

FREE!  
Speed Racer &  
NBA Jam Poster

NBA Jam — SNES Rim-Rocker!

GP Publications, Inc.

# Game Players

## SEGA • NINTENDO



**DON'T  
BUY  
A GAME  
UNTIL  
YOU'VE  
READ THIS!**

# SONIC 3

**3 x the Speed!  
3 x the Action!  
3 x the Game?**

**Find Out for Yourself!**  
*5-page Special Starts p.37*

**Mortal  
Kombat II  
Secret  
Moves!**

### Speed Racer

**Read the Full Story on p.32**

Not affiliated with Sega of America  
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\$4.50 U.S. & CANADA Vol. 7, No. 2  
FEBRUARY 1994



It all began when

I pushed the start button on my new

asciiPad SG-6. There was this gigantic flash, and suddenly, I was floating in

space. Just then, hundreds of vicious alligators solar-surfed past me, heading towards Earth. If you've never seen an alligator with an attitude, trust me, they're scary. Lots of teeth, and they're not vegetarians.

"We're sick of our swamp planet," they snarled. "We're taking Nebraska!" I live in California, so I'm thinking, "So what?"—but then I remembered my

buddy Travis, from Omaha\*. Besides, sooner or later, I knew they'd add Los Angeles to

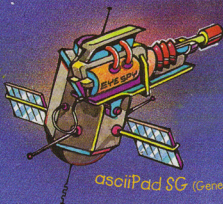
the menu. So, the fate of the World was in my hands. Actually, a Fighter Stick was in my hands—so I flicked on the slow motion control to buy some time. Just then, a spy satellite flew past, with —get this—a laser cannon. I plugged the cord in, switched on turbo fire and blasted those lizards at over 30 shots per second.



Power Clutch (Genesis) The joystick that revolutionized the Sega



Super Advantage (SNES) As close as you can get to an arcade joystick - but they don't have cool features like Turbo-Fire, Auto-Turbo and Slow Mo.



asciiPad SG (Genesis) Turbo-Fire, Auto-Turbo and Slow Mo. All this and cool looks, too.



asciipad (SNES) Turbo, Auto-Turbo and Slow-Mo have made this the world's most popular enhanced pad



# HOW I SAVED THE WORLD FROM THE ALLIGATOR PEOPLE FROM

Fighter Stick SG-6 (Genesis)

Once, not really. But these kind of features are barely street legal.



Soon, I had 'em all rounded up, and boy, were they faced.

I showed them the secret weapon.

"This is a Fighter Stick!" I shouted. "Everyone on Earth has one," I said, fibbing a little, "so give up your attack, or else!" Before you could say, "later, gator"

they were half-way home. This time, we were lucky. But until everyone on Earth has an Asciiware enhanced controller, we'll never truly be safe.

ASCIIWARE

Fighter Stick SN (SNES)

The heavyweight of fight controllers. Unleash immortal combat!

asciipad SG-6 (Genesis) The ultimate street fighter pad. Six button, and killer. High top. Back seat. One. Two. Three. Four. Five. Six. Seven. Eight. Nine. Ten.



Product Information Number 109

## I'M OUTTA HERE!

Ta, ta, fellow gamers! Sonic and Speed Racer aren't the only ones burning up the road. I'm speeding across the office to join the wondrous world of multimedia on another *Game Players* publication.

It's not easy saying goodbye. I've been with this magazine in its various incarnations since the first issue more than six years ago, so it's hard to give it up. But I know I'm leaving it with the best, the most enthusiastic, and the most fun team an editor could ever hope for.

Sure, they gripe when I make them turn around a huge game in a matter, literally, of hours. But they get the job done, and there's not another game magazine that provides you the same depth of coverage.

So look for me at CD-ROM Today, and let me know how the guys get on without me.

*Jessie Mizell*  
Editor

## COLOR KEY

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

- SNES
- NES
- GAME BOY
- GENESIS
- SEGA CD
- GAME GEAR

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We pick the very best games of the past year. Is your collection complete? See p. 20

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SEGA • NINTENDO

DON'T BUY A GAME UNTIL YOU'VE READ THIS!

**SONIC 3**

3 x the Speed!  
3 x the Action!  
3 x the Game?

Find Out for Yourself!  
5-page Special Starts p.37

PLUS! Castlevania: Bloodlines

Speed Racer

Read the Full Story on p.32

### WIN!

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*NFL Football '94* Starring Joe Montana

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*Sonic's back! And this time he's better than ever! We've got five furious pages of the spiky sucker starting on p. 37.*



*Skyblazer*



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PRODUCED IN THE UNITED STATES OF AMERICA  
*Game Players Sega-Nintendo* (ISSN-1059-2172) (USPS 006-037) is published monthly by GP Publications, Inc.; 23-00 Route 208; Fair Lawn, NJ 07410. Second-class postage paid in Fair Lawn, NJ and additional mailing offices. Newsstand distribution is handled by Curtis Circulation Company. Subscriptions: one year (12 issues) U.S. \$25.50. Canada: \$41.20. Canadian price includes postage and GST (GST #128220688). Outside the U.S. and Canada, add \$2 per issue. POSTMASTER: Send address changes to *Game Players Sega-Nintendo*; 23-00 Route 208; Fair Lawn, NJ 07410.

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MARVEL  
COMICS

# X-MEN™



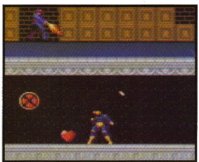
Sebastian Shaw grows stronger by absorbing your mutant powers. Think strategy and maneuver him into his own trap!



These Morlocks require a quick, fast attack or you're bound to take damage. Beware! The sewers can be very slippery.



Some areas of Madripoor may be difficult to pass, so choose your X-Men wisely.



The Hellfire Club hides a special bonus room. Find it! (Be sure to look everywhere.)

Real mutant action straight from the comic books comes to life on Marvel Comics® X-Men™ for Sega™ Game Gear™!



WELCO  
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This is it...  
succeed and buy some hope for  
humanity. Fail, and see humanity  
destroyed!



Hated by the world they're sworn to protect, Marvel Comics' mighty mutant heroes face off with their most fiendish foe! Storm, Iceman, Rogue, Nightcrawler and Psylocke have been taken prisoner by Magneto's lackey, Wolverine's razor-sharp adamantium claws and Cyclops' searing optic blasts are the X-Men's only hope! With incredible special effects and amazing action, this game is mutant mayhem to the extreme! Get the X-Men on Game Gear NOW!

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X-Men Fleer Ultra Trading Cards.  
Available ONLY with Marvel Comics' X-Men  
for Game Gear while supplies last.  
You gotta have em!



# INFO



# TRAK

## Senate Tries Finishing Move on Video Games

Guns. Drug dealers. Bloody fighting. Masked intruders. These are things that concern U.S. senators. Not the real thing, you understand, that's plaguing every city and town. No — it's the violence in video games that's creating such an uproar.

In separate hearings in November and December — a third is scheduled for February — Joseph Lieberman of Connecticut, working with Herb Kohl of Wisconsin, called for video-game companies to stop making violent games. If the companies won't agree, then an industry-wide rating system should be implemented.

We at *Game Players* don't have any problem with the government requesting a rating system, or with companies that use a rating system. Obviously Sega of America has already done so, and Nintendo of America has an internal board of review that won't allow any game to be sold that's not appropriate for general audiences. What we have trouble with is the fact that Lieberman and other hearing speakers didn't have their facts straight. Video games were called racist, homophobic, and sexist (that one we'll agree with), and also are supposed to lead to aggressive behavior in the couch potatoes who play them.

## Silicon Graphics Denies Rumor

If you haven't read about the rumors, surely you've heard them. Other magazines have even printed the story that Silicon Graphics has backed out of its deal with Nintendo of America to build the Project Reality system. But we wanted the facts, so we went straight to Harry Pforzheimer, communications director for the company.

"I'm sure there are a number of people in the marketplace who would just love to see that happen," Pforzheimer says. "But



Indigo workstations already turn out top-notch graphics like these. But

both Nintendo and SG claim they will still make the \$250 Project Reality price point.



our Nintendo relationship could not be better, could not be stronger. The joint-engineering teams are working here on campus, and engineers from Silicon Graphics are going to Washington [Redmond, WA, headquarters for Nintendo of America] all the time."

Silicon Graphics is the company behind the *Jurassic Park* computer dinosaurs and the morphing effects in *Terminator 2*.

Under its agreement with Nintendo, it will receive royalties for the use of its 3-D technology. The 64-bit machine will be marketed by Nintendo, reportedly for under \$250 (ha!). Don't expect it to be released until late 1995, although arcade versions of Project Reality may be available by the end of this year.

"Project Reality is proceeding on schedule," Pforzheimer says, "and we're very confident that the industry will be very, very, very impressed with the technology when it comes out."

Among the more amusing comments were constant flip-flopping ratings for *Mortal Kombat* and *Night Trap*. Are they MA-17? Are they MA-13? Is one MA-13 and the other MA-17? Certainly Senator Lieberman doesn't know.

Lieberman also commended the comic-book industry for "successfully [keeping] graphic and bloody violence and explicit sex out of most of their publications by adhering to an industry-wide code that prohibits such scenes." Come on! Even Superman and Batman go to press without that official seal. And what about *Batman: The Dark Knight Returns*?

Our favorite sound bites:

• "Cabbage Patch Dolls never oozed blood, and kids never ripped off their heads or tore out their hearts or spinal cords."

• "...[games] teach children to enjoy inflicting the most gruesome forms of cruelty imaginable."

• "I really wish we could ban them constitutionally." (This was reiterated in some form or another more times than we could count.)

Well, the good news is that they *can't* ban these games. And companies sure aren't going to stop releasing them. Bill White, Sega's vice president of marketing, pointed out that Genesis and Sega CD players are



*Night Trap*, the game that makes senators turn their heads in horror. Here's the original artwork for the game that Toys R Us and Kay-Bee Toys have removed from store shelves.

much older than the senators seemed to think, and are more interested in games with mature themes — mature meaning "grown up," not X-rated. The universal rating system seems an intelligent, basically unobtrusive method of satisfying everyone. Although, quite frankly, it's still the responsibility of parents and guardians to know what their kids are playing, reading, and watching.



# WOLFENSTEIN 3D



Design and Illustration © 1993 Beyond Wolf Graphics - Seattle, WA

## A VIRTUAL NIGHTMARE



### MORE OF EVERYTHING!

More Weapons More Fun More Mayhem

"This is one of the first truly original games to come along on the SNES in a long time..."  
— Video Games Magazine/Jan 1994.

MOUSE COMPATIBLE

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Coming for the Super NES® in January!



Nintendo

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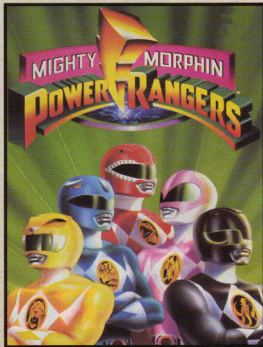
Product Information Number 153

## Morphing at a Store Near You

Jason, Billy, Zack and Kimberly may look like ordinary teenagers, but these kids can call on mystic powers to transform into the Mighty Morphin Power Rangers! Life is good.

The TV cartoon and hottest, most-often-sold-out toys of last holiday season are making their way to your video-game system. Bandai is currently developing the title, and Sega of America is currently planning to market the game.

In *Mighty Morphin Power Rangers*, the team, in order to save the world from Rita Repulsa and her horde of evil space aliens, uses ancient powers of — get this — dinosaurs. In dino form, each ranger can summon a mighty Power Zord. Zords are dinobots that can form an even bigger Megazord.



The Power Rangers, the top-selling toys for boys 9-13, are being developed as a video game by Bandai.

## THE HOT NUMBER

### The 1st Amendment

As long as no one's exploited, you can watch it. You can play it. You can write it. You can say it. And the Senate can't change that.



## The SRS Imaging System

Originally developed by Hughes Audio, the SRS (Sound Retrieval System) has been licensed to Calypto Micro Products for its game Gizmo 3-D. This device uses existing SRS technology to create a "surround sound" experience without the pricey hardware.

Using hidden audio clues to trick your brain into thinking sound is somewhere it's actually not. The SRS can create a three-dimensional image from any monoaural, stereo, or encoded sound signal and uses just two speakers. Already used in high-end video monitors by Sony and RCA, the SRS technology provides exceptional clarity and sound separation.



## Top-Selling Games in Japan for December Market

1. Street Fighter II Turbo Capcom
2. Super Mario All-Stars Nintendo
3. Mystic Quest Square Soft
4. Super Mario Kart Nintendo
5. Dragon Ball Z Bandai
6. Ouga Battle Legend Quest
7. Super Family Stadium 2 Namco
8. Breath of Fire Capcom
9. Toruneo Chun Soft
10. Tecmo NBA Basketball Tecmo



## Saturn Prepares to Launch

Sega's 32-bit Saturn system is still under development in Japan, but it's finally nearing completion. Expect it to go on sale around June. Developed by Sega and Hitachi, the Saturn will sell for either \$500 or \$200, depending on the report you read.

*Game Players* wonders whether or not Sega of America will risk sales of its Sega CD by introducing a new machine this quickly, but we also hear rumors that the Sega CD and Saturn will be software-compatible.

Here's an artist's rendering of the Saturn.



# WISH List

## Games We Wanna See in Development

1. Konami's *Hard-Boiled*, in which you use two *Lethal Enforcer* guns at once.
2. *The Ref* on Sega CD, with a constant outpouring of Dennis Leary's digitized voice.
3. *Brisco County Jr.*, a Western with an attitude and a horse that does tricks.
4. *Lois and Clark*, our other favorite new TV show. Keep Kent hip, and don't dare make Lois a woman-in-jep.
5. *Senate Fighter*, a tournament-style brawler in which you take on Kohl, Leiberman, and the rest to regain the 1st Amendment.

### Wish List Update

The latest game to move from our Wish List into actual production is *Rocko's Modern Life* from our December list. Viacom New Media is developing the game, subtitled *Spunky's Dangerous Day*, for the SNES.



## Top Ten Things the Senate's Going After Next

- 10 easy availability of handguns (nah — they'd never touch that)
- 9 lawn darts (oops — too late)
- 8 Flavor Crystals (just too much excitement)
- 7 Mighty Morphin Power Rangers (encourages children to morph)
- 6 Bert and Ernie (roommates for *such* a long time)
- 5 dogs, cats, and other pets (interactive, but not educational)
- 4 The Incredible Hulk (teaches problem-solving through rage)
- 3 Barney (ooo — we can only hope)
- 2 jawbreakers (violent chewing gum)
- 1 reading (promotes imagination — and you know where *that* leads)

**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM

# YOSHI'S COOKIE

## Cookie Chaos for Mario and Yoshi!

**Mario and Yoshi are filling in at the Cookie Factory, and the snacks are piling high!**

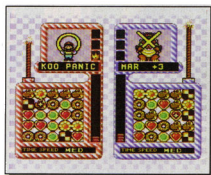
As fresh baked cookies roll out of the ovens, it's up to Mario to sort and stack 'em before they pile too high! Line up a row of the same kind of cookies either vertically or horizontally, and they vanish. Clear the screen to move on to a new level of munchie-madness! Yoshi appears from time to time to stir things up. Play for high score or go head-to-head against a friend or the computer. The mouth-watering madness doesn't let up!

It's a heapin'  
helpin' of cookie  
crunchin' fun!



Challenge a friend or the  
computer for more  
munchie-madness!

In the tradition of Tetris™ and Dr. Mario™, Yoshi's Cookie is a heaping helping of lip-smacking, snack-stacking cookie chaos!



- ♥ 100 stages, plus bonus rounds.
- 🍪 1 or 2 players, or play against the computer.
- 👤 Choose to be Mario, Yoshi, the Princess or Bowser.
- 🧩 Extra puzzle game from the creator of Tetris.

## It's a snack attack!

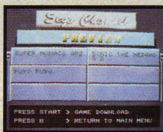
**Bullet-Proof Software, Inc.**  
8337 154th Ave. NE  
Redmond, Washington 98052



## Sega Channel Update

When the Sega Channel premieres this March in selected U.S. cities, Time Warner and Sega will already have a good idea whether or not the system will be successful — they're testing the system in 500 Japanese homes.

Subscribers to the service will spend between \$20-30 a month to have all the hottest games piped right into their TVs. You can choose from a variety of games, including previews of upcoming titles. Any game you download from the system stays in your machine until you turn it off. The 16-meg receiver is completely compatible with existing Sega hardware.



The preview menu features sports games, RPGs, and brawlers.

Using a cable-station host computer that can be loaded with up to 100 Genesis, Game Gear, or Sega CD titles.



### How It Works

Subscribers use a standard cable hookup to access the system.

Games are loaded into the system via this special box provided by the cable company.



The future of video-gaming? Sega and Sonic seem to think so.



You can turn your Super Nintendo into a digital sampler not unlike those found in professional keyboards with Interplay's Advanced Real-time Dynamic Interplay (ARDI) Sound System. More than a year in development, the ARDI system was designed by Jim Sproul and Jim and Charles Deenen.

The system consists of a MIDI interface that plugs directly into a Super Nintendo system. A musician or programmer can then use the SNES as a playback MIDI module — sounds are played back directly from the SNES's RAM (random-access memory), freeing memory in its sound chip for additional digitized speech, sound, or other effects.

You can see, so to speak, the ARDI system in business in



Euphony is the group featured in the *Clay Fighters* theme song.

## Hears to You: The ARDI Sound System



Charles Deenen, Interplay's sound wizard, programmed the audio tracks for *Clay Fighter*, *The Lost Vikings*, and *Lord of the Rings*.

Interplay's *Clay Fighter* (*The Lost Vikings*, too). How about that theme song? It's the first time an SNES game has had a song with lyrics. Charles Deenen recruited the four-woman group Euphony to record the song. You know: "Clay Fighter/Clay, Clay Fighter/Come on fight them —/If you dare. Ooh!"

Although the ARDI system is currently the exclusive property of Interplay, don't be surprised if you see another company using it: Interplay has already had licensing discussions with several companies.

## This Just in

### Sales of Nintendo Machines Post Increase

According to Nintendo's latest financial report, sales of its hardware were up across the board for 1993. In the U.S. and Canada, 13.3 million SNES units were sold, up 4.36 million over 1992 for an installed base of almost 42 million. Some 13.3 Game Boy units were sold, up 2.2 million for an installed base of just over 59 million. And even NES sales were up 100,000 units, with sales of 33.3 million for an installed base of almost 250,000.

### Sonic Goes Nuts — Injures Two

One of the highlights of the Thanksgiving Macy's Day Parade — for Mario fans, anyway — was watching Sonic the Hedgehog's less-than-auspicious debut as one of the new balloons. In extremely windy weather, the six-story-high Sonic ran amok, hit a lamppost (as is his habit), ripped open, and injured two bystanders with debris. The first video-game character to appear in the parade, Sonic probably won't be asked back.

### Die Hard Sequel Set

They've finally decided on a plot for the much-delayed *Die Hard 3*. Ironically, the plot was originally considered for a new *Lethal Weapon* movie. It's about a cop who teams with a black urban activist to stop a madman who's terrorizing NYC with bombs left with the signature "Simon Says." Although the first *Die Hard* movie was made into a fairly bad video game by Activision, no one jumped on board the second. Maybe third time will be lucky.

### "Planet Kidz" Features Game Segments

When "Planet Kidz" debuts on The Discovery Channel during the first quarter of the year, each episode will feature a segment devoted to the newest video- and computer-games. Worldwide Target Demographic Television, the producer of the show, has already taped interviews with Activision and Seta. "Planet Kidz" will be shown originally at 7:30 a.m. EST on Saturday mornings, then repeated in syndication.

### Oops! We Goofed!

For the second time, we credited *The Addams Family* for Game Gear to Ocean instead of to Acclaim. What can we say? We're truly sorry. We won't let it happen again.

But on the other hand, what better way to make sure that *Mortal Kombat*'s parents are reading your magazine?

### They Say You've Got a Revolution

The original ad campaign for *Tetris 2* had to be scrapped because of Russian unrest. Nintendo of America was originally planning a promotion called "The Coming of the Second Revolution."



TM

# YOUNG MERLIN FOR THE SUPER NES



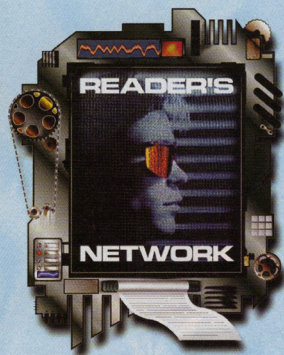
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## SNES M.K. A SMART MOVE?

Do you think Nintendo did the right thing censoring *Mortal Kombat*?

**Ricky Hammer**  
Madill, OK

*This is a really good question, especially considering the uproar in the Senate right now. While we respect Nintendo (whether or not we agree with the company) for refusing to put blood, violence, and so on in its games, the Genesis version of Mortal Kombat has probably sold more game systems than all the Sonics put together. So while Nintendo made the ethical decision according to its philosophy, it may not have been the smartest business decision.*

## The Winner



### GAME IDEA OF THE MONTH

→ I have a great idea everyone should be familiar with. The game would be called *Late Night Wars*.

You could choose to be David Letterman, Ted Koppel, or Jay Leno. Whoever you choose has to avoid the other hosts who want to take away your ratings by killing you or smearing you across the tabloids. You must guide your host through stage sets and even different networks while grabbing ratings points and scheduling the biggest stars. If you lose all your ratings, your show gets cancelled and you join Pat

## THE PEN-PAL IS MIGHTIER THAN THE SWORD

*Well, the Pen-Pal Connection is back after the absence of a month, so stop sending threatening letters. We just didn't have room last month, OK? And by the way, this isn't a personals column. We're not trying to find you a girl/boy friend, so there's really no need for you guys to describe yourselves as "single." However, if you've got a new best friend because of a connection you made through the Network, let us know. And if your letter hasn't yet appeared, don't fret — it's in the data base just waiting its turn.*

— Leslie

## THE PEN PAL CONNECTION

❑ I'm 11 and would like to share tips and Game Genie codes for SNES or just be pen pals. I'm into video games, music, and drawing.

John Blankenship  
228 Wild Wood Circle, Griffin, GA 30223

❑ Anyone, anywhere, write to a 17-year-old London student who likes video games, classic arcade games, and will talk about nearly anything. Remember to airmail!

Alan Foley  
48 Mount Street, London W1Y 5RE, England

❑ I'm 14 and have NES, SNES, and Game Boy. I'd like to talk about games. I like music, people, and having fun. I'd like a male pen-pal, but I don't mind a girl.

Dena-Rose Ucciardino  
80 Avenue U, Brooklyn, NY 11223

❑ I'd like to correspond with other video-game players. I'm female and thirtysomething. Yep! I'm out of the closet. No sports or total simulation.

Tonia Bragg  
219 Godley Road Extension, Brunswick, GA 31525-8179

❑ I'd like to get in touch with other NES or SNES players to exchange codes, tips, or just be pen pals.

George Fleming  
RR1, Box 124; Millboro, VA 24460

❑ I'd like to get in touch with any Sega, Nintendo, or Lynx players to talk about new games and stuff. I'm 12 1/2 years old. Girl or boy works for me — ha!

Laura Schenck  
12826 Woodson, Overland Park, KS 66209

❑ I'm interested in computers and SNES games. I'd prefer a female pen pal around my age (14), as I would love to have someone from the female perspective to chat about video games.

Mark Grant  
2949 Troy Road, Niskayuna, NY 12309

❑ I'm 12 and would like to share tips on NES and Super NES games or just be pen pals.

Tyler Swank  
830 St. James Street, Rapid City, SD 57701

❑ I'd like someone — boy or girl — to share tips and ideas about SNES, NES, and Game Boy. I'm 13 and am also interested in music and movies.

Adam Harvey  
2421 South McClure Street, Indianapolis, IN 46241-5230

❑ I'm 11 and would like to get in touch with other NES players to exchange tips or codes.

John Payne  
803 South Taylor, Alvin, TX 77511

❑ I want to contact other game players to trade tips and opinions on games and game systems. I'm 16, love RPGs, am open-minded about action games, and am good at some puzzle games. I've only got NES and SNES machines.

Linda Edwards  
608 Lafayette Street, Hahira, GA 31632

❑ I'd like to get in touch with mainly NES players. We can share tips or just be pen pals. I'm turning 16 in March. A girl is preferred, but a guy is cool.

Nick Chirikas  
31 East Paul Street, West Middlesex, PA 16159

Sajack, Dennis Miller, Whoopi Goldberg, and Chevy Chase on the Game Over screen.

**Timothy Nelson**  
Andalusia, AL

*Great idea! If you add a stage dealing with hair-care problems, you've got a hit!*

→ In *HamsterMania*, you're Houdini Hamster, and you've just broken free from your cage. You find yourself in the pet department of a huge department store in the local mall. Your job? To find your way out of the mall and on to ... *freedom!* This is no easy task. You have to climb, borrow, bite, and claw your way out of the mall, all the while looking out for the watchman, burglars, the watch dog — and don't forget the sinister toy robots!

**Joel Hagen**  
Minnetonka, MN



❑ **Journet Wallace** of San Diego, CA

### Attention Game Designers!

Timothy Nelson joins the Network list of winners by sending us the best game idea we got this month. For his stamp, paper, and brain power, he wins a fabulous Game Genie for his choice of system. You can be a winner, too! Send your game ideas to the Readers' Network pronto!





## PUSHING THE ENVELOPE

➤ **First Prize:**  
Dustin Pruitt of  
Seat Pleasant, MD



➤ **Dommie Butcher** of  
Newalla, OK



➤ **Blake Bean** of Lufkin, TX



➤ **Lena Yashikawa** of  
Tempe, AZ



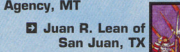
➤ **Chad Bad Bear** of Crow  
Agency, MT



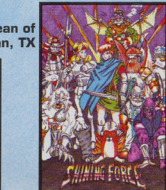
➤ **Roland Williams** of  
Los Angeles, CA



➤ **Bryan Martin** of Eagle  
River, WI



➤ **Juan R. Lean** of  
San Juan, TX



➤ **Michael Neureiter** of  
Prospect, KY

Attention All Artists!  
Dustin Pruitt is famous  
now. He's got one of  
his paintings in a  
national magazine!  
Careers have been  
based on less. You,  
too, can earn 15 min-



utes of fame with the help of *Game Players*.  
Just send your best drawings or envelope art to  
the Network, and we'll print the best of  
'em. Oh, yeah, the winner gets a  
Game Genie, too, for his or her  
choice of system.



➤ **Christian Beggs** of  
Salmon Arm,  
BC, Canada



## ASK THE MAGIC EIGHT BALL™

I know this kid who's a real showoff. He says he knows the blood code for *Mortal Kombat*, but he won't tell me. Do you think he's lying?

Joey Wong  
Calgary, Alberta, Canada

➔ *It is decidedly so.*

Is Sega going to release a *Star Wars* game for Genesis?

Matt Olson  
Cesca, IA

➔ *Ask again later.*

I was wondering if Capcom would come out with *Super Street Fighter* for home systems like Super Nintendo.

Andrew Greer  
Ashland, MT

➔ *You may rely on it.*



➤ **Allison Frost** of  
Denver, CO



➤ **Shane Sizemore** of  
McEwen, TN



➤ **Nathan Tackett** of  
Portland,  
OR



➤ **Todd Huffman** of  
Crawfordsville,  
IN

# WHEN YOU'RE TIRED OF FIGHTING IN THE STREETS...

# STEP INTO



**NO CHILDISH CHARACTERS...**

**NO MAGIC WEAPONS...**

**JUST REAL-LIFE COMBAT**

**IN A 20X20 WAR ZONE...**

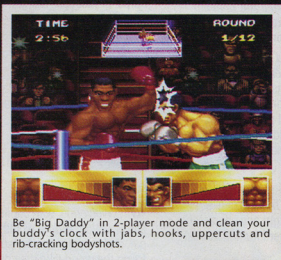
If you're finally ready for a real challenge, get off the asphalt and step into the ring, where Riddick Bowe is King—and you're just another two-bit contender.

But be warned! Red leather does things to your face you can't even imagine—especially when it's attached to the business-end of a 6'5" battering ram with the burning desire to cram your mouthpiece down your throat.

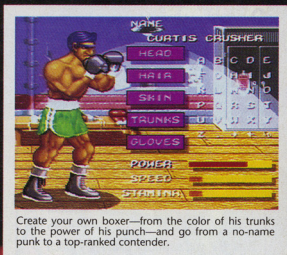
So if you think you've got what it takes to bring down Big Daddy, put on the gloves...and leave the dreamland fighting to your little brother.



# THE RING.



Be "Big Daddy" in 2-player mode and clean your buddy's clock with jabs, hooks, uppercuts and rib-cracking bodyshots.



Create your own boxer—from the color of his trunks to the power of his punch—and go from a no-name punk to a top-ranked contender.

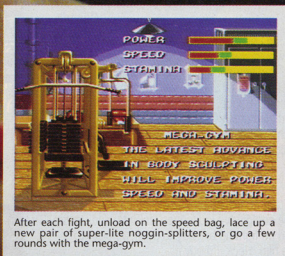
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**RIDDICK**

**BOWE**

**BOXING**

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ENTERTAINMENT GROUP

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- Extensive punch selections—even blocks and verbal taunts
- Individual round and career stats
- The largest boxer graphics on the Super NES®

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Product Information Number 134

## DECEMBER



## THE BURNING QUESTION

Back in December, we asked you to send us your "Wish List" of games you'd like to see in development. Here's the verdict. *Mortal Street Fighter*. *Street Combat*. You get the idea. In addition, *Mighty Morphin* and *the Power Rangers* edged out *Beavis and Butt-head* and *Animaniacs* at the wire. But here are some other ideas:

→ ...Clive Barker's *Hellraiser* movies and "the Harrowers" comic book published by Epic Comics. You'd choose from one of the seven Harrowers, each with special powers and weapons granted by the Goddess Morte Mame  
Emmanuel M. Vazquez  
Bronx, NY

→ ...*Bloodsport*, based on the Jean-Claude Van Damme movie. It would be kind of like *Street Fighter* so you could fight any character from the movie with the ancient *kumite* martial-arts form.  
Eric Rose  
Texarkana, TX

→ "...2 Stupid Dogs," based on the cartoon. I've seen it twice, and it was really funny (to me).  
Dustin Blowes  
East Quogue, NY

→ Why did you insult the show *Hello, Larry* in BackTalk? Larry Linville was a fine actor, especially playing Frank Burns in *M\*A\*S\*H*. *Hello, Larry* was a good show, and I'd play a game based on it.  
William Pitt  
Dracut, MA

*Well, Bill, you obviously didn't pay much attention while you were watching the 1 1/2 episodes of Hello, Larry that aired before the show was pulled. It was MacLean Stevenson, not Larry Linville, who starred in the show. He was also on M\*A\*S\*H, but less frequently in the pages of recent National Enquirers.*

→ I'd love a *Bodyguard* game where you're Frank Farmer and must go through different stages to save Rachel Marron. In bonus stages, you could throw knives at a board using a T-meter, or show the old bodyguard how good a fighter you are. At the very end, you would try to shoot Portman in a 360-degree screen.  
David Maxwell  
Gadlettsville, TN

*This game might be one of the signs of the apocalypse, David. A better game would have you stalking Rachel Moron — uh, Marron. Quick, stop her before she sings again!*

→ ...*Mystery Science Theatre 3000*. You could either play as Joel or Mike, and you have to rescue Crow, Tom Servo, Gypsy, and Cambot from that weird scientist dude and Frank.  
Richard Rivas  
Los Angeles, CA

→ ...based on the movie *Innerspace* the game's similar in structure to *Sewer Shark*, only you'd be zipping through Martin Short's body instead of a sewer. Just picture the entire screen shaking when he sneezes, coughs, burps, or hiccup. The game could be educational as well as fun — you'd get to see how the human body works.  
Brian Kelly  
Kerhonkson, NY

→ ...a *Spawn* game, a *Maxx* video game, or a *Brigade* game from the Image comics.  
Hershel Tucker  
Grand Rapids, MI

→ ...*Deadpool* by Marvel Comics.

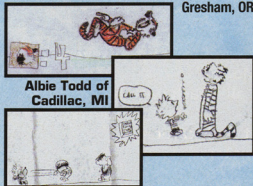
Mike Mason  
Cedar Rapids, IA

→ ...*Wolverine*, with Jubilee as the second-player option. *Wolvie* would slash, *Jube* would paf, and they'd stop a nutso sentinel from deep-frying the world (like they did in *Wolverine* #74)  
Desiree Herrera  
Jackson Heights, NY

→ ...what about *Ghost Rider*? You could play as *Ghost Rider*, *Blaze*, *Vengeance*, or *Doctor Strange*. Each character would have special moves, and there could be cool fatality moves — for example, *Ghost Rider* could use his chain to rip the guys heads off in battles.  
Curtis Campbell  
Baltimore, ON  
Canada

→ ...a *Lego* game like *Mario Paint!*, except you would have different sized bricks to work with, and you could choose the colors and so on. There would be different menus for each theme — *Space*, *Castle*, *Pirate*, and *Town*. You could also design new teams. There'd be another mode in which you could play against the computer or a friend in a simulation war.  
Ben Lundy  
Harrisburg, VA

→ ...a "Calvin and Hobbes" video game. *Suzie* could have kidnapped *Hobbes*, and *Calvin* could be fighting his way to *Suzie's* house to save him. Heck, I'd buy it!  
Steven Robinson  
Gresham, OR



→ ...from *Marvel*: *Fantastic 4*, *Iron Man*, *Thor*, *Dr. Strange*, *Daredevil*, *Avengers 2*, *Namor*.

**From DC:** *Deathstroke: The Terminator*, *Green Lantern*, *Shazam!*, *Wonder Woman*, *Icon*, *Hardware*, *Hawkman*, *Aquaman*, *Legionaires*.  
**From Valiant:** *X-O Manowar*, *Magnus: The Robofighter*, *Bloodshot*, *Eternal Warrior*, *Solar: Man of the Atom*, *Harbinger*.  
**From Image:** *Youngblood*, *Supernatrol*, *Wild C.A.T.s.*, *The Savage Dragon*, *Shadownhawk*, and *Supreme*.  
**From Malibu:** *The Protectors*, *Man O War*, *Ferret*.

Joe Bell  
Long Island City, NY

→ ...Playmobil would make a good game. The first level would be *Cowboys vs. Indians*. In the second level, you play an astronaut, and your mission is to destroy the evil robots. In level 3 you have to go to a mansion and go through a maze to find your baby. On level 4, you go to the trains and pick the best engine to take you from Jacksonville, FL to Rockford, IL.

Riley Porszyk, age 6  
Jacksonville, FL

→ ...*Passenger 57* would be like *Batman Returns* with big SNES characters.

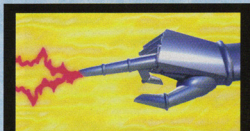
Josh Roberts  
Norwalk, CT

## FEBRUARY



## THE BURNING QUESTION

One of the major criticisms the government has regarding video games is that there are no ratings in arcades. What do you think? How would you enforce ratings for coin-op titles? Require ID for roped-off games?



## KEEP IN TOUCH

Make yourself heard! If you've got a suggestion or observation about video-gaming, an answer for the Burning Question, ideas or art, tips or gripes, you've come to the right place! You can reach us any time — 24 hours a day, 365 days a year! And remember, published readers automatically get a *Game Players* T-shirt. It's suitable for wearing!

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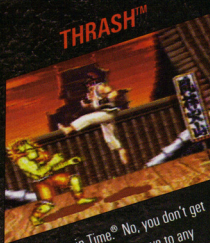
Get this—your controller is not obsolete. This might come as a bit of a surprise, since this magazine's loaded with ads trying to tell you that your controller is a piece of junk.

Wrong.

**POWER PLUG™** will give you more total game performance than any of those mega-dollar new controllers. They just don't got what we got. Connect the **POWER PLUG™** between your controller and your system and go kick some butt.

