

GAMER PRO

#1 VIDEO GAME MAGAZINE

VIRTUA RACING!

High-Octane Genesis Thrills!

FREE!

Arcade ProStrategy Guide

MORTAL KOMBAT II

16 Pages **BIG!**

NBA JAM!

Hidden Characters
and Power-Ups!

Arcade Action '94!

Daytona USA
Revolution X
Star Wars
and **MORE!**

ProReviews!

Sylvester and Tweety
NBA Action '94
Super Metroid
Slam Masters
Wario Land
and **MORE!**



The Making of
**Mortal
Kombat II**

Exclusive!
**SUPER
STREET
FIGHTER II**
(SNES)



PreViews!

Final Fantasy VI
Mortal Kombat (Sega CD)
Alien vs. Predator (Jaguar)
The Death and Return of Superman

An IDG Communications Publication

June 1994

\$4.95 Canada \$5.95



0 74470 65945 7

YOU'LL BE TEMPTED TO
 PLAY OUR NEW GAME LIKE
 REAL SOCCER
 BUT THEN YOUR
 GAMEPAD WOULD REALLY

STINK

PELÉ PRESENTS
THE ROAD TO THE CUP.
 COMING SOON FOR THE SEGA™ GENESIS™.
 GET YOUR HANDS ON IT.



GET IN THE GAME™



PELÉ PRESENTS THE ROAD TO THE CUP. ACCOLADE, INC., 5300 STEVENS GREEN BLVD., SAN JOSE, CA 95129. SPORT ACCOLADE IS A TRADEMARK OF ACCOLADE, INC. THE ROAD TO THE CUP IS A TRADEMARK OF ACCOLADE, INC. LICENSED BY SEGA ENTERPRISES LTD. FOR PLAY ON THE SEGA™ GENESIS™ SYSTEM. SEGA AND GENESIS ARE TRADEMARKS OF SEGA ENTERPRISES, PELE, PELE'S SIGNATURE, AND PELE'S LIKENESS ARE TRADEMARKS OF GLOBE ESTABLISHMENT USED UNDER LICENSE BY ACCOLADE, INC. © 1994 ACCOLADE, INC. ALL RIGHTS RESERVED.



NEVER LOAN OUT YOUR STICK.

"Hey, Billy, since you're gonna be away, can I borrow your Fighter Stick for a few days? I promise — I'll take *real* good care of it..." That's how it starts. Then days turn into weeks, and the next thing you know, you and your former best friend are duking it out on the People's Court. One look at the Fighter Stick, and you'll know why. There's enough power here to change a person, to make 'em

untrustworthy, even. There's Turbo-Fire and Auto-Turbo, with up to 36 shots per second. And super slow-mo lets you digest those really tough moves. So, quit wrestling with those boring, wimpy control pads — reach for the Fighter Stick SN for the Super NES or the Fighter Stick SG-6, for Sega-Genesis and Sega-CD.

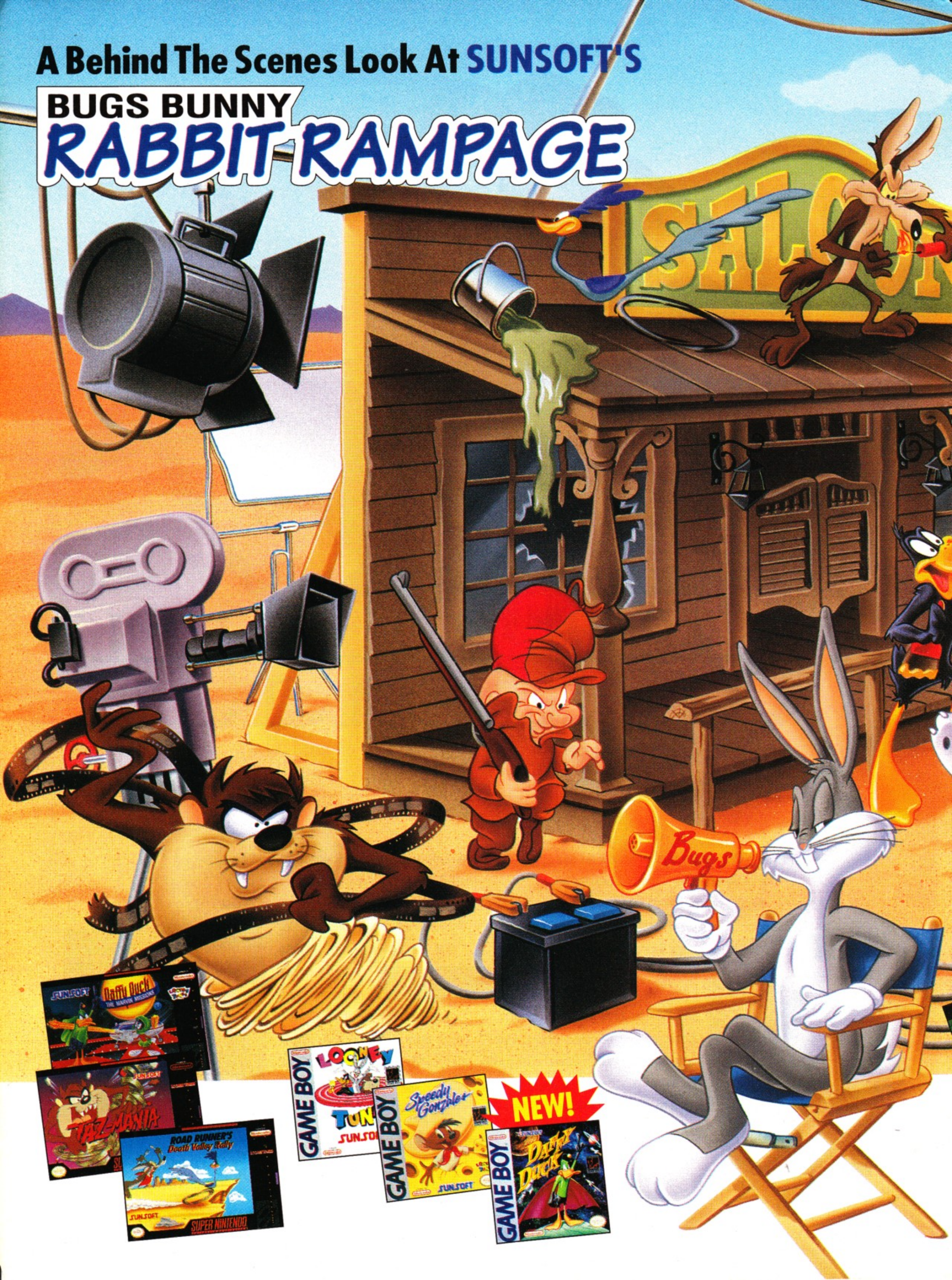
ASCIIWARE



IT'S HOW TO WIN!

A Behind The Scenes Look At SUNSOFT'S

BUGS BUNNY RABBIT RAMPAGE





LOONEY TUNES

SUNSOFTTM



SUPER NINTENDO

©1994 Sun Corporation of America. All Rights Reserved. LOONEY TUNES, characters, names, and all related indicia are trademarks of Warner Bros. Inc. ©1994. Nintendo, Super Nintendo Entertainment System, Game Boy and the Official Seals are registered trademarks of Nintendo of America Inc. ©1994 Nintendo of America Inc.

CONTENTS

June 1994



8 Letter from the GamePros

12 The Mail

20 The Cutting Edge

What does it take to program a Jaguar game? Andrew Whittaker of Rebellion Software knows!

24 Hot at the Arcades

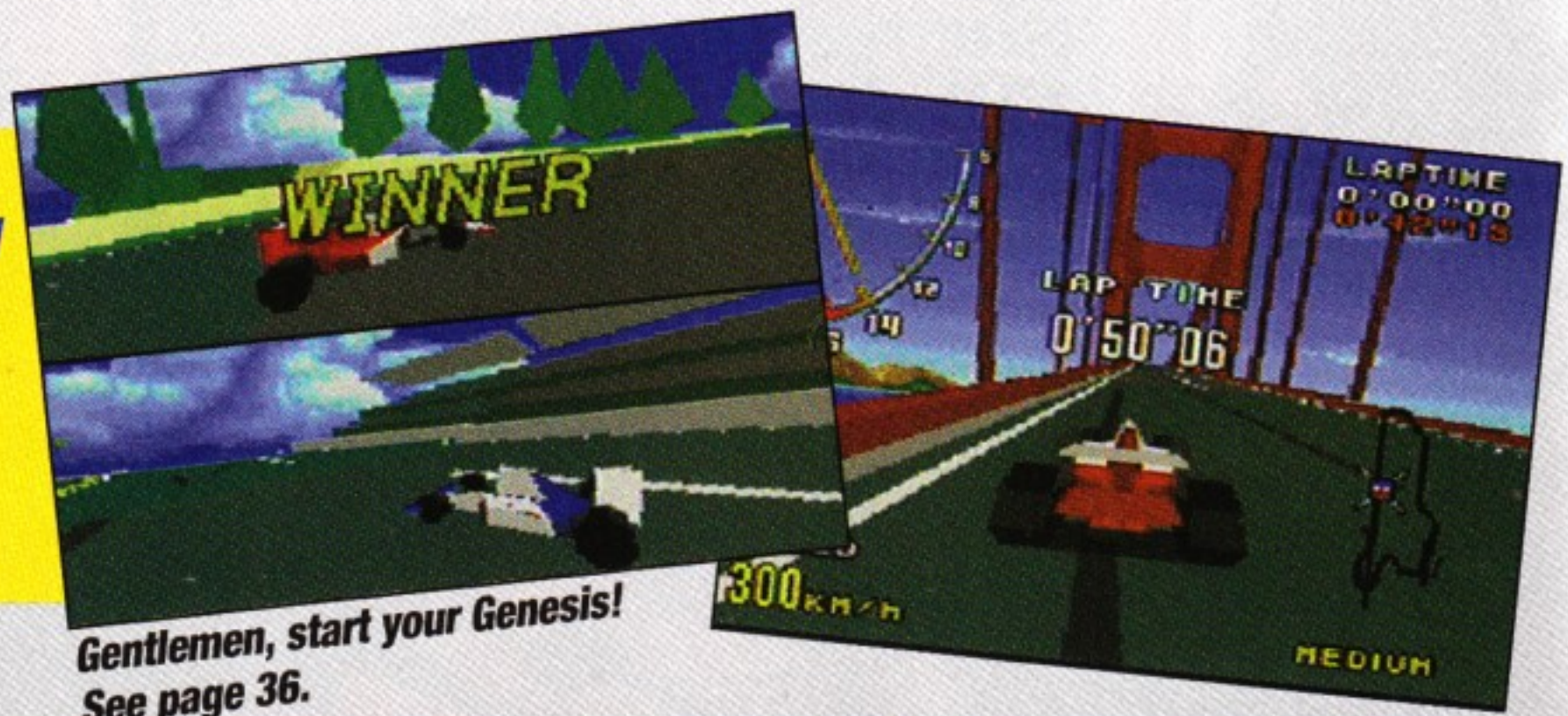
Visit the ACME arcade show to see Daytona USA, Rebellion X, Star Wars, and more!

72 Special Feature: Secrets of NBA Jam

Hidden characters and power-ups for Jam SNES, Genesis, and Arcade Tournament Edition.

36 Cover Feature: Virtua Racing

The hottest racing game in the arcades roars into the Genesis.



Gentlemen, start your Genesis!
See page 36.



Metroid returns! See page 56.



Mean is nice.
See page 140.

PROREVIEWS

36 Genesis

- Virtua Racing
- Sylvester and Tweety in Cagey Capers
- The Incredible Hulk
- Aero the Acro-Bat II (PreView)
- Zero the Kamikaze Squirrel (PreView)

46 Sega CD

- Mortal Kombat (PreView)
- Mansion of Hidden Souls
- Revenge of the Ninja
- Cliffhanger CD
- Racing Aces

56 Super Nintendo

- Super Metroid
- Super Street Fighter II (PreView)
- The Peace Keepers
- Saturday Night Slam Masters
- The Jetsons: Invasion of the Planet Pirates

- The Flintstones: The Treasure of the Sierra Madrock
- Space Ace
- Natsume Championship Wrestling
- Super Pinball
- Super Solitaire
- The Death and Return of Superman (PreView)

132 Duo

- Super Air Zonk: Rockabilly-Paradise

134 3DO

- Twisted

136 Jaguar

- Preview: Alien vs. Predator

140 Game Boy

- Wario Land: Super Mario Land 3

144 Game Gear

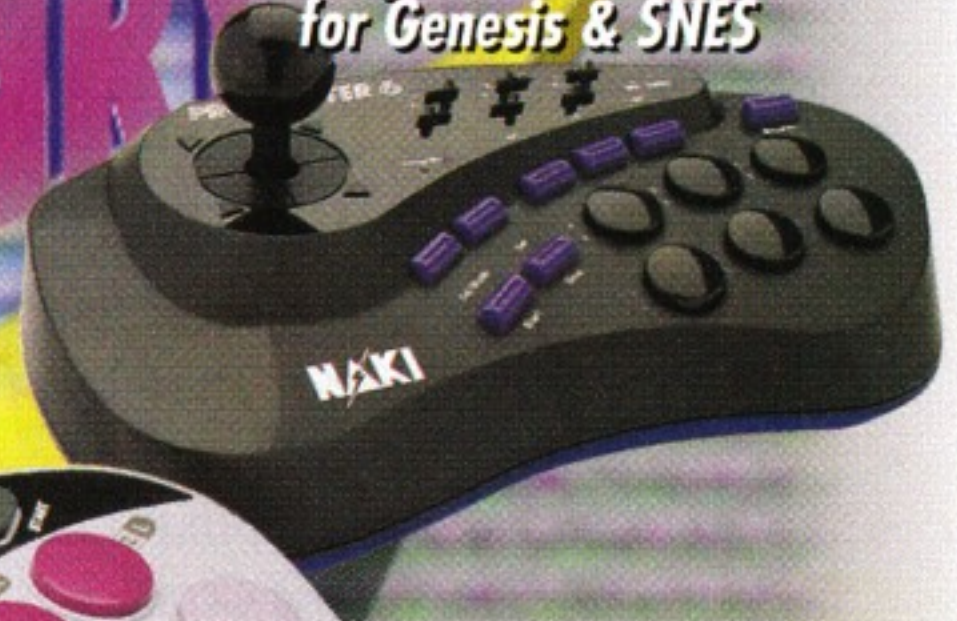
- Super Battletank
- Spider-Man and The X-Men in Arcade's Revenge

Volume 6, #6, June Issue; **GAMEPRO** (ISSN 1042-8658) is published monthly for \$24.95 per year by Infotainment World, Inc., 951 Mariner's Island Blvd., Ste. 700, San Mateo, CA 94404; An IDG Company; The World's Leader In Information Services On Information Technology. For subscription problems only: (303) 786-7459. Second class postage paid at San Mateo, CA, and at additional mailing offices. **POSTMASTER:** Send address changes to GAMEPRO, P.O. Box 55527, Boulder, CO 80322-5527. **Change of Address:** Please send old label and new address to GAMEPRO, P.O. Box 55527, Boulder, CO 80322-5527. **Foreign and Canadian** orders must be prepaid in U.S. dollars on a U.S. bank and must include \$20/year additional postage. Canadian GST# 131.304.347

Cover: MADworks™

ADVANCED WEAPONS

PRO FIGHTER 6
Universal
Programmable Joystick
for Genesis & SNES



PRO PLAYER
Universal Joystick
for Genesis & SNES



PRO CONTROL 6
Universal Programmable
Controller for Genesis & SNES



Tough enough to handle the latest in **high-tech tools**? Then check out the newest weapons in **NAKI's Pro Series** of universal, programmable controllers and joysticks. Never again will game-playing foes put you at a disadvantage. Program your best moves and chill out on your defense -- **no matter what system** you're called to challenge.

With the NAKI Pro Fighter 6, Pro Player Universal Joystick or Universal Programmable Pro Control 6 Controller, you'll devastate your opponent. The Programmable Pro Control 6 is compatible with all 6-button games for Sega Genesis* and Super Nintendo* and offers two programmable "Q" buttons. **Each performs up to six moves!** This hot controller also offers Turbo, Slow Mo, and AutoFire.

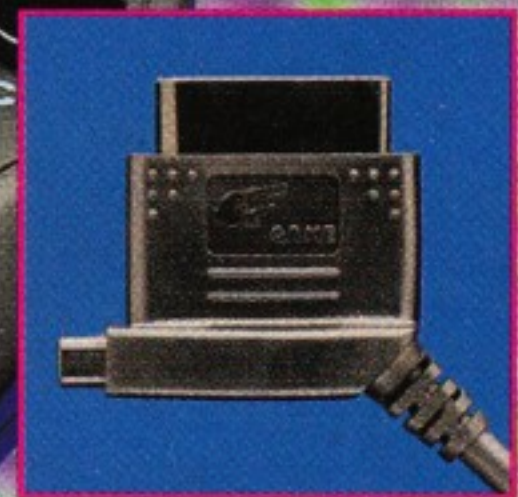
NAKI's Pro Fighter 6 also works with both leading systems, just like its brothers. In addition to 6-button compatibility, make your best moves with three programmable "Q" buttons! In addition to Turbo and Slow Mo, **surprise 'em with Reverse action.**

And your last **weapon of revenge**? Try the universal, eight-direction Pro Player Joystick. Also with 6-button compatibility, Turbo and Slow Mo.

NAKI's patented single-wire dual connectors allow easy hook-up. So try one of the latest hot weapons in NAKI's Advanced arsenal...and really kick into the future.

To power up with NAKI, call the NAKI CONSUMER HOT LINE at 1-800-824-NAKI

Try out these other hot game accessories from NAKI: Eliminator CD Laser Lens Cleaning System, Mini-Arcade for Game Boy. Solar Pak for Game Boy and Game Gear as well as other rechargeable battery modules.



**2 IN 1
UNIVERSAL
CONNECTOR**

Fully compatible
with Super Nintendo
& Sega Genesis

NAKI™
The Gamer's Edge

*Super Nintendo® is a registered trademark of Nintendo of America. *Genesis® and Sega® are registered trademarks of Sega Enterprises L.T.D. Pro Fighter 6, Pro Player and Pro Control 6 are tradenames of NAKI International USA Inc. P.O. Box 46699 Los Angeles, CA 90067-4105

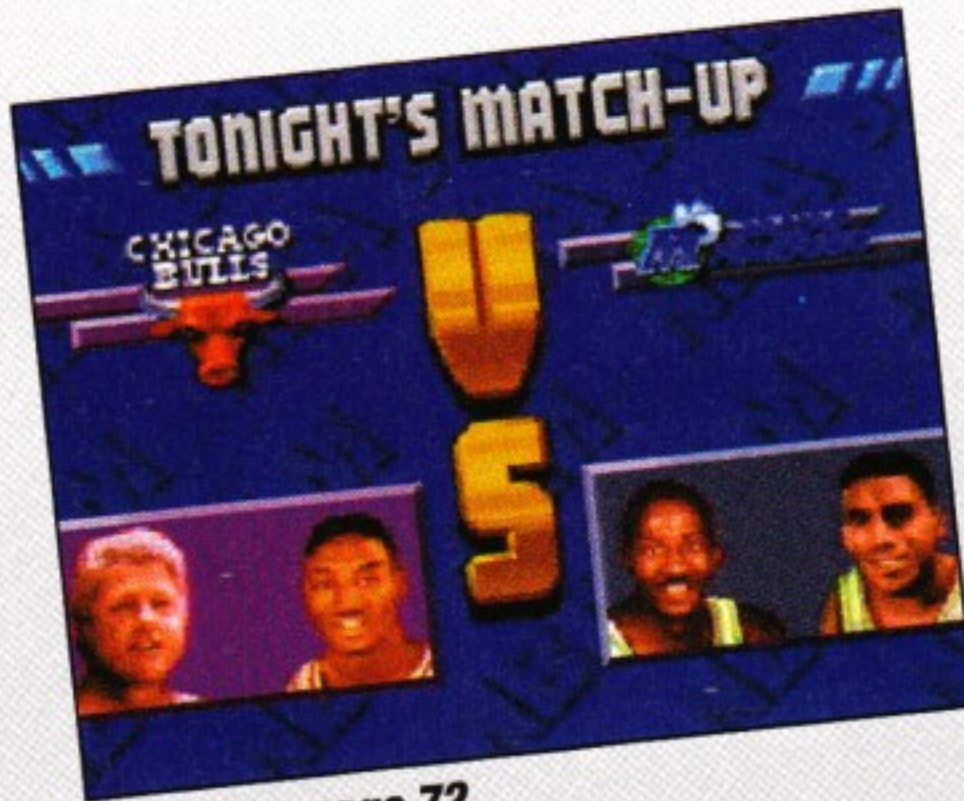
© 1994 NAKI International USA Inc. All Rights Reserved.

CONTENTS

June 1994

76 The Sports Page

- NBA Action '94 (Genesis)
- Barkley: Shut Up and Jam! (Genesis)
- Double Dribble: The Playoff Edition (Genesis)
- John Madden Football (3DO)
- GP Rider (Game Gear)
- Scratch Golf (Game Gear)
- Black Bass Lure Fishing (Game Boy)
- Jeopardy! Sports Edition (Genesis, SNES, Game Boy, Game Gear)



Jam! See page 72.



Shut up and jam! See page 77.

114 On Location:

Williams Bally/Midway

The Minds Behind Mortal Kombat, Part 2

122 Role-Player's Realm

- Wizardry V: Heart of the Maelstrom (SNES)
- Heimdall (Sega CD)
- PreView: Lord of the Rings Volume One (SNES)

128 Overseas ProSpects

Final Fantasy VI (Super Famicom), Bare Knuckles 3 (Mega Drive), and Sonic Drift (Game Gear)

Are you good enough to take on the world?

The Official Blockbuster Video 1994 World Game Championships!

Here are the games that could lead you to fame!

See page 89.

148 SWATPro

Secret weapons and tactics from the GamePros.

162 Fighter's Edge

Super Street Fighter II Turbo new moves and new endings; combos for Fatal Fury Special.

172 GamePro Labs

The Super Game Boy, Super Link Multi-Player Adapter, and Game Mage

174 Short ProShots

Quick looks at some hot new games.

182 ProNews

All the video game news that's fit to print.

190 Index of Advertisers



Kombat combos, winning strategies, and more! All you need for MK II immortality. See page 81.

GAME GENIE

BUZZ CODES™

THE LATEST CODES
FOR THE HOTTEST GAMES!

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

NEW HOT
GAME GENIE PRICES!
FOR

Genesis™
Super NES™ \$34.99
Game Gear™

Game Boy®
NES® \$29.99

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

SUPER NES™		
LETHAL ENFORCERS™ Game	3CCE-C4AB	Infinite bullets
	3CB5-140C	Don't take damage from enemies
	3CB2-446C	Don't take damage from shooting civilians
	6DBF-1FAC	Keep weapons until you die
NBA JAM™ Game	BBCC-0F6F	Visitor's baskets worth 1 pt.
	3AC6-A7AF	Home's baskets worth 8 pts.
	DCBD-3038	Need 10 baskets in a row to be "on fire" (pro player code)
FLASHBACK™ Game	3C1F-EDAC	Don't take damage from most enemies (switch off to kill some enemies)
	19D4-5F78	Start with 100 shields
	DOFO-5DEB	Start level 1 with 1024 credits
MEGA MAN X™ Game	23BD-3F07	Start with all weapons and most enemies defeated
	6DB5-CD97	Most enemies defeated with one shot
	C9B3-4769	Infinite weapon energy
	DB8A-1FCB	Super jump

GAME GEAR™*		
NBA JAM™ Game	07E 214 C46	Player has super dunk ability
	07E 0F4 C46	Player is permanently "on fire"
	07D FD4 C46	Shot success percentages displayed for all non-dunk shots

GENESIS™*		
COLUMNS III™ Game	A1ZA-AAA0+ A1ZA-AABA+ A1ZA-AABN	Need 5 pts. to attack opponent
	PXZA-BAWL	Attacks always add 8 rows
	P5ZA-BAYG	Magic stone "dump" adds 8 rows to enemy
NBA JAM™ Game	TBXV-4DC4+ 97XV-4BC6+ RFBB-46X6	Enter "AA" at the initial screen to turn on all in-game "power tricks"
CASTLEVANIA BLOODLINES™ Game	REST-C6XR	Almost invincible
	9T6T-BGJ2 + GA6T-AAA4	Start on Dracula's stage
	RG5T-C6Z0	Weapons don't use gems

GAME BOY®		
WARIO LAND™ SUPER MARIO LAND 3™ Game	04B-7E8-E6E	Start as Dragon Wario™
	FAD-63F-4C1	Don't lose current power-up when you get hit or get a new power-up (switchable)
	003-AAB-E62+ C96-C0C-4C1	Most enemies and obstacles are invisible
	993-E4F-E6E	Get 99 hearts for killing an enemy

All codes work only when starting a new game

NES®		
ZODA'S REVENGE™: STAR TROPICS II™ Game	SXKVPKVK	Infinite lives
	SLUZTSVS	Infinite weapons
	ZAUXKAPA	Walk faster in battle mode



©1994 Lewis Galoob Toys, Inc. All Rights Reserved. Game Genie and Galoob are trademarks of Lewis Galoob Toys, Inc. *Game Genie is licensed by Sega of America, Inc. for use with the Sega™ Genesis™ and Game Gear™ Systems. Sega, Genesis, Game Gear and Columns III are trademarks of Sega Enterprises, Ltd. Game Genie is a product of Lewis Galoob Toys, Inc., and is not manufactured, distributed or endorsed by Nintendo of America Inc. or any of the trademark owners listed below. Game Boy, NES, Super NES, Wario Land, Super Mario Land 3, Dragon Wario and Zoda's Revenge: Star Tropics II are trademarks of Konami (America) Inc. Castlevania Bloodlines and Lethal Enforcers are trademarks of Konami (America) Inc. Flashback is a trademark of Delphine Software International and U.S. Gold, Inc. Mega Man X is a trademark of Capcom. NBA Jam is a trademark of NBA Properties, Inc.

The Format of the Future: CD-ROM or Cartridge?

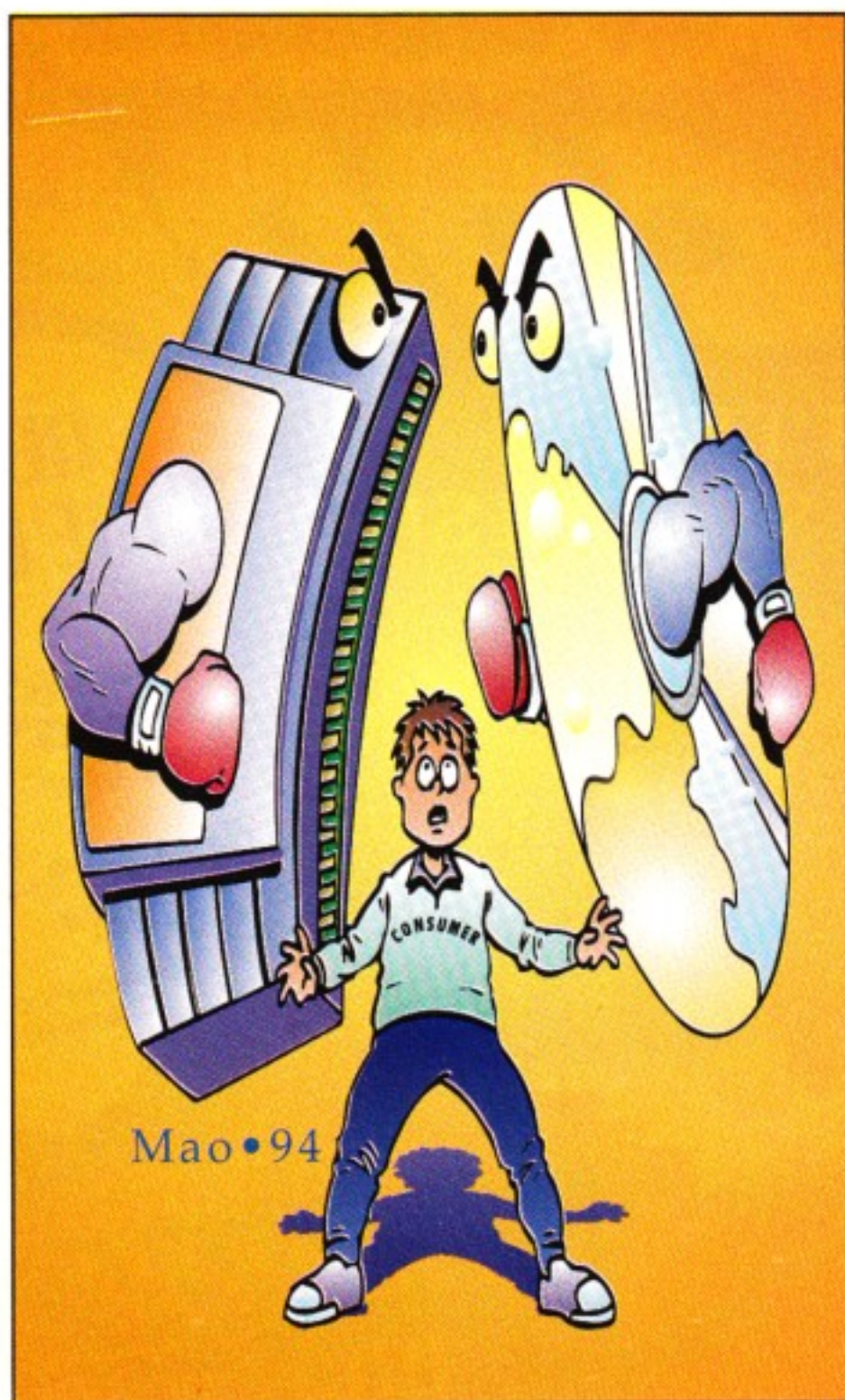
The surprise announcement from Nintendo and Silicon Graphics that Project Reality will be cartridge based left many in the industry wondering what the future holds. Is Nintendo making a smart decision, or are Sega, 3DO, Sony, and others looking toward the real future of video games with much-vaunted CD-ROM technology?

At first glance, it might seem that Nintendo made a big blunder. As we all know, CDs can hold significantly more digital information than carts ever could without being prohibitively expensive.

However, problems with CDs have yet to be completely resolved. How many times have you played a CD game that took long minutes to load at start-up and again every time you advanced a level?

Nintendo seems to be positioning itself much differently from the other game companies. Video game players ages 8-18 (Nintendo's target audience) are used to playing games that load instantaneously, that have no wait time between levels, that rely more on solid game play than on snazzy effects and video. With compression routines improving all the time, Nintendo is probably convinced that developers will be able to cram all kinds of awesome Project Reality graphics and sounds into a big cart without any of the problems associated with CDs.

Most of the best action games, the bread and butter of the industry, still haven't been converted to CD. Sources have told us that Street Fighter II was originally planned for both Sega CD and the PC Engine Duo Super CD, but both versions were rerouted to cartridge because those systems are unable to load enough data into memory at one time,



“Is Nintendo making a smart decision, or are Sega, 3DO, Sony, and others looking toward the real future of video games?”

creating problems with the games' playability. Games such as Sonic CD, Dracula X, Lords of Thunder, and Total Eclipse show it can be done, but where's Shinobi? Where's Streets of Rage? Where's NBA Jam?

In addition to access time, CD-ROM-based systems face several other problems. First, the machine must hold enough RAM to be able to handle huge amounts of data, because CDs cannot load on the fly (unlike the instant-access EPROM chips in carts). Did you know the Sega CD effectively has less RAM than the

Genesis? Also, CD-ROM drives are far more expensive to manufacture than a cart slot. If Project Reality were to be CD based instead of cart based, the system would probably cost \$100 more than planned.

Despite all these problems, CD systems have one secret weapon in their favor: massive savings in software-manufacturing costs. A cart can cost \$10-\$20 more per unit than a CD costs to manufacture. Say a CD sells a million copies - that's at least \$10 million in total savings for the publisher.

Here's our bottom-line prediction: If a reasonably priced (under \$350) next-generation system, such as Sega's Saturn, comes out with an ultra-fast CD drive that somehow solves all the problems of slow access time and has sufficient RAM, that company could have a huge advantage over Nintendo - especially if it uses the increased revenues to reinvest in quality software or lower prices. However, if CDs continue to be perceived as slow and clunky, and/or Nintendo's competitors don't utilize the cost savings to push the envelope on game quality, Nintendo may have the last laugh after all.

By the GamePros

GAMEPRO

Group Publisher	Bruce W. Gray
Editor-in-Chief	LeeAnne McDermott
Executive Editor	Wes Nihei
Managing Editor	Janice Crotty
Assistant Managing Editor	Kathy Skaggs
Senior Editors	Andy Eddy Chris Strodder
Senior Associate Editor	Lawrence Neves
Associate Editor	Matt Taylor
Production Editor	John Fisher
Copy Editor	Paul Curthoys
Editorial Interns	Allan McGraw Jennie Wuest
Director of Creative Services	Francis Mao
Associate Art Director	Janette Harms
Senior Designer	Teresa Hill
Design Associate	Charmaine Conui
Production Manager	Patricia Ferguson
Assistant Production Manager	Susanna Johnson
Production Coordinators	Alex Lai Vincent F. Burns
Marketing Director	Debra Vernon
Marketing Manager	Valerie Hennigan
Marketing Specialist	Donna Deuell
Marketing Associate	Cindy Penrose
Director of Manufacturing	Fran Fox
Manufacturing Specialist	Cathy Theroux
Circulation Director	Holly Klingel
Subscription Promotion Specialist	Marcia Newlin
Fulfillment Specialist	Randy Randolph
Newsstand Sales Specialist	Shawne Hightower-Fisher
Circulation Coordinator	Amy Nibbi



!NFOTAINMENT WORLD

President/Founder	Patrick J. Ferrell
Executive Vice President	John F. Rousseau
Chief Operating Officer	
Senior Vice President	Bruce W. Gray
Accounting Manager	Carmen Mangion
Human Resource Director	Christine Y. Yam
Operations Manager	Jeannine C. Harvey
Executive Assistant to the President	Rebecca Patton
Executive Assistant to the E.V.P.	Lonnie M. Forbes

Entire contents copyright 1994 by Infotainment World, Inc. All rights reserved. Reproduction in whole or part without prior written permission by the publisher is prohibited. All submissions including, but not limited to, artwork, text, photographs and videotapes become the property of the publisher. Submissions cannot be returned; senders should retain a copy. The GAMEPRO name and logo are registered trademarks of Infotainment World, Inc. Super Nintendo, Nintendo and Game Boy are Registered Trademarks of Nintendo of America, Inc. Sega Genesis, Sega CD and Game Gear are Registered Trademarks of Sega of America, Inc. Atari, Jaguar, and Lynx are Registered Trademarks of Atari Corp. TurboGrafx-16 is a Registered Trademark of NEC. Duo is a Registered Trademark of Turbo Technologies, Inc. NeoGeo is a Registered Trademark of SNK Home Entertainment, Inc. Printed in the U.S.A.

For subscription problems only, please write:
P.O. Box 55527, Boulder, CO 80322-5527

Member



There's Only **ONE!**

WorldCup**USA94**TM

**ONLY ONE WORLD CUP.
ONLY ONE OFFICIALLY LICENSED
WORLD CUP SOCCER VIDEO GAME.
THIS IS THE ONE!**



**THE ONE WITH ALL 24 WORLD CUP USA '94 TEAMS!
THE ONE WITH THE OFFICIAL MASCOT!**

World Cup USA '94 brings the world's largest single sport event to the United States. Now you can kick-off against all of 24 finalist teams for the 1994 World Cup. Battery back-up* allows you to save customized options and continue tournament play where you left off. With all the options, this game is easy enough for the beginner or challenging for the expert.



**SPECIAL OFFER!
SAVE UP TO \$300* ON
AmericanAirlines[®]**

**CERTIFICATES IN SEGA CD,TM
GENESISTM AND SNES[®] PRODUCTS.**

*Certain restrictions apply, complete details inside product manual.



Instant Replay with VCR-like control shows you the great goal you just scored!



Choose from your roster of players to substitute when one of your team members is injured.



This game has lots of options! Customize your team and formations so you can take on the world's best.



Available for Sega[™] Genesis[™], Game Gear[™], Sega CD[™], Super Entertainment System[™], GameBoy[™], PC CD-ROM.

*Sega Game Gear uses passwords instead of battery back-up.

World Cup USA '94' © 1991 WC '94' / SL Sega, Genesis, Game Gear and Sega CD are trademarks of Sega Enterprises, Ltd. Super Nintendo Entertainment System and the Official Seals are registered trademarks of Nintendo of America Inc. © 1991 Nintendo of America Inc. © 1994 U.S. Gold, Inc.

SEGA
SPORTS

Presents

Virtua

h o w

f a s t d o
y o

Adrenaline junkie. You are, admit it. That's why you've been waiting for Virtua Racing on Genesis.

Well, it's here. With all the speed, realism and 3-D graphics of the arcade game. All it took was a quantum leap in processing speed—that's where our



SVP chip comes in. Luckily, you don't have to understand the technology to appreciate Virtua Racing. Just drive.



Race from four different perspectives. Need a break from the driver's seat? Switch views on the fly.



Kick your best friend's booty right in front of his beady little eyes with the split screen option.

Racing.™

u want to go?



Change is good. That's why there are 3 different racetracks to choose from. (Beginner, medium, and if you're up to it, one for the experts.)



So much competition, so little time. Race against 15 other cars, the clock or, if you're shy...your own best time.

GamePro Readers Speak Out!

Rating Our Ratings

You gave CyberMorph and Trevor McFur for the Jaguar pretty low ratings. How did you decide the criteria for judging them, since there are no other 64-bit systems and few other Jaguar games to compare them to? I bet if you'd given a similar treatment to the first SNES games, they all would have been rated with ones and twos.

N. Alexander Walker
Stockton, CA

Boss Music says:

First off, CyberMorph didn't get "pretty low ratings," it got slightly above-average numbers. True, Trevor McFur was severely criticized. We based our ratings on our expectations of what a 64-bit system could do, and to us CyberMorph seemed to have fairly ordinary game play. Trevor's game play would've been weak for an 8-bit game. The Jag is a top-notch system, and Atari's promising amazing games, but the truth is that CyberMorph and Trevor McFur simply weren't that much fun to play, no matter how many bits the system is. We've liked other Jaguar games much better since then - check out our Tempest 2000 review in this issue.



CyberMorph, rated better than McFur by McFar.

Fightin' Words

Will there be any new fighting games for the 3DO? With its technology, 3DO fighting games could be the best yet.

Van Piper

Hack 'n' Slash says:

We spotlighted a great-looking 3DO fighting game in our list of CES Showstoppers (GamePro, April '94). Look for Naughty Dog's *Way of the Warrior* this summer. This two-player martial arts game has huge sprites, realistic 3D arenas, quick game play, full-motion video, 12 characters, hundreds of moves, and intense combat.



Make way for Way of the Warrior.

In your February '94 issue, you gave a Game Genie code to turn MK characters into midgets on the Genesis. The code doesn't work.

Marcus McKinney
Meadow Vista, CA

Andromeda says:

Yikes! The Typo Monster snuck in and changed one of the Game Genie digits! The correct code is BBCA-AA26.



Mortal midgets.

In the first Street Fighter (called Fighting Street), Ken was from Japan. In Street Fighter II, Ken is from America. Why did Capcom make the change?

Steven Gamme
Cookeville, TN

Lawrence of Arcadia says:

Laurie Thornton of Capcom reports that Ken, an American, received his training in Japan, but now he's back living in the United States.



Ken, the all-American boy.

My cousin and I have this argument about how to pronounce Shang Tsung in the Mortal Kombat games. Does his last name sound like "sung" or "soong"?

Travis Hajek
Austin, TX

Uggs the Bug says:

Acclaim says there's no absolutely correct way to say his name, though a pronunciation that rhymes with "lung" is probably the most common.



Everybody Shang Tsung tonight!

Many readers will probably hate me for saying this, but I think fighting games are lame and repetitious. The only challenges are mastering the difficult controls and the "special moves." After that, it's the same thing over and over. We're heading into the third generation of fighting games, but I

can't tell the difference between any of them. They all have the same story line ("You must battle to become the ultimate champion") and all they do is change a few characters and backgrounds. That's creativity?

Kirt S.
Atwater, CA

In SF II, what do the symbols on Ryu's belt mean?

John Houdyshell
Beulah, CO

Manny LaMancha says:

This writing translates into Wind, Water, Fire, and Mountains - "the elemental forces of nature," according to Capcom.



A boy and his belt.

Cart Queries

Where are the other Super FX games besides Star Fox for the SNES?

Donnie Snyder
Evans, WA

Bro' Buzz says:

The Super FX chip is so expensive, it hasn't found its way into many games yet. Nintendo's Stunt Race FX is due shortly, as is ElectroBrain's Citadel. Still just a rumor is Star Fox II, and the talk is it may be either a 24- or 32-meg game, but Nintendo won't officially confirm it.

Mortal Kombat® and Dragon Leon™ ©1992 Midway Manufacturing Company. All rights reserved. Sega and Sega CD are trademarks of Sega Enterprises, Ltd. All rights reserved. Acclaim is a division of Acclaim Entertainment, Inc. © & © 1994 Acclaim Entertainment, Inc. All rights reserved.



Mortal Kombat® for Sega CD™ delivers unrivaled control and lightning fast game play. Kombatants

BIGGER

battle with life-like moves, while animated backgrounds react to every punishing blow! Sega™

BETTER

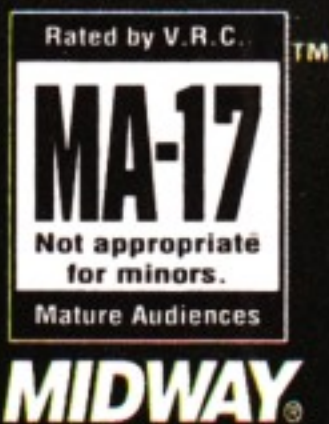
6-button controller compatibility brings home unbeatable fighting action. Features a music video,

LOUDER

5 tracks from the chart-topping CD and all the digital quality music and sounds of the

MEANER

coin-op mega-hit! It's got the pit - and no codes! Prepare yourself...rated for mature audiences only!



SEGA CD™

Acclaim®
entertainment inc.



If you live in Oconomowoc, WI, watch out for Darren Bartosz, a true NBA Jam specialist.

Last June you said that a Shaquille O'Neal game would be out late in '93. Where is it?

Carlos Velazquez
Stockton, CA

The King Fisher says:

The game shown at the last CES was to be called either Shaq Attack or Shaq Fu, neither of which had the basketball star actually playing basketball. Shaq's cart is gonna be a 24-meg one-on-one fighting game with two-player game play and nine exotic locations, including a Hindu temple, laboratory, and crypt. It's due from Electronic Arts in October.



Shaq on the attack.

Why doesn't Sega make more RPGs? Are there any new RPGs coming out for the Genesis?

Jose Velasco
San Francisco, CA

The Wizard of Awe says:

Sega is now devoting more energy to this small but dedicated group of gamers. You'll soon find these new RPGs on store shelves: Phantasy Star IV and Shining Force II, both for the Genesis, and Dark Wizard for the Sega CD.

Peripheral Vision

Does Sega's multiplayer adapter, the Team Player, work on Electronic Arts' games? EA Sports has its own 4 Way Play, but are EA's games compatible with Sega's unit?

David Napier
Ivyland, PA

Scary Larry says:

Only one game uses either adapter - Barkley's Shut Up and Jam! for the Genesis. Maybe one day all the adapters will work on all games and systems. For now, though, you'll have to buy each adapter separately for Sega games and EA games. Each adapter is about \$30. By the way, EA's adapter doesn't just work with its straight sports games, it also works with General Chaos and Mutant League Hockey.



Four can score in EA's General Chaos for the Genesis.

On the bottom of the gun that comes with Lethal Enforcers for the Genesis is a phone jack. What's it for?

Kyle Kurtyka
Dover, DE

Miss Chievous says:

If you want to use a second Justifier in the game, it connects to the first gun through that jack. This way, one controller port in the Genesis works for both Justifiers.

World Pieces

Is Atari an American company? My friend's dad works at a car company, and he goes berserk about Japanese imports.

Matt Agosta
Spring Valley, CA

Bonehead says:

If this matters to you, Atari is an American company, and the Jaguar is fully made in America.

The Magazine Biz

I think you should have a High Scores page. Kids could send in their top scores to you and show them off to other readers.

Shane Whitney
Virginia Beach, VA

Earth Angel says:

We already do have a page like this, two of 'em as a matter of fact! They're called the ProChallenge Board, and they run in our other magazine, SWATPro.

Can I enter the envelope art contest more than once?

Chris Cheung
Newbury Park, CA

Coach Kyle says:

Many readers do, which helps explain why we get more than 1000 entries every month!

Let's Get Technical

Can the Sega CD be used alone, without attaching it to a Genesis?

Charles Furment
Miami, FL

Boss Music says:

Nope. Your only Sega CD options are to connect it to a Genesis or pick up the portable Sega CDX, which enables you to play both Genesis and Sega CD games.



The Sega CDX, \$399.

Reader Report

Of the thousands of letters we get every month, hundreds ask us for bizarre codes. Here's an example from Ryan Patin of Bedford, Texas: "I've heard rumors about a Mortal Kombat code that makes the animals in Goro's Lair come out of the shadows and eat you. Would you tell me the code?"

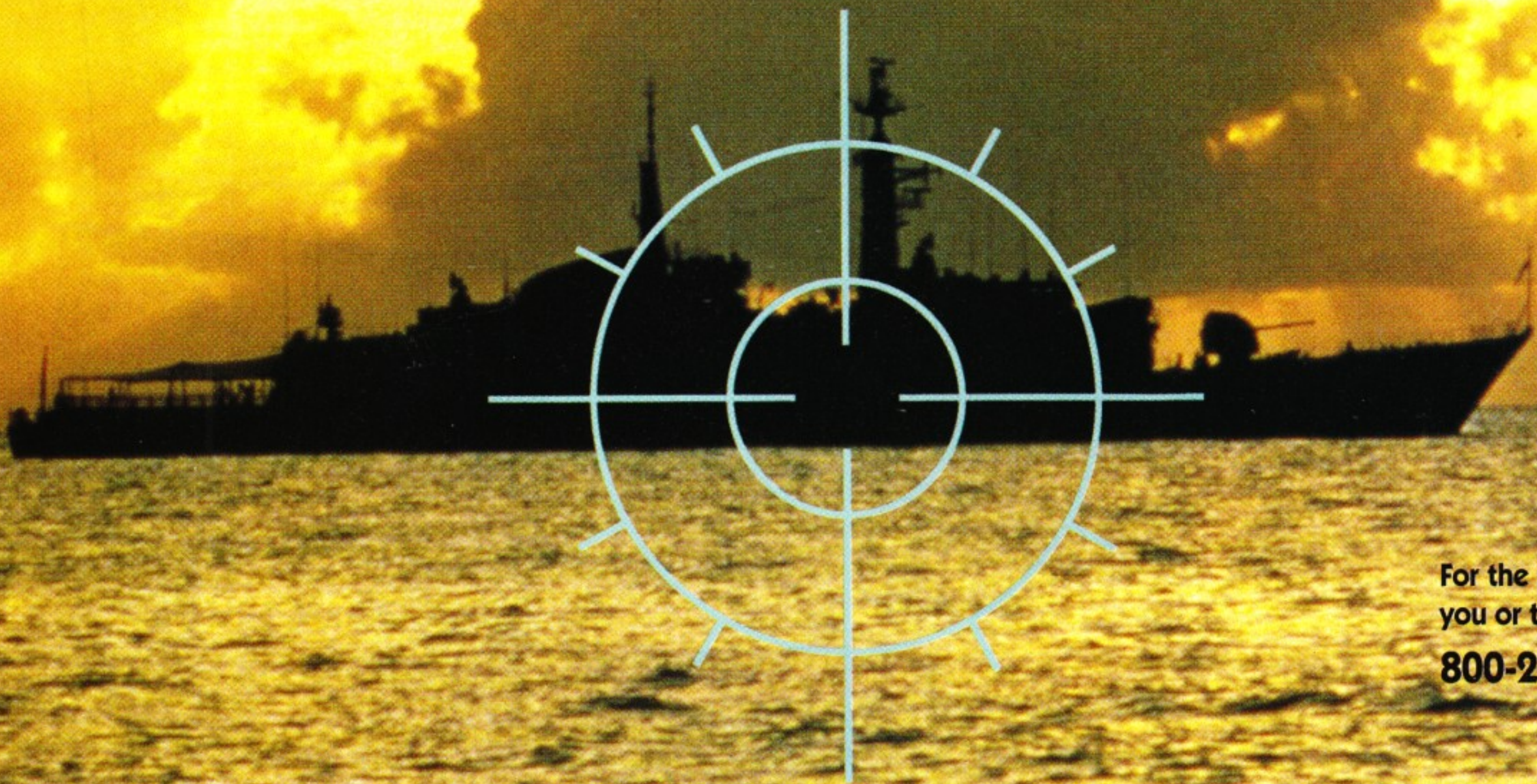
Or how about this one from Kent Grayson of Pryor, Oklahoma: "Two kids at school say that you can make Beavis and Butt-head drop down into MK so you can fight them. Is it true?" And Jason Hammond of Flinstone,

Georgia, inquires about Sub-Zero building a snowman.

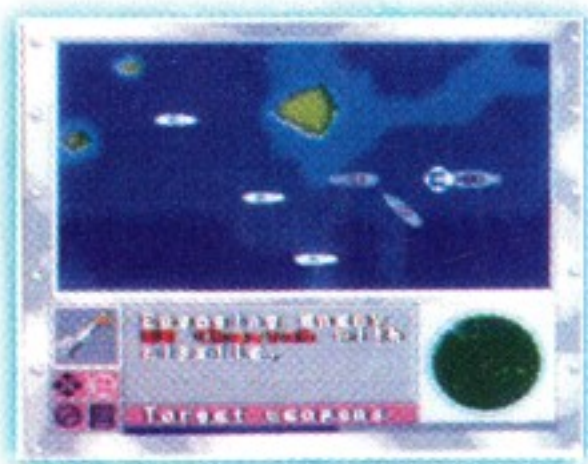
Sorry, guys, we haven't seen proof of any of these rumors. Here are five more of our favorite code requests:

- Make the Street Fighters and Mortal Kombaters fight each other.
- Put nudity in Night Trap.
- Play SNES games on the Game Boy, in color.
- Use Game Genie codes without actually having a Game Genie.
- Make arcade machines pay off for wins, the way slot machines do.

CLEAR ALL DECKS! SUPER BATTLESHIP IS NOW IN PORT!



For the store nearest
you or to buy, call
800-234-3088



*Battle on island chains,
coastlines and seaports!*

How real is this game? We've not only added true-to-life soundtracks and explosive new graphics, we've even added varying sea and weather conditions that will rock your living room.

Super Battleship™ is the all-new video version of the classic naval warfare strategy game. But now, your battle comes screaming to life on your video screen. You'll command entire fleets, hunt down enemy ships on the

run and use a whole new impressive array of weaponry to defeat your enemy through several different engagements.

Clear all decks! Super Battleship is here now. Get on board!



All new weapons and ships!



*Watch out or you'll end
up on the bottom!*

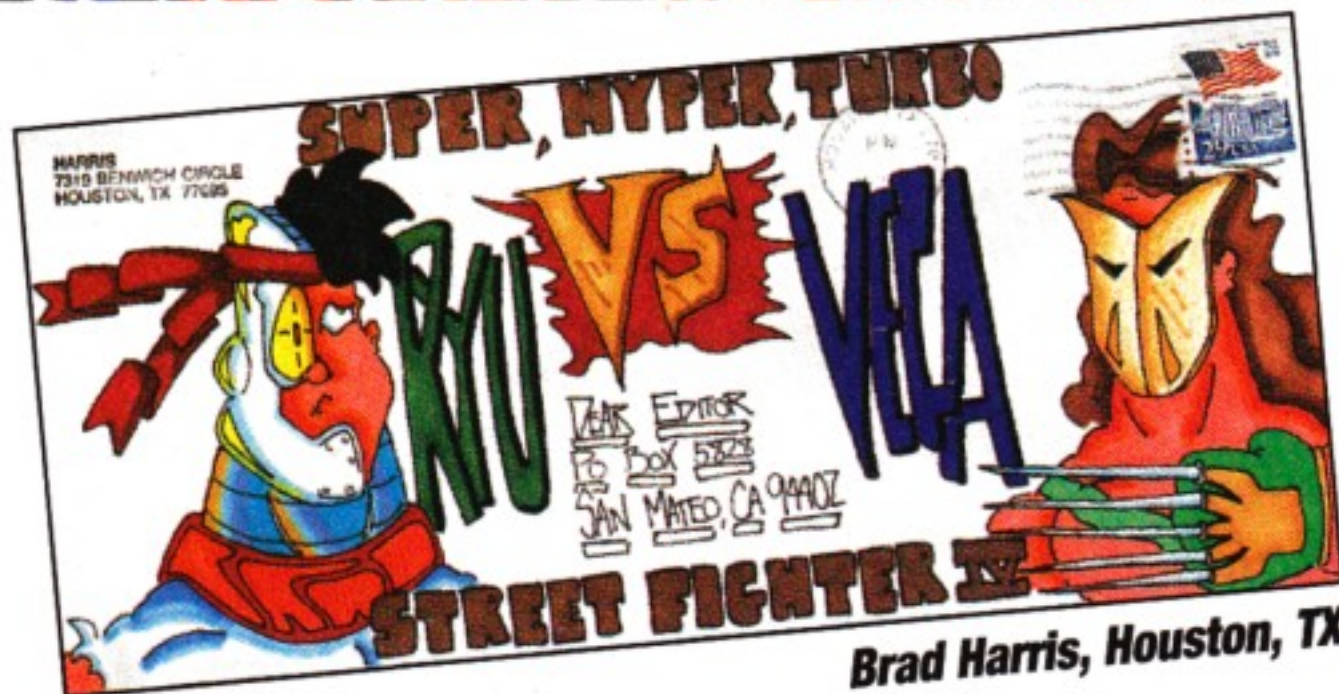
This Classic Naval Warfare Game Screams on Sega Genesis™ and Super NES®!

MB
Milton Bradley

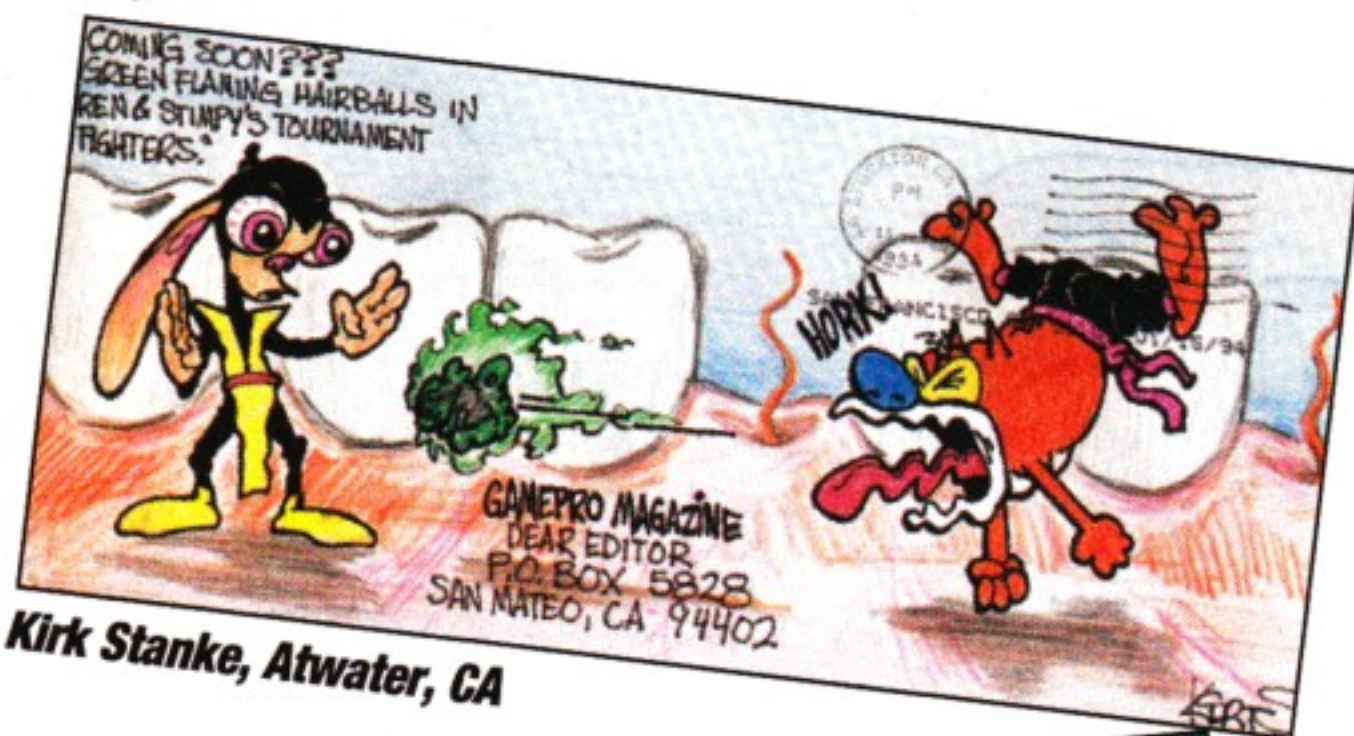
SUPER BATTLESHIP™

MINDSCAPE
FROM
THE SOFTWARE
TOOLWORKS

GAMEPRO GALLERY



Brad Harris, Houston, TX



Kirk Stanke, Atwater, CA



Steven Nelson, Forest Lake, MN

GamePro Gallery Award



Acclaim's Dual Turbo Wireless Remote System for SNES and Genesis

Attention, artists!

Each month the creator of our Pick of the Month will receive Acclaim's Dual Turbo Wireless Remote System for the SNES or the Genesis. Two controllers per system enable you to play from across the room with two-speed Turbo and Slow Motion.

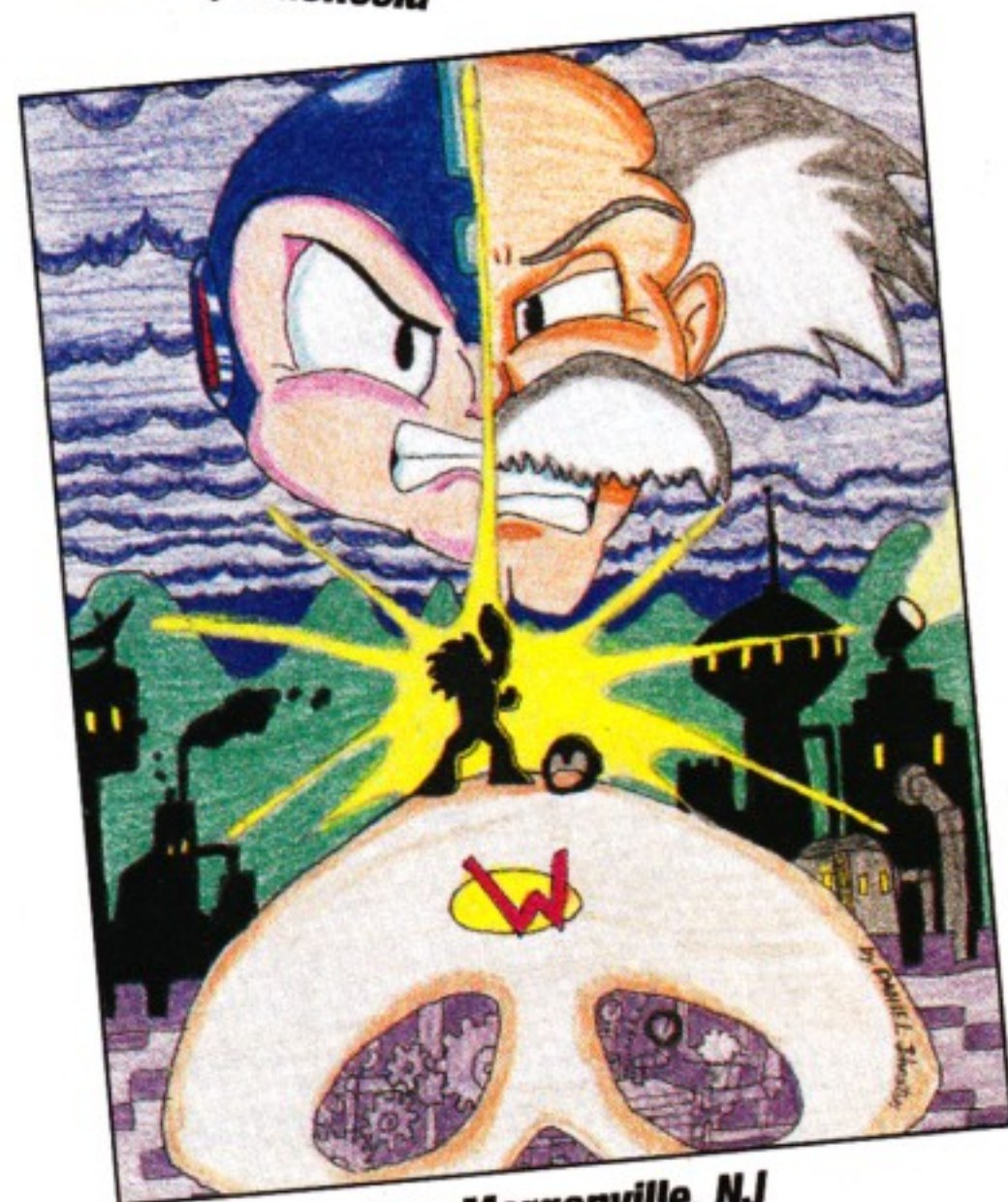


Brian Hailes, Millville, VT

Pick of the Month



Erfan Fajar, Djakarta, Indonesia



Daniel Johnston, Morganville, NJ

Whaddaya Think?

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

GAMEPRO Magazine

Dear Editor
P.O. Box 5828
San Mateo, CA 94402

Sorry, but no art can be returned, and we cannot send personal replies to your letters.



M. McGinn
Alexandria, VA

If you wish hard enough...

I sure wish
someone would
make a real
baseball game.



...good things will happen.



**REAL
PLAYERS**
© MLBPA MSA

TECMO® Super Baseball

LICENSED BY
Nintendo®

COMING AT YOU THIS BASEBALL SEASON



This official seal is your assurance that Nintendo has approved the quality of this product. Always look for this seal when buying games and accessories to ensure complete compatibility with your Super Nintendo Entertainment System.

**SUPER NINTENDO
ENTERTAINMENT SYSTEM**

GENESIS™

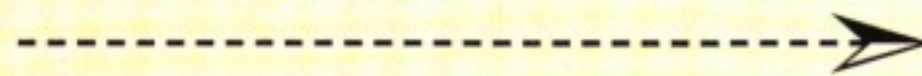


This official seal is your assurance that this product meets the highest quality standard of Sega™. Buy games and accessories with this seal to be sure that they are compatible with the Sega™ Genesis™ System.

Officially Licensed by the Major League Baseball Players Association.

© Tecmo, Ltd. 1994 TECMO® is a registered trademark of Tecmo, Inc. Licensed by Sega Enterprises Ltd. for play on the Sega™ Genesis™ System. Sega and Genesis are trademarks of Sega Enterprises Ltd. Licensed by Nintendo for play on the Super Nintendo Entertainment System. Nintendo, Super NES and official seals are registered trademarks of Nintendo of America Inc.

They say one's eyesight
decreases 20%
after the age of 35.
With this fact in mind,
we designed
an ad that you can show
your parents.





THE 3DO™ SYSTEM

(Not to mention of course, lots of butt-kicking, thumb-blistering, mind-screwing games that are bound to piss off



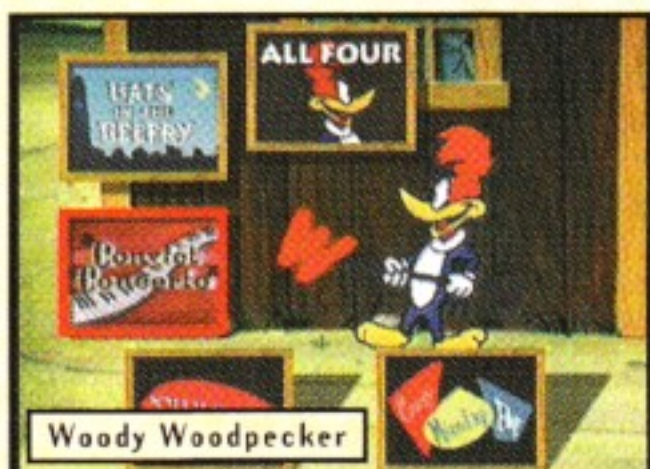
PLAYS MUSIC, PHOTO

congressmen come next election year. Full screen, full color video, CD sound, and 3D effects give you realism that even your over-



AND VIDEO CDs. BUT

stimulated morally corrupt, youthful brain can't imagine. Take Total Eclipse, the hyper-real 3D flying game. You barrel roll at warp speed



MORE IMPORTANTLY,

though nasty obstacles. And when you screw up, you'll leave the cutest little black stain where your vessel was obliterated. Then there's



IT WILL PLAY A LOT OF



Way of the Warrior, the wicked fast, high resolution martial arts game, where you master over 600 brutal martial arts maneuvers

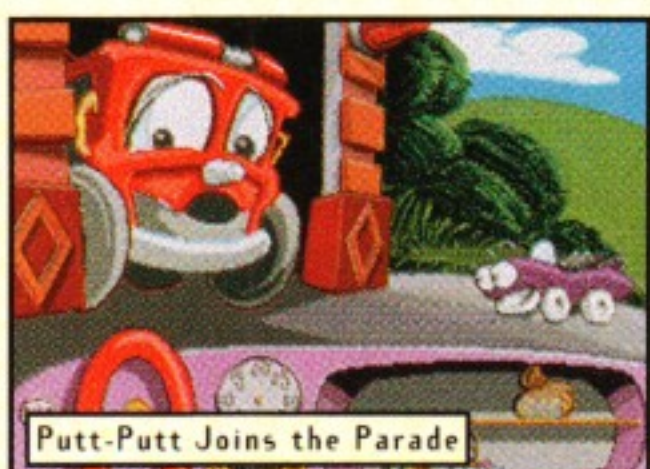


EXCITING EDUCATIONAL

while simultaneously ridding yourself of unnecessary teeth. And Jurassic Park™ Interactive, which is just like the movie, except now



SOFTWARE ON SUBJECTS



you're the one who must save the Park's guests from prehistoric dino-clones. CD sound and 3D graphics make T-Rex so real, you can



SUCH AS GEOGRAPHY,



practically smell the geologist on his breath. These titles are only a few of the many. You get the idea. Even if your parents don't.

ART AND HISTORY!



Available at Software Etc., Babbages, Electronics Boutique, AT&T Centers, The Good Guys & other leading stores.

Sid Meier's C.P.U. Bach™ by MicroProse, Inc. The Software Toolworks® Presents. Oceans Below™, Woody Woodpecker and Friends by Universal Home Video, True Golf Classics™ and Pebble Beach Golf Links® by T&E Soft™, Putt-Putt Joins the Parade™ by Humongous Entertainment, Inc., The Sun Diego Zoo™ Presents. The Animals™ by The Software Toolworks®. Game screens from the top right are: Demolition Man™ by Virgin Interactive Entertainment, Inc., Dragon's Lair® by ReadySoft Inc., Total Eclipse™ and Crash 'N Burn™ by Crystal Dynamics, Inc., Way of the Warrior™ and Jurassic Park™ Interactive by Universal Interactive Studios, The Horde™ by Crystal Dynamics, Inc. 3DO and the 3DO logos are trademarks of The 3DO Company. All other names or product names are trademarks of their respective owners. ©1994 The 3DO Company. All Rights Reserved.

Taking You into the Technology of Tomorrow



By Jer Horwitz

Rebellion Software's Andrew Whittaker has been described as one of the finest minds in game design. His earlier work with the British games company Craftgold includes eight number-one Amiga games (Uridium, Flying Shark, and Morpheus, among others) and a stunning translation of Taito's Rainbow Islands. His more recent computer products, Darkseed and Midwinter 3, feature incredible game play and depth.

An Interview with Rebellion Software's Andrew Whittaker

MAKING THE JAGUAR ROAR



Atari's CD unit is still on track for late summer.

REBELLION



Atari's JagPEG compression for graphics puts a lot in a small cart.

Most recently, Andrew has spent his time developing three of Atari's biggest current and future Jaguar games – Alien vs. Predator (see the Pre-View in this issue), Redline Racing (the likely final name of what was formerly Checkered Flag 2), and Legions of the Undead, a highly anticipated game that's being compared to Id Software's Doom.

Rebellion is one of the hot new programming boutiques in the U.K., featuring some of Britain's hottest talent, including programmers formerly with Argonaut Software. Argonaut is best known for creating such games as Starglider for computers and Star Fox for the SNES, and for developing Nintendo's SFX chip.

GamePro: Tell me about Andrew the man. You're already well respected in Great Britain. What should American gamers know about you?

Andrew Whittaker: I'm 26, and I've been programming since 1980, starting off on the humble Sinclair ZX81, progressing to the Spectrum, the C-64, the Amstrad, then the Atari ST and the Amiga. Now I'm heavily involved with the Jaguar.

I don't own a suit and I actually get very annoyed by the pressures put upon people to conform. Children get picked on at school because their clothes are not of a certain label. It annoys me intensely, so I rebel against that.

GP: "Rebel." Appropriately, you're working with Rebellion Software now. Tell me about the team.

AW: Well, the boss is Jason Kingsley. He has a background as a game designer and artist. He's in charge, along with his brother Chris, a programmer. There are three artists – Stuart Wilson, Toby Banfield, and Justin Rae. The other programmers are Mike Beaton, Rob Dibley, and myself. Rob is currently coding Redline Racing, and Mike and I jointly coded Alien vs. Predator.

GP: How does AvP [Alien vs. Predator] compare with Doom, another 3D sci-fi game out for PCs and forthcoming for the Jaguar?

AW: I think Doom is superb, but we're outperforming it even when Doom is running on a 486/66 PC. We have 16-bit color [more than 65,000 colors] in AvP, while Doom on the PC has 256 colors. Atari says that the Jaguar version of Doom will be 16-bit color, too. Everyone familiar with both products says they're impressed with our superior graphics and animation speed.

GP: What accounts for that?

AW: The Jaguar's Tom and Jerry chips, the main graphics processors, run at 54 MIPS [million instructions per second] and work in parallel with the system's CPU, a 68000 microprocessor. Floating-point [high-speed mathematics] is supported in hardware and

JAGUAR™



Games like *Doom*, shown here in early form on the Jaguar, and *AvP* show off what the Jaguar can do.

really fantastic things, such as a "32-bit by 32-bit multiply giving a 64-bit result," execute in one clock cycle [a feature of the Jaguar's RISC chip that speeds up scaling, rotation, and the frame-per-second rate]. We developed our own texture-mapping engine and optimized it very heavily. Visually, even the definition of the wall tiles is very high – on closeup, they have a high degree of clarity. The Jaguar also has a built-in zoom feature that allows us to scale and rotate accurately in real time.

[Editor's note: For a detailed look at the Jaguar, see *The Cutting Edge*, *GamePro*, October '93.]

have achieved a compression ratio of 14:1. In fact, there is now a great deal more than 150 megabits of uncompressed data in the game. The nongraphic data was compressed to take as little cartridge space as possible. All the creatures, their positions in a level, what they are, and what they do have all been compressed down to 12 bytes per creature!

GP: How did you produce the artwork and graphics?

AW: The creatures were models. We purchased high-quality kits of the Alien and the Predator, airbrushed them, and used stop-frame photography and digitization to achieve the desired animation. The Marine was the most fun – we actually got one of the Alien's movie costumes and photographed one of the gang wearing it. The wall panels were digitized from models. Toby, Stuart,

and Justin made a huge selection of panels and airbrushed them appropriately. Then we chose the best for the game.

GP: What should racing fans expect from *Redline Racing*?

AW: It's a terrific racing game, incredibly playable and terribly fast. My favorite feature is the fully adjustable camera's view where you can even look straight down at the track and watch other cars whiz around.

GP: What can you say about your next project?

AW: I'm very excited about it. *Legions of the Undead* is a huge 3D role-play game that has you wandering a vast fantasy world, meeting creatures, and solving puzzles. This one is

definitely a brainteaser, and a Jaguar CD version is planned.

The creatures for *Legions* are simply awesome. They are being designed in latex by the man who designed the creatures for the movies *Nightbreed* and *Hellraiser*. We both let our imaginations run wild, discussing creatures from the depths of our nightmares – then, lo and behold, they appear immortalized in latex.

GP: Do you think CD technology contributes to the sort of games you like?

AW: I have been very disappointed by the current crop of CD titles. There have been some commendable attempts, but many publishers have gone down the road of filling a disk with graphics and samples without sensibly using that space to enhance the game play. The player is led along through the action rather than shaping it by the decisions he makes and the paths he chooses to follow. *Legions* will be a fine example of what should be done with a CD. **G**

Racing with Atari's Jaguar



A pair of the adjustable camera angles in *Redline Racing*.



Redline Racing, formerly *Checkedered Flag II*, uses polygon graphics even in the selection screens.

GP: Is it true that *AvP* contains roughly 150 megabits of data compressed into a 16-megabit cartridge?

AW: Yes. The graphics were compressed using the JagPEG system [an Atari adaptation of the JPEG compressed-graphics format]. In many cases, we

AvP's True Colors



The use of 16-bit color in *Alien vs. Predator* let Rebellion put translucent graphics over the main image.



THEIRS.



ESPN Baseball Tonight is here, and it blows the competition right off the field.

With unprecedented player control, super-responsive "touch," and Chris Berman and Dan Patrick in the booth, this is the ultimate baseball simulation.

We started by filming real baseball players against a blue screen. Then we digitized the footage. The result is an arcade-style experience



INCREDIBLE BAT CONTROL WITH NORMAL, HIGH AND LOW SWING POSITIONS.

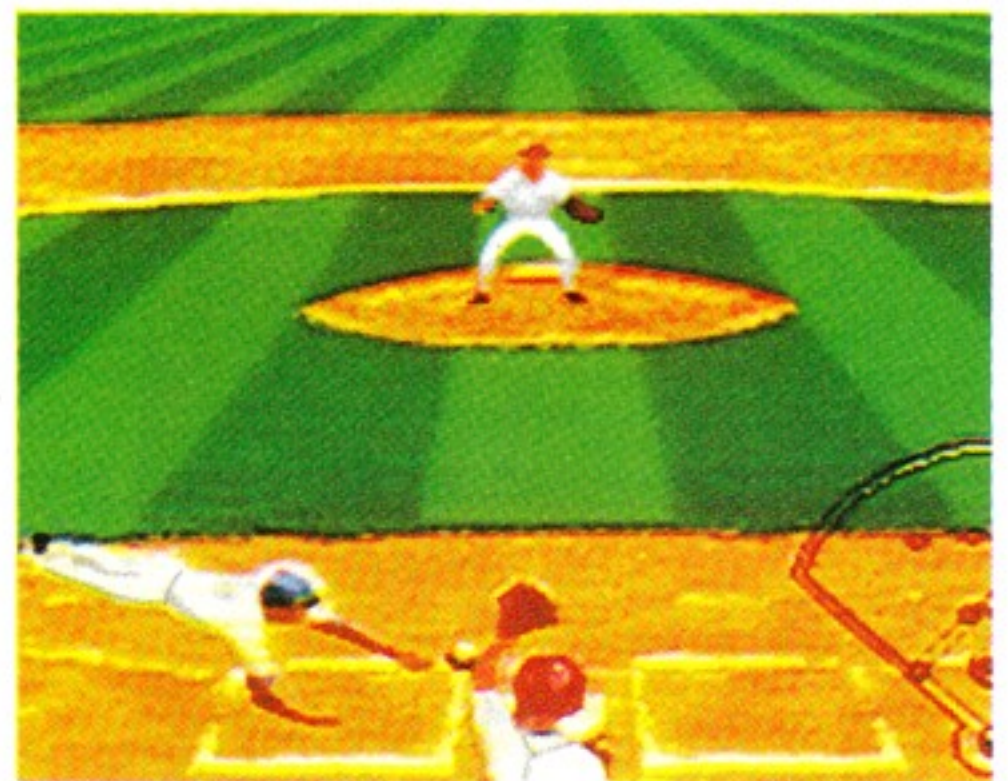
with the smoothest, most realistic player movement you've ever seen.

The bat control is

unbelievable. High-inside fastball? Swing high and take 'em deep. Curve ball low and away? Swing low and go to the opposite field.

The pitching is just as intense. A radar gun clocks each pitch to let you know how fast you can bring it. But if you throw heat all game long, your arm will die early.

You've got all 28 Major League teams,



"TELEVISED BASEBALL" PERSPECTIVE WITH INSTANT REPLAYS AND HIGHLIGHTS.



OURS.

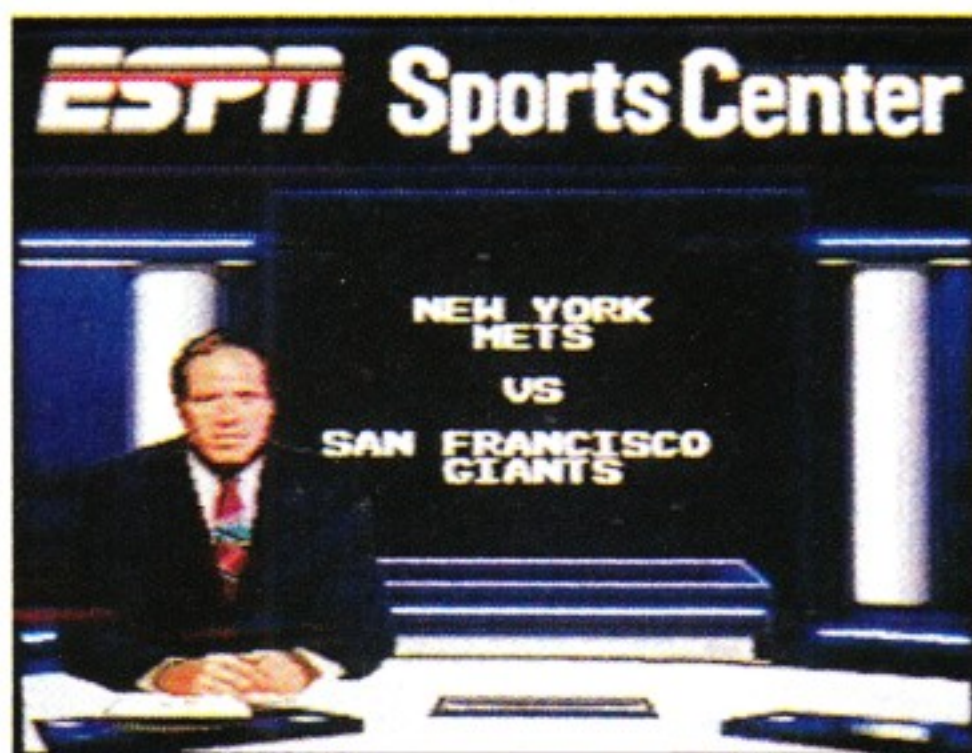
including the new divisions and the expanded League Championship Series. Use your password to track your favorite team through both rounds of the LCS and the World Series.

You'll hear digitized sound effects with crowds that actually respond to the action on the field. Sound realistic? Of course



OVER 10,000 FRAMES OF PLAYER ANIMATION FOR THE MOST FLUID MOVEMENT EVER.

baseball games, put them away. You've had enough practice.



CHRIS BERMAN REPORTS "LIVE" FROM SPORTSCENTER. DAN PATRICK CALLS THE PLAY-BY-PLAY.

it is--it's got ESPN's name on it. So if you've been playing those other



EVERYTHING ELSE IS JUST PRACTICE.™



HOT AT THE ARCADES

ACME SHOW REPORT

Twice a year, the American Coin Machine Expo (ACME) showcases the year's hot video game coin-ops. Here are the tops of the current crop due in '94.

Daytona USA (Sega)

If you dig Virtua Racing's polygon graphics, the texture-mapped stock cars in Daytona will knock you out! The game presents three courses geared for three skill levels. Beginners run the actual Daytona oval racetrack in Florida. Intermediate drivers race through a Grand Canyon course (keep an eye out for Sonic doing a Mt. Rushmore imitation). Real VR pros can try to tear up the Seaside Course.



Daytona USA



You alternate between four visual perspectives: driver's seat, behind the car, and two views above the car. As in Virtua Racing, the steering wheel transmits resistance when you drift on a turn. With Daytona, though, you also get kickback when you hit objects, such as car parts, scattered on the road. Daytona can support up to eight people in sit-down units equipped with an awesome 50-inch monitor. As Virtua Racing runs its course through the arcades (see Genesis ProReview, this issue), Daytona USA is hot on its trail.

Revolution X (Bally/Midway)

There's gonna be a Revolution! But this time the lead band is Aerosmith, not the Beatles (who?). The New Order Nation, a corrupt alliance of government and big business, has abducted Aerosmith in an offensive aimed at controlling the world's youth. In this three-gun, stand-up shooter, you pull the trigger on maximum firepower. You fight fascist storm troopers, weird savages, and genetic horrors in South America, Japan, the Middle East, England, and the weirdest place of all – Los Angeles!



Rev X is designed by the same people who created T2: The Arcade Game. It scrolls automatically in first-person perspective, but a unique non-linear game play system enables you to choose directions to explore.

Aerosmith hits – “Eat the Rich,” “Sweet Emotion,” and “Walk This Way” – provide rock-hard background tunes. Walk this way, talk this way, shoot this way!



INCLUDES DIGITALLY
REMIXED MUSIC FROM
GLOBAL GLADIATORS
THE TERMINATOR SEGA-CD
COOL SPOT
ROBOCOP VS. THE TERMINATOR
AND MORE...
JUST LISTEN TO THE REVIEWS...

**BEST MUSIC 1992
GLOBAL GLADIATORS™**

"Video Games Magazine", "In Between the Lines"

**BEST CARTRIDGE MUSIC 1993
COOL SPOT™**

"Sega Third Party", "Electronic Games"

**BEST CD SOUNDTRACK 1993
THE TERMINATOR™ SEGA-CD™**

"Video Games Magazine", "Gaming Enthusiast of America"

"In Between the Lines", "Video Views"

"His music doesn't play kiddie games, it goes
straight for the throat!!"

-Electronic Games

"This CD could mean a whole new
revolution in video games music"

-The Guru

"The sheer quality of the music will appeal to all
age groups and music tastes"

-Sega Pro

"A bad influence on our children, THROW HIM
IN JAIL!!!"

-Some Senator guy

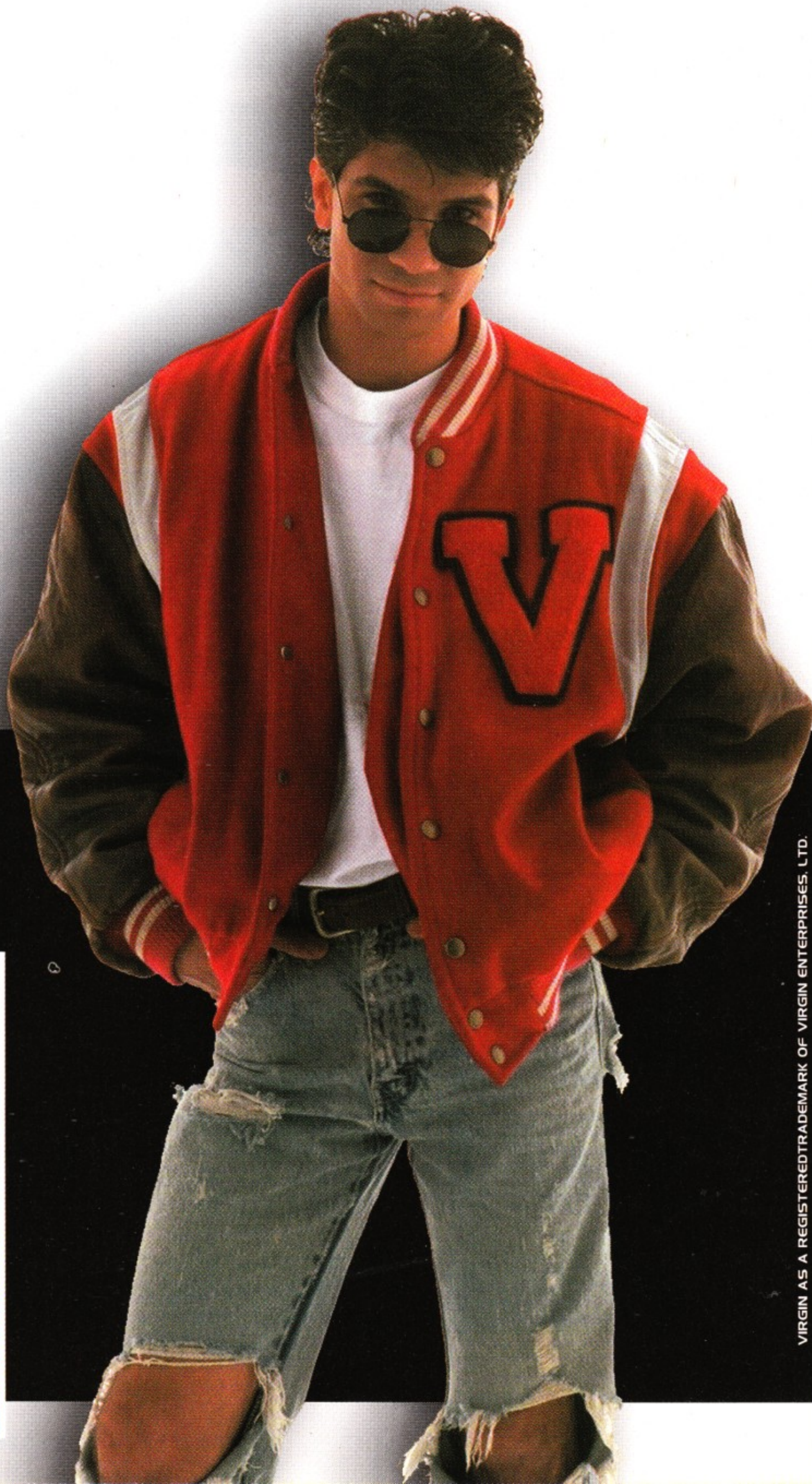
"My goal over the last couple of years has
been to shy away from the kiddie style tunes
found in video games, and give the players
more of what they really want to hear...REAL
MUSIC!"

