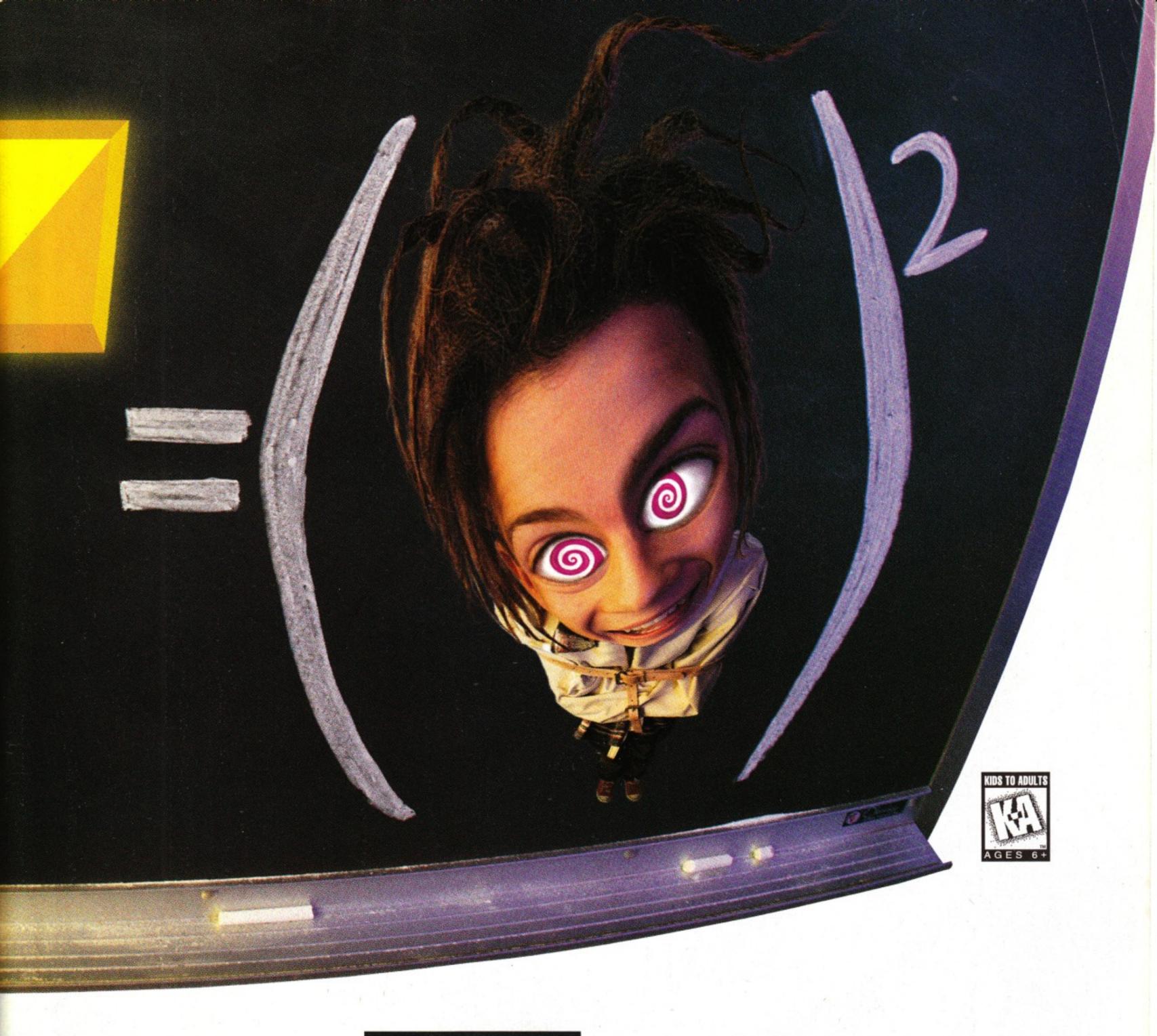


OK class, the answer is:

## Dr. Mario and Tetris are together on one brain-frying cartridge.

That is correct. All that pill-dropping, block-busting insanity is now on 16-bit for the first time. All you need is a Super NES® (and a brain, but hey, you've gotta supply that). Is that Coolsville or what?

So you and your bud could go



could play both in Mixed Match. Like you could play Tetris while he plays Dr. Mario. Or you could play Dr. Mario while he plays Tetris. Or he could play Dr. Mario while

this is getting really annoying. Anyway, to sum it up: there are six new ways to play your two favorites—that's more than you can count on one hand

you can count on one hand (unless you grew up next to a nuclear power plant).

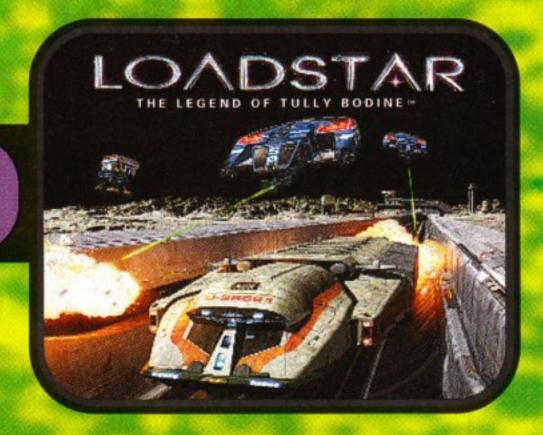
you yell "SHUT UP" since



GAME 1.■IILOAD/STAR■III.:<< THE.LE-GEND..≠OF

TULLY(1!BODINE™.AN(\*INST..ANT■>CULT..CLASSSIC■II

STARRI■II■NG NED BEATTY))WRITTEX XBY--RON COBB.)))

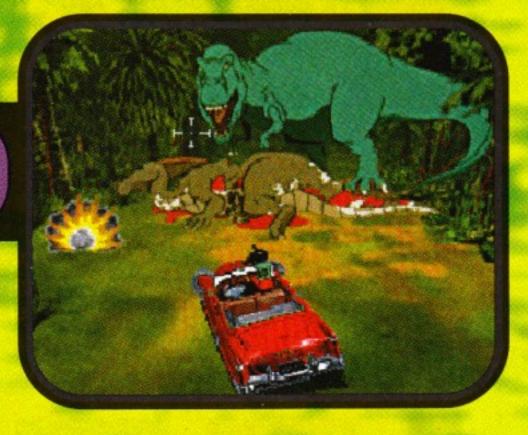




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Start with all weapons

AJVA-CA8Y

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MIGHTY

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Player 1 starts with very little Vitality

ABYA-BT5A

Player 1 starts with Vitality Meter at 125%

**ABYT-ACCL** 

Player 2 starts with very little Vitality

**ABYT-BT4L** 

Player 2 starts with Vitality Meter at 125%

A4PA-CA5W

Grant is almost invincible — switch off if you get stuck

**BBSA-AA7E** 

Grant has infinite lives

Game

CWCA-CA9J + **BWFA-CA9Y** 

Grant has infinite ammo

**AKDT-GA2R** 

Raptor is almost invincible—switch off if you get stuck

**DB4T-GA8T** 

Raptor has Infinite lives

LION KING™ Game

**ABZB-WAG6** 

AV6B-4A5G Infinite lives

PVYV-4A4G

Almost invincible

Infinite continues

SHRT-ST04

Roar meter increases faster

BK4V-5A8W

Start on Level 10—Pride Rock

## GAME GEAR"

3AA 2A7 2A2 Infinite mutant power

**00A BB7 E6E** 

AFA BA7 2AA + One hit is fatal-most of the time

000 2B7 806

Almost invincible

14A 267 C42

Mutant power is used quicker

NES<sub>®</sub>

BACK NEXT MONTH

## SUPER NES.

COUNTRY Game C2C9-4E2C / C2C1-4A9C

Infinite lives Start with 100 lives

get stuck

10 bananas needed

Mega-jump for Donkey Kong

Mega-jump for Diddy Kong

level, not just completed levels

Finish the 1st level almost

Start with 1/2 energy

Start with 1/4 energy

Infinite lives

instantly

Pressing Start and then Select will exit any

for an extra life

1768-C34D / 1768-C33D

Almost invincible—Switch off if you 1DCC-CA7A /

1DCA-C2EA DBC1-3D6D + DCC1-34AD

DBC9-340D + DCC1-3D6D

3D81-1273 / 3D86-13E3 FIRST CODE GIVE

2D81-1E73 / 2D8B-1AE3

DOESN'T WORK, TRY DDB9-3DD4 / **DDB0-34A4** 

C230-CF0F

SUPER RETURN 1BBD-C703 +

EEBD-C763 + EEBD-C7A3

0D94-7401

4D94-7401

DFE1-876D

C2A5-44A2 D98F-4F0C

D98B-4DDC

pow meter Infinite energy

Less charge time for psycho dash

One hit will max out a character's

Less charge time for dark friar AME BOY®

WARIO BLAST™ Game

OF THE JEDI

SHODOWN'