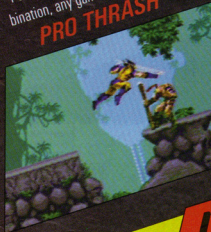


No one else beats **THRASH™** power. Select **THRASH™** mode on **POWER PLUG™** and you activate preprogrammed moves for best-selling games like Street Fighter II™. Hit one button on your controller instead of four, and you own the Hurricane Kick.\* Think of the possibilities of Contra III: The Alien Wars,™ Streets of Rage II™ Super Star Wars,™

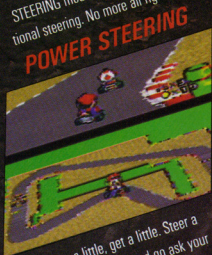


even Turtles in Time®. No, you don't get extra lives. No, you can't move to any level. That wouldn't be fair. You still gotta fight your way to the top.

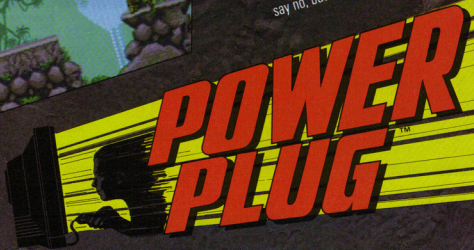
Want to create your own combination moves? No problem. Program the moves yourself with the killer **PRO THRASH™** feature, which you only get with the **POWER PLUG™**. Do it your way, any combination, any game. Up to 17 commands



channelled to any button — **CRASH™** — car. Welcome to **POWER PLUG'S POWER STEERING™** mode. This is analog proportional steering. No more all right, all left.



Mario. Steer a little, get a little. Steer a lot, get a lot. Master this and go ask your old man for the keys. He will, of course, say no, but it doesn't hurt to ask.



# THE GAME EASIER PLAYER TOUGHER

Oh yeah, all those other "advanced controller" features—AUTO FIRE, VARIABLE TURBO, SLO MO—we give you them too. But next to THRASH™, PRO THRASH™, and POWER STEERING, that's just kid stuff.

What if you just bought a new controller? Don't worry. With POWER PLUG™, that controller won't be obsolete either.

POWER PLUG™ is available for both Super NES® and Sega Genesis™. POWER PLUG™ TURN YOUR CONTROLLER INTO THE ULTIMATE GAME WEAPON.



Nintendo



SEGA GENESIS

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Product Information Number 142

# 1993 Game Players

## SEGA NINTENDO

# AWARDS

### GENESIS

#### Action: *Rocket Knight Adventures*

(Konami)  
Konami's programmers wowed us with amazing graphics and fantastic game play! Plus he's one good-lookin' possum.



#### Action/Adventure: *Aladdin*

(Sega of America)  
Three top names in entertainment — Sega, Disney, and Virgin — rubbed their collective lamp and made *Aladdin* a wish come true.



#### Fighting: *Eternal Champions*

(Sega of America)  
24 megs of white-knuckle combat helped *Eternal Champions* conquer the most intense category, edging out *SFII* and *MK*.



#### Racing: *F-1 Grand Prix*

(Tengen)  
Incredibly fast polygon racing makes *F-1* the best Genesis racing simulation to date.



#### RPG: *Shining Force*

(Sega of America)  
Sega took the best elements of classic RPGs and reinvented combat to make *Shining Force* the winner by a landslide.



#### Shooter: *Lethal Enforcers*

(Konami)  
Possibly the best light gun game ever. *Lethal Enforcers* gives you bad guys to blow away and a gun to do it with!



#### Sports: *NHL '94*

(Electronic Arts)  
Sega Sports came on strong this year,

but the experts at EA made everyone a believer with *NHL '94*.



### Game of the Year:

#### *Aladdin*

(Sega of America)

*Aladdin* and his big blue pal just barely edge out *Eternal Champions* for top honors. What can Sega possibly do to top it?



### SNES

#### Action: *Actraiser 2*

(Enix)  
*Actraiser 2* kept the sharp graphics and thundering sound track, then traded in the "sim" scenes for more side-scrolling action!



#### Action/Adventure: *Mario All-Stars*

(Nintendo of America)  
Three of the best games ever, updated and improved. Plus the mysterious Lost Levels. Any questions?



#### Fighting: *Street Fighter II Turbo*

(Capcom)  
*SFII Turbo* gave players exactly what they wanted to make it the clear winner. *Shoryuken!*



#### Puzzle: *Yoshi's Cookie*

(Bullet-Proof Software)  
Simply outstanding. Whether playing a friend or the computer, *Yoshi's Cookie* is one of the best puzzlers ever.



#### Racing: *Top Gear 2*

(Kemco)  
This screaming sequel offers SNES

fans two-player racing action at its finest!



**RPG: *The Secret of Mana***  
(Square Soft)

Innovative new features, a beautiful soundtrack, and the best graphics ever in an RPG help make this cart an instant classic!



**Shooter: *Star Fox***  
(Nintendo of America)

The first — so far *only* — Super FX game blends smooth polygon graphics and heartthrob Fox McCloud to take the gold.



**Sports: *Madden NFL '94***  
(Electronic Arts)  
***NBA Showdown***  
(Electronic Arts)

We were so impressed with EA's efforts that we couldn't decide on just one — *Madden* and *NBA* tied for the top slot.



**Game of the Year:**

***Street Fighter II Turbo***

(Capcom)

The updated version of 1992's SNES *Game of the Year* left everyone else in the dust. Will Super SFII go for a three-peat?



**SEGA CD**

**Action/Adventure: *Sonic CD***

(Sega of America)

Blue thing. You make my heart sing. You make everything ... groovy. Blue thing. Yeah.



**Shooter: *AH-3 Thunderstrike***  
(JVC)

Super-smooth control and big fiery explosions are done to perfection in this must-have CD title.



**GAME GEAR**

**Game of the Year:**

***Sonic Chaos***

(Sega of America)

The Mighty Hedgehog King strikes again, this time on Game Gear. What can you say? It's Sonic, it's portable — it's hot!



**Game of the Year:**

***Sonic CD***

(Sega of America)

It was close, but Sonic's massive levels and plethora of hidden features push the blue hedgehog just past *AH-3!*



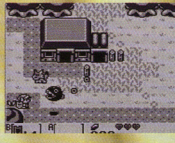
**GAME BOY**

**Game of the Year:**

***The Legend of Zelda: Link's Awakening***

(Nintendo of America)

It's been a long time coming, but Zelda's finally hit the small screen! How'd they fit *that* much adventure onto one game?



**NES**

**Game of the Year:**

***Battletoads & Double Dragon: The Ultimate Team***

(Tradewest)

Hey — you put your Battletoads in my *Double Dragon!* No, you got your *Double Dragon* in my *Battletoads!* But wait — this is *good!*



**1993 ULTIMATE AWARDS**

***Batman Returns***  
(Konami for SNES)  
***FIFA International Soccer***  
(Electronic Arts for Genesis)  
***Final Fight 2***

(Capcom for SNES)  
***Lufia & the Fortress of Doom***  
(Taito for SNES)  
***Mortal Kombat***  
(Acclaim for Genesis and SNES)

***Street Fighter II Special Champion Edition***  
(Capcom for Genesis)  
***Super Black Bass***  
(Hot-B for SNES)  
***WWF Royal Rumble***  
(LJN for SNES)

**SPECIAL**

**ACHIEVEMENT AWARDS**

**Excellence in Game Design**  
Enix's *E.V.O.: Search for Eden*

You've quite literally never played a game like this. Create wild creatures, then turn them into wilder creatures by chomping on those less-evolved than yourself.

**Excellence in Graphics**  
Virgin Interactive's *Digital Animation Process*

Virgin woke up the industry and had everyone taking notes on what video game animation was supposed to look like. Outstanding.

**Excellence in Sound**  
Interplay's ARD! Sound System

Interplay continues to improve the SNES platform with this advanced sound process that made titles like *Clay Fighter* and *Rock 'N' Roll Racing* a joy to the ear.

## Monthly Insane Prattle

Remember last month when I was all teary-eyed because I didn't have *Castlevania: Bloodlines* to show you? Well, baby, check out the review section of this issue! Yep, it looks like your old pal Chris has come through once again. No, no, you don't have to thank me — it's all part of 'er job. Your smiles are reward enough.

Anyway, here's what's new in video-game land this month: First off, you may remember me rambling about something called *Matrix Prime* last month. Since then, I've dug a little deeper and learned more about Accolade's "next generation" fighting game.

The characters are superheroes who are part of a government project that "awakened" them to their powers. Certain people have developed a special evolutionary gene that can be "triggered," causing spontaneous changes in the person's DNA. Simply put, the government did some scientific-type stuff to make normal people into super people. Once they had a complete team — Arsenal, Blockbuster, Pit Bull, and Hotshot — the *Matrix Prime* heroes were formally introduced to the public.

However, the group's original leader, Arsenal, defected and formed his own team of evil supervillains — Ground Zero, Banzai, and Shockwave — called "Overlord." Meanwhile, the *Matrix Prime* team replaced Arsenal with a new leader, Recoil. There are other characters too, who play supporting roles in the first game, but who may step into the spotlight in the sequel (they're already talking sequel?!).

In other news, have you guys played *Mortal Kombat II* yet? Midway really outdid itself! Check it out if you haven't already, and take this issue with you for the *MKII* moves in Codebreakers. You might want to call ahead — some arcades decided not to carry *MKII* because of the violence. In fact, the largest arcade near our office refused to carry the game, and the managers have even take the fatalities out of the original *MK I*. You'll recognize this arcade if you see it — it's the empty one. And, by the way, don't forget *M.K. CD* comes out in March.

Finally, we here at *Game Players* want to tip our collective hat to Jason Rich, one of our contributing editors, who wrote the book on Sonic — literally. After cranking out several successful *Sonic* strategy guides, Sega gave our boy the enviable job of writing the instructions for *Sonic 3*. Sigh... will he still remember the little folks?

— Chris

# Japan's Top RPGs Headed Your Way — Maybe

## Shining Force II edges out Phantasy Star IV

It looks like we jumped the gun with our *Phantasy Star IV* preview last July. We thought the massive RPG would be on sale during this last holiday season. But in fact, it's still up in the air, and may not be released until next December — if at all. It's so huge (24 megs plus battery back-up), that Sega says it isn't sure the market can support such a potentially high-priced game, even taking the past success of the *Phantasy Star* series into account. Have gamers downed their last vial of Star Mist?

RPG fans, however, can look forward to *Shining Force II*. This game's been a fan favorite in Japan since its release last October, and the 16-meg masterpiece may find its way to our shores as early as this summer.

Max, the main character of the first *Shining Force*, hands the reigns over to a

new hero this time around — a young boy who sets out to save the land from yet another horrible disaster. Evidently, some rat thief steals two jewels and sets off a catastrophic chain of events.

The updated design includes new battle skills, more attacks, and more character promotions. There's still no word on what's become of our old friend Max, but fans who beat the first game should have a pretty good idea. So take a look at this extremely cool game. Sure, it's a little early, but we've been looking for an excuse to show it to you.



From what I've seen of *Phantasy Star IV*, it could just be the best one ever. It's got a ton of new stuff, including three new vehicles. But will we ever get it?



Here's a tiny sample of the vast new world in *Shining Force II*. For the most part, the basic game structure — including travelling — remains the same.

Look for new faces on both sides of the battlefield, as well as new combat options, spells, attacks, and more.



ARRR! Scared ya, didn't I? There are fierce monsters roaming 'round these parts, and they look even better than before! There are new races, too — no more horse people over and over.





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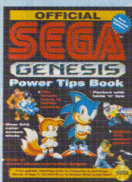
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## ALSO ON THE HORIZON

### Bubsy 2

SNES & Genesis/Accolade



After taking a look at *Bubsy 2* last month, we're all dying to get our hands on him — I mean... that's not what I meant! Oh, I'll never live this down.

### Desert Speed Trap Game Gear/ Sega of America



Sharing the spotlight with *Desert Demolition* for Genesis, *Desert Speed Trap* also pits Wile E. Coyote against his nemesis, the Road Runner. Meep! Meep!

### Jurassic Park

Sega CD/Sega of America



Ah! So there it is! We've been waiting for *Jurassic Park CD* since the Genesis version was released last August. But so far this pic is all Sega has to offer. Sigh.

### Matrix Prime

Genesis & SNES/Accolade



This lug is Ground Zero, one of the cool-looking characters in this new superheroes title. If you think *he* looks hot, just you wait!

# Lord of the Rings, Vol.1

## The Classic Story Comes to Super Nintendo

Adapted from the J.R.R. Tolkien's famous fantasy, *The Lord of the Rings* centers around hobbit Frodo Baggins and his quest for the ring that has the power to destroy Middle Earth. But while Frodo leads the mission, your party consists of elves, dwarfs, a wizard, and other benevolent hobbits. Each has a unique personality and decision-making skills that help you survive your journey from the foggy Barrow Downs to the darkness of the Mines of Moria.

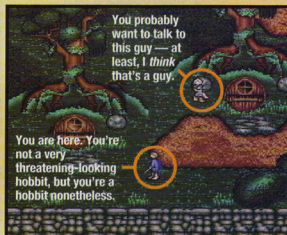
Interplay boasts that this game has thousands of frames of rotoscoped animation, real-time combat, and SNES mouse compatibility. But the main pull for fantasy buffs is the Tolkien name itself.



The "walking around" screens look OK in this 60% version, but the graphics seem fairly small. Still, the game is supposed to have super animation.

## SNES info

PUBLISHER	Interplay
DEVELOPER	Interplay
RELEASE DATE	April/May
GENRE	RPG



# Choplifter 3

## Fly the Unfriendly Skies

Fans of the original *Choplifter* have something to cheer about. *Choplifter 3* takes all the elements of that classic fight-and-rescue game and adds new weapons, new enemies, and new features — as well as SNES graphics and sounds.

Here's how it works: At the beginning of each mission, you're given a number of hostages to rescue. You must find the buildings in which they're held, blast them free, and give them a ride back to the base. All the while, naturally, you're being bombarded with enemy fire from tanks, jets, paratroopers — you name it. Our initial peek at *Choplifter 3* looks promising, but we'll have to see how well it holds up after you play for a while.

## SNES info

PUBLISHER	Extreme
DEVELOPER	Beam Software
RELEASE DATE	February/March
GENRE	action



Sure, you get to blow up a lot of stuff, but your main goal in each mission is to rescue hostages. If you die, they die.



As in the other *Choplifter* games, you can fly your chopper left, right, or hover sideways and drop a bomb.

# WE WANTED TO EXPLAIN HOW ACCURATE OUR F-117 STEALTH SIMULATOR IS, BUT THE PENTAGON GOT A HOLD OF OUR AD.

Code YY456-Z5572  
Document #723

Make no mistake, F-117 Night Storm, featuring the F-117A Nighthawk, is the top of the line high-end flight simulator available to the public. It is also the first F-117 on Sega Genesis in the 16 MEG format, making it the most powerful and authentic copy of the world's most sophisticated strike fighter.

16 MEGs of digitized speech and bit-mapped special effects, as well as pay-offs when targets are struck. Not unlike the CIA Mission over Libya when



Your mission begins at the training grounds in Nevada. Further instructions and Baghdad, MIG-infested flashpoints.



Cuba, Grenada, Libya, Panama, Peru, and others. F-117 Night Storm even has movie insets that pictorially illustrate the unfolding gameplay. For example, there are two modes of play: arcade and campaign (for a career), which basically means the specs of this simulator are frighteningly realistic. For example, revolutionary infra-red displays and laser targeting. Not to mention your wingspan

is 43 ft. 4 inches, overall length 65 ft. 11 inches, body length 55 ft. 1 inch, height 12 ft. 5 inches, wing/body area 1070 sq. ft. Powered by non-afterburning engines. Thrust 10,600 lb., bypass ratio .341, weight 1820 lb. Max take-off speed 13,000 lb., weapon load Max mach speed 2.0, max speed at sea level 35,000 ft. best max speed at 35,000 ft.

Weapons available: GBU-27 Paveway, AGM-88A HARM, AGM-65E Maverick.

**16  
MEG**

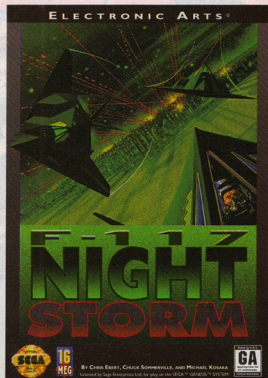


Basically, this F-117 flight simulator is loaded down with all the bells and whistles. No ifs, ands, or buts.



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Product Information Number 140



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## Mutant League Hockey Genesis/Electronic Arts



It's just like hockey, except it's played by horrible, disfigured, disgruntled MUTANTS!! That's right, MUTANTS!! Anything goes in this game — 'cuz they're MUTANTS!!

## Pele! Genesis/Accolade



It's soccer! It's Pele! It's from Accolade! It has 40 international teams! Big characters! Bicycle kicks! Headers! Uh... and more stuff, too!

# Winter Extreme: Skiing & Snowboarding

## Shred Some Amazing 16-Bit Snow

Pretty soon you'll be able to hit the slopes in what's easily the best-looking downhill competition ever. Super-slick Mode 7 graphics are done to near-perfection as you jet down steep mountainsides on either skis or a snowboard.

You can compete in three different modes: Slalom, Giant Slalom, Downhill — or you can choose to practice first with the Training mode. Rolling hills fly toward you as blinding speeds as you gun for the finish line and try to top the best time for the different courses.



Whether you're skiing or snow-boarding, you eventually end up zipping down some big hills at extremely fast speeds. It feels great and looks great.

## SNES Info

PUBLISHER	Electro Brain
DEVELOPER	Extreme
RELEASE DATE	February
GENRE	sports



Chart your road to victory on the course chart. If you get lost, you must eat the other contestants until help arrives (just kidding, Mr. Senator).

Note: This ad is cruelty-free. No real animals were injured in it's manufacture.



# Sega Sports Scores Big in '94

**New Sims Are on the Way — and They Look Good**

Following up Sega's big holiday rush of sports titles, fans can expect even more rough n' tumble competition this year. *World Series Baseball* could be Sega's best sports title yet, with real teams and stadiums as well as excellent graphics that feature a terrific batter's-box view that's more from the catcher's point of view than the spectators'.

Then there's *NBA Action*, which also features real teams, schedules, and rosters. And anyone who's played *Virtua Racing* in the arcades knows that it's definitely something to get excited about. The Genesis version moves so smoothly that I still can't believe that it's not the arcade version!

*World Series Baseball* looks super cool.



*Virtua Racing* looks like someone went to the great Video-Game Tree and plucked its most perfect fruit.



Does *NBA Action* look familiar? Only if you've played *Pat Riley* or *David Robinson's* basketball sims.

## Riddick Bowe Boxing Game Gear/Extreme



Just in time for, well, his defeat at the gloves of Evander Holyfield. Still, Bowe's career is far from over. In this game, anyway, you can lead him to a second world title.

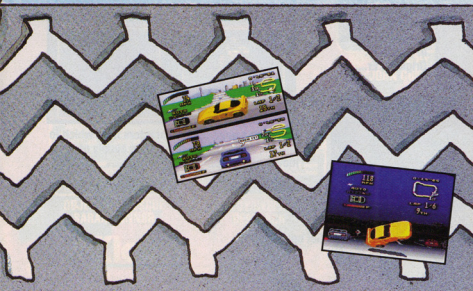
## Space Pirates Sega CD/American Laser Games



In the latest gunslinger from American Laser Games, Cap'n Talon and his scurvy mates have captured a ship of colonists. Shoot 'em all, man! The pirates, I mean.

# AT OUT.

The cat's out of the bag: *Top Gear 2* is the fastest Super NES game on four wheels. With 64 tracks in 16 countries. Full screen solo or split screen head-to-head racing. Day. Night. Rain. Snow. Jumps. Spins. Flips. Power-ups. And Prize Money. Just grab it and go. No matter what's in your way. **KEMCO**



# AHEAD of the GAME

**Sub-Terrania**  
Genesis/Sega of America



Pilot a prototype space fighter through nine heart-pounding levels of subterranean attackers. Look for this 16-bit-rider to hit in the first quarter of this year.

**Super Alfred Chicken**  
SNES/Mindscape



Yup, we're not kidding. It's an actual game, starring an actual chicken. It's so crazy, it might just work. Give him a call yourself at 1-800-ALFREDC (we hope the line's still connected).

**Super Solitaire**  
SNES/Extreme



For those players less dependent on reflexes comes Extreme's new *Super Solitaire*. Choose from 12 different versions of card games and just watch the blood flow.

**Time Trax**  
SNES/THQ



Here's the Super Nintendo version of the Genesis cart we previewed last month. It, too, is based on the TV show of the same name, in which you chase down time-trekking villains.

## Skitchin'

### Anything Goes in EA's Fast-Paced New Racer

Just what is "skitchin'," you might ask? Apparently, it's an in-line skating race against several other "skitchers" in which you try to gain the lead by hitching rides on unsuspecting cars (kids, *don't* try this at home!).

The game play is very similar to EA's *Road Rash* titles, in as much as you must beat the hell out of your opponents to get past them. You also get some great wrecks as in the *Road Rash* games. These skitchers get nailed by vans and four-wheelers and go flying for miles (kids, *don't* try this at home). Other extras such as jump ramps and oil slicks are thrown in for good measure in what looks like a pretty cool game.

## GENESIS info

PUBLISHER	Electronic Arts
DEVELOPER	Electronic Arts
RELEASE DATE	March
GENRE	racing



After you've built up enough speed, push free of your ride and use the momentum to pass your opponents. This game is pretty accurate, too. When my late cousin skitchied, it looked just like this.



The sun goes up, the sun goes down. And you're still hitchin' a ride with as they pass by, and beat up any skitchers who might want to steal your ride.

## Peace Keepers

### Now You Can Beat Up Four of Your Friends

*Peace Keepers* is a slightly different kind of fighting game, mixing the game play of tournament-style titles such as *Street Fighter II* with the flavor of several in-house Jaleco products, *Rival Turf* and *Brawl Brothers*.

But the best thing about *Peace Keepers* is that up to five players can participate in a massive free-for-all with using Hudson Soft's Multi-Tap! Toss in loads of different weapons, and you've got the makings of a bloody good time.



In the one-player mode, you walk toward the right while beating up anyone who gets in your way. Original? Er....



## SNES Info

PUBLISHER	Jaleco
DEVELOPER	Jaleco
RELEASE DATE	March/April
GENRE	fighting



There are a good many characters from which to choose, each with his or her own supply of moves and tricks.

Get up! GET UP!

# KICK SOME LIQUID METAL BUTT!

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**DESTROY CYBERDYNE  
RESEARCH**



**HASTA LA VISTA,  
BABY!**



Product Information Number 103

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# ZOOM O

**SONIC**  
THE  
HEDGEHOG™



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# R DOOM!

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## Snowboard

through the IceCap Zone--and check for chilled-out passageways and arctic power-ups!



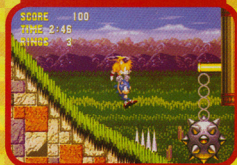
## Warp Your Way

through the Special Stage to collect the Chaos Emeralds!



## Take-off with Tails

In the Marble Garden Zone--and vanquish spiko-wielding enemies with a point to prove!



## Battle Badniks

at every turn--and prepare for some electrifying close encounters!



## Outsmart

the demented Dr. Robotnik -- and his non-stop stream of nasty new inventions!



## Be Sonic ! Be Tails !

**Be Knuckles !** Be blown away by the all-new 2-Player, Head-2-Head, Split Screen, Simultaneous Action Mode!



# SONIC THE HEDGEHOG

**NEW ON  
SEGA GENESIS**

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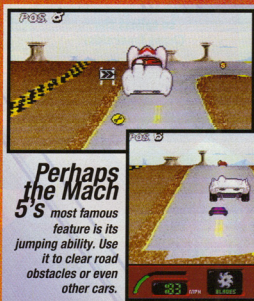
# SPEED RACER™

## In Development

Leslie Mizell discovers that getting up to *Speed* was no problem for Radical Entertainment, the developer of Accolade's latest.

**A**s popular as it was in the sixties, *Speed Racer* never achieved the cult status it has today, thanks to twice-daily showings on MTV. It was only a matter of time before Speed and his Mach 5 drove into the game market. Accolade has already released a PC version of *Speed Racer*, and SNES and Genesis games are expected on store shelves in March.

"I'm one of the biggest *Speed Racer* fans in the world," says Daniel Jeung, senior product development manager for Accolade. "And I spent about two years fighting for Accolade to pick up the project — not only



because I was a fan, or that there were a lot of other fans at Accolade, but because the show was obviously making a comeback. It was just going into syndication, and that's a perfect time to jump on the *Speed Racer* bandwagon. And given Accolade's history in driving games, the show was a perfect fit."

Accolade approached Radical Entertainment, the development firm that had previously designed its *Brett Hull Hockey* and *Peel* games, only to find that Radical had tried to license the game a year earlier.

"It was one of the first letters I wrote when we first

started developing games," says Ian Verchere, Radical development producer.

### A Brief History of Speed

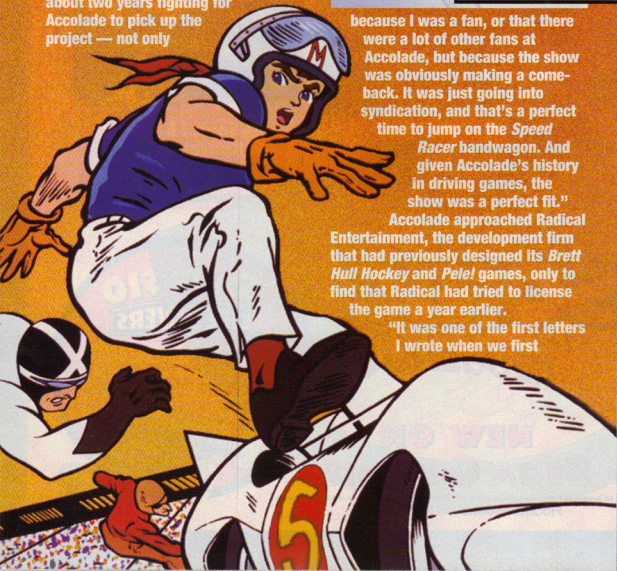
From Pops to Chim Chim the monkey, the *Speed Racer* gang has entered pop culture. Everyone knows Speed, his girlfriend Trixie, ace mechanic Sparky, kid brother Spridle, and Spridle's pet Chim Chim. Everyone *also* knows — everyone but Speed, that is — that the mysterious Racer X is

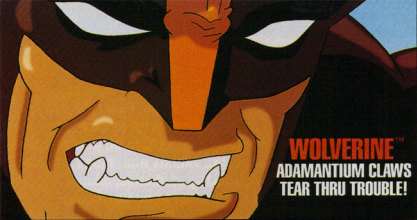
actually Speed's older brother Rex, who ran away from home when Pops Racer wouldn't let him drive.

*Speed Racer* was released in the mid-sixties as a Japanese comic book "Mach Go Go Go." The focus of Tatsuo Yoshida's comic was primarily on the Mach Go car instead of its driver Go Mifune ("Go" is both the Japanese word for five and a popular boy's name). In 1967, the comic book was turned into 52 half-hour cartoons, and the spotlight changed

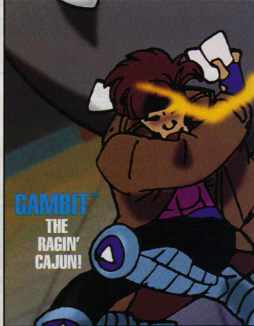


**Speed's trusty "go bird"**  
homing device points you back in the right direction if you go off course.

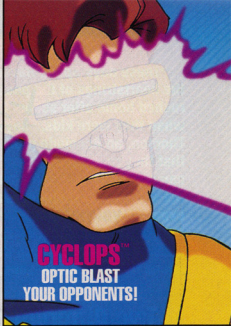




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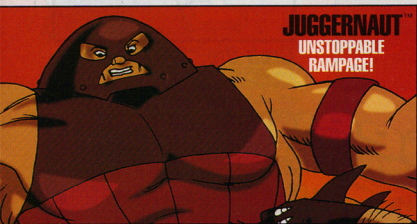
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"These days *Speed Racer* is pulling the heartstrings of the people who rushed home after school to watch it when they were kids," says Todd Thorson, an Accolade producer. "Now that they're in their 20s and 30s, they can recapture that same feeling. At the same time, young kids are being exposed to *Speed Racer* for the first time and are seeing it as something different and cool. It hits two audiences for different reasons."

## Two Different Kinds of Speed

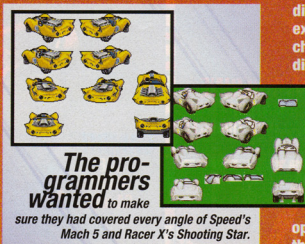
The SNES (16-meg) and Genesis (12-meg) versions of *Speed Racer* are very different, both in keeping with the different system capabilities and the target audience. The Genesis version is a pure racing game in which you need to win to advance, and you earn Mach 5 gadgetry with good performances. The SNES version is the cartoon in its entirety, with a continuous storyline in which all the events are related.



Here's how Speed looked, first in the storyboard drawings, then in early game programming.



"*Speed fans*," Verchere says, "know that a lot of the action in the cartoon took place outside the car. In the SNES version of the game, each driving level is separated by an adventure level as something prevents Speed from getting to the next race. We designed two distinct engines for the games. And we generated the hills using Mode 7 technology so you're not just racing on a flat track. The races aren't necessarily lap races — you can go start to finish without crossing the same piece of track twice."



The programmers wanted to make sure they had covered every angle of *Speed's* Mach 5 and Racer X's Shooting Star.

"The Genesis game," Thorson says, "is a pure racing game along the lines of the PC version. You've got a different audience with Genesis — the older audience wants more of the racing. Super Nintendo's younger audience is more accustomed to the side-scrolling levels, so we gave them two games in one."

One thing the games share, however, is the feeling of the cartoon series. The designers point out that it wasn't challenging to capture that campy quality of the *Speed Racer* cartoons — quite the contrary.

"A lot of games out there create a fantasy world," Jeung says. "They have to spend a lot of time setting up a background story. But the cartoon

did all that for us. Players were expecting certain things — hijacks, chopper blades, Captain Fear. We didn't have to spend a lot of time with the story, setting up personalities and villains and things."

Speaking of villains, what about Racer X? Is he the Reptile of *Speed Racer*?

"What I did, Verchere says, "is design the game so that Racer X doesn't appear as an option. However, once you complete the game as Speed, Racer X is one of the racers you can choose. And since his Shooting Star doesn't have all the features of the Mach 5, it's a more challenging mode. We also may come up with some kind of code so you can get Racer X earlier in the game."



Grab the "5" icons to gain new abilities.

## Speed Stuff We Wanna Know

Is Speed's girl Trixie actually his mom without her apron?

Will Speed ever finally realize that Racer X is his long-lost brother Rex, who ran away from home when Pops Racer forbid him to race?

Why doesn't Speed get disqualified for using his trick-car gadgets to gain an advantage over the competition?

And how come no matter how many cars start the race, Speed and Racer X are the only ones to finish? There should be some sort of investigation.

If the name of one of Speed's enemies is "Captain Terror," then why does he have a "Z" on his chest?



As in many popular racing games, you can use short bursts of turbo to gain on the lead.

# Start Your Engines!

Rev up your SNES and Genesis machines! We're about to rip up the track with our picks for the best 16-bit racing games. Whether you're talking cars, cycles, or monster trucks, the checkered flag belongs to SNES — Genesis may own the sports field, but racing belongs to its competitor.

## Battle Cars

SNES — Namco

**Buyer's Guide:** A techno version of Super Mario Kart — almost. Travel from city to city challenging the regional champ and gathering cash and credits to beef up your car and weapons. Up to eight players (two at a time) can join the high-speed action.

**Driver's Ed:** Their fire-and-forget nature makes missiles more advantageous than the other two weapons. Use your credits to build them up first.

**Overall: 85%**

## F ROC 2

SNES — Seta

**Buyer's Guide:** The follow-up to the awesome *F ROC 1* gives a Mode 7 spin to Formula One racing. You've got dozens of tracks and ruthless computer drones in a title that's everything racing ought to be.

**Driver's Ed:** Invest a few thousand per race to develop your car. You won't win races until you improve your ride.

**Overall: 80%**



## F-Zero SNES — Nintendo of America

**Buyer's Guide:** Smooth Mode 7 track rotation and intense racing action make *F-Zero* — the first SNES racing title — the best, barely edging out *Super Mario Kart*.



**Driver's Ed:** Jump out in front at the starting line and quickly cut off a rival car. When the other car bumps into you, it gives you a burst of speed.

**Overall: 95%**



## Formula 1 Grand Prix Genesis — Tengen-Domark

**Buyer's Guide:** An F-1 sim so intense you can almost smell the burning rubber. No game since *Road Rash* conveys the feeling of speed quite like this one. Pure and simple: Your car handles like a dream.

**Driver's Ed:** It's better to brake when approaching cars on tight turns, then pour on the juice and pass them in the straightaways. Rear-ending another competitor puts your car at a standstill.

**Overall: 90%**



## GP-1

SNES — Atlus

**Buyer's Guide:** Race for the World Cycle Championship on more than 13 courses in 12 countries. You can also challenge a friend in split-screen, head-to-head action. You practically eat bugs as the asphalt rushes by.

**Driver's Ed:** The brake brings you to a stop very quickly, so use it sparingly. It's better to let up on the accelerator before you reach a turn, then step on it as you come out of the curve.

**Overall: 82%**

## Road Rash 2

Genesis — Electronic Arts

**Buyer's Guide:** For the fastest — and roughest — ride on two wheels, hop on one of these bullet-bikes. Speed through five landscapes, punching and kicking your way to the top. But watch out for the long arm of the law!

**Driver's Ed:** Pull alongside one of your challengers and continually slug him until he's a crumpled heap in your exhaust fumes. But don't keep your eyes on the rear-view mirrors for oncoming cars and competitors.

**Overall: 80%**

## Rock N' Roll Racing

SNES — Interplay

**Buyer's Guide:** One- or two-player head-to-head action combines in-car dogfights with a monster truck rally. Use cash gained from your success to equip your car with items such as lasers and body armor. A kickin' soundtrack and voiceovers makes this one hot!

**Driver's Ed:** Stay back at the starting line and fire lasers at the other cars from behind. Also, use the L and R buttons to help carve sharper turns.

**Overall: 80%**



## Super Mario Kart SNES — Nintendo of America

**Buyer's Guide:** Take on the computer or a friend in racing circuits that take you through Mario Land. For the ultimate in head-to-head, two-player, split-screen action, race a friend in the Battle mode. A must-have for SNES owners.

**Driver's Ed:** Each character can get a burst of speed off the starting line by accelerating at the precise moment. With Koopa, for example, press the B button after the first starting beep. Experiment with the others.

**Overall: 94%**

## Top Gear 2

SNES — Kemco

**Buyer's Guide:** Match your sports car against the best on 64 international tracks. Upgrade your car with prize money, and experiment with components to create a winning formula. A split screen allows for two-player simultaneous racing.

**Driver's Ed:** Don't hoard your cash. Buy a middle-class turbo unit as soon as possible, then continue to buy items so you remain competitive with the rest of the pack.

**Overall: 85%**

Whether or not *Speed Racer* can stand up to the competition remains to be seen. However, soon you can test drive the games for yourself — the SNES and Genesis versions of *Speed* are scheduled to arrive in March.



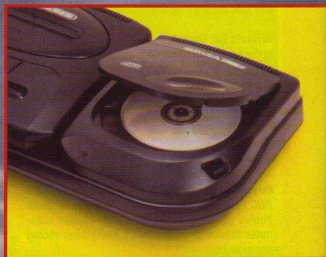
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# SONIC 3

## The Hedgehog

Jeff Lundrigan is ready to blow the lid off the streak of blue lightning known as Sonic! Here's your first look at *Sonic 3*.