-Tommy Tallarico

**IF YOU'RE EXPECTING A BUNCH OF
BLEEPS AND BLIPS... THINK AGAIN!**

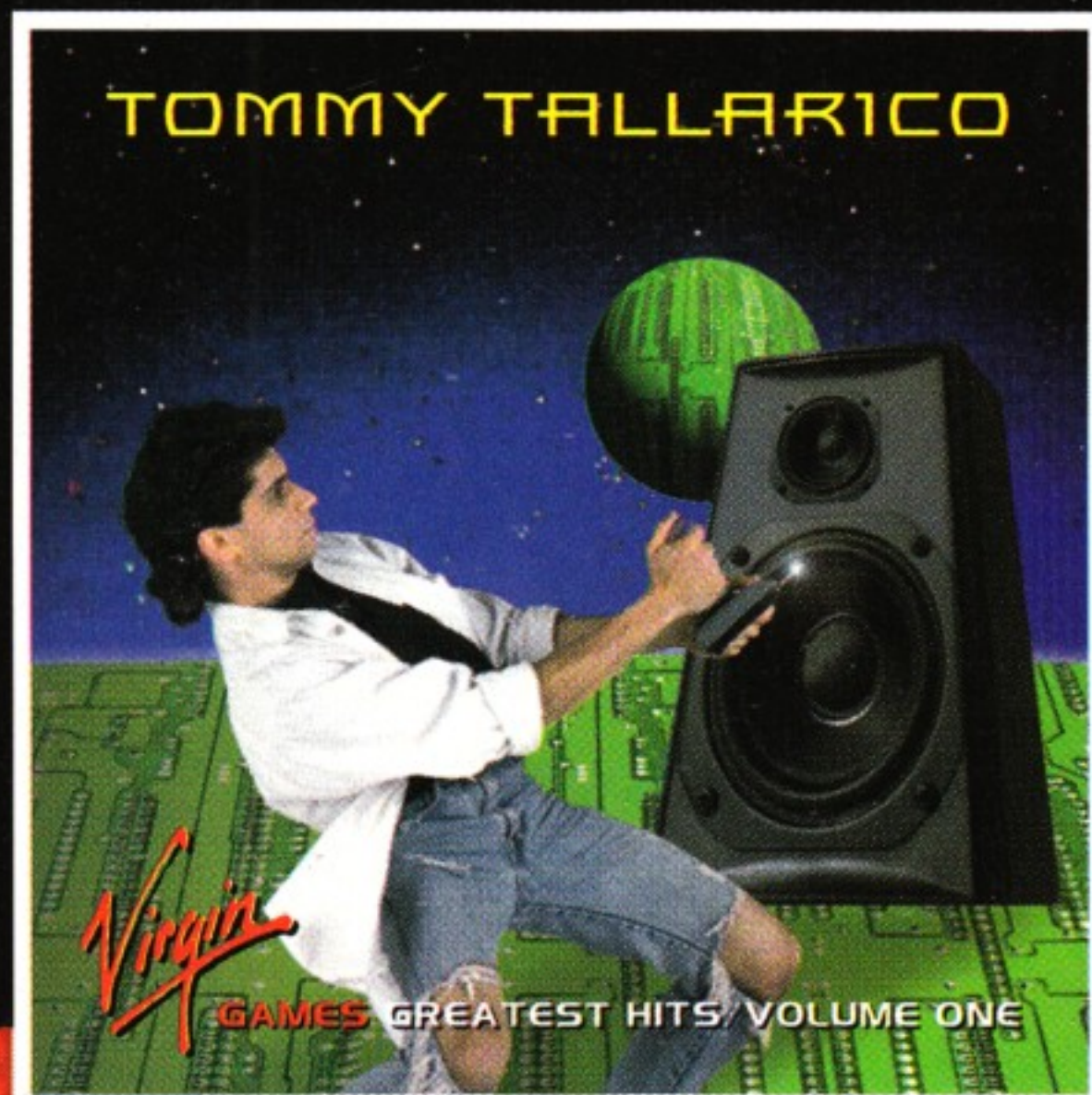
TOMMY TALLARICO

VIRGIN GAMES GREATEST HITS/VOLUME ONE



AVAILABLE IN JUNE

AT YOUR FAVORITE RECORD
AND VIDEO GAME STORES
OR CALL 1-800-720-0944
TO ORDER YOUR COPY



ACME SHOW REPORT

Star Wars (Sega)

Now you can fly through the most famous space opera of all time...Star Wars! This sit-down game was designed hand-in-hand with LucasArts. In fact, the graphics were created using actual models from the Star Wars movie series. You'll recognize all the characters, too, thanks to digitized movie footage. You use lasers and Proton torpedoes to knock out TIE fighter squadrons or take on massive Empire destroyers. There are outstanding effects in the preview version, such as the famous jump to light speed.



You are a Jedi Knight about to embark on impossible missions against the Empire's awesome space fleet. You fly an X-Wing fighter and can take on one- or two-player missions. Two players can fight as pilot and gunner, and one player can choose to be either. The action whizzes by in front of you in a first-person cockpit perspective, or you can select a behind-the-ship view. Use the Force...for a few tokens.

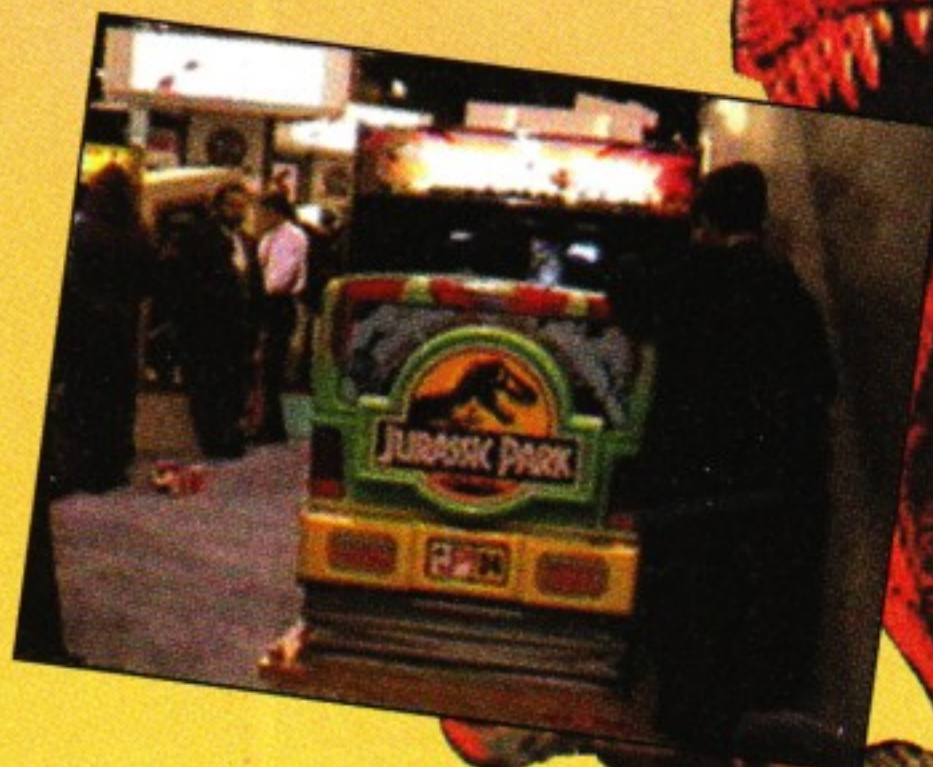
Jurassic Park (Sega)

This game will eat your lunch or eat you for lunch! Jurassic Park is all about the thrills and kills of the hit dinosaur movie. In fact, the visuals are reproductions of the film. You relive many of the famous, frightening scenes such as the Coelophysis stampede and the awesome T. Rex chase!



This is one of those sit-down games that moves and grooves. You and a pal ride in a Jurassic Park jeep as you embark on your dinosaur hunt. You feel every bump and turn in the road, and things really shake when dinosaurs ram your vehicle.

The 'saur's pop out of everywhere to put the bite on you. See that tree stump in the road? That's a dinosaur's foot! Your defense is a high-powered tranquilizer gun. "Tranquilizer" is a key word since dinos revive if you stick around to admire 'em.



It's time for another run, Chummer!



Enter the ultimate psycho-cyberpunk fantasy! You witnessed your brother fall to enemy fire.

Now you travel the streets of the Seattle Sprawl to find your brother's killers and bring them to justice.

Sega™ Genesis™ puts You in the heart of Cyberspace on the heads-up run of Your life!



Jack into the Virtual World
of the Matrix and get ready for intense cybercombat!

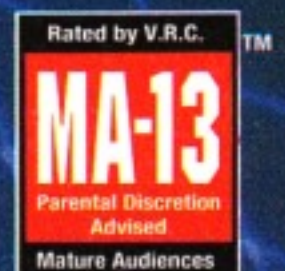


Fight Back!
Real-time combats lets you actively control characters as the actions heats up.



Search the Sprawl!
Uncover valuable clues while you're constantly building your character's quickness, strength and charisma!

SEGA™
FASA



You've got the Skill...You've got the Buts...and Sega™ Genesis™ has all the Magic and Technology you need!

Sega and Genesis are trademarks of SEGA. Shadowrun and Matrix are registered trademarks of FASA Corporation. © and ©1994 FASA Corporation. All rights reserved. The Video Game Rating Council, its Rating System, symbols and indicia are trademarks of Sega of America, Inc. ©1994 SEGA. All rights reserved.

ACME SHOW REPORT

Battle K-Road (Jaleco)

The K-Road Tournament has been banned in every country because of its no-rules, survival-of-the-fittest attitude, which attracts ruthless international fighters. Now the Road leads to the arcades. Battle K-Road is a fierce-looking fighting game that orchestrates an imaginative array of fighting moves with detailed controls. You choose from 14 characters, each with ten lethal attacks. K-Road fighting styles include karate, kickboxing, sumo, cyborg fighting, and nasty Special Forces style.



The Last Bounty Hunter (American Laser Games)

Can you collect the bounty on four cunning arcade outlaws? Bounty Hunter is another live-action, first-person-perspective shoot-em-up from ALG. This time, however, you'll have to do more than point a gun and wait. The game AI automatically adjusts the difficulty level according to your shooting accuracy, and play-action responses change according to

the order in which you take down the bad guys. (Pssst! Stranger, one outlaw is the real-life world-record holder in fast-draw competition!)



Lethal Enforcers II: Gun Fighters (Konami)

It's 1873, and you've got to be fast on the draw, especially when you're packin' pink and blue pistols. Lethal Enforcers II brings digitized first-person-perspective gunfighting graphics to the Wild, Wild West. You face bandits, bushwhackers, and pistoleros in classic shootout situations, including a bank robbery, a stagecoach holdup, a cheatin' poker game, and a three-against-one high noon stand off. If you think you're the fastest gun alive, there's someone or something itchin' for a showdown in the abandoned mine!



TOP HUNTER RODDY & CATHY

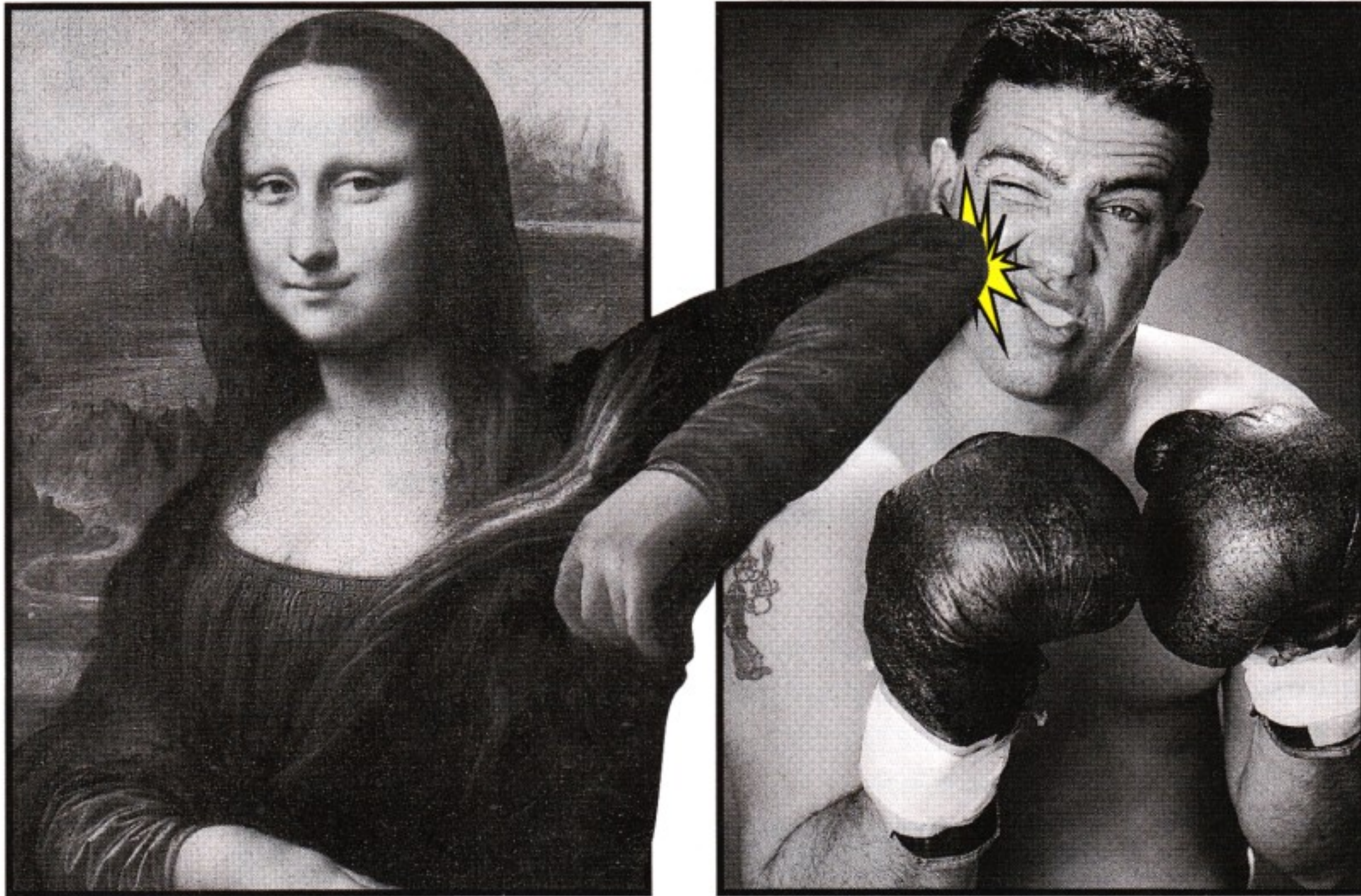
Top Hunter (SNK)

Here's a slick-looking side-scrolling Neo-Geo adventure. It's the age of space colonization, and the dreaded space pirates, the Klaptons, are turning peaceful settlements on four planets into outer-space ghost towns.

Two players can guide two cosmic bounty hunters from starting points on any planet. The two Hunters fight with Elastic Action. Roddy's arm stretches to grab pirates and Cathy tosses a lethal chain to snare them. Then the Hunters toss them into orbit.



WHERE MONA LISA MEETS "THE KID"



The new X'EYE Multi Entertainment System from JVC plays Sega Genesis™ & Sega CD™, Compton's Interactive Encyclopedia™, Electronic Books, Karaoke CDs, CD+G Graphics, and Music CDs.

Only JVC combines entertainment and education in a single machine and gives you Sega CD's hit game PRIZE FIGHTER™, Compton's Encyclopedia and our Top Hit Karaoke CD, a \$280 value, **ABSOLUTELY FREE**. The new

X'EYE Multi Entertainment System plays the world's most popular Sega games, Karaoke and music CDs for hours of family fun, Compton's (plus other educational software to follow) and Electronic Books for school or work reference. All delivered with the performance quality that has made JVC the leader in audio & video technology. Educational. Exciting. X'EYE. Only from JVC.



Includes Over \$280 In Games and Software



X'EYE
MULTI ENTERTAINMENT SYSTEM

JVC

Sega Genesis, Sega CD, and Prize Fighter are trademarks of Sega Enterprises Ltd. Fighter shown is for promotional purposes and does not appear in game.

Compton's Interactive Encyclopedia is a trademark of Compton's New Media. Electronic Books require decoder cartridge sold separately.

41 Slater Drive, Elmwood Park, NJ 07407

ACME SHOW REPORT

Eco Fighter (Capcom)

This side-scrolling shooter has an ecological theme. It's the work of a lucky Japanese gamer who won a design-a-game contest in Japan. A mad doctor has decided he's going to destroy the world's environment. You fly your Eco Fighter to blast his mechanical nightmares out of seven levels in the oceans, the forests, and deep in the Earth's core. The fighters sport a unique gun that swivels 360 degrees.



Save Some Tokens For These Games, Too!

World Heroes 2 Jet (SNK)

"Jet" should tell you something about this Neo-Geo fighter. You can select extra speed, extra offense, or extra defense. There are two new characters and more special moves.



World Heroes 2 Jet

Super Sidekicks 2 (SNK)

The first game was great, so get set for two – with 48 international teams, digitized graphics, and fast-footed action.



Super Sidekicks 2

Suzuka 8 Hours 2 (Namco)

Here's the safe way to max motorcycle mania on a life-size sit-down cycle. Suzuka 1 is excellent, now 2 has four tough circuits.



Suzuka 8 Hours

Best Bout Boxing (Jaleco) The sweet science stars seven fighters, an above-average assortment of combination punches, and beautiful graphics.

T-Mek (Atari) Sit your act down for first-person-perspective battle-mech fighting action in six huge arenas with your choice of six T-Meks.



The T-Mek warrior

Blood Warrior (Kaneko) This is sort of Samurai Shodown meets Mortal Kombat featuring digitized graphics of weird Japanese fantasy creatures.



Blood Warrior

Bonk's Adventure (Kaneko)

Here's an excellent Bonk Adventure, prehistoric head-butt fans. Twenty-one challenging new stages and ticket payout means you can even win cheesy prizes!

BloodStorm (Strata) This futuristic fighter reveals many secrets, like enemies, weapons, and even events. Steal weapons and save 'em. Save characters via pass-codes, too.



BloodStorm

Windjammers (Data East)

This Neo-Geo overhead-view Frisbee beach volleyball brings a unique two-player competitive sport to life.

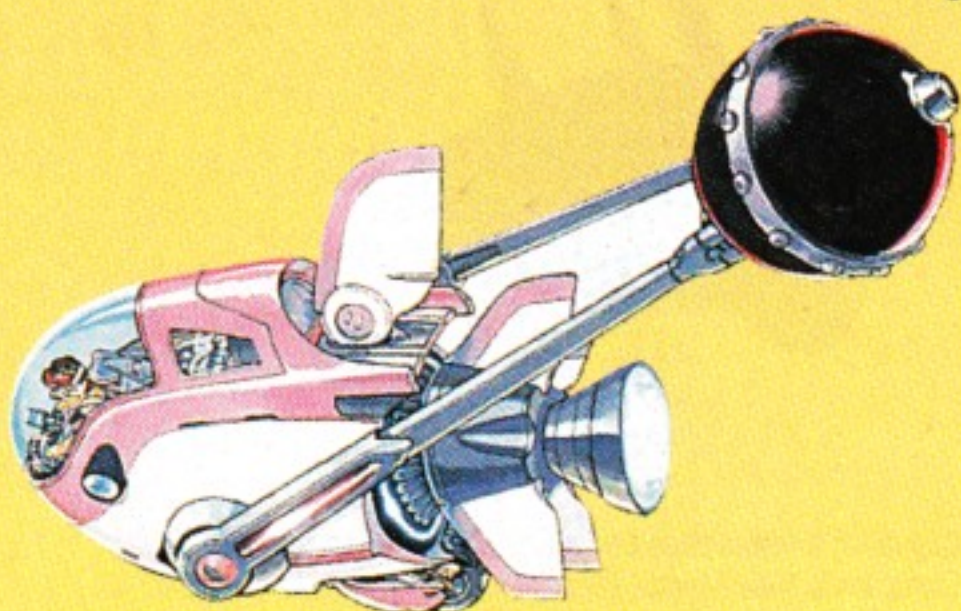


Windjammers

Under Fire (Taito) It's a police state of emergency in digitized, first-person graphics. It's also like Lethal Enforcers but with eight stages and machine guns.



Under Fire



ENTERTAINMENT FROM THE DAWN OF CIVILIZATION!



Fred and Barney are looking for the lost Treasure of the Sierra Madrock in order to win the title of Grand Poobah of the Loyal Order of Water Buffaloes! Play either character (or team up with a friend and play both), in this action-packed stone age thriller! Leap over terrible traps, swim through underwater challenges, and climb granite walls in your search for the stash of clams. Help your bosom buddy in team play to make it to the next level!
It's a Yabba-Dabba-Doo™ time waiting for you!

- Multiple mini-games offer a bonanza of excitement!
- Incredible intermission scenes recreate the world of Bedrock!
- One or two players rock through this 8 meg game!
- Special Features include: area maps, passwords and options!



"The Flintstones™" and The Flintstone game characters are trademarks of and copyrighted by Hanna-Barbera Productions, Inc. ©1994 Hanna-Barbera Productions, Inc. Taito is a registered trademark of Taito Corporation. Nintendo, Super Nintendo Entertainment System and the Official Seal are registered trademarks of Nintendo of America Inc. ©1991 Nintendo of America Inc.

Interview: The Men Who Make Street Fighter II!

At ACME, Yoshiaki Okamoto and Akira Nishitani of Capcom Ltd. generously spent some time with *GamePro*. Nishitani, who is 26 years old, is Nin-nin, the legendary creator of Street Fighter II. The 32-year-old Okamoto is the manager of Street Fighter R&D in Japan. Here are a few thoughts from the makers of Street Fighter II. Look for the July Fifth Anniversary issue for an extensive interview with the legendary SF duo.



Okamoto and Nishitani



GamePro: Please give our readers your background.

Akira Nishitani: I planned the arcade versions of *Street Fighter II* and *Champion Edition*. Prior to that, I worked on *Final Fight*, one year before *Street Fighter II*. I'm not the principal person involved with *Super* or *Turbo*. My position with those projects is as a chief advisor.

GP: How do they plan?

Yoshiaki Okamoto: There are 22 people in SF R&D.

AN: I plan the ideas and I let the designers know what I want to do.

GP: What was your inspiration for *Street Fighter*?

AN: Actually, the original *Street Fighter* in Japan inspired me to create *Street Fighter II*. I wasn't very happy with that game. In fact, although I played many different kinds of games, I never played the original *Street Fighter* very much.

TO: The basic idea at Capcom

was to revive *Street Fighter*, a good game concept, to make it a better-playing arcade game.

GP: How did you decide what countries and characters would be in SFII?

AN: First I came up with types of characters I wanted to see in the game, such as a big muscular character or an average size but fast character. Then I decided what country to make them from.

Chun Li, for example. Previously there were no women in fighting games. In Chun Li's case, I wanted a woman in the game. I determined what her fighting abilities would be. Then China just came up as a possible homeland.

GP: Did you try to duplicate martial arts styles?

AN: Not necessarily. I wasn't familiar at all with martial arts until I began working on the game. Then I studied a lot by reading books and researching various styles.

GP: SF's combination system, the combos, is one of its popular features, but players often wonder if they were intentional or accidental.

AN: My original idea was to create combination moves. I just couldn't create them 100 percent the way I wanted. But as we played the game, combinations appeared, and they were fun, so we kept them as they are now.

GP: Did you purposely make some characters strong and others weak?

AN: (laughs) That wasn't intentional. I had wanted every fighter to have an equal chance of winning, going all the way, according to a player's skill. We actually had hoped that people would identify with characters and make them their own. The best way to play is against another human player. It gives everyone a chance and is very popular in Japan. But until the game was on the market, we couldn't tell how gamers would play with the game.

GP: Do you consider yourself an expert player?

AN: (laughing) A couple of years ago I was.

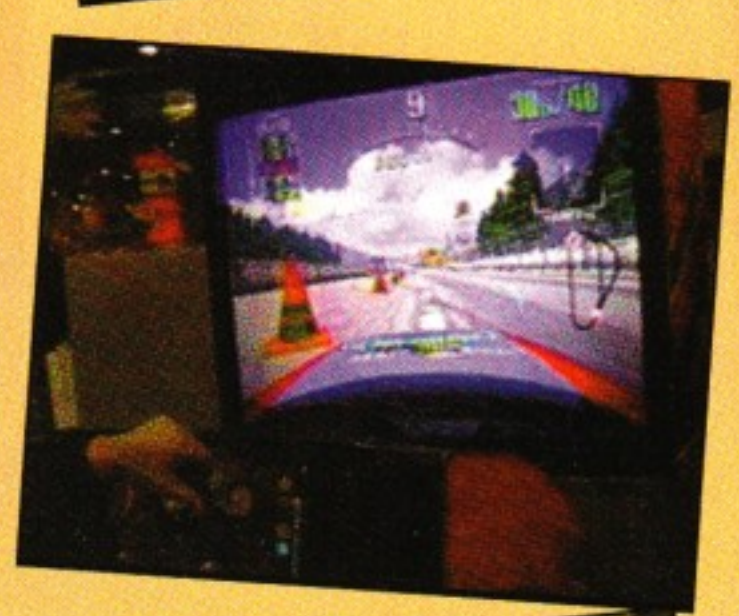
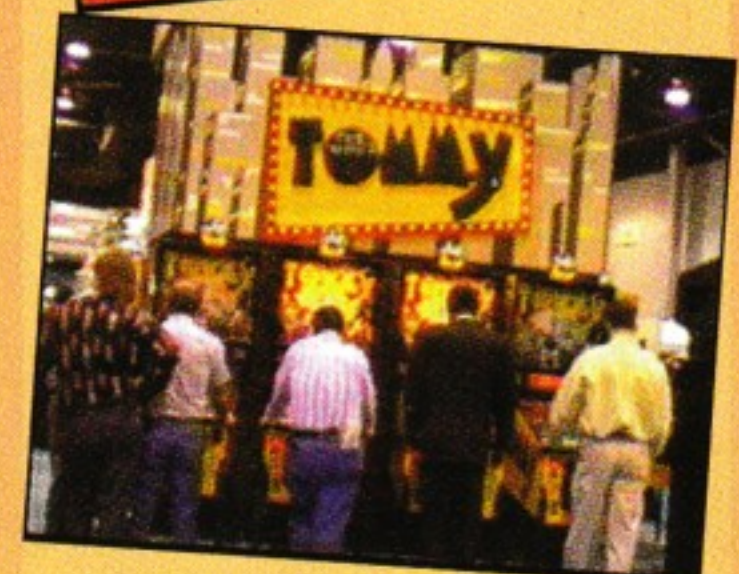
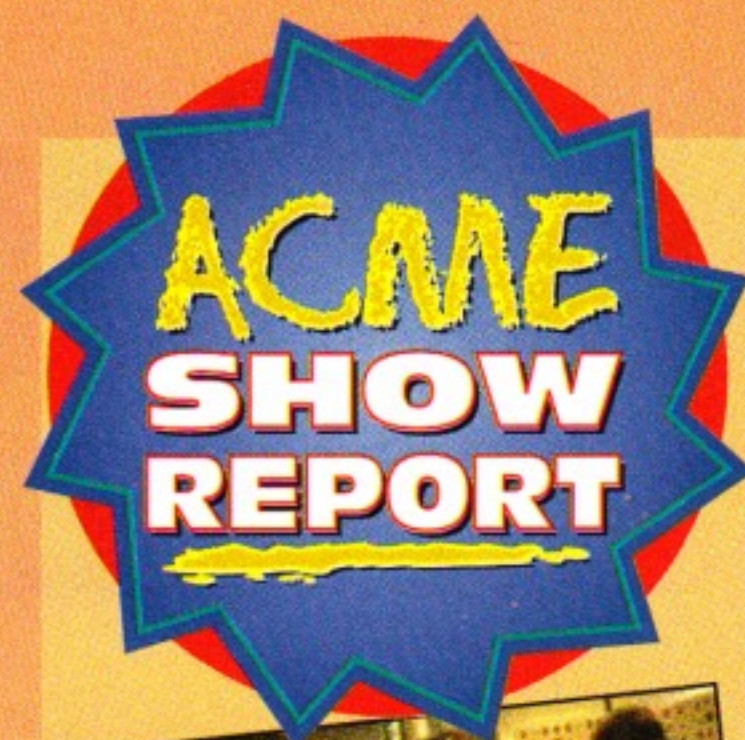
YO: With *Street Fighter II*, he was the best.

AN: (still laughing) Now I consider myself a medium-skill player.

GP: What projects are you working on now?

AN: We're working on *Street Fighter III*!

YO: But it's a secret when that game will be complete. It's very difficult to say, but after III there may be one more *Street Fighter* for the arcades. We think the cartridge version of *Super Street Fighter II Turbo* is good, but it may be the last version because of cartridge limitations. However, we like the challenge of seeing how far *Street Fighter* can go!





JURASSIC PARK™

INTERACTIVE

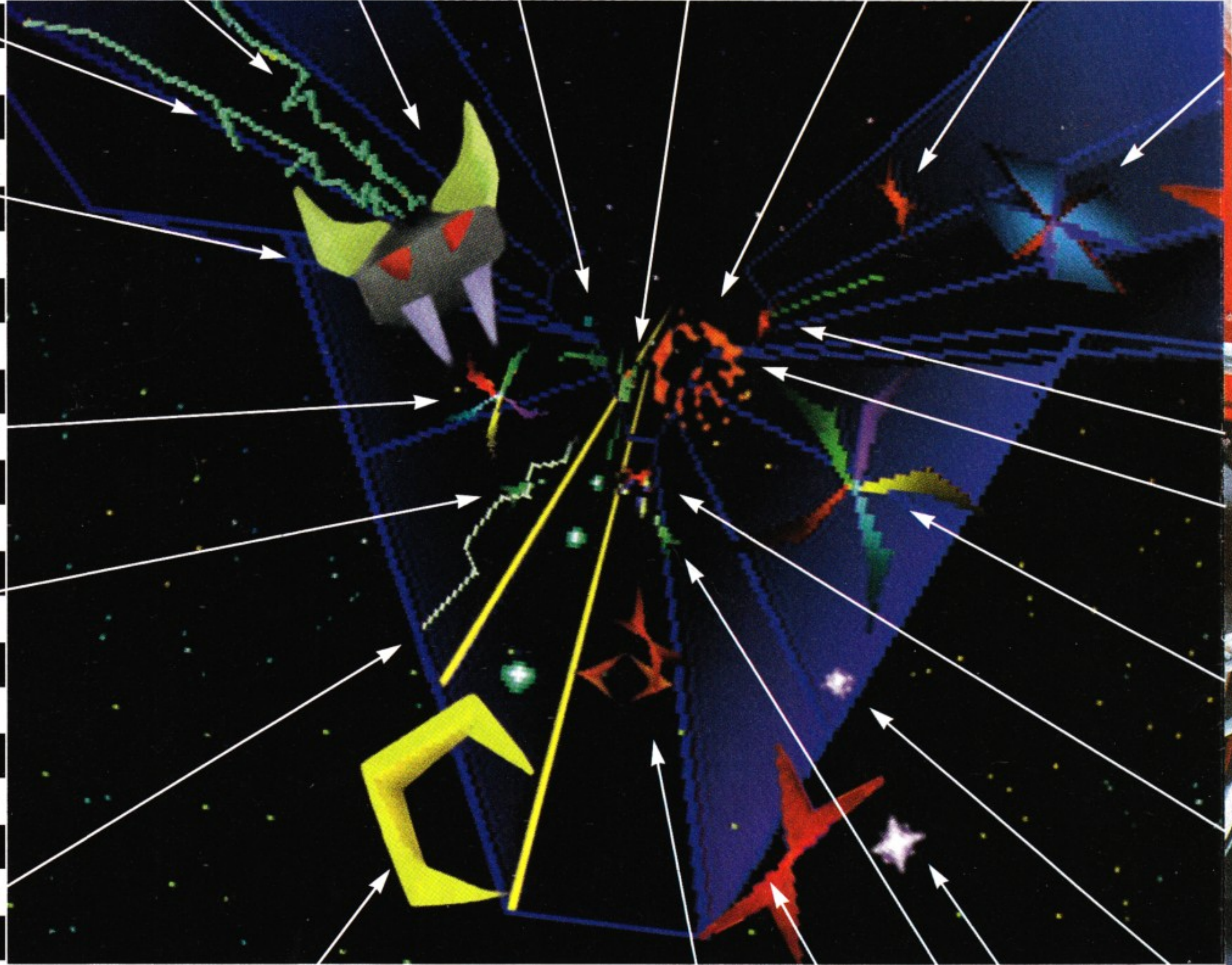
NOW ON 3DO

ACTUAL SCREAM SHOT!



© 1994 Universal Interactive Studios, Inc. Jurassic Park® & © 1992 Universal City Studios, Inc. & Amblin Entertainment, Inc. All rights reserved. 3DO and the 3DO logos are trademarks of The 3DO Company.

THEM THEM THEM THEM THEM THE
THEM THEM THEM THEM THEM THE
THEM THEM THEM THEM THEM THE
THEM THEM THEM THEM THEM THE
THEM THEM THEM THEM THEM THE
THEM THEM THEM THEM THEM THE
THEM THEM THEM THEM THEM THE
THEM THEM THEM THEM THEM THE



THEM THEM THEM THEM THEM THE
THEM THEM THEM THEM THEM THE
THEM THEM THEM THEM THEM THE
THEM **YOU** THEM THEM THEM THE
THEM THEM THEM THEM THEM THE
THEM THEM THEM THEM THEM THE
THEM THEM THEM THEM THEM THE



Genesis



By Doctor Devon and Coach Kyle

Fasten your seat belts, racing fans, and get ready for the dawn of a new era in racing games. Sega Sports' eagerly awaited Virtua Racing finally roars onto the Genesis, bringing with it the most advanced technology ever found in a 16-bit racing game. If you love the arcade classic, if you love auto racing, if you love high-octane video game thrills, then you'll love VR.

Go, Speed Racer, Go!

The best thing about VR isn't what's new, it's what you'll recognize from the arcade game. As in the coin-op version, you drive a large polygon-based Formula One racer across three twisting tracks. The Genesis tracks are virtually identical to the arcade tracks and have the same polygon-based features: the orange span of the Bay Bridge, the carnival backdrop, the steep cliffs rising up alongside the courses, and the seaside views of the Acropolis track. Like the arcade game, the home version gives you four views – high aerial, low aerial,

behind-the-racer, and cockpit – and the ability to switch those views instantly.

Also familiar is VR's decidedly nonstrategic approach to racing. Unlike other 16-bit games that enable you to customize every aspect of your car, here the limited options take nearly all thinking out of the game. You have just one automotive decision – Manual or Automatic. Likewise, you have only a few game play options – choose a track, set a Handicap in the two-player Vs. game, and adjust the skill level of your computer opponents in the one-player game.

VIR RAC



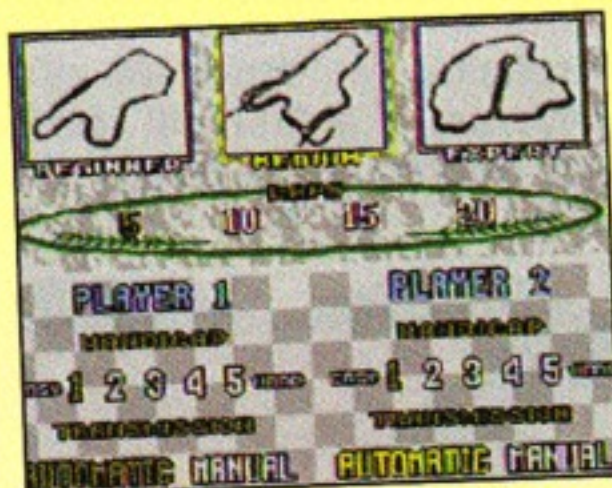
Ready to Race



Choose a one-player, practice, or two-player race.



Track stars.



PROTIP: Beginners in the two-player game should set their transmissions for Automatic and their Handicap to 1. Then, get used to the easier Big Forest track before trying tougher courses.



On your mark, get set....



Just don't look back!



PROTIP: Experienced drivers should set their cars to Manual and practice shifting through all seven gears.



PROTIP: Follow the skid marks ahead of you for guidance. They'll usually show you the fastest racing line.

The best feature carried over from the arcade, of course, is the speed of the game. With no custom options, no celebrity driver endorsements, and few of the mind-numbing statistics that bog down other race games, VR puts the emphasis on you and your driving skills. Your car is a missile rocketing along and leaving a trail of thrills behind it. Virtua Racing is by far the most intense driving experience ever created for a 16-bit system.



PROTIP: Skip the Pits. There's no advantage to be gained there.

V Is for Victory

So is VR perfect? Not quite. Obviously, the 16-bit game doesn't have everything the arcade original has, starting with the game play. As good

Genesis Game Profile Virtua Racing (By Sega Sports)

A quick-moving version of the arcade classic, VR is the best 16-bit racer yet. There's not much to think about, it's just fast, frantic fun!

Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
4.0	4.0	5.0	5.0	Adjustable

\$99.99
16 megs + SVP chip
Available June
Auto racing

2 players
3 courses
Multiple views
Multi-scrolling

TUA RACING

You might miss the arcade's steering wheel, too, because it adds immeasurably to the driving realism.

Fortunately, the Genesis control pad works well. The controls are quick and responsive. You can turn on a dime, put your car inches from the bridge wall, and gently nudge the car ahead of you. The Handicap settings enable you to adjust the tightness of the controls. VR races best with the six-button pad because you can switch between the other views much easier. With six buttons, you'll only miss that steering wheel for nostalgic reasons.



PRO TIP: The two hardest views to race with are the High Aerial and Cockpit views. One puts you too far away, the other puts you too close to be able to anticipate turns.



PRO TIP: The standard racing tactic of cutting corners to slow yourself down works well here.



PRO TIP: Of all the courses, Acropolis is best suited for the aerial or behind-the-car views because it has the most turns.

The Sights and Sounds of a Winner

It's inevitable that the graphics suffer in comparison with the coin-op game. There's a graininess and a loss of background detail on the Genesis that might not be remedied until Sega Sports makes VR for its upcoming 32-bit Saturn. When

compared to other polygon-based 16-bit games, however, Genesis VR shines brightly. That SVP chip produces the quickest-moving polygon graphics ever seen on a cartridge (it'd better, because the SVP chip is partly responsible for driving up the price).



PRO TIP: Opponents will try to ram you. Watch for them and dodge to the side if they nose up to you from behind.



PRO TIP: Try drafting to gain an edge. Pull up behind your opponent's car, get into his slipstream, then rocket past him on a straightaway.

as the home version is for solo players, the coin-op VR soars to legendary status because of its multiple-driver capability. There's nothing like racing side by side with up to seven other challengers, bumping each other's cars out of the way and screaming your way to the finish line. The Genesis VR has only a split-screen two-player option. It's still fun, but you eventually realize how much the other drivers add to the arcade experience.

Choose Your Views



Cockpit



Behind the Car



Low Aerial



High Aerial

VIRTUA RACING

VR's graphics are not as sharp as the graphics in Star Fox for the SNES, but they are definitely faster. The cockpit view is truly intense, the track really tilts as you whip into a banked turn, cars zip past you, and there's amazing rotation when your car spins out.

The graphic highlights keep coming. For instance, each of the drivers in two-player mode can switch their view independently of the other driver, putting two different perspectives on the screen at once. To help you win, a simple map

and easy-to-read stats line the screen's perimeter. Throughout the game, the colors are strong, and graphic details mark your car (watch for tailpipe flames and tire smoke). You might wish for dramatic collisions, explosions, or wrecks, but this game is about moving, not stopping.



PROTIP: Don't worry about racers ahead of you in the two-player game. VR is too fast to do anything but focus on your own situation.



PROTIP: Bump opponents only when you're side by side or if your car is slightly ahead. Bump from behind and you'll spin out.

Sonically, the game doesn't match the arcade, nor does it match some other 16-bit games. Intermittent music appears, and an ill-defined voice jumps in to announce "Final lap!" Gone are the hard-charging vocals that announced "Turn input!" in the arcade. The cars do generate a lot of atmospheric noises, but they don't stand out as the best ever. At least you can hear the other cars, so you know when someone's approaching from behind.

VR the Champions

If there's a flaw in VR, it's the depth of game play. How much game do you really get for your \$100? With only three courses and few options, you'll have tried everything within a few days. And thanks to the exceptional controls, you'll have mastered most of the game in a few weeks. Arcade experts may even complain that the game is too easy.



PROTIP: As always in racing games, hug the inside of the course as much as possible.



You won't win anything, but you can drive in the reverse direction.

Virtua Racing is a supremely thrilling experience, but a transient one, especially since there's no way to save your best times. You'll find yourself hunting for new friends to beat in the two-player mode. Still, it's the best excuse you'll have this summer to break every piggy bank you have. VR is a must-have game. **G**

Air Virtua!



DSP and SVP Q & A

What makes Virtua Racing roar? SVP! The much-heralded Sega Virtual Processing (SVP) chip is at the forefront of Sega's new graphics technology. We asked the experts at Sega Sports for a quick rundown on what these terms mean:

Q: Has Sega Virtual Processing been used before?

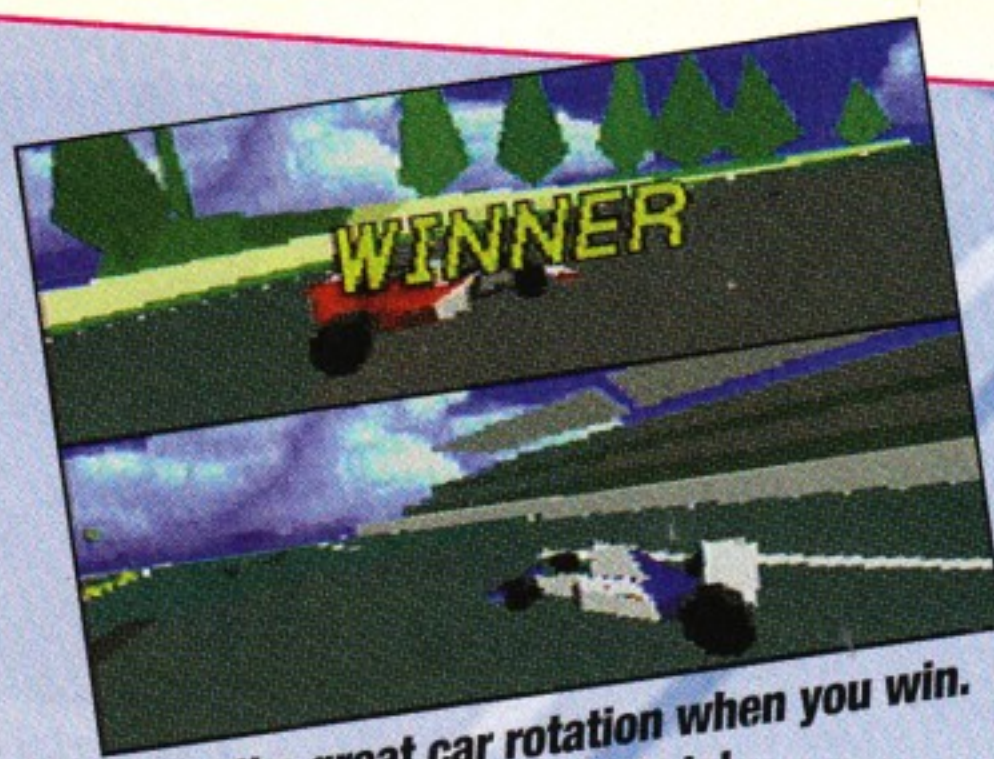
A: The SVP chip is designed exclusively for Virtua Racing. It builds upon the standard DSP (Digital Signal Processing) chip to achieve effects unique to VR.

Q: What does the SVP chip do?

A: It computes information at nearly 20 times the speed of the Genesis processor. This improves the graphics in the following ways: gives faster movement to large objects, enhances 3D scaling and rotation, utilizes up to 512 colors, and creates the kind of polygon graphics now seen in arcade games. The chip also supports stereo digital sound.

Q: What other games will use the SVP chip?

A: None. It was tailor made for VR. While the SVP technology may appear as a new, enhanced chip, a separate cart, or part of a new system, it won't be part of a game in the same way it's part of VR.



Enjoy the great car rotation when you win. See you in the winner's circle!

"HEY CHAMP, HOW'D YOU CLIMB TO THE TOP OF THE TOURNAMENT LADDER?"

ONE CHUMP AT A TIME!

Stomp, bash and thrash your way to the top of the ladder in this bigger, bolder Tournament Edition of Clay Fighter. You and a whole bunch of friends can duke it out to see who's the champ and who's the chump in this carnival-gone-bonkers, big-time, big top brawl.



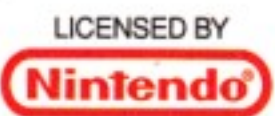
ORDER YOUR CLAY FIGHTER TOURNAMENT EDITION T-SHIRT NOW!

Clay Fighter Tournament Edition is exclusively available at participating Blockbuster Video stores. Tournament sign-ups begin May 16 at participating Blockbuster Video stores.



For a limited time only you can order these hot new Clay Fighter Tournament Edition T-Shirts! Simply complete this order form! Please send my shirt to:

Name _____
 Address _____
 City _____ State _____ Zip _____
 Phone _____ Size: Small Medium Large X-Large XX-Large
 I am enclosing a check or money order for \$12.95 + \$2.50 Shipping & Handling per shirt ordered to INTERPLAY (U.S. funds only). Copy this form for additional orders. Only one shirt per form, please. Please allow 6-8 weeks for delivery.
 Please charge to my: American Express VISA MasterCard
 Account Number _____ Expiration date _____
 Cardholder Name _____ Cardholder Signature _____
 Send this Order Form To: Clay Fighter T-Shirt Offer - 5070 Sante Fe Street, San Diego, CA 92109



Interplay Productions, Inc.
 17922 Fitch Avenue,
 Irvine, CA 92714

© 1994 Interplay Productions, Inc. and Visual Concepts. Clay Fighter is a trademark of Interplay Productions, Inc. All rights reserved. © 1989, 1994 Blockbuster Entertainment Corp. Blockbuster Video and design are registered trademarks of Blockbuster Entertainment Corp. Nintendo, Super Nintendo Entertainment system and the official seals are registered trademarks of Nintendo of America Inc. © 1991 Nintendo of America Inc.



Genesis



By Lawrence of Arcadia

Bringing cartoon characters to video games seems like the *de rigueur* thing to do these days (check out the Flintstones and Jetsons ProReviews in this issue). Some make the grade, while others simply dry up and blow away. S&T makes the grade, all right... and graduates with honors.

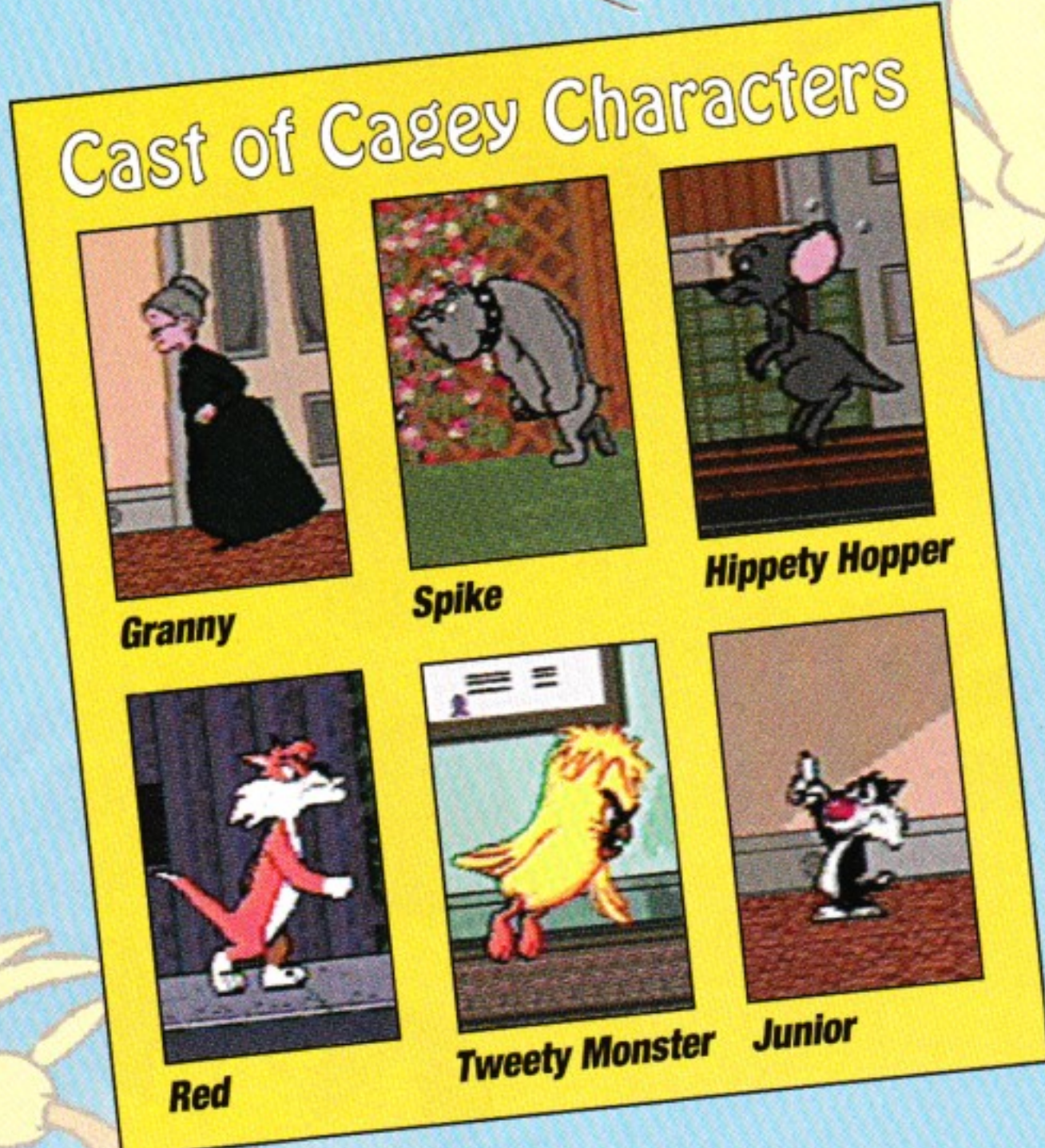
I'll Never Be Your Beast or Birdie

The classic formula from the S&T cartoons is prevalent here. Cat chases bird. Bird gets away. Cat devises numerous schemes and faces insurmountable obstacles to get bird. Bird still gets away. As you take Sylvester on his seven-stage quest for Tweety, you'll see more of your favorite Looney Tune characters, such as Granny (who chases you with a broom and is invincible), Spike the Bulldog (who pesters you and always comes back for more), Baby Kangaroo (who kicks you all over the screen) and even the hideous Jekyll-and-

Hyde Tweety (which changes Tweety from an innocuous victim to a vicious predator in a flash).



PROTIP: Granny is invincible, so just avoid her.



SYLVESTER AND TWEETY CAGEY CAPERS

Thufferin' thuccat-ash! With a cast of characters like that, you'll definitely need some help, and you get it in the form of Acme hardware: Pogo Sticks for extra leaps, Umbrellas for soft landings, Boxing Gloves and Bones to ward off Spike, and a Shrink Potion to turn the Tweety Monster back to his widdle ol' self.

Genesis Game ProFile
Sylvester & Tweety in Cagey Capers
 (By TecMagik)

Another Looney Tune duo brought to the 16-bit arena, Sylvester and Tweety looks and plays like a winner. Now you don't have to wait 'til Saturday morning to have some fun!

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.5	4.5	5.0	Adjustable

Price not available | 1 player
 16 megs | 7 stages
 Available June | Side view
 Action/adventure | Multi-scrolling



PROTIP: The easy way to get ahead in the game is to find Tweety and scratch him. You get 20,000 points per scratch (extra lives are given for every 100,000 points or every five scratches).



PROTIP: At the beginning of Stage 2, go just to the left and get the Boxing Glove or any other power-up. You'll need it against Spike, who's roaming the stage.

The seven harrowing stages include a runaway train (Mayhem Express), a science lab gone bad (Hyde and Shriek), and a cruise ship that's not shipshape (Oceans of Trouble). The object is to get Tweety, who'll usually end up resting at the end of each stage. Each stage has its own difficulty level, and you'll have to stack objects and find power-ups to get through safely. There are even warp zones that can take you back to the beginning of the stage or into an area that was previously inaccessible.

A Thight for Thore Eyes

The graphics in S&T are not groundbreaking, but they follow the straight-edge lines and primary colors of the cartoon very closely (S&T cartoons were animated in a very spare, minimalist style). The characters are well animated, and Sylvester's movements mimic his cartoon style perfectly. All the other characters also follow their cartoon personas to a tee.

The music is sparse and unobtrusive. The sound effects are right on target. You'll even clearly hear Sylvester's lisp as he exclaims, "Hello, breakfuth!"

As for control, you may find yourself saying "Thufferin' thuccotash!" often. There's a learning curve involved with the controls. Once you get it down, you shouldn't have any trouble with it. You also need to be extra careful with the controls because seemingly small tumbles result in a hit to Sylvester's health bar.

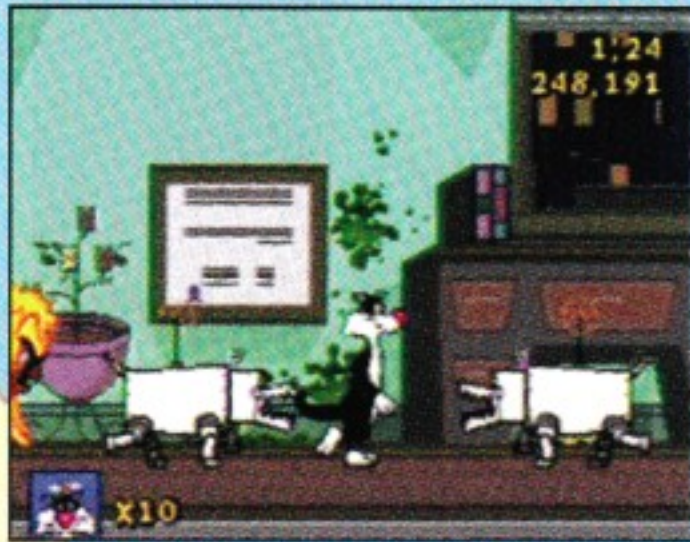
Twick and Tweet

S&T is a very enjoyable, amusing, and complex game. Although the subject matter seems geared towards cartoon-minded gamers, the challenge is universally appealing. Some stages require a good deal of puzzle solving and item gathering in order to progress, so be prepared to spend some time with this game.

So is the game more fun than spending Saturday morning watching the cartoon? Well, you'll definitely use your brain more, and believe it or not, you'll miss the commercials, but if you've got the time, TecMagik has a Tweet in store for you. **G**



PROTIP: In the lab stage, collect as many potions as possible before taking on the transformed Tweety. Then use the potions on Tweety and immediately scratch him.



PROTIP: You can sometimes get an enemy to disappear by leading him off the edge of the screen, pausing, and going back to the game.



PROTIP: These barrels must be taken off the ledge and placed on the right side of the screen in order to get Tweety from Larry.



PROTIP: Some power-ups are camouflaged against the background. Jump everywhere, and always pause to check your inventory.

Hide Ouths



Use these convenient hiding places when ever Sylvester's being followed by an enemy.

Thneakin' Around with Thylvester



Thneaky



Thcary



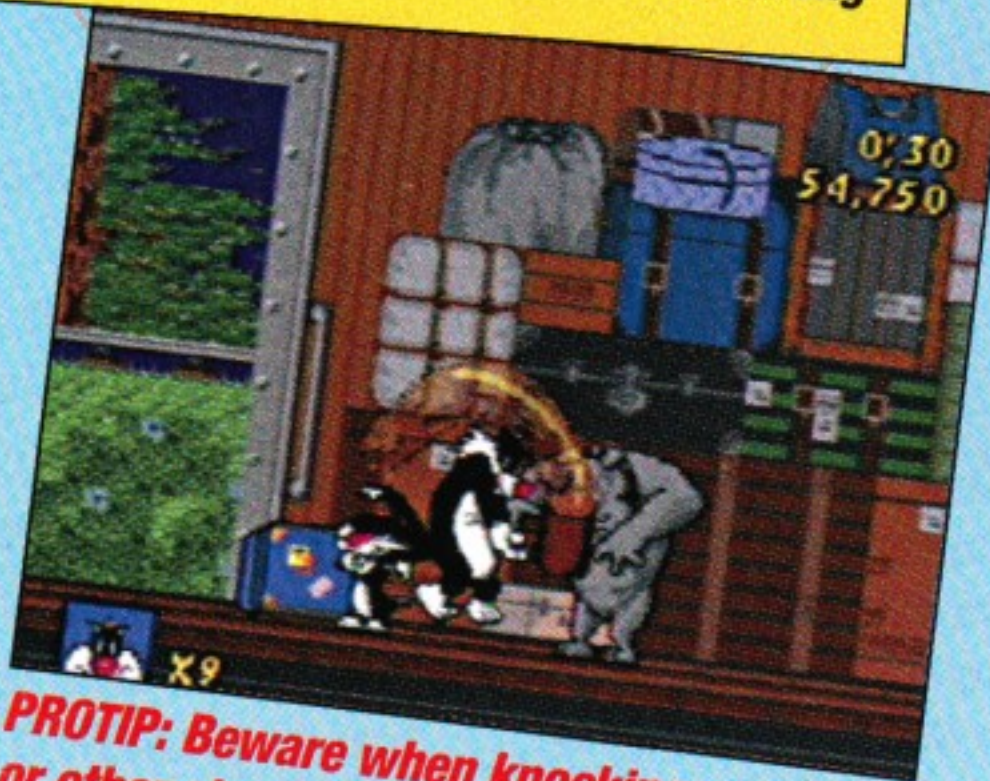
Thpeedy



Up to Thomething



PROTIP: Try to walk on every surface, no matter how fragile it seems. Even clotheslines will hold you. If you start to totter, it means that you're going to fall.



PROTIP: Beware when knocking out Spike or other characters. They only stay down a short while.



PROTIP: How'd he get inside? Just fall from the ledge on the right and float to the hidden entrance just below the lip of the building's roof.

PROREVIEW

Genesis



By **Andromeda**

Bruce Banner, a.k.a. The Incredible Hulk, is one of the most famous superheroes of all time, and he's making an impressive video game debut.

Mean Green Machine

Hulk's arch-nemesis, the Leader, is using a battalion of diabolical robots and genetically engineered mutants to rapidly overwhelm Earth's defenses. As the Hulk, you must stop this diabolical force.



PROTIP: To defeat Rhino at the end of Level 1, stand in the middle of the screen and punch him as he runs at you. While he reels back, jump over him and then turn to face him as he comes from the other direction.

Five large, old-fashioned, platform-style action/adventure levels, each with multiple paths, make for the bulk of Hulk's game play. Your strategy in each level is simple: Fight



from one end to the other, subdue the Abomination, and face a final boss, and one of Hulk's nemeses, including Rhino, Absorbing Man, and Tyrannus from Marvel's Hulk comic books.



PROTIP: If you stand on top of cars or phone booths, you can wait for the enemies to leap at you and easily punch them.



PROTIP: There are several hidden Continue coins in the game, including one in Level 2. Carry a rock up to this platform, bash through the blocks, and find the Coin hidden inside.

Incredible Moves



The Sonic Clap



Grab the Enemy



The Uppercut



Foot Mash



Grab 'em and throw 'em



PROTIP: Pick up and move phone booths, rocks, and other objects, and stand on them to reach inaccessible areas.

As the Hulk, you've got one of four energy states to contend with: Super-Hulk, Hulk, Bruce Banner, and Hulk-Out. The more beefed up the Hulk, the deadlier his repertoire of moves. You gauge what state you're in by the energy bar on top of the screen. When your energy drops to 40 percent, you fade from Super-Hulk to Hulk, and so on.

The Hulk takes a pretty brutal beating from the Leader's crew, but there are various power-ups, like energy-restoring capsules, that help him out. Even on the Easy setting, the game's probably a little too tough for most beginners.



PROTIP: Break all crates, jars, and other objects to look for hidden power-ups.



PROTIPS: Use your Transformation power-ups to turn back into Bruce and explore otherwise unreachable areas or take special shortcuts.

The moves for each of Hulk's incarnations include runs, jumps, punches, grabs, throws, and some special moves for Super-Hulk and Hulk-Out. Although the button presses for the moves are straightforward, pulling them off in the heat of combat isn't as precise as it should be.

One of the best parts of this cart is how it looks. Good-sized, well-animated, colorful sprites really capture the Hulk and his famous foes. Solid background graphics and some interesting cut scenes round out the game's comic-book look.

Jazzy tunes serve as a backdrop for standard sound effects and some nice growls and grunts from the Hulk. A little more variety would've been nice, but they do the trick.

The Hulk of the Matter

The Incredible Hulk's just what it's billed to be – a solid, all-around platform cart that's gonna please fans of the big guy as well as gamers just looking for a good time. **G**

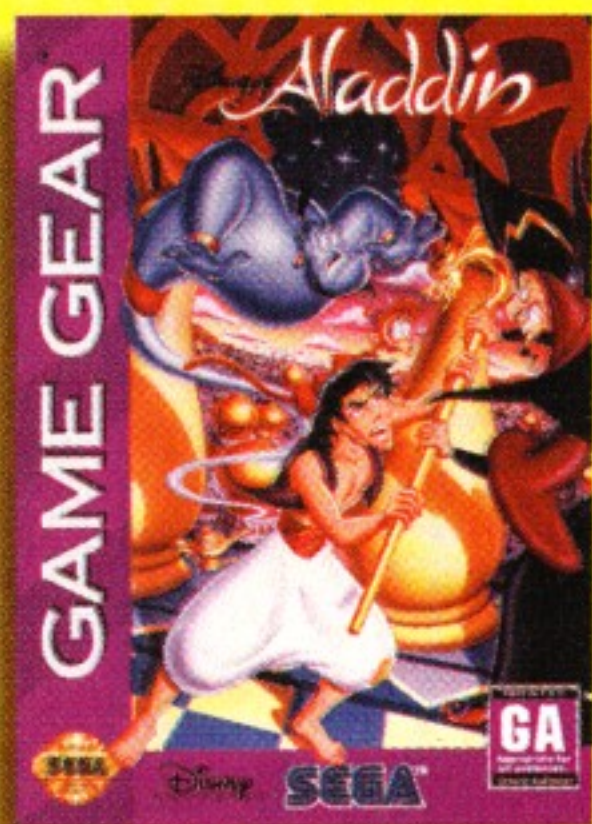
Genesis Game ProFile The Incredible Hulk (By U.S. Gold)

The Hulk's smashing onto the Genesis in a classic-style action/adventure cart. Fans of the Marvel comic hero and gamers alike will find this a transforming experience.

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.0	3.5	4.5	ADJ.

Price not available
16 megs
Available July
Action/adventure

1 player
Side view
Multi-scrolling
Limited continues



DOWN
JUST
SIT
THERE

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



Disney's Aladdin



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



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



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



Also available on Genesis™

Sega and Game Gear are trademarks of SEGA. Disney characters, artwork and names. ©The Walt Disney Company. The Videogame Rating Council. It's a thing. System symbols and logos are trademarks of Sega of America, Inc. ©1994 SEGA. All rights reserved.

PREVIEW

Genesis



By Andromeda

An exciting sequel to last year's hit is in the works. In Aero II, the wily hero's searching for his girlfriend Ariel, who's been kidnapped by an evil scientist. Among the villains Aero faces off against is his own dark side, Alter Aero.

The 30 (or so) multi-scrolling, side-view levels are huge. Aero's adventure leads through some wildly creative locations, including a Rock 'n' Roll level filled with giant psychedelic instruments.

THE

AERO THE ACRO-BAT II



Snowboardin's the only way to fly.



Aero surveys the slippery terrain.



Aero's such a ding-a-ling.



With a little help from these cogs, Aero ricochets around the screen.



Wacky psychedelic backgrounds highlight the Rock 'n' Roll levels.



Guess Aero's mom never told him not to jump on the bed.

Aero has a new collection of moves, and Sunsoft's worked to improve the control. The game's colorful graphics are enhanced with many more animations for Aero's sprite, and each level boasts all kinds of exciting things for him to discover and do.

It'll be available for the SNES, too!

Aero the Acro-Bat II
By Sunsoft
Available Fall '94



By Andromeda

Sunsoft's hard at work on a platform cart that stars its famous own rodent, Zero. This crazy squirrel first appeared in Aero the Acro-Bat, and now he's on his own.

In this adventure, Zero squares off with a lumberjack who's set on deforesting the planet as he snares paper to print counterfeit cash. Zero tumbles, flips, and soars across a gorgeous landscape in his heroic quest to stop the bad guys.

ZERO THE KAMIKAZE SQUIRREL



Zero surveys his deforested homeland.

Platform carts are one of Sunsoft's fortes, and it's hard at work putting all the right stuff into this one: an appealing character with tons of moves, tough game play, and lots to do in the nearly 20 levels. This side-view, multi-scrolling cart could be another winner. Zero will also be available for the SNES.



Zero's got to figure out how to release this hot-air balloon from its moorings and then leap inside before it takes off.



This wacky rodent's almost as speedy as another famous critter.



Slip slidin' away.

Zero the Kamikaze Squirrel
By Sunsoft
Available Fall '94

**BUILT TO
DESTROY
ALL ENEMIES
AND
PROGRAMMED
TO SHOW**

NO MERCY!!



- Razor-edged weapons!
- Superhuman android reflexes!
- Masters of the Ninja Arts!
- And burning for combat!

TAITO HINT LINE

☎ 1-900-28-TAITO

\$.95 FIRST MIN., \$.75 EA ADDL.
MUST BE 18 YRS+.
TOUCH TONE ONLY.

NINJAWARRIORS™

TAITO AND NINJAWARRIORS ARE TRADEMARKS OF TAITO CORPORATION. ©1994 TAITO CORPORATION.

Three androids built for power and programmed to conquer. Each armed with diamond sharp steel, they turn their bodies into raging cyclones--leaping, kicking, and slashing through wave after wave of enemies. More than human, more than machine--they are the last Ninja Warriors!



**SUPER NINTENDO
ENTERTAINMENT SYSTEM**

NINTENDO, SUPER NINTENDO ENTERTAINMENT SYSTEM AND THE OFFICIAL SEALS ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA INC. ©1991 NINTENDO OF AMERICA INC.

TAITO®

THE ONLY GAME IN TOWN.

TAITO AMERICA CORPORATION
390 Holbrook Drive - Wheeling, IL 60090

PREVIEW

Sega CD



By Slasher Quan

Months after Mortal Monday, Mortal Kombat is finally coming to the Sega CD. Most Sega MK fans already own the Genesis cart, so the big question will be: Is it worth spending \$50 to buy an enhanced Sega CD edition of the exact same game? After examining a preliminary version of the disc, this sounds like a big "Maybe."

The Perfect Version?

By all accounts, the Genesis version mopped the floor with the chunky combo-free slow-to-react SNES cart. The Genesis cart's most noticeable problems, however, were the lack of colors and the scaled-down graphics. The CD restores more color and shading to the visuals, and puts back many animation frames to make the action smoother and more fluid. Even the backgrounds are much more animated!

The G-cart's audio was also considered a washout, but the CD supposedly replaces all the voices and sound effects — "Excellent!" Reports conflict on whether or not the music is identical to the arcade, but it plays straight from the disc, much like the MK Collector's CD you may have seen at your local music store.

Another big objective with the SCD is to make the combo system as refined as possible within the framework of the arcade game. While we certainly aren't talking Version 1 perpetual juggling in the corner, every combo that works in the most current version is supposed to work...plus a few extras that were found in the

PC version! It's Loony time with big combos!

Everyone knows that while the Sega CD's big advantage is storage size, its big downer is slow access time. How Acclaim will handle this problem is an open question, as the preview CD we saw had about a ten-second loading period after the fight and even between rounds.

MORTAL KOMBAT



The new Mortal Kombat disc features the original cinematic attract screens from the arcade.



MK CD will be rated MA-17, so you won't need a blood code. Heads up!



You can even do all-new MK I combos! Jump in with a deep Scorpion kick and immediately throw the Spear. Finish with an Uppercut.



New animation frames and smoother action — they're here!



All your friends are here, even Reptile in the Pit.



Sonya's Scissor Grab is a throw with a combo-ready attitude.



Sub-Zero's Freeze will break the ice at the party above the Pit.



Look for arcade-style details in the background, such as Shang Tsung applauding in the throne room.



"Mortal Kombat!" Remember the Acclaim TV ads? Two minutes' worth are digitized into the front end of the game. Is it FMV (full-motion video) or GCV (grainy, choppy video)?

Read Before Fighting

Trust us on this one. DON'T blindly buy MK CD until: A) you rent it and play it first, B) you read the review in next month's issue, or C) Scorpion threatens fiery revenge on your entire family! **G**

Mortal Kombat
(By Acclaim)
Available Now

THE ULTIMATE MATCH.

NO OTHER SOCCER GAME COMPETES.



Get a real feel for teamwork in an intense four-player match.

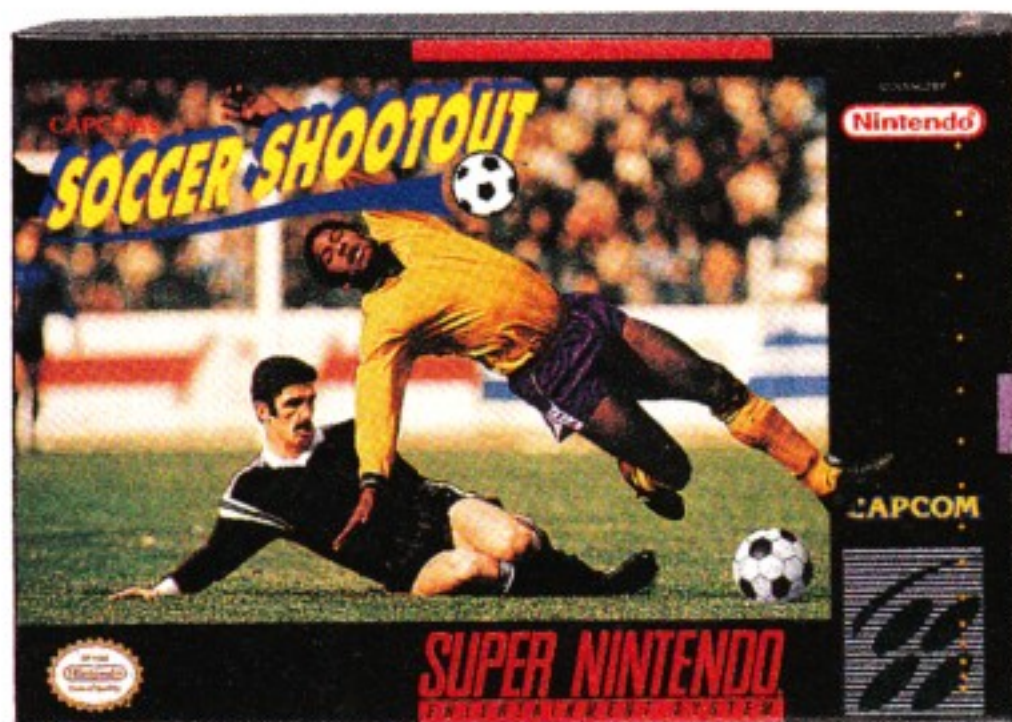


Send a hard shot towards the net to fake out the goalie.



Keep your kicks in line, or you'll end up with a yellow card.

Capcom's Soccer Shootout has the nonstop action other so-called "real soccer" games only talk about. Play as one of 12 All Star championship teams against the computer for the title cup. Or, use the four-player option to challenge your friends in head-to-head matchups. Either way, this is the



greatest soccer video game ever. Practice your dribbles, shot blocks, and corner kicks to become the world's best soccer team. With its lifelike players, intense graphics and animation, and instant replay option, Capcom's Soccer Shootout brings the world's most popular sport home like never before.

4 player game

CAPCOM®

English and Spanish manual included.



Sega CD



By Scary Larry

Welcome to the garden. It is a place of magnificent splendor, with flowers that bloom only in the pale moonlight. You marvel at the beautiful elm tree which is the focus of the garden. Do you see it? Good. Now go home.

I say this as one who has seen the evil of this place. It sucks the souls from the living and deposits their lifeless, hopeless forms in that mansion over there. You say you didn't see the mansion before? You'll know it well in time, for as we speak your young sister has ventured into it, and you must save her before she becomes... transformed. You should have left when I told you.

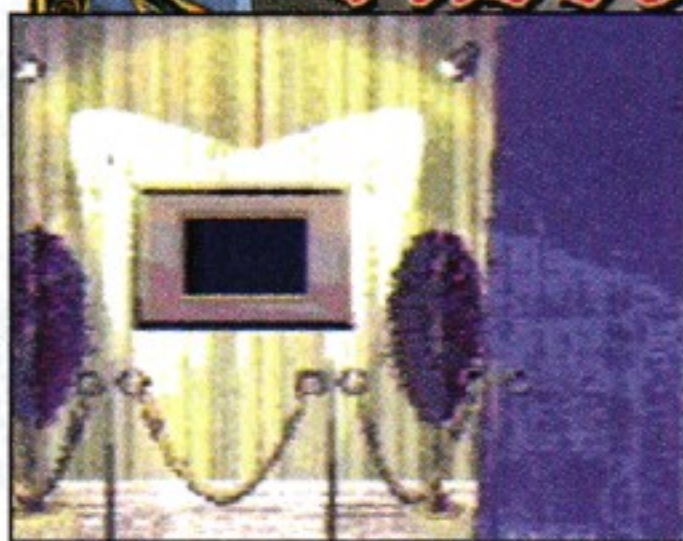
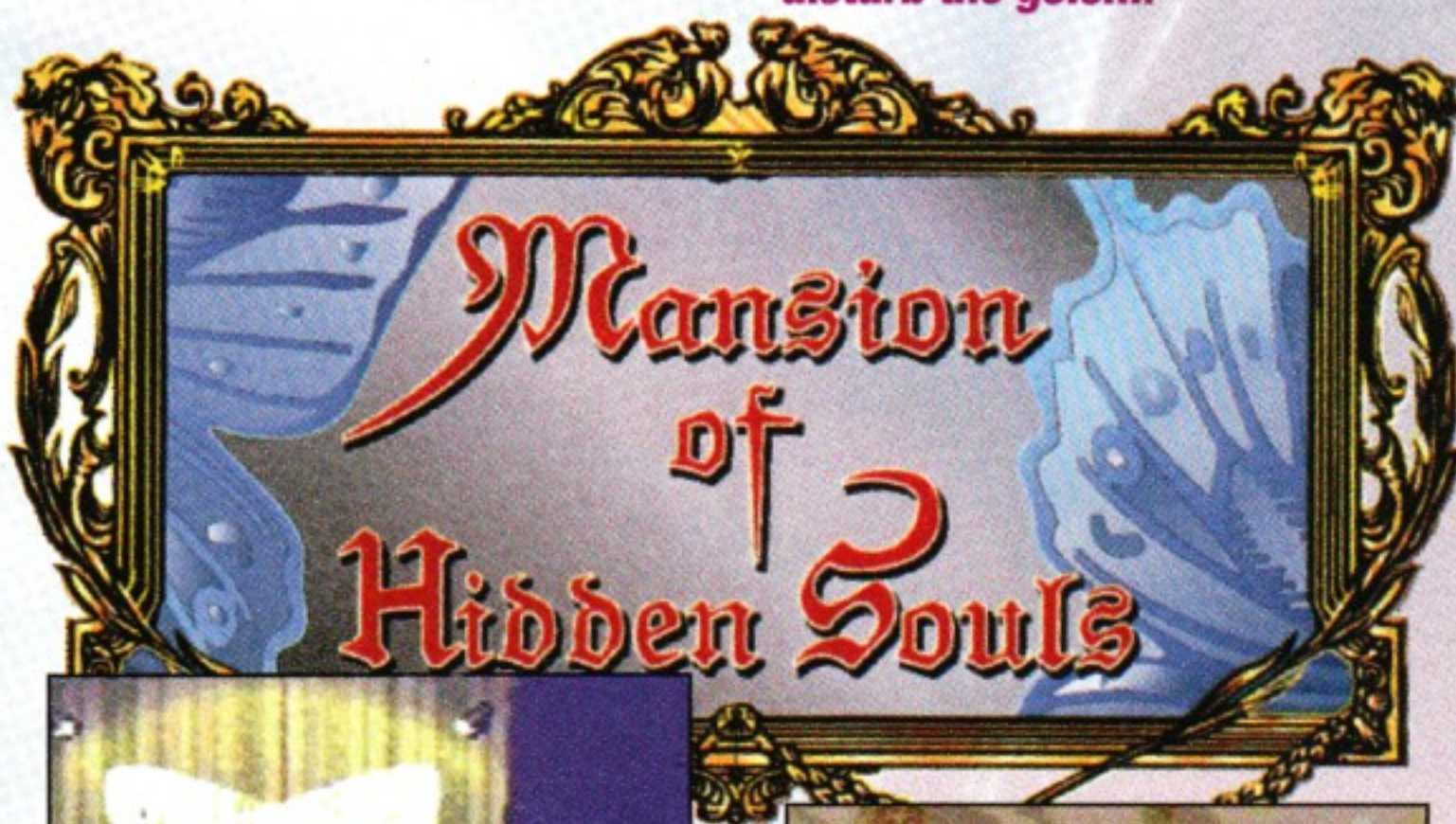
Solve the puzzles, search the rooms, cry out in despair...it won't matter, because now you are the guest in our mansion. And our mansion has been terribly lonely for new guests....he he..he ha ha...ha haha haha HA HA HA HA!

Vic Tokai has produced a clever and spooky imitation of Seventh Guest, the popular PC puzzle-n-poltergeists game. In this graphic adventure you travel through a haunted house in search of your sister...and, brother, the house isn't empty, as you'll soon find out.

lar). Because your sister is getting closer and closer to extinction with every passing second, you must unlock the mysteries of each room before it's too late.



PROTIP: Whatever you do, don't disturb the golem!



PROTIP: Always return to the Billiards Room and look into this Seer's Mirror. The next clue may be looking right over your shoulder with you.



PROTIP: Always move twice into an object – the first time to see it, and the second time to open it (if it can be opened).

Spook No Evil

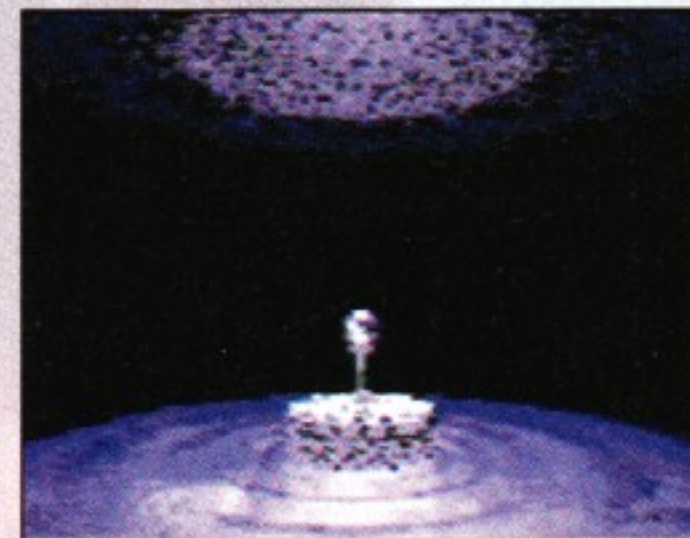
You travel in first-person perspective, solving puzzles and finding keys to unlock other parts of the house. Not all doors need keys, though. Some you just stumble through. There are also other items like matches, candles, and a crystal that you have to find. Moving forward lets you view objects, while moving forward a second time reveals objects that are hidden (like a key under a pillow, or an item inside a book).

Your worst enemy in the game is time (okay, and maybe the stone golem that chases you down in the cel-

lar). Because your sister is getting closer and closer to extinction with every passing second, you must unlock the mysteries of each room before it's too late.



PROTIP: The closer you get to this picture, the more you'll know about the Mansion.



PROTIP: Don't jump into the pool where your sister is trapped in the crystal. Instead, turn to your left, pick up the flower on the floor, and return it to its original vase.

The music and sound effects are even creepier. You'll hear your sister's cries for help and feel absolutely powerless. When there's a menacing creak or slithery rustling, it will sound as if it's coming from over your shoulder.

The controls are simple and unobtrusive. Let your fingers do the walking, and let the Souls do the stalking. The directional pad does all the visual steering for you.

The Mansion Family

If you're looking for a good scary time with lots of eerie voices and strange sights, then until someone shows up with Seventh Guest for the Sega CD, this ghostly chiller is a thriller. **G**



PROTIP: Light the candles according to the layout of the darts in the Billiards Room. Each dart represents a lit candle. There should also be two candles left unlit.

A Room with a Ghoul

The graphics in Mansion of Hidden Souls are grainy but detailed. You can tell just by stepping into a room if it's the Observatory, the Music Room,

Sega CD Game Profile Mansion of Hidden Souls (By Vic Tokai)

Need thrills and chills with some puzzling problems thrown in? No, not the White-water scandal again, but Mansion of Hidden Souls. Play it, and you're in for a perplexingly, puzzling-ly, poltergeist-ly good time!

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.5	4.5	5.0	Intermediate

\$49.99
CD
Available now
Puzzler

1 player
7 stages
First-person
perspective



**If you've played
one NBA full team,
full court, all star,
stat packed,
foul calling,
regulation
basketball
game,**



By Lawrence
of Arcadia

Okay, so you've beaten Dragon's Lair and Time Gal, and you're looking for something even more entertaining and challenging. Well, don't look to Revenge of the Ninja. This rehash of other standard point-n-click games doesn't do the genre justice.

Ninja Politics

In ROTN, you play as Hayate, a young Ninja who wants to fight the evil Lougi, the ruler of the Castle of Evil. It seems that Lougi has killed your father, murdered the king, taken your girlfriend prisoner, and is responsible for a reign of terror throughout the land. Sounds like he needs a Ninja therapist.

The story line may be interesting, but the game play lacks any dramatics. You simply move your character in the direction of the flashing arrow (up, down, left, or right) or press a button when sword-slashing action is called for. Move unwisely, and it's samurai soup for you. As an added element, the difficulty levels (Easy, Normal, or Hard) have corresponding response times, so on Easy, you have time to move. On Hard, you have to anticipate moves ahead of time to complete them. Most intermediate gamers will have to play the game on Easy, because Normal and Hard offer insufficient response time for even the quickest players.



PROTIP: Play the whole game through on Easy (which should take about 15 minutes), then go back (you should have the patterns memorized) and finish the game on Hard for your degree.

For those of you who really do want to get through this graphic adventure, Renovation has decided to reward you. If you reach the end of Revenge of the Ninja in the Hard mode, take a photo of the screen, and send it in to Renovation. You'll receive a Masters of the Ninja Arts degree with your name engraved on it!



PROTIP: When you see Hayate go for his sword, you know that hitting the Action button is your next move.



PROTIP: Most movements are left/right or up/down patterns.

Grain on My Parade

As is usual with these animated point-n-clickers, the graphics are grainy and soupy looking. You won't have trouble knowing what's going on, but you won't be dazzled by the imagery, either.

You'd expect the sound quality on a CD game to be topnotch, but again, ROTN does not live up to the expectation. There's a minimal amount of sound, and except for the intro, barely any speech at all.

Ninja...NOT!

Dragon's Lair is the standard that point-n-click graphic adventures aspire to, and ROTN doesn't get that far. But even with Dragon's Lair, once you're done, you're done. Put Revenge of the Ninja on your to-do list...sometime after getting through Dragon's Lair. **G**

THE VILLAIN LINEUP



Marco Killmore



Zallen



Wolves of Seidenfeld



Vengor



Desfal



Destroyer MPK



Lougi

Sega CD Game ProFile

Revenge of the Ninja

(By Renovation)

Another point-n-click graphic adventure, this time with a Ninja theme. If you like these types of games, you won't be disappointed. If you don't, disappear into the night before this game finds you.

Graphics	Sound	Control	FunFactor	Challenge
3.0	3.0	3.0	3.5	ADJ. Adjustable
Price not available	CD	Available now	Point-n-click	1 player 18 scenarios Multiple perspectives

You haven't played

JAMMIT™

Introducing JAMMIT, the no rules, no stats, no stars, down and dirty, fast and loose, fun and wild, trash talking, rough em up and spit em out, on the street, in your face, one on one 16 meg basketball video game.

Get it.

includes free cd music sampler featuring:

SHYHEIM
COLLEGE BOYZ
BROTHER CANE
GILBY CLARKE
CRACKER
THE AUTEURS





By Auntie Social

Terrorists and nature challenge

Sylvester Stallone in the Sega CD version of Cliffhanger. This side-scroller, based on Sly's '93 flick, gets some much-needed improvements over the SNES and Genesis carts, thanks to some jammin' behind-the-Sly snowboarding levels.

CLIFFHANGER

Scroll with the Punches

Five of the levels are reminiscent of Streets of Rage. Players punch, kick, and scroll past bad guys and ultra-tough bosses. Sly must also scale sheer rock faces, which are scattered throughout the game, each infested with hoodlums. The repetition is tedious.



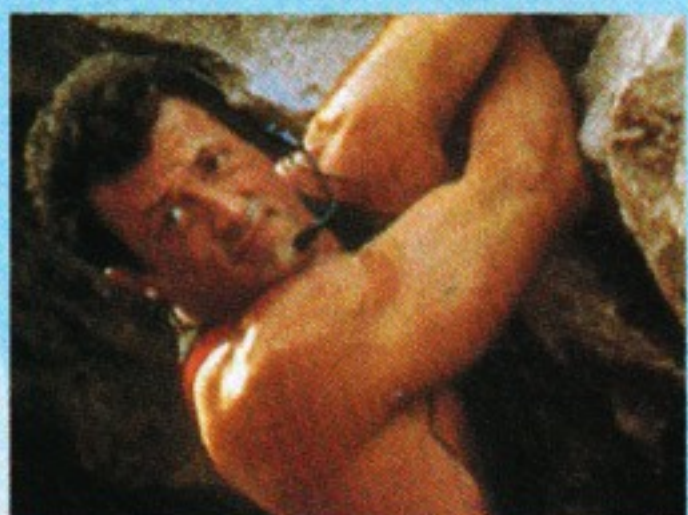
PROTIP: Once Sly gets the Uzi, don't fire it near a dropped knife, because he'll accidentally pick up the knife and lose the gun.

The snowboarding levels save this game from monotony. Players guide Sly down snowy paths, staying ahead of an avalanche and avoiding obstacles. The controls are tight here, and Sly's jumps are cool to do. Unfortunately, while the shreddin' levels are extremely challenging and fun, you get only two of them.

Cliffhanger CD by Sony Imagesoft				
Graphics	Sound	Control	FunFactor	Challenge
				INT. Intermediate
\$49.99		1 player		
CD		7 levels		
Available now		Multiple views		
Action/adventure		Multi-scrolling		



Sega CD



PROTIP: Maneuver Sly toward the center of the screen to plow through the snowboard ride.



Grainy movie footage punctuates the action.

PROTIP: The snipers shoot at precise intervals, in only eight directions. Keep Sly toward the far edge of the rock wall, climbing between shots.

The graphics are just slightly above average. More than 20 minutes of grainy video clips set up the plot and punctuate the game's average graphics. The movie's soundtrack transfers well to the video game, and the sound effects are crisp.

Slip Sly-din' Away

For fighting action, rent the movie. For snowboarding action, check out this game. It'll make you wish for packed powder. And more snowboarding levels. **G**



By Auntie Social

Interested in fighters? Not those with two fists – those with two wings! Fly some of history's most famous planes in Racing Aces for the Sega CD.

Flight for Survival

In Racing Aces, players navigate 40 courses, ranging from simple to vomit-inducing, while engaging eight other victory-hungry fliers. You view the dogfights from a behind-the-plane perspective, watching for power-up balloons as you shoot down the enemy.



Each of the classic planes, ranging from the beginner World War I Fokkers to the intermediate P-38s to the advanced jets, performs like the real McCoy. Players must adjust to the ultra-sensitive controls when advancing to the next level of fighter. Flight-simulator fans will appreciate the realistic capabilities of these legendary planes.

The 3D polygon backgrounds are simple, with only a few surface details. The fluid animation slows slightly with heavy air traffic, and planes frequently disappear against similarly colored backgrounds. Good details include battle-weary fighters spewing gobs of metal, smoke, and fire.



PROTIP: Take advantage of the big target a plane becomes when it banks into a turn. Remember, always lead your target.



PROTIP: Shoot down bogeys before they can reach power-ups.



PROTIP: Don't underestimate the range of your weapons. If you can see a bogey, it's within range.

Sound effects are plentiful and realistic. Missiles strike with satisfying clanks, and authentic engine sounds differentiate the classes of aircraft. A contemporary jazz score offers a cool change from hard-driving rock beats.

All Dogfighters Go to Heaven

Racing Aces won't win a medal, but it'll satisfy players searching for hot dogfighting. Good hunting! **G**

Racing Aces by Sega				
Graphics	Sound	Control	FunFactor	Challenge
				INT. Intermediate
\$39.99		3 levels		
CD		Behind-the-plane view		
Available now		Forward-scrolling		
Air combat/racing		3 save-game slots		
1 player				

THE BIG SUMMER BLAST OFF!

Save on the hottest selection of game titles with Real Deals at Software, Etc. See stores for coupons.

SYSTEMS CENTRAL!



CDX SYSTEM
from Sega.



SEGA CD2 SYSTEM WITH SEWERSHARK
from Sega.



GENESIS II WITH SONIC 2
from Sega.



GENESIS II CORE SYSTEM
from Sega.



SEGA GENESIS SPORTS SYSTEM
from Sega.

FREE EA SPORTS GAME

BUY 2 EA SPORTS GAMES GET 1 FREE!