Game

00A-5BF-3B7 083-F1A-F7A

Infinite time

Collect up to 8 extra bomb power-ups

046-C7D-E6E

046-CBD-E6A

Start with 4 extra bomb power-ups

Start with 4 explosion expanders

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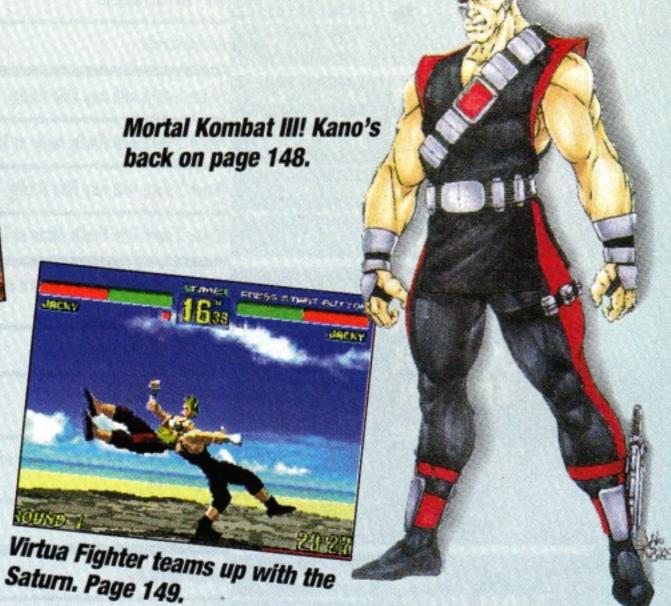
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1 VIDEO GAME MAGAZINE

Bonkey Kong

Supreme Warrior (300



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Tons of Maps and Screens

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The X-Men are ready to fight.
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# ohYES... more, MORE! faster FASTER,





Virtua Racing™ Deluxe





Cosmic Carnage™

ENESIS 32X

What did you think we were talking about, you little degenerate!



Motocross Championship™

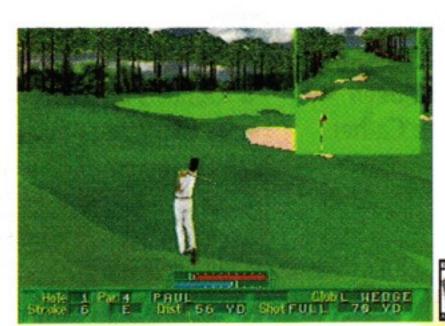


Star Wars® Arcade

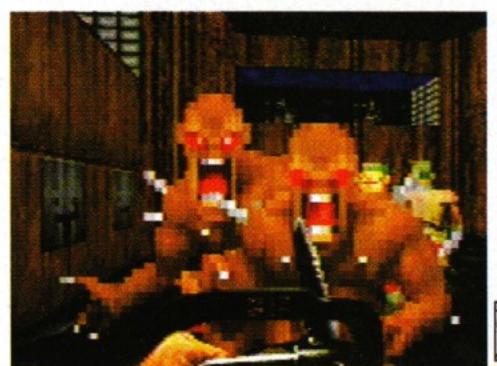


Mortal Kombat® II Acclaim

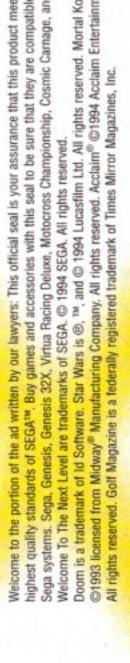


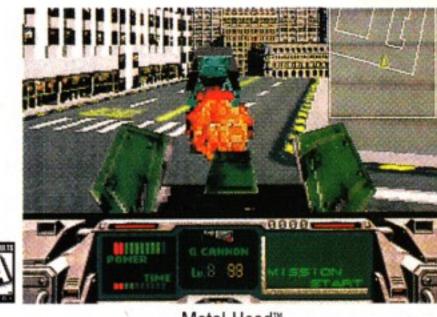


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## Get your mind out of the gutter and back on video games where it belongs!

Because when it comes to thrills, Genesis 32X games dish out all the excitement you can handle! They blast your optic senses with over 32,000 colors.

32X games are more THREE-DIMENSIONAL, more realistic and 40 times faster than 16-bit games.

And there are lots of hot 32X games that can satisfy your urges in ways

other games can't. Once you get the 32X-PERIENCE, you won't want anything else.

(Except that, you animal!)













## Where Are All the Women?

You can get all sorts of games, from mind-numbing puzzlers to thumb-numbing fighters. With all that diversity, you'd think there'd be games out there to please every palate. But there's still something missing: female heroes. Why leave out the women?

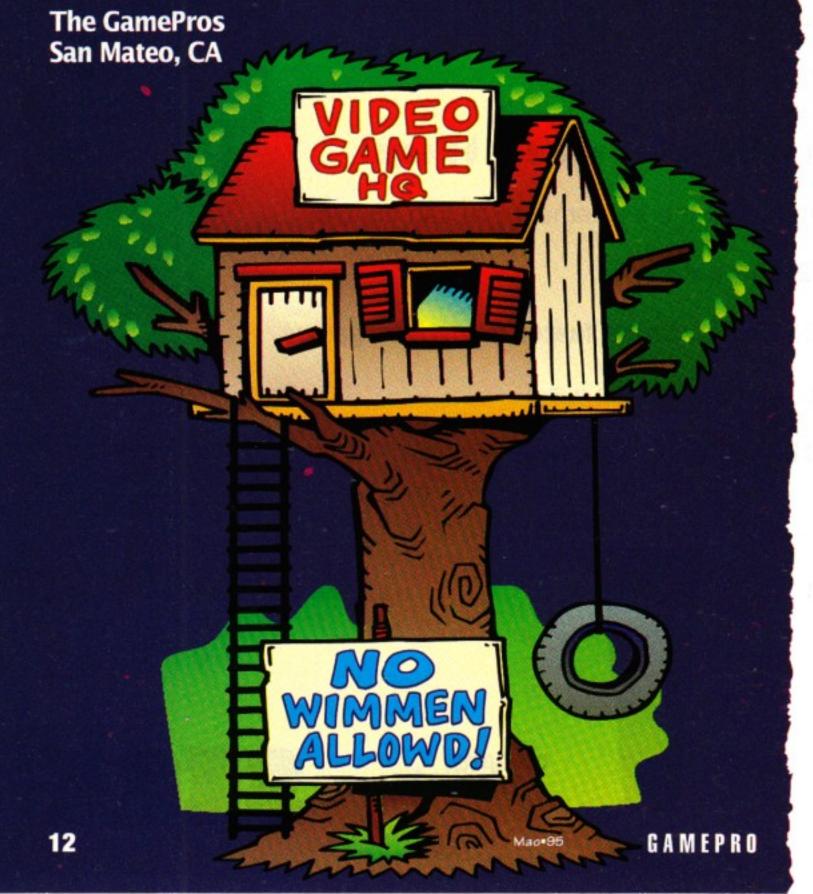
Here's why: Money.

Video games have always been a "guy thing." Since the beginning, games have been designed by guys for guys. Nintendo and Sega aimed their game machines at guys in their teens, so guys in their teens bought the games. Which encouraged the companies to make more games for guys, starring guys. Now that video games are big business – they bring in around \$7 billion each year – video game companies are set in their ways. Why mess with success?

Here's why: Money.

If girls like Gina Gallego (whose letter appears at right) started buying and renting video games at the same rate as guys, the multibillion-dollar market could double. Some game manufacturers, Sega included, have begun researching the potential female game market. But these game companies are cautious – they aren't entirely convinced that females will shell out cash for video games.

It's important, therefore, to acknowledge the strong female leads in such blockbuster games as Alien III, Super Street Fighter II, Mortal Kombat II, and Super Metroid. These are first steps across the gender gap. Let's hope there are more. In the meantime, our female game experts recommend that you pick up some of the games you can read about in this month's *GamePro*: Donkey Kong (SNES), Super Bomberman 2 (Genesis), Ecco 2 (Sega CD), or Doom (32X). They aren't necessarily "girl" games, but we guarantee you'll like them a lot better than Barbie.





## GamePro Readers Speak Out!

## **Equal Time**

'm a girl wishing that there were more video games starring women. I know about Super Metroid, Chun Li, Sonya, and the rest of the fictional characters, but what about some real-life heroines? There could be great RPGs based on the amazing lives of Queen Victoria, Cleopatra, or Catherine the Great.

Gina Gallego Foster City, CA

## Indill the Incredible replies:

Hey, why not? We've seen RPGs based on famous male figures like Genghis Khan, Julius Caesar, Nobunaga, and George Washington. The queens you mentioned were no less remarkable and powerful, and good games could be based on their lives. Now if the game companies would agree!

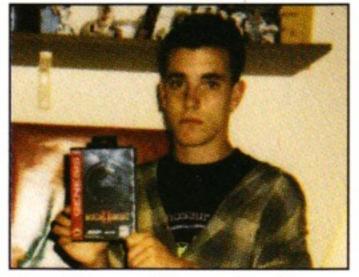


Where's the female equivalent of a Nobunaga's Revenge?

## Fightin' Words

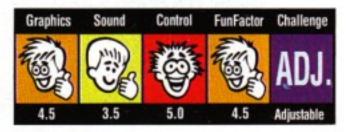
ne ad for MK II said "Prepare yourself," then another ad said "Nothing, nothing can prepare you." Uh, does this make any sense?

Sung Noh San Francisco, CA

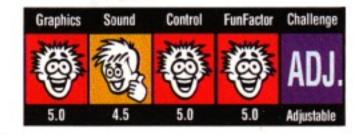


Brian Knepp of Lancaster, Pennsylvania, showing off his fave game.