### GENESIS info

PUBLISHER	Sega of America
DEVELOPER	Sega of America
RELEASE DATE	Feb. 2 "Hedgehog Day"
GENRE	action/adventure



**echidna** *TACHYGALEUS*. Also called spiny anteater, any of several insectivorous monotremes of the genus *Tachyglossus* of Australia, Tasmania, and New Guinea and *Zaglossus* of New Guinea, that have claws and a slender snout and are covered with coarse hair and long spines. [*< N.L. (1798), orig. a genus name; L. serpent Echidna, a mythical creature which gave birth to the Hydra and other monsters < Gk echidna, akin to echid viper.*]

**echidna**,  
*Tachyglossus aculeatus*,  
length to 1 ft. (30.48 cm)



**T**he Sonic warrior returns! Coming hot on the heels of the Sonic-fest — *Sonic Spinball*, *Sonic Chaos*, and *Sonic CD* — Sonic's back again in Sega's sequel *Sonic the Hedgehog 3*.

And what a sequel! Dr. Robotnik is still alive (big surprise!) Having crash-landed his Death Egg ship on mysterious Floating Island, Robotnik plans to use the power of the Chaos Emeralds to repair it. And who can he get to help him in this wilderness? Why, Knuckles. He's Robotnik's latest henchman, and he's a red I-roll-up-in-a-ball-too echidna.

The only living descendant of a lost civilization (a civilization of echidnas, presumably), Knuckles has been duped into believing that Sonic and Tails are his enemies. It doesn't take long for him to steal the emeralds, making it smooth, smooth, smooth. Watch Sonic tumble and spin!

Each of *Sonic 3*'s six new zones are three times as big as in *Sonic 2*, which many criticized for its... how shall we say — *breavity*. *Sonic 3* is packed with new enemies to battle and new items for Sonic (and Tails) to use. The graphics are a *knockout*, and nearly all the character animation was painstakingly rendered using 3-D models instead of flat cartoons, making it smooth, smooth, smooth.

In short, *Sonic 3* is the best *Sonic* yet! All hail the Hedgehog King!



Sonic and Tails, out for a spin.



Gentlemen, shake hands: Sonic... meet Knuckles. Knuckles... meet Sonic.

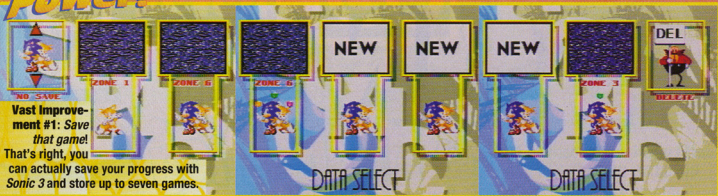


Hey! Come back with those gems, you ugly pink bastard!



That echidna just won't leave our hero alone, popping up from time to time just to make your life miserable.

# Sonic Power!



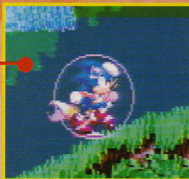
**Vast Improvement #1: Save that game!**  
That's right, you can actually save your progress with *Sonic 3* and store up to seven games.



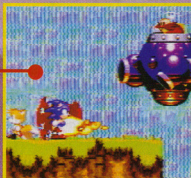
**Vast Improvement #2: Sonic's got the moves!**  
The character animation is smooth and easy — even a simple bounce looks great!



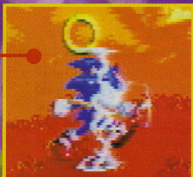
Sonic's animation is brought to you through the magic of 3-D rendering. Take him for a spin!



**BUBBLE SHIELD** — Lack of air got you down? Try one of these. Folks, it's just that easy.



**FIRE SHIELD** — Surround myself with fire? It's so crazy, it *just might work!* This new shield works just like the old one, and it doesn't go away when you're scorched.



**LIGHTNING SHIELD** — Lookit me! I'm sparkin' all over da place! This shield can also pull in nearby rings — no need for a perfect jump with the ol' lightning shield!



## On the Extras!



The Big Ring — you know what that means! *Sonic 3* is the first *Sonic* to make you search for bonus levels.



The bonus stages are *cool*, too! Sonic, with Tails in tow, runs over the surface of a small planet, changing blue spheres into red. Surround 'em, and they turn into rings!



Find all the blue ones without touching a red one, and you find — knew they had to be somewhere — a fabled Chaos Emerald!



But there's more! Collect 50 rings, then hit a lamp post, and an oddball familiar ring of stars appears.



Jump through the stars, and Sonic gets a crack at getting goodies out of a giant gumball machine — a *bonus* bonus!



And it just doesn't stop there. When the signpost drops at the end of a stage, you can jump and make it bounce. Hit it enough times, and it coughs up a power-up! Too much!

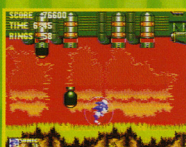
## Angel Island Zone



All the familiar *Sonic* stuff is back, plus a bunch of new surprises. This ain't even half the stage folks....



Sonic gets napalmed just after the end of the first act! Some days start out bad, then keep getting worse....



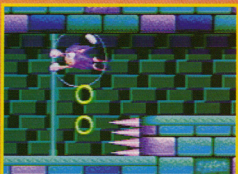
And they just got worse! Carpet bombed! Run, you crazy kid, run!



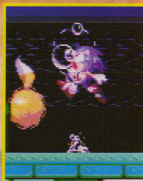
Shoot the tube!



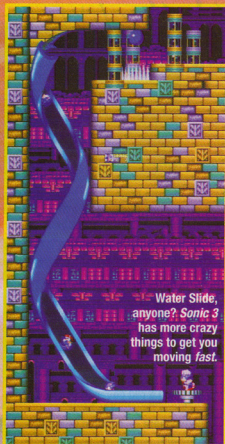
Sonic comes screaming out of a waterspout — and lo, the Hydrocity Zone. Ever *smell* a wet hedgehog?



Sonic hangs on for dear life against the pull of the current and deadly spikes... Yikes!



Oh, one more thing: hedgehogs *do* need to breathe. Watch for bubbles of air — my lungs *crave* air!

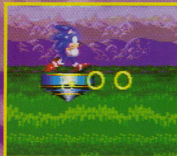


Water Slide, anyone? *Sonic 3* has more crazy things to get you moving fast.

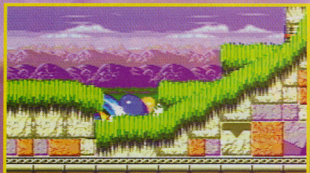
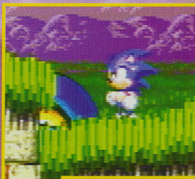
## Marble Garden Zone



There are helpful blue wheels everywhere. You can't get up these hills without 'em!



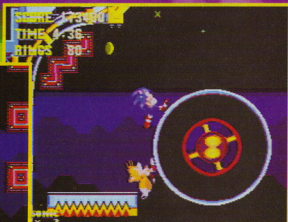
Or, you could take a flight on a spinning top. It's not only good for getting in the air, but smashing through obstacles as well!



By spinning against these wheels later on, Sonic can make the earth move — we always knew he had it in him!

## Carnival Night Zone

Defy the laws of gravity? Why not? Take a run around this barrel.



## Ice Cap Zone



A hedgehog on a snowboard? Does he use ski poles or just his spines?



When he doesn't have his board, Sonic just zooms down the hillside on his little blue butt — bluer than usual after that dip in the snow.



You can make these platforms swing only by getting up a whole bunch of speed — the one thing Sonic has plenty of!

## Launch Base Zone

You didn't think we'd spoil the last level, did you? Leave that for later — heck, this is only a preview!

## Robotnik—Go Home!

Sure enough, if Sonic's back, you can bet Robotnik is, too. And, of course, in addition to his emerald-stealing echidna, he's got a whole heapin' mess of deadly new machines! Good luck, little blue guy!



# WANNA PLAY?

**Grab your pea-shooter—  
Mr. Wilson needs our help!**

It all started at Mr. Wilson's party when my pet turtle, George, dove into the punch bowl. Everyone went nuts: Mrs. Bloopie jumped on Mr. Campbell's back... Mr. Campbell dropped his plate on Mrs. Melarky's toe... Mrs. Melarky spilled her chicken wings on Mr. Botsworth's lap... Mr. Botsworth poured his soup on Mrs. Gaylord's canary...

Then, when no one was looking, Switchblade Sam made off with Mr. Wilson's prize coin collection. Now I gotta track down Sam and those coins...or ol' Mr. Wilson's gonna make turtle soup out of poor

**George!!!**



**Based on the  
1993 Summer  
Blockbuster by  
John Hughes!**



*With Ruff by your side, and your trusty squirt-gun in hand, Switchblade Sam doesn't stand a chance!*

## Dennis the MENACE



*The search for Sam is on! Try the park, the school, Mr. Wilson's house and, of course, the deep, dark forest.*



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# REVIEWS

**OK, so the holidays are over, but you still have those crisp new bills burning a hole in your pocket. Boy, those shelves look kinda crowded! You wouldn't want to waste that cash, would you? Thought not. And that's exactly where this section of the mag comes in.**

## HERE'S HOW IT WORKS

**We have a rock-solid policy of editorial independence which effectively means that you know our verdict of a game is just that – Game Players' judgment of the game's quality, not a reflection of how big the publisher is or how many ad dollars the company's spending. Think about it.**

### INFO BOXES

An at-a-glance look at the nitty gritty of each game.

### OVERVIEW

What's the game all about? What makes it special, and what type of action can you expect?

### GAME SCREENS

We believe in letting the games speak for themselves, and we pride ourselves in not only having the best screens in the biz, but having more of them than anybody else.

**THE GAME PLAYERS ULTIMATE AWARD**



**Game Players** Ultimate Awards are given to any game or any piece of hardware that scores above a 90% It's an award that really means something — we see so many games that it's darn hard to impress us.

## DEEP DUCK TROUBLE

**GAME GEAR** info

**GENESIS** Sega of America

**DEVELOPER** Sega of America

**MSRP RETAIL** \$49.95

**RELEASE DATE** February

**INFO** Disney characters in a video game? Jonathan Gagnon speculates it can mean only one thing — great graphics and action.

**OVERVIEW** Disney galle is inevitably a good occasion for any game system, and if you're a Disney Duck fan, you'll be doubly happy to play *Deep Duck Trouble*. It's a fun, fast-paced action-adventure that's a lot of fun to play. It's also a good example of how a game can be a great introduction to a new game system. The game is a great introduction to a new game system. The game is a great introduction to a new game system.

**GAME SCREENS** Graphics are the highlight of *Deep Duck Trouble*, although the game play is solid, too. You're going to be hard-pressed to find a better all-around adventure for Game Gear.

**INFO BOXES** Watch out for the hundreds of birds in the jungle, too. To avoid them, they have to be shot down. They have to be shot down. They have to be shot down.

**OVERVIEW** This game seems to take you where you want to go. It's not a game you want to miss. It's not a game you want to miss. It's not a game you want to miss.

**GAME SCREENS** **SHOOTING EPISODE**

**GENESIS** Action

**PLAYERS** 1

**LEVELS** 4 places

**DIFFICULTY** Medium

**GAME FEATURES** None

**MSRP** \$49.95

**RATINGS**

**GRAPHICS**

**SOUND FX**

**MUSIC**

**BELLS & WHISTLES**

**CONTROL**

**REPLAY VALUE**

**OVERALL**

# 87%



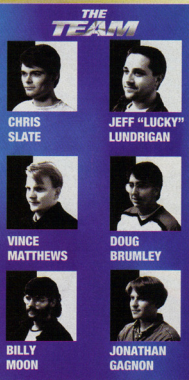
**JEFF "LUCKY" LUNDRIGAN**

**VINCE MATTHEWS**

**DOUG BRUMLEY**

**BILLY MOON**

**JONATHAN GAGNON**



### IN BRIEF

Quite simply, should you buy the game or not? The reviewer sums up his or her opinion.

### RATINGS

## WHAT DO THE SCORES MEAN?

**Graphics**  
Are they a feast for your pixel-pummeled eyes, or a migraine-inducing mess?

**Sound Effects**  
Atmosphere-inducing gunshots? Terrific speech? Thrilling afterburner effects? Or a tour of your system's white noise defaults?

**Music**  
Stirring themes and dramatic chords? By all means. Free-form exploration of toy piano dissonance? Maybe not.

**Control**  
Is the interface friendly? Are the controls well set up? Does your character do as you command?

**Bells & Whistles**  
These are the "extras," the special options or features one game has that sets it apart from the pack. Sometimes it's the little things that count.

**Replay Value**  
How likely are you to return to the game after you've played it a while?

**Overall Score**  
It breaks down roughly like this:

100%	Flawless
90%	Truly Excellent
75%	Very Good
60%	Not Bad
50%	Average
30%	Just Rotten

## GAMES FEATURED IN THIS ISSUE

<i>Castlevania: Bloodlines</i>	Genesis	58	<i>Prize Fighter</i>	Sega CD	80
<i>Deep Duck Trouble</i>	Game Gear	70	<i>Ren &amp; Stimpy:</i>	Genesis	54
<i>Double Switch</i>	Sega CD	78	<i>Stimpy's Invention</i>	SNES	46
<i>Dune</i>	Sega CD	85	<i>Skyblazer</i>	SNES	74
<i>Ground Zero, Texas</i>	Sega CD	82	<i>Super Putty</i>	Game Boy	62
<i>High Seas Havoc</i>	Genesis	66	<i>TMNT: Radical Rescue</i>	NES	68
<i>Jim Power</i>	SNES	48	<i>Tetris 2</i>	Sega CD	84
<i>Kirby's Pinball Land</i>	Game Boy	52	<i>WWF: Rage in the Cage</i>	Game Gear	72
<i>Lunar: The Silver Star</i>	Sega CD	83	<i>Zool</i>		
<i>NBA Jam</i>	SNES	76			

# DOWN BEHIND ENEMY LINES...

**NAME: JOHN E. WARREN**

**RANK: SERGEANT**

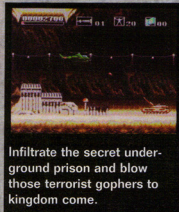
**SERIAL NUMBER: 550628741**

Sergeant Warren was shot down by guerrilla forces last night while patrolling over enemy lines. He's wounded, sleepless and desperate for help.

There's no time for diplomacy—  
**YOU'RE GOING IN!**

## CHOPLIFTER III

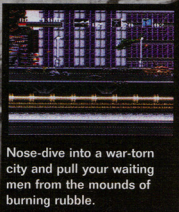
RESCUE ★ SURVIVE™



Infiltrate the secret underground prison and blow those terrorist gophers to kingdom come.



Torch pesky aerial assault platforms with caution—these pirates are using our boys as human shields!



Nose-dive into a war-torn city and pull your waiting men from the mounds of burning rubble.

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Product Information Number 134

**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM

**GAME GEAR**



# SKYBLAZER

Who says the last thing the world needs is another side-scrolling action game? Jeff Lundrigan finds there may be life left in them after all.

## SNES info

PUBLISHER	Sony Imagesoft
DEVELOPER	Sony Music of Japan
SUGG. RETAIL	\$59.95
RELEASE DATE	now available

## Skyblazer Country

As you can see, the worlds of *Skyblazer* offer a lot of variety.



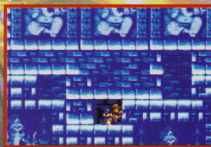
You can find passwords in the shrines scattered across the map — as long as you can stand the old man's insults.



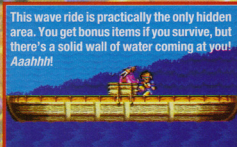
Fight your way up the towers past strange and deadly obstacles.



Getting from continent to continent involves a brief flying scene. Think of it as a bonus level.



OK, there's an ice stage, but here's the new twist: The ceiling also drops — try finding safe spots when you're slipping and sliding!



This wave ride is practically the only hidden area. You get bonus items if you survive, but there's a solid wall of water coming at you! Aaahhhh!



Riding the air currents in the sky stage is a unique approach — assuming you like air blown up your skirt.



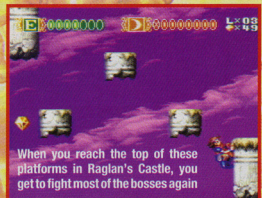
The contemplative among you may enjoy the peaceful quiet of the forest stages — smart! Yeah, right! Eat! Yeah, green death!

*Skyblazer* also has good, responsive controls — it's one of the few games where if you miss a jump, you *know* it's your fault. The one problem I found was when climbing (an essential skill), the only way to let go is to jump *away* from the wall, a serious problem when you need to drop straight down to avoid some spike or fireball. Also, when you reach the top, getting over the edge — “topping out” in climberspeak — isn't as smooth as it could be.

But overall, even though there's nothing exactly new or ground-breaking — it even pulls out a personal *unfavorite*, the old fight-all-the-bosses-again-during-the-last-stage bit — *Skyblazer* sure keeps your attention. Plus, the graphics are very nice: The final boss was so hot, I forgot to fight him!



There's earth, wind, and water stages, so a fiery lava stage isn't unexpected!



When you reach the top of these platforms in Raglan's Castle, you get to fight most of the bosses again

## game specs

GENRE	action
PLAYERS	1
LEVELS	16, w/ 1-4 stages each
DIFFICULTY	medium
SAVE FEATURE	pass. after each area
MEGS	8



## Boss Power!



You begin the game by fighting Ashura. He blows you away without even trying, but don't worry—it's all part of the plan.



You fight all kinds of bosses on all kinds of terrain.

The unique bosses range from a face set in a rotating wall to a revolving bug that gets bigger every time you hit it!



You can kill lots of close-by enemies with **Lightning Strike**, and boy, does it look cool!

## Sky Power!

Our hero, Sky, gains powers as he defeats bosses. Some powers are excellent, some pretty useless—ain't that always the way?



The **Dragon Slash** is your typical air-cutting tool. It's cheap to use, and effective *some* of the time.



**Warrior Force** is your basic invincibility. It's good for walking on spikes.



The **Fiery Phoenix** is the ultimate power. It lets you fly and damages enemies!



**Heal**. Is it useful? You bet!



You can throw flame in eight directions with **Starfire**, but it's not as useful as you'd think.

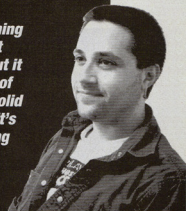


**Time Stop** works on enemies, but *not* moving platforms.



The **Comet Flash**—it's a weapon and a mode of transportation!

"There's nothing new about Skyblazer, but it offers a lot of variety and solid game play. It's worth taking a look."  
— Jeff



## RATINGS

### GRAPHICS



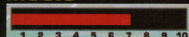
- It's glossy and highly detailed—a joy to watch.
- ➖ The characters are pretty small.

### SOUND FX



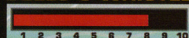
- It generally follows the action, with a couple of neat tunes.
- ➖ It's background music that *belongs* in the background.

### MUSIC



- Includes different tunes for each level.
- ➖ But it sometimes gets monotonous on longer levels.

### BELLS & WHISTLES



- Almost all the levels are different, and you get a new power after every few.
- ➖ Why do I have to fight all those bosses *again*?

### CONTROL



- Control is slick, and your character does what you want him to...
- ➖ ...except he must jump *away* to let go of a wall, and he doesn't "top out" well.

### REPLAY VALUE



- Easy to get into, with plenty of extra lives.
- ➖ Once you beat it, there's little hidden stuff to search for.

## OVERALL

# 80%

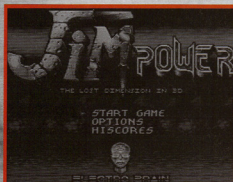
Jim Power is basically an action game, but its 3-D gimmick, says Erik Lundrigan, is where the excitement is.

# JIM POWER

## The Lost Dimension in 3D

### SNES Info

PUBLISHER	Electro Brain
DEVELOPER	Loricel
SUGG. RETAIL	\$59.95
RELEASE DATE	now available



Thanks to the Nuoptix 3-D, the first thing you see is a great visual effect! It's worth a look.

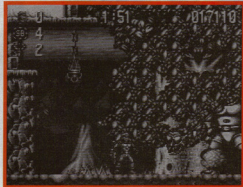


You tend to die quickly because you don't have hit points. One false move and you're vaporized! This makes a lot of the game pretty frustrating.

**E**lectro Brain is comin' at ya with *Jim Power: The Lost Dimension*. This 3-D trip through multiple levels is not only visually exciting, but also very fast paced. Your objective is to overpower the mutated forces of Vaprak, an alien from another dimension. Once you're through his defenses, send him back to his world before more of his kind can move through the interdimensional rift.

*Jim Power* uses "Nuoptix 3-D," a new technique that creates 3-D images on a flat screen. Using the (clear) 3-D glasses, you get a great effect, but you can also play the game without the glasses, and it doesn't look any different from a normal game.

The action moves quickly, so don't blink. The game is also *tough* — any time you're hit by an enemy, you instantly vaporize with a blood-curdling scream. *Jim Power* may look great, but you may see red when all your lives are gone ... again.



The bosses generally have set patterns — once you learn them, it's easy to destroy them. The real trick is getting there.

The top-down view — a welcome break from running left to right — can nonetheless make things tough. Keep at it ... you won't be here forever.

### game specs

GENRE	action
PLAYERS	1 player
LEVELS	8
DIFFICULTY	adjustable
SAVE FEATURE	cont. at checkpoints
MEGS	8

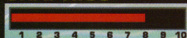
"It's visually exciting — a great-looking game with lots of action and challenge. But it's tough, even on the easy setting, since you die after one hit."

— Erik



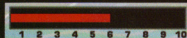
### RATINGS

#### GRAPHICS



- + Smooth animation, and the 3-D is great.
- Sometimes the amount of detail in the backgrounds is distracting.

#### SOUND FX



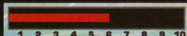
- + Your death scream is great. I got a chill the first few times.
- Sounds are mostly limited to shooting and dying, with few enemy noises.

#### MUSIC



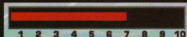
- + The pumping soundtrack is intense, but...
- ...it lacks variety.

#### BELLS & WHISTLES



- + The 3-D effect — a definite bonus — is solid throughout.
- It's still a basic shooter.

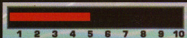
#### CONTROL



- + The smooth control is easy to get used to.

- You can move into places you don't want to go, and it's easy to get trapped.

#### REPLAY VALUE



- + It's challenging — the novelty of the 3-D effect is enough to bring you back.
- Your quick demise makes it frustrating.

### OVERALL

# 76%

# SEGA™ PLAYERS... WELCOME TO THE FAMILY!



EVERY STEP YOU TAKE  
COULD BE YOUR LAST!



LETHAL OBSTACLES AWAIT  
YOU IN THE GAMES ROOM.



AVOID THE DEADLY WEB  
OF TROUBLE



EXPLORE THE WEIRD  
WORLD OUTSIDE THE  
ADDAMS MANSION



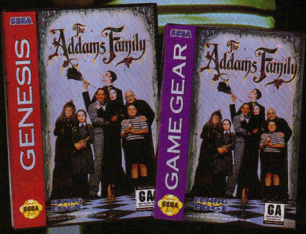
IT'S THE FEZI-COPTER  
FLYING GOMEZ TO  
THE RESCUE!

## The Addams Family®



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

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



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# You won't find in any



### **We needed a gun to bring this treat home.**

Lethal Enforcers™ comes to Sega CD™ and Sega™ Genesis™ packed with a powerful surprise inside. The Chicago P.D. needs you to go up against a slew of terrorists like you've never seen. Every deadly move is digitized from actual human movement. It's so lethal we needed to load your side iron, The Justifier™, into every package, for a *total arcade experience unlike anything you've played at home before.*

Just like at the arcades, you've got to time your quick reload feature exactly right so you don't run out of ammo.

Upgrade your firepower along the way to magnum, 12-round automatic, assault rifle or grenade gun. Six levels, including target training, will put your skill to the test in the parts of the Windy City the tourists never see.



# a toy like this Cracker Jack<sup>®</sup> box.



Be on the lookout for a bank job in progress, high speed chase, ninjas in Chinatown, helicopter pursuit and volatile Heat of the Night Vision during a chemical plant sabotage. See and hear it all in intense digitized graphics, realistic settings and painful sound effects. But watch out for the innocent bystanders or you may lose more than your badge.

For one or two top cops.  
(2nd player can use controller or mail in for another "Justifier." See details inside package.)  
A Super NES<sup>®</sup> game may be released. Please check with Konami for availability.



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Konami Game Hint and Tip Line: 1 800-896-HINT(4469).  
70¢ per minute charge. Minors must have parental permission before calling. Touch-tone phone required.

Product Information Number 210

**KONAMI<sup>®</sup>**

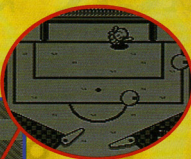
# KIRBY'S Pinball Land

## GAME BOY info

PUBLISHER	Nintendo of America
DEVELOPER	HAL America
SUGG. RETAIL	\$29.95
RELEASE DATE	now available

Can't afford a snazzy pinball machine? No problem — Kirby's Pinball Land offers almost everything those fancy uprights have. Pinball wizard **Vince Matthews** investigates.

There's a wide variety of cute bonus stages. To enter this one on the Poppy table, crack all three eggs.



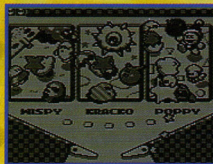
**B**elieve it or not, there are still a lot of gamers out there who remember when arcade machines were less complicated. Instead of killer finishing moves and complex joystick combinations, gaming involved nothing more than a steel ball and a couple of flippers. The game? Pinball.

*Kirby's Pinball Land* is a solid title starring the popular pudgy hero. You've got three different pinball machines (or lands), each of which Kirby must beat before he can finally face his evil nemesis, King Dedede, and win the game.

But who wants a plot? It's Kirby! It's pinball! What else do you want to know?

## game specs

GENRE	action
PLAYERS	1
LEVELS	3
DIFFICULTY	easy to medium
SAVE FEATURE	saves high score
MEGS	4



Three tables offer a variety of fun. Choose your table at this screen.

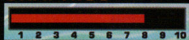
Each table has generally the same layout — with a boss waiting at the top.

"Your thumbs haven't been this sore since Tetris."  
— Vince



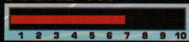
## RATINGS

### GRAPHICS



- ✔ Nintendo's programming genius shines again.
- ✖ Kirby, Smirby. How about some new characters already?

### SOUND FX



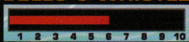
- ✔ Very pinball-esque — bumpers sound like bumpers, and so on.
- ✖ Very pinball-esque — bumpers sound like bumpers, and so on.

### MUSIC



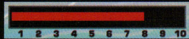
- ✔ For what it is, it sounds great
- ✖ But what it is, is repetitive dinky Muzak on tiny Game Boy speakers.

### BELLS & WHISTLES



- ✔ Cutesy Dream Land characters, plus nicely done bonus stages.
- ✖ The scrolling when Kirby changes boards makes the action hard to follow.

### CONTROL



- ✔ Feels just like a pinball machine.
- ✖ There should be an option to assign button configuration.

### REPLAY VALUE



- ✔ It's pinball!
- ✖ The layout ain't never gonna change.

## OVERALL

# 88%

# "I Was Thinking Of All The Ways To Make A Soccer Game Seem Real.

## Then It Hit Me."



What makes Pele! Soccer for the Sega™ Genesis™ the best? It's not only designed by a game expert, it's designed by the world's greatest soccer expert, Pele. With special features like a 30°-35° slanted field perspective, designed to give you the truest sense of how enormous a real soccer field is, Team Logic, which makes players move toward passes. Plus, extra-large images that are actually retoscoped from video of international players. Fix player



attributes like ball control, shot accuracy, stamina, speed and aggressiveness. Sharpen your skills in goalie or shootout mode. Master moves like bicycle kicks, sliding tackles, headers, traps and dives. Then play world-class soccer in either tournament play or a 40-



game season. Not finished with a match? No problem. The "memory chip" allows you to save season and tournament play, win-loss-tie records, and goals scored. What's more, for your team, the memory chip also saves individual player stats like games played, goals and fouls. This is how soccer was meant to be played. How would we know? Pele did the research. To order, head to your favorite retailer. Or call 1-800-245-7744.



**FREE Soccer Ball With Every Purchase!**



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# REN & STIMPY:

Long before it had a cult following, **Chris Slate** was quoting Ren & Stimpy. Now he's sleeping on their sheets, playing with their toys, and enjoying their video games — this one more than most.

Things are looking bad for our heroes in Sega's new *Ren and Stimpy: Stimpy's Invention*. Stimpy's crazy tomfoolery has gotten him in trouble once again — this time he's overloaded the "Mutate-o-Matic," blowing it to bits and sending wild and zany creatures all over town. The only way to stop the madness is to collect the missing machine pieces, reassemble them, then turn off the machine. R&S fans will really get a kick out of this game — especially the large number of wacky moves the two have at their disposal, from Stimpy using Ren as a shovel to Ren using Stimpy as a bowling ball. I spent at least

## GENESIS Info

PUBLISHER	Sega of America
DEVELOPER	Bluesky Software
SUGG. RETAIL	\$59.95
RELEASE DATE	now available

## Tons O' Moves

One of the best things about *Stimpy's Invention* is the variety of crazy, kooky moves the pair can pull off.



## Level 1: Neighborhood



"Stimpy, look! A heaping bag of money, just waiting to be taken! We'll be rich, I tell you, *rich!*"

"Look, Ren! A shiny new lawnmower! It really is our lucky day!"

"Don't touch it! It's a deadly *keeller* lawnmower, you fool!"



# STIMPY'S INVENTION

## game specs

an hour just slapping Stimpy silly before I started into the game.

However, there are a few minuses to the game, too. First off, it isn't very difficult aside from a couple of rough spots, so most gamers will whip through it in just a day or two. Also, Ren and Stimpy's special moves aren't integrated into the game as much as they should be. There's the occasional part where you might have to dig a hole or jump a long distance, but much of the game lacks that kind of depth and imagination, settling, for the most part, on walking from left to right and attacking goofy R&S paraphernalia.

GENRE	action-adventure
PLAYERS	1, or 2 cooperative
LEVELS	6, plus sub-levels
DIFFICULTY	adjustable
SAVE FEATURE	passwords
MEGS	8





Witness two of our century's dullest minds trying desperately to grasp complex scientific theories. Get ready for fun!



Keep up with our heroes' dazzling misadventures on the nifty town map that pops up between levels. Aha! Another Powdered-Toast Man came! He must be looking for work since the Nickelodeon weasels won't run his cartoon anymore. Geez, I miss John K.



## Ooo — They're Mean!



This crazy walrus won't rest until he's flopped on top of you. Dodge past him and dig through the ice to finish the level.



The fire chief's tenuous grasp on sanity has completely slipped now. Jump over his water blasts and use Stimpy's helicopter move to get past him.



The giraffes at the local zoo are fed up with that stupid "Do Not Feed the Animals" rule and have decided to dine out. Keep running ... or end up the main course!

## Hit the Road

Sometimes Ren and Stimpy must go beyond the call of duty and brave new and perilous dangers — on their tandem bicycle. These off-beat stages add a lot to the game, breaking up potential boredom before it can set in.



"Even though it has its problems, I enjoyed it a lot. It's funny and true to the cartoon — although it's way too short. You'll be laughing hard, but not for that long."

— Chris



## RATINGS

### GRAPHICS



Graphics are largely true to the cartoon, and the animations are great. The first level looks more like Bedrock than R&S-ville.

### SOUND FX



Some effects are pretty funny, and the Ren & Stimpy voices aren't bad. Many of the sounds are average Genesis fare.

### MUSIC



Original R&S tunes are included, and they sound fairly good... despite limited instruments. There are three simple tracks at most.

### BELLS & WHISTLES



Characters have lots of funny moves, and bonus levels break up the routine. There's not much in the way of power-ups or other extras.

### CONTROL



You can control both Ren and Stimpy at any time... but sometimes one gets in the way, or won't go where you need him.

### REPLAY VALUE



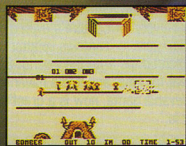
It's a neat game you get a lot out of at first... but it's really short — I beat it in about half a day and got stuck only a couple of times.

## OVERALL

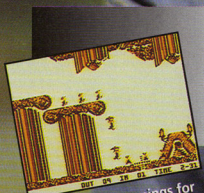
# 78%

# Take Your Lemmings for a Walk.

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



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



Take Lemmings for a flying leap—with their parachutes!



# Lemmings

FOR YOUR GAME BOY

**ocean**

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Product Information Number 222

**Chris Slate** has been dying to sink his teeth into Konami's latest *Castlevania*. They say it's the best one yet — but will Chris bite?

# Castlevania BLOODLINES

## GENESIS Info

PUBLISHER	Konami
DEVELOPER	Konami
SUGG. RETAIL	\$49-59
RELEASE DATE	now available

They keep killing him, and killing him, and killing him, *but he won't stay dead!* Count Dracula's back — *again* — and this time he's terrorizing Genesis owners. Lucky for us, those trusty Belmonts are back, too, this time in the form of John Morris and Eric Lecarde, two descendants of the famous vampire-killing family.

Unfortunately, the Count's got help, too, in the form of Elizabeth Bartley, a female vampire who awaits our heroes along with the usual assortment of zombies, ghouls, and the rest of Drac's undead army. Can our brave adventurers

prevail over such horrible dangers? Sure!

We've been waiting for this one, and I'm extremely pleased to say that it was worth every second. Fans of the earlier *Castlevania* games will love *Bloodlines*, with its mixture of classic Konami game play and new-fangled 16-bit wizardry. Them special effects is fantastic!

However, as good as the game is, it could have been better. The graphics occasionally look a bit stale, with dull, flat renditions of stages from early 8-bit *Castlevania* titles. And although the hero of *Super Castlevania IV* was enhanced for his move to SNES, the guys in *Bloodlines* (you choose

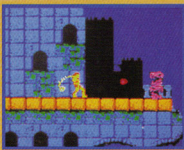
the one you want to portray) are back to being the same little characters from the NES games. There's nothing *wrong* with them, but they're so tiny that they look a little out of place on a 16-bit machine.

Aside from a few rough spots, *Castlevania: Bloodlines* is a real winner. Konami evidently labored over each and every inch, and there are new surprises around every turn. There's even a little blood n' gore — zombies splatter in half and blood drips from the ceiling. *Bloodlines* is great for fans, and if you haven't tried a *Castlevania* game, now is a great time to jump in.



## A Castlevania Timeline 1987-1994

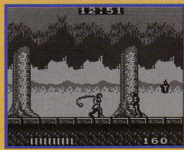
The *Castlevania* games have already sold more than 3.7 million units.



**Castlevania (NES-1987)**  
Early NES players fell in love with the eerie settings, gruesome monsters, and excellent game play. Its dark theme was a welcome change from hordes of *Mario* clones.



**Castlevania II: Simon's Quest (NES-1989)**  
*Castlevania* rode the NES's meteoric rise to become one of the most successful video games ever. Its follow-up, *Simon's Quest*, added a role-playing element.



**The Castlevania Adventure (Game Boy-1989)**  
*Castlevania*, already one of the most popular video-game series around, was an obvious choice for Game Boy.

## game specs

GENRE	action/adventure
PLAYERS	1
LEVELS	6 + sub-levels
DIFFICULTY	adjustable
SAVE FEATURE	passwords
MEGS	8



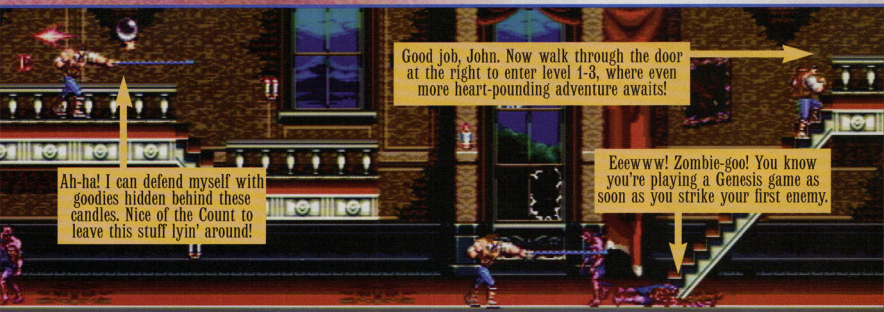
The evil, twisted, yet somehow charming Count Dracula once held the land in his icy grip of fear ... until the Belmonts came to town.



