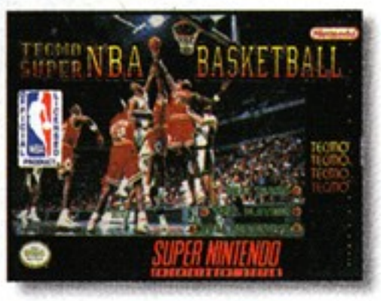

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PROREVIEW

Genesis

VIEWPOINT

By Captain Squideo

Looking for a fast-n-frenzied space shooter? Keep looking, rocket jockeys. Disappointing game play detonates Viewpoint on the launching pad.

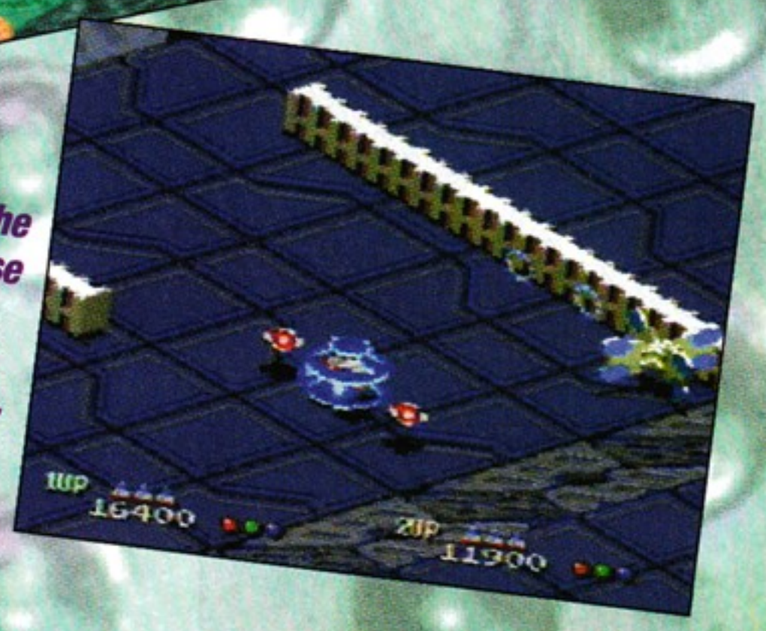
Shoot Shock

After winning over gamers on the Neo•Geo, Viewpoint might've been a sure-fire shooter for the Genesis, especially since American Sammy retained many of the features that made the original stand-up game so good. You fly a single jet into six fanciful alien worlds against all kinds of slithering, flying, and spinning enemies. The giant gears, ratcheted fences, and leaping worms will bring a nostalgic smile to Viewpoint fans. As before, Viewpoint uses the unique ¾-overhead perspective that sends you flying diagonally upwards across the screen.

PROTIP: Enemy shots and new attackers converge around the power-ups, so don't take a straight route toward them.

PROTIP: Don't waste your power-ups on these Stage 1 gears. They're easy to dodge, and you have faster enemies to worry about.

PROTIP: These slithery eels leap up suddenly in Stage 2. You get a split-second warning from glowing lights in the holes where they're about to emerge.



PROTIP: Shoot at the cog to release these gates, then swing immediately to the open area and position yourself to shoot the next cog.

But the Genesis game introduces something that wasn't on the Neo•Geo: severe slowness. Not just slowdown, as when too many enemies bring you to a crawl, but overall slowness – as in your fighter plodding along at a snail's pace through the whole game.

The frequent slowdown that comes with excessive on-screen enemies also wrecks your controls. Suddenly, your jet won't maneuver the way it used to. The shame is that the controls have potential: You accurately fire a standard shot that can be charged up (à la Super R-Type), plus you gather weapons and shields from defeated enemies. But all that firepower is wasted when your fighter slows down like a truck on a steep incline.

Viewpoint View

Slowdown aside, the graphics are the game's best feature. The angular view is intriguing, the enemies are as strange as you could want (ready for armored dolphins?), and the stages have diverse settings. Still, the enemies sometimes move stiffly, and the explosions aren't very impressive. A little introductory or between-stage footage also would've helped.

PROTIP: After this Stage 1 boss blows red torpedoes past you, be ready for his headlong charge. Swerve and use your special weapons on him.

PROTIP: This Stage 2 fish coughs up small explosive eggs that detonate after a few seconds. Swerve past them and concentrate your firepower on the fish.

PROTIP: Watch the blocks as you weave through this grid – the blocks about to raise up will flash for an instant.

The sounds don't fly. Shots and explosions are muffled, and the music (especially Stage 2's lounge theme) doesn't belong in a space-combat setting.

If you stick with it, Viewpoint does offer a strong challenge – it'll take a while to beat it. The bigger challenge, though, is overlooking the pokey pace and trying to stay interested. G

Genesis Game ProFile

Viewpoint

(By American Sammy)

Rated by V.R.C. GA Appropriate for all audiences. General Audiences

Fans of the Neo•Geo classic will be disappointed – the Genesis looks close, but slowdown problems slow down the excitement.

Graphics	Sound	Control	FunFactor	Challenge
3.5	2.5	3.0	3.0	ADJ. (Adjustable)

$64.95	2 players
16 megs	6 stages
Available November	Angled-overhead view
Shooter	Diagonal scrolling

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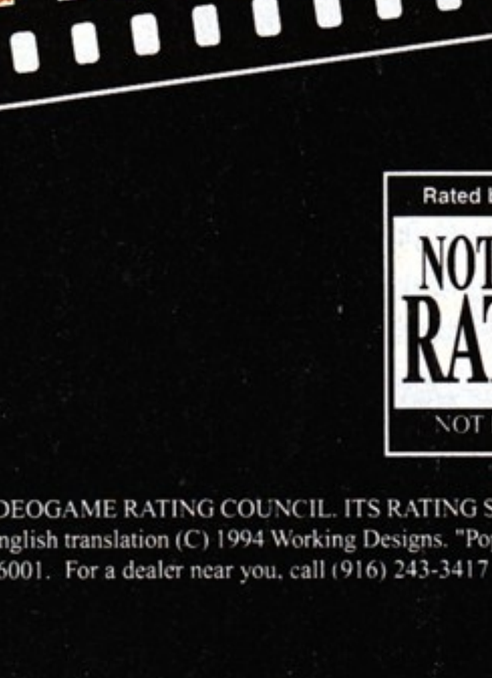

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GENERATIONS LOST

Genesis

By Scary Larry

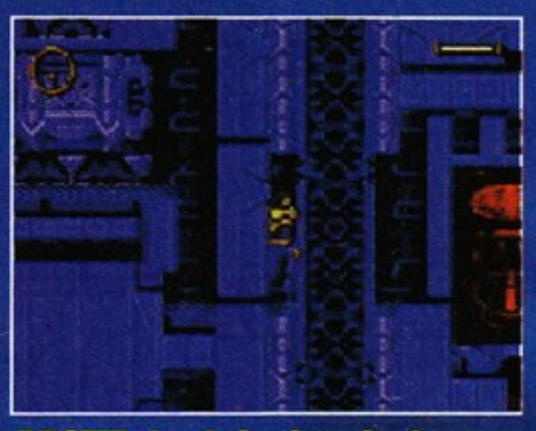
Flashback attack! Fans of Flashback or Blackthorne will immediately recognize and breeze through this game. Generations Lost should have been called Imagination Lost, since everything in it has appeared in side-view platform games before.

Generation Gap

In Generations Lost, you play Monobe, an unassuming Fabio look-alike, who goes off in search of a world that used to exist. As the story progresses, you find that the world was run by Kharpanters (carpenters), and people who worship a small glowing box that spews information. These former inhabitants of your jungle world have left a series of traps for you to figure out so that you can progress.

PROTIP: If you aim for a branch or ledge and your gun doesn't fire, try another part of the branch or search the area for a super Erad recharger.

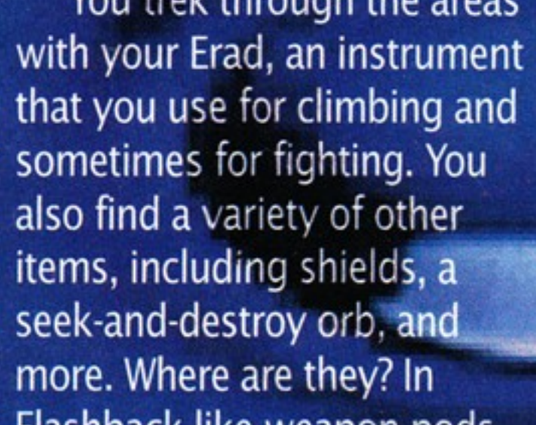
PROTIP: These triangular pods give you the ability to web-swing through a stage. Try changing direction in midswing to advance to other levels.



PROTIP: Look for breaks in structures or walls for entrances to hidden areas. This one in the Generator level leads to an extra life.

You trek through the areas with your Erad, an instrument that you use for climbing and sometimes for fighting. You also find a variety of other items, including shields, a seek-and-destroy orb, and more. Where are they? In Flashback-like weapon pods. Getting them (and getting to them) isn't hard at all.

Although most of the humans are gone, you'll fight the mutants that stayed behind. The backgrounds take you from the pale and undetailed jungle into various factory settings, which are cluttered by detail. They're nothing to write home about.

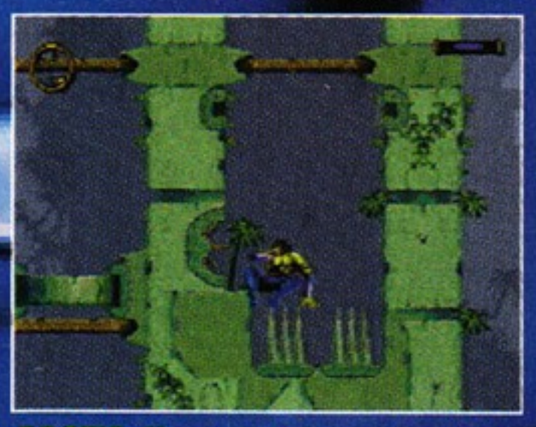


PROTIP: Be careful of these stone floor traps. When you step on them, a spiked boulder will fall directly from above.

Lost and Found

The main character sprite is a big 'un, with great detail and nice coloring. His movements are a little stiff, and his roll move, though similar to the roll move in Flashback, is not as smooth. He faces standard enemies, and, even worse, there aren't any end-level bosses.

The generic music is mixed with some good jungle noises,



PROTIP: You must come back to release this trap a second time to advance to the left.

PROTIP: You must memorize the sequence on these door locks, then press Button A, B, or C accordingly, along with Left or Right on the joypad.

but the sound effects throughout the rest of the game are no big deal. Grunts, groans, and mutant yells all lack flair and substance.

Generating a Loss

Gamers who thought that Flashback or Blackthorne was too long will enjoy this game. Generations Lost is a lot like diet soda: a little light, but eventually you're going to want the hard stuff again. G

PROTIP: Can't get past this area? Shoot up at the rock, which will shake and fall.

Genesis Game ProFile

Generations Lost

(By Time Warner Interactive)

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

If you played through Flashback or Blackthorne, skip Generations Lost. The similar game play and graphics may win over the uninitiated, but they won't draw the real platform pros.

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	3.5	3.5	INT. Intermediate

Price not available	1 player
16 megs	19 stages
Available December	Multiple views
Action/adventure	

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PROREVIEW

Genesis

By Scary Larry

Fans of the fearsome threesome – Yakko, Wakko, and Dot – can rejoice: Animaniacs delivers the goods. But most fans are under the age of ten, and the game play is aimed toward them.

Side by Side by Side

The game follows the adventures of the Warner Brothers, Wakko and Yakko, and their sister, Dot. They've been imprisoned in a water tower on the WB set since 1930, and now they're loose, wreaking havoc on the various sets and trying to collect movie-related items so they can open up a memorabilia shop.

You control all three Animaniacs, using Button C to switch between them. Each character has their own special attack (for instance, Yakko whacks enemies with his paddle ball), which they use to knock off a very funny supporting cast, including Dr. Scratchansniff and some Mafioso pigeons, the Good Feathers. The game takes you into a Western set, a space movie, and even a dinosaur flick. The stages require strategic thinking and the skills of all three Animaniacs, so you'll never go through any stage using just one character.

PROTIP: Yakko is the only maniac who can move boxes. He can also pull boxes. Try separating these two boxes so you can fill the gap to the right.

PROTIP: To cross this bridge, unlock the detonator in the upper-left corner.

PROTIP: You don't have to eliminate Ralph to progress. Just stun him with Yakko's Paddle Ball and move on.

PROTIP: Having trouble getting past a certain obstacle? Dot's Kiss has a multitude of effects.

Cartoon Craze

The very cartoony graphics are well suited for this game. The detail in the backgrounds is reminiscent of Buster's Hidden Treasures, and each move glides smoothly. The detail even shows up in the characters' expressions.

The hilarious and wacky theme music from the show accompanies the game, but it quickly gets annoying. There are no voice-overs for the characters, which is also a loss, and the standard sound effects rarely make it past the ho-hum level.

Controlling the characters takes a little practice. While switching between characters is no problem, making the precise jumps can make you manic. Once you get the controls down, however, the rest of the game is easy.

PROTIP: Be careful of floodlights. They're temporary and will disappear from under you.

PROTIP: Follow these logs to the bottom of the waterfall to find the switch.

Fanimaniacs

The game is a side scroller with less action than adventure: There's not a lot of enemy bashing or set crashing. It's more strategy oriented, requiring you to think about what to do next rather than just blast through a level. Konami's return to side scrolling (after the dull Acme All-Stars) is reason enough to rejoice.

PROTIP: Use Wakko's hammer to set switches and light bombs or fuses.

If you're a fanimaniac, then this lineup of wackos is just as good as the cartoon show, but it's an acquired taste. Animaniacs will keep your sides hurtin', but not your thumbs. G

Genesis Game ProFile

Animaniacs

(By Konami)

GA – General Audiences (Rated by V.R.C.)

Cute, detailed graphics and simplistic game play make this cart a great gift for younger gamers. Older players, however, may find the Animaniacs annoying.

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	3.5	4.0	INT.
				Intermediate

Price not available	1 player
8 megs	4 sets
Available November	Side view
Action/adventure	Multiscrolling

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PROREVIEW

Genesis

VIRTUAL BART

By Bonehead

If you like Bart on TV and you liked him on the SNES this fall, you'll still like him on the Genesis this winter. Humorous adventures await this bad-boy hero.

PROTIP: Steer toward clocks as you navigate down the water slide.

Simpsons Saga

On the Genesis, Bart gets into the same dilemmas he encountered on the SNES. A science-fair project sends Bart careening into six virtual worlds where he becomes a

PROTIP: Wait for students to cluster together on the path before you hurl tomatoes.

creature of each world. He transforms into a Bartosaurus fighting through prehistory, a Road Warrior road-rashin' down a bleak futuristic landscape, and a Bart Pig hopping and bopping through a pork factory.

The humorous variations on Bart, different game play (including behind-the-Bart racing and a shooter level), and cameos of *Simpsons* nitwits all combine to keep the action intriguing and funny.

The controls don't ask much of you – most levels use only one button for jumping and throwing. But on-screen, that one button press translates into effective action, as when Bart accurately slaps his dinosaur tail. Targeting the tomatoes he throws at school takes some practice, though.

Eye Caramba!

Clean, clever graphics generate instant eye appeal. Every-

PROTIP: Point Bart at the top square when it's lit with a corn dog, and he'll get an extra life.

thing from the way Bart moves as a baby to the way prehistoric Homer runs closely follows the TV show, and you'll swear you've seen these

PROTIP: You spend most of your time dodging big enemies in the bike-race program, but watch for smaller obstacles and power-ups to appear.

backgrounds in an episode. The graphics are just about up to the SNES's high standards.

Even better are the sounds. You hear a wide range of Bart-isms, along with noises and voices from other goofball characters. On the Genesis, the sounds are actually a little richer, and those dinosaur roars would fit right into *Jurassic Park*. Thematic music effectively drives each level.

PROTIP: Send Baby Bart swinging up into the treetops to find helpful items.

PROTIP: In the second part of the Dino Bart program, listen for falling rocks. You'll get a split-second warning before they hit.

PROTIP: Dino Bart rides the rocks without taking damage.

Don't Have a Cow, Man

Basically the same game as the SNES version, this one gets almost identical ratings. Likewise, its challenge will keep intermediate players busy for a while. Both VBs stand out as the best Bart games yet because of the sheer variety of activities they offer. There's nothin' Krusty here! G

Genesis Game ProFile

Virtual Bart

(By Acclaim)

Rated by V.R.C. GA Appropriate for all audiences. General Audiences

Virtual Bart is virtually identical to the recent SNES game: Solid game play, super voices, and TV-true graphics add up to a Simpsonsational game.

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

Price not available	1 player
16 megs	6 programs
Available now	Multiple views
Action/adventure	Multiscrolling

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PROREVIEW

Genesis

MAXIMUM CARNAGE

By Mister Blister

SNES gamers have already sampled Acclaim's Maximum Carnage, and now the game swings over to the Genesis. All the graphics, features, and fighting action are identical on the Genesis version – unfortunately, so are the drawbacks that made this only an average SNES game.

Spider Stats

Maximum Carnage is a one-player cart that enables you to fight as either Spider-Man or Venom against unending waves of street goons and infamous Marvel supervillains like Shriek and Doppleganger.

As on the SNES, all action is viewed from a third-person, side-scrolling perspective, with you brawling against urban street gangs over and over and over again. Whether you're Spidey or Venom, your only weapons are your spider-quick reflexes for punching and kicking, plus some wall-crawling and web-slinging moves. Controlling these basic moves is easy, but their repetitive use soon makes this game tedious.

The startup sequence puts an entire comic book on-screen!

PROTIP: Save your webbing for long-distance opponents, since you may not have time to shoot webs if enemies get close.

PROTIP: Keep your back covered by jumping around to manuever the opponents to your front side.

PROTIP: Only Spidey can cling to walls. Use this tactic to take a break from the action or realign your opponents.

PROTIP: Follow your spider sense to safety!

PROTIP: Take on the amazon fighters with jump kicks. Beware their whiplike hair!

Genesis Game ProFile

Maximum Carnage

(By Acclaim)

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

Web strand for web strand, this game is an exact conversion of the similarly titled SNES game. Unfortunately, there's too much repetitive punch-em-up action for it to deliver maximum excitement.

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.0	4.0	3.5	ADV. Advanced

$64.95
Available now
Beat-em-up

1 player
25 stages

The adequate graphics depict large, well-animated character sprites, but most levels share the same brick-wall motif, and a somber palette of colors adds to the game's monotony. A minimalistic audio offering – a few fight sound effects plus a tinny rock soundtrack – doesn't add much or enhance the game play.

Spidey's Seen Better

Although it's not a bad game, Maximum Carnage just doesn't approach the expectations built up by the reputations of its famous stars. Acclaim has produced some very entertaining Spider-Man titles in the past, and it probably will again. But Maximum Carnage simply isn't maximum fun. G

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Genesis

TOP GEAR 2

By Sarah Nade

The acclaimed Top Gear series continues with moderate success. It's still good, but more advanced driving games have passed it by.

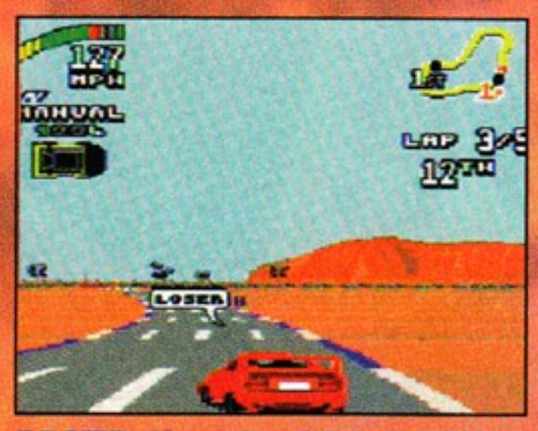
Kick Some Asphalt

TG 2's racing is familiar, fast, and fun. You steer a high-revving muscle car down forward-scrolling highways, with

PROTIP: Hit the barrels at slow speeds, and you spin out. Hit 'em at high speeds, and you rock-n-roll!

power-ups and obstacles waiting ahead. As in last year's SNES game, you get a lot of tracks to race on: 64 in all, set in 16 countries with varying weather.

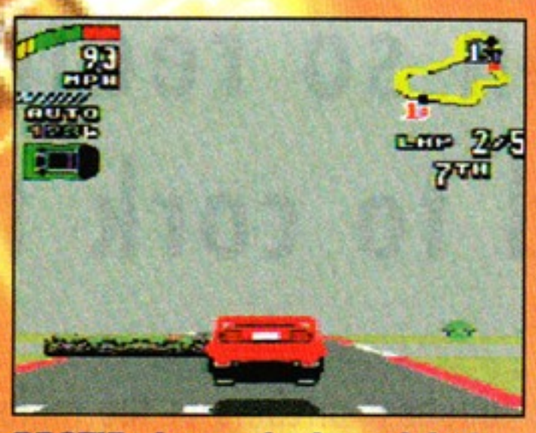
With the responsive controls, you can weave through traffic effectively and burn rubber with the Nitro button to jam to the front. You'll be thankful for the solid controls, because you must change your driving style to match the course conditions – for instance, your car gets squirrelly on the slick, rainy highways. One main control drawback, however, is the limited ways you can alter your car's configuration, which diminishes the variety of play.



PROTIP: If you're driving with a manual transmission, downshift around corners to slow yourself.

2 Live Pit Crew

The graphics will impress and annoy you. The large cars have good details, such as Nitro flames and exciting flips, but the landscape is flat and undetailed. The decent sounds are highlighted by impressive engine rumbles and tire screeches.



PROTIP: Jumps look cool, but they can slow you down. Steer around them if possible.

Sophisticated drivers will want to steer elsewhere if they want lots of complicated options. But for simple, straightforward fun, Top Gear 2 still qualifies. G

Top Gear 2 By Vic Tokai

Graphics	Sound	Control	FunFactor	Challenge
3.5	3.5	3.5	3.5	ADJ. (Adjustable)

Price not available
8 megs
Available now
Driving
2 players

Behind-the-car view
Forward scrolling
Passwords
Sega rating: GA

THE LAWNMOWER MAN

By Captain Squideo

Lawnmower Man combines run-n-shoot adventure, hypnotic first-person flights, and brain-teasing puzzles. There's something for everybody in this fun game.

Kick Some Grass

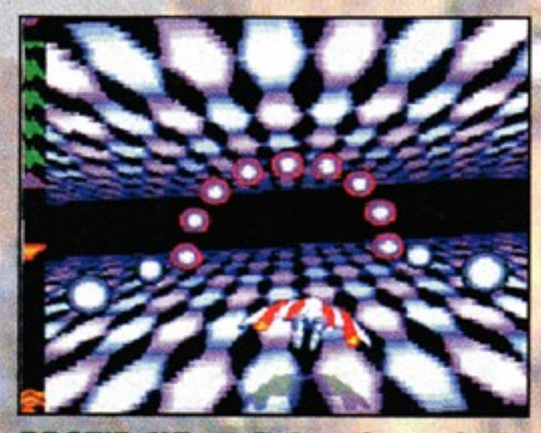
As in the movie and previous SNES game, a simple-minded gardener receives virtual-reality treatments and becomes a mad genius. You're a scientist trying to stop his evil plans, a challenge that's easier here than it was on the SNES.

PROTIP: Your first portal is on top of the two-story building. Shoot it until it turns green and walk in to gain access.

PROTIP: A computer terminal hidden to the left of Del's in Suburbia challenges you with quick puzzles. Answer this puzzle with the second square from the right in the bottom row.

In the six levels, you face waves of enemies and occasional large bosses, all of which die fairly quickly. The VR sections which send you flying into colorful worlds where you dodge obstacles and shoot targets, make Lawnmower Man stand out.

The quality of the controls varies. In the above-average run-n-shoot levels, you have a lot of tools to work with, and they perform well. You shoot accurately, high-jump easily, and solve brainy puzzles at computer terminals. Controlling your VR flights takes practice because you can't steer accurately enough to dodge obstacles.



PROTIP: When flying through the Cyber Run, don't touch the sides and don't fly into the turbo rings.

Cut to the Chase

The graphics inconsistently mix the clean polygons and stunning colors of VR worlds with tiny sprites in the run-n-shoot levels. Fortunately, the sounds effectively create the right sci-fi mood.

You don't have to be a fan of the flick to enjoy this game. This Lawnmower is sharp! G

Lawnmower Man
By Time Warner Interactive

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

$59.95
8 megs
Available now
Action/adventure

2 players
6 levels
Side view
Sega rating: GA

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NYR
Not Yet Rated

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Sega CD

ANDROID ASSAULT

By Captain Squideo

Android Assault brings decent Super R-Type shooting action to the Sega CD. However, ace shooters will wonder why Sega brought something so old-fashioned to disc.

Rebellious Assault

The Xias are attacking human colonies around the galaxy, with Earth as their ultimate target. You fly into action with the swift Bari-Arm, a spacecraft that morphs into a cyborg. The fight sends you side-scrolling

PROTIP: The flicker of this mechanical crab's body signals that a broad energy wave is imminent. Dash to the top or bottom of the screen to dodge it.

from Jupiter to a Xian colony, with battles underwater, in asteroid fields, and inside the Xian Flagship.

This kind of shooter looks familiar because it utilizes the kind of game play that's been perfected over the years. With other more sophisticated shooters available on disc (especially Rebel Assault for the Sega CD and Shock Wave for 3DO), Android Assault seems awfully dated. You shoot from the left as small quick enemies and big slow bosses approach from the right. Power-ups float toward you, and you zig-zag through narrow metal tunnels. Sure,

PROTIP: Slide right in between this enemy's twin shots and take him out with one power-up shot.

it's a little faster than an R-Type or Darius Twin, but basically you've been there, seen it, shot it. Right, space aces?

Star Tours

The controls will feel familiar to experienced players. You accurately navigate your ship through the passageways, blasting away with a single weapon that charges up if you wait. There's no switching to alternate weapons, which keeps the action simple. One

PROTIP: The Stage 1 boss moves slowly, so use the available time to let your weapons charge up to their triple-power level.

PROTIP: Enemies often aim their shots at the floating power-up icons, so be careful as you dash in to snag them.

control drawback is the annoying way your ship often restarts directly in the line of fire when you die, giving you no chance to dodge incoming shots.

The graphics might attract novices, but veterans will recognize these space wars from other games. The big metallic crabs, the lumbering mechanical bosses, and the sci-fi industrial settings are all pretty standard.

PROTIP: Don't hold down the fire button indiscriminately. You won't be able to see all incoming shots and power-ups.

The sounds are equally recognizable. In addition to the requisite hard-charging music, voices call out the new weapons and power-ups, though they're sometimes hard to understand.

Sure Shooter

If you're a gonzo gamer who has to have every shooter ever made, then lift off with Android Assault. On the hardest setting, it'll be a good challenge. But will it be good, innovative fun? Only the rawest rookies will experience that. G

Space Scenes

Sega CD Game ProFile

Android Assault

(By Sega)

Rated by V.R.C. GA Appropriate for all audiences. General Audiences

Android Assault's shooting action is solid, but it'll look very familiar to veterans of traditional shooters like the R-Type games.

Graphics	Sound	Control	FunFactor	Challenge
3.5	3.5	3.5	3.5	Adjustable

$49.99	2 players
CD	7 stages
Available now	Side view
Shooter	Side scrolling

EXCLUSIVE TIP CARD

Hints and Tips:

Use the Knuckleball to grab items on the other side of solid walls.

Rebounder ball slammed under walls can ricochet up and hit switches.

Each of the Bosses has a vulnerable area and a nemesis ball.

Check any suspicious-looking walls or floors for signs of weakness.

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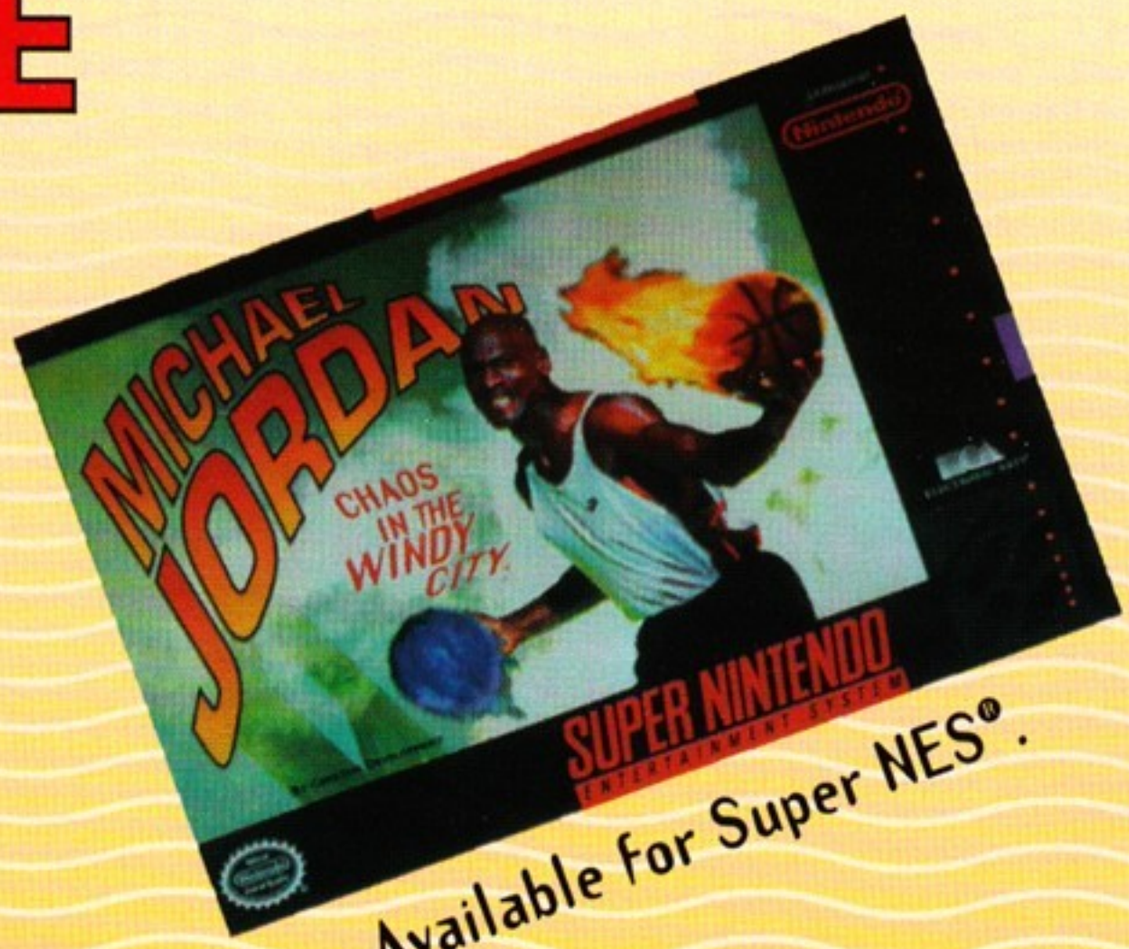

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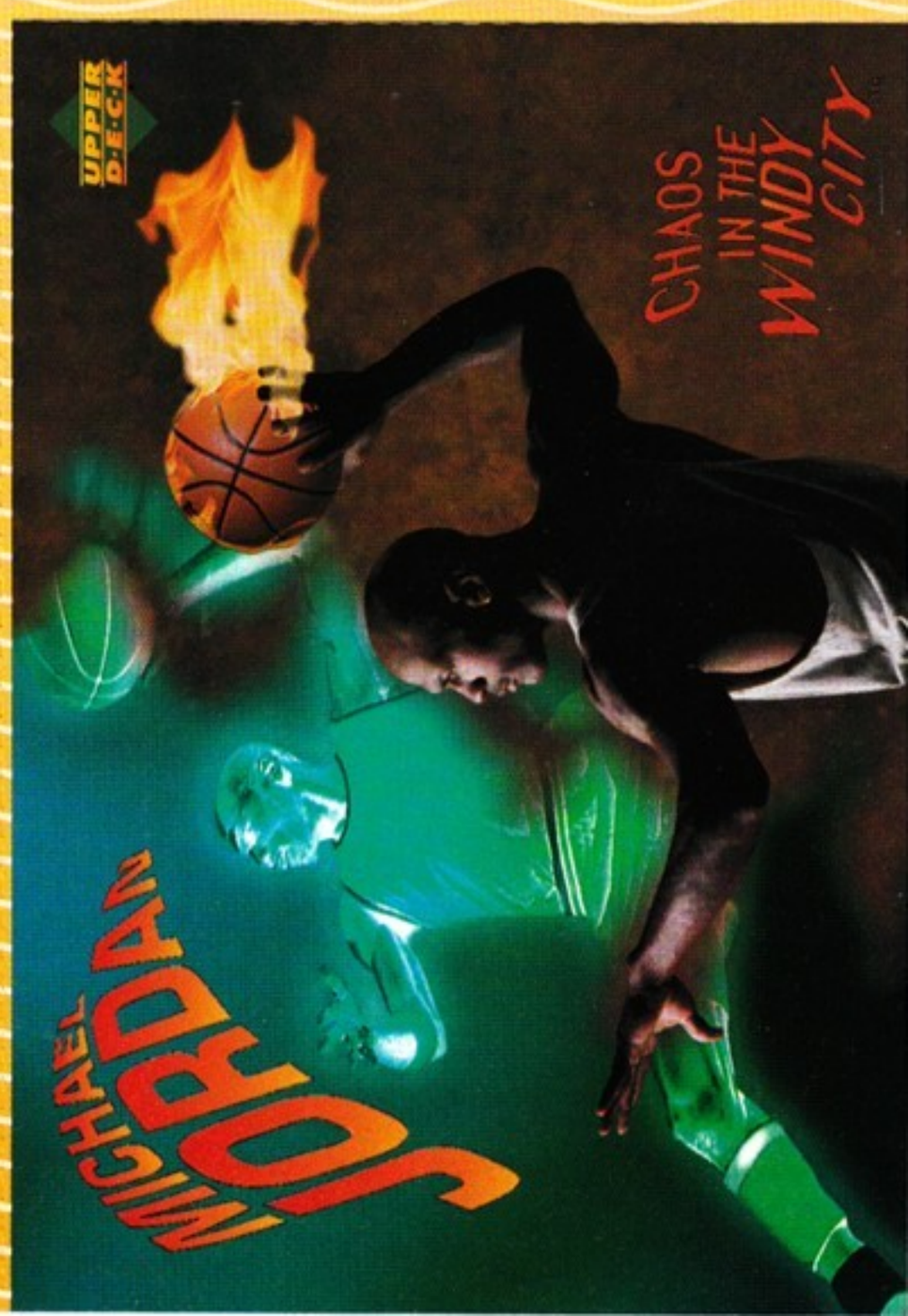

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Dr. Max Cranium, twisted genius, has kidnapped an entire all-star basketball team, intent on mutating the players into his own super-powered Bad Dream Team. Only Michael Jordan, with his astounding strength and uncanny agility, can rescue them!

PRO STRATEGY:

Use frozen enemies as stepping-stones to access otherwise-unreachable areas. They thaw quickly, so you'll have to move fast!

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ICEBALL
REBOUNDER
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FIREBALL
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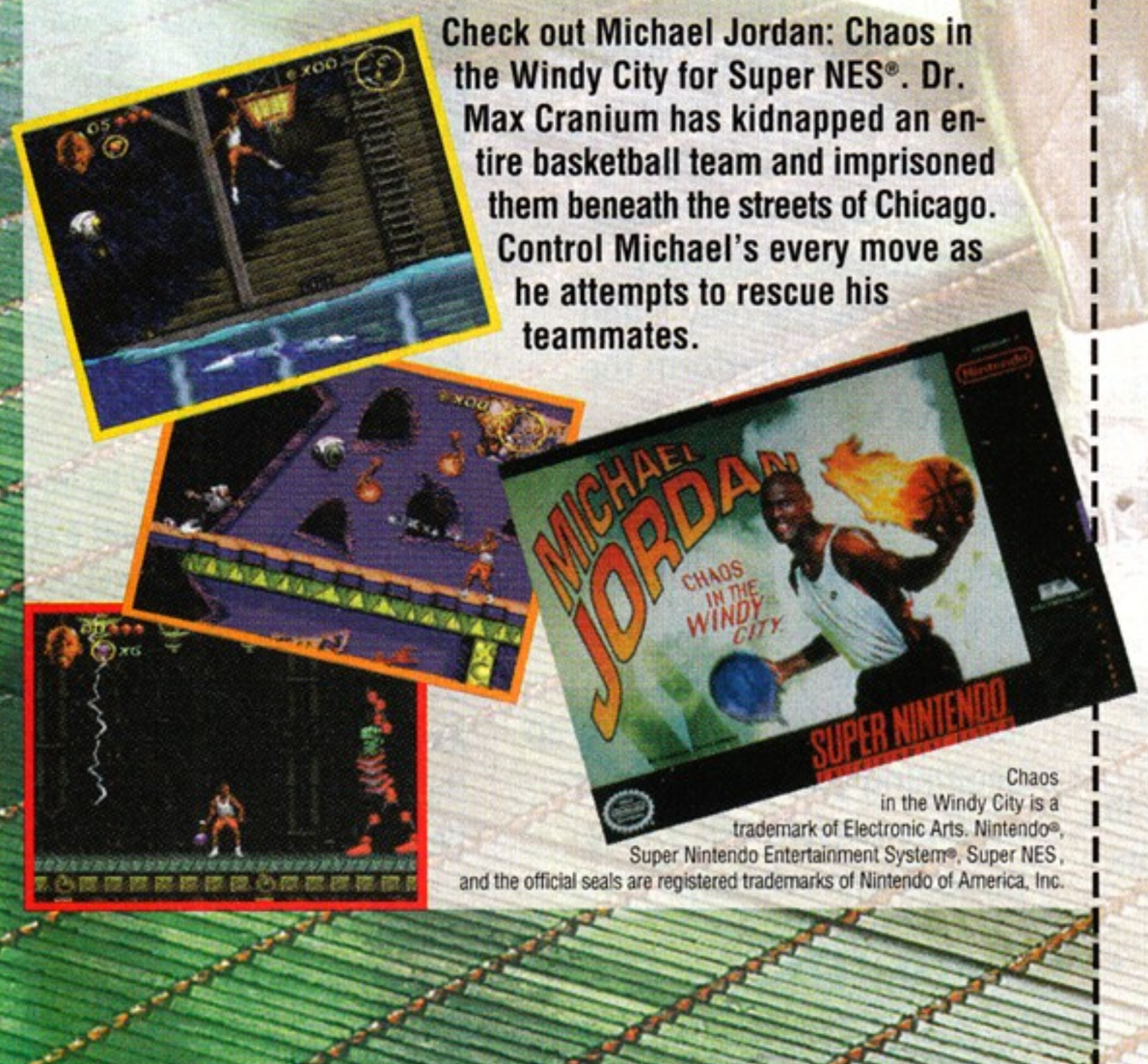

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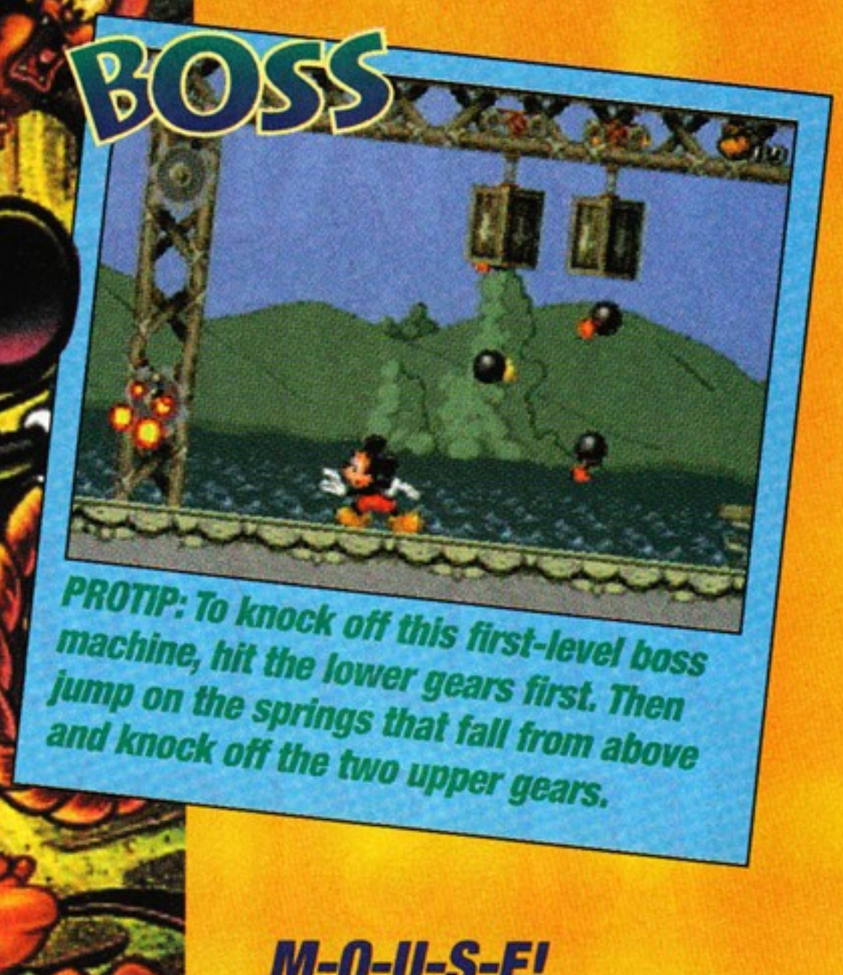
Sega CD

MICKEY MANIA

THE TIMELESS ADVENTURES OF MICKEY MOUSE



PROTIP: To knock off this first-level boss machine, hit the lower gears first. Then jump on the springs that fall from above and knock off the two upper gears.

By Scary Larry

If you're not a fan of everything Disney, you may want to save your bucks for more mature titles (like Earthworm Jim). But if you enjoy animation as much as game play, Mickey Mania is for you!

Cartoon Capers

The game's story line remains the same as it was in the previous versions. Mickey must find his former selves from different cartoons to help him battle Pete. He uses marbles and his own derriere as weapons. Pete sends out enough enemies to keep him busy, too, including a collection of skeletons, ghosts, a rampaging moose, and, in the end, Pete himself.

PROTIP: The elevator doesn't stop only at this level in the Doctor's labs. Get off, then get back on and ride up one more level for a surprise.

The cartoons start with the debut flick, *Steamboat Willy*, and end with the '90s toon, *The Prince and the Pauper*. In between you'll see *Lonesome Ghosts*, *The Mad Doctor*, and *Mickey and the Beanstalk*.

PROTIP: In the Bonus Stage, wait until the boxes swoop down close before you jump.

PROTIP: Knock off weasel guards before you jump. They're pretty accurate with knives.

Classic Disney

The graphics in Mickey Mania Sega CD are slightly better than they were in the Genesis version, featuring additional animations for Mickey, the Mad Doctor, Pluto, and others. The backgrounds and character sprites are topnotch recreations of the classic cartoons.

PROTIP: Jump on these stumps to make the Beanstalk grow.

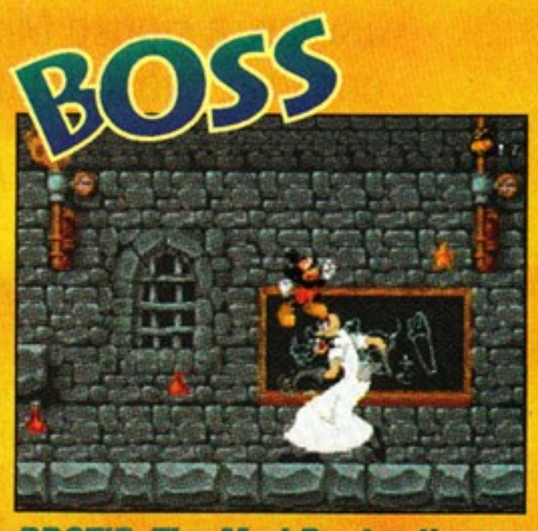
The music has been enhanced with additional commentary from Mickey, using 60 voice samples recorded by the only living actor who can perform the voice of Mickey Mouse.

Control is a little mousy. Mickey gets only four hits before he expires, although he'll take a lot more in any given scene. Some leaps of faith and tricky areas may trap beginning gamers, but intermediate players will scurry through immediately.

M-O-U-S-E!

Mickey Mania's levels are very short, though, so you won't have to sweat your whiskers too much. You won't be challenged, either, because the computer A.I. is easy to beat. With the inclusion of an extra level, this CD game makes a great addition to any die-hard Disney fan's library. For gamers looking for a tough challenge, though, Mickey might be a little cheesy. G

PROTIP: To advance here in Steamboat Willy, knock off Pete with marbles, then jump on his stomach to climb the boxes.



PROTIP: The Mad Doctor throws beaker bombs. Avoid the bombs and nail him with marbles, even when he's off-screen. Jump and butt him to get at the stars above the chalkboard.

Sega CD Game ProFile

Mickey Mania

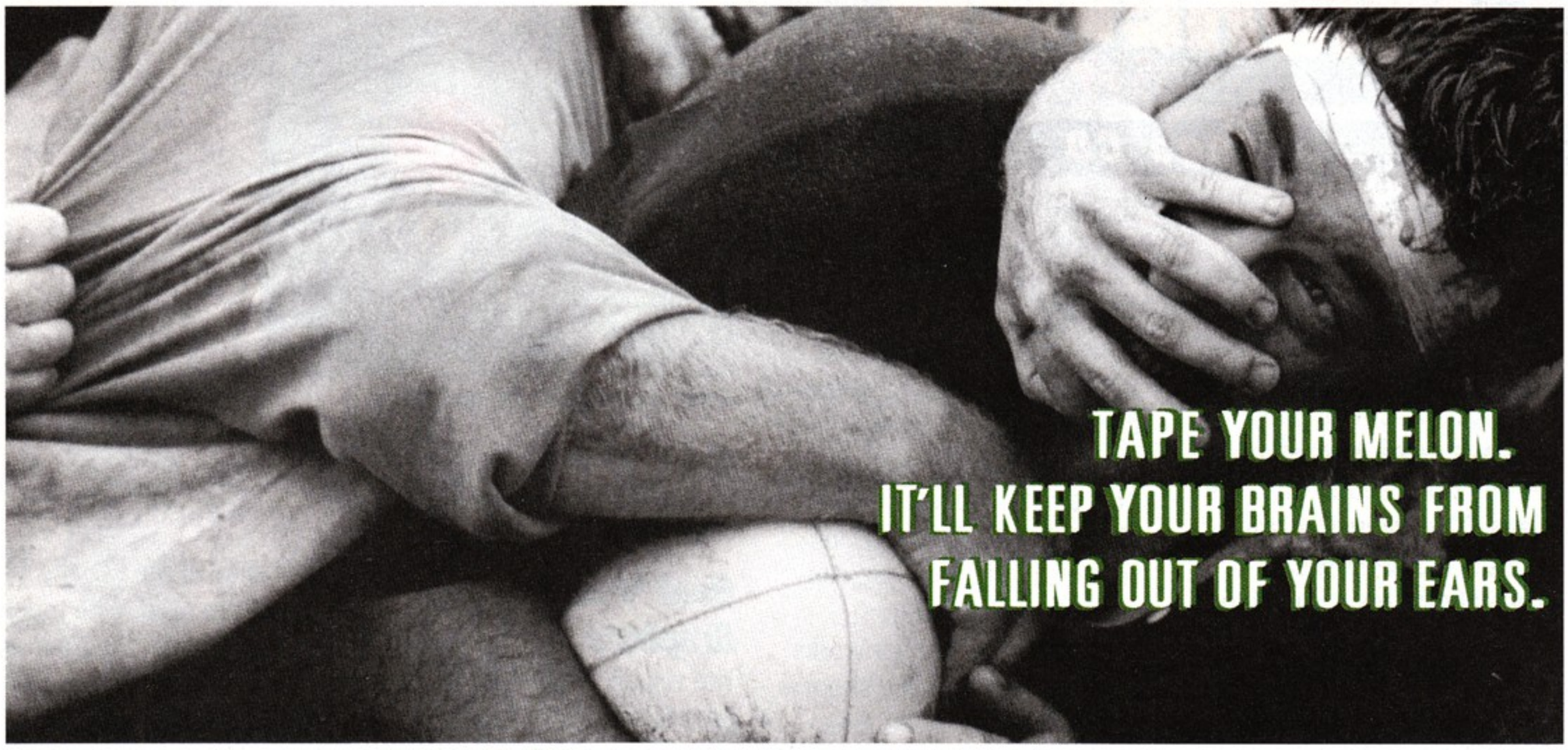
(By Sony Imagesoft)

Rated by V.R.C. GA Appropriate for all audiences. General Audiences

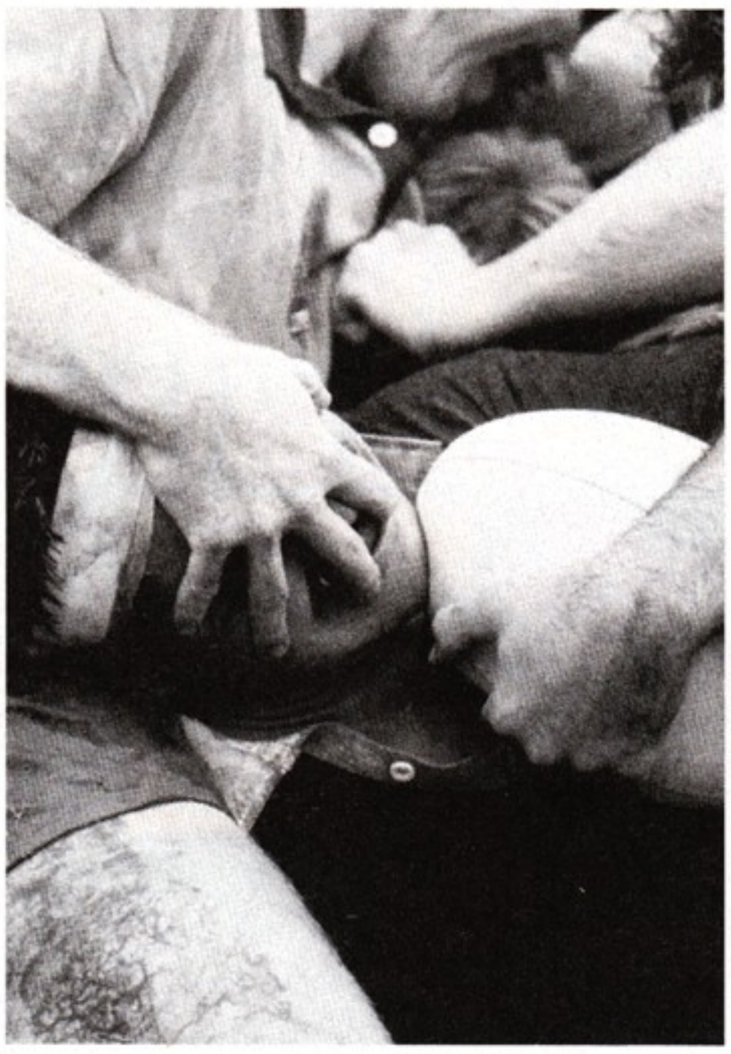
Mickey makes magic again in Mickey Mania for the Sega CD. This one sounds, looks, and plays better than the other two versions for the SNES and Genesis.

Graphics	Sound	Control	FunFactor	Challenge
4.5	5.0	4.0	4.5	INT.
				Intermediate

$59.95	1 player
CD	7 cartoons
Available now	Side view
Action/adventure	Multiscrolling



Detailed player modeling lets you see it all, whether you're scoring the match-winning try or just getting mauled on the pitch.



The planet's top 30 teams knock heads in RUGBY WORLD CUP 1995, the biggest prize of them all.

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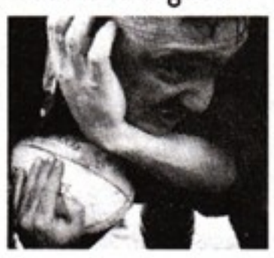

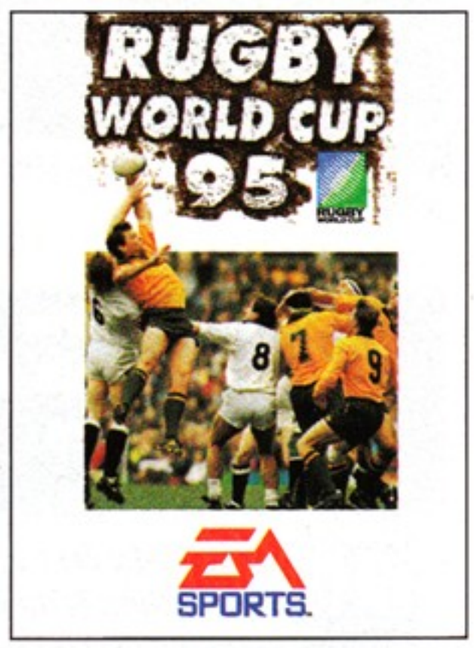

Jump for line outs, lead crunching rucks, flatten scrum halfs and discover another hundred or so moves you didn't even know you had.

GENESIS

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Sega CD

By Slo Mo

To make a good sequel, Konami must believe in going to the source. For the original Lethal Enforcers II, a great gunfightin' Genesis game, Konami revisited the wild, wild West. On the Sega CD version, Konami revisits the Genesis cart. Lethal Enforcers II: GunFighters for the Sega CD is an exact port of the Genesis version, which means you pack a mean six-shooter in a rootin', shootin' '90s version of Cowboys and Indians.

Draw!

GunFighters is a basic blast! You pack a blue Konami Justifier light gun on your own or form a posse with a pal, if they don't mind usin' the pink shootin' iron. Naturally, GunFighters is all about gun control...uh, make that gun controller. The Justifier works great, and if point and shoot is your "idear" of a good time, LE II's a gunslinger's dream.

This game is tough on the trigger finger because the opposition comes gunnin' for you in an endless stream. The desperadoes jump from behind barrels and bushwhack you from windows. They're a-ridin' hosses and a-holdin' hostages. The first-person shootout rages across five levels in the usual Western locales, including a bank, saloon, and stagecoach.

If you get weary of your revolver, you can upgrade your firepower by shooting gun icons for double-barrel shotguns, Gatling guns, cannons, and, of course, a two-gun rig. The new firearms do a good job, but you lose 'em when you get drilled.

Bullet holes means they got ya!

Real "Purrty" Graphics

The visuals are handsome, despite the grainy Sega CD look. The digitized bandits give you good-looking moving targets. The train and the stagecoach shootouts, which are on the move, look particularly slick. Other sharp pixels include daggers hurling into the screen and some cool bullet-holes when gunmen fill you full of lead.

PROTIP: For two-player gunfights, concentrate your fire on one side of the screen while your sidekick takes the other.

PROTIP: Some special weapons can be reloaded.

PROTIP: Shoot anything that looks like it might contain a special weapon.

PROTIP: Watch out - some bad guys don't wear masks.

Thanks to the CD, the sounds are solid, with much more voice than the Genesis version. The effects feature cool ricochets, and each weapon has a unique blast. Your audio treat is classic cowboy dialogue: "Take that, varmint."

Reach for the Sky

This time, Lethal Enforcers is II much! If you're itchin' for a serious Sega CD gunfight, you're headed for a showdown with GunFighters. G

PROTIP: Shoot off-screen regularly to keep your gun loaded.

PROTIP: Don't shoot the sheriff.

PROTIP: Innocent victims are hard to see behind the teller cages in the Bank.

Sega CD Game ProFile

Lethal Enforcers II: GunFighters

(By Konami)

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

Lethal Enforcers II: GunFighters is an outstanding CD shoot-em-up – and you can smile when you say that.

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	5.0	5.0	INT. (Intermediate)

Price not available	2 player
CD	5 stages
Available now	First-person view
Shooter	

The bad guys

PROTIP: The stagecoach shootout gets hot and heavy. Watch for guys behind the coach and don't shoot the horses.

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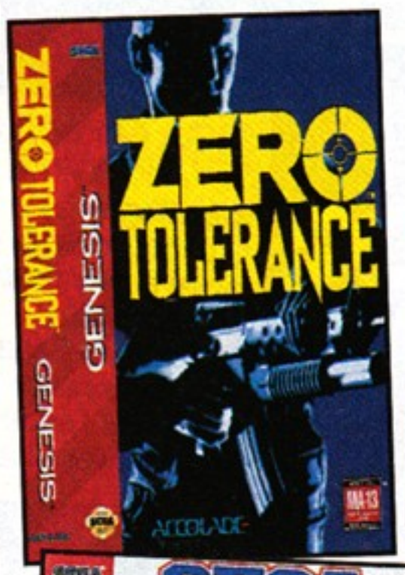

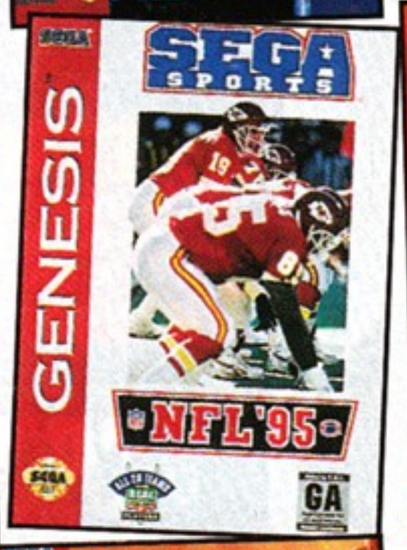

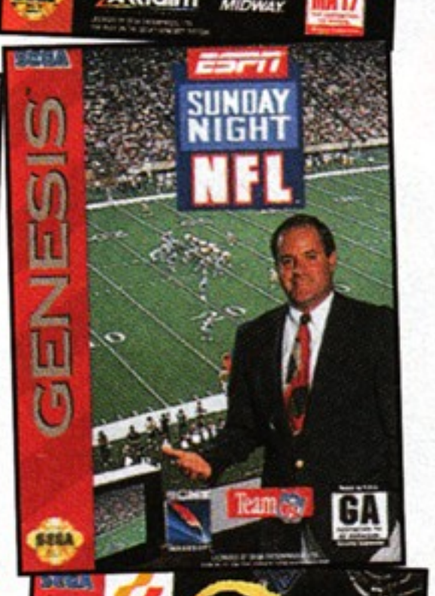

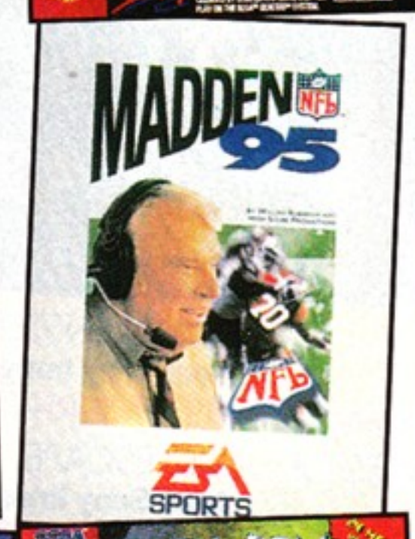

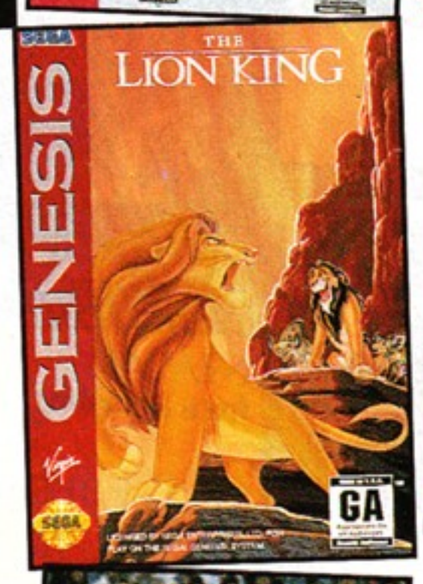

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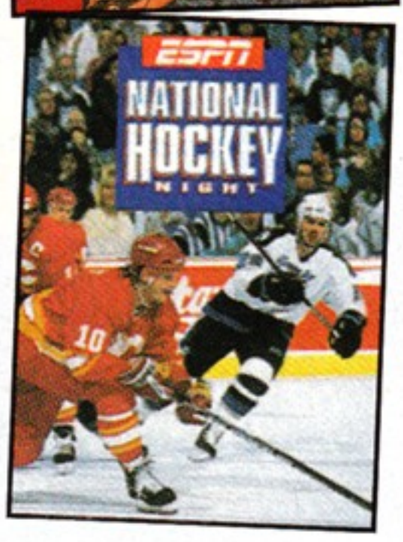

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PROREVIEW

Super NES

By Scary Larry

If any movie series deserves full-blown video game action/adventure treatment, it's *Star Wars*. Super Return of the Jedi is the last installment of JVC's Star Wars video games, but like the movie series, it leaves you wishing for more.

The Force Is With Us

The Empire is reconstructing the Death Star, and the Rebels want to rain on its parade. The problem is, members of the Rebellion (namely Luke, Chewie, and Leia) must find Han Solo first. As you may remember, Jabba the Hut has Solo on ice,

PROTIP: To defeat the Rancor Pit Monster, pick Chewie, stand on the rock to the far left side of the screen, and blast away. Spin whenever the Rancor breathes fire.

PROTIP: This Boss pulls standard charge-and-fire attacks. Jump over him and shoot arrows from the edge of the screen.

so the game's first part deals with locating the Han-sicle in Jabba's Palace. The rest of the game takes place in the exotic Endor jungles (where you play as Wicket the Ewok), aboard Jabba's Sand Cruiser, and in the Shield Generator on Endor. Everything finally ends with a confrontation between the Emperor and Luke.

In keeping with *Star Wars*' multifaceted universe, you encounter many creatures that were minor characters in

PROTIP: To rid the world of Jabba, use Leia. Whip Jabba, but quickly back up when he advances. Jump and spin to knock him off when he gets close.

Return of the Jedi, like Jabba's giggling sidekick, Salacious Crumb. You also see lots of Stormtroopers, pig-faced Gamorrean guards, and a vast assortment of other weird creatures, both mechanical and biological.

PROTIP: There's a two-up loop on the far right of the second level inside Jabba's Sand Cruiser. Use it to pump up your lives to max.

At the beginning of each stage you choose a different character. There are even three versions of Princess Leia (disguised as the bounty hunter, Bousch; in her slave-girl outfit; and as a Rebel trooper), along with Han, Chewie, Luke, and Wicket. Each character has their own weapon of choice and varying life-bar lengths. You must decide which char-

PROTIP: Doing away with the Emperor takes practice and patience. Use the Deflect Force power and hit him when he flies. Break objects in the foreground for more Force power-ups and repeat your attacks until he's dethroned.

Super NES Game ProFile

Super Return of the Jedi

(By JVC)

Only George Lucas could get away with making a video game out of a ten-year-old movie. This last installment of the Star Wars video game series has something for everyone, but not quite enough for hardcore action adventurers.

Graphics	Sound	Control	FunFactor	Challenge
4.5	5.0	4.0	4.5	INT.
				Intermediate

Price not available
16 megs
Available December
Action/adventure
1 player

19 stages
Multiple views
Multiscrolling
Passwords

PROTIP: Use Leia Bousch for the first scene. Her double jump will eliminate most enemies.

acter is best suited for each situation and, if you lose a life, you're allowed to choose someone else (except in the Ewok stage, where you must play as Wicket).

Parallel Universe

Super ROTJ's graphics bring back a lot of memories for Star Wars video game veterans. The Tatooine landscape returns in Jabba's stages (he was, after all, a Tatooine resident in the movie), but there are also numerous similarities between stages in this game and those in previous games in the series, like Jabba's Sand Cruiser and the Sandcrawler from Super Star Wars. The inside of Jabba's Palace also compares suspiciously to the Cantina stage from SSW. The sprites

PROTIP: Use Leia (in her slave attire) inside Jabba's Sand Cruiser. Her spin attack defeats most minor enemies.

are small and undetailed, which is normal for the series, but the end-level enemies are huge and monstrous, which leads to some slowdown.

Once again, the music is the best. Although many voice and sound samples have been recycled from the previous titles, you'll find a couple of new ones, like the Stormtroopers shouting "Stop!" John Williams' music is as uplifting

PROTIP: Shoot behind the large structures in Jabba's Palace to find hidden power-ups.

PROTIP: On Jabba's Sand Cruiser, use the Left and Right buttons to see above and below you for potential trouble.

PROTIP: The first boss outside Jabba's Palace is simple if you play as Chewie. Just shoot at its head, then jump back to avoid the arc of its swing. Spin if the creature gets close.

PROTIP: On Tatooine, kill these alligator-type creatures to get eggs. Eggs contain some great power-ups.

PROTIP: In most cases it's best to use Chewie to knock off the bosses.

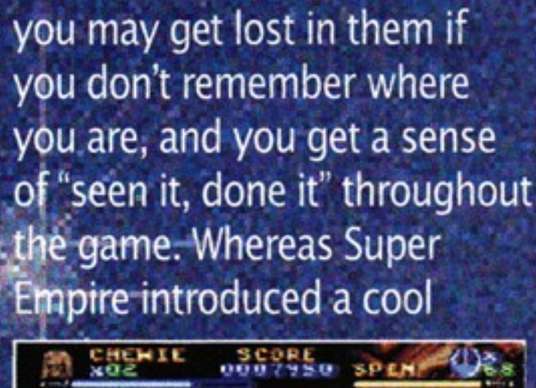
and inspiring as always, and the score perfectly reflects the mood of each stage.

A World Out of Control

Control, which has always been a frustrating factor in this series, continues to be a problem. Difficult leaps of faith are the norm in many instances, which is frustrating and not conducive to the fast action. Switching Force Powers is also time consuming and tricky when playing as Luke, but for the rest of the crew, it's shoot or be shot.

The Empire (Barely) Strikes Back

So what's not so super about Super Return of the Jedi? For one thing, the bosses are so easy to beat that most intermediate players will breeze through them. Also, the levels become repetitious to the point that you may get lost in them if you don't remember where you are, and you get a sense of "seen it, done it" throughout the game. Whereas Super Empire introduced a cool

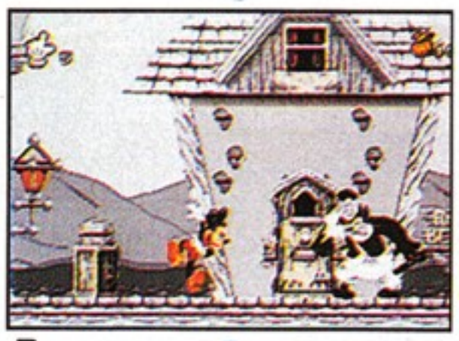


PROTIP: Use Luke against the miniboss in Jabba's Sand Cruiser. Throw the Saber, retreat, retrieve the Saber, then take care of the smaller creatures for hearts.

PROTIP: In the Rancor Pits, check each side of the bone-strewn entrances for power-ups.

rotational Walker sequence, Super Return doesn't really introduce anything new or spectacular. While fans of the movies may think the Jedi juice is still there, serious side-scrollers who expect the excitement of the game to match the movie may think about turning to the dark side of the Force. G

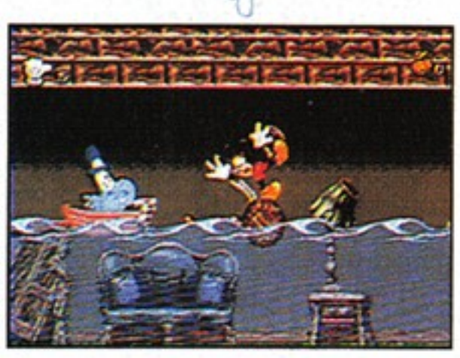
MANEUVER THROUGH SKULL-FLINGING SKELETONS, RAZOR-SHARP BUZZ SAWS, FALLING CLEAVERS, AND A BATALLION OF BATS IN THE MAD DOCTOR'S LABORATORY. LOOK OUT FOR RED-HOT FIRE PITS AND ACID POOLS WAITING TO SINGE YOUR SHORTS!



BEAT PETE IN PRIMITIVE BLACK AND WHITE, SAVE STEAMBOAT WILLIE, AND BRING MICKEY BACK INTO TECHNICOLOR. AND WATCH OUT FOR PETE'S DEADLY FLYING SPIT!

FOLLOW YOUR TRUSTY GUIDE DOG PLUTO IF YOU WANT TO SURVIVE THE MORTAL MOOSE HUNT...

...OR THERE'LL BE NOTHING LEFT BUT A MOUND OF MOOSE-MANGLED MICKEY MOUSE MEAT.



TALK ABOUT UP THE CREEK WITHOUT A PADDLE! THE HOUSE IS FLOODING, YOUR WEAPONS ARE USELESS, AND YOUR ONLY HOPE IS JUMPING BETWEEN BUOYANT BARRELS. NO SWEAT -- EXCEPT YOU'RE BEING CHASED BY GHOSTS IN SPEEDBOATS!

"I don't care how old you are, if you're an action fan, you can't afford to miss Mickey Mania."

-Game Players

"The animation in this game is so incredible, it has to be seen to be believed!"

-Electronic Gaming Monthly

MICKEY MANIA....

Disney SOFTWARE

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"This game is fantastic!"

-Game Informer

A "masterpiece...the game has no flaws... the control is perfect."

-DieHard GameFan

"Top notch animation... perfect!"

-Electronic Games

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THIS IS IT. THE FINAL SHOWDOWN WITH PETE, AND YOU'RE PACKING...MARBLES? YOU'RE GONNA BE TOAST UNLESS YOU CAN GET THE BIG GUY TO BACK HIS FAT BUTT ONTO THOSE POISONED SPIKES! (DID WE SAY FINAL? NOT ON SEGA CD -- YOU "LUCKY" DUCKS GET ONE MORE BONUS LEVEL TO FIGHT YOUR WAY THROUGH -- NOT TO MENTION INCREDIBLE CD SOUND PLAYING AT YOUR FUNERAL!)

.....IT'S BEGUN.