Your ratings of MK II for the Genesis are horrendous! Here's what you gave it:



Here's what 20 of my friends and I thought:



Justin Clark & Michael Wynter

## Scary Larry replies:

Horrendous? The scores are almost identical, with ours only slightly lower than yours. Obviously, what we thought was a very good game you thought was a phenomenal game. We defend your right to make your own judgment, and we encourage you to read the text of our ProReviews carefully so you'll know exactly why our reviewers give out the numbers they do.



In Super SF II for the SNES, who is Bison talking about when he mentions the "ancient one" during his ending sequence?

**Damian Ellenburg** 

## The Obliterator replies:

That's the all-powerful Akuma that Bison's talking about. Akuma's in the Turbo arcade game, and there are rumors that a secret code accesses him in the home carts.



## **Movie Moments**



In your October issue, you showed photos from the SF movie. Why is Sagat's eyepatch on the wrong eye?

## **Derek Ostrander**

## **Doctor Devon replies:**

At the discretion of the director, Steven deSouza, Sagat's eyepatch is on one side only, the left. It was impractical to move back and forth. Keep in mind that the movie expands on the characters in the game, so not everything will be identical – you won't see anybody flinging fireballs, for instance.

hat's up with the sequel to the movie, *Super Mario Bros*.? The first movie ended with the princess still needing the Mario Bros.' help. Is a sequel coming?

Mike Lowinger Suffern, NY

## Manny LaMancha replies:

Unfortunately, the princess probably won't ever be rescued. The Mario movie was

such a box-office dud last year studios will probably never invest in a sequel.



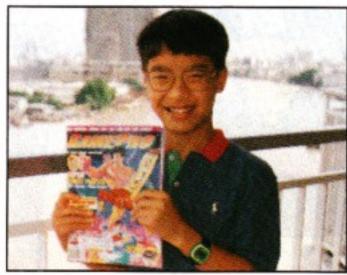
Dennis Hopper starred in last summer's Super Mario Bomb.

## The Magazine Biz

was recently in the Philippines, and I saw your magazine on sale there. In what other countries do you have GamePro magazines?

## Mikhail Pugeda Redondo Beach, CA

GamePro goes global! The magazine is sold in almost 50 countries around the world. Most mags are in English, so wherever you travel you can keep up on video game news. You can find GamePro in South American nations like Argentina, European countries such as Denmark and Italy, and around the Pacific, including Australia and Taiwan.



Daniel Burapavong of High Point, North Carolina, scored a mag in Thailand!

## **Cart Queries**

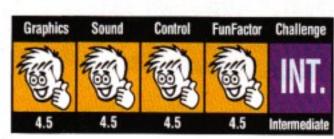
f you could only get one SNES RPG, which would you get: Soulblazer: Illusion of Gaia or Secret of Mana?

Matthew Loveday Custer, WA

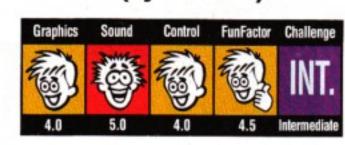
## The Tummynator replies:

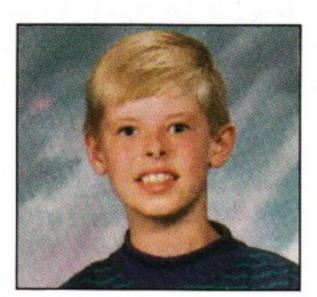
Here are the original ratings for those games. Secret of Mana was reviewed in December 1993, and Soulblazer: Illusion of Gaia was reviewed in July 1994. Since our review, Gaia has been bought and released by Nintendo, but the ratings are the same.

## Secret of Mana (By Square Soft)



## Illusion of Gaia (By Nintendo)





Meet Andrew Knapp, a 13-yearold Street Fightin', Mortal Kombattin' guy from Waterville, Ohio.

A re there any RPGs for the Jaguar? Are any in the works?

## Justin Barnard Tafts, CA

## Coach Kyle replies:

No RPGs are available for the Jag, and none are due any time soon. Flashback is about as close as you're gonna get. So far, Atari has focused on more popular genres of games, such as space shooters (Trevor McFur and Tempest 2000), to launch its system.

## Address Central

Capcom! I gotta write to Capcom! Where are they?

Flynn Slattery Boise, ID

## Andromeda replies:

They're in Northern California. Call the game counselors at 408/774-0400 or write to Capcom at: Customer Service, Capcom USA, 475 Oakmead Parkway, Sunnyvale, CA 94086.

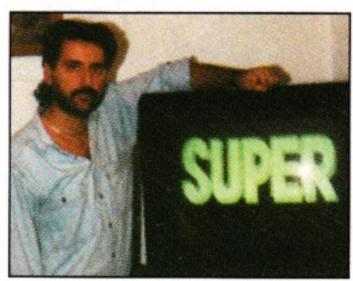
## Let's Get Technical

have a cast on my arm, and it makes playing with a regular Sega control pad very uncomfortable. Do you know of any control pads designed for people with broken arms?

## Jeff Holmquist Glendale, AZ

## **Quick-Draw McGraw replies:**

A joystick would probably be easier, because you could just push the stick around without having to manipulate the kind of directional pad found on normal controllers. Try STD's Arcade Pro, available in most stores for about \$49.95.



John Mavros of LaSalle, Quebec, with the arcade-style console he built. Six different systems and an awesome stereo are all wired together so you can easily change systems. Talk about variety!

## 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

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Hao-Chin Chang, Potomac, MD

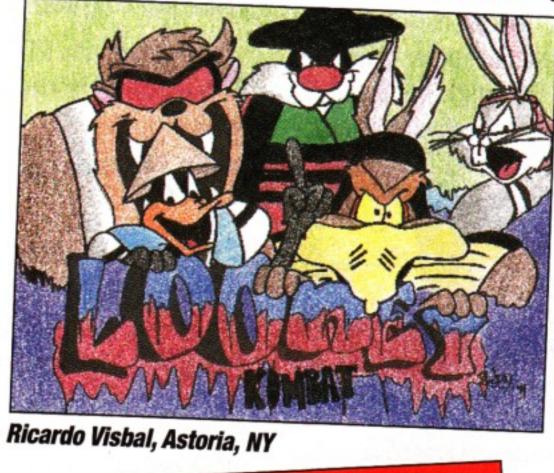


Ricardo Jackson, Cleveland, OH





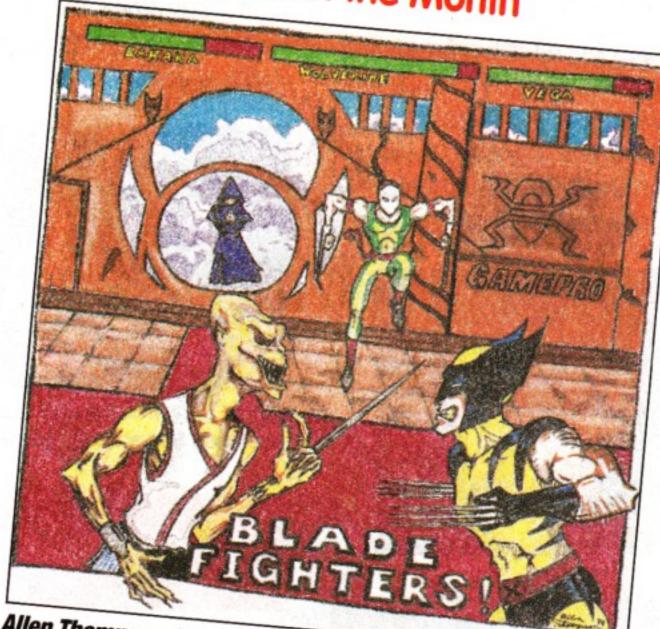
Christie R. Majors, San Diego, CA



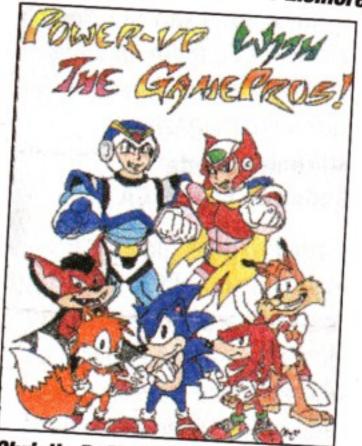


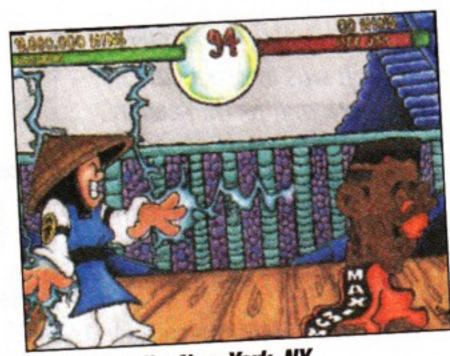
John Fabrizro, Staten Island, NY

## Pick of the Month



Allen Thompson, Lake Elsinore, CA





Hilky S., Djakarta, Indonesia

David Heredia, New York, NY



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

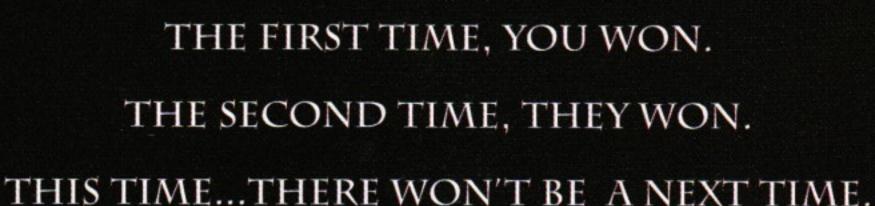
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Lee Hogsdon, Alberta, Canada



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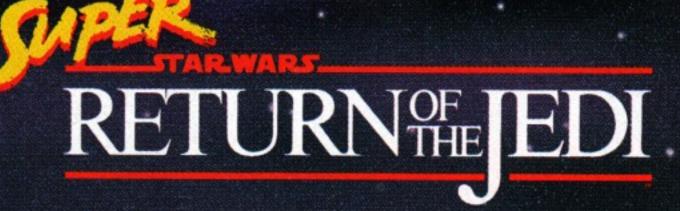






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## This Game is NOT Cool!