INSTANT REBATE!
PURCHASE ANY TWO FROM THIS LIST, AND GET ONE FREE:

- ANDRETTI RACING**
(Genesis)
- FIFA INTERNATIONAL SOCCER**
(Genesis or Super NES)
- MADDEN NFL '94**
(Genesis or Super NES)
- MLBPA BASEBALL**
(Genesis or Super NES)
- NBA SHOWDOWN '94**
(Genesis or Super NES)
- NHL '94**
(Genesis, Super NES or Sega CD)
- PGA TOUR GOLF II**
(Genesis)
- PGA EUROPEAN TOUR**
(Genesis)
- BILL WALSH COLLEGE FOOTBALL**
(Genesis, Super NES or Sega CD)



GAME BOY BASIC OR GAME BOY WITH TETRIS
from Nintendo.



GAME GEAR SPORTS PACK
from Sega.

SOFTWARE ETC

See store for coupon details. Choice of free game subject to availability. No substitutes please. Offer valid 5/15 to 7/31/94.

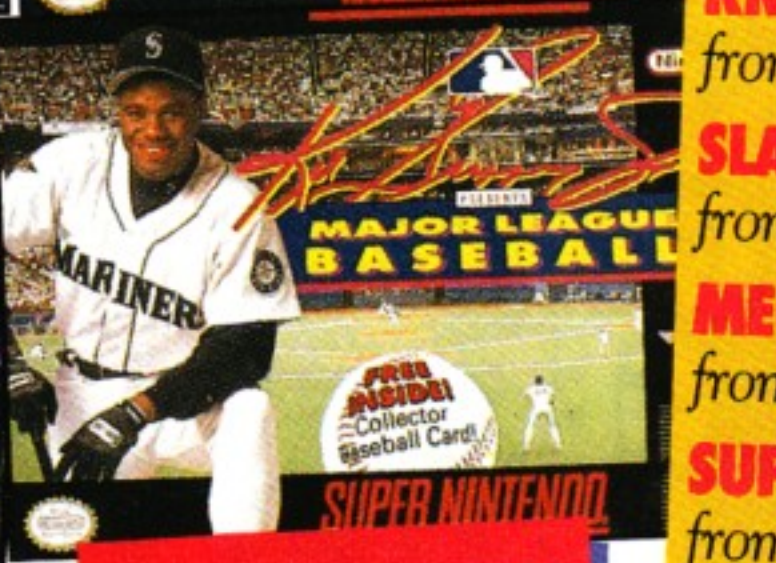
GO FOR THE GLORY!

SLAM MASTERS ARCADE SWEEPSTAKES!



REGISTER NOW TO WIN A FULL-SIZE SLAM MASTERS STAND-UP ARCADE!

SEE STORE FOR DETAILS from Capcom.



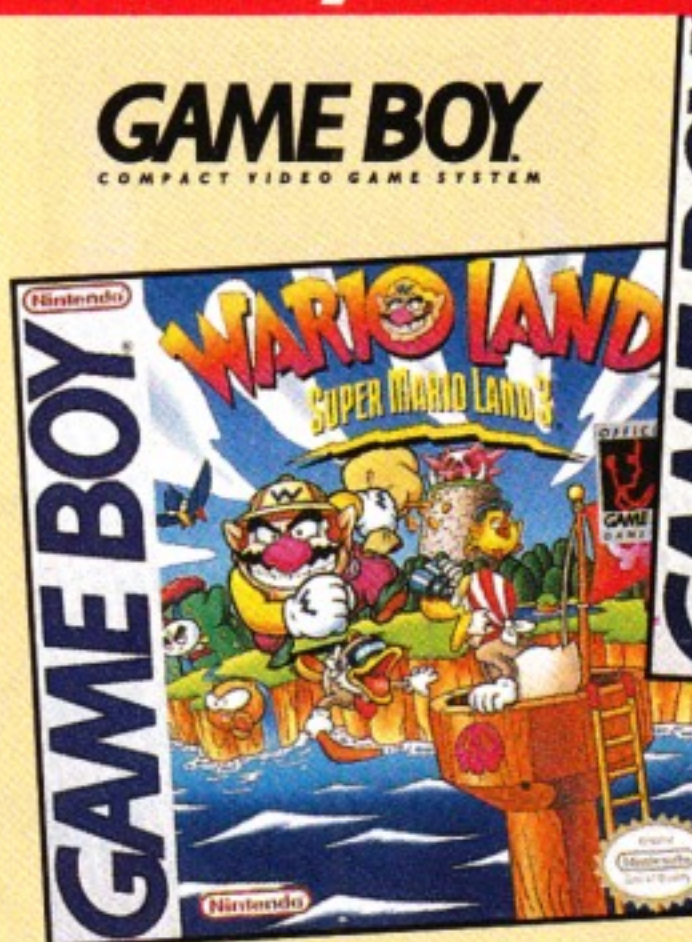
Hot Super NES Hits!

- NBA JAM** from Acclaim. **SUPER NINTENDO ENTERTAINMENT SYSTEM**
 - KNIGHTS OF THE ROUND** from Capcom. **\$3 OFF***
 - SLAM MASTERS** from Capcom. **\$3 OFF***
 - MEGA MAN X** from Capcom. **\$5 OFF***
 - SUPER STREET FIGHTER II** from Capcom.
 - KEN GRIFFEY JR. PRESENTS MAJOR LEAGUE BASEBALL** from Nintendo. **\$3 OFF***
- *With Real Deal In-Store Coupon.

\$2 OFF WHEN YOU PICK UP YOUR RESERVED TITLE
See Store For Coupon

SAVE!
WITH REAL DEAL IN-STORE COUPONS

Game Boy Goes For Fun!



- WARIO LAND** from Nintendo. **\$3 OFF***
 - TETRIS 2** from Nintendo. **\$3 OFF***
- *With Real Deal In-Store Coupon.



Game Gear To Go!

- NBA JAM** from Acclaim.
 - X-MEN** from Sega. **\$3 OFF***
 - POKER FACE PAUL'S: BLACKJACK, POKER & SOLITAIRE** from Sega. **EACH \$3 OFF***
- *With Real Deal In-Store Coupon.

GAME GEAR
COLOR PORTABLE VIDEO GAME SYSTEM

Save on the hottest selection of game titles with Real Deals at Software, Etc. See stores for coupons.



Genesis Gems!

NBA JAM

from Acclaim.

MAGICAL QUEST: STARRING MICKEY MOUSE

from Capcom. **\$5 OFF***

WORLD SERIES BASEBALL

from Sega. **\$3 OFF***

ESPN BASEBALL TONIGHT

from Sony Imagesoft. **\$3 OFF***

PEBBLE BEACH GOLF LINKS

from Sega. **\$3 OFF***

VIRTUA RACING

from Sega. **\$3 OFF***

DOUBLE DRIBBLE

from Konami. **\$3 OFF***

R.B.I. BASEBALL '94

from Tengen. **\$3 OFF***

CAESAR'S PALACE

from Virgin Games. **\$3 OFF***

*With Real Deal In-Store Coupon.



UP TO \$500 OFF!

COMING SOON FOR GENESIS: SUPER STREET FIGHTER II from Capcom.

Sega CD Rocks!



REBEL ASSAULT from JVC.

REAL DEAL \$3 OFF WITH IN-STORE COUPON

REAL DEAL \$3 OFF WITH IN-STORE COUPON

TOM CAT ALLEY from Sega.

ACCESSORIES



TRIBAL TAP 6-PLAYER ADAPTOR

from Naki. For Super NES.

Also available for Genesis.

REAL DEAL \$3 OFF WITH IN-STORE COUPON



MINI ARCADE from Naki. For Game Boy.

\$29.99 FEATURE PRICE



TeeV Golf

- The Ultimate option for SEGA GENESIS.
- Swing the club INDOORS • INTERACTIVE - actually PLAY the course.
- Adapters available for many golf games. • Easy to use. Lots of fun for the whole family.

TEEVGOLF from Sports Sciences.

\$119.99 FEATURE PRICE

SOFTWARE ETC

Offers valid 5/25/94 through 6/21/94



Super NES



By Slasher Quan

It took six years to happen, and you know what? The more things change, the more they stay the same. Super Metroid for the SNES is a massively enhanced, expanded, and souped-up remake/sequel to Nintendo's 1988 maze/side-shooting masterpiece that captivated audiences on all corners of the galaxy. If you remember what Zelda III was to Zelda I, then you know exactly what to expect from Super Metroid. And you get almost everything you expect, too.

Super Metroid is a superbly crafted multi-multi-multi-level (i.e., BIG) exploration game that has you running, jumping, rolling, springing, and scrolling your way through countless caverns, mines, lava floes, and generally perilous passageways in search of the guns, missiles, bombs, armor, and items that'll help you either negotiate the journey or blast every last alien life form in sight. The basic premise is search, destroy, find, use, and search again. And don't forget the brain cells – you'll need 'em!



Planet Zebes is massive! Remember the names of the areas?



You can even find map pieces to show you where to go.

A Face Only a Mother Brain Could Love

Samus (unwillingly) acquired a pet Metroid at the end of Metroid II for the Game Boy, but back at the research station, the cute little fella goes berserk, sprouts wings, crashes the station, and heads straight for its homeworld, Planet Zebes. Samus arrives on the scene to discover that somehow, within the space of two minutes, the Metroid has



SUPER METROID

repopulated the entire planet. Jeepers! The awesome lead-in story really sets the mood, but don't expect more cinema unless you pass the game.

Planet Zebes covers some familiar territory, but fortunately most of it's either all new or redesigned from previous versions. You traverse numerous worlds, each with

varying presentations of different themes and motifs (such as rain or fire). Many levels look alike, but at least the background colors change. The all-new auto-mapping feature is infinitely helpful and makes a potentially frustrating game accessible to a far wider audience.



When you find a new item, you may also find that the statue comes to life!

PROTIP: Once you have a new item, backtrack to collect all the power-ups you couldn't reach earlier in the level.

Xcellent Arsenal

Super Metroid's huge array of gunnery doesn't disappoint. All the classic cannons, such as the Freeze Beam and the Rolling Bombs, are back, plus

Super NES Game ProFile
Super Metroid
 (By Nintendo)

As a lengthy, rewarding maze game with a fully developed theme, you'll find the value factor on Super Metroid to be tremendous – one of the best SNES buys around.

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	4.0	5.0	Intermediate

\$49.95
 24 megs
 Available now
 Action/adventure

1 player
 Multi-scrolling
 Battery backup

Samus Is Back to Battle the Metroids!

When Samus trails the Metroid back to Planet Zebes, it won't be a very happy reunion!

some all-new lasers, such as a rope-swing á la Castlevania IV. There are also new powers, including a deadly bulldozing dash attack á la Mega Man X. Many power-ups are lifted from other SNES games, but who cares? The only really cheesy element is that instead of all-new weapons for every situation, some weapons are just enhanced versions of familiar items that really don't add much to the game (like the Super Missiles and the Super Bombs).



PROTIP: You'll need the Varia suit to explore heat-screened areas.



PROTIP: The classic Metroid recharge strategy still works: Sit by an enemy generator, keep blasting the buggers, and collect the power pills they leave behind.

The techniques and maneuverability of the Samus character are pretty much old hat, which means precise controls but a somewhat floaty, out-of-control feeling when you jump. That's okay, though, as all the controller buttons are used to move Samus and aim her weapons. Tighter maneuvers in the air, a less awkward way to aim diagonally, a way to use her regular gun and optional weapons simultaneously, and a less frustrating wall spring would have tightened up the action.



PROTIP: Charging the Spazer works with both guns and bombs. Experiment with both for different results.



PROTIP: Bomb everywhere. Look for visual clues such as a crack in the ground, but even if you don't see a clue, try it anyway. Secret passages lead to much-needed energy tanks and missiles.



PROTIP: Freeze enemies and jump on them to scale your way to new areas or make otherwise impossible leaps.



PROTIP: To spring super-high, run for a long distance with the Dash Boots, tap Down, then tap Jump.

PROTIP: You need the Dash Boots to run under collapsing gates.

Eerie, Haunting, and Eight-Bit

Visually, SM sets a wonderfully appropriate and dark mood – no pastel colors or painting plumbers here. However, the closer you look at the backgrounds, the more they look eight-bit rather than 16-bit. Not only that, the pix get reused mucho. That's okay, though; it's better to have the 24 megs invested in game play.

The soundtrack is also fairly somber and subdued, yet really cool at the same time.



PROTIP: Fire missiles into the plant boss's heart when it opens its jaws. Shoot the little flies to recharge yourself.

PROTIP: Notice the time register next to your save file? It means something. The faster you beat the game, the better the ending you'll get.

The music could have had more orchestral flair, but it doesn't grate at all and really complements the theme. The sounds are also great, and there's even some corny memory-wasting voice at the start of the game.

Suck This One Dry!

Super Metroid really delivers what Nintendo has always promised – deep, involving game play that'll occupy you for dozens of hours. There's certainly more Metroid territory to be explored, like controller-motion techniques or a wider variety of graphics, but heck, Nintendo isn't working on Project Reality for nothing. You better grab this one before a Metroid latches onto you! **G**

Unlock the Doors

Pink



PROTIP: Use five regular missiles to blast open the pink doors.

Gray



PROTIP: Gray doors require you to beat all the enemies in the room or do something special.

Green



PROTIP: Use one Super Missile to open the greens.

Orange



PROTIP: Set a Super Bomb to blast open the orange doors or any block with an icon in this shape.



Super NES



By Slasher Quan

You felt it in the wind. You heard it whispered in the alleys. You smelled it like the sweat and blood dripping off Sagat's scarred chest. And now it's official: SUPER is coming home to Super NES and Genesis simultaneously this July...complete with three stars of selectable speed. The only thing Capcom hasn't planned for this cart is Super Turbo moves from the new arcade game. Here's an exclusive first look at the SNES edition of what's shaping up to be one of the biggest arcade conversions of the year.

How Direct Can It Get?

Arcade players had a somewhat mixed reaction to Super Street Fighter II. The New Challengers, new combos, improved artwork, and great sound system were commended



while the slow game play and the absence of some moves from the previous Turbo CE version were criticized.

Since Super is planned as a near identical translation of the coin-op, in theory all the good and bad should be carried over, except for one major difference: speed. Unlike the original arcade game, the Super home carts have three speed stars, and



the faster action could remedy this major complaint about the arcade version.

Super's a huge 32-meg cartridge, the largest in history (double the size of the 16-meg original SF II). All that memory appears to be allocated to capturing all the sights and sounds of the coin-op. The most obvious and good news is that nothing appears to have been censored or cut. All

the new backgrounds are there in full glory: Ryu's opening Fireball cinematic is frame-for-frame perfect, Cammy is still wearing her trademark leotard, and Chun Li's Fireball is completely unaltered. Whether *anything* at all is missing is yet unknown; we will let you know next issue.

As far as game play goes, it should all be here, too! From Dee Jay's massive Hyper Fist

THE NEW CHALLENGERS!



Cammy's Cannon Drill vs. Fei Long's Rekka Ken



T. Hawk's Hawk vs. Dee Jay's Dread Kick



Cammy's Spinning Knuckle passes Fireballs if timed correctly!



T. Hawk's Thunderstrike vs. Dee Jay's Max Out



T. Hawk's Storm Hammer



Dee Jay's Hyper Fist



Zangief goes for his new Siberian Bear Crusher but runs into Ryu's new Red Hadoken stunner!



Bison's new Flying Psycho Fist vs. Chun Li's new Fireball



Vega's new Off-The-Wall Claw Thrust vs. Ryu's Red Hadoken



Zangief's new Siberian Suplex



Sagat's new Tiger Knee vs. Balrog's new Shoulder Butt



Ken's Flaming Dragon Punch knocks 'em dizzy!

Around the World in 15 Seconds

In addition to the star speed, Capcom has added two new modes for extra fun. One is the Time Challenge, where two players compete to see who can defeat computer-controlled opponents the fastest. Tournament Battle is an eight-player single-elimination tourney identical to the limited-release arcade Tournament Battle machines. The Super Battle mode is the same as Game Start, Versus Battle is the same as always, and Group Battle is the same as it was in last year's Genesis Special Champion Edition.

combos to Ken's cross-up Flaming Dragon Punch death combos, every maneuver and technique should be identical as usual.



The Tournament Battle mode sends you into an eight-player tourney.

The sounds are a nearly straight dump from the coin-op and, though Q-Sound was impossible, you'll hear every instrument, including the electric guitars on Fei Long's stage and the Bengal roar when Sagat does a Tiger move. However, the echo effects will be different using the SNES sound chip.



Check out the new character-select screen.

The new combo counter lets you know how many successive hits were unblockable.



"You are the champion" in Tournament Battle.

As far as street price goes, expect to pay about what you did for SF II and SF II Turbo: \$70-80.

Is SUPER Really Super?

After nearly three years atop the industry, can Street Fighter II pull out another one, or will Mortal Kombat II come out this fall and send the World Warriors to an early grave? Just how close is the Super translation? Is there any chance that Super Turbo Death Moves or

more stars might be buried in the cart? Right now, our predictions are: maybe, very, and possibly. Tune in next month for a full review. **G**

Super Street Fighter II
(By Capcom)
Available July for SNES and Genesis

Super NES



By Bro' Buzz

There's no peace in The Peace Keepers. This rough-and-tumble side-scroller makes a bid for fame with good beat-em-up action, above-average graphics, and an intriguing sci-fi story line.

When the DM Corporation evangelized "better living through genetic science," no one suspected that they meant better living for mutant monsters! Now four human heroes are out to manhandle the main monster-maker, a weird Shakespeare-quoting villain, Mr. Iago.

Rest in Pieces

The Peace Keepers is basic fist-and-feet-in-your-face stuff, but it's down to a science. The four main characters possess six to eight offensive moves, a block, and the ability to run. You can string together a variety of techniques with these moves. There's also an Angry mode, which makes your character temporarily invincible. The single-player action is intermediate level, but two players can have a ragin' good cooperative fight.

PROTIP: For a quick and deadly attack, double-tap Left or Right to run at an enemy and hit A to fire a Power Move.



Al's Spinning Fist!



Norton's the best fighter, if you can find him!



Flynn's got a secret!



Prokop's a fire breather!



Echo's Dashing Kick is awesome!



PROTIP: Grapple throws are very effective. Position your fighter either above or below an enemy, and use Up or Down to move into him at an angle. He almost never stops your throw.

This game confronts you with thought-provoking strategic decisions. Multiple pathways lead you through the game. You can also pass by a power-up in one area of a stage, then return to get it later. The Power Moves are devastating, but each one consumes your energy.



THE PEACE KEEPERS



PROTIP: Bad guys damage each other. You can also toss them into each other or knock them into holes.



PROTIP: Surround the bosses during simultaneous two-player action.



With a multiplayer adapter, up to four fighters can duke it out.

PROTIP: Here's a handy defensive move: Double-tap Left or Right to run away.

See Evil, Hear Evil

Your eyes will enjoy this side-scrolling show. The character graphics are sharp and cool-looking, particularly the slimy fish-things and the gooey plasma boss. There are plenty of cool touches, too, such as the shadows of 747s flying over the airport stage.

The audio is serviceable, but it has a subtle sparkle. You get average socks and groans, but the background noises, such as waterfalls and the passing jets, are great.

To Be or Not to Be

The Peace Keepers is a slick piece of work. With good fighting action, sharp graphics, and even Shakespearean dialogue, this cart's a keeper. **G**



This creature was once human.



PROTIP: Dash Attacks are powerful, but Flynn's Sliding Kick is particularly unstoppable when timed just right.

With a Hudson Super Multi-tap, up to four players can have a battle royale in a boxing ring. The four-player fight's not a bad diversion, but the fighting action isn't really quick or diverse enough to match the demands of four human combatants.

Super NES Game ProFile The Peace Keepers (By Jaleco)

This courageous cart keeps the peace with bust-your-thumbs beat-em-up action and unusual, eye-catching visuals.

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

Price not available
16 megs
Available now
Beat-em-up

4 players (using Hudson Super Multitap)
8 levels
¾-overhead view
Multi-scrolling

LUFIA'S GOT EVERYONE TALKING...

"The best RPG so far this year."

- ELECTRONIC GAMES

"Lufia is a terrific RPG...IT'S HOT!"

- GAME PLAYERS

"Lufia is one that stands apart from the pack."

- GAMEPRO

"Lufia is up there with the best of 'em."

- VIDEO GAMES

"I recommend this RPG...for both beginners and masters alike."

- GAME FAN



BUT PLAYING IS BELIEVING!

OUR EXCITING
NEW RPG PITS
YOU AGAINST EVIL
AND CHALLENGES YOU
IN A STRUGGLE TO
SAVE THE WORLD.

LICENSED BY
Nintendo



Nintendo, Super Nintendo
Entertainment System and
the Official Seal are regis-
tered trademarks of Nintendo
of America Inc. ©1991
Nintendo of America Inc.

TAITO HINT LINE

1-900-28-TAITO

\$.75/min. for recorded hints. \$1.25/min.
for live hints. Must be 18 yrs+.
Touch-tone only.

TAITO

THE ONLY GAME IN TOWN

TAITO AMERICA CORPORATION
390 Holbrook Dr., Wheeling, IL 60090



Taito and Lufia & The Fortress of Doom are
trademarks of Taito Corporation.
©1993. All rights reserved.

Super NES



By Slo Mo

If it's hard for you to take wrestling seriously, take a serious look at Saturday Night Slam Masters! This solid Capcom game rolled through the arcades quickly, but it's a sure-fire bet to establish turf on the SNES.

They've Got A Crush on You

The stars of the show are eight outrageous wrestlers who are ready to inflict maximum damage. The object is simple: Crush your opponent's body and ego, then pin him to the mat. If you can scare up four wrestling nuts and a multiplayer adapter, the Slam Masters' Battle Royale is a kick and a half. Slam's masterful orchestration of four-player moves makes it one of the best four-player carts yet.



The Jalapeño Comet! Shades of Bison's Torpedo!



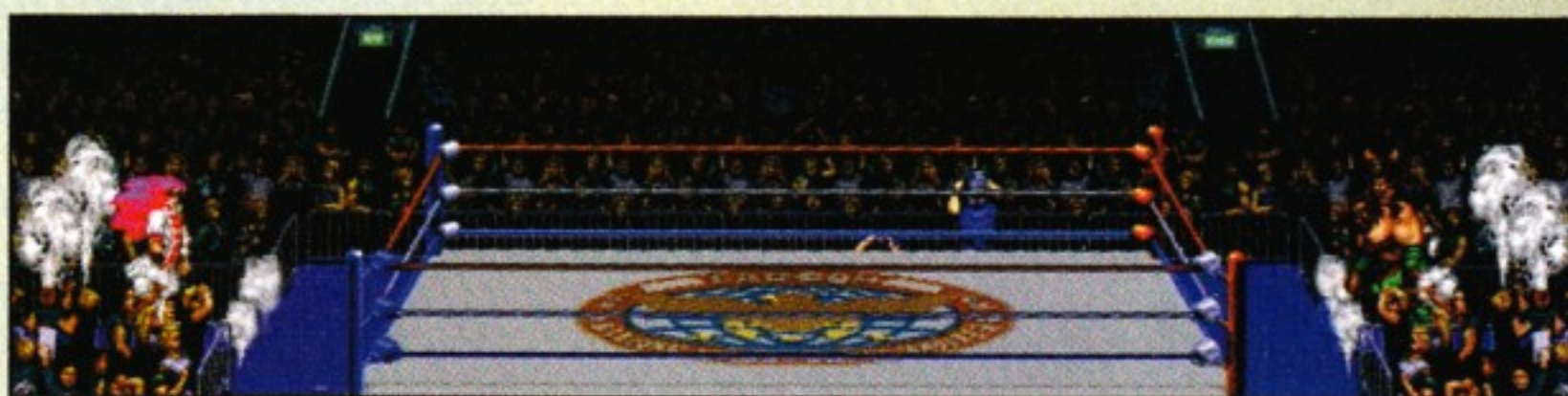
PROTIP: If you get knocked down, immediately press Up or Down to roll away from a pin. If you must, roll out of the ring!

PROTIP: When you pin your opponent, continuously press Attack and Pin to make his escape harder.

PROTIP: If you're getting your keister handed to you, double-tap Left or Right to run away.

PROTIP: Practice your techniques (especially the sometimes-tough Super Slam Techniques) on a dummy. Naaaah, not your kid brother — start a two-player match but play solo.

The fighting's fierce and fun thanks to the diverse controls. Naturally, you can slug or kick away by jamming the Attack button, but each character has a cool Special Attack and an awesome Super Slam Technique, requiring you to grab an opponent and quickly execute control-pad moves. The result is an entertaining variety of nasty airborne kicks, bone-crushing shoulder throws, and face-mashing slams into the mat. Some of the controls and fighting techniques are noticeably lifted from Street Fighter (directional-pad thumb sweeps with button presses). For example, El Stingray's Jalapeño Comet uses Ryu's Fireball controls. The defense isn't sophisticated, but if you're pinned, you can kick out by maniacally jamming pad directionals and buttons.



The Greatest Show on Earth.



SATURDAY NIGHT SLAM MASTERS



Four-player Battle Royale is the way to party.



Select a Slam Master who suits your style.



PROTIP: If your opponent climbs the turnbuckle to taunt you, use your jump attack to knock him back down to earth.

Show Time!

The graphics will grab ya with their slick Street Fighter style. The wrestlers look buffed and bad, and each one has unique graphic touches, such as Oni's Japanese devil mask and Rasta's pet monkey.

The sounds are sparse, but what's there pumps you up for the rumble ahead. Individual theme music combines with the lively crowd cheers to produce energetic opening ceremonies for every match.

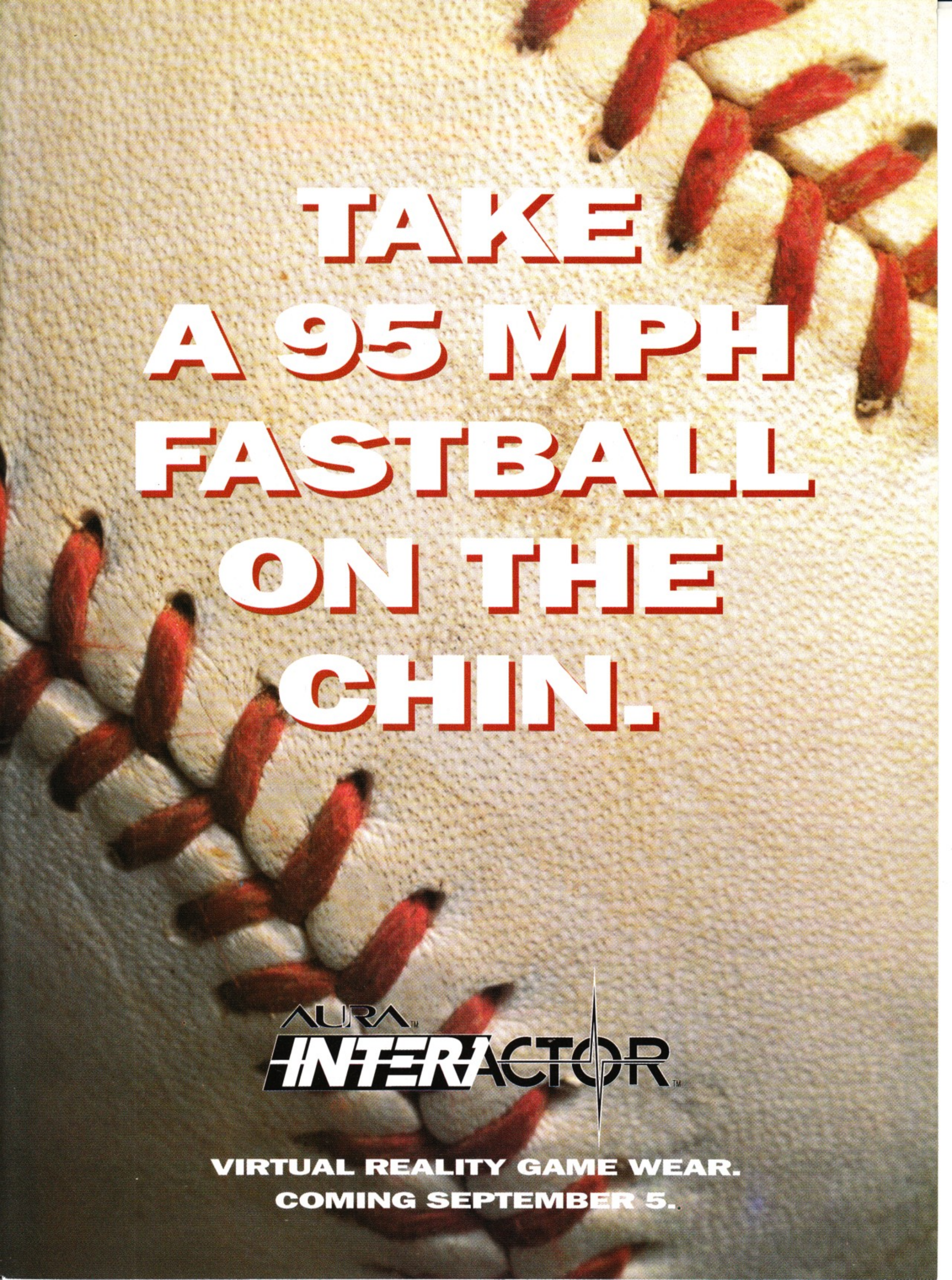
Slam the Man

You may wonder if TV wrestling is for real, but the action here is "for real" enough to chase any other wrestling game out of the ring. If your Street Fighter fightin' is getting too serious, jam with Slam! **G**

Super NES Game Profile Saturday Night Slam Masters (By Capcom)

Saturday Night's all right for fighting. If you want a breather from intense fighting games, this wrestling cart's a refreshing break. It even borrows Street Fighter II controls.

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.0	4.0	4.0	INT. Intermediate
Price not available	24 megs	Available May	Wrestling	4 players (using Hudson Multitap) Side view Multi-scrolling



**TAKE
A 95 MPH
FASTBALL
ON THE
CHIN.**

AURA™
INTERACTOR™

**VIRTUAL REALITY GAME WEAR.
COMING SEPTEMBER 5.**



By Scary Larry

The Jetsons are now on the scene with their new SNES adventure, and if you were a fan of the show, you might like this game. Otherwise, this is just your regular hop-till-you-drop side-scroller.

Meet George Jetson

In The Jetsons, you play as George and, like the cartoon, you're just an average space-age guy. This time, though, you have to deal with space pirates. You travel through seven stages, trying to knock off a motley crew of machines, which includes flying robots, mechanical whales, and blood-sucking bats, to name a few.

You're armed with that special Jetson charm and a suction machine, which you use to suck up blocks, enemies, and power-ups. You'll also use the suction machine as a grappling hook, sucking onto walls and scurrying up the sides. This is one powerful sucker!



PRO TIP: Use the suction machine to swing onto the roof.



PRO TIP: Knock off this Monkey Boss by sucking up blocks and spitting them back at him.

The Jetsons by Taito

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

Price not available
8 megs
Available now
Action/adventure
2 players

1 player
7 levels
Side view
Multi-scrolling

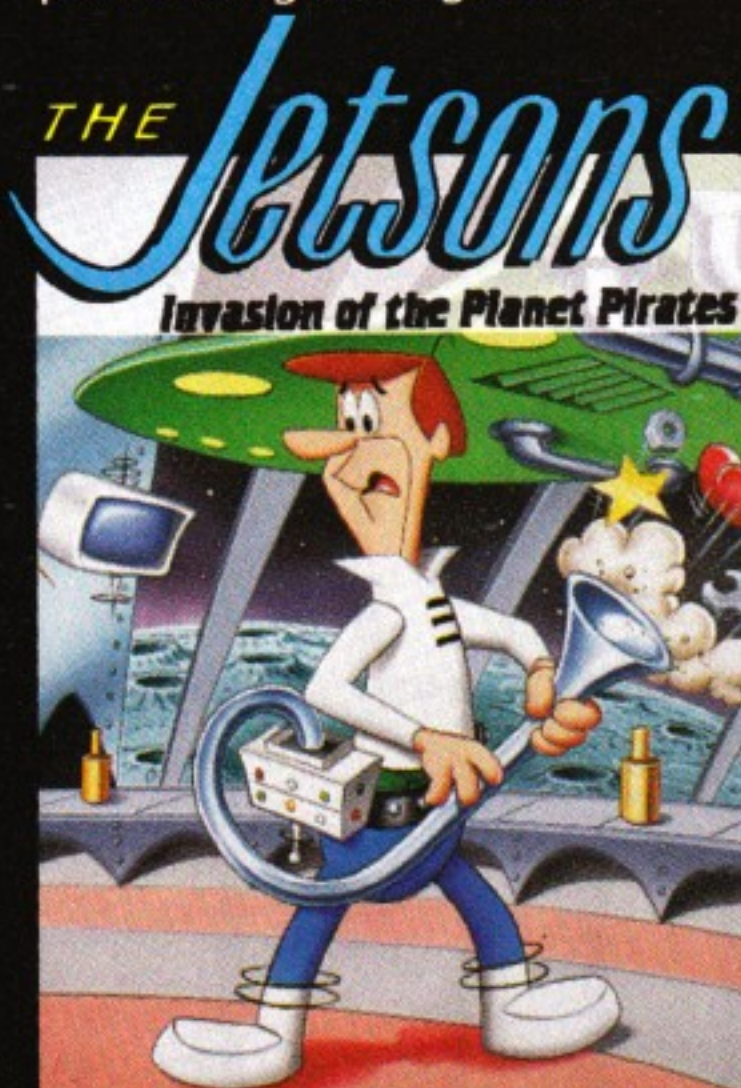


Super NES

A Moon with a View

The backgrounds and graphics are all very cartoony and Hanna-Barbera-ish, with nice colorful locales and enemies, but there isn't enough variety to hold your interest. George seems way too stiff (and happy) for someone battling space pirates.

The music is tedious, with the same Jetsons theme music permeating throughout.



PRO TIP: Also use the suction machine to get you into (and out of) hard-to-reach places.

Stop This Crazy Thing!

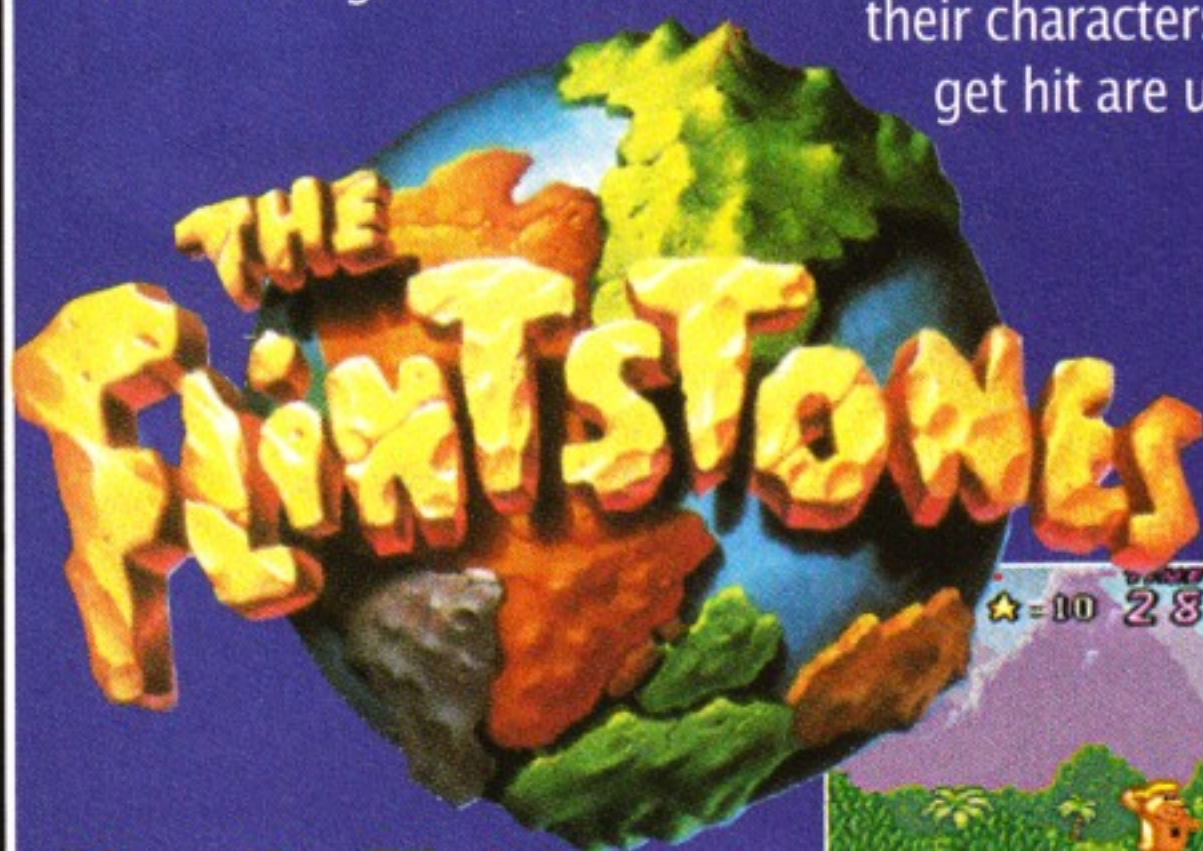
If you liked The Jetsons (and I mean really liked them), then you might be able to wade through this game. Intermediate gamers need not apply much thought to this one, though.

The Jetsons game is basic hop-n-bop, space-style, but it seems like all the other hop-n-boppers out there. Not even a recognizable cartoon character could help this one. **G**



By Scary Larry

Your favorite Stone Age family is here for the SNES, but you'll remember the cartoon with fonder memories than you'll have for this game.



Meet the Flintstones

Fred and Barney are back, and this time they mean business. Fred's trying to get elected as Grand Poobah of the Water Buffaloes. Unfortunately, to find a worthy candidate, all prospects must search for the famed Treasure of the Sierra Madrock. Fred and Barney are gone before you can say yabba dabba doo.



PRO TIP: Use Barney in the foot race. He's faster.

Armed with cave clubs, you play as both Fred and Barney (alternatively or with another player). You bop your way through four breezy levels of prehistoric parkland, battling against angry Armadillos, Jurassic Sharks, yabba dabba Dodos, and more. Strewn throughout the game are some mild bosses, sideshow games (for 1-ups and more), and even a Mode 7 foot race.

Jurassic Lark

Playing through The Flintstones is easy on the eyes. The sprites are small, but they're well-animated.

The music is a weird hybrid of Flintstones theme music and eerie prehistoric sounds. Unfortunately, you won't hear voices, which really would have helped, because the squawks that come from their characters when they get hit are unidentifiable.



PRO TIP: This Jurassic shark will rear its ugly head just before he strikes.



PRO TIP: Check waterfalls carefully for hidden spaces.

Bedrock Blues

This game is definitely geared toward younger players. Intermediate gamers will find this game repetitive and way too easy. Everyone else will find themselves leaving the cave for some fresh air rather than being stuck with this humdrum rock-knocker. **G**

The Flintstones by Taito

Graphics	Sound	Control	FunFactor	Challenge
				BEG.
4.0	3.5	3.5	4.0	Beginner

Price not available
8 megs
Available now
Action/adventure
2 players

4 levels
Side view
Multi-scrolling
Passwords

SEGA-CD™ owners asked. We listened. Now, it's here...

LUNAR™

THE SILVER STAR

True Role-Playing!
CD sound!!
Hot animations!



Our games go to 11!

SEGA AND SEGA CD ARE TRADEMARKS OF SEGA ENTERPRISES, LTD. Game (C) 1992 Game Arts. "LUNAR" is a trademark of GAME ARTS. Licensed from GAME ARTS by WORKING DESIGNS, 18135 Clear Creek Road, Redding, CA 96001. This game produced in 3B, eh? For a dealer near you, call (916) 243-3417 ext.190.

Super NES

Space Ace

By Lawrence of Arcadia

Space Ace is a very poorly done cartridge translation of the laser-disc arcade game. If you want the look and feel of the original, wait for ReadySoft's Sega CD version.



PROTIP: In Space Station Alpha, watch out for the gunner on the left just after the stage begins.

This hard-to-play side-scroller really grates on you after just ten minutes. The awkward controls (you fall off ledges for no reason at all) and pixelated graphics (the cut scenes, which are meant to be humorous, are just hideous) combine for one of the most unplayable video games in recent memory. There's no challenge in getting through this game...just frustration.

There's gotta be a better way to spend your money, and if you can't find one, then you deserve this brainless game. Rental is written all over it.



PROTIP: When jumping to this platform, aim for the shadow underneath the machine.

Space Ace
(By Absolute)

Graphics	Sound	Control	FunFactor	Challenge
				INT.
2.5	3.0	2.5	2.0	Intermediate

\$59.95
8 megs
Available June
Action/adventure

1 player
Overhead view
On-line help

Super NES

Super Solitaire

By Lawrence of Arcadia

Card games are making a resurgence on all systems. Although this one is better than most, it still seems kind of...well, lonely.



PROTIP: Don't feel that you're cheating because you're looking at the hints. The cards all start to look the same after a while.

Super Solitaire features a slew of solitaire styles like Pyramid and Straight Solitaire, along with Hint and Next Card clues. This is not a game, though, for kids who will be bored the minute the second card is shuffled.

There's enough variety in the games to keep an intermediate gamer busy, the graphics are nice, and you can change the backgrounds. The music is easy on the ears, and if this sounds like an afternoon well spent to you, then you'll thoroughly enjoy Super Solitaire.



Classic Canfield Solitaire offers complexity and artwork extraordinary.

Super Solitaire
(By Absolute)

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

\$59.95
4 megs
Available Now
Card game

1 player
Overhead view
On-line help

Super NES

Natsume Championship Wrestling

By Lawrence of Arcadia

If you think you've seen all that wrestling games have to offer, think again. This group of washed-out, overweight superstars shouldn't even be wrestling. They should be doing time.



PROTIP: The Flying Drop Kick is probably the easiest move to master, and it's one that gets results.

Natsume Championship Wrestling looks and plays like an eight-bit pretender. The undersized sprites and the run-of-the-mill moves are as unsatisfying as the bad music and poor sound effects. Maybe this is what it's really like when you go to a wrestling match.

Kids and true wrestling fanatics may enjoy this boring imitator, but don't count on it to satisfy them for long. Pin this one to the mat, and don't let it up until it screams "Uncle."



PROTIP: Don't show any mercy when your opponent is down. Go after him.

Natsume Championship Wrestling
(By Natsume)

Graphics	Sound	Control	FunFactor	Challenge
				INT.
2.0	2.0	2.5	2.5	Intermediate

\$69.95
16 megs
Available May
Wrestling

2 players
Side view

Super NES

Super Pinball

By Lawrence of Arcadia

The action in Super Pinball is realistic – the board is angled and the flippers are far apart. Unfortunately, this is why people stopped playing pinball and started playing pinball video games.



PROTIP: Keep flippers nested (in the up position) when the ball is in the lower part of the screen.

The graphics in Super Pinball are clean but uninspired. The ball moves quickly around the play area, but otherwise the screen is static. The bumpers, flippers, and bonus markers are too small, and the angle of the board will give you a permanent squint.

Although you get lots of bells and flipper thumps, the music in this cart sounds like it came from a dimly lit bar.

Video pinball games are getting faster and more sophisticated, but this game takes you back to the old pinball days. It's straightforward and not very imaginative.



PROTIP: Don't shake the machine. It's ultra-sensitive.

Super Pinball
(By American Technos)

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

\$59.95
Available May
Pinball

4 players
3 boards
Overhead view



Alien.
Deadly.
No Fear.
No Remorse.
...and it's coming
to your SEGA-CD™

*Awesome Role-Playing!
CD Sound!
Animation!*

ICETOWER	
SANDOR	L19 HP 296 MP 50
POTTLE	L19 HP 223 MP 70
RACHEL	L15 HP 278 MP 60
P.J.	L19 HP 285 MP 90
29958 G	

Rated by V.R.C.
NOT YET RATED
NOT RATED



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT THIS PRODUCT MEETS THE HIGHEST QUALITY STANDARDS OF SEGA™. BUY GAMES AND ACCESSORIES WITH THIS SEAL TO BE SURE THAT THEY ARE COMPATIBLE WITH THE SEGA CD™ SYSTEM.



Our games go to 11!



Super NES



By Earth Angel

It's a bird...it's a plane...it's...

Superman? That's right, despite rumors of his early demise, the Man of Steel's made a remarkable recovery.

The 16-meg Death and Return of Superman seeks to recreate the famous DC Comics story. In this video comic book, you'll see Superman die, you'll go to his funeral, and then you'll get to meet four new characters: The Eradicator, the Man of Steel, Cyborg, and Super Boy. Each one claims to be the real Superman. What happens at the end? Who is the real Steel? Aw, come on, you're gonna have to play it to find out.

The game play boasts the ability to play as each of the four new Supermen, plus the original. Huge, beautifully rendered character sprites bring each of the superheroes to life, and each has a repertoire of special moves straight out of the comic. At first look, the action's got some of the elements of a head-to-head fighting game, but you also advance through side-view, multi-scrolling levels in the tradition of Double Dragon.

Kryptonite or not, Superman's soaring to the Super Nintendo and Genesis early this fall. You can count on hearing more about this exciting cart in upcoming issues. **G**

Death and Return of Superman
By Sunsoft
Available Fall '94



Superman has to fight his way out of tough situations.



Super Boy kicks up some sizzling speed with his super move.



The Man of Steel wields a deadly hammer.

DEATH and RETURN of SUPERMAN



Toss 'em 'til they don't come back for more.



You'll have to maneuver in some tight quarters.



The punks are out in force!



Each character has incredible super moves.



Cyborg's toe is a deadly kicking weapon.



Cyborg flies into action.



Super Boy flips over his foe and then tosses 'em to the ground.



Just like the other Supermen, the Man of Steel can take to the air for combat.

CLAYMATES™

Meet Muckster the Cat



Name: Muckster the Cat
 Hobbies: Scratching, sleeping, eating
 Turn Ons: Whiskers that just don't stop
 Turn Offs: Hairballs
 Favorite Music: "Cats" soundtrack; Stray Cats
 My idea of a great date is: Chasing mice on catnip
 My idea of a romantic evening is: A moonlit stroll along the alley fence

Muckster the Cat is quick in a cat-astrophe. He's one arrogant feline with an attitude and razor-sharp claws that can scratch the daylights out of anyone. Naturally, Muckster thinks he's the best Claymate of them all. Now you can find out if that's a fact. Just transform yourself into Muckster or any five of the amazing Claymates™ characters in their non-stop adventure across the globe.

Fly, swim, dig and run through this outrageous adventure. For a limited time only, you can get Claymates in Interplay's outrageous Magic Motion® Box, as cool on the outside as it is on the inside-- grab it quick at your local video game retailer! Claymates. From the people who put the fight in Clay Fighter.™



Interplay™

Find this Claymates symbol somewhere on the next two pages and you could win a Claymates T-shirt. Just circle the hidden symbol and mail it, along with your name, address and phone number, to Interplay Productions, Inc., Claymates Offer, 17922 Fitch Avenue, Irvine, CA 92714. The first 50 names drawn at random will win, so enter now! Entries must be received by August 1, 1994. Keep your eyes open for more Claymates ads with this hidden symbol and you could be an outclaygeous winner!

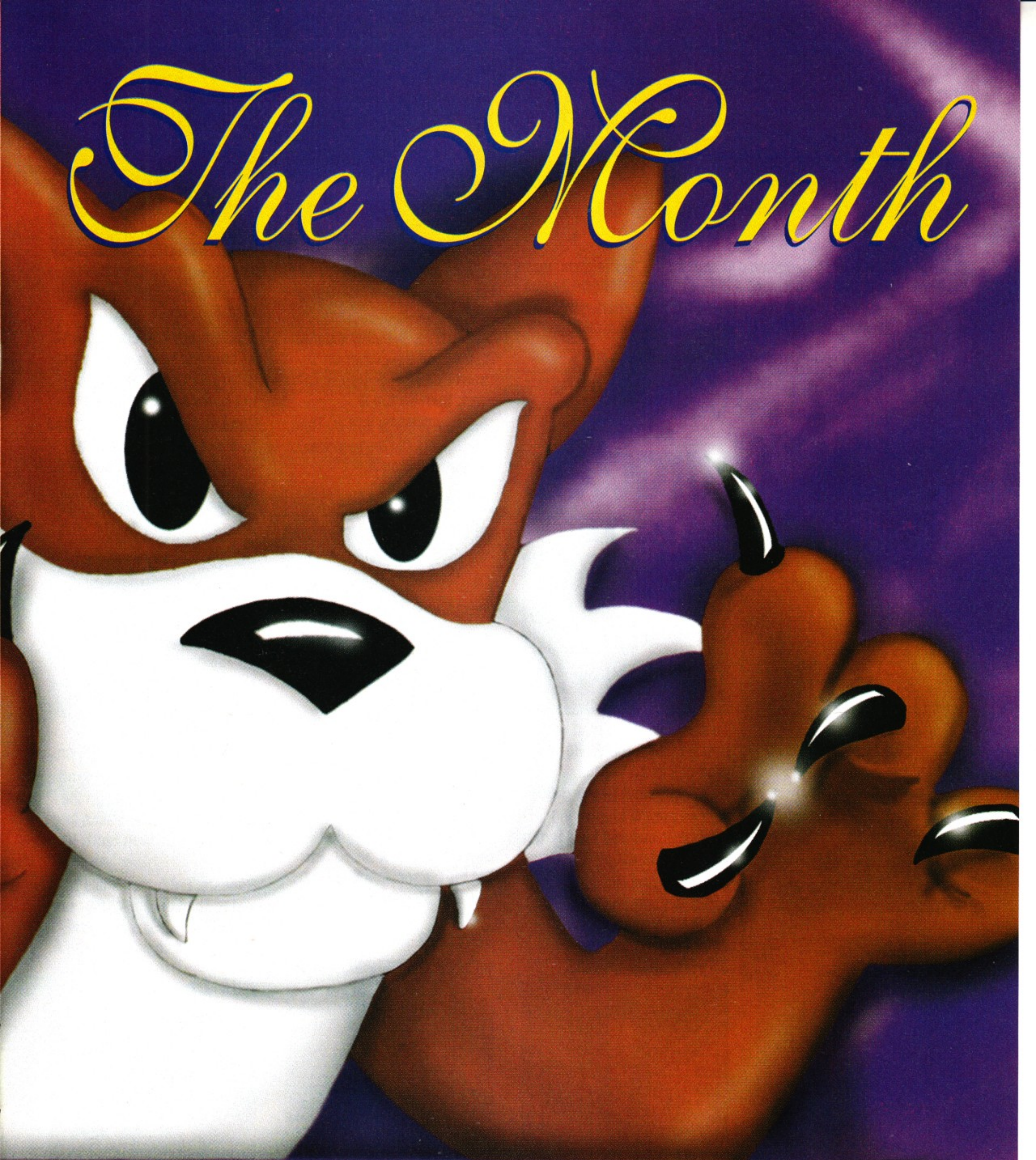


Interplay Productions, Inc.
 17922 Fitch Avenue
 Irvine, CA 92714
 (714) 553-6655

Claymate Of

Muckster the cat

The Month



*Interplay*TM



LICENSED BY

Nintendo[®]

Interplay Productions, Inc.
17922 Fitch Avenue
Irvine, CA 92714
(714) 553-6655

Secrets of NBA Jam

SPECIAL FEATURE



By The King Fisher

Hail, fellow Jammers! To enhance your Jammin', we're givin' up the slamminest secrets for the NBA Jam SNES and Genesis games. And just to keep you busy, we slid in some hidden characters and power-ups for the new NBA Jam Tournament Edition arcade game.

NOTE: Enter hidden characters' codes at the Initials screen.

SNES and Genesis

Hidden Characters

Hail to the Chief



To jam as President Clinton...
SNES: Enter the initials **A** and **R**, then move the cursor to the letter **K**. **Press and hold L**, then **Start**, then **Button X**.
Genesis: Enter the letters **A** and **R**, then move the cursor to the letter **K**. **Simultaneously press Start and Button A**.

A Jammin' VP



To slam as VP Gore...
SNES: Enter the letters **N** and **E**, then place the cursor on the letter **T**. **Press and hold Buttons L**, then **R**, then **A**.
Genesis: Enter the letters **N**, and **E**. Put the cursor on the letter **T**, and **hit Start and Button B**.

Dangerous Dan



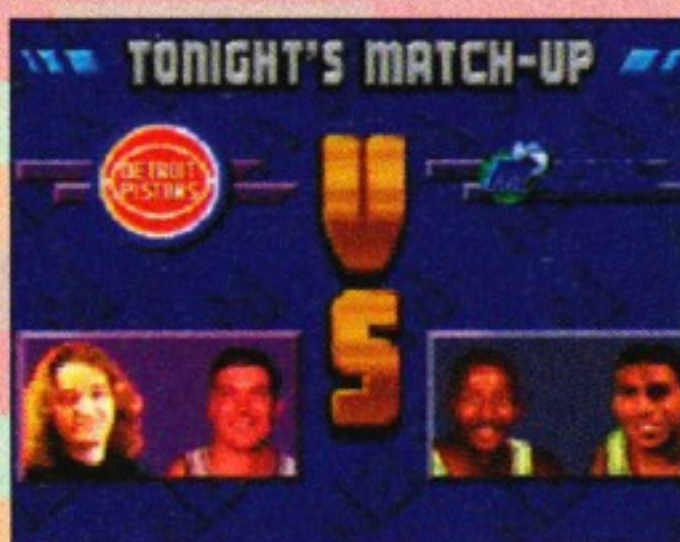
To slam like a madman with Dan Feinstein, the White Team producer at Acclaim...
SNES: Enter the letters **S** and **A**, then put the cursor on the letter **X**. **Press and hold Button L**, then **R**, then **X**.
Genesis: Enter the initials **S** and **A**, and put the cursor on **X**. **Hit Start and Button C**.

Stylin' Sal DiVita



To jam it home with NBA Jam's stylin' artist Sal DiVita...
SNES: Enter the letters **S** and **A**, then put the cursor on the letter **L**. **Press and hold Button L**, then **Button R**, then **Button X**.
Genesis: Enter **S** and **A**, then put the cursor on the letter **L**. **Hit Start and Button C**.

"Master Jammer"



To play as Mark Turmell, the rim-rockin' Midway creator of NBA Jam...
SNES: Enter the letters **M** and **J**, then put the cursor on **T**. **Press and hold Button R**, then **Start**, then **Button A**.
Genesis: Enter **M** and **J**. Then, with the cursor on **T**, **press Start and Button A**.

Rivetting Jamie



To anchor your team with Jamie Rivett, an NBA Jam designer...
SNES: Enter the letters **R** and **J**, and put the cursor on the letter **R**. **Press and hold Button R**, then **Start**, then **Button X**.
Genesis: Enter **R** and **J**, then put the cursor on the letter **R**. **Then hit Start and Button B**.

Terrible Tom



To score with Terrible Tom Rademacher...
SNES: Enter **R** and **O**, then put the cursor on **D**. **Press and hold Button R**, then **Start**, and then **Button X**.
Genesis: Enter **R** and **O**, and put the cursor on **D**. **Then hit Start and Button B**.

"Chow Chow"



To jam with Asif Chaudrhi, a White Team associate producer at Acclaim...
SNES: Enter the letters **C** and **A**, then put the cursor on the letter **R**. **Press and hold Button L**, then **R**, and then **X**.
Genesis: Enter the letters **C** and **A**, then put the cursor on **R**. **Then press Start and Button C**.

Runnin', Gunnin' Moon



To run and shoot with the Houston Oilers' Warren Moon...
SNES: Enter the letters **U** and **W**, then put the cursor on the blank space. **Press and hold Button R**, then **Start**, then **Button A**.
Genesis: Enter the initials **U** and **W**, then put the cursor on the blank space. **Hold down Start and press Button A**.

"Air Dog"



To play as Erik Samulski, son of Acclaim's VP of Product Development Paul Samulski...
SNES: Enter the letters **A** and **I**, then put the cursor on **R**. **Press and hold the Left trigger**, then **Start**, and then **Button X**.

Genesis: Enter the letters **A** and **I**, then put the cursor on **R**. Then press **Start** and **Button A**.

A Funkadelic Jammer



To jam it home with George Clinton, leader of the P-Funk group Parliament...

SNES: Enter the letters **D** and **I**, then put the cursor on the letter **S**. Press and hold **Button L**, then **Start**, then **Button A**.

Genesis: Enter the initials **D** and **I**, then position the cursor on **S**. Press **Start** and **Button C**.

Eric "Kaboom" Kuby



To set the court on fire with Eric Kuby, game tester at Acclaim...

SNES: Enter **Q** and **B**, and put the cursor on the **blank space**. Press and hold **Button L**, then **Start**, and then **Button X**.

Genesis: Enter **Q** and **B**, then put the cursor on the **space**. Press **Start** and **Button A**.



SNES and Genesis

Power-Ups



Powered-Up Turbo



This power-up gives you a constant Turbo boost – particularly good for slow players.

SNES: Wait for the Tonight's Matchup screen, then tap any button six times. On the sixth tap, press, and hold **Buttons Y, B, and A**.

Genesis: Tap any button six times, then press and hold **Buttons C, B, and A**. YES!

Juice Mode

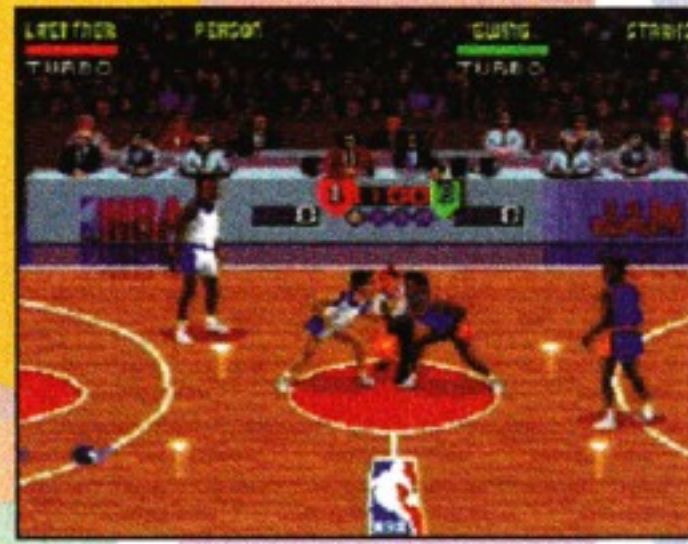


This speed-up code is great for Jammers who think they can do it all.

SNES: Tap any button 13 times at the Matchup screen. On the thirteenth tap, hold down **Buttons B and Y**.

Genesis: Tap any button 13 times at the Matchup screen, then hit **Buttons B and C**.

Powered-Up Defense



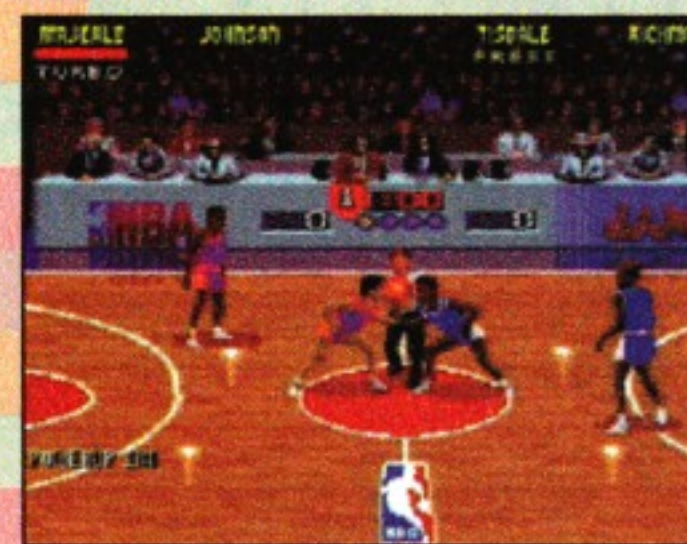
For both the SNES and the Genesis, wait for the Tonight's Matchup screen. Then, tap any button five times. On the fifth tap, press and hold the button until the tipoff.

Shot Percentage Display



This feature rates the likelihood that you'll make a shot, excluding dunks. The shot percentage display is for your own use, since a shot that registers at 5% has the same chance of sinking as one that registers at 75% – it all depends on your player's attributes and whether computer assistance is on. To get this display on the SNES or Genesis, tap any button once at the Tonight's Matchup screen, then press and hold down **Down, Button B, and Button A**.

Powered-Up Intercept



Steal the easy way with this code for either the SNES or the Genesis. It really helps if your team has Speed problems or a low Defense rating. Wait until the Tonight's Matchup screen appears. Then hit any button 15 times while rotating the directional pad in a clockwise direction. On the fifteenth tap, hold the button until the tipoff.

Powered-Up Dunks



To perform any slam with any player from half court on either system, press any button 13 times while rotating the directional pad in a clockwise direction. On the thirteenth tap, hold the button until tipoff.

Powered-Up Fire



To be On Fire for the entire game...

SNES: Wait for the Matchup screen, then hit any button seven times. On the seventh tap, press and hold **Up and Buttons Y and B**.

Genesis: Wait for the Matchup screen, then tap any button seven times. Then, hold **Up** and press **Buttons B and C**.

Secrets of NBA Jam

SPECIAL FEATURE

Tournament Edition Hidden Characters

Al Lasko



Al Lasko, lab tech at Bally/Midway: **AML**, August 13

Josh Tsui



Josh Tsui, video game artist at Bally/Midway and member of the 1992 Chinese Olympic Basketball Team: **JYT**, November 28

Kary Mednick



Kary Mednick, the video department manager at Bally/Midway: **CMM**, July 2

Larry "Kamm" Demar



Larry Demar, Bally/Midway's main Pinball Wizard and designer of Twilight Zone, Star-gate, and Robotron: **VLK**, November 9

Jake Simpson



Jake Simpson, Bally/Midway programmer and designer: **JMS**, February 22

Shawn Kemp



Seattle Supersonic Shawn Kemp: **KMP**, November 26

Eric Kinkead



Eric Kinkead, a Midway video game artist. Possessor of nine lives, he slams with best: **DIE**, January 1

Alonzo Mourning



Charlotte Hornet Alonzo Mourning can join any team and provide you with some monster jams: **ZO[space]**, February 8

Mark Penacho



Mark Penacho, Bally/Midway programmer and video game designer: **MDP**, January 13

David Robinson



NBA superstar and San Antonio Spur David Robinson can jam on any team you want him to: **ROB**, August 6



Tournament Edition Power-Ups

Huge Heads Power-Up



Now the players can have HUGE heads. At the Matchup screen, **hold the joystick Up**, then **simultaneously press and hold Turbo and Steal**.

Big Heads Power-Up



You can still do the regular Big heads trick in the new Tournament Edition. At the Matchup screen, **tap any button six times before the Shrink starts**. Then, **hold Up on the joystick**. At the end of the Shrink, **simultaneously press Turbo and Pass**.

Powered-Up Intercepts



Want really quick hands and serious Intercept Speed? At the Matchup screen, **tap any button at least five times before the Shrink starts**. Then, **hold Down on the joystick**, and at the end of the Shrink hit the **Shoot button**.

Expanded Rosters



To get an Expanded Roster of players, go to the Team Select screen, **tap Pass three times**, then **pull Down on the Joystick**. Rotate the Joystick 360 degrees clockwise and then **tap Pass once**.

Get Away with Goal Tending



If you've got fast fingers, you can get away with Goal Tending 70 percent of the time. At the Matchup screen, **tap any button 24 times before the Shrink begins**.

Team Swap at Halftime



To swap teams at the half, go to the Substitution Page, **hold Right on your joystick**, then **hold Pass for two seconds**.

Computer Assist Off



To bypass your local arcade operator's Computer Assistance choice in a two-player (or more) game, turn Computer Assistance off at the Matchup screen by **tapping any button ten times**.

Tournament Mode



Wanna find out who's the best jammer in the house? Activate the Tournament mode – no power-ups or hidden characters can be used. At the Matchup screen, **hold Right on the joystick and then simultaneously press and hold down all three buttons any time before the Shrink begins**.

Baby-Sized Jammers



For baby-sized players, at the Matchup screen **press and hold Down/Right diagonally on the joystick**, and **press Turbo, then Shoot, then Pass**. Repeat this button combo two more times.

Maximum Power

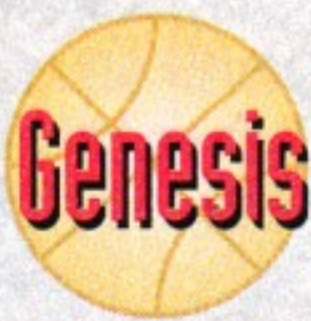


Go for Maximum Power (you can't get knocked down) and rule the courts. At the Matchup screen, **hold Down on the joystick and then simultaneously press Turbo, Shoot, Pass, and Start**. **G**

Hoops Hysteria!

NBA Action '94 – Nothin' but Net

**NBA
Action '94**



By Athletic Supporter

NBA Action '94 isn't a slam dunk, but it still scores. This latest entry in the hoops market gets a high-five for having some of the most realistic game play around.

Hoop-la

The best part about NBA Action '94 is its licensing. You get all 27 NBA teams and their 1993-94 opening-day rosters, plus top rookies like Golden State's Chris Webber. Besides the current stars, you can also select from three Hall of Fame teams. Lace 'em up with the all-time greats, including Dr. J and "Pistol" Pete Maravich. If you can't win with these legends, it's time to hang up your sneakers.

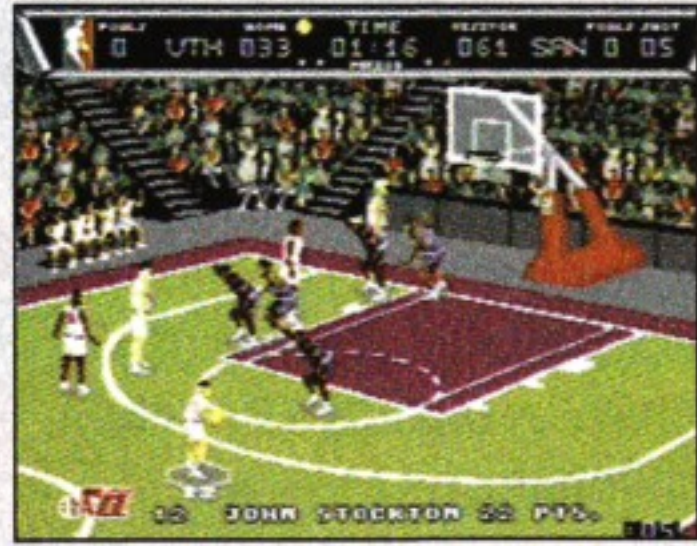


PROTIP: The computer is slow to get back on defense. Passing the ball quickly up the court can often result in an easy basket.

NBA Action '94 has a wide variety of options, most notably the ability to team up with four friends against the computer. Like many multiplayer games, however, the 5-Player Co-Op feature is



difficult to master. It's tough enough to get two players to play like teammates, let alone five. It's also easy to lose track of which player you're controlling with so many bodies on the floor.



PROTIP: If you have a "hot" player, hold down Start and Button B for a clear-out play. This'll give you a one-on-one opportunity.

You play a 20-, 40-, or 82-game regular season as one of your favorite NBA teams. Since the game records all wins and losses, you're trying to earn a trip to the play-offs. If you can't wait

that long, you can always compete in a single-elimination or "best-of" championship series.

The game play itself is strong. One nice feature is your role as coach. Here the game gets high marks for its realism — for instance, as players tire and miss shots, you have to send in fresh subs. One drawback is having only three offensive plays, far fewer than the number of plays in NBA Showdown '94.

Overall, the controls do the job. They're a bit sluggish at times, but they're still better than most. The sluggishness is especially apparent when passing, because the ball doesn't always go exactly where you're aiming.



PROTIP: When it's late in the game and you're behind, call a TO, baby! You'll save time by starting your next possession in the front court.

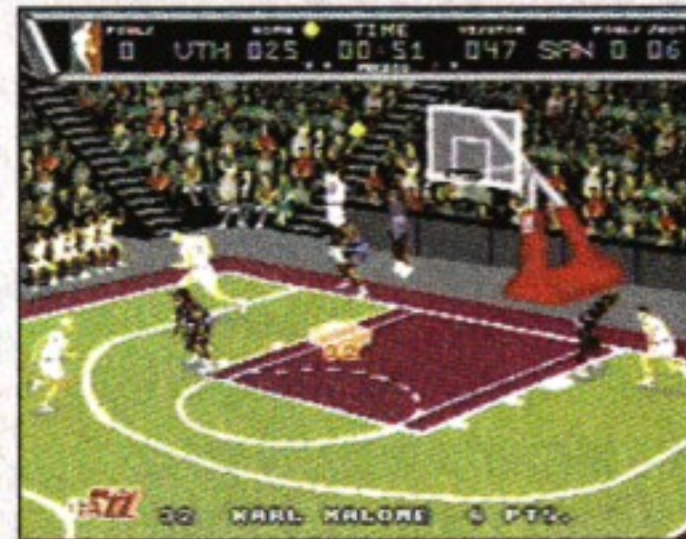
Shoot the Rock

The graphics are the game's weakness. The players aren't very detailed and are difficult to tell apart. Their moves, however, are authentic, especially on drives to the basket. The rotating screen makes the transition from offense to defense easy to follow.



PROTIP: When you first get the ball, tap Button B for a pump fake. Once your opponent jumps to block, dribble past him for an easy hoop.

The crowd noises and reactions to rim-rocking dunks are nice touches, as is the voice of announcer Marv Albert. On the negative side, the music doesn't add much.



PROTIP: If your opponents are jumping to block your shot, release the ball later and you won't get rejected.

It's Good!

NBA Action '94 is far superior to EA Sports' Bulls vs. Lakers or any of the Tecmo simulations. NBA Showdown '94 is still the top cart in the sim market, but don't let that stop you from scoring with this fun game. **G**

NBA Action '94 By Sega Sports

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

\$59.99
16 megs
Available now
Basketball

5 players (using Team Player adaptor)
Multiple perspectives
Multi-scrolling
Battery backup

Charles in Charge

Barkley: Shut Up and Jam!

Genesis

By Athletic Supporter

Charles Barkley has entered the Genesis market, and he's not pulling any punches. His trash-talking, in-your-face, two-on-two street game has all the graphics appeal, sounds, and dunks you'd ever want.



PROTIP: Don't pick two players with the same abilities. If you already have a good outside shooter, choose a tough rebounder for a teammate.



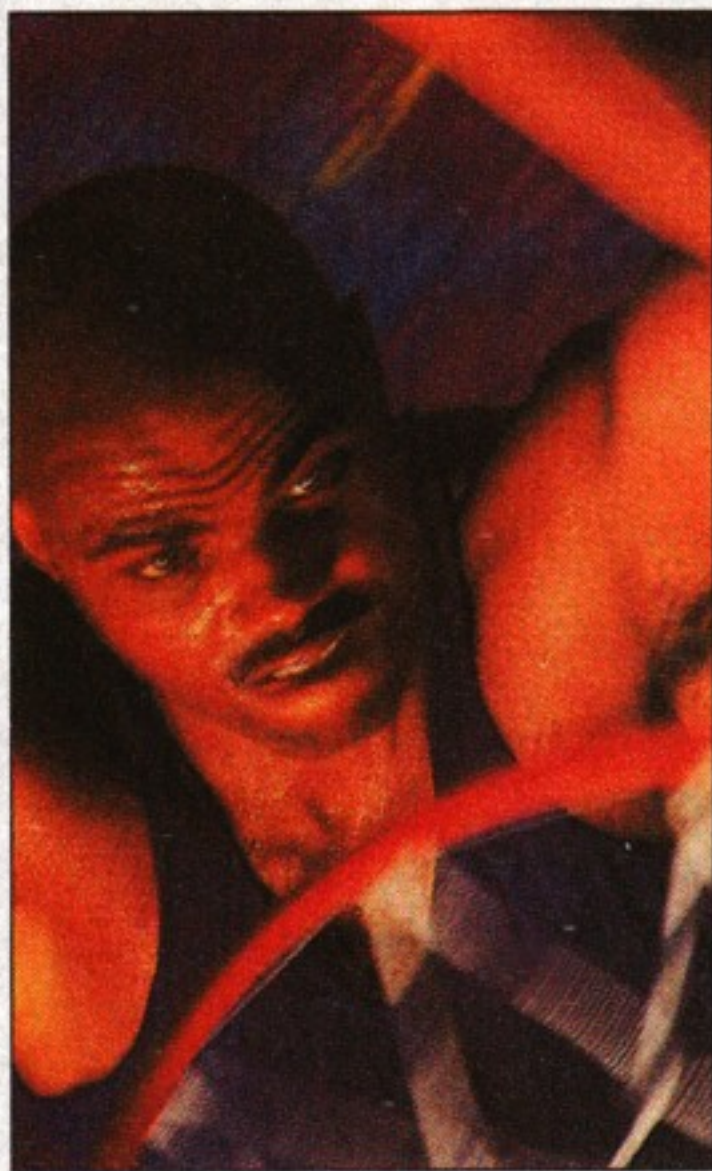
PROTIP: When you're in the air and taking a shot, hit C for a signature move. These special shots are less likely to be blocked.

What You Got?

Shut Up and Jam! has attractive features. You get 16 players (including Sir Charles himself), each with his own signature moves. You play exhibitions, a multigame series, or eight-team tournaments on seven courts across the country. A multiplayer option enables four gamers to pair up using either EA's or Sega's adapter. There are no zebras, so anything goes. This isn't a game for wimps.

Boys in the 'Hood

The graphics are superb. The sharply detailed players sport realistic moves. What's more,



each of the seven courts has its own distinctive urban look. The sound is also top notch, from the squeaking shoes to the groaning players. Barkley's own trash-talking, plus the whistles and comments from spectators, enhance the rowdy atmosphere.



PROTIP: On defense, press Button A to jump and quickly press B to steal the ball in midair. Be sure you're between the shooter and the basket.

Controls are inconsistent, unfortunately. Sometimes they're responsive, but other times, as when the computer goes up for a shot, you're unable to jump quickly enough to block it. Still, this is an excellent game. Want it rough? Shut up and jam! **G**

Barkley: Shut Up and Jam!				
By Accolade				
Graphics	Sound	Control	FunFactor	Challenge
				INT.
4.0	4.5	4.0	4.0	Intermediate
\$59.99		4 players (using Team Player or 4 Way Play)		
16 megs		Side view		
Available now		Side-scrolling		
Basketball		Passwords		

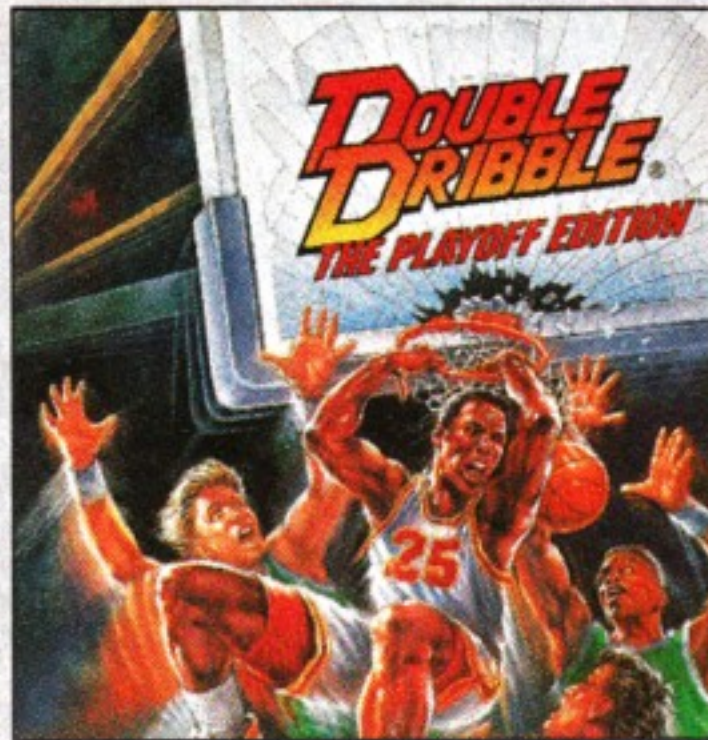
Double Trouble

Double Dribble: The Playoff Edition

Genesis

By Athletic Supporter

Konami's Double Dribble: The Playoff Edition for the Genesis is aptly named. Double Dribble is just that – a violation. The graphics and controls aren't good enough to make this the accurate basketball simulation it wants to be.



Charging!

Double Dribble isn't licensed by the NBA Players' Association, though the game's 16 teams do come from NBA cities. The teams closely reflect their NBA counterparts in athletic talent and team makeup, with ratings in seven different categories, such as speed, power, shooting, and strength. You can play exhibitions or a 16-team tournament.



PROTIP: When a player starts to slow down or bend over in fatigue, give him the hook so he can get some rest.



PROTIP: Rub a defender off your teammate for a make-shift pick and an open shot.



PROTIP: Press Button C to punch an opponent and steal the ball. Do this just as he picks up his dribble and you'll almost always get the turnover.

Konami is promoting the game's eight-player ability. Unfortunately, the eight-player, four-on-four game is almost impossible to pull off. Each player is represented by two small on-screen letters (PG for Point Guard, for instance), and these letters are so small that they easily get lost among all the action. Plus, coordinating four friends to play as a single team is extremely difficult. Barely above-average controls don't help the execution. The players are responsive enough, but their defense is a joke. You get better results punching an opponent than you do playing tight D.

Fouled Out

The graphics are inconsistent. While the players are nicely detailed, their moves are choppy – shots and passes look like they're being performed by some Venice Beach muscleheads. The sound, which can be shut off or changed, is the usual mind-numbing stuff that you've heard before in other sports games. And the announcer is a little too excited, as if he should try a decaffeinated coffee.

Double Dribble lives up to its name – it's a turnover. **G**

Double Dribble: The Playoff Edition				
By Konami				
Graphics	Sound	Control	FunFactor	Challenge
				INT.
3.0	2.5	3.5	2.5	Intermediate
\$49.99		8 players (using two Team Players)		
16 megs		Side view		
Available now		Side-scrolling		
Basketball		Passwords		

John Madden 3DO: Best Ever

John Madden Football



By The Eternal Cheesehead

Sports-minded gamers looking for a reason to invest in a 3DO system have just found one. With spectacular audiovisuals and awesome game play, football reaches new heights with John Madden Football.

The Gospel According To Madden

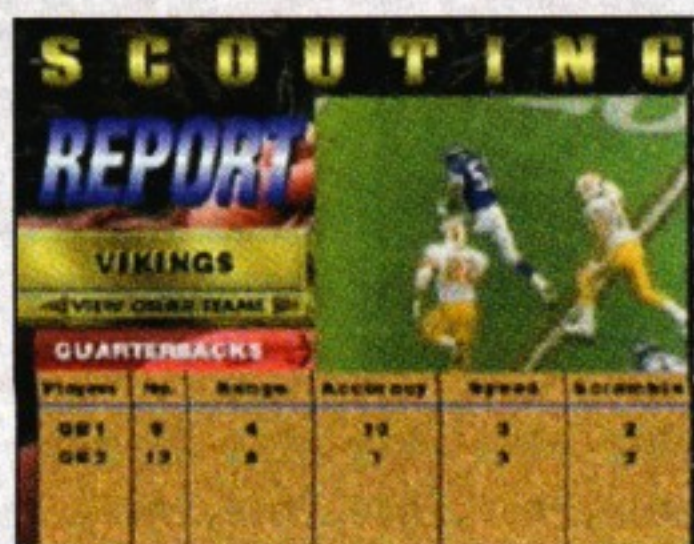
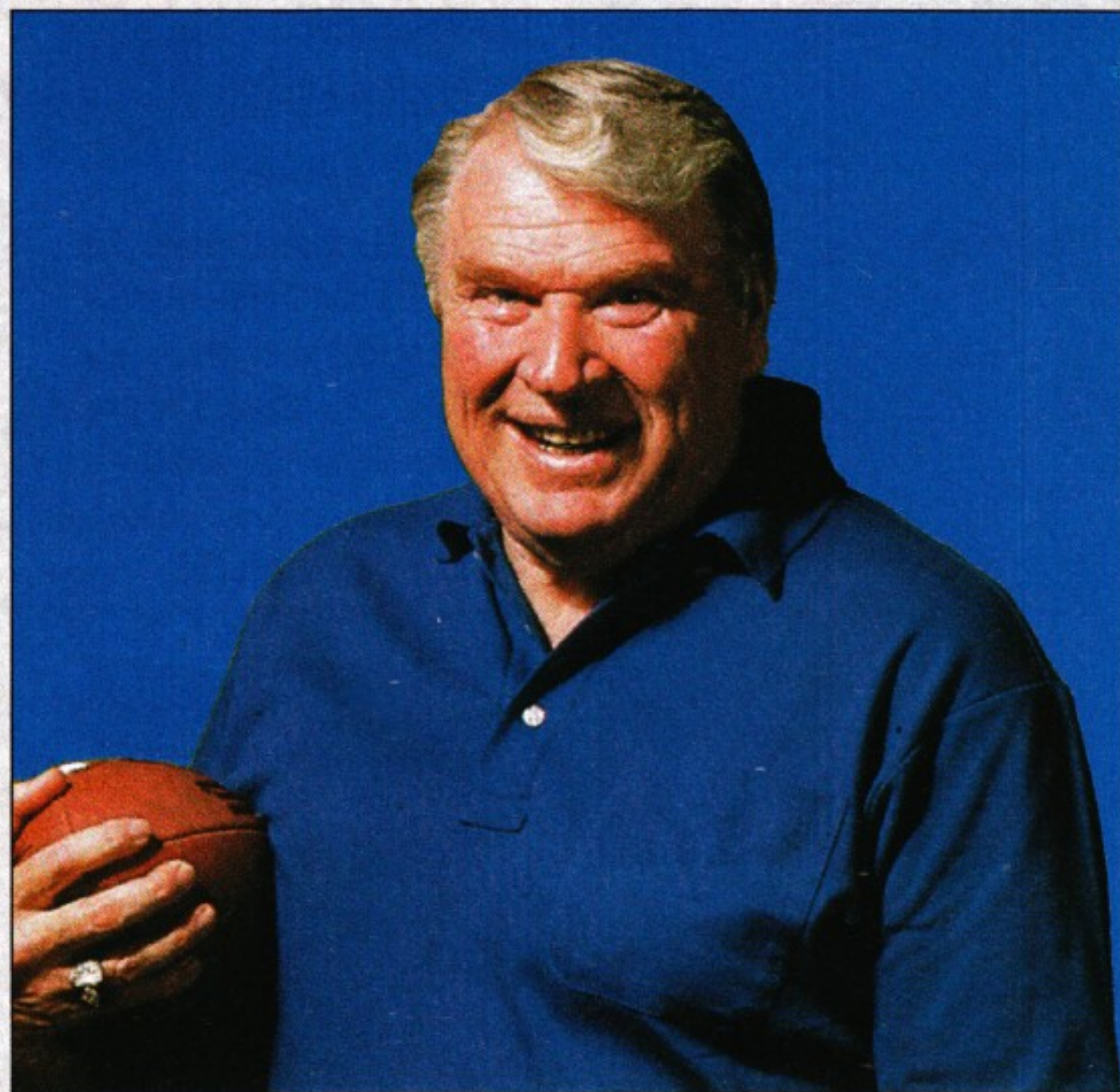
EA Sports' 3DO version of Madden is based on their 16-bit Madden NFL '93. Disappointingly, you select from only 38 teams, not the 80 available in Madden '94. The 38 are the 28 pro teams, the eight greatest teams since 1972, and two All-Madden teams. One of the best additions to Madden 3DO is the use of video clips in the scouting reports for these teams. Featuring more than 100 big-time plays from real games, the clips tantalize you with spectacular highlights for each team.



PROTIP: Dallas and Kansas City are the best regular-season teams to play with, but beginners will do better with the All-Madden teams.



PROTIP: When your opponent sets up for a pass play, set your defense for a blitz. If you're in the 3-4 formation, bring your linebackers up to the line of scrimmage so they'll get a jump on the QB.



"The quarterback throws to the wide receiver...."



PROTIP: Choose to kick the ball if you win the coin toss. In overtime, choose to receive.

You'll recognize the game play from previous Maddens, and you'll note the superlative controls on the 3DO. In a word, the game play is awesome. Sharp controls enable you to zigzag your runners quickly through traffic. Passing is especially effective, because your players react intelligently – instead of following simple computer patterns, the players actually react to the action on the field, so that a blocker will look for a defender and go nail him. The CPU pro-

vides a strong challenge, because it quickly adjusts to your own play-calling patterns. Great controls, great action, great game.



PROTIP: Zigzag your kick returner's runback to avoid tacklers, especially in the snow.



PROTIP: Pay attention to Madden's commentary for some free advice.



Digitized photos of NFL stadiums demonstrate 3DO's power.



PROTIP: To force a fumble, charge your defender straight toward the ball carrier and plow into him by pressing Button C.

You Look Mahvelous

The terrific graphics will addict you to the game. The football field is a fully rendered texture-mapped 3D environment that scales and rotates flawlessly. The players aren't wimpy 16-bit sprites; they're huge digitized players that run, jump, and spin with lifelike animation. Throw in digitized graphics of each NFL stadium with broadcast-quality scorecards, instant replay with amazing zoom angles, and full-motion video of the ref, and you have an endless feast for the eyes.

Like previous Madden games, the ex-coach steps in with his colorful commentary. Instead of a handful of sound bites, however, Madden now delivers dozens of comments, jokes, and opinions on the game. The crowd sounds are amazingly realistic, going from soft murmurs to loud roars during the big plays. Likewise, the sound effects are CD quality.

3DO's the Way to Go

The graphics and sounds blow away anything possible on 16-bit systems, as you'd expect. Moreover, the playability is top notch. Madden 3DO is a must-have for all sports fans, and anyone able to cough up the 3DO price won't be disappointed. **G**

John Madden Football By EA Sports				
Graphics	Sound	Control	FunFactor	Challenge
5.0	5.0	5.0	4.5	Intermediate
\$59.99	2 players			
Available now	Behind-the-QB view			
Football	Multi-scrolling			
	Battery backup			

Take GP Rider for a Spin

GP Rider **Game Gear**

By Ben D. Rules

You get a lot of game in GP Rider for the Game Gear. The four play modes take you to dozens of tracks in scenic international locales. Your behind-the-rider view involves you right in the action as you race against 15 other riders at close to 200 mph. Easy controls enable you to weave through traffic with precision.



PROTIP: This is one racing game where opponents don't conveniently slide out of the way. If you bump a bike ahead of you, you'll skid to the side.



"I can see my house from here!"

Look of a Winner

The graphics have some personality but also some problems. There's a great animation of your wrecked

rider going airborne, your skidding bike coughs up smoke, and those faraway courses get identifiable details. Unfortunately, all the race data is at the very top of the screen, but all the action is at the very bottom. Checking your race status is a risky proposition on these twisty tracks. An on-screen course map would've also helped.

The sounds are only slightly helpful. You can hear your bike revving up, but not your competi-

tors' bikes, so you never know who's behind you. Minor sound effects don't do justice to the major wrecks.



PROTIP: Beginners should practice with the steadier NZR-250 bike before trying the powerful RGP-500.