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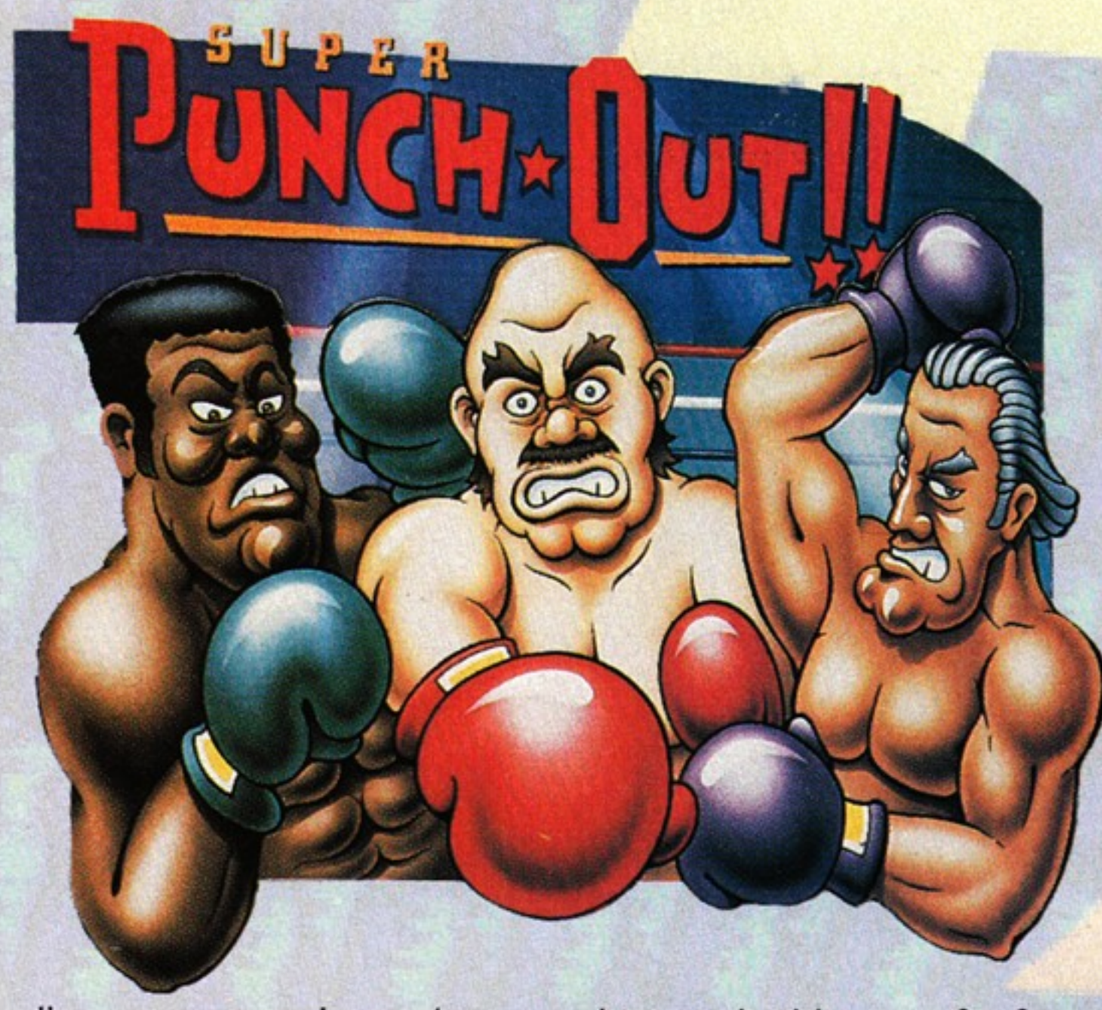
Super NES

Super Punch-Out!!



By Slo Mo

Question: What do George Foreman, Larry Holmes, Roberto Duran, and Punch-Out have in common? Answer: They're all former boxing champs who have come out of retirement to answer the bell one more time. Super Punch-Out, however, is the only one to maintain championship form.

Let's Get Rrrready To Rrrrumble!

If you punched out Punch-Out in the arcades or on the NES, stop reading and just go buy this SNES game! You'll have a blast trading blows and yuks with 16 of Palookaville's finest. Some punch-drunk pugs, such as Bald Bull and Bear Hugger, mount comebacks from earlier versions of the game, and new fighters toss some pretty

PROTIP: Gabby has a weak head but counter-punches continuous head blows.

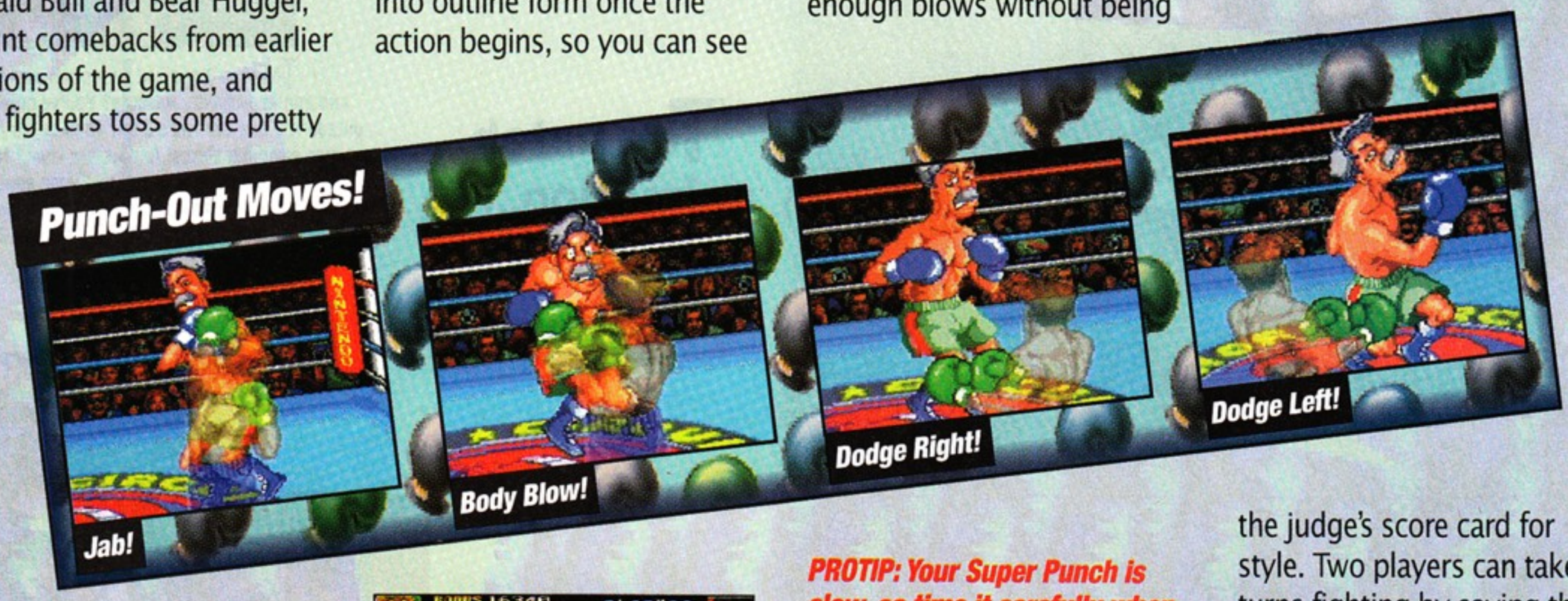
mean fisticuffs in the ring. According to the Nintendo Video Boxing Association Rules, there are no illegal moves or punches.

Boxing Basics

Punch-Out's game play is as basic as a black eye. You toss punches from a behind-the-fighter view. Your bright-eyed, bushy-tailed character fades into outline form once the action begins, so you can see all your opponent's attacks... even if you can't stop 'em all.

At least the crisp controls give you more than a fighting chance. Your standard arsenal consists of left and right body blows and jabs. You can also dodge left and right, duck, and block high. If you score enough blows without being hit, you build power for four Knock Out Punches – Uppercut, Rapid Uppercut, Hook, and Rapid Hook.

If there's a flaw in Punch-Out's features arsenal, it's the lack of an easy-to-use two-player mode. It's a nit-picky call, but it deserves points off the judge's score card for style. Two players can take turns fighting by saving their individual records. However, they each have to reset the game and access their records to do so.



PROTIP: If you beat Dragon Chan's flying kick, he'll try to nail you with standing kicks.

PROTIP: Masked Muscle can be hit just before he headbutts you.

PROTIP: Your Super Punch is slow, so time it carefully when you're ready to use it.

PROTIP: Word balloons by your opponent's corner man give away his strategy.

Heavy Challenge

This fun and funny cart puts up a deceptive challenge. Reaching the final fights is serious finger-blistering fare. Victory moves you through four circuits – Minor, Major, World, and Special – where the opponents get progressively

Super NES Game ProFile

Super Punch-Out

(By Nintendo)

There's no need to fix this super boxing remake. Sixteen fighters means fun of championship caliber.

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.0	5.0	5.0	INT.
				Intermediate

$59.95	1 player
24 megs	16 opponents
Available now	Behind-the-boxer view
Boxing	Battery save

PROTIP: Piston Hurricane succumbs to body blows, but he'll toss a blinding flurry of punches if you can't drop him quickly.

PROTIP: When Bear Hugger spreads his arms, he's about to hit you. Press Down to duck. Then you can nail him in the face.

PROTIP: Dragon Chan takes a good punch. His power meter doesn't drop much when you hit him.

PROTIP: Send Bob Charlie flying with a Knock Out Punch as he spins in with his whirling punch.

PROTIP: Rapidly hit Bald Bull in the breadbasket.

tougher. Intermediate boxers will meet their matches halfway through Major.

Top-Ranked Graphics

Punch-Out's graphics are simple, but they're knockouts just the same. The goofy characters stand tall as super-clean sprites, and the slick animation displays hilarious looks, particularly when someone lands a punch.

The sounds go the distance. Crowd noises and the whack of landed blows juice the game's intensity level. The music, however, calls for a standing eight-count.

Punch In with Punch-Out

This solid, tongue-in-cheek boxing cart's a surefire winner. In fact, Don King's probably trying to figure out how to climb into this SNES ring. Punch-Out is super! G

Head-to-Head with DARK MARK and FRED DREAD

Blockbuster Video World Game Championship winners, Fred Doughty and Mark Guinane, put on the gloves with Super Punch-Out!

DARK MARK

Graphics	Sound	Control	FunFactor	Challenge
4.5	3.5	5.0	4.5	INT.
				Intermediate

Super Punch-Out's definitely for boxing fans who don't mind cartoons with their fighting. The controls are great. They're easy to learn, and you have nearly complete control over your fighters. You'll need it, too, because some of the opponents are extremely tough.

It'll take you a long time to beat this game. Every fighter has his own style of boxing. Your challenge is to figure out his tactics and beat him to the punch. However, once you learn the patterns for a fighter, you have an advantage even though he can still hurt you.

The game's graphics are great. You get huge character sprites, and every fighter has unique movements. The sounds aren't too exciting, though.

I think even players who enjoy fighting games like Street Fighter will like Punch-Out, because it's got plenty of action. If you're any sort of fight fan, go for it.

PROTIP: Just like in the NES version, when Bald Bull drops back toward the ropes he's about to charge in. Nail him with a Knock Out Punch.

FRED DREAD

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.0	5.0	4.0	INT.
				Intermediate

I played Punch-Out once in the arcades, but I liked the regular Nintendo version. Super Punch-Out's the same concept: dodge and punch.

This game's not really hard in the early rounds, but the challenge definitely increases as you go along. The competition's tough because the fighters all have different styles.

The controls respond really well. You have to learn when to dodge and duck, and you also learn from experience.

I like the graphics – they're similar to those in the NES game. The art of the characters is funny, and you notice good details, especially when you hit a guy.

Street Fighter and Mortal Kombat are the top fighting games, no doubt about it, but Super Punch-Out's different. If you're a boxing fan, you'll like this game.

PROTIP: You have to learn how to duck beneath Dragon Chan's flying kick. Get ready as he flies back and forth across the ropes. Don't duck too soon!

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SUPER NINTENDO

POWER

RESET

SUPER NINTENDO

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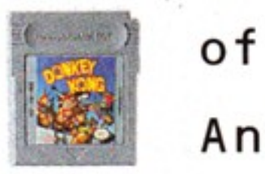

Uhhh... nothing. Super Game Boy is pretty much the coolest thing ever. So get one. And while you're there, pick up new Donkey Kong™, the first Game Boy game to take full advantage of the amazing and mystical powers of Super Game Boy. But don't make Mario yellow. We heard he hates that.

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Super NES

CHAOS in The WINDY CITY

By Scary Larry

Although some gamers may find the excessive commercialization of Michael Jordan an annoyingly bad idea for an action/adventure video game, real platform players will like the variety of game play and intense, complex levels.

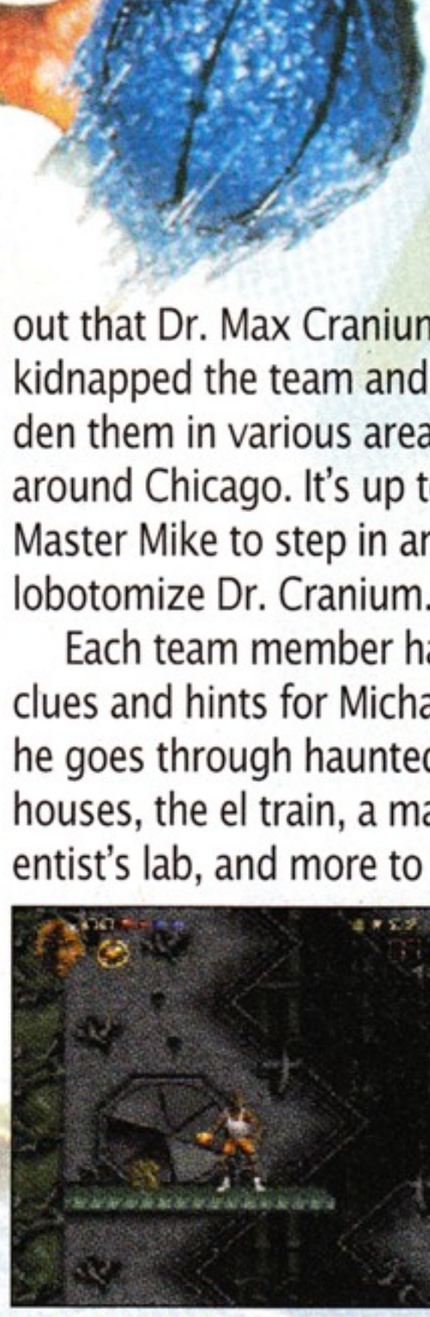
Wanna Be Like Mike

Chaos in The Windy City starts off on a bad foot. The power-ups are Gatorade bottles, Wheaties boxes, and high-top tennis shoes (wonder which brand they are?). This game

PROTIP: Try not to position Michael too close to the edge. He can't throw when he's trying to maintain his balance.

makes Cool Spot look tame with its blatant action/advertisement style. Once you look past all that, though, you find a very playable and fun game.

The story line is pretty hokey. Mike shows up to practice for a charity all-star basketball game and discovers that his teammates have disappeared (perhaps they've gone to do their own video game endorsements). He finds



PROTIP: Almost every wall is destructible.

out that Dr. Max Cranium has kidnapped the team and hidden them in various areas around Chicago. It's up to Master Mike to step in and lobotomize Dr. Cranium.

Each team member has clues and hints for Michael, so he goes through haunted houses, the el train, a mad scientist's lab, and more to find

PROTIP: When you reach the first bonus area in the first Lab (on the far-right side), go to the top and open the left door for an extra man.

PROTIP: Sometimes power-ups and keys are hidden underwater.

Super NES ProFile

Chaos in The Windy City

(By Electronic Arts)

Is it the agent? Mike stars in his own action game, which fares better for him than his baseball career. Chaos shoots, and it's good!

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.5	4.0	5.0	INT.
				Intermediate

$64.95	1 player
12 megs	4 stages
Available December	Side view
Action/adventure	Password

In the graveyard, Firebrand must bust through Belth's claw to recover the Crest of Fire.

Before he may enter the Demon Realm, Firebrand must confront Somulo, the dragon gatekeeper.

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Your spine will tingle as you enter the terrifying Ghoul Realm, where the evil Phalanx has hidden the magical, powerful stones of the Demon's Crest in his plot to form a destructive empire. Their return is up to you and Firebrand, a flame-spitting gargoyle who morphs into unique and powerful forms—each with startling attacks and powers. To restore peace, you must conquer Phalanx and his minions on seven treacherous levels by collecting weapons, gems and treasures. It's a hell of a way to have fun.

CAPCOM®

Firebrand morphs into the Tidal Gargoyle, in an effort to shoot the Holoturion snail.

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CHAOS in The WINDY CITY

his friends. Dr. Cranium also has fans for Mike to meet, including zombies with basketballs for heads, steroid-enhanced point guards, bats, and mech spiders. At the end of each stage, the good doctor throws a boss at you.

To plow through this menagerie, Mike gets basketballs as weapons. His standard ball is enhanced by other super balls that he must find throughout the levels, including flaming basketballs, ice balls, homing balls, and earthquake balls. There are also a number of locked doors, traps, and hidden areas. Mike must locate the keys to doors and solve puzzles to progress.

Strewn throughout the levels are baskets. Yes, baskets, like the ones used in a regular NBA game. If Mike slams home a basket, a power-up is released. Sometimes the baskets perform other functions, like clearing out an enemy, stopping all enemies on-screen, or acting as a save point in the game.

Is It the Shoes?

The graphics in Chaos are decent. From Mike's mug in the corner (which changes expression with every hit) to the detailed and imaginative backgrounds, the game rebounds at every turn. Even Mike's animations, which include two great slam-dunk moves, are wonderful. With such fluid illustration, it's a shame this cart wasn't a sports title.

A generic soundtrack scores the game. The dull hero-with-a-ball music is positively accentuated by a number of good sound effects, including the dribbling ball, creaking doors, shattering backboards, and even voice clips from Air Jordan himself.

The control is certainly a lot tougher than fielding questions from a room full of reporters. Mike doesn't always slam baskets on the first couple of attempts, which is doubly frustrating if an enemy is harassing you. The control problems are further compounded by the two-button-press layup that's required to shoot small enemies (like baby spiders) on the ground.

Heir Jordan

All in all, though, fans of the great MJ will have a ball with this game. Serious action/adventure game players will also like the long and involved levels (four stages with about 20 levels total, and three linear train levels), but young gamers (the bulk of Michael's fans) may find the challenge as hard as signing for under $3 million in the NBA.

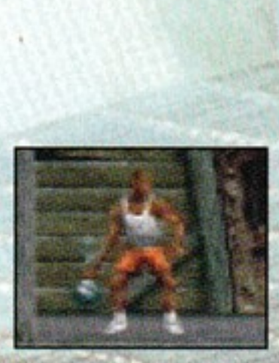
If you want to be like Mike, try Chaos in The Windy City. The long and windy levels will guarantee that you'll want to stay for a while as a guest of Michael Jordan. G

PROTIP: Whenever you find a new powered-up ball, put it away so you don't use a powerful weapon on an easy-to-extinguish enemy.

PROTIP: The ice ball freezes enemies, but it also freezes the floor when you spike it, which slows down the enemy.

PROTIP: The flame ball is strong, but when spiked, it also spreads a river of flames.

PROTIP: Only white knuckleballs can get rid of these out-of-control point guards.



PROTIP: The iron ball is a good, heavy ball, but it can't be thrown far. Spike it, and it explodes.

PROTIP: Some balls have dual roles. The gold homing ball, for instance, tracks down an enemy, but if you spike it, it becomes three balls.

PROTIP: Once you're on a pulley, you can't fall off unless you press Down on the control pad. Get ready to shoot floating enemies while you're riding.

PROTIP: Use the ice ball to freeze an enemy, then another ball will destroy them. This tactic works well against the two mechanical monkeys in the fourth stage.

PROTIP: To knock off the first boss, aim for its head, using all your special powered-up balls. Jump onto a platform when you see it coming for you.

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Ballz

Super NES

By Scary Larry

Although basically the same game as the Genesis version, this Ballz suffers from terminal slowness. Since SNES owners have plenty of good fighters available, Ballz seems a bit flat.

Basic Ballz

The Ballz fighters remain the same. You pick one of eight fighters, battling the others and four bosses in a quest to annihilate the Jester, a maniacal master of ceremonies. The fighters range from a loony clown to a Russian dancer.

The pervasive rudeness of the game remains intact, though the insults seemed more appropriate (and funnier) on the Genesis. The special moves, ball-talities, and morphs from the Genesis version are all here (see ProReview, *GamePro*, October 1994).

Round Mound of Sights and Sounds

The innovative graphics look better than they did in the first game. Each Ballz fighter has a new 3D look, with enhanced rendering and well-illustrated moves. But they must have been programmed to move like a law through Congress...slow, steady, and without much pizzazz. The backgrounds, which match the fighter with the better record, look a lot better.

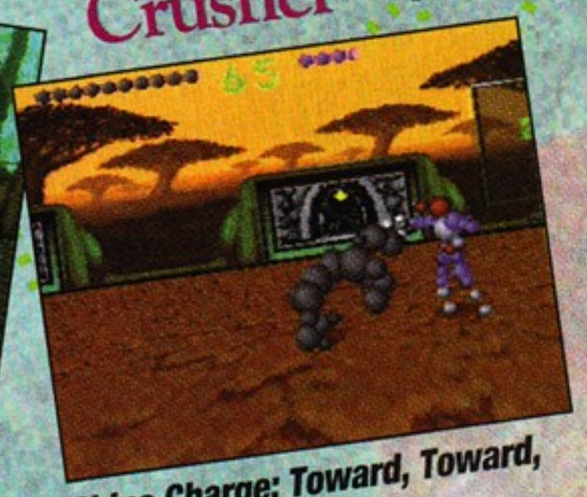
Kronk

Lober Loogie: Charge Back, then Toward, then press Button Y.

Yoko

Leg Swing: Charge Up, then Down, then press Button B.

Crusher



Rhino Charge: Toward, Toward, Toward.

PROTIP: See our October 1994 issue for tips and tricks on beating Ballz. Better yet, check out SWATPro's awesome strategy guide (November 1994) for more help.

The sound seems to be the only thing with speed. The frantic drone of the music gets annoying, and the funky hip-hop rhythms that thumped on the Genesis version are replaced by a hybrid of speed rock and traffic noise.

Control problems add to Ballz's difficulties. The SNES version's use of the extra controller buttons complicates moves that were simple on the Genesis. And then there's Old Mr. Slowdown. The computer A.I., however, has been pumped up a bit, so don't expect to walk home with a belt anytime soon.

Turbo

Triple Headstand Kick: Toward, Toward, Toward.

Ballz Stallz

With Super Street Fighter II and MK II already on the shelf, Ballz seems out of place for SNES owners. It just goes to show you that what's innovative one month is old news the next. The SNES Ballz may interest fanatical fighters who must have every fighting game for their collection, but it may just deflate the rest of you. G

Super NES ProFile

Ballz

(By Accolade)

Those spherically correct bouncing brawlers are back, but they brought a whole lot of slowdown with them to the SNES. These ballz just don't bounce the way they used to.

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	3.5	3.5	INT. (Intermediate)

$59.95	Fighting
16 megs	2 players
Available November	Side view

Bruiser

Ball Roll: Away, Toward, then Button B.

ball-talities!

To find the ball-tality for any character, press Up four times when your opponent is fatigued or when their ball level is two or lower.

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PROREVIEW

Super NES

By Scary Larry

Looking for a fighter that would be putty in your hands? C2's fighters are ready to rumble, and they've got the clay to play with. Unfortunately, the game's graphics and sound have gone soft.

The Goo, The Bad, And the Ugly

The first thing you'll notice is that a lot of the original fighters have gone to that big Play-Doh factory in the sky. The only survivors here are Tiny, Bad Mr. Frosty, and the Blob. The good news is that there are five imaginative newcomers, including Nana the banana man, Octo the octopus, Goo-Goo the baby brawler, Hoppy the mercenary rabbit, and Kangoo the kangaroo.

The old players have improved moves, while the new players have character-specific moves: Hoppy shoots carrots, Octo uses all eight hands, and GooGoo drools. The combo system is still strong, with a more apparent multihit engine than previous versions had.

Gooey Graphics

Although the hits got better, the hype won't live up to the humor of the first game. The graphics are less cartoony and more 3D, which should be a plus but isn't. Lots of jagged edges and poorly illustrated backgrounds (especially the boxing ring) combine to make a very dull graphical showing. Even the bosses are just palette-swapped characters.

The sound is somewhat better. Each fighter announces their moves as they do them, which gets annoying quickly. The punches sound solid, and the background music is where it should be – in the background. There just aren't enough funny sound bites between hits. Where's Blue Suede Goo's "Watch the hair, baby" when you need it?

The gooey controls may also slip out of your grasp. The computer A.I. is quick and deadly, and your reaction time has to be fast. Not all the moves happen when you want them to, though, so a solid investment in a good controller is a must.

Judgment Clay

Fast action and good combos don't always make for the best fun around. Claymaniacs will definitely want to add this game to their library, as will casual fighting fans. But true-goo gamers might find that MK II is a better bet for the bucks. Clay Fighter 2 is just too sticky for some people. G

Super NES Game ProFile

Clay Fighter 2: Judgment Clay

(By Interplay)

Everyone knows that the original Clay Fighter was gobs and gobs of fun on the SNES. C2 goos for the gold, but comes up a lump short.

Graphics	Sound	Control	FunFactor	Challenge
3.5	3.5	3.5	4.0	INT. (Intermediate)

Price not available	2 players
24 megs	8 fighters
Available now	Side view
Fighting	

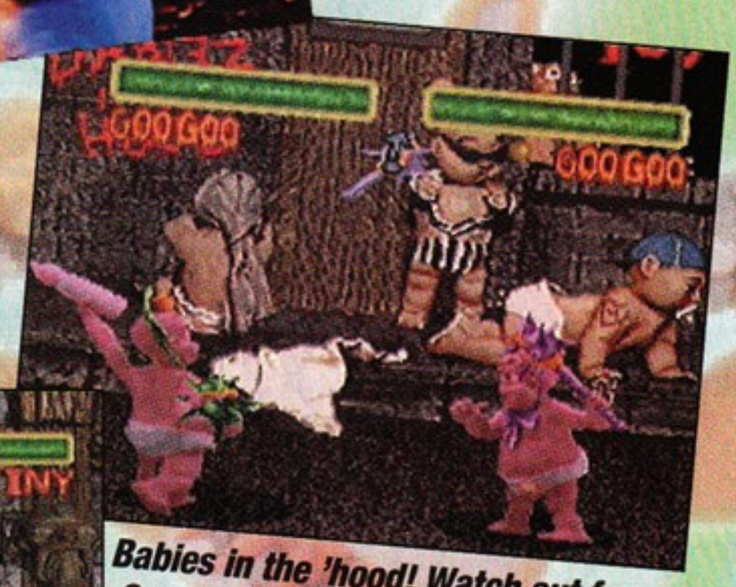
PROTIP: If you're backed into a corner and you have a projectile attack, use the opportunity to charge for your attack.

PROTIP: Try to keep your opponent in the corners.

NEW AND IMPROVED

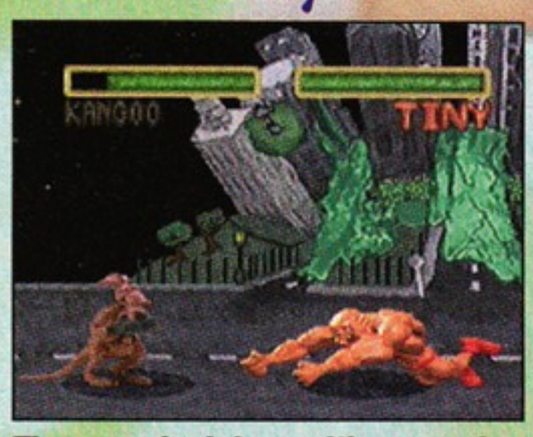
Blob

Blob now has a Mace and uses his eyes as weapons.



Babies in the 'hood! Watch out for GooGoo's Bottle Attack.

Tiny



Tiny can dash low with a punch.

PROTIP: Always mix up your combinations (punch, kick, low kick, etc.). The computer A.I. works more to respond to a balanced attack.

Bad Mr. Frosty

Frosty's Snow Ball is harder.

PROTIP: When playing as Hoppy, come in with a kick and then immediately Leg Sweep your opponent upon landing.

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Super NES

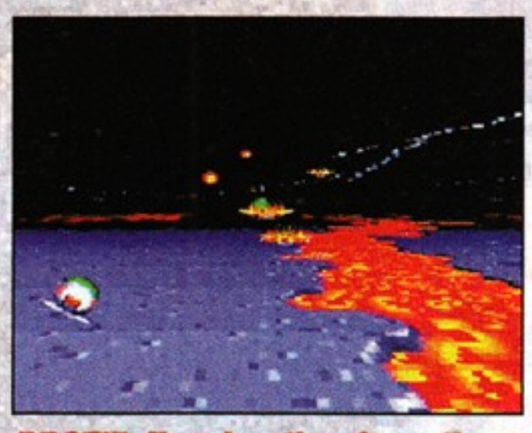
METAL MORPH

By Captain Squideo

Known for its RPGs, FCI successfully branches out into the sci-fi action/adventure realm with Metal Morph. Some of its effects will dazzle you.

T2: Morphin' Day

Like other current games (such as Lawnmower Man) that alternate two styles of game play, Metal Morph is two games in one. One part is a side-view run-n-shoot search through metal passageways for space pods. When you find one, you then hit the galaxy for some behind-the-ship shootin'



PROTIP: Try shooting from the corners of the screen. You'll have a little more time to react to enemy shots.

PROTIP: After you hit oncoming ships in the shooting levels, they still might fire a last shot as they explode, so swerve to one side until you're past them.

PROTIP: You can shoot through some walls and platforms.

against forward-scrolling enemies. Neither mode is particularly difficult, but they do complement each other well and ensure that you won't be bored with endless repetition.

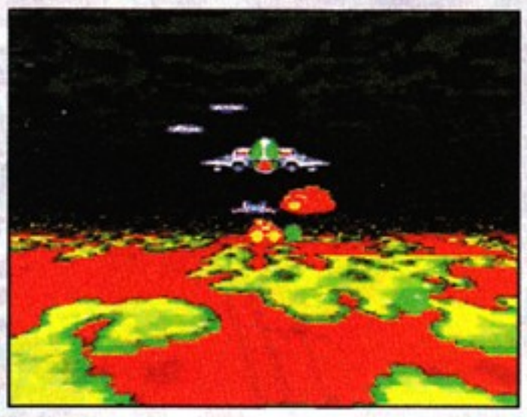
The controls are the game's strength. In the action/adventure levels, you find and fire a variety of quick, accurate weapons. The firepower of choice is a multishot homing gun that enables you to blast the unseen alien attackers who fire from off-screen.

Your best defense is a cool morphing move that looks like the T1000's dissolve in the film *Terminator 2*. Use this ability at any time to slip into pipes or to vanish as aliens approach. The controls are just as strong in the flying sequences, where you instantly whip your ship across the screen to dodge oncoming shots and to nail aliens.

Heavy Metal

Good graphics add muscle to the morphing. The action/adventure levels have large, detailed backgrounds and quick-moving enemies. The smooth morphing maneuver is especially fun to watch. In space, the landscapes and star fields rocket toward you in a blaze of hypnotic colors.

The sounds are just as effective. Atmospheric music



PROTIP: Keep moving with your ship, and enemy spacecraft won't be able to target you.

PROTIP: Look for the nearby switch that turns off electric charges but watch for aliens that lurk in the area.

PROTIP: Watch out for this blue goo – it'll slow you down and make you more vulnerable.

creates the appropriate sci-fi mood, while good sound effects, such as the click of loading ammo, put you right into the action.

Mega Metal Morph

One drawback to the game is its limited replay value. Not only are the action/adventure levels fairly simple, they don't change, so the hidden items and enemies are always in the same place. What's more, the built-in level-select option enables you to see almost everything in an afternoon. Add all these factors up, and Metal Morph morphs from a decent purchase to a super rental. G

Super NES Game ProFile

Metal Morph

(By FCI)

Action/adventure alternates with space shootin' in this impressive game. It's not hard, but it's a morphin' good time.

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

$69.99	1 player
12 megs	4 levels
Available now	Multiple views
Action/adventure	Multiscrolling

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Super NES

the Pagemaster

By Bonehead

Pagemaster takes a cool idea and adds colorful graphics, but weak controls reduce this video game to barely above average.

Readin' Fool

A magical library provides young Richard Tyler with a bookworm's dream: entry into the books themselves. Through three worlds (Horror, Adventure, and Fantasy) and 74 levels, Tyler hops-n-bops his way into such diverse settings as a torture chamber, a wacky pirate ship, Jack's famous beanstalk, and more.

It sounds better than it is. Almost all of Pagemaster is redundant platform jumping against the same enemies who reappear over and over again. A few 3D forward-scrolling levels and race-against-the-clock areas spice things up, but the sheer repetition may make impatient gamers stop turning these pages.

Weak controls also detract from the enjoyment. Not only does Tyler have few skills, he can't even effectively perform what skills he does have. Think you've jumped directly onto an enemy to nail him? Nope, Tyler somehow missed. Ready to swing that sword against pirates? Doesn't matter, they'll inexplicably outswing you. And good luck trying to jump onto those ropes on the Adventure World ships. As on the Game Boy, Richard Tyler must sit and read a lot because he's so ineffectual standing up.

PROTIP: As you bounce around the books in the first Horror World level, jump up to these hooks and leap to a 1-up.

PROTIP: Don't watch the meter in the upper-left corner in the forward-scrolling levels. Just concentrate on picking up items.

PROTIP: Jump on this parrot's head in the Irate Pirates level to get the sword.

Literary Looks

Enchanting graphics might keep you going. Effectively re-creating the settings of famous books, each lush level is colorful and filled with appropriate details. The characters, especially Tyler, have some good animations (watch the Fantasy World wolf huff and puff).

The decent sounds are inconsistent. If Tyler sounds familiar, it's because he's modeled after Macaulay Culkin, star of the similarly titled big Christmas movie, and the few vocals do sound like Culkin. Too bad all the enemies lost their voices, though. The music tries hard to evoke the right mood for each setting, though, and usually succeeds.

PROTIP: In Looking Grave, pop out the hidden shield from behind the book, and jump on it to reach an item.

The Book on Bad Guys

Wacky whaler

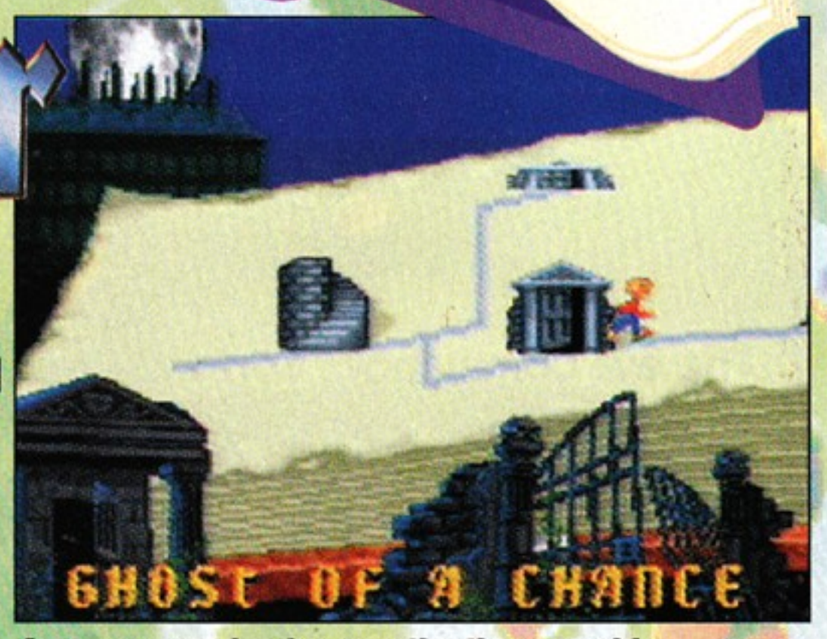
Big bad wolf

Fiery dragon

Diabolical demon

Horrible hunchback

Humpty Dumpty



An enormous book maps the three worlds.

PROTIP: The imprecise controls don't give you much of a chance against this persistent pirate in Adventure World. It's better to jump past him or climb the rigging over him.

Streets of Page

Pagemaster isn't bad, it just isn't as fun as it could've been. Younger gamers might enjoy this game the most, because the action's simple and the levels are relatively short. But with these controls, gamers are better off in the library. G

Super NES Game ProFile

The Pagemaster

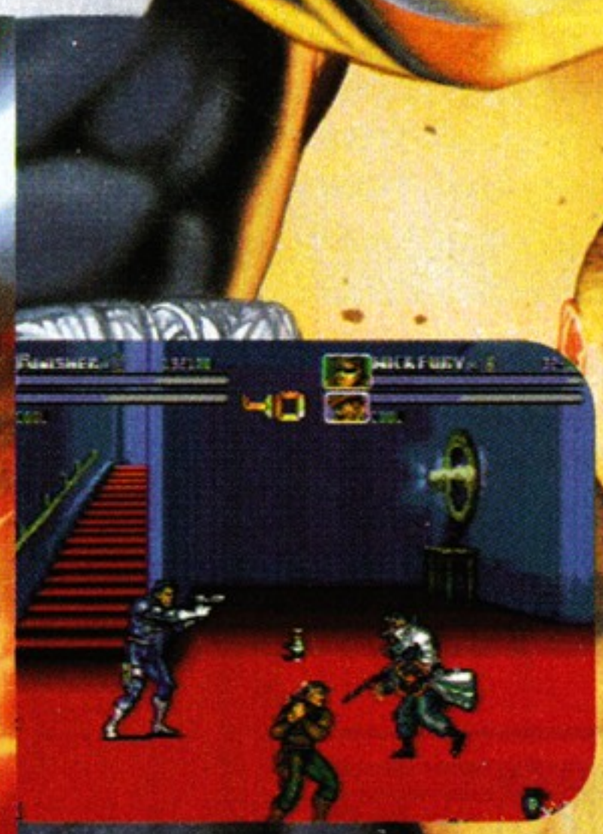
(By Fox Interactive)

Mix enchanting graphics, a charming concept, and mediocre game play, and what do you get? Pagemaster, an above-average game that doesn't fulfill its potential.

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	3.0	3.5	INT. (Intermediate)

$64.98	74 levels
16 megs	Side view
Available November	Multiscrolling
Action/adventure	Passwords
1 player	

EVIL CAN RUN BUT IT CAN'T HIDE.



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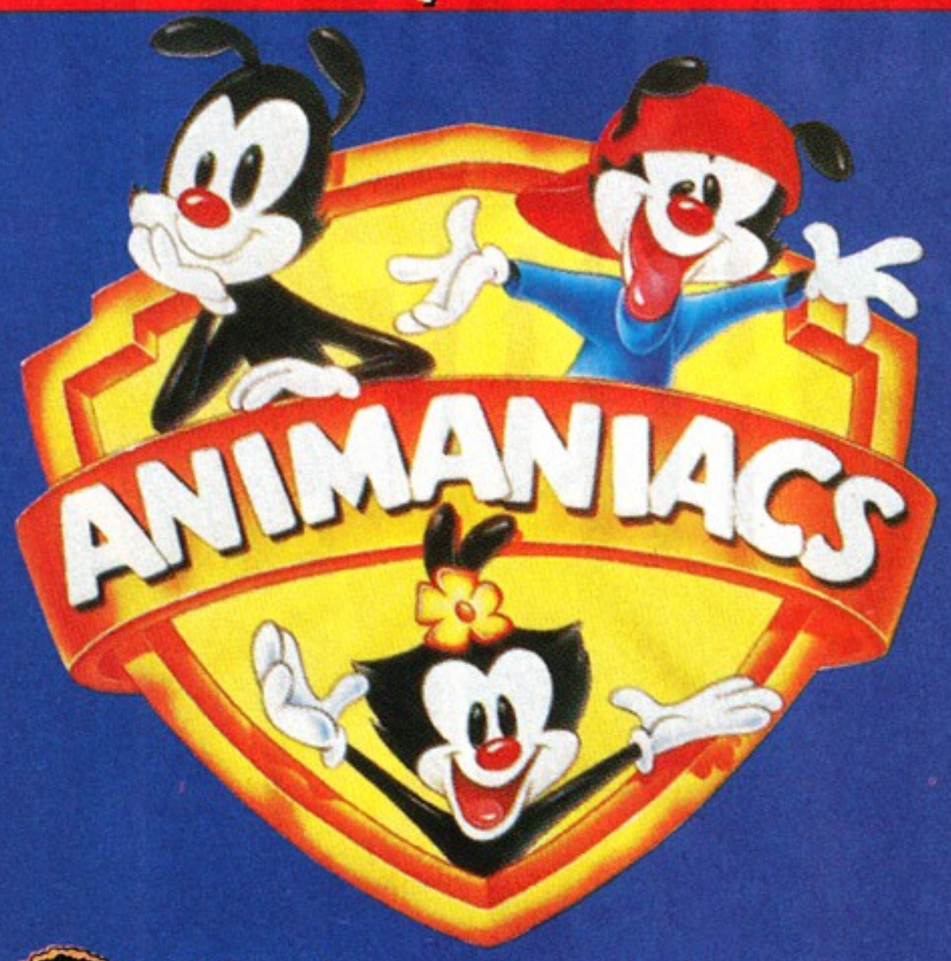
PROREVIEW

Super NES



By Scary Larry

The Warner Brothers (Yakko and Wakko) and their sister, Dot, are ready for their close-up on the SNES, Mr. DeMille. Unfortunately, they put in a poor screen test in this version.

Singin' Dancin' Fools

The Animaniacs are here once again (see the Genesis ProReview in this issue). But this time they're aimed at an even younger audience, with tough, less-than-mature game play and childlike graphics.

In this version, the terrible threesome are asked to retrieve a script with Academy Award potential. The head of Warner Brothers Studios thinks the task of finding the script will keep Yakko, Wakko, and Dot out of trouble. He should think again. The trio travels to various movie sets, avoiding traps and collecting coins while trying to outrun Ralph the Security Guard.

PROTIP: You'll find part of the script after Dashing into this cyborg scarecrow at the beginning of the Space Stage.

PROTIP: Use your Dash to break open boxes for coins.

Unlike its Genesis counterpart, this version isn't a really well-planned action/adventure game. It's mostly a jump-and-land-correctly, avoid-the-traps game. The characters (which are all selectable) don't have special power-ups or even items like the Hammer, Paddle Ball, or Kiss Blower that the trio in the Genesis had. Your character can dash, pick up items, and move things, however.

Cartoon Cousins

The graphics include large, well-drawn, colorful characters, suitable for young 'uns. The cartoon-intensive backgrounds feature lots of visual references to the show.

PROTIP: Dash to get away from Ralph. When your Dash expires, move to the left or right and Dash again.

PROTIP: Run against the barrel to make it start moving in the Aquatic Stage.

PROTIP: In the Adventure Stage, avoid the chimp's hands, then grab one of the fallen nuts and hit the flying robot in the center.

PROTIP: Nothing's impassable. Use the Short Stack move to get your trio of characters back on top of a situation.

PROTIP: If you get three nurses on the slot machine, you have invincibility, so tear through the level.

The music is primarily the silly theme song, repeated over and over again. Any other music is certainly forgettable, and the other sound effects are your basic binks and boinks. It would have been nice to hear some voices from the stars.

Angrymaniacs

The controls are easy to remember but hard to control. You have one jump button, one dash button, and a whole lotta aggravating and precise jumps to make. Even a mundane task like outrunning Ralph the Security Guard is hard to do.

If you really like the show and are a fan of this terrific trio, then you may want this simple, thoughtless game. But real animation-maniacs will want to stick to a better-looking Mouse (see the Mickey Mania Sega CD ProReview in this issue). G

Super NES ProFile

Animaniacs

(By Konami)

The three Animaniacs (Yakko, Wakko, and Dot) try to drum up some excitement on the SNES. The drum just doesn't roll, though.

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.0	3.0	3.0	INT. (Intermediate)

Price not available	1 player
8 megs	4 sets
Available November	Side view
Action/adventure	Multiscrolling

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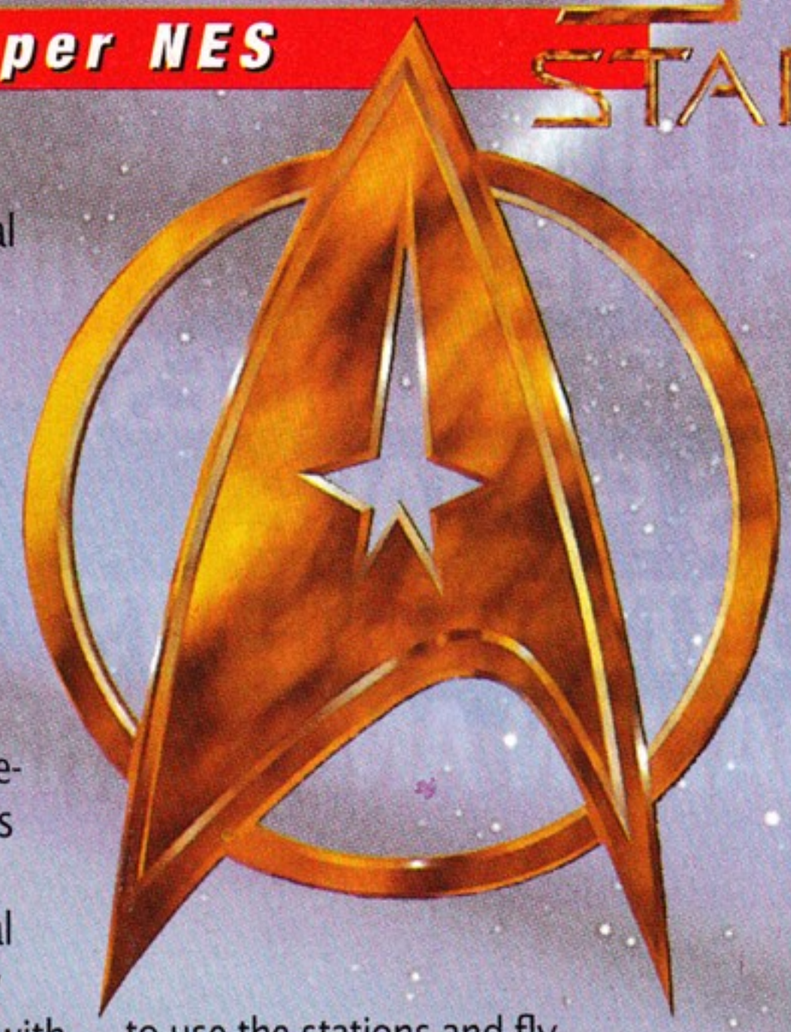
STAR TREK STARFLEET ACADEMY

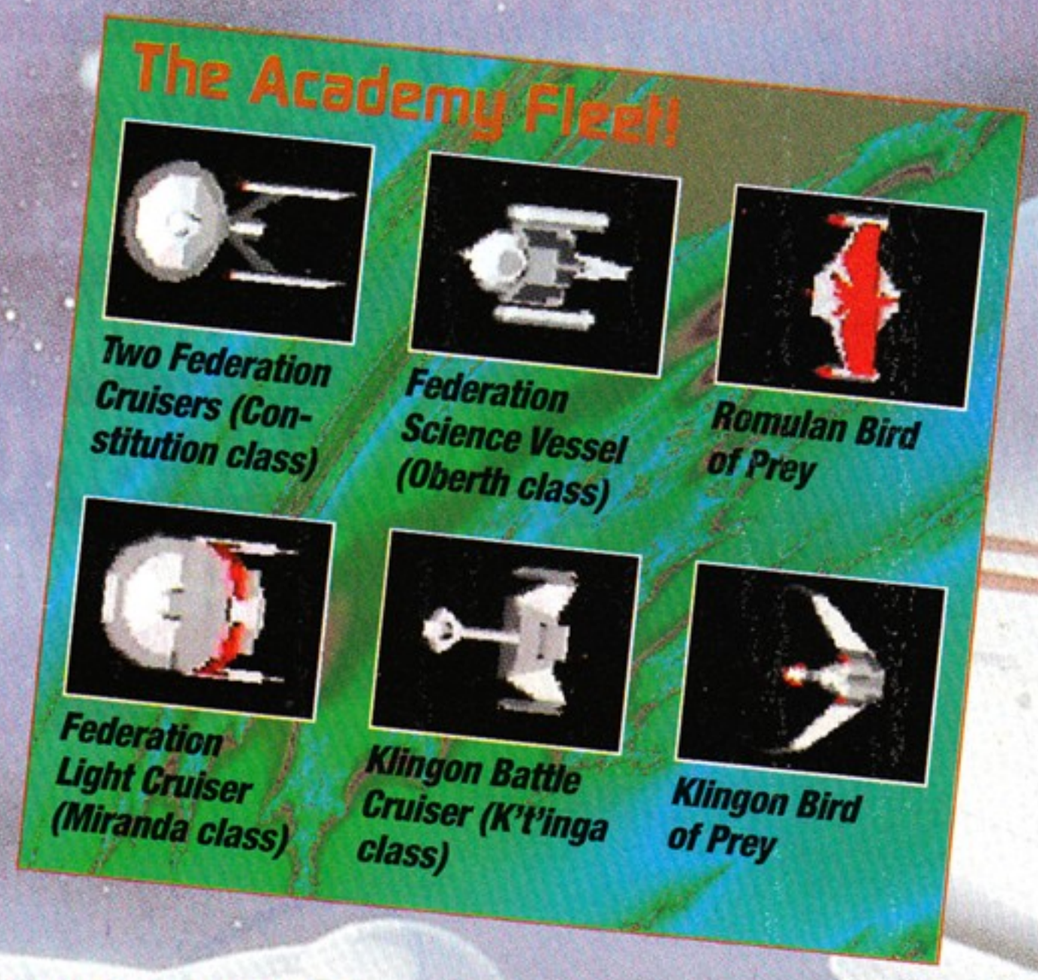
Super NES

By Bro' Buzz

Space...the final 16-bit frontier. These are the simulated voyages of the starship *Enterprise* on its 30-stage mission to explore strange new worlds, seek out new life, and boldly go where no SNES cart has gone before.

Star Trek Starfleet Academy is based on the exploits of the crew of the *U.S.S. Enterprise* from the original TV show and movies. How far you're willing to "Trek" with this Federation team will determine how much you'll enjoy this solid but low-key action/adventure game.



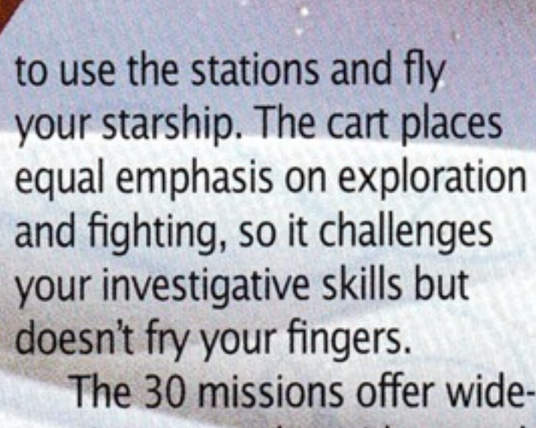


A Trek for Trekkers

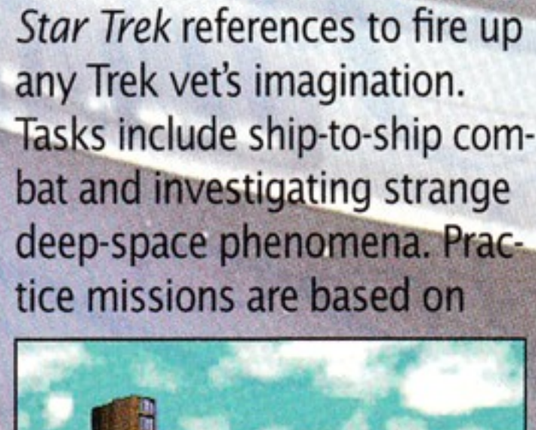
Trek transports you to Starfleet Academy as a cadet, where you must lead a starship through tough simulator missions. You can command eight simulated ships, including a Klingon Battle Cruiser and a Romulan Bird of Prey.

Experienced SNES starship captains will note that the game play is similar to Wing Commander's. From the bridge, you control five ship's stations. The solid controls make it easy to use the stations and fly your starship. The cart places equal emphasis on exploration and fighting, so it challenges your investigative skills but doesn't fry your fingers.

The 30 missions offer wide-ranging game play with enough *Star Trek* references to fire up any Trek vet's imagination. Tasks include ship-to-ship combat and investigating strange deep-space phenomena. Practice missions are based on two *Star Trek* movies (*The Wrath of Khan* and *The Undiscovered Country*) and one classic TV episode ("Balance of Terror"), with dialogue straight from the scripts.

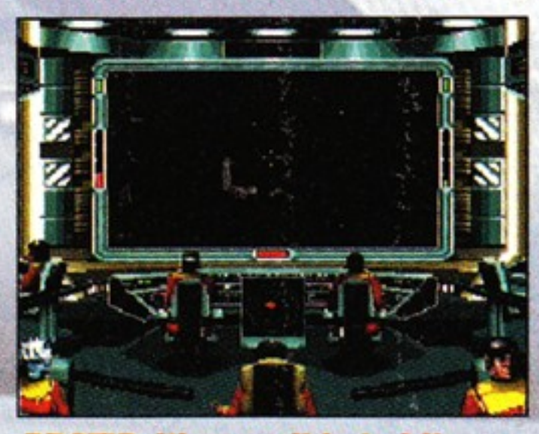


The Starfleet campus consists of the Classroom, Briefing Room, Quarters, Academy Lounge, and Training Simulator. Briefing and Training are where the action is.



All Simulator missions that count begin in the Briefing Room.

PROTIP: Long-range sensor scans are required to make some deep-space objects appear on the sensor display.



PROTIP: It's possible to hit cloaked enemy ships before they appear on-screen.

Be a Starfleet Star

The graphics aren't the sharpest in the SNES galaxy, but plenty of satisfying *Star Trek* visuals liven up the action. You navigate in a first-person perspective with a view screen that provides visual info and a sensor screen that displays digital data.

The sounds get a passing grade based on the faithful rendition of the *Star Trek* movie theme, but the effects are not only mediocre but in short supply.

Trekkers may argue vehemently over who's the better captain – Kirk or Picard – but they'd all like to do one thing: command the *Enterprise*. Here's their chance. G

PROTIP: Hey, Trekkers, the Kobayashi Maru Scenario's here. Remember the solution?

PROTIP: Never call a Red Alert, use weapon systems, or activate the Tractor Beam near a starbase, or you'll lower your grade-point average.

PROTIP: One-quarter Impulse is your most effective fighting speed.

Super NES ProFile

Star Trek Starfleet Academy

(By Interplay)

If your Star Trek fantasy is to command the* Enterprise *like Captain Kirk, enroll in this Academy for simulator training.

Graphics	Sound	Control	FunFactor	Challenge
3.5	3.0	4.0	4.0	ADJ. (Adjustable)

Price not available	30 missions
8 megs	First-person perspective
Available November	Forward scrolling
Action/adventure	Passwords
2 players	

GamePro ProStrategy Guide

14 Pages of Maps and a Complete Playthrough For the Super NES

EARTHWORM JIM

- Save Princess What's-Her-Name
- Defeat Queen Pulsating, Bloated, Festering, Pus-Filled, Malformed, Slug-for-a Butt

EARTHWORM JIM

By Manny LaMancha

An indestructible space suit has fallen out of the sky and landed on an earthworm, creating the latest superhero, Earthworm Jim. Chased by an alien space bird, Psy-Crow, Jim embarks on a journey to find Princess What's-Her-Name. Are you up to the challenge of beating Queen Pulsating, Bloated, Festering, Sweaty, Pus-Filled, Malformed, Slug-for-a-Butt and save the Princess? This is the first part of *GamePro*'s Earthworm Jim ProStrategy Guide, so be sure to check out the conclusion in next month's issue. Slither along with us, won't you?

New Junk City

A Hot Spot

What a strange bunch of items: a cow, lever, and refrigerator. Shoot or whip the fridge for a quick physics lesson. Although it doesn't make sense now, it all comes together later – besides, you can't move on until you do it!

B Hot Spot

You notice a 1-up icon to the left of this point on the map, but it's not easy to reach. To get through the crack, jump up and helicopter down and to the left. The tough part is getting Jim's feet through. Then work to the left to reach the 1-up.

C Hot Spot

If you tire of New Junk City, you can skip the level – if you have nimble fingers. Slide down the zip line, then jump up and to the left before the hitch falls off. At the peak of your jump, immediately whip to the left and catch the moose antlers. Work to the left, and you'll reach a toilet that flushes you directly to a meeting with the first boss, the Tireman.

D Hot Spot

This location's rife with hidden hooks. Jump and swing twice to the left for added firepower.

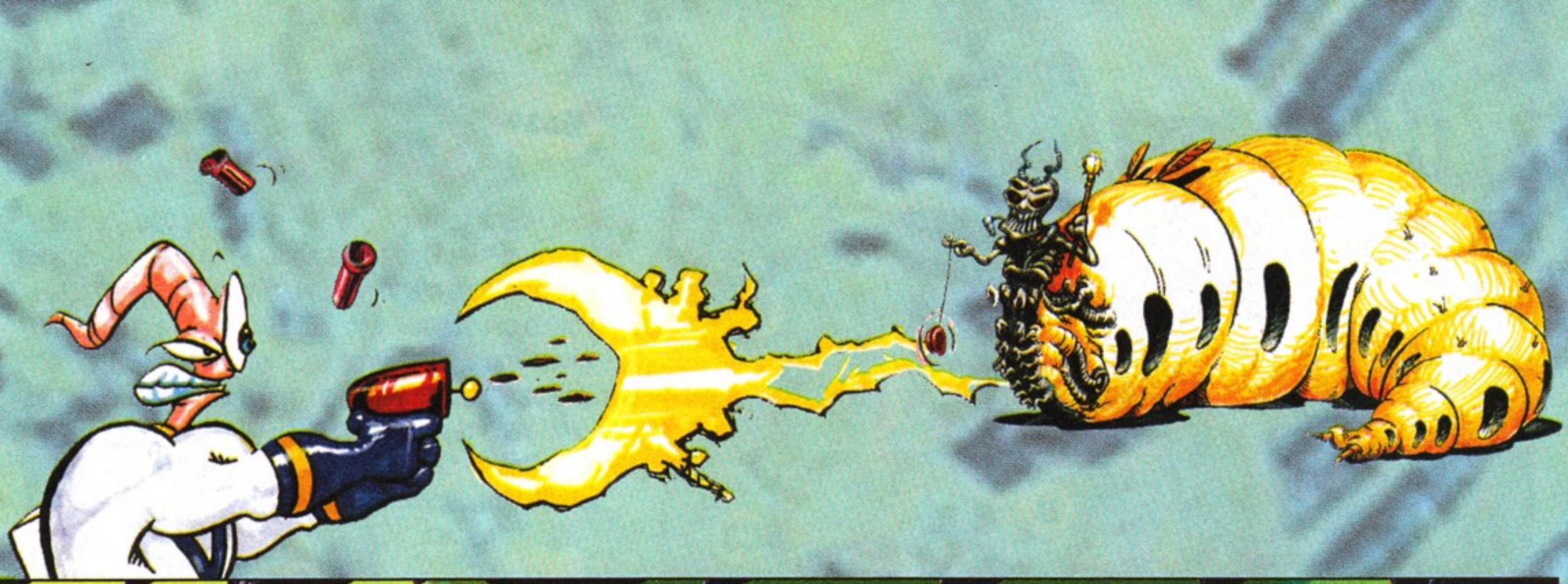
E1 E2 Hot Spots

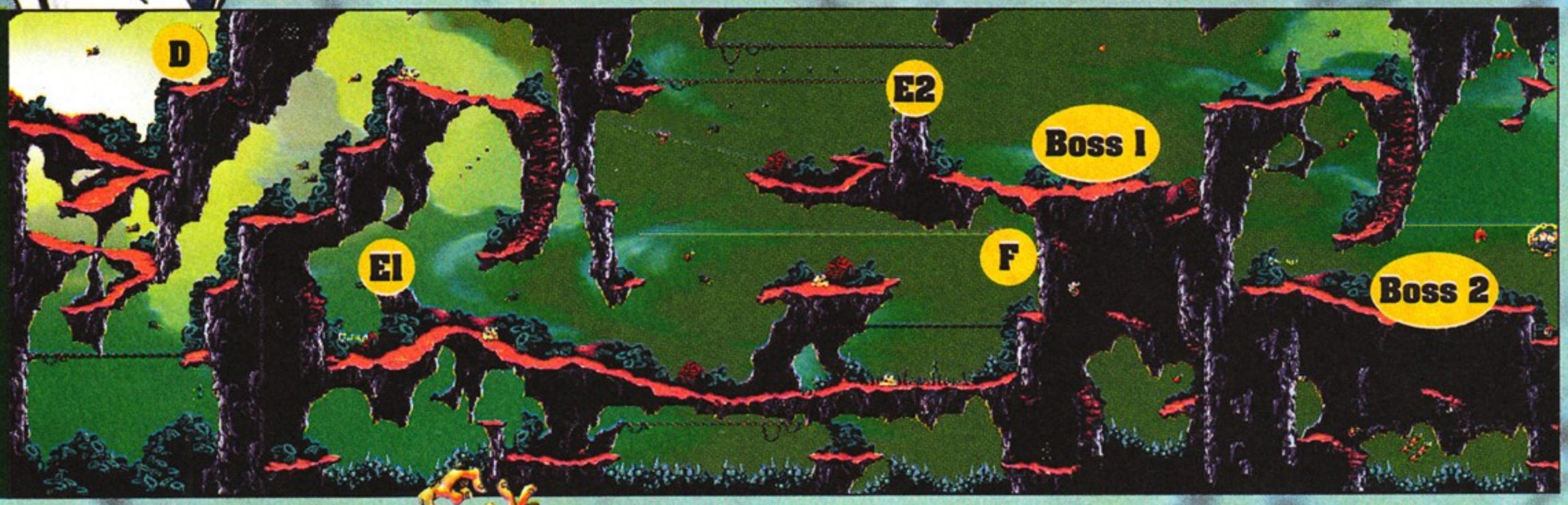
If you swing immediately at the moose, you'll miss out on an area to the right loaded with bonuses. Work to the right, then before you reach Hot Spot E2 (be careful not to slip off the right side of the post), head back to the moose and swing to the left for more bonuses.

Jim's Gems

Jim's Gems are general play tips randomly scattered throughout the Strategy Guide. Use them wisely.

This playthrough is based on the SNES version of Earthworm Jim, but Genesis owners can use it, too – both games are nearly identical.





F *Hot Spot*

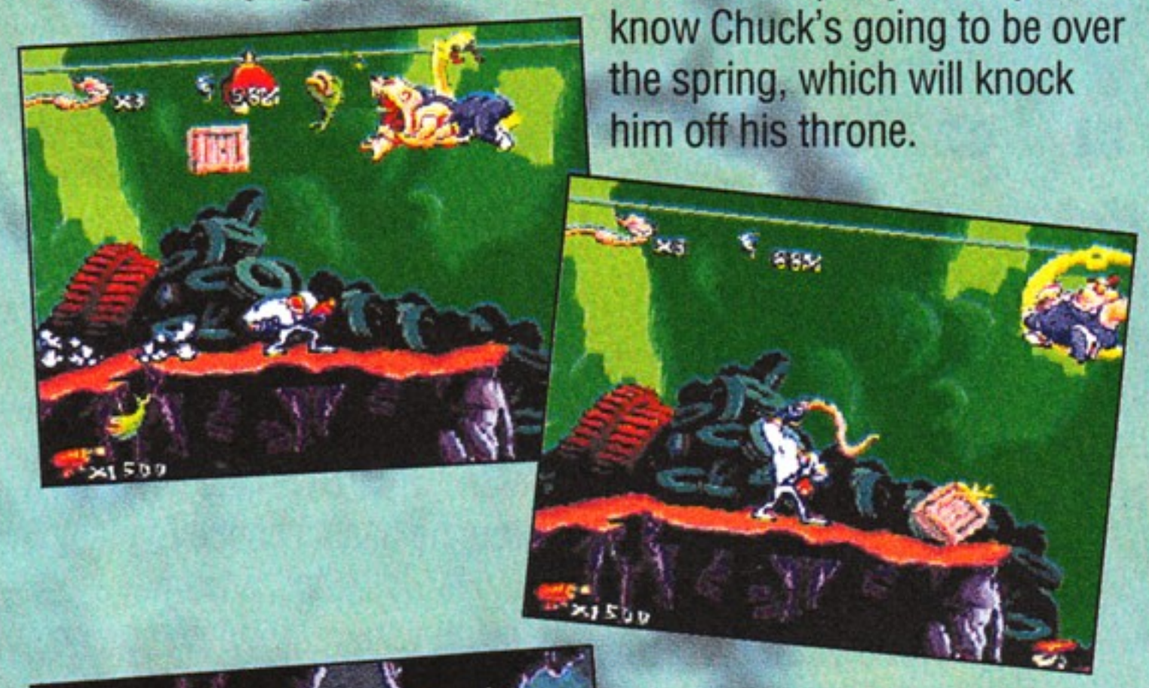
Can't get anywhere on the zip line? It's time for another physics lesson: For every action, there's an equal and opposite reaction. Fire your gun to the right, and you'll see what's up.

Boss 1 TIREMAN

After a big "Warning" sign appears on-screen, head left to face the first boss – the Tire-man. First, he'll crouch and become a cannon-like weapon that fires anvils. Then he'll roll toward you to mow you down. Touch him, and the sequence begins again. Plug away at him and jump over him when you run out of breathing room.

Boss 2 CHUCK

After a short jaunt, you reach Chuck, who's big trouble. The first three hits are easy: Whip a box toward the spring to rocket it at Chuck (shooting the box wastes bullets). After he's hit, Chuck regurgitates fish at you. To keep safe, stay under-neath him, if at all possible. When Chuck moves back and forth, whip the box toward the spring but wait until Chuck swings to the right. Knock the box on the spring when you know Chuck's going to be over the spring, which will knock him off his throne.



When your energy runs low, jump on the spring to vault up to numerous bonus items. You'll need them to ensure that Chuck's demise takes place before yours!

What the Heck?

A Hot Spot

When you reach this point, don't go up immediately. Head to the right for bonus items but beware of fire that sprays up from the walkway.

B Hot Spot

The little dimple in the floor sends fire racing toward you. The easiest way to avoid damage is jumping up and letting it pass by you.

C1 C2 C3 Hot Spots

Climb on the gem and run in the opposite direction of its spin. If you don't fall off, it begins to rise and eventually takes you to Hot Spot C2. You land on a platform. From here, jump up. Don't forget to swing to the 1-up. Hot Spot C3 is an alternative route to reach Hot Spot C2. From here, helicopter to the left.

D Hot Spot

Here's a puzzle that's still tricky even after you know the solution. Whip the gear, and the gate rises. You have to raise it high enough so you can pass through before it falls.

Next, take a meeting with a Lawyer. He's not easy to get rid of (none of them are). Whip his protective briefcase first, which leaves him cowering and open to a shot.

E Hot Spot

This gem leads to another boss, the Snowman. Quickly whip him before he has a chance to blast you. He also attacks from beneath your feet. When you've amassed enough hits against him, you'll warp back to the main playfield.

Boss Evil the Cat

Evil is one terminator cat – and here you are without your suit! Dodge his shots long enough, and the platform he's standing on eventually falls, enabling you to catch your suit. But Evil dives in and really gives you a spin. Time your whips so that he's diving past you, rather than on you. Avoid the flames and keep repeating this tactic until you deplete his nine lives.

F Hot Spot

You're immediately greeted by a bomb from this level's boss, Evil the Cat, which loosens a bunch of stalactites. Quickly run to the right to snag the continue, then head left and up to the next platform to bypass this hazard.