Prince of Darkness has returned to seek more revenge. He doesn't have to look far — John Morris and Eric Lecarde, two of the Belmont line, are on their way!



The game's structure closely follows the earlier *Castlevania* games. Right off the bat (no pun intended), you build up your power in a danger-free forest before fighting.



Good job, John. Now walk through the door at the right to enter level 1-3, where even more heart-pounding adventure awaits!

Ah-ha! I can defend myself with goodies hidden behind these candles. Nice of the Count to leave this stuff lyin' around!

Eewww! Zombie-goo! You know you're playing a Genesis game as soon as you strike your first enemy.



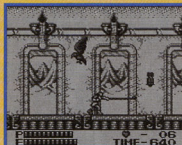
### Castlevania III: Dracula's Curse (NES-1990)

The third NES *Castlevania* is actually set *before* the first two. New characters help Simon's ancestor hunt down the Count.



### Super Castlevania IV (SNES-1991)

Konami made use of the Super NES's advanced special effects to spice up this one. Great graphics and game play make it the best *Castlevania* ever.



### Castlevania II: Belmont's Revenge (Game Boy-1991)

In Konami's second Game Boy *Castlevania*, you take control of Christopher Belmont as he rescues his son, Soleiyu, who has been turned into a vampire by the Count.



### Castlevania: Bloodlines (Genesis-1993)

The Count's first outing on Genesis pits two of Belmont's descendants against Count Dracula's undying evil. When — and *where* — will he strike next?



**Blindlines** has some amazing special effects, such as the Tower of Pisa, which rocks back and forth as you climb. It looks great, and adds a lot to the game play, too.

More special FX come into play in this deadly level. You must strike objects such as columns or statues' heads to create bridges. Off wif'er 'ead!



You're up against some big nasties on your way to the Count — some foot soldiers are five times your size!

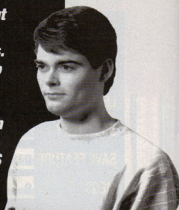


Check out additional cool effects during the jungle area of stage 5. Vines swing at you in super-smooth animation.



You can choose between two new characters from the house of Belmont — John Morris and Eric Lecarde. John swings from ceilings with his whip, but Eric's super-high jump makes him the top pick.

"A little rough, but still a great first outing on Genesis. You'll be eager to beat it a third or even a fourth time, even though it still falls just short of the SNES Castlevania game." — Chris



## RATINGS

### GRAPHICS



- + The game has some really amazing visual effects.
- Your character is a wee little fellow, and most backgrounds are dull.

### SOUND FX



- + Some cool explosions and a few scary sounds you haven't heard...
- ...although some are awfully familiar — simple thuds & white-noise shots.

### MUSIC



- + Some tunes feature moody organs or versions of old Castlevania songs...
- ...but after hearing the same on SNES, the Genesis tunes seem sub-par.

### BELLS & WHISTLES



- + New stuff's around every bend, from cool bosses to FX-laden stages.
- Some traditional weapons are missing, leaving you with only three.

### CONTROL



- + The control is almost identical to the previous Castlevania games.
- Attacking upward or downward can be tricky to pull off quickly.

### REPLAY VALUE



- + Inventive stages, two characters, and adjustable difficulty keep you at it.
- It won't take Castlevania veterans long to finish, even with sub-stages packed into six levels.

## OVERALL

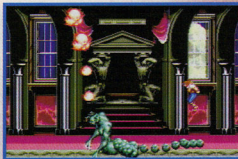
# 88%

## Ghoulish Bosses



The ghostly knight is easy if you've got at least a

quarter of your energy. Stand at weapon's length and keep swinging while firing your special weapon.



Elizabeth Bartley's first form is a Medusa-like snake creature. Throw everything you've got, while jumping over her tail attacks and leaping between her fire bursts. Her next form is even tougher.



The enormous rock creature in stage 2 is also fairly easy. Jump and attack his mid-section to knock his weak head within reach, and duck into the far left corner if he walks too close.



This boss is a jumbled pile of gears, with its weak spot hidden in the middle. Attack with special weapons from afar, or take sanctuary on the top middle platform if you're Eric.

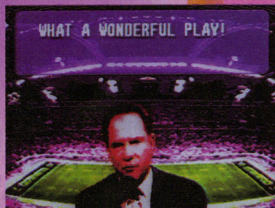


The red dragon is a little tougher than most bosses. Attack with powered-up special weapons and jump up to strike him when he's within reach — but be careful not to leap off the edge.

The Grim Reaper always shows up in a Castlevania game for a tough fight. Deal with his tarot cards before you fight him. Some cards pit you against bosses from previous levels, while others refill your energy.



The Grim Reaper always shows up in a Castlevania game for a tough fight. Deal with his tarot cards before you fight him. Some cards pit you against bosses from previous levels, while others refill your energy.



▲ Frank Gifford calls every down.



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



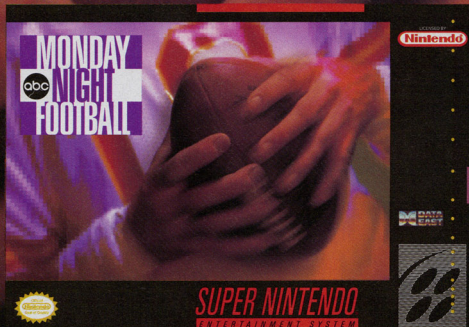
▲ Run a variety of offensive and defensive plays.



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

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

THIRST QUENCHER



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Product Information Number 130

Cowbunga! **Jonathan Gagnon** predicts that if Konami keeps improving TMNT games, the series will do nothing but grow. Maybe not as fast as kudzu, but pretty fast.

# TEENAGE MUTANT NINJA TURTLES III Radical Rescue

If you think Turtle fever has run its course, than think again! The release of *Tournament Fighters* and *Radical Rescue* proves that the heroes are still going strong. This time around, Michelangelo heads out alone on a quest to rescue Splinter, Raphael, Donatello, Leonardo, and hapless April. But he won't be alone for long. As you rescue each of his buddies, you gain the right to switch among them as the situation dictates.

Your journey is anything but standard—Shredder is new and improved, a half-man/half-cyborg with a real kick-butt attitude. There are new bosses and a new setting, but the biggest change is a new set of special combat moves for the Shelled Wonders. Donatello can scale any wall with his Cliff Hanger move; Leonardo's Blockbuster lets him break through floors; Raphael can zap past enemies with his Squeeze Play; and Michelangelo becomes airborne when he initiates his Helicopter Hang Time.

You've got to admire Konami for not dipping into the same old well every time—the Turtles were ready for a make-over, and players will be satisfied with the results.

## GAME BOY Info

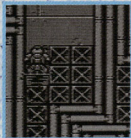
PUBLISHER	Konami
DEVELOPER	Konami
SUGG. RETAIL	\$29.95
RELEASE DATE	now available



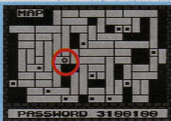
Use Michelangelo's special move, the Helicopter Hang Time, to clear enemies and deadly spikes.



Pizza's still the Turtle food of choice. Pizza replenishes when you scroll away, then return—but enemies do, too.

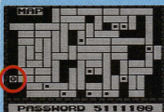


Dig that crazy Leonardo. Check all the blocks to see if he can drill into them.

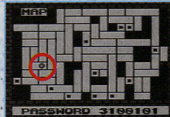


There's plentiful pizza at this point on the map.

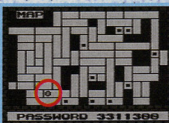
## Dirtbag



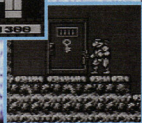
Whoa! Boy, does Dirtbag swing a mean pick! He jumps off-screen and tries to land on you, but he misses if you keep moving. Your best bet is to hit, back off, then attack again when he's landed after his off-screen jump.



You need 10 cards as well as keys to enter locked doors. Dig here on the map to uncover one.

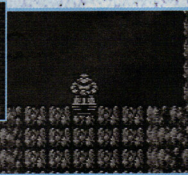
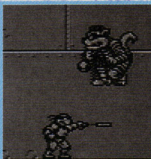


Here's where you rescue buddy #3—Raphael.



## Scratch

This stray cat from hell is easy if you watch his pattern. He charges just after he steps back and stomps his feet. That's your cue to hop over him, strike, then back off before he swipes at you with his claws. Wait for him to stop flashing before you hit him again.



## game specs

GENRE	arcade-action
PLAYERS	1
LEVELS	5
DIFFICULTY	medium
SAVE FEATURE	password
MEGS	1



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Make This One.



Just one of 19 different Trick Shots  
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*Side*  
**POCKET**



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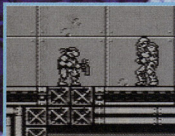


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Hit these villains twice to eliminate them.

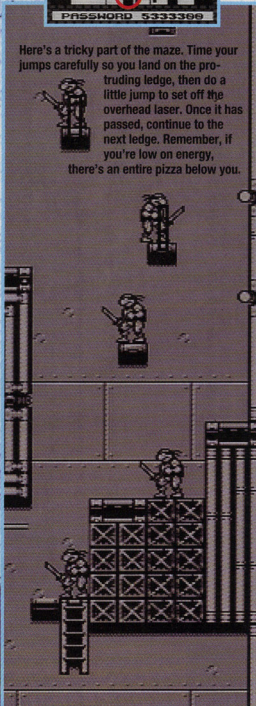
How much tip do you leave if they make you dig for your own pizza?



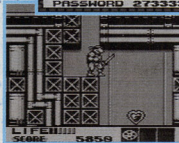
## A-Mazing



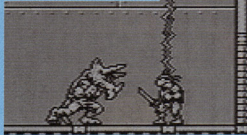
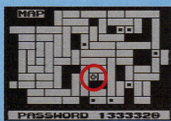
Here's a tricky part of the maze. Time your jumps carefully so you land on the protruding ledge, then do a little jump to set off the overhead laser. Once it has passed, continue to the next ledge. Remember, if you're low on energy, there's an entire pizza below you.



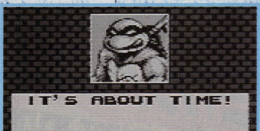
Grab the heart to fill your life meter and extend it. Also, remember that the second-to-the-last digit in the password is your life meter. Set in on 3 at the beginning of the game.



## Scale Tail



When Scale Tail shoots the marker above your head, get ready to avoid a bolt of electricity. Also get ready to retreat — he charges right after the electric blast. Use the same charge, back off approach that's worked with previous bosses.



Here's the last member of the gang — Donatello. But what about Splinter and April?

"Konami's latest proves that the TMNT series is alive and well.

Turtles fans will definitely want to shell out for this one."

— Jonathan



## RATINGS

### GRAPHICS



- You expect a Konami game to have great graphics, and this one delivers.
- ➖ There could be a wider variety of enemies.

### SOUND FX



- Fights with bosses are full of blows and grunts.
- ➖ The rest of the game is limited to boring impact noises.

### MUSIC



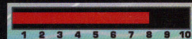
- Better than a lot of Game Boy games...
- ➖ ...but it still gets repetitive.

### BELLS & WHISTLES



- Love those different Turtle moves.
- ➖ You should be able to use some special moves on the bosses.

### CONTROL



- All the standard actions are ultra-smooth.
- ➖ It's hard to get out of some special moves quickly.

### REPLAY VALUE



- Challenging, with a map to guide you. Designed to keep you wanting more.
- ➖ Once you've explored the maze and have the passwords, a lot of the fun is gone.

## OVERALL

# 86%

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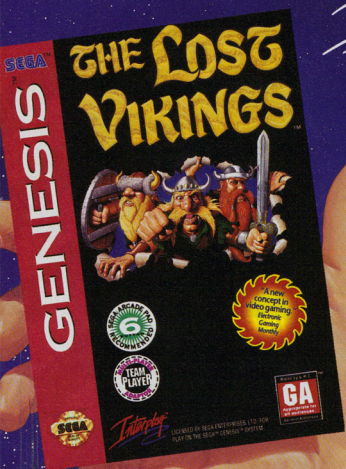
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Product Information Number 182



## GENESIS info

PUBLISHER	Data East
DEVELOPER	Data East
SUGG. RETAIL	\$51.99
RELEASE DATE	January-February

We gave **Doug Brumley** this game and told him it was *Sonic 3*. A week later, he finally caught on.

*Wreak Havoc! Although Havoc has two attacks, both involve jumping, making it difficult to defeat enemies when space is tight. And Havoc's evasive maneuver really isn't that practical.*



Havoc's most useful attack is the Flipper Flip, a quick swipe that makes short work of any attacker.

Ahoy, mateys! There's treasure to be found, and the race is on. Evil pirate Bernard the Brutal has stolen the map that leads to the loot — which includes Emerald, a magical gem whose owner has the power to rule the world.

Not only does Bernard have the map, but he's also captured Tide and Bridget ... but that's where he made his mistake. His hostages happen to be close personal friends of the swashbuckling hero Capt'n Havoc. Which is where you come in.

As Havoc, you must make your way through 13 puzzling levels — each full of dastardly scoundrels — in order to get your paws on that map, find the treasure before Bernard, and rescue your seafaring buddies. Your journey takes you from rolling hills to undersea caverns, through burning villages and up snowcapped mountains.

Although *High Seas Havoc* has obviously "borrowed" quite a bit from Sega's super-speedy blue guy, it does offer several unique features that turn the tide and make the game better than the average copycat.



The Slippery Slideaway Roll allows our hero to scoot away from trouble.

You first face off with Bernard after level 2. He's one of several distinct bosses who make the game more enjoyable.



Although quite tedious, the checkerboard mazes in the latter levels are creative — and they leave you with a real sense of satisfaction when you finish them.



Why do I feel like I've played this game before?



"Emerald gems, a blue animal hero, and rolling hills? It looks like *Havoc* isn't the only one who's pirating. Still, diehard — or curious — action fans might give *High Seas Havoc* a shot."

— Doug



## RATINGS

### GRAPHICS



- ✓ The cartoon-style graphics look good and move smoothly, too.
- ✗ The animation when Havoc gets hit is cute at first, but hampers game play.

### SOUND FX



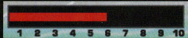
- ✓ The sound effects are only adequate.
- ✗ In fact, some noises — like Havoc's obscure squeaks — become annoying.

### MUSIC



- ✓ Compelling tunes and musical flourishes set each level's pace.
- ✗ Often music associated with certain events clash with background tunes.

### BELLS & WHISTLES



- ✓ A music test makes listening to the score more interesting than usual.
- ✗ Passwords are a needed addition for this rather lengthy adventure.

### CONTROL



- ✓ For the most part, Havoc moves precisely and smoothly...
- ✗ ...but you're often removed from control after you're hit, then dumped into danger.

### REPLAY VALUE



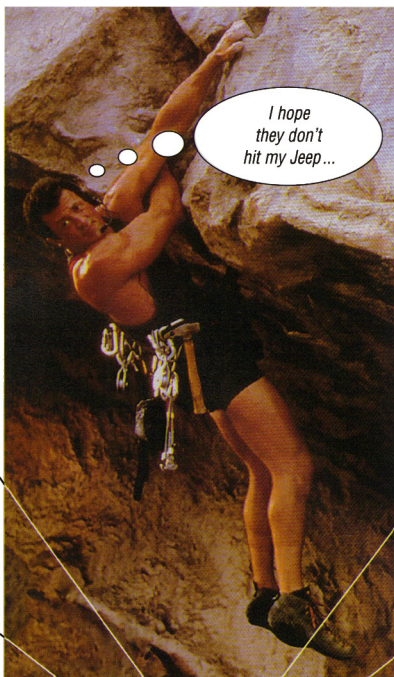
- ✓ The secret passages and hidden power-ups should keep you interested.
- ✗ As with any action game, it's never as exciting once you've finished.

## OVERALL

# 73%

## game specs

GENRE	action
PLAYERS	1
LEVELS	13
DIFFICULTY	adjustable
SAVE FEATURE	none
MEGS	8



AAAAHHHHH

AAAAHHHHH

AAAAHHHHH

AAAAHHHHH

# CLIFFHANGER™ SONY IMAGESOFT

*(sure, it's just a game.)*

*"Cliffhanger could send gamers over the edge." - Gamepro, October 1993*

*"Non-stop, pulse-pounding adventure that won't give you a break." - Electronic Gaming Monthly, October 1993*



Climb, fight, and shoot your way through 7 ice-lacking levels, with unbelievable digitized film clips. The 3-D action sequences and incredible CD sound on the Sega CD version will blow you out of your chair.



Talk about rugged terrain—the mountain is a boss you'll have to defeat as you master wicked rocksides, decaying bridges, and a deadly avalanche. Learn the lay of the land, or you'll be laying under it.



Battle the heavily armed attack helicopter, rescue the hostages and finish off the sadistic terrorist kingpin... before he turns you into a blood-flavored slushie.



Hang on! For the first time ever on any video game, test your survival skills on a high-speed snowboarding level that Electronic Gaming Monthly says "has to be seen to be believed."

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Product Information Number 227

# TETRIS 2

The original *Tetris* is one of my all-time favorite games. It may not be much to look at, but after just one game, no one can resist its simple, extremely addictive play. The design was so impeccable that it was hard to imagine any way to make it better. Guess what — there isn't. If there's any reason for a sequel to *Tetris*, it's because it made a ton of money. And *Tetris 2* is bound to boost sales for the near-dead NES.

In *Tetris 2* your primary goal isn't to fit puzzle pieces together; it's to blow up the bombs that are already on-screen when you begin each level. Strips of blocks in three different colors — red, blue, and gold — fall into a pit, and when at least three like-colored blocks are lined up, they blow off the screen. If they're by a bomb, the bomb blows up as well. The stage isn't complete until you've detonated all the bombs.

But there are frustrations involved with the new game play. For example, when a row of blocks first falls on-screen you must decide A) at which angle to turn it for the best fit; B) how to line it up so like-colored blocks are connected; and C) how to place the piece so it might also detonate a bomb. To make things even *more* nerve-wrecking, you must do all this in the same don't-let-them-fill-up-the-pit time limit you had in the original *Tetris*.

*Tetris 2* does have a two-player mode, but that just means two people can be disappointed and frustrated at once. Besides, the original *Tetris* had a two-player option in the arcade and in Tengen's original NES version. In effect, we're only getting what we should have in the first place.

To be fair, you get used to the more-complex game play of *Tetris 2* after a few hours, but no matter how long you play, *Tetris 2* can't touch its predecessor — or the vaguely similar *Super Tetris* for PCs. In the end you're stuck with a dead-average *Tetris* clone that's hard to believe came from Nintendo.

## game specs

GENRE	puzzle
PLAYERS	1, or 2 competitive
LEVELS	30
DIFFICULTY	adjustable
SAVE FEATURE	none
MEGS	2

Chris Slate loved the first *Tetris* so much that it took a while to beat the addiction. Fearing a relapse, he plugged in *Tetris 2*. Not to worry — it was back on the shelf five minutes later.

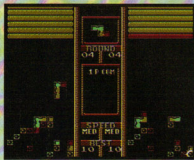
## NES info

PUBLISHER	Nintendo of America
DEVELOPER	Nintendo of America
SUGG. RETAIL	\$39.95
RELEASE DATE	now available



The one-player mode puts you in a familiar setting, but hands you new fluff that doesn't hold together as well as the first *Tetris*.

You can play against the computer or a friend in the Vs. mode, which is more fun than the monotonous one-player game. At least here you're competing.



## Want a Puzzle Game?



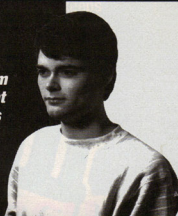
Even the Game Boy version of *Tetris* is great — in fact, I don't think any puzzle game will ever beat it.

The original NES *Tetris* is the king-daddy of all puzzle games, even if it didn't have a Vs. mode.



If you're looking for something more recent, try last year's *Yoshi's Cookie* for NES or SNES. It's very good — one of the top two or three puzzle games.

"Nintendo says *Tetris 2* is great because it has bombs. It's got 'em all right — a great big one that goes off when you hit the power switch." — Chris



## RATINGS

### GRAPHICS



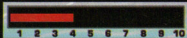
- Of course, graphics aren't that important in a puzzle game.
- Pee-Yew. Sure it's 8-bit, but it looks like a lousy Nintendo-compatible cartridge.

### SOUND FX



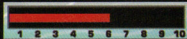
- Average 8-bit NES fare.
- Average 8-bit NES fare.

### MUSIC



- Like the first *Tetris*, there are multiple tunes from which to choose.
- Unfortunately, you won't want to hear any of them.

### BELLS & WHISTLES



- In addition to speed, round, and music settings, you can play with a friend.
- He won't be your friend for very long if you make him play.

### CONTROL



- Blocks fall and you flip them — how could they screw that up?
- They did! The pieces don't fit together well, making your job even harder.

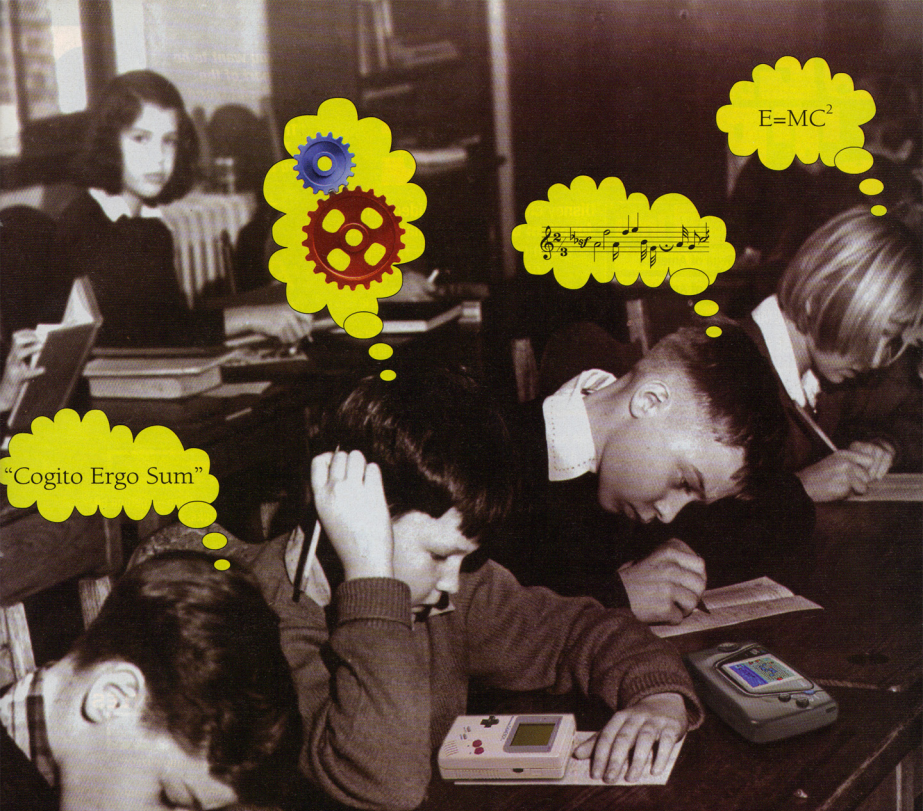
### REPLAY VALUE



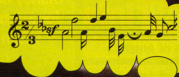
- You can squeeze out extra value playing with a friend.
- But even good company can't help *Tetris 2* for long.

## OVERALL

# 52%



$E=MC^2$



"Cogito Ergo Sum"

## INTRODUCING THE ULTIMATE BRAIN GAME

Okay, so you aced the pop quiz on the meaning of existence, showed your shop teacher a thing or two about birdhouse construction and scored big points with your essay "Beavis, Butt-Head and Buddy Themes in Western Thought." Now, isn't it about time you gave yourself a real challenge? With Gear Works, the most addictive puzzle game since Tetris™. It takes seconds to learn but a lifetime to master.

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**Use high impact explosives to blow up incorrectly placed gears.**



# DEEP DUCK TROUBLE

## GAME GEAR **Info**

PUBLISHER	Sega of America
DEVELOPER	Sega of America
SUGG. RETAIL	not available
RELEASE DATE	February

Disney characters in a video game? **Jonathan Gagnon** speculates it can mean only one thing — great graphics and action.



Use that duck sense in the Volcano level and hop on the boulder to get over the spikes. The bat coming your way means business.

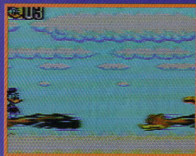
A hot pepper is a welcome addition to the cold of the Valley level. Eat it and watch an invincible Donald take off.



A Disney game is invariably a good addition to any game system. And if you're a Donald Duck fan, you'll be doubly happy with *Deep Duck Trouble*.

As the easily flustered and frustrated fowl, it's your job to help your wealthy uncle, Scrooge McDuck. On one of his explorations, Scrooge stole a pendant from a statue on an uninhabitable island, and he's now blown up to grand proportions. The only way to reverse the spell is for Donald and his nephews — Huey, Dewey, and Louie — to return the pendant.

Graphics are the highlight of *Deep Duck Trouble*, although the game play is solid, too. You're going to be hard-pressed to find a better all-round adventure for Game Gear.



Watch out for stampedes of birds in the Jungle level. To avoid a nasty death, stay on their backs and jump from bird to bird.



This eagle tries to skin you alive. Keep ahead of him, but don't move all the way to the right or you won't know when to jump.

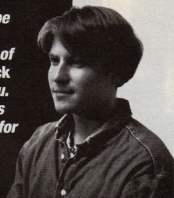
While exploring the sunken ship in the Inlet level, you run into a shark. Stay near the top of the screen, but give yourself enough space to move if an obstacle (like a wall) should appear.



## game specs

GENRE	action
PLAYERS	1
LEVELS	4 places
DIFFICULTY	medium
SAVE FEATURE	none
MEGS	4

"If you want to be part of the *Wonderful World of Disney*, *Deep Duck Trouble* is for you. This game keeps you coming back for more."  
— Jonathan



## RATINGS

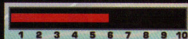
### GRAPHICS



Eye-pleasing Disney-esque graphics.

Some levels, however, could definitely use more colors.

### SOUND FX



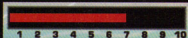
The basics are there — getting hit, throwing bricks, and so on. There isn't anything inventive or exciting.

### MUSIC



Prepare for the upbeat tunes of happy cartoonland. And prepare for them to make you nauseous.

### BELLS & WHISTLES



There are some little puzzles...

...but it's not exactly ground-breaking stuff.

### CONTROL



Normal Donald is quite easy to control.

But the peppered-up Donald can be tough.

### REPLAY VALUE



Disney characters, crisp cartoony graphics — it's meant to be played again.

Although you'll master it quickly.

## OVERALL

# 87%



# ALIENS HAVE COME TO TEXAS TO ENJOY BARBECUED RIBS. YOURS.



THE BLOOD-THIRSTIEST ALIENS IN THE UNIVERSE  
HAVE LANDED AND YOUR JOB IS TO STOP THEM  
IN THEIR SIX-TOED TRACKS. (IN TEXAS PARLANCE, THAT'S  
KICK SOME ALIEN BUTT.) IT WON'T BE EASY. YOU'LL  
HAVE TO BLAST THEM WITH THEIR OWN ARTILLERY.

BUT BEFORE ANY SHOOTING BEGINS IN TEXAS, WE HAD  
TO DO A LITTLE SHOOTING OF OUR OWN  
— IN HOLLYWOOD. FOR THE FIRST TIME EVER,  
AN ENTIRE MOVIE WAS SHOT FOR THE SOLE PURPOSE OF

COMMENCE 5 LEVELS OF  
EXTRATERRESTRIAL-BASHING.  
IT'S ALL LIVE ACTION WITH LIVE  
ACTORS. AT LEAST THEY'RE ALIVE  
WHEN YOU START.

VIEW ACTION THROUGH  
BATTLECAMS ARMED WITH PLASMA  
DISRUPTER PARTICLE BEAMS.  
MESSY BUT EFFECTIVE.



MAKING THE ULTIMATE INTERACTIVE GAME. THEN WE DIGITIZED  
THE WHOLE THING. THE RESULT IS A GAME  
WHERE EVERY DECISION YOU MAKE CHANGES  
THE ACTION EVERY TIME YOU PLAY. GROUND ZERO,  
TEXAS IS SO REALISTIC THAT IT WILL PROBABLY  
REVOLUTIONIZE THE WAY GAMES ARE MADE  
IN THE FUTURE. IF THERE IS A FUTURE,  
THAT'S UP TO YOU, PARTNER.



CLUES LEAD YOU TO THE INVADER'S  
ARSENAL CAREFUL, ACE.  
ONE WRONG MOVE AND YOU'LL  
BLOW IT...AND THE WHOLE TOWN!

AGENT DISALVO CLUES YOU IN TO  
THE WHEREABOUTS OF A LASER  
CANNON. FIND IT, VAPORIZE THE  
MOTHERSHIP AND SAVE THE HUMAN  
RACE FROM BECOMING SUSHI.



(sure, it's just a game.)



DIGITAL PICTURES



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Product Information Number 227

# ZOO

## The Ninja from the Nth Dimension

### GAME GEAR info

PUBLISHER	Gametek
DEVELOPER	Gametek
SUGG. RETAIL	\$39.95
RELEASE DATE	January-February

What started as a routine mission changed drastically when scanners picked up a strange, pulsating cloud. You go in to investigate, only to be sucked into a vortex. When you crash onto a strange world and meet Krool's forces, you realize you're pretty far from home.

As Zool, your job title is Protector of Creative Thought and Defender of Positive Action. But it's hard to be optimistic when you must explore seven worlds, uncover all kinds of secret rooms, and defeat all of those bosses. Just remember that you've gotta have heart — in addition to serving as weapons, bonus hearts are the keys to saving the Nth dimension.

Jonathan Gagnon finds that this dweller of the interstellar cosmos is trapped in a mediocre adventure.



To kill this humberg boss, hop on the doughnuts to pop them, then jump on the boss's back. When he starts to shoot, move into the right corner.



Use trumpet notes to get to out-of-reach ledges.



You never know what you might find on ledges — for example, these bombs and jumping-Zool icons.



Don't let this record twirl you onto the sharp spikes when it takes you for a spin.

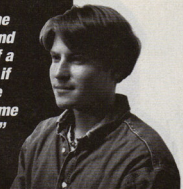
### game specs

GENRE	action
PLAYERS	1
LEVELS	5
DIFFICULTY	medium
SAVE FEATURE	none
MEGS	2

After you've picked up your quota of icons, a gold Z appears. Jump into it and head for the next level.



"Zool has all the hidden rooms and secret places of a Sonic game — if only it had the graphics and game play to match."  
— Jonathan



### RATINGS

#### GRAPHICS



+ You've seen worse on Game Gear.

- Little detail means too much empty space.

#### SOUND FX



+ There's a nice selection of effects...

- ...but you'll wish the sounds were a little clearer.

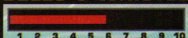
#### MUSIC



+ Bouncy, but not top-ten material.

- It gets repetitive in the long haul.

#### BELLS & WHISTLES



+ It has a fun plot, plus unique and interesting levels.

- But you still run and jump and fight and collect.

#### CONTROL



+ The basic controls are well designed and responsive.

- It can be difficult to control your climbing.

#### REPLAY VALUE



+ The variety of levels keeps you coming back...

- ...until the blah colors and lack of detail send you searching for another game.

### OVERALL

# 65%

# YOU BRING THE LIGHTNING

## THUNDERSTRIKE™



**Bring terror to the terrorists.** Cruise into town and rain on a guerrilla parade with your deadly whistler rockets. Send a message to drug lords, dictators, and guys named Saddam!



**This ain't "Treasure Island."** We're not talking eye patches and Jolly Rogers here! These pirates pack enough firepower to blast you into the stratosphere.



**Don't play too soon after eating.** With a dynamic 360-degree rotational universe, you'll feel like you're flying. And you'll view the destruction in grizzly detail.



**Hellacious weaponry.** Locking on to enemy targets is a blast when you're loaded to the bristles with Vulcan cannons, air-to-sea missiles, and AFG autocannons.



**S**creaming out of the skies over Panama . . .  
Strafing pirate gunboats on the South China Sea . . .  
Punishing ruthless extremists in Eastern Europe.

As you take her into 10 battle missions around the world, your top-secret AH-3 ThunderStrike attack chopper won't be a secret much longer.

With full-function radar and tracking systems, and intuitive flight and weapons controls, you'd fly this chopper down the throat of the devil himself. If that's what it takes. And it will.



# SEGA CD



# Putty Super Putty™

Billy Moon finds this one schlurpy, slimy good fun!

<b>SNES</b>	<b>info</b>
PUBLISHER	U.S. Gold
DEVELOPER	System 3
SUGG. RETAIL	\$59
RELEASE DATE	now available

Somewhere in the far reaches of the universe lies Putty Moon, a strange world whose inhabitants are blue blobs of goo known as Putties. Putty Moon was a peaceful enough berg — its citizens were entirely ignorant of the rest of the universe and its inhabitants. You can imagine their surprise when a large spaceship landed, bringing hordes of surprisingly un-blue, un-round beings. Although the Putties were naturally curious about their visitors, all that changed when they began to be kidnapped and packaged as "Shriek!" bubblegum. While the

Putty populous properly panicked, one brave soul is willing to face the aliens and their evil leader, the wizard Dazzledaze.

It's risky to center a game on blobs of putty, but the goofiness of *Super Putty* works in the game's favor. While actual game play bears a certain similarity to *Mario*-ish action games, the various moves that are unique to putty inject originality into the title. Unfortunately, the lack of a continue feature in later levels means you probably end up repeating some sections one too many times.

## Level 2: Dazzledaze Villas



False teeth allow you to absorb enemies

ordinarily too tough. Try them out on Googy Gunther.



### game specs

GENRE	action
PLAYERS	1
LEVELS	6, w/ multiple stages
DIFFICULTY	medium
SAVE FEATURE	none
MEGS	8

### Putty in Motion



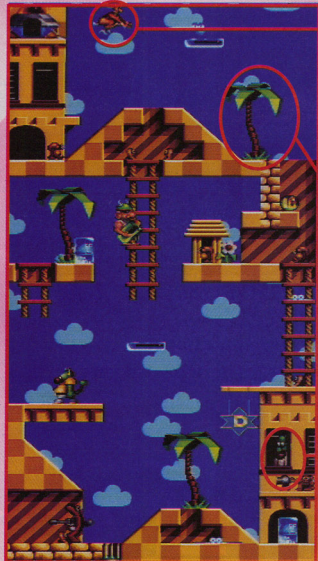
Press A and the directional pad to stretch between platforms.

Your bounces aren't as quick as stretches, but they help you reach high platforms.



Press Down to melt, making you invincible and able to absorb robots and enemies.

If bad guys are crowding you out, press X to inflate until you explode and destroy enemies. Unfortunately, you lose valuable pliability in the process.



The Flying Hag is totally indestructible.



Palm trees are filled with goodies.



Punch C Stars and Lester quickly before they pelt you with bullets.

## Level 3: Technofear

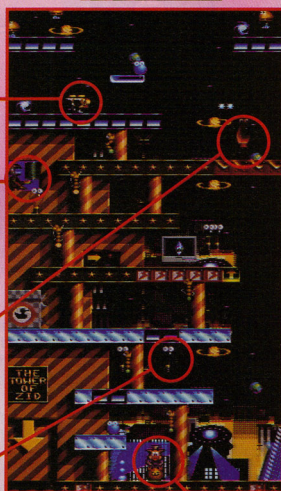
Mr. Magic can nail you to the far side of the screen with his magic blasts.

These interstellar soda advertisements usually contain some cool power-ups. Hit this one to collect a trash can that enables you to absorb all three robots at once.

The Goody Gobbler is dangerous — not only to Super Putty, but also to the innocent

white rabbits found throughout the level. Absorb a bunny, then transform into an explosive blue rabbit.