Great-Playing Rider

GP Rider has enough graphic variety and game play to make it a solid game. It's a high-octane thrill. **G**

GP Rider By Sega Sports

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.0	4.0	4.0	INT. Intermediate
\$39.99		2 players (using Gear-to-Gear cable)		
4 megs		Behind-the-racer view		
Available now		Forward-scrolling		
Motorcycle racing				

Scratch Golf Good for Duffers

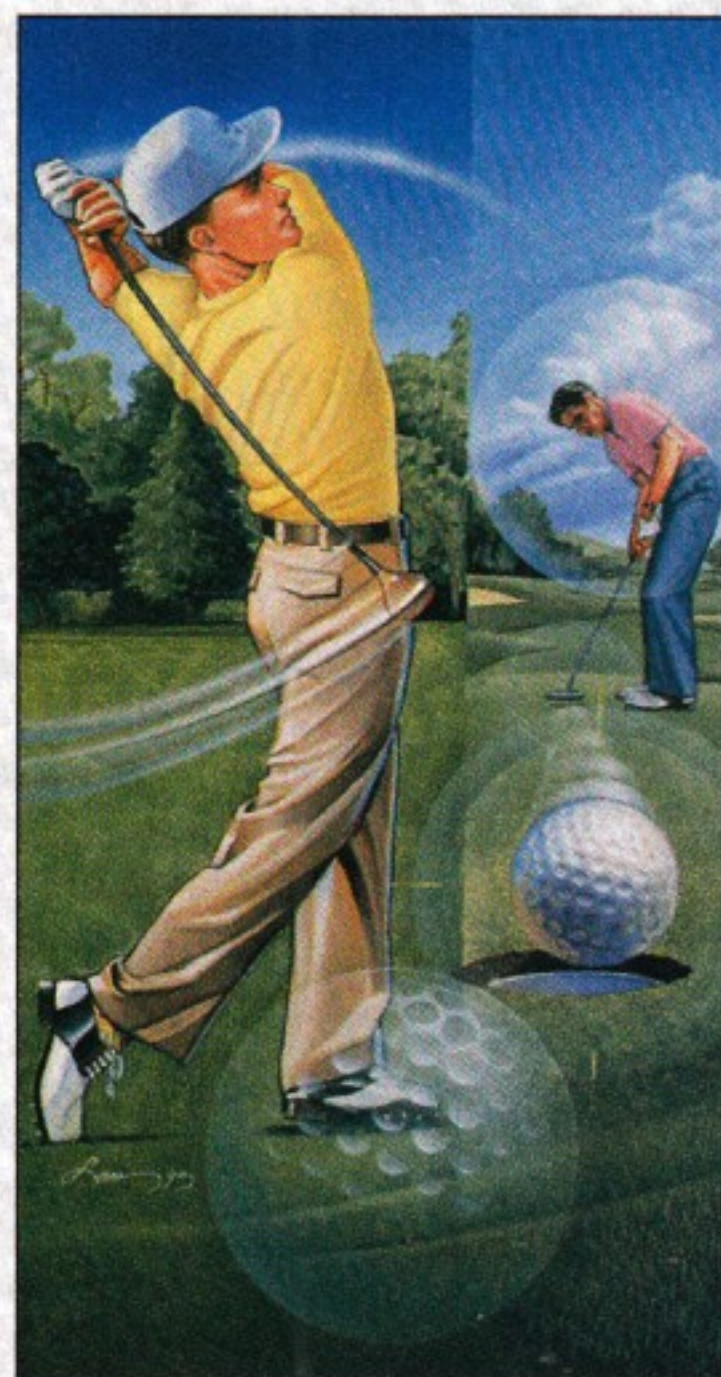
Scratch Golf **Game Gear**

By Ben D. Rules

Duffers looking for a simple golf game should hack around with Scratch Golf. Beginners will learn the techniques and strategies that'll prepare them for much harder fairways.



PROTIP: Hit a little under the ball with your Pitching Wedge to get maximum loft.



Fore!

Scratch Golf has lots of options. You choose everything from the type of shaft for your clubs to the wind speed. The two 18-hole courses, seen from an overhead view, have plenty of variety, hazards, and graphic detail.



PROTIP: Don't just blast away for maximum distance. Sometimes it pays to lay up just before a hazard.



PROTIP: Winners drive for show and putt for dough – practice putting in the Exercise mode before you tackle these tough greens.

The game is missing a few things, though. There are no "name" pro players or courses, which most other golf games have. Nor is there a behind-the-

golfer view to show you your swing. The aerial view is good for surveying the whole course, but it doesn't truly involve you in the game as you watch your tiny ball float to the green. The average sounds feature bouncy tunes and some muffled effects as the ball hits obstacles.

Puttin' Around

Two highlights of Scratch Golf are the practice modes, Exercise and the super-easy Super Exercise. In either you can play holes in any order and get help with your shots. These modes help make Scratch Golf a duffer's delight, but nothing that a pro will spend much time with. **G**

Scratch Golf By Vic Tokai

Graphics	Sound	Control	FunFactor	Challenge
3.0	3.0	3.5	3.5	BEG. Beginner
Price not available		2 players		
2 megs		2 courses		
Available now		Overhead view		
Golf		Multi-scrolling		

Reel in Black Bass

Black Bass Lure Fishing Game Boy

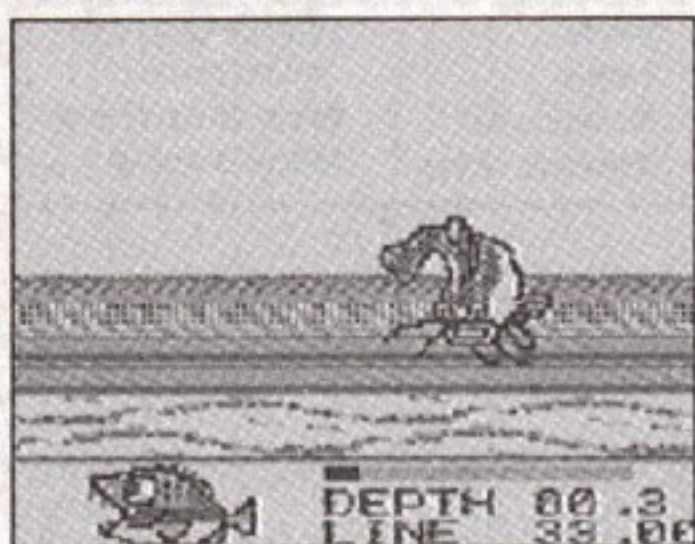
By The King Fisher

Black Bass Lure Fishing is Hot-B's no-frills package of Super Black Bass for the Game Boy. However, don't assume this is a cut-rate game, because the fishin' action will hook you.

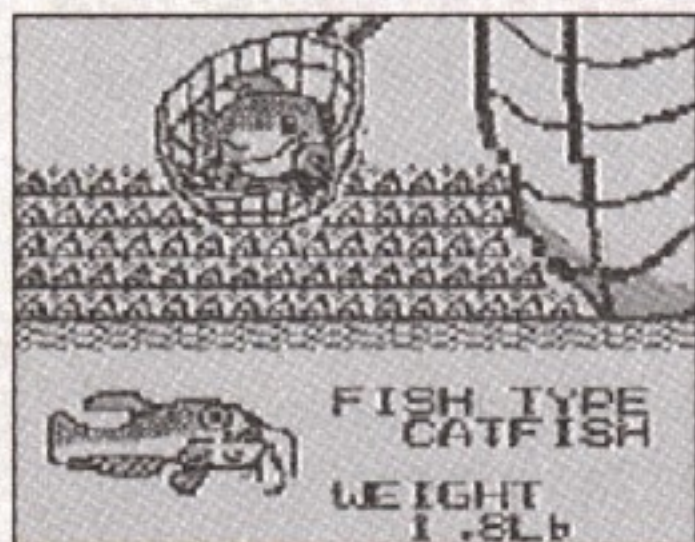
cold. Landing the fish is the challenge, and it makes you come back for more.

No Bait Here

The game's good blend of graphics and sound FX add reel feeling. Most of the time, Black Bass has average graphics, but 3D graphics appear while you're fighting a fish. With the 3D graphics you see fish going airborne as you fight 'em, underwater stumps and



PROTIP: When you have a fish hooked and it's jumping like crazy, just let it tire itself out. It'll be easier to land once it's exhausted.

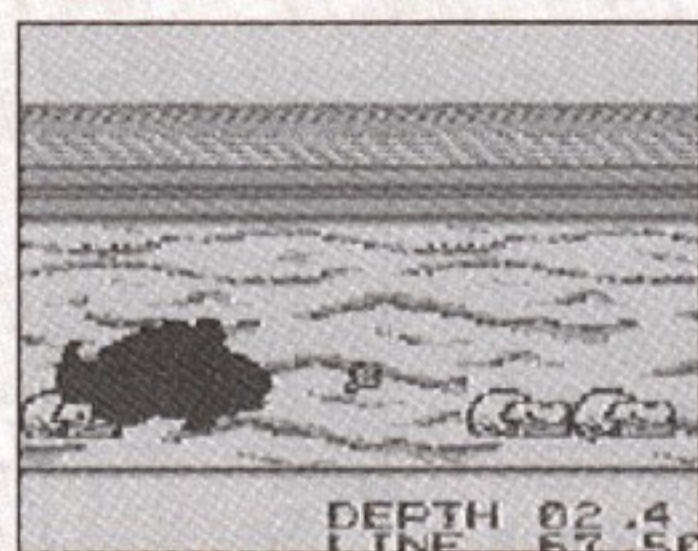


Black bass are not the only prizes in these lakes. You'll also find trout, pike, and catfish. Mmm mmm.

Reel Control

You choose lures, you cast, you try to hook a fish. That's basically the game until you get a bite, then you fight your fish. Just as in real fishing, control is everything, and this cart doesn't come up short. From lure selection to lure action, everything's as easy as catching a

rocks moving past your lure, and other fish swimming away. Music and sound effects create tension when you're fighting that lunker.



PROTIP: When working your lures, be sure to work them at the same depth where fish are roaming.

It's a Keeper

Black Bass offers up decent fishing excitement. If you want true realism, get out on the water. If you want a fun game, hook onto this cart. You won't be disappointed. Tight lines. **G**

Black Bass Lure Fishing By Hot-B				
Graphics	Sound	Control	FunFactor	Challenge
				INT.
4.0	4.0	4.5	4.0	Intermediate
\$32.95		1 player		
2 megs		First-person view		
Available now		Passwords		
Fishing				

The Answer Is... Jeopardy! Sports Edition

JEOPARDY! SPORTS EDITION



Jeopardy! Sports Edition

By Ben D. Rules

Most armchair athletes think they know everything about sports. Prove that you do with Gametek's four new versions of Jeopardy! Sports Edition.

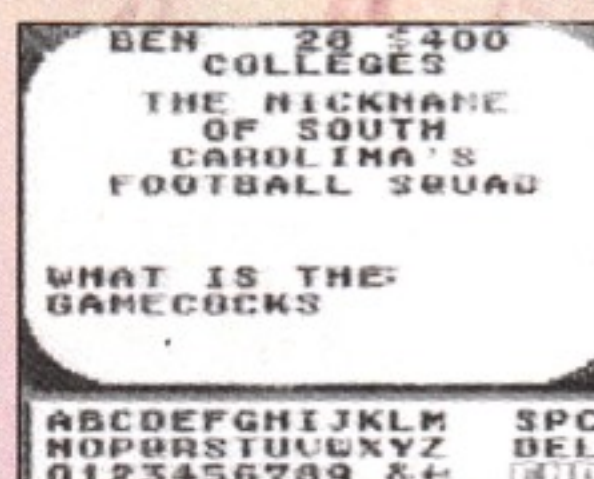
The game play is the same on the SNES, Genesis, Game Gear, and Game Boy. As in the TV show, you select quiz categories that pose answers; you spell out the questions and win cash. All the TV gimmicks are here: Double Jeopardy!, Final Jeopardy!, even that familiar theme music. The SNES and Genesis games digitize host Alex Trebek's image and voice to make it a true Jeopardy! experience.



You compete as one of three athletes (SNES game shown).



You choose questions from the familiar TV categories (Genesis game shown).



Then type in your "question" to match the Jeopardy answer (Game Boy game shown).

The approximately 3500 "answers" are in a wide variety of sports categories, everything from football to lacrosse. Sports freaks will enjoy the topics, especially when competing against a friend on the handhelds, and against two friends on the SNES and Genesis. The spelling can get tedious, and the games are generally slow-moving, but at least you're giving your brain a workout. **G**

GAMEPRO

PROSTRATEGY GUIDE

THE FIGHTER'S EDGE



Presents

MORTAL KOMBAT II

**Rankings of All
12 Characters**

**Dozens of
Mortal Kombos**

**The Secrets
to Successful
Juggling**

**Strategy
Breakdown
for the Toughest
Fights**

**Full Range of Tactics
From Beginner to
Elite Master**

The ONLY Definitive Guide to Tournament-Winning Kombos and Strategies!

Mortal Kombat II Tournament Rankings



By Char-Li with Special Thanks to Martin Vega (#1-Ranked California Mortal Kombat Association player) and Mike Guzman (#4-Ranked CMKA player)

Finish him! Mortal Kombat II tournaments are on the rise, but you need more than just special moves and Fatalities if you want to win in a competitive head-to-head situation. We here at the Fighter's Edge have left no stone unturned in uncovering the ultimate arsenal of killer combos and super strategies. So if you're up to the challenge, get your quarters and uppercuts ready and head for the arcade!

Breaking Down the Rankings

Character analysis in MK II is especially important as there are many distinct disparities between characters. To be the best, you must compare each character's strengths and weaknesses. Remember, though, the ultimate rankings are determined more by the player's skill than the strength of the characters.

RANK

Tier 1 [1
2
Tier 2 [3
4
Tier 3 [5
5
7
7
9
10
11
Tier 4-12 [12

VS.	Mileena	Jax	Kung Lao	Liu Kang	Johnny Cage	Sub-Zero	Kitana	Scorpion	Shang Tsung	Baraka	Raiden	Reptile	Total Wins
1 Mileena	█	7	5	6	5.5	6	6	6	6.5	6	6	7	67.0
2 Jax	3	█	5	6	5.5	7	5.5	7	5.5	6	6	7	63.5
3 Kung Lao	5	5	█	4.5	5.5	5.5	5.5	5.5	5	5.5	6	6	59.0
4 Liu Kang	4	4	5.5	█	5.5	6	5.5	5.5	5.5	5	6	6	58.5
5 Johnny Cage	4.5	4.5	4.5	4.5	█	4.5	5	5.5	5	4.5	6	5	53.5
5 Sub-Zero	4	3	4.5	4	5.5	█	5.5	5.5	5.5	5.5	4.5	6	53.5
7 Kitana	4	4.5	4.5	4.5	5	4.5	█	4	5	5.5	5.5	6	53.0
7 Scorpion	4	3	4.5	4.5	4.5	4.5	6	█	5	6	6	5	53.0
9 Shang Tsung	3.5	4.5	5	4.5	5	4.5	5	5	█	4.5	6	5	52.5
10 Baraka	4	4	4.5	5	5.5	4.5	4.5	4	5.5	█	4	6	51.5
11 Raiden	4	4	4	4	4	5.5	4.5	4	4	6	█	6	50.0
12 Reptile	3	3	4	4	5	4	4	5	5	4	4	█	45.0

How to Read the Chart

Each entry on the chart shows the number of fights that the character listed on the left would win in a ten-match series against the character listed at the top. The rankings are calculated assuming that both players are equally skilled experts. Special note: Shang Tsung's rankings are calculated assuming that he does not transform.

Numbers Analysis

5.0/5.0: Even match. Could go either way.
5.5/4.5: Slight advantage. One fighter has minor edge.
6.0/4.0: Advantage. One character has the upper hand.
6.5/3.5: Heavy advantage. Multiple counters and scenarios favor one warrior.

7.0/3.0: Major advantage. Many counters and priorities favor one character. Heavy-advantage fights are highlighted in red. Heavy-disadvantage fights are highlighted in blue.

The Tiers

You'll get a better idea of how the characters stack up against each other by examining them in Tiers, which group characters together who are separated by only a few points. Mileena and Jax form Tier 1. Liu Kang and Kung Lao make up Tier 2. Sub-Zero, Johnny Cage, Kitana, Scorpion, Shang Tsung, Baraka, and Raiden are in Tier 3. Reptile, the weakest character, sits alone in Tier 4. We've got a breakdown of Tiers 1 and 2 this issue; look for a rundown on Tiers 3 and 4 soon.



Tier 1: Queen and King of the Hill

Although Jax is the better overall character against Tiers 2-4, Mileena's massive advantage over Jax makes her number one. Neither suffers disadvantages against anyone else.

1 Mileena

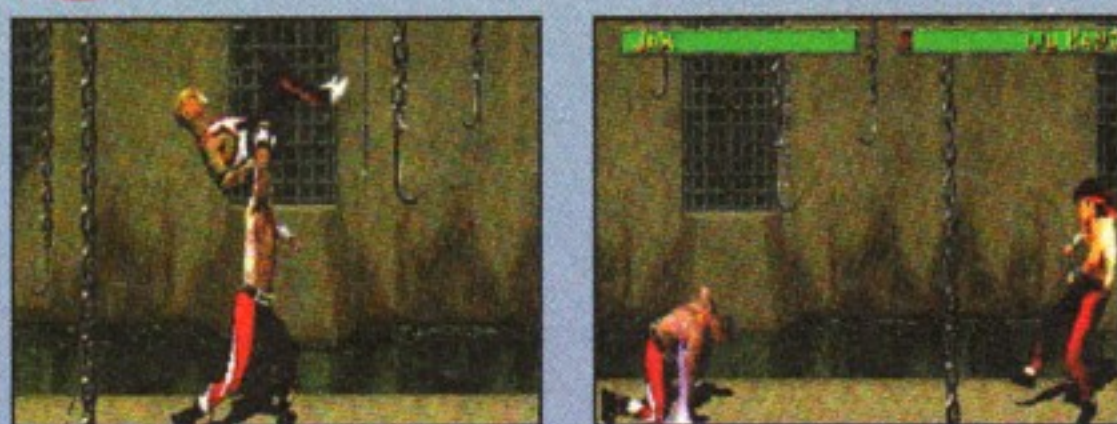


With her rapid Sai-throwing ability, Teleport attacks, and deadly combos, this beautiful assassin lands atop our rankings. Her uppercut is a definite weapon and rates a 9 on a scale of 1 to 10. Use it to your advantage to counter various jumping attacks by your opponents. Start your uppercut slightly early as your opponent jumps so that they land on the outer arc of her fist. Use various jumping Sai patterns to keep your opponent off balance and chip away at their energy.

Strengths: Sai throwing speed; uppercut; sweep speed; reach advantage; ability to see opponent's projectile attacks and then counter with the Teleport for a hit; ability to throw Sais on ground or in air.

Weaknesses: Teleport can be uppercutted by the stronger uppercut characters, such as Kung Lao and Liu Kang. She is also vulnerable to projectile attacks as she jumps forward or back to throw Sais.

2 Jax



He's the most "annoying" character in the game. Multiple attack possibilities, such as air throw combos, the Sonic Wave, and the Earthquake, make Jax the most offensive character of all. Distances are especially important for effective Jax fighting patterns. Learn which are best for different opponents. Use various Earthquake and Sonic Wave attack patterns to keep your enemy off balance and force them into mistakes.

Strengths: unblockable Earthquake; overall "annoyance factor."

Weaknesses: relatively weak uppercut (5.5 rating); unable to sweep while Charging for Earthquake; slow foot speed; Mileena.



Tier 2: Runners-Up

Kung Lao and Liu Kang play very strong against all Tier 3 characters. Kung Lao's only weakness is against Liu Kang; Liu Kang's only weakness is against Tier 1 characters.

3 Kung Lao



His variable attacks with the Hat and Diving Kick make Kung Lao very difficult to anticipate and counter. His uppercut is the best in the game and rates a 10. It can be used to counter anyone's jumping attacks, including Baraka's. When the opponent jumps in at you, uppercut them late, and if you're far away, do the uppercut a tad earlier. Mix up your attacks to frustrate your opponent into making dumb mistakes.

Strengths: variable attacks with both Hat (low/high) and Diving Kick; uppercut rates a 10; ability to see projectile attacks of opponent and counter with Diving Kick; jumping kick attacks are difficult to counter from certain distances.

Weaknesses: when Diving Kick is blocked, Kung Lao is extremely vulnerable to any number of combos; Teleport is somewhat vulnerable to various counters, including uppercuts.

4 Liu Kang



His variety of attacks - Flying Kick, Bicycle Kick, and Low and High Fireballs - also make Liu Kang very difficult to anticipate. His uppercut is just slightly less effective than Kung Lao's and rates a 9 on a scale of 1 to 10. The timing on his uppercut is somewhat between Kung Lao's and Mileena's. Practice it to get it down just right. Play Liu Kang with a constantly charged Bicycle Kick ready to go. The annoyance factor on Liu Kang can also be very high. Mix up your attacks to keep your opponent guessing and off balance.

Strengths: uppercut; ability to throw Fireballs while jumping; somewhat difficult for certain characters to counter his jumping-kick attacks.

Weaknesses: long pause after low Fireball leaves him vulnerable to jumping attacks from close and medium ranges; when Bike Kick is blocked, he is extremely vulnerable to counterattacks.

In summarizing our rankings, it is interesting to note that what really separates the top four characters from the rest of the pack is their abilities to attack both low and high with their various arsenals. But to really take advantage of your character's weapons, you've got to get on the offensive. Don't be a couch potato. Look for openings, and when you get the advantage, press it to the max. Now get out there and practice!



MORTAL KOMBAT®

BASIC JUGGLING

The most basic kombo you can do begins with a jumping kick against a standing opponent, moving immediately into a special move. Learning this juggle will enable you to learn every other type of juggle.

First, you must be certain to kick the opponent late (just before you land so the kick touches their lower torso) and deep (as close to the enemy as possible). The kombo won't work if you hit them too early (way before you land so the kick touches the head) or too shallow (from far away).

The next thing to learn is immediately starting your special move as your deep kick hits, as shown below. Some moves, such as Reptile's Acid Spit, require you to tap the joystick; other moves, such as Raiden's Lightning Throw, require you to turn the joystick in a smooth circular motion. Either way, you must start the move before you land so that as soon as your feet touch the ground, the move comes out when you hit the button. Any kombo that takes place entirely in the air is similar, except you must do the special move while in the air instead of timing the button to hit as you land.

A combination ("kombo") is any sequence of hits that is totally unstoppable after the first hit. Most of you are familiar with Street Fighter II's combo system, where the key is to do moves immediately into other moves that are so fast

that the enemy can't recover from being stunned and can't block. MK is VERY different. When you do the first part of the kombo, the enemy is knocked off their feet and flies into the air. When knocked into the

air, the enemy can't block. At this point, with each successive hit you will push them up into the air, or "juggle" them for an extended kombo. You can do up to three juggle hits before the final move of the kombo.

WRONG!



If you hit the enemy too early, by the time you land, they will almost have landed, too. Then any move you follow with will miss them.

RIGHT!



Notice that if you kick them late and deep, you will land while they're still in the air. You must immediately do the special move for it to hit and juggle them into the air.

How to Cross Up



You also need to know how to cross up. Jump over the enemy. In midair, hold Back (the opposite direction from the way you jumped).

RIGHT!



As you hold back, you must wait until the last second and do a late deep kick. Immediately begin the taps or motion for your special move to do the kombo.



WRONG!



If you hit too early, the kombo won't connect because the enemy will land too soon.

DEFENSIVE JUGGLING

When the enemy jumps in at you while you're standing, you can do a defensive juggle kombo. Since the opponent is already in the air, jabbing with a High Punch will knock them into the air so you can follow with several hits. Practice the timing on this.

WRONG!



If you start the juggle at the wrong time, you'll be hit or you won't juggle.



RIGHT!



If timed perfectly, you'll hit their legs and juggle them into the air to start the kombo. Hitting their legs works best against Jax, Liu Kang, and the male Ninjas.

CORNER JUGGLING

Corner juggling combos are the absolute toughest to do in the game and consist of three critical components: the jumping kick, the juggle punches, and the special move.

The Corner Kick

The first important part is the jumping kick. It must be started from the exact right distance, which is a bit over one-half screen away. The kick must hit incredibly late and deep ("super deep") to connect. That way, you can land on your feet immediately while the enemy is still in the air.



Any other distance is just wrong and won't work. You must master distance! Also, you cannot kick too early or too high.



This is the correct distance for a jump-in kick that starts a corner juggle combo. You must do the kick very late and super deep. You must wait until the last possible moment. When practicing, sometimes you'll miss entirely. That's OK. Keep trying.

Timing the Juggle

The second part of the combo is the juggle. When you hit your opponent with your super-deep kick, they will be juggled into the air for a split second. As soon as your feet touch the ground again, hit the appropriate punch to begin the juggle. If the combo calls for multiple juggles, the button must be pressed in quick, steady succession, just one press for each hit. Each hit must land at a particular time in the sequence. If you press the button too slowly or without good timing, you won't juggle them high enough and they will fall under the final hit(s).



Your opponent is in the air for just a second after the super-deep kick.



Pay close attention to your feet. As soon as they touch the ground, start your juggle punches. The timing must be perfect.



Practice until you can do this Ninja combo: corner super-deep jump kick, two crouching Low Punches, uppercut.

Instant Special Moves

Once you have your juggling down, you must learn to do the special move instantly while you are hitting your opponent with the final juggle punch. MK II combos are among the most difficult to master in all fighting games, so remember, only practice makes perfect. Get into your favorite arcade and

join in on both sides so you can practice combos against an inactive second player. It's nearly impossible to learn combos during actual game play; you must practice on your own. The knowledge you'll gain could be the difference between being a pretty good player or a champion MK II warrior! Good luck.



Once you can do the above uppercut combo, try doing the standing High Punch juggle into the Spear. Remember, you must start the Spear taps immediately as the High Punch hits, or the Spear won't come out fast enough, and they'll land and be able to Block.

KOMBOS KLASSIFIED



BASIC

Basic. This is a beginner-level combo that is among the easiest to learn. These building-block combos are often components for the Elite combos.



ELITE

Elite. This is an expert-level combo that requires correct knowledge of distance, timing, positioning, and speed of button pressing. No one – not even the MK Elite – can do these combos every time!



LETHAL

Lethal. A devastating combo that takes at least half life away from the enemy!



SUPER JUGGLE

Super Juggle. A combo that keeps the enemy up in the air for an inordinate period of

time. Have fun with the enemy by yelling "Hang Time," "Hacky-sack Bonus," or "Keep Him Up There" in a real deep voice as you do one of these combos.



LOONEY

Looney. A combo so crazy and

insane that all you can do is say in total disbelief, "Look at that one." And remember, only The Fighter's Edge can give you the... NO-FUDGE GUARANTEE. All Combos 100%. Unblockable After the First Hit!

SCORPION



Teleport-Spear Kombo



LETHAL



LOONEY



1) Cross your opponent up with a Kick as you start the Teleport motion.



2) Immediately hit them with the Teleport Punch while still in midair.



3) As soon as you land, throw the Spear and Uppercut them for huge damage.



Note: In order for the Teleport to connect, the motion must be instantaneous!

Corner Spear Combo



ELITE



LETHAL



1) When the enemy is in the corner, jump at them with a late super-deep Kick.



2) As soon as you land, juggle them with a standing High Punch. As you do, start the Spear taps.



3) Immediately throw the Spear and finish with an Uppercut.



Kick-Spear Combo



BASIC



1) Jump in with a deep Kick as you start the Spear taps.



2) As soon as you land, throw the Spear and Uppercut your opponent.



Note: You can substitute the Leg Grab for the Spear.

Kick-Air Throw Combo



BASIC



LETHAL



1) When the opponent jumps in, jump straight up and stick out a Kick when you're almost at the top of your jump.



2) Immediately tap Block to throw while still in the air.

Note: If you want to do this kombo while jumping forward or backward, you must use a Punch instead of a Kick for the Air Throw to connect. This kombo cannot be done if the enemy is on the ground – you must both be in the air!

Corner Leg Grab Combo



ELITE



LETHAL



1) When the enemy is in the corner, jump at them with a late super-deep Kick.



2) As soon as you land, juggle with two crouching Low Punches while you start the Leg Grab motion.



3) Then immediately do the Leg Grab. Timing is crucial!

SCORPION

Six-Hit Corner Spear Combo



1) When the enemy is in the corner, jump in with a late super-deep Kick.



2) As soon as you land, juggle them with two crouching Low Punches.



3) Continue juggling with one standing High Punch and immediately start the Spear taps.



4) Immediately throw the Spear, and finish this gnarly combo with an Uppercut.



Defensive Juggle Spear Combo



1) If the enemy jumps in, juggle them with two early standing High Punches.



2) Immediately Teleport for the third hit while beginning the Spear taps.



3) Immediately throw the Spear and nail them with an Uppercut.

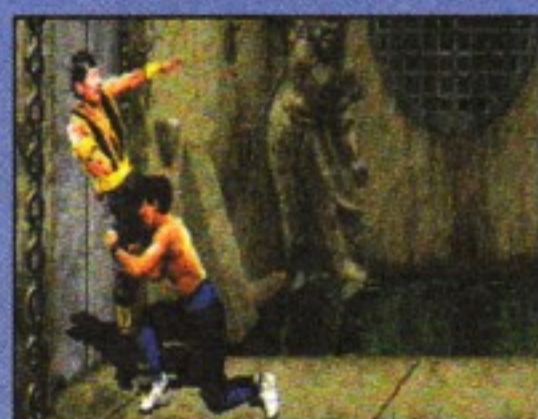


JOHNNY CAGE

Corner Shadow Kick Combo



1) When your enemy is near the corner, jump in with a late super-deep Kick.



2) As soon as you land, juggle with two crouching Low Punches.



3) Continue the juggle with a standing High Punch as you start the Shadow Kick taps.



4) Finish with an immediate Shadow Kick.

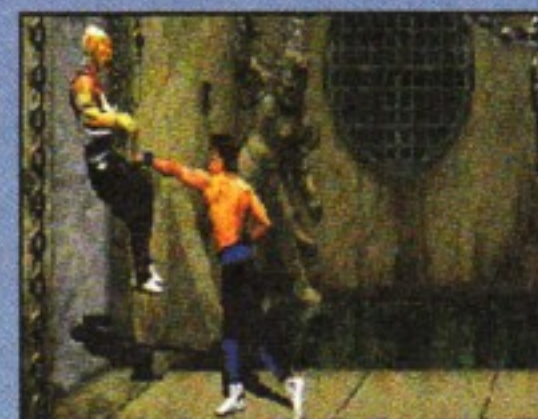


Note: You can substitute a Shadow Uppercut or Low Green Flame for the Shadow Kick in Step 4.

Corner Shadow Uppercut Combo



1) When your enemy is near the corner, jump in with a late super-deep Kick.

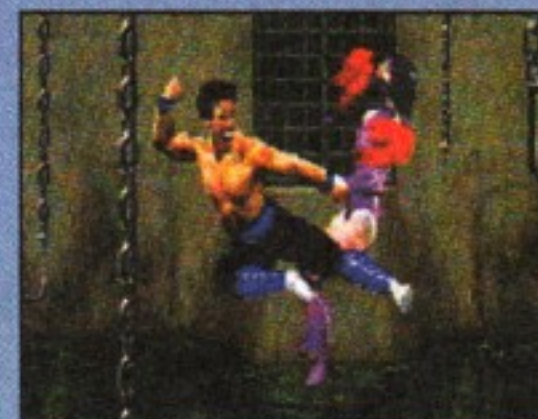


2) As soon as you land, juggle them with a standing High Punch while starting the Shadow Uppercut taps.



3) Immediately do the Shadow Uppercut.

Shadow Kick Combo



1) Jump at your opponent with a deep Kick as you start the taps for the Shadow Kick.



2) As soon as you land, do the Shadow Kick.

Note: You can substitute the Low Green Flame or Shadow Kick for the Shadow Uppercut.

Note: You can substitute the Shadow Uppercut or the Low Green Flame for the Shadow Kick.

LIU KANG



Two-Hit Flying Kick Kombo



BASIC



1) Jump in with a deep Kick as you start the Flying Kick taps.



2) As soon as you land, do the Flying Kick.

Two-Hit Ground Fire Kombo



BASIC



1) When the enemy's on the ground, jump in with a deep Kick as you start the Fireball taps.



2) Immediately do a High Fireball while still in the air.

Two-Hit Air Fire Kombo



BASIC



1) When the enemy jumps, meet them in midair with a Kick as you start the Fireball taps.



2) Immediately do a High Fireball while still in the air.

Corner Juggle Kombo



SUPER JUGGLE



LETHAL



ELITE



1) When your opponent is near the corner, jump at them with a late super-deep Kick.



2) As soon as you land, juggle them with a standing High Punch.



3a) Then immediately do the Bicycle Kick...



3b) Or do the Flying Kick...



3c) Or do one of the Fireballs.

Defensive Juggle Kombo



1) When an enemy jumps in at you, juggle with one-two standing High Punches.



2a) Then immediately do the High Fireball...



2b) Or do the Low Fireball...



2c) Or do the Bicycle Kick.

The Official Guide to the



NBA JAM
(Genesis)



NBA JAM
(Super Nintendo)



Sonic the
Hedgehog 3
(Genesis)



We're gonna need
some help on
this one!!
Teenage Mutant
Ninja Turtles:
Tournament Fighters
(Super
Nintendo)



Virtua Racing
(Genesis)



Clay Fighter
Tournament Edition
(Super Nintendo)

1994
WORLD
BLOCKBUSTER VIDEO
GAME
CHAMPIONSHIP

SEGA
GENESIS

SUPER NINTENDO
ENTERTAINMENT SYSTEM

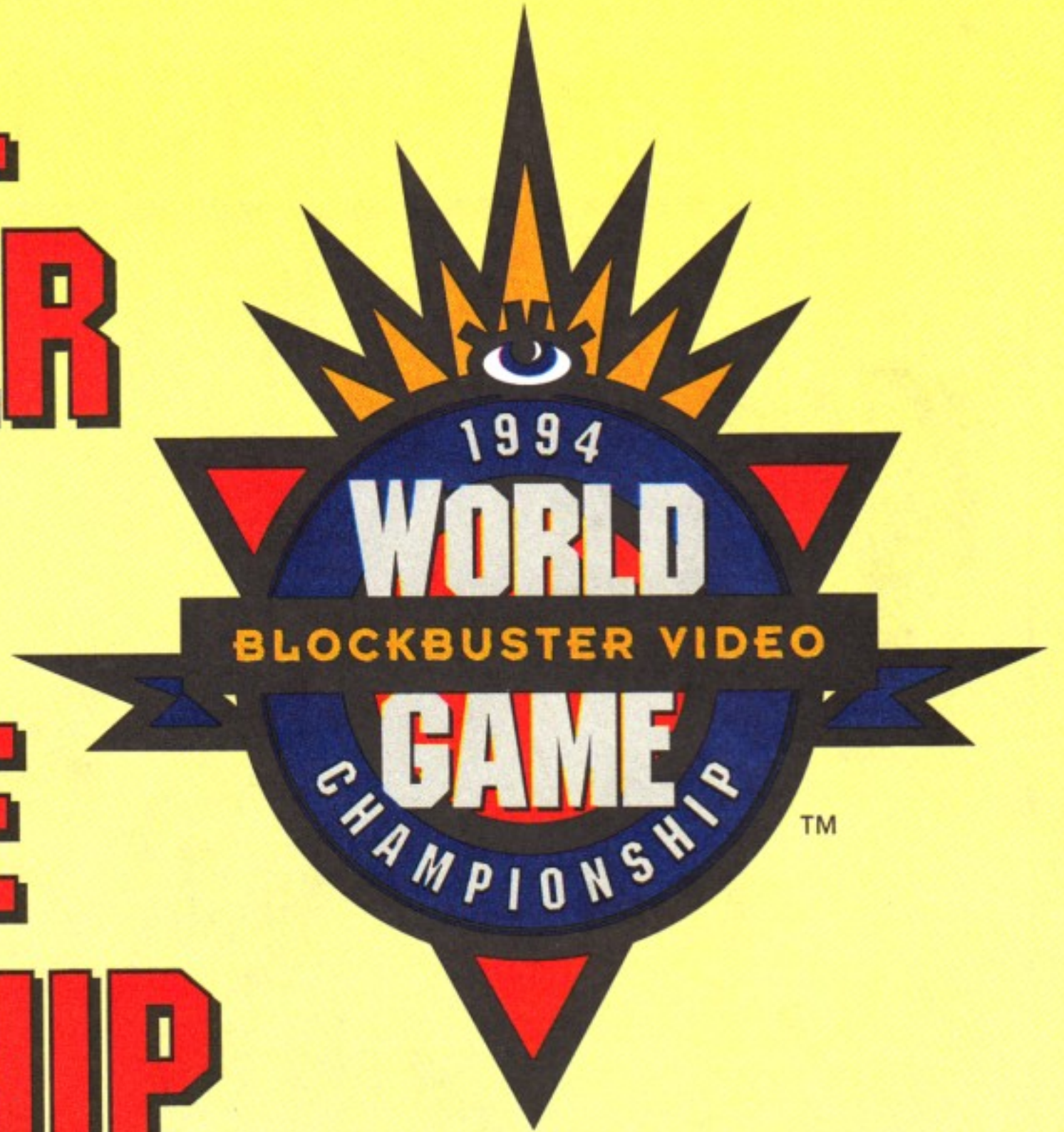
**THE OFFICIAL
TOURNAMENT RULES!**

**ALL 6 OFFICIAL
TOURNAMENT GAMES!**

**TIPS AND STRATEGIES TO HELP YOU BECOME
THE WORLD GAME TOURNAMENT CHAMPION!**

GAMEPRO

THE OFFICIAL BLOCKBUSTER VIDEO® 1994 WORLD GAME CHAMPIONSHIP GUIDE



Limber up your thumbs, game masters. It's time to sign up for the BLOCKBUSTER VIDEO 1994 World Game Championship, a worldwide video game competition. Read up on the rules, study the game tips on the following pages, then practice, practice, practice and send your scores into the stratosphere.

RULES OF THE GAME

No purchase required to enter. Open to legal residents of the United States and its territories, Canada, Australia, Chile, and the United Kingdom. Games may vary by country. For a complete set of official rules, see participating Blockbuster Video stores, or send a self-addressed, stamped business size envelope to:

WGC Rule
Department R
P.O. Box 7100
Osseo, MN 55569-7100

Or, call 1-800-827-7792
(number valid only in the
U.S. and Canada)

WHO: Any one 20 years or younger is eligible to enter the contest.

WHEN: Register for the Championship at your local participating Blockbuster Video store between May 16th and June 15, 1994. The store competition will be held from June 15 to July 10, 1994. The World Game Championship finals will be held August 19-21, 1994.

WHERE: The Store Championships will take place at your local participating Blockbuster Video store. Blockbuster Video will fly the top game players from each state to the World Game Championship finals in Ft. Lauderdale, Florida.

WHAT: Winning is simple: Score the most points during the time allotted on three different games. (The rest of this guide is everything you need to know to make that happen!) The Store Champion will be the competitor with the best cumulative score based on the tournament scoring system after three weeks of competition. Players compete on Sega Genesis or Super Nintendo systems, using a different game each week. The games for this year's competition are:



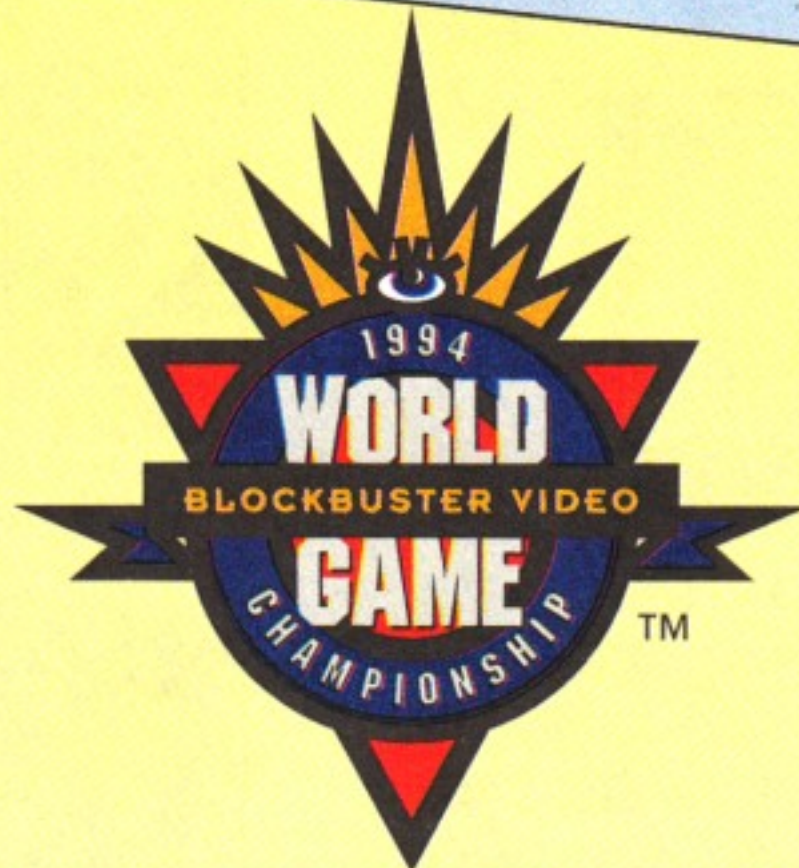
SUPER NINTENDO

- Week 1: NBA Jam
- Week 2: Teenage Mutant Ninja Turtles: Tournament Fighter
- Week 3: Clay Fighter: Tournament Edition
(a Blockbuster Video exclusive, available early May)

GENESIS

- Week 1: NBA Jam
- Week 2: Sonic the Hedgehog 3
- Week 3: Virtua Racing (available early June)

Simple, right? Now all you gotta do is get to your local Blockbuster Video store, sign up for the tournament, rent or purchase the games, practice up, and then look for a place to put your trophy!



WHAT DO YOU WIN?

State Champions will be flown with a parent or guardian to the World Game Championship finals in Ft. Lauderdale, Florida, where the overall Super Nintendo and Genesis champions will be crowned.

GAMEPRO

#1 VIDEO GAME MAGAZINE

EA SPORTS

ELECTRONIC ARTS

CAPCOM®

The Super Nintendo and Genesis champs will each win a grand prize trip for four to San Francisco, California, compliments of *GamePro* magazine. During the four-day action-packed trip, you'll get to do all kinds of cool stuff.

- * Both Champs will be *GamePro* Editors for a day. As honorary *GamePro* editors, they'll get to hang out in the *GamePro* Labs and help the *GamePro* staff review some hot new games. Their reviews will appear in a future issue of *GamePro*, complete with their pictures and byline!
- * The trip will also include tours of the Capcom USA and Electronic Arts headquarters.
- * Electronic Arts will digitize both winners into their upcoming STRIKE series game.
- * Both winners will also join the Editors of *GamePro* in the luxury box seats of a local sporting event with one of San Francisco's premier professional sports teams.

What are you waiting for?
Let the games begin!



GENESIS

**WEEK
1**

Goal Tending



Scoring big in NBA Jam is simple: Get possession of the ball and sink it in the hoop! The play tips on these two pages work for both the Genesis and the Super Nintendo versions of the game.

Get On Fire



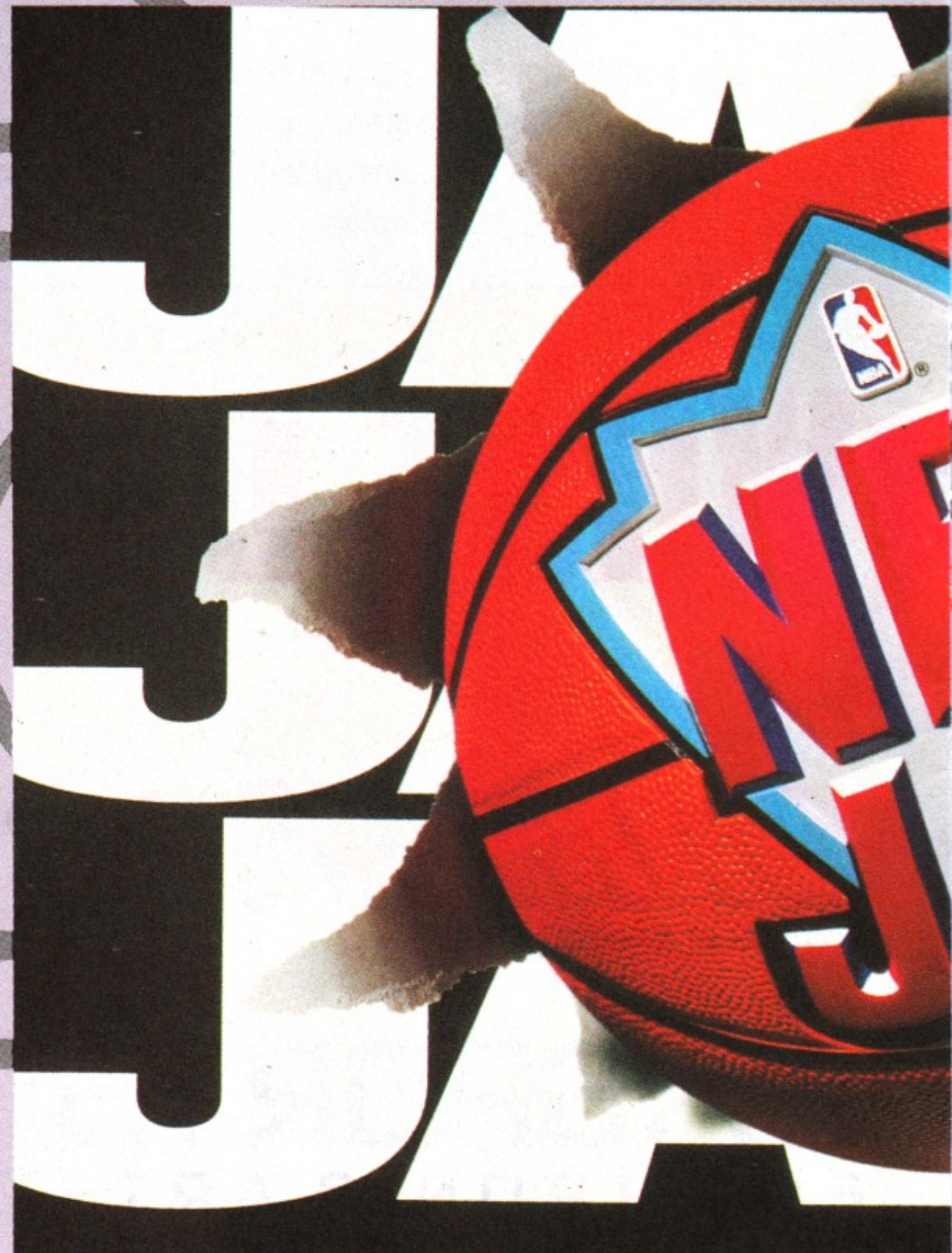
If you have to Goal Tend to get On Fire, do it! Sure you'll get a Goal Tending violation, which gives the opposing team two or three points, but once you're On Fire, you've got the upper hand.

Pick the Best Players



Score three times in a row without the other team scoring, and you're On Fire. Once you're On Fire, it's easier to score from anywhere on court, plus you have unlimited Turbos and you can Goal Tend freely.

To score quickly, choose teams with the fastest players and the best three-point shooters, such as Detroit or Sacramento.



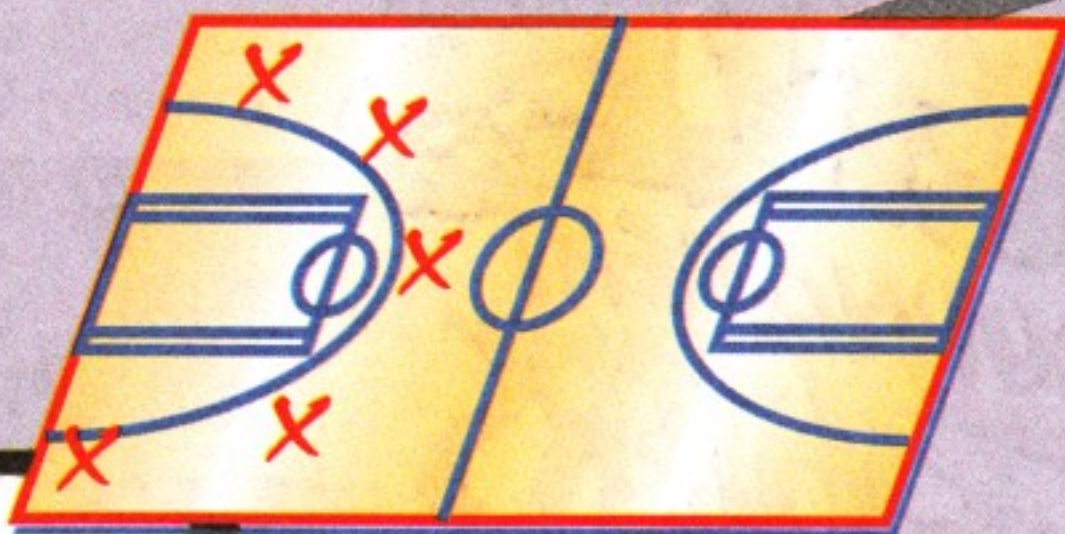
SUPER NINTENDO

The Tip-Off



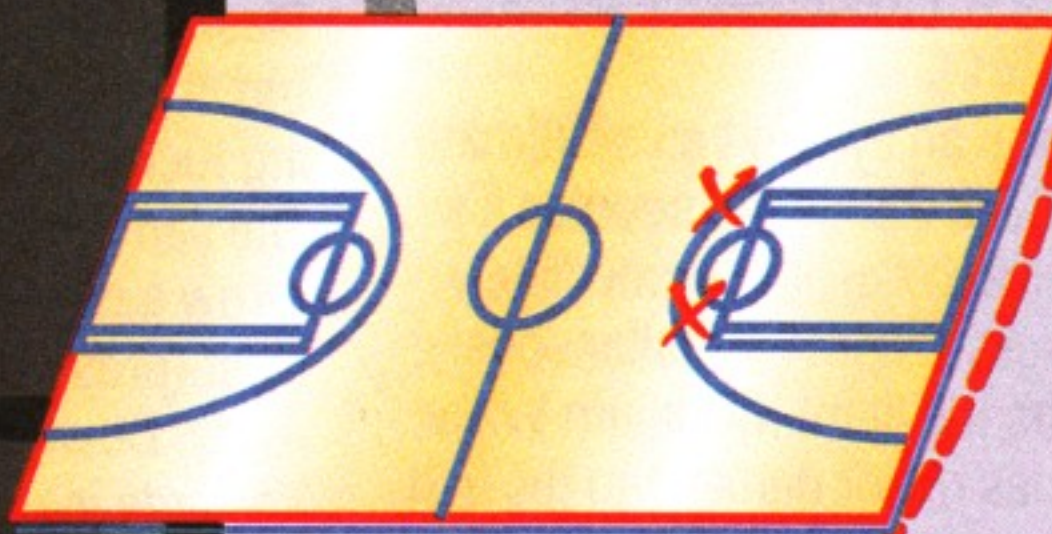
If you wanna score first, you gotta get the ball on the tip off. When the ref tosses it in the air, rapidly tap the Shoot button as many times as you can. Whoever hits Shoot the most times, snares the tip off.

On-Court Sweet Spots



There are five spots on the court from which you have a high scoring percentage. Your ability to score from these spots also depends on your player's three-point shooting ability – the higher the player's ability, the more likely he is to score from these spots.

Spots to Avoid On-Court



There are two spots on the court that are very hard to score from. Avoid these low-percentage shooting areas.

Don't Dink



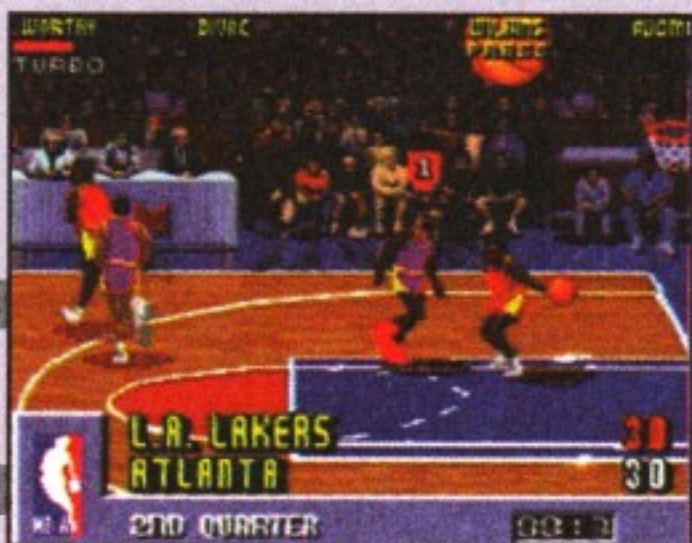
Dunks use up more time on the clock than regular buckets. If you're trying to score quickly, you should avoid regular Dunks.

Get the Rebound

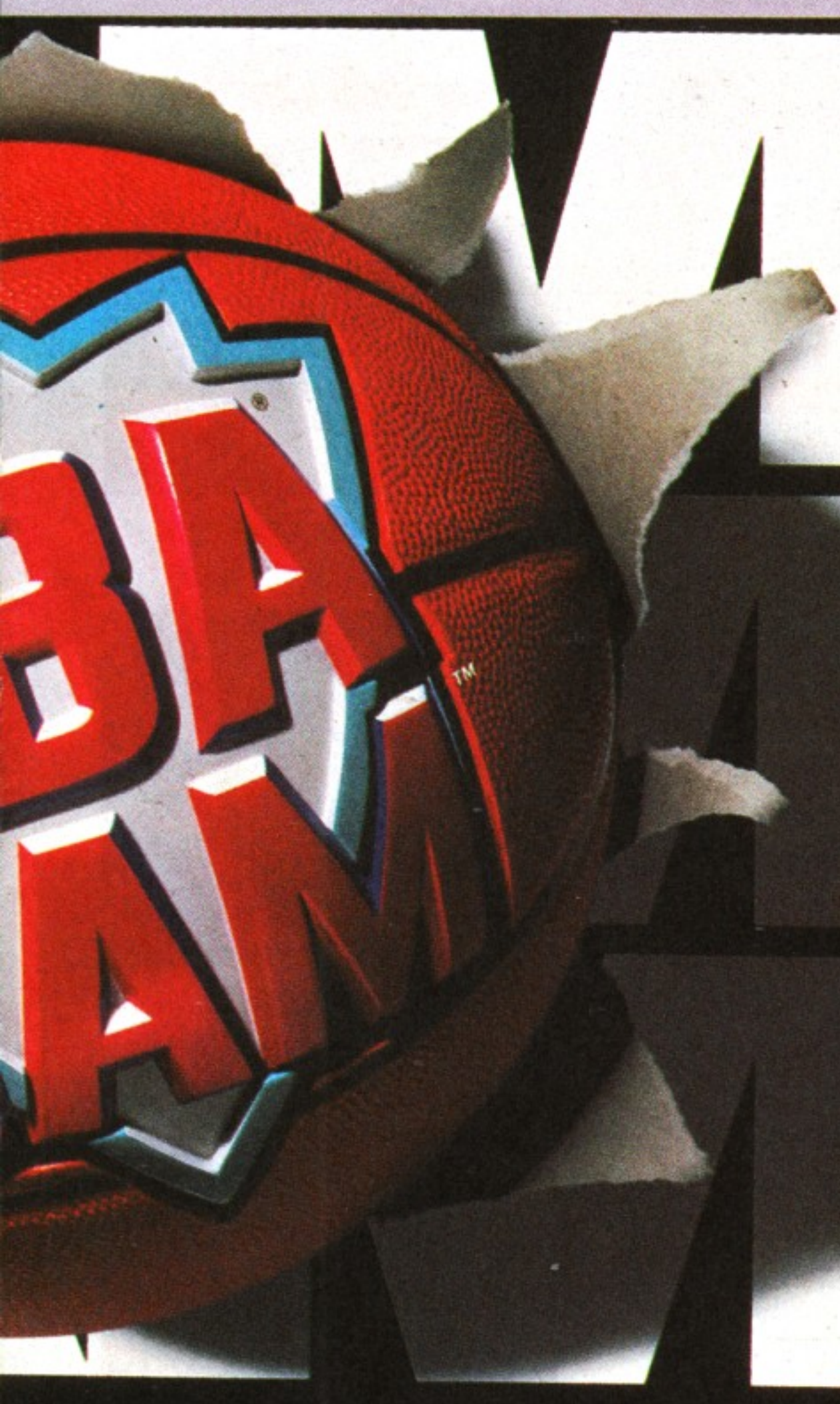


Follow every shot in for the rebound. If you don't score, you'll have a quick chance to grab the ball and go for the hoop again.

Last Minute Scoring



At the end of the quarter, if you get the ball with less than a second left on the clock, immediately launch the ball for a three-point shot. If there's more than a second left on the clock, move up the court toward the basket as far as possible, and then launch a shot. Always keep in mind that you need at least .7 seconds (that's seven tenths of a second!) to get a shot off.





WEEK 2

TEENAGE MUTANT NINJA TURTLES TOURNAMENT FIGHTERS

Scoring in TMNT: Tournament Fighter is as simple as takin' out your opponent as quickly as possible. The more matches you win, the more points you're gonna score. Pick your favorite fighter, study his moves, and get out there and kick some shell.

Leonardo

Leonardo is a fairly balanced character. His Fierce Cut (press X) has long-range, and his Shining Cutter long-range projectile attack is particularly effective because you can quickly toss it (press Down, Down-Towards, Towards and then hit X or Y). However, remember that if the Cutter misses, Leo is vulnerable to attack immediately after he tosses it.

Cheesy Defense

Press Away to move back from an opponent and block at the same time. If the foe attacks you can usually catch him with the Fierce Cut as he moves towards you. In a pinch back all the way against the screen edge by pressing Away and

hold down Away to block. Now use the Fierce Cut when your opponent opens his attack or press Up and X for a jumping Fierce Cut. Against aerial assaults in the corner, press Up and X or use the Roto Cutter (Towards, Down, Down-Towards and hit X or Y).

Use the Millenium Wave

Keep an eye on Leo's Ultimate Attack Gauge. As soon as it's full and flashing immediately press X and A simultaneously. The resultant Millenium Wave does major damage to the bad guy; it may even finish him off.

Roto Cutter Combo



1) Cross 'em up with a super deep Fierce Kick.



2) Land and do a Standing Normal Punch.



3) Follow up with an immediate Crouching Normal Kick.



4) Slice 'em with the Fierce Roto Cutter for four hits.

Raphael

Raphael has several effective *long-range offensive moves* that either put a hurt on the opposition or at least back them away. His Fierce Sai Slash (press X) is a good basic move as is his Normal Crouching Kick (press Down and B). The Jamboree makes him throw a disc-shaped energy blast (press Away, Down-Away, Down, Down-Towards, Towards in one sweeping motion and then hit X or Y). The Power Drill is a strong medium-range attack (press and hold Away for one second, then hit Towards and X or Y), which is nearly unstoppable at close range.

Drill Often

The Drill is a very effective move against the CPU opponent because it enables you to score a hit and move in for a close attack. To Drill and throw, blast a Drill and as soon as it hits press Towards and hit X. To Drill and stick a Sai into someone, blast a Drill and as soon as it hits hit X.

Don't Drill Them!

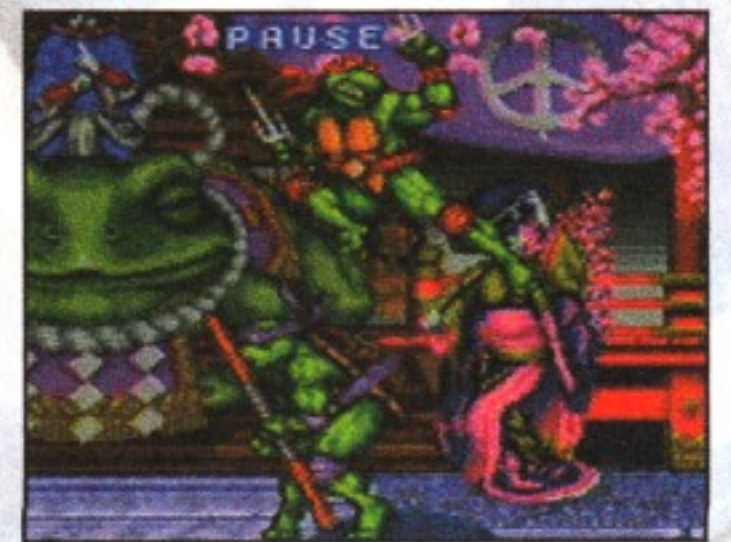
Don't Drill from long distance against fighters with strong

uppercuts like Aska or Michaelangelo. They will knock you out of the sky every time.

Quick Charge with a Drill

Another good thing about the Drill is that it scores several hits at a time, which charges up Raph's Ultimate Attack Move very quickly. When the gauge is full, immediately hit X and A simultaneously to jump up and unleash a spray of energy balls.

Super Drill Combo



1) Cross up your opponent with a Deep Fierce Kick.



2) While holding away to charge for the Power Drill, do a Standing Normal Punch.



3) Follow this up immediately with a Fierce Punch.



4) Complete the combo with a Fierce Power Drill.



Donatello

Donatello is the easiest Turtle for beginners to win with, so don't mess around with combos. His standard attack the Fierce Bo Thrust (press X) has the longest range among the Turtles. Moreover if you continually pound X, Donatello will begin to automatically jab his Bo like mad into the enemy. His long-range attack, the Ground Claw, is easy to bust. It uses the same motion as Leonardo's Shining Cutter.



Bo Thrust



Ground Claw

Air Defense Commands

Donatello is susceptible to air attacks because foes can jump over his Bo attack and hit him in the face. Watch your opponent. If he leaves the ground you can press Up and B to hit him in mid-air or move back by pressing Away and then hit the Fierce button X to catch him as he moves down on you.

The Ultimate Dragon

Don's Ultimate Attack energy builds very quickly because he puts multiple hits on opponents with his basic attacks. You should be able to use the Fire Dragon attack several times during a match, unless you're really getting kicked in the shell.

SUPER NINTENDO

Michaelangelo

Michaelangelo has good offensive variety with long-range attacks and low crouching attacks. His basic Fierce Nunchaku Nasty (press X) has almost the range of Donatello's Fierce Bo attack, however, an opponent with good timing can score a hit on Don by hitting his extended Nunchuks. His Dragon Breath shoots energy balls from his mouth (press Away, Down-Away, Down, Down-Towards, Towards in one smooth motion and hit X or Y).

Low Blows

From a crouching position Mike can mount a powerful counterattack. Press Down-Away and Mike will block from a crouch. From that position you can roll your thumb onto Down and hit B to make a Sliding Low Kick or you can pull the devastating Rising Thunder hit. By holding Down-Away you charge for the Rising Thunder. After one second hit Up and X or Y and Mike swings the Nunchuks for a blow that hits the foe low and works up his body. This is an excellent move against opponents that attack from the air.

Cheese Openers

You can score a quick opening hit on an opponent. As soon as the word "Fight!" appears onscreen be ready to move towards your adversary to deliver a quick Fierce Nunchaku Nasty. If you're good, you can try a Rising Thunder. Press Down to charge the Thunder before the fight begins. As soon as the word "Fight!" disappears from the screen hit Up and X or Y.

Rising Thunder Combo



1) Cross up your foe with a deep Fierce Punch while Charging Down.



2) As you land, continue to Charge Down and press the Normal Punch.



3) Then, immediately go into the Fierce Rising Thunder Attack for five devastating hits.

Cyber-Shredder

Cyber-Shredder can be the strongest fighter in the game, especially in the hands of a beginner or an intermediate player. He has three powerful and quick basic offensive moves – the Fierce Punch (press X), the Crouching Fierce Punch (hold down Down and press X), and the Crouching Kick (hold down Down and press B). He's built for aggressive, in-your-face fighting, so he may be your ticket to victory in the Blockbuster 4-minute drill.

Shredder's Shield

Unlike any other character Cyber-Shredder has a defensive move that bounces an enemy attack back at the enemy. Press Y and B simultaneously to form the Aura Shield. You must learn to time the Shield since it takes a split second to form.

In keeping with his basic personality, Shredder can pull a cheesy opening attack by charging up his Aura Crusher before the fight even begins. Just hold Away while the screen says "Ready, Fight!." As soon as "Fight!" disappears press Towards and hit X or Y. Shred-head zooms into the opponent for a nasty uppercut.

Uppercut Combo



1) Jump in with a deep Fierce Kick.



2) Land and do two Crouching Normal Punches.



3) Finish them with the Fierce Aura Crusher for five continuous hits.



CONTINENTAL'S NEW PEANUTS FLIGHTS.SM



- Available to 49 select cities
- Great low fares. Every seat, every flight, every day.
- No advance purchase
- No advance reservation
- Earn a minimum of 500 OnePassSM miles with every flight
- Fully refundable
- Assigned Seating

Call your travel agent or
1-800-523-FARE
(1-800-523-3273)



LET THE VIDEO GAMES BEGIN!



LOTS A LUCK ON YOUR WAY TO THE BLOCKBUSTER VIDEO® 1994 WORLD GAME CHAMPIONSHIP!

Test your skills and enter the BLOCKBUSTER VIDEO® 1994 World Game Championship sponsored by Domino's Pizza® and WIN BIG! Stop by your local Blockbuster Video® store for details. And use the coupons below to MUNCH OUT!



THERE'S ALWAYS

SOMETHIN' FOR NOTHIN'

FREE PIZZA

BUY A LARGE 2-TOPPING CRUNCHY THIN CRUST PIZZA AT REGULAR PRICE & GET ANY MEDIUM 1-TOPPING PIZZA FREE!

Offer expires 7/3/94

Coupon not valid with any other offer. Offer valid with coupon only. Valid at participating stores only. Prices may vary. Customer pays sales tax where applicable. Our drivers carry less than \$20.00. Cash value 1/20¢. ©1994 Domino's Pizza, Inc.



FREE TWISTY BREAD™

WITH THE PURCHASE OF ANY PIZZA AT REGULAR PRICE!

Offer not valid with the purchase of THE DOMINATOR®.

Offer expires 7/31/94

Coupon not valid with any other offer. Offer valid with coupon only. Valid at participating stores only. Prices may vary. Customer pays sales tax where applicable. Our drivers carry less than \$20.00. Cash value 1/20¢. ©1994 Domino's Pizza, Inc.



SONIC THE HEDGEHOG™

Shield Power

WEEK
2



Playing Sonic 3 for a high score is a little different than normal play. Study these tips to learn how to score the most points, and then figure out a set route that you prefer through the Zone. After that, it's just practice, practice, practice.

Hang On to at Least One Ring



The absolute last thing you wanna do in this timed competition is die. To ensure that Sonic never dies, always carry at least one Ring. As long as you do, Sonic is safe.

Rings



Sonic scores 100 points for every Ring he has at the end of an Act. Grab individual Rings, or rack them up quickly by grabbing Ring Monitors, which give you ten Rings.

Time Bonus



If you finish an Act quickly enough, you'll score a time bonus. If you finish the first Act in under two minutes on the game clock, you'll score 5000 bonus points. If you finish in under three minutes on the game clock, you'll score 4000 bonus points. If you finish in under four minutes on the game clock, you'll score 1000 bonus points.



Shields are excellent power-ups, since they protect Sonic from losing Rings for one hit. They also give him special powers. The Fire Shield is excellent to have when you battle the final Robotnik boss in the first Zone, since it protects you from his fire attacks.



The Electric Shield is valuable because it attracts hard-to-reach Rings to Sonic like a magnet. Remember that you'll lose both the Fire and Electric Shields if you jump into the water.



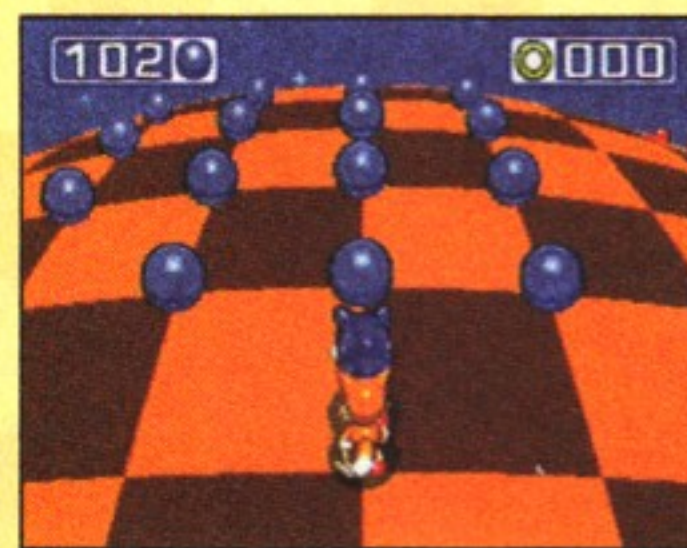
The Bubble Shield is the least useful in this competition, although it does keep Sonic from drowning when he's underwater.

Special Bonus Stages

Nail the Special Stages and you can score so many points that nobody's gonna beat you!



To enter a Special Stage, look for these giant gold Rings. Walk into the Ring, and Sonic warps to the bonus area.



To clear the Special Stage, Sonic has to collect all of the blue orbs by running through them. If he hits a bumper, he bounces backward (tap Up on your control pad to move forward again). If Sonic hits a red orb, the Special Stage ends.



When you reach a square configuration of blue orbs, race Sonic around the perimeter of the square. This will transform all the orbs in the square into Rings.



GENESIS



SPECIAL STAGE RING #1



Sonic scores in the Special Stages by collecting Rings. When he finishes the stage, he earns 100 points for every Ring he's collected. If he collects all of the Rings in a Special Stage, he scores 50,000 bonus points! Since this game will be timed with a stopwatch, to gain bonus points you must finish the special stage before the four-minute time limit runs out.



There are three easy-to-reach Special Stage Rings in the first and second Acts of the Zone. The first is just after the beginning of the Act. Leap to the ground below the first cliff, then Spin-Dash to break through the rocks. Inside, you'll find the first Special Stage Ring.

SPECIAL STAGE RING #2

Defeat the Bosses



To defeat Robotnik when he first appears, just leap and bonk him, dodging the fire jets on the bottom of his craft. Try not to lose your Rings.



The second Special Stage Ring is just after the beginning of the second part of the Act (just after Robotnik's first appearance). After the Sign Post, bust through the rocks and drop to the bottom of the level. Break through the rocks to your left to enter a secret room that holds the Ring.



Beating Robotnik at the end of the Act is easy. Just jump and Super Spin Attack him until he's done for. If you have the Fire Shield, you can leap at him without fear of damage.

SPECIAL STAGE RING #3



At the very beginning of Act 2, Sonic spins through a spiral tunnel. At the end of the tunnel, he'll crash into a secret room with the Special Stage Ring inside.



ClayFighter

BLOCKBUSTER
EXCLUSIVE



WEEK 3
TOURNAMENT EDITION

Clay Fighter may look like a joke, but it's a tough game. Winning big means kickin' the clay out of your opponents as quickly as possible. The more matches you win, the higher you score. Read up on these killer combos and go for it. To learn how to do more of Clay Fighter's special moves, check out the game manual. If you're a novice, Two-in-One means you begin to Charge for the special move while you're executing the move right before it.

Bad Mr. Frosty



Combo 1:
Jump in Deep with a Medium Kick, then Two-in-One with a Light Punch into a Light Frozen Fist.

Combo 2:
Jump in Deep with a Light Punch, and finish off with a Cold Shoulder.

(Psst...Bad Mr. Frosty's got more moves than any other character, but he's not as good with combos because of his short arms.)

Taffy



Combo 1:
Jump in Deep with a Medium Kick, then Two-in-One a Brutal Punch into a Dashing Brutal Upper-UnderCut.

Combo 2:
Jump in Deep with a Light Punch, then Two-in-One a Medium Kick into a Crouching Brutal Kick. *(Psst...Taffy's Tornado can cancel projectiles and negate some special moves.)*

Tiny



Combo 1:
Jump in Deep with a Light Kick. Follow up with a Standing Medium Punch, then finish off with a Standing Brutal Punch. *(Psst...Tiny's vulnerable after he tosses a Dashing Punch.)*



Blob



Combo 1:
Jump in Deep with a Light Kick. Follow up with a Standing Light Punch, and finish off with a Standing Medium Punch.

Combo 2:
Jump in Deep with a Medium Kick. Follow up with two quick Medium Punches.

(Psst...When doing Blob's Saw, watch out! If blocked, it only hits once and can be countered.)



SUPER NINTENDO

Icky Bod Clay



Jump in Deep with a Light Kick. Then, Two-in-One a Light Punch into an Icky Lunge. (Psst... Try teleporting behind your opponent and surprising them with an Ecto Punch. You can also teleport in midair.)

Helga



Combo 1: Jump in Deep with a Light Punch. Next, Two-in-One a Medium Punch into a Helga Scream.

Combo 2:

Jump in Deep with a Light Kick. Then, Two-in-One a Short Punch into a Helga Scream. (Psst... Use Helga's Scream to cancel projectiles, then counter with the Valkyrie's Ride.)

Blue Suede Goo



Combo 1: Nail 'em with a Standing Light Kick, followed by a quick Standing Light Punch. Finish off with a final Standing Medium Punch.

Combo 2: Begin with a Standing Light Kick. Then, tag your attacker with a Standing Light Punch followed by a Standing Brutal Punch.

Combo 3: Jump in with a Deep Medium Kick. Two-in-One a Standing Light Punch into a Hair Blade. (Psst... You can score up to seven big hits if you use the four-note attack in a jumping-in combo.)

Bonker



Combo 1: Jump in Deep with a Light Kick, then Two-in-One a Medium Punch into a Cartwheel.

Combo 2:

Jump in Deep with a Light Kick, then Two-in-One a Light Punch into a Cartwheel. (Psst... While jumping, hold Up and press any punch button to do a midair block!)



GENESIS

WEEK 3

VIRTUA RACING



Put the pedal to the metal, gamers! Winning in Virtua Racing is all about racing clean and fast. In this contest, players will be racing in the Free Run mode on the Medium Track. Your best lap out of the five will be converted into a point score. Here's a few driving pointers.



Try to use the brakes as little as possible. Instead of braking on the curves, tap on the accelerator or completely take your foot off it until you're through the curve.



Keep an eye out for skidmarks on the track and follow them. They indicate the best route to drive, and the best route to take through sharp turns and S-curves.



To take curves aggressively, slow down before a turn and then hug the inside of the curve as closely as possible.



If you're using the Manual Transmission, down-shift into medium curves, and down-shift two times into curves and turns of more than 45 degrees.



When you're entering the tunnel, don't use View #4 (the extreme overhead view). If you do, you'll have a momentary break of vision as you enter the tunnel and you'll crash into the tunnel walls.



It's okay to hit the white traffic blockades on the track - it won't damage your car or slow you down. Just don't proceed beyond the blockades, or you'll bounce off an immovable wall and spin out of control.



To make turn #6 easier, drive right through the second set of blockades at turn #5.



Keep your pedal to the metal when you hit walls or spin out of control. The acceleration will help to get your car back on track.



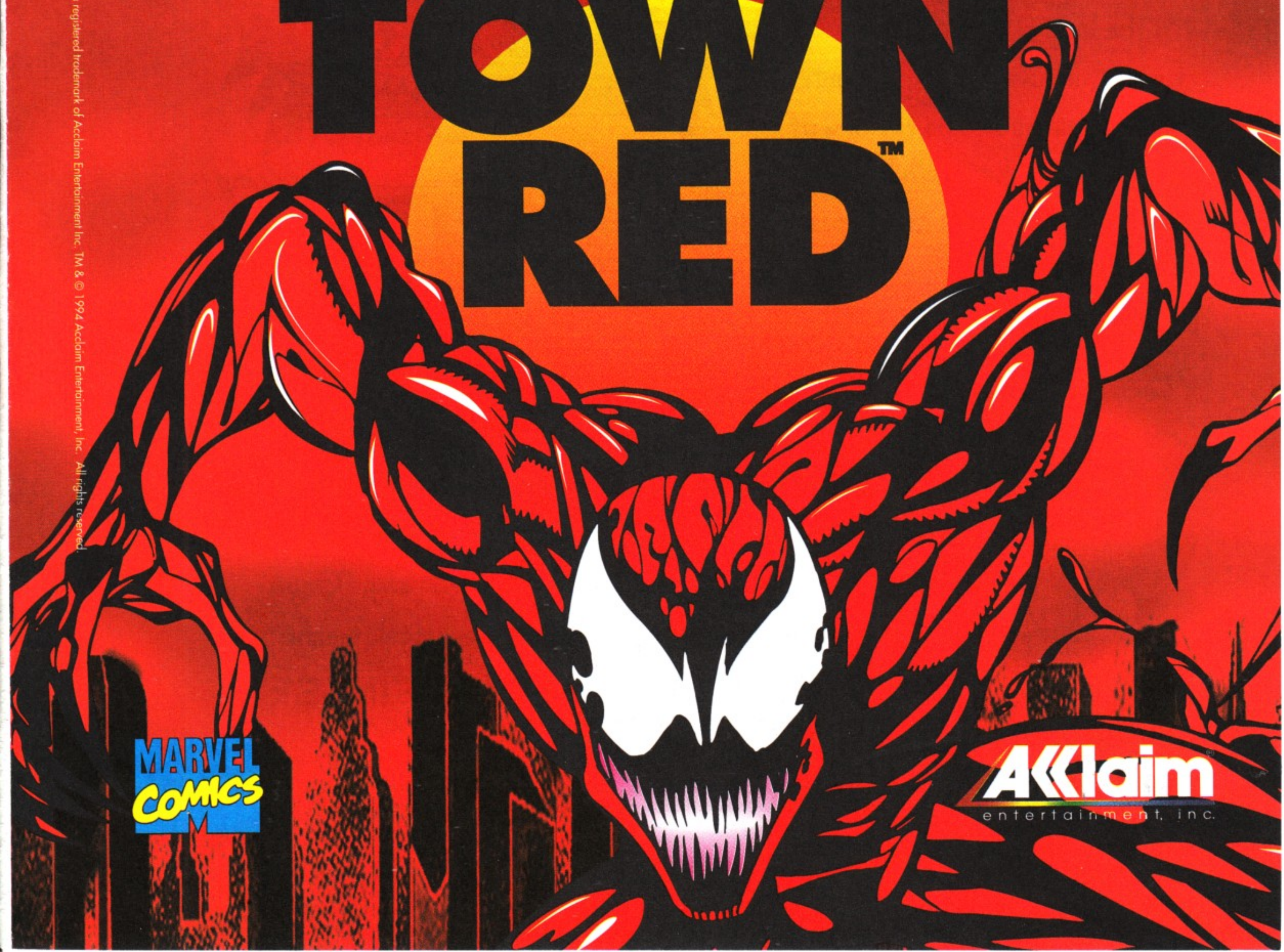
SPIDER-MAN[®] VENOM[™]

MAXIMUM CARNAGE[™]

COMING TO SUPER NES[®] & GENESIS[™] THIS AUGUST

**PAINT
THE
TOWN
RED[™]**

TM & © 1994 Marvel Entertainment Group, Inc. All Rights Reserved. Acclaim is a registered trademark of Acclaim Entertainment Inc. TM & © 1994 Acclaim Entertainment, Inc. All rights reserved.



BART AND HIS



MAKE HISTORY

Help us finish this story. Find some friends and ask 'em to call out words (nouns, verbs, or whatever) for you to put in the blanks. But don't let them see the page 'til it's finished! When all the spaces are filled in, you'll have a bizarre but definitely cool story you can read aloud. (Hint: If you use a pencil, you can do it over and over!)

EXAMPLES:

- Adjective.....beady-eyed, boneless, wrinkly
- Verb.....scratch, twist, spit
- Adverb.....mindlessly, wretchedly, stupidly
- Noun.....pork rind, doorknob, spatula
- Exclamation.....Whoa, mama!; Cowabunga!; Gadzooks!

At last! The day that Bart, Millhouse, and _____ had been waiting for: the class trip to the Museum of Natural _____ History! Bart couldn't wait to see the dinosaur _____ and the ancient _____-ing Bird with the long _____.

Everything was _____ until the class reached "The History of _____

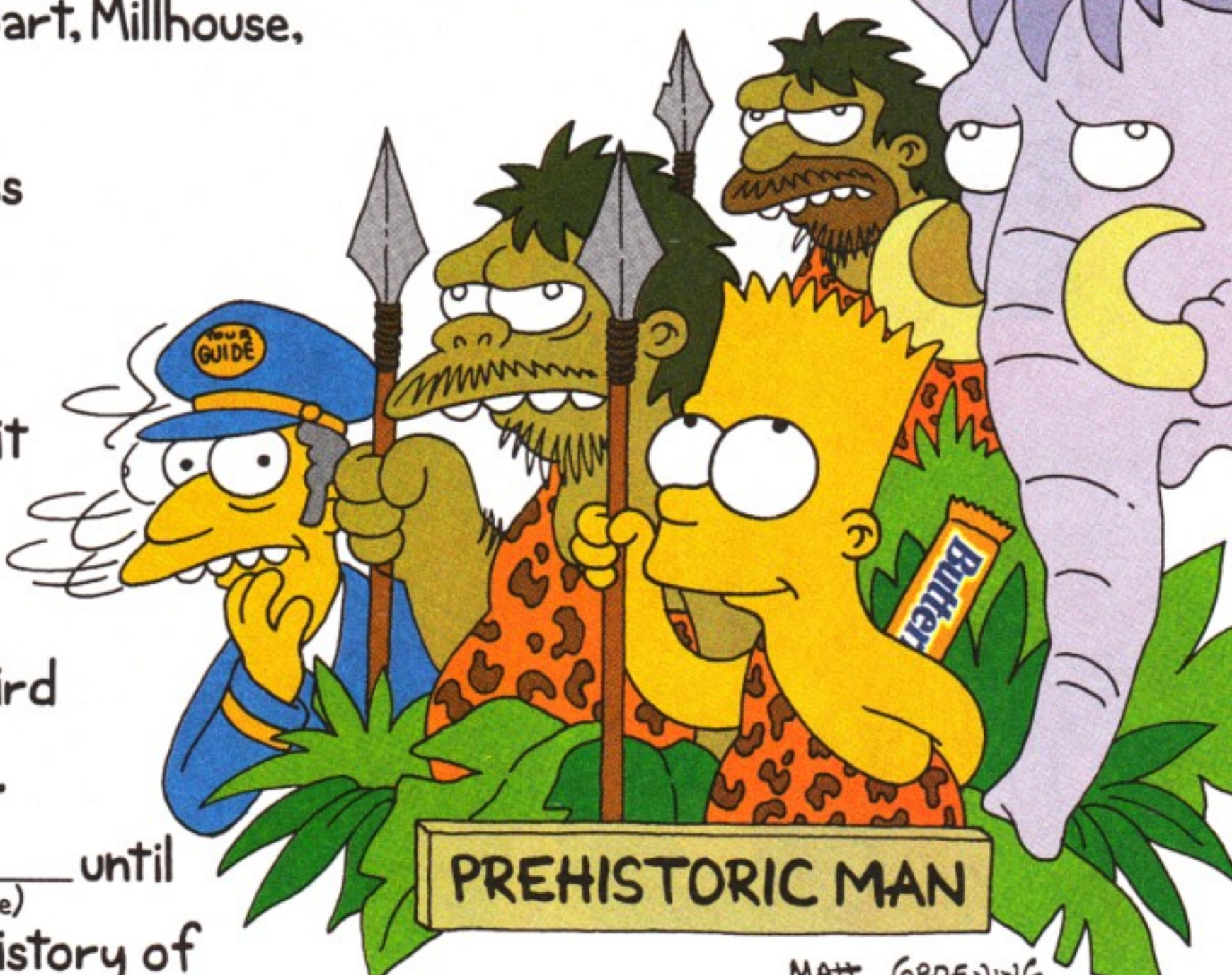
Man" exhibit. While _____, the tour guide, was _____ describing the _____ exhibit, Bart took a bite of his _____.

"_____ -brain!" said _____. "Gimme that _____!"

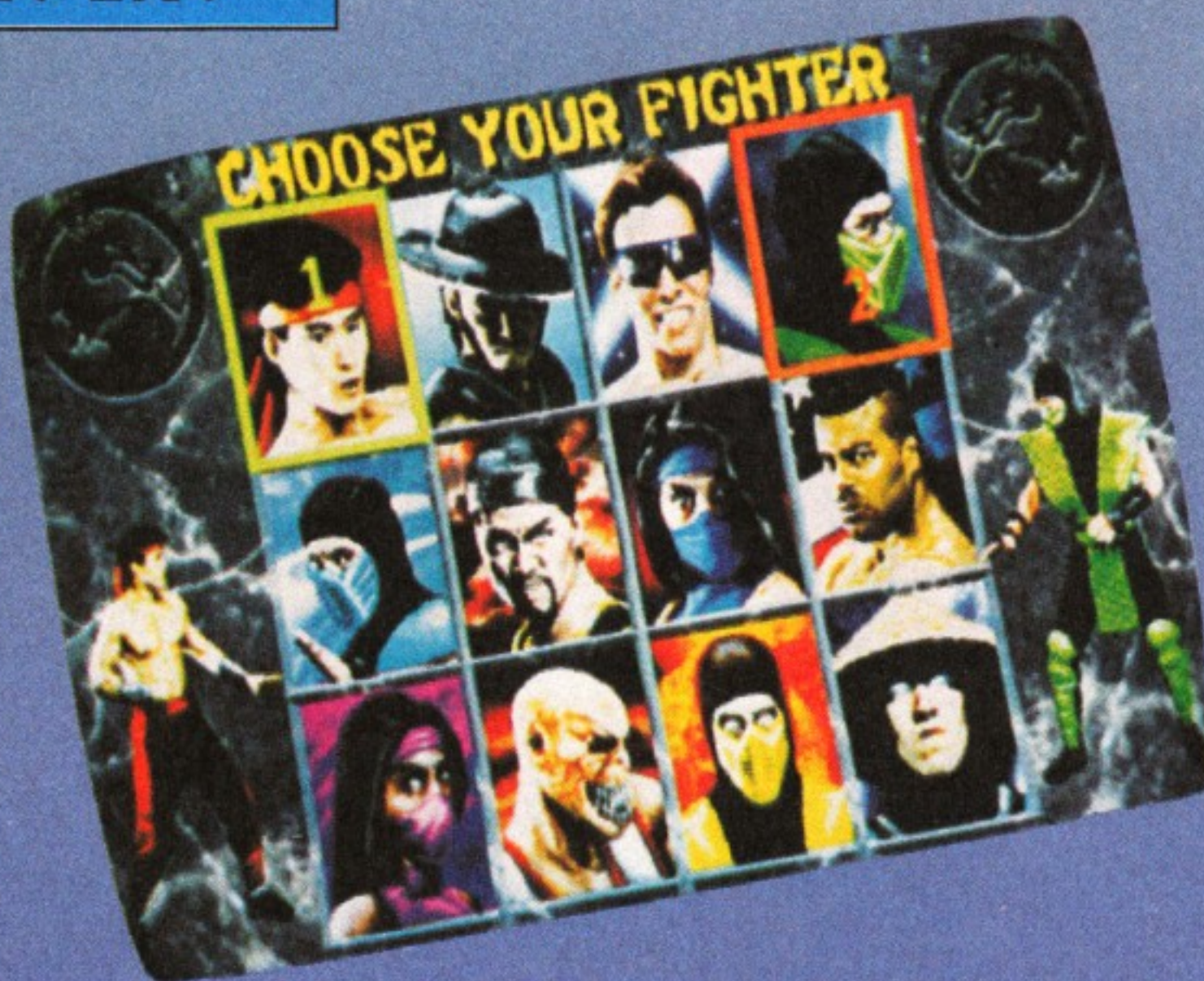
"No way, _____-face!" Bart shouted as he ducked into a crowd of _____

The _____ guide _____ searched the whole museum, but couldn't find Bart or his _____. But as he passed the ancient _____ exhibit, the guide could swear he heard a _____ prehistoric man say, "Ooga walla fooga ooga Boogafooga", which in Cavespeak means:

"NOBODY BETTER LAY A FINGER ON MY BUTTERFINGER®!"



RUNG LAO



Three-Hit Shield Spin Kombo



1) Hit your opponent with the Shield Spin.



2) Quickly jump Toward them and Kick them in the air.



3) Immediately hold Down-Toward and hit High Kick to do the Diving Kick.



Air Diving Kick Kombo



1) When the enemy is in the air, jump straight up and stick out any Kick. This usually counters their move.



2) Hold Down on the stick and hit High Kick to do the Diving Kick.

Note: You can do this kombo if you are jumping Toward or Back. If you are jumping Toward, hold Down-Toward to do the Diving Kick. If you are jumping Back, you must hold Down-Back.



Corner Hat Three-Hit Kombo



1) When your opponent is near the corner, jump at them with a late super-deep Kick.



2) As soon as you land, juggle them with a standing High Punch and begin the Hat Throw taps.



3) Then immediately do the Hat Throw.

Defensive Juggle Kombo



1) When an enemy jumps in at you, juggle them with a standing High Punch.



2a) Then immediately do a standing High Kick to jack them up again...



2b) Or do a Diving Kick...



2c) Or do the Hat Throw.

REPTILE



BASIC

Forceball-High Kick Kombo



1) Throw the Forceball at your opponent and follow it in if you're far away.



2) If it hits and you're standing close enough, juggle with a standing High Punch as they fly in.



3) Then immediately nail them with a standing High Kick.

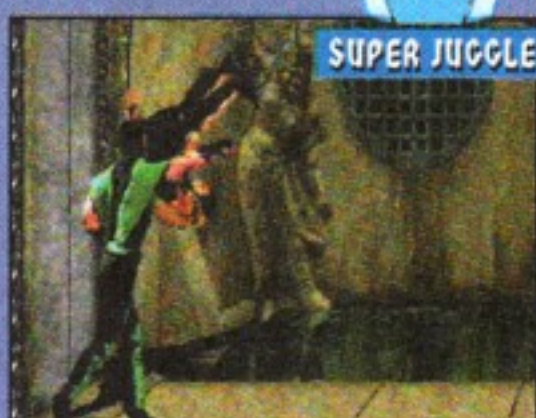
Four-Hit Forceball Kombo



SUPER JUGGLE



1) Throw the Forceball at your opponent and follow it in if you're far away.