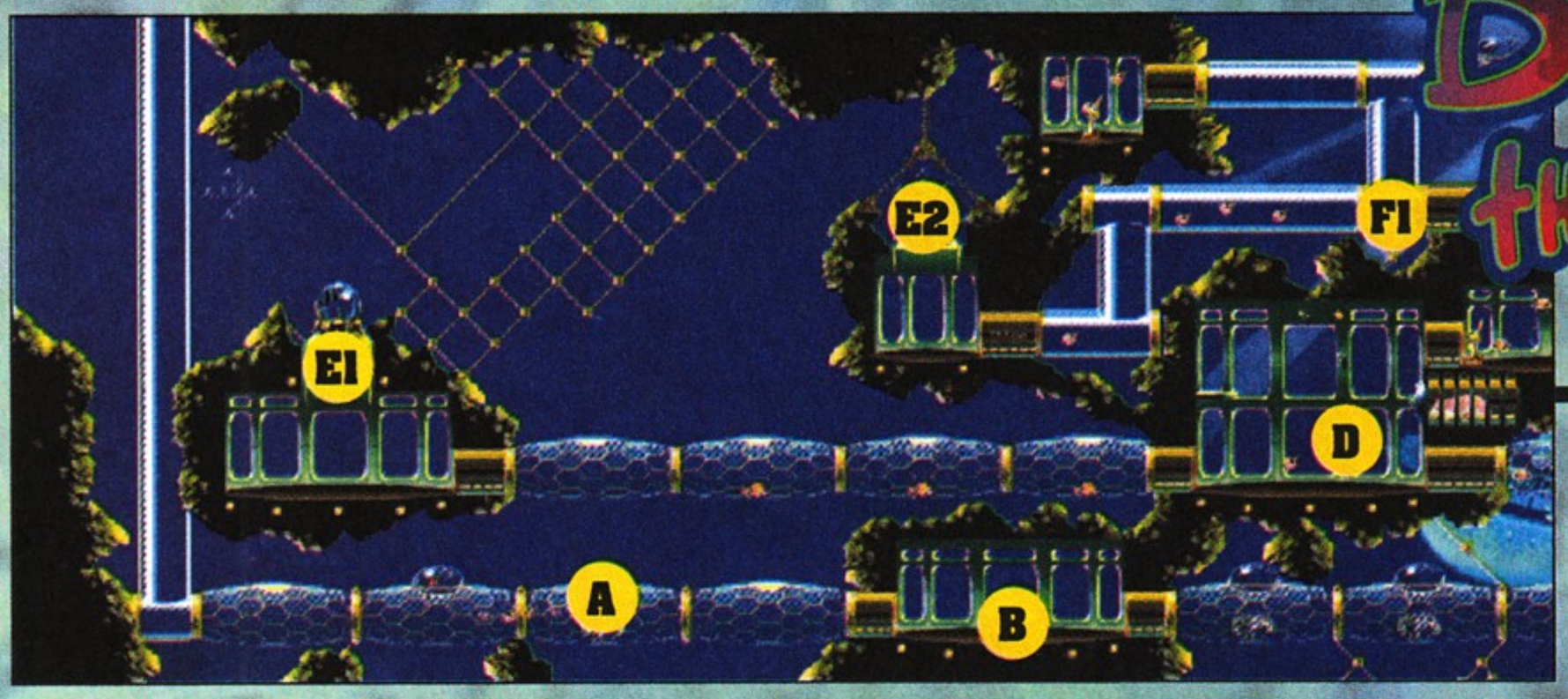
G Hot Spot

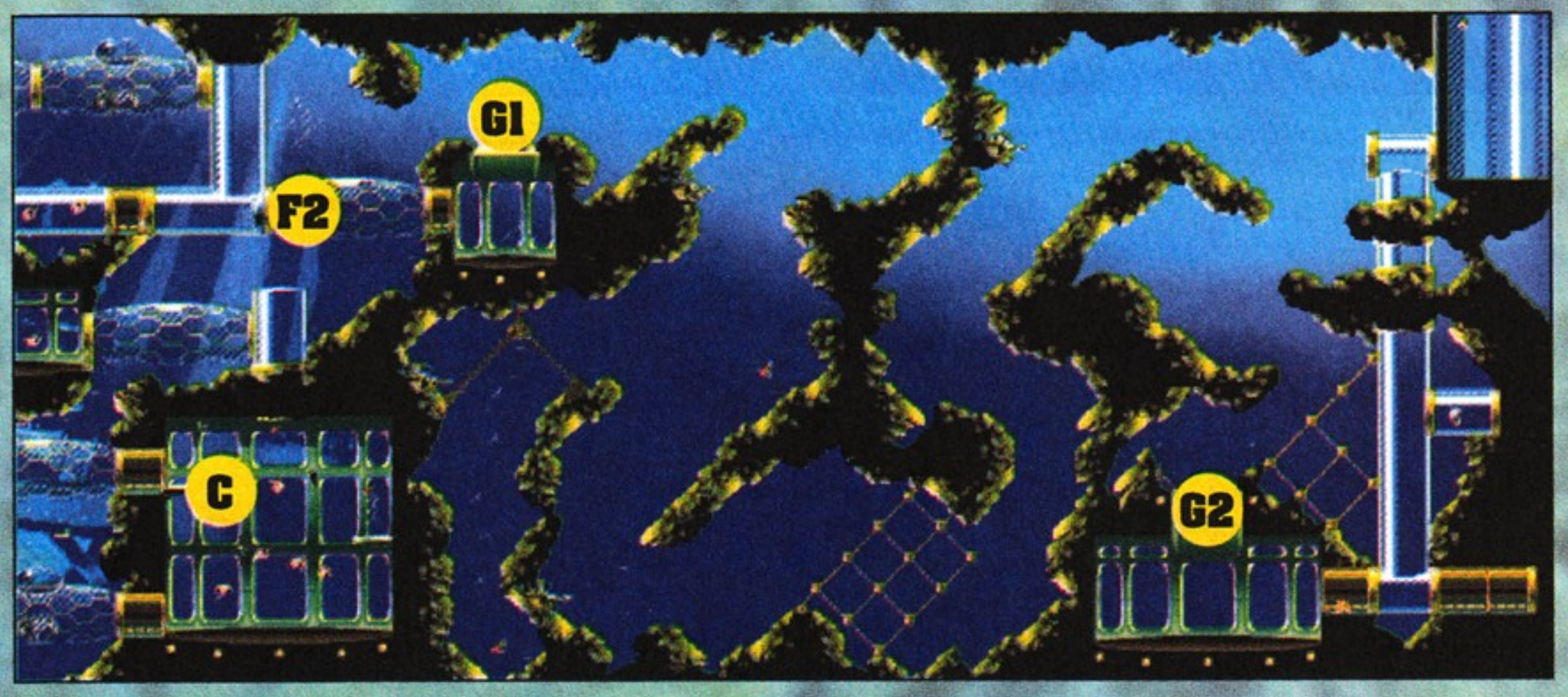
Don't miss the swinging hooks above the rope. Start from the left, and work your way to the right to score a 1-up and other bonuses you couldn't otherwise reach.

H Hot Spot

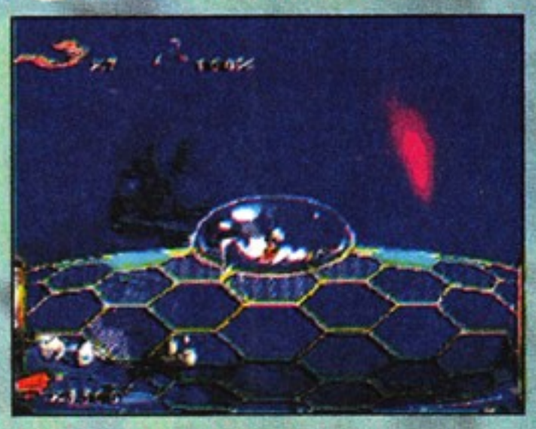
After you pass through the easy gate, this double jump tests your abilities. Press and hold Left on your directional pad to get the maximum distance off each jump, or you won't make it to the platform on the opposite side.

Down the Tubes





A Hot Spot



After you cut through the mines in the tubes with your gun or whip, you reach a couple of hefty felines called #4. Don't stand in their way, or they'll slug you. The key is to follow closely behind them, then jump and hold yourself up under the dome.

B Hot Spot

If you meet up with a #4 here, survival is a matter of jumping over him at the right time.

C Hot Spot

If you continue to the left, you'll see the hamster, but you won't go any further. To progress, you must journey higher in this room and into the tube up through the middle. This route lets you open the hamster's container.

D Hot Spot

Jump on the hamster's back and ride, cowboy…er, cowworm. You must press Button Y at the correct moment to eat the little cats, or they'll slam you around and toss you back to the start. After the hamster jumps down, leap into his enclosure, grab the ammo, swing on the post to the left, then swing up and to the right to find a full-health icon.

E1 E2 Hot Spots

Leap up here and into the pod. Now you're racing against the clock – letting the timer tick down to zero bursts your bubble. Similar results occur if you slam into the walls of the corridor too often. Carefully dock and add maximum air at pumping stations along the way; the stations blow up when you're done. Follow the map to quickly reach the exit at Hot Spot E2, but it's not an easy trip.

F1 F2 Hot Spots

There are two ways to approach this intersection. The best route heads up and to the left, where you can open the door to the right at Hot Spot F2.

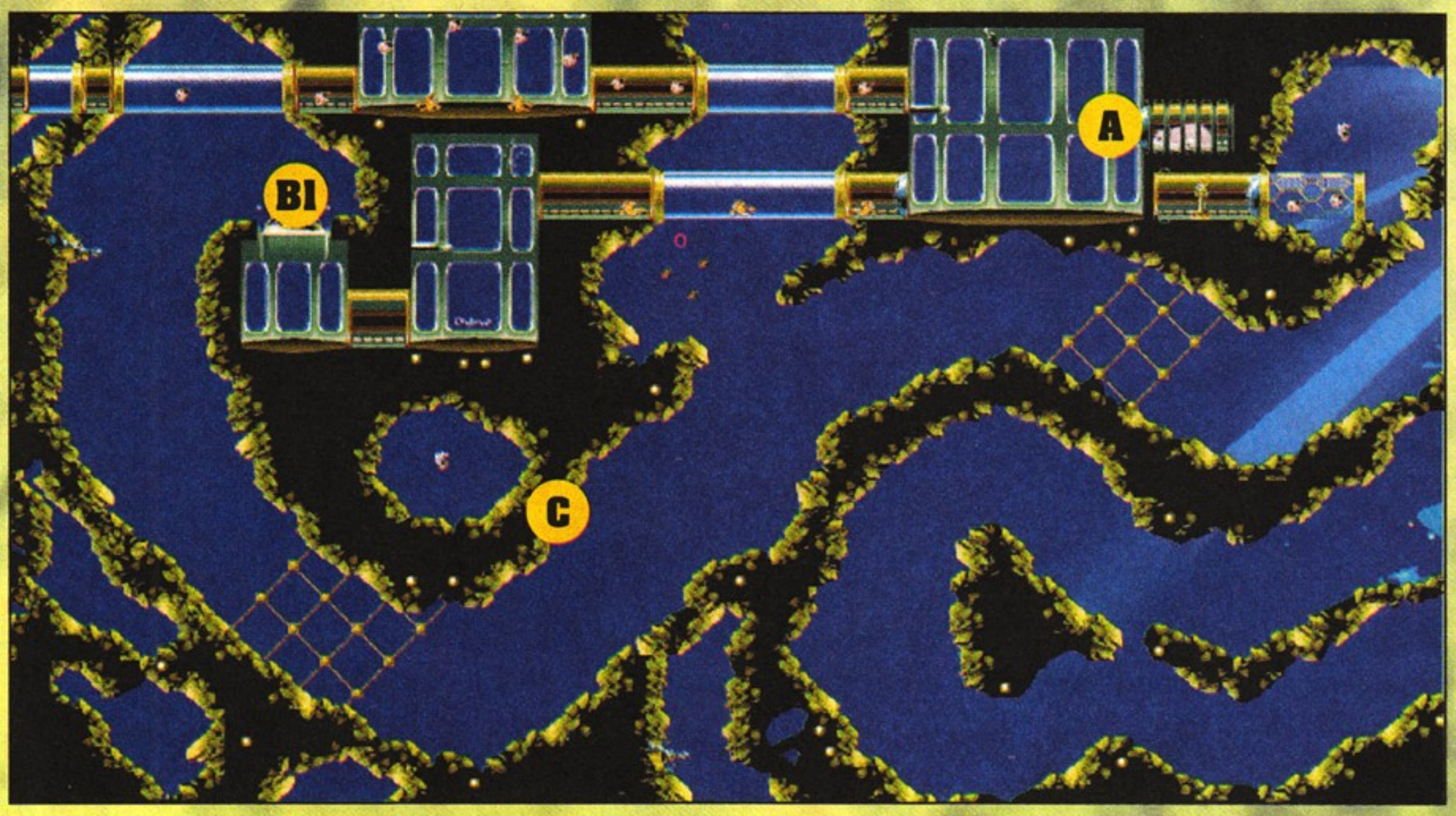
G1 G2 Hot Spots

Time for another pod ride. Follow the map and pick up as much air as you can. If you're daring and really need them, pick up some bonuses along the way. If you successfully beat the clock again, you end up at Hot Spot G2.

How do you get past the little cats? You have to absorb some damage when they sling you, but you'll end up past them.

Jim's Gems

Grab every 1-up you can to survive this tough game. Use the maps to reveal their locations.



TUBE RACE

A Hot Spot

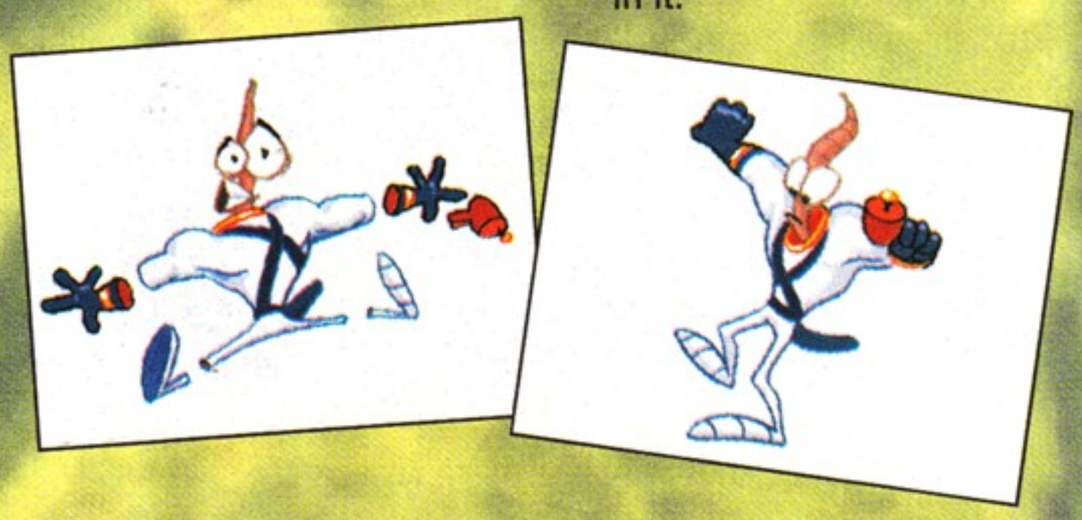
Get ready to saddle up another hamster. Before you jump on him, you have the opportunity to grab bonus items. Leap up to find a room above the hamster's enclosure with goodies in it.

B1 B2 Hot Spots

This is a pedal-to-the-metal pod contest. The air pump just past the beginning of the area increases your supply so it lasts 99 seconds, but that's not much time. The map discloses the path you should take, but it won't help as much as good piloting skills will. Don't waste time chasing down bonuses, and you'll make it to Hot Spot B2.

C Hot Spot

If you're running behind and want a couple of lives, grab the 1-ups located at these two points. Although they appear to be behind walls, cutaways lead to them. This area makes a great 2-up loop to build your lives.



Snot A Problem

Major Mucus

Boss

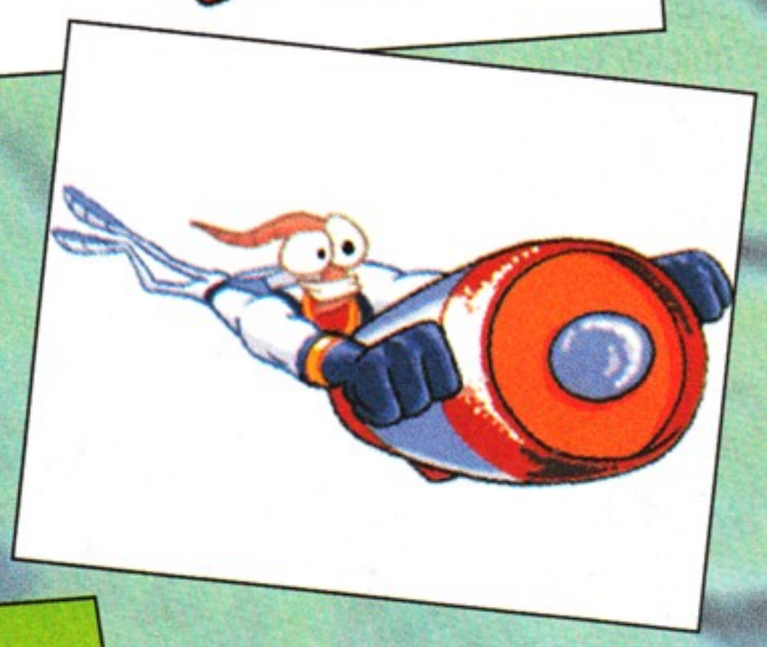
This level isn't just a run-n-jump level – it's a competitive bungee jump! The object: Knock Major Mucus into the walls as you fall.

Press Button A to lean your shoulder into him, and you'll do more damage – but you'll also lose some control.

His whirls cause damage when he makes contact.

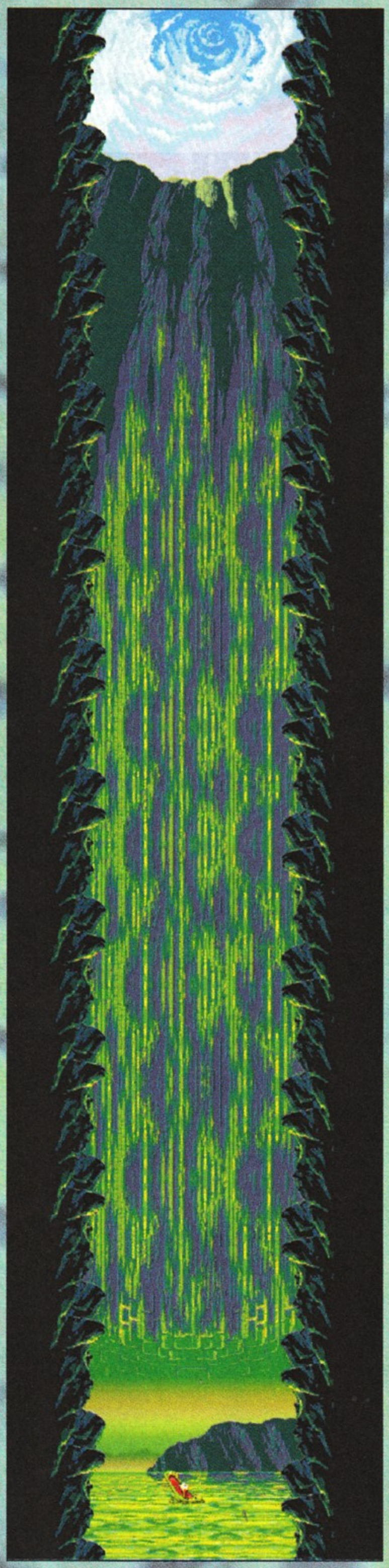
Also, avoid the monster at the bottom or you'll be half the worm you used to be.

Survive the three rounds and you're a hero – or at least you get to move on to the next level.

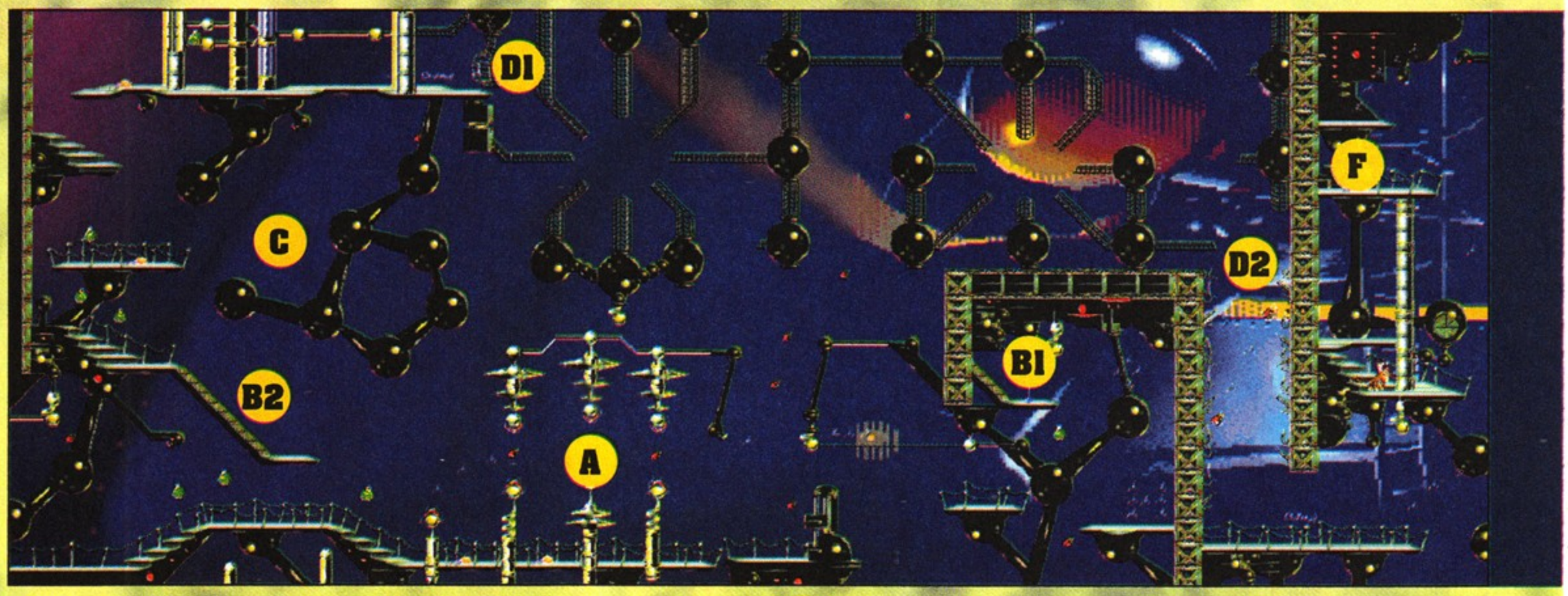


Jim's Gems

Use the helicopter move to slow your descent and snatch bonuses in out-of-the-way places. To practice, repeatedly hit the Jump button.



LEVEL 5



A Hot Spot

Head right across the electrified globes. The faster you undertake this difficult traverse, the better. As you hit the last globe, jump up and whip the hook to swing to the right.

B1 B2 Hot Spots

Hit the switch at B1 to turn on the escalator rollers. Head over to Hot Spot B2 and work your way up the left side.

C Hot Spot

You have a split second to stand on the big black balls, but you must keep jumping to avoid getting shocked. Work your way around the circle to the hook. Hit the hook, the next ball to the left, and another hook to reach the platform above and to the left.

D1 D2 Hot Spots

The globe takes you around the level, with a stop for target shooting. Blast quickly to ensure your good health. You're dumped at Hot Spot D2. Helicopter down to snag bonuses.

E Hot Spot

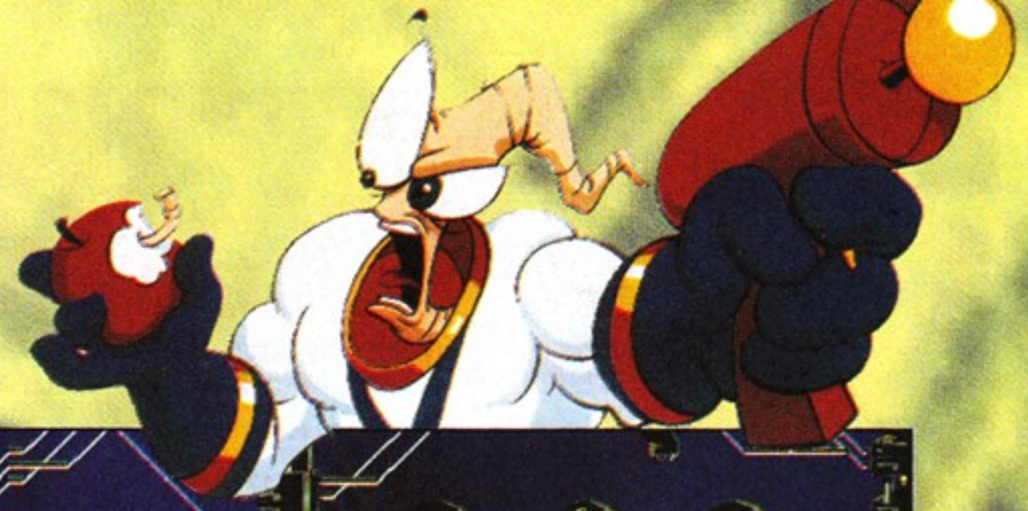
Here's your first meeting with Professor Monkey-for-a-Head. Quickly shoot him to halt the flow of eyeballs. Follow him up and around from platform to platform along the only route you can take without backtracking.

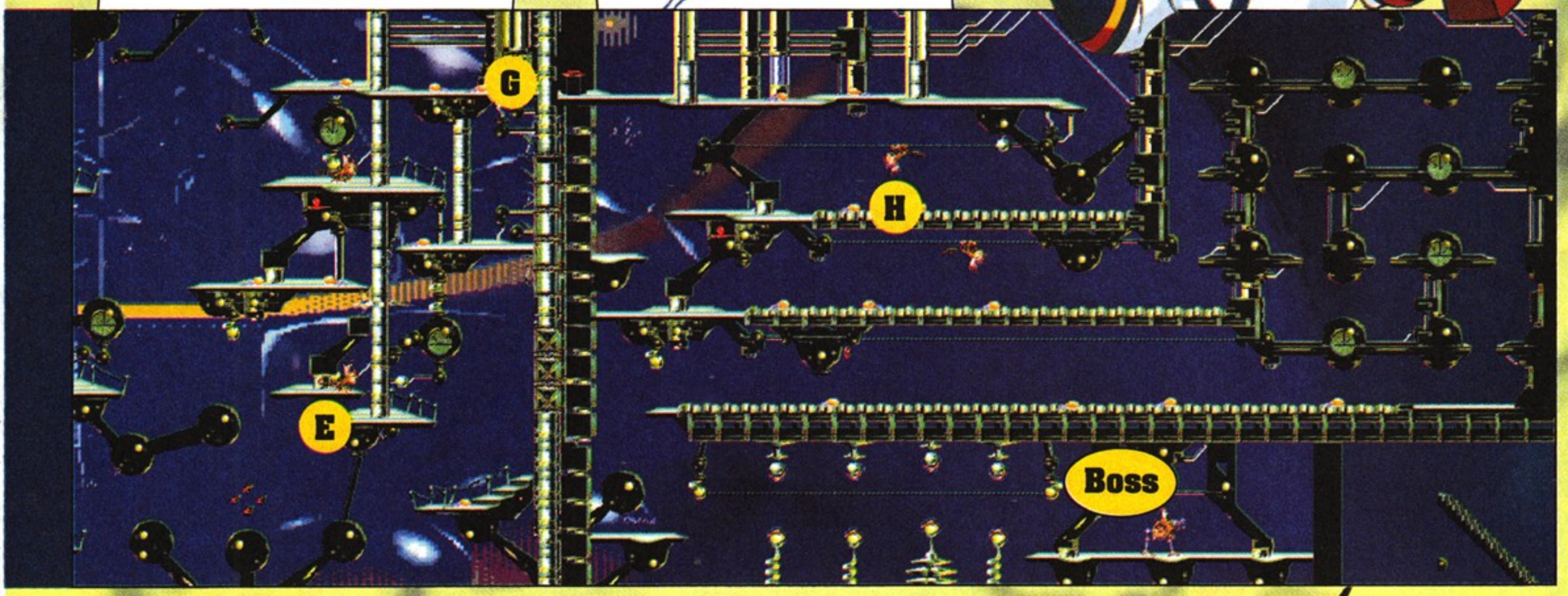
F Hot Spot

Jump up here to find a secret room...a really dark secret room. Wander around and you'll find a variety of exits leading to a nasty confrontation with big eyes. Run to the right to get out safely.

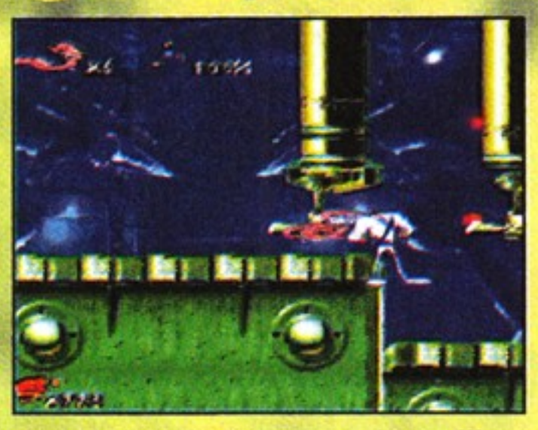
Jim's Gems

Keep an eye on the top of the screen. If you see the gleam of a hook, try to whip and swing. To find these special whipping spots, shoot around above you. A ricochet sound means you've found a spot where you can grab on. If you see items above a chain, there's usually a way to swing to reach them.





G Hot Spot



Jump for the gun, and you'll warp to a sublevel filled with conveyor belts. You become separated from your suit – with fans and grinders all over the place. Use the fans to move ahead but avoid the grinders.

The first time you're separated from the suit is practice, and it's easy to catch up to your missing garment. The second time is a bit trickier. If you miss rejoining the suit and swinging on the hook at the end of the belt, you have to backtrack and redo the segment.

H Hot Spot

The annoying professor gets in your hair again. Try to shoot or whip him back, then climb on the chain he's standing on and fire away. This attack drives him to the next chain underneath. Follow the same attack pattern.

Boss

CHICKEN

It gets tough here. You must whip the target to drop bombs on the Chicken Boss while avoiding his relentless egg attacks. Time your moves to coincide with his movement across the room. After you beat him in the room, you enter a falling section where you must shoot him about 20 more times. When he's fully cooked, take a bow and speed off to the next segment.

For Pete's Sake

A Hot Spot

Plants at the edge of a platform are a pain. At this spot, whip Pete before he hits the edge, then shoot the plant so you can cross safely. Pete has one more big canyon to cross, so whip him over just as he falls off the edge, or he won't make the leap. If you have trouble catching up to Pete before the last jump, shoot at him to drop him to the ground.

B Hot Spot

Whip or shoot out the little concrete-mixing machines before they knock you off the platform.

C Hot Spot

Instead of whipping Pete off this springboard, step on it to make a flat platform for him to walk on, then jump off to the right before Pete hits the end. This manuever launches Pete in the air and to the other side.

D Hot Spot

Whip Pete onto this platform, then jump on it, run to the end, and, as Pete hits the end, jump off to launch him to the other side.

E Hot Spot

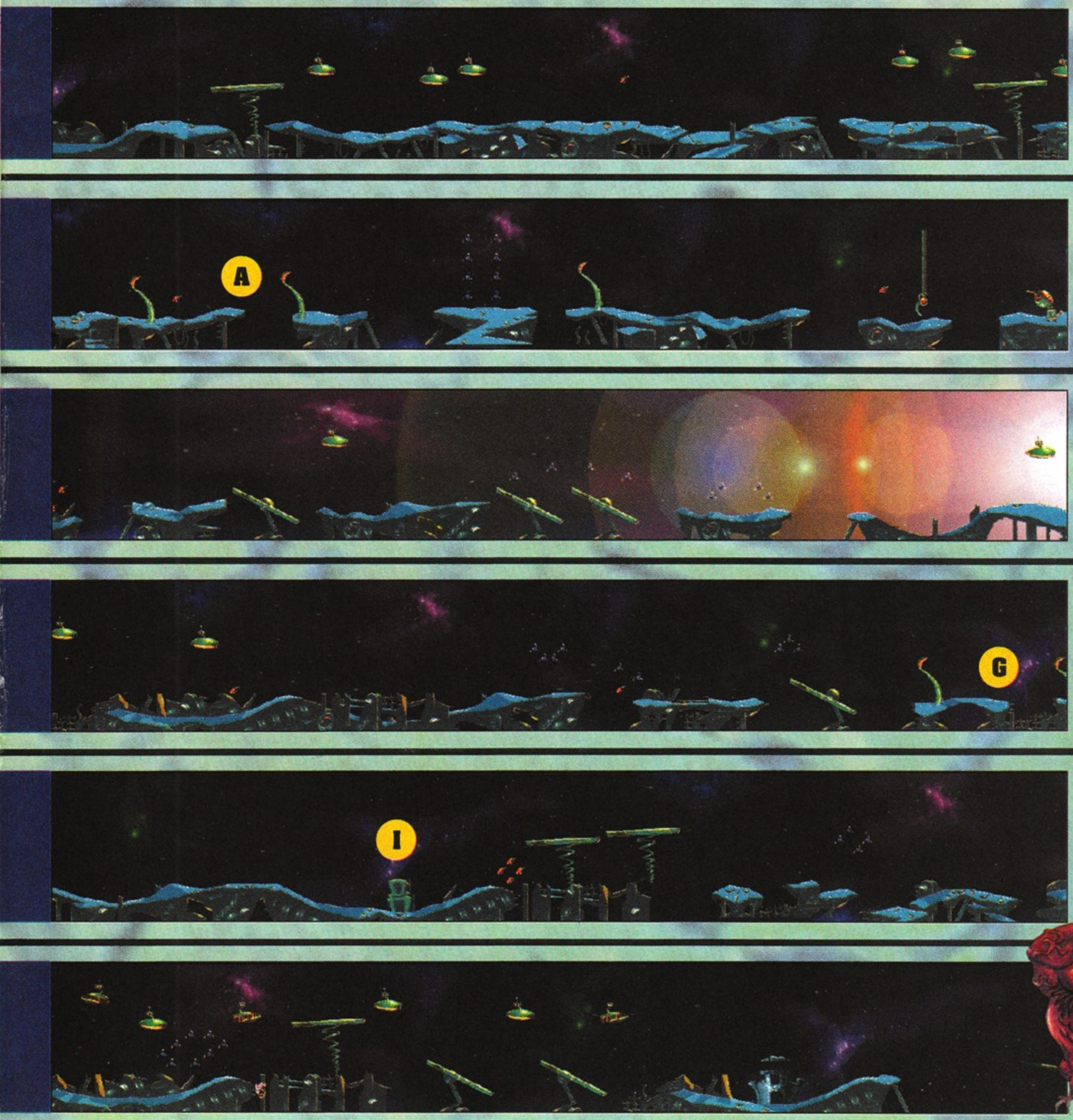
This spot is much like Hot Spot A. Use a combination of whipping Pete and whipping or shooting the plants to make them drop down.

F Hot Spot

If you get caught up with the flying saucers, don't sweat it much. Peter has a lot of unbroken pavement to stroll on. Just don't wait too long to catch up to him.

G Hot Spot

Make sure the rocking platform is switched to a position with the left side down, or Peter goes backward when you jump on it. Hold Peter off until you can change the platform, then whip and shoot the plants to



get Peter through. Do the same for the last rocking platform, and you're out of this jam.

H ***Hot Spot***

Meet Pete here just after he's dropped off the hook.

I ***Hot Spot***

Near the end, take the advanced route if you want a real challenge – it's nearly one-third the distance you've traveled so far, and it's filled with bonuses.

PETER PUPPY OWNER'S MANUAL

In this level, keep Peter Puppy unscathed and moving ahead of you. Here are some pet-owner guidelines:

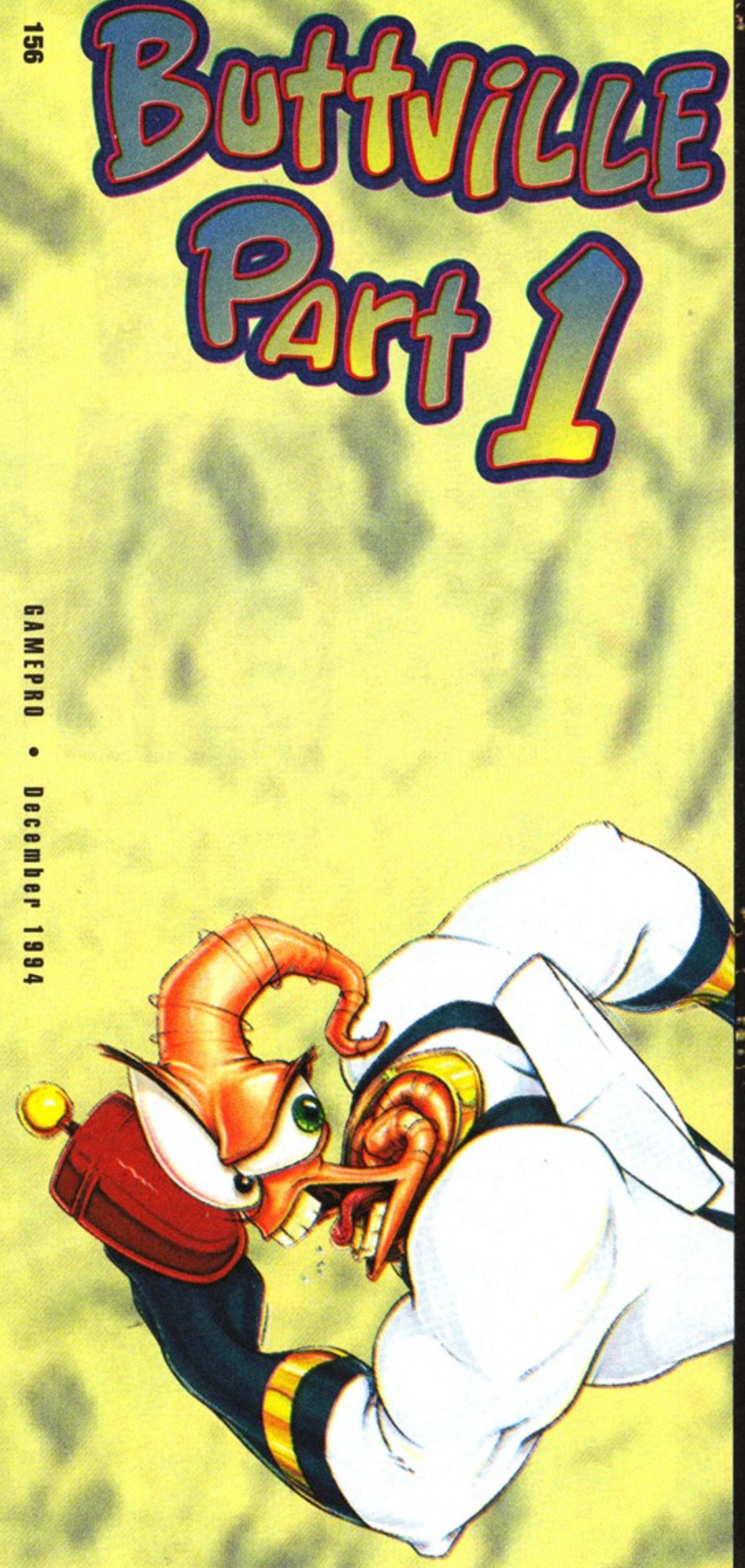
• A whip from behind makes Pete jump past chasms and other obstacles. If Pete falls into danger, he turns into a mangy mutant mutt who drags you back into the level. You're not gonna want that to happen too often.

• If you fall, though, it's a lost life, and you *never* want that to happen.

• Run ahead to scope out things like flying saucers and man-eating…uh, dog-eating plants. The only benefit to having Pete chomped by a plant is that it explodes afterward.

• To delay Pete's progress, shoot at him, and he'll drop to the ground for cover. Or you can whip him back to the left.

Buttville Part 1



A Hot Spot

You're working against gravity in one long descent, so helicopter to slow down and to gain control, since the walls are lined with harmful spikes. Your journey starts here.

B Hot Spot

The right track is the better choice at this intersection. Not only are bonuses just ahead, including a 1-up and firepower you can nab with some deft whip swinging, but the path is generally wider and less twisty.

C Hot Spot
This open area is still a thorn in the side – literally! But, it's a good place to collect some health.

D Hot Spot
When you land here, you warp out to the final section. If you chose to travel the right path at the intersection, you'd face a tight fit near the end of the trip. If you make it through the tight squeeze, you reap some bonuses. But it's not worth it.

Jim's Gems

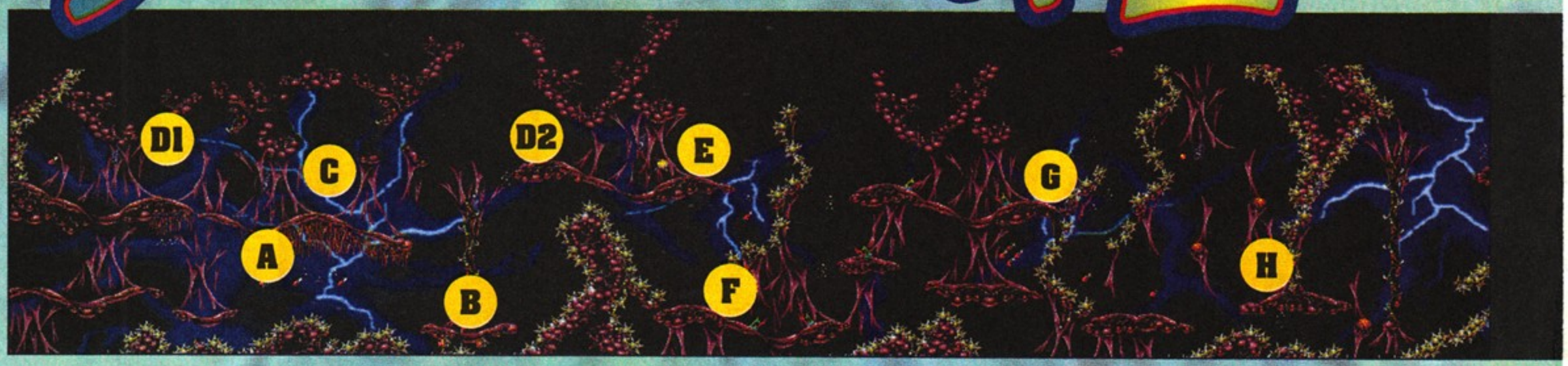
After nearly every level, you can rope an extra continue in the Andy Asteroids stage. All you must do is beat Psy-Crow in a race through…is that a worm hole? Just hold down your accelerator and grab all the bubbles you can. Fifty or more bubbles nets you a continue. You can also grab turbo boosters and snatch shields to make it easier to get past asteroids or bump Psy-Crow into them. In later levels, you need to get a jump on Psy-Crow, or he'll grab the turbo boosters and blaze past you.

Shield Icon

Turbo Booster Icon

If you don't beat Psy-Crow across the finish line, you have to battle him in a head-to-head face-off, where he casts worm hooks while you blast and whip him into submission. The best strategy is to shoot him until he's stunned, then whip him.

ButtVILLE Part 2



A Hot Spot

Although it appears you have to land on the spikes, you can hang down from the hairlike material on the ceiling and "walk" across it like other ropes and chains in the early part of the game.

B Hot Spot

Timing is critical as you work higher on the hook pole by whipping back and forth. The final destination is to the left of the hooks.

C Hot Spot

The hives spit out a constant supply of bugs to irritate you. Exterminate them with your whip or gun and do it quickly. They are the first of many pests impeding your progress.

D1 D2 Hot Spots

When you reach this dead end, look up to spot the hook. Double-swing to the right for bonus items and a new path to take that begins at D2.

E Hot Spot

Walk softly – eyes watch you in the darkness. If you're too close when the butler worm creature comes to the front, his sharp jaws quickly chop you in half. Whip him away when he's out front. Drop off the right side of the platform, then helicopter down and to the left.

F Hot Spot

Pass these beasts rapidly once they wiggle out of the ground. You can shoot or whip them, but they quickly return.

G Hot Spot

To pass this difficult hurdle, leap high and use some helicopter action to manuever around to the right. Drop below and continue.

H Hot Spot

Use the hook in this tricky spot to swing under the platform and the spikes to the other side, then work up the hook pole to the platform above and to the right. Before you start swinging, you can get a full-health icon by jumping on the two basketballs above the continue – if you brave a couple of annoying hives. Be aware that you can't stand on the balls long.

I Hot Spot

Another bout of leap-and-helicopter-'round-the-spikes. Fly down and to the right to the safety of a basketball on the other side. Work up the balls but don't rush or the butler worms cut you up.

J Hot Spot

The butler worms are somewhat more difficult to get here. Whip the first two while jumping on the balls near them, but the third one is too far to reach. When he appears, leap toward him and quickly brandish your whip to get rid of him. If you don't, you'll probably climb up the ball where you'll see his snippy side.

K Hot Spot

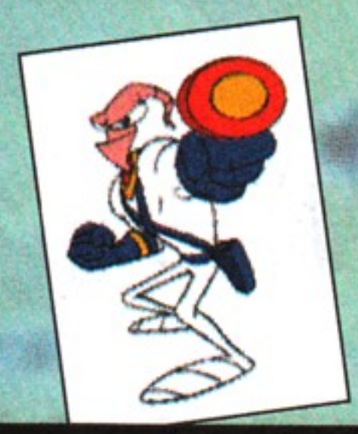
You can cross here as in Hot Spot A, where you see a hook below. If you don't snag the hook and swing to the right, you have a chance of surviving if you helicopter to the right. Miss it, and you walk on a lot of spikes – not good for your health.

L Hot Spot

Take out a few more basketballs and butler worms before you face off against…uh, the Queen's Butt. Head to the right and drop along the edge of the playfield.

M Hot Spot

Before you face the Queen, take out the hive between the continue and the end of the platform. Head to the right to find ammo icons that weren't there before. You'll need them.



Boss 1 The Queen's Butt

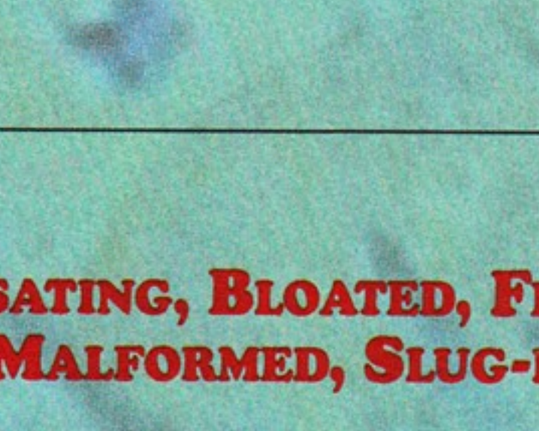
Before facing the Queen herself, you must take out her hindquarters. The best method is staying on the right by jumping up regularly and shooting or whipping your target. Don't fall between the platforms or onto the spikes. When the Queen turns tail, drop down to get full health to prepare for the final battle.

Jim's Gems

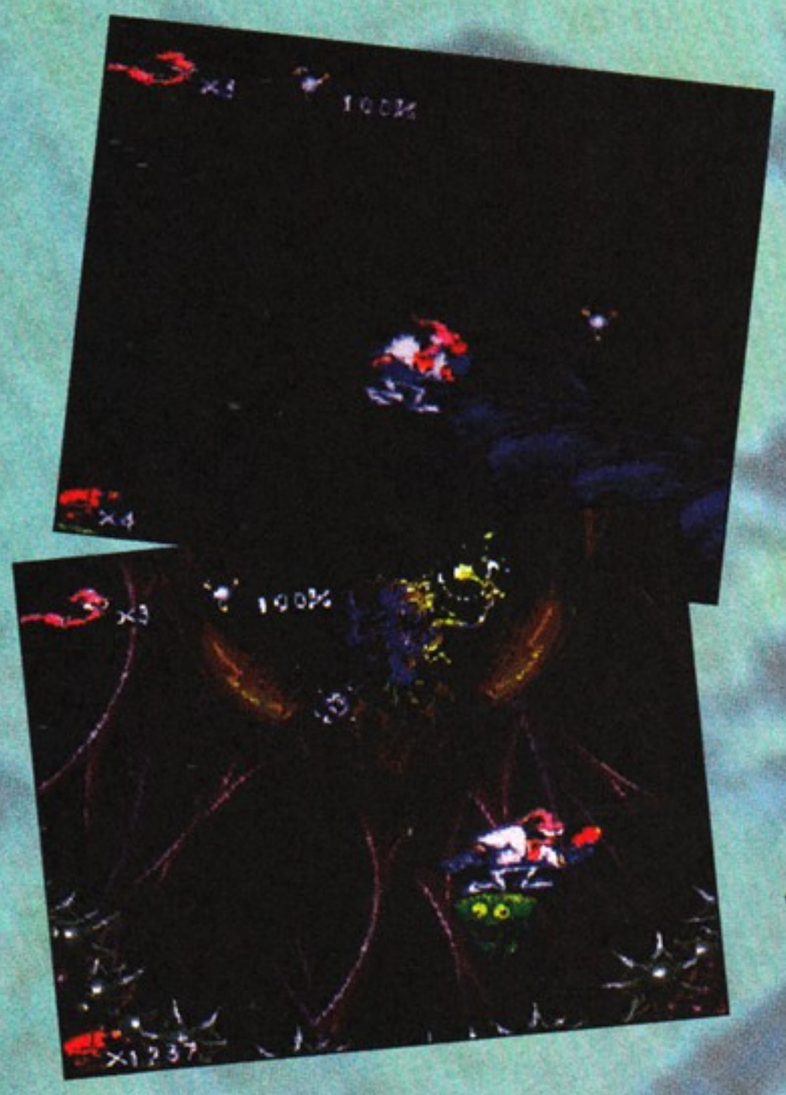
In most shooters, you can fire in only eight directions, so occasionally an enemy can slip through your line of fire. When you fire in an arc in Earthworm Jim, your bullets fan out in 64 directions. Not much can get past that wall of lead!

Boss 2 Queen Pulsating, Bloated, Festering, Sweaty, Pus-Filled, Malformed, Slug-for-a-Butt

Her Highness is spitting mad – you'd fume, too, if some worm blew off your butt! Head to the left and cross to the second of the two basketballs. A green platform starts to circle you. Leap onto it and snatch the bonuses you find. If you need more ammo and a health recharge, jump up and to the right at the platform's peak, then circle back around the Queen's former tail. Leap to the second green platform to circle around the Queen. You can hit her four times in each revolution, so don't hold down the trigger constantly. Shoot her from four main positions, as if you were on a clock: 3, 6, 9, and 12 o'clock. Keep her off-guard, and she won't be able to launch insects to pester you.



The ugly Queen's reign is over! Long live Princess What's-Her-Name!



EARTHWORM JIM

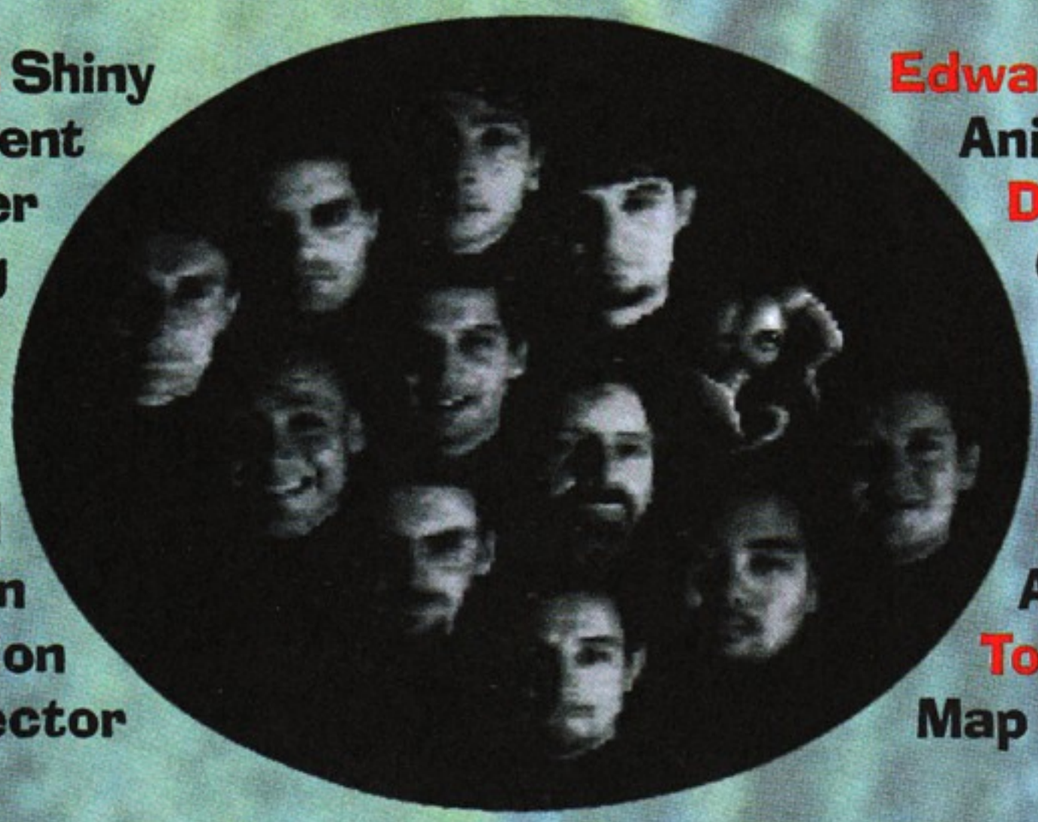
The Shiny Entertainment team members, developers of Earthworm Jim, challenge each other to various playing accomplishments. For example, the best time in the Tube Race on the SNES version is reaching the exit with 38 seconds left. There's also a competition to see who can get to the end of the game *using only one life!*

How good are you?

Thanks to Quick-Draw McGraw and The King Fisher. Also, pats on the back to the whole Earthworm Jim team at Shiny Entertainment:

GROOVY!

David Perry: Shiny Entertainment President and Genesis Programmer
Nick Jones: Programming Director and SNES Programmer
Andy Astor: Senior Programmer and Utilities Man
Mike Dietz: Animation Director

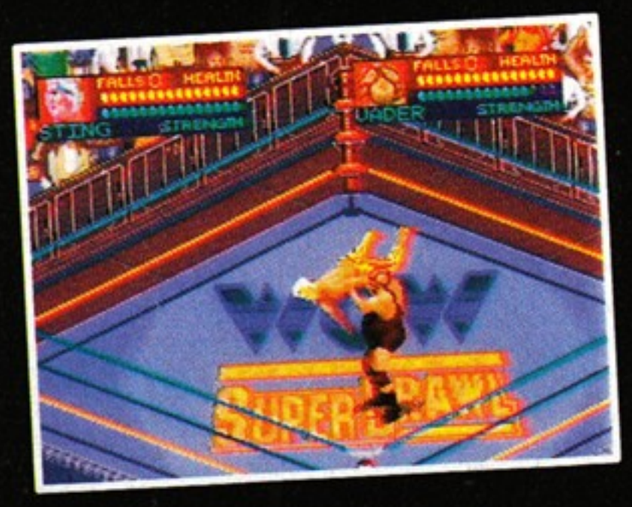


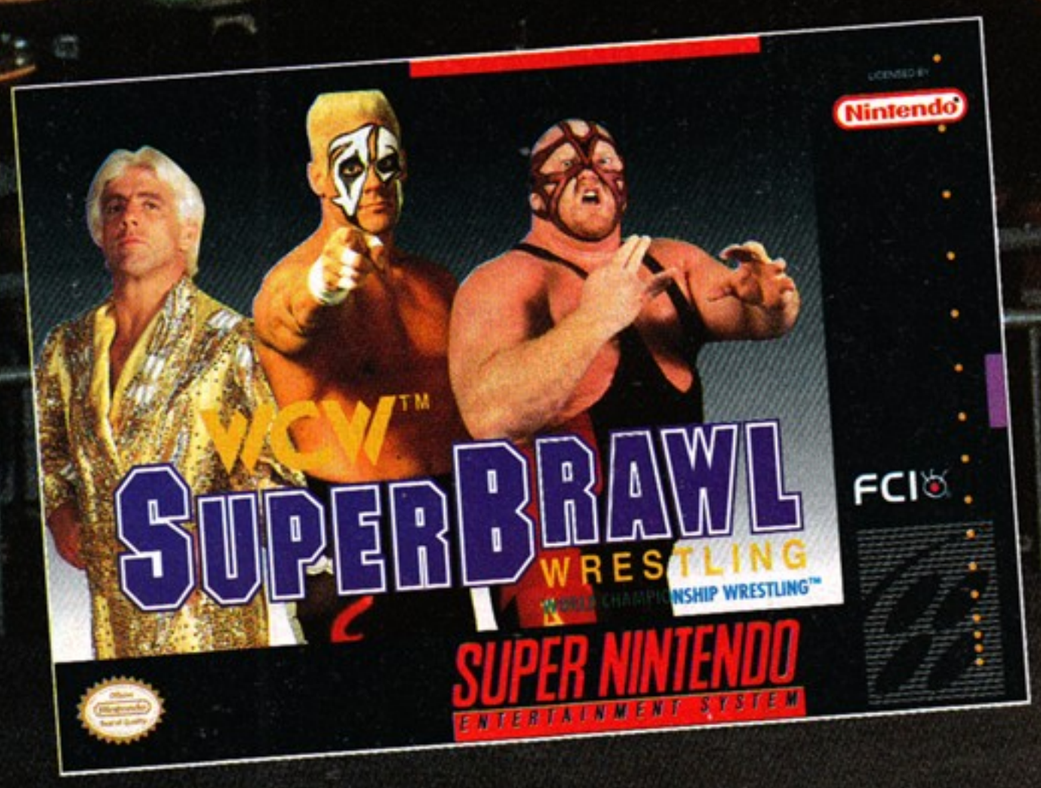
Edward Schofield: Senior Animator
Doug Tennapel: Character Designer and Animator
Nick Bruty: Art Director
Steve Crow: Senior Artist
Tom Tanaka: Game and Map Designer

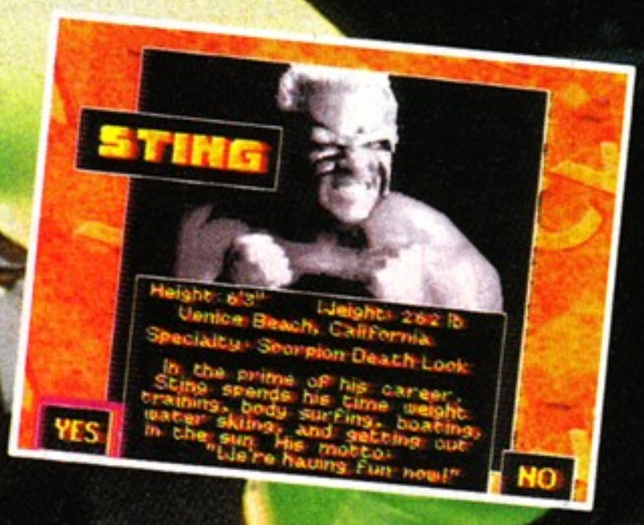
Next Month: *GamePro* reveals a bunch of the many hidden secrets in Earthworm Jim.

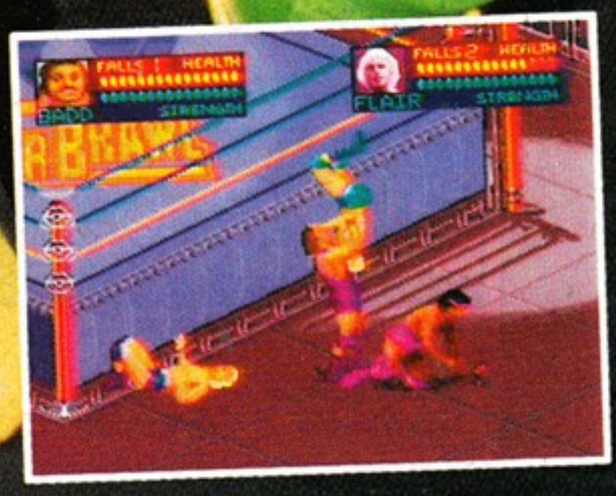
Don't miss it!

SLAMMIN'









Step into the ring with the WCW's best! Dozens of classic moves plus signature moves make this the most realistic action you'll find outside the square circle.

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Super NES

By Scary Larry

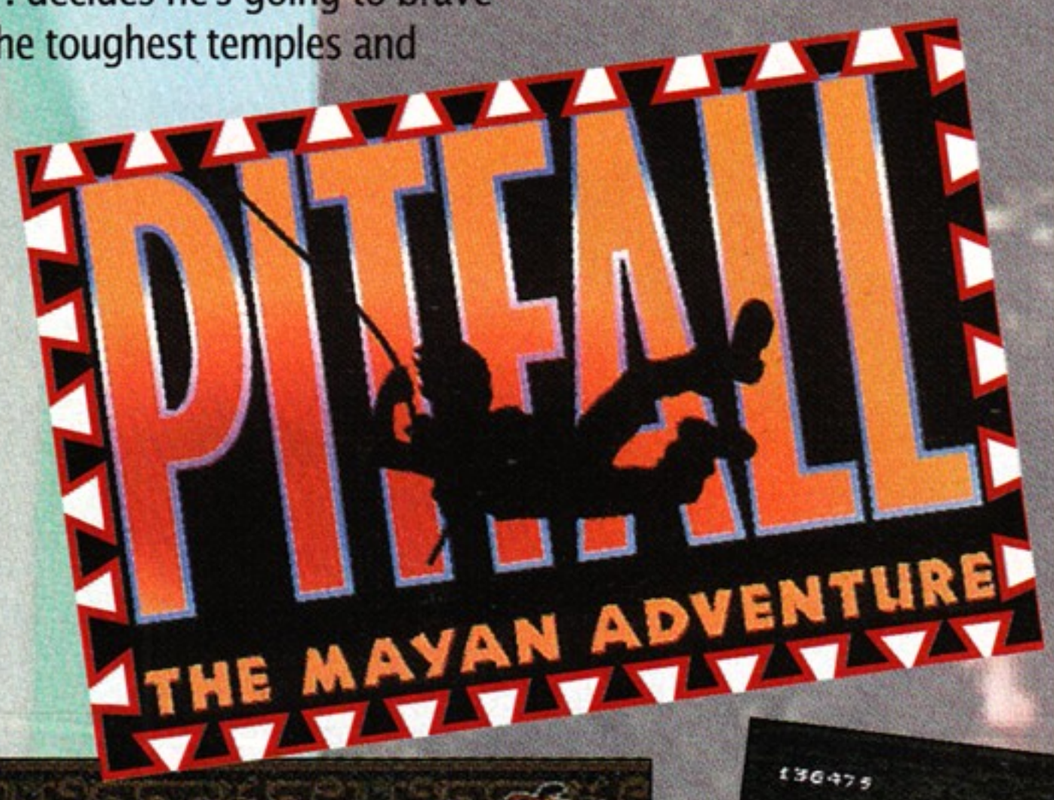
Pitfall Harry's son appears with a buffed-out 16-bit version of the classic, and it's better than ever!

Keeping Up with The Joneses

Pitfall Harry is lost somewhere in the Mayan ruins, so Harry Jr. decides he's going to brave the toughest temples and most fearsome forests to find him. You must help young Harry find fame, fortune, and father, all in the same day.

Ruined temples and lush forests aside, you'll also have to travel through deserted mines, across thunderous waterfalls, and into a nocturnal jungle. The Mayans didn't inhabit the rainforests alone, either – bats, rats, and jungle cats keep you on your toes. Just to make sure you don't get bored, there are also hidden areas, traps, and treasures. And you'll even come across the original Activision Pitfall for the 2600!

What's a fortune hunter to do? Or to do it with? Harry Jr. is armed with a whip, which also serves as a grappling hook where appropriate. He also finds bombs, boomerangs, and bags of rocks to use against enemies.



PROTIP: Sometimes snakes can be used as ropes.

PROTIP: Check behind pillars and other foreground objects for ropes.

PROTIP: If you see something that looks like a door but can't get through it, look for a rock outcropping or a lever.

It's a Jungle in Here

Pitfall contains some of the best character animations ever seen in a SNES game. The intricate climbing and swinging sequences are complimented by smooth running and jumping illustrations. The enemies even have their own distinct personalities, like paper-thin revolving archers or blood-sucking bats.

The music is your standard game drone, but the sound effects are marvelously lifelike. From Junior's exclamations (when he gets near a cliff) to the rich animal sound effects, this game is definitely an adventure for the ears.

And an adventure for the thumbs as well, because Harry Jr. has lots of close calls and pitfalls. The smooth controls are responsive, but not always accurate. You have to play the game a little before you get the hang of handling Harry Jr.

Bring On River Raid!

Now that you've seen the commitment that Activision has put into restoring this classic game, you almost want to see what it'll do with River Raid, its other smash for the 2600. But until then, you'll have plenty of fun with this title, which is challenging and entertaining at the same time. While other action/adventure games stumble, Pitfall doesn't take a pratfall. G

PROTIP: Continually try to jump past trees in the jungle. You're bound to find hidden areas.

PROTIP: Falling into this gap is the only way you'll advance in this level.

PROTIP: You can push mine carts and use them as step ladders.

Super NES ProFile

Pitfall: The Mayan Adventure

(By Activision)

Living up to the original Atari 2600 title, Pitfall for the SNES is definitely an action-packed adventure. Welcome to the '90s, Harry!

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.5	3.5	5.0	INT.
				Intermediate

$69.95	1 player
16 megs	10 levels
Available December	Side view
Action/adventure	Multiscrolling

PROTIP: Activision's original Atari 2600 game is in the first part of the Temple of Coban stage. Just jump up and go to the far left. When you see these 2600 scorpions, go through the door and proceed left again. Jump over the low wall, and you'll see the Vortex that will take you to this classic game.

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Super NES

THE REN & STIMPY SHOW TIME WARP

By Manny LaMancha

Like the *Simpsons* characters, Ren and Stimpy are a video game constant. Their latest adventure, The Ren & Stimpy Show: Time Warp, sets the pair on yet another merry romp, though the game play and repeating elements test your patience.

Contest Cat-astrophe

Nickelodeon's duo heads out for Gritty Kitty proof-of-purchase labels so they can win a time machine in Muddy Mudskipper's contest. Their side-scrolling scramble is pure bedlam as they jump from the Big City to a haunted graveyard, a zoo, and more.

PROTIP: Picking up a log brings you to special games that give helpful bonuses.

PROTIP: If you end up wearing the Happy Helmet, bang it off your head. Otherwise you'll be a sitting duck for enemies.

Time Warp's animations are filled with zany zest, like the giant Crockostimpy lumbering around the city. Trademark sounds are there, from Billy West's voice characterizations to the jazzy background music. Sadly, some graphics and sound effects are repeated too often. Also, the projectiles often pass in front of things they should hit in the 3D playfield.

Dogged Diligence

The controls are pretty easy to grasp, but some special items are finicky at times. Charging a Power-Up Attack can take some time, especially if you're facing a persistent attack.

T•HQ obviously tried to make this game more challenging than previous R&S installments, but it may have gone too far in the other direction. Most levels relentlessly throw everything at you but the kitchen sink. While Ren & Stimpy isn't Wrong & Stinky, it's pretty Raw & Sticky. G

PROTIP: Use the Rubber Nipples to climb the wall to reach this extra life.

The Ren & Stimpy Show: Time Warp
By T•HQ

Graphics	Sound	Control	FunFactor	Challenge
3.5	3.5	3.5	3.0	ADV. (Advanced)

$59.95	10 levels
10 megs	Side view
Available November	Multiscrolling
Action/adventure	Passwords
2 players	

STONE PROTECTORS

By Manny LaMancha

The Stone Protectors are a band of rock-n-roll trolls. While this satirical bunch of goons brings some color to the screen, the cart's graphical and game-play flaws prevent these trolls from passing on their musical magic to you.

Stone Cold

Princess Opal is doing her best to protect Mythrandir from Zok's evil. In trying to take over the Great Crystal, which is key to Mythrandir's control, Zok fumbled all but one chunk.

PROTIP: The two-player cooperative mode is a great way to get farther into the game. If you use the CPU partner, however, don't count on high-quality assistance.

Rock Hard

Character control is simple if you stick to basic moves. However, special attacks can be hard to accomplish, which makes control-pad operation a real workout. Your on-screen character runs like he's stuck in molasses, so it's hard to counteract an enemy attack.

The other mystical fragments landed in Seattle and turned five musicians into the punky Stone Protectors, who are recruited into battle.

PROTIP: You'll fare better if you get multiple enemies on one side of you. One attack damages both opponents, and you're not likely to get caught in crossfire.

Stone Protectors is filled with great sound – you get stereo sonics flying back and forth. The imagery is colorful, and the characters look goofy, but, unfortunately, less effort was put into the animation. Most actions are jerky, and some enemies simply disappear when they're defeated.

PROTIP: Work on your special moves in the two-player tournament mode.

The game isn't devoid of fun. Stone Protectors offers various modes, from challenging single player to all-for-one cooperative mode to a head-to-head tournament fighter. Overall, though, it's a frustrating journey. The Stone Protectors are unplugged. G

Stone Protectors
By Kemco

Graphics	Sound	Control	FunFactor	Challenge
3.5	4.5	3.0	3.0	ADJ. (Adjustable)

$69.99	2 players
16 megs	10 levels
Available now	Side view
Beat-em-up	Multiscrolling

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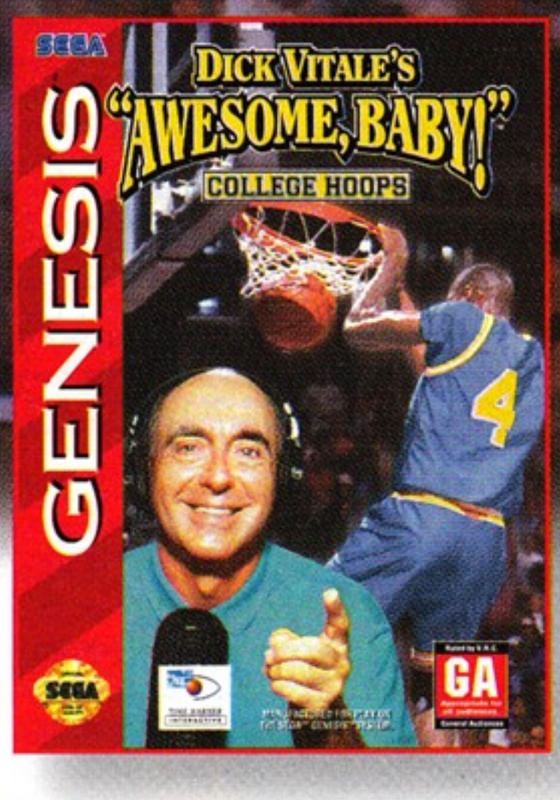

I live and breathe college hoops. I eat it, I sleep it, I love it. And now you can too! The folks at Time Warner Interactive have created a college basketball game that's so much like the real thing, it's unbelievable! The game is so awesome, I'm proud to have my name on it. Check out the prime time features of ***Dick Vitale's "AWESOME, BABY!" College Hoops:***

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Super NES

Tiny Toon Adventures WACKY SPORTS CHALLENGE

By Sarah Nade

Tiny Toons fans (and even those who don't like the TV series) will love this cute game. The familiar bunch from Acme Acres goes for the $1 million prize in Montana Max's fun sports festival.

We're Tiny, We're Toony

This is not your everyday sports festival. Buster, Babs, Dizzy Devil, and Plucky are all over each other in fun and entertaining carnival-style events. Among them are an ice-cream throw, a chicken dash (don't ask), weightlifting, and a saucer throw. The events are simple, and the moves are pretty basic.

Wacky, Not Tacky

The graphics are reminiscent of the cartoon, with large sprites executing smooth, easy-to-follow motions. The colorful, detailed backgrounds don't detract from the action.

The music resembles that of any other sports game – fanfares when something good happens, and drum rolls for effect. Voices would've added flair, however.

The use of only three buttons makes controlling the action very simple. Younger gamers might have a hard time with this game at first, but once mastered, it will be fun but not very challenging.

With cool graphics, good sound, excellent control, and fun game play, the Tiny Toons take the grand prize with this Wacky Sports adventure! G

PROTIP: When running the chicken dash, start braking before the ten-yard mark so you don't fly off the cliff.

PROTIP: Watch for the X targets when throwing ice cream – you'll lose points if you hit them.

PROTIP: In the saucer throw, make sure the rotating green ball is in the power meter's colored zone before letting fly.

Tiny Toon Adventures
Wacky Sports Challenge
By Konami

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

Price not available
8 megs
Available December
Action/sports
1 player
5 events
Side view
Multiscrolling
Passwords

By Quick-Draw McGraw

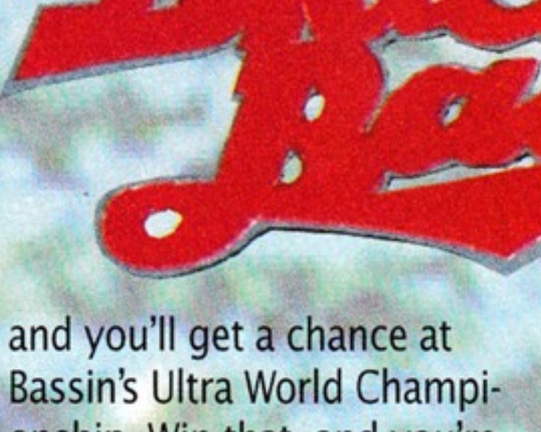
Fishermen, grab your rods! Bassin's Black Bass is the latest fishing simulation, and it hits the water with enough competition for anglers of all ages to enjoy.