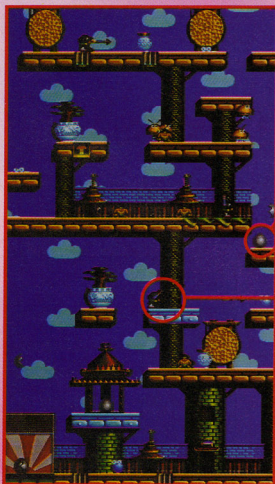
The Loopy Lightbulbs are annoyingly deadly if you get too close. Absorb a shockapillars, then transform into his likeness so you can diffuse the platform above, destroying the bulbs before they become a problem.



Hopalong Hog can be found at the bottom of each Technofear board. Punch him to begin with, then collect the false teeth so you can swallow him up.



## Level 4: Oriental Rooms



Punch the Sensei instead of putting up with his burp bubbles. Act quickly before he puts up a forcefield to protect himself.



Clucks, the evil hen (I), lays eggs that hatch into Sumo wrestlers.



Absorb the firework imps and transform to hit them with a dose of their own medicine.



Punch crates for a ton of pliability-enhancing eats. However, save them for when you need them!

"Super Putty's repetitive nature keeps it from being truly outstanding, but overall, it's a first-rate effort."  
— Billy



## RATINGS

### GRAPHICS



- Characters are nicely animated; moves & expressions are straight from cartoonland.
- ➖ The backgrounds are generally lifeless and repetitive.

### SOUND FX



- Cartoonlike sound effects include cool digitizations of a truly annoying feline.
- ➖ Some characters have great sounds, while others are almost mute.

### MUSIC



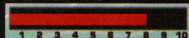
- Overall good soundtrack keeps things moving.
- ➖ The SNES is capable of a lot more.

### BELLS & WHISTLES



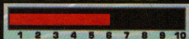
- Plenty of different moves keep things interesting.
- ➖ But otherwise, it's a pretty basic game.

### CONTROL



- All the controls work great, with good choice of button use.
- ➖ You must use the Down control for multiple moves, which can be confusing.

### REPLAY VALUE



- Six levels, each with multiple stages, keep you busy.
- ➖ Repetition, plus lack of a good continue feature, may also leave you bored.

## OVERALL

# 77%

# NBA JAM™

The only problem **Doug Brumley** had with this blisteringly hot arcade transfer was prying it away from the other members of the staff.



You've never seen a pick-up game like this — unless, of course, you've played the *NBA Jam* coin-op. The pace is hot, and the moves are even hotter as two representatives from each of the 27 NBA teams bring their skill — and attitude — to some of the fastest two-on-two basketball action in the world.

From backboard-busting dunks to last-second three pointers, *NBA Jam* has it all. And who needs all that five-on-five strategy? Since this game strips each team down to two of its best all-around players, it paves the way for furiously fast end-to-end action. But don't get the idea that this game's all finesse. With no ref and no out-of-bounds, you'd better take it up strong if you plan on scoring. Sky-scraping rejections and flagrant shoves make it rare for any shot to go uncontested.

The secret to the game's lightning quick speed and gravity-defying dunks is turbo power. Your turbo supply decreases as you use it, but it begins to regenerate the moment you let go.

So take on all challengers by yourself, or grab three friends and a four-player adaptor for the ultimate two-on-two matchup. You'll be talkin' trash before you know it.

## SNES Info

PUBLISHER	Acclaim
DEVELOPER	Iguana
SUGG. RETAIL	\$74.95
RELEASE DATE	March



Pit your favorite twosome against anything the other 26 teams have to offer.

A quick swing of the 'burs clears out defenders who are guarding just a little too closely.



If the same player hits three consecutive, unanswered shots, he becomes "on fire." Almost anything he throws finds the bottom of the net until the opposing team scores.

It might start a brawl on any other court, but this ruthless — but perfectly legal — shove brings a crashing end to any opponent's dreams of a little razz-dazzle.



Goal-tending is the only infraction you see called.

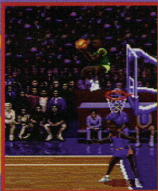
## game specs

GENRE	sports
PLAYERS	up to 4 w/ Multi-Tap
LEVELS	not applicable
DIFFICULTY	adjustable
SAVE FEATURE	passwords
MEGS	16

Is this guy making a fashion statement? No — his brightly colored shoes indicate that he's using turbo, so be on the lookout for some explosive moves.

Stay inside your opponent's jersey with tight in-your-face defense. And when he pulls up for the jumper, go up with him and swat it into the next area code.

It's Showtime, Baby!!

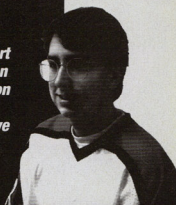


You'll have to pick your bottom jaw off the floor after you witness NBA Jam's array of impressive dunks. Check out the vertical leap on these guys as they take it to the hoop.



Which team is king of the court? Put on your game face, throw the rulebook out the window, and get ready for the wildest two-on-two hoop cart you've ever seen.

"This sports cart has more action than most action games. And that's just above the rim!"  
— Doug



## RATINGS

### GRAPHICS



- ⊕ Fast, smooth graphics — including dunks — make it the ultimate.
- ⊖ The characters don't really resemble their human counterparts.

### SOUND FX



- ⊕ Crowd & announcer reactions and realistic b'ball FX build the atmosphere.
- ⊖ Some FX are weak — sneaker squeaks sound more like crickets chirping.

### MUSIC



- ⊕ It's decent music...
- ⊖ ... but it really doesn't support the game's in-your-face attitude.

### BELLS & WHISTLES



- ⊕ The multi-player option makes this game!
- ⊖ It lacks instant replay — an obvious omission

### CONTROL



- ⊕ The player you're controlling handles well...
- ⊖ ... however, you can't control some of your computer teammates' moves.

### REPLAY VALUE



- ⊕ Expect NBA Jam-abuse treatment centers to open across the country.
- ⊖ It loses a little luster without a crowd joining in.

## OVERALL

# 91%

# Welcome to the Next Level?

You've played *Sewer Shark*. You've leered at *Night Trap*. You've waited through long access times, iffy controls, and game-release delays. You've probably wondered what the big deal is about Sega CD.

Well, the second generation of games has arrived, and — while they're a mixed bag — the games in general are far and away superior to the first round. Designers are at last taking the CD hardware into consideration and are using the system's strengths to produce unique games guaranteed to spark interest in hungry players. Here's a look at six of the newest titles for what can honestly (finally!) be labeled a hot machine.

# DOUBLE

Is this a *Night Trap* sequel or not? Should you care? Jeff Lundrigan hands you the low-down.

Rated by V.R.C.

**MA-13**

Parental Discretion  
Advised

Mature Audiences

## SEGA CD info

PUBLISHER	Sega of America
DEVELOPER	Digital Pictures
SUGG. RETAIL	\$59.95
RELEASE DATE	now available



Thanks to the miracle of digitized video, *Double Switch* stars Corey Haim — what a thrill.



The game features a few other "name" actors: Taylor Negron, Camille Cooper, Irwin Keys, and Debbie Harry.



Most of the other folks in the game are miscellaneous bad actors, like the members of the mysterious Society of the Scroll and Key — or "Da Scwowel and Kee," as their leader pronounces it.



## game specs

GENRE	adventure
PLAYERS	1
LEVELS	2
DIFFICULTY	medium to hard
SAVE FEATURE	save after each act
MEGS	not applicable

Digital Pictures scored a couple of early Sega CD hits with *Sewer Shark* and *Night Trap*. The digitized video and sound were a neat feature of both titles, but let's face it — as games, they just didn't have much going for them.

At first, it looked like *Double Switch*, a sort of unofficial sequel to *Night Trap*, was more of the same. The interface is the worst, and it takes a few hours just to get used to moving around. The acting is still terrible, although you may recognize a few of the cast: Corey Haim and Debbie Harry are the "name" stars, and actor/comedian Taylor Negron shows up for about a minute. I also picked out Camille Cooper (*Meet the Applegates*) and Irwin Keys, a character actor who's been in a thousand movies or so.

One of my biggest complaints about *Night Trap* was that you never got to watch the story — you were always having to spring a trap somewhere while the interesting stuff was going on in another room. But in *Double Switch*, although there are a number of places where you must trap someone to keep the story rolling, the game isn't really about catching goons.

In fact, a lot of the trap sequences are red herrings, designed to pull you away from important scenes at just the right moment so you get the wrong idea about what's happening. Without giving anything away, let's just say that *Double Switch* lives up to its name — it turns out there's more to the mystery than first appears.

Digital Pictures hired Mary Lambert, who directed the two *Pet Sematary* movies and a bunch of Madonna videos, to direct *Double Switch*. She's about as good a director as Corey Haim is an actor, but she keeps things moving along, and the live-action scenes have more style and flair than any CD game we've seen.

*Double Switch* isn't for everyone. If you don't have the patience to work through the same sequences a hundred times, it will drive you crazy. On the other hand, it holds up pretty well as an interactive mystery — at least until you solve it.



# SWITCH



"In spite of its worthless interface, *Double Switch* shows there's some life to the 'interactive movie' idea after all ... but just barely."  
— Jeff



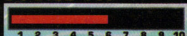
## RATINGS

### GRAPHICS



- The digitized video keeps looking better with each new game.
- But it still looks like you're watching it through a dirty screen door.

### SOUND FX



- The live-action sounds are great.
- The game sounds, however, are annoying.

### MUSIC



- The music usually fits the action, with tunes by Thomas Dolby(!).
- There's really a lot of it, and it gets repetitive in a hurry.

### BELLS & WHISTLES



- The plot takes some unexpected twists and turns — cool!
- Why only one disk worth of stuff?

### CONTROL



- At least it has an interface.
- Hit the button three times to spring a trap? Wait, I meant to switch rooms — aaaaah!

### REPLAY VALUE



- The mystery is fun, and you always think you could trap one more guy this time.
- It's got replay all right — as in re-play, over and over and over until you get it.

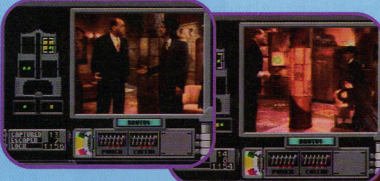
## OVERALL

# 71%

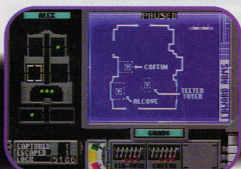
Digital Pictures keeps insisting that *Double Switch* isn't a *Night Trap* sequel, but there are traps all over the place, so you make the call.



Unlike *Night Trap* however, the traps become important in only a few of the scenes, such as here when you save Brutus from Luigi and his gang.



Get Brutus out of his jamb, and he cleans up the thugs while shouting *Double Switch*'s most memorable line, "You tell Luigi and Mario their days are numbered!"



One of the interface's big drawbacks is that, unlike *Night Trap*, you can't move around the building when you pause the game.



Keep a close eye on the Handyman (or the "Hangman," as Corey calls him at least twice). He knows more than he lets on, and it's part of the game's big plot twist.

However, the map that comes up when you pause the action does show the location of hidden traps — this is vital later in the game.



# PRIZE FIGHTER



**Doug Brumley** discovers that *Prize Fighter* is no knockout, but its digitized footage allows it to hold its own in a crowded and competitive ring.

It seems like there's a

new heavyweight champ every time you turn around — and each one gets a signature boxing game. While some of those simulations have been entertaining, none has captured the sights, sounds, and atmosphere of the sport.

Now a new challenger enters the crowded ring to take on all comers. *Prize Fighter* for Sega CD is comprised entirely of video footage shot from a first-person perspective, allowing you to experience what it's like to walk in a boxer's boots — fortunately, without the smell of the gym or the bruised face.

While *Prize Fighter's* focus is on the action inside the ropes, the overall atmosphere is greatly enhanced by movie-style intros that take you from the dressing room to the ring before each contest.

Reporters, fans, trainers — even a bookie — are among the colorful characters you encounter along the way. There's also a cinema screen after each bout which changes to fit the outcome.

By the time the intro's over, you're ready to fight for the title. Only four boxers stand between you and the world heavyweight championship, but the task isn't quite as easy as it sounds. You must pick the spots on your opponent to land jabs, crosses, and uppercuts, and naturally, he's

## SEGA CD Info

PUBLISHER	Sega of America
DEVELOPER	Digital Pictures
SUGG. RETAIL	\$59.95
RELEASE DATE	now available

not going to stand still. You win more power points with each victory, which you allocate as you see fit to your stamina and right or left arms.

*Prize Fighter's* biggest problem is its lack of fighters, which forces you continually to pummel the same fighter over and over until you gain enough power to hold your own against the next guy on the road to the championship belt.



**In This Corner...** Because it has only four fighters, *Prize Fighter* just can't go the distance in terms of replay value. After only a few fights with each boxer, you've seen almost all of the filmed sequences.



The weakest boxer of the four, **Honeyboy** talks a good fight but goes down easily once you've gained some experience.



The perfect gentleman before the bell rings, **Nuke the Duke** forgets all manners once the action starts.



If you're having trouble hangin' with the big boys, turn on the training mode to learn where to place your punches during the



You receive power points after each victory to allocate to your stamina or to each arm.



This ain't Jurassic Park, but this **T. Rex** still strikes fear in opponents with his size and strength. He's also got the attitude to back it up.



**Mega Joe** isn't much more challenge, but you must beat him a few times before you gain the power points needed to stand up to T. Rex.

## game specs

GENRE	sports
PLAYERS	1
LEVELS	4 challengers
DIFFICULTY	medium
SAVE FEATURE	battery backup
MEGS	not applicable

## Put up Your Dukes!

Come out swingin' when the bell rings unless you want to wake up staring at the ceiling. Punches are easy to throw, but landing them is a different story.

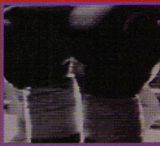


The jab isn't very powerful, but it keeps your opponent at a distance.

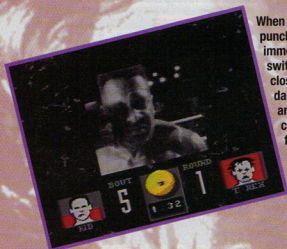
Use a right or left cross whenever you see an opening. These are the punches that do real damage.



Uppercuts are the hardest punches to land, but they certainly get a foe's attention — and they do a lot of damage.



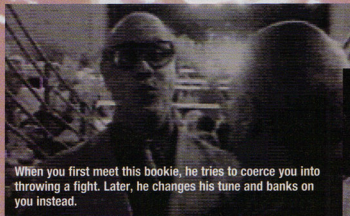
Blocking doesn't accomplish much except allowing you to catch your breath, rest your thumb, and prolong the inevitable.



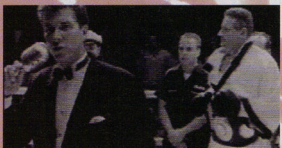
When you land a punch, the view immediately switches to a close-up of its damage. This angle-change can prevent you from pulling off quick combos.



Once you fill up your opponent's damage meter, connect with another shot and send him to the canvas.

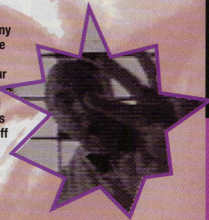


When you first meet this bookie, he tries to coerce you into throwing a fight. Later, he changes his tune and banks on you instead.



Kudos to the game producers for casting Michael "Let's Get Ready to Rumm-ble!" Buffer — the most popular voice in boxing — as the ring announcer.

Take too many hits and taste the mat — that is, if your opponent doesn't send the tastebuds flying right off your tongue!



"Until you defeat it, *Prize Fighter* is a fun and unique boxing simulation. But it eventually becomes a mini-motion picture with a really steep admission price."  
— Doug



## RATINGS

### GRAPHICS



- Digitized video makes it a good, nice looking — albeit B/W — mini-movie.
- ➖ Once the bell rings, your view moves from letterbox to a small square.

### SOUND FX



- Atmospheric sounds range from grunts to a heckler's remarks.
- ➖ But they, too, get repetitive after playing for a while.

### MUSIC



- The music does a nice job of setting the tone...
- ➖ ... but it's only used during the walk to the ring and post-fight comments.

### BELLS & WHISTLES



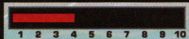
- Features include fight statistics, a training mode, & a save-game option.
- ➖ But those are about the only extras this game has to offer.

### CONTROL



- The controls are easy to use, with a button for each arm and the third to block.
- ➖ Often punches you're sure should land don't.

### REPLAY VALUE

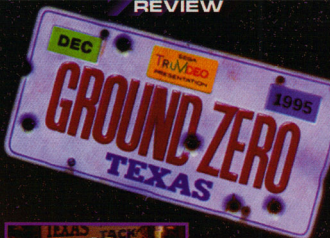


- It's fun to go back and maul the fighters who gave you trouble at first.
- ➖ With only four fighters and limited video, the game gets repetitive very quickly.

## OVERALL

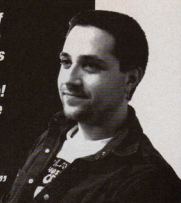
# 67%

The only thing Jeff Ludrigan likes better than digitized video is a good game — and in the darkness, there was a great wailing and gnashing of teeth.



“Three million bucks worth of digitized video doesn't impress me: I want a good game, too! Even if you like shooters, Ground Zero Texas just doesn't deliver.”

— Jeff



## SEGA CD info

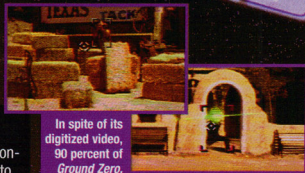
PUBLISHER	Sony Imagesoft
DEVELOPER	Digital Pictures
SUGG. RETAIL	\$59.95
RELEASE DATE	now available

With *Double Switch*, Digital Pictures builds a basically good game around its “interactive movie” concept — the company still has a ways to go, but it's headed in the right direction. *Ground Zero, Texas*, however, is a decisive leap backward.

The trouble is that in spite of all the digitized video — costing a reported \$3 million to film — the game is just a glorified shooting gallery, with enemies popping up from behind hay bales and such. It's fun for a while, but you've seen it all before, and once you've shot your hundredth alien, you want something else to happen.

There are occasional cinema sequences in which one of the characters suddenly pulls a ray gun. This is your cue that he (or she) is a disguised alien, and you must shoot before you're injured. Stay on your toes — most of the scenes have been filmed so that two or three different people can turn out to be the bad guy.

If more of the game had this feeling of spontaneity, *Ground Zero, Texas* might have been worthwhile. But there is only one ounce of “guess the alien” for each ton of shooting. As the aliens begin to launch an all-out attack, the shooting gallery takes over completely, and things get really tedious. Even worse, groups of aliens attack in different locations at the same time, and what kind of fun is that? *Ground Zero* isn't a Venetian Menacer compatible — you can aim only with the control pad. If you're looking for a shooter, *Lethal Enforcers* is a better bet.



In spite of its digitized video, 90 percent of *Ground Zero, Texas* is just a glorified shooting gallery.



The other 10 percent is more interesting, with story sequences in which you must quickly kill disguised aliens.



When you kill some aliens, you get all their code numbers. But this creates a problem — here, you're being attacked at two other locations, but since you must watch this scene to get the

codes, there's *nothing* you can do about the other attacks.



Then the aliens shed their human

skins and launch an all-out attack. After that, the game becomes an endurance test — one long shootout after another.

## game specs

GENRE	shooter
PLAYERS	1
LEVELS	4
DIFFICULTY	medium to hard
SAVE FEATURE	save after each act
MEGS	not applicable

## RATINGS

### GRAPHICS



The video looks good — very good.

It's still pixel city.

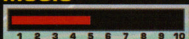
### SOUND FX



The sound FX are fine, but...

...they're repeated over and over.

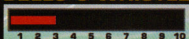
### MUSIC



It's got some.

It doesn't have much.

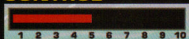
### BELLS & WHISTLES



A lot of video is packed around the shooting sequences.

There's nothing to do except shoot stuff!

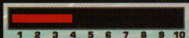
### CONTROL



The crosshairs “seek” targets if you move them carefully.

A shooting gallery that's not light-gun compatible? Get real!

### REPLAY VALUE



You always think you could have shot just a couple of additional aliens.

Why would you want to play this again?

## OVERALL

# 47%

# LUNAR

## THE SILVER STAR

When the first Sega CD role-playing game finally arrived, **Jeff Lundrigan** jumped right into it and had an altogether enjoyable time.

### SEGA CD Info

PUBLISHER	Working Designs
DEVELOPER	Working Designs
SUGG. RETAIL	\$59.99
RELEASE DATE	now available



The game begins with our hero Alex and his friend, Luna. When the two sit down to sing, the game really gets rolling!



Naturally, you're constantly meeting people as you explore. This is Laike, a mysterious figure who, for no particular reason, dresses like a Scotsman.

*Lunar* is one of those games that makes you fight every two seconds. Unfortunately, its weakest element is its combat system.



Characters are always doing dumb things that are both funny and frustrating. Early on, Ramus forgets an important item, making you trudge all the way back home.

### game specs

GENRE	RPG
PLAYERS	1
LEVELS	not applicable
DIFFICULTY	medium
SAVE FEATURE	save any time
MEGS	not applicable

Although the huge storage capacity of CDs would seem to make them a natural for role-playing games, *Lunar* is the first traditional RPG for Sega CD. It has a lot going for it — it's fairly big, the graphics are nicely detailed, and some of the characters actually talk. But what really sets *Lunar* apart is that it's the *goofiest* game I've played all year, although whether this was the designers' intent or not is unclear. Still, from the moment Luna and Alex sat down for singing practice, I started laughing and couldn't stop.

In the course of the game, your band of adventurers — people join and leave as they please — has encounters that include an inventor who lives alone in a tower because of his rotten body odor; a wizard who cares as much about foot hygiene as magic, and, in the game's crowning moment, a village populated entirely by inbred hicks ("We're jus' one big happy family 'round hee-yur!").

These are just a few highlights. Strange things happen all the time, and the fact that some characters actually *speak* their ridiculous lines just adds to fun. But listen — even if your sense of humor doesn't run this way, there's a lot in *Lunar* to like. It's a solid RPG, and well worth your time.

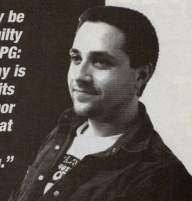


The dragon in the first dungeon tells you of your destiny, then gives some insight to the origin of diamonds — a good indication of the game's humor level.



Healing stones are everywhere — there's no need to stay at an inn in *Lunar!*

"*Lunar* may be the first 'guilty pleasure' RPG: its game play is good, but its goofy humor gives it that special something."  
— Jeff



### RATINGS

#### GRAPHICS



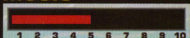
- ⊕ Everything's detailed and colorful, with lots of nice animated breaks.
- ⊖ The characters are small, and it looks like every other RPG.

#### SOUND FX



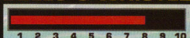
- ⊕ The voices and other effects are clear and fit the action pretty well.
- ⊖ Some of the voices display questionable talent.

#### MUSIC



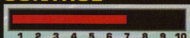
- ⊕ The music fills the background...
- ⊖ ...but it doesn't make an impression — bad for a game that's about a singer.

#### BELLS & WHISTLES



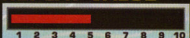
- ⊕ The game's got a warped sense of humor.
- ⊖ The game's got a warped sense of humor.

#### CONTROL



- ⊕ Menus and choices are clearly laid out.
- ⊖ The combat system is dull.

#### REPLAY VALUE



- ⊕ It takes a while to get through it.
- ⊖ You probably won't play it more than once.

### OVERALL

# 75%

# RAGE IN THE CAGE™

Wrestling games have come a long way, so **Chris Slate** was eager to see how his favorite WWF players had evolved on CD. Well, maybe "evolved" isn't quite the right word....

## SEGA CD Info

PUBLISHER	Arena
DEVELOPER	Sculptured Software
SUGG. RETAIL	\$49.95
RELEASE DATE	now available



Remember *Pro Wrestling* for NES? It's more than five years old, and it still has more special moves per character than *Rage in the Cage*. What was that about "CD evolution"?

In the Cage Match feature, you simply have to climb out of the cage — but you've gotta get through your opponent to do it.

Since your opponent tries to stop you from leaving the cage, beat him up until he takes a nap on the mat.

Without a ref in the ring, these guys try to get away with everything.

Although you don't use the space outside the ring in the Cage Match, you get plenty of opportunities in other modes. There's no chair with which to hit people (sigh), but there is a nice steel security rail to whack them up against.

Arena's parent company Acclaim has made quite a living off its line of WWF games, giving wrestling fans quality products at the same time. The Super NES and Genesis versions of *Royal Rumble* easily topped earlier efforts, adding special moves and new ways to play. However, there was still room for improvement, and if there's one thing that CDs have over cartridge-based games, it's plenty of memory for extras.

It was disappointing, then, to find that aside from a few small, grainy spots of video window-dressing, the Sega CD *WWF* doesn't have much over the earlier games. It *does* boast an impressive lineup of 20 characters, but that's easy to do when each one has the exact same moves with the exception of one special attack. Speed, strength, stamina, and other attributes are the same for all the wrestlers, too.

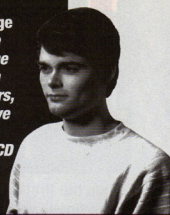
And another thing: What happened to all the different playing modes found in other *WWF* titles? There's no *Royal Rumble*, no Triple-Tag matches ... there's not even an option to play a Tag-Team bout! The play modes you *do* have — One-Fall, Brawl, Cage Match, and Tournament — are OK, but they wear out quickly. None allows you to team up with a friend, or even compete against each other in anything more than a single-exhibition match.

Hopefully, future wrestling games will add more flavor — guys get hit with foreign objects, people get jumped backstage, losers get carried out on stretchers, wrestlers jump into the ring to help their friends, and fighters talk about special grudge matches. So why isn't it in the game?

## game specs

GENRE	action/sports
PLAYERS	1, or 2 competitive
LEVELS	not applicable
DIFFICULTY	medium
SAVE FEATURE	none
MEGS	not applicable

"Rage in the Cage is basically the same great game Acclaim's been tweaking for years, but it should have had a lot more than the typical CD upgrades."  
— Chris



## RATINGS GRAPHICS



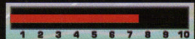
- Details such as the ringside commentators and the ref are cool.
- The crowd isn't part of the match as in "real" pro wrestling.

## SOUND FX



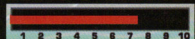
- The pre-game taunts are neat, even if the presentation is a little stale.
- It sounds close to wrestling, without the "knocked-his-guts-out" noises.

## MUSIC



- Includes decent renditions of each character's personal fight song.
- Doesn't make use of the CD — most of the tunes could be done on a cart.

## BELLS & WHISTLES



- 20 characters — wow!
- Cinemas & voices are a poor replacement for missing play modes.

## CONTROL



- Supports the Six-Button Arcade Pad, making moves easier to pull off.
- Most moves are massive button-mashers. Get ready for a sore wrist!

## REPLAY VALUE



- It has its problems, but it's still one of the best wrestling games on the market.
- If you've worn out your old *WWF* games, nothing here will hold your interest.

## OVERALL

# 85%

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# DUNE

**Billy Moon** found this game basically as dry and desolate as the planet Dune itself.

The planet Arrakis — better known as Dune — is a desolate wasteland. But it's also the universe's only known source of Spice Melange, which can enhance your mental abilities and life span. In a gaseous state, it can also be used to "fold" space and warp anywhere in the universe. Padishah Emperor Shaddam IV controls the flow of the spice, and when trouble arises from the evil Harkonnens, he sends the Atréides clan to Dune to keep the peace. As Paul Atréides, you must bring the local Fremen tribes together both to increase spice production and to battle the Harkonnens.

The designers at Virgin Interactive went out of their way to create an interactive movie — *Dune* has digitized graphics, spoken dialogue, and a full soundtrack. Unfortunately, you often feel that you're watching a movie instead of playing a game. The action ends up being too linear, and probably fairly boring for most gamers as well.

Your mother can use her psychic abilities to find "missing" rooms in the palace. The communications room is particularly important.

There are natives in Fremen who will help you meet the emperor's spice requirements — declare them miners and put them to work.

Hurati makes an interesting travel companion. She knows a lot about Fremen ways, and she can also help you track down the warrior Stilgar.

When you've found Stilgar, send the Fremen to fight in the Western lands. Bring over Gurney Halleck to assist in their warfare training.

*"Dune makes great strides in taking Sega CD into the 'multimedia revolution,' but the heart of this audiovisual extravaganza is a straightforward, overly linear adventure that just isn't fun."* — Billy



## SEGA CD Info

PUBLISHER Virgin Interactive

DEVELOPER Cryo

SUGG. RETAIL \$62.99

RELEASE DATE February



The abandoned palace is your base of operations. Any time you're stuck, go there to visit your father and maybe get new orders.

Visit Duncan for updates on the miners and their shipments. Follow any advice he gives on increasing production.



Travel the desert with your Ornithopter. Set the coordinates, then sit back and enjoy the scenery.



## game specs

GENRE action/adventure

PLAYERS 1

LEVELS not applicable

DIFFICULTY easy

SAVE FEATURE 2 save slots

MEGS not applicable

## RATINGS

### GRAPHICS



- The digitized intro is cool, and characters and scenery are well done.
- ➖ There's an annoyingly small color palette, particularly on map screens.

### SOUND FX



- The dialogue is all actually spoken — in your choice of languages.
- ➖ But it's lacking in other sound effects.

### MUSIC



- The music enhances the experience without making itself obnoxious.
- ➖ The tunes themselves aren't overly exciting; they're just used well.

### BELLS & WHISTLES



- Gotta like digitized graphics, voices, and situation-appropriate music.
- ➖ There's nothing new in actual game play.

### CONTROL



- Controls are simple, much like a mouse-based PC game.
- ➖ The extended use of map screen is aggravating.

### REPLAY VALUE



- A fairly long game that takes a while to complete.
- ➖ It's also somewhat boring, and there's no reason to play it after you've won.

## OVERALL

# 65%



Soccer great Pele is making a comeback after hanging up his cleats more than a decade ago. No, he's not taking the field anytime soon, but his soccer simulation, announced last June, is finally close to completion. With 40 international teams and an incredibly tight three-quarter overhead view, *Pele!* could make a run at EA's *FIFA International Soccer* for the football crown.

### KONAMI BASKETBALL CART IN THE WORKS

Word around the court is that Konami is developing a Genesis basketball title. Supposedly the game's not officially licensed by the NBA or the Player's Association, so developers will focus on game play. Their goal is a fast, controllable game that plays like a coin-op sim. Watch for more details soon.

**SCORE CARD**

# GP sports

Game Players

Doug Brumley, Editor

## NFL '94: Not Your Average Joe's Game

### GENESIS

PUBLISHER	Sega of America
DEVELOPER	Sega of America
PRICE	\$59.99
DATE	now available

Few people would argue that Joe Montana is one of the best, if not the best, quarterback in the NFL — and he's got the stats and Super Bowl rings to prove it. But did you know that Joe also leads the league with four (3 carts and one CD game) football simulations? His knees may be giving out, but the games just keep getting better. His latest Genesis game, the first under the Sega Sports label, is by far the best yet.

*NFL Football '94 Starring Joe Montana* uses the SportsTalk play-by-play feature that was introduced in *Joe Montana II*. Occasionally the announcer lags behind the action

— especially on running plays — but for the most part, the commentary is a welcome feature and makes the *Joe Montana* titles unique among football sims.

Aside from the SportsTalk, however, few elements of the earlier games found their way into the latest model — and that's great news for players. This game's graphics are much crisper and more detailed than before, and you can now view the action from six different angles. In addition, after the ball's snapped, the camera zooms in on the ball carrier for an up-close and personal view. This feature gives you the big picture, but it doesn't sacrifice player size by staying out of the action.

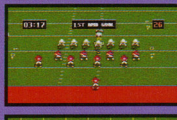
*NFL Football '94* offers the standard one-player, two-player competitive, or two-player cooperative modes as well as Exhibition and League play. In the latter, you test your team over an entire season — based on 1991, 1992, or 1993's actual schedule — with a battery back-up saving the stats and standings week after week. If you hold your own against the tough competition, you're destined for the playoffs, or maybe even the Super Bowl.

Game play moves smoothly — and a neat "speed-burst" feature has been added for both offense and defense. However, control isn't without its problems. For example, receivers can't pivot in one spot. Instead, they turn around

in a little semi-circle, almost as if they're running around an invisible pole. This makes passing especially difficult. And it's fortunate that you can customize the skill level because it's tough to defeat the computer's solid defense, even on the normal setting.

NFL and NFLPA licenses provide the icing on an already tasty

cake, filling the game with all 28 NFL teams and over 800 players' names and attributes. So don't let that money burn a hole in your pocket — scramble out and pick up this one.



Watch the game from six different angles — plus a zoom-in that follows the action. There's even a blimp view!



Your defensive sets are still limited, but dozens of plays have been added to the offensive playbook. You have so many options, in fact, that it's difficult getting out of the huddle in the allotted 40 seconds.

### RATINGS

#### GRAPHICS

★★★★★

★★★★★

★★★★★

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**OVERALL**  
**93%**



# Champions World Class Soccer

SNES

PUBLISHER	Acclaim
DEVELOPER	Park Place
PRICE	\$59.95
DATE	March

It seems like there are as many 16-bit soccer sims entering the marketplace as there are teams vying for the upcoming World Cup competition. Acclaim's *Champions World Class Soccer* is the latest to enter the fray, and while it's not the best in the field, it's a solid adversary.



Select your team's formation before each half. Unfortunately, you have only four choices.

All of soccer's sights and sounds are well represented, from the roars and chants of the crowd to the grunt of a player as he's hauled down from behind. The

players look and react very realistically, and a three-quarter overhead view of the field lets you closely

follow the action. The screen shows enough of the field so you can see what's happening in your immediate vicinity, but not so much that the players are reduced to microscopic size. You can also check out what's going on outside your field of vision with a radar at the top of the screen.

Smooth and easy controls make game play enjoyable. The only downside is a slight delay between your pressing a button and the required action taking place on-screen. Often a defender can step in and win the ball within this less-than-a-second delay. Another plus comes from an unlikely place — the referee. He's not as whistle-happy here as in most other soccer sims. Sure, an occasional yellow card or penalty shot is handed out, but for the most part, the game is free of interruptions.

The biggest flaw in *Champions* is its lack of bells and whistles.



Put down your opponent with a well-timed slide tackle from behind. You hardly ever get a foul, and the player animations look really neat, too.

Besides a replay feature, four language options, and the ability to toggle things such as penalties and game length, the game offers little else. One player can participate in an exhibition or tourna-



Pass often to get the ball upfield. This also keeps your defenders from getting caught out of position if the other team takes control.

ment, while two players can only compete against each other in exhibition mode. And while there are 32 teams from which to choose, you can't substitute players or alter the teams in any way.

But as a whole, the lack of options in *Champions World Class Soccer* doesn't send it to the bot-



An announcer calls the action and, with what may be the game's most unique feature, takes another look the best play of each half.

## RATINGS

### GRAPHICS

★★★★★

### SOUND FX

★★★★★

### MUSIC

★★★★★

### BELLS & WHISTLES

★★★★★

### CONTROL

★★★★★

### REPLAY VALUE

★★★★★

### OVERALL

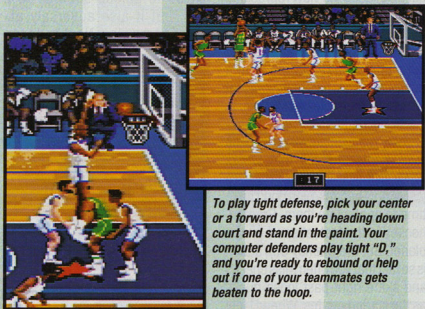
**84%**

## NBA Showdown

SNES

PUBLISHER	Electronic Arts
DEVELOPER	Electronic Arts
PRICE	\$59.95
DATE	now available

Have you ever dreamed of managing a team comprised of Michael Jordan, Charles Barkley, Shaquille O'Neal, Dominique Wilkins, and Clyde Drexler — without even worrying about a salary cap? Well, your dreams have come true, thanks to the guys at the EA Sports factory. *NBA Showdown* has all



To play tight defense, pick your center or a forward as you're heading down court and stand in the paint. Your computer defenders play tight "D," and you're ready to rebound or help out if one of your teammates gets beaten to the hoop.