If you're looking for a COOL new SNES game, look somewhere else. In The Ignition Factor, the action starts at about 1,300° Fahrenheit, and only gets hotter.

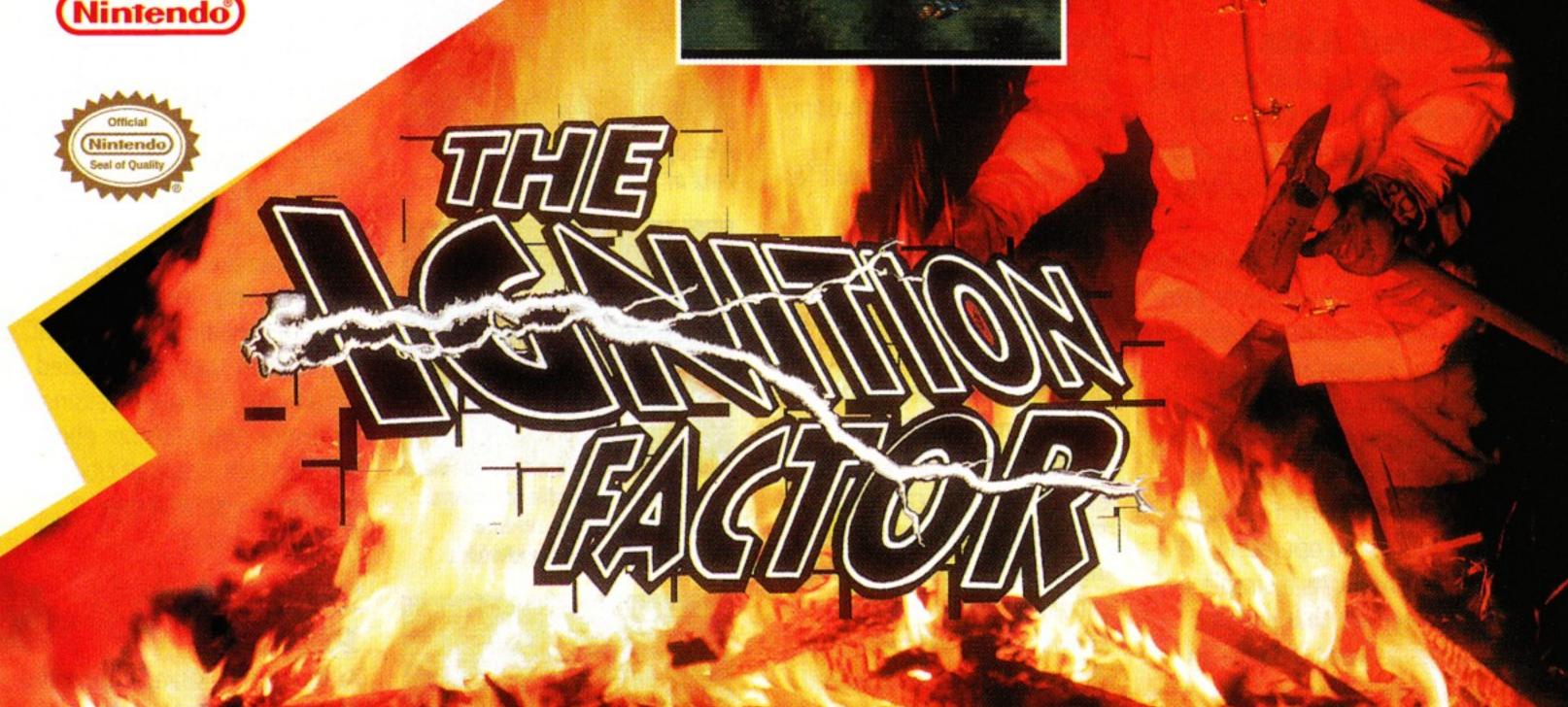
Dodge exploding barrels, douse scorching fires, and perform dramatic rescues through eight levels of blazing excitement. Pick and choose your own fire fighting equipment. Talk to people trapped in the inferno, and use their clues to locate other victims.

If you can take the heat, this is your chance to become the hero that you know you really are.











## CULTIFICATION OF STREET WORK VIDEO GAME NETWORK

Sixteen-bit players looking for new challenges can now consider taking their games on line. Here's a closer look at the XBand Modern.

By The Whizz

As we reported last month (see "GamePro Labs," GamePro, January 1995), Catapult's XBand Video Game Modem and Network for the Genesis and Super Nintendo is on-line in New York, San Francisco, Dallas, Los Angeles, and Atlanta.

When players connect to the XBand Network, they receive game-playing tips, personal stats, ranking information, and updates on other players and competitions organized through the network. The network even matches players to an available competitor of equal skill level or a competitor of their choosing.

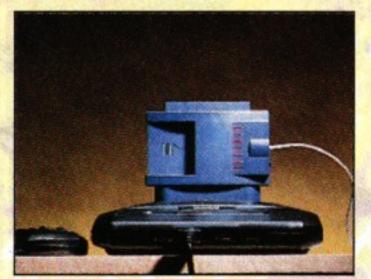
## **XBand Aids**

Using XBand should be a snap. The modem unit plugs into the 16-bit game system, and a regular game cart plugs into the XBand.

In order to offer on-line features like those available with personal computers, Catapult created an operating system for the Network because, unlike computers, 16-bit game machines do not contain an operating system. For example, the XBand operating system supports a simple user interface that enables players to input data via an on-screen keyboard.

## Dial-A-Foe

Dialing an 800 telephone number accesses the XBand Network computer (the "server"), which contains a directory



XBand modem for the Genesis



XBand modem for the SNES

of players currently waiting to play specific games. The XBand Network either instructs the XBand Video Game Modem to dial an opponent or puts the XBand modem in a queue to wait for an opponent to dial it.

Unlike personal computer on-line services, which lose the connection whenever another phone on the same line is picked up, the XBand operating system ensures that players do not lose connections – even because of call waiting. The system detects call waiting, alerts the user that a voice call has arrived, and then allows for the call to be handled and the game resumed.

## Not Brand X

The XBand's challenge is to propel game-play information across the phone system in a major hurry. To accomplish

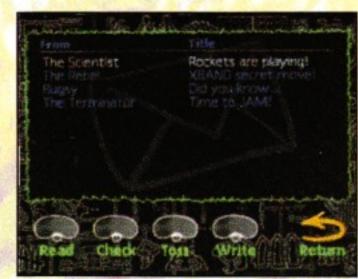
this feat, the modem features reduced response time (called "latency") in the connection across the network. Traditionally, both modems and networks have been designed to maximize "throughput" (the flow of digital information), rather than speedy response time. That meant on-line games were limited to less demanding games such as chess or interactive-text



Pick opponents and check your mail at the main screen.



The Mailbox will offer electronic mail, news, and an on-line newsletter called Bandwidth.



You have XMail.



On-line players can create personas and record personal records.

adventures, which could be played adequately with long latencies between commands and response – sometimes as long as one second.

Naturally, sports carts or fighting games demand more immediate feedback. To jack up response time, the XBand modem contains a custom ASIC (application-specific integrated circuit) chip, signal-processing hardware, and a custom phoneline interface. Catapult clocks the XBand response time at 1/30 th of a second.

## The XBand Plays On

At its launch, XBand supported Mortal Kombat, Mortal Kombat II, NBA Jam, Madden NFL '95, NFL '95, and NHL '94 and '95 – more than a few good games. Now XBand's looking for a few good players.



Fritz Krakerz

BRANGS.



## By Bruised Lee

X-Men comic-book fans and arcade

freaks alike have been hoping and praying that someone would finally do the X-Men characters justice in an arcade game. Other companies have tried and failed, but Capcom finally delivers with a one-onone fighting game.



A Cyclops eye blast

Just like in the TV cartoon and the comic books, Magneto is out to rule humankind. These

Cyclops, Wolverine, Storm, Colossus, Iceman, and Psylocke (who appears even before her TV debut).

Omega Red and a Sentinel are among the bad guys you can play.

X-Men are on arcade duty:

You pick a hero for side-view combat against the other characters, including your own. Defeat them, and you'll face the Juggernaut and Magneto.



Watch out for Omega Red's multihit move.

Silver Samurai tosses huge ninja stars.

Iceman delivers a damaging snowball attack.

bos, naturally. Every character

will have regular moves, spe-

cials, and a

super move

directly from

book and car-

toon series.