Reel Entertainment

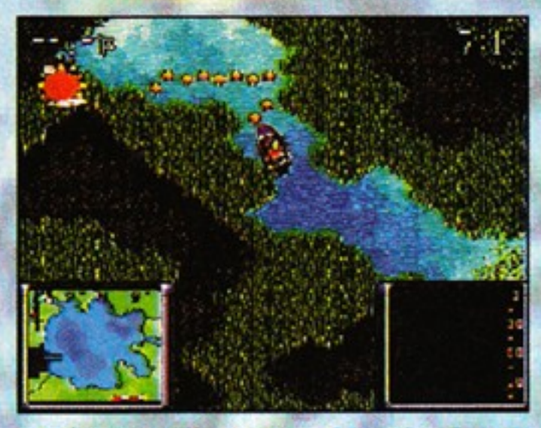
Bassin's four tournaments will teach you just about everything you need to know about fishing. Finish in the top three in the Amateur tournaments, and you'll earn a spot at the Pro Bass Championship. Prove yourself there, and you'll get a chance at Bassin's Ultra World Championship. Win that, and you're king of the bass-kickin' world!

Strategic decisions make the game intriguing. You choose from 16 lures to catch any of the eight types of fish, but watch what you haul in, because only bass count at the weigh-in.

Bassin's controls are okay, but you might have problems controlling your line length and depth. Also, losing time when your line snaps is a major pain.



PROTIP: Keep a close eye on the tournament clock. You'll lose valuable time if your line snaps.



PROTIP: When steering the boat, avoid blocked areas. Damaging your boat knocks you out of contention.

PROTIP: When first starting out, bring along John, the expert fisherman. His advice can guide you through a tough tournament.

BASSIN's Black Bass

Back in Black

As for graphics, Bassin's realistic lakes and rapidly moving fish will lure you in. Changing weather and clear backgrounds make you feel as if you're actually on the boat.

Since fish can't talk, the sounds are dull. No voices are included, and you only hear music during the weigh-in and when getting results.

Bassin's BB will show you what it takes to be a pro. If you're looking for that true fishing experience, sink your hooks into this cart. G

Bassin's Black Bass
By Hot-B

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.0	3.5	4.0	INT. (Intermediate)

$72.95
16 megs
Available now
Fishing
1 player
4 tournaments
Multiple views
Save feature

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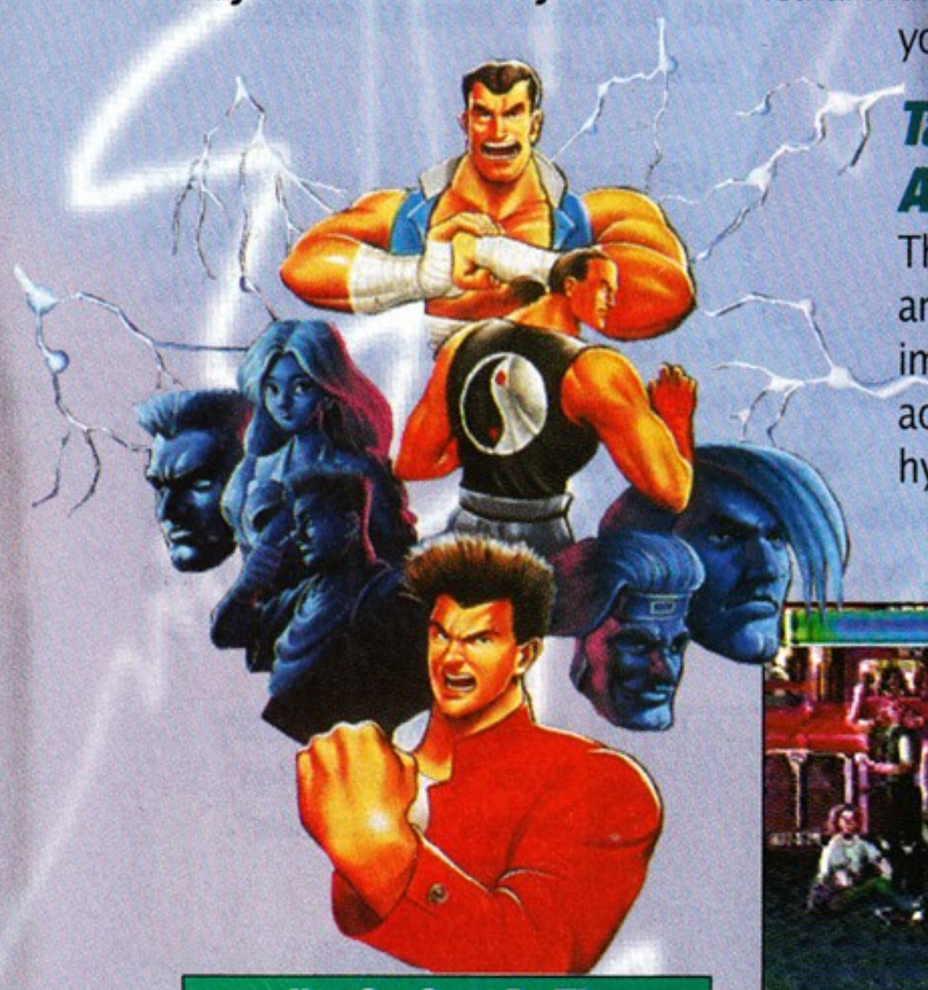
Neo•Geo

AGGRESSORS OF DARK KOMBAT

By Scary Larry

Aggressors of Dark Kombat tries to be many different fighters at once. It combines aspects of Art of Fighting, World Heroes, and Street Fighter without coming close to the complexity or challenge of any of them.

When you unload a combo, you may unload more than you think!



Fight or Flight

The story line is standard. Eight playable street fighters have assembled to fight for the right to call themselves the best. The standard mix of martial arts mashers toes the line, along with a schoolgirl and Fuma from World Heroes. An odd mix, to say the least.

Along with your usual array of punches and kicks, players command a series of special moves and attacks. There's even a Crazy meter. When the meter is full and flashing, you can pull a series of joystick movements and button presses to execute a barrage of lethal multicombo attacks on your opponent.

Tall, Dark, and Aggressive

The graphics in AODK are huge but not very impressive. The characters look like hybrids from other fighters, including a martial arts Elvis impersonator (Clay Fighter does it better and funnier) and a female fighter that could be Mai Shiranui or Nakororu in uniform. Although there are some huge characters (like Sheen and Leonhalt), they don't move with the fluidity of fighters in Samurai Shodown or with the dazzle of Fatal Fury Special's characters.

PROTIP: The minute a character stops to taunt (in this case, combing his hair), unleash a special attack.

Jo gets a little help from a friend with his Crazy attack!

The sound is the standard fighting-game noise. The theme music is forgettable, and the grunts, groans, and gasps of the fighters are no big deal at all.

The unresponsive controls mean that most of the special moves will require excessive practice, and the Crazy moves demand such a long string of commands that they seem unattainable. For example, Lee's Evil Hawk Talons move requires you to pound out Down-Toward, Up-Toward, Down-Toward, Up-Toward and Button A. That's Crazy, indeed.

When Kisarah loses, her heart breaks...and her legs...and her arm....

PROTIP: Take advantage of opponents when they're down but not yet out. Stomp them with the kick button.

PROTIP: It's possible to reverse a throw. Wait until you see an icon appear overhead, then tap the throw button quickly.

PROTIP: Fuma's Fire Dragon is still the same: Toward, Down-Away, Down, Down-Toward (just like Ken's Dragon Punch).

The Fight Is Over

These days, fighting games have to be intuitive and imaginative if they want to carve a niche for themselves. With SNK's proven track record of quality fighters with lots of depth (Samurai, World Heroes 2, Fatal Fury Special), it's a wonder it wasn't more aggressive about putting out a better game this time around. G

Neo•Geo Game ProFile

Aggressors of Dark Kombat

(By SNK)

Neo•Geo owners won't cheer the arrival of this fighter. Its one-dimensional game play and one-button-press combo system leave you feeling more aggravated than aggressive.

Graphics	Sound	Control	FunFactor	Challenge
3.5	3.0	3.0	3.5	INT.
				Intermediate

$239	Fighting
178 megs	2 player
Available now	Side view

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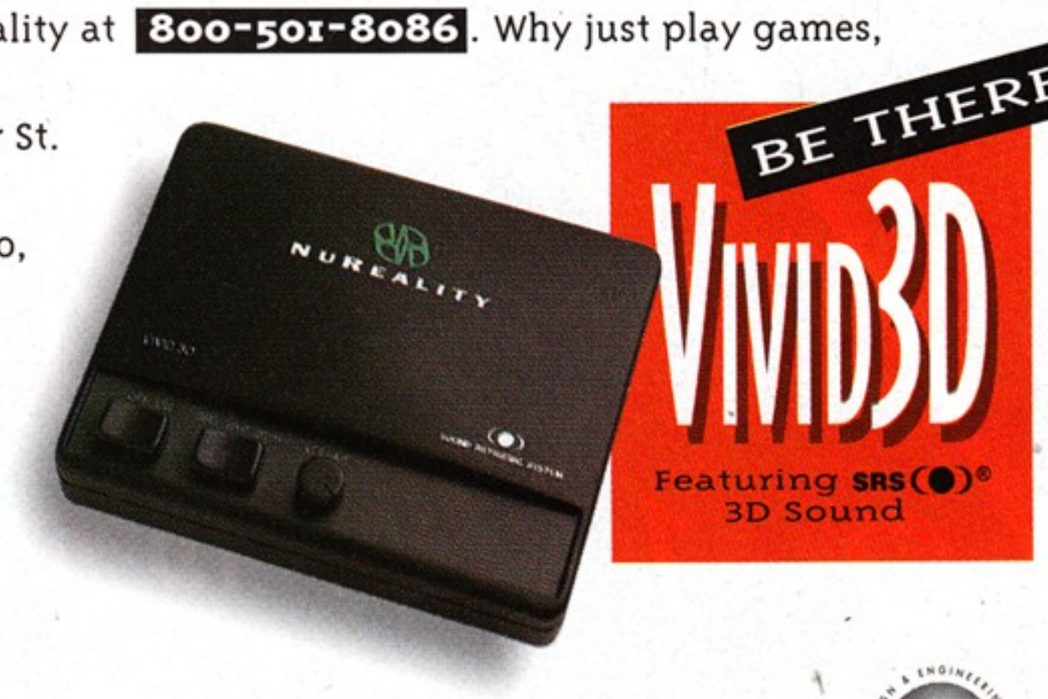

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drop targets, and an outhole.
(Pardon our language.)

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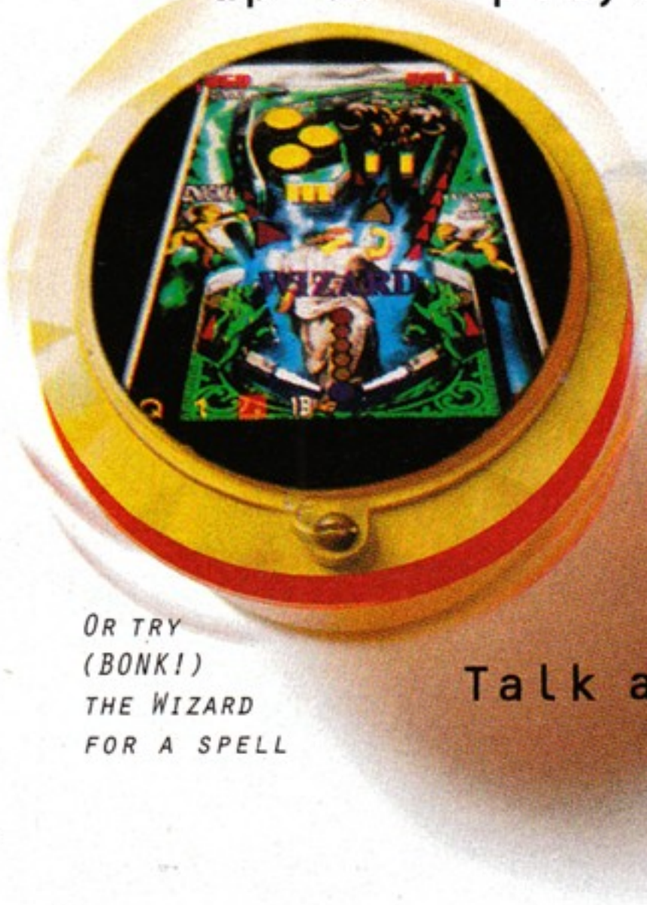

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ZERO TOLERANCE

ACCOLADE

WAY OF THE WARRIOR

3DO

By Scary Larry

Way of the Warrior is the first fighting game for the 3DO, but it lacks something that even Game Gear fighters like MK II have: Responsive on-screen action and balanced game play.

The Way It Is

In Way of the Warrior, you pick one of nine fighters, including an Algerian bodyguard in a designer suit, a female biker who guzzles booze and spits it at you, or the usual assortment of ninjas and other martial arts maniacs. Although it's unclear whether it's intentional or not, some of the fighters are dull parodies of well-established fighters like Rayden and Chun Li.

PROTIP: When you see what looks like a Hershey's Kiss dropping from the sky, immediately grab it. It could be extra power, invincibility, or a Second Wind power-up.

PROTIP: You can block out of most special attacks. When blocking, you take no damage.

You can play against a friend or the computer, and you can also handicap them to balance a fight. Playing the game at higher levels of difficulty means that more bosses appear. Most players will find the computer A.I. very cheap on advanced levels, though. Another drag is the load time: Waiting for the game to start up takes up a sizable chunk of your evening.

Nikki Chan's Fast Hair Whip: Down, Down-Forward, Forward, and Button A.

special move

Fox's Voodoo Dizzy Dust: Down, Down-Forward, Forward, then Left button.

PROTIP: Whenever you see a fighter disappear from the screen, look out! They're about to come down on your head with a brutal attack.

The Load Warrior

The graphics start off crisp and clear, but then the action starts and the screen zooms out, leaving you with some small sprites and pixelated special moves. The fighting is clunky and blocky, which seems abnormal for the speedy 3DO. The backgrounds include your usual assortment of temples, dojos, and torture rooms. Yawn. The soundtrack would've received a perfect score just for the awesome White Zombie tracks alone, but the dismal sound effects wilt the Zombie songs. Even cranked up to maximum, the female biker's yelp for help sounds more like she's getting her toe stepped on than getting her leg broken.

Executing the special moves is not hard, and there are some unimpressive fatalities. However, you can battle through the whole game just as easily using jump kicks.

PROTIP: The easiest path to victory is trapping opponents in the corner and jump-kicking them.

PROTIP: After doing a special move, immediately move away from your opponent, or the computer A.I. will respond with a blistering attack.

No Way

If you've got a 3DO and you're dying for a fighting game, then you're probably going to want to look at this game, but you've seen it before. Way of the Warrior is just Pit Fighter on steroids. Serious fighters may take it on just to prove that they've seen everything. But be warned...this game falls by the Way-side. G

3DO Game ProFile

Way of the Warrior

(By Universal Interactive)

Crisp graphics and awesome sound do not a great game make. You've gotta have decent game play, too, or there's no Way you'll be a Warrior in this genre.

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.5	3.0	3.0	ADJ.
				Adjustable

Price not available	Fighting game
CD	2 players
Available now	Side view

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3DO

BURNING SOLDIER

PROTIP: Passing asteroids won't harm you. Only shoot at those in your face.

Alien alert!

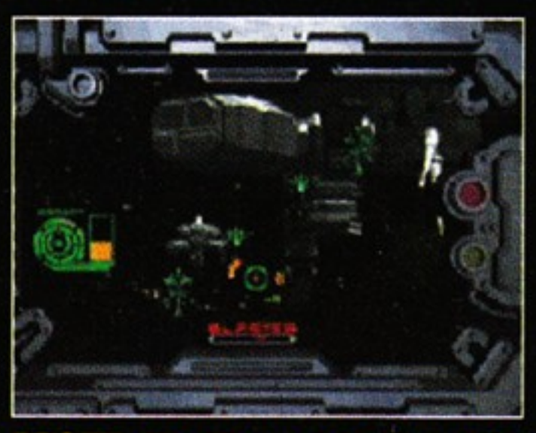
By Captain Squideo

Whatever complaints you have about 3DO's cost and the limited number of games, you've gotta admit that this system cranks out some great space shooters. Burning Soldier rockets into the prestigious company of 3DO's previous classics, Total Eclipse and Shock Wave.

Hunka Burnin' Love

The tried-and-true shooters' plot device of invading aliens sets Burning Soldier in motion. This time, it's Kaisertians on the attack, so you strap into a Strike fighter's cockpit to intercept 'em. You fly four first-person-view missions, starting near Mars' asteroid belt and finishing on the Earth's surface. It's a long, intense fight

PROTIP: Early on, keep your targeting cursor near the center of the screen. Most enemy flight paths cross there.



PROTIP: You'll want to shoot the battle cruisers, but concentrate on the swift fighters.

that'll test experienced rocket jockeys.

What really counts with shooters are the controls. Because you don't steer as you did in Shock Wave and Total Eclipse, the controls here are minimal. All you do is shoot, à la StarBlade – and even that ability is limited. You fire only two weapons, a single-shot Laser Vulcan and an automatically guided Blast Smash that charges up like a Super R-Type blaster.

Both weapons are accurate, once you practice targeting your on-screen cursor. The only strategy is properly timing the Blast Smash, since it's inoperable while it's charging. Rookies might like these simplistic controls, but veterans of the sophisticated Shock Wave will want more to do.

Battle Report

The sharp 3DO graphics feature excellent cinematics (dominated by lots of exotic spacecraft and toothy Alien-style monsters) that make an appropriate introduction. You don't get the clever mission-control sequences that spiced up Shock Wave, however. During battles, detailed enemies swerve quickly into view, and colorful explosions punctuate the action.

Atmospheric music, voices from headquarters, and other above-average sounds set the fighting mood, but your shots are standard pings and zings.

Shoot Happens

Although it's not Shock Wave, it's still worth a test flight. At the Hard difficulty setting, that flight won't end soon, either. Warm up your thumbs, space aces, and blast off with Burning Soldier. It's blazin' fun. G

PROTIP: On Earth, enemies move at different rates – some hover in front of you. Learn the flight patterns of similarly shaped ships.

Super Cinematics!

3DO Game ProFile

Burning Soldier

(By Panasonic)

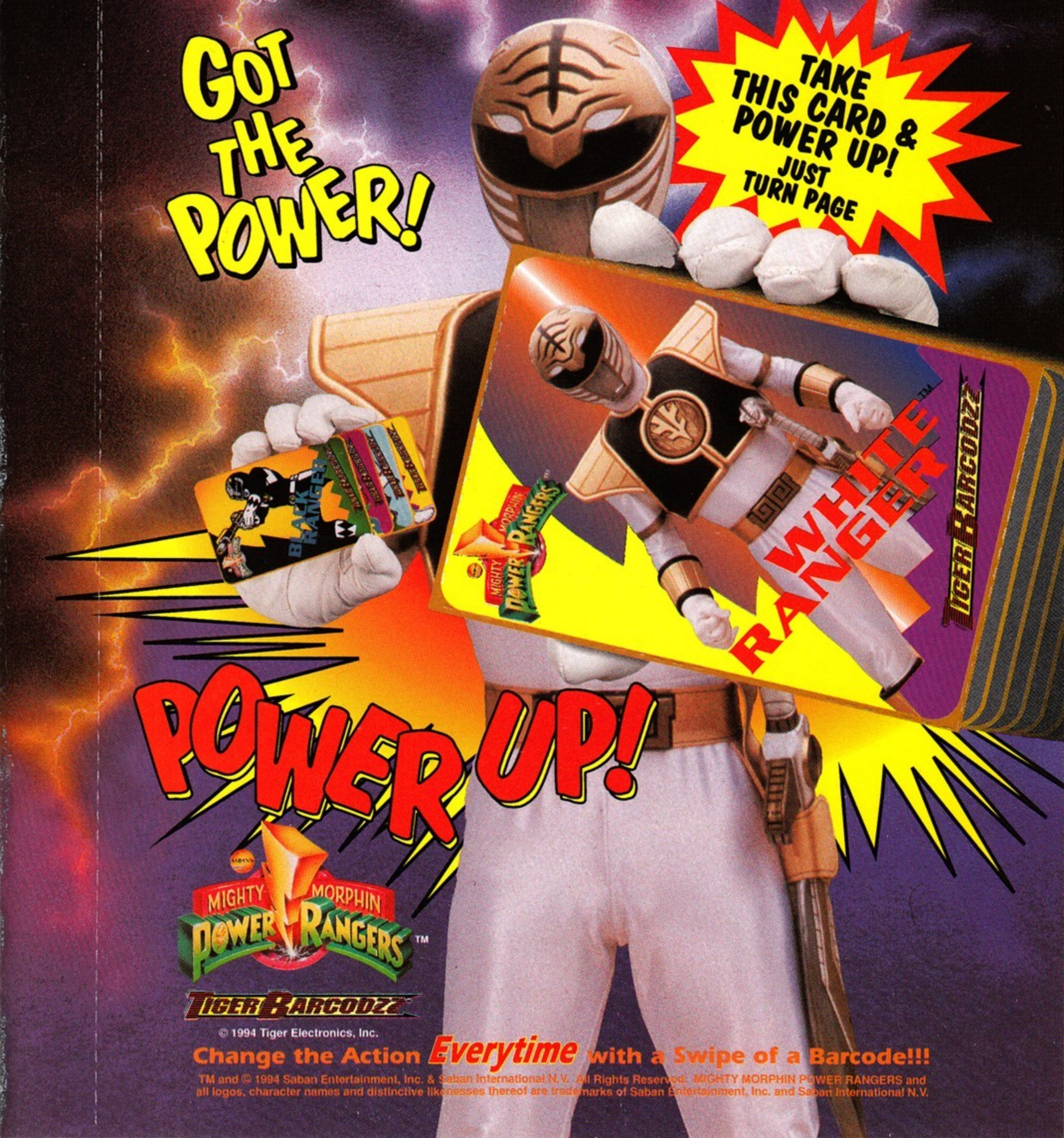
It's not Shock Wave, but Burning Soldier burns brightly across the solar system as a fast and fun first-person shooter.

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

Price not available	18 stages
CD	First-person view
Available now	Forward scrolling
Shooter	Unlimited continues
2 players	

GOT THE POWER!

TAKE THIS CARD & POWER UP! JUST TURN PAGE



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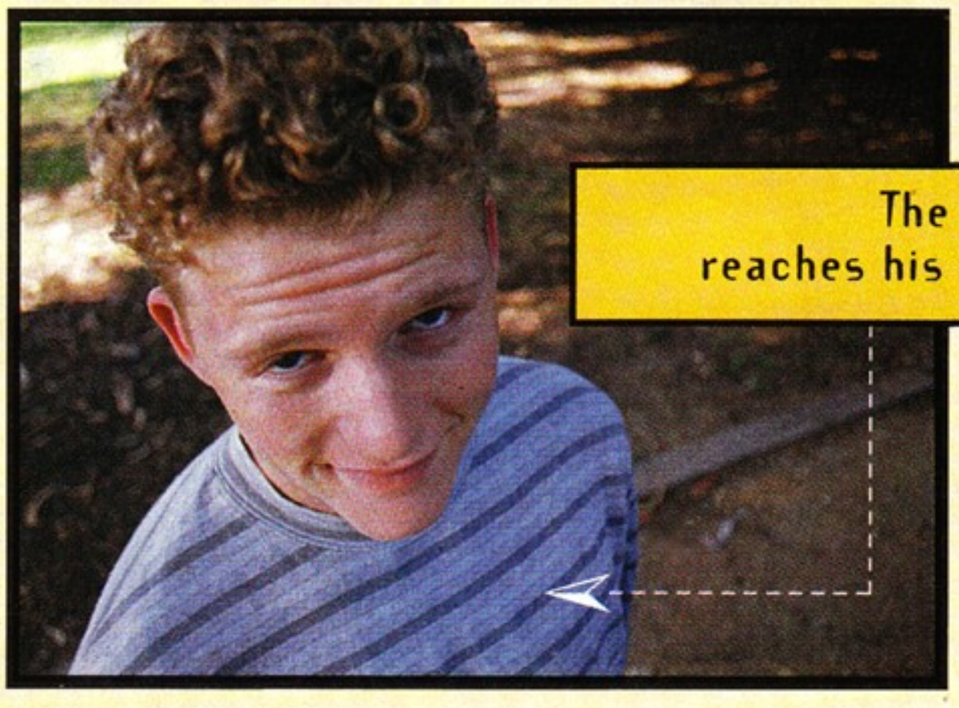
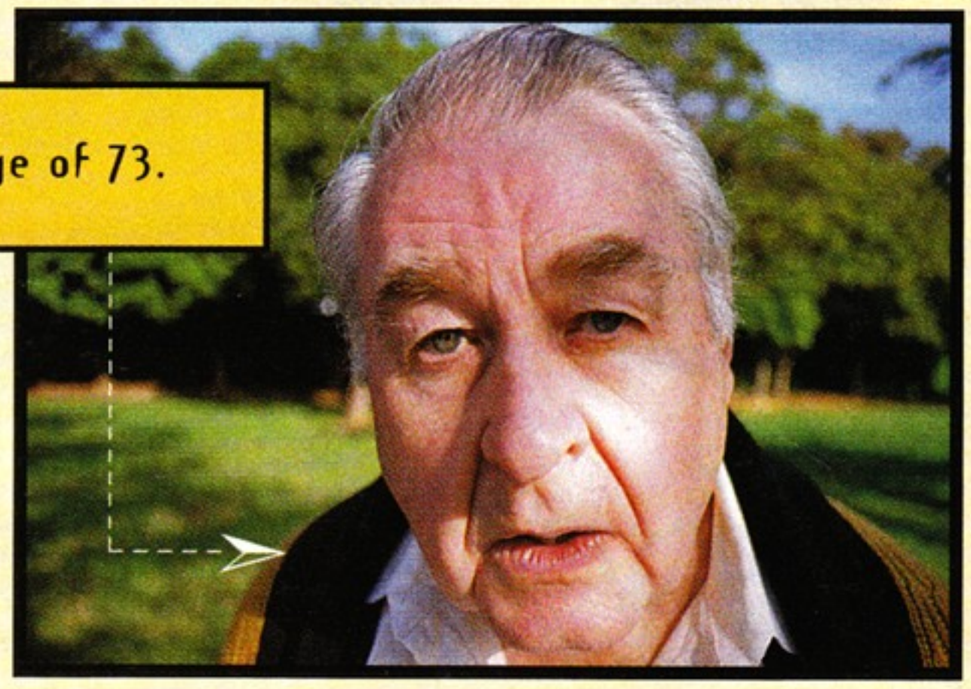
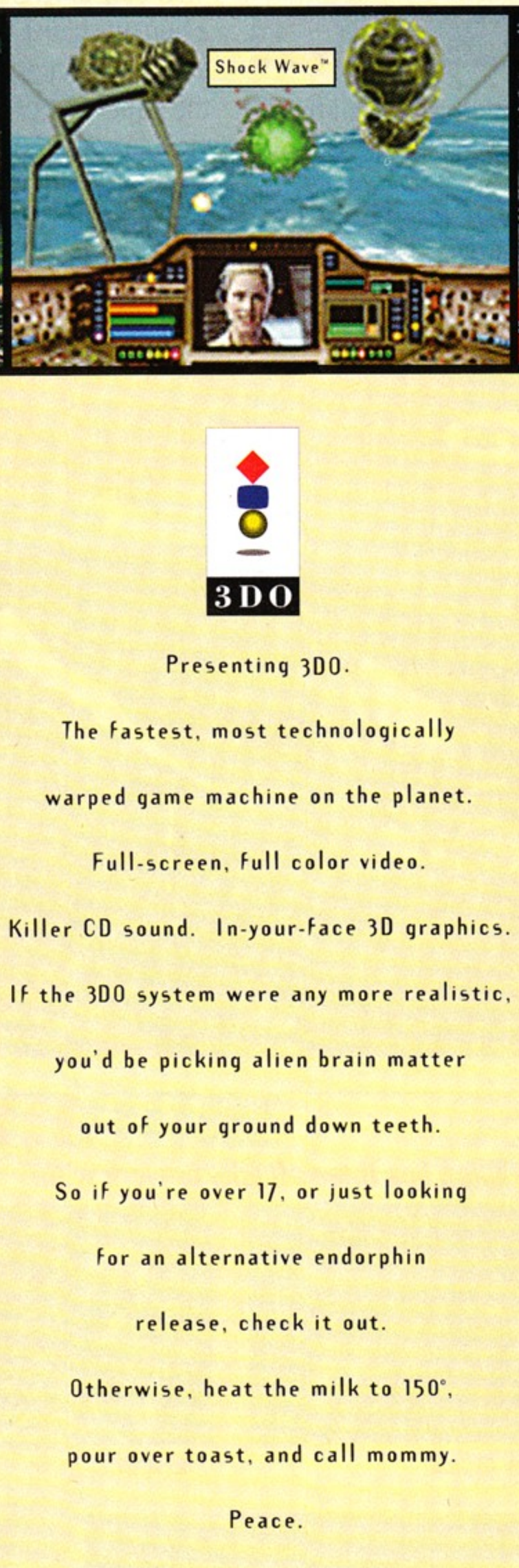


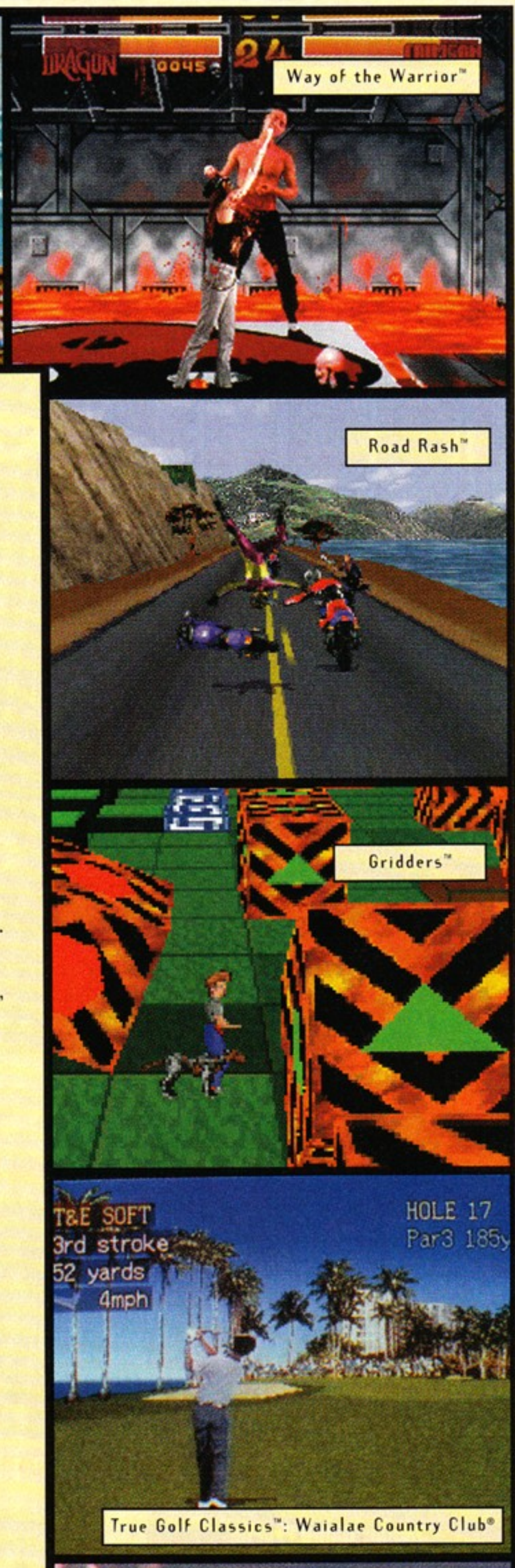
The average male
reaches his sexual peak at age 17.

And lives to the age of 73.



So what do you do with the 56 years in-between?





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out of your ground down teeth.

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for an alternative endorphin

release, check it out.

Otherwise, heat the milk to 150°,

pour over toast, and call mommy.

Peace.

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Jaguar

By Manny LaMancha

The long-awaited Alien vs. Predator (see PreView, *GamePro*, June 1994) has finally surfaced. Jaguar owners should be happy with this edge-of-the-seat first-person shooter.

A Trio for Free-O

Because it offers different game-play scenarios dependent upon the character you play, AvP is like three games in one. You choose among three markedly different characters: a human soldier, the Alien, and the Predator. It would take the remainder of this ProReview to compare the many ways in which game play differs based on the character, because each puts their own twist on things. For instance, the Predator scenario is a battle requiring careful analysis and slow-paced attacks. The Alien game, on the other hand, calls for a quick, darting offense and knowing when to retreat to the safety of a quiet hallway or air duct.

In the simplest analysis, AvP delivers basic video game thrills for each character, under a kill-or-be-killed premise. All the scenarios involve lots of bloodshed and stealthy movement through a dark and eerie installation, with danger around every corner – and heavy anxiety to match. Regardless of which character you play, you'll frequently view the Game Over screen; it's not easy to get through this game in one piece.

Your challenge throughout is maintaining a balance between making progress through the installation and gathering new weaponry and, more importantly, health-restoring medical kits. Only the Alien can't restore its dam-

There's nothing worse than having a face hugger…well, hug your face.

ALIEN NATION

The Alien has three attacks to work with:

Claw Attack

Jaw Attack

Tail Attack

PROTIP: The Alien's game can quickly come to an end if you don't move right away.

PROTIP: The Jaw Attack is quickly fatal, so use that when you're in a bind.

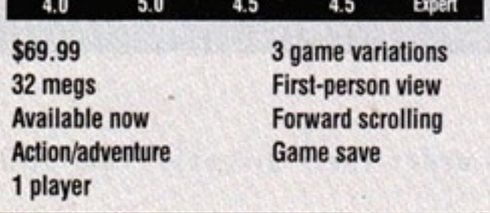
PROTIP: That used to be a human soldier. Cocoon enemies as soon as possible, or your chances of survival are slim.

Jaguar Game ProFile

Alien vs. Predator

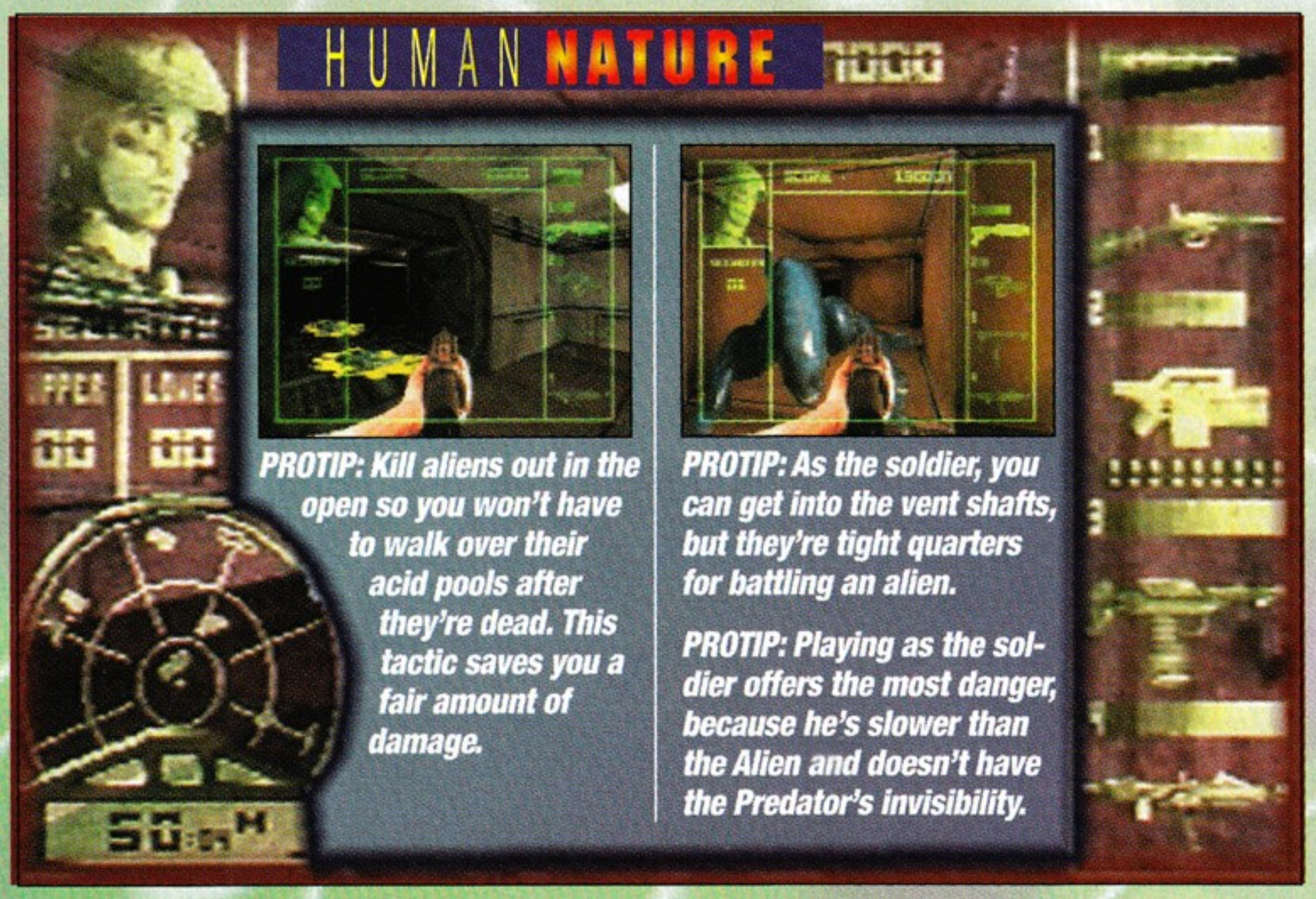
(By Atari)

This long-anticipated game goes to the head of the Wolfenstein class, with stunning realism and three dizzying play variations.



$69.99	3 game variations
32 megs	First-person view
Available now	Forward scrolling
Action/adventure	Game save
1 player	

HUMAN NATURE



PROTIP: Kill aliens out in the open so you won't have to walk over their acid pools after they're dead. This tactic saves you a fair amount of damage.

PROTIP: As the soldier, you can get into the vent shafts, but they're tight quarters for battling an alien.

PROTIP: Playing as the soldier offers the most danger, because he's slower than the Alien and doesn't have the Predator's invisibility.

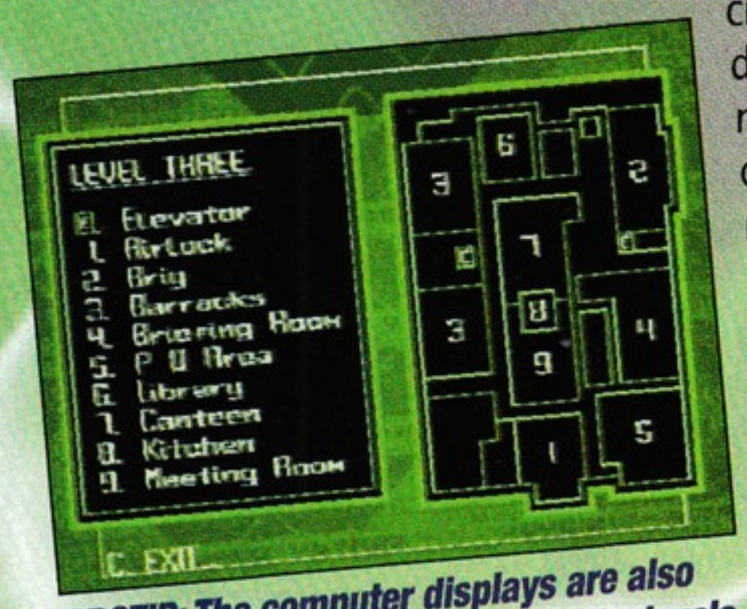
PROTIP: The map is a very important aid. Because the levels are expansive, you should track your whereabouts on a hand-written map.

age bar with med kits; it creates extra lives through its ability to cocoon humans. This ability makes for mobile checkpoints in each level: If the Alien dies and a cocoon is aged enough, the oldest cocoon becomes the new continuation point.

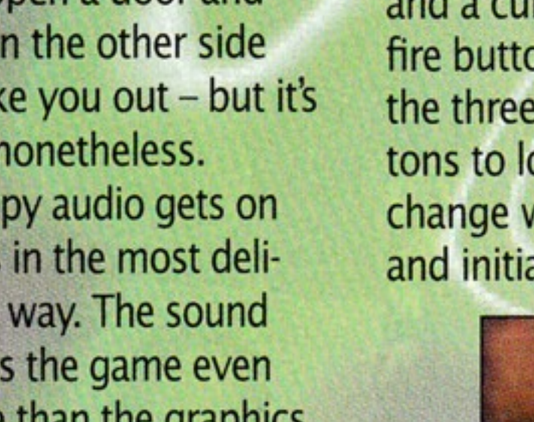
Aliens, Register Here

AvP's graphics are stunning, lifelike, and claustrophobic from a distance, flaunting the photorealistic capabilities of the 64-bit powerhouse hardware. However, if you move too close to objects on-screen, they become pixelated blurs. This graphical drawback doesn't heavily detract from the exhilaration of the game – especially when you open a door and find a foe on the other side ready to take you out – but it's a negative nonetheless.

The creepy audio gets on your nerves in the most delicious way. The sound drives the game even more than the graphics, offering loads of environmental atmosphere. The audio thrills extend from bassy heartbeats, to the shrieks of the Alien, to the whispered imitations of soldiers' voices by the wily Predator.



PROTIP: The computer displays are also beneficial. As you walk through the levels, glean info from all the terminals.



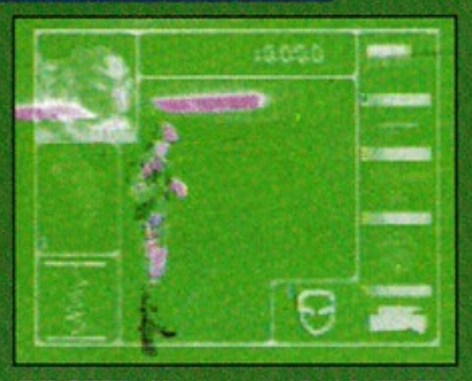
Buttoning Up the Crime Scene

Control is also balanced, with a good blend between speed and maneuverability. You'll give the Jaguar's keypad a real workout, and you'll find that the keypad is both a blessing and a curse. You have a basic fire button, with variations for the three characters, and buttons to load up on health, change weapons, open doors, and initiate a sidestep. It takes a while to get all the button presses down pat.

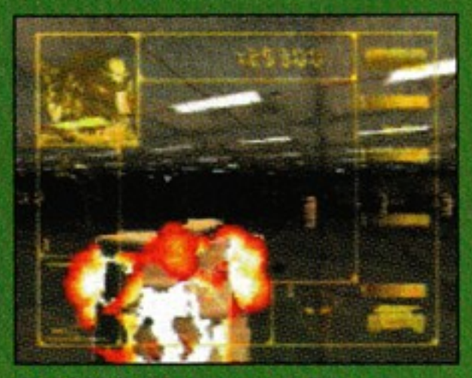
Go Forth and Conquer

The end result is an in-your-face contest and durable game play that doles out a great deal of entertainment. A grin crosses your face just in time to have it flicked off by a speedy Alien attack or a whole battalion of soldiers backing you into a dead end. If Atari can turn out a dozen more games like AvP, Jaguar owners could truly rest easy and enjoy their purchase. Until then, go forth and prevent creatures from multiplying. G

PREDATOR READY



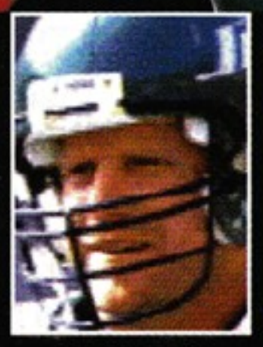
PROTIP: Use your invisibility to move stealthily around the level. Keep in mind that you'll be attacked by soldiers if you get too close.



PROTIP: You can kill an enemy by punching an explosive barrel, but you'll take damage, too.

YOUNG

HOSTETLER



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3 GAMES IN ONE

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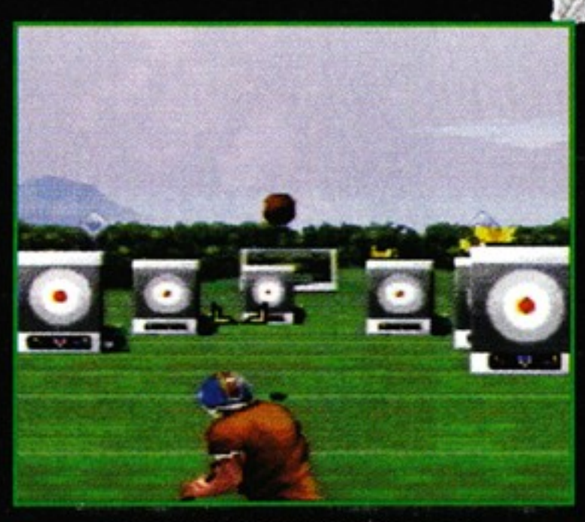

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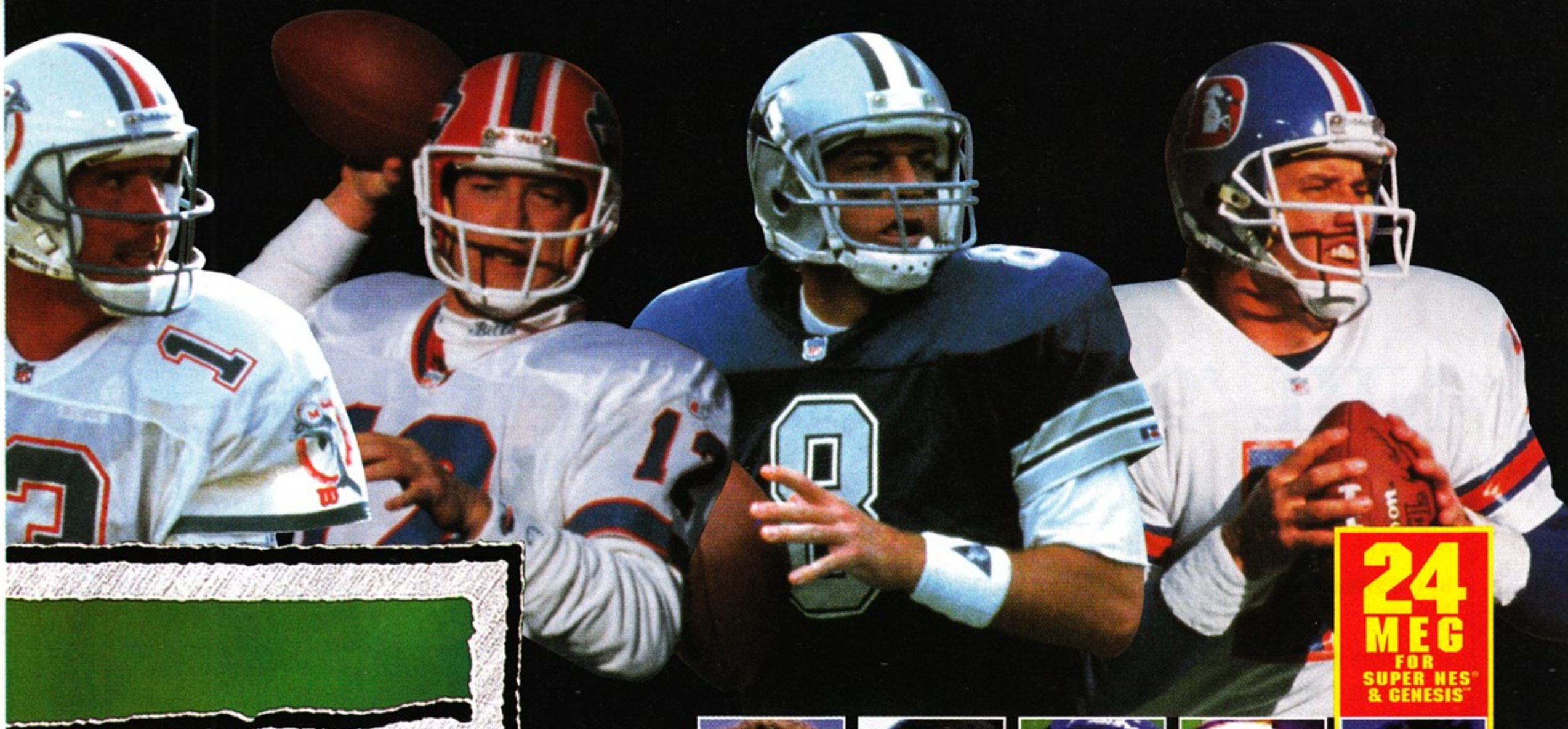

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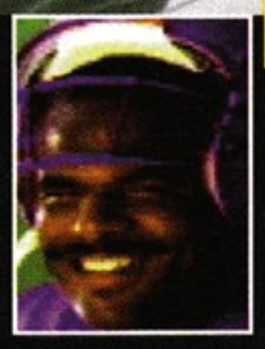

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NHL '95: The Best Gets Better!

NHL Hockey '95

Genesis

By Quick-Draw McGraw

In the long line of EA Sports hockey titles, NHL Hockey '95 is by far the best! A ton of new moves and features back up the smoothest, most entertaining hockey title ever created.

Hat Trick!

To be the best, you gotta have a few things the competition doesn't. Among NHL '95's new features is the ability to sign, release, or trade any of the 600 real NHL players before playing a regular game, an All-Star-type shootout, or the playoffs. You can even create your own fantasy players or hit the ice with established stars like Gretzky and Hull and test them in a Practice Mode to fine-tune your skills.

PROTIP: When starting a season, be sure to create a couple of superstars who will help you down the stretch.

PROTIP: Because the goalies are tougher, scoring can be a hassle. Learn the art of the one-timer to save your butt in a close game.

PROTIP: When trading and signing free agents, make sure you're not violating your roster requirements.

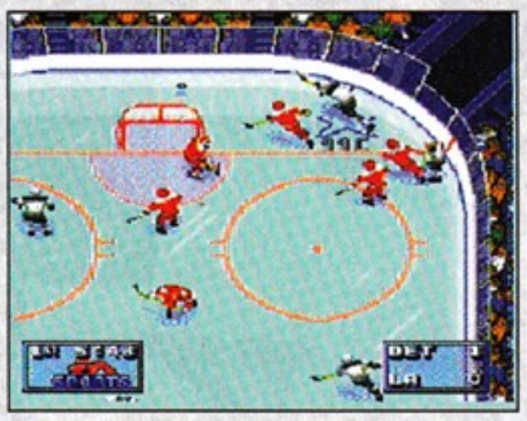
If you think you've got talent, try your luck in a grueling 84-game season that tracks every goal, assist, point, and even your goals-against average. Watch your team's calendar, and you just might win yourself a Cup!

PROTIP: Always check your Hot and Cold players before every game. Using this knowledge when editing your lines can have a major impact on the game.

These are the best hockey graphics you'll see this year. Realism is the name of the game, and NHL '95 has it. Clear sprites with smooth, fast movements generate the most intense hockey action ever created. Although the blood and fighting are gone, EA's come up with some cool new injury animations that compensate for their absence. Watch those limbs get broken backwards after a violent collision – you'll understand why your player is gonna be out for awhile.

Real Sport, No Salary Cap

The most significant change for '95 is the unbelievably blazing speed of the game. It rockets along, thanks to quick, efficient controls. New offensive moves include fake shots, drop passes, and more effective one-timers. On defense, you can crosscheck your man into the penalty box and benches, drop down to block a shot, and control your goalie's every movement, all with instant responses to your button presses.



PROTIP: Strategy is a key factor for winning. Try different NHL-style plays and formations to determine what works for you.

PROTIP: Use the Shootout mode often as a way to practice. You must increase your arsenal of moves and fakes if you want to compete.

The sound adds to the perfection. That unforgettable organ music, the supportive crowd, and every moan and groan are more realistic than ever.

PROTIP: If you have a breakaway scoring opportunity, try a fake slap shot followed immediately by a backhand wrist shot. It's one of the most effective moves.

Stanley Cup Champ!

Excelling in every category, NHL Hockey '95 is better than EA's three previous hockey games combined. With a cart this complete, who cares if the NHL players go on strike! G

NHL Hockey '95 By EA Sports

Graphics	Sound	Control	FunFactor	Challenge
5.0	5.0	5.0	5.0	INT. (Intermediate)

$64.95
16 megs
Available now
Hockey
4 players
Overhead view
Battery backup
Sega rating: GA

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ESPN Hockey Kicks One into the Net

ESPN National Hockey Night

Genesis

By Bacon

At first glance, ESPN Hockey's eye-catching graphics set off sirens. But once you lace up your skates, its control flaws and sluggish action dim the excitement.

A Strong Start

This cart doesn't skimp on the game-play options: Players choose any NHL team for exhibition, playoff, or full-season action, and ESPN's Bill Clement

PROTIP: Until you master the controls, slapshots offer your best chance of scoring.

calls the shots. Although real player names aren't provided, their NHL jersey numbers and matching '93–'94 stats are, which is close enough.

During a match, you can switch between vertical and side views, an awesome feature that should please many gamers. The Season mode, another highlight, lets you pick a team and play as many games on the schedule as you like, and the CPU will finish the remaining games.

Denied in the Open Net

Once the puck is dropped, you'll be struck by this game's odd combination of excellent and disappointing features.

For example, the well-detailed player sprites move smoothly, but it's often difficult to determine if players are left- or right-handed. Sharp skating and stick noises are muffled by terrible grunts and thumps, and the organ music will make you plead for mercy.

PROTIP: The side and vertical views provide very different perspectives on the action, so pause whenever necessary to switch between views.

The game really stumbles over its soupy controls. Skating, passing, and checking aren't tight enough to make for an intense game, and you end up feeling like you're muddling around.

PROTIP: For tight defense, use your feet – stick to the player with the puck and maneuver him away from the goalie. Missing a key check often hangs the goalie out to dry.

If you can ignore these flaws, the adjustable challenge will keep you playing – the hardest setting makes for a tough match. But when a superb hockey game like EA Sports' NHL '95 is available, you shouldn't settle for second best. G

ESPN National Hockey Night
By Sony Imagesoft

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.0	2.5	3.0	ADJ.

$64.95
16 megs
Available November
Hockey
4 players
Multiple views
Multiscrolling
Battery backup
Sega rating: GA

NBA Live Jams To the Top

NBA Live '95

Super NES

By Athletic Supporter

What separates EA Sports from most other companies is its emphasis on realism, and NBA Live '95 for the SNES ranks among the top hoops-simulation games. It improves on last year's NBA Showdown with better graphics, more in-depth strategy, and more realistic game play.

The NBA Jams!

NBA Live '95 showcases all 27 NBA teams and players, with performances based on the 1993–1994 stats. You also get the 1994 East and West All-Star teams, plus four custom teams starring Slammers, Blockers, Jammers, and Stealers.

PROTIP: In multiplayer games, move without the ball to set screens. For a nasty screen, press Button A to push the defensive player away.

PROTIP: To avoid getting your shot blocked, press Button B before you release Button A.

EA Sports has also added a couple of new twists. You'll notice all the bumping and grinding in the paint that you'd see in real NBA games. The realistic sound includes new, effective crowd noises.

Improved Slammin'

Better still is the new perspective, a 30-degree-overhead court view that yields better court vision, minimizes player overlapping, and helps game play run more smoothly. The players are a little more detailed than in NBA Showdown, and you'll notice several

PROTIP: To get a rebound, press Button A to push your defender away; you'll be in better position to rebound the ball.

new in-your-face slams. However, depth perception can sometimes be problematic. If you misjudge a layup attempt, you might find yourself behind the basket with no chance of scoring.

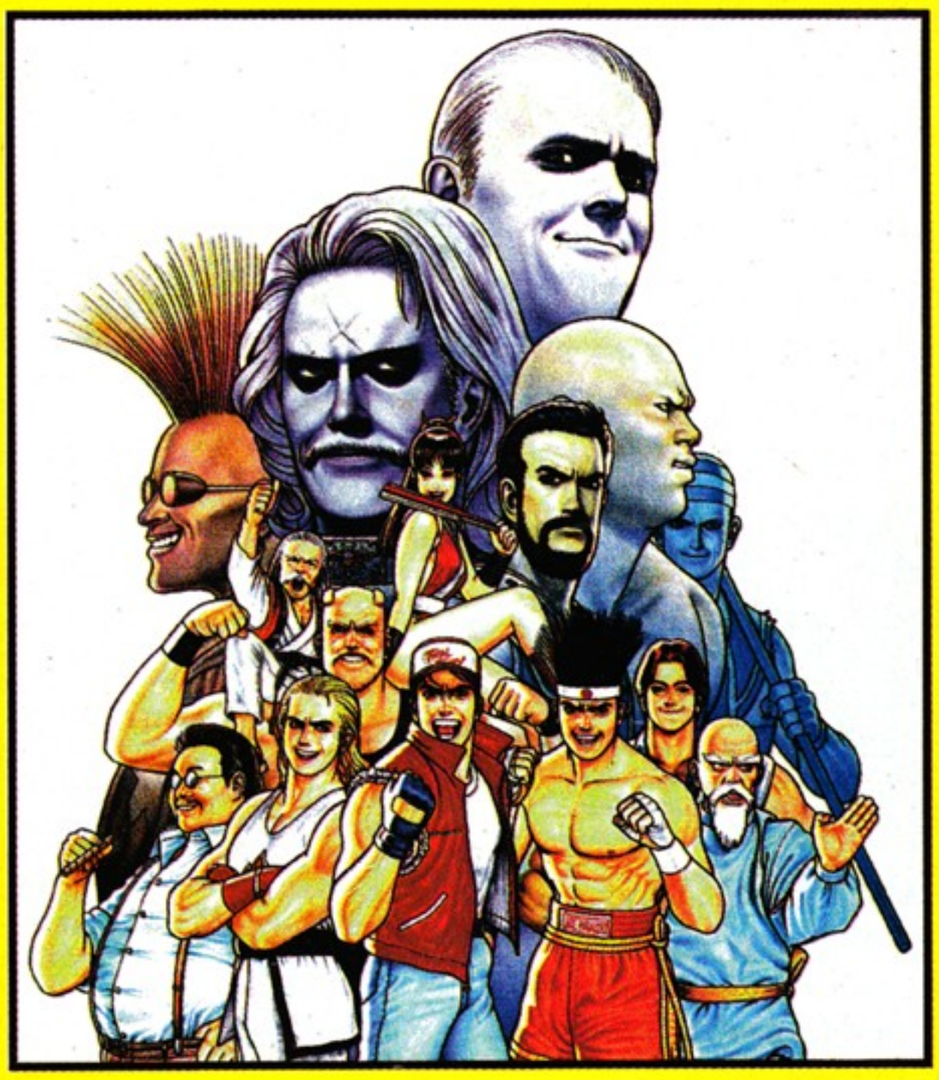
The controls also improve over NBA Showdown – for instance, blocking shots is a little easier. You can use the 4 Way Play to get five players involved, but it may be difficult to get everyone to play as a team.

With these added features, EA Sports has created another sharp-looking, fast-playing realistic hoops cart that's a must for any sports library. G

NBA Live '95 By EA Sports

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	3.5	4.5	ADJ.

$64.95
12 megs
Available now
Basketball
5 players (using 4 Way Play)
Angled-overhead view
Multiscrolling
Battery backup



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Madden '95 Is Best Yet!

Madden NFL '95

Super NES

By Weekend Warrior

With Madden NFL '95 for the SNES, EA Sports continues its annual tradition of effectively revamping its best-selling sports title, John Madden Football. Already considered the benchmark of football video games, Madden NFL '95 kicks the game up to another level with more in-depth features for a truer NFL experience.

Something Old and Something New

The mechanics of Madden NFL '95 are exactly the same as those in previous versions, so Madden fans know what to expect. For rookies, the Madden basics are very user friendly and easy to

PROTIP: If you think the offense is going to try a run, pull your nose tackle to favor the defense on the left or right. Other defensive players usually plug up a hole if the back runs up the middle.

PROTIP: Beginners should keep the Pass Windows feature on until they pick up the game's nuances.

pick up. One to five players compete in a variety of game settings from exhibitions to the actual '94 season through the Super Bowl.

Play action is viewed from a behind-the-quarterback perspective with a forward-scrolling view of the playing field. A large palette of options enables you to customize the game exactly to your specifications.

Good improvements make this the best Madden yet. In the past, you could switch only quarterbacks – now you can substitute players at any position at any time. More than 100 different

PROTIP: Turning off the Pass Windows feature enables the quarterback to judge how far the receivers have run their routes.

player injuries can occur, so thoughtful substitution is crucial to your season.

Although all teams share the same large repertoire of plays, each individual team's offense and defense are now programmed to play with the same tendencies as their real-life counterparts. So expect Arizona's Cardinals to blitz and Buffalo's Bills to use a no-huddle offense. New NFL rules, such as the two-point conversion, are also included. Finally, you can now choose from eight different end-zone celebrations!

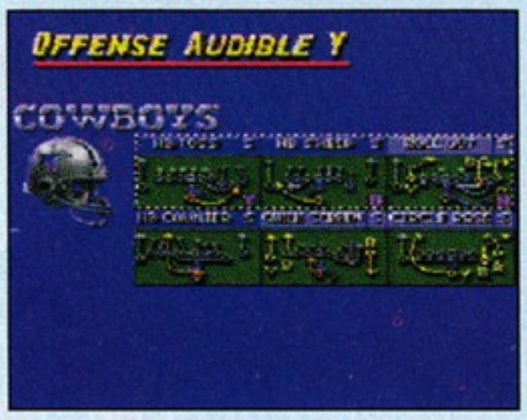
Madden's World

Veteran players may notice some slight graphical improvements. New details and animations tighten up on-screen movements, and

PROTIP: Kicking off to either sideline instead of down the middle cuts off the running lanes.

a wider view of the playing field enhances the game play. The sounds are about as strong as usual and feature the expected exuberant "Maddenisms."

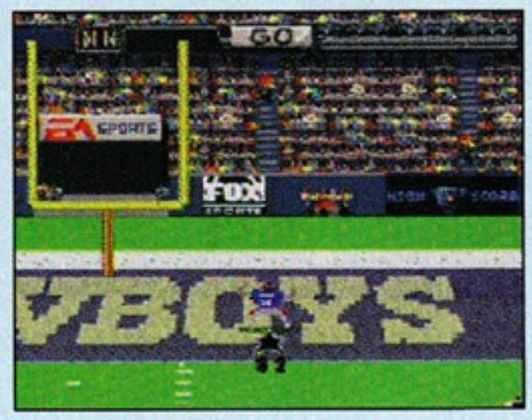
Just when you think it can't get any better, EA Sports adds more features to make Madden more exciting than ever. But is it worth buying if you already own



PROTIP: When choosing your three audible plays, try to cover all situations, such as a pass, run, and goal-line stand.

a previous Madden game? If you're a die-hard football fanatic, then the new features make Madden '95 worth owning. If you're not a die-hard fan, then consider it a must-rental. Either way, you've got to play this game! G

PROTIP: If you're in a blowout situation, pull your important starters from the game to safeguard them from season-ending injuries.



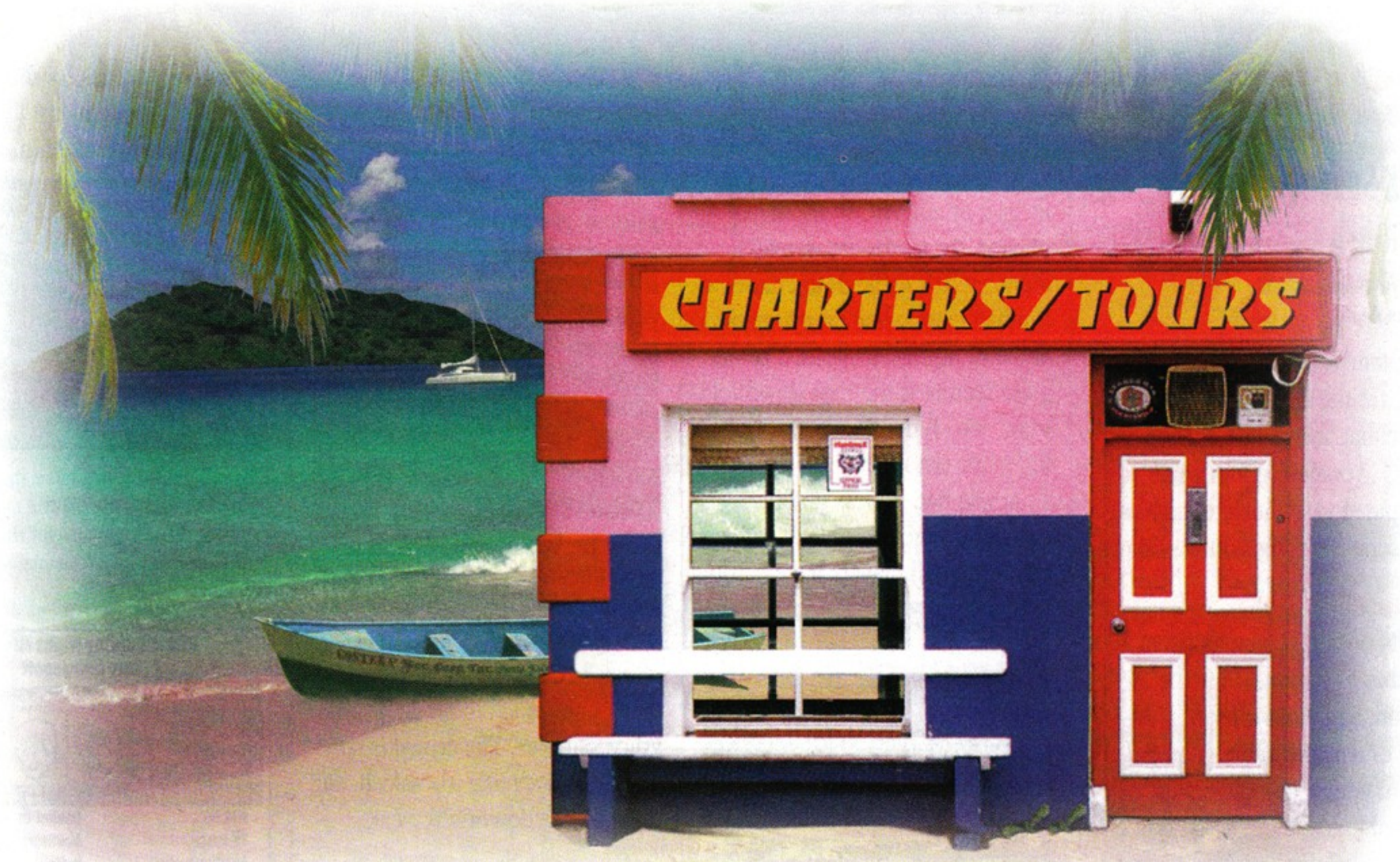
You pick the moves for end-zone celebrations!

Madden NFL '95 By EA Sports

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.0	4.5	4.5	Adjustable

$64.95
8 megs
Available November
Football

5 players (using 4 Way Play)
Multiscrolling
Battery backup



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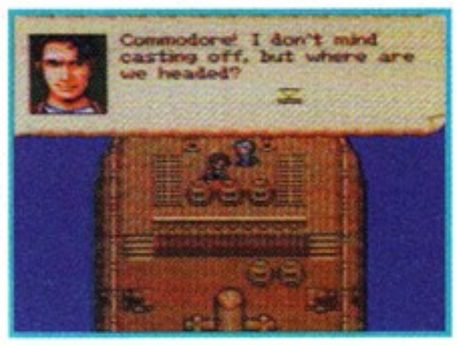

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Sega Genesis title pictured above not yet rated.

SUPER NINTENDO ENTERTAINMENT SYSTEM

GENESIS™

ESPN's Average NFL

ESPN Sunday Night NFL

Genesis

By The Eternal Cheesehead

Put plainly, ESPN Sunday Night NFL for the Genesis is a simple game that has some stats and generates average fun, but when compared to giants like the Madden series, it comes up way short.

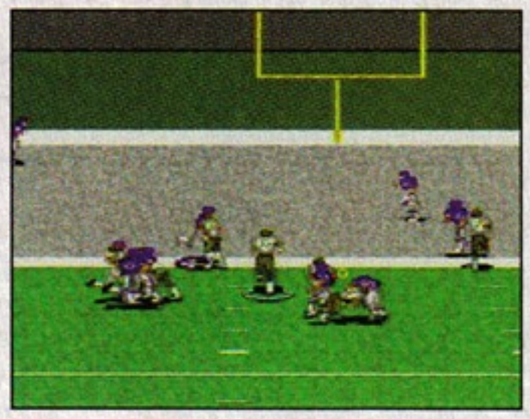
Football Follies

ESPN does give you a decent number of options. Play the 1994 season, a random season, playoffs, or a single game. You get all 28 pro teams, complete with official logos, though you don't have actual players. You have a large playbook at your disposal, but you've seen nearly all the plays before.

The game's biggest flaw is its lack of realism. Without real players, the teams are virtually identical. It's difficult to control a football team when everyone runs at the same casual speed. The one good feature is the long downfield view, which makes a deep passing game possible.

The flat, lifeless graphics cause even more problems – the small football players have hardly any color to distinguish them. Uneven scrolling makes the plain field look worse, and if these problems aren't bad enough, the game is plagued by flicker. Sound

PROTIP: Decide which play you want to run before you get to the huddle. Choose your play in under 15 seconds.



PROTIP: When you hear, "He could go all the way," a touchdown is coming, but it's not too late to tackle the ball carrier.

effects? Aside from a few grunts, there's not much more than some voice samples. The crowd is so quiet it sounds like it's asleep, and the music is downright weak.

Sunday Night Snooze

This game lacks the well-crafted execution of Madden '95 or any number of other football games. Save your cookies for those games – this one is just average football and average fun. G

PROTIP: Once you have the lead, burn as much time off the clock as possible. One way is to let the 40-second clock run down before you hike the ball.