2) If it hits and you're standing close enough, juggle with two standing High Punches as they fly in toward your head.



3) Then immediately throw your Venom Spit.

Forceball-Slide Kombo



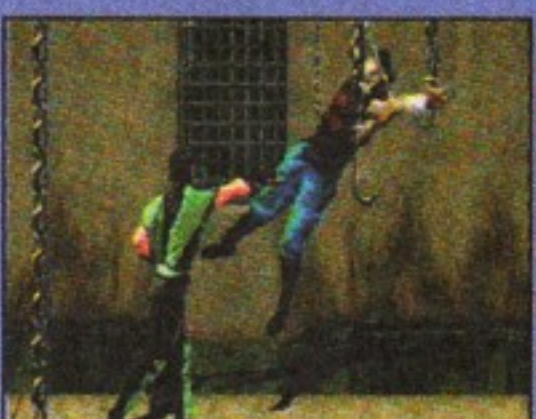
SUPER JUGGLE



LETHAL



1) Throw the Forceball at your opponent.



2) If it hits and you're standing close enough, juggle them with a standing High Punch.



3) Quickly jump after the enemy and hit them on the way up with a Kick.



4) Then immediately do a Slide when you land.

Forceball-Uppercut Kombo



LOONEY



1) Throw the Forceball at your opponent and follow it in if you're far away.



2) If it hits and you're close enough, juggle them with a crouching Low Punch as they fly in (it might cross them over your head).



3) Then immediately jack them with an Uppercut to take off lots of damage.

Defensive Juggle Kombo



1) If a Ninja jumps in at you, juggle him with one-two standing High Punches.



2) Then immediately do a Slide. If done correctly, this will take off tons of energy.

REPTILE AND SUB-ZERO ONLY

Two-Hit Slide Kombo



BASIC



1) Jump at your opponent with a deep Kick.

2) Land and immediately do a Slide.

Corner Slide Kombo



ELITE



1) When the enemy is near the corner, jump in with a late super-deep Kick.

2) As soon as you land, juggle with a standing High Punch.

3) Then immediately do a Slide.

Corner Five-Hit Juggle Kombo



SUPER JUGGLE



LETHAL



LOONEY



ELITE



1) When they're in the corner, jump in with a late super-deep Kick.

2) Land and juggle with two quick crouching Low Punches.

3) Do a standing High Punch as you start the Slide.

4) Do the Slide to finish off this kombo.

SUB-ZERO



LETHAL

Double Freeze Kombo



1) Freeze your opponent.

2) Jump at your opponent with a deep Kick.

3) As soon as you land, do the Floor Freeze.

4) Then Uppercut them while they're slipping.

REPTILE, SCORPION, SUB-ZERO, JOHNNY CAGE

Corner Uppercut Kombo



SUPER JUGGLE



LOONEY



1) When your opponent is near the corner, jump at them with a late super-deep Kick.

2) Juggle with two quick crouching Low Punches.

3) Then immediately do an Uppercut before they land.



RITANA

Two-Hit Air Fan Kombo



BASIC



1) When the enemy jumps, meet them in midair with a Kick as you start the Fan Throw taps.



2) Immediately throw the Fan while still in midair.

Defensive Juggle Kombo



1) Juggle your opponent with a standing High Punch.



2) Then immediately do the Flight Punch.

Corner Fan Suction-Upper Kombo



SUPER JUGGLE



LETHAL



LOONEY



1) When your opponent is near the corner, lift them up with the Fan Suction.



2) Then jump and Kick them as you start the Fan Throw taps.



3) Immediately Throw the Fan while in midair.



4) As soon as you land, Uppercut them before they hit the ground.

Fan Suction Kombo



LETHAL



ELITE



1) Lift up your opponent with the Fan Suction.



2) Jump at your opponent and Kick them at the top of your jump while beginning the Fan Throw taps.



3) Immediately do the Fan Throw while in midair.



4) As soon as you land, do the Flight Punch to take off even more energy. Your opponent must still be juggled at the top of the screen for the Punch to connect.

Note: Getting the Flight Punch to connect is very difficult, and if you miss, you'll be in a vulnerable position. Beginners should skip Step 4 until their timing improves.

Two-Hit Ground Fan Kombo



1) When the enemy is standing, jump in with a deep Kick while starting the Fan Throw taps.



2) Then immediately throw the Fan while in midair.

Three-Hit Fan Kombo



ELITE



1) Jump at your opponent with a late super-deep Kick as you start the Fan Throw taps.



2) Immediately throw the Fan while in midair.



3) As soon as you land, jump toward the opponent and Kick them on the way up.

JAX

Ground Backbreaker Kombo



- 1) When the enemy's standing, jump in with an early close Kick and rapidly tap Block.
- 2) As soon as the Kick connects, hitting Block will activate the Backbreaker.

Gotcha Kombo

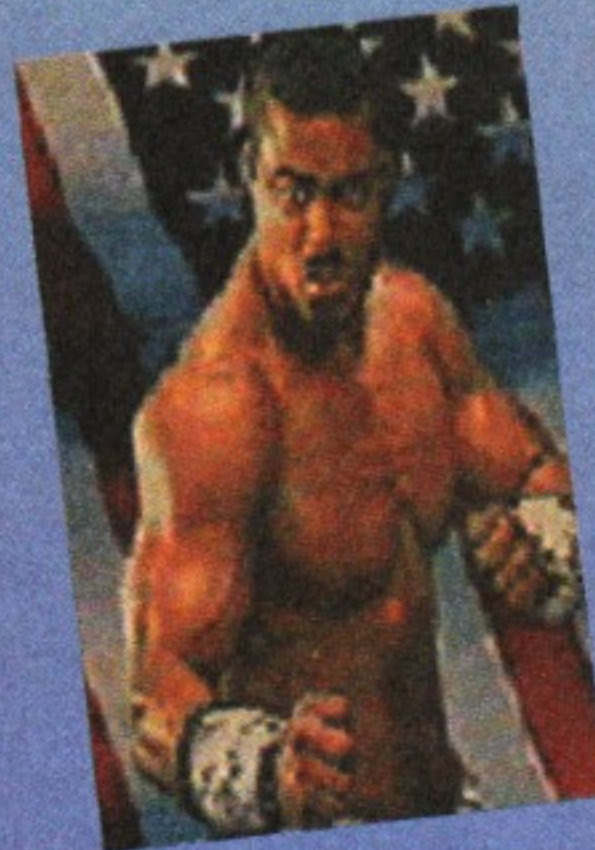


- 1) Jump at your opponent from fairly close with a deep Kick as you start the Gotcha taps.
- 2) As soon as you land, grab them with the Gotcha Punches.

Earthquake Kombo



- 1) Jump at your opponent with a deep Kick while Charging the Earthquake.
- 2) As soon as you land, do the Earthquake.



Defensive Juggle Kombo



- 1) When your opponent jumps at you, juggle with a standing High Punch.
- 2a) Then immediately do the Sonic Wave... **OR**
- 2b) Or do a standing High Kick... **OR**
- 2c) Or do the Earthquake.

Air Backbreaker Kombo



- 1) When the opponent is in the air, jump up or Toward and Kick while tapping Block.
- 2) As soon as the Kick connects, hitting Block will suck them in for the Backbreaker.

Corner Gotcha Kombo



- 1) When your opponent is near the corner, jump in with a late super-deep Kick.
- 2) As soon as you land, juggle with a standing Low Punch as you start the Gotcha taps.
- 3) Immediately do the Gotcha Punches.

MILEENA



BASIC

Two-Hit Ground Sai Kombo



1) When the enemy's on the ground, jump in with a deep Kick while Charging the Sai.



2) Immediately throw the Sai while still in midair.



BASIC

Two-Hit Air Sai Kombo



1) When the enemy is in midair, jump up or Toward with a Kick while Charging the Sai.



2) Immediately throw the Sai while still in midair.



BASIC

Two-Hit Ground Roll Kombo

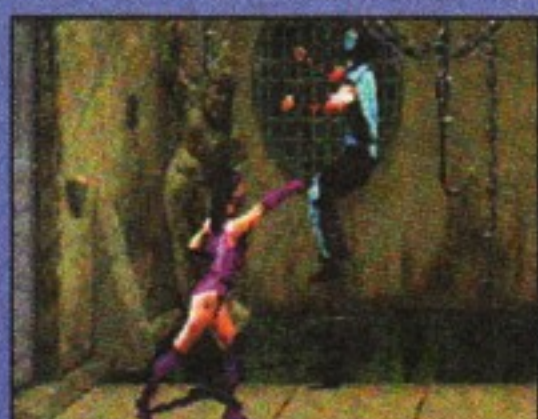


1) Jump in with a deep Kick while starting the Ground Roll taps.

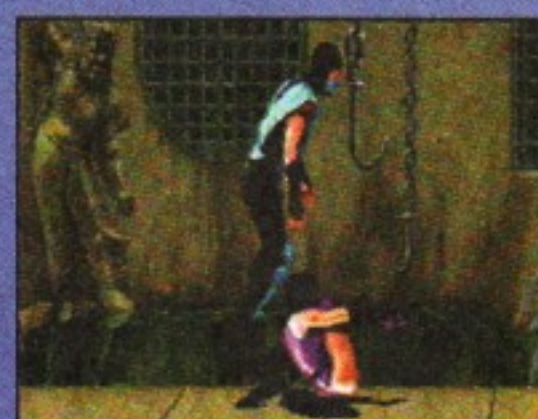


2) When you land, immediately do the Ground Roll.

Defensive Juggle Kombo



1) When your opponent jumps at you, juggle with a standing High Punch.



2) Then immediately do a Ground Roll to catch them on their way down.

Four-Hit Corner Kombo



SUPER JUGGLE



LOONEY



ELITE



1) If your opponent is near the corner, jump at them with a deep Kick as you start the Ground Roll taps. Charge for the Sai during the entire kombo.



2) As soon as you land, do a Ground Roll while still Charging.



3) Then immediately jump Toward the enemy and Kick them on the way up.



4) Finally, throw the Sai while still in midair. This final hit requires perfect timing and positioning!

Four-Hit Sai and Ball Kombo



SUPER JUGGLE



LOONEY



ELITE



1) If your opponent is near the corner, jump at them with a deep Kick while Charging the Sai.



2) Then immediately throw the Sai while in midair.



3) As soon as you land, do a Ground Roll before they hit the ground.



4) Finally, Uppercut them before they land for huge damage!





BARAKA

Three-Hit Slicing Blades Kombo



1) If your opponent is near the corner, jump at them with a late super-deep Kick.



2) As soon as you land, hold Back and hit High Punch to juggle them with the Blade Head Swipe. As you do this, begin tapping for the Slicing Blades.



3) Immediately do the Slicing Blades to chop them up before they land.

Two-Hit Blade Throw Kombo



1) Jump at your opponent with a deep Kick as you start the Blade Throw motion.



2) When you land, immediately do the Blade Throw.

Slicing Blades Kombo



1) Jump in with a super-deep Kick as you start the Slicing Blades taps.



2) When you land, immediately do the Slicing Blades.

Note: Although this kombo is easier if done in the corner, it can be done out in the open!

Defensive Juggle Kombo



1) When your opponent jumps in, juggle them with a standing High Punch.



2) Immediately do the Blade Throw before they land.

Corner Three-Hit Blade Throw Kombo



1) If your opponent is near the corner, jump at them with a late super-deep Kick.



2) As soon as you land, juggle with a standing High Punch.



3) Then immediately do the Blade Throw.

SHANG TSUNG

Kick-Fireball Kombo



1) Jump in with a late super-deep Kick as you begin the taps for up to three Flaming Skulls.



2) Upon landing, immediately do up to three Flaming Skulls to juggle them for up to four hits total.

Triple Flaming Skull Auto-Juggle



1) If you think the enemy is going to jump, throw three Flaming Skulls.



2) If the enemy lands on the first Skull, they will automatically be juggled by the other Skulls for three hits!



Note: Timing is critical for this kombo! Practice doing only one Flaming Skull at first and work your way up.

RAIDEN



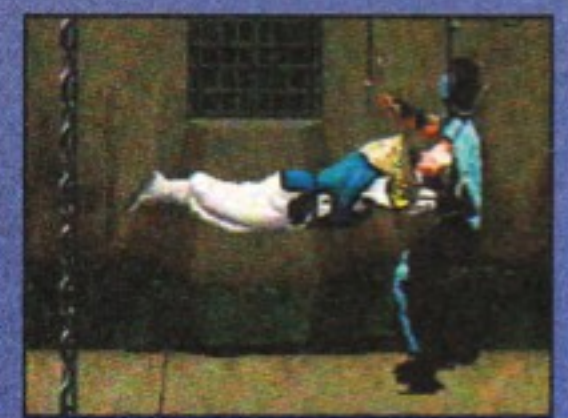
Shocker-Torpedo Kombo



1) Grab your opponent with the Shocker.



2) As soon as you let go, juggle them with two standing High or Low Punches as you start the Torpedo taps.



3) Then immediately do the Torpedo.

Note: The timing of the punches can be hard against certain characters (Kung Lao and Raiden), and you may want to use only one juggle punch instead of two.



Air Kick-Torpedo Kombo



1) When the opponent is in the air, jump and stick out a Kick as you begin the Torpedo taps.



2) Immediately do the Torpedo while still in the air for a surprising two-hit kombo.



Ground Kick-Torpedo Kombo



1) When the enemy is on the ground, jump in and hit them with a Kick as you start the Torpedo taps.



2) Now do the Torpedo while still in the air.



Corner Electricity Kombo



1) When your enemy is near the corner, jump at them with a late super-deep Kick.



2) As soon as you land, juggle with a standing Low Punch as you start the Electricity motion.



3) Then immediately throw the Electricity.



Shocker-High Kick Kombo



1) Grab your opponent with the Shocker.



2) As soon as you let go, juggle them with a standing High Kick.



Corner Torpedo Kombo



1) When your enemy is near the corner, jump in with a late super-deep Kick.



2) As soon as you land, juggle with a standing Low Punch and begin the Torpedo taps.



3) Then immediately do the Torpedo.

'94
FLAIR™

FLAIR PRESENTS THE MARVEL UNIVERSE
INAUGURAL EDITION

MARVEL™
COMICS



drop  here

ON LOCATION:

Williams Bally/Midway Part 2

The Minds Behind MORTAL KOMBAT II



By **Slasher Quan**

Welcome to Part 2 of *GamePro's* interview with *Mortal Kombat II* lead artist and co-designer, John Tobias. This month, Tobias discusses the technical issues the team faced while developing this top-earning arcade fighting series. He touches on the methods he used to capture the actors and also discusses MK's game play philosophy and the future of the MK property. Ed Boon, lead programmer and co-designer, also joined us to answer some key questions.

Filming the Action

GamePro: What was the process you used to actually film the actors and bring them into the game?

John Tobias: In MK I, we taped the actors in front of a gray background using Hi-8 videotape, which is a step above the regular eight-millimeter camcorders. We played the tape back through a regular PC and used soft-

ware to grab about two seconds of footage. Then I could cycle through the footage and choose frames for the animation. We had to go in by hand and strip off each individual image – kind of do a tracing around a character – and then pull him away from the background. We did that for every single frame.

GP: How did you improve the process in MK II?

JT: Toward the end of MK II, we started using a blue-screen process, where we didn't even need the videotape because we could grab the footage directly into the PC. This is just like the blue screen used for TV, where an image can be separated from the blue background into its own floating image. Now the PC automatically strips out everything that's blue, leaving just the image. With the blue screen, we eliminated the need to do the tracing.

GP: So that explains the greatly increased clarity in the second game?

JT: That's due to several things. One change was a new camera. We upgraded from a standard Hi-8 camera to a broadcast-quality, \$20,000 Sony camera. However, we had to knock the image down from millions of colors to 64 or 128 colors [once it's digitized], so there's still room for improvement.

GP: Once the footage is filmed, how is all the animation created and refined?

JT: We had to clean around the edges of each image to eliminate the video noise. What comes out of a camera is a little raw and bland, so we'd highlight the flesh colors and touch up muscles. When you look at a game like *Lethal Enforcers*, it has some nicely digitized images, but it's not colorful. I'm a proponent of more color on the screen.

GP: What about some of the more fantastic animations? I assume you couldn't convince HoSung Pak to turn into a dragon.

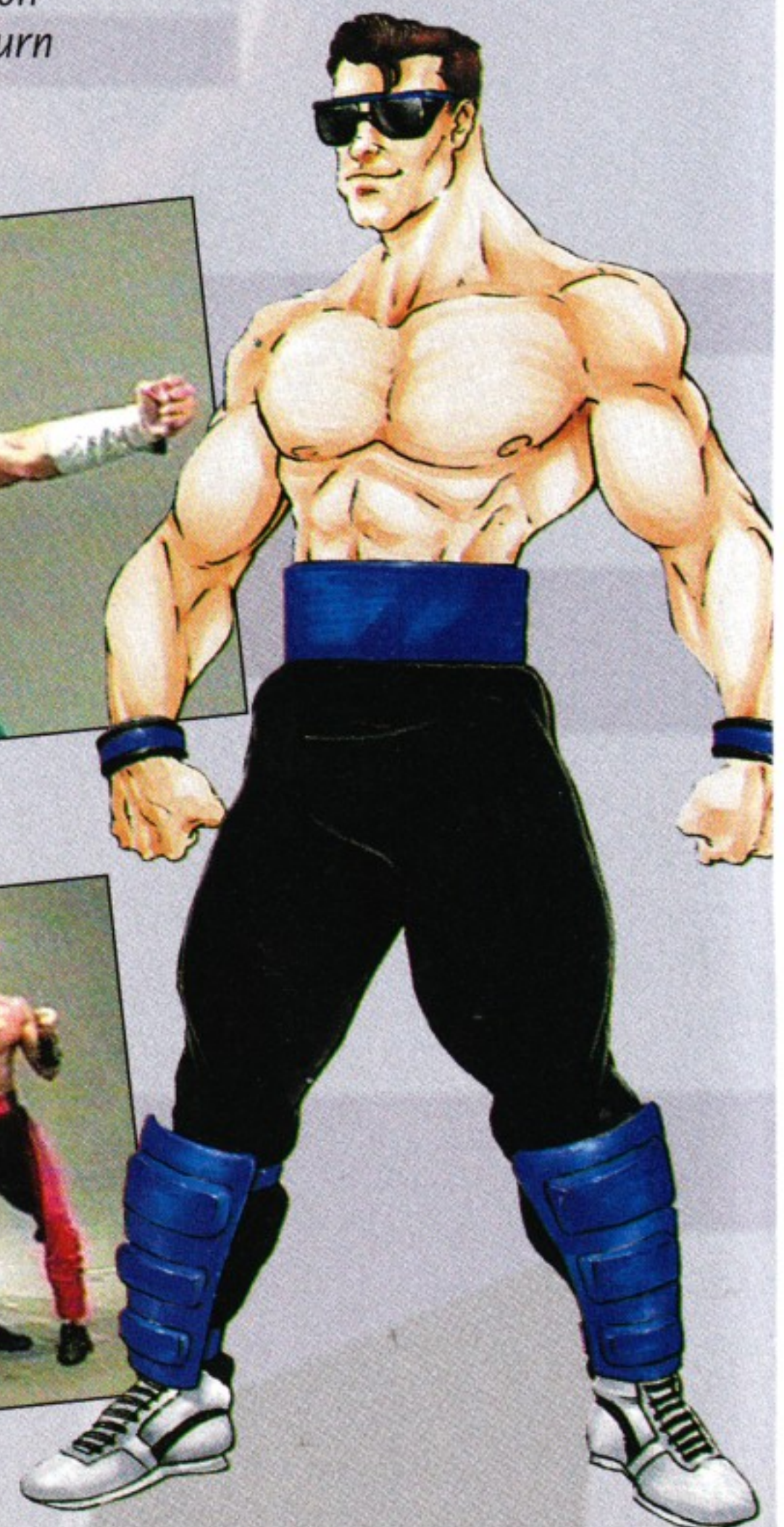
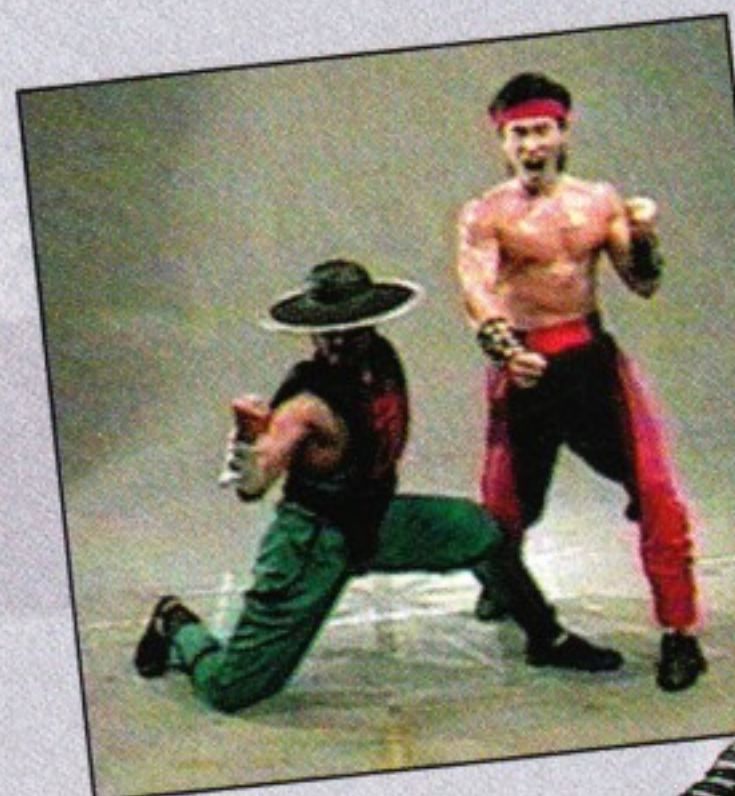
JT: I did all the images of Liu Kang and illustrated the dragon, and then John Vogel morphed Liu Kang into the Dragon using a computer morph program.

GP: What about the Fatalities?

JT: That's all hand drawn. For instance, for the guy splitting in two, I'd have the [actors] fall to the mat and tell them to pretend that they're like a banana and they're peeling. I'd go into the images and split them in half and add all the insides and body pieces. That was very difficult for some of [the actors] to do, because it's kind of hard to imagine how your body would react.

GP: How were Goro and Kintaro created? They don't look like actors.

JT: A friend named Curt Chiarelli constructed a clay sculpture. Then he made a latex mold, created a little 12-inch-tall miniature, and painted



it. Next, we taped an actor doing some of Goro's motions. I would try to match the miniature's moves with the motion from each frame that we taped. The miniature moved just like a stop-motion dinosaur from *Jurassic Park*.

Combos and Game Play

GP: Tell us about Ed Boon's role as lead programmer. What's involved in programming a game like MK II?

JT: The hardest thing he has to do is give the game play a good feel. For example, there's a lot that goes into the on-screen action when a guy gets uppercutted, like how fast he flies up and how fast he flies down. Ed even has to write a mathematical equation to simulate gravity when a guy gets hit.

GP: One of the most unique aspects of MK is the player's ability to do juggle combinations – that is, hitting the opponents more than one time while they're up in the air with no way for them to block. Why did you go with this method of combos instead of the standard two-in-one cut off the animation combos?

JT: Originally, it happened almost by accident, and then it felt good. For the combos, we're trying to cut to a minimum someone's ability to start a combo with one hit and then finish you off without you being able to defend against it. You could keep the character up in the air in earlier versions, but I think we've fixed that pretty much.

Ed Boon: One reason we did it that way was that we didn't want to try to be just like *Street Fighter*. [The system] is designed to be flexible enough for kids to come up with their own custom combos.

The Magic of Digitization

Bringing the MK characters into the game required filming live actors doing all the moves, capturing footage into a personal computer, and then cleaning up each animation frame. Although much of MK II was done with a blue-screening process that eliminated any need for videotapes, the earlier work involved videotaping the actors against a standard gray background. Here's a look at the gray-screened actors showing their stuff.

HoSung Pak as Liu Kang

Flying Punches



Flying punches and flips had to be performed on a stool to prevent the risk of injury.

Fireballs



HoSung struck a fireball pose, and John Tobias put the heat into the move with animation.

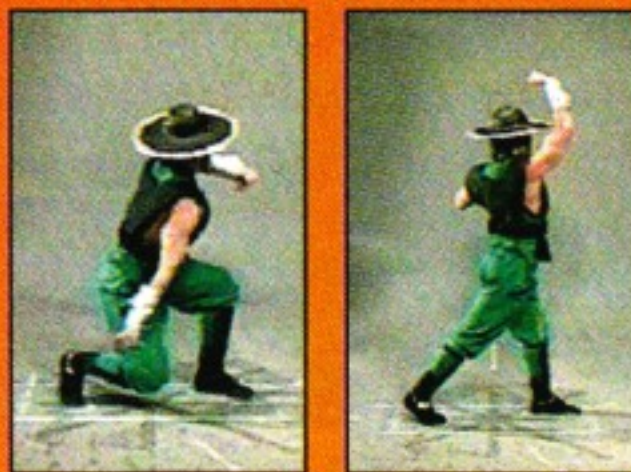
Glisten for the Camera



Ed Boon sprayed HoSung and the other actors with water to give them a more sweaty, glistening look.

Tony Marquez as Kung Lao

The Big Uppercut



Sweeping through with a big uppercut and then holding the position for the camera is no easy task.

The Groin Groan



Remember Johnny Cage's Low Blow Punch? All the male actors had to act out this crunching scene.

The Banana Peel



Everyone has to pretend to be split in two by Kung Lao's Fatalities – even Kung Lao himself. After Tobias demonstrates the technique, Marquez makes like a banana.

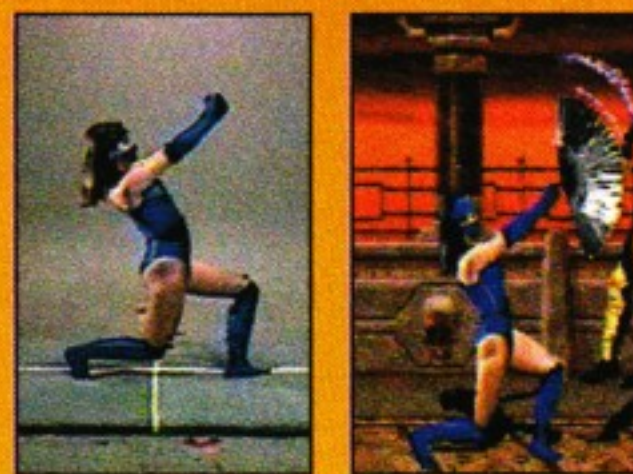
Katalin Zamiar as Kitana and Mileena

Mileena's Air Sais



Katalin played Kitana and Mileena. Converting her moves into Mileena's purple outfit only required a color-palette swap.

The Fan Lift



Katalin acts out the Fan Lift. Tobias later added the ray beams, and Ed Boon programmed the lifting effect responsible for those great combos.

The Kiss of Death



Katalin removes her mask and mocks smooching an invisible victim.

Friendship...Friendship?



Katalin pretends to prepare a frosted surprise for her victim, er, guest.

GP: Personally, the combos are one of my favorite things about the game, like Kitana's big combos in the corner. They just feel really good.

JT: Yeah, but everybody can't do it every time. That situation has to be right, you have to hit every move. It's very difficult, and the good players can do it fairly consistently. It's nice to do when you have a crowd around you. You pull something like that off, and everybody starts yelling.

GP: What is your approach to counters and reversals? In MK you don't usually trade hits, and one player's move gets priority.

JT: I think what Ed does is once the player hits a button, there's a certain amount of time when the opponent can slip another punch in between the animation. Once you're getting hit, you can slip a kick in if you hit the button at the right time. Also, one character's reach might be farther than another character's. So it's based on a few things.

GP: Why don't fireballs cancel each other out, making both players take a hit instead?

JT: We didn't like the idea that if you keep throwing projectiles at each other, they almost never hit you because they keep hitting each other. We liked the idea of players whipping them at each other and then seeing both guys getting hit. It's more exciting.

Also, another element in Mortal Kombat is that when a guy throws a projectile, he pauses for a few seconds and can't do anything. If you're playing, say, Sub-Zero versus

Sub-Zero, the two characters might freeze each other with the ice. Right when they recover from the freeze, sometimes players will try to throw the ice again to see who comes out of it first. That's also exciting.



GP: What about cross-ups? That's something that was added that really seems to help the game.

JT: I don't think Ed intended that. I think what we wanted to do was make [the system] more like the first game, but we kind of liked it when it happened. It felt good, and it didn't seem too cheesy.

GP: Why does every character have the same general arsenal of moves?

JT: We liked the idea of people getting used to these basic movements. You can't have everyone be completely different, and in our mind it just complicated things. If you play Baraka, you can pick Johnny Cage and have some of the basic stuff down, at least.

On Movies, Comics, And the Future

GP: What's happening with the movie by New Line? Will the actors from the game be in it?

JT: It's kind of up in the air. Until a director is hired, [New Line Cinema] won't cast the movie. They have thought of some big names to play some of the roles. They're talking about a \$30-40 million movie, which is a pretty decent budget. It'll come out in early '95.

GP: What about the animated TV show?

JT: They're talking about taking it straight to video and putting it out at the same time as the MK II home version, which would be real cool.



GP: What's in the works with the MK II Collector's Edition Comic Book?

JT: This one is going to be over 30 pages. I'm a lot happier with the artwork, because I'm spending a little more time with it. It tells you what happened at the end of the last tournament. You get to see Shao Kahn and how he interacts with Shang Tsung. Goro's dad even makes an appearance! It's just looking awesome - it should be printed soon.

GP: Why are Sonya and Kano captured in MK II, and do you plan to bring them back in a future game?

JT: The first reason we didn't put them in was image space and then time. We wanted lots of new characters, and in MK I, Kano and Sonya were probably picked the least. We still wanted to include them in the story line, so we had them captured. I don't know where or when or in what form, but Sonya and Kano will be back.

GP: Considering that the home versions of MK I were less than stellar (especially with the SNES version's buffer problems and all the combos that didn't work), what steps will be taken to make the MK II conversion tighter?

JT: Well, the developers, Sculptured Software and Probe, have seen some of the problems they ran into on the last one, and I think they'll do a much better job. Also, MK II will be much larger than a 16-meg cartridge; it'll probably be 24. With the Super NES version, they had trouble making the guys big on the screen and still doing the moves really fast. If anyone's unhappy with their cartridge version of Mortal Kombat I, they should check out the PC version - it's absolutely incredible.

GP: Do you plan to revise MK II further and add new stuff with each revision, or is 3.1 final?

JT: No, Version 3.1 is final unless a bug turns up. I don't think we have any intentions of doing a Super Mortal Kombat or anything like that. The next Mortal Kombat-related product will be as different from the second game as the second game was from the first one. A lot of people say "I don't see what you could do with another one" or "Where else can you go," but there's certainly a lot of things that haven't been touched yet. **G**

The Magic of Digitization

Brian Glynn as Shao Kahn
The Costume



By the time they filmed Glynn, Tobias and Boon had switched over to a blue-screen technique that eliminated the need for videotape. It captures the footage directly into the computer. That's why our pix of Glynn are regular photos and not grabs from a tape.



Mark Runion (left) created the costume for Brian Glynn, a buff bodybuilder who couldn't believe he was going to be in a Mortal Kombat video game.

Blue-Screen Process



You Pathetic Fool!



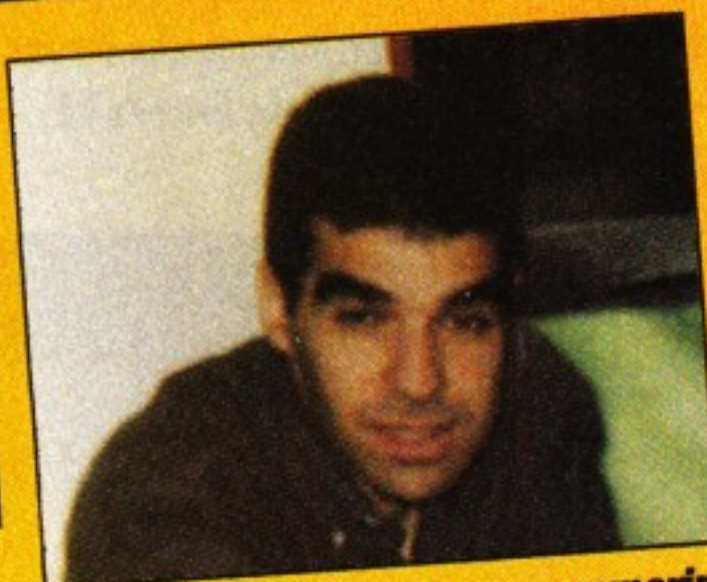
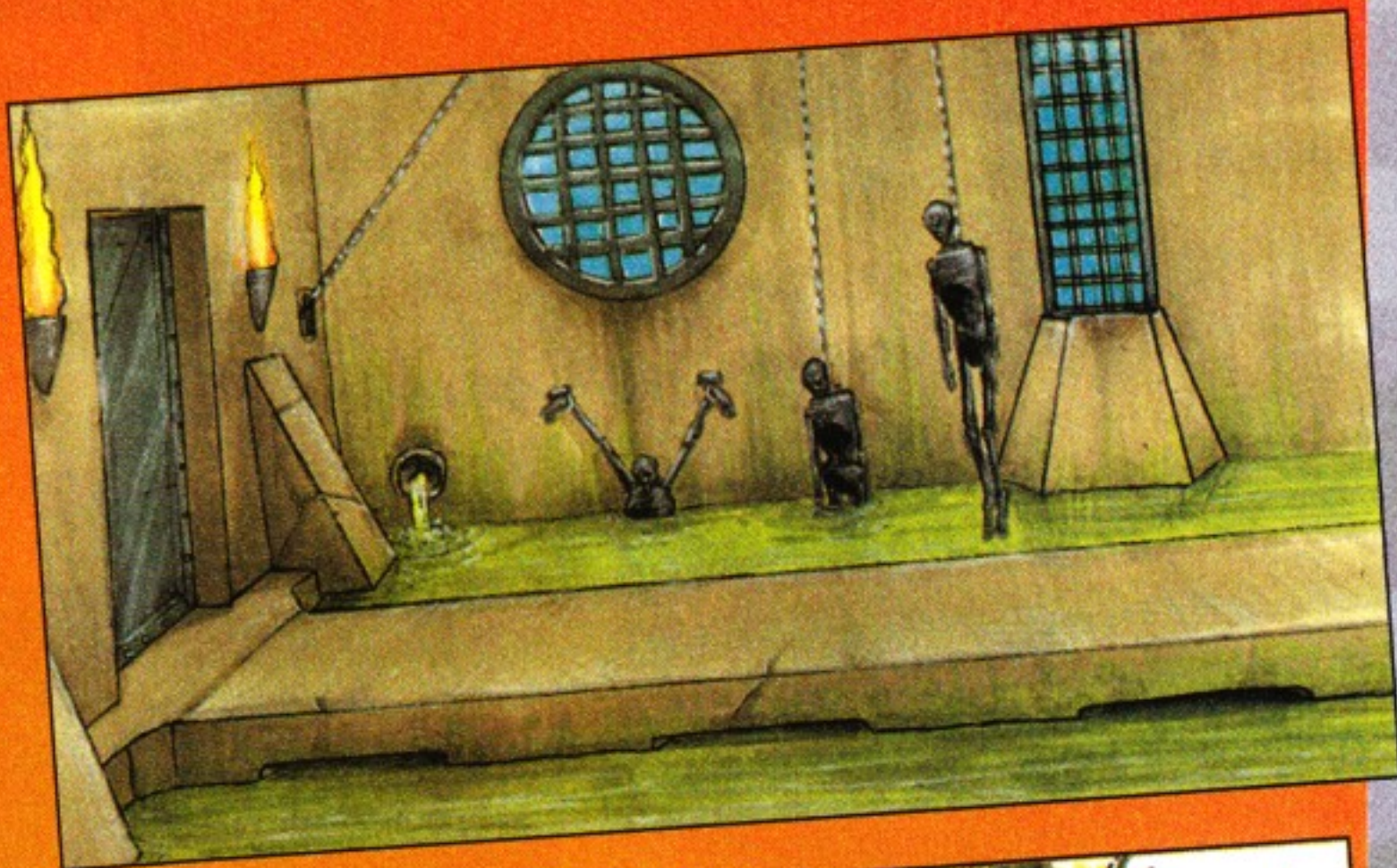
Glynn struck some imposing poses for his role as Shao Kahn, current ruler of the Outworld.

Goro: A Model Of Evil

Monstrous inhuman bosses Goro and Kintaro were originally created as 12-inch miniature clay sculptures. Once they were made into latex molds, Tobias propped them up on wires, created a miniature blue-screened stage, and animated them frame by frame.

Background Development

Backgrounds, like Tobias' Dead Pool and Tony Goskie's Living Forest, required digitized work, too. The developers videotaped a piece of concrete or marble and then handworked the scenery.



The face of the tree is really Ed Boon's mug superimposed and animated. Notice the resemblance?



All art courtesy John Tobias and Tony Goskie of Williams Bally/Midway.

Negotiate every mile of Mario's career, from the slide turns in a sprint car, through the drafting in a stock car, to the precise handling of Indy car racing. Without so much as smelling a fume.



Mario Andretti was recently named Driver of the Quarter Century. Now you can mirror the legend's career and take Driver's Ed from the man himself.

FOLLOW IN TIRE T (YOUR CHOICE OF SPRIN



Right out of the box, use the rookie setting. Work your way up through sprint and stock to the big bucks in Indy cars. Just like Mario.

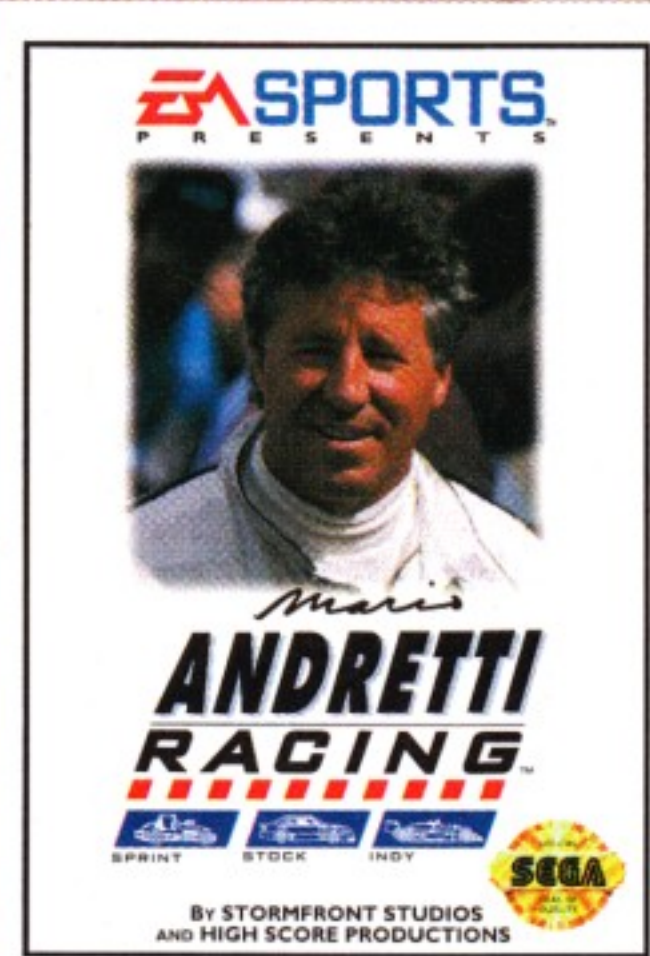
ANDRETTI'S RACKS. (T, STOCK OR INDY TREAD)



Mario Andretti has always pushed technology to the limit. Mario Andretti Racing is no exception. Nobody else gives you 3 kinds of racing. 15 different race-tracks and no loss of speed when you're one-on-one against an opponent.



Andretti likes to see everything on a track. No wonder his game has more views than anybody else's: nose cam, chase car cam, overhead map, rear, competitor and full or split screen. Oh yeah, and instant replay anytime you want.



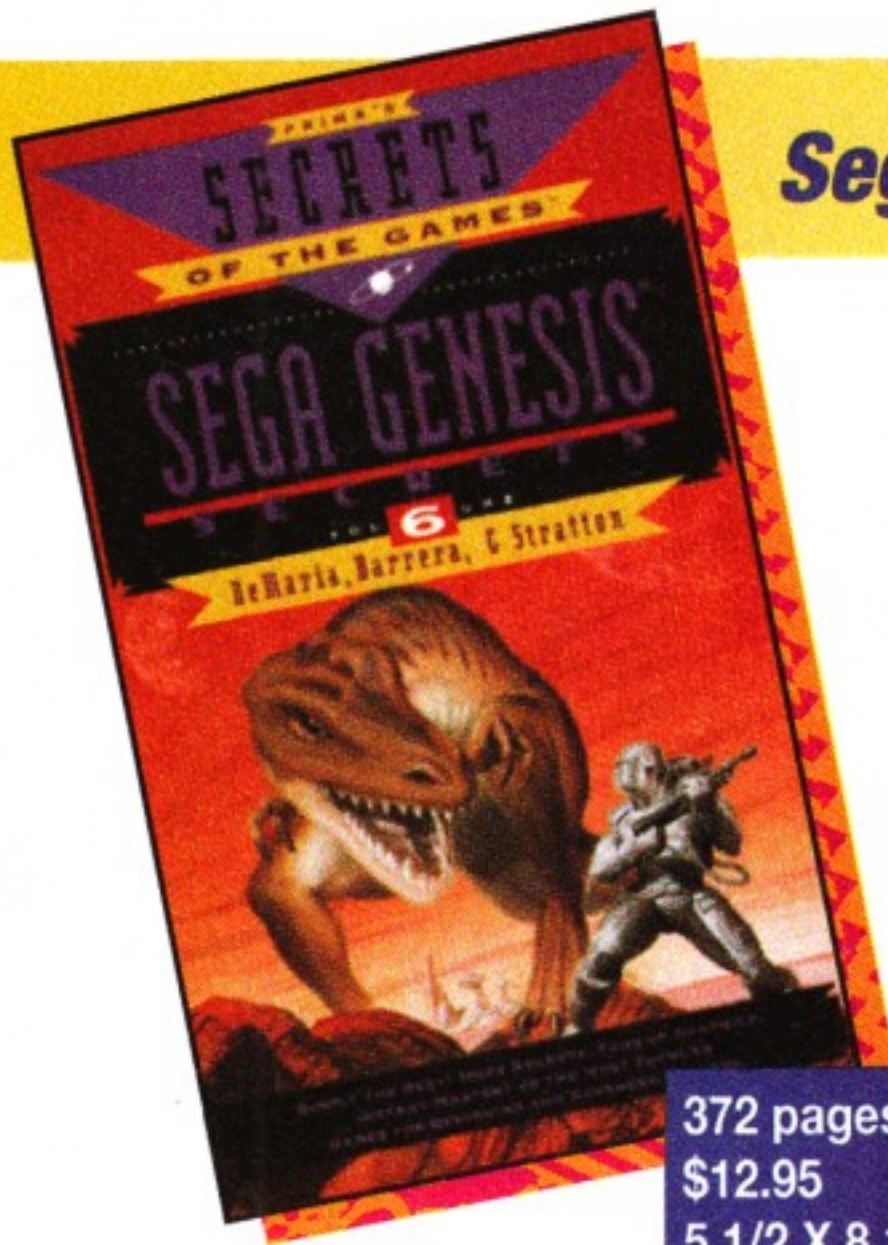
It's Mario's retirement year. He's the only driver in history to win in five different decades. From the 1950s into the 1990s, if it's in Mario Andretti's career, it's in Mario Andretti Racing.



IF IT'S IN THE GAME
IT'S IN THE GAME™



GamePro



Sega Genesis Secrets, Volume 6

Rusel DeMaria, Jeronimo Barrera & Tom Stratton

This is the ultimate collection of the hottest tips and strategies for the toughest games out there! Master all the games including NBA JAM, Lethal Enforcers, Mortal Kombat, Aladdin, Sonic Spinball, Jurassic Park, Eternal Champions, Street Fighter II: Special Champion Edition, Gunstar Heroes, John Madden '94, and many more!!

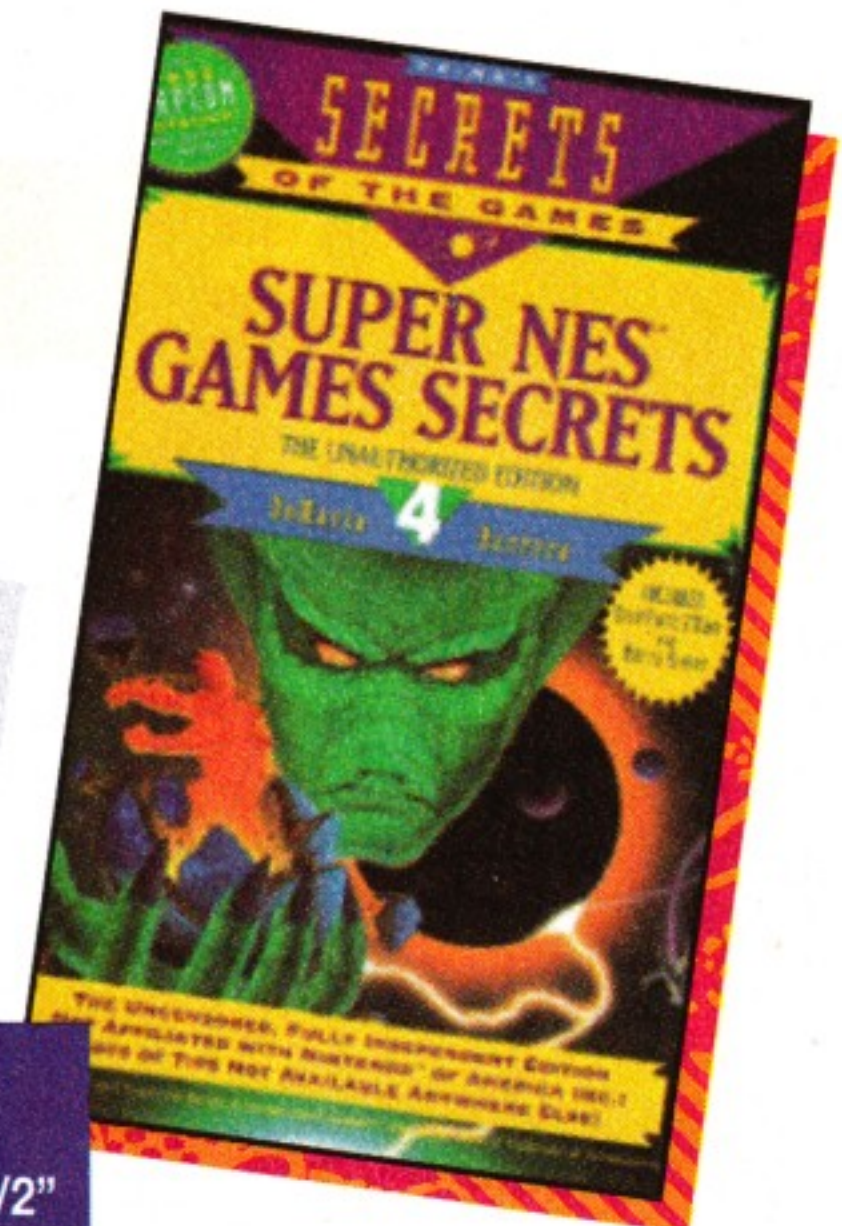
372 pages
\$12.95
5 1/2 X 8 1/2"

Code: BK-12D

Super NES Games Secrets, Volume 4

Rusel DeMaria

The Unauthorized, Uncensored Guide to the Latest and Greatest Games for the Super NES. Beat all your friends at Super Strike Eagle, Super Battletoads, Bubsy, Final Fantasy II, NCAA Basketball! This guide also includes special sections on Street Fighter II and Super Star Wars!



401 pages
\$12.95
5 1/2 X 8 1/2"

Code: BK-13C



Super Empire Strikes Back Official Game Secrets

Rusel DeMaria

The complete guide to LucasArts Entertainment's incredible mega-cart for the Super NES. Draw your Blaster and slash your Light Saber in a hair-raising adventure! This is the **ONLY** strategy guide to Super Empire Strikes Back officially endorsed by LucasArts and is jam-packed with secrets and strategies. Prepare to defeat the mighty Darth Vader and learn all the secrets of the Force!

263 pages
\$12.95
8 1/4 X 5 1/2"

Code: Empire

Products

Recommended by the
Top Editors at GamePro!

Sega Genesis Games Secrets Greatest Tips, 2nd Edition



275 pages
\$12.95
5 1/2 X 8 1/2"

Code: BK-16A

Editors of GAMEPRO Magazine

Your score will soar with this *complete* collection of 1,000 of the hottest tips and tactics for over 200 Sega Genesis titles! Thrash your friends at Ecco the Dolphin, Sonic the Hedgehog 2, Teenage Mutant Ninja Turtles: The Hyperstone Heist, Flashback, The Terminator, Road Rash II and many more!

Sega Genesis and Sega CD Secrets, Volume 5



403 pages
\$12.95
8 1/2 X 5 1/2"

Code: BK-12C

Rusel DeMaria & Jeronimo Barrera

The best secrets for winning Sega Genesis and Sega CD Games. Using your Genesis, beat all your friends at Ecco the Dolphin, Battletoads, X-Men, Road Rash, and Streets of Rage II. And for your Sega CD, become the expert at Black Hole Assault, Prince of Persia, Sherlock Holmes Consulting Detective and much more!

Super NES Games Secrets Greatest Tips



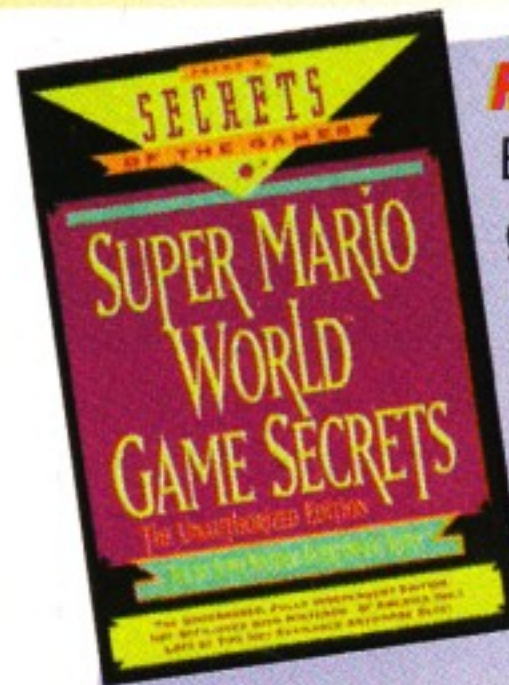
179 pages
\$12.95
5 1/2 X 8 1/2"

Code: BK-21

Editors of GAMEPRO Magazine

The best collection of secrets, strategies and passwords for the hottest games out there! Jam-packed with hundreds of screen shots to help you master your favorite games for the Super NES. Guaranteed to help you score high and beat all your friends at Bart's Nightmare, Desert Strike, Krusty's Super Funhouse, Teenage Mutant Ninja Turtles IV, Final Fantasy, Mystic Quest, and many more!

Super Mario World Game Secrets



278 pages
\$12.99
5 1/2 X 8 1/2"

Code: BK-4

Rusel DeMaria & Zach Meston

Become the Expert! A complete guide filled with hundreds of secret tips, passwords and strategies to help you beat all your friends at Super Mario for the Super NES! A must have for Super Mario fans!

GAMEPRO Products Order Form

To Order:

Fill out product order form and mail to:

GAMEPRO
P.O. Box "P"
San Mateo, CA 94402

- Complete the Order Form
- Add only \$2.95 for shipping and handling (\$4.50 to ship to Canada, \$7.95 to ship outside U.S.)
- Add sales tax, residence of CA and IL only (CA = 8.25%, IL = 6.25%)

Check/Money Order VISA Master Charge

Credit card No. _____ Expiration: _____

Signature: _____

Name: _____

Address: _____

City: _____ State: _____ Zip Code: _____

Please allow 6 - 8 weeks for delivery.

Qty.	Code	Unit Price	Total
ORDERS MUST BE PREPAID			
Subtotal			
Shipping			
Sales Tax (CA=8.25%, IL=6.25%)			
Grand Total (U.S. dollars only)			

Role-Blayer's Realm

The Monthly Guide to the World of Role-Playing Games · June '94

Heimdall

By Lawrence of Arcadia

The Norse gods are looking for a few good Vikes, and you're being called to duty. In Heimdall, you pick your crew of cantankerous curmudgeons and sail away into fortune and glory in this RPG for newcomers to the realm.

Vikes: Just Do It

The Norse gods are preparing for Ragnarok, a universal war of the gods. Loki, the bad boy of the Viking gods, wants the evil side of the fray to have the upper hand, so he steals a bunch of weaponry. In comes Heimdall, favorite warrior of Frey, the oldest god, to get the weapons back.



PROTIP: Open all pouches as soon as you receive them. If there's gold or provisions inside, they're added to the current stash, and you'll have one more spot to carry things.

No problem for a horned hacker like yourself, you say? It will be when you see the trolls, goblins, and other warriors that you run into. And



not all your problems come running at you, either. You'll have to problem-solve and riddle-walk your way through some areas.



PROTIP: Some players can't read the runes on scrolls, so transfer it to your spellcaster or someone who can. You can't use a scroll if you can't read it.

So what did the gods give you to help out? You can pick a crew of Nordic nasties with all the standard RPG attributes to accompany you. There are warriors, spellcasters, and more to help round out your party. Along the way, you'll find advanced weaponry and runes of healing to help you out. You can also build up your attributes and take more men on your adventures.



PROTIP: Falling into pits takes away health points from a character. If you fall twice, replenish your energy with a scroll or some provisions.



PROTIP: You'll find yourself picking up more than you can carry. Use healing spells the minute you need them. Don't wait until you're half dead.

The Virtues of Valhalla

The game takes place in two views: a three-quarter-overhead view for walking and puzzle-solving and a full frontal-attack view for when you meet up with enemies. The three-quarter view is small, grainy, and very, very slow. The average graphics, though reduced in size, are still somewhat entertaining. The full frontal view is a little more intriguing with fully animated attacks.

The sounds are clear but sparse. There's sword-clanging and monster-wailing galore but very little speech (except for the intro). The music is unobtrusive, but with CD capabilities, you'd expect more in this area.

The graphic interface for the controls is icon based. Familiarize yourself with them ahead of time so that you don't feed someone when you mean to arm them. Switching weapons during a fight is definitely advantageous to the enemy, as you'll get slashed while deciding which weapon to use.

The Fat Lady Sings

This is not a game for serious RPGers. The graphics and game play are for entertainment purposes and aren't meant to satisfy players interested in charm ratings, weather factors, or other fanatical RPG fortes.

Heimdall is a game you could easily lock horns with if you want to be introduced slowly into the world of fantasy RPGs. **G**

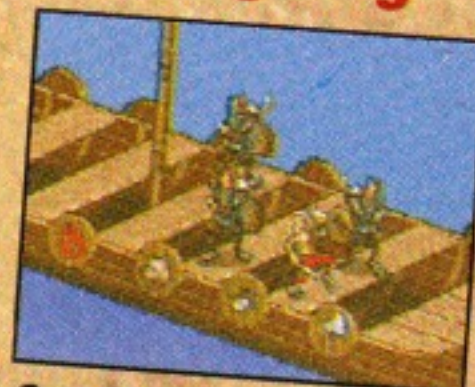
GAMES OF CHANCE

Pig Wrestling



I don't know about this one. I guess it's a Viking thing.

Boat Fighting



See which Viking has the biggest oar as you try to knock your opponents off the boat.

Axe Throwing



Free Helga! This barmaid needs your help, so lay off the ale and cut her loose.

Heimdall (By JVC)				
Graphics	Sound	Control	FunFactor	Challenge
3.5	3.5	3.0	3.5	Intermediate
\$49.99		1 player		
CD		3/4-overhead view		
Available May		Multi-scrolling		
Fantasy/RPG		3 save slots		



Wizardry V: Heart of the Maelstrom

By Peteroo

Capcom's SNES version of Wizardry V: Heart of the Maelstrom is a faithful adaptation of this classic 3D dungeon crawl. That's good news in most respects...and perhaps not quite as good in a couple of others.

Party of Six, Table Near the Maelstrom?

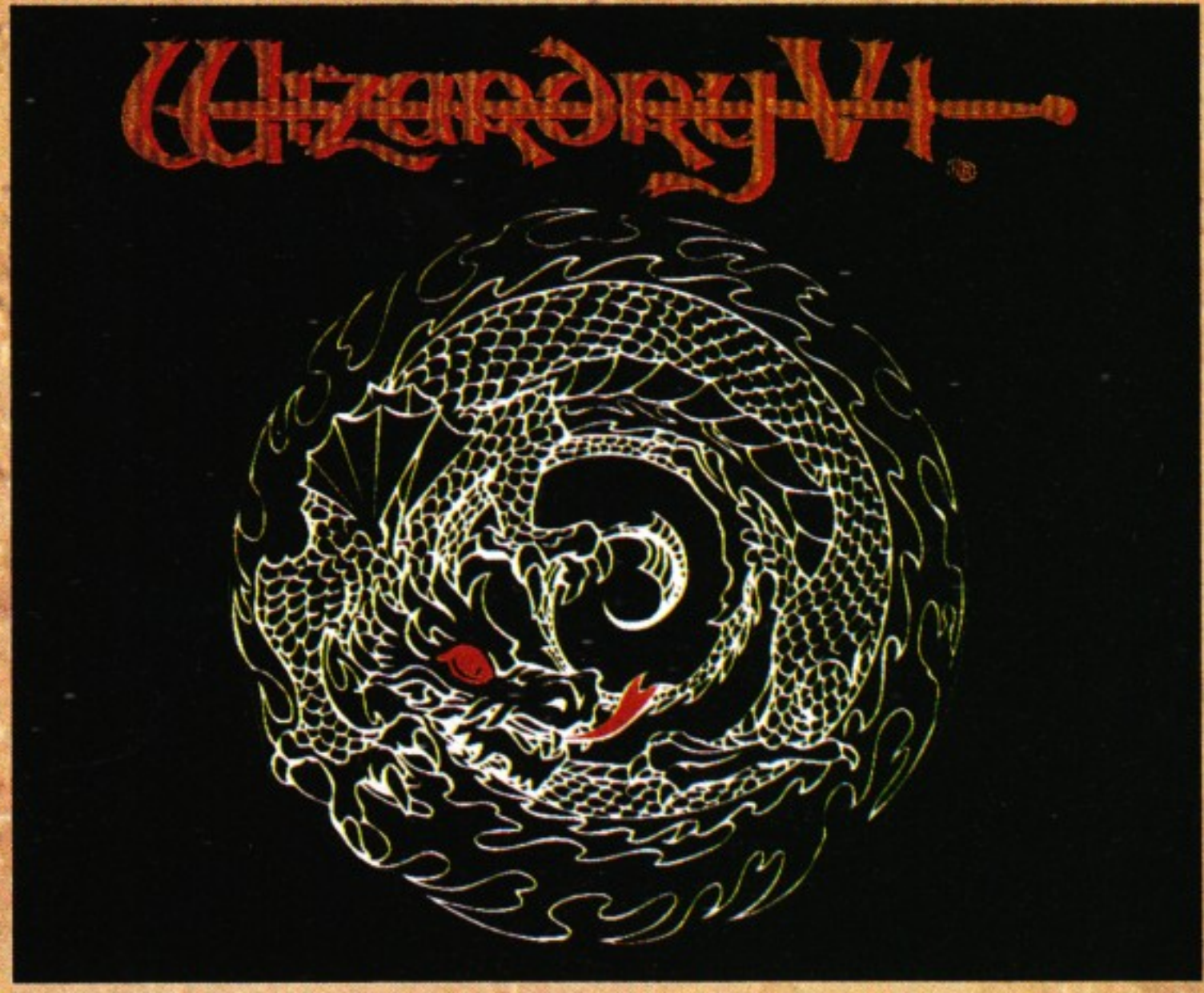
You create a party of up to six members who descend from a surface Sanctuary into a nine-level dungeon full of tricks and traps...and quite a few things to kill. You'll have to find an orb, free a Gatekeeper, wipe the floor with an evil magician, and restore balance to elemental forces. All in a day's work, eh? Ask for overtime!



PROTIP: Spend a good amount of time planning your party and study the requirements for advanced characters. A well-balanced one should include a pair of fighters, a thief, a mage, and a cleric.

It's the third Wizardry to make the transition from computer to console (I and II came out on the NES, and no one's translated III and IV). On computer, Wizardry V was the bridge between the great early

Wizardries and the modern breed (Bane of the Cosmic Forge and Crusaders of the Dark Savant) and included a wide range of improvements, most of which seem to have been preserved here.



PROTIP: You can't advance a level just anywhere - only at the surface inn - so keep returning there to recharge the batteries and upgrade equipment. (It starts to feel a little like commuting.)



PROTIP: Map this baby. It'll come in handy during your quest - especially since the levels are now irregularly sized and sometimes downright rambling.

For instance, not everyone you'll meet down the stairs needs to be turned into a bright red spot on the floor. Some monsters will share information and even trade items. There's also some pleasant Zorkian humor here, along with the clever riddles and puzzles that made Maelstrom so different from its hack 'n' slash predecessors.



PROTIP: Save your game before your characters advance in a level. That way, if you don't like the way their attributes are enhanced, you can always go back and give it another shot.

PROTIP: You'll find the Orb of Lylgamyn in the southern central portion of the first level.

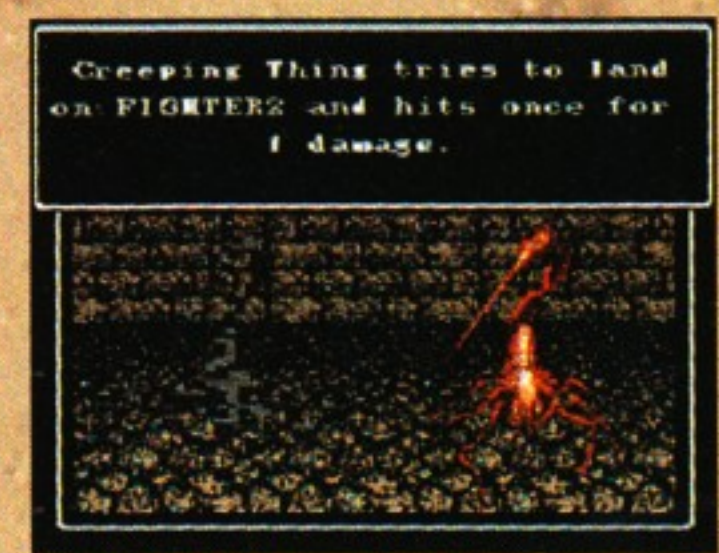
The conversion also preserves a couple of old-fashioned Wizardry conventions that may not sit well with home-system role-players. For instance, you still don't progress through the dungeon so much as plunge into it repeatedly, reaching greater and greater depths as your stats and equipment permit.

Workin' in the Troll Mines

The other thing to bear in mind is that in Wizardry V, dead means dead. When you save a game, any earlier saved game is removed from the battery backup. Purists will appreciate the realism, but less experienced role-players may not break out the champagne when they find the party they've built up so carefully has been decimated by one rogue monster. Caution, folks. (Naturally, if you have enough dosh from your monstematic activities, you can buy resurrections at the Temple of Cant. But if you're caught short, you Cant). Sound like too much trouble? It is. Wizardry is enough to keep you underground for a while, but despite all its improvements, it does not compare to state-of-the-art SNES RPGs like Final Fantasy II. **G**

Once Upon a Dungeon Dreary

The graphics are something of a mixed bag, but a step up from the original. Some of the monsters are quite well drawn, while others are virtually unidentifiable. You'll have a choice between dingy, grainy brown walls and featureless line drawings that hark back to the early Wizzes. Go with the Brown Look; it definitely adds atmosphere. The music, poignant and mournful, sounds just great.



You'll find all sorts of creepy crawling creatures. Kinda looks like Saturday night in a New York bar.

Wizardry V: Heart of the Maelstrom
(By Capcom)

Graphics	Sound	Control	FunFactor	Challenge
				EXP.
3.0	3.5	3.0	3.5	Expert

Price not available
8 megs
Available now
Fantasy/RPG

1 player
First-person perspective
Saves

Lord of the Rings: Volume One

SUPER NES PREVIEW

By Scary Larry

Fans of the popular Tolkien books now have a reason to rejoice. Frodo, Bilbo, Samwise Gamgee, and the other Hobbits have finally journeyed into a game system. Lord of the Rings will soon be an eight-meg game on the SNES...unless the Dark Lord of Mordor finds out first!

A Creature of Hobbit

Lord of the Rings by Interplay follows the beginning adventures (based on the first book, *The Fellowship of the Ring*) of Frodo as he tries desperately to get the Ring back to Mount Doom, and ultimately, to its destruction. What ring, you ask? Well, if you don't know the story of the True Ring and its origins, or of the quest to destroy it, then you won't appreciate the full scope of this game.

When you wear it, you become invisible. But those who fight for good realize that the Ring is evil, and they go on a quest to destroy the Ring by taking it to its original forge, Mount Doom.



The caves hold all sorts of hidden treasures...and hidden dangers!



Beware! The wolvern Wargs make meals of Hobbits in this overhead adventure from Interplay!



You need to help Sam find the Gaffer's glasses before he can go with you on your adventures.



The caves glisten with the ore of the dwarves...and the eyes of the Dark Lord!



Frodo needs the help of all his friends to succeed.



Someone has carelessly left an Elvish blade lying around...



...and the padded armor of a former adventurer!



Be wary of strangers in these strange lands. It will be hard to tell friend from foe!

Mordor, He Wrote

Reading the books before playing the game will certainly clarify a lot of things, but it isn't necessary. LOTR is structured as a straight RPG, with hit points, armor classes, and helpful items galore, so forget what you're playing for RPG amusement now, and let's hope for some real fantasy role-playing when Lord of the Rings hits the shelves. **G**

Lord of the Rings: Volume One
(By Interplay)
Available Third Quarter '94



This is the Shire of Hobbiton. Quiet, peaceful...and the hiding place of the Ring!



The sting of Frodo's blade should teach the Wargs a lesson!

Basically, the Ring of Power was made by Sauron, the Dark Lord of Mordor, and it contains the power to master all living things. It also has an interesting side effect.

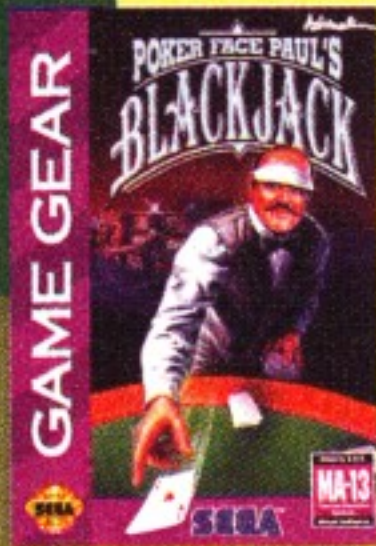
POKER FACE PAUL'S™

BLACKJACK
POKER
SOLITAIRE



BLACKJACK ♦

Hit. Stand. Double down. Different rules for each casino. You pick the city. Losing streak in London? Try Vegas. The weather's better anyway.



Poker. Blackjack. Solitaire. Three separate games. They're portable. Realistic. Addictive. Play them. Win big. Or, lose your shirt. And hey, if your luck does run dry, buy a new one. They're cheap, you can do that.

DON'T JUST SIT THERE



SOLITAIRE

4 kinds. Klondike, Calculation, Monte Carlo and Elevens. Just you. Competing against yourself. Makes it easy to be a good loser.



POKER ♦

Play 2 ways. Video poker--you vs. the computer. Or 5-card stud--you try and out bluff 4 computer players. (Try is the key word here.)



SEGA™
GAMEGEAR™

Sega, Game Gear, Welcome To The Next Level and Poker Face Paul's are trademarks of SEGA. Sega is a trademark of Western Technologies, Inc. ©1994 Adventure. The Klondike Family Game is a Family System symbol and video are trademarks of Sega of America, Inc. ©1994 SEGA. 2035 Arden Road, Hayward, CA 94505. All rights reserved.

NO GUILTS

NO PAINS

NO WORRIES

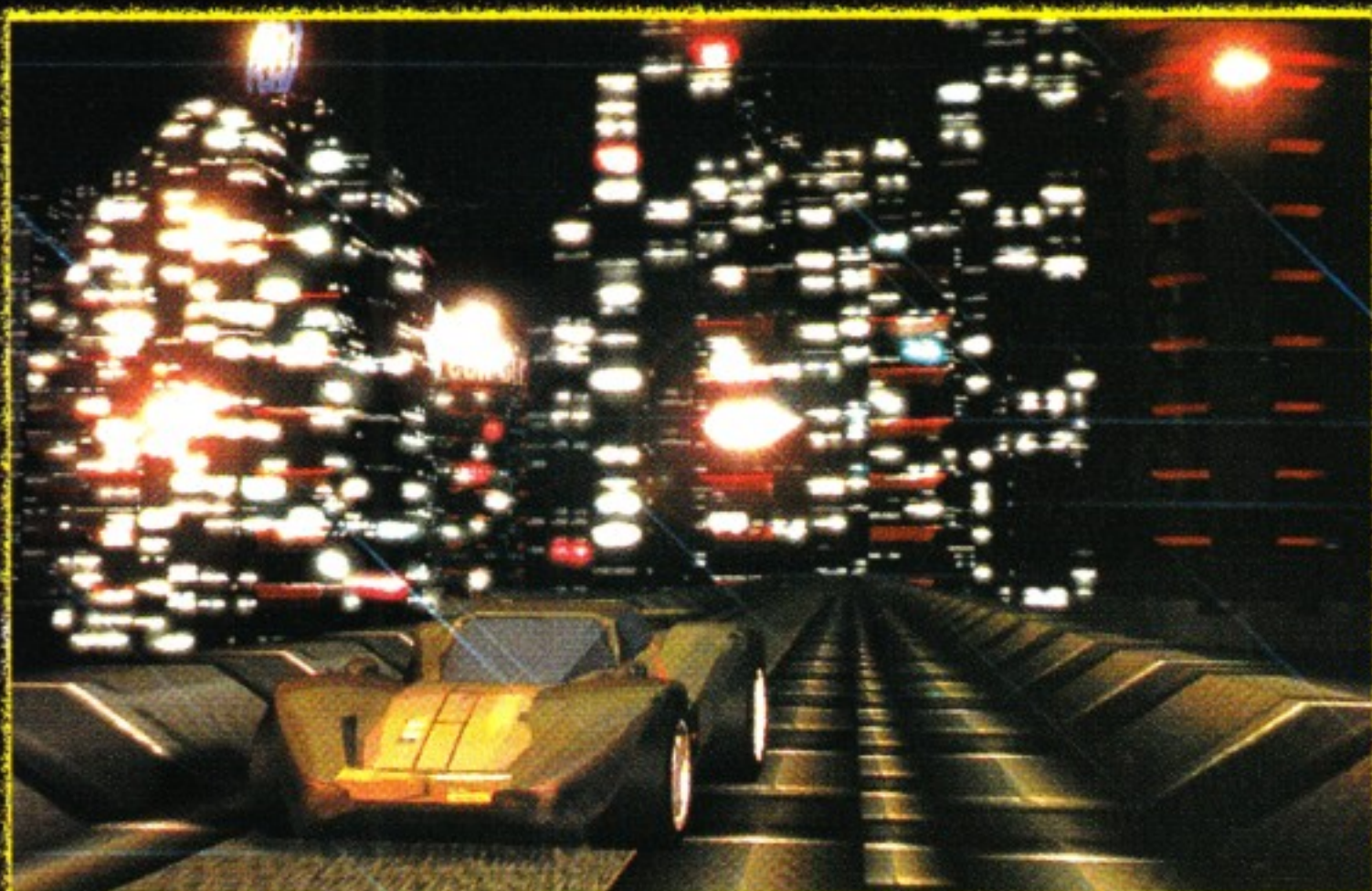
MEGARACE

The Software Toolworks®
CD ROM

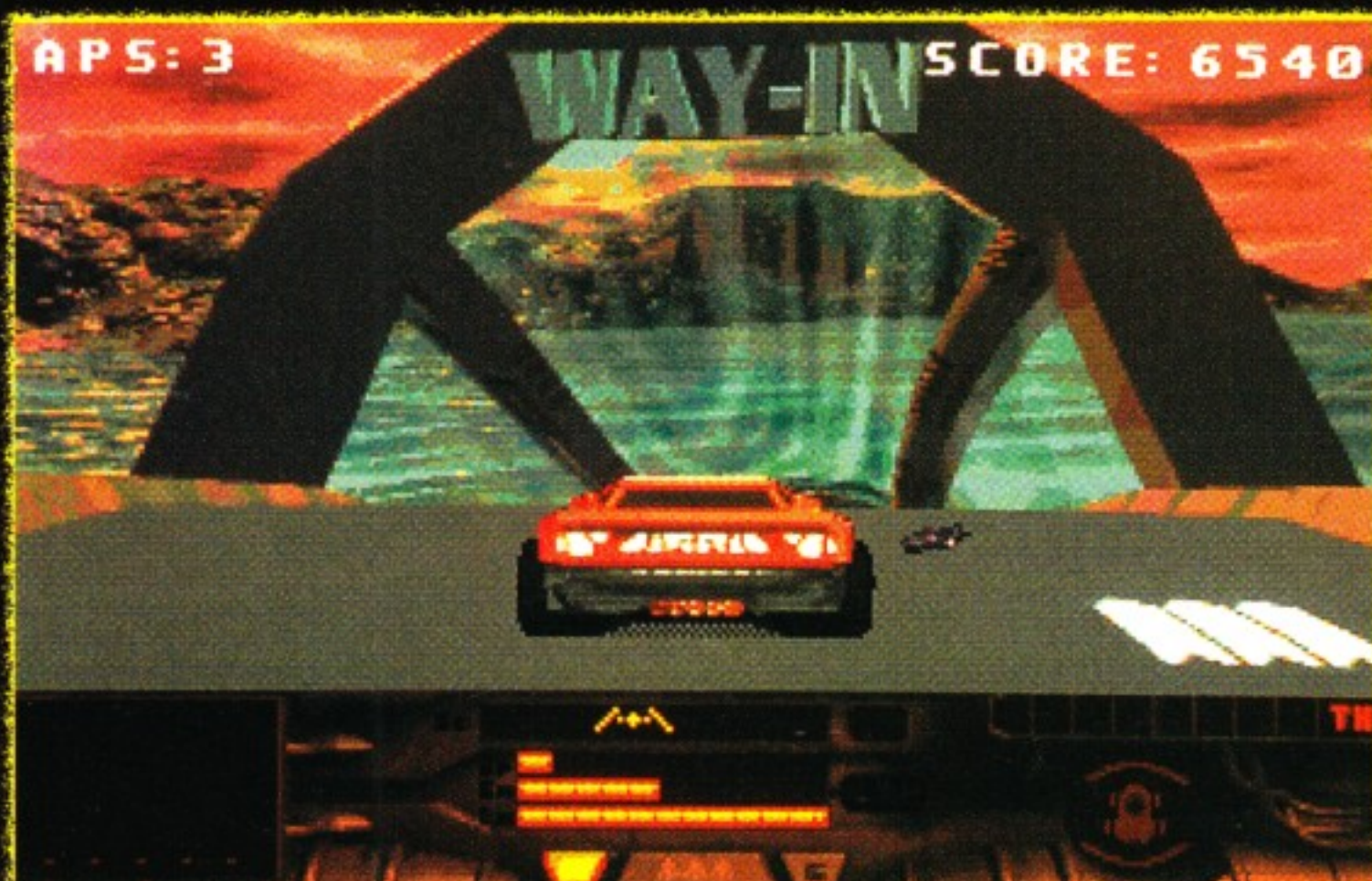
"MEGARACE goes beyond conventional driving and shooting games...like a roller coaster from hell!"
- Electronic Games



Choose your vehicle wisely. Along with your speed and cunning, it may be the only thing that keeps you alive when you battle evil enemies like The Eviscerator and Rabies.



Spectacular fully rendered animation, amazing 3-D graphics and pulse pounding sound effects make MEGARACE a rowdy, super-charged, one-of-a-kind virtual driving experience.



Over 25 minutes of full-motion digitized video commentary by MEGARACE host Lance Boyle, 15 full rendered tracks, hot rock music track and the virtual ride of your life (or death).

ARE YOU A GIRLIE-MAN OR A MEGARACER?

Welcome to a future where anything - absolutely anything - goes. MEGARACE is the auto combat game that combines mind-blowing driving with no rules, no holds barred combat and the most depraved road gangs ever assembled.

MEGARACE goes light years beyond today's generation of games with visually stunning cyberscapes, surreal track layouts and the kicker of them all - you're actually a gameshow contestant on VWBT (Virtual World Broadcast Television) with your host Lance Boyle.



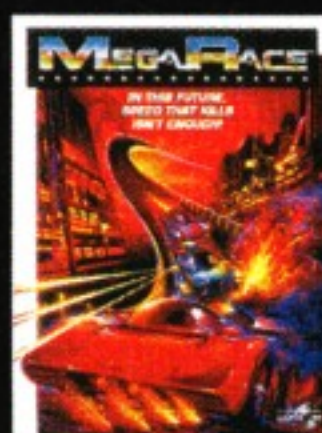
Host Lance Boyle

You get real "television look" graphics with smooth action made possible by advanced compression techniques and real time data transfers from CD-ROM. Thrill to more than 25 minutes of digitized video that will forever change the way you look at video entertainment.

With MEGARACE, it's your speed, your aggression and your cunning that will get you through. Winning is the only thing that counts. It's either that or die.

Strap in and get ready for a rollercoaster ride from hell.

WIN OR DIE!



Available on 3DO™, IBM® CD-ROM, and Sega™ CD

For the store nearest you or to buy, call
1-800-234-3088

MEGARACE™

OVERSEAS PROSPECTS

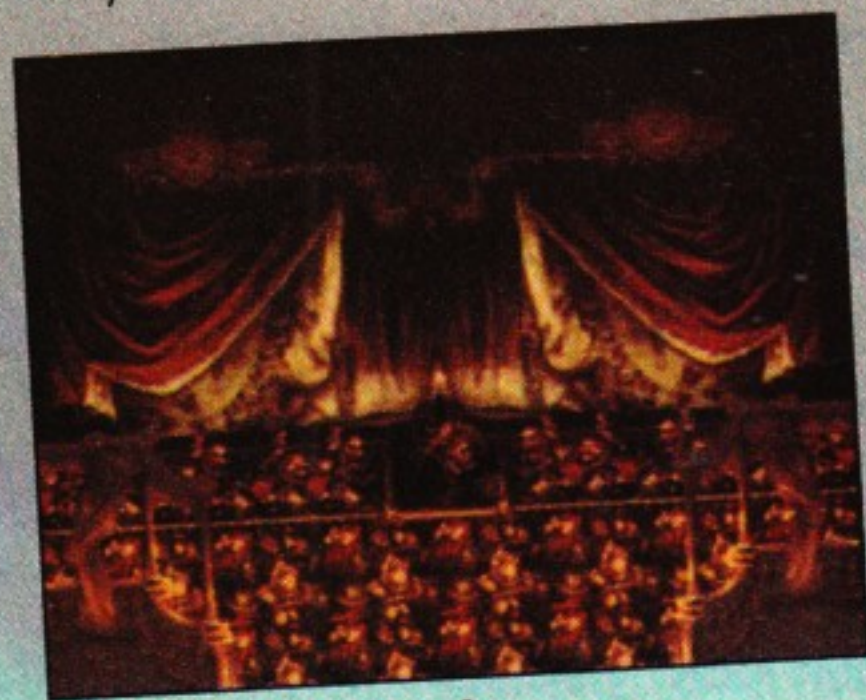
An International View on Video Games



By The Trackman
in Japan

Final Fantasy VI (Super Famicom, By Square)

There probably isn't an English teacher in the world who can explain why something called Final Fantasy is now in its sixth version. But then again, what do English teachers know about the Figaro Castle, Emperor Gastra, and the rest of this classic RPG story line?

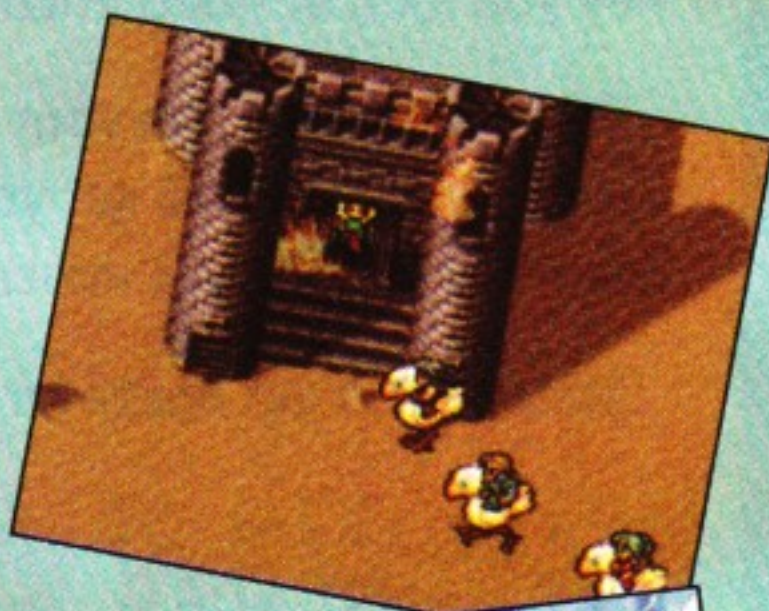


A night at the opera!

neymen, there's a fierce ninja named Shadow, a tough monk named Mash, a cute but deadly cat named Mog (whose family has been with us since FF III), and a punk-rock treasure hunter called Rock.

In true RPG fashion, there are scenarios and puzzles to test the mettle of every challenger, from sea and air battles to wilderness treks and deep dark dungeon explorations. There are plenty of magic spells, battle scenes, and even some very un-FF style surprises (would you believe opera?).

What's more, it doesn't look like VI will be the FINAL Final Fantasy. **G**



Unlike some titles that are just rehashed versions of the original hits, Square continues to add characters and features that constantly improve on its already-great adventures. FF VI has more characters and enemies than any two other FF carts combined. Besides the regular contingent of warriors, magicians, and assorted jour-

BARE KNUCKLE 3 (MEGA DRIVE, BY SEGA)

Sega's comin' back at ya with the third installment of its classic punch-and-walk action side-scroller. When this 24-meg monster reaches the U.S., it'll be Streets of Rage 3, with more powerful characters, two action modes, and more flips, kicks, and punches than a week's worth of "Kung Fu" reruns! Axel, Sammy, and Blaze are back to battle the Syndicate. This time they're joined by Zan, a radical ram-pager in an unlikely geriatric body. In battle mode, you'll run into a few surprises, including an evil boxing kangaroo! When you've had enough of pounding on bad guys, duke it out with some buds in the one-on-one mode. Too cruel, man! **G**

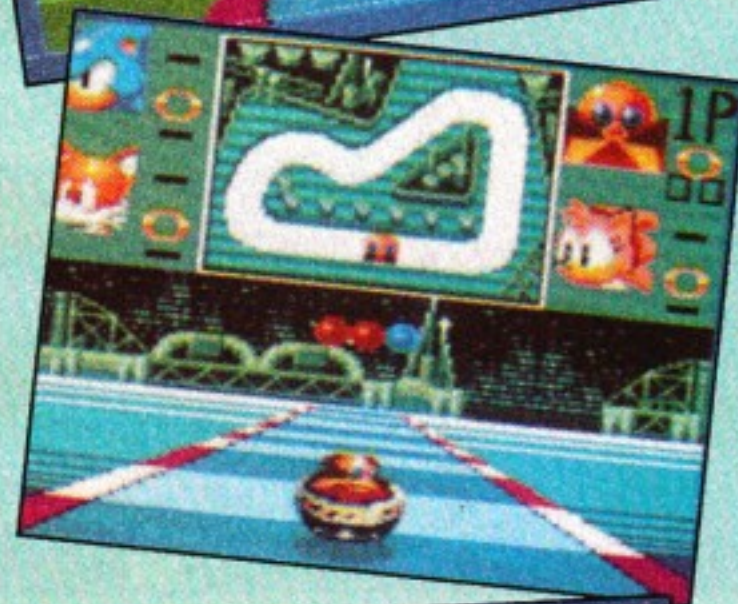


Streets of Bare Knuckle Rage 3

SONIC DRIFT (GAME GEAR, BY SEGA)

And this week's Sonic the Hedgehog game is...Sonic Drift.

Okay, so with Sonic CD spinning on my machine and Sonic 3 right around the corner in Japan, maybe I'm seeing a little too much blue! At least this latest Game Gear cart features Sonic and friends (and foes) in something new: car racing. It may sound like Mario Kart meets Sonic, but this 4-meg game looks way fun! Sonic races his best buddy Tails, his best girl Amy, and his best enemy Dr. Eggman (Robotnik in the U.S.) in three different versions of the Chaos Jewel Grand Prix, 18 tracks altogether. **G**



Sonic hits the road in Sonic Drift.

The best-selling baseball title of all time;
NEED WE SAY MORE?!??

QUICK! Guess what
system this game's for??
DUH!

The only big
league park we
didn't include was
YELLOWSTONE.

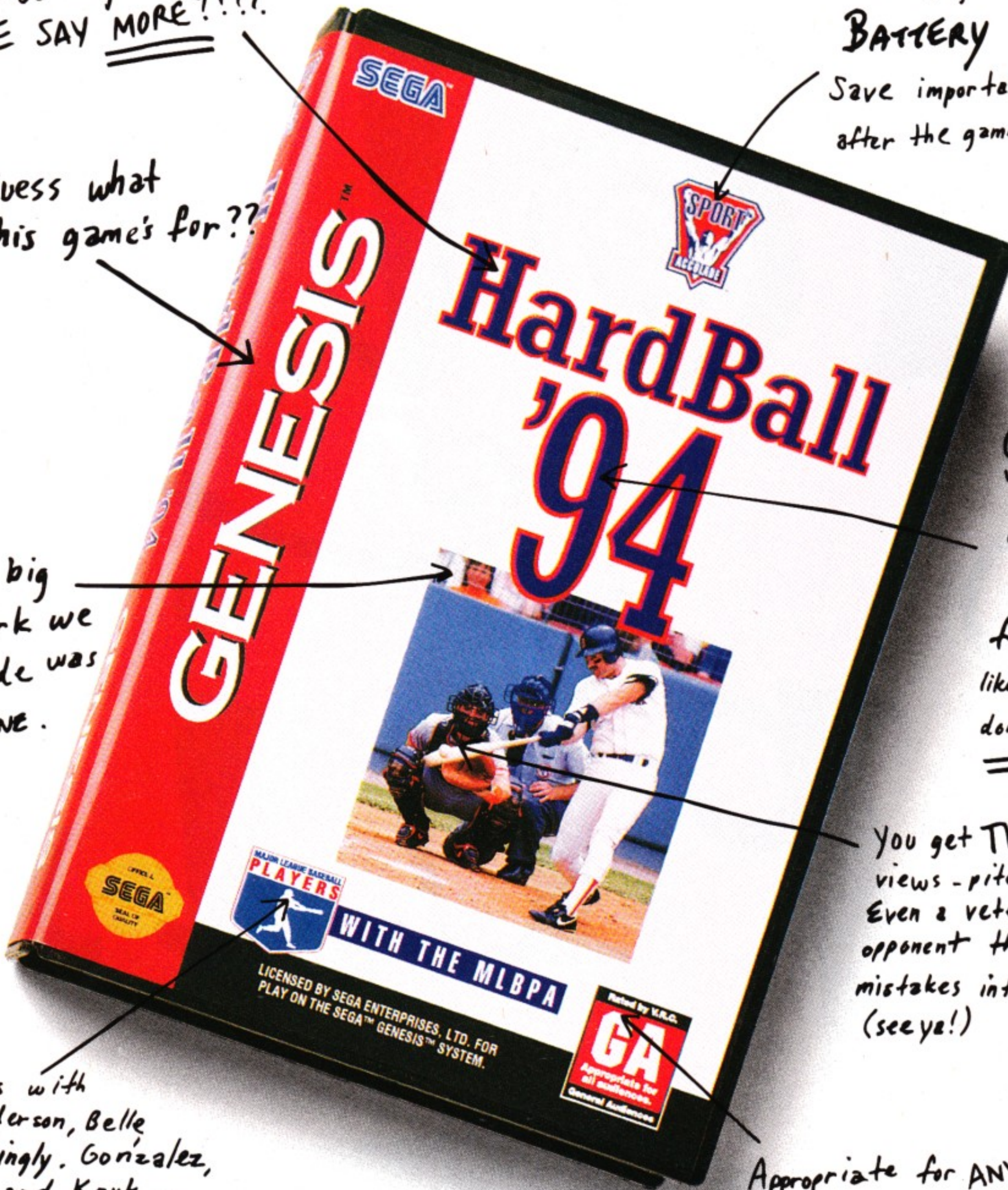
Spit seeds with
Bonds, Henderson, Belle
Justice, Mattingly, Gonzalez,
Van Slyke, and Kruk...
700 MLBPA stars!