Psylocke has

a teleport that

reverses her

opponent's

position on-

screen. If you

the comic

All the moves will be performed in classic Capcom style - directional-pad sweeps with button presses to execute com-



Juggernaut's a boss who's big, but has fluid movement.





You can't tell who's the real Psylocke during her clone attack.



think you have her trapped in a corner, zap! Now you're in the corner!

Wolverine's

cool.

slashing grabs

are graphic and



Face-off in the finale with Magneto.



Storm's special move scores multihit damage.



Sentinel's special moves include a cutting rotor foot.



Omega Red versus Wolverine

You can also take to the air in this stand-up game. The game screen is shaped more like a square than a rectangle, so you can move your character up and down the screen as far as you can move them to the left and right. Super jumps (quickly motion Down, Up), which give you time to pull a move, grab, or block in midair, are also possible. Super jumps also counter corner traps.

## Calling All Heroes

Capcom spared no expense to bring the X-Men to arcade life. When the characters do a special move, the voices you hear are those of the actors in the cartoon show. In future issues, we'll see if the fighting's X-cellent, too!

> By Capcom Available Now



X-Men's arcade screens are as high as they are wide to support aerial moves.

At press time, Killer Instinct test units were slowly trickling into arcades in Chicago and California – and not a minute too soon! This game looks so hot, we broke with tradition to give you some basic moves from the test unit in this month's "The Fighter's Edge" (see page 138).

## *Instinctual Killer Game Play*

The latest version of KI has ten characters and more than ten selectable backgrounds. The preliminary version we played featured one end boss named Eyedol, a two-headed giant



Chief Thunder's vicious spinning axe attack



Sabrewulf launches his pet fire bats.



TJ launches TJ into the air with a combo-completing uppercut.



Killer features ten killers.

that swings a nasty club and spits fire. Early reports claim that Spinal will be able to morph into him.

The backgrounds will be interactive, especially when fights occur on rooftops. You'll fall off, which will mean saying goodbye to 50 cents!

KI's combo system will be relatively simple since it uses an auto-hit design. You can pull combos from a set sequence of buttons, which will also fire up multiple hits. For instance, you might press Button 1 and Button 2 to score two hits, but several more hits will automatically follow.

Meltdown com-

bos TJ.

Some multihit combos will inflict massive damage, but the game also features anticheese combo-breaker moves. In the early test units, one combo breaker fired up a brutal Shadow counterattack – a shadow of your character mimics your moves, and they connect, too!

## It's Killer

Killer should make a killing among arcade fighting fanatics. Each character has multiple fatalities plus humiliations, so you can take your best shot...and rub it in!

By Williams Entertainment Available Now



This teleporting puddle is Glacius on the move.



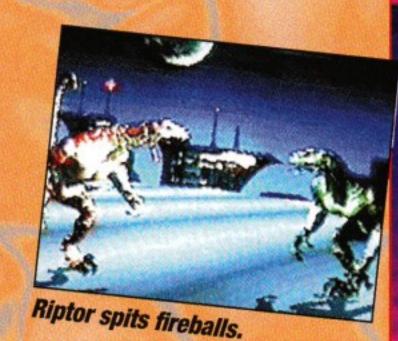
Spinning uppercut à la Fulgore.



Orchid plants herself in preparation for her

spinning leg whip.

Every fighter has an overhead attack to crack cheesy crouching defenses.



Spinal's shield absorbs fireballs to charge up his own fireball attack.

Special thanks to Adam for his help on Killer Instinct, which can be found on test at Golfland USA, 855 E. El Camino Real, Sunnyvale, CA.



By Slasher Quan

The barbarian Korr clashes

with the DemonLord!

when two Street Fighter II
designers jump ship
from Capcom and tell the
world that they plan to
re-invent the fightinggame genre, a lot of people
listen. That's exactly what
James Goddard and Dave Winstead have done, landing at
Namco Research to create
SNES and Genesis versions of
the fighting game they claim
will join (and possibly surpass)
the ranks of the Street Fighter
and Mortal Kombat elite.

**New Territory** 

WeaponLord, scheduled for release in May, is a weapons fighting game set in a barbaric fantasy world. Namco expects it to slash its way through the fighting-game crowd with the deepest and most complex game play ever.

Namco's mission: To boldly go where no fighting game has gone before. To many players, the fighting-game genre has become so cluttered with clones, it's like a bad science-fiction movie. A common complaint is that many games are just Street Fighter II and Mortal Kombat in new dressing.

Prior to the initial development of WeaponLord, Winstead



Korr and his nemesis, the Demon-Lord, swing with power.

and Goddard played and intensely studied every available home and arcade fighting game. According to Goddard, they reached the conclusion that to truly stand apart, their game would have to possess "tons of kick-butt, original game play" but still be familiar enough for players to adapt to it.



Early on, Goddard forged a relationship between Namco and Visual Concepts (the developers of Clay Fighter, ClayMates, and Madden '95 SNES)

to produce WeaponLord. Their goal – to create the king of all weapon-to-weapon fighting games – was born in part from Goddard's lifelong fascination with the barbarian genre.

At the heart of WeaponLord will be a game-play system that seeks to change and



Korr fires up his Flaming Double Strike for double damage.

redefine many of the basic game-play elements common to the current lineup of fighters. For example, instead of giving players only one way to block an opponent's attack, WeaponLord will provide three ways. Players will also be able to Guard Drop the opponent, knocking away their block and exposing them to attack.

WeaponLord's game-play system will also more accurately assess damage from weapon collisions. When weapons collide, instead of both players taking damage, the weapons will recoil with a huge shower of sparks...that is, if both weapon attacks are of relatively equal strength. It will also be possible for players to overpower and knock away the enemy's weapon. A Guard Drop, for example, will be able to overpower a normal block, but a Thrust Block will overpower a Guard Drop. A Double Strike can knock away







1) Korr goes into a Spinning Power Deflect to catch the murderous blade behind his back and knock it aside.





He takes advantage of the opening and goes into his Guard Drop kick.



The DemonLord is pure power, protected by living spider armor.



Korr's amazing poses include his wind-up frame, his low Thrust Block, his ready stance, and his victory pose.



a Thrust Block...and this is just the tip of the strategy iceberg. This incredibly complex weapon system will lead to a



Colliding weapons produce a shower of sparks and cause both players to recoil.

staggering variety of fighting action that will either excite or daunt players when they see the raw numbers. According to Namco, WeaponLord's fighters will have the greatest number of special techniques found in

Zorn spins his Axe into a Frenzy attack, while Talazia begins a swing with her Talon Blade.

a fighting game – well over ten per character.

With the variety of techniques available (and with so many techniques producing different results), WeaponLord will boast an astonishing number of "collision match-ups" –



The Thrust Block is a good way to knock back jumping enemies as they attack.

the most to date, in fact. A collision match-up occurs when two different attacks meet each other, such as an invincible special technique meeting

a normal attack. Namco says that while Street Fighter II and Mortal Kombat have more than 20 and well over ten match-ups, respectively, WeaponLord will have 138 collision match-ups.

## 16-Bit: Barriers and Breakthroughs

WeaponLord is not an arcade game, a Saturn game, or an Ultra 64 game. It's not even a 32-meg game. It's a 24-meg title for the good ol' SNES and Genesis – aging systems, but still the most viable home units in early 1995. In the face of advancing technology, making WeaponLord state of

the art is a big chal-

Talazia attacks with the fury of a falcon, but the DemonLord is ready with a Thrust Block.

lenge. Rotoscoped, texture-mapped, polygon-based, gobblety-gook graphics are out of the question. WeaponLord's designers will have to push the 16-bit systems farther than they've ever been pushed before.

Pound for pound, muscle for muscle, pixel for pixel, WeaponLord's characters are purported to be the biggest, most detailed, buffed, hand-drawn animated characters to grace a 16-bit fighting game.



Zorn's Take Down will be a major part of his offense, as he demonstrates here against Talazia.

And judging by the preliminary designs, they look the part.

WeaponLord has seven characters who look so gnarly they'd give Conan wobbly legs. Korr is the game's lead



hero, a broad-shouldered barbarian master warrior with a two-handed sword. Zorn is an axe-bearing thief whose skull shield is more than it appears to be. Divada is an evil sorceress-turned-warrior who needs the life force of her victims to survive.

Talazia, once a falcon, is now a human warrior who swoops onto her prey. Bane is











3) He then two-in-ones into his Flaming Double Strike, which scores two hits.

4) After knocking down the opponent, Korr follows with a jumping sword attack for a final devastating hit.







The DemonLord's unearthly swings.

Gen-Tai uses her shield for a low Thrust Block.

a massive, raw fighter whose past is as mysterious as his wolf's mask. Gen-Tai is a female barbarian who rules an arena with the strength and

animation frames than any previous fighting-game characters, and there are no palette or head-swap combatants (like MK's ninjas or SF's Ryu/Kens).

The Guard Drop leaves an opponent temporarily defenseless. Korr's Guard Drop knocks aside his opponent's block.

## Lasting Value

WeaponLord will provide the depth to challenge and excite gamers to play for months, improving their skills over time. Learning to execute

a Guard Drop will be one thing; learning to Guard Drop into a Take Down into a Power Strike will be something else entirely! The designers' goal is to create a new learning curve for fighting-game fanatics who have already conquered the old curve set by SF and MK: WeaponLord won't be a remix of learning to throw a Fireball and following with a Dragon

Even the story is designed to capture long-term interest. Instead of merely an ending, each player will have a story introduction, cut scenes as the tournament progresses, a reg-

Punch, skills most fighting

fans have mastered.