## Field of Dreams?

Digital Pictures, the developer of *Prize Fighter* and *Double Strike* for Sega CD, is working on an interactive baseball movie.

the features you could want in a game, including the option to trade starters and create a customized team.

*NBA Showdown* is basically the same game as the earlier EA Sports basketball games: Each team has a 12-man (updated!) roster and each computer player resembles — however slightly — his real-life counterpart. Instant

POINTS PER GAME			
1	JORDAN	CHI	32.7
2	HILARINS	ATL	28.7
3	K MALONE	UTA	27.9
4	ROBINSON	HOU	26.7
5	OLAJUJON	GS	24.4
6	MULLIN	SA	23.1
7	ROBINSON	DET	22.6
8	MANNING	LAC	22.4
9	EHING	NY	22.3
10	DUMARS	DET	21.4
11	PETROVIC	NJ	21.3
12	JOHNSON	CHA	20.9
13	O'NEAL	ORL	20.8
14	LEHIS	BOS	20.7

Check out your rank compared to the league leaders during seasonal play.

replay, a ton of stats, and injuries are all part of the mix that makes this the best basketball title to date. You can take on the computer or grab a friend for a pre-season match-up, an 82-game season, or the playoffs. And don't

worry — a battery back-up saves all trades, stats, and standings for playoffs and seasons.

Play control is the only area in which *NBA Showdown* lets you down. It's very rare to steal the ball on defense because the computer plays better than a human ever could. So the best way to stop the other team — especially in a two-player vs. game — is by not guarding the man with the ball. When you've got the ball, be wary of the offensive foul. If you push against a defender for too long, or are simply trapped between two

opponents and try to get free, you get the whistle.

Fortunately, the small control problems don't take too much toll on your enjoyment of *Showdown*, nor do they differ significantly from the earlier EA Sports

releases. The game's seasonal play feature, updated rosters, and trade-player option make this game a must-buy for basketball fans.

MINNESOTA				
Player	Pos	Ht	PPG	Reb.
LAETINER	F	6'11"	19.2	208
PERSON	F	6'8"	16.8	430
HILLIAMS	C	6'2"	19.3	273

ORLANDO				
Player	Pos	Ht	PPG	Reb.
ANDERSON	F	6'6"	15.9	472
FOLBERT	F	6'8"	13.6	1122
SKILES	F	6'8"	15.0	290
ROEHL	C	6'8"	13.9	179

Trade to create the ultimate team. You can even trade Felton Spencer straight up for Shaquille O'Neal! Sometimes art doesn't imitate life.

#### RATINGS

GRAPHICS
SOUND FX
MUSIC
BELLS & WHISTLES
CONTROL
REPLAY VALUE
OVERALL

**87%**

## NHL Stanley Cup

SNES	
PUBLISHER	Nintendo of America
DEVELOPER	Sculptured Software
PRICE	\$59.95
DATE	now available



A line-change option adds the increased challenge of keeping fresh players on the ice, but with so many breaks in the action, not much strategy is required.

You know, despite the number of excellent hockey sims, no game yet has really captured the feeling of skating in on a breakaway — just you and the goalie. Still, *NHL Stanley Cup*, with its behind-the-puck-carrier view, comes about as close as anyone.

Unfortunately, the feature that makes this view possible — that famous Mode 7 rotation — is the same thing that ultimately causes the game's downfall. Everything's



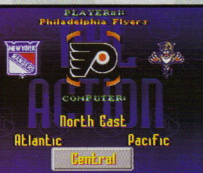
On a breakaway, blast a shot toward a corner of the net and hope you catch the goalie napping.

fine as long as you're carrying the puck because the view represents your field of vision. But when your opponent has the puck, or it's loose (and this is the case in at least half the game), you're playing from a totally strange perspective ... at about a zillion miles per hour.

Good details — such as extremely realistic player and goalie movements and ice that wears down as the period goes on — are lost simply because you don't have time to appreciate them. Granted, hockey is the fastest sport on the planet. But the *Stanley Cup* action is so fast that you often miss checks and skate right past loose pucks as the screen rotates. Whew! I feel

queasy. And when you do connect with a check, it's usually whistled for a penalty — that goes for the computer's checks, too. The game is constantly interrupted by penalty calls, unless you turn off the penalties and play a brutal anything-goes-but-blood-or-fighting match.

Some sports lend themselves to Mode 7 better than others, and hockey's not one of them. This perspective makes this game unique compared to games such as *NHL '94*, but it also adversely affects games game play. Next to its top



All 26 NHL teams and their new divisions are included, but since there's no Players' Association license, all you get are players' numbers.

competitors, *NHL Stanley Cup*'s rough-around-the-edges quality and lack of an NHLPA license sends it back down to the minor leagues.

#### RATINGS

GRAPHICS
SOUND FX
MUSIC
BELLS & WHISTLES
CONTROL
REPLAY VALUE
OVERALL

**62%**



The hits are impressive, but the majority of them result in a two-minute trip to the penalty box.





## Silpheed

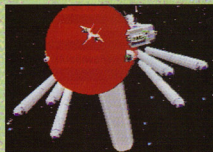
How do you beat level 12? I've tried everything I can think of — even the invincibility code in your December issue. The laser coming from the center gun of the ship covers the entire screen! Please help!

Pat  
Falls Church, VA

*If you're getting blasted by the laser, you're taking too long! The trick is to destroy the enemy before he shoots. Our own Doug Brumley beat the mother ship using Photon Torpedoes (which seek out enemies) for his option weapon, a Forward Beam on each side as his main weapon, and shooting as fast as he could (he had auto-fire turbo on the A and B buttons of his controller). Good luck.*



Line up with the laser and destroy it fast — before it can fire.



KABOOM!

## Pink Yogurt?

Those *Link's Awakening* questions keep piling up, which isn't a real surprise, since I still get letters about *The Legend of Zelda*. A lot of folks seem to have particular trouble with the Level 2 dungeon in *Link's Awakening*, but maybe this nigh-complete map will help.

I'm also finally getting around to solving two lingering RPG mysteries: What's the pink item in *Final Fantasy II*'s items list, and how do you get Yogurt to join your team in *Shining Force*. Mario's *Final Fantasy II* letter was a special issue in itself — he included a comprehensive list of every item you could get from defeated monsters, exactly what groups of monsters you had to defeat, and even the odds on whether or not they'd drop them! Maybe we can print the rest in a slower month. In any case, many thanks.

Keep those questions and tips coming — I need this job!

— Jeff

## Mutant League Football

Here's some strategy: Make sure your reserves are on and the game is in Annihilation mode. When you're on defense, move the creature you control next to the other team's quarterback on the other side of the scrimmage line.

Light both burners to scare off the ghosts and grab the Power Bracelet.

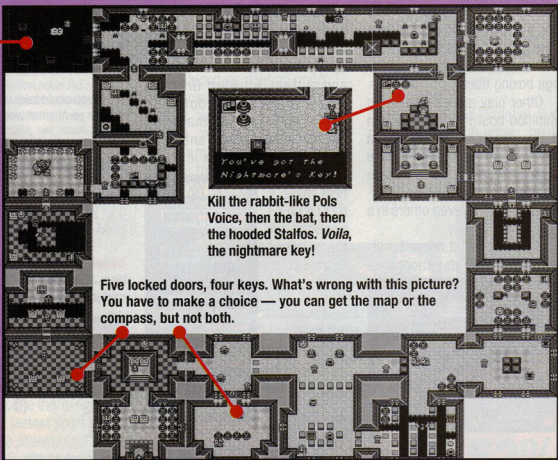


## The Legend of Zelda: Link's Awakening

I'm stuck in *Zelda* for Game Boy. I can't find the nightmare key in the second dungeon. I need you to answer this really bad.

Paul  
Atlanta, GA

To find the nightmare key, first uncover the L-1 Power Bracelet. This ain't a walk in the park — there are more locked doors than keys in the first dungeon. Choose wrong, and you're stuck!

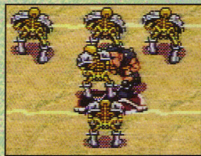


Kill the rabbit-like Pols Voice, then the bat, then the hooded Stalfos. Voila, the nightmare key!

Five locked doors, four keys. What's wrong with this picture? You have to make a choice — you can get the map or the compass, but not both.



Set the Reserves to On and the Death Index to "Annihilation."



## STUMBLE

KILLED BY  
NELSON

Get close to the quarterback before the snap, then cream him when offsides is called — watch him die!

For Fetic: ACES has beaten the WINNERS, since WINNERS has too few players left alive.



Kill every quarterback they've got, and you win!

When the ball is hiked, the referee calls offsides, but you have a few seconds to move your guy before the two teams get back into a huddle.

In those seconds, tackle the quarterback as many times as you can — he dies after a few tackles. Each team has five or six quarterbacks in reserve, but after you kill them, the opposing team forfeits because it has too few players left alive. You don't even have to worry about the five-yard penalty for offsides because when you get down to your own five-yard line, the penalty decreases and you never cross the goal line!

George  
Chesterfield, MO

*You're a sick puppy, George. Keep it up.*

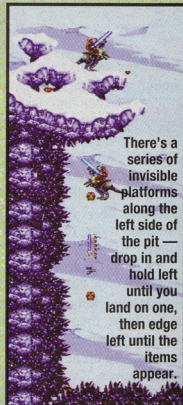
## Super Empire Strikes Back

At the second pit on Hoth in level 2, slide down and look — there's *lots* of secret things: two blaster power-ups, three one-ups, and five health swords!

Clinton  
Sellersburg, IN

*Although every other word in Clinton's letter was written in a strange, wavy script we found disturbing, this is still a nifty trick that ought to make defeating those Imperial troopers a little easier.*

*After hopping on the Tauntaun, head for the pit immediately after the first crumbling stone bridge — look for the big heart trapped by rock. This is a one-way trip, though. Once you're in, you can't get out! But since there are two one-ups down there, this shouldn't put you off.*



There's a series of invisible platforms along the left side of the pit — drop in and hold left until you land on one, then edge left until the items appear.

## Sonic Spinball

How do you get the Chaos Emerald out once you've drained the first toxic vat?

Vijay  
Potomac, MD

*There's a barrel floating in the toxic crud on the playfield above and to the left of the vat, just below the flippers. Hop in and paddle to the vat. By the way, once you've grabbed the emerald, make sure you leave the barrel where it was — it can save your life if you miss a flip!*



Finally, hop in the barrel and paddle over to the emerald!

This is, like, maybe a quarter of the whole pinball thing.



Shoot the tube to get to the upper playfield.

Smash the worms to pop the cork and drain the vat.

## Shining Force

I can't get Yogurt to join my party, even though you listed him in your strategy guide. I've seen him next to Gong's cabin and in Alterone Castle, but he won't join me.

I was also wondering if you know these promoted class abbreviations: GRDR (Bleu), SBRN (Guntz), SKYL (Kokichi), SKNT (Lyle), and WFBN (Zylo). I've been trying to figure out what they stand for.

Lastly, I have a tip that allows you to get all your knights and archers up to a high level. Kill everything but Balbazak in battle 14, then have all your range attackers open fire on him. Since he recovers 15 hit points per round and never moves, if you're careful, you can do this for as long as you want, building up experience the whole time.

Brian  
Owatonna, MN



This is how most people encounter Yogurt, but he won't join your party until Chapter 4.

Including a tip isn't as good a bribe as cold, hard cash, but it does get my attention. Anyway, Yogurt is a mystery that won't go away. You meet him a couple of times, but the only time that counts is in Chapter 4 in the traveling village of Pao. Go to the abbey in the northwest corner when you first enter town, and check out the wall to the left of the priest. Yogurt's hiding there and finally joins you. But a word of caution: he's only a mascot — he's useless in battle! He's just... Yogurt.

As for your other question: GRDR=Great Dragon, SBRN=Steam Baron, SKYL=Sky Lance, SKNT=Shock Knight, and WFBN=Wolf Baron.

## Jurassic Park

I've been playing *Jurassic Park* for Genesis as Dr. Grant, and sometimes I get past the T-Rex, but I usually get eaten in one gulp. I was wondering if there's any way to kill it?

Scott  
Bedford Heights, OH



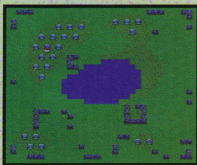
Look at that gleaming smile, that winning personality — how could you think about killing this? Stun her instead.

HELL, NO! Look at her! She's big as a house! How in heaven's name would you even try? But even if there's no way to kill a T-Rex, you can stun her for very brief periods. The T-Rex shows up in several places, and the only thing you can do is use either grenades or rockets to stun her, then slip by while she's distracted.

## StarTropics

I'm the mother of a 7-year-old who's always playing his NES. One day I began playing *StarTropics*, and I'm now on Chapter 3. I need some help. I went to the Ghost Village as per the fortune-teller's instructions, but I can't find her crystal ball. There's a switch in the West Tunnel on the other side of this island, but nothing happens when I jump on it. Please help.

Rolinda  
"A distressed Mom"  
Bellevue, NE



The entrance to the Ghost Tunnel is under the slightly discolored headstone in the Ghost Village.

Use the Rod of Sight in the Ghost Tunnel to view the Minies — invisible ghosts who haunt the tunnels.



Your problem (aside from the obvious) is finding the entrance to the tunnel under the Ghost Village. It's just one big graveyard, but if you check out the northwest group of headstones, you'll see that one is a slightly different color. This is the entrance to the Ghost Tunnel, whose deep recesses hide the crystal ball. **Bonus Tip for Moms:** While you're down there, watch out for invisible ghosts known as Minies. You must use a Rod of Sight to see them, but they're in the tunnel, too.

## Final Fantasy II

Have you ever wondered just what "pink" is on the item list in the instruction manual? It's the Pink Tail, the rarest item in any game created! To get it, go to level B5 of the Lunar Subterrane. Enter a small room with a treasure chest in the far right-hand corner. Walk around getting into fights until you meet a party of five Pink Puffs — silly-looking pink slimes that play weird music. There's a 1 in 64 chance that they leave a Pink Tail if you kill them.

If you get it, immediately take it to the guy in the Grotto Adamant (where you took the Rat Tail). He gives you the Adamant Armor, which anyone can Equip. The person wearing it has a defense of 99%, and nothing can do him more than 2 or 3 damage — not even Zeromus!

By the way, I heard that they released a "hard" version of this game in Japan. Will it come out here?

Mario  
Sebastopol, CA

Boy, answer a couple FFII letters and all kinds of stuff comes out of the woodwork. Thanks for the tip, and to answer your question, we haven't heard about a "hard" version, even in Japan. However, Final Fantasy VI has just been released in Japan, as has a spinoff from the series that's called Alcahest.

## Write to Us!

Send your questions or tips to: *Game Players* 27407; 300-A South Westgate Drive; Greensboro, NC 27407. Because of the volume of mail we receive, we regret that we can't send personal replies. Please be as specific about your problem as possible — include the name of the game, level or experience points, and so on. We can't answer what we can't figure out!

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- Windshield Screen View!



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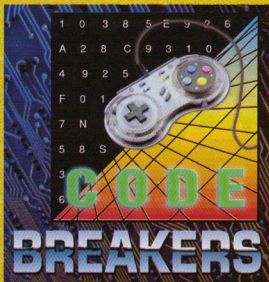


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## MORTAL SIN

Before we open up this month's bag of tricks, I'd like to ask everyone out there to do your old pal Chris a little favor: QUIT MAKING UP RIDICULOUS MORTAL KOMBAT CODES!! I mean, come on — it's not like we don't check out these things when you send them in.

Also, please don't send in codes or tricks you haven't checked yourselves. If your buddy tells you that you can get Goro to dance a little jig by plugging in controller 2 and sitting on it, give it a try before you pass it on. We really appreciate everything you guys send us, but we don't have time to spend half a day trying to get a bum trick to work.

But keep those reliable codes coming! As always, you get an official, high-quality *Game Players* T-shirt for each code we print, along with your name printed in a top international magazine. Just think — your code will be read by strange people all over the planet! As for those of you who sent in those worthless *Mortal Kombat* tricks: Shame, shame. You made Vince cry, and I'll never forgive you for that.

— Chris

MIDWAY

## MORTAL KOMBAT II

### MORE MORTAL MOVES

Our special thanks goes out to Bryan Hightower of Ann Arbor, MI, and Mark Dean and the rest of the guys down at 2001 for all the blood & sweat that went into finding these moves. *Hee hee!* I said "blood"! Get it? *Blood!* Oh, never mind.

Anyway, we're finding new stuff in *MKII* all the time, so stay tuned. There's even a juicy rumor going around that newer versions contain hidden characters like Kano and Sonya Blade....

### KEY:

BA=Back, BL=Block,  
F=Forward, U=Up, D=Down,  
HP=High Punch, HK=High Kick,  
LP=Low Punch, LK=Low Kick.

### BARANKA

**BLADE:** BA, BA, BA, LP  
**PROJECTILE:** quarter circle away from opponent, HP  
**SWIPE:** BA + HP  
**SPIN:** tap BL  
**FATALITY: 1:** BA, BA, BA, HP  
2: F, BA, F, LP  
3: BA, F, D, F, LP

### JAX

**GROUND SMASH:** hold LK and release GRAB: F, F, LP  
**PROJECTILE:** quarter circle away from opponent, HK  
**OVERHEAD HAMMER:** F, HP  
**QUADRUPLE SLAM:** throw, stand near and keep tapping HP  
**FATALITY: 1:** hold LP, tap F 3 times, release LP 2: D, F, BA, HK

### JOHNNY CAGE

**LOW PROJECTILE:** quarter circle toward opponent, LP  
**HIGH PROJECTILE:** quarter circle away from opponent, HP  
**SHADOW KICK:** BA, F, LK  
**SHADOW PUNCH:** BA, D, BA, HP  
**BALL:** LP + BL  
**FATALITY: 1:** D, D, F, F, LP  
2: F, F, D, D, LP

### SCORPION

**SPEAR:** BA, BA, LP  
**TELEPORT:** diagonal U/F, HP  
**TAKEDOWN:** quarter circle away from opponent, LK  
**FATALITY: 1:** BL + U, U, HP

### LIU KANG

**FLUTTER KICK:** hold LK & release  
**HIGH FIREBALL:** F, F, HP (can be done in midair)  
**LOW FIREBALL:** F, F, LP  
**LK KICK:** F, F, HK  
**FATALITY: 1:** BL + U, U, HP, HK  
2: D, F, B, B, HK

### MILEENA

**PROJECTILE:** hold HP 3 seconds & release  
**TELEPORT:** F, BA, LK  
**FATALITY: 1:** F, BA, F, LP

### RAIDEN

**ELECTRIC HANDS:** hold HP for two seconds, then release  
**LIGHTNING BOLT:** quarter circle toward opponent, LP  
**SUPERMAN:** BA, BA, F (can be done in midair)  
**TELEPORT:** D, U  
**FATALITY: 1:** F, F, BA, BA, BA, HP

### REPTILE

**ACID SPIT:** F, F, HP  
**BOMB:** BA, BA, HP + LP  
**INVISIBILITY:** BL + U, U, D, HP  
**FATALITY: 1:** D, BA, BA, LP

### SUB-ZERO

**FREEZE GROUND:** quarter circle away from opponent, LP  
**ICE BLAST:** quarter circle toward opponent, LP  
**SLIDE:** BA + D + BL + LK + LP  
**FATALITY: 1:** BL + U, U, D, D, LP

### KUNG LAO

**HAT:** BA, F, LP  
**TELEPORT:** Down, Up  
**SPIN:** BL + U, U, LK

### KITANA

**FAN THROW:** F, F, HP + LP  
**FAN FREEZE:** BA, BA, BA, HP  
**SWIPE:** BA + HP  
**AIR ATTACK:** quarter circle away from opponent, HP

### SHANG TSUNG

1 FIREBALL: BA, BA, HP  
2 FIREBALLS: BA, BA, F, HP  
3 FIREBALLS: BA, BA, F, F, HP

### MORPHS

**KUNG LAO:** BA, D, BA, HK  
**LIU KANG:** BA, F, F, BL  
**JOHNNY CAGE:** BA, BA, D, LP  
**REPTILE:** BL + U, D, HP  
**KITANA:** tap BL many times  
**JAX:** BL + quarter circle away from opponent, HK  
**MILEENA:** hold HP, then release  
**BARANKA:** D, D, LK  
**SCORPION:** BL + U, U  
**RAIDEN:** quarter circle toward opponent, LK

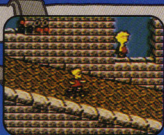


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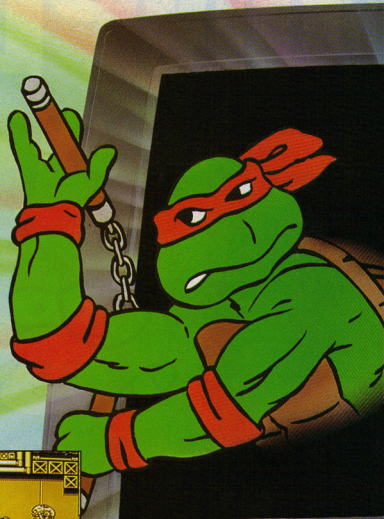
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Product Information Number 103

# Konami just took your



It's time for a change of scenery as Konami takes the TV style adventures of The Turtles, the Tiny Toon Adventures characters and *Batman: The Animated Series* to Game Boy. With no commercials!

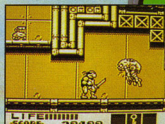
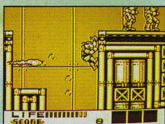
**Teenage Mutant Ninja Turtles III — Radical Rescue** pits the sewer crew against Cyber Shredder, a heinous, hulking cyborg. But first Mike must use a Fortress Map of Shredder's hideout to find the rest of the captured fab four. Luckily, each Turtle has a new special skill for surviving the action. Locate ID cards, keys and power ups in 5 rescue adventures crammed with creeps like Dirtbag, Scratch and Scale Tail.

**Batman** — *The Animated Series* is 5 original game episodes of sizzling crime fighting action, each capturing the gritty, urban heroics of the hit TV series. Strategically use *Batman's* grappling hook and *Robin's* ceiling grip to survive the onslaught and escape certain doom. In episodes like "The Green Menace" and "The Chill of a Lifetime" you'll suffer the sting of *Catwoman's* claw, the icy burn of *Mr. Freeze's* frost gun, and *The Joker's* sick sense of humor. Sinister fiends like *The Penguin*, *The Riddler* and other *Gotdam City* goons are also out to make this the *Dark Knight's* darkest day.

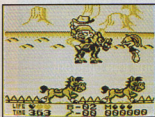
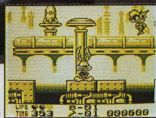
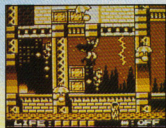
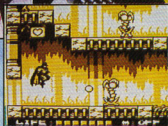
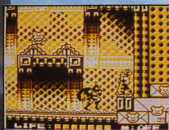
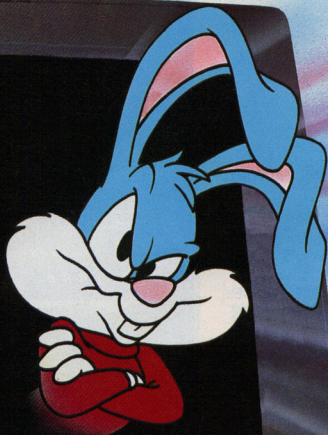
**Tiny Toon Adventures 2 — Montana's Movie Madness** premieres 4 freaky films directed by that Bad Boy of the Box Office, Montana Max. And he's cast Buster Bunny as the villain! Buster must use new attack moves like the Fast Dash and Freeze Kick to defend his character. Buster's screen test includes action packed scenes in a classic western, a samurai saga, a sci-fi thriller, a creature feature and cool subgames. Ultimately, Buster takes on Max himself and tries to

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Product Information Number 210

ACCLAIM

MORTAL KOMBAT

## FAKE BLOOD CODE

This Game Genie code is as close as you're going to get to oodles of gushing blood: BDB4-DD07. Will you settle for red-colored sweat?

ENIX

ACTRAISER 2

## TRICK PASSWORDS

Here are some cool passwords that do a little more than just take you to the next level:

INTRODUCTION: BJQX YRKC DLSZ  
END OF ORIGINAL ACTRAISER:

Xxxx Yyyy Zzzz

TEAM ILLUSTRATION: MTKM SKTK HNSH

KONAMI

CASTLEVANIA: BLOODLINES

## LEVEL SELECT &amp; INVINCIBILITY

Remember the "classic" Konami code? At the title screen, press **Up, Up, Down, Down, Left, Right, Left, Right, B**, and **A** — a small window appears in the upper-left that allows you to select your starting level! You're also invincible! In one fatal swoop, you can just flush this game's challenge down the toilet! **However**, we found this code in a preliminary version of the game, and there's a chance it won't make it into the final. You've been warned!



At the title screen, press **Up, Up, Down, Down, Left, Right, Left, Right, B, A**, and **Start**.



Now you can select your starting level, and you're invincible! Beware, blood-suckers! The house of Belmont is ready!

TACTICS

KONAMI

CASTLEVANIA: BLOODLINES

## LEVEL PASSWORDS

Skip to any stage of this great new game.

## STAGE 2 (ATLANTIS SHRINE, GREECE):

EMPTY AXE BIRD EMPTY  
BIRD EMPTY BIRD EMPTY  
JEWEL EMPTY BIRD AXE  
AXE EMPTY AXE AXE

## STAGE 3 (THE LEANING TOWER OF PISA, ITALY):

AXE BIRD JEWEL AXE  
EMPTY EMPTY EMPTY JEWEL  
AXE EMPTY BIRD EMPTY  
BIRD AXE AXE AXE

## STAGE 4 (THE MUNITIONS FACTORY, GERMANY):

EMPTY BIRD EMPTY BIRD  
BIRD EMPTY BIRD EMPTY  
AXE EMPTY BIRD EMPTY  
AXE EMPTY JEWEL AXE

## STAGE 5 (VERSAILLES PALACE, FRANCE):

AXE AXE JEWEL JEWEL  
EMPTY EMPTY EMPTY JEWEL  
EMPTY BIRD BIRD JEWEL  
BIRD AXE JEWEL AXE

## STAGE 6 (FINAL STAGE):

AXE AXE EMPTY JEWEL  
EMPTY BIRD EMPTY JEWEL  
EMPTY AXE BIRD JEWEL  
BIRD AXE EMPTY EMPTY

SEGA OF AMERICA

REN & STIMPY:  
STIMPY'S INVENTION

## PASSWORDS

For those of you who are *still* having trouble with this cart, try these passwords:

Level 2 (The Zoo): 48Z0000 00044X8

Level 3 (The City): 0500003 V904ZXD

Level 4 (The Pound): 4510003 V9022XB

Level 5 (The Outdoors): 2520007 QW064XR

Level 6: No Password

SEGA OF AMERICA

GUNSTAR HEROES

## USELESS FLIPPING CODE

Before the title flips one complete revolution on the title screen, press and hold **Down** — the title changes directions and flips downward. Let go and it spins back upward. That's it. What a useless code.

## READER TIPS

NINTENDO OF AMERICA

MARIO KART

## SPECIAL CUP CODE

Go to the Time Trials and put the cursor on the Mushroom Cup circuit. Now enter this code: **L, R, L, R, L, L, R, R, A**. You're able to race the Special Cup tracks in the Time Trials!

Brian Mueller  
Grove City, PA

Go to the Time Trials and highlight the Mushroom Cup circuit, then input

**L, R, L, R, L, L, R, R, A**



Now you can play the Special Cup tracks!

ACCLAIM/ARENA

MORTAL KOMBAT

## YES, MORE GAME GENIE CODES

TZCA-BBAB invisible players in Mode A  
ABCA-BBAA only moving shadows of players are visible

Jon Salka  
Elizabeth, NJ

Use Sub-Zero's slide attack to initiate all tricks.

4WXA-AC32 change into different players

EBBT-AA10 shadow fighting  
BWXA-ACEE fatality slide (pretty sick!)  
AXDA-AA5L turbo play!

David Rossoff  
Yonkers, NY

ACTIVISION

BIO-METAL

## STAGE SELECT

Are you still trying to make it past the early levels? Try this code: Hold the **A** and **B** buttons at the title screen, then diagonal **Up/Right**, and finally diagonal **Down/Left**. Now press **Select** and the **L** or **R** button for a super-secret stage-select! Now you can try out the 2 Unlimited tunes you haven't yet heard!

ACTIVISION  
PRESENTS

Press and hold the **A** and **B** buttons at the title screen, diagonal **Up/Right**, then diagonal **Down/Left**.



Now press **Select** and the **L** or **R** button for a stage-select!

KONAMI

## ROCKET KNIGHT ADVENTURES

## MAKE YOUR OWN DEMO

Press **Start** to pause the game, then press **Up** seven times, **Down** once, **Left** three times, and **Right** once. The word "Pause" should flip. **Reset** the game and watch the demo — it's the last 60 seconds or so you played! Isn't that InSaNe!?!?!



Play into the game a bit, then pause and press **Up** seven times, **Down** once, **Left** 3 times, and **Right** once.



Now **Reset** the game to star in your own demo! Worthless, but neat.

TACTICS

JVC

## SUPER EMPIRE STRIKES BACK

## LEVEL PASSWORDS

Here are most of the passwords to the fab sequel of JVC's smash *Super Star Wars*:

LEVEL 3	WDWDWB
LEVEL 4	CSPTNP
LEVEL 5	NSRSCC
LEVEL 6	WFFBJTB
LEVEL 7	BHRDHL
LEVEL 8	HMGPWJ
LEVEL 9	LDGLTJ
LEVEL 10	LLJFBG
LEVEL 12	WLJWDN
LEVEL 13	WBWHRW
LEVEL 14	NCCGSP
LEVEL 15	GLTTDJ
LEVEL 17	GJBHNF
LEVEL 18	MCDGRJ
LEVEL 19	PGPNMG
LEVEL 20	NGMSJB
LEVEL 21	RLMSWJ
LEVEL 22	MBRCGB
LEVEL 23	SWPMSS

SEGA OF AMERICA

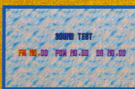
## SONIC CD

## SOUND TEST AND MORE

Press **Down, Down, Down, Left, Right, and A** at the title screen — a secret sound-test screen appears! You can also get several other weird screens to come up by entering the combinations we've listed, then pressing **Start**.

**Note:** This worked in our early version of *Sonic CD*, but we're not sure the option will be included in the final game. But hey — it's worth a try.

DJ SONIC:	FM 42, PCM 03, DA 01
SPECIAL BONUS:	FM 07, PCM 07, DA 07
WHAT THE HELL?!	FM 46, PCM 12, DA 25
MEAN SONIC:	FM 42, PCM 04, DA 21
SONIC AT REST:	FM 44, PCM 11, DA 09



Press **Down, Down, Down, Left, Right, and A** at the title screen for a hidden sound test! Now

input one of the other codes for even more hedgehog-blazin' fun!

## COLOR KEY

	SNES		GENESIS
	NES		SEGA CD
	GAME BOY		GAME GEAR

KONAMI

## ZOMBIES ATE MY NEIGHBORS

## LEVEL PASSWORDS

These are the passwords to *Zombies Ate My Neighbors*.

LEVEL 05:	PHRP
LEVEL 09:	PBGG
LEVEL 13:	XFCX
LEVEL 17:	BKYZ
LEVEL 21:	VXBB
LEVEL 25:	XYLZ
LEVEL 29:	XLZG
LEVEL 33:	WJQK
LEVEL 37:	BZVG
LEVEL 41:	BRPK
LEVEL 45:	VLHX

Gary Alan Moore  
Troutman, NC

ARENA

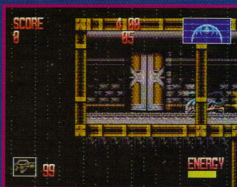
ALIEN<sup>3</sup>

## LEVEL SKIP

Go to the Options menu and plug in **Controller 2**. Now press **C, Up, Right, Down, Left, A, Right, and Down** — you should hear a "beep" if you did it correctly. Now pause the game any time and push buttons **C, A, and B**. You should see a green flame around the screen. Now unpause, and *voilà!* You've reached the next level!

Gabino Lopez Sanchez  
Delegacion, Coyoacan  
Mexico

Go to the Options screen and press **C, Up, Right, Down, Left, A, Right, and Down** on **Controller 2** — listen for the beep.



Now you can skip past any level by pausing the game and pressing **C, A, and B!**

**FUTURE SHOCKS!**  
Amazing video  
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**C.J. - ELEPHANT FUGITIVE™**

He's on the run! Join C.J. the elephant in this action-packed race through Europe and Africa as he busts out of the zoo and heads home!

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GENESIS  
GAME GEAR  
PC  
AMIGA  
NES



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Here's Psycho, the silver-plated armadillo with one hell of an attitude, as he launches himself into the wildest selection of pinball tables ever created!

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Your TV's gone wild - the gremlins are loose and the shows are out of control! Send in Dreyfuss to sort out the problem!

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SOON!**



Cosmic Spacehead™ Outer-space in your face! Here's Cosmic - the first alien tourist - in a mad dash through the universe! Join him through 32 action areas and solve the wildest puzzles in the arcade adventure areas. Interact with the oddest bunch of characters in over 300 screens of bizarre and freaky locations! It's cosmically out of this world! "Brilliantly original, challenging and great fun - don't miss it!" **AVAILABLE NOW!**

GENESIS  
GAME GEAR  
PC  
AMIGA  
NES



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Codemasters™

## FANTASTIC DIZZY™



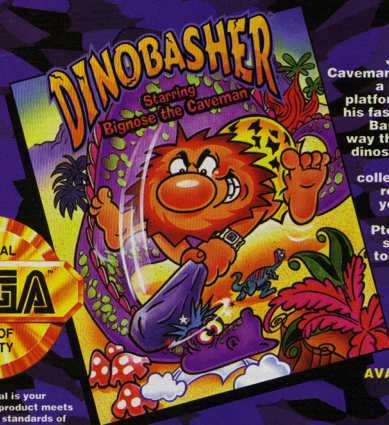
Fantastic Dizzy™ Dizzy is in full action in a huge arcade adventure! Explore the magical kingdom, Palm Tree beach, medieval towns, haunted graveyards, the troll palace and many more exciting and mysterious realms. Loads of great characters to interact with in this most excellent adventure of a life time! "In a league of its own, a unique cartoon adventure" EGM magazine **AVAILABLE NOW!**



GENESIS  
GAME GEAR  
PC  
AMIGA  
NES\*

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# YOU PLAYING AT?



Dino Basher™ Join Bignose the Caveman in Dino Basher! a mad, prehistoric platform race to catch his fast-moving dinner! Bash and club your way through hordes of dinosaurs across four huge islands, collecting bones and rocks to increase your strength and rock power! Pterodactyls, huge scorpions, saber-toothed tigers and more - let's go clubbing! "Great cartoon graphics, brilliant music and, most importantly, excellent fun!" **AVAILABLE FEB '94**



GAME GEAR  
GAME GEAR  
GAME GEAR  
GAME GEAR  
GAME GEAR

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## DINO BASHER!™

# The 7th Saga

Jeff Lundrigan takes an itemized look at this enjoyable RPG.

In a mystical land, seven adventurers search for the seven ancient Runes of Power. The explorers are an odd mix — humans, elves, aliens, and dwarfs — but they're united in their mission.

The 7th Saga is a huge adventure, with game play that differs slightly depending on the character you choose. But if you follow our advice, the runes will be yours!

## 1 Lemele

Items	Weapons	Armor
Potion 1	Psytech Sword	Psytech Armor
Potion 2	Animity Sword	Cotton Robe
Magic Herb 1	Psytech Axe	
Antidote	Petrified Staff	
Bottle of Protection	Rod of Light	
Opal		
Pearl		
Topaz		

## 2 Rabelsk

### Romus Blues



When you're beaten by Romus, go back and talk to the old woman in the southwest corner of Rabelsk who wouldn't talk to you before.