These guys deliver with a
BATTERY BACK-UP!
Save important STATS - even
after the game's turned off!

Get the new
'94 division
realignment
& playoff
format - play
like the big boys or
don't play at all!

You get TWO different
views - pitcher or batter.
Even a veteran computer
opponent that'll turn your
mistakes into SOUVENIRS!
(see ya!)

Appropriate for ANYBODY - except
GEEKS! (NGA - No Geeks Allowed)



**ANY BASEBALL FAN CAN TELL WE'RE AHEAD
JUST BY READING THE BOX SCORE.**



GET IN THE GAME.™



Holy Sphinn



Hang on. Tight.

You're about to enter the dark and foreboding world of Microcosm. Super-realistic, computer generated graphics inject

you into the body of Cybertech's president, Tiron Korsby. Your mission: to find and eliminate a deadly and elusive brain manipulation droid.

Experience a whole new realm of adventure gaming as CD-ROM-based interactive cinema effects transport you inside the heart-stopping action.





ct:er!



Available
for Sega CD,
PC CD ROM,
and 3DO
at your local
retailer.

Over 500 megabytes of brilliant SGI graphics and an original sound track by Rick Wakeman, formerly of YES, crank up the intensity to levels you've never before encountered.

Step into the latest high-tech micro-submersibles and pilot your way to the edge of your imagination. But don't forget to pack an extra pair of shorts.



Psygnosis
675 Massachusetts Avenue
Cambridge, MA 02139
(617) 497-7794



By Manny LaMancha

It's said that every game system needs an icon, and TTI has made a good living by its Bonk Zonk characters. Super Air Zonk follows Air Zonk along the shooter evolutionary path, and it shows a nice polishing of its predecessor's game play elements. Super Air Zonk's seven stages break loose some big fun.

Kick the Buckethead

Air Zonk is up against the so-called "emperor of the universe," Sandrovitch, a lizard creature also known as King X. And ol' X sends everything but the kitchen sink at poor Air Zonk, including wave after wave of vicious bucketheads.



PROTIP: When you battle the giant fan in the River Stage, move forward as the laser beam approaches. It'll turn in behind you.

PROTIP: Hold down Button II for rapid fire, and when your Zonk indicator flashes, let go for a powerful bomb.



PROTIP: After defeating a stage boss, move in close to capture the bonus items it releases.

Luckily, Air Zonk has a plethora of weapons in his arsenal. He can use the standard laser fire he's equipped with, which can also be boosted by grabbing meat power-ups. If he saves a friend in a level, he can "merge" with that creature and turn into a being with a different appearance and special weaponry. They're all easily handled through simple but effective control-pad ministrations – though, thankfully, the rapid-fire keeps you from pulling major hand cramps.

Make Yourself a Sandrovitch

It just wouldn't be a Bonk/Zonk game without brightly colored graphics and a jammin' sound

Super Air Zonk: Rockabilly-Paradise



track. Though there are a few spots of slowdown, most of the contest is smoothly animated and spiced up with hot action. Even better is the music that accompanies the game.

If there's a chink in Super Air Zonk's armor, it's that the challenge is somewhat light – that is, until the frustrating finale. That's a minor disappointment, though, because the two difficulty levels still serve up some weighty obstacles for you to fight through.



PROTIP: Stay out of harm's way by planting yourself at this seam in the Factory Stage.



PROTIP: In the Moonhead Stage, this guy fires waves of lasers directly away from him. Stay away from the line of fire.



PROTIP: Use Backfire to fend off attacks from the rear without hitting the fire button.



PROTIP: Most of the game is unabashed shooting, but at this point of the King Stage, hold back. These boxes move in the direction of the lit arrow when they're hit.

Spaced Out

The Duo isn't exactly setting sales records, but if you own one, you're anxious for any games you can get your hands on. Super Air Zonk won't disappoint you – it's some serious rock and scroll! **G**

Duo Super CD Game Profile
Super Air Zonk: Rockabilly-Paradise
 (By TTI)

The game is every bit as nutty as the title. It features CD-quality sound and a high degree of action, but it's a bit too easy for most gamers.

Graphics	Sound	Control	FunFactor	Challenge
4.0	5.0	4.5	4.0	ADJ. Adjustable

\$49.95
 Super CD
 Available second Quarter '94
 Shooter

1 player
 7 stages
 Side view
 Multi-scrolling

The Many Faces of Zonk

Normal Zonk	Sushi Zonk	Gamera Zonk
Mini Air Zonk	Mr. Heli Zonk	Elvis Zonk

PREPARE YOURSELF



TM

MORTAL KOMBAT®

TRADING CARDS

These Cards May Save Your Life

Introducing Classic's MORTAL KOMBAT Trading Cards with the tips you need to stay alive.

► Highlighting the 100-card set are Classic's "Fighter vs. Fighter" cards, in which playing tips are offered on the seven Kombatants' battle strategies against other video opponents.

► Also featured are "Secret Moves" cards with each



Classic®

MIDWAY®

Kombatants' unique fighting attacks.

► "Story Line" cards, with scenes from Midway's MORTAL KOMBAT comic book, trace each fighter's path to the MORTAL KOMBAT Tournament. ► In addition to the 100 cards, Classic has inserted preview cards of MORTAL KOMBAT II with player tips for the newly released arcade game.

©1994 Classic Games, Inc. ©1992 MORTAL KOMBAT® is a trademark of Midway® Manufacturing Company. All Rights Reserved. Used Under License. Item #24100. Made in USA. NO PURCHASE NECESSARY. Open to U.S. residents. Enter by hand printing your name, complete address and telephone number on a 3" x 5" card and mail to: Classic MORTAL KOMBAT Sweepstakes, P.O. BOX 82059, St. Paul, MN 55182. Void where prohibited. To obtain full rules, by which all entrants are bound, send a SASE to: Classic MORTAL KOMBAT Sweepstakes Rules Request, P.O. BOX 82065, St. Paul, MN 55182. (WA & VT residents may omit return postage).



3DO



By Lawrence of Arcadia

Forget Jeopardy or Wheel of Fortune for your puny 16-bit systems. 3DO is the new king on the game show block with Twisted: The Game Show. What's it like? Let's just say you'll never press your buzzer the same way again.

Wheel of Misfortune

The minute you meet host Twink Fizzdale you know you're in trouble. Twisted is a very funny multi-player game that takes you through a futuristic game show arena called The Matrix. You have to get through dozens of twisted challenges like trivia contests, a sound-bites game where U.S. Presidents (past and present) get their due, puzzles that involve zapping commercials from late night TV, and more.

Moving through the Matrix is hazardous. You could end up on the Bozo Square (and lose your turn) or trade places with a fellow contestant who's fallen way behind.

Tell 'Em What They'll See!

The graphics in Twisted are outstanding, as clean as full-motion video. The humorous commercials are slightly less clear, but they're still sharp.



PROTIP: Getting through Sound Bites can be easy if you quickly sample all the bites, then go back and pick the matches.

No current game has a wider range of speech or sound effects. Every tone, every gasp, every laugh is crystal clear, and every time someone opens their mouth they say something funny.



PROTIP: To get off the Wheel of Torture, close your eyes and listen for the ding! that sounds when three matching items are achieved, then immediately press a button. If you try to do this by looking at the wheel, you'll fail.

The control is a no-brainer. Use your directional pad to highlight squares or multiple-choice answers, and hit a button to choose. Twisted doesn't

waste any time with long, involved answers, so be prepared to be quick.

Tell 'Em What They've Won!

Although this is by far the funniest game around, its replay value is low. Once you've seen the games, you've seen the games, so don't expect too much after a couple of play-throughs. Also, this game relies a lot on the interactivity between two or more players. It doesn't seem as funny when you play by yourself.

You can adjust the challenge, so don't feel that Twisted will go over your head. Some of the trivia questions are hard, and as you progress through the game, more questions are added to the challenge. Twisted is definitely more fun than sitting around all day watching game shows. **G**

TWISTED

3DO Game Profile

Twisted

(By Electronic Arts)

The only game show that features the Wheel of Torture, the Face Lift Salon, and an exploding thermonuclear device for the unfortunate player who grabs it, Twisted is the funniest game show in town.

Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
5.0	4.5	5.0	4.0	Adjustable

\$59.95
CD
Available now
Game show

4 players
90 Squares
Multiple views



Johnny Pow, Man of a Thousand Voices



Uncle Fez, Goodwill Ambassador



Major Steel, TV Fitness Show Host



Madame Elaine, internationally Unknown Psychic



Humble Howard Humbert, financial planner to the Almighty



Wormington, Host of the Junkyard Shopping Network

Let the Games Begin...



Face Lift Salon



Twin Peeks



Zapper



Mystery Matinee



Sound Bites



Departure Lounge



Supermarket High Rise



The Wheel of Torture



Triple Threat Trivia

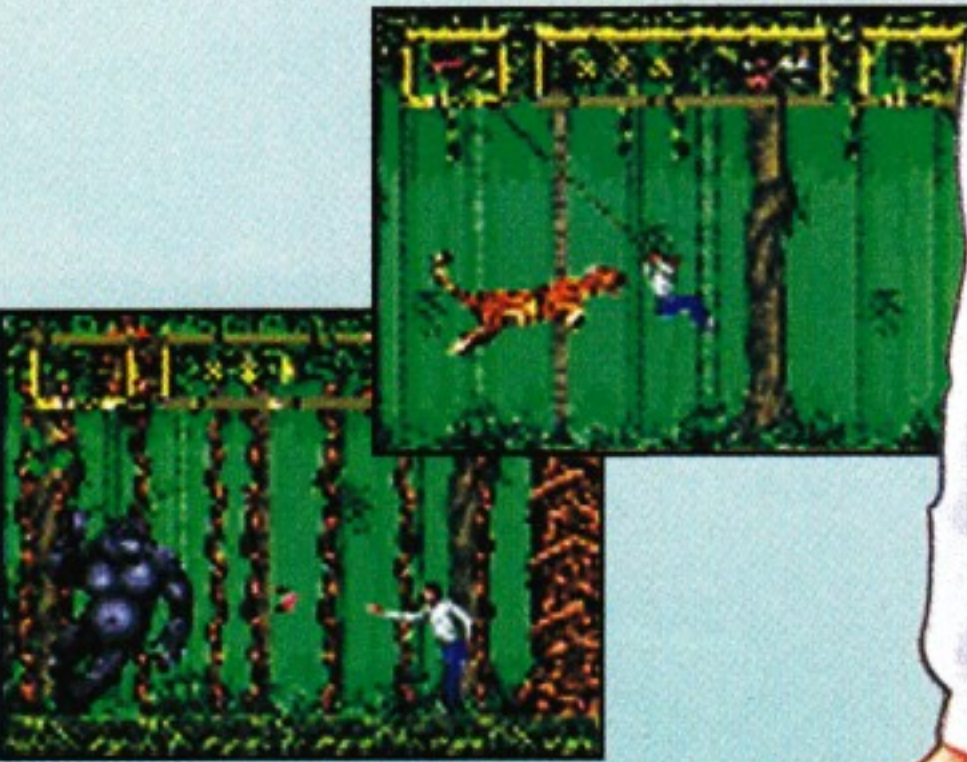
ANATOMY OF A HERO

No greasy kid stuff here.

The only part of Lester that's bullet proof.

Support unit for massive brain.

All weather gear. Very rugged! (and that sweat never shows!)

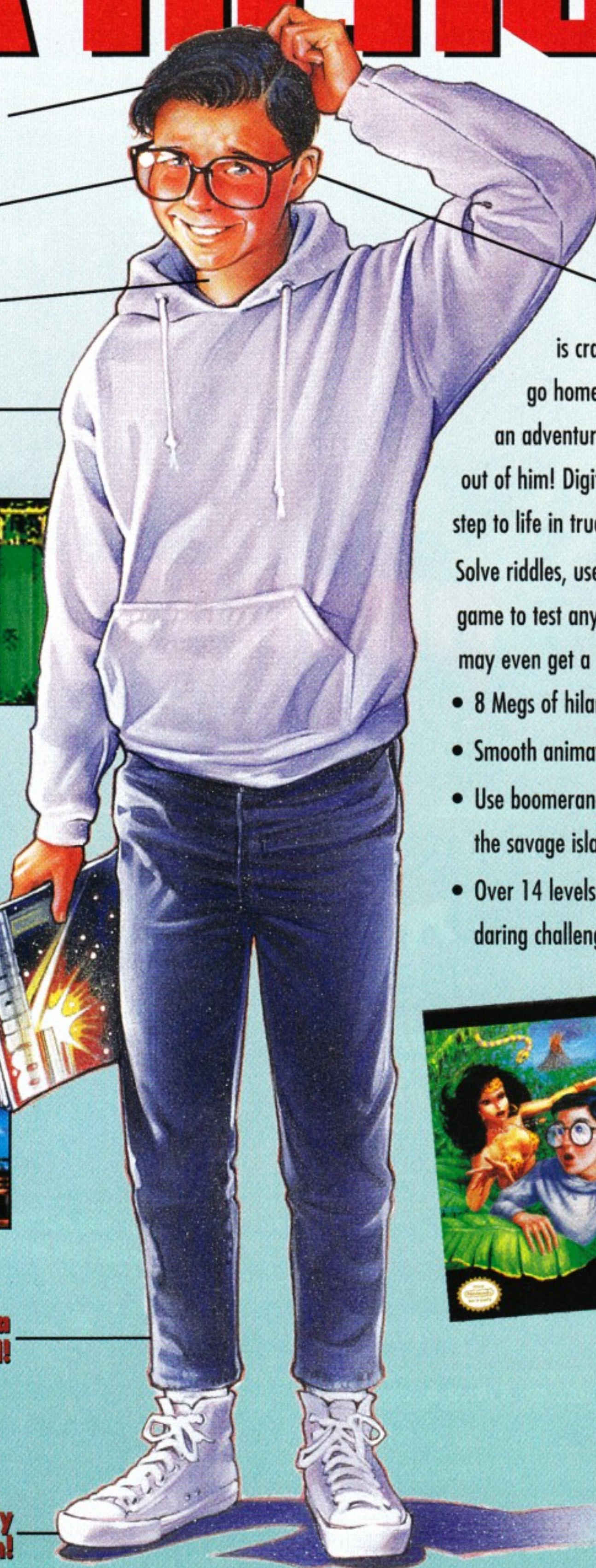


Hey, a hero has to get inspiration from somewhere.



Built to survive a 100-year flood!

Leap confidently into hostile terrain!



Unlikely is a kind word for Lester. This nerdish boy is marooned on

Nature's answer to personal radar. a desert island that

is crawling with pirates! All Lester wants is to go home. Between the beaches and his home lies an adventure so incredible, it might just make a man out of him! Digitized graphics brings Lester's every jerky step to life in true Geek-O-Rama action!

Solve riddles, use items and grab treasure in the hottest game to test any kid. Hey, jam it in their face and you may even get a kiss from Tikka, the jungle babe!

- 8 Megs of hilarious action and heroic adventure!
- Smooth animation makes it feel hel-o-real!
- Use boomerangs, rocks and props to escape the savage island!
- Over 14 levels of mind-popping puzzles, daring challenges, and deadly traps await Lester.



DTMC Inc.
370 Convention Way, Suite 202
Redwood City, CA 94063

PREVIEW

Jaguar



By Scary Larry

There are two characters in town that you'll be dying to meet. One is a slightly off-course tourist, a pumped-up Predator who's just itchin' for a fight. The other is of an indeterminate sex, but it's an Alien nonetheless, with a skeletal frame and two sets (count 'em) of teeth. What do they have in common, and what do they want with you? With Alien vs. Predator, a new 64-bit, first-person shoot-em-up from Atari, the Jaguar will show you.

Allen Altercation

Unlike the earlier 16-bit versions, on the Jaguar you can play against the Alien and the Predator. You walk the halls of an abandoned space station, roam the site of the colonists' last stand against the Aliens, and meet up with some frightening enemies, like Predators, Aliens, and even other machine-gun-toting Marines.



Walk the halls, but beware of things that go slurp in the night!



I don't think this soldier is looking for the USO show.

Give Us Our Daily Pred(ator)

You wade through the infested areas with some butt-kicking hardware, like shotguns, machine guns, and flamethrowers. Your ultimate goal is to make it out of the game alive...and with nothing attached to your face.



Aliens travel in packs. Cigarettes come in packs. Cigarettes will kill you. Aliens will kill you. Hmmm...



This fearsome beast hunts humans for sport, destroying them when he no longer finds a use for them. You'll learn what it feels like on the other side of the hunt.

xenophobe (zen' o fob'), n. a person who fears or hates strange or alien customs, or who has a fear of foreign or alien peoples, places, or things. xen' o• phob' ic. adj



There's something just around the corner, but do you have the guts to see what it is?



Oh, no! A drive-by egging!

This head-on ride will thrill you, chill you...and if you're not careful, soldier, kill you! G

Alien vs. Predator
By Atari
Available now



Believe me, if this egg opens, the yolk's on you.



You're layin' 'em out faster than they're packin' 'em in!



When the going gets tough, the tough get going. Get going, stupid!



Remember these Sick Bay doors from Aliens? Remember what happened to half the soldiers before the movie ended?

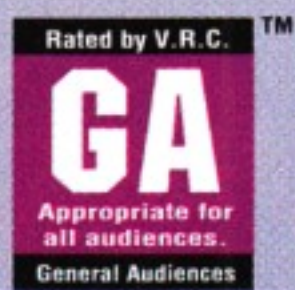
PAC YOUR PUZZLE!

Get a handle on **PAC-ATTACK**, now on Game Gear.

And hold on tight!

Falling blocks, meddling ghosts
and three game modes to
keep you puzzled.

It's a brain-busting,
quick thinking
challenge.



Madness drops in. Eye-poppin', block-droppin' action in 4 selectable speeds. Arrange the blocks so Pac can get a snack attack.



One player puzzle mode. Level after level—100 in all, and a password/resume option.



All You Can Eat, Gear-To-Gear. You line 'em up, Pac-Man mows 'em down.



GAME GEAR
COLOR PORTABLE VIDEO GAME SYSTEM

Pac-Attack TM & © 1993, 1994 Namco Ltd. All Rights Reserved.
Sega and Game Gear are trademarks of Sega Enterprises Ltd.

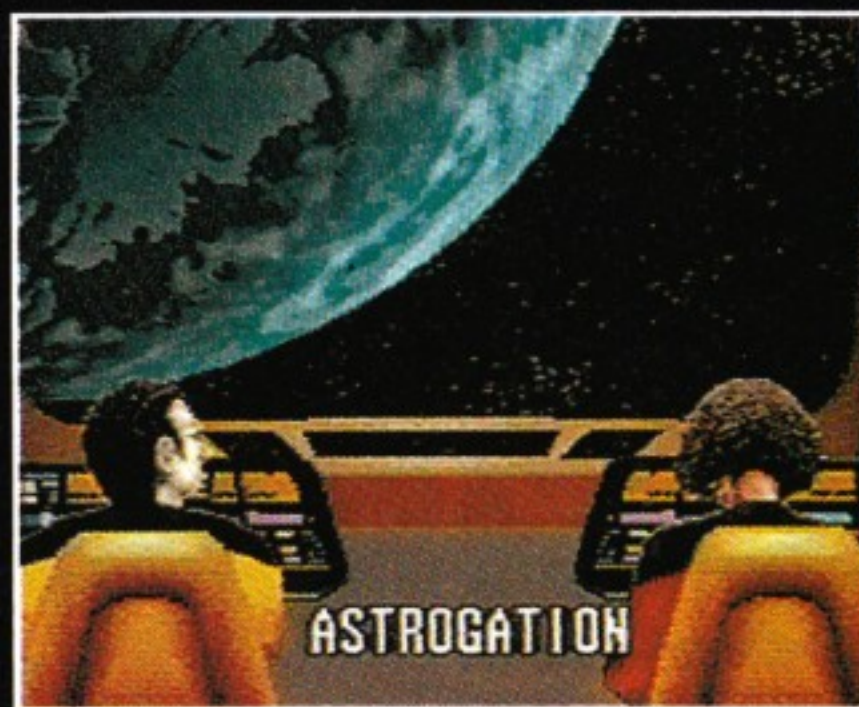
namco
The Game Creator

Namco Hometek, Inc.
150 Charcot Ave., Suite A. San Jose, CA 95131

Report To



Welcome aboard the U.S.S. Enterprise. The bridge is under your command.



Your mission: Chart a course through unknown worlds to confront the Derandomizer—the most powerful device in the galaxy.



Beam down to unknown planets. But choose your team carefully. Each crew member has special strengths.

The Bridge.



© 1994 Spectrum HoloByte® and © Paramount Pictures. All rights reserved. STAR TREK: THE NEXT GENERATION is a registered trademark of Paramount Pictures. Spectrum HoloByte is a registered trademark of Spectrum HoloByte, Inc. Other trademarks are the property of their respective holders.

Starfleet has appointed a new Commander of the Starship Enterprise™: You.

In "Future's Past," the new Star Trek: The Next Generation episode for Super Nintendo®, you can be any of your favorite crew members on the U.S.S. Enterprise™. Travel at warp speed. Transport to distant planets. And... **BOLDLY GO WHERE NO ONE HAS GONE BEFORE™.**

STAR TREK THE NEXT GENERATION®

"Future's Past"



Also coming soon on IBM CD-ROM and 3DO.



Will you need Dr. Crusher's™ healing power or Worf's™ strength? The fate of the Federation hangs on your decision, Commander.



Red alert! Enemy ship attacking. Use your shields, torpedoes and phasers to defend the Starship Enterprise.



You've won this encounter with the Romulans™, but they'll be back. Will you be ready?

Game Boy



By Lawrence of Arcadia

Mario fans can rejoice, even though their favorite side-scrolling star isn't the attraction of his newest game. It's Wario's turn to take on the action, and he pulls all the right moves! Move over, Mario. It's time to side-scroll across town to the bad side of the tracks.

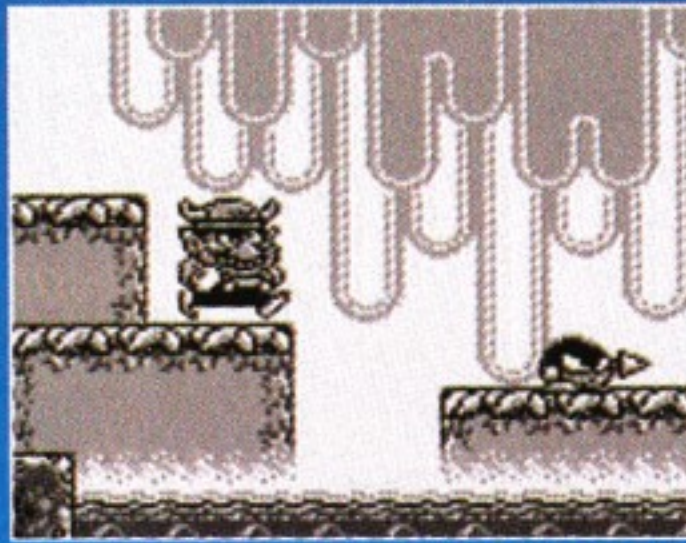
The Road Wario

In Super Mario Land 2: Six Golden Coins, the evil Wario was busy trying to take over Mario's castle, but the good guy won and the castle reverted to its former owner. Now Wario's wanderin' around lookin' for a place to stay.

He finds out through the Mario Land grapevine that there's a golden statue of Princess Toadstool on Kitchen Island, and he's determined to find it, sell it, and become a homeowner once again. Problem is, the island is guarded by the even more evil Brown Sugar Pirates, led by the indefatigable (look it up, I had to) Captain Syrup.

Your job is to traverse ten different lands looking for the statues and fight every henchman the Captain throws at you...and he throws plenty.

You'll cross up with mutant penguins, ice-spitting snowballs, boomerang-throwing ducks, and more. They come at you from the air and sea, so Wario has to be on his toes.



PROTIP: When you're Bull Wario, take full advantage of your Earthquake skills. You may stun off-screen enemies, which makes for a safer trip.

To fight them, you've got Wario's legendary hard head, made even harder and more formidable by three power-ups. You can become Dragon

Wario, which gives you a fire-breathing cap; Jet Wario, which turns your head into twin turbines of propeller power; or Bull Wario, a horrible head-banger with bull on the brain. With the Bull power-up, you can actually do three things: Break obstacles with one hit, jump up and land (causing a minor earthquake that stuns your victims), or cling tenaciously to the ceiling out of harm's way.

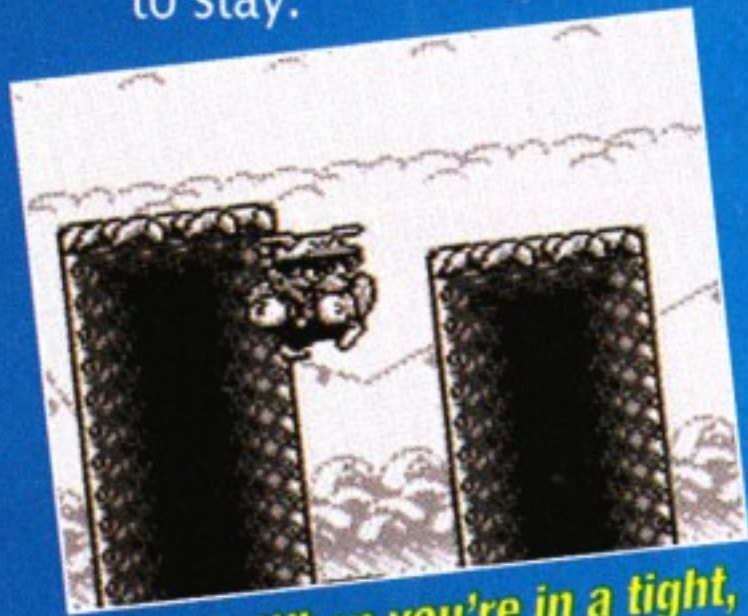
What, Me Wario?

As far as comparing it to former Mario Lands, this game gets points for graphics. Although still a blur on the tiny screen, the Wario sprite is larger than former Mario sprites, and the backgrounds are cleaner, which keeps the action uncluttered (in former Mario Lands, the background was so detailed that the action was hard to follow). The enemies are all well drawn and nicely animated.

(continues)

WARIO LAND

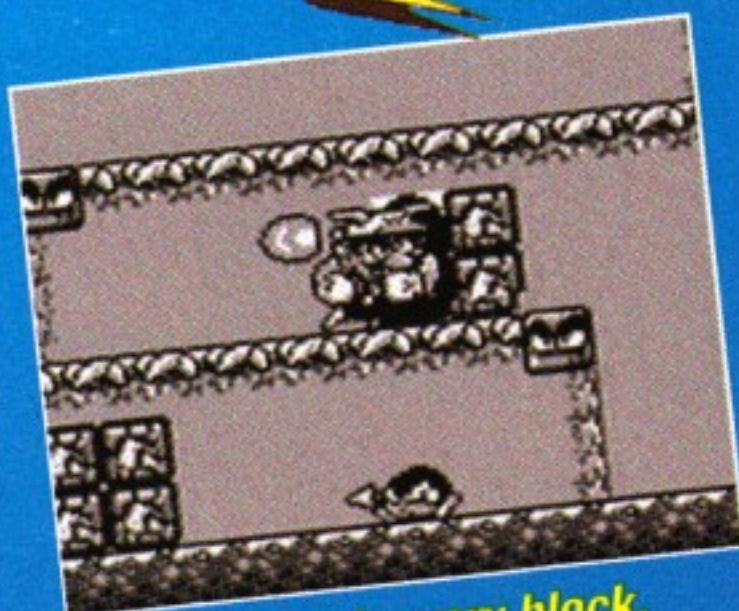
SUPER MARIO LAND 3



PROTIP: When you're in a tight, enclosed area, you can sometimes get extra jumping power by bouncing off the walls.



PROTIP: Some waterfalls and drop-offs are actually entrances to secret areas. Look for irregularities in the graphics.



PROTIP: Break every block. Sometimes doors are hidden behind the blocks.



PROTIP: When you're powered up as Bull Wario, you can "body slam" from any surface and hang in the air for a while. Use this in areas where the opposite ledge looks too far away.

Game Boy Game Profile

Wario Land: Super Mario Land 3

(By Nintendo)

The Game Boy isn't done with the Mario series yet, and that's good news. Wario Land is faster, more challenging, and more fun than its hand-held predecessors.

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.5	4.5	5.0	Intermediate

\$29.99
4 megs
Available now
Action/adventure
1 player

10 areas
Side view
Multi-scrolling
3 save slots

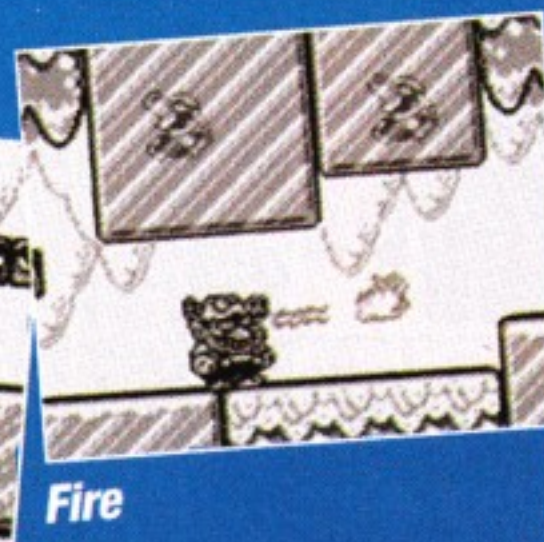
THE ELEMENTAL WARIO



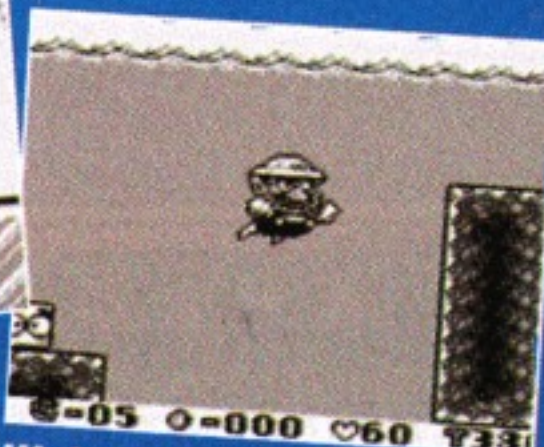
Earth



Wind



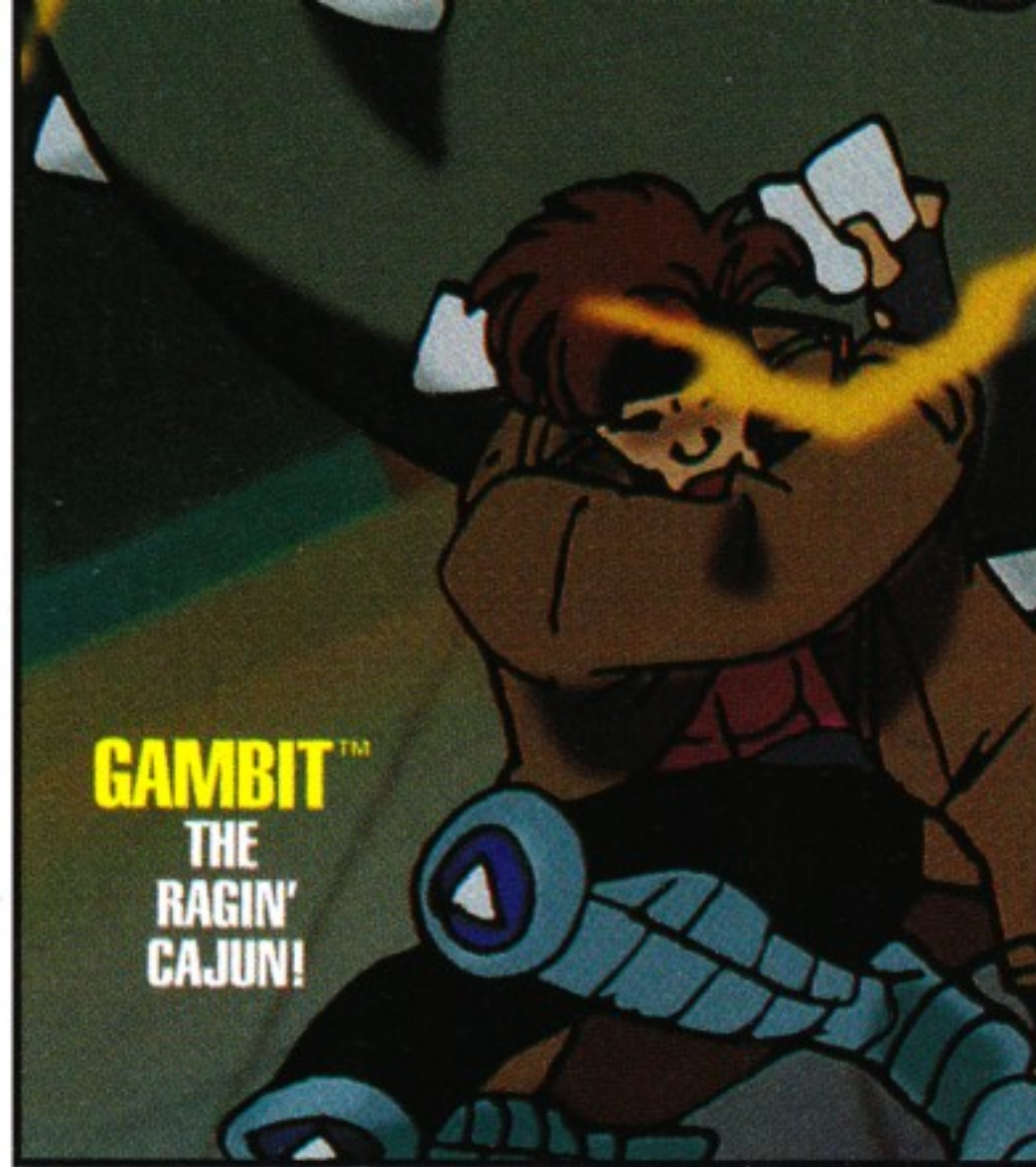
Fire



Water



WOLVERINE™
ADAMANTIUM CLAWS
TEAR THRU TROUBLE!



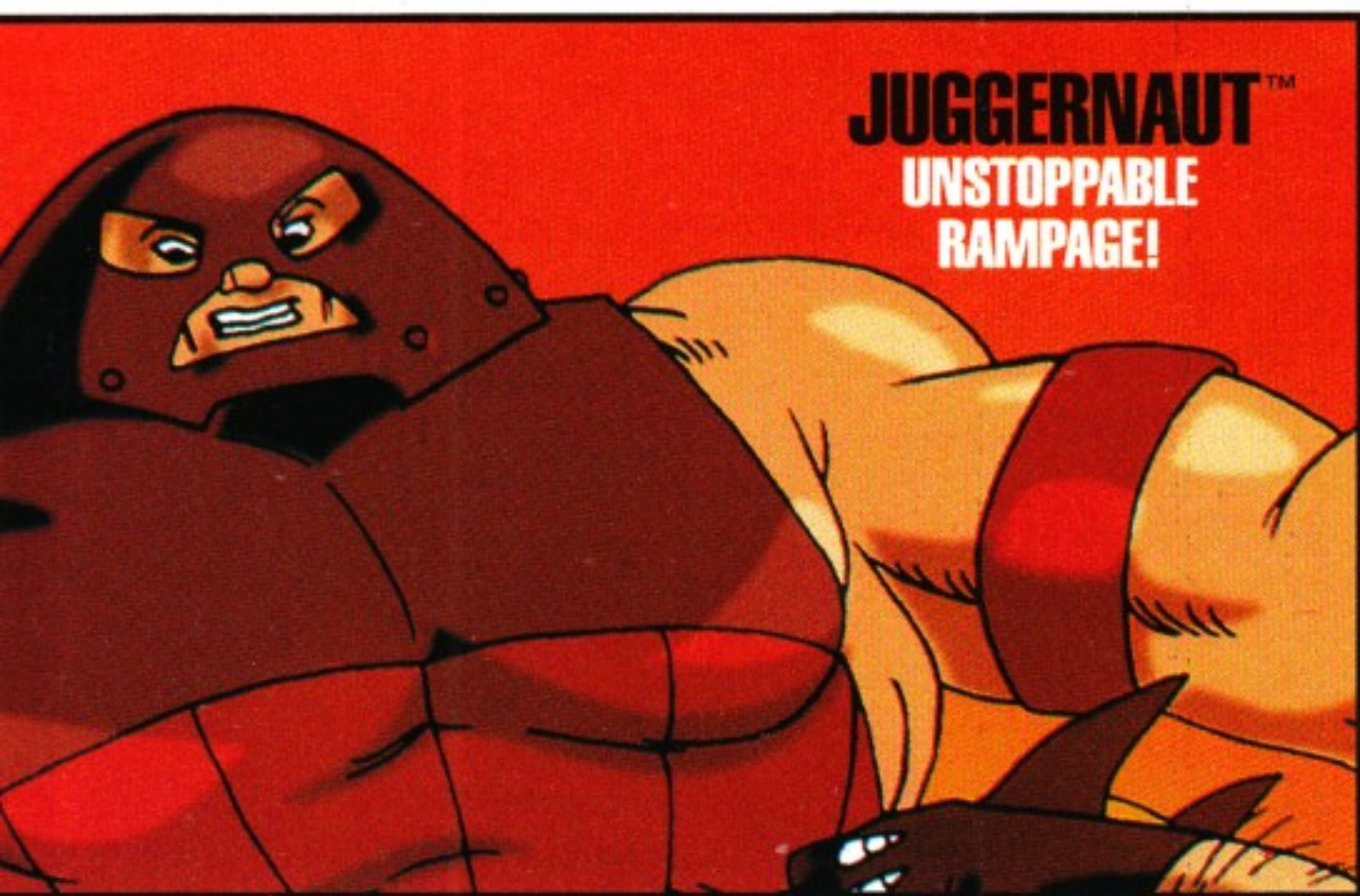
GAMBIT™
THE
RAGIN'
CAJUN!



CYCLOPS™
OPTIC BLAST
YOUR OPPONENTS!



SPIDER-MAN®
KEEP YOUR SPIDER-
SENSES ON ALERT!



JUGGERNAUT™
UNSTOPPABLE
RAMPAGE!

SPIDER-MAN® AND THE X-MEN™
TEAM UP IN ARCADE™'S REVENGE



SPIDER-MAN®

X-MEN™

**MARVEL™
COMICS**

**TAKE REVENGE
WITH YOU!**

ALSO LOOK FOR
X-MEN™ ON
HOME VIDEO!



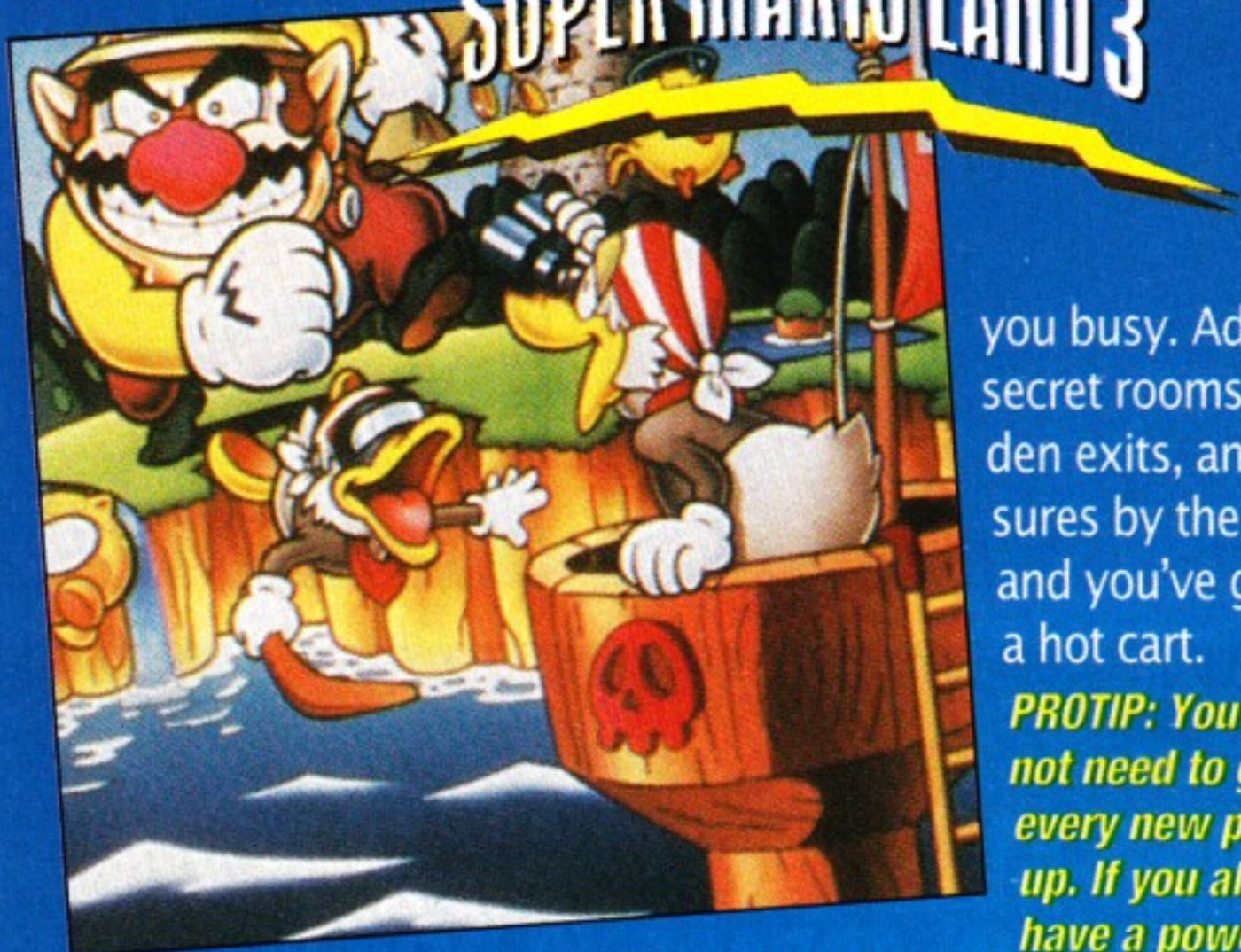
Acclaim™
entertainment, inc.



MARVEL COMICS®, SPIDER-MAN®, X-MEN™ and all other character names and likenesses TM & © 1994 Marvel Entertainment Group, Inc. All rights reserved. Acclaim is a division of Acclaim Entertainment, Inc. © & © 1994 Acclaim Entertainment, Inc. All rights reserved. Screen shots shown are from Game Gear version of videogame.

WARIO LAND

SUPER MARIO LAND 3

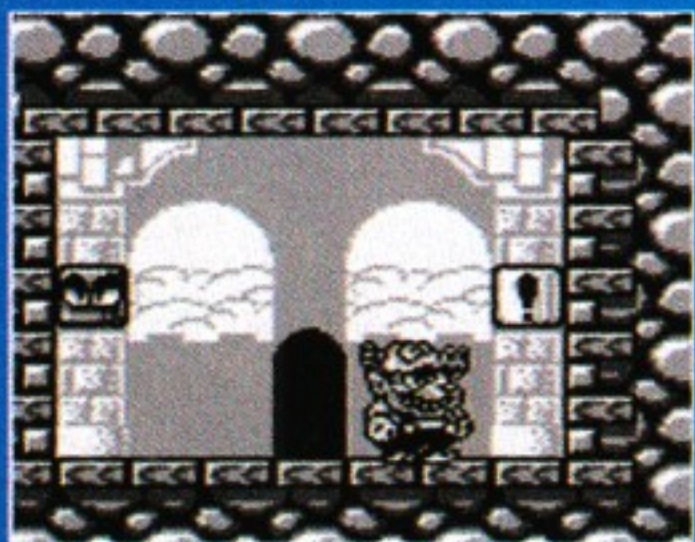


you busy. Add secret rooms, hidden exits, and treasures by the trove, and you've got a hot cart.

PROTIP: You may not need to grab every new power-up. If you already have a power-up

you like, scope out the area first and see if you'll really need the new power-up.

The sounds are also a jump up from the previous adventures. Although still too cute and cartoony, the music never gets in the way of the action. You really don't notice it's there until it's gone, kind of like your paycheck.



PROTIP: If an area looks impassable and no help is in sight, look for a room marked by a block with a large exclamation point. These switch blocks will reorganize the stage so that you can safely proceed.

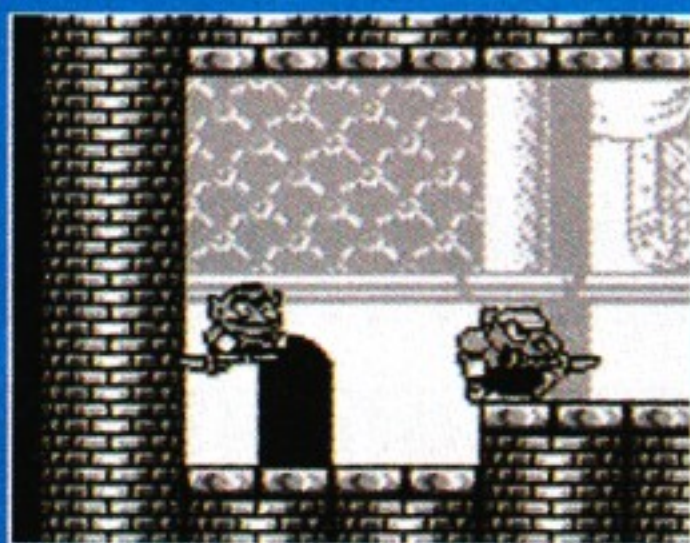
Controls in this game are simple. What do you expect from a hopper-n-bopper like Mario, anyway? Just time your jumps right and you'll be home free.

Of Course, You Know, This Means Wario

Most Game Boy owners are hurtin' for some good action on their small green screens. With this game, the wait is over. You'll have enough challenging levels and fairly challenging bosses to keep



PROTIP: When you see an area with a circle around it on the map, it means that there are two exits to that stage. Search for the second exits, because they usually lead to coins, 1-ups, and even other stages!



PROTIP: When you see these knife-throwing goons, wait until they throw a knife that sticks into the wall, then use the knife as a springboard.

There's nothing better in the video game world than a well-done side-scroller, and this is one well-done side-scroller. If you're a fan of Mario's, then rush out and get Wario Land. If not, check it out anyway. There's enough fun here for everyone. **G**

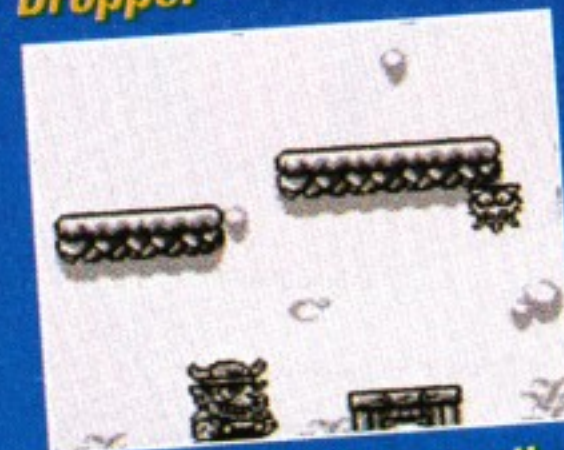
SPONTANEOUS SPIKERS

Pirate Goom



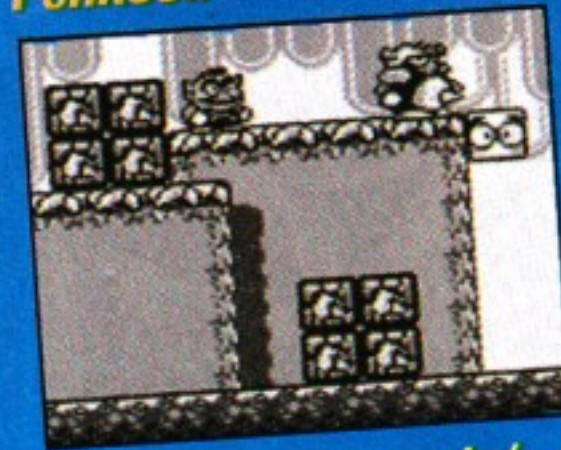
PROTIP: Watch out for his Spear. You can only bump him from behind or above.

Dropper



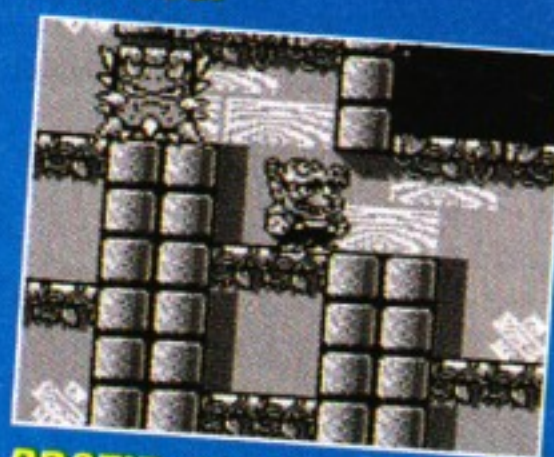
PROTIP: Watch the ceilings for this cantankerous cutter. Move forward, then quickly move back, and you'll fool him into dropping on the ground.

Penkoon



PROTIP: This penguin/racoon will drop the bomb on his belly, then kick it toward you. If you're quick, you can jump on him before he pulls it off.

Pouncer



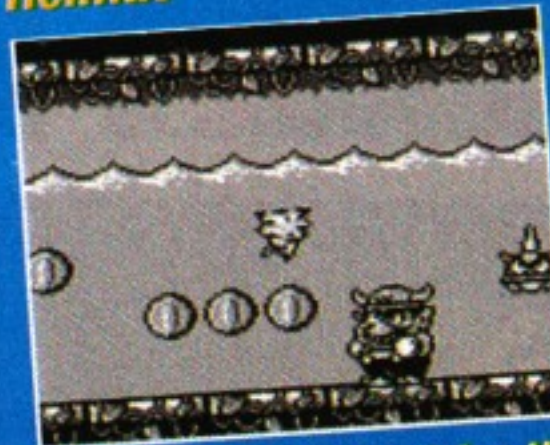
PROTIP: Watch out for this blockhead. He's lethal whether you run under him and get caught, or run into him accidentally. Use his flat head to ride safely away.

The Dangerous Duck



PROTIP: This ducky devil will throw his sword at you. Bump him before he winds up and you'll cook his goose.

Helmut



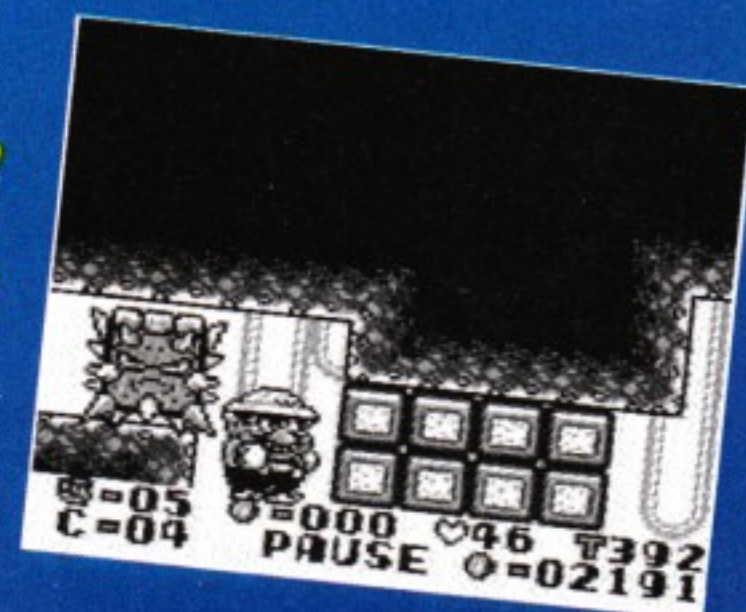
PROTIP: Watch out for the crusty crown on this enemy. He's one you'll have to hit from below.

Pinwheel



PROTIP: It's better to avoid Pinwheel than to confront him. He'll roll up into a spiked ball and come after you if he spots you. Swim away or use Fire to destroy him.

PROTIP: Be careful when you're being chased and blocks are in front of you. You bounce back a little after "body slamming" into blocks.



TAKE CONTROL OF THE ENTERPRISE™ AND ITS CREW!



RED ALERT! THINGS IN THE NEUTRAL ZONE ARE HEATING UP. THE POWERFUL *IFD* AWAITS YOU AND YOUR CREW SOMEWHERE IN THE GALAXY. CAN YOU LOCATE IT BEFORE IT'S TOO LATE?



ASSUME CONTROL! TAKE CHARGE OF THE STARSHIP'S SYSTEM AND ALLOCATE RESOURCES AS NEEDED!

Space... The Final Frontier.™

Have you always wanted to take charge of the Starship Enterprise™? Sega™ Genesis™ makes it happen! Dive headlong into intergalactic adventure at warp speed---and you're in command! Journey through strange new worlds to unravel the secrets of the mysterious *IFD* before this powerful device falls into the wrong hands! Play any of seven major officers of the Enterprise™ and its crew. **STARFLEET IS DEPENDING ON YOU!**

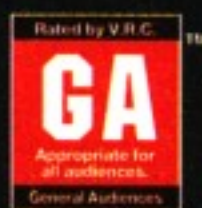


ENERGIZE! BEAM TO STRANGE PLANETS BUT BE CAREFUL WHO YOU CHOOSE TO TAKE WITH YOU!



PHASERS ON STUN! VENTURE ON DANGEROUS AWAY MISSIONS THAT KEEP THE ACTION INTENSE.

SEGA™





By Captain Squideo

War hawks will like the brawny battles of Super Battletank. The Game Gear version of the popular 16-bit game has enough action to make General Schwarzkopf sweat.

Gulf Game

Set in the Persian Gulf, Super Battletank requires you to chase tanks, shoot down helicopters, and search out enemy strongholds for ten increasingly tough missions. You steer a powerful M1A1 tank that fires four types of offensive and defensive weapons. While watching battles from a first-person view, you also monitor different displays that help you target your evasive enemies.



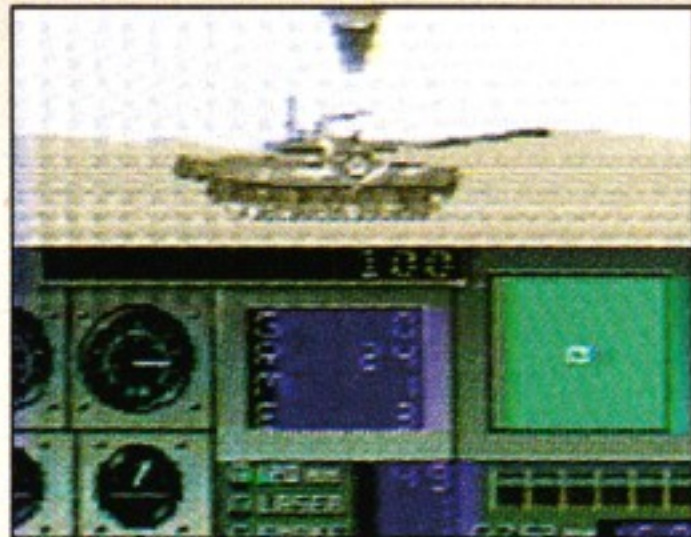
Game Gear



By Bonehead

If you played previous versions of this game on the Genesis or Game Boy, then there's nothing new for you in Spidey's Game Gear world.

enemy tank charges into view in full daylight, there's a genuine rush of excitement as the desert duel begins. Briefing-room graphics help convey a military atmosphere.



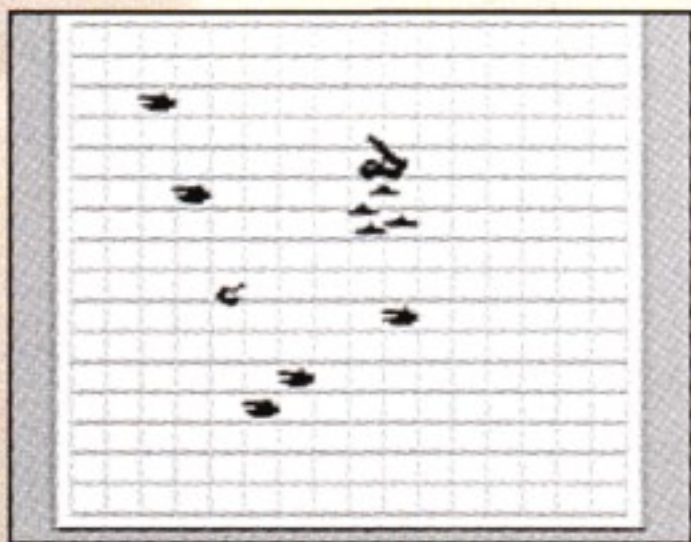
PROTIP: Take advantage of the big target a tank becomes when you view it broadside.

SUPER BATTLETANK



PROTIP: Try to keep the enemy in view. You'll score more kills if they don't get behind you.

The realistic graphics are hard to draw a bead on. The surrounding desert all looks the same, so you can't get a fix on your location. Targets also become hard to spot as night falls. But when an



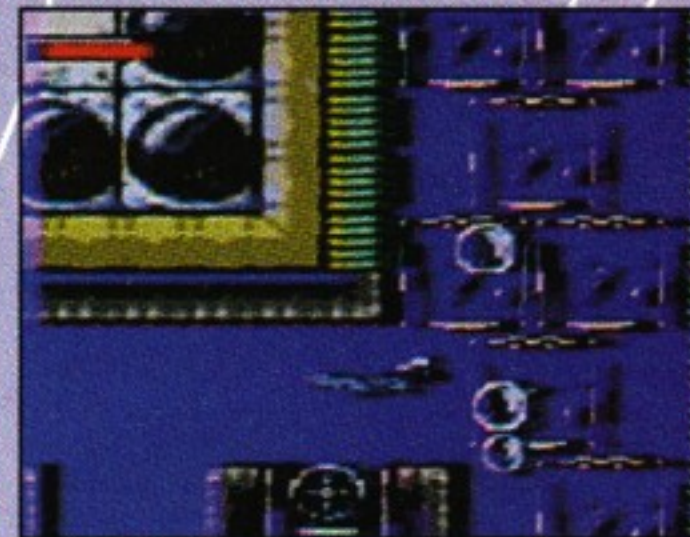
PROTIP: If you move your tank while looking at the Long-Range Radar Map, your tank can be hit.

The sound effects are only somewhat successful. You can gauge your speed by your engine's whine, but you can't hear approaching vehicles. The limited music is appropriately martial.

Fire When Ready

The game play is nicely balanced between shooting and strategy. Your tank moves sluggishly in comparison with your dashing opponents, but, once you get the hang of the controls, you'll feel like Stormin' Norman himself. **G**

Super Battletank (By Absolute)				
Graphics	Sound	Control	FunFactor	Challenge
3.5	3.0	3.5	4.0	Intermediate
\$34.95	1 player			
2 megs	10 missions			
Available June	First-person view			
Tank simulation	Multi-scrolling			



PROTIP: After Storm shoots the second Hatch, let her wait here for some needed air bubbles.



Spider-Man AND THE X-MEN IN ARCADE'S REVENGE

X-Men Mark the Spot

Even if you haven't played the earlier versions, you'll find this latest game somewhat tedious. As always, you jump through Level 1's urban maze as Spidey, then you play as any of the four X-Men, each of whom has special powers. The superheroes battle through six maze-filled levels against the evil Arcade and his heinous henchmen.

While it sounds like Marvelous fun, the side-view platform action gets monotonous, especially since you have to resolve all the mazes every time you run out of lives. The controls aren't as efficient as you'd like, and getting Spidey to jump and web-sling the way you want can be frustrating.



PROTIP: Memorize the correct order for finding the Level 1 Security Eyes. The order is the same every time.



PROTIP: Wolverine's claws can slice through some walls.

Marvel Madness

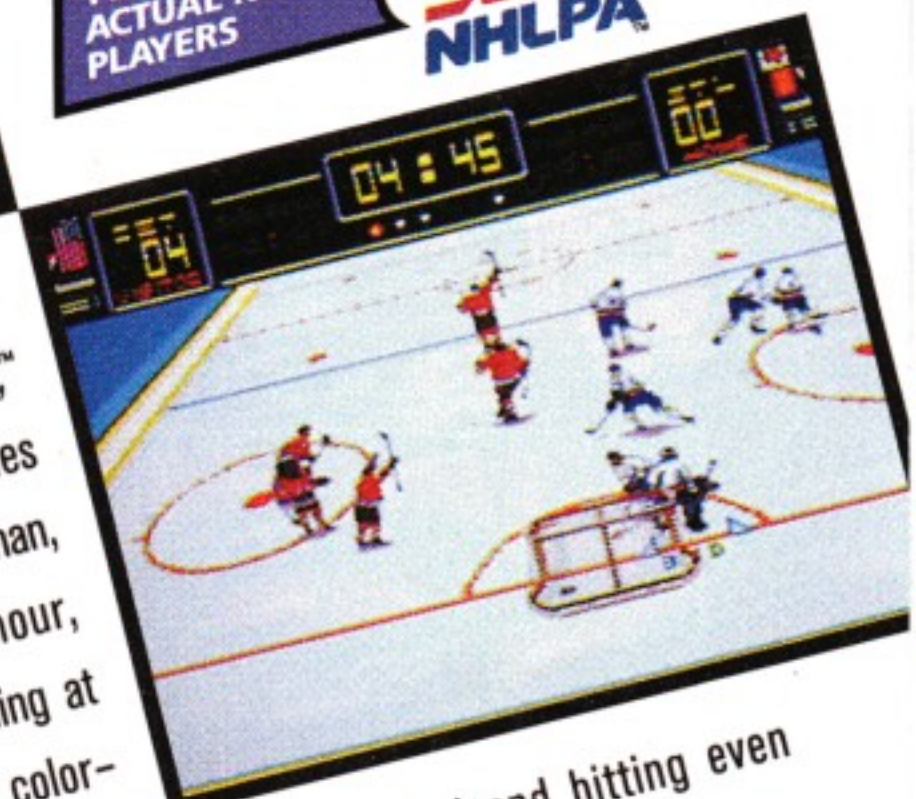
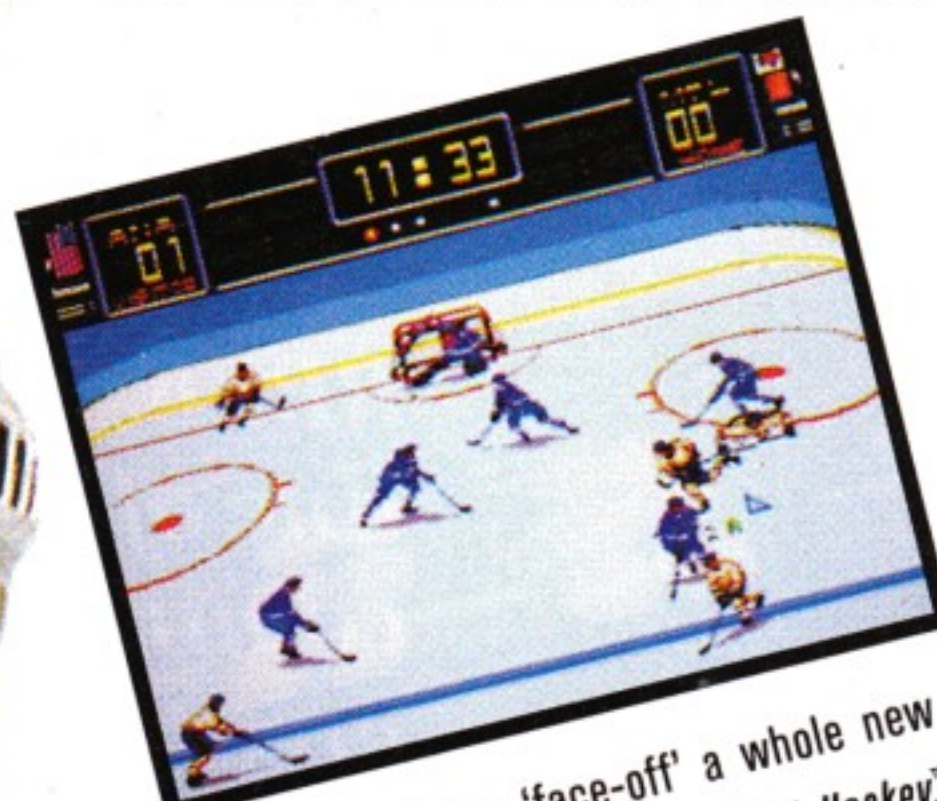
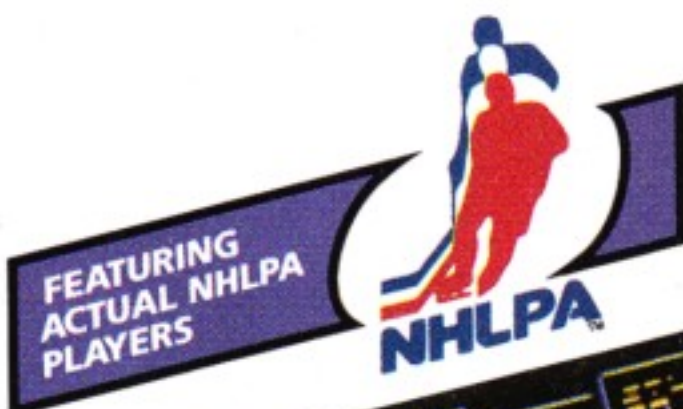
Decent graphics and sonic effects make this game inviting. Your heroes' sprites are small, but strong colors help them stand out against the creative backgrounds. Villains are imaginative and varied for each level. Likewise, the music changes for each hero, and a few sound effects punctuate the action.

The game itself isn't all that challenging; what's challenging is finding a reason to replay the early levels over and over again while you try to survive to the end. **G**

Spider-Man and The X-Men in Arcade's Revenge (By Acclaim)				
Graphics	Sound	Control	FunFactor	Challenge
3.5	3.5	3.0	3.0	Intermediate
\$34.95	6 levels			
Available now	Side view			
Action/adventure	Multi-scrolling			
1 player				

"SCORE ON THESE GUYS, YOU'RE A HERO. MISS IT, AND YOU'RE HISTORY."

Coming Soon for the Sega™ Genesis™!



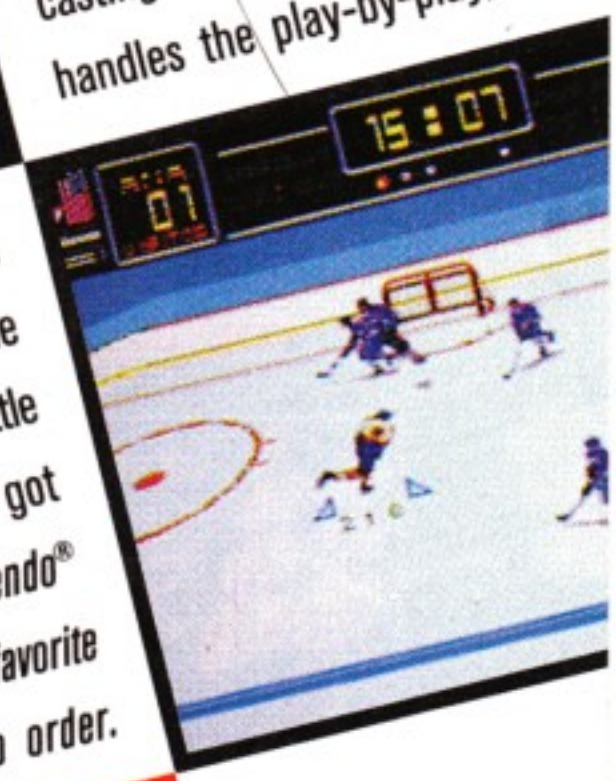
"This could give 'face-off' a whole new meaning. Because in *Brett Hull Hockey*, you're playing with 600 scorers, goalies and grinders from the NHLPA." Like Yzerman, LaFontaine, Chelios, Essensa, Gilmour, McSorley, Roenick and Roy. All coming at you in 16 Megabit, digitized living color-

skating hard and hitting even harder. Set your lines for every game situation. Then catch all the action from my exclusive rink-side perspective. Broadcasting legend Al Michaels handles the play-by-play,

EDIT LINES - St. Louis

LINE 1	Center	R. Defense	L. Defense	Player	POS	HAND	SKATING	SHOT
	C. JANNEY	B. HULL	B. SHANAHAN	16 B. HULL	LW	R	62	56
	J. BROWN	D. ROSSMAN		17 B. MCFARRE	LW	L	60	58
				19 B. SHANAHAN	LW	R	84	80
				20 L. MORWOOD	LD	L	57	56
				21 J. BROWN	RD	R	79	87

and I'll even be around to help you score against the best in the business. When the game's over, get together with me for a little one-on-one shootout. That is, if you've got anything left." Available for Super Nintendo® and Sega™ Genesis™. Skate over to your favorite retailer or call 1-800-245-7744 to order.

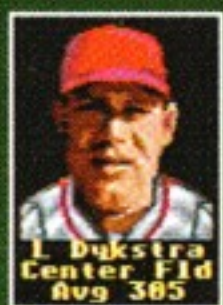


NHLPA is a trademark of the National Hockey League Players Association and is used, under license, by Accolade, Inc. Logo and name © NHLPA 1993. Brett Hull Hockey is a trademark of Accolade, Inc. and is officially licensed by Brett Hull and the National Hockey League Players Association. Super NES is a trademark of Nintendo of America, Inc. Licensed by Sega Enterprises, Ltd. for play on the Sega™ Genesis™ System. Sega and Genesis are trademarks of Sega Enterprises, Ltd. © 1993 Accolade, Inc. All rights reserved.

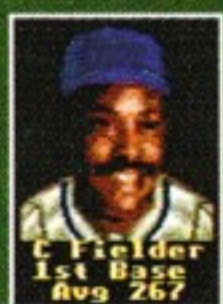
The only real game in town.



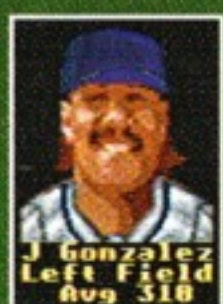
RBI BASEBALL, the hottest line of baseball games ever, is coming at you with its latest, greatest season — RBI '94!



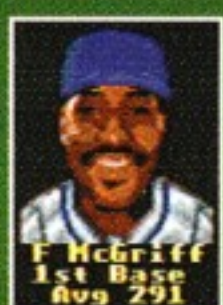
- Game play that's *twice as fast* as RBI '93, plus rotoscoped animation for incredibly lifelike movement of runners, batters and the pitcher!



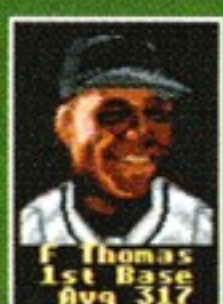
- On-screen baseball card-style player pictures with their '93 stats.



- MLBPA licensed, which means over 800 real players from 28 real teams.



- More and higher quality music, voices and sounds — featuring audio play assist by Jack Buck.



- Uses the real '94 baseball schedule for a full 162-game season, playoffs and world championship.

- Showcases the new East-Central-West division structure starting this year.

It's not real unless it's RBI '94.

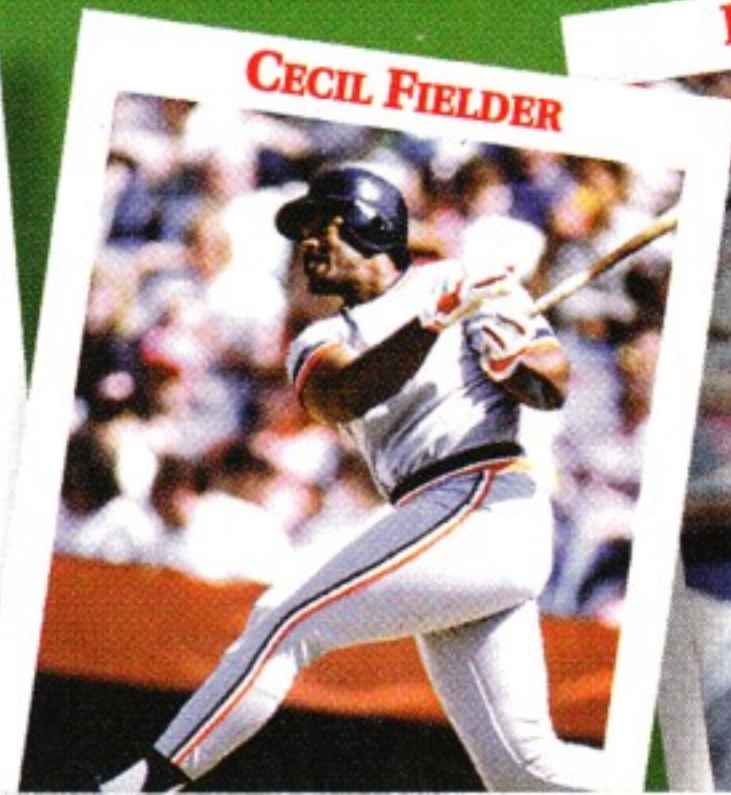
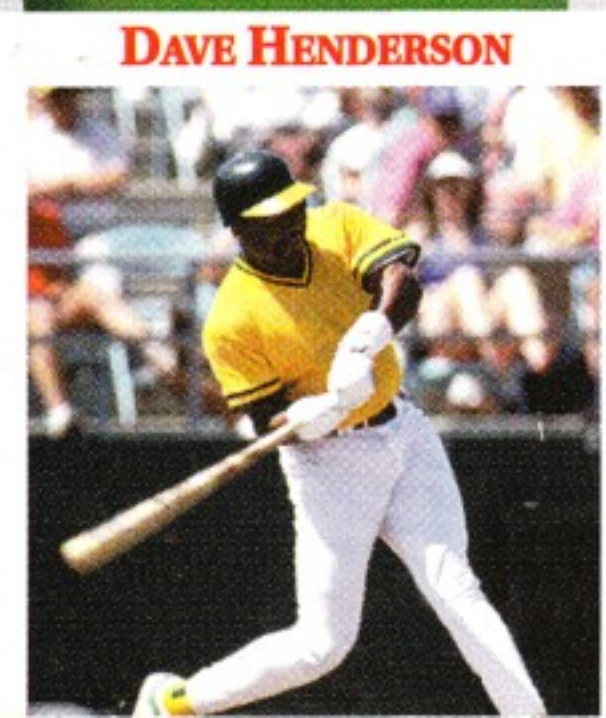


TENGEN

675 Sycamore Drive, Milpitas, CA 95035 (408) 473-9400

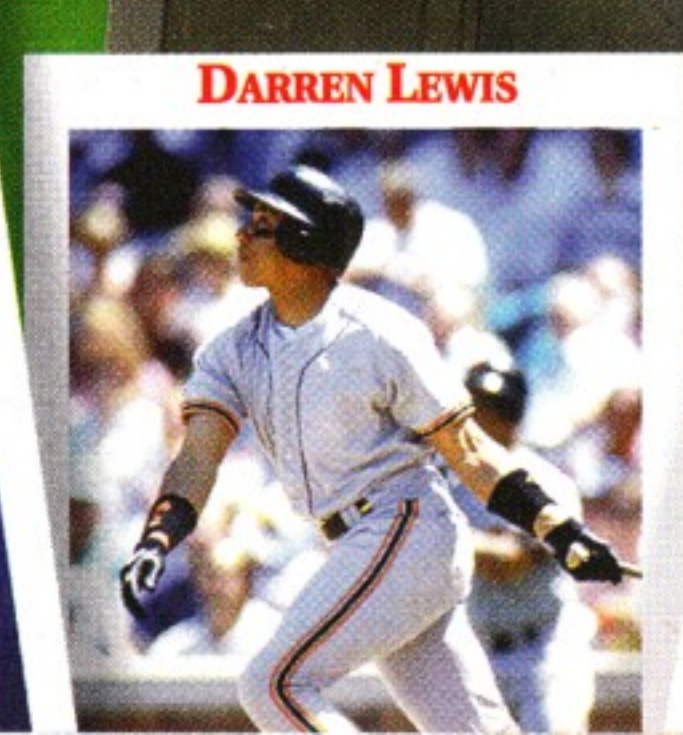
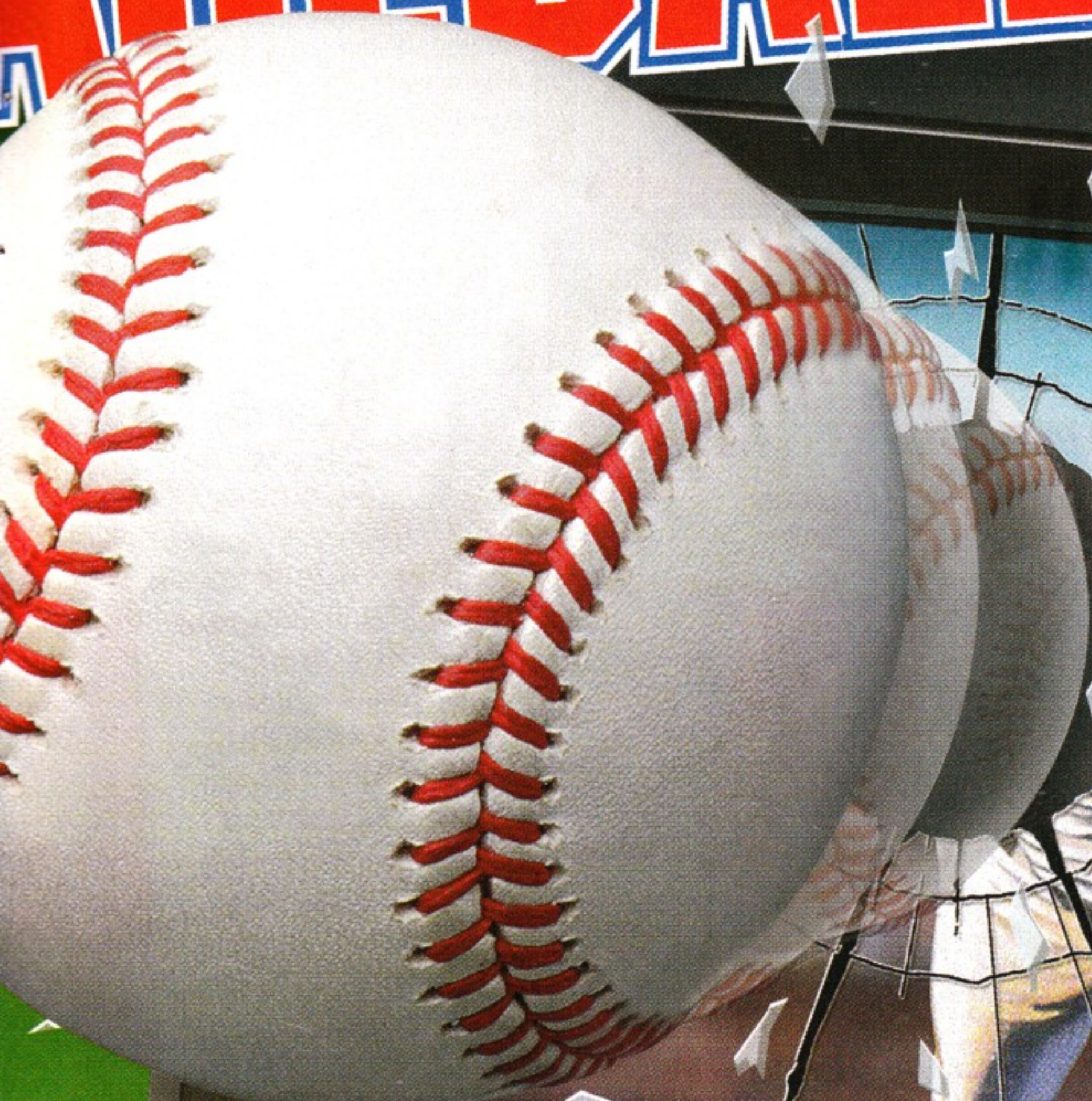
RBI: TM & ©1987 Atari Games. Licensed to Tengen, Inc. All rights reserved. Sega and Genesis are trademarks of Sega Enterprises, Ltd. All rights reserved. ©MLBPA. Official license of Major League Baseball Players Association.

Play with real superstars. See their pictures and stats on-screen.

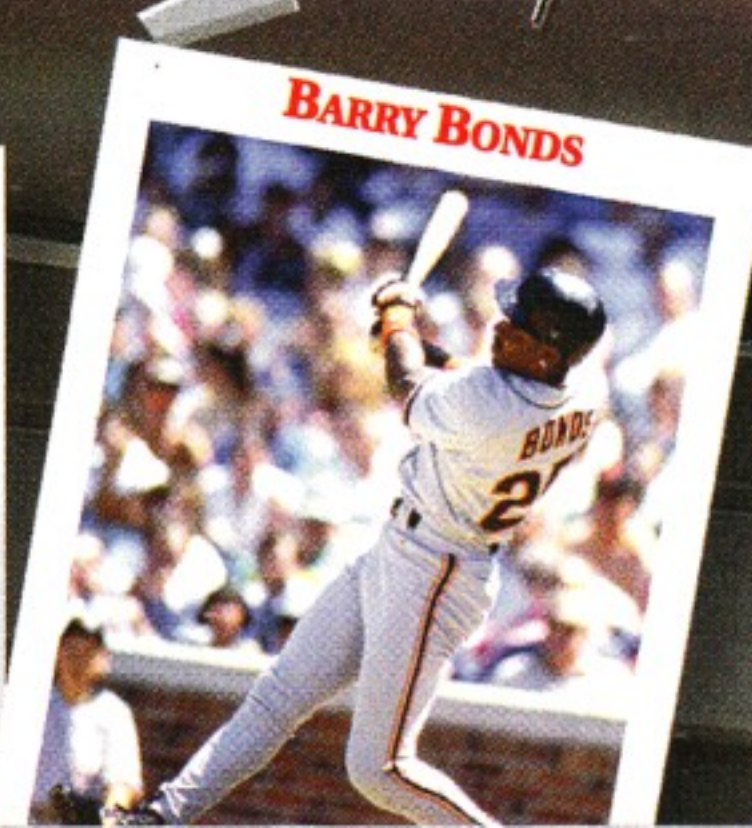


REBORN™

BASEBALL

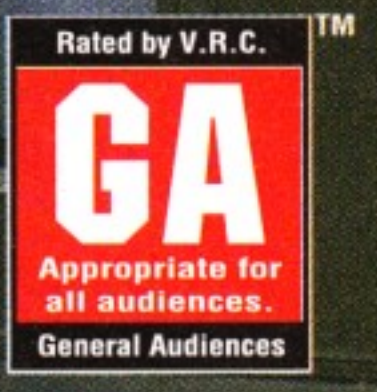


DARREN LEWIS



BARRY BONDS

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



S.W.A.T. PRO

Video Game Strategies, Weapons, and Tactics

Genesis

Barkley: Shut Up and Jam!

Game Genie Code

GAME GENIE



Infinite power bursts:
AJ0T-AA22

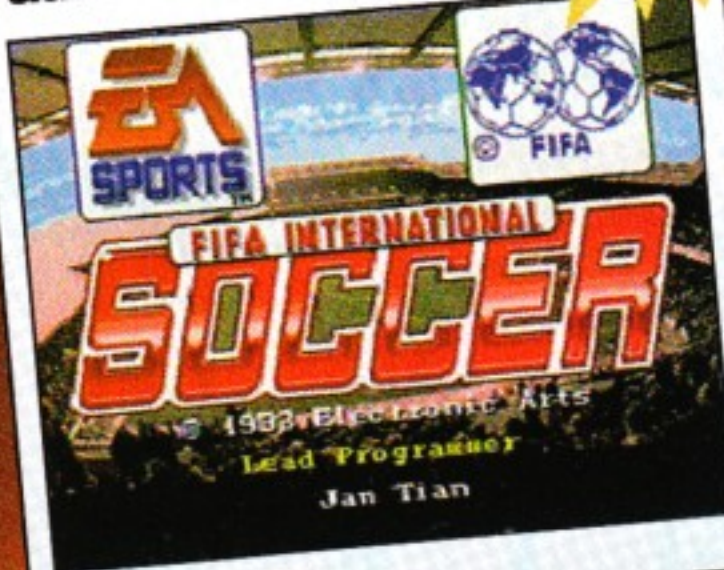
Paul Jacobs
Phoenix, AZ

Genesis

FIFA International Soccer

Game Genie Codes

GAME GENIE



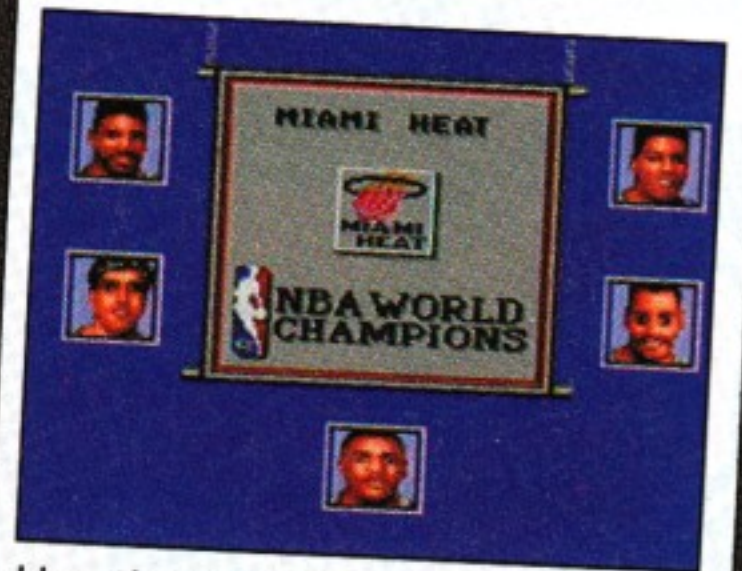
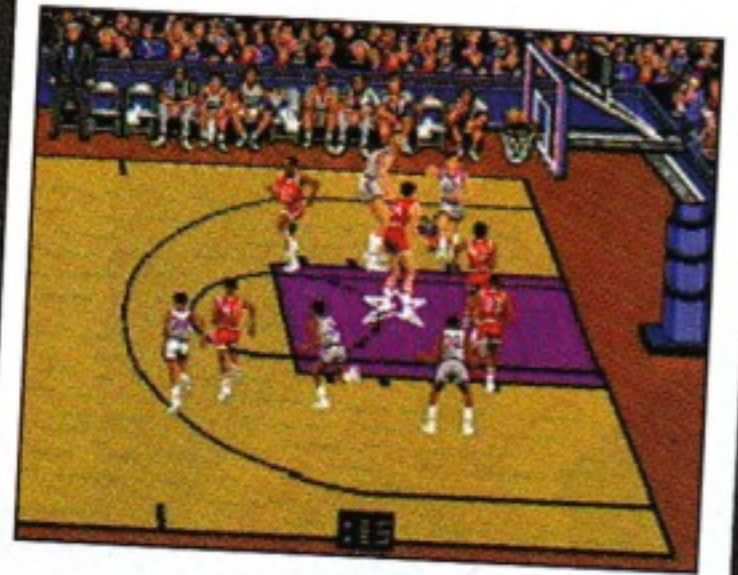
Master Code (must be entered):
RZZB-66XE
Each goal is worth five points:
GBVA-DYZY
Player 1 starts with 16 points:
PYNA-DAYJ

Benito Damiano
Brindisi, Italy

Genesis

Bulls vs. Blazers

Go Undeclared with the Miami Heat



Use these passwords to play an undefeated season with the Miami Heat.