The thief/warrior Zorn uses his Skull Shield to Power Deflect Korr's strike, leaving the barbarian vulnerable.

ular ending, and a secret ending! Special modes are also buried for players who master the game.



Talazia uses a Thrust Block, a more aggressive block, to turn aside Korr's attack.

## The Coming of the WeaponLord

Bane's past is

shrouded in

mystery.

Due in May, WeaponLord has a long way to go, but it appears to be one of the most ambitious concepts for a new fighting game since the original Street Fighter II. Hold on to those 16-bit systems – the fighting's not over yet!



grace of her people. Finally,

boss who holds the tourna-

ment that brings these cham-

Seven characters is a rela-

the DemonLord is the end

tively small number for a

fighting game. However,

ers with more moves and

designers Goddard and Win-

stead plan to pack their fight-

pions together.

Korr uses his powerful Double Strike, which knocks away Talazia's Thrust Block.



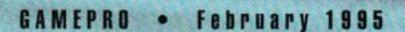


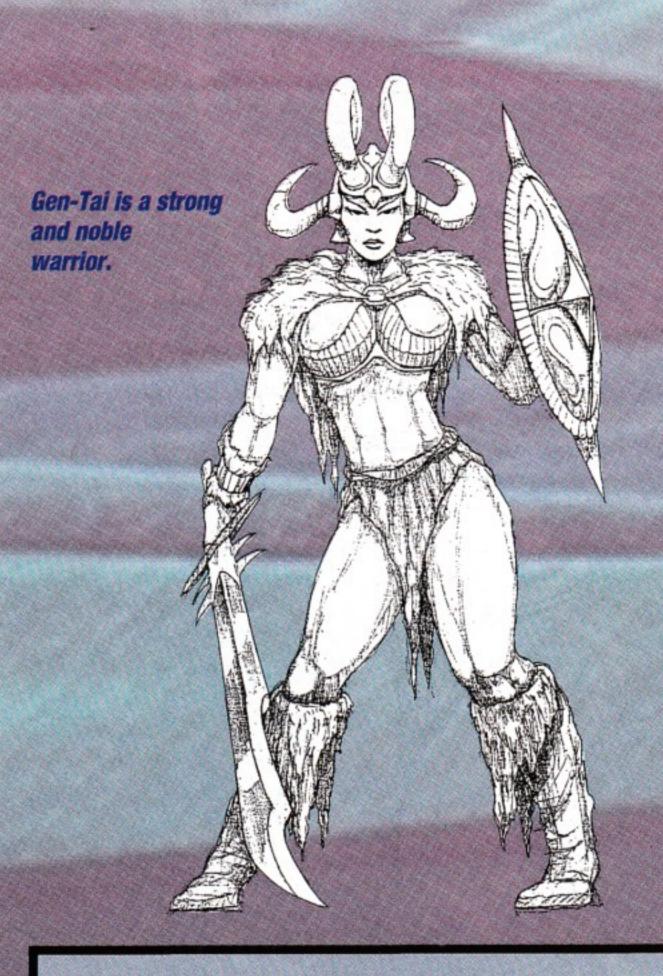






The DemonLord uses his spider to cocoon his opponent, then slices them in half with his Guillotine weapon. WeaponLord is planned as a Teen-rated cart. Death blows will require an expert's skill level.



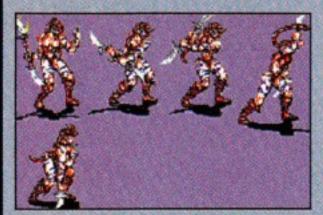


## Work in Progress

Here's what the still frames of a full WeaponLord move look like! The following screen shots are character-animation frames created on PCs by Visual Concepts.



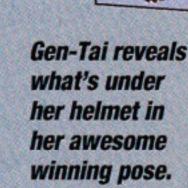
Gen-Tai's Mid-Deflect is designed to counter and knock away a strike.



Divada, the sorceress, feeds on the life force of her victims.



Talazia, once a bird of prey, displays the grace and viciousness of a falcon.





The lone wolf Bane, a massive, powerful fighter, displays earth-shattering strength with his warhammer.

## The Attitude Behind The Weapons!

ames Goddard and Dave Winstead are animated, opinionated, and creative game designers. Their vision drives WeaponLord. Prior to joining Namco, Goddard was concept creator for Street Fighter II Champion Edition, a co-designer of SF II Turbo Hyper Fighting, and creator of Dee Jay in Super SF II. Winstead was Dr. Dave of GamePro magazine. He later joined Capcom, providing ideas for SF Il Turbo and working fulltime on Super SF II, Alien vs. Predator, and Slam Masters.

GamePro: What makes you guys qualified to "redefine" fighting games?

James Goddard: We listen to the players. I created the concept for Champion Edition based on players' feedback. Many of the changes in Hyper Fighting were based on what players wanted. Wherever we travel, Dave and I play fighting games competitively. Plus I organized all the major SF II tournaments for Capcom.

**GP:** What attracted you guys to the SF II series?

Dave Winstead: Head-tohead competition that could never bore you.

JG: When I first played SF II, my mind was just reeling – I couldn't believe how much depth it had.

**GP**: Are there some things in SF II that will be in Weapon-Lord?



Game designers James Goddard (left) and Dave Winstead

JG: SF II was the only game where you'd hear players say things like, "Watch out, he's going to play his Zangief. It's devastating," or "He's got the punk Guile. He just hangs back — you have to go after him, and he falls apart." That's amazing for everyone to have their own personal style of play. People will be able to create their own styles in WeaponLord.

**GP**: What is unique about the WeaponLord team?

JG: This is the first full-scale project for everyone on the team. Everyone, from Dave and I to Lead Artist Alvin Cardona and Lead Programmer Steve Chiang, is willing to try anything to make WeaponLord awesome. We're all fresh blood and, most importantly, we're all hardcore players who have the guts to be innovative.

**GP:** What do you like and dislike about other fighting games?

JG: I hate losing to cheap junk that the designers just

(continues)

## . More Attitude

(continued from p. 25)

didn't fix. A great game should have its own unique controller commands and strategies, characters that are very different, with enough balance so most of the characters can compete seriously with each other months after the players have learned them.

DW: Any game that has a combo system that requires real skill is good. I don't like games where you can do one joystick motion and the move hits many times for an automatic combo that takes half your life. That's ridiculous.

JG: There are so many games that are just all copying each other. I hate it when one or two combos kill. I hate it when there's a simple pattern that someone can do over and over again, and there's no counter against it. They can sit there without moving and keep you out.

GP: Why weapons?

JG: I've always been fascinated by Conan the Barbarian

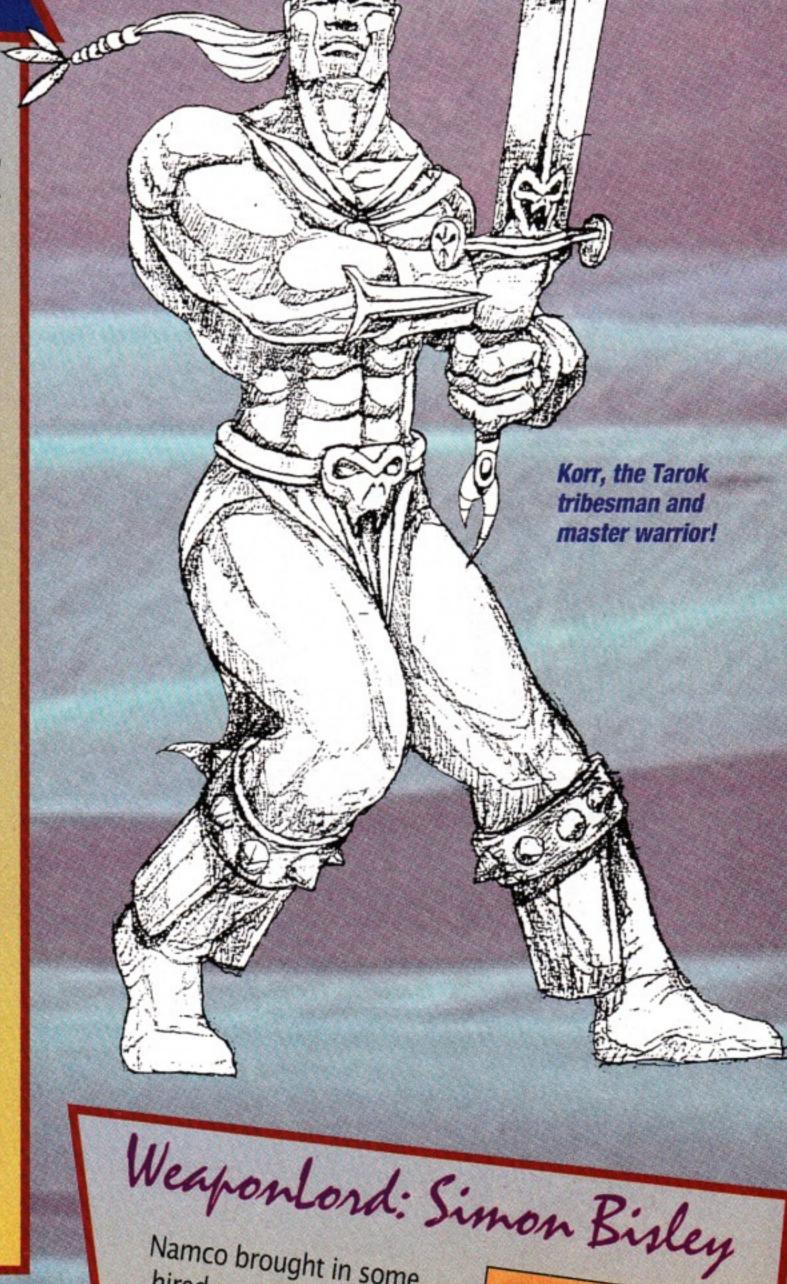
— I draw that stuff, like warriors battling skull dudes.