ESPN Sunday Night NFL
By Sony Imagesoft

Graphics	Sound	Control	FunFactor	Challenge
2.0	1.5	3.0	3.0	Intermediate

$64.95	Behind-the-QB-view
16 megs	Multiscrolling
Available now	Battery backup
Football	Sega rating: GA
2 players	

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ESPN's SNES NFL Improves

ESPN Sunday Night NFL

Super NES

By The Eternal Cheesehead

Good football games for the SNES are rare, and ESPN Sunday Night NFL doesn't add much to the unimpressive SNES sports lineup.

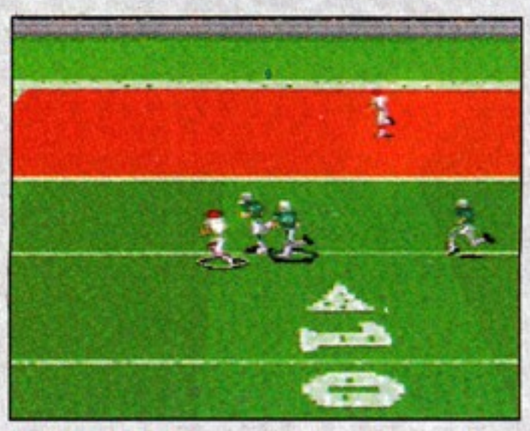
Less Filling, Tastes Lame

This cart isn't much different from other football titles. You get the same basic options that appear in the Genesis version: full-season play, playoffs, real logos (but no

PROTIP: On offense, focus on your passing game, and you'll score faster.

real players), and 81 plays. As in the Genesis game, this cart seems to be a less-complicated variation on the Madden series, right down to Chris Berman posing just like Coach John.

Visually, ESPN for the SNES improves on the Genesis version. Players show more color, and the field scrolls more smoothly. Unfortunately, the graphics are



PROTIP: When running, keep using the speed burst to go faster.

all but ruined by flicker. How bad is it? So bad that entire groups of players disappear!

The voices are clearer here than on the Genesis, especially the crowd sounds that roar throughout the game. Other sound effects are sparse, however, and the music is still bad.

The mediocre play control becomes sluggish at times. Slow runners keep you from mounting a dazzling ground attack, but the passing game works well, and

PROTIP: Always use the Quarterback Sneak when it's fourth down and inches to go.

players do execute spin moves and diving catches. At least in the SNES game, you can actually score frequently, something that is tough to do on the Genesis.

Bench Berman

While better than its Genesis cousin, ESPN Sunday Night NFL on the SNES still falls short of the best football games. With plans for revisions next year, this game might be worth checking out. Next year. G

ESPN Sunday Night NFL
By Sony Imagesoft

Graphics	Sound	Control	FunFactor	Challenge
2.5	2.5	3.5	3.5	Intermediate

$64.95	2 players
16 megs	Behind-the-QB-view
Available now	Multiscrolling
Football	Battery backup

NCAA Football's Easy Fun

NCAA Football

Super NES

By Drumhead

Mindscape takes to the gridiron with NCAA Football, a solid game for the player who wants to get down and dirty in college ball. It won't thrill you with outstanding sound effects, graphics, or strategy, but NCAA delivers good game play.

Hit the Field

This game isn't loaded with strategy and options. You do play with the 16 best college teams of the last 40 years, but the teams all perform basically the same way, and you don't save team stats.

PROTIP: Go for the two-point conversion by calling a fake field goal. Step away from the line of scrimmage and dump a pass to the left or right for an easy deuce.

With only a few dozen offensive plays, NCAA definitely isn't a sophisticated Madden-type game.

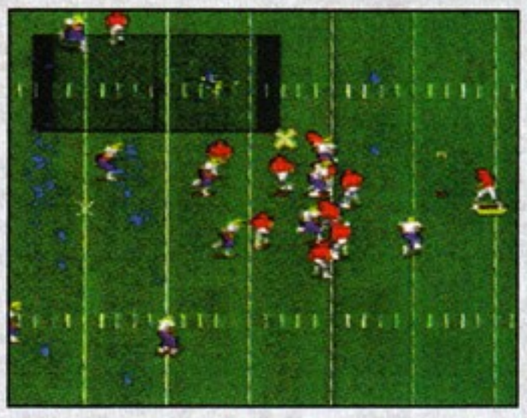
Graphics and sounds are serviceable. Unlike Mindscape's previous sports games, like Stanley Cup and NCAA Basketball, NCAA Football doesn't utilize a dizzying 3D rotating viewpoint –

PROTIP: Harsh weather conditions will cause your players to move a step slower. Adjust your offense and defense accordingly when dealing with rain or snow.

its overhead perspective is much more agreeable. The sounds, though, are pretty basic: just standard whistles and grunts without any commentary.

Clean Control

The standout feature is the smooth control system, which resembles the highly regarded Tecmo Bowl interface. Offensive plays are easy



PROTIP: If you're unsure how to run a play or just want to be the coach, don't touch the control pad after you hike the ball. The computer will take over and execute the offensive or defensive play for you.

to execute, and the computer will challenge you to mix 'em up. By the second quarter, if you haven't begun to establish a sound passing and running game, stick the fork in, you're done! Unfortunately, manual defensive control is a little less refined. Tackling can be difficult, and your defensive players sometimes dive through a runner with no effect.

While lovers of more sophisticated football games may want to pass on this one, NCAA is perfect for the novice who wants to get right into the action without having to thumb through pages of instruction. G

NCAA Football By Mindscape

Graphics	Sound	Control	FunFactor	Challenge
3.0	2.5	4.0	3.5	Beginner

$69.95	4 players
8 megs	Overhead view
Available now	Side scrolling
Football	Battery backup

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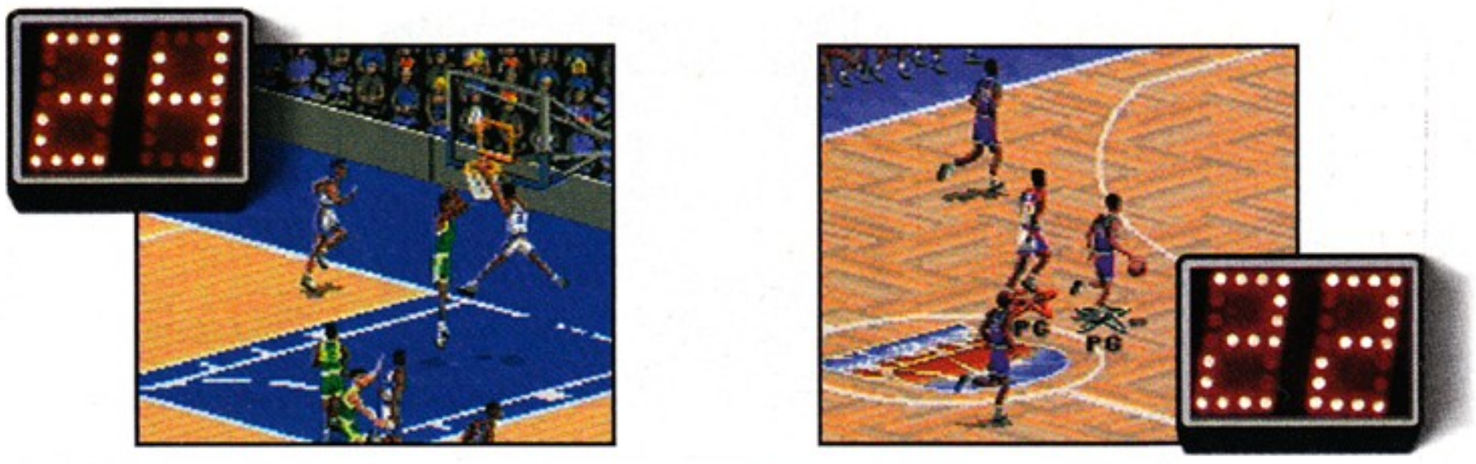

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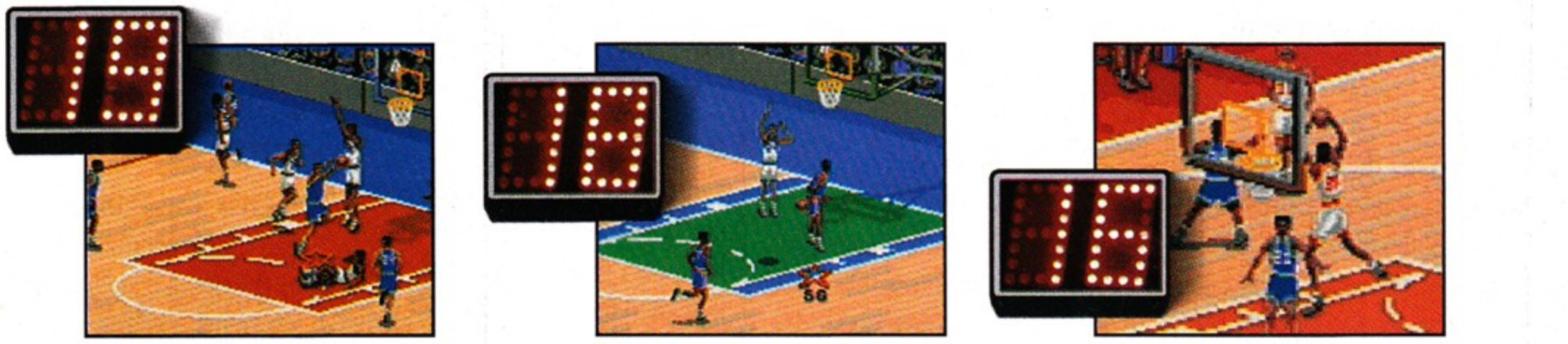
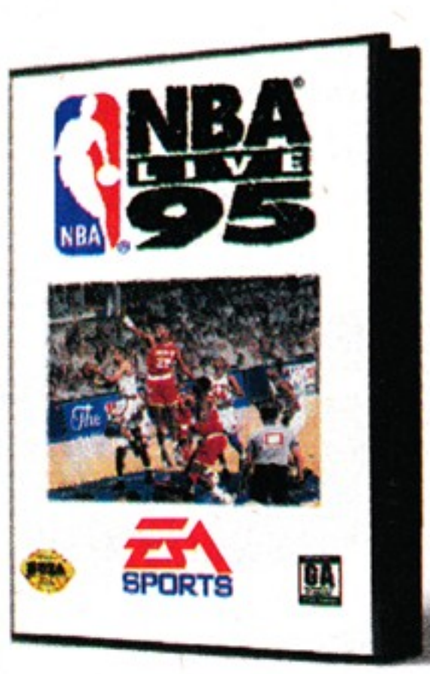


IT'S PASSIN'. BEHIND-THE-BACK. THAT'S FAST. ON THE RUN. THAT'S FASTER. DUNKS.

THEY'RE FAST. ALLEY-OOPS. THEY'RE FASTER. LAY UPS. THREE-POINTERS. BACKIN' IN.

ALL FAST. FAST BREAKS. LIGHTNING FAST. IT ROLLS. IT ROCKS. IT PICKS. IT BLOCKS.

OH, AND IT'S FAST. READY FOR ANOTHER 24?



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Speed World Gets the Win

ESPN Speed World

Super NES

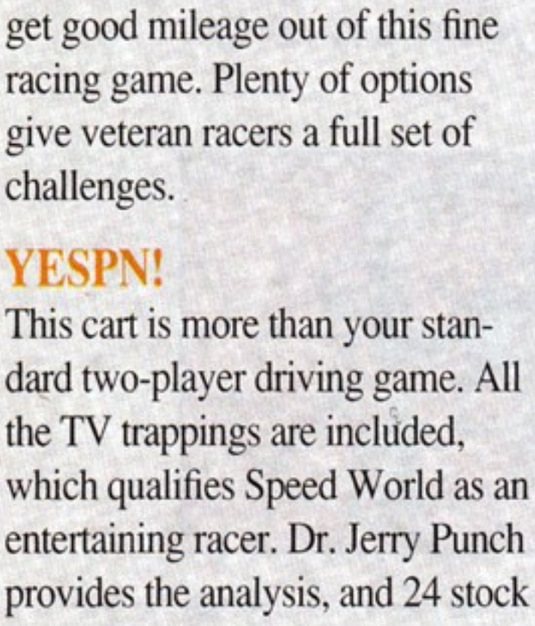
By Ben D. Rules

Fans of ESPN racing on TV will get good mileage out of this fine racing game. Plenty of options give veteran racers a full set of challenges.

YESPN!

This cart is more than your standard two-player driving game. All the TV trappings are included, which qualifies Speed World as an entertaining racer. Dr. Jerry Punch provides the analysis, and 24 stock cars battle it out on the same rural tracks you'd see on the show.

Unlike the uncomplicated Al Unser game, this one demands some intelligent choices. You can



PROTIP: Until you get the hang of the cars, elect to use soft tires, Automatic Low for your tranny, and a high spoiler.

customize everything on your car from the angle of the spoiler to the firmness of the tires. Most of the tracks are basic ovals, so you'll need to give your car every competitive edge over the opposition to win.

Fortunately, these smooth-handling cars respond well to your commands. If you've cor-

PROTIP: Oregon is one of the most challenging tracks because of its length and many turns.

rectly customized your car for the driving conditions, it'll fly into bank turns and weave past cars on the outside.

World of Speed

Good graphics lift this game a cut above many other racers. Large, colorful cars are augmented by realistic, detailed backgrounds,

PROTIP: Go easy on collisions – a full spinout could be disastrous.

and the on-screen map and gauges give you lots of help without detracting from the action. The sounds add even more life; cars roar by with power, overlaid by Punch's clear voice.

If you're a driver who likes to tinker with cars, then ESPN Speed World has the racing you want. It's fast, smart, and flat-out fun. G

ESPN Speed World By Sony Imagesoft

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.5	3.5	4.0	Adjustable

$64.95	2 players
16 megs	15 tracks
Available now	Multiple views
Auto racing	Forward scrolling

"Little Al" Unser Races to the Top

Al Unser Jr's Road to the Top

Super NES

By Ben D. Rules

"Little Al" Unser Jr. comes to the SNES in a big way with this good racing game. Its varied and unusual racing vehicles will have novice drivers cheering.

Road Warriors

Little Al wasn't always an Indy-car champion. This game follows his career path, starting with go-karts and moving to snowmobiles, stock cars, and finally Indy cars. Each vehicle has its own attributes: go-karts corner well, for

PROTIP: It's not exactly Road Rash, but this game does encourage you to nudge opponents out of the way.

instance, while Indy cars zip by at incredible speeds. The simple, stripped-down racing action pits you against obstacles like oil slicks and some slight bumps in the snow when you're aboard your snowmobile.

Easy controls make this game appealing to first-time drivers. You only accelerate and brake – you don't shift, access course maps, pull into the pits, or customize your cars. At least your vehicles respond accurately to the controls you do have, so you can cut through traffic effectively.

PROTIP: Cut across corners to get ahead of close competitors; you can also slow yourself by cutting inside.

Sights and Sounds

The simple controls are paralleled by the simple graphics. With no on-screen map and few gauges, you get an uncomplicated view of the dozen colorful courses. A few details of these fairly ordinary graphics, such as snow kicking up from snowmobiles, enhance the action.

The sounds, though, rev up the intensity. You'll like the distinctive whine from the different vehicles, supplemented by good tire squeals and bumps from collisions.

PROTIP: Avoid oil slicks, or you'll spin out and face the wrong way.

If you're not a pro racer who's used to great games such as Nigel Mansell, jump into Little Al's unusual cockpits. Then just go, speed racer, go! G

Al Unser Jr's Road to the Top By Software Toolworks

Graphics	Sound	Control	FunFactor	Challenge
3.5	4.0	4.0	4.0	Adjustable

$64.95	Behind-the-racer view
16 megs	Multiscrolling
Available now	Passwords
Racing	
2 players	

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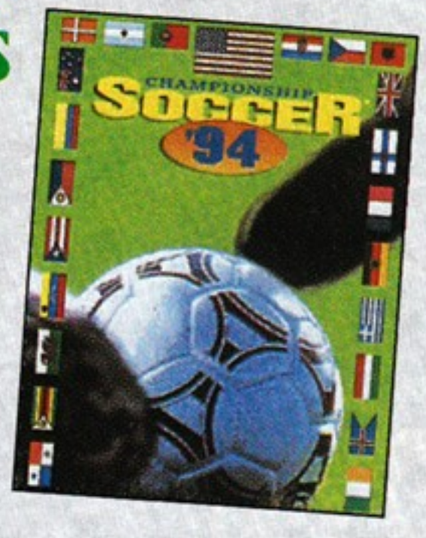
Championship Soccer Reaches Finals

Championship Soccer '94

Sega CD

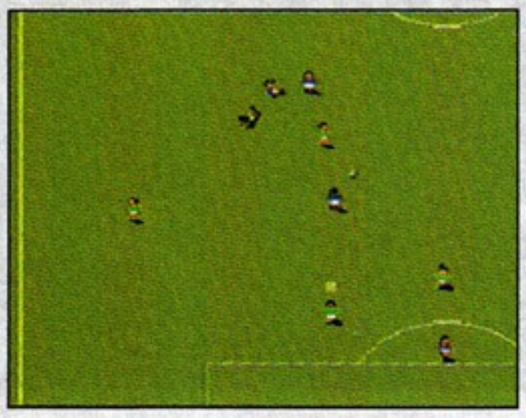


By Athletic Supporter

Okay, so the graphics for Championship Soccer '94 are disappointing. But a closer look reveals that this game has all the tools – especially the great controls and plentiful options – to be a World Cup contender.

Go for the Cup

Championship Soccer '94 for the Sega CD is similar to last summer's Genesis version. Again, there are almost as many ways to play CS '94 as there are teams. Choose from more than 150



PROTIP: Move the ball from player to player around the penalty box to keep the computer's goalie out of position.

European club and national teams (so don't look for a U.S. squad). You can play an exhibition match, a World Cup tournament, or enter several European leagues or tournaments.

And you work for your W's in this cart, especially at the normal and advanced levels. The Sega CD defenders are a little tougher than they were on the Genesis, and their keepers don't let as many shots go by.

PROTIP: If you get a lead in the second half, protect it by changing to a more defensive formation.

Only the graphics keep this cart from the big leagues. The players look more like ants than soccer players. It's difficult to distinguish any human features, like arms and legs, on the players.

Goal!

The controls make this cart; they rank with any soccer game on the market. The players respond to the slightest button press, and you can accurately adjust the flight of the ball during shots on goal. The sound has been vastly upgraded

PROTIP: Instead of always aiming the ball away from the keeper, press Button A and aim for the near post to keep him off balance.

from the Genesis version, featuring more authentic crowd noise and an improved soundtrack.

Despite the lame graphics, Championship Soccer '94 for the Sega CD has improved enough from the Genesis version to keep even the casual soccer fan playing for hours. G

Championship Soccer '94
By Sony Imagesoft

Graphics	Sound	Control	FunFactor	Challenge
2.5	3.5	4.5	4.0	Intermediate

INT.

Price not available
CD
Available now
Soccer
2 players

Overhead view
Multiscrolling
Battery backup
Sega rating: GA

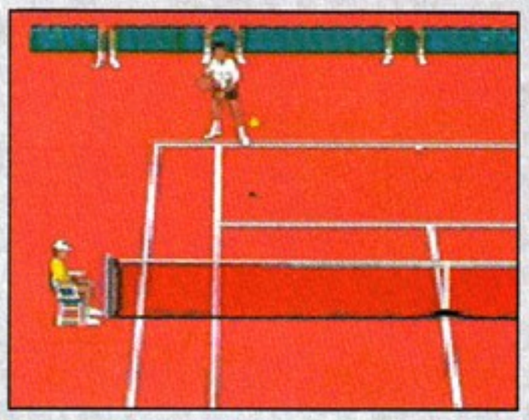
No Love Match With IMG Tennis

IMG International Tennis Tour

Genesis

By Drumhead

Restring your racket, it's time to take to the court with EA Sports' newest addition to its sports line. Although addictingly fun to play, IMG International Tennis Tour falls short of greatness.

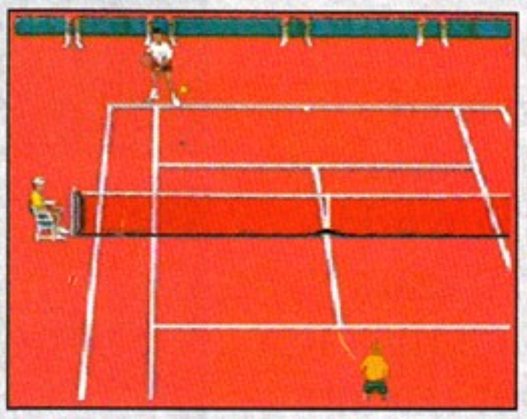


PROTIP: Take advantage of the opportunity to practice with Vic Braden. He'll help you develop your game and avoid making a fool of yourself on the court.

Double Fault!

IMG is essentially EA Sports' answer to Sega Sports' Wimbledon Tennis, but IMG has fewer players, a difficult control system, and fewer options, which pushes it slightly behind its competitor.

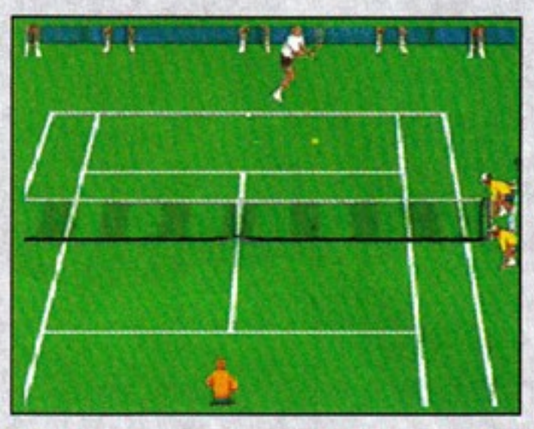
IMG does showcase good realism on its courts. It offers 32 male pros (legends like Laver and



PROTIP: For a sure point, lob the ball to the left side of your computer opponent's back-court line (if he's a right-handed player). He usually puts it into the net or misses completely.

Borg) who compete in Exhibition, Tournament, or Single-Elimination Tournaments. Abilities like serve strength genuinely reflect the abilities of the real-life players. The ball reacts accurately to the four play surfaces (hard court, clay, grass, and carpet). And the four-player option makes for fun, fast, and frantic volleys.

The game's controls are troublesome, however. Players often step farther than you intend and catch nothing but air with their racquets. Fortunately, the



PROTIP: Time-tested tennis strategies work; lead your opponent to one side of the court, then slice the ball hard to the other side.

game offers a practice option to help develop your abilities, but you'll need to put in a lot of time before you can drill accurate backhands.

The graphics aren't thrilling – the sprites are big but undetailed, and they all look identical. Fortunately, the sounds of the ball connecting with the net, the court, and the racket are topnotch.

Service!

IMG International Tennis Tour has too many control problems to be the best Genesis tennis game. Still, it offers challenging game play and enough realistic details to make it worth trying for a few sets. G

IMG International Tennis Tour
By EA Sports

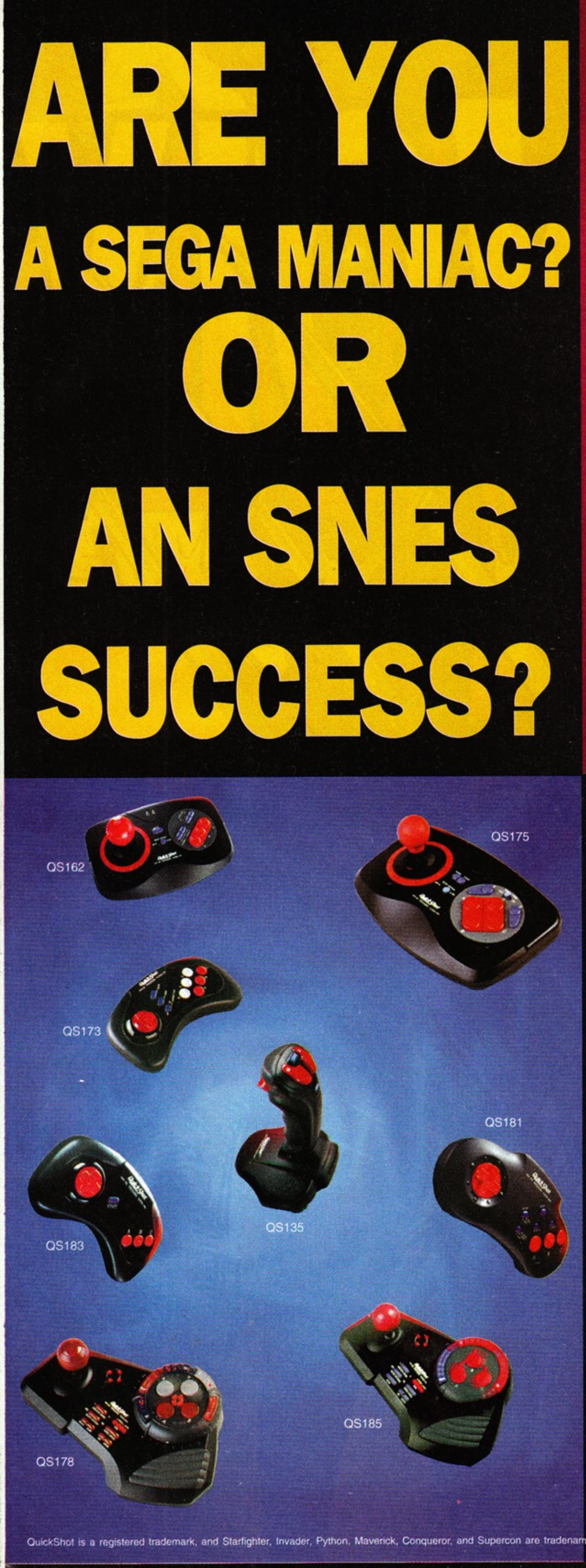
Graphics	Sound	Control	FunFactor	Challenge
3.0	4.0	3.0	3.5	Advanced

ADV.

$59.95
16 megs
Available now
Tennis

4 players (using 4 Way Play)
¾-overhead view
Battery backup
Sega rating: GA

ARE YOU A SEGA MANIAC? OR AN SNES SUCCESS?



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CLAW MEETS TOOTH

I SAW THAT, BUB

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KIDS TO ADULTS
AGES 6+

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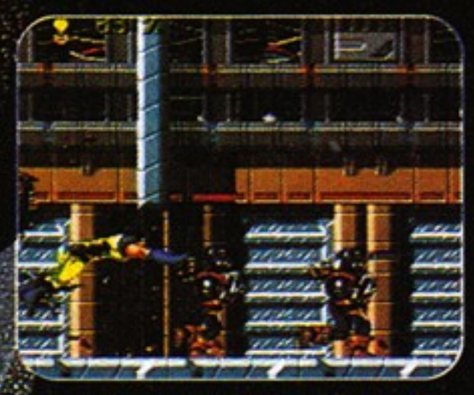

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WOLVERINE® BATTLES THE DEMON WITHIN

OLE!

DETHRONE THE BLACK QUEEN™

"X - PLODING WITH TASTE... X - MEN™ FRUIT SNACKS!"

MARVEL SOFTWARE

Acclaim entertainment inc.

ROBOTREK

SUPER NES

By Drumhead

RPG fans have long been pining for games that deviate from the standard set by the ever-popular SNES pillar, Final Fantasy II. Remember the saying: Be careful what you wish for, you may just get it! Enix has been a formidable force in the RPG world, and it's tossed its sword into the ring once again with Robo Trek, a game that unsuccessfully attempts to push the envelope of its genre.

Robo Trek By Enix

Graphics	Sound	Control	FunFactor	Challenge
3.5	3.0	3.0	3.5	INT. Intermediate

Price not available	1 player
12 megs	Overhead view
Available now	Multiscrolling
RPG	Battery backup

PROTIP: Set your robots' charge level to high to speed up their power recharges so they won't be left vulnerable before monsters' attacks.

Robo Heroes

In this game, you're a young hero (what a shock) who initially has no intention of being an adventurer. As fate would have it, you end up in the middle of a war between your father, the town, and a group of nasty soldiers called the Hackers.

The story line is definitively different, but the premise is undeniably the same – you seek fame, fortune, and higher levels for the sole purpose of saving the known universe. This time, though, instead of being a magic-working,

PROTIP: To get through the Cave Mouth levels, combine the Rusty Drill with a "Clean" to make an item to open passages blocked by fallen rock.

sword-wielding stud, you're a nerdy inventor who lets your robotic creations do the fighting for you.

You have up to three robots fighting your battles, each armed to the teeth with swords, bombs, guns, and axes. As you earn higher levels, you learn to create better weapons that your metal minions use to blow enemies into tinier and tinier bits.

The combat system has one major flaw. No matter how many robots you have

PROTIP: With a robot carrying standard equipment (sword, shot, and bomb), use the LX or RXR programmed attacks during encounters with two or more weak enemies. This move clears the battle field and wins you bonus megs!

PROTIP: If a Hacker is guarding a door and won't budge, keep bugging him until he attacks you. When he's defeated, the path is clear.

fighting by your side, only one can take the battlefield, which often makes it easy for enemies to outnumber and overwhelm you. If your first line of defense falls, the second robot will try its hand at killing the bad guys. If the second robot can't cut the mustard, send in the third stringer!

Charge!

As your robot exerts itself in battle, it depletes its "charge,"

a higher level of gaming.

6 button arcade stick

Cut the Cord

remote arcade system

6 button arcade pad

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SEGA™

6 Button Controllers

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SEGA ARCADE PAD 6 BUTTON RECOMMENDED

OFFICIAL SEGA SEAL OF QUALITY

Look for These

which must be replenished to 100 percent before it can attack again. The game's controls are complicated and difficult to master, so one slip of the finger can mean a wasted attack and a wasted 'bot!

By the same token, Enix slipped a number of nice touches into RT's combat system. If you defeat all your

PROTIP: Search the top-right side of Count Prinky's coffin for a valuable weapon. Don't be afraid to defile the Count's resting place – he would have wanted it that way.

PROTIP: Keep in mind that if you change your robots' weapon configuration, you affect the programmed special attacks. Test new combos against weak enemies before going into a tough battle.

PROTIP: Grab the special items scattered about on the battlefield before time runs out and before your enemies destroy them. A blow with a hand or sword opens these capsules.

opponents before a timer expires, you earn bonus experience points, called "megs." You can also program your robot soldiers to do a variety of special attacks that use a combination of weapons. Some special attacks are literally explosive!

One of the unique qualities about this game is the main character's ability to combine items found and purchased during his travels with other objects already in his inventory to create more powerful hybrid weapons and items. However, this process involves a lot of trial and error and can become annoyingly tedious.

Give 'Em the Slip

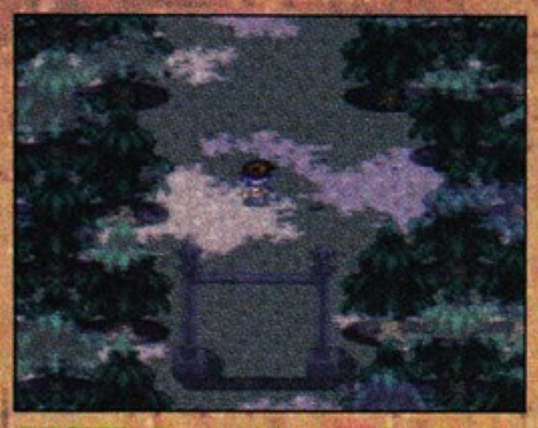
The graphics and sound on this cart won't give you anything to write home about. The characters are cute little people with big heads who

PROTIP: You can only eliminate Gophers in the Forest of Illusion when their heads are above ground.

PROTIP: In the Forest of Illusion, don't take a left at this crossroads, which is one screen up from the start. The left route is a continual path that goes nowhere.

occasionally react to one another, and, notwithstanding the usual crashes, clatters, and background adventure music found in most RPGs, the audio is pretty standard.

Moving about in the world of RT has its ups and downs. The ability to see enemies and avoid them eliminates the aggravation of random encounters. Unfortunately, instead of allowing you to



PROTIP: To avoid enemies in the Forest of Illusion, walk slowly and carefully. Nasty critters come up unexpectedly.

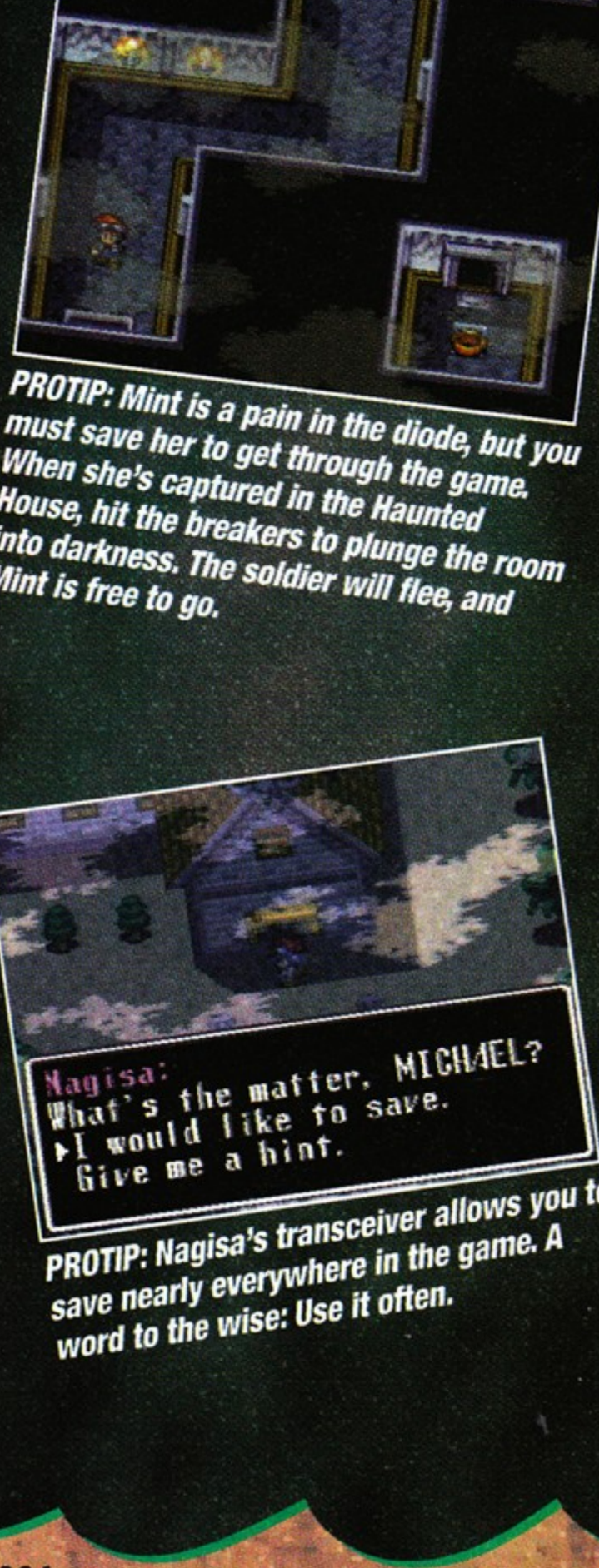
roam freely through the countryside, the game forces you to stay on paths that open up as the plot unfolds bit by bit.

So-So Trek

Robo Trek is trying to be different, though perhaps it tries

PROTIP: Flavon says his dog likes shiny objects. To get him to follow you to his master, equip the sparkling stone, and he'll follow your lead.

a bit too hard. For a cart undoubtedly meant to make a big splash in the fantasy gaming world, the water doesn't seem to travel all that far with this one. G



PROTIP: Mint is a pain in the diode, but you must save her to get through the game. When she's captured in the Haunted House, hit the breakers to plunge the room into darkness. The soldier will flee, and Mint is free to go.

PROTIP: Nagisa's transceiver allows you to save nearly everywhere in the game. A word to the wise: Use it often.

Lufia

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GENESIS™

Coming December 1994

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Slayer

By Sir Scary Larry

RPG players are looking for something different these days. Something with a "quick hit" of action that still contains all the elements of traditional role-playing games. Slayer does a good job of delivering both.

Everybody Slays The Fool

In Slayer, you have an abundance of options, including character selection. You choose from a long list of preset characters, or you can make one up yourself.

The manual does an excellent job of explaining the different classes, weapon capabilities, and alignments of each race of characters. Reading it and understanding the nuances of dungeon life can greatly enhance your enjoyment of this game.

PROTIP: When choosing characters (or making your own), go for hybrids like Fighter/Cleric/Mages. The hit points will be low, but you have access to both spells and weapons.

PROTIP: Peeking into windows is a good way to know what you're up against or whether the treasure inside is worth the fight.

Besides that, though, there's no real story line. You simply battle in a first-person perspective through one of 4 billion dungeons (that's right, SSI says the game has 4 billion dungeon configurations), though you don't have to play through each one to get to the end. How many do you play through? That's up to you. You set the number of dungeons to conquer, the variety and intensity of creature attacks, and the amount of treasure to find. As you move up in skill and expertise, the monsters get uglier, tougher, and more frequent.

The monsters range from the classical undead (zombies, wraiths, golems) to really nasty brutes (death knights, greater medusas, troll chiefs) to jell-o (slime, gelatinous cubes, ooze). In all, 35 monsters inhabit Slayer.

I Want My RPG

SSI, the company responsible for all Advanced Dungeons and Dragons games, made sure to put in some old-fashioned RPG elements, so you'll also have spells and weapons galore.

Your character gains experience through combat and must eat and rest to stay alive. Other

PROTIP: Equip boots or armor as soon as you find them.

PROTIP: When teleporting, pay attention to the map in the lower-left corner of the screen so you can easily reorient yourself.

PROTIP: Look carefully on the ground. That dark spot next to the map is a key.

PROTIP: Don't wait for weaker enemies to come to you. Advance and fight!

RPG elements like teleports and magical items are also scattered throughout the game.

Like most RPGs, everything happens in menus, except the one-button hack-n-slash combat. The menus allow for

Slayer By SSI

Graphics	Sound	Control	FunFactor	Challenge
4.5	3.5	4.0	4.5	Adjustable

Price not available	1 player
CD	First-person view
Available now	Saves
RPG	

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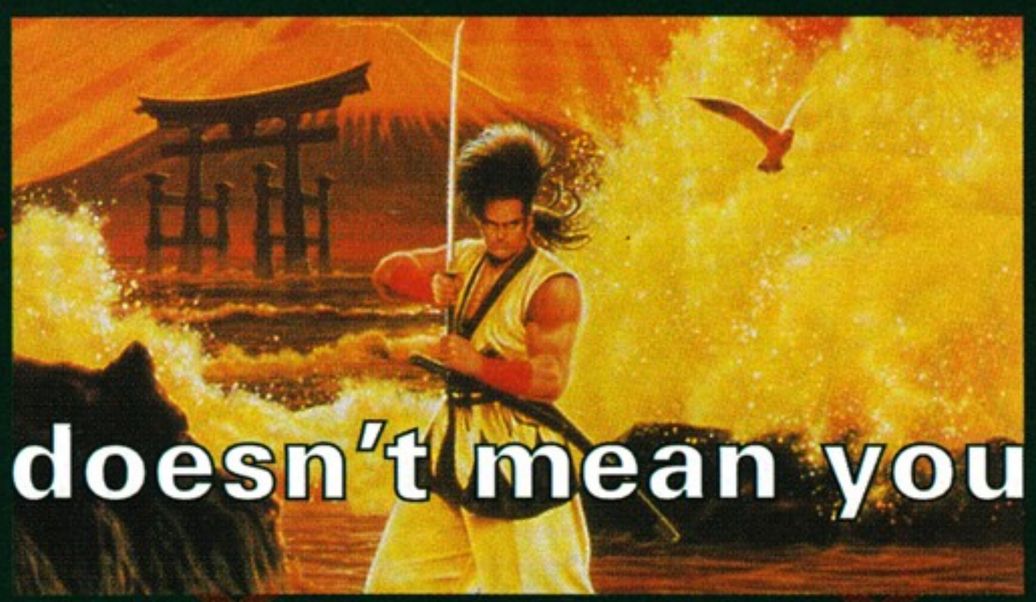

But that doesn't mean you have to.

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SEGA CD

SNK

NR Not Rated

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Slayer

weapon switching, potion drinking, and spell-book arming. Read the manual, and you're okay. Try to play without guidelines, and you'll be troll burritos before you know it.

Slayer-stein

The graphics stand out right off the (dungeon) bat. It's Wolfenstein's Basement, complete with muddy walls and fully rotational views. There's

PROTIP: You must find the gold key to exit the first level.

even windows in the walls that you can peek into to check out the monsters and treasure inside (why there are windows in a dungeon is anybody's guess).

The creatures range from one-expression-at-all-time goblins to sharp-looking fire elementals. You get a brief look at your character on the selection screen (the graphics could've been a little better there), but all in all, it's dungeons and death. When you move from dungeon to dungeon, the graphics change:

PROTIP: With certain boots equipped, you can walk over acid pools.

Start off in the basement, progress to a haunted castle, and maybe you'll proceed to the tower. Then again, maybe you won't.

The shortage of sound is a real shame. Better pulse-pounding music should've been enhanced by ghoulish, eerie sound effects, but it's not. All you hear is the occasional "Oof!" of an enemy going down and some tame background music.

Send in the Frowns

Adjusting game-play difficulty really establishes the challenge, so this game works for kids

PROTIP: If you see something outside of a teleport but accidentally get sent somewhere else, reenter the teleport.

PROTIP: When creatures gang up on you, run to recoup and gain some time.

and adults. As for surviving the monstrous battles in the dungeons, though, most experienced RPG players will know when to hold 'em and when to fold 'em, so it shouldn't be too hard to get through.

RPG enthusiasts will enjoy the game's combination of action-packed game play and

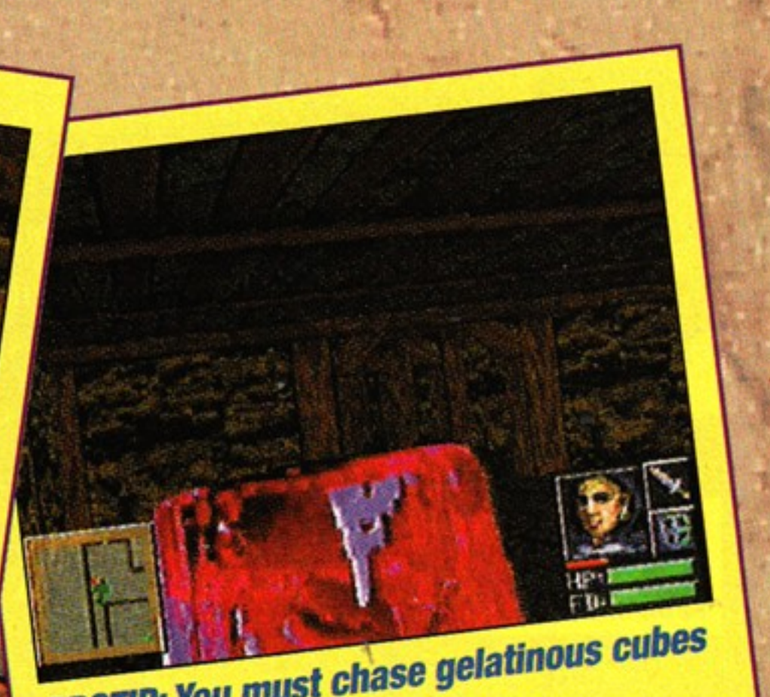
PROTIP: When attacking Trolls, wait until they raise their arms.

role-playing elements. Hardcore RPGers will flinch at the game's Wolfenstein clear-the-halls game play and will definitely stress over the lack of a good story line.

But this first attempt at an action/RPG for the 3DO will involve and mesmerize you; Slayer just hacks and slashes its way into your heart. Yummy. G

PROTIP: Wands have limitations. They last only a short time, and they're not very effective against the undead.

PROTIP: You can kill these centipedes, but they won't bug you, so leave them alone.



PROTIP: You must chase gelatinous cubes to kill them.

9 REASONS WHY BASKETBALL WILL NEVER BE THE SAME

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CHICAGO

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LL COOL J

HOUSE OF PAIN

QUEEN LATIFAH

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L.A.

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WARREN G

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Reaction time seems faster than other basketball games...smoother moves!

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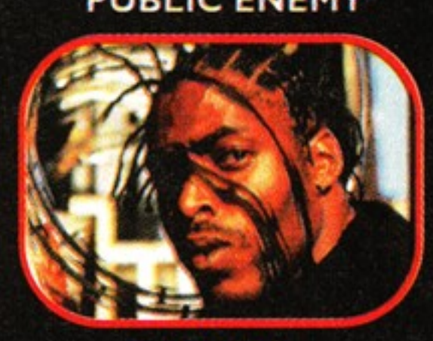

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YOYO

ONYX

NAUGHTY BY NATURE

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No refs to keep Yo Yo from shoving you out of play or Chuck D from stealing the ball by any means necessary

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Liberty or Death

GENESIS

By Bro' Buzz

Liberty or Death marches into the Genesis, but you'd better have a head for numbers if you plan to determine the fate of the Thirteen Colonies.

History Is Not A Mystery

This cart's exactly like the SNES version (see "Role-Player's Realm," *GamePro*, May 1994). You can command either the American Continental Army or British Royal Army. Either way, you assume the role of every officer as you rally your troops for battle.

PROTIP: Some key factors affecting battle outcomes are the commander's Body Strength, his tactical abilities, and the loyalty of people in the area.

As usual, you must be content with studying changing numbers rather than watching exciting graphics or listening to satisfying sounds. The static visuals provide you with all the information you'll need, but they're supported by just one repetitive tune.

You flip through a typical icon-based, menu-driven interface to make the patriots do their duties, which may drive some players AWOL. Preparation for war is extensive and includes drafting troops, training soldiers, building boats and cannons, and sending spies into enemy territory.

Combat, however, is typical of Koei games: high on strategy, low on action. Forces appear as icons on an overhead terrain map, and you move them into battle, chess style. You command four types of units, which offer a good variety of firepower and mobility.

PROTIP: A force of 250 Rangers, maxed in Arms and Drills, can take out 1000 British troops.

PROTIP: Build your fleet. Ships outside a coastal territory will bombard enemy forces.

PROTIP: A calculator and a notepad are a must!

Give Me Liberty

Liberty or Death's video war isn't revolutionary, but it is the Revolutionary War. If you think Ethan Allen and the Green Mountain Boys are MTV award winners, there's a lesson to be learned here. G

Liberty or Death By Koei

Graphics	Sound	Control	FunFactor	Challenge
3.0	2.0	3.0	4.0	Intermediate

$72.95	1 player
12 megs	Overhead view
Available now	Battery backup
Historical strategy	Sega rating : MA-13

Advertisement

What do you do when you see a fire-breathing, skateboarding, karate-kicking, out-of-control dinosaur coming at you?

Uncharted Waters

GENESIS

By Bro' Buzz

When Koei set sail from Asia for new historical-simulation story lines, its first trip was Uncharted Waters for the SNES (see "Role-Player's Realm," GamePro, October 1994). This Genesis version remains fairly faithful to that earlier version.

A Sailor's Life

It's the 16th century, and you set sail into a world of discovery as one of six seafarers,

You'd better hope an abundance of dialogue screens fires up your adventurer's heart.

deciding to become a Trader, Adventurer, or Pirate. By sailing to various Old World ports of call, you earn gold, buy ships and supplies, and recruit a crew. Pirates can expect frequent fighting along the way, too.

Someone's just discovered that the Earth could be round, but the Old World's graphics and sounds are looking rather flat here. The visuals are basically limited to glorified dialogue screens. At least the loopy tunes are the only thing that could make you seasick.

The cart's intensive button pressing and icon-based, menu-driven interface will send some virgin Koei captains into the doldrums. An active imagination and a knack for numbers are the keys to enjoying this cart, as much of the game play involves money-managing activities.

The turn-based seagoing combat takes place on an overhead view of the ocean.

PROTIP: Fledgling captains shouldn't sail outside of Europe their first time out of port.

PROTIP: During fleet battles, try to double- and triple-team the opposition. Don't start a fight if someone's behind you!

PROTIP: Buy ships with a large cargo capacity, which is essential for success.

It's not too exciting to watch, but you get some satisfaction from sending enemy fleets to Davy Jones' Locker.

Waters on the Brain

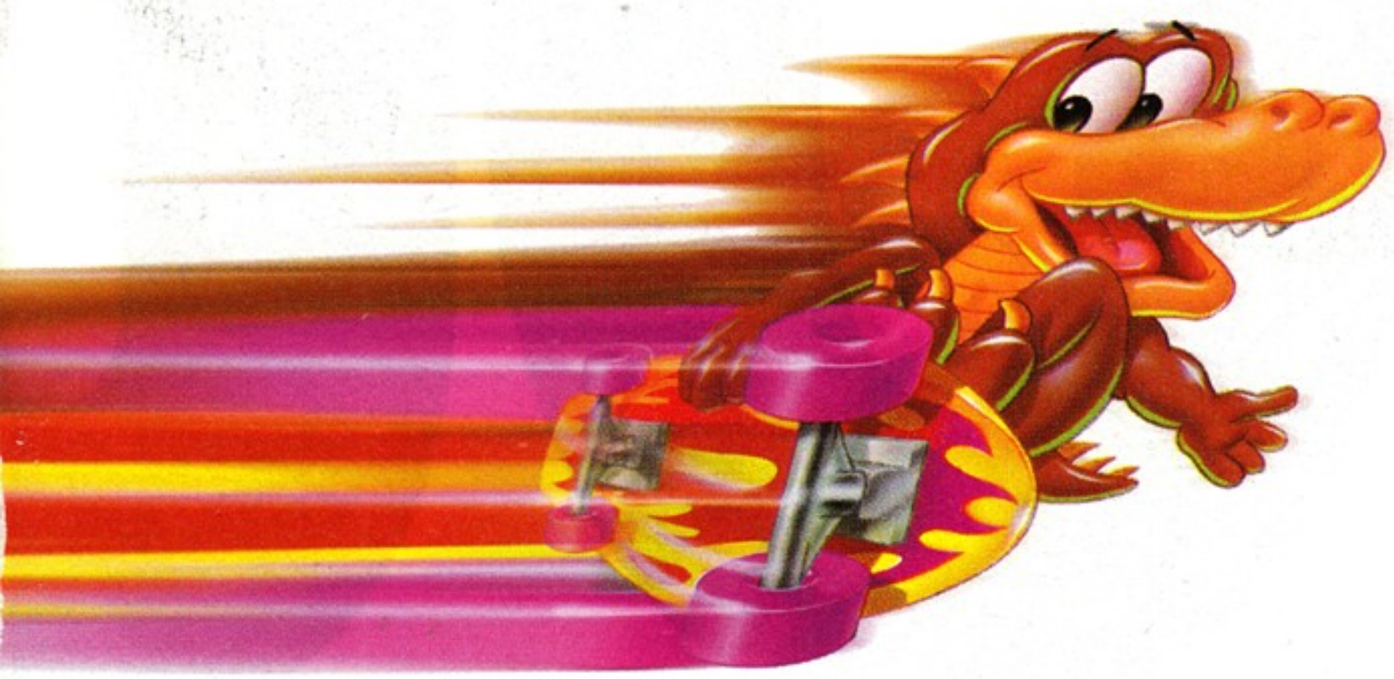
Uncharted Waters is a long and complex ocean voyage. If you have an interest in four-masted voyages of European discovery, you could read a history book or play this game – the excitement levels are about the same. G

Uncharted Waters By New Horizons

Graphics	Sound	Control	FunFactor	Challenge
3.0	2.0	3.0	4.0	INT. Intermediate

$76.95	1 player
1 meg	Overhead view
Available November	Battery backup
Historical strategy	Sega rating: MA-13

Advertisement



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Rex sports his flame-breath

Radical Rex thrashes on his board

Slam through ten wild levels of jammin' jungles, freaked-out forests, primeval swamps, haunted dino-graveyards, piranha-infested underwater caverns – and the belly of a giant dinosaur! No sweat for the Rexmaster -- 'cuz he's too hip to be extinct!

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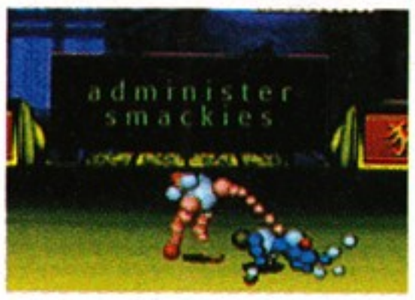

3 times more moves than flat 2-D fighting games... like groveling, humiliation, spanking, decapitation, nut bustin', flying spit, and all the other stuff that makes life worth living.

BALLZ

The only thing that feels better than rippin' a good long stun-fart is rippin' a good long stun-fart in 3-D.

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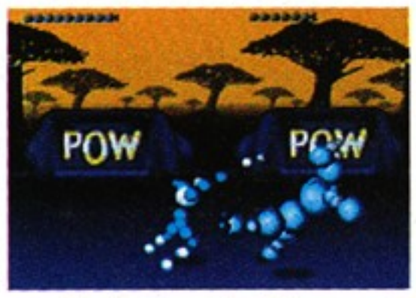

Better knock this guy stupid before he sucks your head up with that big ol' rhino butt of his. After that, you'll have to fight 16 brawlers of the rudest kind. You know, the sort that likes to pick its nose 'til it bleeds.

BALZ™

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ACCOLADE

PROREVIEW

Super Game Boy

By Scary Larry

Contra IV, one of the biggest action/adventure games for the SNES, is just now rockin' its way onto the Game Boy. Contra fans will be happy with this scaled-down version.

3, 2, 1... Contra!

All the elements of the SNES game are here, including the screen-filling bosses, the speaker-rocking explosions, and the gut-ripping weapons. There's even some color in this SGB version!

The story line, though secondary to the action, remains the same: You must find out where the Aliens are coming from and destroy them before they multiply. To help, you'll find floating weapon pods with Spread Guns, Contra Bombs, and Flamethrowers! The easy controls are limited to shooting and jumping, and the only drawback is your inability to change weapons.

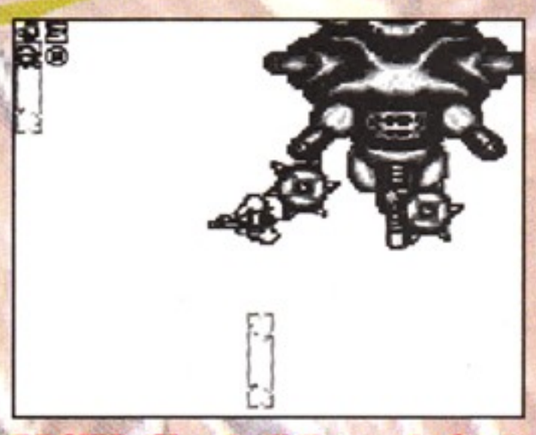
Good Graphics

It's hard to believe that impressive explosive graphics were packed into such a small game. There's even the over head-view stage on the decimated freeways from C4. The visuals feature details a-plenty, though some annoying flicker occurs when an enemy is destroyed.

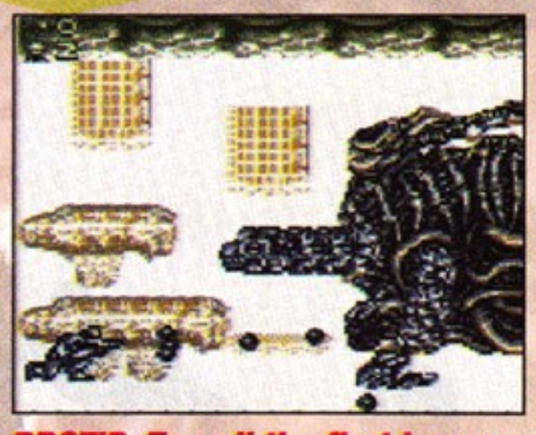
The sound kicks in for an added surprise. The music is steady and fast, and the explosions will make your GB shake!

A Soldier's Story

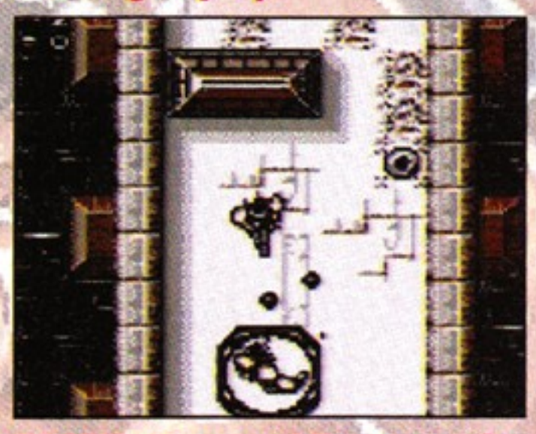
Contra for the Game Boy is a real delight! Action/adventure games don't get much hotter. If you're looking to dust off your Game Boy, Contra is the reason! G



PROTIP: Shoot all the pods from the shell of this boss, then nail it near the head (where the gun is shooting at you).



PROTIP: To nail the first boss, aim for the pod just below his neck. When it shoots, jump up a level, go back down and repeat.



PROTIP: These soldiers contain power-ups and bombs. Find the Flamethrower to get through this level easily.

Contra: The Alien Wars By Konami

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

Price not available
1 meg
Available October
Action/adventure

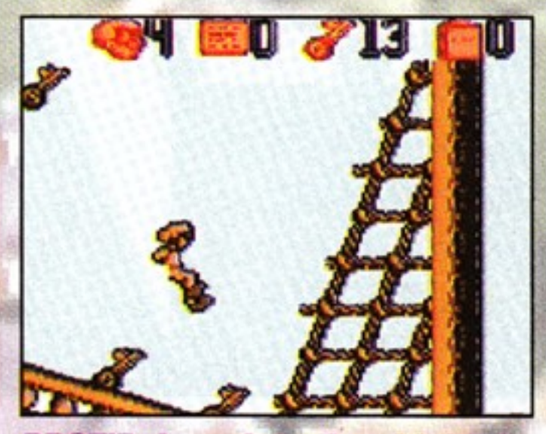
1 player
Multiple views
Passwords

By Doctor Devon

While you're waiting in line to see Macaulay Culkin's movie, you might be tempted to investigate the handheld version of Pagemaster. Diverse game play might've made it an ideal holiday gift, but frustrating controls make it a dud.

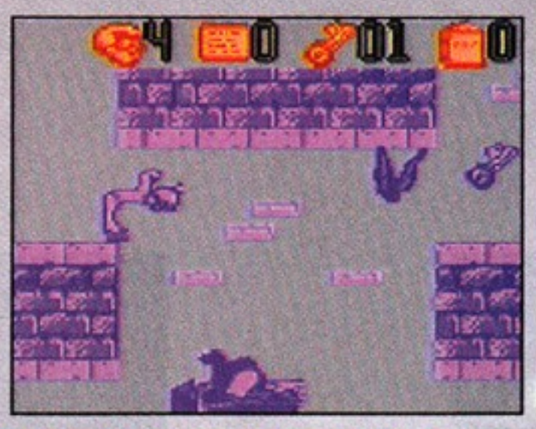
Gamemaster

When young Richard Tyler explores a magical library, he's whisked off to three different worlds of horror, fantasy, and adventure for a variety of game-play experiences. You'll jump through the rigging of a pirate ship, hop-n-bop through a haunted graveyard, and scale precipitous cliffs to secret rooms.

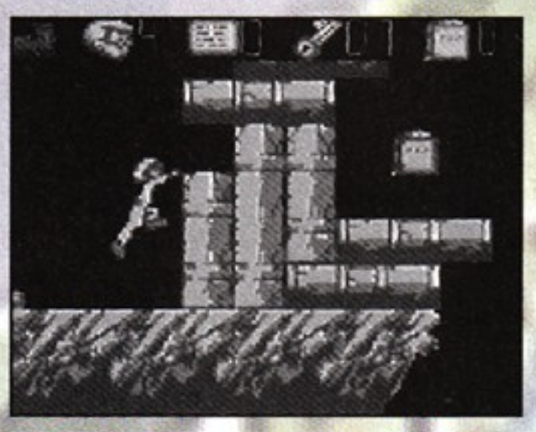


PROTIP: Leap into the ship's rigging to avoid pirates and find lots of items.

Sound like fun? It is – sometimes. However, slippery controls add frustration to the mix. Richard slides from platforms so often you'll think his soles are oiled. What's more, his jumps require such microscopic precision that you'll get hit by an easy-to-defeat enemy, even though you'll swear you bopped him.



PROTIP: Always look before you leap down these ledges. The enemies below can take you out with the slightest touch.



PROTIP: When you reach this part of the Horror World graveyard, jump up from the books to find a secret room.

There's no difficulty- select option, and a single hit can kill this feeble explorer. Regrettably, much of the replay results from the infuriating losses you suffer.

Page Turner

The solid graphics keep you playing. Although the backgrounds are pretty bland, the foregrounds are nicely detailed and feature sharp-looking enemies. The sounds are adequate and support the visuals with atmospheric music, but they need more sound effects.

Unfortunately, it's the poor control you'll remember. Pagemaster may make you a Ragemaster this holiday season. G

The Pagemaster By Fox Interactive

Graphics	Sound	Control	FunFactor	Challenge
3.5	3.5	2.5	2.5	INT. (Intermediate)

$29.98
1 meg
Available now
Action/adventure

1 player
18 levels
Side view
Multiscrolling

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Game Boy

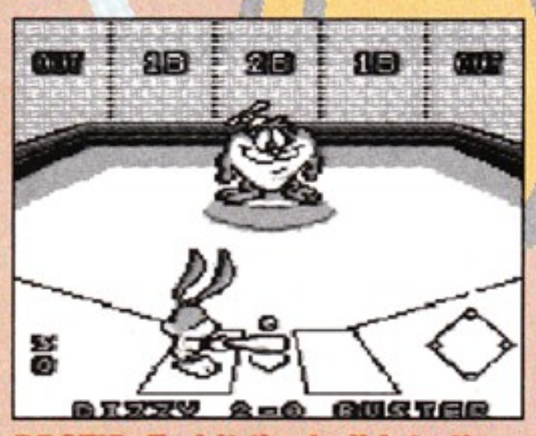
Tiny Toon Adventures WACKY SPORTS

By Scary Larry

They're tiny, they're toony, they're just a little loony... and so is this game. If you thought the Genesis game was torture, welcome to the Game Boy version.

Adolescent Acme

Aarrgghh! This tiny terror is a weak translation of the Genesis cart (see ProReview, *GamePro*, October 1994) that tries to instill a sense of fun by



PROTIP: To hit the ball into the center or right-hand panels, wait until it almost completely crosses the plate.

making ordinary sports games harder than settling last season's baseball strike!

Your options are limited to playing as either Buster or Babs in the Sports Fest or a Carnival Show. You must qualify in certain games to move on, like scoring three runs in a baseball-hitting derby or two touchdowns in a football frenzy.

The sports games are simplistic and boring, with no depth to the game play. Sure, this is Tiny Toons, but after a

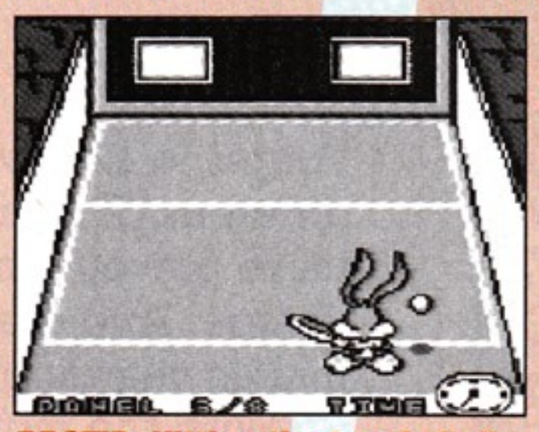
PROTIP: Try moving the cursor at the last second to score soccer goals.

couple of games, you start to wonder if the cartoon is this dull.

Tiny Sights

The graphics are static and boring, even when played in color on the Super Game Boy. The football scenes are especially bad, with mice running in place while you swerve around them, which isn't difficult with the simple controls.

Tiny sounds don't have to be tinny, but these are. The theme music makes its



PROTIP: Hitting the tennis ball off the tip of the racquet produces a sharper angle of deflection. Use this strategy to aim for the panels.

appearance but soon wears out its welcome. Acme should invest in an orchestra before assembling a sports team.

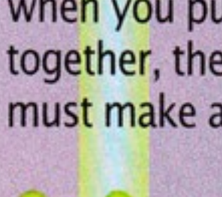
Too Loony

An action/adventure game featuring these wise-cracking characters always has a better shot than most fantasy sports games. The Tiny Toon gang should go on strike. G

Tiny Toon Adventures: Wacky Sports
By Konami

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

Price not available
1 meg
Available November
Fantasy sports
2 players
6 events
Multiple views



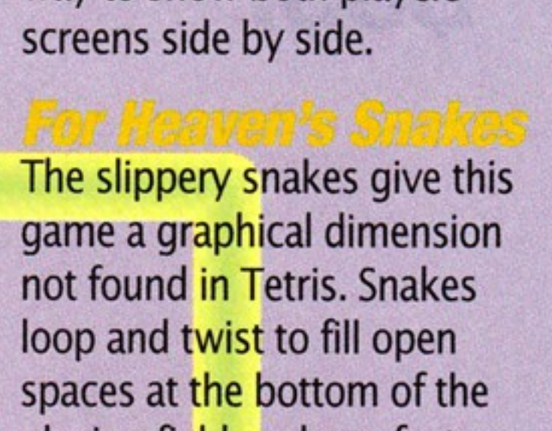
By Coach Kyle

After experiencing Tetris trauma, are you ready for a new challenge? Spend time with the slithery reptiles of WildSnake for a fine, fun puzzle experience.

Snakes Alive!

WildSnake clones the Tetris concept and adds a nifty graphic twist. You guide falling objects into position at the bottom of the screen, and when you put similar objects together, they vanish. You must make all objects disappear without letting them stack to the top. In WildSnake, those falling objects are live snakes, which means they move, slither, and wrap around other objects. The accurate controls enable you to steer snakes across the screen into tiny holes.

Three game-play modes give you good variety. Match up the similarly patterned snakes in a standard one-player game, in a tough King Cobra Challenge against the clock, or head-to-head against a GameLinked partner. This

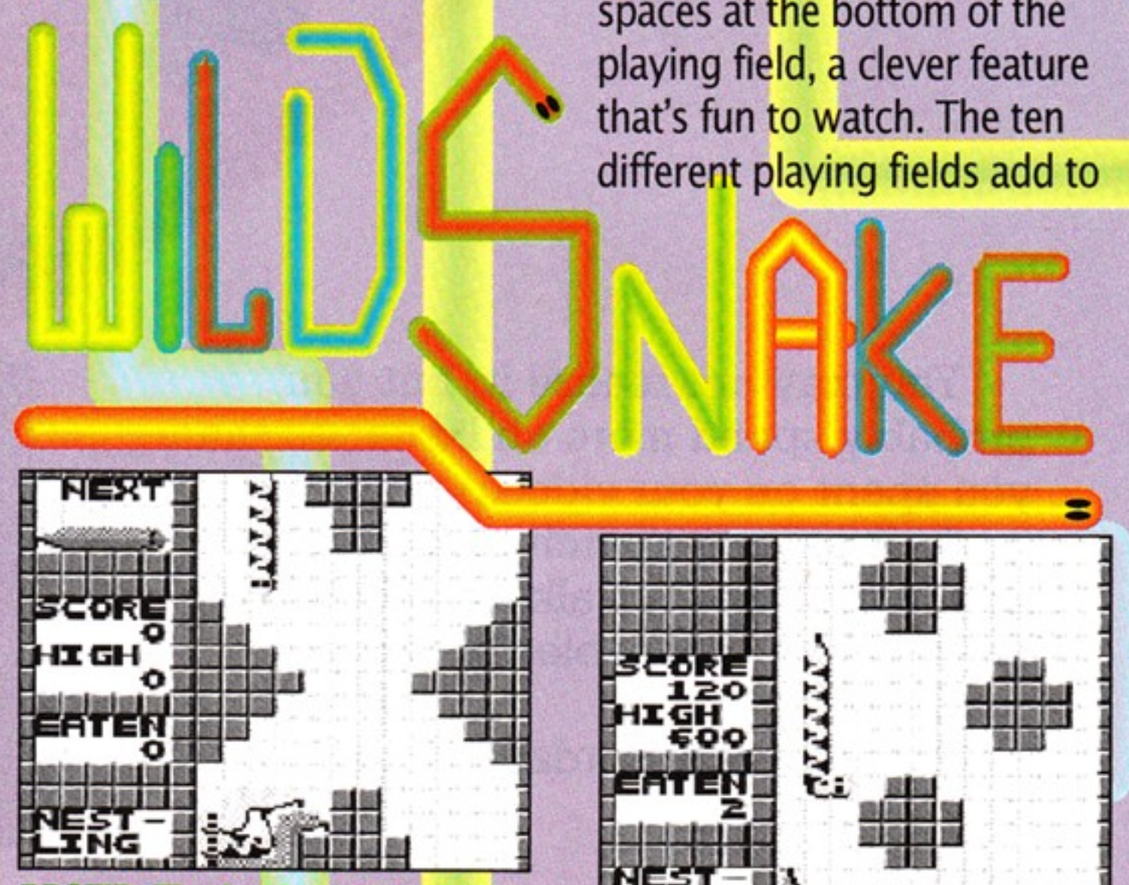


PROTIP: Be careful not to lay a long snake horizontally across the playing field, or you'll block access to everything below.

latter mode might've been the best if there had been some way to show both players' screens side by side.

For Heaven's Snakes

The slippery snakes give this game a graphical dimension not found in Tetris. Snakes loop and twist to fill open spaces at the bottom of the playing field, a clever feature that's fun to watch. The ten different playing fields add to



PROTIP: The basic rectangle is the easiest playing field for beginners, while this X shape will challenge experts.

PROTIP: For an extra challenge, turn off the Preview option, which closes the window that shows upcoming snakes.

the viewing pleasure. Soundwise, you get typically bouncy Game Boy music and few sound effects.