Game 2 – Miami v. Detroit:

64LBBCB4

Game 3 – Miami v. Detroit:

64LBBBVS

Game 4 – Miami v. Detroit:

64LBBCV4

Game 5 – Miami v. Cleveland:

64QB BBBR

Game 6 – Miami v. Cleveland:

64QB BGBP

Game 7 – Miami v. Cleveland:

64QB BDBD

Game 8 – Miami v. Cleveland:

64QB BJB J

Game 9 – Miami v. Boston:

64NBBBBL

Game 10 – Miami v. Boston:

64NBBVBM

Game 11 – Miami v. Boston:

64NBBLBP

Game 12 – Miami v. Boston:

64NBB2BN

Game 13 – Miami v. Utah:

64SBBBBN

Game 14 – Miami v. Utah:

64SBDBBS

Game 15 – Miami v. Utah:

64SBCBBJ

Game 16 – Miami v. Utah:

64SBFBBC

Game Ending:

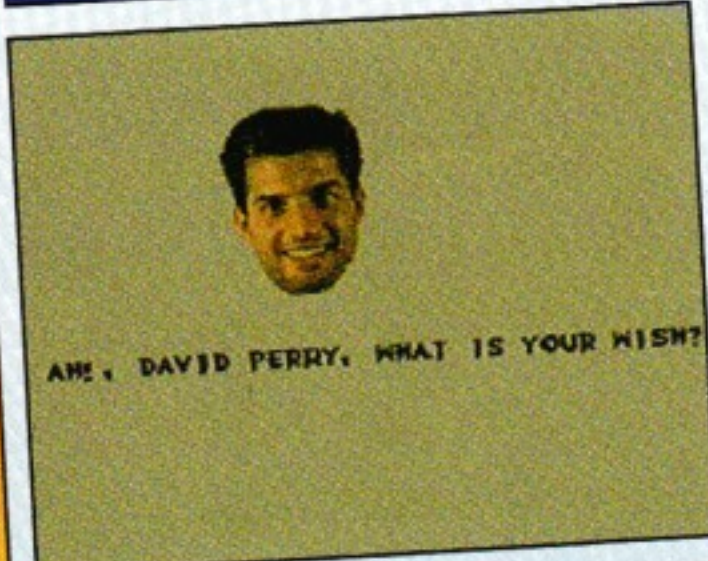
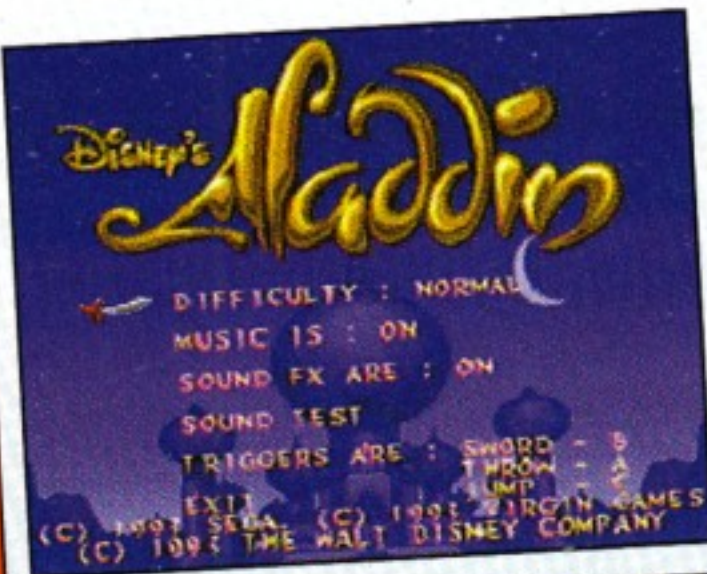
64MBBBBF

William O'Connell
Marlborough, MA

Genesis

Aladdin

Cheat Menu



Need help rescuing the princess from Jafar? This code gives you a cheat menu where you can select a level, freeze your character, and more. Go to the Options screen and press buttons **A, C, A, C, A, C, A, C, B, B, B, B**.

Jason Barone
Baltimore, MD



Eric Barbyour
Charlottesville, VA

'93-94 FLEER ULTRA BASKETBALL II



ROOKIES, TRADED VETS AND HOT INSERT SETS.

All-New 175 Card Series II Features 52 Rookies. Top Traded Vets. Free Agents. Plus A USA Basketball Team Subset.

Series II isn't second string, it's the second half of Fleer Ultra's hottest basketball set ever—with no Series I repeats. It's an awesome collection of NBA talent featuring rookies, traded vets and free agents in their new team uniforms. Plus, there's a 12-card USA Basketball Team subset with "Dream Team II" NBA players and coaches who will compete at the World Championship of Basketball in Toronto in August '94. And every basic card features that famous Fleer® Ultra™ quality.



52 rookies—no Series I repeats.

Traded vets in their new uniforms.

Plus, Six Highly Collectible Insert Sets—One Insert Card In Every Pack.

These hot limited-edition insert sets will spark a fire in the heart of every collector. They're totally original. Extremely collectible. And there's one insert card in every pack. So don't drop the ball. Pick up some packs of '93-94 Fleer Ultra NBA Basketball Series II cards today. Better yet, get plenty.



"Jam City" inserts—9 awesome whammers, jammers, bammers and slammers. 17-card packs only.

"Rebound Kings" inserts—10 of rebounding's royalty. All packs.

"Famous Nicknames" inserts—15 superstars including "Zo," "D.C.," and The "Human Highlight" Film. All packs.

"Inside/Outside" inserts—10 stars who can score from everywhere. All packs.

"Power In The Key" inserts—9 big-name big men who control the paint. 100% foil cards. 14-card packs only.

"All-Rookie Series" inserts—15 top 1st year players. All packs.

USA BASKETBALL TEAM MAIL-IN!

Get Cards Of The Two Additional Players To Be Named To The Team, Plus A USA Basketball Team Photo Card. Offer Available Only By Mail For Ten 1993-94 Fleer Ultra Basketball Series II Wrappers And \$1.50. See Packs For Details.



Odds of finding limited-edition insert cards: "Jam City" card: 1:37 packs. "Rebound Kings" card: 1:4 packs. "Famous Nicknames" card: 1:7 packs. "Inside/Outside" card: 1:3 packs. "Power In The Key" card: 1:37 packs. "All-Rookie" card: 1:7 packs.

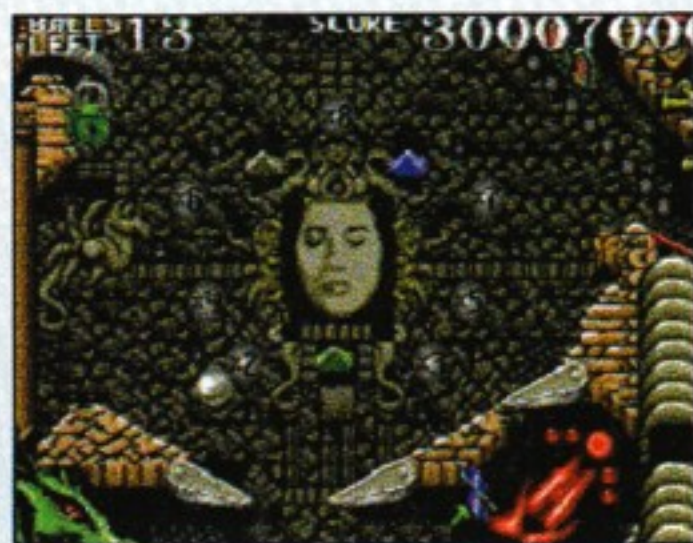
YOU CAN'T BUY A BETTER BASKETBALL CARD. © 1994 FLEER CORP. MT. LAUREL, NJ 08054. COPR. © 1994 USA BASKETBALL. COPR. © 1994 NBA PROPERTIES, INC.

S.W.A.T. PRO

Video Game Strategies, Weapons, and Tactics

Genesis

Dragon's Revenge Passwords



The Dragon won't get his revenge once you have these passwords!

- Stage 01: LSRCIE8
- Stage 02: CSABMJM
- Stage 03: DSI36KR
- Stage 04: ETTS8DL
- Stage 05: FT438XR
- Stage 06: HV5395S

Gary W. Fong
San Francisco, CA



John Murphy

Genesis

Mortal Kombat Game Genie Code



With this code, you can play as all of your favorite warriors (including Goro, on occasion). First enter the Game Genie code 4WXA-AC32. Then select Sub-Zero as your Kombat. To switch to a new fighter, do Sub's slide (Back+Low Kick+High Kick).

Ryan Ferris
Salem, OR

Super NES

NCAA Basketball Game Genie Code



Three-point shots are worth 159 points: EB34-A767

Ryan Palmer
Jacksonville, FL

GAME GENIE

Super NES

TMNT Tournament Fighters

Fight at New Stages



If you'd like to fight in two new stages, kick some shell with this trick. At the title screen, push buttons L, R, R, L, R, L, R, then A. Now select Vs. mode and you'll be able to fight in the Metro Train Stage and the Studio 6 Stage.

John Starks
Atlanta, GA

Super NES

TMNT Tournament Fighters

Fight as a Boss



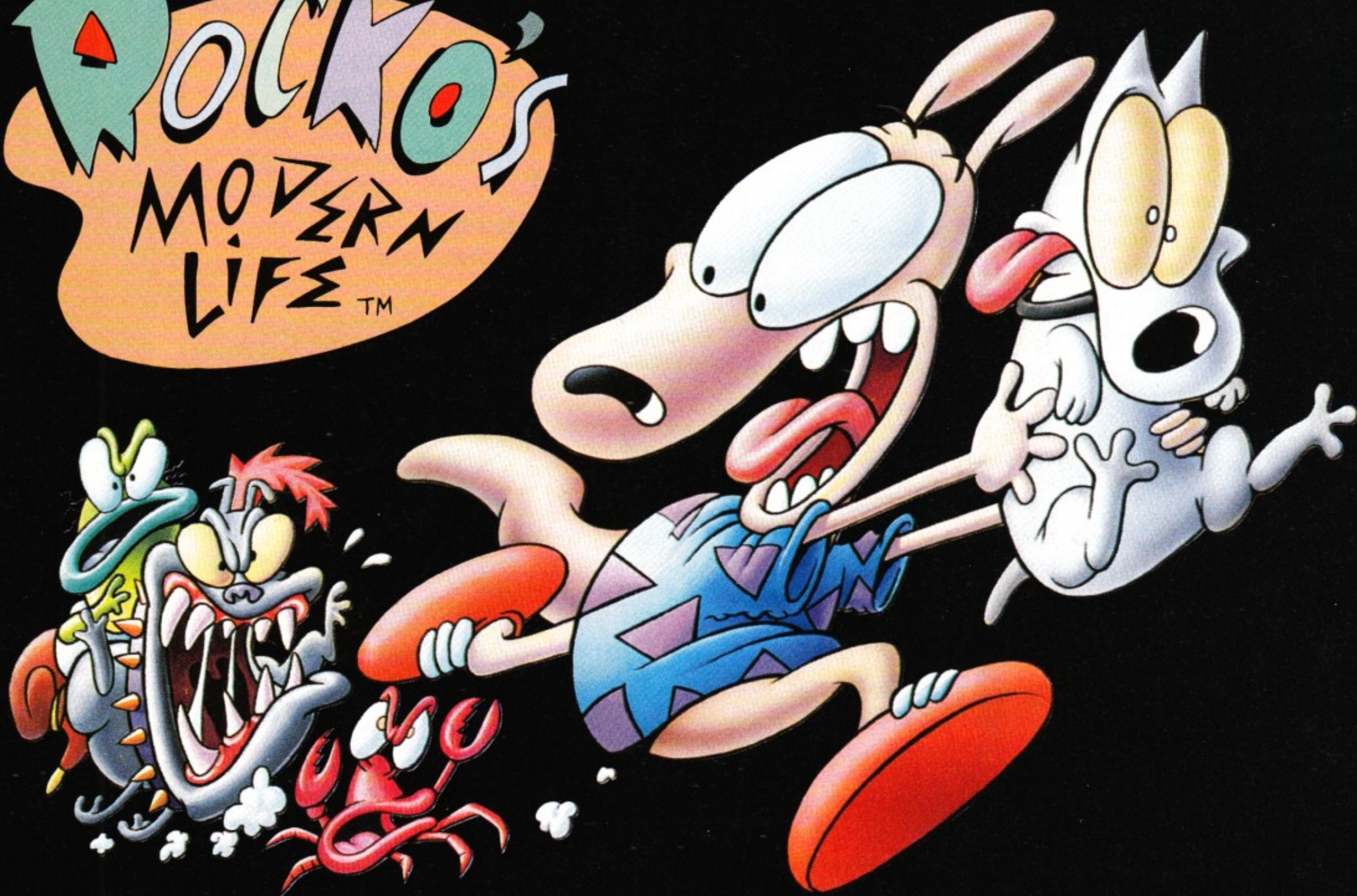
Use this hot trick to play as a boss in TMNT Tournament Fighters. Plug in a second

controller. Wait until the title screen appears. On Controller Two, press X, Up, Y, Left, B, Down, A, Right, X, Up. If you did the trick correctly, you'll hear Aska. Now go to Vs. mode and press Left on Controller One. You can now play as a boss.

Albert Dechico
National City, CA

CATS have nine lives.
 Unfortunately, **YOU** have a **DOG**.

ROCKO'S
 MODERN
 LIFE™



Beware of Sidney the octopus—he's well-armed.



Inflate Spunky into a balloon and hurl him over the goo.



Heffer is part steer, part trampoline.



Meet Ed Bighead—his bark is worse than his bite.

SPUNKY is one **dumb dog**. And O'Town is one **strange** and **DANGEROUS** place. Better get moving. **OR YOUR DOG'S HISTORY. ONLY YOU** can safely guide **SPUNKY** to the **golden fire hydrant**.

He's **YOUR** dog.



He's **YOUR** problem.

LICENSED BY
Nintendo **SUPER NINTENDO**
 ENTERTAINMENT SYSTEM

Nintendo and Super Nintendo Entertainment System are registered trademarks of Nintendo of America Inc. © 1991 Nintendo of America Inc.
 © 1994 Viacom International Inc. All Rights Reserved. Nickelodeon, Rocko's Modern Life and all related characters are trademarks of Viacom International Inc.

VIACOM
 NEW MEDIA

S.W.A.T. PRO

Video Game Strategies, Weapons, and Tactics

Super NES

Rock & Roll Racing Passwords



These warrior-level passwords will help you through Rock & Roll Racing.

ChemVI, B Class:

DR8R QQTX RS6M

ChemVI, A Class:

OBD8 QQRX SWJ!

Drakonis, B Class:

7CB8 Q8T5 SWJ!

Drakonis, A Class:

ZCB8 Q8R5 SWJ!

Bogmire, B Class:

!CB8 Q8TD SWJ!

Bogmire, A Class:

KFBR Q8RD 92J!

New Mojave, B Class:

SFBR Q8TN 92J!

New Mojave, A Class:

JFBR Q8RN 92J!

NHO, B Class:

MFBR Q8SX 92J!

NHO, A Class:

CFYR Q8QX 5TJ!

INFERNO, B Class:

LFYR Q8S5 5TJ!

INFERNO, A Class:

BFYR Q8Q5 5TJ!

Brian & Tammy Lesyk
Coatesville, PA

Super NES

Rock & Roll Racing Game Genie Codes



Infinite Lasers:

DDBF-476F

Start with \$9,020,000:

ABCF-CD05

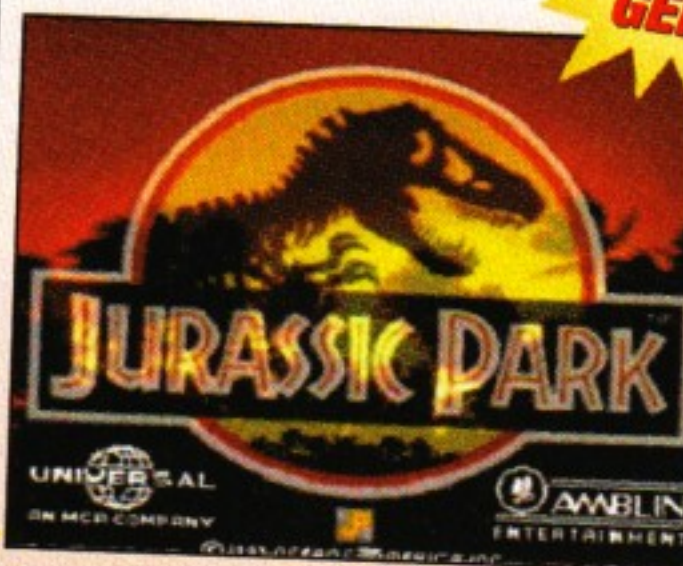
Larry Paxton
Heavener, OK

GAME GENIE

Super NES

Jurassic Park Game Genie Codes

GAME GENIE



Infinite lives:

C26A-4700

Infinite first weapon:

C2CB-3407

Start with one egg needed:

DF23-3469

Alex Right
Anchorage, AK

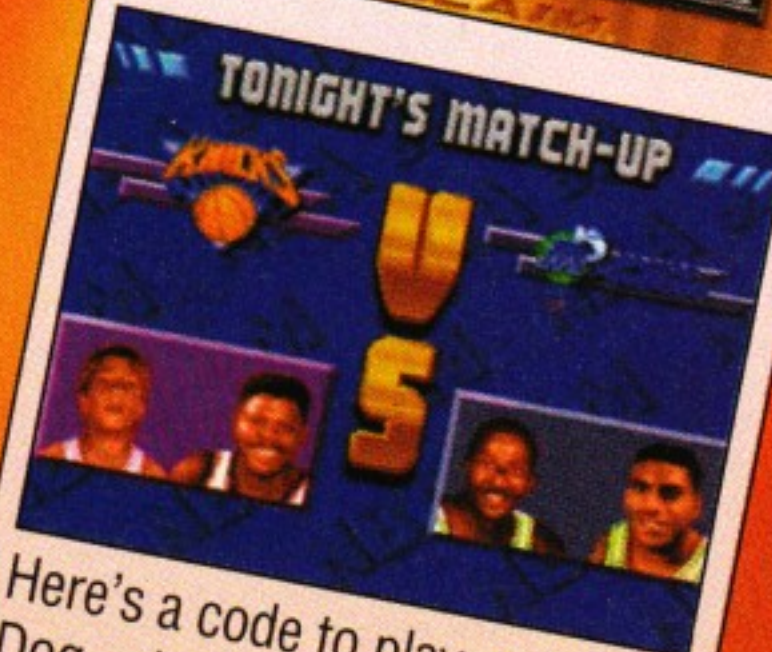
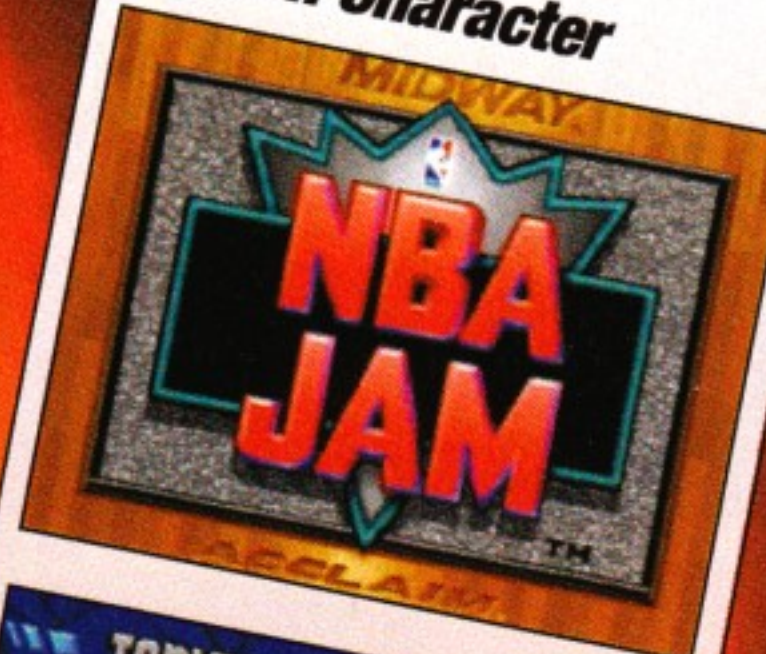


Art Hernandez
Palmdale, CA

Super NES

NBA JAM

Hidden Character



Here's a code to play as Air Dog, a.k.a. Eric Samulski, the son of one of the game's programmers. Enter the initials A, I. Then, place the cursor on R, and press and hold down Left, Start, and then X.

Kenny Watson
Springdale, AR

GAME GENIE

Super NES

NBA Jam

Game Genie Codes

All players have super dunk ability:

D8E7-C448

All players always "On Fire":

D6E9-CD18

Turbo bar restores extremely fast:

6FE1-3C2A

Cheryl Ramos
Chicago, IL

© and ™ designate trademarks owned by TSR, Inc. © 1994 TSR, Inc. All Rights Reserved

TURN ON

THE AD&D® DRAGONS

with INTERACTIVE AUDIO CD GAMING!



TSR #1105
Sug. Retail \$30.00

FIRST QUEST™ AUDIO SAMPLER CASSETTE plus \$2.00 REBATE OFFER

FREE

FIRST QUEST™ Audio CD Game: The Introduction to ADVANCED DUNGEONS & DRAGONS® Role-Playing Games

Starting to play the AD&D® game will never be the same! Features over 60 minutes of digitally recorded audio CD sound tracks, DUNGEON MASTER® Screen, game books, player cards, miniatures, maps, and dice. Available at book, game and hobby stores everywhere.

Please send the **FREE** audio cassette sampler of the FIRST QUEST™ audio CD plus \$2.00 Rebate Coupon on the purchase of this AD&D® role-playing game! I have enclosed a \$2.00 check or money order for shipping and handling.

Name _____

Address _____

City _____ State _____ Zip _____

Send by first class mail to: TSR, Inc. P.O. Box 756, Lake Geneva, WI 53147

Make \$2.00 check or money order payable to TSR, Inc. Please no cash or stamps. For orders outside the U.S., send \$3.00 check or money order in U.S. funds only. Please allow 6-8 weeks for delivery. Requests that do not include the shipping/handling fee will not be processed. Limit one per name, address or organization. This coupon must accompany the request. **Request must be post-marked by August 31, 1994.**

SPECIAL LIMITED TIME OFFER

S.W.A.T. PRO

Video Game Strategies, Weapons, and Tactics

Super NES

Mega Man X

Throw Fireballs Like Ryu and Ken!

The uppercut brother infestation has spread! The most famous move of the Street Fighter II characters Ryu and Ken can now be used against the final boss in Mega Man X. Here's the breakdown:



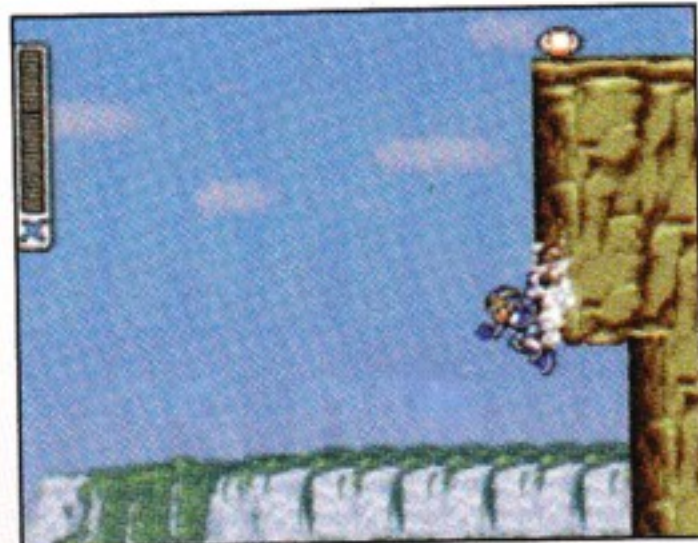
To perform the trick, you must have all eight robot weapons, all eight heart tanks, and all four sub-tanks. If you don't, use this password to start with all the items: **TKTKTKTK**.



When you begin the game, don't go to the Sigma Stage. Instead, enter the Armored Armadillo stage.



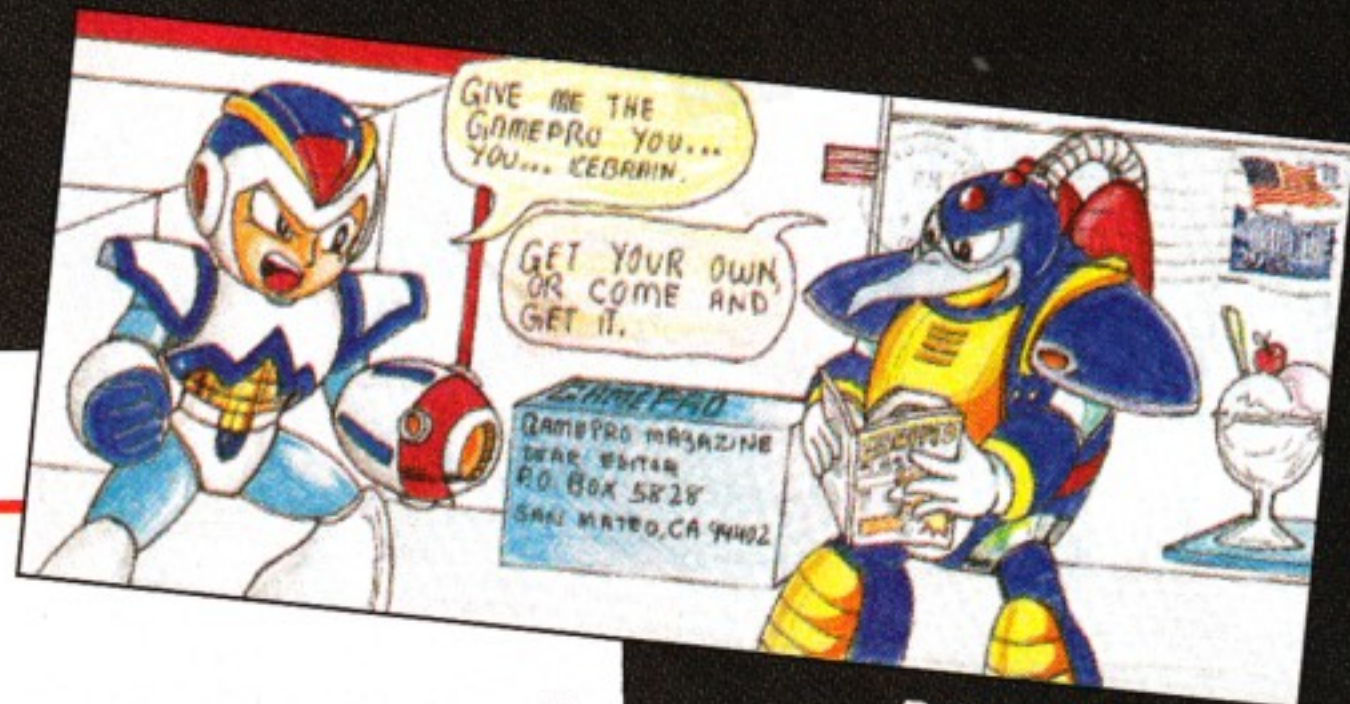
Play to the end of the stage four times, keeping your Energy and Weapon meters at maximum. It's okay if you take a hit or use a weapon during the stage — just be sure to recharge both meters by the time you get to the end of the stage.



Each time you reach the end of the stage, you must use the Escape Velocity to restart at the beginning of the stage. Remember, you must play though four times and always have full Weapon and Energy at the end of the stage.

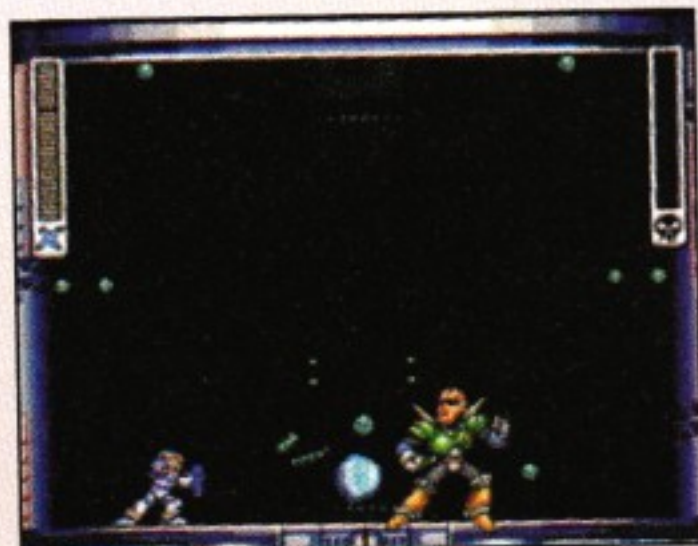


After the fourth play-through, escape and restart one more time for a fifth try. This time, however, don't use the Escape Velocity. Instead, ride the third wheeled platform across the canyon and climb up the cliff before the entrance to Armored Armadillo's lair.



Roberto A.
New York, NY

On the top of the cliff, you will find a power-up capsule containing Dr. Light in a Ryu costume. He will give you the "Hadoken" Fireball technique!



You can throw Fireballs using the same motion used in SF II: Sweep the controller in a quarter-circle motion from Down to Forward and hit the Attack button. You can use the Fireball item using a password — if you turn off the power, you will lose the weapon.

Now that we know this trick, does anyone know how to do a "Shoryuken" Dragon Punch?

Chris Kramer
Sunnyvale, CA

Super NES

Ranma 1/2

Play As Any Character



GAME LEVEL	NORMAL
STAGE	URKVO
CHARACTER PLAYER	HAPPOSAI HUMAN
MOVE RATE	80
JUMP RATE	80
ATTACH RATE	60
DEFENCE RATE	60
SPECIAL RATE	45
CHARACTER PLAYER	URKVO COMPUTER
MOVE RATE	80
JUMP RATE	80
ATTACH RATE	60
DEFENCE RATE	60
SPECIAL RATE	45

Use this simple trick to play as any character in Ranma 1/2. Go to the match-up screen. After you select a character, **simultaneously press and hold down buttons R, X, and A**. You can pick any character, from the Special screen that appears, including a bonus character, Happosai.

Lee Freedman
Atlanta, GA



PLAYED FIRST
GAME OF
EQUINOX.



AFTER YEARS
OF PRACTICE,
STILL TRYING
TO CONQUER
THE THIRD
DUNGEON.



HAD TO SKIP
GRADUATION
CEREMONY,
BUT FINALLY
CONQUERED
THE THIRD
DUNGEON.



STILL LIVING
AT HOME,
NO JOB,
NO FRIENDS,
NEVER KISSED
A GIRL, BUT
FINALLY
DEFEATED THE
GREEN BLOBS
IN THE FIFTH
DUNGEON.



HAVING
TROUBLE
SEEING THE
SCREEN,
AND NEED
TO TAKE
NAPS
BETWEEN
DUNGEONS,
BUT YOU
CAN NOW
GET TO
THE SIXTH
DUNGEON
WITH EASE.



CAN'T SEE
THE SCREEN,
CAN'T HEAR
THE SOUND
EFFECTS,
CAN'T WORK
THE JOYSTICK
AND HAVING
CHEST PAINS
AT THE
THOUGHT
OF THE EVIL
EMPRESS.
FEELING THE
END IS NEAR,
YOU VOW TO
SOMEDAY
COMPLETE
YOUR QUEST
AS YOU
BEQUEATH
YOUR JOYSTICK
TO YOUR
GRANDSON.



WELCOME TO THE 7 DUNGEONS OF
GALENDONIA, AN UNDERGROUND WORLD
FULL OF GHOSTS, BATS, BLOBS, AND EVIL
WOMEN. THEY ALL WANT TO KILL YOU,
BUT DON'T TAKE IT PERSONALLY.



YOUR JOURNEY TO RESCUE SHADAX
WILL SPAN OVER 450 SECRET
CHAMBERS. WITHOUT YOUR MAGIC
DAGGER, IT WILL SPAN ABOUT
TWO SECRET CHAMBERS.



AFTER A LONG, BLOODY BATTLE WITH
BOSS CHARACTER SUNG SUNG, YOU'VE
EARNED A STRING FOR GLENDAAL'S
HARP. IT'S A SMALL REWARD, BUT AT
LEAST YOU'RE NOT DEAD.



YOU'VE SURVIVED TO DO BATTLE WITH
SONIA, THE EVIL EMPRESS. NOTHING CAN
STOP YOU NOW, EXCEPT THE GIANT BLOOD-
SUCKING BAT THAT WANTS TO GNAW ON
YOUR NECK. GOOD LUCK.



(sure, it's just a game.)



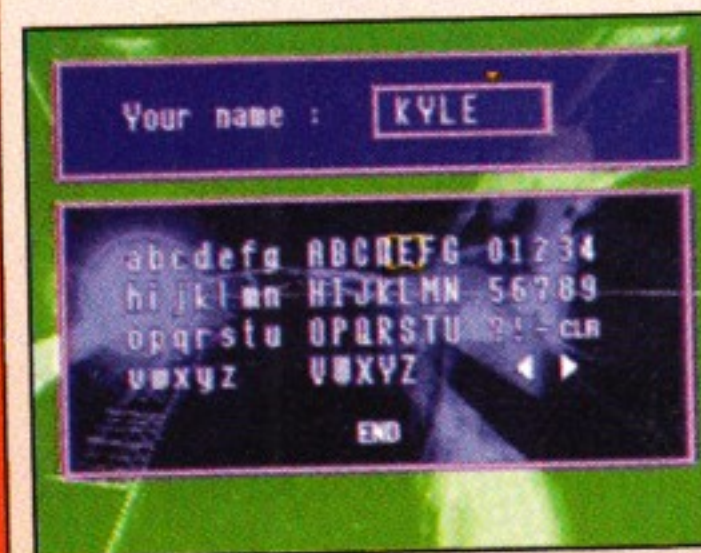
S.W.A.T. PRO

Video Game Strategies, Weapons, and Tactics

Super NES

Metal Combat: Falcon's Revenge

Enter Your Name



If you're tired of having your combat companion call you "Partner," try this neat trick. At the title screen, **press buttons L, A, B, then L** again. The screen will fade out and a Name Entry screen will appear. Enter your name and your partner will call you by your name.

Jack Webb
Jamestown, VA

Super NES

Super Castlevania IV

Pro Action Replay Codes



Invincibility: 7E00-BD81
Infinite time: 7E13-F049

Larry Joyce
Trenton, Ontario

PRO ACTION REPLAY

Super NES

Super Empire Strikes Back

PRO ACTION REPLAY

Pro Action Replay Codes



Unlimited lives: 7E01-AC03
Invincibility: 7E0C-F620

Larry Joyce
Trenton, Ontario

GAME GENIE

Super NES

Soldiers of Fortune

Game Genie Codes



Infinite lives: CBC1-E46F
Mercenary starts with more health: D4E-5475
Extra life costs 244 instead of 500: DDF6-5D50

Stan Javier
San Antonio, TX

Game Gear

Star Wars

GAME GENIE

Game Genie Codes

Infinite energy for all players:
00D-92B-3B7
and then
3AD-93B-2A2
Infinite Lives - Luke:
3AF-6BA-2A2

Nate Reide
New York, NY



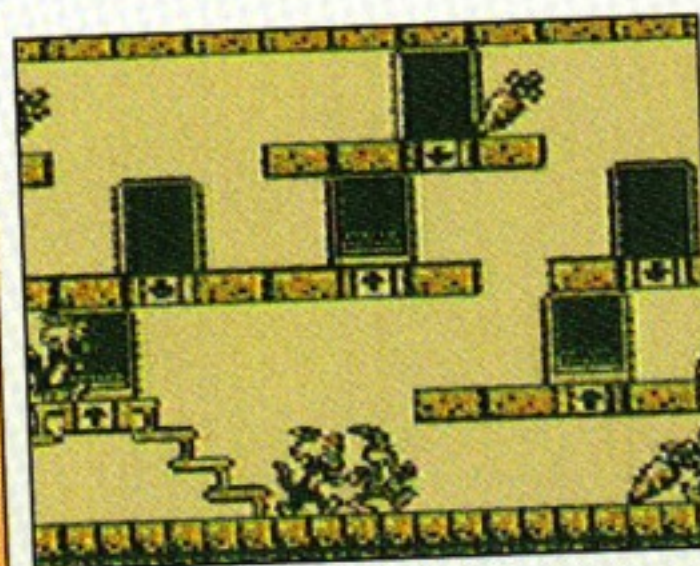
GAMEPRO
DEAR EDITOR
P.O. Box 5828
SAN MATEO, CA 94402

Tony Varos
Denver, CO

Game Boy

Bugs Bunny's Crazy Castle

Passwords



Get to the end of Bugs Bunny's Crazy Castle with these passwords:

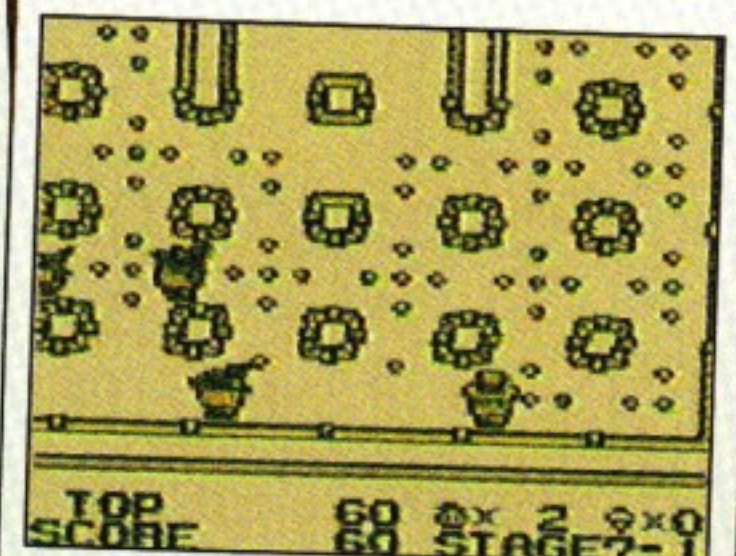
Stage 55: TPUX
Stage 56: TYAX
Stage 57: P2RX
Stage 58: PTFX
Stage 59: Y2JX
Stage 60: YTKX

Jose Contreras
Woodburn, OR

Game Boy

Lock 'n' Chase

Go to Level 7.1



Go directly to Level 7.1 in Lock 'n' Chase with this code. **Press buttons A, A, B, B, A, B, B.** If you did the code correctly, the word "Extra" will appear in the top right corner. Just push Start and you're on your way.

Jim Smith
Pigeon, MI



HAD TO
MISS YOUR
GRANDFATHER'S
FUNERAL,
BUT YOU
FINALLY
CONQUERED
THE EVIL
EMPRESS.

HE WOULD
HAVE WANTED
IT THAT WAY.



Game Boy

Mortal Kombat

Game Genie Code

Play the whole game as Goro:

C68-35F-24E

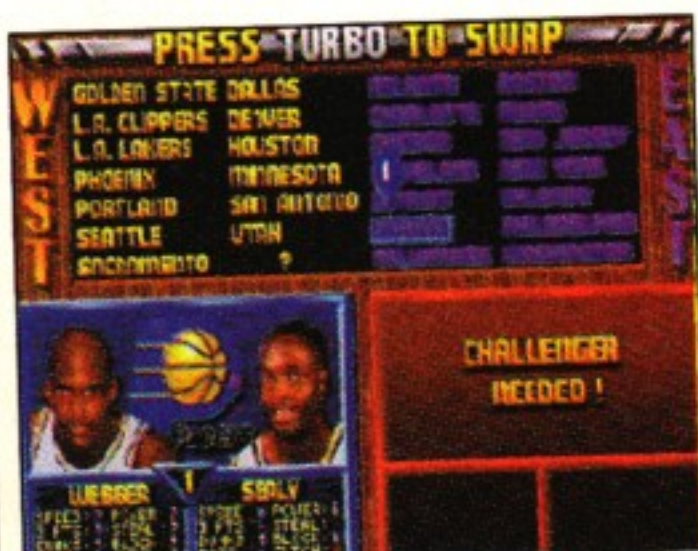
Steven Harper
Sarasota, FL

**GAME
GENIE**

Arcade

NBA Jam Tournament Edition

Hidden Characters



These passwords let you play as the infamous hidden cheerleaders or as Chris Webber of the Golden State Warriors, one of the NBA's hottest rookies.

Chris Webber/Golden State Warriors: **WEB Mar 01**

Lorraine Olivia/Cheerleader: **LOR Feb 20**

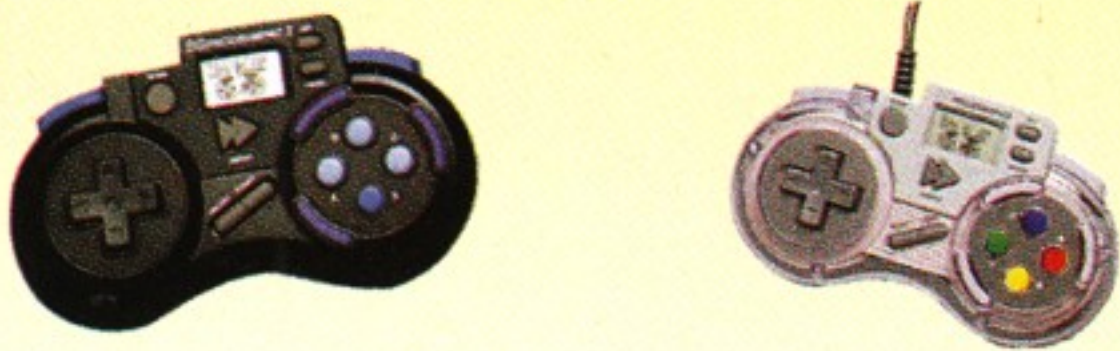
Kerri Hoskins/Cheerleader: **KER Oct 10**

Steve Lavoy
Seattle, WA



Do You Have a Secret Weapon?

If you do, send it to SWATPro. If we publish it, we'll send you a free *GamePro* Super Shirt plus an STD control pad for the Super NES or the Genesis. Send your best tips and secrets to:



GamePro Magazine
Secret Weapons
P.O. Box 5828
San Mateo, CA 94402

EA
SPORTS
ELECTRONIC ARTS

**FREE
SOFTWARE
OFFER!**

John Madden Football™ and Crash 'N Burn™
FREE when you buy the REAL 3DO™ System.

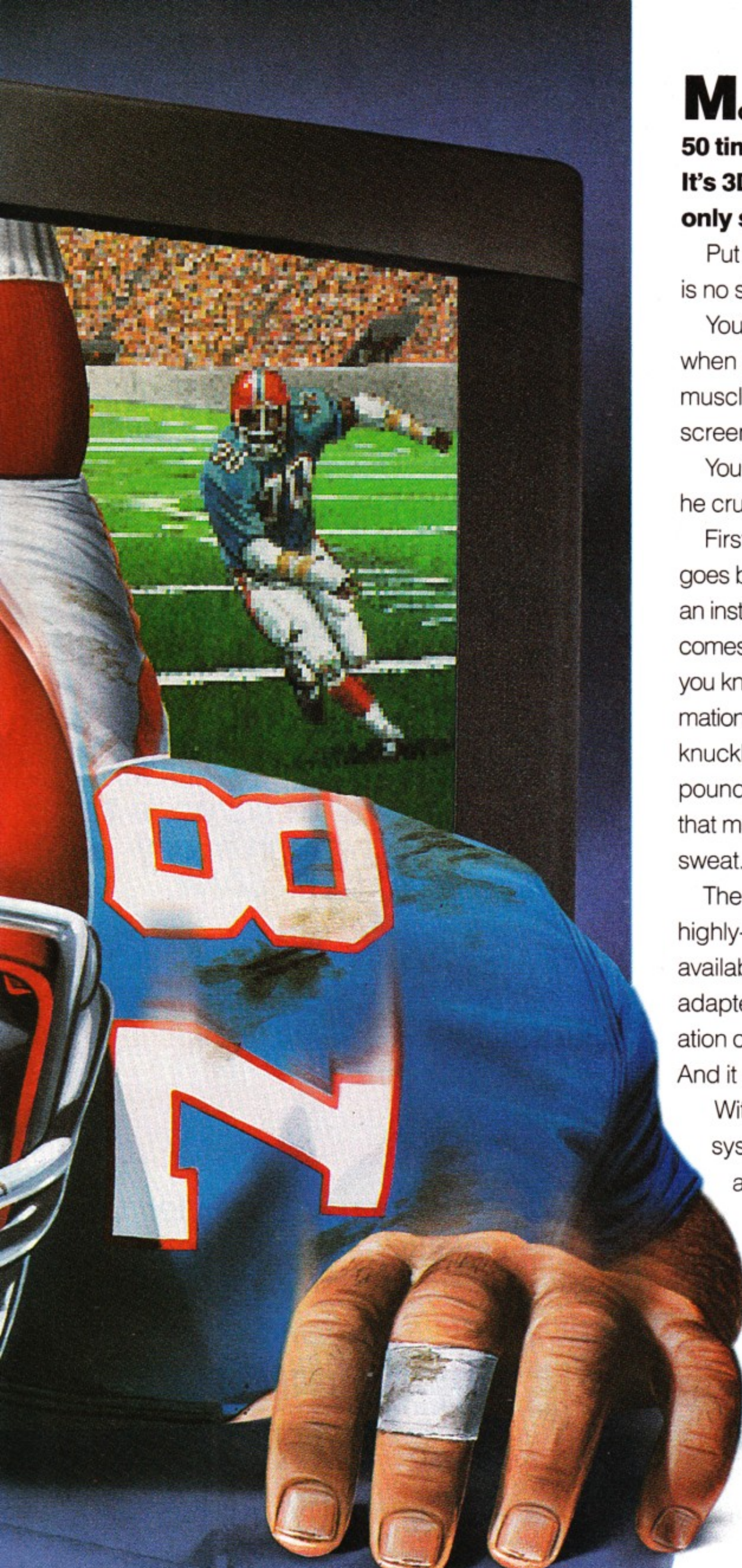
Offer valid May 1 thru June 30, 1994.
See participating dealers for details.

OUCH!
THE R·E·A·L™ 3DO™
MULTIPLAYER™

pre-
critics
capacity to
sion after
between
sumption
highly in
scores m
best, let
a momen
unusual re
begun to h
a most adv
interactive v
these high
us ex
have beg
interactive v

While at this writing being
clusive data, a number of sources have exhibited a newfound
propensity to discuss international politics, and a bizarre
compulsion to sit up straight in their chairs, speak in clear,

Jersey. After repeated exposure to the aforementioned
lyst, actual hair was said to have sprouted from his chest. In
connections between papaya consumption and these random



IT'S REAL.
INTERACTIVE
FROM PANASONIC.

More responsive, more colorful, and up to 50 times more powerful than ordinary systems. It's 3DO technology and Panasonic makes the only system that has it.



Put on your protective gear; what we've got here is no sissy game.

You're barreling downfield toward the end zone, eating up yardage when suddenly you see him. 240 towering pounds — and talk about muscles — there isn't a flat surface on this guy! Or anywhere on your screen, for that matter. We're talking near 3-D graphics here.

You fake to the left, the right — the program gives you total freedom. But he crushes you just the same.

First and goal, the crowd goes ballistic, and you watch an instant replay that actually comes up instantly. Before you know it, you're in formation again. Breath short, knuckles white, heart pounding — this is a game that makes you break a sweat. This is R•E•A•L.



Quarterback perspective with Electronic Arts' John Madden Football.™

The Panasonic R•E•A•L™ 3DO™ Interactive Multiplayer.™ The most highly-evolved integration of audio, video and interactive technology available. It plays audio and photo CDs, and soon, with an optional adapter, full-length movies. It will introduce you to a stunning new generation of interactive education, information and entertainment software. And it makes video gaming come to life.

With up to 50 times more power than ordinary PCs and video game systems. Photorealistic picture quality with up to 16 million display-able colors. Digital CD sound with right and left outputs for stereo hookup. And a custom multimedia architecture that makes interaction fast and furious.

All of which means less lag time, better visuals and more play options as you lead your team downfield.

In other words, it's real.

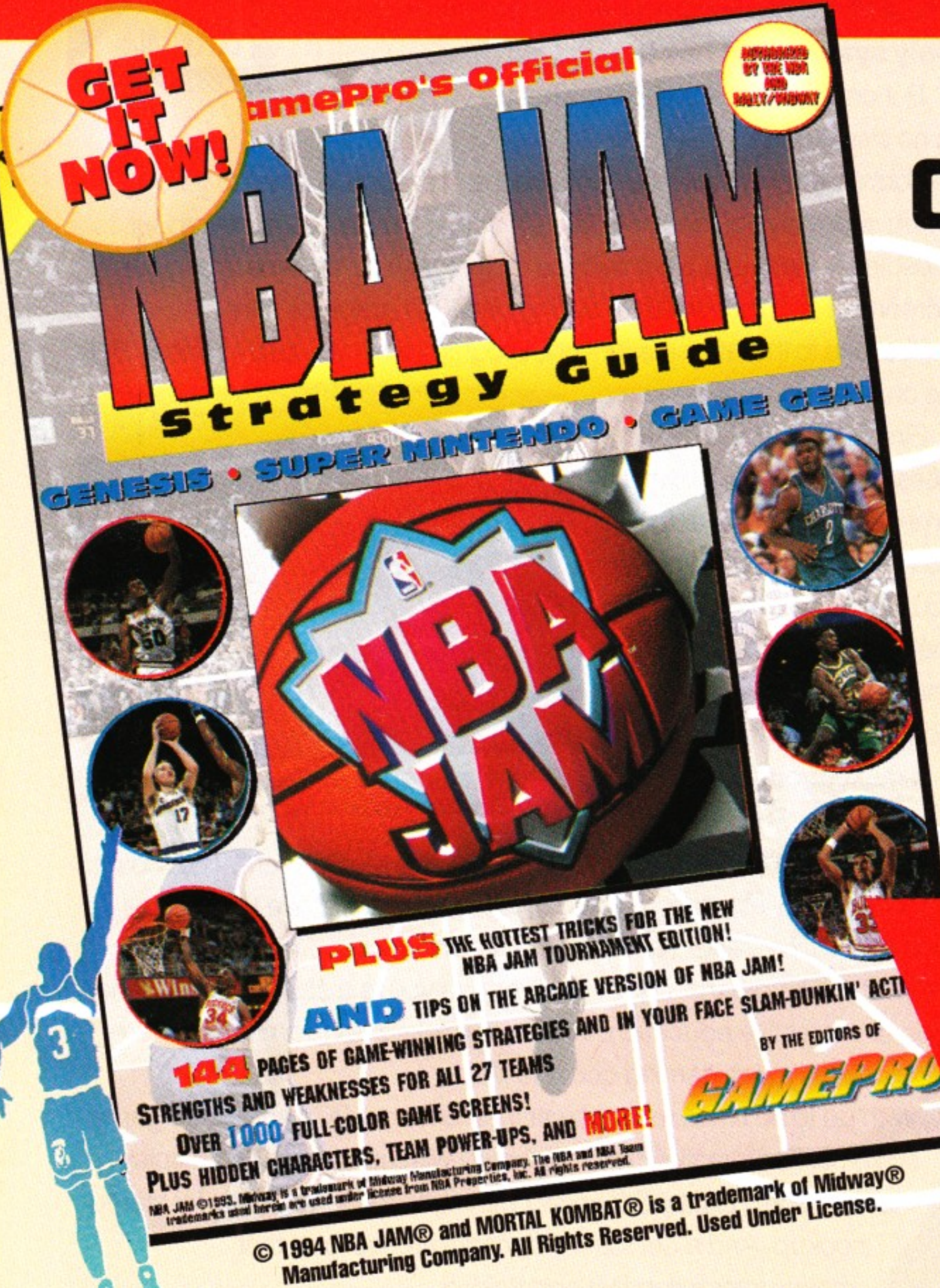
To speak directly to the dealer nearest you, call **1-800-REAL-3DO.**



Panasonic®
just slightly ahead of our time.®

IT'S HERE AND IT'S HOT!

GET IT NOW!



GamePro's Official **NBA JAM** Strategy Guide!



Over 140 pages of in-your-face strategies and super slam-dunkin' action for the Genesis, Super NES, Game Gear, and Arcade versions!



Become a slammin' NBA JAM expert! Over 1,000 full-color game screens to walk you through every version of NBA JAM!

Buy NBA JAM NOW and get Street Fighter II Turbo for 50% off!

(Limited time only)

Don't forget to order your **MORTAL KOMBAT** and **STREET FIGHTER II TURBO**

Strategy Guides ... complete with over 160 action-packed pages of game-winning shots, killer throws, and crushing combos!

ONLY \$9.95 EACH!



© 1994 Capcom USA

- Written by the Editors of GamePro Magazine!
- FREE Collector's Edition Poster in each book!

No poster in NBA JAM

Also available at BlockBuster Video, Toys R Us, Walden Books, B. Dalton, The Warehouse, and Software Etc.



**CALL
GAMEPRO'S
HOT TIPS
HOTLINE!!**

OPTION 3

SLAMMIN'

16-bit tip of the week!

OPTION 4

GAME GOSSIP

All the news that's fit to print!

OPTION 5

HOT SHOTS

Let your favorite editors give you the lowdown on the latest!

1-900-860-TIPS

**CALLS AVERAGE THREE MINUTES IN LENGTH AND COST \$.99 A MINUTE.
TOUCH-TONE PHONE REQUIRED.**

OPTION 1

GET A CLUE

The *Hottest* Weekly tips for your favorite system!

**OPTION 1 NINTENDO
1 TIP**

**OPTION 2 SUPER NINTENDO
3 TIPS**

**OPTION 3 SEGA GENESIS
3 TIPS**

**OPTION 4 SEGA CD/ATARI JAGUAR
2 TIPS**

OPTION 2

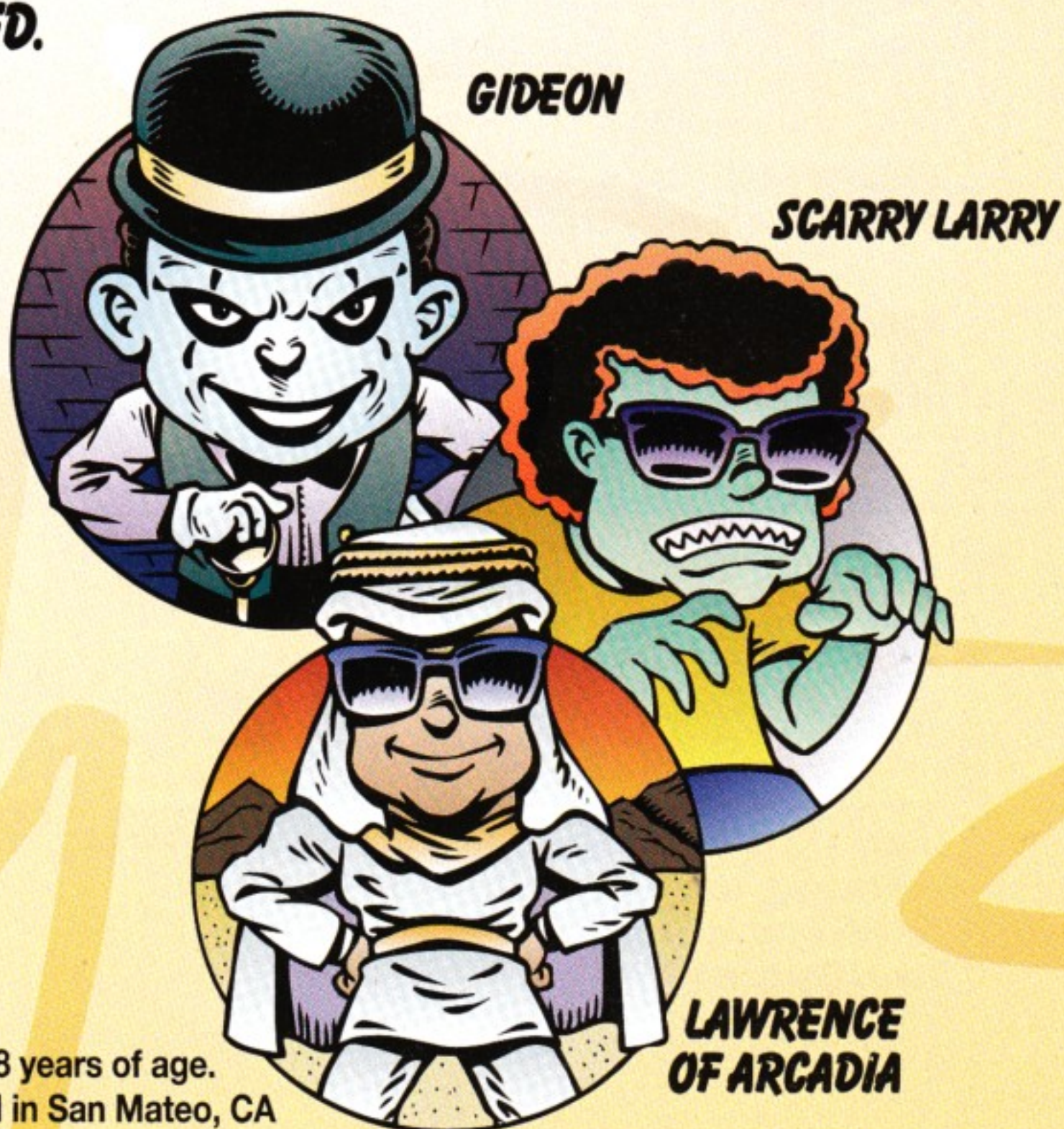
**HIT US WITH
YOUR BEST TIP**

Leave or pick-up some of the *best* tips from the most serious gamers around!

OPTION 1 NINTENDO

OPTION 2 SUPER NINTENDO

OPTION 2 SEGA GENESIS



GIDEON

SCARRY LARRY

**LAWRENCE
OF ARCADIA**

Be sure to get your parents' permission to use the Hotline if you are under 18 years of age. Messages subject to change without notice. A service of Infotainment World in San Mateo, CA

THE FIGHTER'S EDGE

Tournament-Winning Combos and Strategies

Super Street Fighter II Turbo

ARCADE

NEW MOVES AND TECHNIQUES



By Slasher Quan

Last month we showed you all the Super Death Move codes in Hot at the Arcades. Now check out a complete roundup of all the other new moves and techniques.



Original Super Character Codes



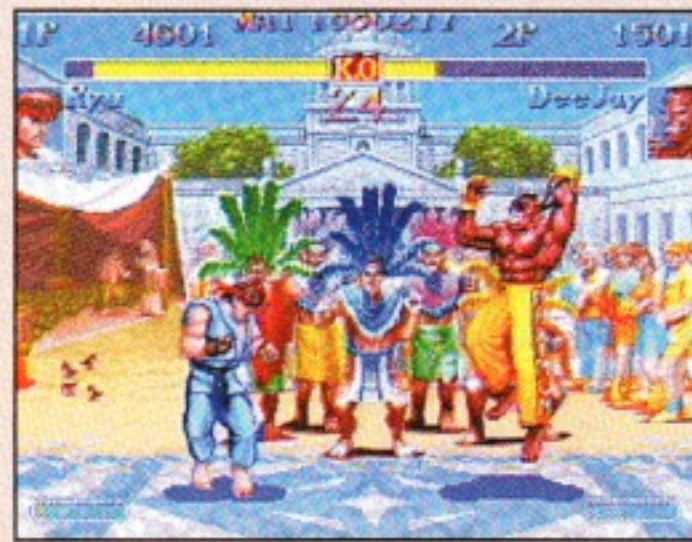
At the character-select screen, **press Jab** to choose your character, then immediately put in one of the following codes to choose your original Super color:

Shake the joystick Left and Right rapidly and then hit Jab for Ryu, Ken, Zangief, Blanka, Hawk, Fei Long, Balrog, or Vega.

Shake the joystick Up and Down rapidly, and then hit Jab for Chun Li, Honda, Dhalsim, Guile, Cammy, Dee Jay, Sagat, or Bison.

This will give the character almost all their regular Super moves back. They will not be able to land from throws or do the Super Death moves.

Land from Throws



To land from a throw, immediately hold Toward or Back and hit Strong, Fierce, Forward, or Roundhouse at the beginning of the enemy's throw animation. You'll take only half damage.

RYU

New Dashes



Hit Toward and Strong or Fierce to dash in with a double-hit punch. Throw them if you want to be cheap!



Vulnerable Dragon Punch



Ryu can now be hit out of his Dragon Punch at certain points. (So can Ken.)



Strong Juggle



Ryu's jumping Strong now juggles for two hits in the air!

E. HONDA

New Hand Slap



Honda's Hand Slap will automatically move forward, *but only if you tap Strong or Fierce!* Cheap 'em!

Suck-in Slam Throw



To suck in the enemy, get within two steps and do a backward Yoga Flame motion with a punch.



SAGAT

New Uppercut Juggle



Sagat's Uppercut can juggle the enemy for many hits. This dizzies quickly!

KEN

High Chop Kick



Fireball motion and tap kick. (Double-hits if close.)

Crescent Kick



Yoga Flame motion and hold kick. (Hits if they block low; double-hits if close.)

New Roundhouse



Ken's standing Roundhouse animation is new.

New Jumping Forward



Ken's midair Forward is new and improved and can cross up.

Mid-Level Chop Kick



Fireball motion and hold kick. (Hits if they block low; double-hits if close.)

Keep-out High Sweep



Yoga Flame motion and tap kick.

Forward Knee Bash



Move close, hold Toward, and hit Forward.

Air Throw



Jump in midair, hold Toward, and hit Forward or Roundhouse.

BLANKA

Back Slide



Hold Down-Toward and hit Fierce. This slides under Sonic Booms.

Hop



Push the joystick Toward or Back and hit all three kicks simultaneously.

CHUN LI

Vertical Blade Kick



Do a Flash Kick motion with kick to lift 'em up.



New Whirlwind Kick



Chun Li's Whirlwind Kick is now a Sonic Boom motion. She can't do it in midair.

Flipping Kick Control



Do the Flipping Neck Breaker or Chest Flip Kick any time by holding Down-Toward and hitting Roundhouse or Forward. This passes Fireballs!

M. BISON

New Psycho Fist



You can control Bison's Flying Psycho Fist in midair with the joystick to fake 'em out.

ZANGIEF

Spinning Green Glove



Do a backward Yoga Flame motion with punch to do Zangief's Fireball snuff move. Now Pile Drive!



Stomach Crunch Hop



Hit Strong with the stick either Toward or Back.

Low Lariat vs. Low Tigers



The low Lariat now passes Sagat's low Tiger Shots.



DHALSIM

New Warp Animation



The motion is the same, but the graphics are new!

Close and Far Moves

Dhalsim's moves can now happen in close or they can travel all the way across the screen!



To do a close move, simply keep the stick Back and do the move. For Crouching moves hold Down-Back.



To do your long-range moves, hold the joystick Toward or neutral and hit the button. Hold Down or Down-Toward for a slide.

Vertical Yoga Flame



Dhalsim's high-hitting Flame is a regular Yoga Flame motion with kick.

New Spears



Dhalsim now has three Yoga Spears with different ranges that are activated by the Short, Forward, and Roundhouse buttons.

GUILE

Different Backfist

Do Guile's Backfist by holding the stick Toward and hitting Fierce.



If you hold Back or neutral, he has a new Fierce.

New Roundhouses



Guile has new Roundhouse Kicks that are both close and far away.

DEE JAY

New Juggle Kick



Do a Flash Kick motion with a kick for Dee Jay's new lift-up counter.

BALROG

Sweeping Dash Punch



Do the regular Dashing Punch but go Down-Toward instead of Toward to dash and sweep low.

FEI LONG

Flying Hop Kick



Do a Yoga Flame motion to the Up-Toward Tiger Knee point and hit kick.

New Air Throw



Jump, get close in the air, hold Toward, and hit Strong or Fierce to throw.

CAMMY

New Jumping Leg Throw



Do a Yoga Flame motion to the Up-Toward Tiger Knee point and hit punch to fly. Press Forward or Roundhouse to snatch them off the ground. (Good Fireball counter.)



VEGA

New Claw Recovery



Vega can now pick up his severed claw simply by walking over it.



Wall Spring Control



Vega can fully control the flight of his Off-the-Wall Claw Thrust.

AKUMA

Meet the Man



Here he is, the new character with no name visible. You fight him instead of Bison, but how? Tune in next time...





**LOOKING FOR
A GAME WITH
SOME TEETH?**

FATAL FURY SPECIAL

NEO-CEO

THE FIGHTER'S EDGE

Fatal Combos and Death Blows Part 2



By Erik Suzuki

Back in March, we gave you combos and Fatal Fury moves for the original eight characters. This issue we'll wrap it up with the other seven playable characters. We'll also show you how to find Ryo from Art of Fighting. **G**

Tung Fu Rue

Senshippo Combo



1) Jump in with a deep Fierce Kick.



2) When you land, press Fierce Punch.



3) Immediately follow with the Fierce Senshippo.

Fatal Fury: Clothesline



Press Toward, Down-Toward, Down, Up, and hit B and C simultaneously. Since you fly across the screen, your opponent can be anywhere except in the opposite playfield.



Duck King

The Ball Combo



1) Jump in and nail 'em with a deep Fierce Kick while Charging for a Head Spin Attack.



2) While still Charging, hit your opponent with a standing Fierce Punch.



3) Finish them off with the Fierce Head Spin Attack.

Fatal Fury: Break Dance



1) Jump at your opponent so that you land within two inches of them.



2) While in the air, press Away, Down-Away, Down, Down-Toward, Toward, Up-Toward, Down, and B and C simultaneously.

Axel Hawk

Axel Dance Combo



1) Jump in with a deep Fierce Punch.



2) When you land, do another Fierce Punch.



3) Immediately tap Button A as fast as you can for the Axel Dance.

Fatal Fury: Bustin' You Up



Press Away, Toward, Down-Toward, Down, Down-Away, Up-Toward, and B and C simultaneously. You can do this move from anywhere on the screen because Axel will dash at his opponent.



Geese Howard

Double Reppu-Ken Combo



1) Jump at your opponent with a deep Fierce Kick.



2) When you land, press Fierce Punch.



3) Follow that with the Double Reppu-Ken.

Fatal Fury: The Energy Cage



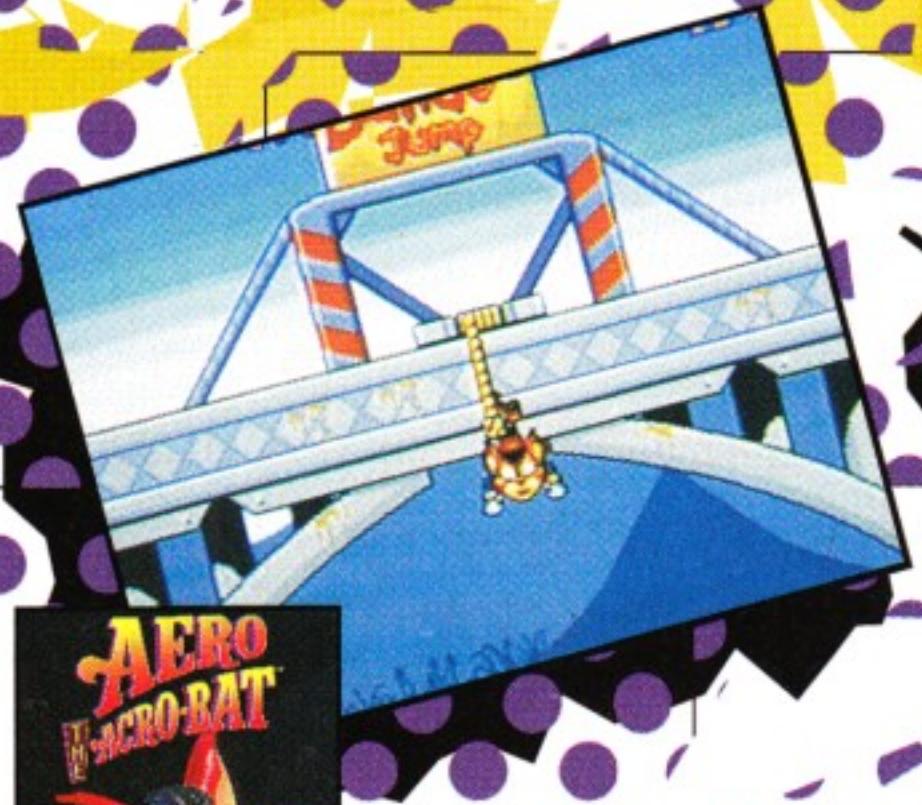
Press Down-Away, Toward, Down-Toward, Down, Down-Away, Away, Down-Toward, and B and C simultaneously when an opponent is either jumping at you or is very close.



BEWARE



WAVE



THE AERO ACRO-BAT™



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

SUPER NINTENDO.
ENTERTAINMENT SYSTEM



SUNSOFT™

™Sun Corporation of America. ©1994 Sun Corporation of America. All Rights Reserved. Nintendo, Super Nintendo Entertainment System and the Official Seals are registered trademarks of Nintendo of America Inc. ©1994 Nintendo of America Inc. Sega and Genesis are trademarks of Sega Enterprises, Ltd. All Rights Reserved.

Find Ryo.
See below.



Billy Kane

Club Twist Combo



1) Stand by your opponent and press the Fierce Kick button.



2) Press A and C quickly to hit your opponent with the Club Twist.

Fatal Fury: Fire Club



Press Down, Down-Toward, Toward, Down-Toward, Down, Down-Away, Away, Up-Away, and hit A and C simultaneously when your opponent is very close to you.



Wolfgang Krauser

Leg Tomahawk Combo



1) Jump at your opponent with a deep Fierce Kick.



2) When you land, do a Light Punch.



3) Now go into his Light Leg Tomahawk.

Fatal Fury: The Krauser Wave



Hold Away for three seconds, then press Up-Toward and A and C simultaneously. You can easily hit your opponent from any distance.



Laurence Blood

Bloody Spin Combo



1) Jump at your opponent and press the Fierce Kick button.



2) After landing, press the Fierce Punch button.



3) Now do the Fierce Bloody Spin to knock your opponent down.

Fatal Fury: Sword Slice



Press Down-Toward, Away, Down-Away, Down, Down-Toward, Toward, Down-Away, Toward, and B and D simultaneously when your opponent is close to you.



Ryo from Art of Fighting

To reach Ryo, you must never lose a round from the start to the finish of the game. After you defeat Krauser, there will be a special message introducing Ryo. Remember that the trick is to never lose a round. So if you do end up losing a round during a match en route to Ryo, just lose the entire fight and continue.

Strategy Against Ryo



1) It is not a wise decision to jump in at Ryo. He's watched Ryu fight too many times.



2) Low Fierce Kicks are your best bet.



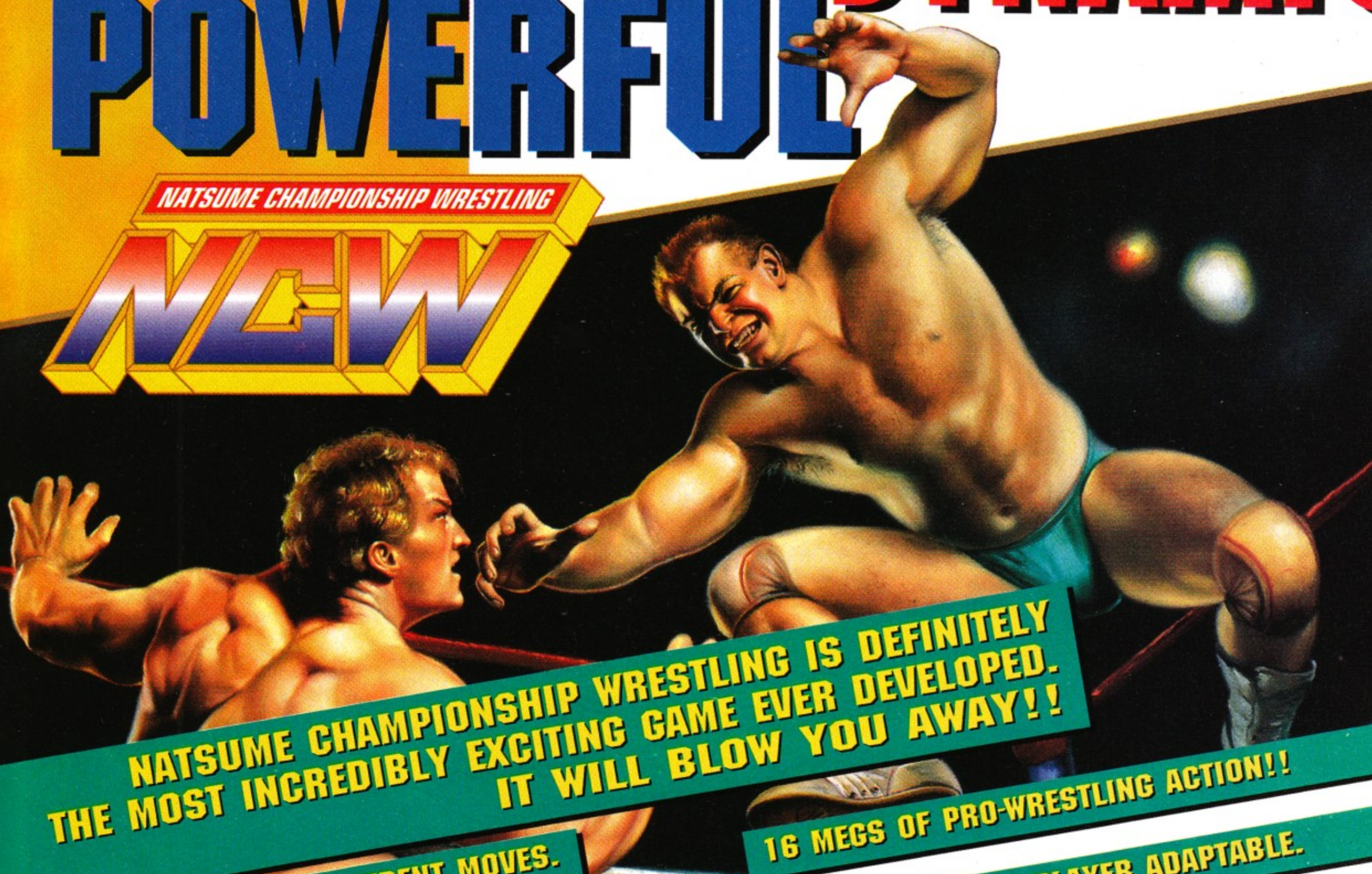
1) When you see Ryo charge for his Fatal Fury, there is only one thing you can do: Jump into the background.



2) Otherwise, Ryo can take almost half of your life.

EXCITING DYNAMIC POWERFUL

NATSUME CHAMPIONSHIP WRESTLING
NCW



NATSUME CHAMPIONSHIP WRESTLING IS DEFINITELY THE MOST INCREDIBLY EXCITING GAME EVER DEVELOPED. IT WILL BLOW YOU AWAY!!

OVER 50 DIFFERENT MOVES.

16 MEGS OF PRO-WRESTLING ACTION!!

MULTI-PLAYER ADAPTABLE.

5 PLAY SELECTIONS.

12 WRESTLERS.

- ★ Cobratwist
- ★ Brain Buster
- ★ Reverse Shrimp Hold
- ★ Rally Art

- ★ Sleeper Hold
- ★ Pyle Driver
- ★ DDT
- ★ Avalanche Hold
- ★ Shoulder Through
- ★ Powerbomb

- ★ Backdrop
- ★ Kitchen Sink
- ★ Guillotine Drop
- ★ Kneedrop



EXPLOSIVE POWERBOMB



JUMPING KNEEPAT



FACESLAM



TAG MATCH

Serious Fun™

NATSUME®

Natsume Inc. 1243A Howard Ave.
Burlingame, California 94010

For more information on Natsume Championship Wrestling, please call (415) 342-9231.



Nintendo, Super Nintendo Entertainment System and the Official Seals are registered trademarks of Nintendo of America Inc. Natsume Championship Wrestling is a trademark of Natsume Inc. Natsume is a registered trademark of Natsume Inc. © 1994 Natsume Inc.

You beat your
brother.

You beat your
brother's friends.

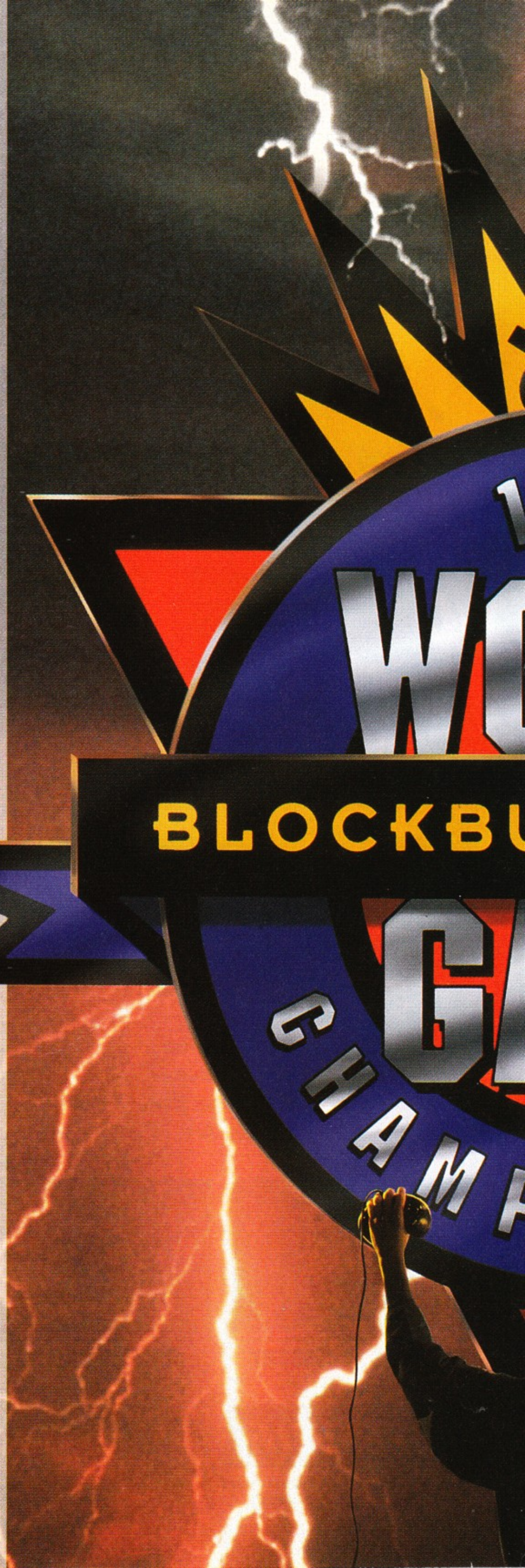
You beat
your **cousins.**

And their friends.

You beat that

one guy, Brad,
who said **he**
couldn't be
beat.

And you beat
them all bad.





**Are
you
ready to
beat
the
world?**

**Get to your local
BLOCKBUSTER VIDEO® store
and sign up by June 15th.
And take on the world.**



No purchase necessary. Void where prohibited. Must be 20 or younger. Official rules available at participating BLOCKBUSTER VIDEO stores or call 1-800-827-7792. Some games may contain material inappropriate for children. Please refer to manufacturer's rating label and use parental discretion. BLOCKBUSTER VIDEO name and design are registered trademarks of Blockbuster Entertainment Corporation, Ft. Lauderdale, FL 33301.

A Player's Guide to Power Peripherals



By The Lab Rat

This month, the Lab Rat wants to introduce a new kid in the Nintendo lineup, that will add some games to your SNES library. We'll also take a look at a new multiplayer adapter for the SNES and a new game enhancer that rivals the Game Genie for the SNES.

Action Accessories

Are you a Super Nintendo owner with a hankering for Game Boy games? How about a Game Boy owner who would like a little color in your life? **Nintendo's** trying to meet your needs with the **Super Game Boy**, an adapter for the SNES that enables you to play Game Boy games in color. You put the adapter into the top of your SNES and piggyback the Game Boy cartridge onto that adapter.

Game Boy titles currently use different shades of gray (actually, shades of green). The Super Game Boy enables gamers to transform those shades into one of four color gradations. You can customize the colors and create different borders for the game (or choose from a preset selection of borders). Future Game Boy titles will be specifically programmed to display 256 colors on the SNES with the Super Game Boy adapter, and special sound chips on future titles will also enhance the games' sound capabilities.



Super Game Boy

Type: Game Adapter
System: Game Boy to SNES
Feature: *The SNES just added 350 titles to its library. Granted, none of the titles goes past 4 bits, but still...it's better than not seeing your favorite Game Boy games (like Metroid II or Super Mario Land 2) in color (maybe).*
Price: \$59.99
Available: June
Contact: Your local toy store

Drawbacks? In the beta version we saw, you couldn't play two-player versus games. Another drawback: Who cares? This product adds little to the rapidly advancing technology of game systems. Forget about Ted Turnerizing Game Boy games and bring on Project Reality.

More Multi Mania
Bullet Proof Software, makers of great games like Faceball 2000 and

Obitus, have a new multiplayer adapter on the shelves. The **Super Link Multi-Player Adapter** enables simultaneous five-player SNES gaming for serious fun. It works with all multiplayer games, including NBA Jam, Secret of Mana, Fire Striker, Barkley: Shut Up and Jam!, and more.

The design is lighter and more compact than the Hudson Multitap, and a switch selects the number of players. Does the world need another multiplayer adapter? Only if it improves over the previous offerings, and this one does.



Super Link Multi-Player Adapter

Type: Multiplayer adapter
System: SNES
Feature: *Lighter and more compact, this multiplayer adapter is more portable than its predecessors. For gamers who like to take their action to the streets, the Super Link Multi-Player Adapter is more accommodating than the Hudson Multitap.*
Price: \$29.95
Available: Now
Contact: Spectrum HoloByte (800) 729-4050



Game Mage

Type: Game enhancer
System: SNES
Feature: *Game Mage is the new kid on the game-enhancer block. It actually works on both American and Japanese games, but limited distribution may keep it from being a real contender.*
Price: \$49.99
Available: Now
Contact: Select Solutions (800) 322-1261

All the Mage

A small company called **Alfa-Data US** is debuting a Super Nintendo game enhancer called the **Game Mage**. The Game Mage works somewhat like a Game Genie, enabling users to modify such factors as number of lives, stage selects, and more. The difference is that the Game Mage has the ability to store codes and comes preprogrammed with codes for 50 American games and 90 Japanese games! The drawback is that the Game Mage is not widely distributed yet, though Alfa Data says it's working on deals with major retail chains. **G**

INTRODUCING VIVID3D. THE ULTIMATE IN GAME SOUND.

Get ready for the most realistic game adventure ever. The VIVID 3D™ sound enhancement system from NuReality transforms ordinary game sound into an amazing 3D sound experience. ★ What does "3D sound" mean? It means game sounds come alive all around you. It means you feel like you're in the front

row of a live concert.

It means you'll never

listen to your games

the same way again.

According to

Electronic Gaming

Monthly magazine,

the VIVID 3D "rede-

fines sound as we

know it." ★ The

VIVID 3D is easy to

hook up to any

Nintendo, Sega or

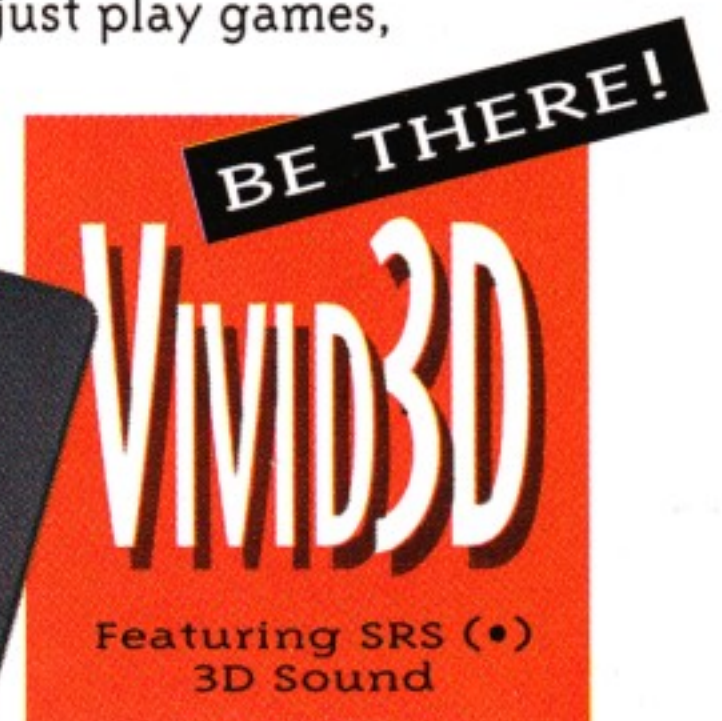
similar game system. You can also attach it to any computer equipped with a sound card. Thanks to award-winning* SRS (•)® sound enhancement technology, the VIVID 3D creates dynamic 3D sound from only 2 speakers. ★ For a store near you, call NuReality at **800-501-8086**. Why just play games,

when you can be there? ★ NuReality, 2907 Daimler St.

Santa Ana, CA 92705-5810. Telephone: (714) 442-1080,

Fax: (714) 852-1059.

 **NUREALITY**



SHORT PROSHOTS

Quick Hits on the Newest Games!

Genesis

ESPN Baseball Tonight (Sony Imagesoft)



You've heard of sports simulations – how about TV simulations? This two-player, 16-meg game replicates ESPN's popular show from the opening music to host Chris Berman's burly presence to Dan Patrick's dignified

calls. Although you don't play with actual players, you do get all the Major League teams and stats based on last year's performances. You view incoming pitches from a behind-the-catcher perspective, then you watch outfield plays from the box seats. SNES and Sega CD versions are also due soon.

(Available Now)

Sega CD

Dark Wizard (Sega)

Incredible detail makes this one-player strategy/RPG one of the deepest games of the summer. You control dozens of different types of characters, everything from hobbits to elves to dragons, as you lead the warriors of light against the Dark Wizard and his rampaging demons. Plenty of overhead-view maps, 22 kinds of magic, more than



300 pages of conversation text, and side-view battles that last for hours should make this a complex challenge for any hard-core gamer.

(Available Now)

Rise of the Dragon (Dynamix)



This much-delayed RPG has finally been released. You're William "Blade" Hunter, a 21st-century P.I. trying to foil an evil Chinese warlord in his diabolical quest for world domination.

Set on the mean streets of L.A., Rise of the Dragon has a deep story line involving an illicit drug that mutates users into dragons. This one-player techno thriller has dark, somber, comic book-style graphics and an intense first-person view that'll appeal to cyberpunk fans. The game was a classic on the PC and is now rated MA-17.

(Available Now)

Heart of the Alien (Virgin)



This eagerly awaited game is the sequel to the award-winning Out of This World. Both one-player strategy/action games are on this disc, but it's not necessary to have played the first game to play Heart of the Alien. The side-view, rotoscoped action will look familiar to OOTW fans, but HOTA shifts the focus from Lester, star of the first game, to Buddy, Lester's alien friend, who defends himself with only a whip as he tries to rescue kidnapped villagers.