When she's told you Romus's story, talk to her husband outside. He gives you the whistle; use it to defeat the big doggie.



Don't forget to visit the bar while you're in Rabelsk — you need Gain's map.

Items	Weapons	Armor
Potion 1	Psytech Sword	Psytech Armor
Potion 2	Animity Sword	Cotton Robe
Magic Herb 1	Psytech Axe	Xtrite Shield
Antidote	Petrified Staff	
Bottle of Protection	Rod of Light	
Opal		
Pearl		
Topaz		

Weapons	Armor
Psytech Sword	Psytech Armor
Animity Sword	Cotton Robe
Psytech Axe	Xtrite Shield
Petrified Staff	
Rod of Light	



## 3 Castle of Aran

## 4 Cave of Earth

## 6 Zellis

Items	Weapons	Armor
Potion 1	Sword of Anger	Psytech Armor
Potion 2	Sword of Nature	Animity Armor
Antidote	Axe of Animity	Silk Robe
Magic Water	Rod of Tides	Robe of Xtrite
Mirror	Saber	
Opal		
Topaz		
Ruby		
Sapphire		

## 7 Cave of Melenam

## 8 Eygus

There are no items, weapons, or armor in this town.

## 9 Cave of Eygus

## The Land Called Dicondera

### 5 Bonro

Items
Potion 1
Potion 2
Magic Herb 1
Antidote
Bottle of Fossil
Exigate
Pearl
Topaz
Ruby

Weapons
Animity Sword
Kryonic Sword
Fire Axe
Psytech Axe
Petrified Staff

Armor
Psytech Armor
Silk Robe
Xtrite Shield
Scarf



SNES Info	
PUBLISHER	Enix
DEVELOPER	Enix
SUGG. RETAIL	\$64.99
GENRE	RPG



### 10 Pell

Items	Weapons	Armor
Potion 1	Sword of Anger	Psytech
Potion 2	Sword of Anger	Armor
Magic Herb 1	Nature	Animity
Antidote	Axe of Animity	Armor
Bottle of Power	Axe of Anger	Silk Robe
Bottle of Protection	Saber	Robe of Seasons
Wind Ball		Kryonic Shield
Pearl		
Topaz		

### 11 Guntz

There are no items, weapons, or armor in this town.

### Dehydrated Guntz



The Sage of Guntz holds the Water Rune. Keep at him until he offers you a deal, then return to Pell.

Digger Quose is in Pell's bar. He finds water if you take him to Guntz, and the sage gives you the rune in return. Come back later in the game, and he coughs up another 5000G, too!



### 13 Tower of Grime South

### 14 Bone

Items	Weapons	Armor
Potion 1	Sword of Brilliance	Armor of Animity
Potion 2	Brilliance	Royal Armor
Magic Herb 1	Sword of Courage	Robe of Hope
Magic Water	Axe of Anger	Kryonic Shield
Bottle of Fire	Axe of Power	Shield of Courage
Wind Ball	Axe of Conflict	
Opal		
Topaz		
Ruby		

### 15 Cave of Milto

### 16 Dowaine

Items	Weapons	Armor
Potion 1	Sword of Brilliance	Psytech Armor
Potion 2	Brilliance	Armor of Animity
Antidote	Sword of Courage	Robe of Seasons
Magic Water	Axe of Anger	Robe of Hope
Bottle of Ice	Axe of Power	Shield of Courage
Wind Ball	Rod of Conflict	
Opal		
Pearl		
Ruby		

### 17 Belaine

Items	Weapons	Armor
Potion 1	Sword of Despair	Royal Armor
Potion 2	Sword of Fear	Armor of Courage
Magic Herb 1	Sword of Fear	Robe of Seasons
Magic Water	Tidal Sword	Robe of Hope
Bottle of Ice	Zionte Sword	Shield of Brilliance
Wind Ball	Muramasa	
Wind Ball	Axe of Power	
Pearl	Axe of Despair	
Ruby	Rod of Conflict	
Sapphire		

### 19 Cave of Beore

### 20 Luze

There are no items, weapons, or armor in this town.

### 21 Padal

Items	Weapons	Armor
Potion 1	Sword of Fear	Royal Armor
Potion 2	Fire Sword	Armor of Courage
Antidote	Axe of Despair	Robe of Hope
Magic Water	Kryonic Axe	Robe of Anger
Bottle of Agility	Rod of Brilliance	Shield of Anger
Bottle of Protection		Anger
Opal		
Pearl		
Ruby		

### 22 Pang

Items	Weapons	Armor
Potion 1	Sword of Courage	Royal Armor
Potion 2	Sword of Anger	Armor of Courage
Magic Water	Kryonic Axe	Robe of Seasons
Bottle of Power	Axe of Fear	Robe of Hope
Bottle of Fossil	Rod of Brilliance	Shield of Courage
Bottle of Agility		
Vacuum		
Mirror		

### 23 Tower of Grime North

### 18 Telaine

### Let's Have a War!

Items	Weapons	Armor
Potion 1	Sword of Courage	Royal Armor
Potion 2	Courage	Armor of Courage
Magic Water	Sword of Despair	Robe of Hope
Magic Siphon	Despair	Robe of Anger
Wind Ball	Axe of Power	Shield of Brilliance
Pearl	Axe of Despair	
Topaz	Rod of Brilliance	
Emerald		
Diamond		



Belaine and Telaine are lands close to war. Head for Luze, where you defeat a dragon, get the Star Rune, and can pick up any Crystals of Peace lying around.

### 12 Patrof

Items	Weapons	Armor
Potion 2	Sword of Nature	Armor of Animity
Antidote	Sword of Brilliance	Royal Armor
Magic Water	Axe of Anger	Robe of Seasons
Bottle of Power	Rod of Tides	Kryonic Shield
Exigate	Rod of Conflict	Shield of Courage
Pearl		
Topaz		
Ruby		



An unknown dictator holds Patrof under his thumb. The castle is locked, but you can find a secret passage under this tombstone.



The despot turns out to be a fellow apprentice! The exact character varies, but don't raise your level before the battle — they all get stronger at the same time you do.



When fighting an apprentice, use a Bottle of Protection, a Bottle of Agility, then a Bottle of Power. Always completely heal after a hit — wait for him to miss before attacking.

## 24 Polasu

Items	Weapons	Armor
Potion 1	Sword of Despair	Armor of Courage
Potion 2	Sword of Fear	Armor of Bravery
Magic Herb 1	Axe of Power	Robe of Hope
Magic Water	Saber	Robe of Anger
Mosquito	Rod of Fire	Sound Shield
Magic Siphon		
Shield Destroy		
Harp		
Wind Ball		

## 25 Castle of Baran

### Where Are the Children?



There's a serpent in the Castle of Baran that's holding a number of children prisoner. Before rescuing them, talk to Commander Prosa in Padal as well as the King of Tiffana. After the children are safe, Prosa gives you the Moon Rune — and the king kicks in 5000G.



## 26 Bithelm

### The Key to Doros's Heart



To defeat Doros, head for the dungeon under Bithelm Castle. Push against the table to find the jail key.

Unlock the cell and talk to the old man. He gives you the Star to use against Doros — without it, he's invincible.



Items	Weapons	Armor
Potion 1	Sword of Fire	Mystic Armor
Potion 2	Sword of Despair	Fortress
Potion 3	Insanity	Armor
Magic Water	Axe of Despair	Robe of Hope
Harp	Kryonic Axe	Robe of Anger
Pearl	Rod of Fire	Anger
Ruby	Brilliance	Sound Shield
Sapphire		
Emerald		

## 27 Tiffana

Items	Weapons	Armor
Potion 1	Sword of Fear	Fortress
Potion 2	Despair	Armor of Courage
Antidote	Sword of Fear	Armor of Anger
Magic Water	Kryonic Axe	Bravery
Vacuum	Rod of Fire	Robe of Hope
Opal	Brilliance	Robe of Anger
Topaz	Rod of Fire	Xtrite Shield
Ruby	Despair	
Sapphire		

## 28 Brush

### To the Western Continent



Rarsa, the fortuneteller, offers good advice when you're stuck. Talk to her once you've found six runes, then find Brantu — he gives you the Mecha-Glider so you can get to Valenca.

Items	Weapons	Armor
Potion 2	Sword of Fear	Armor of Bravery
Potion 3	Sword of Despair	Mystic Armor
Magic Water	Despair	Robe of Hope
Wind Ball	Axe of Despair	Robe Anger
Opal	Kryonic Axe	Shield of Mystery
Pearl	Rod of Fire	
Topaz	Brilliance	
Ruby		
Emerald		

## 29 Valenca

Items	Weapons	Armor
Potion 1	Sword of Fear	Royal Armor
Potion 2	Despair	Armor of Courage
Potion 3	Sword of Fear	Robe of Victory
Magic Herb 2	Kryonic Sword	Robe of Despair
Antidote	Axe of Mystery	Mystic Shield
Magic Water	Axe of Conflict	
Wind Ball		
Pearl		
Ruby		

## 30 Cave of Kapel

### The Magic Trap

You're cursed by a trap at the cave's exit and won't be able to cast spells! Head to Guanta and find the mayor.



The pain is unbearable!



Final! You are here! Yes, it was I who cursed you.

Although he claims he can't help you, if you come back to the mayor after you've found the Moonlight in the Cave of Bulnsel, he lifts the curse.

## 31 Bugask

Items	Weapons	Armor
Potion 1	Sword of Fear	Fortress
Potion 2	Sword of Fire	Armor
Antidote	Axe of Fear	Mystic Armor
Magic Water	Rod of Despair	Robe of Victory
Bottle of Ice	Rod of Nature	Robe of Despair
Bottle of Fossil		Mystic Shield
Wind Ball		
Pearl		

## 32 Guanta

Items	Weapons	Armor
Potion 1	Sword of Fear	Mystic Armor
Potion 2	Sword of Fire	Fortress Armor
Magic Water	Sword of Fear	Robe of Victory
Bottle of Fire	Ansc	Robe of Despair
Mirror	Axe of Fear	Mystic Shield
Wind Ball	Rod of Fire	
Pearl	Despair	
Ruby		

## 33 Cave of Bulnsel

## 34 Cave of Baron

### Stuff You Shouldn't Worry About

Because the game follows a different story line depending on the character you chose, you may not be able to do anything with some clues or other strange things you run across. In short — don't waste time and energy trying to solve puzzles you're not equipped to handle!



Only Olvan the Dwarf can enter the southern Tower of Grime — look in Bone for the key.



The harbor in Bonro is open only for Lux and Esuna, who can go north by taking a ship to Pandam.



Kamil, Valsu, Lejes, and Wilme all have Brantu take them to Dowaine by submarine — look for the remote control in



Bone. If you're one of the other three, there's no reason even to go to the Cave of Milto.





# FANTASTIC DIZZY

Hard-Boiled Egg-citement!

GENESIS Info	
PUBLISHER	Codemasters
DEVELOPER	Codemasters
RELEASE DATE	\$54.99
GENRE	action/adventure

**F**antastic Dizzy boasts egg-ceptional cartoon graphics, egg-cellent game play, and egg-traordinary puzzles that will keep you busy for hours on end. Unofficially known as the Mario of Europe, Dizzy — whose various games have sold in egg-cess of three million units — is one shell of a guy.

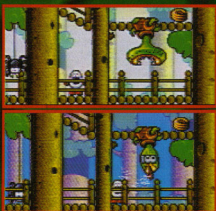
Dizzy's adventures take you across the land of Zakeria. A once peaceful kingdom, Zakeria's now controlled by the evil wizard Zaks. Dizzy must find his friends, save his girlfriend Daisy, and collect a potion to heal the leader of the Yolkfolk, Grand Dizzy. Whew! It's big egg-venture! D'oh!

Vince Matthews has just the type of scrambled brain to make him an eggs-pert in Dizzy's mix of strategy and action.



## Magic Man

I'm Theodore the Magician. I'll help you solve some of the puzzles Dizzy encounters on his long journey.

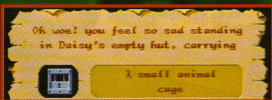


**Q:** How do I kill the egg-eating weed in the treehouse village?

**A:** Use the Snappy Weed Killer located near the bottom of the treehouse.

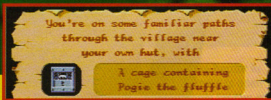
**Q:** Where are the keys for the treehouse elevators and Yolkfolk huts?

**A:** Most of the keys are in the Yolkfolk treehouse — look inside huts or behind foliage. The only two keys not near the treehouse are Dozy's door key, which is in a tunnel between Castle and Dock Streets, and Grand Dizzy's elevator key, which is just inside the mine entrance.



**Q:** What's the Pogie for, and how do I catch it?

**A:** Pogie the Fluffie is Daisy's pet — but Dylan lost it while it was in his care. Capture Pogie with the cage in Daisy's hut, then return him to Dylan so he won't get in trouble. In return, Dylan gives you a cow you can trade to the shopkeeper.



**Q:** How do I get by the Armouroug?

**A:** Give the Armouroug the cooked ham you find at the top of the hill.



**Q:** I found an umbrella on Castle Street. What do I do with it?

**A:** The umbrella protects you from acid drops in the mine, the tunnels, and other places.



**Q:** How can I make the mine elevators work?

**A:** Use the machine wrench located to the right of the bridge near the mine entrance.



**Q:** How do I pass the rock pile in the mine? I keep trying to push the plunger, but nothing happens.

**A:** Search the hull of the pirate ship near the bottom right to find some dynamite. The plunger won't blast 'til you find Blackheart's stash.





BUCKLE UP  
FOR SAFETY



TALK ABOUT FENDER-BENDERS!!



THAT JUNKMAN REALLY PACKS A WALLOP!!



BOMBS AWAY!!



YOU DON'T HAVE A LEG TO STAND ON!!

# HEADS UP! THE CRASH DUMMIES ARE NOW ON GENESIS!!!

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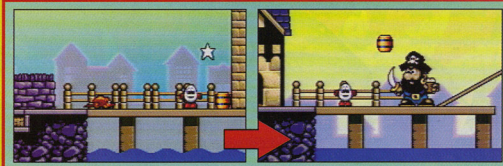


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**Q:** How do I pass the tunnel guard?

**A:** Bribe him with the bag of gold coins you found by the mine.



**Q:** How do I get rid of the pirate?

**A:** Go toe-to-yolk with the pirate by giving him the barrel of rum found on Bridge Street's bridge.



**Q:** How do I reach the aqualung without drowning?

**A:** You need to play the Bubblegame! While you're on Blackheart's ship, go all the way across the top deck to the ship's plank. Blackheart appears and pushes you into the Bubblegame. Ride the bubbles to the top, then pick up the aqualung on a secret island.



**Q:** Don't I need flippers to swim?

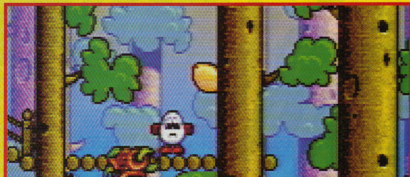
**A:** Sure. Denzil gives you a pair of flippers instead of the cold shoulder once you've thawed him out. Use the dry match from the mine and the dry straw found near Grand Dizzy's hut.



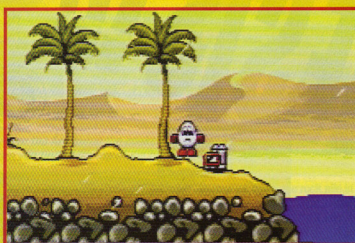
**Q:** How will I know if I've gotten everything I need?

**A:** There are 250 stars scattered throughout the game. If you've found every star, you've basically covered Zakeria. If you get stuck, look for clues in the game or instruction manual.

**Q:** OK, so what else do I need to know ?



**Eat food only when you absolutely need it — victuals left behind might save your life the next time you travel through.**



**Because you can carry only three items at a time, drop things near the places you think you'll need them.**



**Don't give up! The solutions to most puzzles are located in the near vicinity.**

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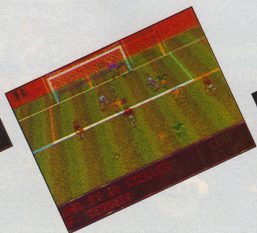


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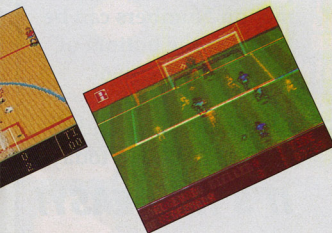
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**Everything You Always Wanted to Know About...**

# Aladdin

**...But Were Afraid to Ask**

Two of the year's best games together at last. Chris "Mr. Genesis" Slate and Jeff "Gimme SNES" Lundrigan tell you how to whup Jafar in both.

## GENESIS Info

PUBLISHER	Sega of America
DEVELOPER	Virgin Interactive
SUGG. RETAIL	\$50-55
GENRE	action/adventure

**Aladdin for Genesis: You Ain't Never Had a Friend Like Me**

**E**verything you've heard about the Genesis *Aladdin* is true — it's got fantastic graphics, unbelievable animation, and terrific game play, too. So while you want to play it to admire the Digicel process that made the as-close-to-real-cartoons-as-you're-likely-to-get graphics possible, it presents a whole new world, if you will, to explore.



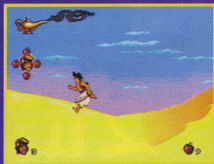
## Snakey, Very Snakey



There's a secret one-up at the beginning of stage 2. To get it, first run to the right...



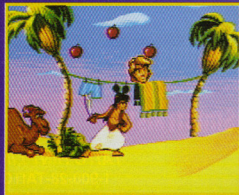
...and kill the snake that's waiting for you there. Duck down on the hill just before him and swipe low repeatedly until he slithers into your sword.



Now run back to the left where you started — a one-up's there! Look for it in the middle of a circle of apples.



There's another one-up in level 2, just after that same first snake. Remember that when you stand still for a moment, Aladdin automatically begins looking back and forth. Position him just before the mouse ears on the clothes-



line, so that when he looks forward his head go up into them — a one-up appears!

## Level Skip!

That's right, you can actually skip to any level you want! To do this magnificent trick, pause the game at any time during any stage, then press **A B B A A B B A**.

## Monkey Business



The trick to get the Abu bonus-level icon in stage 3 helps you out in many places. Stand on the ledge just above the flagpole, then walk off.



Press and hold the jump button (be quick!) just before you hit the flagpole. Aladdin springboards off the pole extra high, reaching the Abu icon.

## One-Up Mania!



There's a one-up in level 3, located just before the Abu bonus-level icon. Use the flagpole high-jump trick to reach the extra life at the far right.

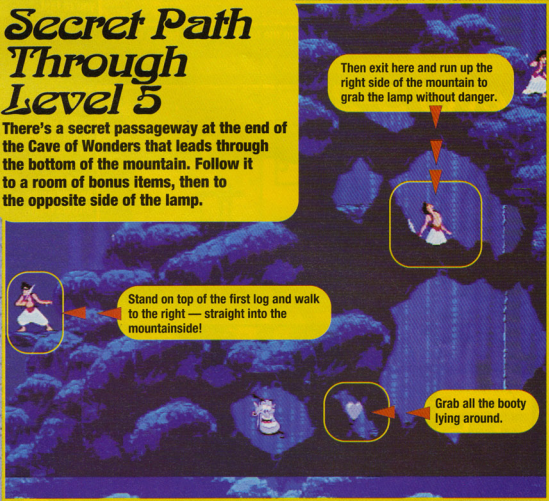
## Secret Prize Inside!



There's a building in level 3 that holds a secret. It's right after the two long side-by-side ropes. Drop onto the ledge and just walk right in.

## Secret Path Through Level 5

There's a secret passageway at the end of the Cave of Wonders that leads through the bottom of the mountain. Follow it to a room of bonus items, then to the opposite side of the lamp.



Then exit here and run up the right side of the mountain to grab the lamp without danger.

Stand on top of the first log and walk to the right — straight into the mountainside!

Grab all the booty lying around.

## The Bad Guys



The **Sword Guy**, your most common opponent, can be pesky. Fight him from a crouching position, with quick sword strokes. Use an apple if you're locked in a stalemate.



The **Chubby Guy** stuffs his face with cookies until you approach. Get rid of him with a single sword stroke, or get a cheap laugh by hitting him with an apple.



Don't let the **Stick Guy** get too close. Save apples and attack from a crouch. If time allows, wait for him to come to you.



Geography sometimes makes it difficult to attack the **Snake**. If he's on a hill, you may not be able to strike low enough. Still, kill him instead of jumping over him — possibly into a trap.



The **Skeleton** is more of a danger to himself than to you. If you don't kill him as soon as you see him — before he can pull out a bomb and blow himself up — you get nailed by his flying bones.

# Those Wacky Bosses

## Level 3-1



This goofy little fellow is easy to beat. Stay far back, duck, and rapidly swing your sword while he keeps rolling into it. If you're fast, you can catch

him in the far right corner before he approaches you.

## Level 3-2



This guy's just as easy as the last. Stand on the top-right platform and jump over barrels as he throws them, or duck

below. Don't leap until he throws a barrel, though, or he slings a dagger instead.

## Level 5



The boss of the Cave of Wonders is also pretty easy. Chase him back and forth as he warps from one platform to another, or duck beside the platform on the right and rapidly swing your sword as he comes near. You take some damage with the latter, but you should pull through.

## Level 9

If you run out of apples while fighting Iago, more appear over to the side.

Iago is the boss of level 9, but his machine is the real problem. Stand just in front of him and throw apples as fast as you can while cutting down the enemies that fly toward you.

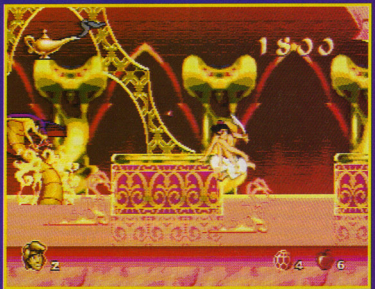


## Level 10



Jafar's original form is far too easy. Since he tries to pull you toward him, run in the opposite direction. Once you've put some distance between you, barrage him with apples.

But watch out when Jafar turns into a snake! Stand as far away as possible while still keeping him in sight, and toss an apple at him each time you jump a flame.



## Aladdin for Super Nintendo: A Whole New World of Gaming

It may not have the Digicel process, but the graphics in the SNES version aren't too shabby. And what it lacks in extra animation, it more than makes up for with smooth moves and top-notch game play. The only problem, in fact, is that there's not enough game play — you should be able to blow through most of the game very quickly, although the final boss will give you some trouble. It's even better than the Genesis one!

But if the marketplace has you down, and you're pulling out your hair over the Genie's lamp, step right up. Have I got a story for you....



### SNES info

PUBLISHER	Capcom
DEVELOPER	Capcom
SUGG. RETAIL	\$64.95
GENRE	action/adventure

## The Marketplace



The marketplace has more tricky-to-get-to stuff than any other stage. Here, get a lot of height off the wall peg by hitting the jump button at the zenith of your swing, then hold Left to grab the ledge.



Some one-ups are harder to reach than others. It's possible to get there by hanging from the ledge, dropping to the wall peg, and swinging over. But it's a lot safer to float over on your rug!



This boss is a pushover. Stand on the barrel, jump to avoid his swings until he's close enough for you to handspring off his head. Wait on the canopy until he goes right, then jump back to the barrel.



Getting out of the cave is trickier. To grab the scarab, open the chest, then stand on the chest so you're tall enough to jump for it as it flies by.



The treasure room has one — count it — one obstacle. Approach the skeleton guard slowly and, well, you figure it out — you've already done it enough.

Stay about a third of the way from the right edge of the screen during the flight out of the cave. It means you must react faster to twists and turns, but you won't have to worry about lava and rocks.

Bounce off some poor shopkeeper's head to reach the rug, then float over half the stage with your new mode of transportation!



Release the scarab with a handspring off this chest, then handspring off the pole to jump high enough to grab it.



Bonus rounds are very simple: When the Genie's finger is pointing to the item you want, hit the button and wait for the wheel to stop. It just takes good eyes and quick reflexes.

## The Cave of Wonders



Getting this one-up is tricky: Bounce off the bat to get high enough to grab the ledge, then swing over — simple, huh?



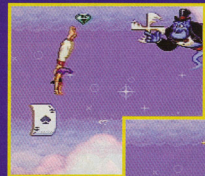
The one-up in the next part of the stage isn't much easier. You gotta duck to pass under the stone gate.



## Inside the Lamp



The tricky part of this stage is the stretch in which the Genie creates each part of the path just as you get to it.



Jump to the playing cards and keep holding the jump button as you handspring. You'll have just enough height to hang in the air long enough for a cloud to appear under you — trust me.



Balloons and rings work just like anything else you hang from — except they disappear after a few seconds. So move it!

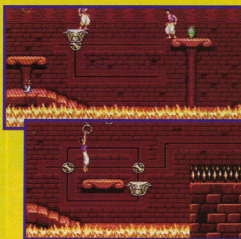


There's a different species of balloon in the second half of the stage, however. You can swing from the string, or handspring off the balloon itself.

## Jafar's Palace



You get through a long stretch in Jafar's palace by swinging on these lamps — they then fall and burn your enemies!



In the last part of the stage, watch for the fire coming from somewhere below. You can redirect the moving platforms by grabbing the rings to move the gadgets in the wall.

## Jafar — Round 1



Jafar has two methods of attack. When he throws his staff, immediately jump up to avoid the lightning. You can handspring off the staff when he swoops down, then bounce on his head.



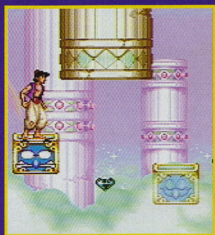
## Jafar — Round 2



Jafar is down, but not out! Handspring off the eggs he throws at you to reach his head. Again, keep holding the button when you jump to get maximum height when you spring.







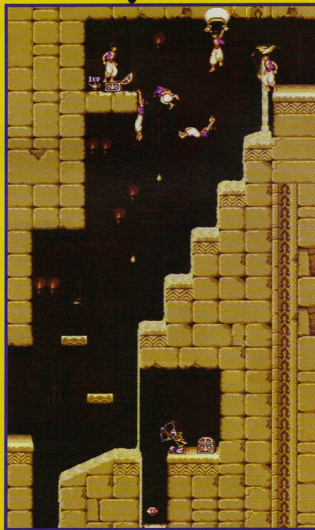
Watch for these boxes — they drop out from under you after a second or so!



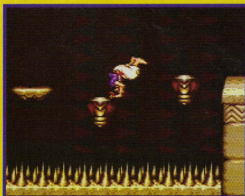
His other weapon is to conjure a swarm of flying pots. Hand-spring

off them to destroy them before they fill the screen. It's possible to hit Jafar this way, but I wouldn't try it.

## The Pyramid



But don't miss the extra heart hidden in the bottom-right chest — just kill the archer first!



Handspring across these brass cobra heads. Remember: Jump to the cobra and keep holding the jump button as you hit it to get as much height as possible.

There are two ways to reach this one-up depending on whether you have the rug. Swing or float, the choice is yours.



Watch out when Jafar ripples his body. Run along the wave, then jump back left to catch the next one — or, if he's close enough, jump to the right and hit Jafar.

## As a Last Resort

Of course, if you really have problems, here's a complete list of passwords. But remember, winners never cheat, and cheaters never win.



The Carpet Ride



Cave of Wonders



Inside the Lamp



Jafar's Palace



Escape from the Cave



The Pyramid



Final Battle

# NOW PLAYING

How do you make informed buying decision? By checking out Now Playing, that's how! Here's an at-a-glance view of the more than 160 games we've covered in the past six months. Each game includes the issue(s) in which it was covered, our crack staff's overall score (don't think there wasn't fighting going on), and a brief review. Unless otherwise indicated, all Sega games are rated GA. Games for multiple systems are listed together unless published by different companies. New entries are marked by a "●".

**ActRaiser 2** (Enix for SNES; strategy, 6#12). The sequel to one of the first SNES games is as good as the first. Although the "Sim Village" aspects of the original are missing, the demon-infested action stages are top notch. **Overall: 85%**

**The Addams Family** (Ocean for Genesis; review, 6#12). Gomez saves the rest of the clan in what could have been a boring Mario clone. Instead, it's a not-bad, variety-filled game that's complex without being impossible. **Overall: 62%**

● **The Adventures of Dr. Franken** (DTMC for SNES; review, 7#1). Help green-skinned Dr. Franken search the world for pieces of his robot girlfriend. DTMC targets younger players, but they're the ones most likely to be frustrated by its lack of a password feature. **Overall: 73%**

**The Adventures of Rocky & Bullwinkle and Friends** (Absolute for Genesis; strategy, 6#12). Moose and Squirrel's first 16-bit cart isn't much in the graphics department, but it has some very hard — sometimes frustrating — game play. **Overall: 42%**

● **Aero the Acro-Bat** (Sunsoft for Genesis and SNES; Genesis strategy, 6#11). Sunsoft's mascot character is a daredevil bat who performs amazing feats while fighting off foes in the Big Top. Great graphics and animation are the highlight. **Overall: 76%**

**Aerobiz** (Koei for Genesis; review, 6#8). A big-biz simulation in which you start a small airline and work to make it world power. It's interesting — even a little addictive — although slightly hampered by weak graphics and sound effects. **Overall: 76%**

**After Burner III** (Sega of America for Sega CD; review, 6#10). Cinematic screens, CD sound, and the Navy's hottest fighter can't save this typical shooter. It's a good shooter, but it's more of a disappointment than a standout. **Overall: 78%**



● **AH-3 Thunderstrike** (JVC for Sega CD; review, 7#1). So it's not a flight sim — no big deal. Despite a few annoying quirks, it flies like a dream. *Thunderstrike* is hard-core action at its finest. **Overall: 90%**



**Aladdin** (Sega of America for Genesis; strategy, 6#11). One of the best action games ever, this one has incredible graphics and animation (thanks to Virgin's Digicel process), tons of humor, and, of course, great action. **Overall: 95%**

● **Aladdin** (Capcom for SNES; review, 7#1). This is the one *without* Digicel animation, but who cares? It's got smooth moves, tons of personality, and a final boss that's *better* than the Genesis version. Its only drawback is that it's too short and easy. **Overall: 85%**

**Alien 3** (Acclaim for SNES; strategy, 6#9). Intense action for those "Banzzai!!" types who love to waste anything that moves. The 1992 movie becomes an adrenaline-boosting game with good music... and tons and tons of aliens. Don't expect to finish fast! **Overall: 84%**

**Amazing Tennis** (Absolute for Genesis; sports, 6#9). Not as good as the SNES version, but still featuring large, lifelike graphics and realistic ball-and-racket sound effects. Although the player at the far court is at a disadvantage, this one is aces. **Overall: 79%**

**Avenging Spirit** (Jaleco for Game Boy; review, 6#10). You're dead, you see. But you still have to rescue a maiden in distress. Good graphics and an inventive storyline help this one stand more than a ghost of a chance against the competition. **Overall: 74%**

**Awesome Possum** (Tengen for Genesis; strategy, 6#12). This ecologically correct crusader wants to rid the world of polluters. You'll just want to shut him up — he talks constantly through four worlds of three levels each. **Overall: 60%**

● **AWS Pro Moves Soccer** (ASCII for Genesis; sports, 7#1). Lots of extra features can't make up for frustrating game play. It's got a low price tag, however, so if you can get used to the strange moves, you might consider it a bargain. **Overall: 60%**

**B.O.B.** (Electronic Arts for Genesis; strategy, 6#8). Cruising through the universe, B.O.B. has a galactic fender-bender and must head for the nearest space port. Sounds simple, but there are 40+ levels of solid, challenging game play. (Also available for SNES.) **Overall: 70%**

**Bart's Nightmare** (Flying Edge for Genesis; strategy, 6#10). Join Bart's search for homework through five Simpsons-filled worlds. "Windy World" is repetitive, and "The Temple of Maggie" is impossible, but the rest are a wacky treat. (Also available for SNES.) **Overall: 70%**

**Bases Loaded 4** (Jaleco for NES; sports, 6#8). Combining the action of the original with the approach and perspective of the third installment, it still has the most realistic video-game pitcher/batter confrontation, but it could use a facelift. **Overall: 67%**

● **Batman: The Animated Series** (Konami for Game Boy; review, 7#1). There aren't many new action-adventures for Game Boy, and this one's not bad. But you'll strain your eyes controlling these stiff characters. **Overall: 70%**

**Batman Returns CD** (Sega of America for Sega CD; review, 6#8). Konami takes its Genesis version of the 1992 movie and tacks on cinema screens and a driving stage. It's good, but it could have been a lot better. **Overall: 68%**

**Battle Cars** (Namco for SNES; review, 6#10). This big, bad, ballistic driving game takes the best of racing favorites and adds tons of other options. Its blow-up-the-other-guy fun is definitely a must-play for racing fans. **Overall: 85%**

**Battletoads in Ragnarok's World** (Tradewest for Game Boy; strategy, 6#8). When the Dark Queen kidnaps Zitz, Pimple, and Princess Angelica, it's Rash to the rescue. Use his kicks, punches, and slams — and your own impeccable timing — to save 'em! **Overall: 70%**

● **Beauty and the Beast: Belle's Quest** (Sunsoft for Genesis; review, 7#1). Although it's a relatively easy game, the graphics and well-crafted mix of problem-solving and arcade-action make this one worth your time. **Overall: 83%**

● **Beauty and the Beast: Roar of the Beast** (Sunsoft for Genesis; review, 7#1). The graphics may be beautiful, but the controls are a beast! Combine that with its repetitive nature, and this game may have you pulling out your fur... er... hair. **Overall: 51%**

**Bill Walsh College Football** (Electronic Arts for Genesis; sports, 6#10). Including last year's top 24 college teams plus another two dozen all-time best, this one really shines. The overall effect is a more exciting, emotional game than *John Madden*. (4-Way Play compatible.) **Overall: 83%**

**BioMetal** (Activision for Super NES; strategy, 6#12). Your mission: Destroy the alien BioMetals within 32 hours. Die-hard arcade fans might find the stages short in this souped-up shooter, but the challenge makes up for it. **Overall: 70%**

**Bomber Man II** (Hudson Soft for NES; review, 6#8). More explosive fun as you bomb your enemies into bits with this additively fiendish puzzle game — not complicated, but challenging. Lots of levels keeps you hooked. It's a blast! **Overall: 67%**

**Boxing Legends of the Ring** (Electro Brain for Genesis and SNES; sports, 6#10). Eight of the best boxers fight it out in this cart, which features huge characters and a first-person perspective. It packs a punch for boxing fans and novices alike. **Overall: 87%**

**Bram Stoker's Dracula** (Sony Imagesoft for Sega CD and Genesis; CD, 6#10, Genesis, 6#12). Jonathan Harker's art for blood in this movie adaptation. Sure, the graphics are nice, but these games really lack bite. **Sega CD: 66%; Genesis: 54%**

**Cacoma Knight in Bizziland** (Seta for SNES; review, 6#10). A variation of the *Qix*, this one's a fun adventure with crisp graphics, three difficulty levels, a nice, simple concept, and a whole bunch o' puzzles. **Overall: 62%**

**Captain America and the Avengers** (Mindscape for SNES; review, 6#12). Basic, when compared to other recent comic-book based games, but it has an old-time comic-book feel. Special moves keep it interesting. **Overall: 63%**

**Championship Pool** (Mindscape for SNES; strategy, 6#12). A little rough around the edges, but it has just about every game-play option you could want — and then some! Perfect for serious pool players who can't afford a table. **Overall: 79%**

**Clay Fighter** (Interplay for SNES; strategy, 6#10). The title's self-explanatory, really. Playdough fighters take on formidable combat. Its quirky characters and set-

tings work in its favor — and another player can jump in at any time with the “join-in” feature.

**Overall: 87%**

**Cliffhanger** (Sony Imagesoft for SNES; review, 6#12). Stallone’s movie becomes a sub-standard beat-up-the-bad-guys game that basically follows the same plot. The play control is sluggish and you can’t save game progress, so it gets frustrating fast.