Tetris and its clones are classic handheld games. WildSnake slides right into the impressive Tetris legacy. G

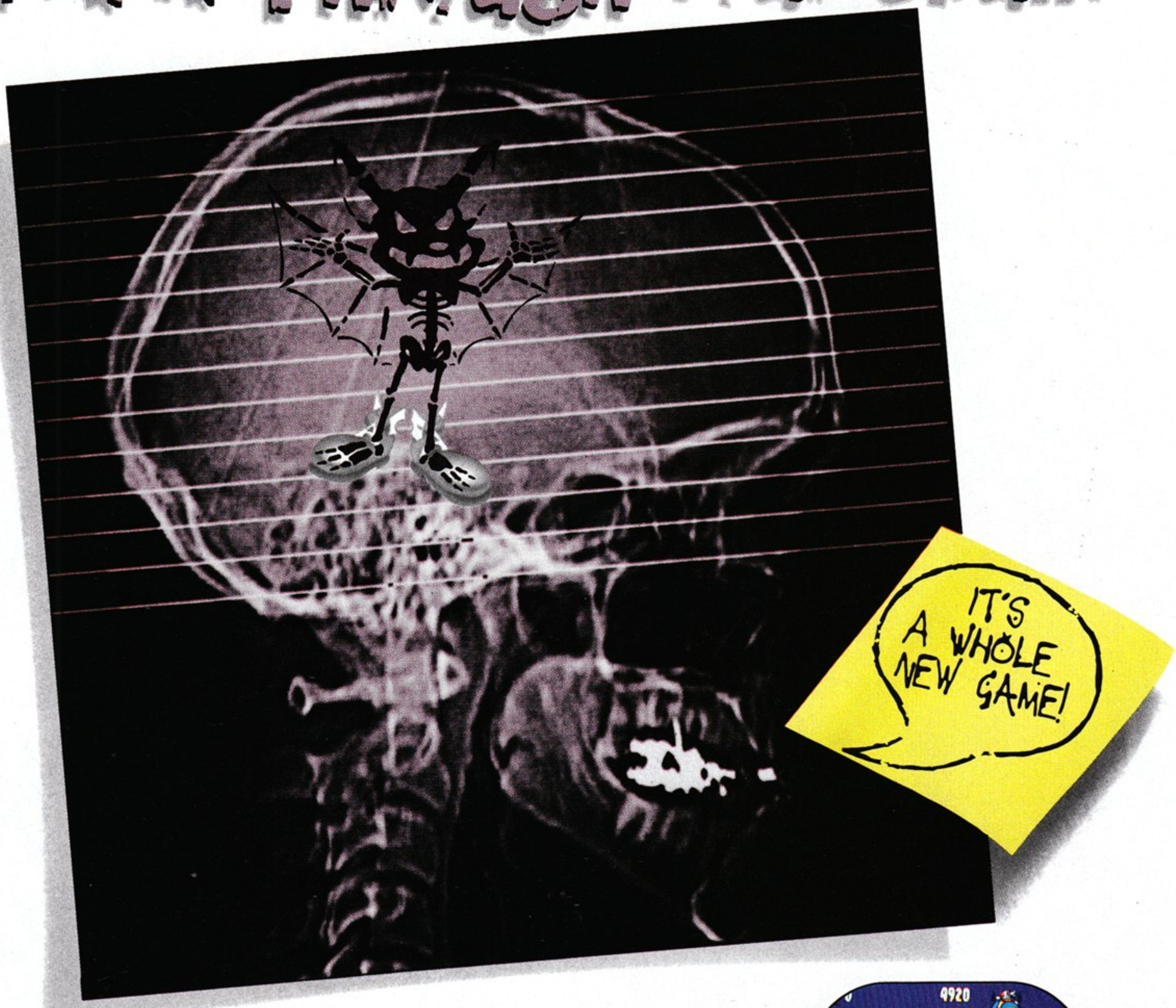
WildSnake By Bullet-Proof Software

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.0	4.0	4.5	ADJ. (Adjustable)

Price not available
1 meg
Available now
Puzzle
2 players
10 playing fields
Side view

Aero The Acro-Bat™ 2

Get It Through Your Skull!



THE AERO ACRO-BAT™ 2

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THE TIDES OF TIME

JOURNEY BELOW THE SURFACE AN

ND BEYOND YOUR IMAGINATION!

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DITCH THE WITCH! Make it past Medusa and her treacherous tentacles to safety-or you may have to start all over again. Now how does that grab ya?

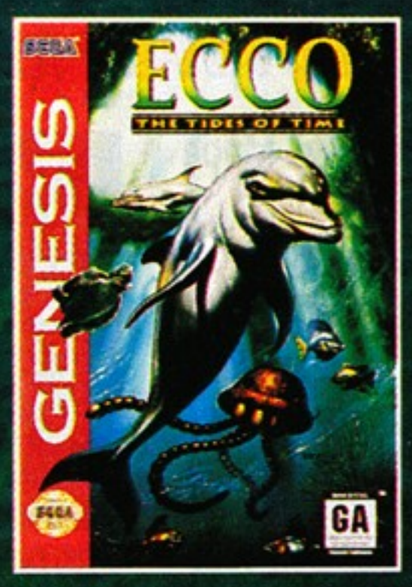
SHELL OUT! Peel off the eels without getting that crushing feeling- then get the shell outta there!

OBEY THE LAW! Gravity rules in these tubes, so keep your eye on the meter to see which way the tide is turning!

SET SAIL! Travel the seas in all new 3-D stages. Jumping through these rings will get you where you're going. And wherever you go, there you are!

MAKE NEW FRIENDS! Meet Trellia, a dolphin from the future, here to help Ecco defeat the Vortex.

Glide into adventure on a grand scale as the epic journey of Ecco the Dolphin continues! The seas may appear calm—but the Vortex demands revenge! Explore thousands of nautical miles in oceans of mind-bending gameplay, including breathtaking computer-generated 3-D sequences in the SEGA CD version! Get back into the water—and into the mystic, mythic world of adventure—with Ecco The Dolphin!



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PROREVIEW

Game Gear

By Earth Angel

The Rangers are morphin' onto every game system around, and – surprise! surprise! – this Game Gear cart is one of the best versions yet.

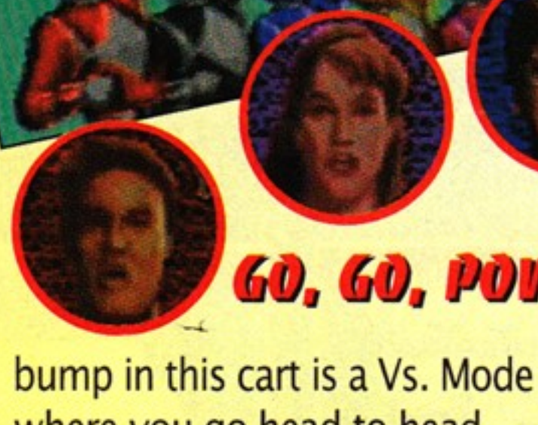
Go, Go, Power Rangers!

What makes the handheld Rangers rock is a Story Mode. Its plain and simple beat-em-up game play follows the tradition of greats like the original Double Dragon games. You play as your favorite Ranger,

PROTIP: When you fight the green DragonZord at the beginning of Stage 4-1, watch out for his tail and his fireballs. If you jump over those and nail him with flying kicks, he's easy to beat.

taking on Rita Repulsa and her band of thugs in seven stages of straightforward punching, kicking, and more punching.

That isn't really enough nowadays, though, to be above average. The extra bump in this cart is a Vs. Mode where you go head-to-head against the CPU or another player (via the Gear-to-Gear cable) in fighting-game action.



PROTIP: You can damage Puttys and other enemies off-screen. Just stand at the edge of the screen and tag 'em as they fly in.

PROTIP: To activate a special move for your character, tap both buttons simultaneously.

This mode is especially cool because you can fight as any of the six Rangers (including the Green Ranger), or ten other characters like Goldar or the DragonZord.

DinoZord Activated

The Rangers are a snap to maneuver. Each fighter (including the enemy characters) has a repertoire of basic punches and kicks, as well as a few special moves, like a throw or dash. All the moves are easy to execute with simple button

PROTIP: When you encounter enemies like King Sphynx in Stage 1, back him to the side of the screen and pummel him repeatedly with punches and kicks.

presses and button-press control-pad combos. The game's not comparable to Street Fighter II or any other true fighting game, but it's a satisfying blend of fighting and adventure, perfect for beginning players.

Cool digitized screens of Rita and the Rangers set the mood for the rest of the game. Although there's not a lot of variety in the look of the Puttys (there's not on the show either), Goldfarb and friends look suitably realistic. The Rangers and other enemies are fairly large sprites for the Game Gear.

The tunes run to remixes of the show's music, especially the ever-familiar "Go, Go, Power Rangers" ditty. It's cute at first, but turn it off before it's indelibly imprinted in your brain.

Morphin' More Fun

Power Rangers looks good, plays smoothly, and is a lot of fun – but it's very easy. If you're more than a beginner, this game plays best in the head-to-head versions with the Gear-to-Gear cable. Power up with the Power Rangers! G

Game Gear Game ProFile

Mighty Morphin' Power Rangers

(By Sega)

Rated by V.R.C. GA Appropriate for all audiences. General Audiences

The Power Rangers make a fine Game Gear debut with this excellent game for beginning players.

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

$44.99	2 players
4 megs	7 stages
Available November	Side view
Action/adventure	Side scrolling

EAT PLASMA YOU FREE-FLOATING, PUS-FILLED, SLIME-SPEWING, GRAVE-RISING, WORM-SUCKING, MAGGOT-RIDDEN, SORRY EXCUSE FOR A POLTERGEIST-WANNABE!

GHOUL PATROL™

Snowboarding is cool.

Bungee jumping can be fun...

But when was the last time you experienced the primal rush of splattering a mass of grave goop into a thousand jiggling chunks?

Join the Ghoul Patrol and taste the thrill as you unload your plasma cannon on the most gelatinous band of slime spewers this side of Amityville.

But be warned... Once you dish your 50,000 watts down some festering spook's gullet, you may never have the desire to go rollerblading again.

This guy looks like he's seen a ghost! Save him, then plaster Casper all over the place.

Grab your partner and team up for a splatter-a-thon in 2 Player Cooperative mode.

The bosses in here are pretty spooky. You'll need all the plasma in your cannon to zap this creep.

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Game Gear

Disney's THE LION KING

By The Unknown Gamer

Sega teamed up with Disney for this handheld adaptation of last summer's smash movie, *The Lion King*. While not as spectacular-looking as the 16-bit versions of the cart, this game is worth purring over.

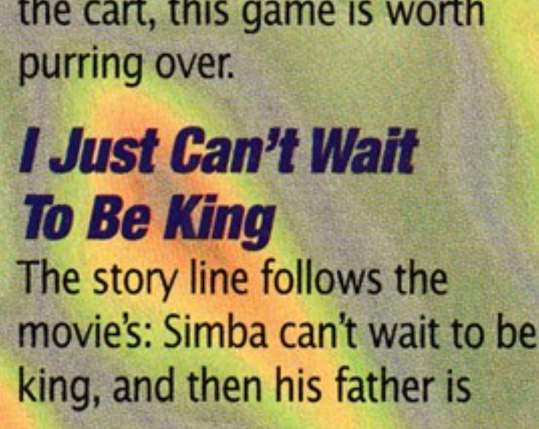
I Just Can't Wait To Be King

The story line follows the movie's: Simba can't wait to be king, and then his father is murdered by evil Uncle Scar. Now Simba must reclaim Pride Rock and overthrow Uncle Scar. As in the movie, Simba ages from junior cub to full-grown lion.

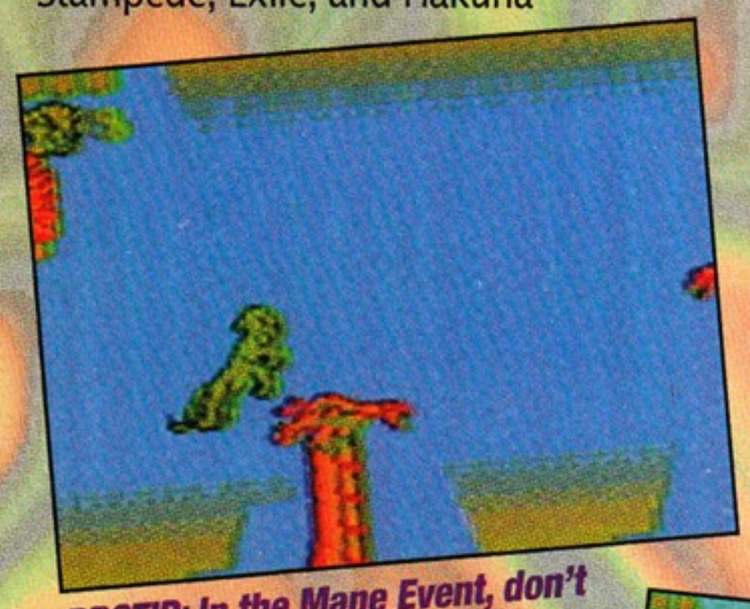
PROTIP: Roar at Porcupines to make them flip over, then pounce on them.

The game's ten levels are straight from the film. As a cub, Simba races through the Pridelands, the Can't Wait to be King scene, the Elephant Graveyard, the Wildebeest Stampede, Exile, and Hakuna Matata. Once he's grown, he returns from exile to battle jungle enemies like hyenas, bugs, wildebeests, and, finally, the nefarious Scar himself.

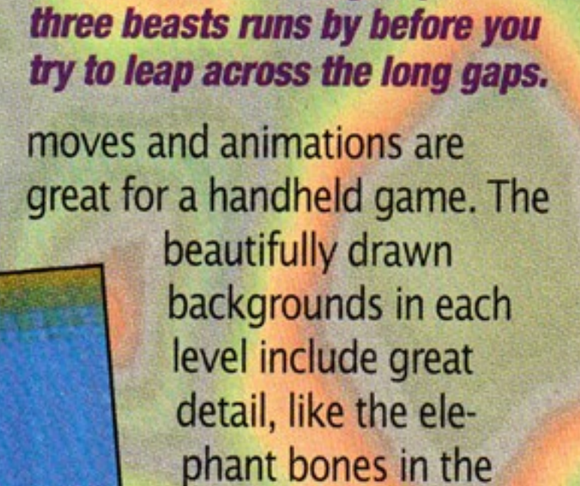
In this hop-n-bop game, Simba uses a few simple but effective moves as a cub – a pounce, roar, and roll. As an adult lion, he can also slash his enemies with his paw. The controls are precise and easy to master. All are one-button moves, except for the adult slash attack.



PROTIP: In the Pridelands, head up and to the top right to escape. Swing from flames to climb.



PROTIP: In the Mane Event, don't stand on giraffe heads too long – they'll dump you in the water.



PROTIP: Wait until hyenas pant before you pounce on them.

Picture Perfect

Lion King's graphics are Disney quality. Despite the itty-bitty size of Simba's sprite, his moves and animations are great for a handheld game. The beautifully drawn backgrounds in each level include great detail, like the elephant bones in the graveyard. Some clever compromises from the Genesis version, like the side-view Wildebeest Stampede, work well within the confines of the Game Gear.

PROTIP: Use bones in the Elephant Graveyard ceiling to navigate past difficult areas.

You can't expect stereo-quality tunes on a Game Gear, but Lion King's tunes are surprisingly hummable. Ten to one you still get tired of 'em, though – that tinny music gets old even if you do like the songs.

PROTIP: During the bonus stage, gobble up the pellets and dodge the bugs.

PROTIP: To get through the Mane Event, you just have to find most of the monkeys, then roar at them. The puzzles aren't complicated at all.

PROTIP: In the Pridelands, head up and to the top right to escape. Swing from flames to climb.

PROTIP: In the Mane Event, don't stand on giraffe heads too long – they'll dump you in the water.

PROTIP: Wait until hyenas pant before you pounce on them.

The Mane Event

All in all, Lion King's a great Game Gear cart. Ten levels of play is more than the average Game Gear fare, and the game's challenge ramps up gradually, making it just fine for a range of players. It doesn't look as good as the 16-bit carts, but Sega can take great pride in the results. G

Game Gear Game ProFile

The Lion King

(By Sega)

Rated by V.R.C. GA Appropriate for all audiences. General Audiences

Simba the lion cub heads out to conquer yet another game platform. The cub's as enchanting as ever, and his game isn't half bad either.

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.0	4.0	3.5	ADJ. (Adjustable)

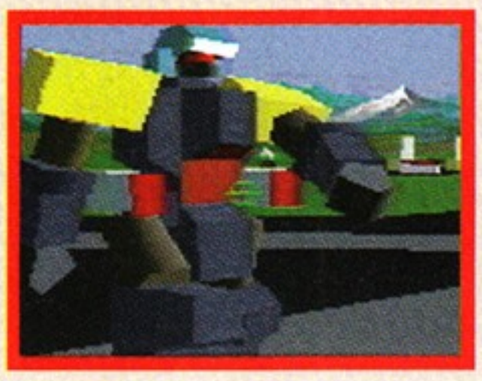
$44.99	1 player
4 megs	10 levels
Available November	Side view
Action/adventure	Multiscrolling

WAR IS HELL

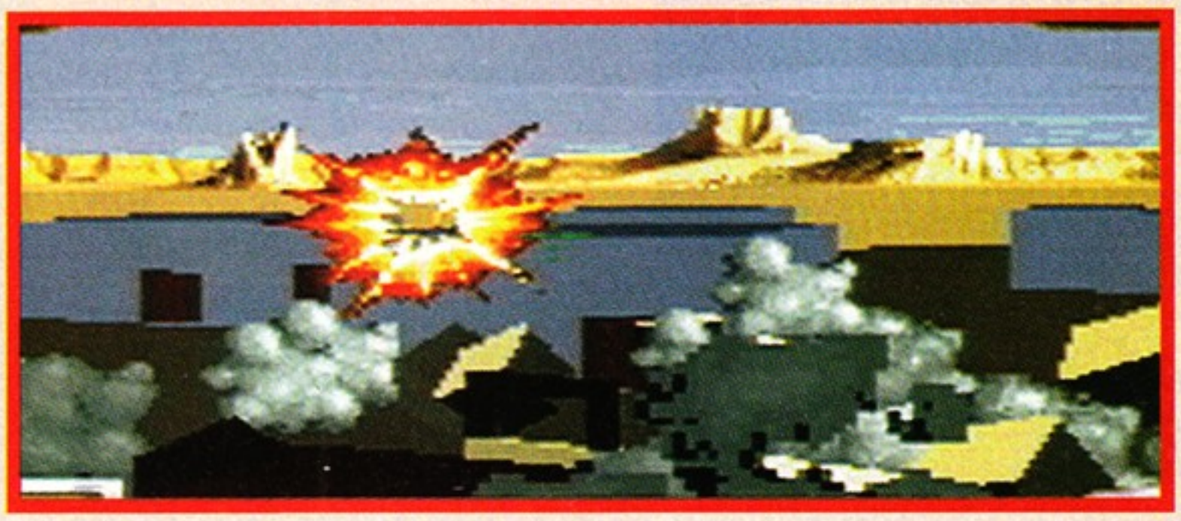
unless you're in a 40-ft. robot with a rocket launcher (then it's kinda cool)

If you don't like the city you're in, use your rocket launcher to level it.

The best thing about the 3D cityscapes and texture-mapped skyscrapers is watching a grenade blow them up.

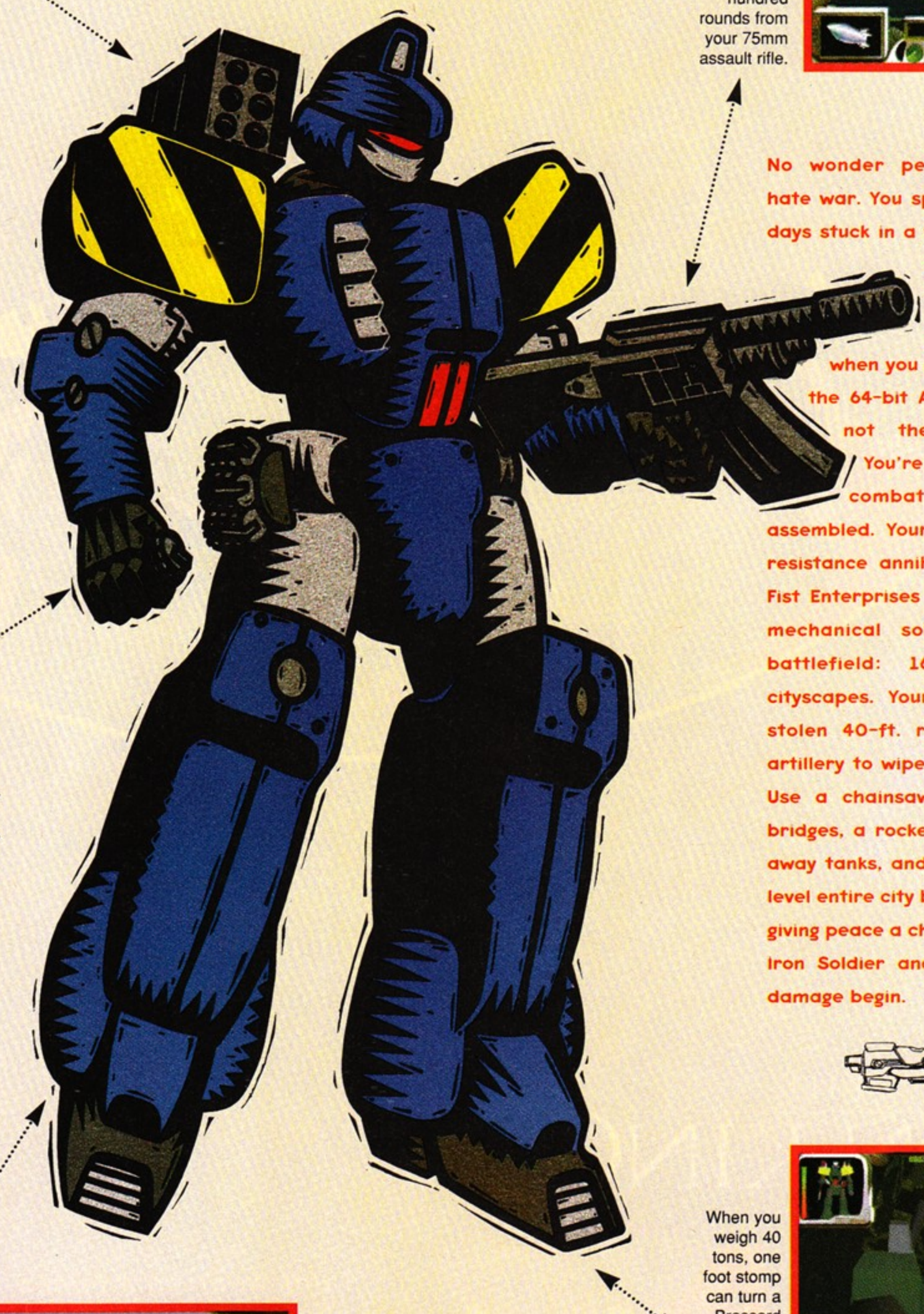


It's an enemy mech on patrol. If you don't look out, he'll recycle a few of your body parts.



The scenery may change, but your objective won't. Destroy the enemy.

Riddle the Gauntlet helicopters with a couple hundred rounds from your 75mm assault rifle.



IRON SOLDIER

No wonder people hate war. You spend days stuck in a trench with nothing more than a wimpy rifle and a bad haircut. Luckily, when you play Iron Soldier on the 64-bit Atari Jaguar, you're not the average grunt. You're the most awesome combat machine ever assembled. Your mission: help the resistance annihilate the evil Iron Fist Enterprises and their army of mechanical soldiers. Your battlefield: 16 different cityscapes. Your arsenal: a stolen 40-ft. robot with enough artillery to wipe out New York City. Use a chainsaw to slice through bridges, a rocket launcher to blow away tanks, and a cruise missle to level entire city blocks. Forget about giving peace a chance. Climb into an Iron Soldier and let the property damage begin.

When you weigh 40 tons, one foot stomp can turn a Brassard Tank into scrap metal.

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IN LEVEL ONE, THE HYENAS LAUGHED AT ME.

THE LION KING

So you want to be king? Then you better start roaring, because you're going to have to claw your way through nine nasty levels of

fang-bearing hyenas, charging wildebeests and dive-bombing vultures, just to get the chance to battle your evil uncle Scar. And he's one bad cat. Fortunately,

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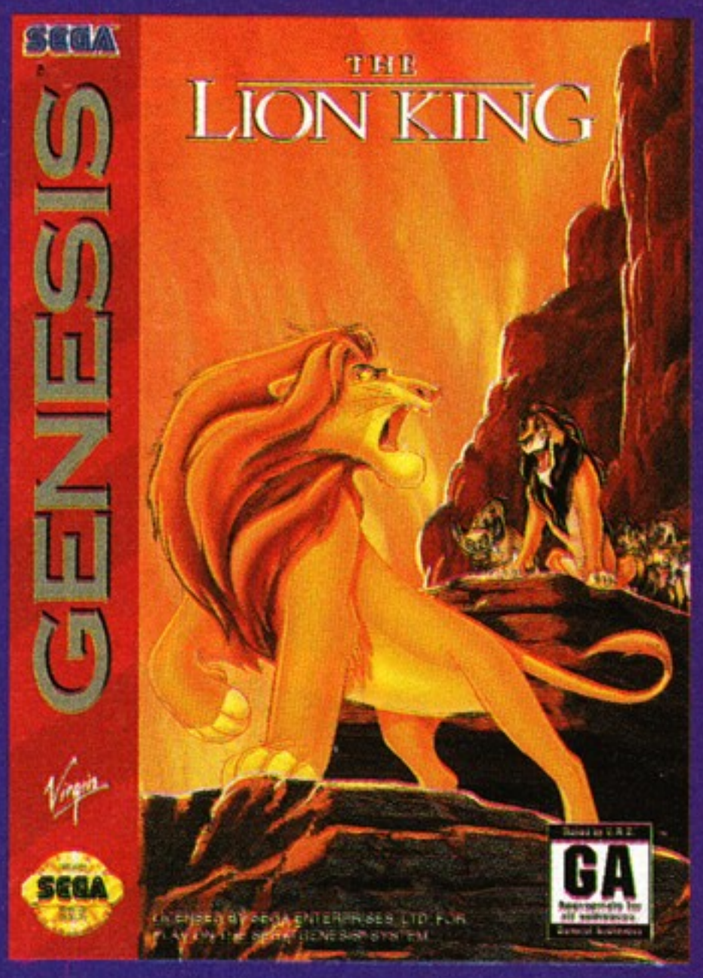
IN LEVEL TEN, THEY STOPPED LAUGHING.

it's only a game. Unfortunately, it's in Digicel™ animation. Which means you're going to feel every bump, bruise and blister between you and the throne.



See THE LION KING this holiday season at a theatre near you.

Virgin

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STRATEGY FEATURE

Arcade

GENERAL STRATEGIES

Shoot from the Hip

Shoot everything in sight! You can destroy almost all the background objects, and some will give you bonus power-ups. The amount of destruction you wreak is used to award points at the "End Of Wave" bonus rack-up.

Don't Get Paranoid

Only worry about taking hits within your section of the screen. An enemy can only hurt you when they fire in your section. Beware of very small enemies that hide in the distance. They're difficult to see but just as deadly. Take them out as soon as possible.

Greed Is Good

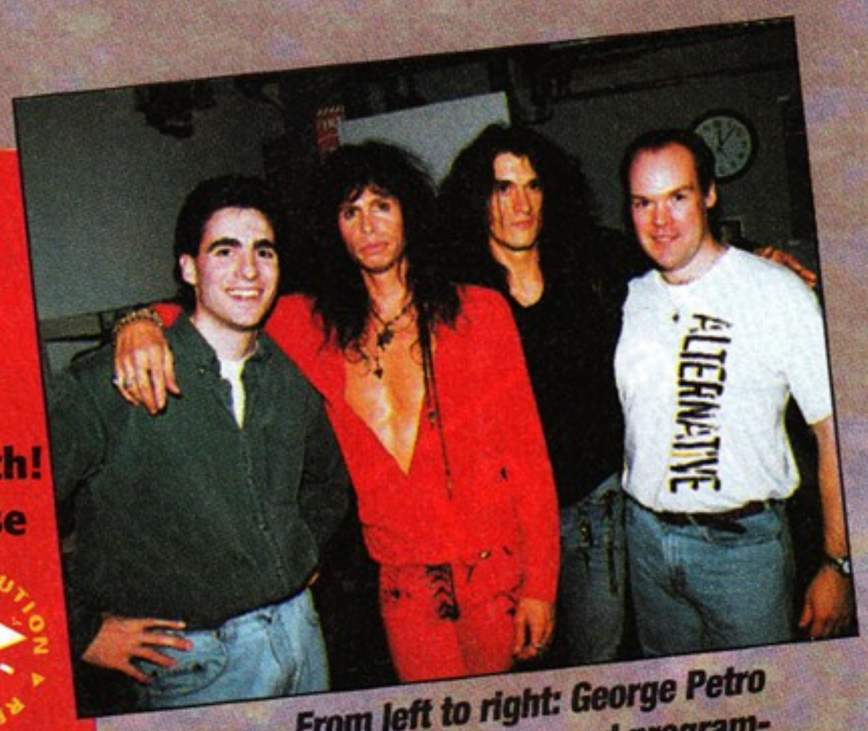
Be greedy! Gather up all the power-ups you can. In fact, you can even steal a power-up from another player while it's en route to their score area! Weapon crates occasionally drop to the ground. Shoot them open, then shoot the items inside to obtain the contents.

REVOLUTION X

STORMS THE ARCADES

In Rev X, music is the weapon – and you're armed to the teeth! Rev X game designers George Petro and Jack Haegar disclose strategies and tactics to keep the battle raging.

By George Petro and Jack Haegar



From left to right: George Petro (game designer and programmer), Steven Tyler (Aerosmith lead vocalist), Joe Perry (Aerosmith lead guitarist), and Jack Haegar (game designer and artist) take a break during the making of Revolution X.

Candid Camera

Cameras in each stage try to "spot" you. If you don't destroy them before they flash red, additional enemies will appear throughout that stage. If you destroy the cameras before they spot you, you'll avoid additional enemies in that area. Quickly shoot 'em or use a CD to blow them away!

Open Sesame

Shoot a CD at doors, windows, and signs, and you may be swept into another room or down a corridor that leads to a secret area.

Be a Hero

Save the girls! Anytime you see a trapped girl, freeing her is a sure way to earn many bonus points.

Power-Ups

Silver CD: Awards three CDs.

Gold CD: Awards one CD.

Super Gun: Causes damage equivalent to five bullets.

Laser Disc: Powerful flaming video medium.

Shield: Prevents damage for 35 hits.

Skull Bomb: Takes out all enemies and damages vehicles.

Wheat Grass Shake: Adds energy to a player's energy meter.

Wings: Five sets in all. Multiplies total bonus each rack-up.

ENEMIES

NON-Boys

Description: The grunts of the New Order Nation. Most teens the New Order sends to its reorientation camps emerge in this form.

Hits to defeat: One bullet or one CD

Points: 1000

Hints: Easy to defeat, but be careful – if you don't shoot them, they'll overwhelm you with their sheer numbers.

Skate Troopers

Description: Armored and loaded with firepower, the Skate Troopers are the pride of the New Order's military machine. They're dispatched whenever and wherever there's a serious need for muscle.

Weapon: 15 mm cannon (mounted on forearm)

Hits to defeat: Five bullets or one CD

Points: 1000

Hints: When the Skate Trooper blocks you with his shield, you won't take damage from bullets. To get a bonus power-up out of him, wait until he turns and hit him with a CD (timing is crucial). He'll go down, and a Shield power-up will pop out.

NON-Ninjas

Description: Trained in the ways of the ninja, these agile enemies have the ability to move quickly and leap to and from incredible heights. Their full body suits are made of a highly protective lexan/spandex weave.

Weapon: Plasma throwing star

Hits to defeat: Two bullets or one CD

Points: 1000

Hints: Their suits break down in the spots that bullets hit, so hit them twice in the same area to defeat them more quickly.

YellowJackets

Description: Easily recognized by their yellow-and-black-striped jackets with tails, the YellowJackets have a rank equivalent to colonels. They usually oversee operations for the New Order. If provoked, they'll attack.

Weapon: Plasma energy blaster

Hits to defeat: Eight bullets or one CD

Points: 2000

Hints: Shoot them before they get mad and blast you. If you're daring, you can shoot the plasma-energy pulse to earn 250 points.

NON-Natives

Description: Originally a nonviolent people, the NON-Natives were mistakenly exposed to the New Order's mind-control agent when they drank from a river polluted by Evergreen Chemical. The New Order then decided to train and use them as guards for their clandestine chemical operation.

Weapon: Bamboo spear

Hits to defeat: One bullet or one CD

Points: 1000

Hints: NON-Natives like to hide in bushes and trees. If you blow up their hiding places, they're forced into the open. If you fire a CD at them and miss, it still may send them flying into the air.

Berzerkers

Description: This is what happens when you take a hardened rocker and try to convert him into a managing YellowJacket. Difficult to control, the Berzerkers target the first human they see. They will not give up.

Weapon: Axe guitar

Hits to defeat: Five bullets or one CD

Points: 1000

Hints: Hope for a SuperGun power-up so you can mow 'em down. You can shoot their Axes out of the air in the middle of a fight.

EverDrones

Description: The EverDrones tirelessly run the Evergreen food-processing plant 24 hours a day. They're busy putting chemicals in all our food.

Weapon: Concealed 9 mm UZI

Hits to defeat: One CD

Points: 1000

Hints: If you shoot them with bullets, they'll pop up again and again, angrier each time. However, if you can blast 'em into the chemical tank on their back, they'll take off like a rocket, and you'll earn 20,000 points.

Forklifts

Description: Used in the KemmiTech warehouse, these machines lift crates and also defend the area from intruders.

Weapon: Top-mounted 15 mm cannon

Hits to defeat: Two CDs

Points: 2500

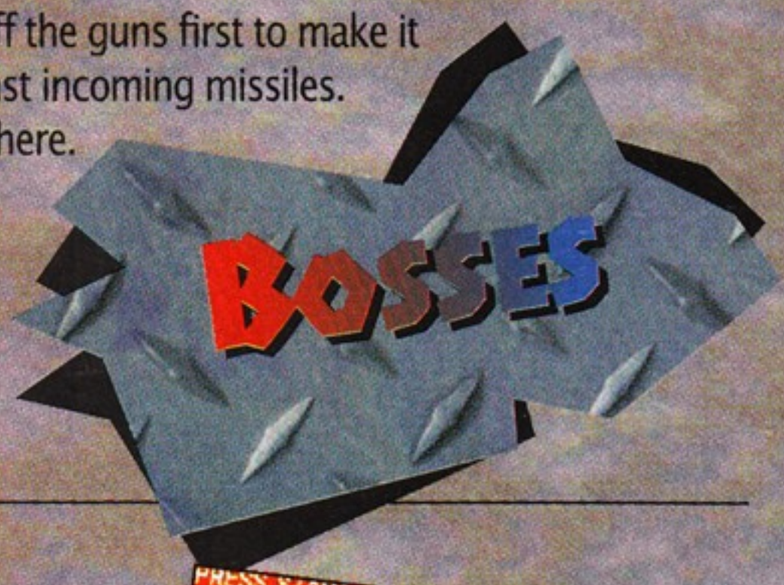
Hints: When a forklift attacks head on, it's protected by the lift apparatus. Shoot carefully through the openings of this mechanism and hit the lift's main body. When a forklift carries a crate, blow the crate open and collect the power-ups before you destroy the forklift.

BTR Troop Transport

Shooting this big armored eight-wheeled vehicle with bullets and CDs isn't very effective. The SuperGun, however, makes short work of the armor. A Skull Bomb takes care of everything but the final missile-launch door. Find the Skull Bomb hidden in Club X to use against this enemy.

NON-Helicopter

You meet up with this boss in a fight to the death at the very end of the flying wave. The easiest way to defeat it is to take it apart piece by piece. You must blow up the peripheral pieces (guns, engines, wings, and so on) before the center pieces will go. Blow off the guns first to make it easier to defend against incoming missiles. Brute force is the key here.



The Bug

The best way to defeat the bug in the jungle is to fend it off until you get to the rope bridge. The only way the bug can hurt you is by biting the screen. When it bites, everybody takes damage. If you're a good shot, hit its head with a CD just as it's coming in for a bite, which knocks its head back and saves everybody some energy. Remember, you can still uncover hidden power-ups in the stones on the way out. Once the bug is on the rope bridge, simply shoot out the wooden posts with bullets or CDs. The bug then plummets to its demise.

The Desk

Don't let the desk get you down. To destroy it, take out all its weapons. It's heavily armored, but there are ways to defeat it at minimal cost. The missile launchers only take damage when they're open, so don't waste CDs on closed missile launchers unless you hear Steven Tyler say "You're the man" within the last six seconds. To make that happen, shoot all your missiles at the launcher before the launcher shoots you. Don't forget to collect CDs from the ornamental crates after they're blown open.

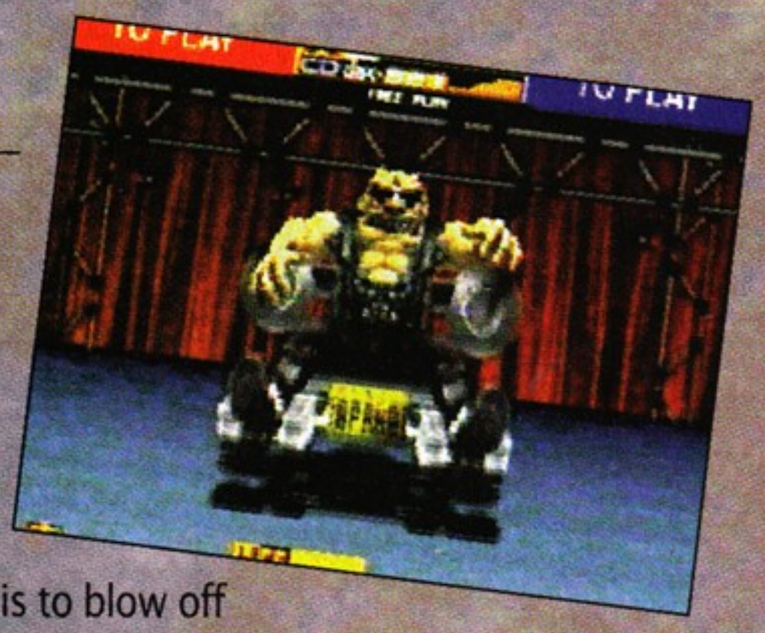
The Bus

When it's standing still, the bus is fairly easy to destroy. All you have to do is shoot each piece that flashes white until it stops flashing. Since the bus is always on the move, however, you have to use those handy speed-up, slow-down buttons. Use them to keep the bus on-screen while your buddy shoots it. Continue to pick up the CDs that fall from the sky. The guns come off last.

Mistress Helga

You must blow Mistress Helga into her throne. The only way to accomplish that is by getting her in front of the first stair that leads to the throne and hitting her with CDs. The CD attack knocks her back, while hitting her with bullets makes her do a cartwheel. If you beat her up too badly with CDs, though, she'll jump off the screen and come back farther from her throne. Also, Helga's bullets hurt everybody regardless of where she aims.

Mondor



Once Helga is on her throne, she morphs into the less-than-pleasant Mondor. Continually blast the guns from Mondor's hands and shoot his grenades out of the air while beating him to a bloody pulp. The goal is to blow off Mondor's head, which won't happen until his arms are gone. His arms come off after his chest is fully open, but the legs can be blown off any time.

Return to Zork
ActiVision

Star Control II
Crystal Dynamics

Elder Scrolls Arena
Bethesda

Super Street Fighter
Capcom

Fighters History
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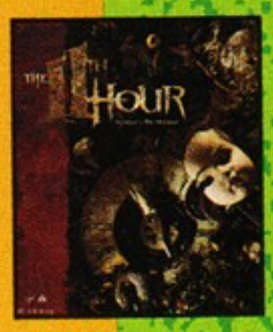
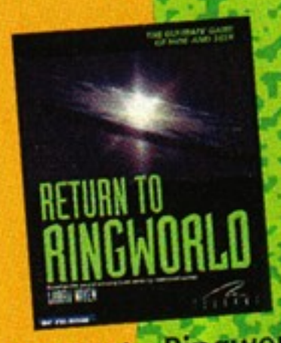


The 11th Hour
Virgin Games

Flashback
U.S. Gold



Return to Ringworld
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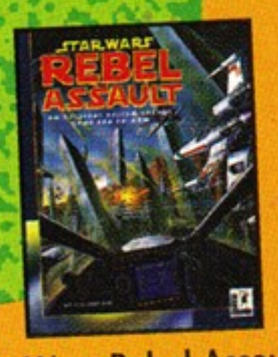
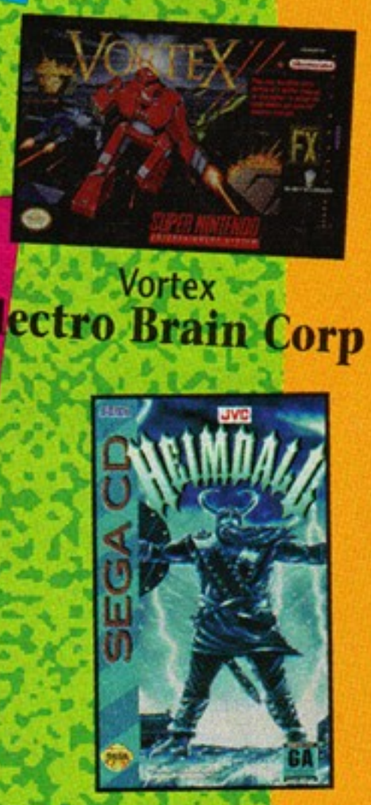


Star Wars Rebel Assault
LucasArts



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Vortex
Electro Brain Corp

Brutal Paws of Fury
Gametek

Jungle Strike
Electronic Arts

Stonekeep
Interplay

Yo Dude, Get a Clue!

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Steven Tyler

Instrument: Lead vocals, harmonica

Location: Club X

Trick: Two swordfish are hanging over a mirror on the back wall inside the bar. Before you shoot the mirror, make both swordfish point down by hitting them with CDs. Then break the mirror, and the rest will be obvious.

Joe Perry

Instrument: Lead guitar

Location: Amazon jungle

Trick: Enter the elevator just past the green skull inside Evergreen Chemical. To get in, shoot the button on the wall before the decision point comes up. Ride to the third floor. When the doors open, you'll find women glued to the back wall along with a circular opening covered by a grating. To find Joe, blow off both halves of the grating with CDs.

THE WINGS

(The Part Everyone's Been Waiting For)

Brad Whitford

Instrument: Rhythm guitar

Location: Far East

Trick: Once you're in the crate section, go through Gate 1, choose right, and go through Gate 3. Let the scroll take you forward, then to the right past Gate 6. Continue to Gate 7. You'll find three boxes to the right of Gate 7. Shoot the top box, and an arrow sign drops down. Quickly shoot the arrow to go right. Head down a long corridor filled with oncoming forklifts. At the end, Brad Whitford is lounging around, playing a guitar in a forklift.

Joey Kramer

Instrument: Drums

Location: Middle East

Trick: Have you noticed that the noses on the giant Sphinx statues in the background are intact? To change that, shoot them with a few CDs. Once you blow up a nose, the mouth opens to reveal a gold CD. If you retrieve gold CDs from the mouths of the first three Sphinxes, you'll magically stop at Joey.

Tom Hamilton

Instrument: Electric bass

Location: Club X

Trick: Tom is in one of the bathrooms adjacent to the ticket windows just as you enter Club X. The trick is to figure out which one Tom decided to use this time. Pay close attention at the beginning of the game when you first zoom up to the roof of Club X. The screen eventually scrolls left or right before pulling back. The direction that the screen scrolls determines which bathroom Tom is in (in other words, if the screen scrolls left, he's in the left bathroom).

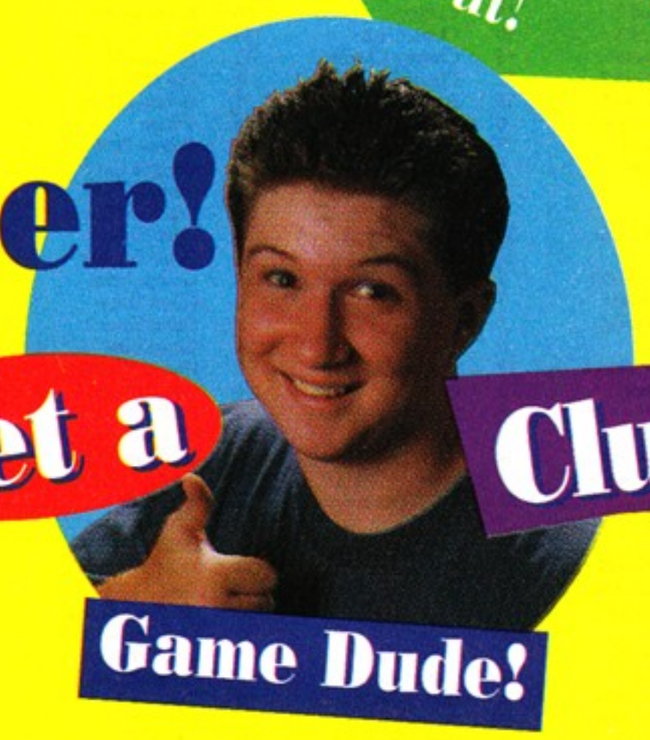
Are You Stuck in Your Video Game?

Don't Scream at Your Machine!

AAAHH!

Don't Pull Your Hair Out!

Don't Be a Clueless Loser!



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Dragon Warr 4	45
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Pitfighter	20
Pitfighter 2	45
Populous	10
Power Instinct*	45
Power Monger	32
Power Rangers	45
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Predator 2	25
Prince Persia	40
Pro Am Racing	36
Pro Moves Soccer	35
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PTO	55
Puggsy	45
Punisher	45
Quackshot	18
Quad Challenge	32
Race Drivin	40
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Raiden Trad	22
Rainbow Islands*	45
Rambo 3	18
Rampart	36
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Rastan Saga 2	20
RBI Basbl 3	16
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Revenge Shnobi	15
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Robo Cop 3	42
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Sesame St Cafe*	45
Seven Cities	40
Shadow*	45
Shadow Beast	13
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Shadow Blaster	12
Shadow Dancer	15
Shadow of Yserbius*	45

We Sell Used	
Shadowrun	$55
Shanghai 2	40
Shaq Fu*	45
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Shining Force 2	45
Shinobi 3	36
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Simpsons-B vs SM	25
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Skelton Krew*	45
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Slaughtr Sport	16
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Sonic & Knuckles	55
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Tiny Toon Sports*	45
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Toki Ape Spit	28
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Tour Tennis	45
Toxic Crusaders	18
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Troy Aikman Ftbl*	45
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Urban Strike	45
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WWF Raw*	45
WWF Royal Rumble	45
WWF Sup Wrstmnia	25
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Zany Golf	10
Zero Kmkze Sqrl*	45
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Aerobiz	55
Air Cavalry	45
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Alien 3	40
Aliens/Predator	40
Amazing Tennis	40
Amer Gladiators	25
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Andretti Racing*	45
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Art Of Fighting	35
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Axelay	26
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Jurassic Park	45
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Lufia	75
Magic Boy	48
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Mario Fun Letters	45
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Mario Is Missing	30
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Mario Paint Game	18
Mario Pre-School	45
Mario Time Mchn	40
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NFL Football	16
NFL QB Club*	45
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Ninja Warriors	50
No Escape*	45
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Nolan Ryan Bsbl	20
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On The Ball	38
Operation Europe	45
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Out Of This Wrld	25
Out To Lunch	38
Outlander	22
Pac-Attack	40
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Pagemaster*	45
Paladdin's Quest	60
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Peacekeepers	50
Pebble Beach Golf	50
PGA Tour Golf	60
Phalanx	22
Pilot Wings	22
Pinball Dreams	50
Pink Hollywood	40
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Robo Trek*	45
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Robosaurus	40
Rock N Roll Rcng	55
Rocketeer	16
Rockos Modrn Life	50
Rocky & Bullwnkle	40
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Roger Clemens Bsbl	22
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Young Merlin	48
Zelda 3	30
Zero Kmkze Sqrl*	45
Zombies Ate Nghbr	40
Zool	32

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Super NES Deck	**$90**
Ascii Pad	22
AV Wires	3
Carry Case	22
Champ Joystick	44
Comp Pro	16
Controller Qksht	18
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Extension Cord	10
Fighter Stick (6Btn)	40
Game Genie	40
Game Holder	8
Justifer (Controller)	20
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S.W.A.T.PRO

Video Game Strategies, Weapons, and Tactics

Arcade

BloodStorm

Taunt Passwords

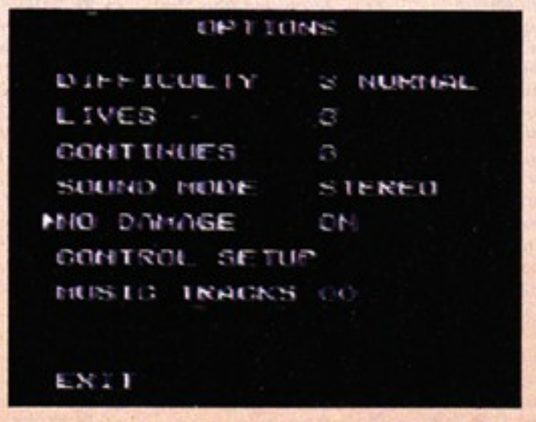
Press Your Lips Here:	Front Arm, Front Arm, Block
Radead Will Get You:	Front Leg, Front Leg, Block
Eat It Raw:	Back Arm, Back Arm, Block
You Ain't Nothing but a Punk:	Back Leg, Back Leg, Back Leg, Block
Put Trash in Its Place:	Down, Down, Block
Pucker Up Your Cheeks and Blow:	Right, Right, Block
I Am the Greatest BloodStorm Champion That Ever Lived:	Back Leg, Back Leg, Block
Oh Wait...Let Me Reattach Your Brain:	Front Leg, Front Leg, Front Leg, Front Leg, Block
Is This All You Have for Me?:	Front Leg, Front Leg, Front Leg, Front Leg, Front Arm, Block
Next Time Try Opening Your Eyes:	Back Leg, Back Leg, Back Leg, Back Arm, Block

Jennie Wuest
San Mateo, CA

Super NES

X-Kaliber 2097

Invincibility



At the title screen, **press Left, Left, Right, Right, Down, Up, Right, Up, Up, Up** on the directional pad. Now go into the Options menu and activate the "No Damage" option. Your character is now invincible.

Darrell Kensington
Dallas, TX

Genesis

Dune – The Battle of Arrakis

Passwords

House Atreides:

Mission 1	DIPLOMATIC
Mission 2	SPICEDANCE
Mission 3	ETERNALSUN
Mission 4	DEFTHUNTER
Mission 5	FAIRMENTAT
Mission 6	ASHLIKENNY
Mission 7	SONICBLAST
Mission 8	DUNERUNNER

House Harkonnen:

Mission 1	DEMOLITION
Mission 2	SPICESATYR
Mission 3	BURNINGSUN
Mission 4	DARKHUNTER
Mission 5	EVILMENTAT
Mission 6	ITSJOEBWAN
Mission 7	DEVASTATOR
Mission 8	DEATHRULER

House Ordos:

Mission 1	DOMINATION
Mission 2	SPICESABRE
Mission 3	ARRAKISSUN
Mission 4	COLDHUNTER
Mission 5	WILYMENTAT
Mission 6	SLYMELANIE
Mission 7	STEALTHWAR
Mission 8	POWERCRUSH

Eric Tyler
Philadelphia, PA

Chad Spencer, Hubbard, NE

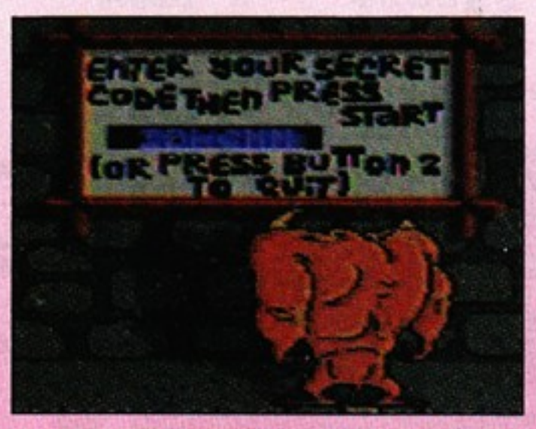
Game Gear

Ren & Stimpy: Quest for the Shaven Yak

Passwords

Stinking Dry Desert	AURGHH
Stinking Wet Bayou	ZONNNK
Perilous Mt. Hoek	YYYOWW
Great Frozen North	ZOWCHH

Danny Reichert
Miami, FL



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S.W.A.T. PRO

Video Game Strategies, Weapons, and Tactics

Arcade

Super Street Fighter II Turbo

Play as Akuma!

HOT TRICK

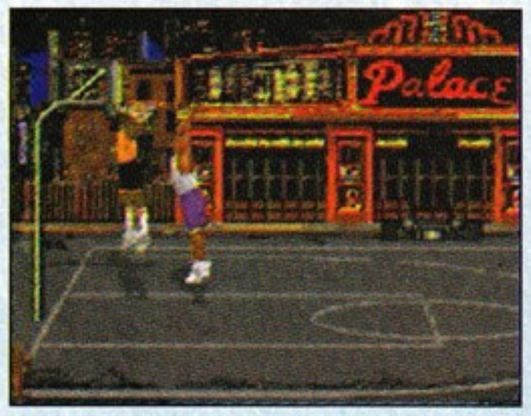
To play as the ever-elusive Akuma, make sure the machine is on the Free-Select speed setting. Choose your speed, highlight Ryu, and count to five. Move to T. Hawk and count to five, then select Guile and count to five again. Move to Cammy, count to five, then choose Ryu, count to ten, and **simultaneously press all three Punch Buttons and Start**. In the box, Ryu's face will be replaced by Akuma's silhouette.

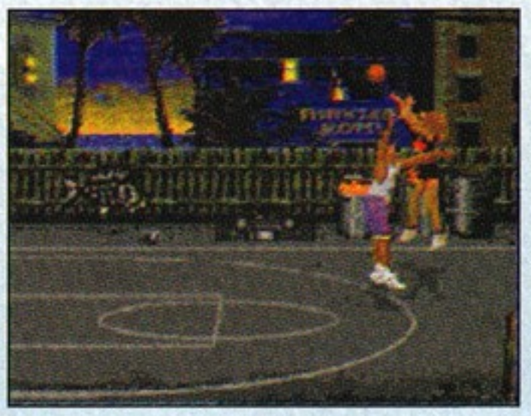
Erik Bianchi
Santa Ana, CA

Genesis

Jammit

All Passwords





Game No.	Chill	Roxy	Slade
Game 1	TZMYNYN	DKRBNSN	MRKYMCY
Game 2	THMSLNS	STPKRNR	HNSFJLD
Game 3	DNWYGLL	SSNHYDN	DWGTSTN
Game 4	DLMRVNN	JNFRBCN	DMDWYDZ
Game 5	MRNLYNG	LRNCHLS	TRYBRNM
Game 6	MKGLSCK	PLWRHDS	BRNMCMN
Game 7	THMSCSY	STWSPKN	JSPHKSC
Game 8	JRBRGHT	BBSKNNR	PHLSRGR

Robert M. Vivas
San Francisco, CA

Vannick Douglas, Marraro, LA

Super NES

Mighty Morphin' Power Rangers

Passwords

Level 2:	3847
Level 3:	5113
Level 4:	3904
Level 5:	1970
Level 6:	8624
Level 7:	2596
Boss 1:	0411
Boss 2:	1007
Boss 3:	1212

Kevin Caldwell
Glendale, CA

Sega CD

FIFA International Soccer

Secret Scenes

Enter the Coaching/Stats screen and move the soccer ball next to Formations, Coverage, or Strategy. In each of these categories, you can view a secret video by **highlighting one of the options and pressing Button A**.

Pascal Bougie
Ontario, Canada

Super NES

Super Street Fighter II

Cycle Through Character-Profile Screens

Plug in two controllers. At any character-profile screen, **press and hold Buttons L and R on Controller Two**. Now you can access all the character profiles without interruption.

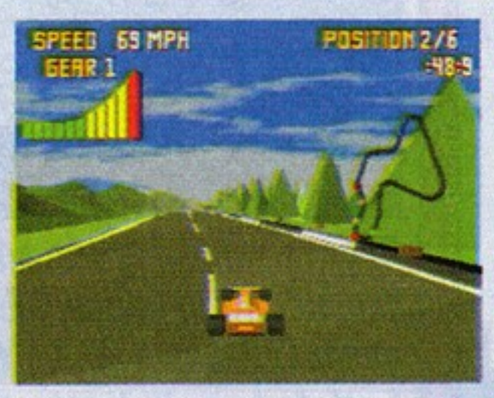
Joshua Tanski
Varysburg, NY

With all these options, you not only play the game, you help design it.

Normally, when you see sparks coming from your TV, you need a new one.

With speeds up to 200 m.p.h., it won't take long to burn through this tunnel.

You would think the crisp 3D graphics would help you make better turns. Rookie.



Don't be fooled by the pretty scenery. One wrong turn and you'll be part of it.

any racing game will give you SOUPED-UP CARS. how many throw in PENGUINS AND A BLIMP?

CHECKERED FLAG

And ten tracks. And six driving views. And your choice of weather conditions. The options are endless when you're playing the first and only 64-bit racing game on the Atari Jaguar.

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So make sure your couch is nailed to the floor, bust out the flame retardant suit, and get ready for the ultimate 64-bit joy ride.

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S.W.A.T.PRO

Video Game Strategies, Weapons, and Tactics

Genesis

The Incredible Hulk

Special Attacks

To do the Sonic Clap, **simultaneously press Buttons A, B, and C.**

To do the Shoulder Charge, **press Toward, Toward, C, Toward.**

To do the Jump Stomp, **press B, then Down on the directional pad while in midair.**

To do the Ball Mash, grab your enemy, then, starting at the forward point, **rotate the directional pad 360 degrees and push Button A.** When your enemy is mashed into a ball, **press Button A** to toss the ball, bowling style.

E. Lawrence
San Francisco, CA

Arcade

T-MEK

Special Ending

If you dig classic Atari tank games, try this trick for a killer ending to T-MEK. Find three hidden Saurons: one in Stone Web, one in the Alien Nest, and one in the Storm Rift – or beat the game with just one continue. If you can accomplish either of these feats, you'll get to enter a new arena...Does BZ mean anything to you?

D. Macias
Milpitas, CA

Super NES

Stunt Race FX

Neat Trick with Pause Animation

Press Start to pause any game. When the pause animation appears, **press Button R** to make the animation go into slow motion. **Press Button Y** to speed up the car in the animation, and **press Select** to make it go backwards.

Kim Foxx
Osan, S. Korea

Super NES

Mech Warrior

Invincibility

Begin a normal game and press Start to pause. Now **press Buttons A, L, L, Y, A, L, L, Y, A, L, L, Y.** If you did the trick correctly, the word "Invincible" will appear on-screen. Unpause the game, and your Mech is invincible.

Alan Chung
San Francisco, CA

Super NES

The Twisted Tales of Spike McFang

Play as Rudy

To play as Rudy, the second character, go to the title screen and **press Down, B, Left, B, Up, Y, Right, Y.** If the trick worked, you'll hear a chime. Now when you beat Felina, Rudy comes to your rescue. As you return to town, you can control him with Controller Two.

Laura Hightower
Lancaster, CA

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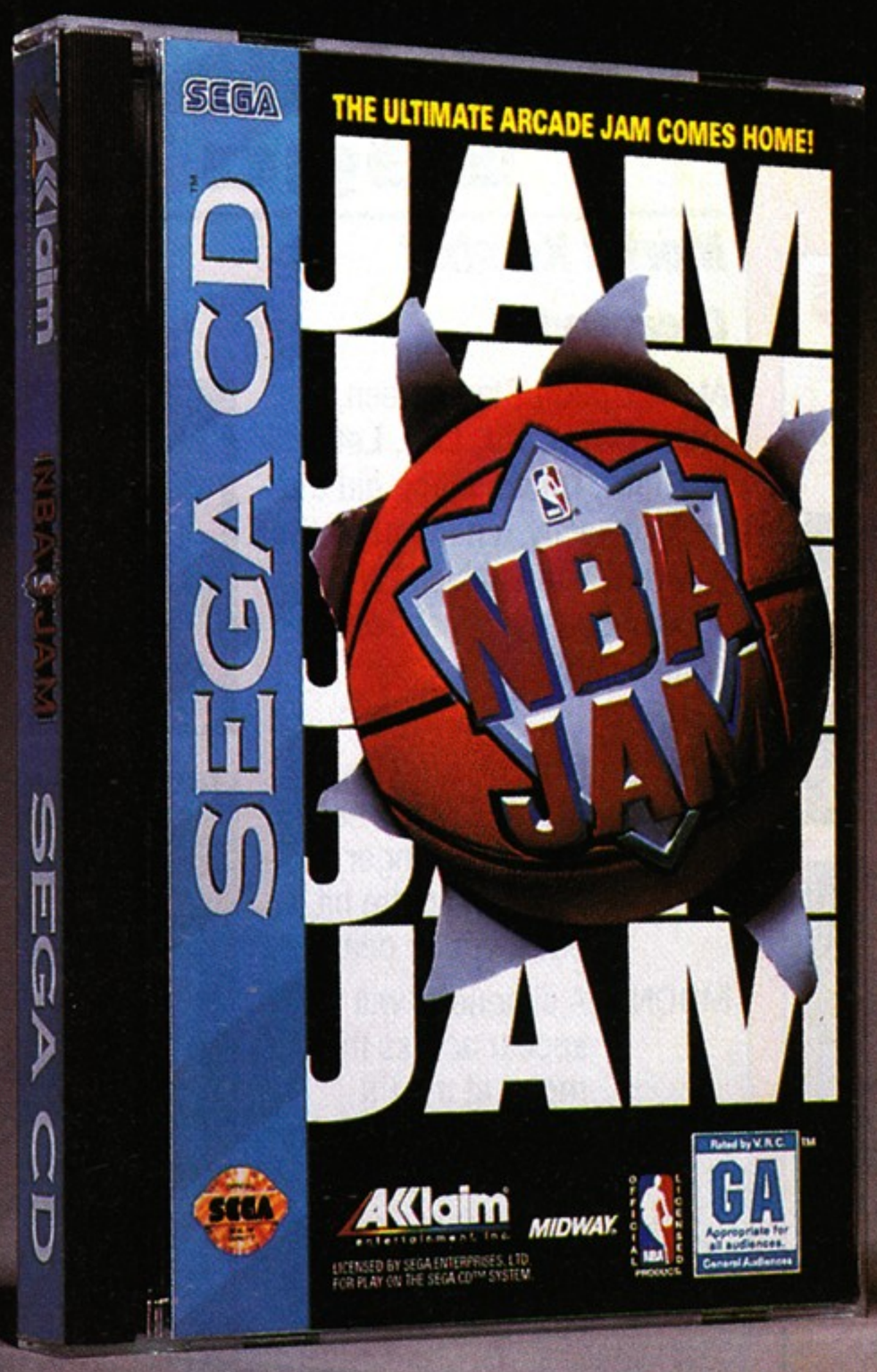

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S.W.A.T. PRO

Video Game Strategies, Weapons, and Tactics

Genesis

Contra: Hard Corps

Hidden Game Ending

Midway through Level Three, you can access a secret area that leads to one possible game ending. When you reach the first gate, don't blast it. Instead, climb the adjoining wall. At the top, you meet up with a man in a top hat. He asks if you want to make some extra money. You can say yes or no. If you answer no, climb down and continue your game. Answer yes, win the ensuing battle, and you'll see one of this game's endings.

J. Fisher
San Jose, CA

Slavy, Baltimore, MD

Super NES

Stunt Race FX

Change Views

To get the view you're normally granted during the bonus stages, try this cool trick. Begin a game in any mode. Then press Start to pause the game. **Press Select** and you'll notice the car in the pause animation begins to go backwards. Next, **press Buttons L, R, L, R, L, R, L, R**. Unpause the game, and you'll have a new view to race by.

Paul Jeske
Concord, CA

Super NES

Saturday Night Slam Masters

Bring Weapons into the Ring

To bring a weapon outside the ring into the ring, jump out of the ring, find an object, and take it to the far left or right side of the ring. Then jump up and while the wrestler's in midair, **press the Attack button** to throw the item into the ring. Now you can return to the ring and thrash away.

Darrel Tobert
Detroit, MI

Sega CD

Mortal Kombat

Cheat Code

At the Option/Start screen, **press Down, Up, Left, Left, A, Right, Down**. If you did the trick correctly, a new menu called "Cheat Enabled" will appear. See the cheat descriptions below.

P1WIN/
P2WIN: Player 1 and/or Player 2 starts each round in Danger mode. If you're hit once, you're dead.

MOON: A silhouette will appear across the moon at the Pit stage. The silhouette is needed to fight Reptile.

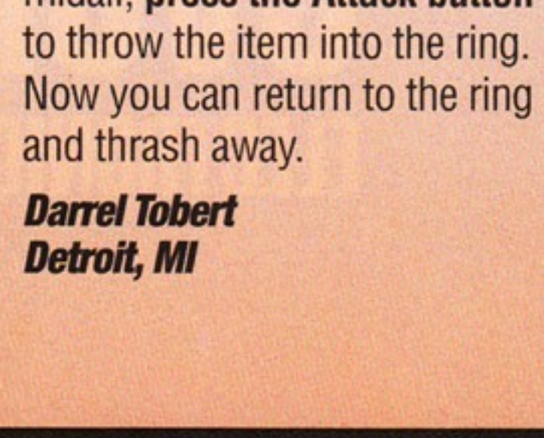
DADS: Changes the player's name.

GREEN: "How to get to Reptile" hints will appear before every match.

LIVES: Gives you infinite credits.

FLAG6: The computer will always do Fatalities.

TURBO: Enables you to play the game in Turbo Mode.



David Francisco
Danville, CA

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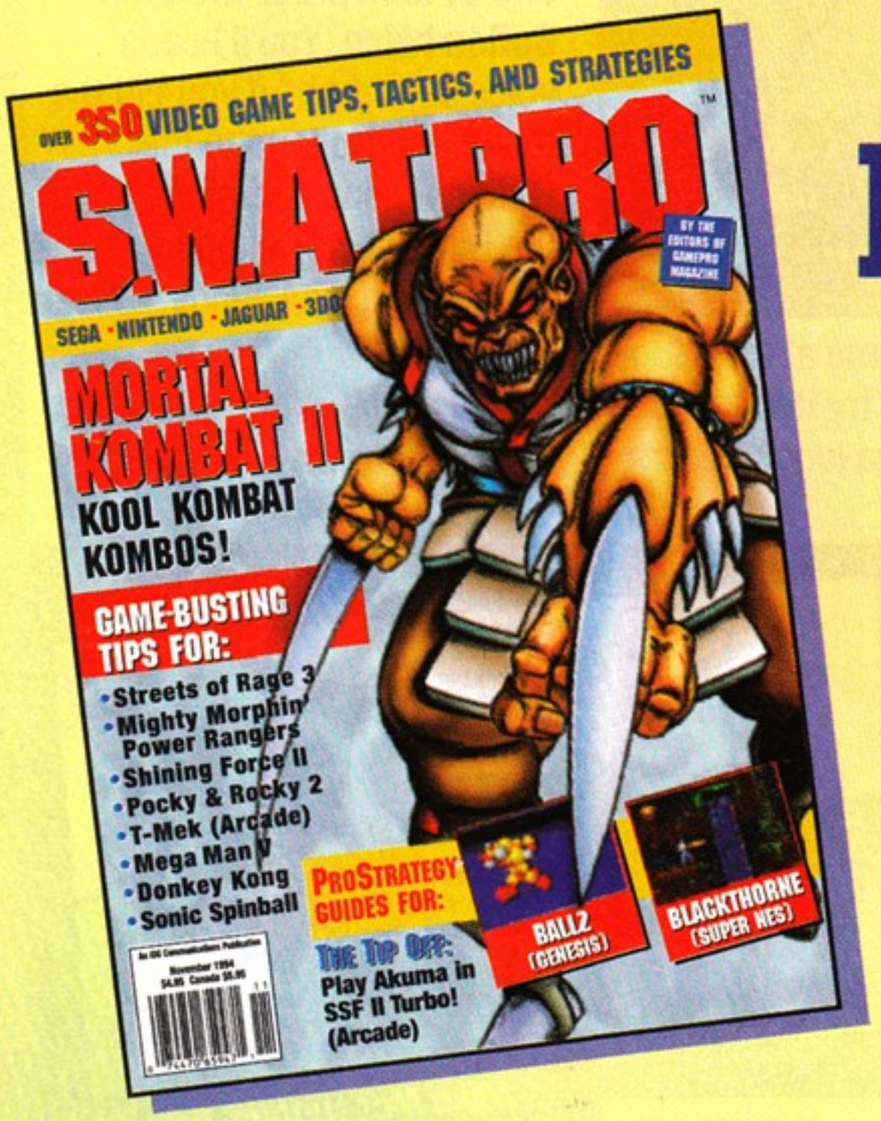

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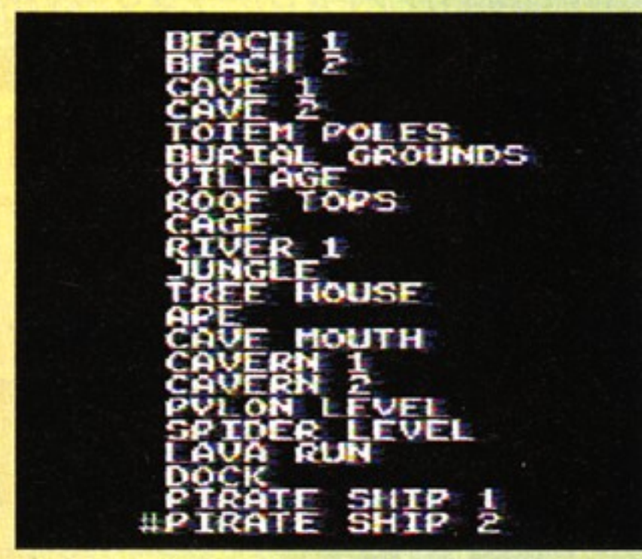

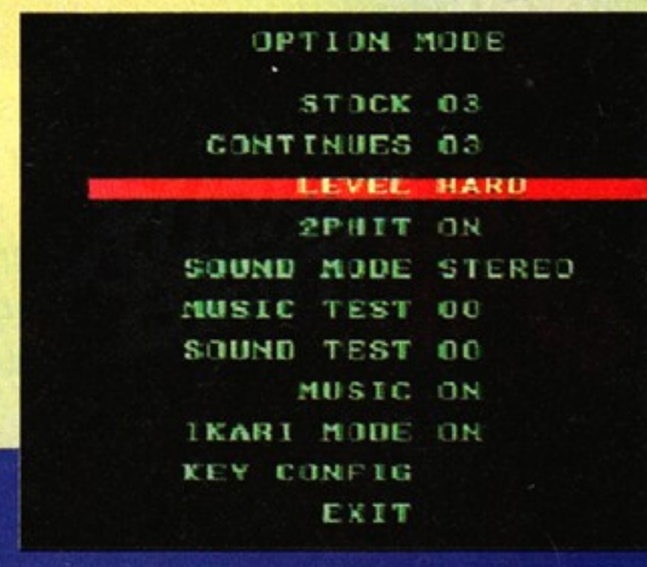

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S.W.A.T.PRO

Video Game Strategies, Weapons, and Tactics

Super NES

Stunt Race FX

Computer Takes Over

Use this trick to race against the computer in two-player mode. Start a normal two-player game and select both vehicles. Put Controller Two down and don't touch it. Once the race begins, if nobody touches the controller for three seconds, the computer will automatically take over.