(Available Now)

Third World War (Absolute)

MILT	ECON	INTL	NATL	INFO	OPT.
APR 1995	U.S.A.	MILT	SECON	5	
POPULATION		223000K			
GNP		5681.00			
SUPPORT FOR GOV		50%			
NATIONAL		58%			
LEVEL OF DROR		43%			
TRUST		68%			
BUDGET AVAILABLE		65.00			
ARMY > 2510		NAVY > 331AIR > 4118		SPACE > 88	
COMMANDS REMAINING: 4					

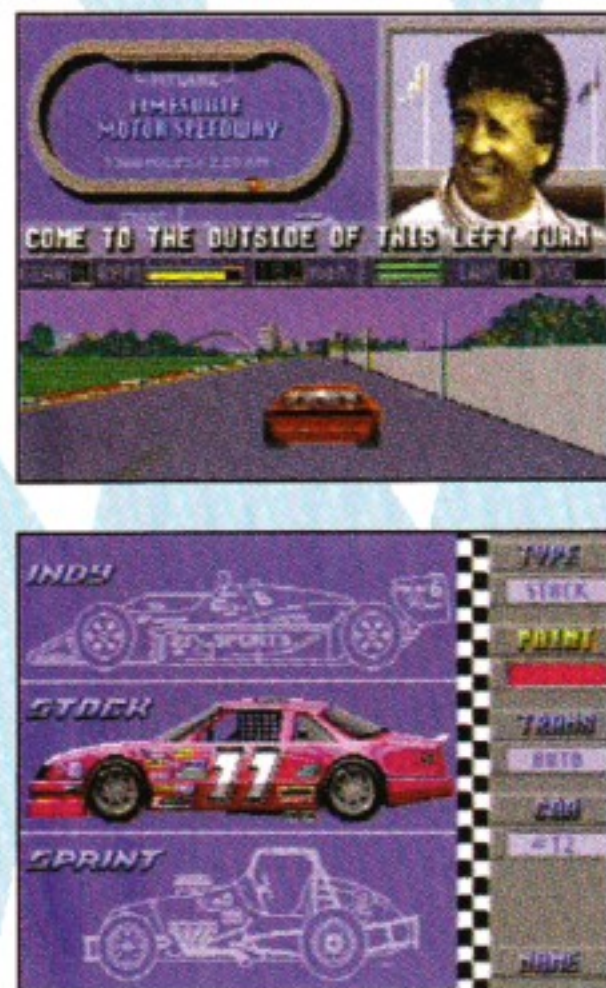


1995. The world's population is well over four billion, and 16 countries vie for world domination. You play as one of the 16 and try to develop your econo-

Genesis

Mario Andretti Racing (EA Sports)

One of the most famous drivers in the world finally gets his own Genesis game. The



16-meg Andretti Racing features three types of driving competition – Indy car, stock cars, and sprints – on 15 different road and dirt tracks. The options are abundant: You can customize your car, watch the race from the cockpit and behind the car, and get a look at your opponents via a rear view, race-leader view, and overhead-map view. A two-player mode and Andretti's own strategy tips are additional highlights.

(Available June)

Chalk Up, Dude!



For the store nearest you or to buy, call
1-800-234-3088



Professional Video Pool Player.
Do not try this at home.



Astounding zoom-in screens



Qualify for the big one!

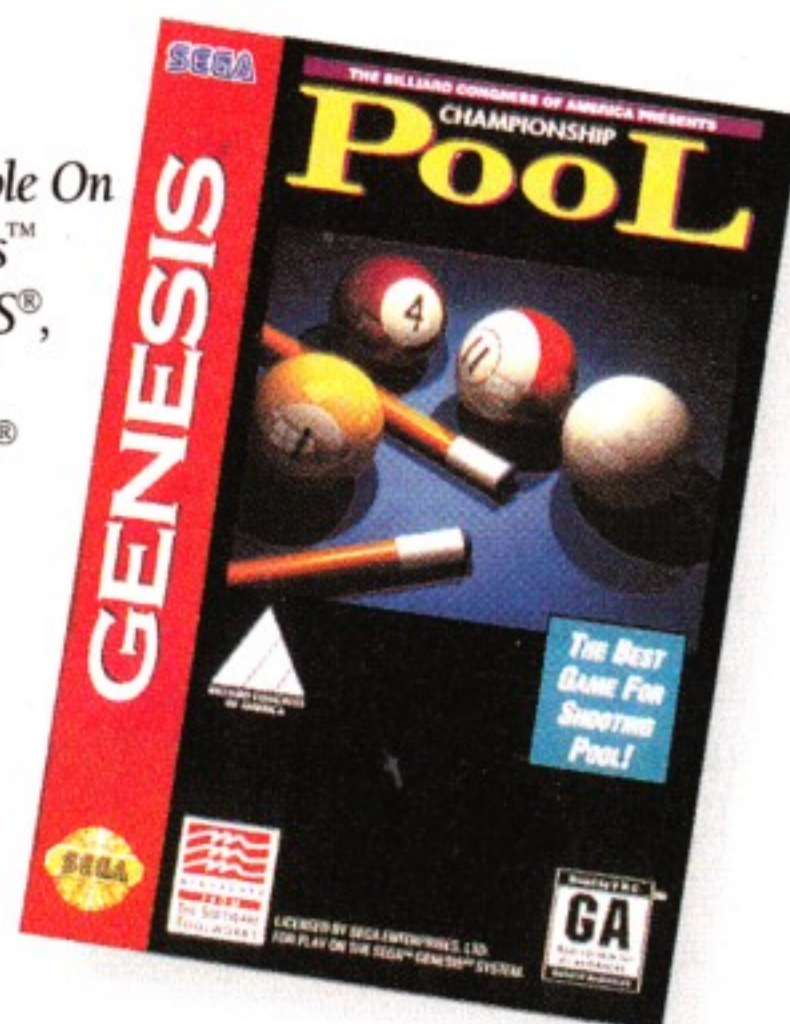
It's The Best Rack In Town!

Finally, there's a video pool game that actually "feels" like real billiards. Billiard Congress of America Championship Pool uses multiple viewing angles and astounding zoom-in screens to recreate pool on your video screen.

Pit yourself against the computer or play up to eight players in 9 ball, 8 ball, straight pool and more - a total of 14 different pool games. In the Championship Mode, you can even qualify for the World Championship Tournament.

Shoot with the best - Championship Pool from Mindscape. Real pool "feel" for your video game system. It's the break you've been waiting for!

Now Available On
Sega Genesis™
Also For NES®,
Super NES®
& Gameboy®



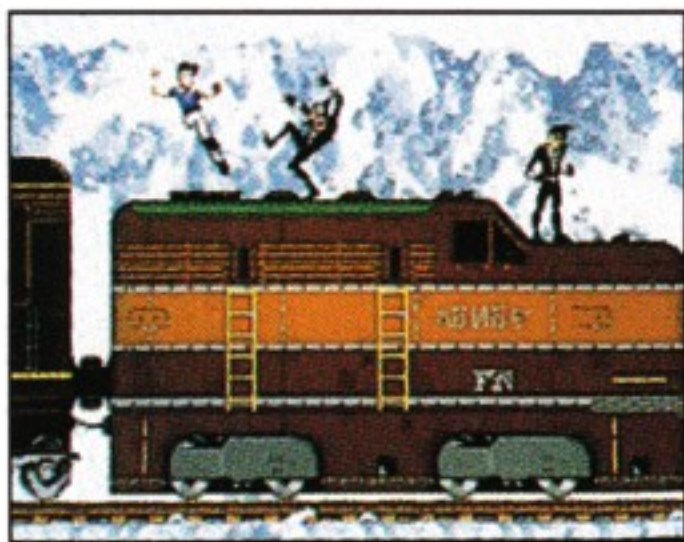
my and military as global conflict approaches. More than 80 interactive scenario maps will help you plan and alter your strategies while world events change and countries make their power plays. Stereo sound and digitized animated sequences should bring the war experience home in this tense one-player war sim.

(Available Now)

Super NES

Speed Racer in: My Most Dangerous Adventure

(Accolade)



Based on the long-running cartoon, this 16-meg game pairs six levels of Mode 7 racing with six levels of side-scrolling action/adventure. In the racing levels, players race as either Speed Racer or the mysterious Racer X. Race locales include the Sahara Desert, and the exotic Temple of Kopetopec. Speed's car jumps short distances and whips out a buzz saw to cut down opponents. A Genesis version player game is also available.

(Available Now)

Soccer Shootout

(Capcom)

The soccer field is getting crowded now that Capcom's new soccer sim has arrived. This 12-meg, overhead-view game sports 12 international teams and six modes of game play,



including a 44-game season, Indoor Soccer, and Training Mode. Players perform overhead bicycle kicks, diving headers, and slide tackles, among other special moves. Added features include passwords and the ability to kick around with four players simultaneously.

(Available Now)

EEK! The Cat

(Ocean)



You've seen him on Saturday morning cartoons, now watch this hard-luck feline get zapped, bopped, and crunched on the SNES. Players solve puzzles, work through mazes, and battle aliens in the six levels of this multi-scrolling action/strategy game. Among the settings are bonus levels, a Christmas Eve level called "It's a Wonderful Nine Lives," and a loony zoo where you escort Granny to safety. Adjustable difficulty ensures that this game won't be just for younger gamers.

(Available June)

Super NES

World Cup USA '94

(US Gold)

Just in time for the World Cup, World Cup USA '94 arrives for the SNES, with Genesis, Sega CD, and handheld versions due anytime. Abundant options make this cart a kick for players of all skill levels. Play with 32 international teams that perform according to their real-life abilities (the U.S., naturally, is one of the weakest entries).



Choose from eight languages, customize your own plays, control the goalie, and watch slo-mo replays. Simple controls make this eight-megger appropriate for beginners, while its sophisticated strategy will challenge experts.

(Available Now)

Fighter's History

(Data East)



Fighter's History is finally coming to home systems, despite Data East's ongoing legal entanglements with Capcom over the game's extreme similarities to Street Fighter II. This two-player, 20 meg, head-to-head fighting game looks to be a straight translation of the side-view coin-op with 9 characters, 11 exotic settings, the usual assortment of special moves, and the standard two-in-one combo system.

(Available June)

3DO

MegaRace

(Software Toolworks)



So you think it's wild on L.A. freeways? Wait'll you experience the radical racing of MegaRace. The bizarre tracks for this futuristic driving game are set in impossible locations. How impossible? Inside a particle accelerator, around the rings of Saturn, and through a whale's body, for starters. Scattered among the courses are 3D obstacles, loop-the-

READYSOFT INCORPORATED & EPICENTER INTERACTIVE PRESENT

SPACE ACE®

COMING SOON



SEGA CD

3DO

also available for
IBM PC & Macintosh



ReadySoft Incorporated
30 Wertheim Court, Suite 2
Richmond Hill, Ontario, Canada L4B 1B9
Tel: (905) 731-4175 Fax: (905) 764-8867

Licensed by Sega Enterprises Ltd. for play on the Sega CD™ system.
Sega and Sega CD are trademarks of Sega Enterprises Ltd. ALL RIGHTS RESERVED.
3DO, the 3DO logos, and Interactive Multiplayer are trademarks of The 3DO Company
"REELMAGIC" is a trademark of Sigma Designs, Inc.

"Space Ace" is a registered trademark of Bluth Group, Ltd. ©1994. Character Designs ©1983 Don Bluth;
©1994 all audio, visual and concept - used under the exclusive license of Epicenter Interactive Inc.
Programming ©1994 ReadySoft Incorporated. ALL RIGHTS RESERVED

loops, and steep drops. Using a behind-the-car view, you'll compete against five computer-controlled opponents or engage in two-player head-to-head competition.

(Available June)

Nintendo

The Jungle Book

(Virgin)



You'll find the Bear Necessities on the NES this summer. The Jungle Book, based on Disney's classic animated film (which in turn was based on Rudyard Kipling's classic novel), tells the story of the man-cub Mowgli, who was raised in the Indian jungles by animals (including

the lively Baloo) and now struggles to survive. The side-view, multi-scrolling platform action features colorful backgrounds and appearances by many of

the movie's characters. Versions for the Genesis, SNES, Game Gear, and Game Boy are also due soon.

(Available July)

Shipping in June

Genesis

Magical Quest Starring Mickey Mouse (Capcom)
Mario Andretti Racing (EA Sports)
Operation Europe (Koei)
Sylvester & Tweety (TecMagik)
Virtua Racing (Sega Sports)

Sega CD

Battlecorps (Core Design)

3DO

MegaRace (Software Toolworks)
Orion Off Road (Crystal Dynamics)

Jaguar

Alien vs. Predator (Atari)
Video Jukebox (ASG)

SNES

Air Strike Patrol (Seta)
Crazy Chase (Kemco)
Eek! The Cat (Ocean)
Fighter's History (Data East)
First Queen (Culture Brain)
F-1 ROC II (Seta)
The Jetsons (Taito)
Mighty Max (Ocean)
Operation Europe (Koei)
Super Pinball (American Technos)
Popeye (American Technos)
Video Jukebox (ASG)

Game Gear

Pac Attack (Namco)
Side Pocket (Data East)

Game Boy

Road Rash

(Ocean)



Fans who are still itching for the radical Road Rash action they found on the Genesis will welcome this one-meg Game Boy cart. Riding high-performance bikes and brandishing clubs and chains, gamers take on 15 other competitors in one-player races. Your behind-the-bike view shows you five rough-and-tumble Western locations such as the Palm Desert, Sierra Nevada mountains, and Pacific Coast.

(Available Now)

Advertisement

SUPER NINTENDO

AL UNSER JR.	\$51.00
BARKLEY SHUT UP/JAM	\$55.00
BEBE'S KIDS	\$48.00
CLAYMATES	\$45.00
DEATH/LIFE SUPERMAN	\$60.00
DEMOLITION MAN	\$56.00
DRAGON	\$56.00
ESPN BASEBALL	\$52.00
ESPN SUNDAY F/BALL	\$52.00
FATAL FURY 2	\$57.00
FINAL FANTASY III	\$60.00
HARDBALL III	\$56.00
HOME IMPROVEMENT	\$47.00
INCREDIBLE HULK	\$53.00
JAGUAR XJ220	\$47.00
JAMMIT	\$56.00
JEOPARDY! DLX OR SPRT	\$49.00
JOE & MAC II	\$48.00
JUNGLE BOOK	\$56.00
KEN GRIFFY JR. MLB	\$47.00
KING OF MONSTERS 2	\$53.00
LEGEND	\$45.00
LETHAL ENFORCER	\$66.00
MEGA MAN X	\$55.00
MLBPA BASEBALL (EA)	\$52.00
MLBPA GRAND SLAM	\$59.00
MORTAL KOMBAT II	\$68.00
NBA JAM	\$59.00
NFL Q.B. CLUB	\$59.00
PAC MAN 2	\$51.00
PELE	\$49.00
PIRATES / DARK WATER	\$52.00
R-TYPE III	\$58.00
RISE OF THE ROBOTS	\$56.00
ROCKO'S MODERN LIFE	\$51.00
SPEED RACER	\$56.00
STAR TREK: TNG	\$61.00
STEVEN SEGAL	\$59.00
STUNT RACE FX	\$55.00
SUPER BASES LOADED 2	\$58.00
SUPER METROID	\$55.00
TECMO MLBPA BASEBAL	\$59.00
UNDERCOVER COPS	\$57.00
VIRTUAL BART	\$59.00
VORTEX	\$57.00

G.D.W.

game discount warehouse

(312) 736-5315

DEPT. G14

P.O. BOX 41936 CHICAGO, IL 60641

NEO*GEO ♦ JAGUAR
GAME GEAR ♦ GAMEBOY
TURBO - GRAFIX ♦ LYNX

WE BUY USED GAMES

DON'T FORGET TO ASK ABOUT OUR
BUDGET PRICED GAMES



**DOUBLE
DRIBBLE:
PLAYOFF
EDITION**

\$53.00

MENTION THIS AD WHEN
ORDERING FOR A

FREE

CALENDER OF
UPCOMING RELEASES

TITLES LISTED MAY NOT YET BE RELEASED.
ALL PRICES AND AVAILABILITY ARE SUBJECT TO
CHANGE WITHOUT NOTICE. VISA/MC/AMX
ALL SALES ARE FINAL.

SEGA CD-ROM

BATTLE FANTASY	\$41.00
BATTLE CORPS	\$39.00
BRUTAL	\$48.00
BUBBA 'N' STIIX	\$41.00
DARK WIZARD	\$42.00
DEMOLITION MAN	\$56.00
DUNE	\$47.00
DUNGEON MASTER	\$42.00
ESPN BASEBALL	\$47.00
ESPN SUNDAY F/BALL	\$47.00
EUROPEAN RACERS	\$39.00
EYE OF THE BEHOLDER	\$59.00
HAMMER	\$44.00
HEIMDALL	\$42.00
HOME IMPROVEMENT	\$39.00
INCREDIBLE HULK	\$59.00
INDIANA JONES	\$43.00
INDIANA JONES ATLANTI	\$42.00
JEOPARDY	\$47.00
JURASSIC PARK	\$47.00
LETHAL ENFORCER	\$55.00
LINKS	\$56.00
MANSION HIDDEN SOUL	\$49.00
MEGA RACE	\$39.00
MORTAL KOMBAT	\$39.00
NHL '94	\$49.00
OUT OF THIS WORLD II	\$51.00
POWER MONGER	\$43.00
REVENGE OF THE NINJA	\$41.00
RISE OF THE DRAGON	\$44.00
RISE OF THE ROBOTS	\$41.00
SHADOW OF BEAST II	\$50.00
SONIC CD	\$39.00
SOULSTAR	\$42.00
STAR WARS 3-D REBEL	\$39.00
STAR WARS CHESS	\$41.00
SUPER BATTLETANK 2	\$39.00
THIRD WORLD WAR	\$41.00
TOM CAT ALLEY	\$49.00
TOTAL CARNAGE	\$52.00
VAY	\$44.00
WHEEL OF FORTUNE	\$43.00
WHO SHOT JOHNY ROCK	\$45.00
WORLD CHAMP. RALLY	\$42.00
WORLD CUP USA '94	\$45.00

GENESIS

AL UNSER JR.	\$44.00
BARKLEY SHUT UP/JAM	\$55.00
BEAVIS & BUTT HEAD	\$53.00
BRETT HULL HOCKEY	\$54.00
DUNE BATTLE / ARRAKIS	\$51.00
CEASARS PALACE	\$51.00
CHAMPIONSHIP POOL	\$45.00
CHOPLIFTER III	\$43.00
CLAYFIGHTER	\$52.00
COLUMNS III	\$45.00
DEMOLITION MAN	\$56.00
DOUBLE DRIBBLE P.E.	\$53.00
DRAGON	\$56.00
DRAGON'S LAIR	\$49.00
DUNE BATTLE / ARRAKIS	\$51.00
ESPN BASEBALL	\$52.00
ESPN SUNDAY F/BALL	\$52.00
ETERNAL CHAMPIONS	\$57.00
FIDO DIDO	\$44.00
FATAL FURY 2	\$56.00
INCREDIBLE HULK	\$52.00
JAMMIT	\$56.00
JUNGLE BOOK	\$56.00
JOE & MAC	\$47.00
KING OF MONSTERS 2	\$53.00
LETHAL ENFORCERS	\$66.00
LIBERTY OR DEATH	\$59.00
MEGA TURRICAN	\$45.00
MLBPA GRAND SLAM	\$54.00
MORTAL KOMBAT II	\$58.00
NBA JAM	\$49.00
NBA SHOWDOWN	\$52.00
P.G.A. EUROPEAN TOUR	\$52.00
R.B.II. BASEBALL '94	\$52.00
SKITCHIN'	\$44.00
SONIC THE HEDGEHOG 3	\$56.00
SPEED RACER	\$56.00
SPIDERMAN & VENOM	\$54.00
STAR TREK: NEXT GEN.	\$47.00
STEVEN SEGAL	\$51.00
STREET FIGHTER 2 CH.	\$59.00
TECMO MLBPA BASEBAL	\$59.00
USHRA MONST. TRUCK	\$52.00
VIRTUA RACING	\$84.00
WORLD SERIES B-BALL	\$52.00

CAPCOM

RESERVE

NOW!



STREET FIGHTER II



BE THE FIRST!

Reserve it now with your \$10 down payment and receive a \$10 coupon. When it arrives in-store on July 7, 1994, bring your down payment receipt and \$10 coupon to get \$10 off the final purchase price.

FOR SUPER NINTENDO AND SEGA GENESIS
SEE STORE FOR DETAILS.

BUY TWO GET ONE FREE!*

* It's easy! Buy any two Electronic Arts Sports Titles listed below, choose a 3rd title from the list below... Electronic Arts will send it to you by mail free! Offer valid 5/27-7/30/94

SUPER NINTENDO:

- Madden NFL '94
- NHL Hockey '94
- MLBPA Baseball
- Bill Walsh Football
- FIFA Int'l Soccer
- Mario Andretti Racing

SEGA GENESIS:

- Madden NFL '94
- NHL Hockey '94
- PGA Tour Golf II
- PGA European Tour
- FIFA Int'l Soccer
- MLBPA Baseball
- NBA Showdown '94
- Mario Andretti Racing
- Bill Walsh College Football

SEGA CD:

- NHL Hockey '94
- Bill Walsh Football

SEE STORE FOR
DETAILS AND
MAIL-IN COUPON.

© 1994 GEOFFREY, Inc.

TOYS 'R' US

Over 580 Toys "R" Us stores coast to coast. Check your phone book for the location nearest you!

THE JAGUAR 64-BIT SYSTEM.

You want power? How about 100 times more power than 16-bit systems.

Color graphics? You think 16.7 million colors will hold you?

Maybe you're looking for fast, real-world animation? Tell you what. You better have a strong stomach.

Cuz this is Jaguar.™ And this ain't no toy.

We're talking 64 bits of power and 3-D animation. As in three dimensions. As in this stuff is real. You're not just pretending to fly a plane. You are in the cockpit. You are dodging bullets and bombs and mountains and bridges. And you are sweating.

You've also got CD-quality sound to deal with, and arcade-quality games that are so multi-layered and deep you may never find your

way out. Not to mention the 17-button controller that gives you so many ways to annihilate your enemies, you'll never have to kill one the same way twice.

Jaguar 64-bit. Power. Speed. Control. Sweat.



"Game of the Month"
— Diehard Game Fan

THE GALACTIC WAR HAS BEGUN.

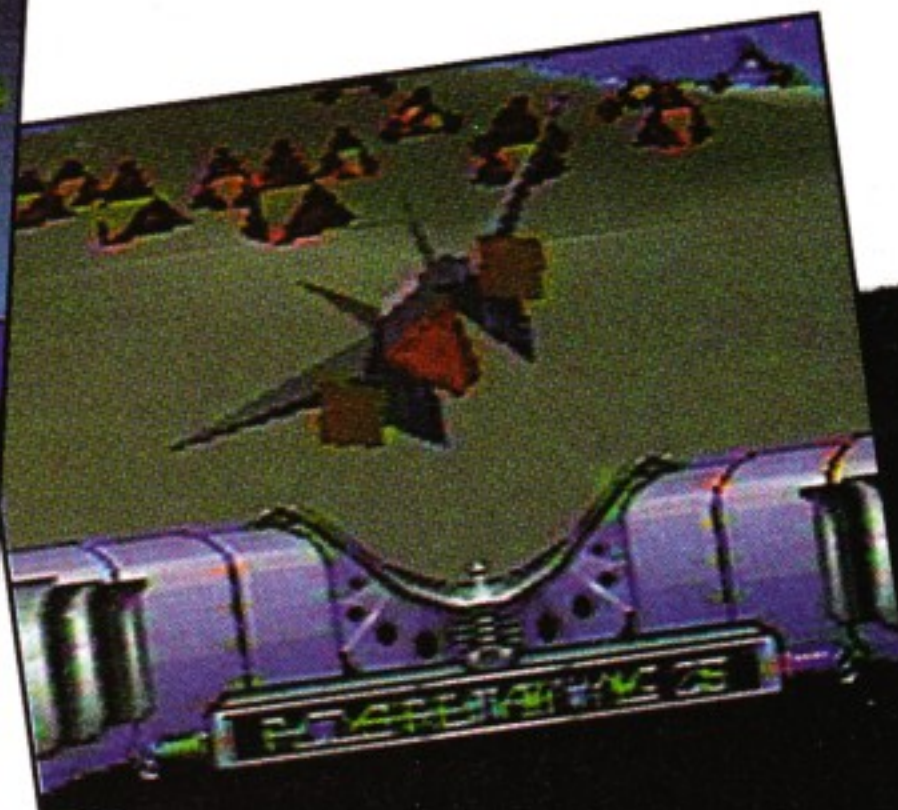
Do you know where your pods are?

CYBERMORPH™

The evil Pernitia Empire has the ultimate weapon: robotic technologies that can rebuild themselves. The good news is your forces had new weapons designed. The bad news is your scientists were seized by the enemy and sealed into pods along with vital supplies and information.

As pilot of Cybermorph Transmoggriffon, a prototype morphing attack craft, you must recover the pods so the resistance fighters can halt the Pernitia Empire's sinister march toward galactic domination.

Cybermorph is packed in every Jaguar 64-bit system and packed with intense 3-D texture-mapped graphics, CD-quality sound and real-time, real-world action that'll help you explore 50 separate worlds of canyons, valleys, vortex towers, force fields, power stations and fast-flying hostile enemies aiming to blow you away.



FIRE GOOD.
LOSING BAD.

EVOLUTION: DINO DUDES™

You're the proud leader of the Dino Dudes, and it's up to you to guide a hairy gang of Cro-Magnons to the top of the food chain.

On your prehistoric journey you'll discover fire, weapons, and The Wheel. You'll battle dinosaurs and rival tribesmen, and do everything you can to avoid becoming an endangered species.

Evolve or die, dude.



ATARI
MADE IN THE USA

For game tips and hints, call 1-900-737-ATARI. 95¢ per minute. If you are under 18, be sure to get a parent's permission before calling. A touch-tone telephone is required. USA only.

ATARI and the Atari logo are registered trademarks of Atari Corporation. Jaguar, Cybermorph, Evolution: Dino Dudes, and Trevor McFur in the Crescent Galaxy are trademarks of Atari Corporation. All right reserved. Raiden® is licensed to Atari Corporation by Fabtek®, © 1993.

JAGUAR™ 64-BIT.

THE MOST POWERFUL
HOME VIDEO GAME SYSTEM
EVER INVENTED.

"Perfect"
—Electronic Gaming Monthly

MILITANT ALIENS.

You can't live with 'em.
You can't play without 'em.

RAIDEN®

Mother Earth has fallen to deranged, militant aliens. As pilot of the Raiden Supersonic Attack Fighter, it's up to you and you alone to mount a daring counter attack.

Rip through enemy lines, torch Gatling units with your homing missiles, blast ammo-laden cargo trains with nuclear-powered bombs, and teach these galactic pirates why nobody messes with your planet.

With brilliant sound, exceptional speed and shoot 'em up motion that showcases Jaguar's 64-bit capabilities, Raiden is the ultimate arcade conversion for one or two players.

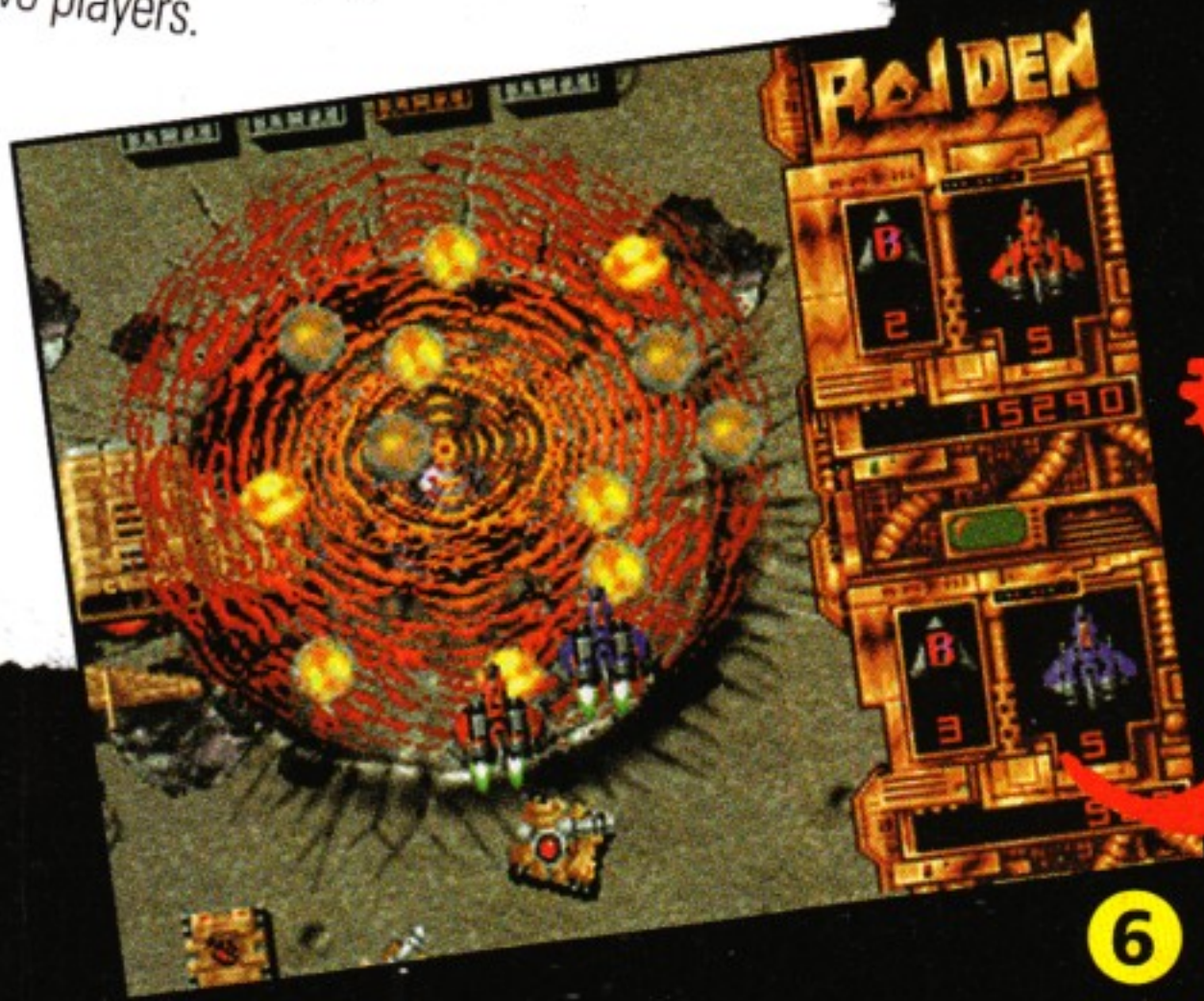
THE NAME IS McFUR. TREVOR McFUR.

TREVOR McFUR IN THE CRESCENT GALAXY™

The Crescent Galaxy has fallen and it's up to you, Corporal Trevor McFur, to return the planet Cosmolite to its citizens.

With your trusty sidekick, Cutter, you'll blast through five worlds filled with monster asteroids, killer Starbots, deadly Gundinos, savage Cyber Cherubs, and bosses that confront you on the screen.

Rapid 3-D renderings and a variety of special weapons will make this interplanetary struggle one of the most formidable space adventures this side of the universe.



JAGUAR™

6 4 - B I T

GET BIT.

INTERACTIVE MULTIMEDIA SYSTEM

Midway Takes Project Reality to The Arcades, Williams Buys Tradewest

Finish him...in 64-bit? **Nintendo** has signed a licensing agreement with WMS Industries (parent company of **Williams Bally/Midway**) enabling Midway, the maker of Mortal Kombat and NBA Jam, to develop and market arcade games using **Project Reality** 64-bit hardware. As part of the deal, a new joint-venture company, **Williams/Nintendo**, will market the home conversions exclusively for Project Reality and other Nintendo systems.

The first games developed by Midway specifically for Project Reality won't hit until 1995, but later this year we'll see the very first PR arcade game. Distributed by Midway but developed by Rare, it's called **Killer Instinct**, a futuristic 3D fighting game.

Considering that Nintendo has been a staunch opponent of violence in video games, players may wonder how gory Killer Instinct will be. Nintendo Director of Marketing George Harrison hinted that Midway would be free to design the games without restrictions. "Williams would not have entered into this deal if they thought their hands would be tied. We won't restrict them in any way."

Harrison added that by the time Project Reality is a reality, an industry-standard ratings

system should be in place, which might replace the need for Nintendo's guidelines. "Software publishers will have to make their own decisions. It'll be like a movie company being on the cusp of an R or an X rating and having to decide what makes the most sense economically." Harrison even suggested that MK II for home systems would bring the rating system into the forefront. When Acclaim releases the SNES and Genesis carts this fall, both will have the exact same degree of violence.

So, how does **Acclaim** fit into this picture? It doesn't,



apparently. WMS President Neil Nicastro noted that Acclaim's right-of-first-refusal license expires in March of '95 and will not be renewed.

With the new Williams/Nintendo company handling the games for Nintendo's systems, WMS Industries announced in April that it is acquiring Tradewest for the purpose of bringing conversions of WMS's coin-ops to the rest of the home market. **Tradewest**, best known for its Double Dragon and Battletoads series of cartridge games, is a Texas-based company that successfully designs, markets, and distributes home video games for Sega, Nintendo, Atari, and 3DO.

Another new company, this one called **Williams Entertainment Inc.**, has been formed and will be headed by the three principals of Tradewest – Byron Cook, John Rowe, and Leland Cook. WMS also recently became an Atari Jaguar licensee, so in 1995 look for Midway to come to home systems with what Nicastro says will be "all guns blazing." The exuberant WMS president adds, "We're going for the jugular."

Capcom, Data East In Fighter's Fight

Capcom has lost the first round in a fighting-game fight, but it's not over yet. A Northern California judge shot down Capcom's request for an injunction over **Data East's Fighter's History** game, which, Capcom claims, infringes on its **Street Fighter II** copyrights. In making the ruling, however, Judge Orrick has set an Oct. 31, 1994, trial date. If the court rules in Capcom's favor at that time, Capcom could also be paid damages for Data East's sales of the arcade version and the upcoming home version (see Short Pro-Shots). Capcom has filed similar claims in Japan.

Judge Orrick stated that Data East couldn't "refute the strong evidence that it set out to copy Street Fighter's success," and noted certain obvious similarities, such as a Chinese Chun Li-like character and comparable special moves.

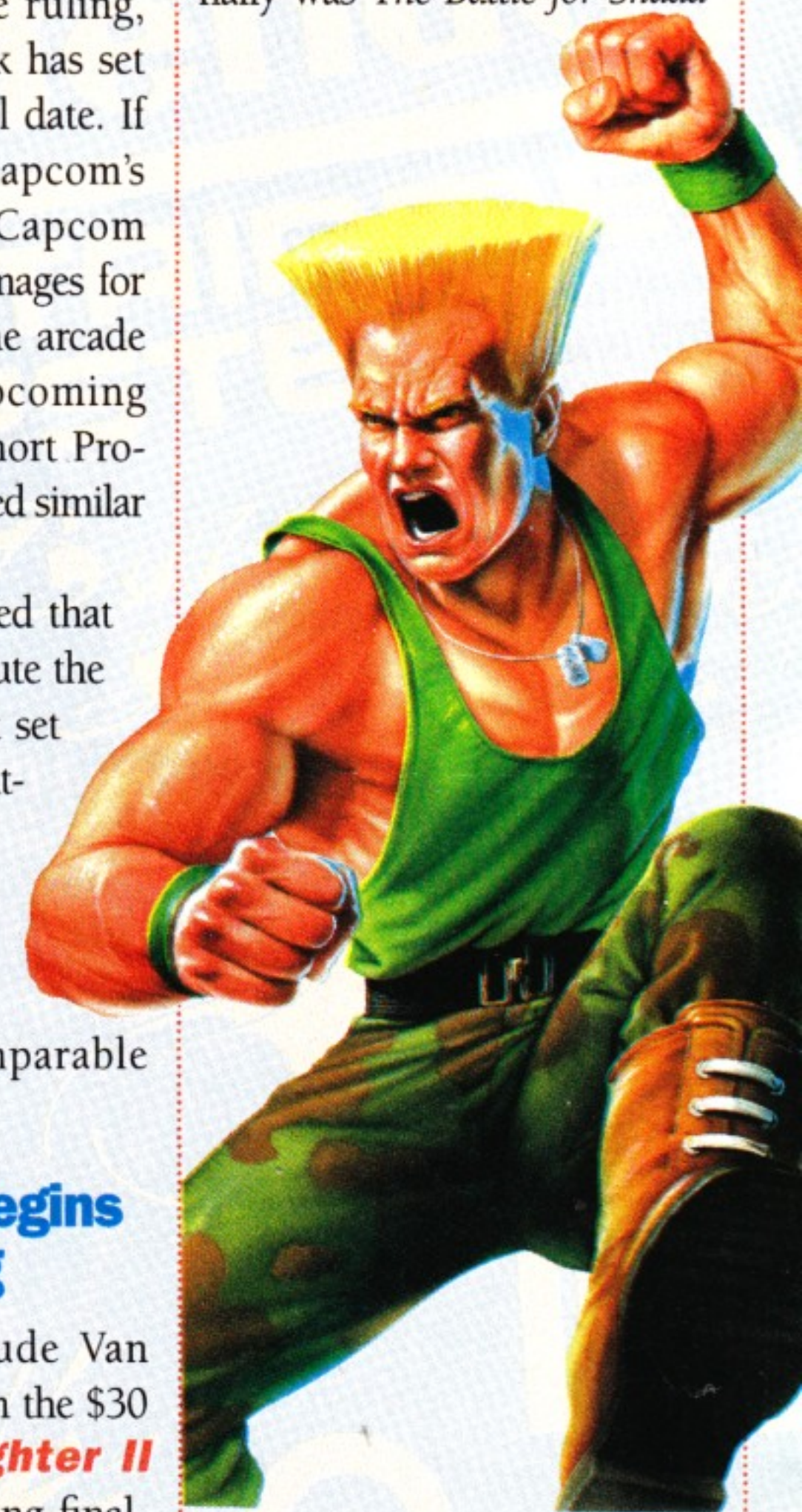
SF II Movie Begins Shooting

Now that Jean-Claude Van Damme is set to star in the \$30 million **Street Fighter II** flick, the script is being finalized, and shooting is about to



SF II (top) will battle Fighter's History (bottom) in court.

begin in Bangkok, Thailand. Filming will continue later this summer in Brisbane, Australia. All that's known about the story line is that Guile (Van Damme) will be the main hero in a fight against Bison, Sagat, and their evil underground organization, Shadaloo (the film's subtitle originally was *The Battle for Shadaloo*).



Ready to conquer Hollywood.

WIN! The Ultimate Gaming Rig!

PANDEMONIUM
INCORPORATED

OVER \$18,000⁰⁰ IN PRIZES!



You have the POWER. In this contest you don't rely on the luck-of-the draw. You determine if you win or not. You win by outscoring others in a game of skill. Can you solve the puzzle below? Then you have what it takes. It looks simple, but it's only the start. Each of five more puzzles gets a little harder. But this time it's all up to you. Stay in to the end with the highest score and the gear is yours. With whatever options you want. Do you have what it takes? Then play to win!

Video Game Contest. Play on the high-tech cutting edge with this line-up: Super NES with Super Scope, Sega Genesis with CD-ROM and Menacer, Panasonic 3DO and Atari Jaguar (not shown). Get all four or trade the ones you don't want for CASH! Bonus options include: Sega Virtual Reality Helmet, 33" monitor, \$1,000 in games, cash, accessories and more!

Media Rig Contest. The Ultimate Gaming Environment, 40 inch monitor,

130 watt receiver w/ Dolby Pro Logic Surround Sound, Infinity speakers, subwoofer, CD player, graphic EQ, dual cassette and laser disc. This rig will blow you away (literally!!!) You'll not only see but feel it too!

We're talkin' GAMING HEAVEN!

Directions. Fill in the Mystery Word Grid with words going across that spell out the Mystery Word down the side. Hint: use the Mystery Word Clue.

In the future. There will be four more puzzles at \$2.00 each and one tie-breaker at \$1.00 which will be sent to you by mail. You will have 3 weeks to solve each puzzle. We don't know how many will play but typically 61% will have the highest score possible score to Phase I, 43% to Phase II, 36% to Phase III, and 32% to Phase IV. The tie-breaker determines the winner. If players are still tied they will each receive the grand prize they are playing for.

Mystery Word Grid

				S	M Y S T E R Y W O R D
		E			
E	N	T	R	Y	
	T				
				M	

WORD LIST and LETTER CODE chart

ENTRYW CHASE.....G WINGSP STORME
 MAJORH MICROM DREAMR NINJA.....B
 METERF QUESTO TURBOT RULERS
 RANGEA TOWERJ FLINT.....U HEAVY.....Z

MYSTERY WORD CLUE: WORLD RULERS HAVE IT, IT COMES OUT OF AN OUTLET AND IN THIS CONTEST YOU HAVE IT!

Yes!

ENTER ME TODAY, HERE'S MY ENTRY FEE:

- (\$3.00) Video Game Contest
- (\$3.00) Media Rig Contest
- (\$5.00) SPECIAL! Enter Both (SAVE \$1.00)

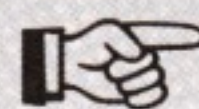
Name _____

Address _____

City _____

State _____

Zip _____



**SEND CASH, M.O., OR CHECK TO:
 PANDEMONIUM, P.O. BOX 26247
 MINNEAPOLIS, MN 55426-0247**

VOID WHERE PROHIBITED • ENTRY DEADLINE: POSTMARKED BY JULY 30TH, 1994 • ENTRY FEE MUST BE INCLUDED
 Only one entry per person. Employees of Pandemonium, Inc. and its suppliers are ineligible. Judges decisions are final.
 Where judges are in error the sponsor's liability is limited to the amount of entry fees paid. Not responsible for lost, delayed
 or stolen mail. Open to residents of the U.S., its territories and Canada. You can request Winners List and Official Rules by
 writing Pandemonium, Inc. 7202 Washington Ave. S., Eden Prairie, MN 55344. Merchandise names and models are
 trademarks of their respective companies who have no affiliation with this contest. © 1994 Pandemonium, Inc.

CLIP AND MAIL



lo). All 16 World Warriors will appear, siding with either Guile or Bison (Chun Li will almost definitely be an ally to Guile).

Because **Capcom** is co-financing the project, it must approve every facet of the production, including script and casting. Capcom is firm in wanting it to be a PG-13 film, and it's also mandated an aggressive shooting schedule to ensure a December '94 release that will be timed with huge marketing tie-ins. **Hasbro** is already working on action figures based on the movie characters, and a new syndicated cartoon is being discussed for 1995 or '96. Finally, extra footage is being shot for use in games down the road — does this mean SF on CD? Capcom would neither confirm nor deny this speculation.

Atari's Full-Court Press

Both **Atari Corp.** (makers of the Lynx and Jaguar systems) and **Atari Games** (coin-op producer and parent to the Tengen software label) have settled their respective suits with **Nintendo**. In the Atari Corp. case, which addressed Nintendo's possible infringement on Atari's "'114" patent (covering certain horizontal scrolling routines), Nintendo will be licensed to use some of Atari's patents. Atari claimed that Nintendo was paying for the use of these licenses, but Nintendo vehemently denied it.

EA SPORTS
ELECTRONIC ARTS

The Atari Games suit resolution remains largely confidential, but it was announced that Nintendo would receive cash payments and use of patent licenses from Atari Games, as well as the twist that Atari Games again becomes a Nintendo licensee. This closes the book on a case that started with an Atari Games' filing back in 1988.

T•HQ and EA Team Up

T•HQ continues to try to overcome its bad reputation. The latest announcement revolves around a deal signed with **Electronic Arts** that enables T•HQ to license, develop, and release several of EA's titles. These include Game Boy translations of John Madden Football, FIFA International Soccer, and a Shaquille O'Neal fighting game rumored to be titled Shaq Fu; a Game Gear rendition of Jungle Strike; and Super NES, Game Gear, and Game Boy versions of Urban Strike, the latest in EA's "Strike" series.



Jaguar Licensee Count Grows

Atari has announced 48 new game developers and publishers for the Jaguar, raising its licensee count to 86. New faces include such companies as **Bullfrog Productions** (Populous); **Sculptured Software** (home versions of Mortal Kombat); **Imagineer** (Wolfenstein 3-D); and **Argonaut** (Star Fox). Other mainstream licensees for Sega and Nintendo joining the Jaguar parade include **Jaleco**, **Gametek**, and **DTMC**.

New 3DO Hardware Deals

The **3DO Company** has expanded its slate of hardware licensees with the addition of big-name Korean manufacturers **Goldstar** and **Samsung**. Neither company has announced its plans for new products.

Contrary to its initial statements, 3DO has announced that it will start developing and publishing its own software, as well as offering similar assistance to third-party licensees. 3DO's own development house, Studio 3DO, has already turned out three of its own titles: Escape from Monster Manor, Twisted (both distributed by Electronic Arts), and Jurassic Park Interactive (distributed by Universal Interactive Studios).



Studio 3DO's Twisted.

Four-Player Fun

Codemasters, the company that created the Game Genie, has come up with a new method for four-player simultaneous gaming. The **J-Cart** is a modified Genesis game that has two standard joypad ports actually built in to the cartridge. Two players plug their joypads into the cartridge, and two more plug into the Genesis. The J-Cart enables you to play only the specific Codemasters J-Cart game that's in the Genesis; you can't transfer this four-player capability to other games.

Codemasters plans to release a series of J-Cart games this year, starting with Tennis All-Stars, which is just now available. Coming soon are Micro Machines 2 and Psycho Pinball. All of these carts will be priced competitively with other Genesis games.



The J-Cart: extra game players, same game price.

Jaguar's Cat Box

All felines need a place for their...uh, output. That's why **Black Cat Design** and longtime Atari supporter **ICD Inc.** have paired up to release a Jaguar peripheral called the **Cat Box**. Featuring a series of industry-standard ports, the Cat

Box plugs into the back of the Jaguar and lets you hook up modems and headphones, and

BRUTAL

Paws of Fury



SEGA CD



Unleashed!

Primal power. Ancient wisdom. GameTek unleashes tournament beasts of the martial arts in cinema-style, full-screen animation. Focus strength. Transcend weakness. Jam with the wild things.

Get your paws on this cool new Sega CD. It's so wild, it's Brutal.

GAMETEK

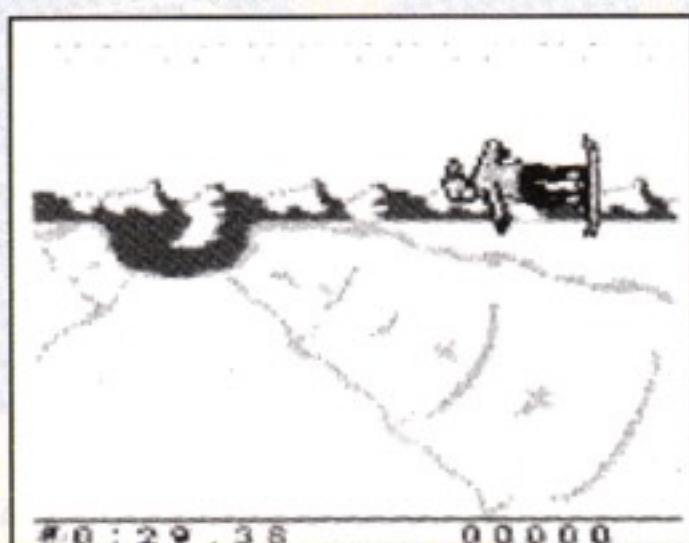
gives ComLynx connectivity. The latter allows Jaguar owners to link up with other Jaguars and Lynxes for multiplayer games if software is programmed for that feature.

ICD expects the Cat Box to hit the shelves in the second quarter. The \$49.95 Cat Box will also feature expandability through add-on cards.

Fantasy Fun

T•HQ can help you make big vacation plans in 1995. The company's new **\$50,000 Fantasy Prize Sweepstakes** will enable the winner to either go snowboarding in the French Alps, skateboarding in Hawaii, or mountain biking in Australia. The events are showcased in T•HQ's hot new Game Boy game, Sports Illustrated for

Kids: The Ultimate Triple Dare! Don't want to take any of these vacations? Then keep the \$50,000 cash! Details are on the game box, but no purchase is required. All entries must be in to T•HQ by Dec. 31, 1994, and the drawing will be held by Jan. 31, 1995.



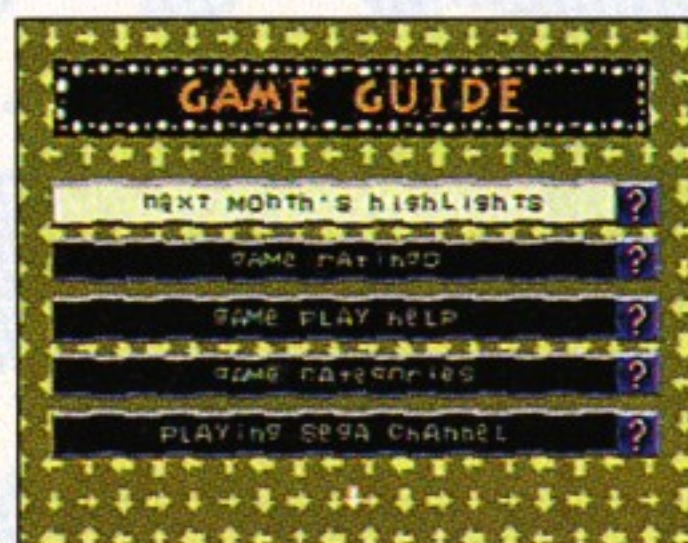
Play now, T•HQ will pay later.

See Sega Channel

Wonder what kids in those **Sega Channel** test markets are seeing? Here are some pictures that show you what you'll be able to sign up for soon (for a nominal cable fee, of course).



Ten main options...



...a Game Guide...



...and Sega news you can use.

Global GamePro

Continuing its global expansion, **GamePro** is proud to announce that the largest Spanish-language publisher in the world will be publishing versions of *GamePro* in Mexico, South America, and Central America. A Portuguese version of *GamePro* will be released in Portugal and Brazil.

GamePro will also be hitting your cable system via a new program on **MTV** called **Double Dose**. The magazine


Advertisement

Live-Action Players Entertain And Teach All At Once!

Learn Poker From The Best In The West.

Sit down at the **Cowboy Casino**. And play high-stakes poker against five wise-cracking card sharps. **Your opponents are tough.** A mean Cowboy. Cunning Riverboat Gambler. Sneaky Bandito. Sarcastic Dude. A crazy Prospector and his mule. They insult you. Show no mercy. Make you laugh at your mistakes. **But Ace the bartender's your edge.** He teaches you the odds. When to open, raise, check,

fold or bluff. Plus winning strategies for Five-Card Draw...Five and Seven-Card Stud...and Texas Hold 'Em. Hundreds of action scenes,

 great graphics and sound make this game a sure bet. Call

1-800-357-5238 now for names

of IntelliPlay® dealers, and

get **Cowboy Casino** in your choice of Multimedia PC or 3DO.

And start playing to win.





Published by Intellimedia Sports, Inc., Two Piedmont Center, Suite 300, Atlanta, GA 30305. Phone (404) 262-0000. Fax (404) 261-2282. IntelliPlay is a registered trademark of Intellimedia Sports, Inc.

The Multimedia PC logo is a certification mark of the Multimedia PC Marketing Council, Inc. 3DO and the 3DO logo are trademarks of The 3DO Company.

SUPER STREET FIGHTER II™

WE OWN
THE STREETS
THIS SUMMER.

GENESIS™

CAPCOM®

SUPER NINTENDO
ENTERTAINMENT SYSTEM

© 1994 CAPCOM. Super Street Fighter II is a trademark of CAPCOM. CAPCOM is a registered trademark of CAPCOM, Co., Ltd. Super Nintendo, Nintendo and the Nintendo Entertainment System are registered trademarks of Nintendo of America, Inc. Sega and Genesis are trademarks of Sega Enterprises, Ltd.

show, hosted by John Norris, will be much like *Entertainment Tonight*. Among its other features, it will offer frequent Top 5 video game lists from *GamePro's* editors. Tune in!

At the Deadline...



Takara has confirmed that in late October it will release the SNES version of **Samurai Shodown**, the popular Neo•Geo fighting game. This rendition will be a faithful re-

creation of the arcade version, with two-player head-to-head action, 12 characters, and 13 levels packed into a huge 24- to 32-meg cart.

TAKARA



There's a SNES Shodown coming for Halloween.



Tradewest is releasing a few details about its gridiron game.

Troy Aikman NFL Football will feature the ability to design your own plays, a two-player coaches mode, and salary negotiation. Expect fourth-quarter releases for the SNES, Genesis, and Jaguar.



TRADEWEST



Another football star going gaming is Green Bay Packers' wide receiver Sterling Sharpe.

Jaleco has announced that development is under way on **Sterling Sharpe: End to End**, a four-player SNES game due this Christmas.



JALECO

BLOCKBUSTER VIDEO

Top 10 Video Game Rentals

Nintendo NES

1. Mega Man 6
2. Teenage Mutant Ninja Turtles: Tournament Fighters
3. Kirby's Adventure
4. Zoda's Revenge: Startropics II
5. Tetris 2
6. Ren & Stimpy Show: Buckeroos
7. Mario's Time Machine
8. Jurassic Park
9. Tecmo NBA Basketball
10. WWF King of the Ring

Super Nintendo

1. NBA Jam
2. Super Metroid
3. Ken Griffey Jr. Presents MLB
4. Mega Man X
5. Mortal Kombat
6. Lethal Enforcers
7. MLBPA Baseball
8. Disney's Aladdin
9. Clay Fighter
10. Bugs Bunny Rabbit Rampage

Sega Genesis

1. NBA Jam
2. Sonic the Hedgehog 3
3. World Series Baseball
4. Barkley: Shut Up & Jam!
5. Mortal Kombat
6. Eternal Champions
7. NBA Action '94
8. Disney's Aladdin
9. Sonic Spinball
10. Street Fighter II Special Champion Edition

Sega CD

1. Mortal Kombat
2. Star Wars 3D: Rebel Assault
3. NHL '94
4. Tomcat Alley
5. Mad Dog McCree
6. WWF Rage in the Cage
7. Sonic CD
8. Rise of the Dragon
9. Dragon's Lair
10. Jurassic Park

This information was provided exclusively to *GamePro* courtesy of Blockbuster Video.

GAMEPRO is a publication of International Data Group, the world's largest publisher of computer-related information and the leading global provider of information services on information technology. International Data Group publishes over 194 computer publications in 62 countries. Forty million people read one or more International Data Group publications each month. International Data Group's publications include: ARGENTINA'S Computerworld Argentina, Infoworld Argentina; ASIA'S Computerworld Hong Kong, PC World Hong Kong, Computerworld Southeast Asia, PC World Singapore, Computerworld Malaysia, PC World Malaysia; AUSTRALIA'S Computerworld Australia, Australian PC World, Australian Macworld, Mobile Business Australia, Network World, Reseller, IDG Resources; AUSTRIA'S Computerwelt Oesterreich, PC Test; BRAZIL'S Computerworld, GamePro, Mundo IBM, Mundo Unix, PC World; BULGARIA'S Computerworld Bulgaria, Edeworld, Macworld Bulgaria, PC World Bulgaria; CANADA'S Direct Access, Graduate Computerworld, InfoCanada, Network World Canada; CHILE'S Computerworld, Informatica; COLOMBIA'S Computerworld Columbia; CZECH REPUBLIC'S Computerworld Elektronika, PC World; DENMARK'S CAD/CAM WORLD, Communications World, Computerworld Denmark, LOTUS World, Macintosh Produktkatalog, Macworld Denmark, PC World Denmark, PC World Produktguide, Windows World; ECUADOR'S PC World; EGYPT'S Computerworld Middle East, PC World Middle East; FINLAND'S MikroPC, Tietoviikko, Teitoverkko; FRANCE'S Distributique, GOLDEN MAC, InfoPC, Languages & Systems, Le Guide du Monde Informatique, Le Monde Informatique, Telecoms & Reseaux; GERMANY'S Computerwoche, Computerwoche Focus, Computerwoche Extra, Computerwoche Karriere, Information Management, Macwelt, Netzwelt, PC Welt, PC Woche, Publish, Unit; HUNGARY'S Alaplap, Computerworld SZT, PC Virlag, PC World; INDIA'S Computers & Communications; ISRAEL'S Computerworld Israel, PC World Israel; ITALY'S Computerworld Italia, Lotus Magazine, Macworld Italia, Networking Italia, PC World Italia; JAPAN'S Computerworld Today Information Systems World, Macworld Japan, Sunworld Japan, Windows World; KENYA'S East African Computer News; KOREA'S Computerworld Korea, Macworld Korea, PC World Korea; MEXICO'S Compu Edicion, Compu Manufactura, Computacion/ Punto de Venta, Computerworld Mexico, MacWorld, Mundo Unix, PC World, Windows; THE NETHERLAND'S Computer! Totaal, LAN Magazine, Lotus World, MacWorld Magazine, NEW ZEALAND'S Computer Listings New Zealand, New Zealand PC World; NIGERIA'S PC World Africa; NORWAY'S Computerworld Norge, C/world, Lotusworld Norge, Macworld Norge, Network, PC World Ekspress, PC World Norge, PC World's Product Guide, Publish World, Student Data, Unix World, Windowsworld, IDG Direct Response; PANAMA'S PC World; PERU'S Computerworld Peru, PC World; PEOPLE'S REPUBLIC OF CHINA'S China Computerworld, China Infoworld, PC World China, Electronics International; China Network World; IDG HIGH TECH BEIJING'S New Product World; IDG SHENZHEN'S Computer News Digest; PHILLIPINE'S Computerworld, PC World; POLAND'S Computerworld Poland, PC World/Computer; PORTUGAL'S Cerebro, Computerworld, Correio Informatico, Maclin, PC World; ROMANIA'S PC World; RUSSIA'S Computerworld-Moscow, Mir-PC, Sety; SLOVENIA'S Monitor Magazine; SOUTH AFRICA'S Computer Mail, Computing S.A., Network World S.A.; SPAIN'S Amiga World, Computerworld Espana, Comunicaciones World, Macworld Espana, Nextworld, PC World Espana, Publish, Sunworld; SWEDEN'S Attack, ComputerSweden, Corporate Computing, Lokala Natverk/LAN, Lotus World, MAC&PC, Macworld, Mikrodatorn, PC World, Publishing & Design (CAP), Datalingenjoren, Maxi Data, Windows World; SWITZERLAND'S Computerworld Schweiz, Macworld Schweiz, PC & Workstation, PC Katalog; TAIWAN'S Computerworld Taiwan, Global Computer Express, PC World Taiwan; THAILAND'S Thai Computerworld; TURKEY'S Computerworld Monitor, Macworld Turkiye, PC World Turkiye; UKRAINE'S Computerworld; UNITED KINGDOM'S Lotus Magazine, Macworld, Sunworld; UNITED STATES' AmigaWorld, Cable in the Classroom, CD REview, CIO, Computerworld, Desktop Video World, DOS Resource Guide, Electronic Entertainment, Federal Computer Week, Federal Integrator, GamePro, IDG Books, InfoWorld, InfoWorld Direct, Laser Event, Macworld, Multimedia World, Network World, NeXTWORLD, PC Letter, PC World, PlayRight, Power PC World, Publish, SunWorld, SWATPro, Video Event, Video Toaster World; VENEZUELA'S Computerworld Venezuela, MicroComputerworld Venezuela, VIETNAM'S PC World Vietnam.

CHIPS & BITS

Call 802-767-3033 Fax 802-767-3382 Source 10060

Visa/MC Accepted. Checks Held 4 Weeks. Money Orders same as cash. COD \$8. Defectives replaced with same product. Most items shipped same day. Shipping times may vary. Price/availability may change. All sales final.

OVERNIGHT SHIPPING in US \$4 per order. Mail to Canada, PR, HI, AK, APO, FPO \$4 per order. 4-8 day Worldwide shipping \$6 per item. Handling \$2 per shipment.

PO BOX 234 DEPT 10060 ROCHESTER, VT 05767

GENESIS HARDWARE

4 Way Play Adaptor	\$29
6 Button Arcade Stk	\$39
6 Button Control Pad	\$19
F-16 Wireless Pad	\$42
Game Gun CD	\$22
Genesis Activator	\$79
Genesis CD Sys 2	\$229
Genesis CDX Sys	\$399
Genesis Menacer	\$49
Genesis Sys 2 core	\$99
Gen Sys Sonic 2	\$119
Genesis Team Player	\$26
Mars 32X System	\$149
Mega Mouse	\$32
Power Plug	\$34
Pro Action Replay	\$79
Remote Arcade Pad	\$19
Remote Arcade Sys	\$36
SG Program Pad 2	\$32
Saturn Sys 32 Bit	\$499
Sega Steerg Wheel	\$39
Turbo Touch 360	\$24

GEN KICK & PUNCH

Beast Wrestlers	\$46
Best of the Best	\$49
Brutal	\$49
Clayfighter	\$52
Double Dragon 3	\$39
Dragon	\$56
Eternal Champions	\$56
Fatal Fury 2	\$56
Juggernauts:Nw Bred	\$56
King of Monsters 2	\$54
Kung Fu:Legnd Cont	\$56
Matrix Prime	\$56
Mortal Kombat CD	\$46
Mortal Kombat 2	\$69
Ninja Warriors CD	\$49
Pit Fighter 2 CD	\$54
Power Instinct	\$52
Revenge of Ninja CD	\$42
Rise of Robots CD	\$46
Streets of Rage 3	\$59
Supr Street Fightr 2	\$69
TMNT:Tournmnt Fitrs	\$56
World Heroes 2	\$56



'RBI BASEBALL '94' gives you complete rosters, 1993 stats and detailed stadiums for all pro teams - plus the new Central division in each league. Play a full season and make your way to the playoff and championship series. Features real players and stats, three times as many animation frames as RBI '93, and a full 162-game season with world championship series. **\$52**

GENESIS ADVENTURE

Addams Family	\$44
Aladdin	\$49
Alien Trilogy CD	\$49
Alien Vs Predator	\$49
Asterix & Grt Rescue	\$49
Batman Returns CD	\$42
Beavis & Butt-Head	\$49
Blades of Vengeance	\$42
Bubba & Stix CD	\$44
Bubble & Squeak	\$46
Bubsy 2	\$52
Castlevnia Bloodlins	\$44
Chakn Forvr Man CD	\$49
Chester Cheetah 2	\$46
Chuck Rock 2 CD	\$44
Cliffhanger CD	\$49
Cool SPOT	\$45
Demolition Man CD	\$54
DinoBlazer CD	\$56
Dolphin	\$45
Dracula CD	\$49
Dragns Lair 1or2 CD	\$49
Dune:Batt for Arrakis	\$49
Flashback	\$52
Flintstones	\$39
Golden Axe 3	\$49
Goofy	\$49
Home Improvement	\$49
Hook CD	\$42
Hurricanes	\$52
Impossible Mission	\$54
Incredible Hulk	\$54
Indiana Jones CD	\$39
Indy Jns Ft Atlnts CD	\$44
Intrplanetary Lizards	\$49
Itchy & Scratchy	\$43
James Pond 3	\$39
Joe & Mac	\$46
Jungle Book	\$56
Jurassic Park CD	\$49
Lawnmwr Man or CD	\$52
Lion King	\$54
Mad Dg McCree CD	\$49
Mansn Hiddn Sls CD	\$49
Matrix Runner V R	\$49
McDonald Land	\$46
Metal Fang CD	\$49
Mickys Magcal Qust	\$54
Night Striker CD	\$49
Out this World or CD	\$49
Pirates of Dark Water	\$54
Pitfall	\$52
Prince of Persia	\$49
Puggsy CD	\$49
Radical Rex	\$49
Rebel Assault CD	\$46
Return to Zork CD	\$49
Rise of Dragon CD	\$46
Roar of the Beast	\$46
RoboCop 3	\$44
Rocket Knight Advt	\$39
Rocky & Bullwinkle	\$46
Shadw of Best 2 CD	\$49
Shinobi 3	\$42
Sonic Hedgehog 3	\$54
Space Ace CD	\$49
Spiderman & Venom	\$54
Star Trk Next Gn CD	\$64
Star Trk:Dp Space 9	\$54
Stone Protectors	\$46
Sylvester & Tweety	\$54
T2:Arcade Game	\$39
TMNT:Hyprstn Heist	\$46
Terminator CD	\$49
Time Trax	\$52
Tom & Jerry	\$49
X MEN	\$44
Young Indy Jns Chrn	\$43
Zero Kamkze Squirel	\$52
Zombies Ate Nghbrs	\$44

GEN ROLE PLAYING

Battle Fantasy CD	\$42
Battletech	\$54
Dark Wizard CD	\$43
Dominus	\$49
Dungeon Master CD	\$44
Eye of Beholder CD	\$56
Genghis Khan 2	\$59
Heimdall CD	\$44
Land Stalker	\$56
Lord of the Rings	\$59
Lunar 2 CD	\$52
Might & Magic 3	\$59
Phantasy Star 4	\$69
Pirates! Gold	\$48
Powermonger CD	\$43
Ramses 2	\$49
Shadow Run	\$49
Shining Force	\$48
Star Quest	\$49
Treasures of Isis CD	\$49
Vampire Killer	\$52
Vay CD	\$49



'VIRTUA RACING' The incredible challenge of Formula One racing just went 3-D! Sega's new SVP chip technology makes possible a thrilling new vision of auto racing. Join the pack of world-caliber drivers screaming wheel-to-wheel in the ultimate F-1 racing game. Features three tracks, players race against 15 cars, four different playable views, and real 3-D effects. **\$79**

GENESIS SHOOTERS

Black Hole Asslt CD	\$42
Crime Patrol CD	\$49
Exo Squad	\$54
Gauntlet 4	\$42
Grindstomers	\$36
Gunstar Heroes	\$44
Lethl Enforrcrs w/gun	\$66
Lode Runner CD	\$46
Mad Dg McCree 2 CD	\$49
Mega Turrican	\$44
Microcosm CD	\$49
Nuclear Rush Vrt Rit	\$49
Silpheed CD	\$43
Skeleton Krew	\$46
Soldier of Fortune	\$52
Soul Star CD	\$44
Space Invaders 91	\$43
Stellar Fire CD	\$46
Subterranea	\$49
T2:Arcade Game CD	\$49
Third World War CD	\$42
Total Carnage CD	\$49
View Point	\$54

GENESIS SIMULATIONS

AH-3 Firehawk CD	\$44
Al Unsr Jr Racing	\$46
Battle Corps CD	\$44
Chopliftr 3	\$49
F117 Night Storm	\$52
Formula 1 or GP CD	\$49
Harrier Assault CD	\$49
Indy Heat	\$44
Jungle Strike	\$49
MIG 29	\$44
Mario Andretti Racg	\$52
Megarace CD	\$44
Monster Truck Wars	\$49
Nigel Mansell WCR	\$46
Powr Modl:Aircrft CD	\$44
Pwr Mdl:Euro Rcr CD	\$44
Rock & Roll Racing	\$46
SeaQuest DSV	\$56
Skitchin'	\$42
Speed Racer	\$56
Super Battank 2 CD	\$44
Super Bike Challeng	\$49
Tomcat Alley CD	\$49
Virtua Racing	\$79
Wing Commander 2	\$56
Wrld Chmp Rally CD	\$44



'SUPER STREET FIGHTER II' You take control of the original 12 street fighters with all new looks and special techniques. Also four new fierce challengers with their own unique fighting skills. Offers 1 or 2 player action, special moves executed by pressing combinations of buttons, upgraded special moves for the 12 classic warriors, and graphically enhanced characters. **\$69**



'LORD OF THE RINGS' Prepare yourself to embark on an epic adventure to destroy the ring that has the power to end Middle Earth. Characters move in fluid animation, thousands of frames of animation, and real-time combat. **\$54**

GENESIS SPORTS

Barkley Basketball	\$52
Brett Hull Hockey	\$54
Brutal Football	\$49
Championship Pool	\$46
College Football 94	\$52
Double Dribble	\$52
ESPN Bsbll or FB	\$54
ESPN Bsbll or FB CD	\$49
FIFA Internatnl Socr	\$52
Hardball 4	\$56
Jamm It	\$56
Links Pro Golf CD	\$56
MLBPA Baseball	\$52
MLBPA Grnd Slim BB	\$54
Marco's Magic Socr	\$46
Mutnt League Hockey	\$44
NBA Basketball or CD	\$49
NBA Jam Session	\$54
NBA Showdown	\$52
NFL Grtst Teams CD	\$49
NFL SportsTlk FB 94	\$49
NHL Hockey 94 CD	\$49
PGA Tour 3:Europe	\$49
Pebble Beach Golf	\$44
Pele Soccer 2	\$49
Prize Fitr Boxing CD	\$49
RBI 94	\$52
RBI Baseball 4 CD	\$49
Riddick Bowe Boxng	\$49
Tecmo Baseball	\$54
Tecmo Hockey	\$54
Tecmo Super NBA	\$54
Unnecesry Roughns	\$56
Vitale Basketball	\$52
WCW Super Brawl	\$49
WWFSW2:Royl Rbl	\$49
Winter Olympics	\$54
World Chmp Soccr 2	\$46
World Cup USA CD	\$46
World Series Bsbll	\$49

GENESIS STRATEGY

Aero Biz	\$56
Aero Biz Supersonic	\$59
Caesars Palace	\$49
Cascade	\$49
Chessmaster	\$42
Columns 3	\$46
Dune CD	\$49
Family Feud	\$49
Jeopardy 2	\$49
Jeopardy Sports Ed	\$49
Jim Powers Lost Dim	\$49
Liberty or Death	\$59
Nobunaga's Ambitn	\$49
Operation Europe	\$62
Risk CD	\$52
Romance 3 Kgdms 3	\$59
Shanghai 2	\$44
Sonic Spinball	\$43
Star Wars Chess CD	\$49
Super Battleship	\$43
Virtual Pinball	\$43
Warror of Rome 3 CD	\$54
Wheel of Fortune CD	\$52
Where World Carmen	\$36

SNES HARDWARE

Championship Joystk	\$56
Pro Action Replay	\$79
Program Pad	\$32
Super Link (5 Plaer)	\$29
Super Multitap	\$32
Spr Nin Sys No Sftw	\$99
Wireless Contrl Pad	\$42

SNES ADVENTURE

Addm Family Values	\$54
Aladdin	\$54
Beauty & the Beast	\$56
Biker Mice	\$52
Castle Wolfenstn 3D	\$54
Death of Superman	\$59
Fire Team Rogue	\$59
Generation 2	\$54
Itchy & Scratchy	\$52
Joe & Mac 1 or 2	\$49
Knights of Rnd Table	\$56
Lion King	\$54
Nosferatu	\$54
Pirates of Dark Watr	\$52
Radical Rex	\$49
Popeye	\$49
S.O.S.	\$49
Super Return of Jedi	\$59
T2:Judgement Day	\$49
Time Killers	\$56
Time Trax	\$52
X-Kaliber	\$46
Young Merlin	\$56

SNES KICK & PUNCH

Battle Blaze	\$39
Clayfighter	\$56
Fatal Fury 2	\$59
King of Monsters 2	\$54
Kung Fu:Legnd Cont	\$56
Mortal Kombat 2	\$69
Ninja Warriors	\$56
Rise of the Robots	\$56
Shadow of Ninja 2	\$54
Streetfighter 2 Trb Ed	\$59

SNES ROLE PLAYING

Breath of Fire	\$59
Equinox	\$52
Eye of the Beholder 2	\$69
First Queen	\$56
Lord of the Rings	\$54
Might & Magic 3	\$59
Obitus	\$58
Runes of Virtue	\$59
Secret of Mana	\$59
Spellcstr:Aspcts Valr	\$49
Ultima 6	\$59
Warrior of Rome 3	\$52

SNES SHOOTERS

Cybernator	\$46
Fire Striker	\$52
Galactic Defenders	\$56
Lethal Enforrcr w/gun	\$64
Parodius	\$54
Super Metroid	\$56
Supr Sonc Blastmn 2	\$54
View Point	\$54
Vortex	\$54

SNES SIMULATIONS

8 Hours	\$52
Desert Sword	\$54
F-1 Pole Position	\$52
Freeway Fly Boys	\$49
Mario Andretti Racing	\$52
Monster Truck Wars	\$58
River Raid	\$46
Speed Racer	\$56
Super F1 2	\$58
Transformers 2	\$56
Turn & Burn:No Fly	\$52
Wild Trax	\$56
Wing Commander	\$53

SNES SPORTS

Barkley Basketball	\$56
Brett Hull Hockey	\$49
Diamond Challenge	\$52
ESPN Baseball	\$54
Hardball 3	\$56
Kick Off 3	\$49
MLBPA Grnd Slim BB	\$62
NBA Jam Session	\$62
NHL Stanley Cup	\$42
Pro Sport Hockey	\$54
RappBall	\$49
Slam Masters	\$56
Tecmo Supr NBA BB	\$54
Winter Extreme	\$54

SNES STRATEGY

Jeopardy Sports Edit	\$52
Jim Powers Lost Dim	\$49
Liberty or Death	\$59
Loopz	\$46
Metal Marines	\$59
Nobunaga's Ambition	\$49
Operation Europe	\$62
Pinball Dreams	\$49
Railroad Tycoon	\$54
Risk	\$52
SimEarth	\$56
Super Bomberman 2	\$56
Utopia	\$49
Wheel of Fortune 2	\$49

GAME GEAR

Game Gear System	\$129
Aladdin	\$32
Bart Smprn Spc Mut	\$26
Chopliftr 3	\$32
Cool SPOT	\$29
Dolphin	\$34
Dragon	\$32
Hurricanes	\$32
Itchy & Scratchy	\$32
Jeopardy Sports Edit	\$32

GAME GEAR

Micro Machines	\$32
Mortal Kombat 2	\$39
NBA Basketball	\$32
NBA Jam Session	\$38
NFL Football	\$36
PGA Tour Golf	\$32
Ren & Stimpy Show	\$32
Road Rash	\$34
SeaQuest DSV	\$34
Sonic the Hedgehog 3	\$32
Spidrmn:Arcd Revn	\$38
Star Wars	\$34
T2:Arcade Game	\$29
WWFSW:Steel Cage	\$32
Wheel of Fortune	\$32
X Men	\$36

JAGUAR

Jaguar System	\$249
Alien Vs Predator	\$58
Barkley Basketball	\$46
Battle Zone 2000	\$54
Checkered Flag 2	\$58
Club Drive	\$52
Crecent Galaxy	\$44
Hardball 3	\$46
Jaguar Formula 1	\$54
Kasumi Ninja	\$54
NFL Football	\$54
Raiden	\$44
Star Raiders 2000	\$52
Tempest 2000	\$52
Ultra Vortex	\$54

3DO

3DO System	\$499
11th Hour	\$59
Battle Chess	\$46
Dragon's Lair	\$49
Escape Monstr Manr	\$52
Horde	\$52
Incredible Machine	\$52
Mad Dog McCree 2	\$52
Madden Football	\$49
Night Trap	\$52
Shock Wave	\$56
Star Trek Next Gener	\$54
Theme Park	\$52
Total Eclipse	\$52
Wing Commander	\$49

NEO GEO

Neo Geo Gold Sys	\$569
3 Count Bout	\$189
Burning Fight	\$149
Fatal Fury 2	\$199
King of Monsters 2	\$169
Mutation Nation	\$149
Samurai Shodown	\$199
Sengoku 2	\$199
World Heroes 2	\$199

TURBO GRAFX

Camp Califma Yo Bro	\$19
Final Zone 2 CD	\$19
Jack Nicklaus Golf	\$14
JB Harold	\$32
Loom	\$29
Raiden	\$29
Somer Assault	\$26
Splash Lake CD	\$14
Turrican	\$14
Vasteel CD	\$43

FREE GAME OFFER

\$20.00 Bonus

Receive a \$20.00 Bonus when you sell back 10 or more Super Nintendo and/or Genesis cartridges/CD's.



SEND US YOUR OLD CARTRIDGES

RECEIVE A CHECK BACK OR PURCHASE OTHER TITLES OF YOUR CHOICE

Table with columns for Used Cartridges, SEGA CD, and SUPER NINTENDO. Lists various game titles and prices.

Credit Card Orders (209) 432-2684

Titles in ITALICS are newer and may or may not be available. All Used Genesis & Super Nintendo cartridges must include box, inserts, instructions, maps, etc.

Send \$1.00 for complete Buy/Sell price list

Back Issues!

GAMEPRO

The definitive source for the best tips and reviews of the hottest games for all home video game systems.



- List of back issues including Michael Jackson's Moonwalker, Fall Football Action, Halloween Games, Castlevania III, Gremlins 2, Mega Man 3, The Simpsons, Handheld Buyer's Guide, Annual Superstar Sports Issue, CD-ROM Games, Game Boy's Mega Man, Comic Strip Games, Mickey Mouse, Super NES Preview, Double Dragon, Battletoads, Game Gear Preview, Sonic the Hedgehog, 16-Bit Buyer's Guide, Baseball Preview, TurboGrafx-16 Buyer's Guide, Super NES Buyer's Guide, Spider-Man, Star Wars, Super Ghoul's 'N Ghosts, The Addams Family, Castlevania IV, Football Review, Bart's Back, 56 New Carts Reviewed!, TMNT III, Genesis Buyer's Guide, 16-Bit Games for '92, Basketball Blowout, Splatterhouse 2 for the Genesis, Taz-Mania, Beat-em-up Special Feature, Alien 3, Sega CD-ROM, Sega CD, Exclusive Alien 3 Sneak Preview, Street Fighter II Strategy Guide Insert, Pt.1, Street Fighter II Strategy Guide Insert, Pt.2, Street Fighter II Strategy Guide Insert, Pt.3, Street Fighter II Strategy Guide Insert, Pt.4, Street Fighter II Strategy Guide Insert, Pt.5, Art of Fighting/World Heroes Special Insert, Sonic 2 Strategy Insert, Pt.1, Sonic 2 Strategy Insert, Pt.2, Super Sports Roundup Insert, Super Star Wars Strategy Guide Insert, Jurassic Park! Star Wars SNES Secrets!, Street Fighter II Turbo Preview, Mortal Combat, Street Fighter II Turbo Insert, Pt.1, Super SF II Turbo Insert, Pt.2, PLUS Samurai Shodown, Sonic Spinball and Sonic Chaos, Teenage Mutant Ninja Turtles: Tournament Fighter, Mortal Kombat II, Stars of '93 - Editors Choice Awards, NBA Jam/Game Gear Guide, Incredible Hulk/Sonic 3 Strategy Guide, Making of Mortal Kombat II

\$5.00 Each (Indicate GamePro and issue number on order form)



SWATPRO

Secret Tips, Tactics, and Passwords for games on all video game systems.

- List of SWATPRO issues including Super Double Dragon, Road Runner's Death Valley Rally, Sonic The Hedgehog 2, Mega Man V, Road Rash 2, X-Men PLUS Flashback Pro Strategy Guide, Bubsy PLUS Flashback & Shadowrun Strategy Guide, Super Street Fighter II, Mega Man X, Sonic 3 PLUS Clayfighter Strategy Guide

\$5.00 Each (Indicate SWATPRO and issue number on order form)

Return with payment to: Back Issues GamePro Magazine P.O. Box "P" San Mateo, CA 94402 All orders MUST be prepaid.

Credit Card: [] MasterCard [] Visa

Form with fields for Card #, Signature, Name, Address, City, State, Zip Code, Magazine, Issue #, Quantity, Price for each, Total, Shipping, and TOTAL.

Index of Advertisers

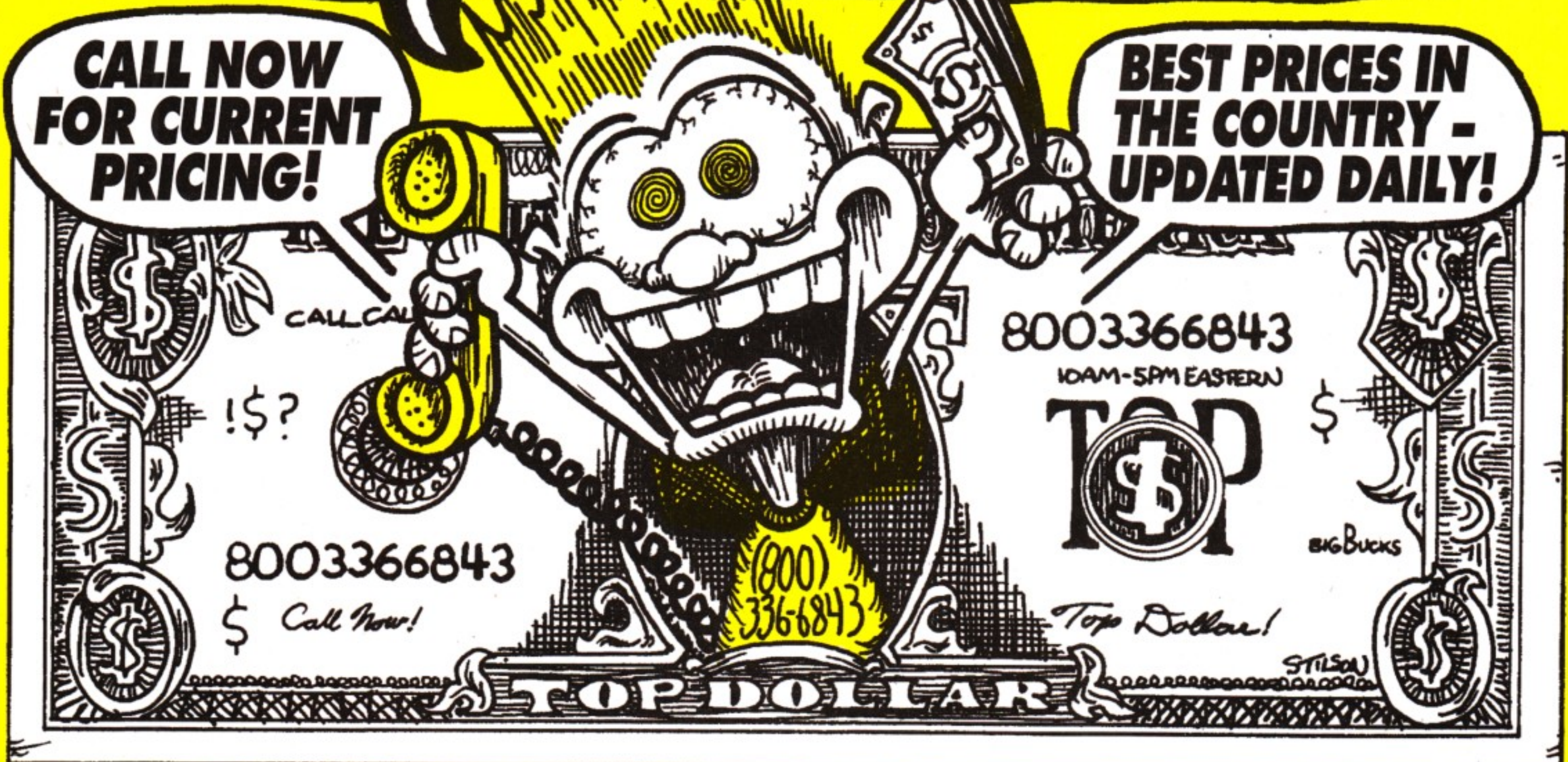
Table listing advertisers and their page numbers: 3DO (18, 19), Acclaim (4th Cover, 13), Accolade (9, 129, 145), Asciiware (1), Atari (34, 35, 170, 171), Aura (63), Bre (190), Capcom (47), Capitol Records (25), Chips and Bits (189), Classic Games (133), Codemasters (158, 159), DTMC (135), Electronic Arts (118, 119), Fleercorp (113, 149), Flying Edge (141), Galoob (7), Game Discount Warehouse (178), GameTek (185), Intellimedia (186), Interplay (39, 69, 70, 71), JVC Consumer (29), Master the Game (187), Naki (5), Namco HomeTek (137), Natsume (169), NuReality (173), Pandemonium (183), Psygnosis (130, 131), ReadySoft (177), Sega of America (10, 11, 27, 43, 125, 143), Software Etc. (53, 54, 55), Software Toolworks (15, 126, 127, 175), Sony Imagesoft (22, 23, 155, 157), Spectrum HoloByte (138, 139), STD (192, 3rd Cover), Sunsoft (2, 3, 165, 167), Taito (31, 45, 61), Tecmo (17), Tengen (146, 147), Toys 'R Us (179), TSR (153), Universal (33), US Gold, Inc. (2nd Cover), Viacom (151), Virgin Games (49, 51), Working Designs (65, 67), Zappers (191)

This index is provided as an additional service. The publisher does not assume liability for errors or omissions due to last-minute changes.

ADVERTISING SALES OFFICES

JOHN SIELING, NATIONAL ADVERTISING DIRECTOR
MICHELLE WHEATLEY, ADVERTISING COORDINATOR
NATIONAL ACCOUNTS: JIM SHEPHERD, NATIONAL ACCOUNT MANAGER
KYLE PRESTON, SALES ASSOCIATE
951 MARINER'S ISLAND BOULEVARD, SAN MATEO, CA 94404
TEL: (415) 286-2530, FAX: (415) 349-8532
EASTERN & MIDWEST UNITED STATES: RUSS HOFFER, REGIONAL MANAGER
SHERRY HELBERG, SALES ASSOCIATE
ONE NORTHFIELD PLAZA, SUITE 230, NORTHFIELD, IL 60093
TEL: (708) 441-0791, FAX: (708) 441-0796
WESTERN UNITED STATES: VIN BONNEY, REGIONAL MANAGER
TIFFANY WALLACE, SALES ASSOCIATE
951 MARINER'S ISLAND BOULEVARD, SAN MATEO, CA 94404
TEL: (415) 286-2514, FAX: (415) 349-8532
LIST RENTALS: HOLLY KLINGEL, CIRCULATION DIRECTOR, (415) 286-2506
REPRINTS: CINDY PENROSE, MARKETING ASSOCIATE, (415) 286-2553

WE WILL PAY
TOP DOLLAR!
 FOR YOUR **GAMES!**



(800) 336-6843
10 AM - 5 PM EASTERN TIME

HERE'S HOW IT WORKS:

Call us with a list of your games in alphabetical order. We'll give you a price for each game or a package price for all. Keep in mind that you will be paid more for your games if you have the instruction book and the box for each. You'll get an authorization number over the phone which guarantees our quote for seven days. Pack up the games and send them to us right away by registered mail or U.P.S. with the authorization number on the label. We'll send you a check on the same day we receive your games. That's it!

Our address is: CAMBRIDGE/AMHERST
 2558 Delaware Avenue, Buffalo, New York 14216

**STANDARD
 DISCLAIMER
 STUFF:**

We have the right to refuse any purchase. The games sent to us must be in good working condition and free of physical damage or we will return them to you at your expense.

WHOOOMP!

THERE IT IS

Are you into sports games, OR WHAT?!
Then you're gonna love this STUFF!

We won't bore you with the
Techno-Babble, just use our
Advanced Controllers and
you'll jam harder, pass
longer and play faster!
You'll be so pumped up that
your competition will be afraid
to leave the locker-room!



You'll have it all . . .
SIX BUTTON CONTROL No real athlete would
settle for anything less!



**CUSTOM
PROGRAMMABLE
MICRO-CHIPS!**
Now you can handle those
Complex Jams
and other tough moves!

HIGH PERFORMANCE CIRCUITRY!
Our super-smart engineers have done it again!
You'll have the edge in Accuracy,
Speed, and Responsiveness!

PLUS THESE COOL FEATURES . . .
Turbo Auto-fire (up to 35 shots per second),
ergonomic design, slow motion control,
and so you don't get
caught short-handed - an extra long cord!
If you want to be the game's MVP,
you've gotta have **STD CONTROLLERS!**





SG PROPAD 6

"DESIGNED TO BE COMFORTABLE
IN YOUR HAND AND
OFFERING THE FINEST CONTROL ..."
ELECTRONIC GAMING MONTHLY

SG PROGRAMPAD 2

"THE HOTTEST PAD WE'VE SEEN IS
DEFINITELY THE SG PROGRAMPAD 2"
VIDEO GAMES



SN PROGRAMPAD

"... SIMPLY PRESS ONE BUTTON
AND THE MOVE
EXECUTES BEAUTIFULLY"
GAME PRO



STD Entertainment (USA), Inc.
110 Lakefront Drive • Hunt Valley, MD 21030
Tel. 410.785.5661

ONLY ONE SOCCER GAME IS WORLD CLASS!

CHAMPIONS WORLD CLASS SOCCER™



SLIDING TACKLES SHUT
DOWN THE ATTACK



INSTANT REPLAY—
REVIEW THOSE
SPECTACULAR SAVES



AUTHENTIC
CORNER KICKS
FOR A QUICK
STRIKE



REALISTIC
THROW-INS,
HEADERS, TRAPS
AND MUCH MORE



DOMINATE THE FIELD
WITH ADVANCED
PLAYER CONTROL



32 INTERNATIONAL
TEAMS COMPETE IN
HARD CHARGING ACTION

ON SUPER NES® & GENESIS™!

Acclaim
entertainment inc.

Champions World Class Soccer is a trademark of Acclaim Entertainment, Inc. TM & © 1993 Acclaim Entertainment, Inc. All Rights Reserved. Nintendo, Super Nintendo Entertainment System and the Official Seals are registered trademarks of Nintendo of America, Inc. © 1991 Nintendo of America, Inc. Sega, Genesis and Game Gear are trademarks of Sega Enterprises, Ltd. All rights reserved. Acclaim is a division of Acclaim Entertainment, Inc. © & © 1993 Acclaim Entertainment, Inc. All Rights Reserved. Screen shots shown are taken from the Super NES® version of the videogame.