**Overall: 40%**

**Cool Spot** (Virgin Interactive for SNES; strategy, 6#9). Spot’s personality pulls this one up from your typical Spot-rescues-fellow-Spot game. He leaps, he yo-yos, he keeps time to music. Cool Spot. Also available for Genesis.

**Overall: 84%**

**Cool World** (Ocean for SNES, strategy, 6#9). In this tedious action adventure — which could use a heavy dose of strategy — Jack Deebis tries to keep Holi World and the rest of her cartoon Doodles from taking over the real world. (Also available for NES and Game Boy.)

**Overall: 52%**

**Cybernator** (Konami for SNES; review, 6#8). The point is to dress up in a robot suit and blast everything in sight. But the effectiveness of the kill-’em-all pace is hampered by animated sequences explaining the mission.

**Overall: 65%**

**Daffy Duck: The Martian Missions** (Sunsoft for SNES; strategy 6#12). Based on the cartoon “Duck Dodgers in the 24 1/2 Century,” Daffy tries to keep Marvin from blowing up Earth in 20 levels of nonstop action, wacky humor, and excellent graphics.

**Overall: 79%**

● **Dashin’ Desperadoes** (Data East for Genesis; review, 7#1). If you overlook the overbearing goofiness of the game — that the whole plot revolves around a couple of cowpokes competing in foot races — it’s pretty amusing.

**Overall: 71%**

**Double Dragon** (Virgin Interactive for Game Gear; strategy, 6#9). It hasn’t lost its charm even after all these years! The graphics won’t disappoint you, although the movement could be a little faster.

**Overall: 75%**

**Dungeon Master** (JVC for SNES; review, 6#11). This PC translation takes place entirely in one enormous maze, and you must meticulously map every inch. As you work deeper into the place, the puzzles get fiendishly difficult.

**Overall: 69%**



● **Eternal Champions** (Sega of America for Genesis; strategy, 6#11, special section, 6#12). An 11-fighter tournament game that takes the best qualities of the leading fighting games and adds new features. Man!

**Overall: 97%**

**E.V.O.: The Search for Eden** (Enix for SNES; strategy, 6#9). Work your way from lowly fish to upright life form in this primeval game — where only the strongest and fittest survive. Very inventive, very playable, very much fun.

**Overall: 81%**

**Ex-Mutants** (Sega of America for Genesis; strategy, 6#8). The mutated remnants of mankind star in a standard side-scrolling action game. Dedicated fans of the comic book may find it a bit unrewarding — anyone else will just be bored.

**Overall: 48%**



● **FIFA International Soccer** (Electronic Arts for Genesis; sports, 7#1). EA’s first soccer sim definitely scores, with detailed and diverse animation, stellar sound effects, a truckload of options, and — most

importantly — easy-to-master game play that’s totally true to the sport.

**Overall: 93%**

**Final Fight CD** (Sega of America for Sega CD; strategy, 6#8). Everything from the SNES version is here, plus extras from the coin-op version such as Guy, the hero you’ve seen only in arcades. Gotta love it!

**Overall: 88%**

**Fire N’ Ice** (Tecmo for NES; review, 6#9). A puzzle game without fancy graphics or play control — just an enjoyable game in which you push, create, and destroy various blocks of ice to extinguish the Flame Monsters.

**Overall: 69%**

**Football Fury** (American Sammy for SNES, sports, 6#10). Fake teams, fake players, fake strategy. It’s simplistic football without any realism or special touches. Keep it out of your playbook — life’s too short to spend time on it.

**Overall: 26%**

**G-LOC** (Sega of America for Genesis; review, 6#8). Head-on, in-your-face, shoot-’em-up action that’s almost just like in the arcades. But your perspective is often from a rear or behind-the-plane view, which is really annoying.

**Overall: 81%**

● **Gauntlet IV** (Tengen for Genesis; review, 7#1). To update the arcade game, Tengen adds three new play modes as well as making the game compatible with Sega’s Team Player adaptor. It’s *Gauntlet*. If you like that sort of thing — and we do.

**Overall: 80%**

**Gear Works** (Sony Imagesoft for Game Gear; review, 6#10). Start with a screen full of pegs, on which hang two or more red cogs. Your goal is to hook up gears until all the red ones are turning. Challenging — and more fun than it sounds like.

**Overall: 74%**

**General Chaos** (Electronic Arts for Genesis; strategy, 6#10). Whether fighting the computer or head-to-head against other players, the principle is the same — two teams, one battlefield, and the last survivor wins. (4-Way Play compatible.)

**Overall: 77%**

**Global Gladiators** (Virgin Interactive for Game Gear; strategy, 6#8). This translation of the Genesis game doesn’t sacrifice much in the way of graphics or sound. The characters may be a little slower — but some players might consider that a blessing in disguise.

**Overall: 80%**

**Goof Troop** (Capcom for SNES; strategy, 6#9). Goofy and Max embark on a quest to stop Keelhauk Peter from taking over Spoonville. *Zelda* fans will feel right at home with this solid adventure that relies more on puzzles than action.

**Overall: 74%**

**Haunting Starling Polterguy** (Electronic Arts for Genesis; strategy, 6#10). As the title ghost, you must scare the Sardinian clan out of its house, room by room. A neat premise hampered by so-so graphics and repetitive game play.

**Overall: 78%**

**The Humans** (Gametek for Genesis; strategy, 6#8). This game takes the *Lemmings* concept and warps it by basing the plot on the development of the human race. It’s a structured and entertaining strategy game with a lot of humor.

**Overall: 81%**

**The Incredible Crash Dummies** (Acclaim for SNES, review, 6#12). Travel through four zones — each with a time limit, multiple stages, a boss to dismantle, and a bonus stage. “Extras” like hidden screens help this one out. (Also available for NES and Game Boy.)

**Overall: 68%**

**Indiana Jones and the Last Crusade** (Ubi Soft for NES; strategy, 6#11). As in the 1989 movie, Indy is on a quest to find the Holy Grail and save his father, Prof. Henry Jones. It’s not bad, but it’s nowhere near as good as watching the video.

**Overall: 52%**

**Jaguar XJ220** (JVC for Sega CD; review, 6#8). Spin around 32 world race courses against a field of 19 top drivers. The graphics are fine, and the Jag easy to handle. It doesn’t break new ground, but you can stay in the driver’s seat for a good while.

**Overall: 60%**

**Jungle Strike** (Electronic Arts for Genesis; strategy, 6#8). A worthy successor to EA’s *Desert Strike* — in fact it’s the same game... only different... with twice as many missions and a few extra vehicles to pilot.

**Overall: 85%**

**Jurassic Park** (Sega of America for Genesis; strategy, 6#11). In the huge sea of *JP* paraphernalia, this one stands out if for no other reason than it lets you rip into Dr. Grant as the raptor. Hey — sometimes, it’s enough.

**Overall: 74%**

**Jurassic Park** (Ocean for SNES, NES, and Game Boy; special section). Dr. Grant loves dinosaurs — unless they’re trying to eat him. So the paleontologist heads out for a little big game hunting — *biggg* game.

**SNES: 88%; NES: 69%; Game Boy: 65%**

**Kendo Rage** (Seta for SNES; review, 6#11). A solid game about *kirijutsu*, the art of the sword. It has crisp graphics, a female heroine, and some interesting enemies — including a women’s volleyball team with very deadly spikes.

**Overall: 70%**

**King of the Monsters** (Takara for Genesis; review, 6#12). Four super-monsters light each other while being attacked by airplanes, tanks, and other weapons of war. But the whole thing seems generic: the fighters are alike, the cities are alike...

**Overall: 50%**

**Kirby’s Adventure** (Nintendo of America for NES; strategy, 6#9). Based on characters introduced in a Game Boy title, this one’s geared toward younger gamers. But the unique attacks and tons of hidden bonuses make it a game to be enjoyed by all.

**Overall: 82%**

**Krusty’s Fun House** (Flying Edge for Game Gear; review, 6#8). A great game that not only captures the hysterical absurdity of the TV show, but also lets you kill rats in lots of inventive ways. (Also available for Genesis, SNES, NES, and Game Boy.)

**Overall: 81%**

**Land of Illusion** (Sega of America for Game Gear; review, 6#9). After you notice the great graphics, you’ll realize that Mickey’s as easy as pie to control, making it a blast to play. Alas — it’s also too easy. (Also available for Genesis.)

**Overall: 70%**

**The Last Action Hero** (Sony Imagesoft for Game Gear; strategy, 6#10). Not “action” after all — you collect tickets to help you collect the tools you need to finish a stage. It’s more like the *Last Strategy Hero*, with puzzlers likely to be its only fans. Pitiful.

**Overall: 19%**

● **The Last Action Hero** (Sony Imagesoft for SNES; review, 7#1). If dull, lifeless and frustration-filled fight games are your thing, *Last Action Hero* has what you’re looking for. Quite frankly, it’s a flop — just like the movie.

**Overall: 33%**

● **The Lawnmower Man** (THQ for SNES; review, 7#1). Players who crave VR excitement can satisfy their

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cyber-apparatus with this one. Although it's no "complete" virtual world, it's about as close as you can find.

**Overall: 74%**



**The Legend of Zelda: Link's Awakening** (Nintendo of America for Game Boy, review, 6#11). Long overdue for Game Boy, this RPG has very good graphics and music that remain true to the series — and there aren't any signs that Nintendo scaled it down to fit on Game Boy.

**Overall: 90%**

**Lemmings** (Ocean for Game Boy, special section, 6#11). It's been on every system from PC to NES... now it's Game Boy's turn to get this aging strategy game. If 100+ levels of fendish puzzles sound like your idea of fun, take a walk on the wild side!

**Overall: 62%**

**Lethal Enforcers** (MA-17) (Konami for Genesis, strategy, 6#11). Robberies, hijacking, drugs — now this is gaming! A faithful adaptation of the arcade hit with terrific digitized graphics and its own gun. Kill, kill, kill!

**Overall: 84%**

**Lock-On** (Vic Tokai for SNES, review, 6#12). Combining air combat with ground-attack strike mission, the pace is fast — there are 22 enemies to destroy in your first mission! There's no password feature, however, so load up on weaponry!

**Overall: 68%**

**Lufia & the Fortress of Doom** (Taito for SNES, review, 7#1). From its detailed graphics to its immense size, *Lufia & the Fortress of Doom* is the age-old confrontation between good and evil has been done to death, give it a try. It's as good an RPG as you could hope for.

**Overall: 90%**

**Legend** (Seika for SNES, strategy, 6#12). Two heroes try to keep an evil leader from taking over their land —

who, sounds like an RPG to us! Its strength is in its moody good looks. But get used to those jump-kicks. You do them incessantly.

**Overall: 80%**

**Mad Dog McCree** (American Laser Games for Sega CD; strategy, 6#9). Journey back to the Old West and then try to destroy everyone in it. The graphics aren't quite as good as in the arcades, but the full-motion video killin' is pretty fun.

**Overall: 83%**

**Madden NFL '94** (Electronic Arts for SNES; sports, 6#11). Teams and speed, 80 teams. Fast speed. Add an NFL license, new visuals, and full-season play, but terrific control. This one's got everything but solid artificial intelligence.

**Overall: 87%**

**Magic Boy** (JVC for SNES; review, 6#12). As a wizard's apprentice, you've just made a drastic mistake in a spell and have turned cute critters into mean monsters. This puzzler challenges you to turn them back. A colorful, nicely done game.

**Overall: 76%**

**Mario's Time Machine** (The Software Toolworks for SNES, review, 7#1). This edutainment game has good audio and visuals, but since it's a short game that's highly linear, most kids will play through it only once or twice. It's best for family and classroom use.

**Overall: 75%**

**Mega Man 6** (Capcom for NES; strategy, 7#1). Dr. Wily and his latest a new crew of robot villains on a peaceful world, and only you-know-who can stop him. You've seen the framework before, but the it's still the one.

**Overall: 88%**

**Mega Man X** (Capcom for SNES; review & special section, 7#1). It was a long time coming, but definitely worth the wait. Here's a near-perfect cart with classic game play, excellent graphics and sound, and tons of hidden items and power-ups. Whee!

**Overall: 95%**

**Micro Machines** (Codemasters for Genesis; review, 6#12). Who needs hot asphalt when you can race across school desks and pool tables? There's no way you're going to tire of this game (no pun intended). Original, fun, humorous, and colorful!

**Overall: 79%**

**Mr. Nutz** (Ocean for SNES; special section, 6#11). This irresponsible defender of the forest, already a cable TV star in the U.K., tries for the U.S. market in a fairly standard action adventure. Not bad ... but undistinguished.

**Overall: 77%**

**Monday Night Football** (Data East for SNES; sports, 6#11). Here's a gladiator sin that doesn't take advantage of its recognizable license: limited digitized voice, poor cinema screens, and no NFL or player's license. Ick!

**Overall: 43%**



**Mortal Kombat** — SNES and Genesis; Sega versions MA-13 [A] (Acclaim for SNES, Genesis, Game Boy, and Game Gear; strategy, 6#10). Bone-crunching action — and blood for the Segans! — makes this one of the top fighting games.

SNES:90%; Game Boy:78%;

Love those finishing moves!  
Genesis:90%; Game Gear:82%

**NFL Football** (Konami for SNES; sports, 6#9). Impressive looking (Mode 7) and sounding (hot FX) ... but NFL is tackled at the scrimmage by jump animation and poor play control — it's just too hard to track your man.

**Overall: 68%**

**NFL Quarterback Club** (Acclaim for Game Boy, sports, 6#12). Not a sports sim, but a competition of the NFL's top 13 QBs. Send your fave into four events that test his skills against the pack. Since players don't retain actual strengths and weaknesses, there's not much to it.

**Overall: 48%**

# GAMES GALORE

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**NHL Hockey '94** (Electronic Arts for Genesis; sports, 6#11). The answer to hockey fan's dreams — this cart features a NHL and NHLPA licenses, quarter goals, and new offensive weapons. Ice bliss! (4-Way Play compatible.) **Overall: 91%**

**Operation Logic Bomb** (Jaleco for SNES; review, 6#9). Basically an action game, but there's a certain amount of reasoning required in this an overall strong, interesting game. Big flaw: a limited continue feature. **Overall: 66%**

**Out to Lunch** (Mindscape for SNES; review, 6#12). You're looking in 48 levels for ingredients for your famous soup. Once you find a vegetable or other item, you eat it, then head off again. Nonviolent, sort of fun, and kind of clever. **Overall: 62%**

**Outrun 2019** (Sega of America for Genesis; review, 6#10). Sure, the car's fast, but that's the only challenge in the game. You don't even race opponents — only the clock. The only special features seem to be afterthoughts. Blah. **Overall: 38%**

**P.T.O.** (Koei for Genesis; strategy, 6#10). Not quite up to the standards of Koei's other historic simulations, but armchair admirals will get a kick out of this warfare game involving the Pacific Campaign in WWII. (Also available for SNES.) **Overall: 77%**

**Pac-Attack** (Namco for SNES; review, 6#10). The Pac is back in a *Tetris*-type game with bright, colorful graphics. The two-player option is always short, however, because critters are constantly dropping, making it hard to plan future moves. **Overall: 67%**

**Paladin's Quest** (Enix for SNES; strategy, 7#1). If you like your RPGs big, don't miss this one. The familiar elements of combat, adventures, puzzles, and magic are given a fresh twist that makes the game interesting for both novices and experts. **Overall: 83%**

**Paperboy 2** (Tengen for Game Gear; review, 6#12). Deliver the local news while you dodge skateboarders, dogs, and other obstacles. If you liked it for other systems, you'll like this, too. But if you already own it, you don't need another. (Also available for Genesis, SNES (7), NES, and Game Boy.) **Overall: 47%**

**Pink Goes to Hollywood** (TecMagik for Genesis; review, 7#1). You steer the Pink Panther across nine different movie sets, each with its own *Cleopatra* boss. Tongue-in-cheek instead of action-packed, it's a good diversion. **Overall: 68%**

**Pirates! Gold** (MicroProse for Genesis; review, 7#1; strategy, 6#9). This faithful PC translation lets you loot and pillage to your heart's content — no two adventures are ever the same! It's easy to get into... and hard to put down. **Overall: 89%**

**Pro Sport Hockey** (Jaleco for SNES; sports, 7#1). This sim is unfortunately checked by weak game play. You've got large characters, but they're soooo slow — and there's limited shot selection, too. Bad ice. **Overall: 49%**

**Race Drivin'** (Tengen for Genesis; review, 6#12). In general, *Race Drivin'* doesn't capture the realism and excitement of its arcade counterpart. But for armchair racers, it's worth your time to buckle up and give it a test drive. **Overall: 60%**

**Raging Fighter** (Konami for Game Boy; review, 6#8). A rare bird — an action title for Game Boy. The one-on-

one fighting has large characters, each with 20-40 attack moves. Players have a lot of options... and a lot of combat ahead. **Overall: 79%**

**Ranma 1/2** (Banja 4) (DTMC for SNES; review, 7#1). *Ranma 1/2* is both a satire of *Street Fighter*-esque fighting games and an interesting competitor in the genre. It's very Japanese, but who could resist cuddling up in the ring with a giant panda? **Overall: 84%**

**RBI Baseball '93** (Tengen for Genesis; sports, 6#8). This is the exact same game as *RBI 4 (fall '92)* with only minor changes such as a 1992 team roster. "Create your own team" and "fielding practice" options have also been added. **Overall: 72%**

**Ren & Stimpy: The Quest for the Shaven Yak** (Sega of America for Game Gear; review, 7#1). Stop watching the reruns and play this game! Sega's first R&S game is much fun, and it, like recent THQ games for Nintendo formats, ably captures the feel of the cartoons. **Overall: 84%**

**The Ren & Stimpy Show: Buckaroo!** (THQ for NES; review, 7#1). Even if this weren't a solid game based on real R&S cartoons, NES fans would want it just because it's a new game for their system. But, hey — it's a good blend of action and puzzles, too. **Overall: 75%**

**Rex Ronan — Experimental Surgeon** (Raya Systems for SNES; review, 6#12). If you want to learn of the dangers of smoking from a video game instead of health reports, here's the place to do it. *Rex* does a decent job decoding dull stats into an action game. **Overall: 63%**

**Riddick Bowe Boxing** (Extreme for SNES; sports, 7#1). The latest in a long line of average boxing simulations, *Bowe* isn't bad — it's just been done before. Create a fighter, then go for the title. Stop me if you've heard it before. **Overall: 53%**

**Rock n' Roll Racing** (Interplay for SNES; review, 6#9). If you like hot, futuristic racing action mixed with heavy-duty firepower and topped off with a kickin' soundtrack, you're gonna love this one. Lots o' replay. **Overall: 80%**

**Rocket Knight Adventures** (Konami for Genesis; strategy, 6#7, review 6#12). This one gives you the classic game play that established Konami in the early days, as well as the 16-bit state-of-the-art technology of today. And hey — you're a possum! **Overall: 95%**

**Rocky Rodent** (Irem for SNES; strategy, 6#11). OK, you're a rodent in search of pizza. You're fast, and you're up against the mob. You also have an arsenal of killer hairdos. We're not making this up. Give it a go. **Overall: 71%**

**The Secret of Mana** (Square Soft for SNES; strategy, 6#12). Let's cut to the chase: here's one of the best SNES RPGs ever. It's huge, and the graphics are lush and large. The arcade-style combat is smooth and challenging. Don't miss it! **Overall: 93%**

**The 7th Saga** (Enix for SNES; strategy, 6#8). Another sprawling RPG from Enix, this one distinguishes itself because the game follows slightly different paths depending on which of the seven characters you choose — adding unheard of replay value! **Overall: 88%**

**Sherlock Holmes Consulting Detective Vol. 2** (Sega

of America for Sega CD; review, 6#11). The second in the series is basically the same as the first — digitized video of actors revealing clues to solve mysteries. Once you've solved them — or maybe even before — you're through with this game. **Overall: 61%**



**Shining Force** (Sega of America for Genesis; special section, 6#9). You and your party of adventurers must fight off battalions of Runeblast soldiers to reach the evil Darkool in this shining example of an RPG, the sequel to *Shining in the Darkness*. **Overall: 94%**

**Shinobi 3** (Sega of America for Genesis; strategy, 6#9). The Musashi-naru returns! There's no kidnapped girlfriend to distract you this time — it's just you against the forces of evil. The third adventure is ninja action... in spaces. **Overall: 81%**

**Side Pocket** (Data East for SNES; strategy, 6#12). *Side Pocket*'s slick, with excellent graphics of both the table and the between-round babe. But despite its easy interface, it's not really a pool simulation — just a fun distraction. **Overall: 87%**

**Silpheed** (Sega of America for Sega CD; strategy, 6#12). This one's translated from the smash PC arcade shooter — and we mean "shooter." Invest in an arcade controller: You can't let up until Earth's back in friendly hands. **Overall: 84%**

**SimAnt** (Maxis for SNES; strategy, 7#1). Here's your chance to rule a colony of black ants — we know you've wanted to. Actually this PC translation takes you inside the hill, so to speak, to help your colony prosper. It's complex, yet still goofy enough to keep you coming back. **Overall: 74%**



**Sonic CD** (Sega of America for Sega CD; strategy, 7#1). The more you play, the more you'll enjoy! Sure, it's the same old Sonic, but he's made it to the top for a very good reason. Our 1993 CD game of the Year. **Overall: 91%**

**Sonic Chaos** (Sega of America for Game Gear; strategy, 6#11). Dr. Robotnik's after emeralds and Sonic's after rings. Some things never change. Tails is around in this one, too. But only Sonic can reach the special, emerald-laden levels. **Overall: 84%**

**Sonic Spinball** (Sega of America for Genesis; strategy, 6#11). Forest creatures are enslaved in a giant pinball machine. Naturally, it's Sonic to the rescue, complete with a new Super Spin Attack. Definitely different. Definitely fun. **Overall: 87%**

**Speedy Gonzales** (Sunsoft for Game Boy; strategy, 6#9). The Mexican mouse gets his first starring role, but guess what? He's rescuing kidnapped friends. Lots of levels, easy play control, and a continue option keep you playing. **Overall: 73%**

**Spellcast** (ASCII for SNES; review, 6#12). A good game, but fairly generic — and dated. The easy "cook-book" approach to spellcasting is nice, but that's really its only original element. It can't compete with more up-to-date RPGs. **Overall: 61%**

**Spider-Man 3: Invasion of the Spider-Slayers** (LJN for Game Boy; review, 6#9). LJN's third GB *Spider-Man* is true to the comic books — so true that you can find clues for solving the game in Marvel's *Amazing Spider-Man* issues 368 to 373. But the graphics and character movements could sure use some refining. **Overall: 45%**

**Spider-Man and X-Men** (Flying Edge for Genesis; strategy, 6#11). A terrific concept turns into a not-too-good game. When three X-Men disappear, Spidey and the crew try to spot the plot. Too hard to continue, and you have to repeat the first boring level too often. **Overall:** 50%

**Spatterhouse 3** [MA-13] (Namco for Genesis; strategy, 6#8). Now that you're a family man, you might think your demon-days are over. Think again. The nightmare's back in this gruesome game and the blood flows freely. **Overall:** 75%

**Star Trek: The Next Generation** (Absolute for NES; review, 6#11). A decent space-combat simulator, it's not bad. But as a translation of the TV series, it falls short. Who cares what Picard says — kill the alien races! *All of 'em!* **Overall:** 50%



**Street Fighter II Turbo** (Capcom for SNES; strategy, 6#10). This time around, your opponents know new moves and use the old ones in new ways — and you've never had this kind of speed before. You control the boss, too. **Overall:** 97%



**Street Fighter Special Champion Edition** (Capcom for Genesis; strategy, 6#11). The Genesis version was worth the wait — not only do you get all-new moves, but you can also play bonus stages missing from the SNES version. **Overall:** 96%

**Strider Returns** (U.S. Gold for Genesis; strategy, 6#9). This *Strider* just emphasizes the overall action and entertainment of the series. With a new "sweep" sword, Strider can really clean up — but purists can use the original instead. **Overall:** 72%

**Summer Challenge** (Accolade for Genesis; sports, 6#9). Ten players compete in eight different Olympic events, a good mix of simple and dauntingly complex. It's something to try if you can't make the cut for Atlanta. **Overall:** 58%

**Super Aquatics** (Seika for SNES; review, 6#9). The *James Pond* Aquabats make their crossover debut on SNES in a twist on Olympic-competition games. It's amusing — but not as exciting as a true sports sim. For one or two players. **Overall:** 58%

**Super Baseball 2020** (Electronic Arts for Genesis; sports, 6#12). Unlike the SNES version, this translation of the NEO-GEO robotic-baseball game uses "crackers" — land mines placed on the field. The graphics aren't much, though. **Overall:** 64%

**Super Baseball 2020** (Tradewest for SNES; sports, 6#8). Don't look for *true* baseball; just grab some humans and robots and play (armored) ball. It's the ideal game if you're looking for mindless fun, and you don't want to get mired in stats and strategy. **SNES Overall:** 79%

● **Super Battletank 2** (Absolute for SNES; review, 7#1). Who says sequels aren't better than the original? Super Battletank 2 has more of everything than the original. Still, the action gets repetitive after the first eight-to-ten missions. **Overall:** 72%



**Super Black Bass** (Hot-B for SNES; review, 6#8). Well, first you've got to water to fish — but not actually in the water. Once that's out of the way, you'll find everything nearly perfect in this simulation. If you enjoy the sport, you'll enjoy the game. **Overall:** 93%

**Super Bomberman** (Hudson Soft for SNES; strategy, 6#10). It may be based on an old NES puzzle game, but the multi-player option turns this into an awesomely addictive blast. Once you and your friends tie into a few rounds, you'll be hooked. (Multi-Tap Compatible.) **Overall:** 87%

**Super Caesar's Palace** (Virgin Interactive for SNES; review, 6#8). Grab \$2,000 and tempt fate with games of video poker, Red Dog, slots, horse racing, craps, blackjack, roulette, and keno. That password feature isn't the only reason you'll be coming back. **Overall:** 80%

**Super Empire Strikes Back** (JVC for SNES; strategy, 6#10). This *Super Star Wars* sequel boasts the same fantastic graphics and movie-quality soundtrack of the first. You go from Hoth to Dogobah to Cloud City until you take on Darth Vader *mano-a-mano*. **Overall:** 85%

**Super High Impact Football** (Acclaim for SNES; sports, 6#8). If you demand strategy from your football video games, this probably isn't for you. But if you're looking for a excuse to kick in someone's teeth, why not do it on the gridiron? **Overall:** 72%

**Super Ninja Boy** (Culture Brain for SNES; review, 6#9). If you enjoy quick games that take a while to finish, but you want more action out of the experience, try this one. It's not bad fun to play, and the fights are interesting. **Overall:** 65%

**Super Off Road: The Baja** (Tradewest for SNES; review, 6#11). A realistic simulator set on the track of off-road's most prestigious event. Listen to Ivan Stewart's advice, then go head-to-head with the competition, or compete against a "ghost" of another player's route. **Overall:** 72%

**Super Widgeo** (Allius for SNES; strategy, 6#8). Guide the little purple transformer through 12 levels of galactic action, using strategy to decide how best to adapt your purple alien. It's an easy game in the *A Boy and His Blob* mode. **Overall:** 65%

**Surf Ninjas** (Sega of America for Game Gear; strategy, 6#10). It has a good share of action, and icons and special items help you on your quest, which follows the movie plot. But all in all, *Surf Ninjas* winds up beached. **Overall:** 57%

**Technoclash** (Electronic Arts for Genesis; review, 6#9). Although it's basically an action game, there are hefty RPG and adventure elements. Loads of spells, and a neat two-player mode that lets you play with the computer. **Overall:** 61%



● **TMNT: Tournament Fighters** (Konami for Genesis and SNES; SNES strategy, 6#10; Genesis review, 7#1). The Turtles are all grown up — but still looking for a good brawl. The SNES version gives you ten fighters to the Genesis's eight, and its graphics are much better, too. There's one clear winner even before the fighting starts. **SNES:** 92% **Genesis:** 69%

**The Terminator** (Mindscape for SNES; strategy, 6#8). Remember when *The Terminator* was a *bad* guy? That's the (only) hook for this game, in which the killing machine trails you from nuclear-devastated 2029 through 1984's gritty urban landscapes. **Overall:** 40%

**Tesserae** (Gameltek for Game Gear; review, 6#9). You jump tiles in this puzzle game — lots and lots of tiles, all different colors, until you clear boards of them. It's

a solid game with a lot of replay value, but the learning curve's a little steep. **Overall:** 66%

**Time Killers** (THQ for Genesis; strategy, 6#12). This translation of the coin-op hit has smaller characters, and the graphics have suffered a little, but little else differs. Eight warriors from throughout the ages mix it up. Come out fighting! **Overall:** 58%

**Tom & Jerry: The Movie** (Sega of America for Game Gear; strategy, 6#12). Rooted in the cat-bash-mouse tradition, *T&J* captures that Saturday-morning spirit with cartoony graphics and hectic, bounce-back violence. Not much originality, though. **Overall:** 44%

**Tony Meola's Sidekicks Soccer** (Electro Brain for SNES; sports, 6#11). A super-fast-paced, 8-meg simulation for one or two players that's also easy to learn. There's a wide diversity of scoring, but defensive play falls short. **Overall:** 72%

**Top Rank Tennis** (Nintendo of America for Game Boy; sports, 6#9). *Top Rank Tennis* is a great game — it's just hard on the eyes. It gives you lots of interesting features, a behind-the-ear-court-player perspective, and solid sound. But bring your glasses! **Overall:** 78%

**Top Gear 2** (Kamco for SNES; review, 6#11). A great racing game has been made better, with 64 tracks and 16 countries. You can race on the full screen even in one-player mode this time around, and the split-screen two-player mode's still *hot*. **Overall:** 85%

● **Total Carnage** (Malibu for SNES; review, 7#1). It's all about staying alive while shooting everything in sight. Sure, it's a pretty generic arcade-action premise, but if you're trigger finger is itchy, here's the scratchin' it needs. **Overall:** 77%

Software Etc. Top 10

Based on unit sales for November

- 1 **Madden NFL '94** (Genesis)  
Electronic Arts
- 2 **Tecmo Super Bowl** (Genesis)  
Tecmo
- 3 **NFL Football '94 Starring Joe Montana** (Genesis)  
Sega of America
- 4 **Mortal Kombat** (Genesis)  
Acclaim
- 5 **NHLPA Hockey '94** (Genesis)  
Electronic Arts
- 6 **Aladdin** (Genesis)  
Sega of America
- 7 **Madden NFL '94** (SNES)  
Electronic Arts
- 8 **Tecmo Super Bowl** (SNES)  
Tecmo
- 9 **Super Empire Strikes Back** (SNES)  
JVC
- 10 **Secret of Mana** (SNES)  
Square Soft

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**Trodders** (Seika for SNES; strategy, 6#8). Another *Lemming*-esque game, although this one lets you play around with blocks. It's good — sometimes even challenging. But it desperately needs some laughs.

**Overall: 60%**

● **Turn and Burn** (Absolute for SNES; review, 7#1). It's not as detailed as most PC flight sims, but it's still a great effort. Arcade fans should take note, however, that this game is a "real" combat game, not a blast-em-up.

**Overall: 82%**

**Utopia** (Jaleco for SNES; review, 6#9). No standout in the resource-management sims. Technically, it's only average, and the combat portion of the game — the one thing that makes it more than just a *Sim City* clone — is more frustrating than challenging.

**Overall: 52%**

**Veediots** (THQ for SNES; strategy, 6#10). Based on episodes such as "Marooned" and "The Boy Who Cried Rat" from the TV series, this one really captures the mood of the bizarre cartoons. Lock up your common sense and just enjoy the ride.

**Overall: 71%**



**WWF Royal Rumble** (LJN for SNES; strategy, 6#8). The wrestling gurus at LJN top themselves by stuffing even more characters, even more features, even more *everything* into *Royal Rumble*. Stare at it in awe! Who!

**Overall: 94%**

**WWF: King of the Ring** (LJN for Game Boy; strategy, 6#12). This title has only one purpose: to pit wrestler against wrestler, with no holds barred. If your heart races at the sight of a beautiful body slam, here's your key to hours of fun.

**Overall: 73%**

**WarpSpeed** (Accolade for Genesis; strategy, 6#8). One of the better sci-fi romps, *WarpSpeed* combines solid

strategy with fast-paced action. Plot routes to enemy hangouts, perform rescue missions, and whip some space but. Not a bad day's work! (Also available for SNES.)

**Overall: 85%**

**We're Back — A Dinosaurs' Story** (Hi Tech Expressions for SNES; review, 6#12). Time-traveling dinosaurs hit New York in this cartoon adaptation. The light-hearted action isn't too elaborate, and several difficulty levels help even the odds.

**Overall: 59%**

**Where in Time Is Carmen Sandiego?** (Hi Tech Expressions for SNES; review, 6#9). Step into a time machine to track down Carmen and her cronies as well as the artifacts and landmarks they've stolen. Hey — you might also learn a thing or two.

**Overall: 68%**

**Wimbledon** (Sega of America for Genesis; sports, 6#12). Not just normal tennis, but *feature-filled* tennis. You can alter the color of the ball, give it a 3-D look, test the flight path of every serve ... oh, yeah, you can actually *play* the game, too.

**Overall: 81%**

**Wing Commander: The Secret Missions** (Mindscape for SNES; strategy, 6#10). Improved game play helps this sequel, but some die-hard fans of *Wing Commander* might not like changes in piloting the *Claw* or taunting the enemy.

**Overall: 82%**

**The Wizard of Oz** (Seta for SNES; review, 6#12). If you're going to base a game on a movie, would you mind sticking to the plot? This game has new action, while scenes such as the tornado are just filler cinema screens. Get with the program!

**Overall: 57%**

● **Wolfenstein 3D** (Imagineer for SNES; strategy, 7#1). This PC cult favorite isn't *quite* the same on SNES (i.e., no blood, Nazis, or savage guard dogs). While changes will amuse some players, most will be frustrated by its poor graphics, and watered-down "guts." **Overall: 47%**

**World Soccer '94: Road to Glory** (Atlus for SNES; sports, 6#12). *Soccer '94* has just about every feature you could wish for — even an indoor soccer mode! The graphics aren't great, but the number of options and fantastic replay make it a treat.

**Overall: 81%**

**World Heroes** (Sunsoft for SNES; strategy, 6#11). An improvement on the arcade game, this brawler lets you travel by time machine to fight seven battles against opponents from different eras. Its drawback is that there are only eight matches. Ever.

**Overall: 83%**



**Yoshi's Cookie** (Nintendo of America for NES; review, 6#9). A follow-up of sorts to *Tetris*, you rotate rows of cookies to match new ones coming from the top and the right. That's it, but it quickly gets very challenging.

**Overall: 92%**

**Young Merlin** (Virgin Interactive for SNES; strategy, 6#12). If you're looking for a game that's both different and good, check out this sleeper. Part action, part RPG, part puzzler, every part of *Young Merlin* looks great and plays even better.

**Overall: 88%**

**Zen Intergalactic Ninja** (Konami for NES; review, 6#8). This environmental ninja has himself a fairly original game. There's enough variety to keep the action enjoyable, and it never lets its message get preachy. Needs more violence, though.

**Overall: 68%**

**Zombies Ate My Neighbors** (Konami for SNES and Genesis; SNES strategy, 6#7; Genesis strategy, 6#12). A video-game adaptation of just about every B movie ever filmed, you need a warped sense of humor to enjoy killing with a weed eater, but we've got that. More than 40 levels keeps you busy. Tell Tongue Jr. we said hi.

**SNES: 85%;**

**Genesis: 85%**

Coming Next Month...

CES Special!

We'll have a full report on the Winter Consumer Electronics Show and show you all the hottest games for 1994. And, of course, look for amazing strategy, top-notch reviews, and great free gifts.

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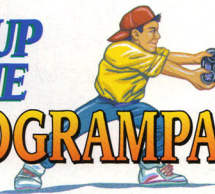


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