Kim Foxx
Osan, S. Korea

Super NES

Stunt Race FX

Warp Jump

Select the Free Trax race. Now select the 2WD car and the White Land course. As you start the race, you'll see a sign that says "Stunt Race FX." **Press the Jump button** anywhere under the sign, and you'll warp to the upper part of the White Land course.

Ryan Miller
West Linn, OR

Genesis

Wiz 'n' Liz

Super Difficulty Level

To play the game at the "Super Wizard" level, try this trick. When the Sega logo appears, **press and hold Buttons A, B, and C, then press the Start Button twice**. You'll hear a voice say "Yeah" if you did the trick right. Now go to the Options menu and highlight the Difficulty Level option. You'll find a new "Super Wizard" setting.

Susan Williams
Sacramento, CA

Mike McLaughlin, Erie, PA

Super NES

Super Street Fighter II

Speed Up Computer Battles

To watch the computer beat itself while speeding things up, choose Tournament mode, then highlight the word "End." Press Start. All matches are now computer vs. computer. If you press any button, it speeds up the match.

James Harrison
Jamestown, VA

Do You Have a Secret Weapon?

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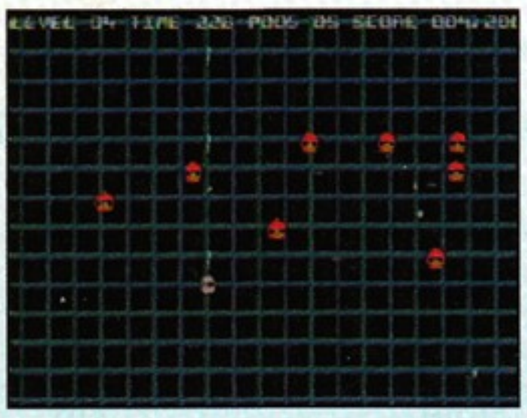
GamePro Magazine
Secret Weapons
P.O. Box 5828
San Mateo, CA 94402

Steve Morrissey, Wilkes-Barre, PA

Genesis

Lotus II

Hidden Game



To play a cool Pod game, sort of a cross between Galaxian and Centipede, go to the player-name screen, **change Player 1's name to "POD PLEASE," and press Button B**.

Kevin McBride
Memphis, TN

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GAME ENHANCERS

Hot Game Genie and Pro Action Replay Codes

Genesis (Game Genie)

Battletoads	C3BT-AA5A	Infinite lives
	BYZT-AAC4	Start on Level 13
Castlevania Bloodlines	ARFA-AWAR	Start with ten lives
	AXJA-AA22	Infinite continues
Double Dragon V	AX2A-GA9J	Infinite continues
	AMZT-EA2G	Invulnerable to most damage
	AWOA-HA3N	Always fight Shadow Master
The Jungle Book	AM6V-OA86	Super Options screen
	HHGV-OACC	Start with nine lives
Mortal Kombat	BBCA-AA24	Bodies (except head) invisible
NFL Football '94 Starring Joe Montana	AVST-AA4R	Player 1 has infinite timeouts
	AVST-AA6J	Player 2 has infinite timeouts
	DANT-AA6C	Infinite time to choose play
	CBEA-EAE2	Touchdown worth ten points
	ABEA-EAGE	Safety worth zero points
Sonic Spinball	AXBA-4A4T	Infinite lives
	AXST-8A5L	Infinite balls in bonus rounds
	AFBT-5N7G	Start on Level 2: Lava Powerhouse
	AKBT-5N7G	Start on Level 3: The Machine
	APBT-5N7G	Start on Level 4: Showdown
World Series Baseball	HENA-DAYN	Player 1 starts with eight runs
	HENA-DAZE	Player 2 starts with eight runs
	AKDB-CA7A	Infinite outs
	A7DB-CABA	Seven strikes, and you're out

Super NES (Game Genie)

Batman Returns	C9A7-C404	Protection against hazards
	DBS8-4100	Nine lives
	DDZE-3D68	Maximum energy from hearts
Double Dragon V	DBBC-1F27	Nine Attribute Points
	46C6-340D	Players start with 50% energy
Final Fantasy 2	DF30-076E	Experience
	OCCA-AF6F	Walk through walls
Hillsfar	GOVA-NKZA	Start with 100% more gold
	ENUL-ILAZ	Slow timer when picking locks
Madden NFL '94	DBAA-5DOF	Touchdowns worth nine points
	D5AE-EDOF	Extra points worth seven points
	D5AB-8DAD	Safeties worth seven points
Super Empire Strikes Back	6DE9-47AF	Infinite Thermal Detonators
	6D23-47F9	Start with all force abilities
	C238-C7OF	Infinite lives
	C229-4DD1	Infinite continues
	F169-1707	Start on Darth Vader level
Super Mario World	EECD-AF6F	Skip worlds
	9E32-6DAD	Black Mario
	3E32-6DAD	No enemies
Super Street Fighter II	3C30-7467+ 3C30-7487	One hit kills opponent
	DF81-E4O4	Each battle lasts only one round
	1077-7F61	Dizziness doesn't last

Game Gear (Game Genie)

Bram Stoker's Dracula	3A3-C8A-2A2	Infinite lives
	001-7BB-19E	Infinite time
Road Rash	00D-B5E-E6E	Infinite time
	213-054-91D	Infinite bike energy
RoboCop 3	39E-13F-2A6	Start with nine lives
	000-E05-E6E	Infinite timer
	006-64D-A2C	Infinite ammo
Strider Returns	00E-4AA-19E	Infinite time
	3AB-A2F-2A2	Infinite lives
	3A6-73A-2A2	Infinite energy

Game Boy (Game Genie)

Bionic Commando	FAE-6EB-4C1	Infinite energy
	006-0AE-915	Infinite lives
	004-04E-915	Infinite continues
Fish Dude	215-25F-081	Infinite time
	002-A8F-3BE	Infinite lives
Godzilla	00F-09F-E6E	Infinite lives
	096-E9F-E62	Start with ten lives
Ninja Taro	F0A-E0C-6E9	Infinite energy
	034-72E-E6E	Start with more energy
Raging Fighter	813-33B-754	Invincibility
Wario Land	99B-7D8-F7E	Start with 99 lives
	99B-7C8-E6A	Start with 99 hearts

Super NES (Pro Action Replay)

Aladdin	7E03-6433	Infinite lives
	7E03-6937	Infinite apples
	7E03-6708	Infinite energy
Death and Return of Superman	7E04-1204	Infinite lives
	7E04-0E03	Infinite special attacks
	7E0E-D204	Infinite energy
Incredible Hulk	7E07-1863	Infinite energy
	7E00-C003	Infinite lives
	7E00-BC01	Infinite Transform capsules

Codes Provided By:

Morgan Bornstein
Randolph, NJ

Kenny DeJarnette
Baltimore, MD

Dion DeLeon
San Diego, CA

Derryl Hamburg
Detroit, MI

Shawn Helsey
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Daniel Kearney
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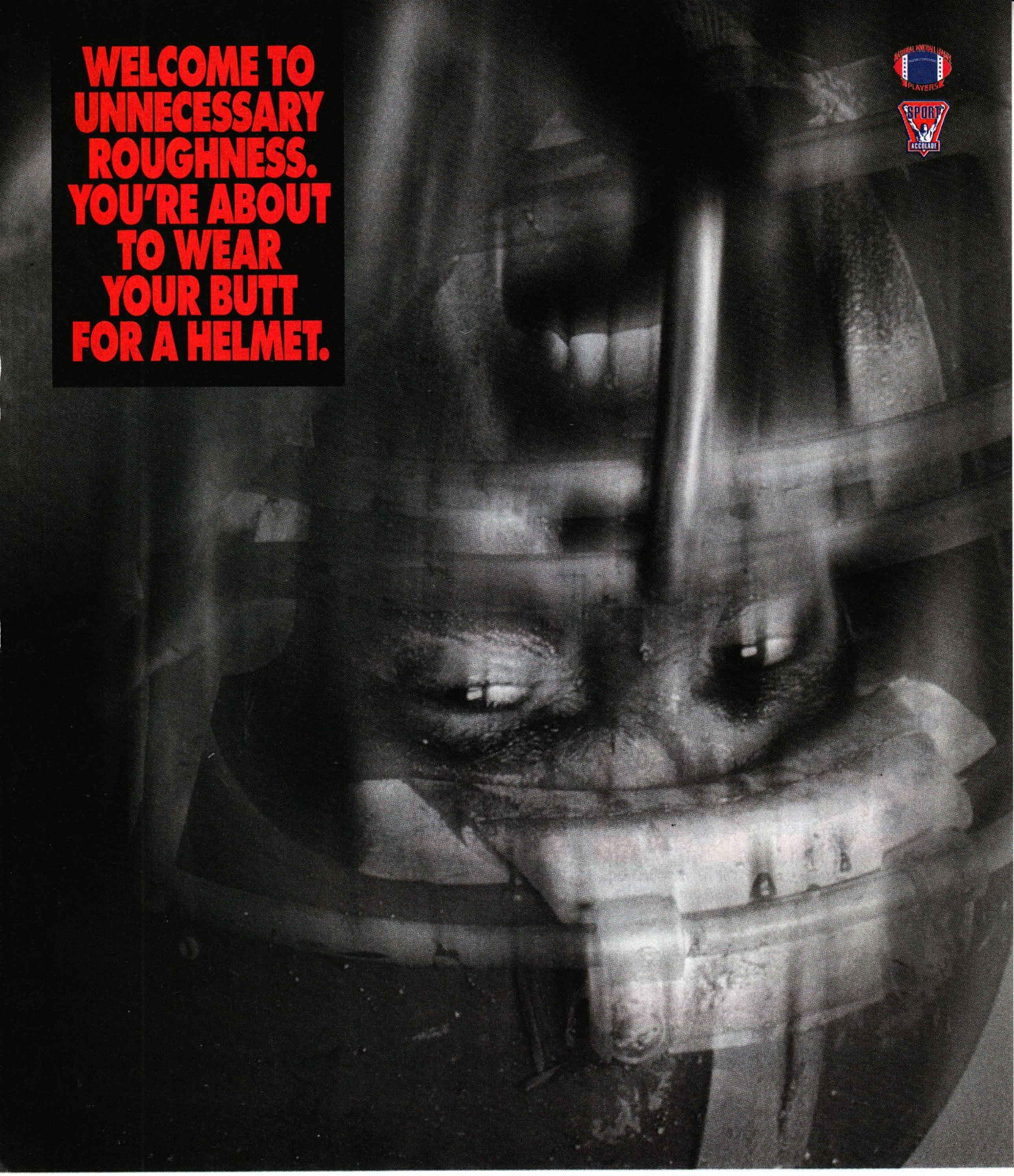

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THE FIGHTER'S EDGE

Tournament-Winning Combos and Strategies

ARCADE

Dark Stalkers

THE NIGHT WARRIORS

killer combos and strategies

By Slasher Quan, Boss Man Graham, and Jay Rasta Fighter

Welcome to the dark that stalks in the night, part two! Last month, we listed all the special moves. You'll need to get those down cold for this issue's installment of arcade combos and strategies.

DEMITRI (VAMPIRE)

COMBOS

Three-Hit Fireball Combo

1) Jump in with a deep Roundhouse.

2) Do a crouching Strong.

3) Two-in-one into the Fierce Fireball.

Spinning Triple Uppercut

1) Jump in with a deep Roundhouse.

2) Follow with a standing Short.

3) Two-in-one into a Jab Spinning Uppercut to knock 'em down.

STRATEGIES

Teleport Through Fireballs

When you see the enemy throw a Fireball, do the Teleport Dive Bomb.

Running Uppercut

Do the Uppercut motion while running for a surprise move!

Long-Range Roundhouse

Demitri's low Roundhouse has extreme range!

SASQUATCH (BIGFOOT)

COMBOS

Refreeze Master Blaster

1) Do the Refreezer to ice 'em cold.

2) Dash at them and do a Roundhouse as you fly. This move double-hits!

3) Do a low Jab.

4) Two-in-one into a low Fierce for two more hits!

Steel Base
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SUPER NINTENDO ENTERTAINMENT SYSTEM

ASCIIWARE®

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JON TALBAIN (WEREWOLF)

COMBOS

Luna's Triple Hit

1) Jump in with a deep Roundhouse when your Special meter is charged.

2) Follow with a crouching Strong.

3) Two-in-one into the Special Luna's Hammer (horizontal).

Blazing Crusher

1) Jump in with a deep Fierce.

2) Then do a close standing Forward.

3) Two-in-one into the Blaze Kick.

STRATEGIES

Cheap Throw

Dash at the enemy with a Short. If they block this move, throw them to be cheap!

Hammer the Fire

When you see the enemy throw a Fireball, jump and do the Luna's Hammer (diagonal down).

Up and At 'Em

When the enemy does an air attack, do the Luna's Hammer from the ground (diagonal up).

VICTOR (FRANKENSTEIN)

COMBOS

Three-Hit Stomper

1) Jump in with a deep Fierce.

2) Do a close standing Short.

3) Two-in-one into the Short Von Stomp.

Triple-Hit Punch and Kick

1) Jump in with a deep Strong.

2) Do a close standing Strong.

3) Two-in-one into the crouching Roundhouse.

STRATEGIES

Electrify Me

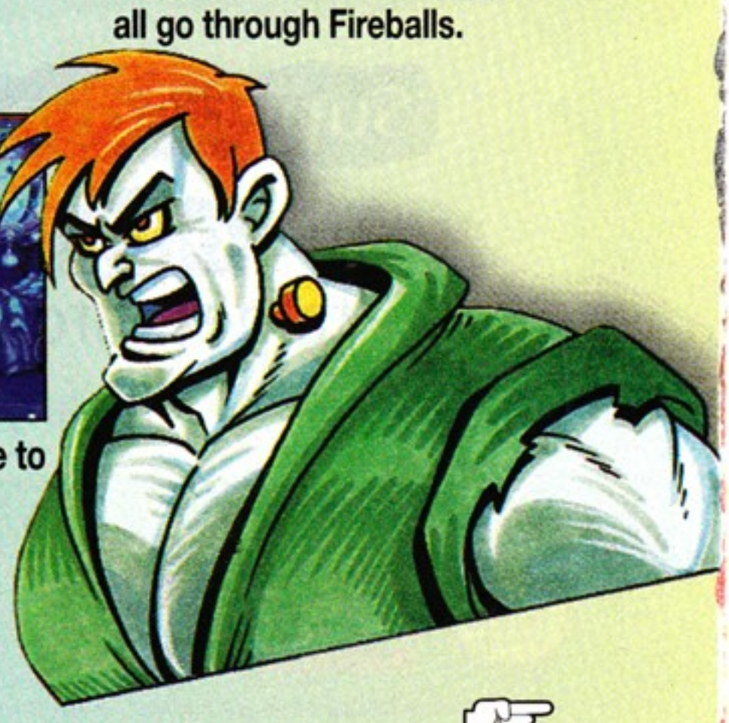
Hold Fierce or Roundhouse for the Electricity Attacks.

Stomp the Jumpers

Do the Von Stomp move to hit jumping enemies.

Pass Through Fireballs

The Rush Punch, Rush Kick, and Whirlwind Punch all go through Fireballs.



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LORD RAPTOR (ZOMBIE)

COMBOS

Three-Hit Helicopter

1) Jump toward the enemy with a deep Forward.

2) Do a close standing Strong.

3) Two-in-one in the Roundhouse Helicopter.

Ultimate Five-Hitter

1) Jump in with a deep Short.

2) Do a close standing Jab.

3) Two-in-one into a standing Strong.

4) Two-in-one into a close standing Fierce for two more hits.

Note: This combo only works against big characters!

STRATEGIES

Cheap Teleport Toss

When they throw a Fireball, do the Hell Jump to appear behind them and throw them!

MORRIGAN (SUCCUBUS)

COMBOS

Special Shadow Demolition

1) Jump in with a deep Forward when your Special meter's charged.

2) Do a crouching Short.

3) Two-in-one into the Fierce Special Shadow Blade for several more hits!

Standing Four-Hit

1) Jump in with a deep Roundhouse.

2) Do a close standing Jab.

3) Two-in-one into a standing Roundhouse for up to two more hits!

STRATEGIES

Air Demon Counter

When you block someone in the air, immediately two-in-one into the Demon Blast to nail them.

Early Air Fireballs

To throw an Air Fireball low to the ground, do the motion as soon as you jump.

VIDEO GAMES ARE

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TO THE GOOD ONES,

BUT EVENTUALLY

YOU HAVE TO

CHANGE THEM.

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ANAKARIS (MUMMY)

COMBOS

Spearing Snake Striking

1) Jump and hold Down-Toward and Roundhouse to hit them with a deep Offensive Spear.

2) Do a crouching Strong.

3) Two-in-one from the first hit of the Strong into a Fierce Long Snake.

Ground Snake Bite

1) When you're close, do a crouching Jab.

2) Two-in-one into a low Strong.

3) Two-in-one from the first hit of the Strong into a Fierce Long Snake.

STRATEGIES

Wrap 'Em Up

If the enemy throws a Fireball from a distance, do the Grand Wrap to grab 'em. You'll be invincible to the Fireball!

Snake Hits

Whenever possible, do the Anakaris' Long Snake to drain energy.

Spear the Fire

When a Fireball's coming toward you, jump and do the Offensive Spear.

FELICIA (CATWOMAN)

COMBOS

Kitty Triple-Hit

1) Jump in with a deep Roundhouse (this move hits twice).

2) Do a crouching Strong.

3) Two-in-one into a low Roundhouse.

The Stench of the Litterbox

1) Jump in with a deep Roundhouse (this move hits twice).

2) Do a low Forward.

3) Two-in-one into the Roundhouse Litterbox Kick.

STRATEGIES

Lunge over Fire

Do the Lunge Kick to pass over Fireballs.

Roll Under Fire

Also try the Rolling Slash to go under Fireballs.

Cheap Throw Repeat

After a Spinning Grab move, try a low Jab into a Throw if they block in the corner.

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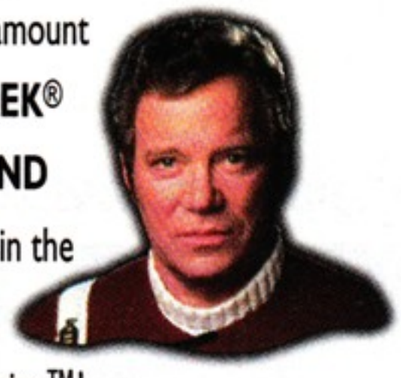

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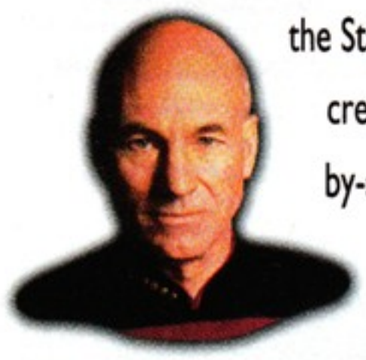

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GAME BOY®

BISHAMON (SAMURAI)

COMBOS

Spirit Hold Combo

1) Do the Spirit Hold in the air to dizzy 'em.

2) Do the Impaler.

3) Follow with the Rush Slash to cut 'em in two.

Big Uppercut Combo

1) Jump in with a deep Roundhouse.

2) Do a close standing Jab.

3) Two-in-one into the Impaler.

4) Do the Retriever, then immediately follow with an Upper Slash for several more hits!

STRATEGIES

Cheap Bushido

If you knock them down, do the Bushido Crush early for a cheap surprise!

Hold Their Feet

If someone's throwing Fireballs, jump and do the Spirit Hold to hit their feet.

RIKUO (MERMAN)

COMBOS

Dorsal Devastation

1) Jump in with a deep Fierce.

2) Do a close standing Strong.

3) Two-in-one into the Fierce Dorsal Saw.

Four-Hit Fury

1) Jump in with a super deep Fierce.

2) Do a low Forward that hits twice.

3) Two-in-one into a low Roundhouse.

STRATEGIES

Slide and Combo

When they throw a Fireball, tap Toward twice to slide under the projectile. Then do a low Forward-low Roundhouse combo.

Jumper Counter

When the enemy jumps in, tap Back twice and hit Kick to counter them.

Cheap Throw

After you slide under a Fireball, the enemy may try to block. Do a Special Throw to be cheap!

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Paws of Fury

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DOUBLE DRAGON V THE SHADOW FALLS

special attacks

Super NES

By The Obliterator

May the power of the Dragon lead you to the butt you must kick! Here to help you are all the special attacks for Double Dragon V for the Super Nintendo.

The Moves

A = Away on directional pad
D = Down on directional pad
DA = Down-Away on directional pad
DT = Down-Toward on directional pad
HK = R Trigger Button (Hard Kick)
HP = L Trigger Button (Hard Punch)
K = Press any kick button
LK = Button B (Light Kick)
LP = Button Y (Light Punch)
MK = Button A (Medium Kick)
MP = Button X (Medium Punch)
P = Press any punch button
T = Toward on directional pad
+ = Simultaneously press

DOMINIQUE

BOSS

Ponytail Bolt

T, DT, D + K

Stiletto Kick

Jump Toward, D + MK

More Special Attacks

Spin Kick
D, DA, A + P

Slide Kick
D, D + LK

SEKKA

Flying Hand Stab

A, T + HK

Flying Grinder

D, D + LK

More Special Attacks

Claw Roll Attack
D, DA, A + P

Foot to Head Attack
T, T + HK

Claw Spin
D, DA, A + K

Bounce Kick
Jump Toward, D + MK

BONES

Eye Zap

D, DA, A + P

Arm Hammer

T, T + MP

More Special Attacks

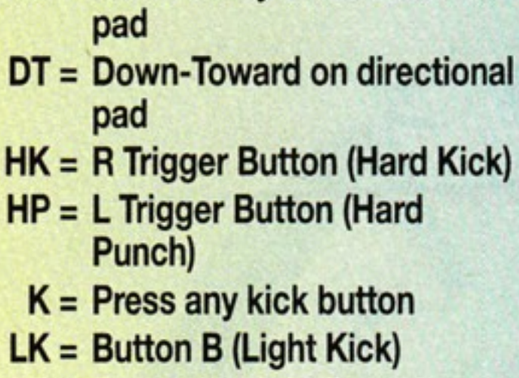
Head Throw
A, T + P

Gun Shot
T, DT, D + K

Vertebrae Strike
T, T + MK

BILLY AND JIMMY LEE

Dragon Fire (Jimmy Lee Only)



A, T + P

Dragon Shock (Billy Lee Only)

A, T + P

More Special Attacks

Dragon Uppercut
T, DT, D + P

Lunge Strike
T, T + LP

Dragon Spin
D, DA, A + P

SHADOW MASTER

BOSS

Ground Fireball

A, T + K

Shadow Fire

D, DT, T + P

More Special Attacks

Teleport
T, DT, D, DA, A + P

Rushing Blade
A, T + P

Marvel, X-Men including all character names and likenesses: TM & © 1994 Marvel Entertainment Group, Inc. All rights reserved. Distributed by Fleer Corp.

BLADE

Torpedo

A, T + P

Blade Ripper

D, DA, A + MP

More Special Attacks

Spin Kick
A, T + K

Blade Shishkebob
Press LP repeatedly.

Slide Stab
T, T + P

COUNTDOWN

Rocket Dive

T, T + K

Missile Shot

T, DT, D + K

More Special Attacks

Flame Thrower
D, DA, A + HP

Breaker Spin
A, T + K

Eye Laser
A, T + P

ICEPICK

Hammer Head

T, T + MP

Iceball

A, T + P

More Special Attacks

Pole Vault
D, DA, A + LK

Ice Dagger
D, DT, T + P

Hack 'n' Slash
Press LP repeatedly.

TRIGGER HAPPY

Cannon Blast

A, T + P

Rocket Uppercut

T, DT, D + P

More Special Attacks

Drill Shot
D, DA, A + K

Explo-Punch
D, DA, A + MP

Force Field
Press LK repeatedly.

SICKLE

Air Buzzsaw

T, DT, D + K

Helicopter Spin

A, T + P

More Special Attacks

Ground Buzzsaw
D, DA, A + P

Energy Blade
D, DT, T + P

JAWBREAKER

Flying Headbutt

T, T + LP

Bulldog Shake

T, T + HP
(Must be in close)

More Special Attacks

Yell Projectile
D, DA, A + P

Biscuit Spit
A, T + P

Ground Fireball
T, DT, D + K

Chew and Spit
T, T + HK
(Must be in close)

Fight As Shadow Master or Dominique

At the Game Selection screen, **press L, R, Up, L, L, Down, R, R.** Now when you go to the character screen, you'll be able to select either Shadow Master or Dominique as your fighter.

DEAR SANTA,

THIS YEAR ALL I WISH FOR IS WORLD PEACE, HARMONY AND BROTHERLY LOVE.

NOT!

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What's On Your Holiday Gift List This Year?

New Underwear?
NO WAY.

Model Airplane?
THINK AGAIN.

Colored Pencils?
RIGHT.

Dress Socks?
NOPE.

Coin Purse?
A WHAT?

Comb & Brush Set?
'FRAID NOT.

Flashlight Batteries?
NEXT YEAR.

Gamepro?
BINGO.

The Ideal Gift For The Serious Gamer.

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How To Use the New Entertainment Software Rating System

What is the Entertainment Software Rating Board?

The ESRB is a newly created independent board that has, with the support of the industry, developed a standardized rating system for interactive entertainment products.

What the Ratings Do

The ESRB ratings are designed to give consumers information about what's in an interactive video or computer entertainment title and for which ages it's appropriate. They are not meant to tell you what to buy or rent or to serve as the only basis for choosing a product. In addition to the ratings, consumers should always consult product packaging for additional information about the product and should apply their own tastes and standards in making final purchase or rental decisions.

What to Look For

Ratings: Consumers should look on the front of the package for the ESRB rating symbol, which gives information about ages for which the product is appropriate.

Content Descriptors: In addition to the rating, consumers should check for important content information (also called "descriptors") in the black-and-white box on the back of the package. These content descriptors give more details about the product in terms of violence, sexual themes, language, and other areas that may concern some consumers. For example, the skill level that is necessary for young players to enjoy the product or animated depictions of violence. If there is no content information on the back of the package, the Rating Board believes that the product does not include content that must be highlighted.

The Five Rating Categories

Look for these ratings on the front of the package and, for more information, look for content descriptors on the back of the package.

Early Childhood

Titles rated "Early Childhood (EC)" are suitable for children ages three and older and do not contain any material that parents would find inappropriate. Check the content descriptors box on the back of the package to see if children need reading, computer, or other skills to fully enjoy these products.

Kids to Adult

Titles rated "Kids to Adult (K–A)" are suitable for persons ages six and older. These titles will appeal to people of many ages and tastes. They may contain minimal violence, some comic mischief (for example, slapstick comedy), or some crude language.

Teen

Titles rated "Teen (T)" are suitable for persons ages 13 and older. Titles in this category may contain violent content, profanity, and/or mild sexual themes.

Mature

Titles rated "Mature (M)" are suitable for persons ages 17 and older. These products may include more intense violence or profanity than products in the Teen category. In addition, these titles may also include mature sexual themes.

Adults Only

Titles rated "Adults Only (AO)" are suitable only for adults. These products may include graphic depictions of sex and/or violence. Adults Only products are not intended to be sold or rented to persons under the age of 18.

For more information on the rating system, please call the Entertainment Software Rating Board toll free at 1-800-771-3772.

ESRB
Entertainment Software Ratings Board

GamePro's Holiday Gift Guide

LUCAS Arts

Star Wars Metal Collector Cards: New Hope

Last Chance!

Relive the epic Star Wars adventure with these hot metal collector's cards featuring Luke Skywalker, Princess Leia, and Darth Vader. Twenty cards per set, these metallic embossed trading cards have complete descriptions on the back. You will also receive an attractive collector's tin and a certificate of authenticity! But you must hurry...these signed and numbered limited editions are going fast!

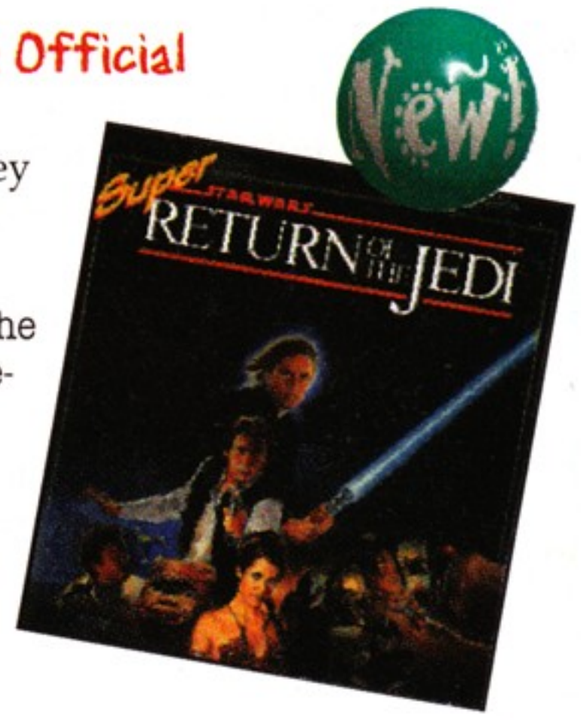
2 9/16" x 3 9/16"
$39.50
Code: SW- Card

Super Return of the Jedi: Official Players Guide

New!

By: Corey Sandler & Tim Rooney

Do you have what it takes to become a Jedi Master? Learn how to get to all 19 levels of the game, PLUS tips, expert strategies, and secret maps!



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Code: BK-328
Available: November 29th

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Video Gaming Gloves

Rock the controller with these black Mortal Kombat gloves and watch your score climb! Comes with a velcro grip and cut out fingers. Available for a limited time only!

Size: 1 – ages up to 13
Size 2 – ages 14+
$9.95
Code: MK-glove

New!

Lufia and the Fortress of Doom: Official Players Guide

By: Ronald Wartow

Discover all the secrets of Lufia! Get winning combat strategies, detailed maps, secret codes, and hints to get you to the advanced levels! **$9.95 8" x 10"**
Code: BK-318

Primal Rage: Arcade Players Guide

New!

By: John Fisher

Take command of one of seven prehistoric creatures for the ultimate battle for survival. Get cheats, killer fighting techniques, and secret battle moves to take over the earth.

$12.95
8" x 10"
Code: BK-327
Available: November 25th

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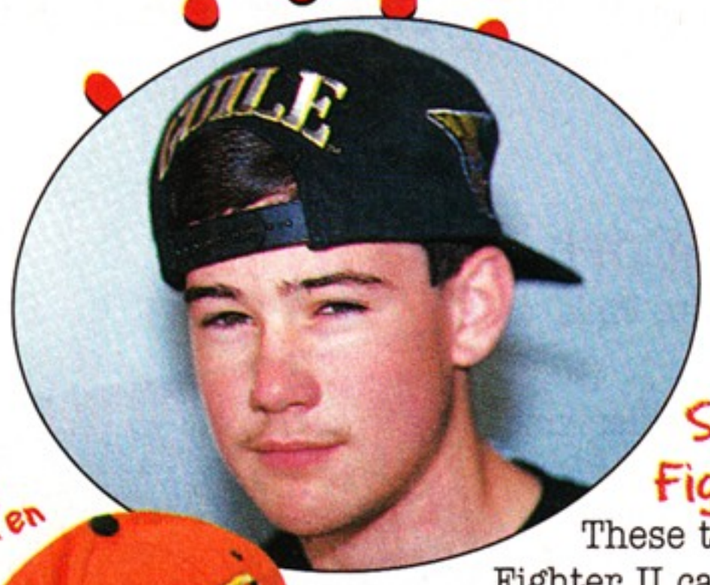

M. Bison

Street Fighter II caps

These totally cool Street Fighter II caps are made from brushed cotton with embroidery on three sides (no patches).

Caps of the month:
M. Bison (blue with maroon bill)
Ken (red with blue bill)
Guile (black with green bill)
$14.95 each
(Adjustable, one size fits all)
Code: Cap - M. Bison
Code: Cap - Ken
Code: Cap - Guile

Ken

The King Fisher says, "When you're looking for the best head gear around, these Street Fighter hats cap the competition."

3-D Wall Poster

You gotta see these 3 dimensional pop-out posters.

The 3-D posters of the month: Guile and SF II Warriors

$9.95 each
21" x 14.5" x 1"
Code: 3D – Guile
Code: 3D – SF II Warriors

The Tummynator says, "This is as close to virtual reality as a poster gets, dude."

SF II Warriors

Guile

Ryu-BA

SFII Warriors

Street Fighter II T-shirts

These Street Fighter II t-shirts are HOT! Made from 100% preshrunk cotton, the t-shirts of the month are Ryu and the SF II Warriors.

$15.95 each
Adult sizes: Large or X-Large
Code: T-Ryu-BA
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(one sided only)

Andromeda says, "Before you hit the streets, put on one of these Killer Street Fighter II t-shirts."

Sega Genesis Almanac: 1995 Edition

By: Corey Sandler & LeeAnne McDermott

The editors from GamePro Magazine have developed this almanac complete with combo moves, secret codes, tips, and strategies. Includes tips for Sonic & Knuckles, Jurassic Park Rampage Edition, Street of Rage 3, Double Dragon V, Earthworm Jim, The Lion King, Virtua Racing, NBA Jam, Contra Hard Corps, and tons more!

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Super Nintendo Almanac: 1995 Edition

By: Corey Sandler & LeeAnne McDermott

From GamePro Magazine, comes the authoritative gaming almanac for your SNES. Get game winning tips, strategies, and secret codes for: Donkey Kong Country, Double Dragon V, Earthworm Jim, The Lion King, Indiana Jones, Mortal Kombat II, NBA Jam, Super Return of the Jedi, plus tons more!

$12.95
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GamePro's Holiday Gift Guide

Brain Lord: Official Players Guide

By: Tim Rooney

This guide is loaded with in-depth maps to all levels, routes to avoid pitfalls, complete weapon charts, and tons of strategies, tips, and cheats from the experts who developed the game!

$9.95
5 1/5" x 8 1/2"
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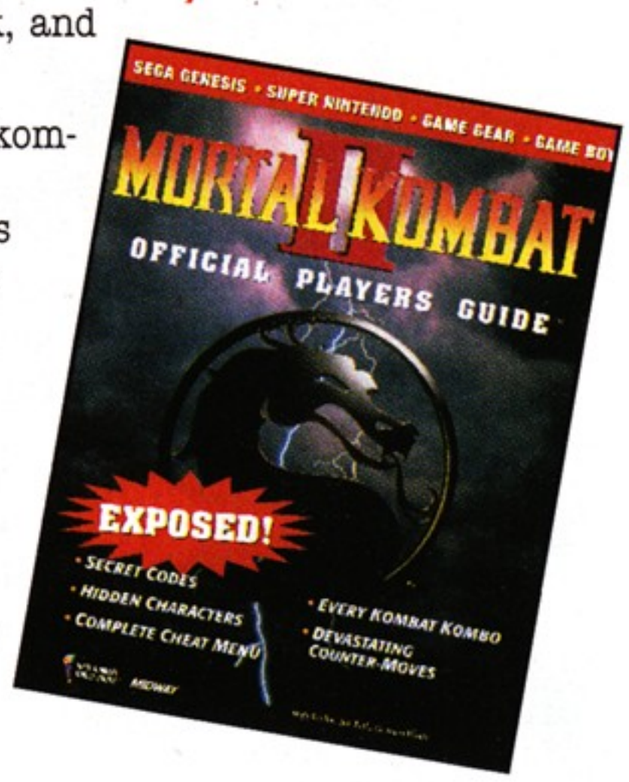
Mortal Kombat II: Official Players Guide

By: Matt Taylor, Jim Fink, and Graham Wolfe



Get all the real-life killer kombos, super strategies, counter-moves, and tactics from the pro players who actually worked on the home versions of Mortal Kombat. PLUS exclusive secret cheat codes!

$12.95
8" x 10"
SNES, Genesis, Game Gear, and Game Boy
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Super Street Fighter II: Official Players Guide

By: Matt Taylor & Graham Wolfe

Become the expert at Super Street Fighter II and get an exclusive code to play as AKUMA in the Super arcade game!

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Repel The Demon Horde

The Ultima Saga has become the hallmark for Fantasy Role Playing games. This incredible series is now available for the Super NES and Game Boy systems!

As the Avatar, your return to the fabled land of magic is welcomed by a populace beset by terrifying creatures and fantastic magic! Use your skills as a magician, warrior and sleuth to solve the many turmoils of your beloved Britannia and restore peace to the realm!

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- Travel the vast lands of Britannia and talk with scores of diverse characters!
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GAMEPRO LABS

A Player's Guide to Power Peripherals

By The Lab Rat

The holidays are upon us, and the Lab Rat has some excellent ideas for something under the tree. Let's take a sniff at a new VR headset, a converter, and some news from Naki.

The Eyes Have It

There's a new virtual-reality headset made by **Virtual I/O** that will be out on the market this Christmas. Well, the **PDS Gamer** isn't real VR, it's more like two LCD panels just inches from your eyes. Sound painful? Surprisingly, it isn't. You wear the unit like glasses, and the screens rest a comfortable distance away. If you placed the image on a TV screen, it would be the equivalent of watching a 96-inch TV from a distance of about six feet.

The headset also has attached stereo earphones that cover your ears. These phones conveniently flip up and out of the way so that you can plug in your own tunes via a Walkman or other auxiliary stereo device.

We used the Genesis unit with Sonic the Hedgehog 3, and it's a blast! Wherever you move your head, the screen moves with you without the slightest trace of flicker. The screen is bright and clear, and the headset comes with a glare screen that blocks out sunlight or harsh overhead light. Without the glare screen, the image becomes slightly transparent, so you can play and keep an eye out for Mom coming to snatch your games away.

The pricey $250 tag seems comparatively minor when you consider that the unit comes ready to play, with hookups for your TV, stereo, and VCR included.

Peripheral

PDS Gamer

System: Genesis, SNES, 3DO, Jaguar

Features: Want some privacy for your video game playing – even when the whole family's with you? Check out PDS Gamer, which gives you a TV right in front of your face!

Price: $250

Available: December

Contact: Virtual I/O, Inc., 206/382-7410

Saved the Day

Naki has a device that every gamer is going to want. **The GameSaver** is a peripheral game enhancer for the SNES and Genesis that does one thing (and does it well): It enables a game player to save a game at any point. With the GameSaver, you can even unplug the unit, carry it to another game system (same system only), and start the game at the saved point. There's a limit of sorts to the saving: A battery pack attached to the GameSaver will save games for 30 hours.

Instead of restarting at square one when you lose a life, you can start exactly where you left off. No more monotonous replaying of levels. You now have the power to finish the game without cheats like extra life and invincibility. Naki knocks you out once again!

Game Enhancer

The GameSaver

System: Genesis, SNES

Features: Don't you hate it when you lose a life and have to go back seven levels to restart the game? Now you can play games like they were meant to be played – starting right where you left off.

Price: $49.99

Available: Now

Contact: Toys 'R' Us

PCTV

We don't usually give a rat's axe about PCs, but a company called **Advanced Digital Systems** has developed a way for you to play games from your PC on the TV. **The Game Zapper** is a PC-to-video converter that feeds in through the RF signal on your TV. This product means no more waiting for your favorite PC game to appear on the SNES or Genesis! The unit is bundled with Doom and retails at a price that is less than some video game carts. G

Converter

The Game Zapper

System: PC

Features: Don't wait around for for your favorite RPG or PC game (like Doom) to make it to your set via the SNES or Genesis. Plug in the Game Zapper, and you're there, dude!

Price: $59.00

Available: Now

Contact: Advanced Digital Systems, 800/888-5244

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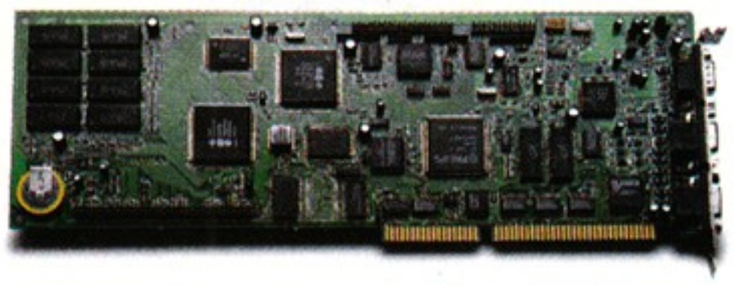
If you've seen 3DO™ on a TV, you ain't seen nothing yet. Introducing 3DO Blaster™ – the ultimate game platform for your PC. 3DO realism and gameplay on a single expansion card. Now you can experience thousands of colors, 64-million pixels per second animation and full-motion video on your high-resolution PC monitor. Without taxing the power of your PC. A 32-bit RISC chip and twin graphics processors do all the work. Along with a Digital Signal Processor (DSP) that supplies CD-quality stereo (requires a 386/20 or higher PC, Creative Labs CR-563 CD-ROM drive, Sound Blaster™ with CD-Audio connector and speakers). Included with 3DO Blaster are two of the hottest 100+ and growing 3DO titles. In SHOCK WAVE™: The Sci Fi Movie Experience, you'll defeat alien hordes by flying combat missions over photo-realistic locations from L.A. to the Amazon. 20+ minutes of Hollywood-style video is woven into the action. In Gridders™, you'll join Zack and his cybernetic dog, Fidex™, as they outsmart the killer Gridders to learn the terrible secret hidden in the depths of a factory. The deeper you go, the more complex the interactions become. So what are you waiting for? Call 1-800-331-1371,ext. 501 to order your 3DO Blaster today. Or for more information or the dealer nearest you, call us at 1-800-998-5227. But remember, you need sleep. And food. And at least once a week, go outside for some fresh air.

Included are mind-warping, best-selling 3DO titles: Gridders™ & SHOCK WAVE™



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BUYERS BEWARE

By The Watch Dog

Brrrrrr…I mean, grrrr! These winter months are a killer for dogs like me! Well, I don't want to bark up the wrong tree, so here are my consumer queries for December.

Q: I just bought a Game Boy Game Genie, and it doesn't work with the Super Game Boy. Where can I get a Super Game Boy Game Genie?
Mike Flurry, Middleton, PA

I dream of Genie for the Super Game Boy.

A: Galoob Customer Service states:
At the moment, Galoob has no plans to manufacture a Super Game Boy Game Genie. The problem is not that the Game Genie for Game Boy doesn't work with the Super Game Boy, but rather that it doesn't fit into the Super Game Boy housing.

Q: I just bought the Atari Jaguar, and I noticed that it makes this strange buzzing sound when I switch it on. Unless that's the Jaguar purring, I think something is wrong with my Jaguar. Can you help?
Phillip Hanon, Parklan, NC

This cat purrs, too.

A: Don Thomas of Atari Customer Service states:
It's the Jaguar purring. It's basically the same sound that an electric clock makes when you hold it up to your ear.

Q: I tried to play Baseball on the Super Game Boy in two-player mode, but the SGB wouldn't let a second player join in. I tried to play two other games in two-player mode with the same result. Please warn other people that the Super Game Boy is not two-player compatible.
Brian Alsop, Sarasota, FL

One is the loneliest number.

A: The Watch Dog says:
In our coverage of the Super Game Boy ("GamePro Labs," June 1994) we noted that the SGB is not two-player compatible. When we asked Nintendo about it at the Super Game Boy rollout press conference, its spokesperson told us that a two-player configuration would interfere with the RF signal from the TV.

Q: I was looking in your September issue, and I came across an ad for the Datel Converter (p.163, upper right-hand corner). Is this a NES-to-SNES converter? Is it licensed by Nintendo? Is it available?
Vik Thanki, New Hope, PA

A: The Watch Dog says:
The Datel Converter is a NES-to-SNES converter. It isn't licensed by Nintendo, but it is available. Call Master the Game at 508/281-0178.

Q: I just purchased the Sega CDX. I know that cordless controllers won't work with it because of the design, but will the 32X work with it?
David Walega, Bolingbrook, IL

Battle of the X's.

A: Sega Customer Service states:
The 32X is completely compatible with all versions of the Sega Genesis, including the CDX. There will be adapters included with the 32X that will fit all models of the Genesis.

At *GamePro*, listening is what we do best. When you have a problem with a product or feel you've been ripped off, we want to know. If you've got a complaint about a product, write to:

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You'll need your Indy ingenuity to survive the likes of Rene Belloq, Colonel Vogel and all those booby traps.

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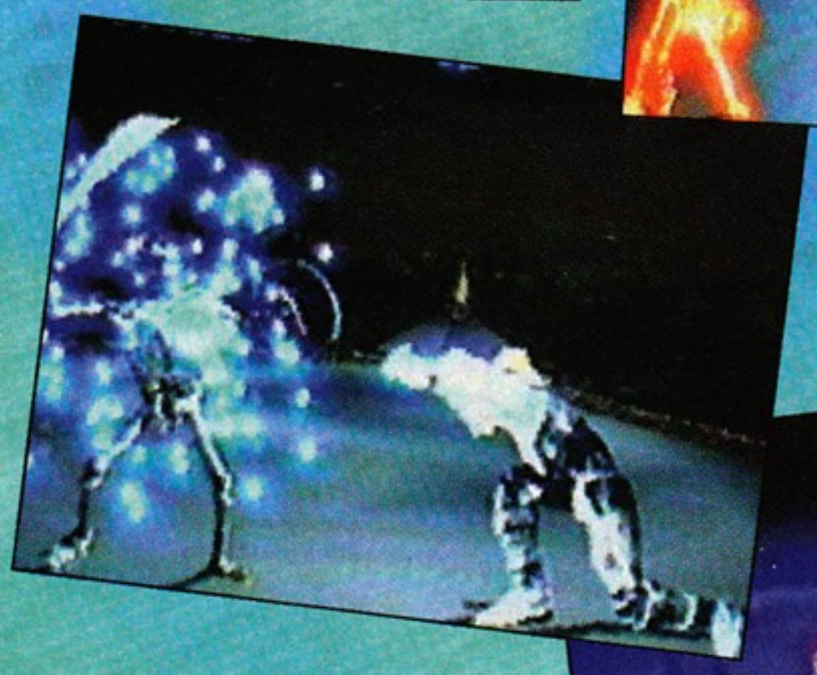
SUPER NINTENDO ENTERTAINMENT SYSTEM

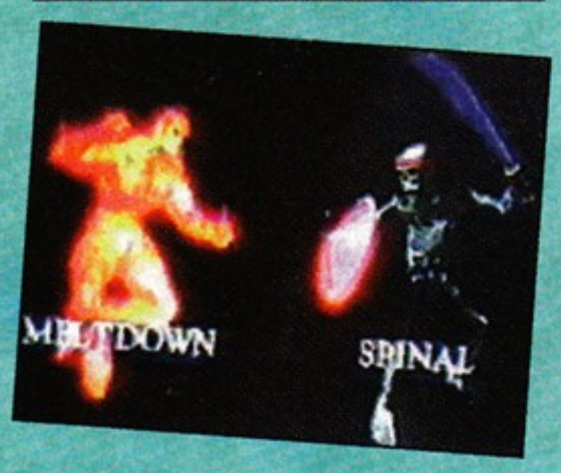
SHORT PROSHOTS

PreViews of Hot New Games

Ultra 64 Arcade

KILLER INSTINCT





Killer Instinct by Rare for Nintendo's Ultra 64 coin-op system should be arriving at your local arcades. And Killer looks killer!

Kool Killers

KI will star ten cranked-up characters who could set new standards for fighting-game personalities. For example, Spinal is a skeleton who swings a sword and shield, and his special attack calls forth skeletons from underground that pull opponents down under. He also morphs into other characters. Other Killer combatants include Glacius, the ultimate iceman; Meltdown, a human torch; Combo, a slick boxer; and Fullgore, a masked menace with blades on his forearms. Animal lovers get two nonhuman characters, a wicked werewolf and fire-breathing dinosaur raptor.

The six-button control will be very similar to that of Street Fighter, with sweeping directional motions and buttons for specials. You also press Away to block.

Killer Kombat

Sure, the basics will be the standard fighting-game setup, but with that Ultra 64 pizzazz! You'll be able to pull some Killer multihit combos. We've seen ten-hitters, and reportedly you can pull 15-hitters! The rendered, texture-mapped visuals look awesome, and the perspective scales in and out of the action, revealing huge, gorgeous backgrounds. On some stages, you can use the joystick to scroll 360 degrees as you fight.

Going on Instinct

There's some question about how Ultra this Ultra 64 game will be, especially since its Ultra 64 partner, Cruis'n USA, is a hybrid of standard programming with some Ultra 64 doodads. Guess what? It don't matter, dude! You gotta check this fighter out!

By Nintendo
Available November

Super Street Fighter II Turbo 3DO

Super Street Fighter II Turbo is about to make its home-system debut...for 3DO!...by Panasonic!

Don't worry – the World Warriors won't be busting up boom boxes and television sets. Panasonic Software is making a serious push into big-time game publishing, and the CD is being programmed from scratch by Capcom of Japan. Yes, it'll be a direct port of the killer arcade coin-op.

Straight from The Street

The design plan calls for the disc to feature the 16 Street Fighters with all their special moves and combo capabilities intact (juggle combos, too). You'll even get the eye-popping Super Death Moves. Of course, key questions (as always for any Street Fighter iteration) will concern damage protection, the balance of character strength, and control response, but hands-on feet-and-fist action with completed software is the only real way to gauge those factors.

One thing for sure is that the character and background graphics will sport the terrific look of the arcade version, with an added 3DO polish. SF heavyweights will still be able to beat their way to the cool Turbo ending scenes, and no new animations or cinema sequences will be in the mix.

Super 3DO Shodown

Hmmm, Super Turbo and Samurai Shodown for 3DO (see Special Feature, page 42). That 32-bit arcade action makes Matsushita's $399 little black box suddenly look awfully attractive. Finding Akuma could be the deciding factor.

By Panasonic Software
Available November

Corpse Killer

Sega CD

For its latest mystery adventure with full-motion video and real live breathing actors (like last year's Double Switch), Digital Pictures chose a voodoo theme. Imagine this: You're stranded on an exotic island, and all is not well. You're dying from voodoo poison, a horde of hungry zombies wants you for lunch, and a mad scientist is looking for you. Inexplicably, your own buddies are trying to hunt you down as well.

How you resolve this trying predicament is what Corpse Killer is all about. The graphic adventure-style play for one promises hours of strategic mystery. The full-motion video was filmed on location in the Caribbean, and Digital claims it's solved the response-time problem, saying that the game will have no lags or delays between events.

By Digital Pictures
Available November

Slam City with Scottie Pippen

Sega CD

In its second sports game (the first was last year's Prize Fighter), Digital Pictures teams up with Scottie Pippen for some one-player, first-person-perspective hoops. The game includes more than two hours of full-motion footage, some with the Chicago Bulls' star himself. You can dunk, steal, drive the lane, and strip the ball in hoops action against players like Fingers, Mad Dog, Juice, and Smash. Or up the ante and go one-on-one against Mr. Pippen himself. Other features include trash talk by spectators and players, earning respect points, and improving player skills.

By Digital Pictures
Available November

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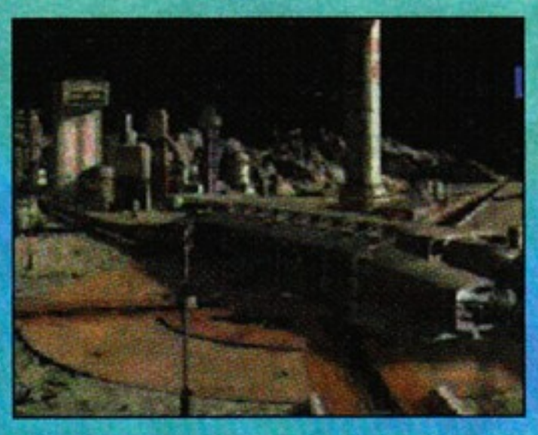
Loadstar

Sega CD

A mysterious explosion on Charon, Pluto's moon, knocks out a research station that's experimenting with time displacement. Back on Earth's moon, a veteran space trucker, Tully Bodine, takes a mysterious hauling job, and suddenly the cops are hot on his tail. Tully's cargo? Camels! What's going on? That's what you and Bodine have to find out.

In this first-person-perspective rail-car shooter, you'll pilot a futuristic vehicle, the Loadstar, across the labyrinthine lunar railways. Robot cop cruisers will dog you all the way. You'll have to whip crosshairs across the screen to blast 'em. Miss one, and you'll be moon dust. The computer-generated visual effects in the prelim version looked awesome!

By Rocket Science
Available Now



Snatcher

Sega CD

Welcome to the year 2047. You're Gillian Seed, member of the special police force, trained to find and eliminate Bioroids, cyborgs who murder people and assume their identities. This long, involved, interactive RPG mystery includes several plots and subplots. You've got a first-person perspective on the action, with a command-driven interface à la Shadowrun. The dialogue boxes come to life with great digitized voices, and the Japanese anime graphics breathe a cyberpunk atmosphere into jammin' action and shoot-em-up sequences.

By Konami
Available November

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THEIR GAME PUTS YOU ON ICE WITH US. US. GUYS LIKE MESSIER & BOURQUE. GRIZZLED VETERANS OF BRUTAL 84 GAME SEASONS.

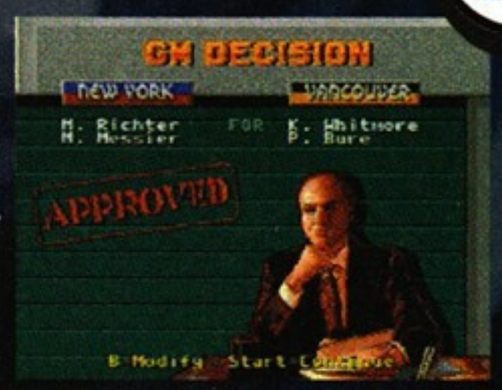
AND YOU? NEVER SPENT A DAY OF YOUR LIFE PLAYIN' HOCKEY. BUT YOU'RE BANGIN' HEADS WITH US. NOW I'M GETTIN' NAILED AND IT'S NOT DOMI OR BEUKEBOOM. IT'S YOU. GIVIN' ME A HUGE HIP CHECK THAT MAKES THE BOARDS BATTLE. A COUPLE OF FAKE SHOTS & DROP PASSES.

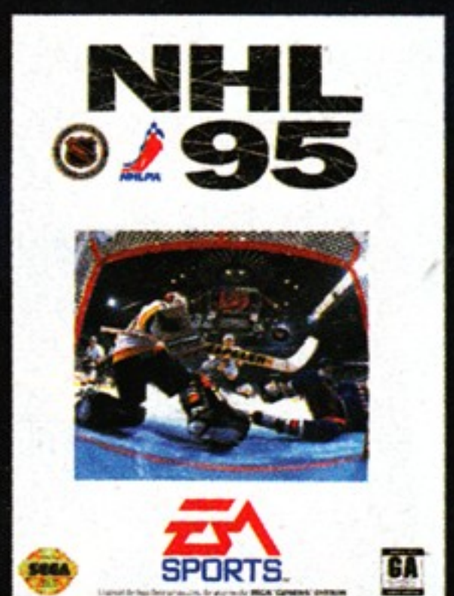
BOOM! MONSTER SLAP & THE SIRENS WAILIN'! IT TAKES YEARS TO GET MOVES LIKE LINDROS. YEARS. BUT HERE YOU ARE WITH A FASTER GAME THAN BURE, FEDOROV OR ROENICK AND YOU DON'T EVEN KNOW HOW TO SKATE. WHAT'S NEXT?

YOU DROPPIN' ON D & SNACKIN' ON PUCKS? AND ME? WITH ALL THIS TRADING GOIN' ON I'LL PROBABLY END UP IN FLORIDA OR SOMETHIN'!

WHO DO YOU THINK YOU ARE EA SPORTS?

ANONYMOUS NHL VETERAN





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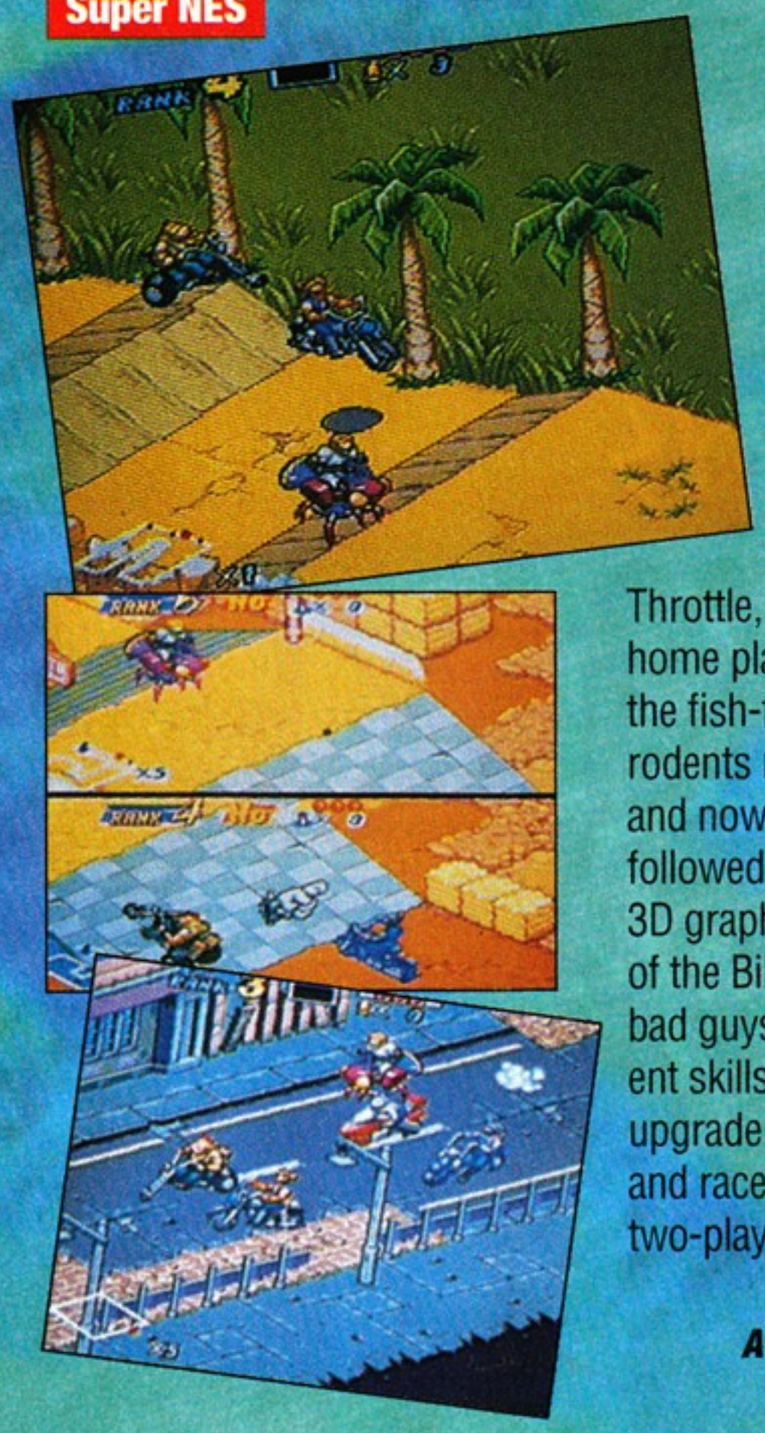
Biker Mice From Mars

Super NES



The Biker Mice are a whole new breed of spaced-out mammals. Throttle, Vinnie, and Modo's home planet was devastated by the fish-faced Plutarkians. The rodents ran for cover on Earth, and now the Plutarkians have followed. In this racin' cart with 3D graphics, you ride as one of the Biker Mice or one of the bad guys. Each racer has different skills and weapons. You can upgrade your bike as you go and race the CPU or a friend in two-player head-to-head action.

By Konami
Available December

The Adventures of Batman & Robin

Super NES

Batman and Robin carry on their crime-fighting crusade in a nine-level action/adventure game that features the show's dark but stunning visual style. Gotham City's heroic vigilantes engage in side-view beat-em-up brawls, vertical free-fall fighting, and even a bat-bedeviling maze challenge. Looks like Robin's just along for the ride, but you'll drive the Batmobile in a beat-the-clock cruise. Catwoman, Two Face, the Penguin, and the Joker are the lead bat bashers.

By Konami
Available November

Legends of the Justice League Task Force

Genesis **Super NES**

Justice League Task Force squares off the most popular DC Comic superheroes in a head-to-head fighting game. Gamers battle as Superman, Batman, Flash, Aquaman, Wonder Woman, or Green Arrow, with nine superheroes in all. Each fights in a characteristic locale: Superman battles in Metropolis, Batman in Gotham City, and so on. During the course of the one- or two-player action, you fight each superhero (who turn out to be clones created by Darkseid). Defeat Darkseid in a final battle to free the other superheroes.

By Sunsoft
Available March

Nickelodeon Guts

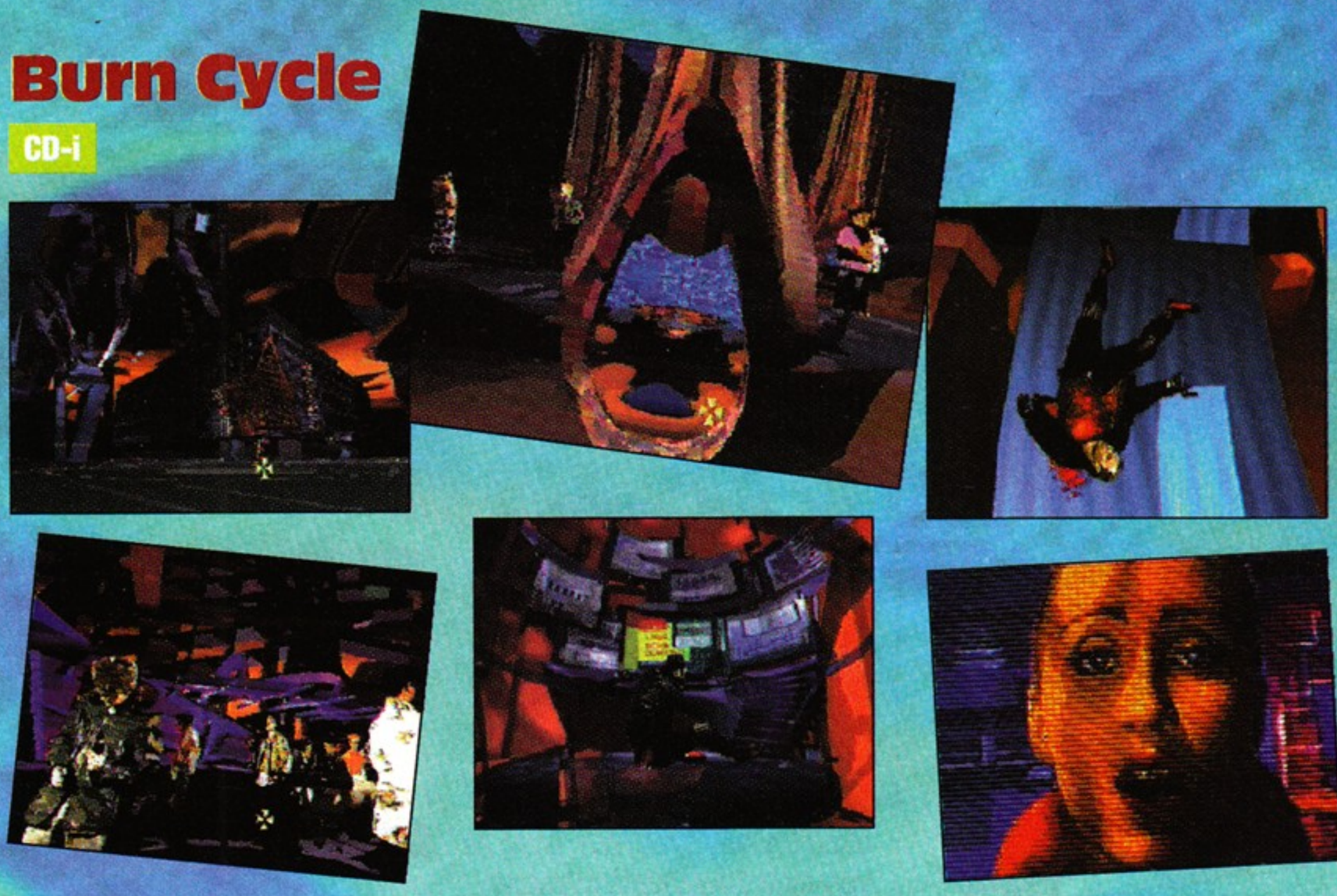
Super NES

Viacom's packed a game version of the popular Nickelodeon show into a cartridge. In one-player mode, you train in two action sports and two elastic sports, trying to beat the clock. In the two-player mode, you go head-to-head against another player in action and elastic events. Elastic sports include weird stuff like slam dunking a basketball while you're bouncing on the end of an elastic cord, and action sports feature wacky obstacle courses. The graphics include digitized players from the show.

By Viacom
Available December

Burn Cycle

CD-i



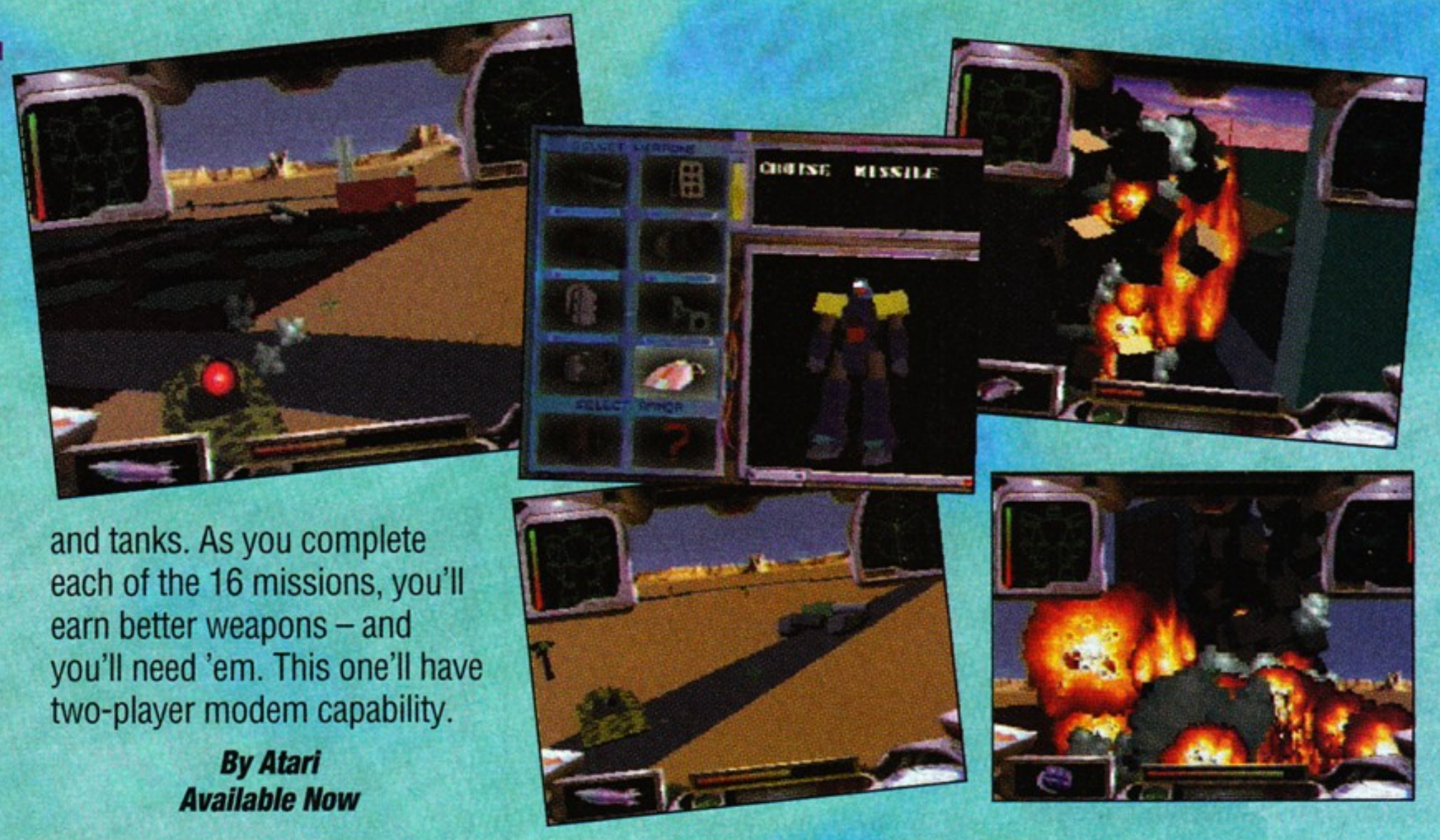
It all starts innocently enough. You're Sol Cutter, small-time data thief who nabs files by downloading them into a neural implant. But then you accidentally download a Burn Cycle virus, and it'll eat through your brain in two hours if you don't disable it. In this one-player graphical adventure, you must find and barter for the items you'll need to disable the virus. The graphics mix live-action clips and a more traditional look, and the play's a mind-bending mystery with action components. Very cool!