When I joined Namco, I was so sick of hand-to-hand fighting, I wanted to do something totally different. A lot of critics say there's nothing left to do in fighting games and it's all been done before. I think they're wrong.

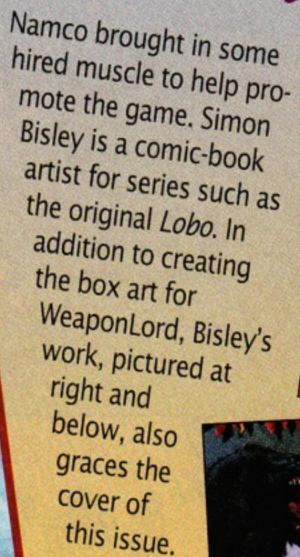
GP: What makes you think WeaponLord will succeed?

JG: A lot of players liked how long it took to learn Street Fighter and Mortal Kombat. It seems like everyone is waiting for a game that will have new strategies, and not be just a bunch of Fireballs, Dragon Punches, and Fatalities. WeaponLord is going to be a real learning experience, and at the highest skill level you'll be able to kick butt because you're the best. Every time you beat someone it will be because you're good, not because you're cheap and you just used what's wrong with the game to win.

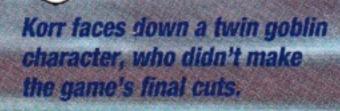
Look for continued coverage of WeaponLord and its development in *GamePro!* 











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## FEBRUARY 23RD





GENESIS GAMEGEAR



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MIDWAY .

Comic-book characters are crossing into the fantasy world of video games. GAMEPRO X-amines the X-Men and other comics turned carts.



## X-Men: **Mutant Apocalypse**

## By Doctor Zombie

Capcom's first X-Men game scores. Although it's a linear action/adventure game, the graphics and game play show a strong SF II influence that leaves you hungering for head-to-head action with the X-Men, Street Fighter-style! Did somebody say "sequel"?

## Just Another Day In Genosha

Faithful to its origins, X-Men: Mutant Apocalypse will be familiar to comic-book fans. Professor X has dispatched his top X-Men (Cyclops, Psylocke, Beast, Wolverine, and Gambit) to the island of Genosha to nab its leader, Apocalypse. Nonstop action ensues as you put the X-Men through their paces against waves of troops, traps, and bosses.

Expect a challenge. Each

**Super NES Game ProFile** X-Men: Mutant Apocalypse (By Capcom)



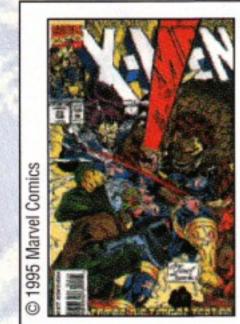
Capcom adds an SF IIstyle slant to Marvel's X-Men to create an entertaining adventure game. **Authentic comic-book looks** make this game a solid hit.



16 megs Available now Action/adventure

Side view Side scrolling **Passwords** 

X-Man has two lives and a specific level to conquer, and you must finish each level to advance to the final showdown with Apocalypse. Even in Training mode, the final



## IN PRINT

Name: X-Men Publisher: Marvel Comics

Comic Books: X-Men, X-Men Classics, X-Men Adventures. Uncanny X-Men

First Appearance: "X-Men #1"

Bio: Founded by Professor Charles Xavier, the world's preeminent mutant mind, the X-Men team started as a way for mutants to band together against a mistrusting and fearful world of humans. Now, having splintered into several satellite groups, the X-Men are a powerful force that fights evil.

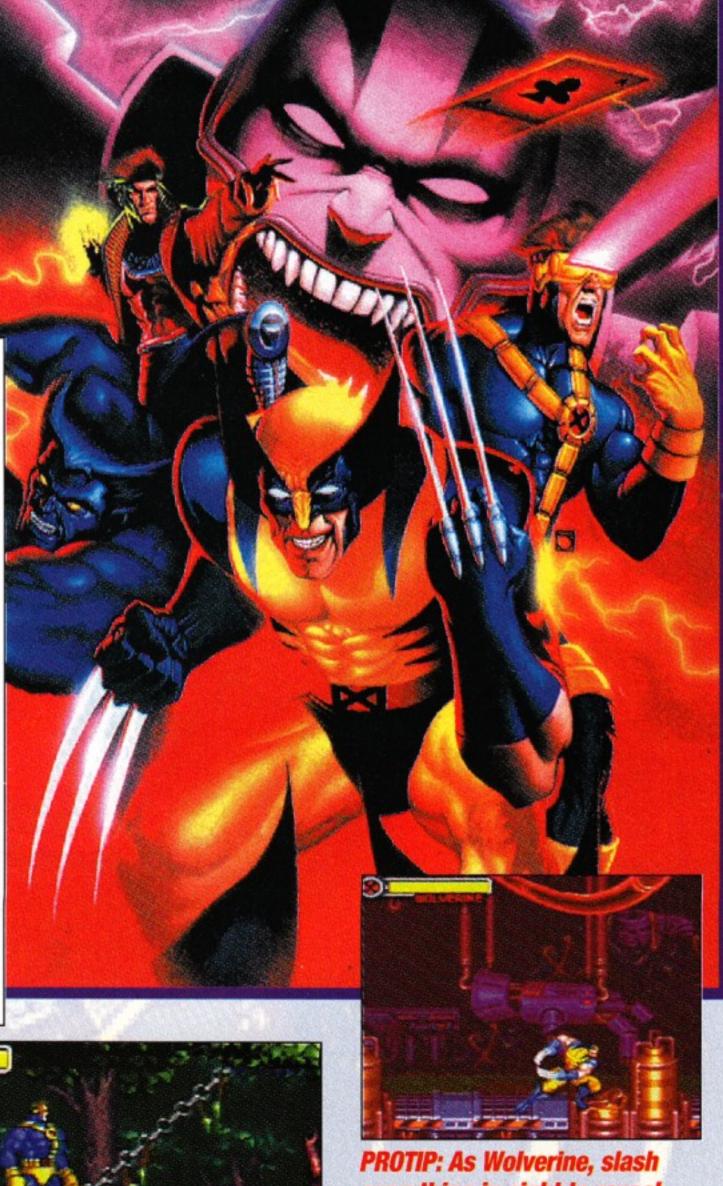
bosses are difficult to beat! Fortunately, passwords enable you to lock in finished levels, and extra lives and 1-ups are scattered everywhere.

## Movin' Like Mutants

The well-rendered graphics are sharp, with large sprites, smoothly animated moves,



PROTIP: As Cyclops, anticipate the direction of the hoverbike attacks. The bikes spin around off-screen and meet you headon in the foreground.



everything in sight to reveal hidden power-ups.

and detailed backgrounds. Since it's a Capcom game, there's a definite resemblance to SF II's graphics. The soundtrack, though, is fairly standard, with the usual synth-rock themes and a limited repertoire of sound effects.

With X-Men's crisp controls, executing moves is as easy as

pulling off classic SF II attacks. Although there aren't as many different moves in X-Men as there are in SF II, the game has



PROTIP: Pushing an enemy off the ledge is the same as hitting them repeatedly.



PROTIP: As Psylocke, hit the boss high when it's standing still, then duck low as it moves around the screen.



PROTIP: As Beast, pull this killer combo: Jump up when approach Ing an enemy, punch down, hit them high when you land, then squat and execute a low punch.

enough so you can create your own game-winning combos. You also get each hero's unique Mutant Power, such as Cyclops' Optic Blast.

## More on the Men

X-Men: Mutant Apocalypse is well done. However, it doesn't stretch the boundaries of this genre, and it may become repetitive after a while. Comicbook fans will probably be more enthusiastic about it than hardcore gamers. With graphics and game play that approach SF II's high standards, the sequel possibilities loom large. 🖸

## The Adventures Of Batman And Robin

By Bacon



The tame fighting and intricate challenges in The Adventures of Batman and Robin should please thoughtful action/adventure fans. But its beautiful graphics and supernatural sounds will impress anyone.

## **Bat Signal**

A jailbreak of mammoth proportions has unleashed archcriminals like the Joker and Catwoman, and it's up to Batman to head off catastrophe. You duke it out through eight stages that showcase scenes like a roller-coaster rumble and a battle across the top of a blimp. Tough brainteasers, like the Riddler's maze, are interspersed with the combat, adding some welcome variety.

PROTIP: Roll up to an opponent and low kick them to escape unscathed from most combat.