By Philips Interactive
Available Now

Iron Soldier

Jaguar

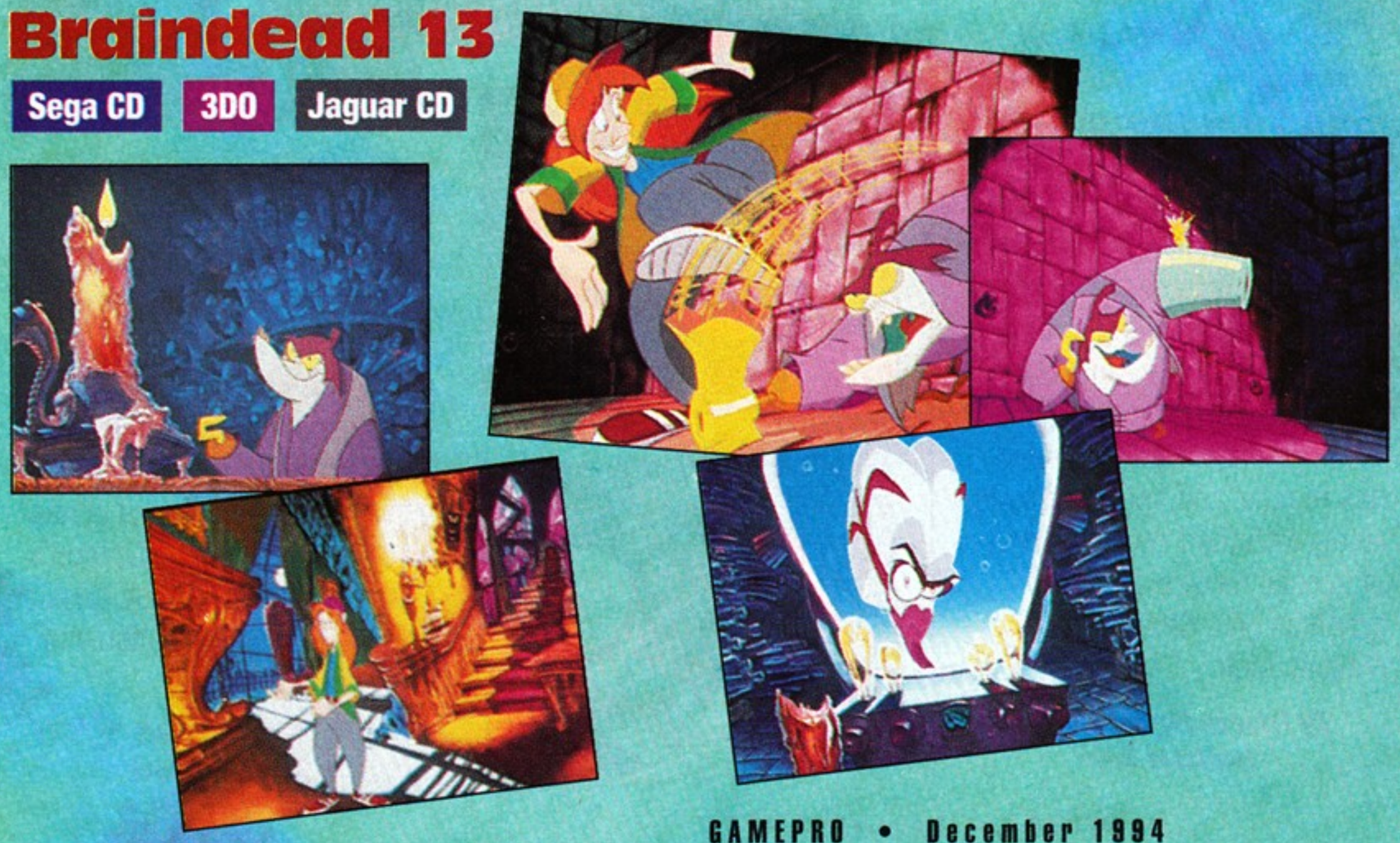
Giant corporations have taken over the Earth, and you're part of a resistance group that's trying to overthrow the Iron Fist Corporation. In this two-meg cart, you climb into a mech and prepare for urban warfare. It's survival of the fittest as you view the action from the cockpit. Move and hide in and around buildings in a landscape that mixes texture mapping and 3D polygons. Enemies include mechs and other high-tech vehicles like helicopters and tanks. As you complete each of the 16 missions, you'll earn better weapons – and you'll need 'em. This one'll have two-player modem capability.



By Atari
Available Now

Braindead 13

Sega CD **3DO** **Jaguar CD**



You're Lance, intrepid computer repairman. In this one-player adventure with graphics like Dragon's Lair's, you're called to a dark, secluded mansion in the middle of the night. When you fix the computer, you find yourself smack in the middle of a nightmare. Now you have to journey through each room as you try to stop Dr. Neurosis from taking over the world. If you manage to destroy each of his computer terminals, you face a final conflict with the demented doctor himself.

By ReadySoft
Available March '95
3DO and Jaguar CD release dates not available

Guardian War

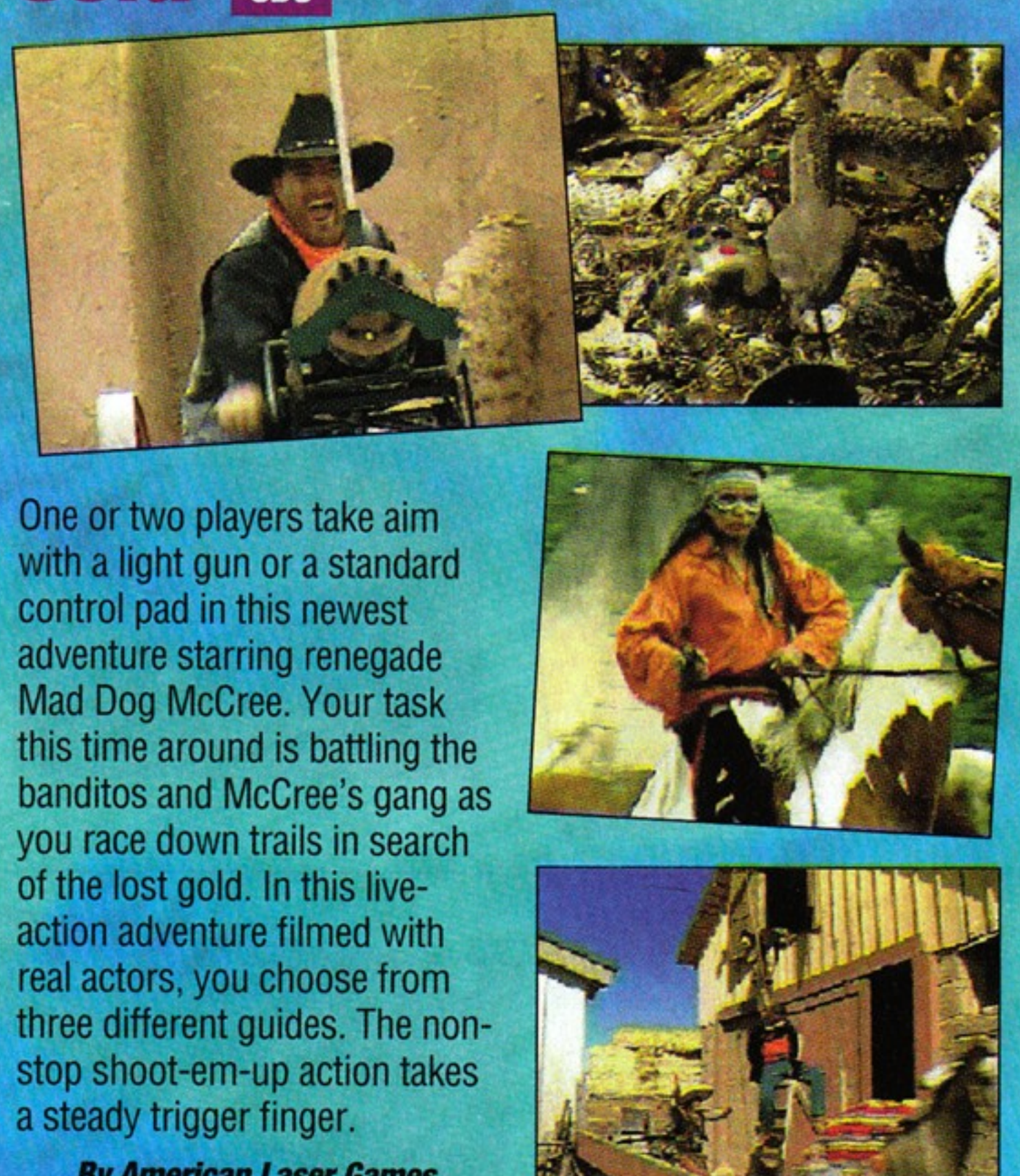
3DO

In this massive RPG, you're a combatant golem of the Goddess who must journey out and save the world from Azrael, an evil Lord. Equip your golem as a knight, archer, priest, shaman, birdman, or wizard. During play, you roam the land in search of clues, building your strength and doing the standard RPG thing. The unusual graphics have a striking, rendered 3D look.

By Panasonic
Available Now

Mad Dog II: The Lost Gold

3DO



One or two players take aim with a light gun or a standard control pad in this newest adventure starring renegade Mad Dog McCree. Your task this time around is battling the banditos and McCree's gang as you race down trails in search of the lost gold. In this live-action adventure filmed with real actors, you choose from three different guides. The non-stop shoot-em-up action takes a steady trigger finger.

By American Laser Games
Available Now

Shadow

3DO

The head of the Syndicate of Hate, Anarchy, Destruction, and Organized Warfare (S.H.A.D.O.W.) has been murdered. Now seven of Shadow's best lieutenants and confidants have come to do battle in a fight to the death to become the next Shadow King. Each warrior in this side-view fighting game has regular and special moves, along with their own repertoire of special moves. Digitized graphics give Shadow a gritty, realistic look.

By Tribeca Digital Studios
Available Now

Space Ace

3DO

Ace's girlfriend Kimberly has been space-napped by Commander Borf. Now you get to romp across the galaxy to rescue Kim and stop Borf from zapping Earth with his Infanto Ray, which would change everyone into a squalling infant. Space Ace's animated graphics continue the tradition set by Dragon's Lair and other laser-disc classics with full-screen animation and comical game play.

By ReadySoft
Available Now

Quick Hits

Stargate

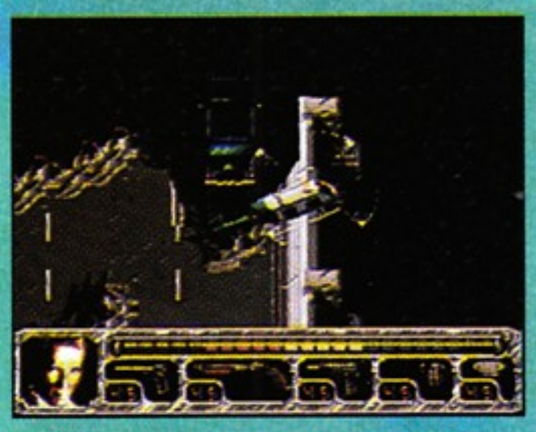
Genesis | Super NES | Game Boy | Game Gear

This sci-fi flick is gearing up as an action/adventure cart due this holiday season. You journey to Egypt to investigate Stargate, uncovered in an archeological dig, and end up fighting evil King Ra as you try to make your way back to Earth.

By Acclaim
Available December

True Lies

Genesis | Super NES



Become special agent Harry Trasker and track down terrorists and stolen nuclear warheads in 12 levels of action, including car chases, downhill skiing, and Harrier Jet flights.

By Acclaim
Available December

Mutant Rampage Bodyslam

CD-i

Bodyslam's sort of a tag-team wrestling rampage with a crew of mutants. It's 2086, and you guide teams of mutants in head-bashing, body-crunching battles.

By Philips
Available Now

Unnecessary Roughness '95

Genesis

This hard-hitting football sim stars players from the NFL Players Association and boasts the standard gridiron features, plus full-season, playoff, and championship play.

By Accolade
Available November

Bobby's World

Super NES

Bobby, star of the quirky cartoon show *Bobby's World*, makes his video game debut in this action/adventure game for beginning players.

By Hi Tech Entertainment
Available Now

Wolverine

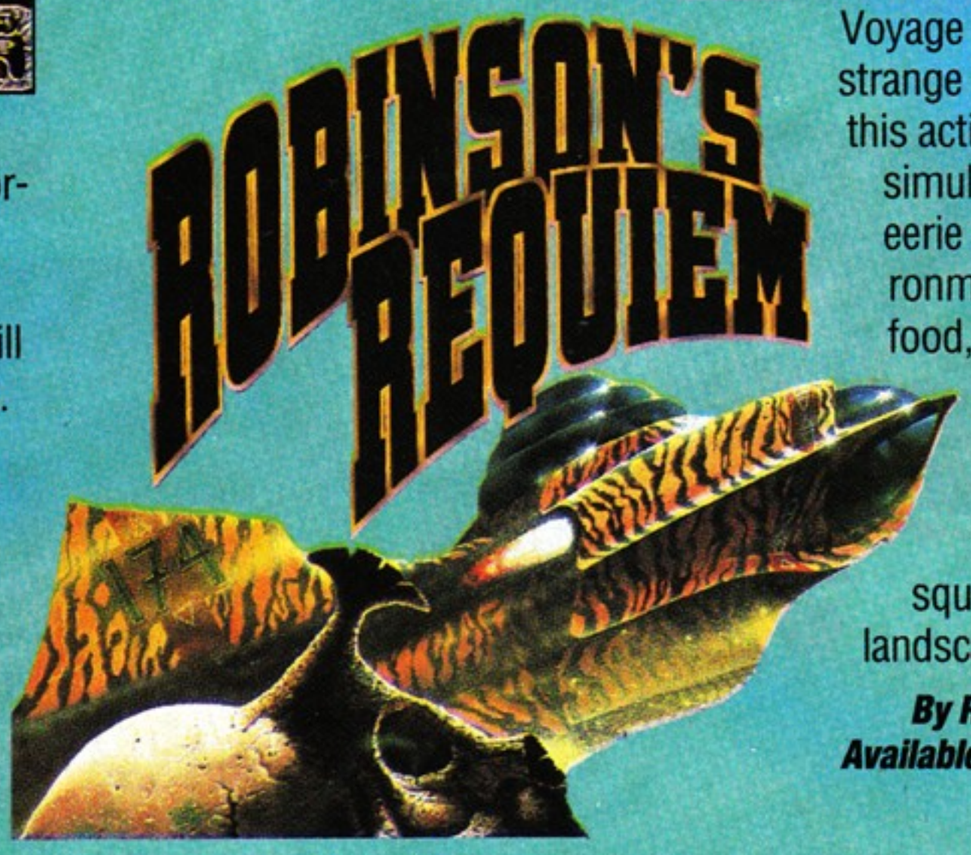
Genesis | Super NES

In this 16-meg action/adventure cart, Wolverine's hunting for clues to his past. Battle supervillains like Shinobi Shaw and Lady Deathstrike.

By Acclaim
Available December

Robinson's Requiem

3DO

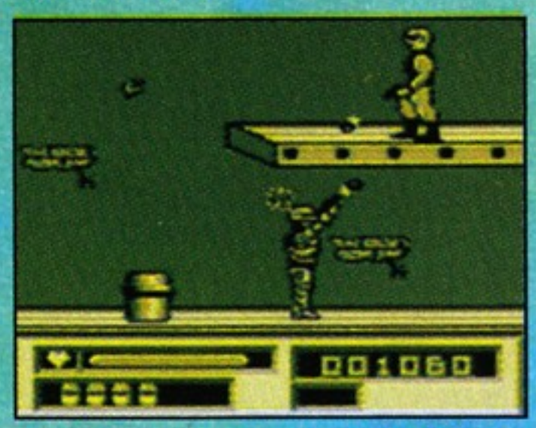


Voyage across a strange alien world in this action/adventure simulation with an eerie virtual environment. Hunt for food, fight predators, and try to stay alive across the three-square-mile 3D landscape.

By ReadySoft
Available February

RoboCop Vs. The Terminator

Game Boy

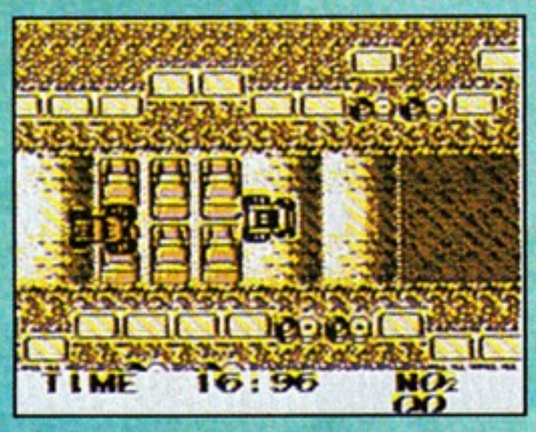


He's back, and he's got RoboCop in tow. This handheld shoot-em-up is packed with nonstop run-n-gun action.

By Interplay
Available Now

U.S.H.R.A. Monster Truck Wars

Game Boy | Game Gear



Put it into gear and go off-road for a monster-truck contest. Drive thunderous four-wheelers in events like Monster Dashes, Monster Circuit challenges, and Monster Wars.

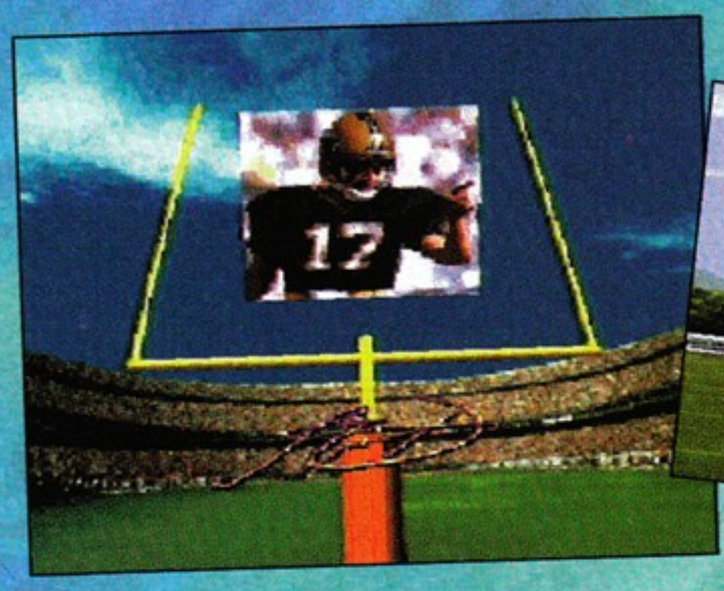
By Acclaim
Available December

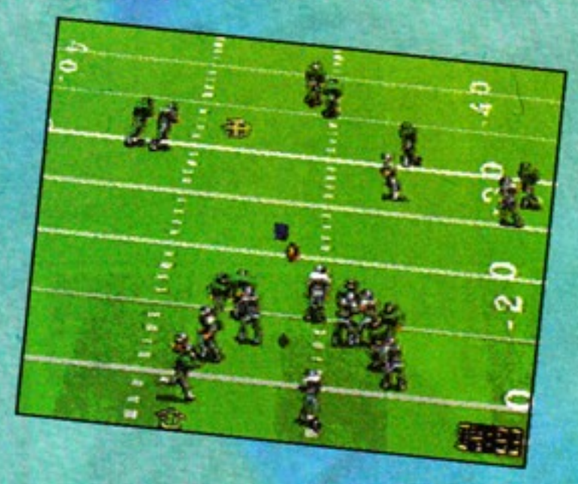
NFL Quarterback Club

Genesis | Super NES | Game Boy | Game Gear

Hit the gridiron with this cart, and you'll notice tons of features right away. In addition to 20 of the NFL's top quarterbacks (like Troy Aikman, John Elway, Steve Young, and Warren Moon), the 24-meg game also kicks off with the 28 current NFL teams and up-to-date stats.

Acclaim's included standard play modes, like Preseason and Regular Season, as well as Multiple Season Play, Championships, Pro Bowls, and two special modes. In QB Challenge, quarterbacks practice speed and accuracy, while in the Crunch Time Simulator, you replay famous last-minute football situations and see what you can pull off.





Other features include customizable quarterbacks, the ability to play as different offensive players (like receivers), instant replays, cinematic cut scenes, different weather and stadium conditions, 216 offensive plays, and up to four-player (Genesis) or five-player (SNES) competition.

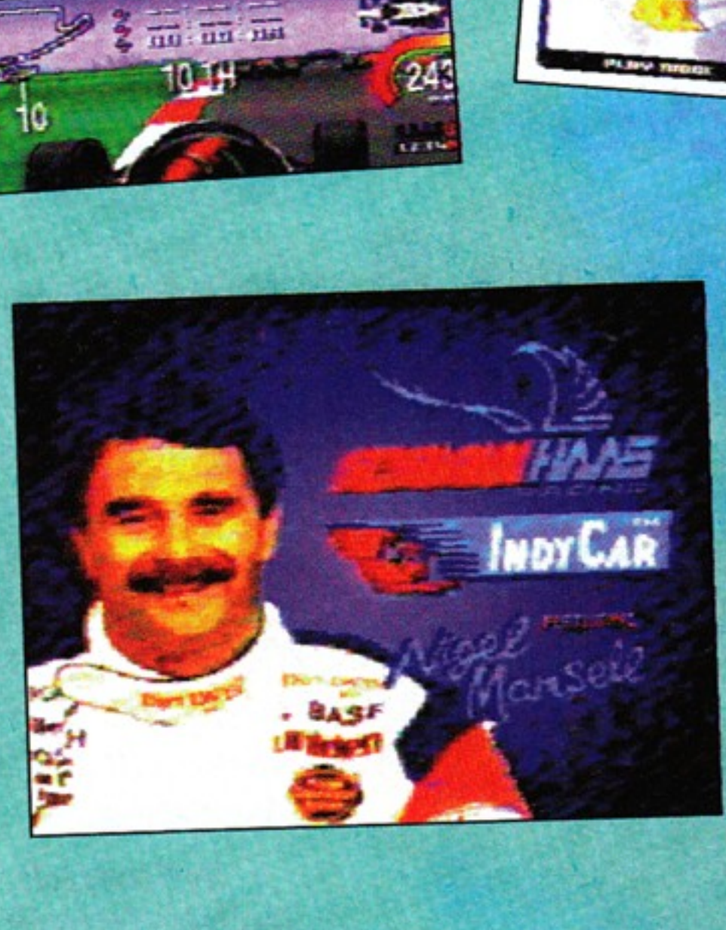
By Acclaim
Available December

Newman/Haas Indy Car Racing Featuring Nigel Mansell

Genesis | Super NES

Rev up for one- or two-player split-screen Indy Car racing featuring Paul Newman's racing team and Nigel Mansell. The 16-meg game includes a behind-the-wheel perspective, real Indy Circuit tracks, full-season racing, the ability to design your own car, realistic pit crew action and sounds, and ultra-realistic racing action with tunnels, hills, walls, and cliffs.

By Acclaim
Available November



WIN! The Ultimate Gaming Rig!!

OVER $18,000.00 IN PRIZES!

PANDEMONIUM
INCORPORATED

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

Video Game Contest. Play on the hi-tech cutting edge with this line-up: Super NES with Super Scope; Sega Genesis with CD-ROM and Menacer; Panasonic 3DO; and Atari Jaguar. Get all four or trade the ones you don't want for CA$H! Bonus options include: Sega Virtual Reality Helmet, 33" monitor, $1,000 in games, cash, accessories and more!

Media Rig Contest. The Ultimate Gaming Environment, 40 inch monitor, 130 watt receiver w/ Dolby Pro Logic Surround Sound, Infinity speakers, subwoofer, CD player, graphic EQ, dual cassette and laser disc. Win DBS Satellite Receiver as a BONUS OPTION! This rig will blow you away (literally!)!!

We're talkin' GAMING HEAVEN!

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

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

Mystery Word Grid

	H				___
		E			___
P	O	W	E	R	N
	R				___
S					___

MYSTERY WORD

WORD LIST and LETTER CODE chart

POWER ....N	PRESS .....K	BLAST .....A	WRECK .....P
BREAK .....Z	PUNCH .....S	SPRAY.....E	TURBO.....V
STOMP .....T	STAND .....H	PRESS.....C	DREAM I
CRUSH.....O	SCORE.....R	SLANT L	CHASE.....P

MYSTERY WORD CLUE:

TO GRAB SOMEONE'S SKIN BETWEEN TWO FINGERS AND PRESS.

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

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

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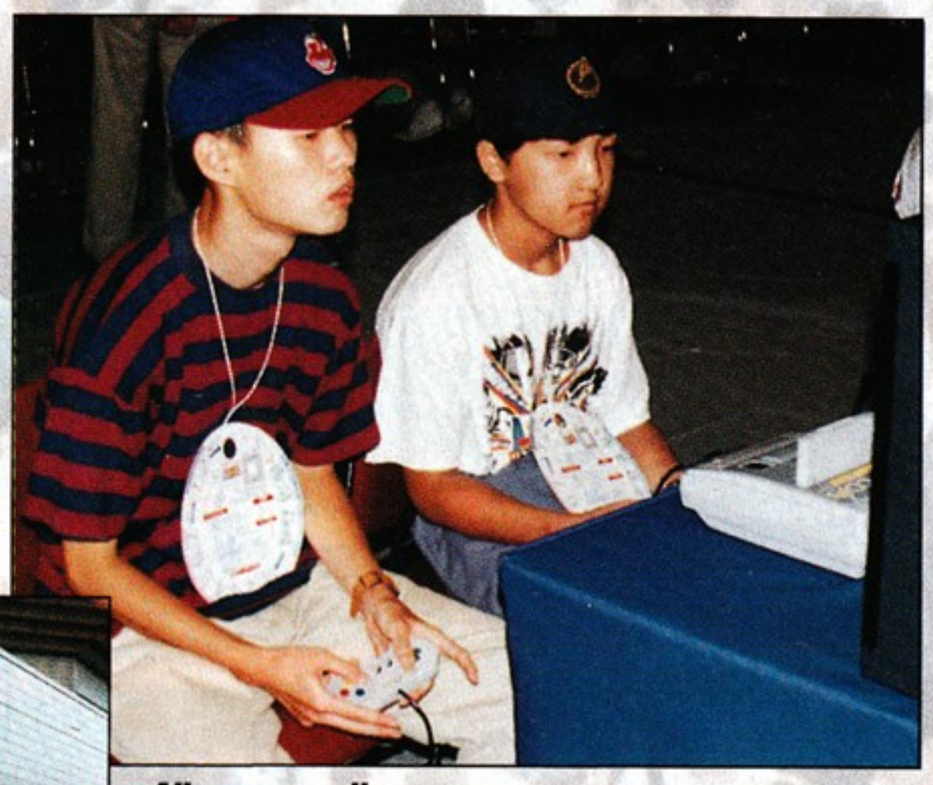
OVERSEAS PROSPECTS

An International View on Video Games

TOURNAMENT TIME IN TOKYO

By The Trackman in Japan

Take 5000 Super Street Fighter II fans, 60 big-screen color TVs with SNES consoles, one rock band, world-premiere footage of *Street Fighter: The Movie*, put them all together, and you get Super Street Fighter II Championship '94! This Japanese SF II tournament took place this past summer in Tokyo's Kokugikan stadium, the traditional site of the country's annual sumo wrestling tournaments.



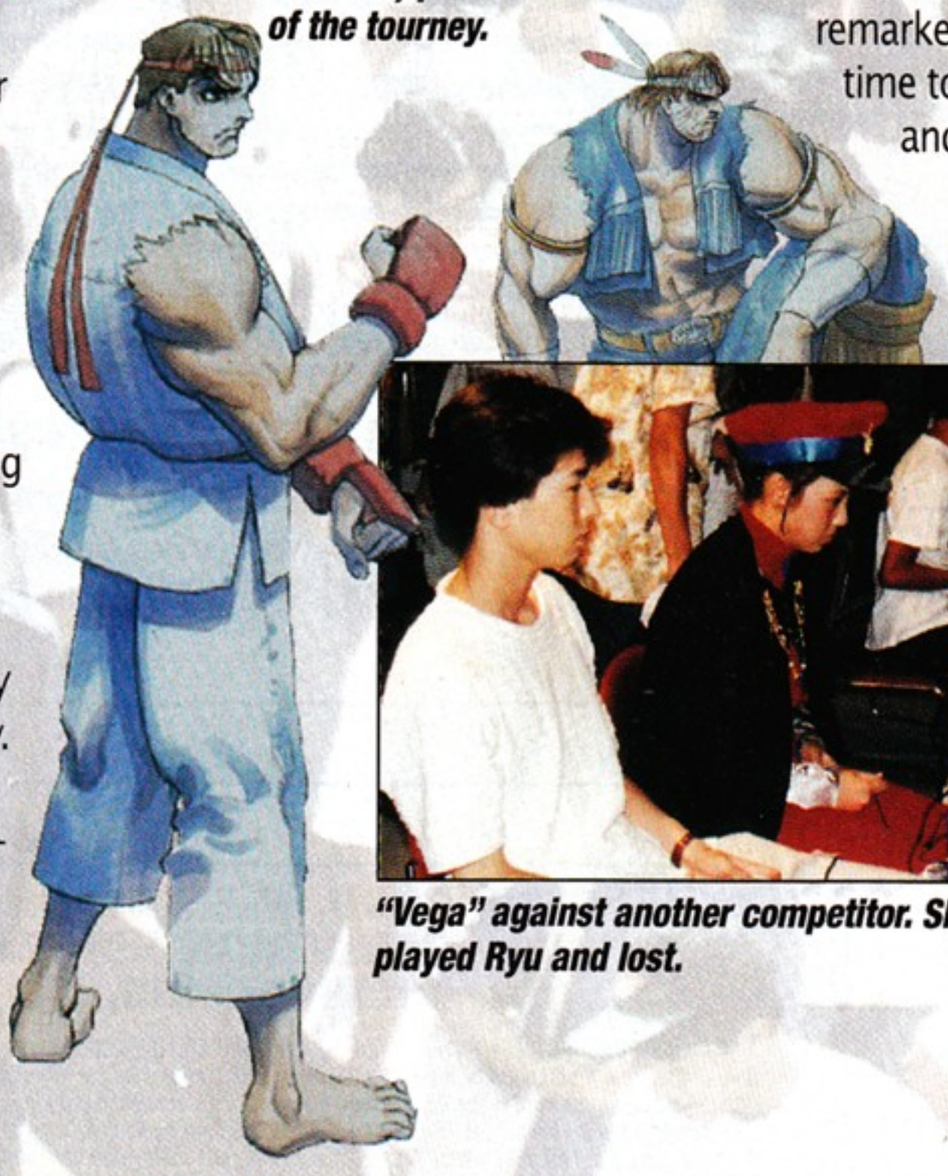
All comers, all ages.

Two thousand Street Fighter hopefuls line up outside Tokyo's Kokugikan stadium.

Show time (or Capcom commercial time) prior to the formal start of the tourney.

Ryu and Me Against The World

By 9 am, 2000 Super SF II fighters had lined up outside the Kokugikan, waiting for their chance to face masters from around Japan. The classic clay sumo ring had been put away and replaced by the 60 Street Fighter setups. A preliminary round began the day. Anyone who didn't qualify but still wanted to test their mettle had the chance to break into the opening round by beating seven other nonqualifiers.



"Vega" against another competitor. She played Ryu and lost.

Ryu was the character of choice in these rounds, with many Kens and Chun Lis on hand as well. Noticeably absent were the new Super characters: Cammy, Dee Jay, T. Hawk, and Fei Long. The official Capcom tournament commentator remarked that "it takes a long time to master a character, and given the high level of competition at this tournament, I don't think we'll see anyone able to use a new character with much success against the familiar fighters."

Street Fighter Showtime

Following the opening knockdown round was a preliminary round for the regional cham-

Meanwhile, Ryu and Guile strut their stuff.

pions and the morning qualifiers. Again, Ryu appeared to be the preferred character, but the obviously strong gamers played Dhalsim and Balrog, and a few wielded the speedy Chun Li.

As the field thinned down to 64 fighters, the action stopped for a short rock concert by Alph and Lyla – the band featured on the soundtrack for the *Street Fighter II* animated movie, which has been playing to packed houses around the country. Then,

Rock band Alph and Lyla performs its tunes from* Street Fighter II, *the animated movie.

as if the crowd wasn't already psyched, Capcom showed video of game previews, followed by world-premiere footage of the *Street Fighter* movie starring Jean-Claude Van Damme.

Quarterfinal Action

In the quarterfinals, Balrog and Dhalsim players dominated, with Guile, Ryu, and Chun Li close behind. As the field cut down to 16 semifinalists, the fights were displayed on a big screen to an audience of more than 5000, and they began to draw louder and louder reactions as the level of fighting intensified. At last, four fighters remained, and the final round began.

Each player secretly announced their character to a judge, so they could choose a character without knowing what their opponent had chosen. This method figured prominently in the final round robin, as last year's champ chose Sagat and was overmatched by his opponent's Balrog.

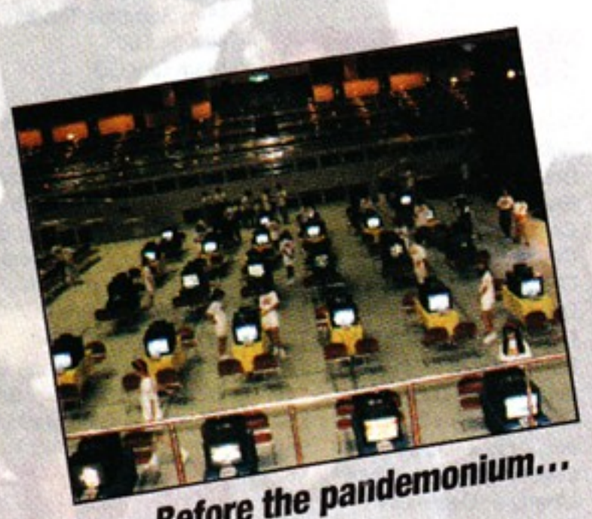
Onlookers watch as Guile prepares to put away Dhalsim in the semis.

Street Fighter Showdown

After the round robin, the four finalists then fought each other again for points – three points for a 2–0 win, two points for a 2–1 win, one point for a 1–2 win, and nothing for a 0–2 loss. The two best fighters tied with seven points each.

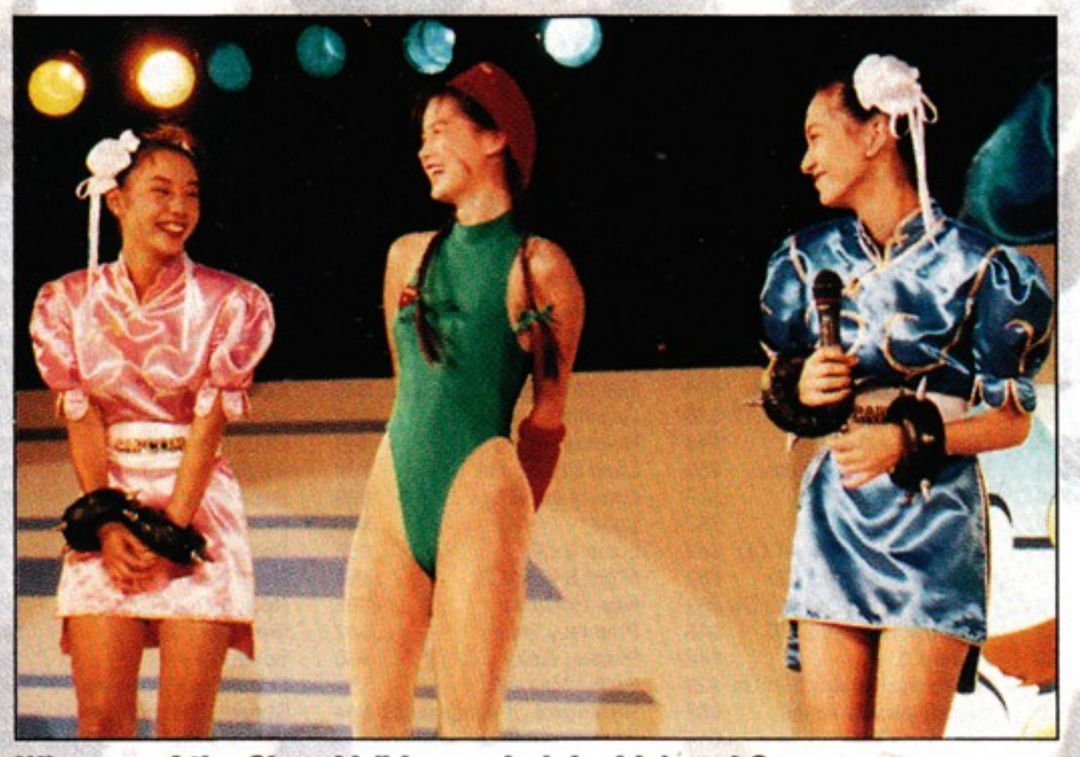
Jun Kizuka, '94 Super Street Fighter II Tournament champ!

Previous Street Fighter II tournament champs make their debut for the quarterfinal round: Takahiro Nakano, '93 champ, (left) and Norio Matsuzaki, '92 champ, (right).



Before the pandemonium...

The knockdown round begins!



Winners of the Chun Li (blue and pink side) and Cammy look-alike contest.

Surprisingly, for the showdown, one finalist switched from his Balrog-Dhalsim mode, taking Ryu against his opponent's Balrog. To the disbelief and excited delight of the crowd, Ryu prevailed, and Jun Kizuka was crowned Japan's 1994 Super Street Fighter II champion!

For his skill, Jun received a champion's blazer, embroidered with Super SF II Champ on the back, a three-foot-high trophy, tons of Capcom goodies, and a great mountain bike. He'll be back next year, and you can bet he won't be alone. G

FREE GAME OFFER

Buy 3 from the list below, Get 1 of lesser value FREE from the list below. All 4 games must be in stock at the time of purchase. Offer good from 10/15/94 to 1/31/95 or while supplies last.

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SNES: Barkley Basketball $49, T2: Judgement Day $29, Captain America $29, Run Saber $29, Bill Walsh Coll Fball $44, Tuff Enuff $29, Street Fighter 2 Turbo $39, Power Moves $29, Dracula $29.

Game Gear: Super Golf $14, Psychic World $14, Terminator $18, Smash TV $14, Pro Pouch $16, Game Gear AC Adaptor $15

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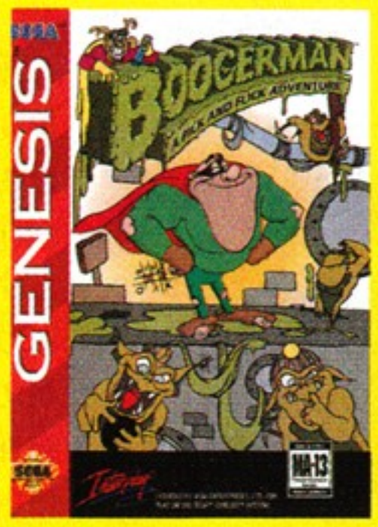
Visa, MC and Discover accepted. Checks held 4 weeks. Money Orders same as cash. COD $8. Defectives replaced with same product. Most items shipped same day. Shipping times may vary. Price/availability may change. All sales final. Call for details.

1 GP1294

'LETHAL ENFORCERS: GUN FIGHTERS' Wild western action reaches the home system straight from our arcade. Shoot it up with stage coach robbers! And save innocent citizens from nasty outlaws! Offers improved digitized graphics. **CD $44**



'BOOGERMAN' He thinks he's a hero, but he's snot! He's mean. He's green. He's BOOGERMAN on a pick and flick adventure to save the world using only natural defenses. Lock snot with Booger Meister and 20 stenchmen. Offers 20 levels. **$49**

'JAGUAR SYSTEM' The new Jaguar interactive multimedia system has a mind blowing 64 bits of power. Offers 16 million colors, breakneck speeds, catlike control and movie-like special effects. **$249**

'DOOM' You're a tougher-than-nails marine biding time at an outpost on Mars. The government is experimenting with inter-dimensional travel. Offers the best levels from the PC game with monsters and lost souls that tug at your every move! **Sega Mars 32X $59**

'GENESIS 32X SYSTEM' Genesis 32X will turn your existing Genesis and Sega CD into state-of-the-art machines! Features crisper & smoother video footage that have never been seen at home. **$159**

'CONTRA: HARD CORPS' has multiple story lines that allow the player to choose their own path. Gives four different routes through the game. Features four characters each with their own weapons. Offers huge enemies and bosses that infect each level. **$52**

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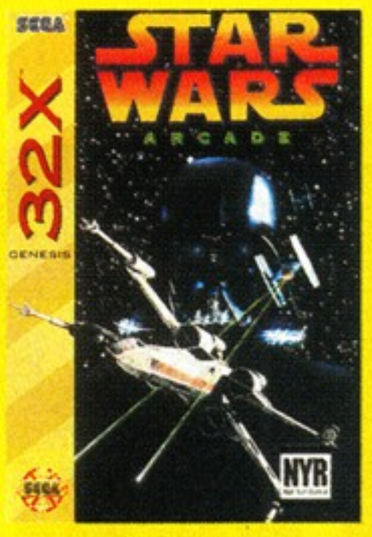

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ProNews

Sega, Atari Settle Differences

In what many in the game industry consider a strange deal, **Sega Enterprises** and **Atari Corp.** have created an "affiliation" that results in a number of significant events, including the dissolution of Atari's suit against Sega. The original suit involved various patents that Atari held, including two main patents covering scrolling and display technology. Sega may now use many of Atari's patents, some of which extend beyond the year 2000, and will pay nearly $50 million to Atari over seven years.

Other terms include Sega buying 4.7 million shares of Atari stock, or 7.4 percent of the company, at a cost of $40 million. While it seems odd that Sega would invest in one of its competitors, Sam Tramiel, Atari's president, told *GamePro* that it's not uncommon. An example he offered is Time Warner's investment in Turner Broadcasting.

Additionally, both companies agreed to license up to five games per year from the other, excluding Sega's Sonic and Atari's Star Raiders (the popular computer game that will appear on the Jaguar in 1995).

Nintendo PowerFest Winding Up

Nintendo's national competition, **PowerFest '94**, is set to come to a close. When the dust settles, Nintendo expects that more than 500,000 gamers will have played the three Nintendo games in the contest at approximately 150 locations. More than $1 million in prizes are available, and winners in each city get an official PowerFest '94 jacket and an all-expenses-paid trip for two to compete in the finals for the title of National Video Game Champion. The final contest will take place

Some PowerFest '94 attendees get into the action.

November 18–20 at Sea World in San Diego, California. The overall champ will take home a full entertainment system, $5000, a car, and more.

Nintendo released some stats from PowerFest's halfway point, which show that the highest cumulative scores are coming from America's smaller towns. The winner from Aberdeen, Washington, topped the list with 10,846,650 points, followed by gamers from Monroe, Wisconsin; Mattoon, Illinois; and Paramount, Colorado.

Sega, Catapult Agree on Modem

Catapult is on track to bring its $69 **XBand Video Game Modem** to Genesis owners for the holidays, and **Sega** has agreed to provide Catapult with technical info to ensure compatibility with Genesis hardware and future software. As you read this story, the XBand network is scheduled to launch in Atlanta, Dallas, Los Angeles, New York, and San Francisco. The network enables players in different cities to compete against each other on such games as NBA Jam, Mortal Kombat, Mortal Kombat II, John Madden '95, and NHL Hockey '95.

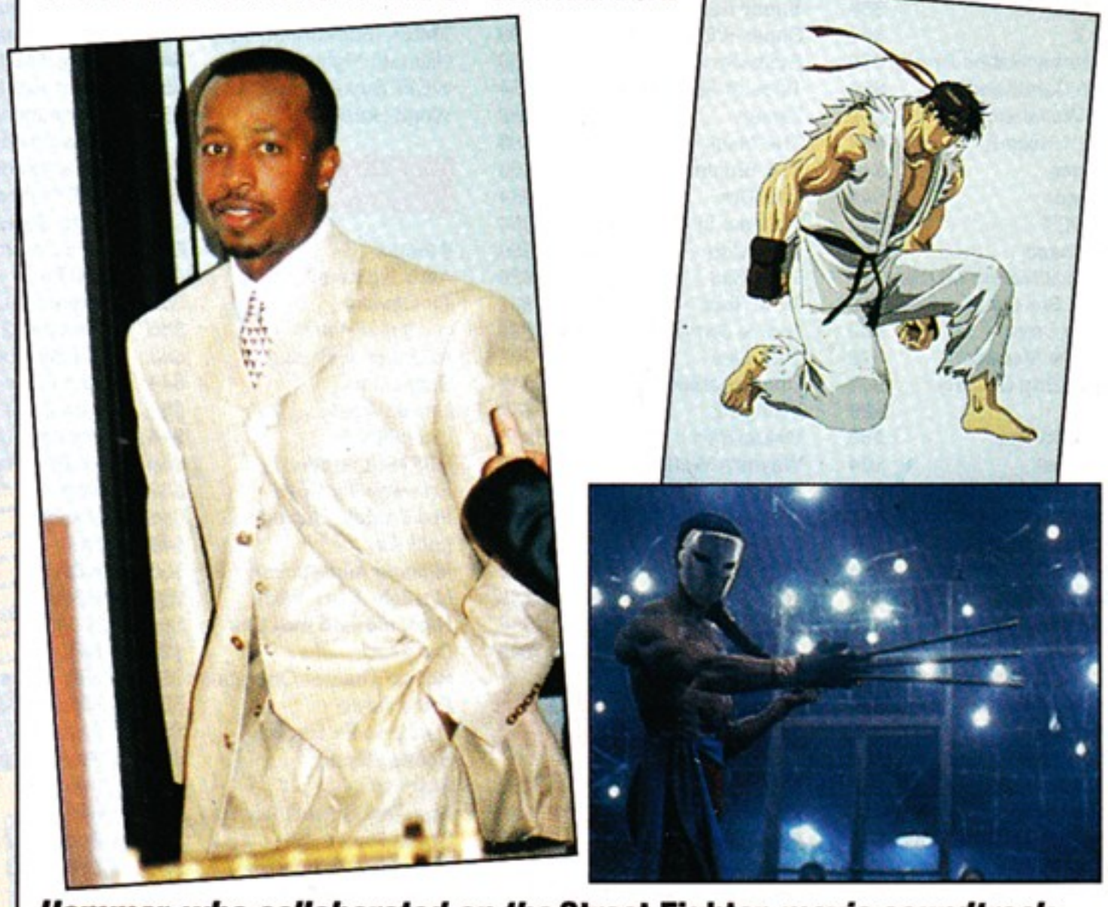
Subscriptions to the network cost $7.95 a month, which includes head-to-head play, online chat, and the built-in XMail1. The mail feature allows messages to be sent to and received from other XBand users and Internet addresses. An XBand modem for SNES is scheduled for release in the first quarter of 1995.

The XBand modem and network links players for remote competition and more.

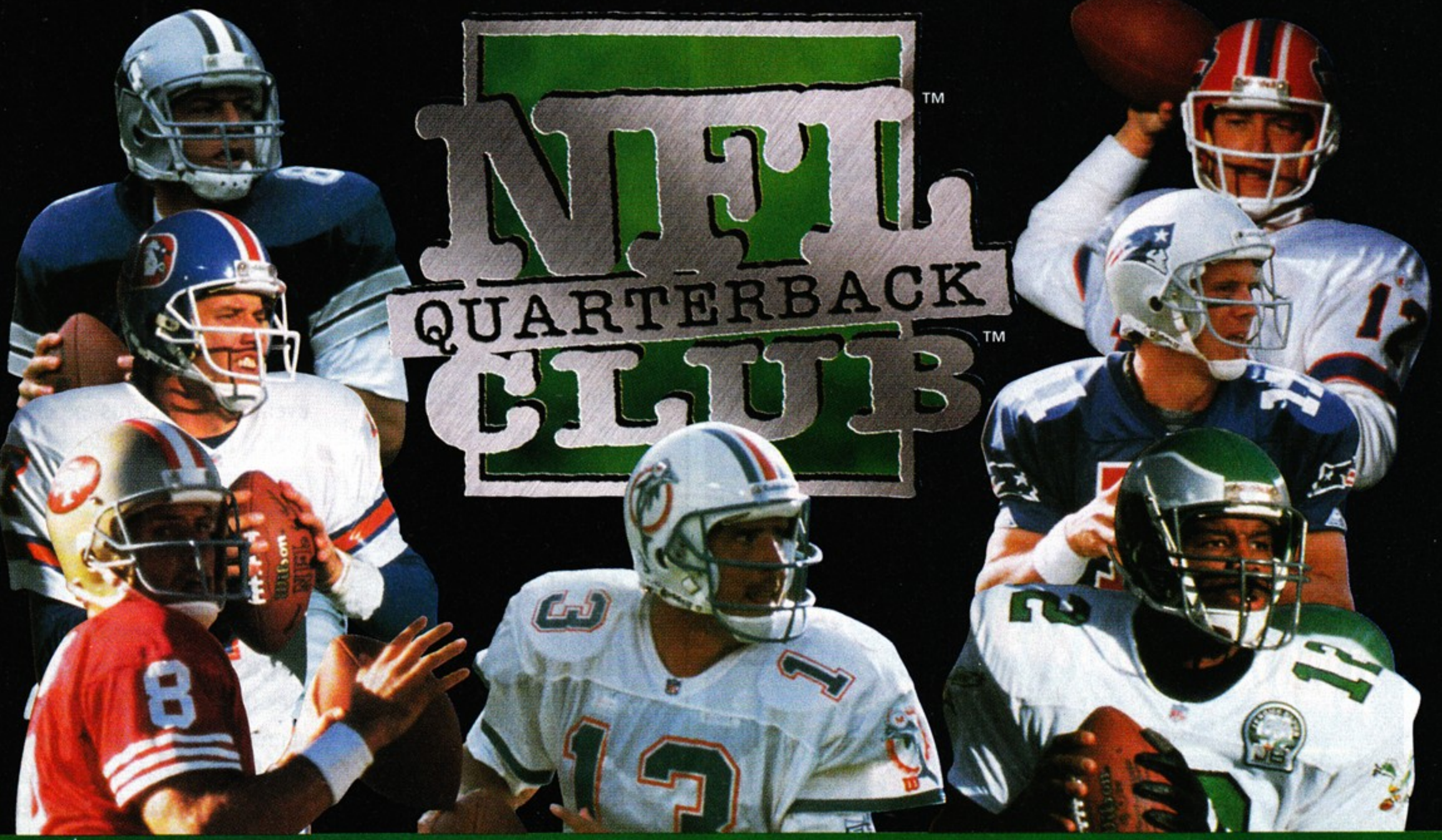
Capcom, Big Celebs Launch Movie Event

Capcom *recently hosted a press conference for the* Street Fighter *movie, which also served as a cast party. Cast members in attendance and signing autographs were Ming Na Wen (Chun Li), Grand Bush (Balrog), Wes Studi (Sagat), Peter Tuiasosopo (Honda), Miguel Nunez, Jr. (Dee Jay), Andrew Bryniarski (Zangief), and Jay Tavere (Vega), as well as executives from Universal Pictures and Capcom.*

Capcom brought in a surprise celebrity with ties to the movie: rap star Hammer. Hammer collaborated with two-sport star Deion Sanders on the SF *movie soundtrack and a music video that features a cameo from Jean-Claude Van Damme, who plays Guile. Chage and Aska, top-selling Japanese musicians with more than 20 releases in Asia, also appeared at the press event to support their contributions to the* SF *soundtrack.*



Hammer, who collaborated on the* Street Fighter *movie soundtrack with Deion Sanders, visited Capcom for the company's recent press conference.



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Acclaim Helps *Batman Forever*

Video games often get their visuals from movies, right? In a unique twist, **Warner Bros.** has turned to **Acclaim** to create some special effects for the upcoming *Batman Forever* film. Set for a summer 1995 release, *Batman Forever* stars Val Kilmer, Tommy Lee Jones, and Jim Carrey.

Acclaim's motion-capture technology, used in their upcoming release Alien Trilogy (shown here), goes to Hollywood to create* Batman Forever*'s special effects.

Acclaim's award-winning motion-capture technology will be used under the guidance of the film's special-effects director, John Dykstra. Dykstra is best known for his work on such films as *Star Wars* and *Close Encounters of the Third Kind*, but also for the groundbreaking Sega CD and 3DO game, Sewer Shark.

"Sophisticated motion-capture technology," Dykstra said, "allows us to create special effects not previously seen in feature films."

3DO Cuts Price, Goes on Tour

Just in time for the holidays, **Panasonic** has cut the price of the **3DO Interactive Multiplayer** to $399.95. The new price tag coincides with the release of some exciting software, including Capcom's Super Street Fighter II Turbo and Panasonic's own Burning Soldier.

To spur sales further, college students are getting a chance to check out the 3DO firsthand, courtesy of the *Sports Illustrated* Campus Fest. The tour, which will visit 25 campuses, started in August and closes in Daytona Beach, Florida, during Spring Break '95. According to Panasonic, the event "lets students experience [3DO] in an arcadelike setting."

Sega Buys Game Development, Pinball Groups

In separate announcements, **Sega** has bought two companies that should help it remain aggressive in the game industry. The first purchase was England's **Cross Products Limited**, developer of SNASM, a set of development tools for video game programming. Sega will customize SNASM for 32X, Saturn, the Titan arcade platform, and future hardware.

Sega should also increase its arcade visibility with the purchase of **Data East Pinball**. With 25 percent of the market, Data East is the second-largest pinball manufacturer, best known for such licensed pinball tables as Tales from the Crypt, The Simpsons, and Demolition Man. A Sega spokesperson said the company has no current plans to change the Data East Pinball name.

Maverick: The Pinball is one of Data East Pinball's most recent releases.

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Bubsy Bobcat Goes Mainstream

Accolade has announced some promotions revolving around the release of Bubsy II, which appeared on Genesis and SNES this fall and is due for Game Boy and Super Game Boy in December. Each promotion features a $5 rebate on the purchase of Bubsy II.

• Bubsy makes an appearance on Squeezit fruit drinks through the end of the year, and General Mills is offering its rebate through June 1995.

• Bubsy used a Ballzooka in Bubsy II, and Kenner is introducing a Nerf Ballzooka with 300,000 Bubsy II rebate coupons. The promotion ends in January 1995.

• Canada is due for a nationwide Bubsy promotion. Details will appear on 500,000 Pillsbury pizza packages. The promotion expires on October 31, 1995.

Bubsy Bobcat isn't satisfied with just being on your TV screen.

Nintendo Sues Against Counterfeiting

In a continuing effort to curtail piracy, **Nintendo** has filed suit against Taiwan's largest chip manufacturer and its U.S. subsidiary. Nintendo sought a monetary award and preventative action against **TSMC** after chips manufactured by TSMC were found in counterfeit SNES/Super Famicom hardware and game software sold in other countries.

In a statement acknowledging Nintendo's suit, TSMC-USA told *GamePro* that it's only a manufacturer of chips for its customers. As a result, it has no way of knowing whether the information contained on the chip violates patents held by other companies.

Sonic and Double Dragon Go Video

Sonic and **Double Dragon's Lee brothers** are making the leap from video games to videotapes. **DIC Toon-Time**'s latest video cassette releases include three different episodes – "Hooked on Sonics," "Super Sonic," and "Sonic the Racer" – from ABC's Saturday-morning *Sonic the Hedgehog* animated series. The release of the tape trio coincides with

Sonic and Double Dragon's Lee brothers roll through your VCR.

Sega's release of the Sonic & Knuckles cart. Each tape costs $12.95, and a Sonic the Hedgehog Wrist Game is free via mail-in offer with the purchase of two tapes. The offer lasts until January 31, 1995.

"The Shield of Shadow Khan" is the title of the Double

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December Hot Sheet!

NES

1. Jungle Book
2. Mega Man 6
3. TMNT: Tournament Fighters
4. Mario's Time Machine
5. Tecmo Super Bowl
6. Kirby's Adventure
7. Tetris 2
8. Mario is Missing
9. Ren & Stimpy Show
10. WWF King of the Ring

Super NES

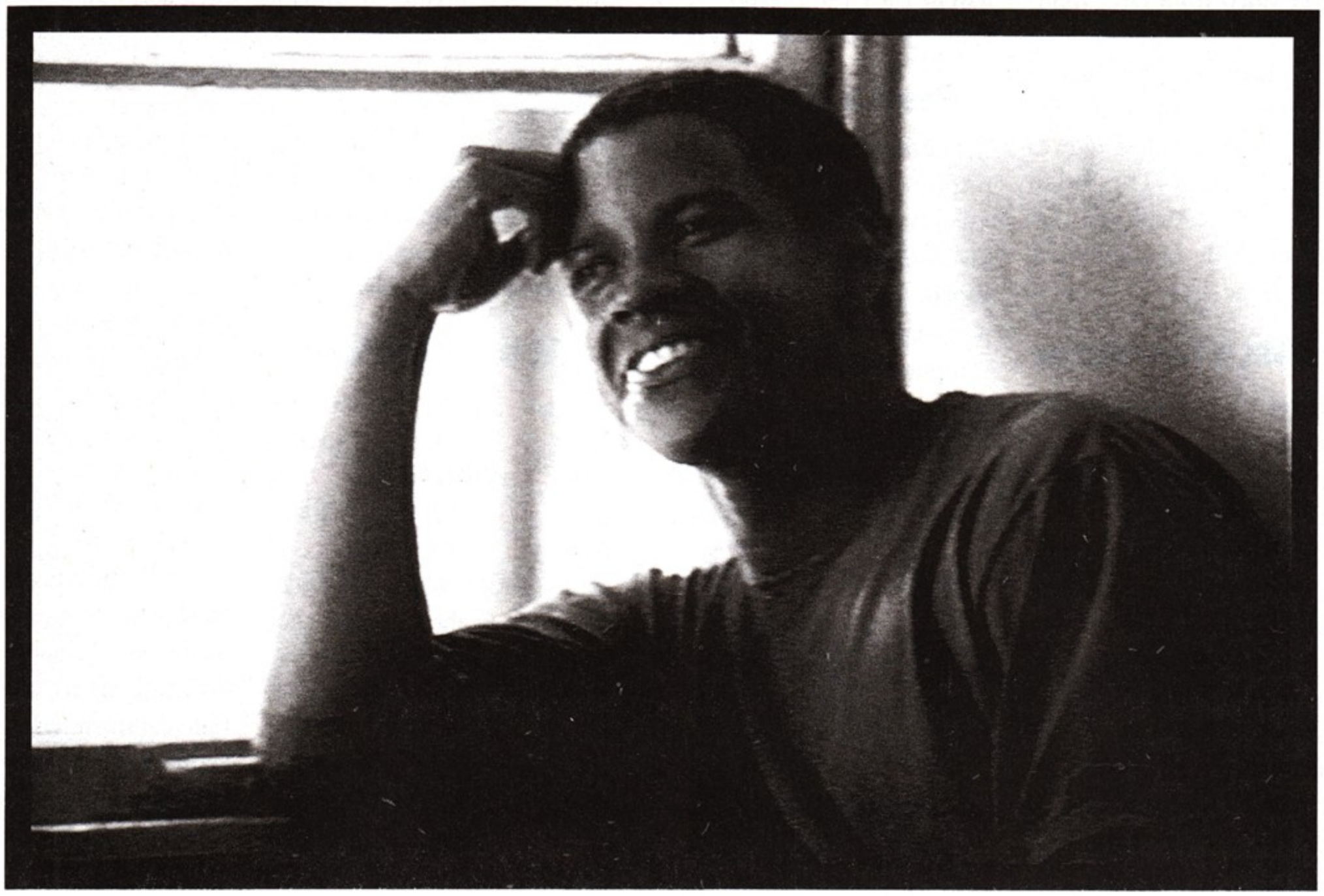
1. Donkey Kong Country
2. Mortal Kombat II
3. Lion King
4. Earthworm Jim
5. Shaq Fu
6. Super Punch-Out
7. Beavis and Butt-Head
8. Madden '95
9. X-Men: Mutant Apocalypse
10. Mickey Mania

Genesis

1. Sonic and Knuckles
2. Mortal Kombat II
3. Lion King
4. Madden '95
5. NFL '95
6. Earthworm Jim
7. Shaq Fu
8. NBA Showtime '95
9. Beavis and Butt-Head
10. Mickey Mania

Sega CD

1. Lethal Enforcers 2: GunFighters
2. Links
3. NBA Jam Session
4. Who Shot Johnny Rock?
5. Heart of the Alien: Out of This World II
6. Star Wars 3D: Rebel Assault
7. Formula 1 GP
8. Heimdall
9. Demolition Man
10. Dune



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Dragon video from DIC Toon-Time. Each tape includes a coupon book that offers money off the purchase of Tyco Toys' Double Dragon action figures and accessories. The video release coincides with the theatrical premiere of the *Double Dragon* movie.

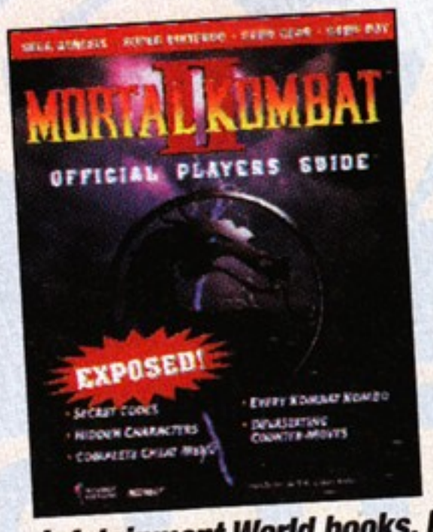
Free MK II Newsletter

Acclaim follows the successful launch of its **Mortal Kombat II** home games with a new version of its MK newsletter, ***The Pit II***. The latest issue offers an interview with Larry Kasanoff, producer of *Mortal Kombat: The Movie*, as well as character profiles and tips from Acclaim's Consumer Hotline. There's also a sweepstakes in which the winner receives a Mortal Kombat II arcade machine. For a free copy of *The Pit II*, send your name, address, age, and hardware system to *The Pit II*, P.O. Box 9005, Dept. PR, Oyster Bay, NY 11771.

Read a Hot Book

Infotainment World, the publisher of *GamePro* and *SWATPro*, has launched a book division called **Infotainment World Books**. Offering comprehensive guides to video and computer games, Infotainment World books are written by industry experts for gamers.

Hot releases include *Mortal Kombat II Official Players Guide*, *Super Street Fighter II Official Players Guide*, *Final Fantasy III Players Guide*, *Sega Genesis Almanac (1995 Edition)*, and *Super Nintendo Almanac (1995 Edition)*. Look for these and other Infotainment World Books' titles at your local bookseller or software retailer.



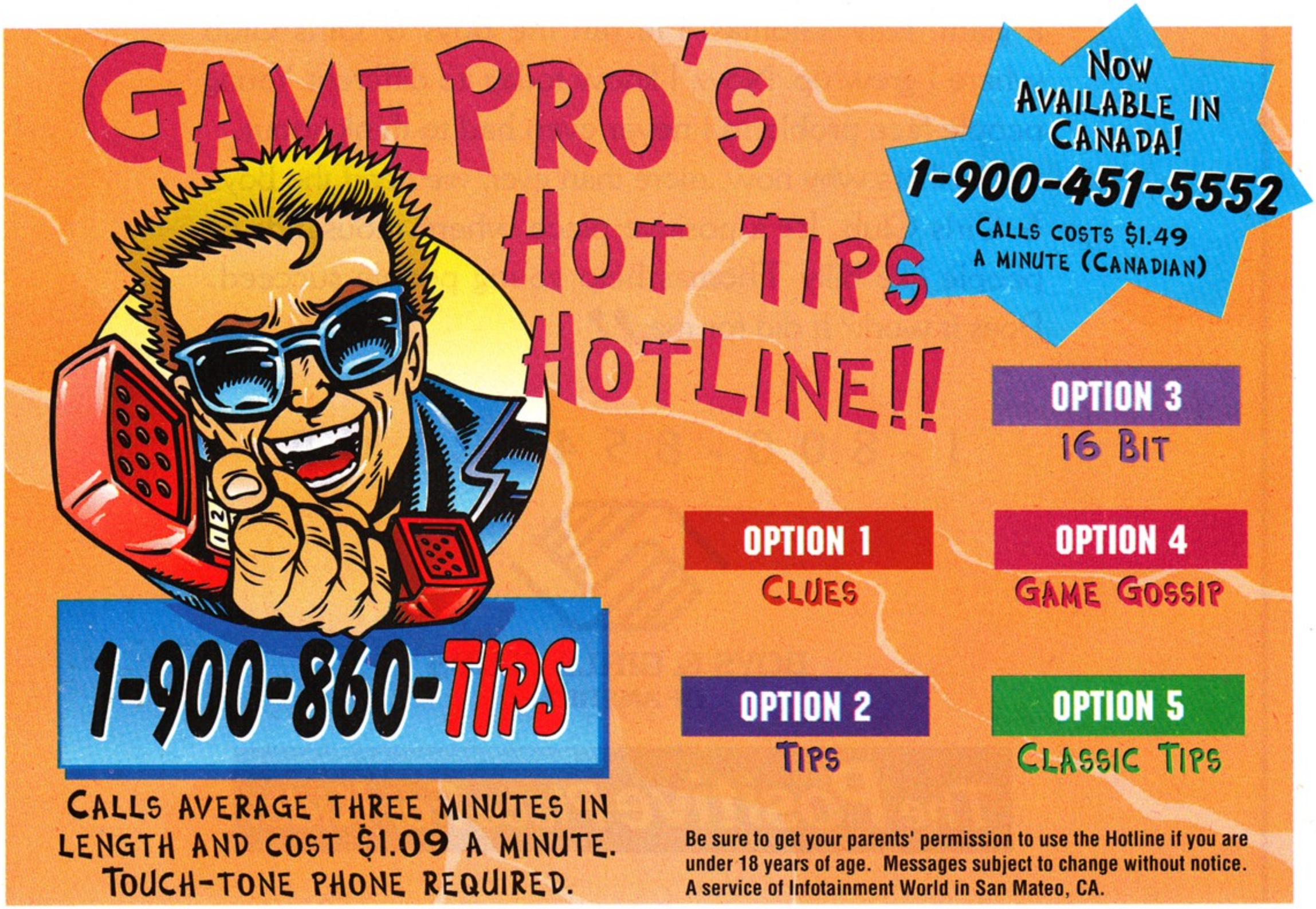
Infotainment World books, like Mortal Kombat II Official Players Guide, help your game.

At the Deadline

In the continuing saga to determine if **Data East**'s **Fighter's History** copies **Capcom**'s **Street Fighter II** series, Judge William Orrick, the judge in the case, has shot down some of Capcom's claims, according to a Data East press release. Orrick has dismissed claims regarding the copying of the SF II's "attract mode," character-selection screen, and method of tracking player health, as well as certain joystick and button combinations. There are still issues to be decided, and they've gone to the jury for judgment.

At last June's Consumer Electronics Show, **Nintendo of America** (NOA) showcased **Cruis'n USA** and **Killer Instinct** as its first Ultra 64 coin-op games. However, according to NOA, Cruis'n USA was actually programmed by Williams Entertainment before Ultra 64 development tools were available.

Killer Instinct by Rare and its supporting arcade hardware, on the other hand, will be a full-fledged Ultra 64 unit. Williams Entertainment manages all marketing and distribution for Ultra 64 arcade games, but, at press time, Rare was the only game-development company to have Ultra 64 development tools.



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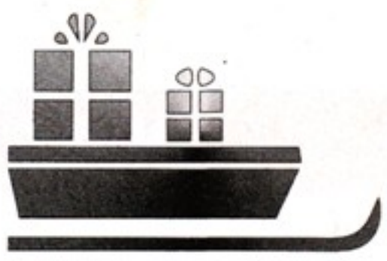

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$20	Datel Converter
$79	Pro Action Replay

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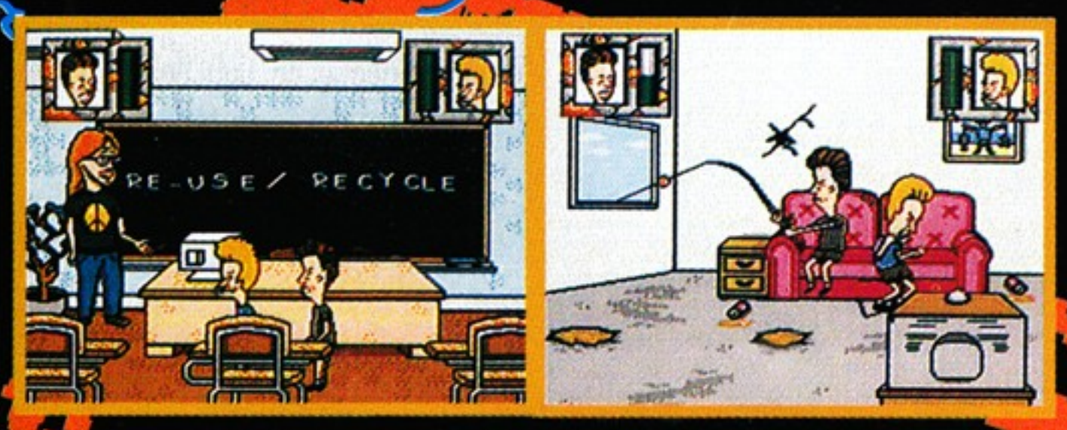
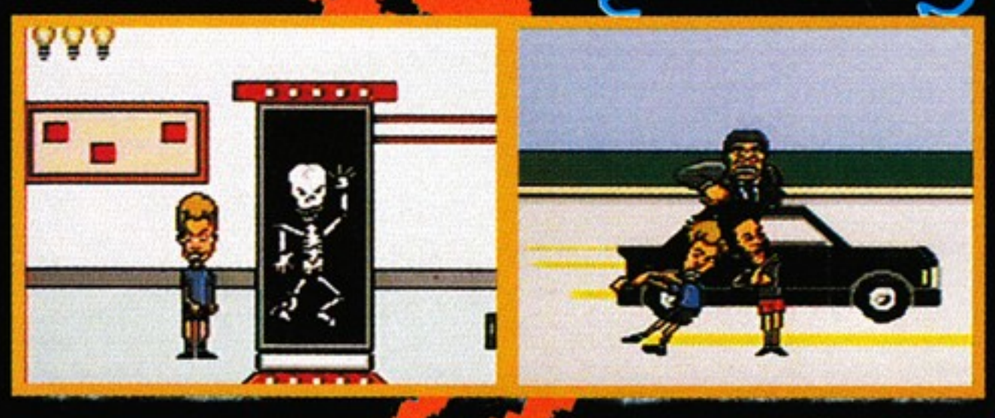


VAN DRIESSEN TRIED TO TEACH US, LIKE, HISTORY. BUT WE OUTSMARTED HIM.

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

GAME GEAR

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



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

SOME GUYS FREAK OUT WHEN YOU TOUCH THEIR CAR, BUT WE WEREN'T GONNA DRIVE IT. FAR.

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