PROTIP: To survive this fall with Catwoman in the Tale of the Cat stage, stay on the left side and snare a pole on the right with the grappling gun.



PROTIP: Release the gas and power slide around corners in the Trouble in Transit stage.



PROTIP: To survive this harrow-Ing roller-coaster ride, crouch at the front of the car and kick the few bombs that drift near you.

With a broad array of fighting moves and fancy equipment (including the grappling gun and batarang), you have everything you need to take down the bad guys. Although much of the fighting's easy and repetitive, by the time you've weaseled through the tough puzzles, the action will captivate you.

## Holy Cow!

Sadly, Robin never lends a hand; Batman's sidekick is restricted to the cut scenes. Even worse, the interminable dialogue in the cut scenes will infuriate you. It can't be switched off, so you have to wade through the same vapid conversations again and again.

Fortunately, once you hit the streets, the gorgeous graphics and sounds reel you right into the shadowy, somber atmosphere that permeates the Batman movies.

You'll marvel at the sprite animations: Batman moves with powerful grace, and even the crooks are imbued with realistic touches. Haunting soundtracks and strong sound effects, such as the swoosh of Batman's cape, refine the eerie atmosphere. You couldn't ask for more from a 16-bit game.

## Master Bruce

With the steadfast controls, you'll blast through each stage - except behind the wheel of the Batmobile, where the



PROTIP: In the No Green Peace stage, complete seemingly impossible jumps by riding the grappling gun up halfway and jumping off in time to snag the tree limb you couldn't reach.

twitchy steering and weak graphics harken back to eightbit games. Regardless, there's enough depth in this fun, intriguing game to keep you dashing across Gotham City for quite some time. G

## IN PRINT

Name: Batman Publisher: DC Comics

Comic Book: The Batman Adventures

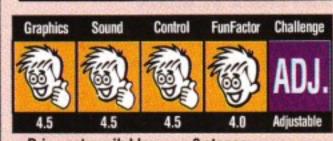
## First Appear-

ance: "Detective Comics #27" Bio: Orphaned as a child, young Bruce Wayne trained to become the world's greatest crimefighter with the strength of an athlete and the brain of Sherlock Holmes. The new adventures more closely resemble the Art Deco, film-noir style of the popular animated series. Having already spawned a full-length animated movie (Batman and the Mask of the Phantasm), this bat just keeps on flying!

## **Super NES Game ProFile** The Adventures of **Batman and Robin** (By Konami)



**Despite the flaccid** fighting action, you'll want to memorize every detail of this game for its sheer good looks...and to penetrate its puzzlelike challenges.



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

8 stages Multiple views Multiscrolling **Passwords** 



## Wolverine: SENESIS Adamantium Rage

## By Slasher Quan

Rage! Rage at your control pad, that is. It just doesn't seem to be functioning correctly in Wolverine.

## **Out of Control**

Except for an exciting license, Wolverine for the Genesis has limited appeal. It's standard platform fare, and it lacks



**PROTIP: Save your Mutant** Power for battling big enemies. You'll need it.

IN PRINT

Name:

Wolverine

Publisher:

Marvel Comics

intensity. The biggest problem is the control: The button layout transposes the normal locations of Jump and Attack (with no option to reconfigure).

Most games have jumps that are difficult to make; in Wolverine, the very act of jumping is difficult! Wolverine has lots of moves, but they're all hard to control. This game is annoying with a capital "A"!

Although the control is bad, plenty of other problems abound: disappointing graphics, for one. Many of the enemies



PROTIP: Use jumping kicks or punches to defeat the flying metal bugs in the first level. Don't try standing attacks.





PROTIP: Duck under this boss's shots, then jump up and start slashing when it's safe.



PROTIP: Rock your enemies by jumping in with an attack, then doing a standing claw swipe as soon as you land.



Poor Wolvy, all dressed up but shot down by weak controls.

consist of little flying thing-ama-bobs - not exactly the coolest Marvel Comics villains. Many backgrounds look like scenes you've seen lots of times before, and the sounds are just as ordinary.

## Time Killers

The number of levels in this game is pretty hard to determine; most players won't be able to clear the first level. Is the game hard to beat or just hard to play? Both.

When the highlights of a game are its mediocre graphics and sounds, that should trigger an immediate red flag. You need this game like you need an adamantium claw in

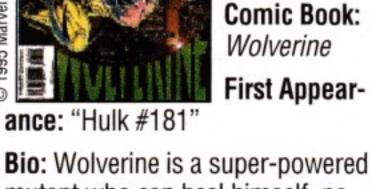


PROTIP: Always walk in a straight-on, unswerving fashion. If you stutter-step back and forth, you'll scroll the screen and enemies that you already defeated will regenerate.



PROTIP: Jump over these rapidfiring enemies rather than duking it out against them. Get to the staircase on the right as soon as you can.





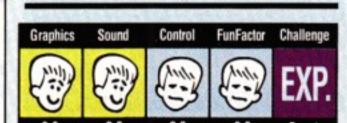


mutant who can heal himself, no matter how severe the injury. His skeleton has been replaced by an unbreakable adamantium alloy, and he has retractable claws that extend from both forearms. Wolverine's a fierce fighter, whether battling solo or with the X-Men.

**Genesis Game ProFile Wolverine: Adamantium Rage** (By Acclaim)

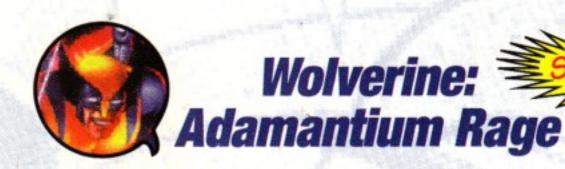


Wolverine's bite is worse than its bark, and its control is worse than either of them.



Available now Action

1 player Side view



## By Dr. Zombie

Continuing its hot licensing, Acclaim introduces its latest, greatest Marvel Comics adventure, Wolverine: Adamantium Rage. Like its namesake, this SNES cart is full of spunk. Sharp graphics, nonstop action, and intense challenges make this game a formidable opponent for any supergamer!

## Clawin' to the Top!

This lavish SNES cart brings Wolverine's super abilities to stunning life with seven long levels of complex mazes overrun with goons, traps, and supervillains. At your disposal are a wide assortment of fighting moves, including the use

of Wolverine's indestructible adamantium claws that pop out from the back of each hand. Wolverine also has his unique Mutant

Power, which enables him to heal himself. The controls are easy to learn, and their response time is flawless.

## X Marks the Spot

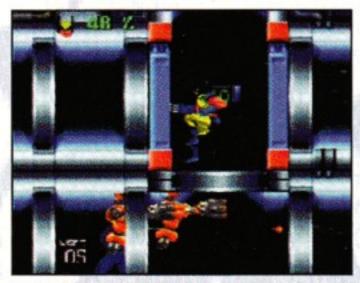
First-class graphics with large sprites and intricate details in the multilayered backgrounds make this game a comic book come to life. Care was obviously



PROTIP: Wolverine's mutant healing powers slowly replenish his strength if he's left alone. Charge up your strength before rejoining the battle!



PROTIP: Get to the health icon by clinging to the ceilings and destroying the laser cannon.



PROTIP: Who needs an elevator when you can scale walls with your claws?



This game brings the comic book to life!



PROTIP: Maneuver your enemies to one side to protect your back.

taken to make Wolverine's movements smooth and realistic. Additional touches, such as him teetering on ledges and the windmill-like fury of his multiple-claw attack, earn a big thumbs up for the graphics.

The cool sound effects and music are strong but not overly spectacular. Hey, Wolverine never really was one for tunes.

The game has three difficulty settings, but even the easiest setting is a handful. The hazards are many, with very little relief available to replenish Wolverine's limited health meter. Fortunately, he's able to regenerate his health if left untouched for a couple of moments. Don't dawdle, though, because a deadly android hunts you down if you stay still too long!

## Make Mine Marvel!

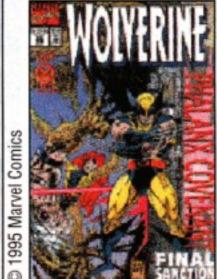
One of Marvel's most popular characters, Wolverine has long deserved his own game. Wolverine: Adamantium Rage is a well-crafted wonder that reaches the expectations of his superstar status. It's serious superhero fun!



PROTIP: Learn to identify which enemies are self-replicating and which ones are necessary kills. Go for the kill every time!



PROTIP: If you don't hear a "clang" when attacking your opponent with your claws, you haven't connected.



## MORE IN **PRINT**

Name: Wolverine

Publisher: Marvel Comics

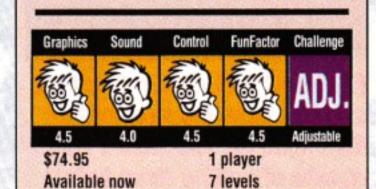
Bio: No one knows Wolver-

ine's true identity, though he goes by the name "Logan." He was originally a Canadian secret agent, but he later established himself stateside as a member of the X-Men. Extremely skilled in all aspects of hand-to-hand combat, Wolverine is also a ninjaclass warrior. Part man, part mutant, and part animal, Wolverine fights with bestial rage.

## **Super NES Game ProFile** Wolverine: Adamantium Rage (By Acclaim)



Like its formidable namesake, Wolverine: **Adamantium Rage is** full of spunk, nonstop action, and intense challenge. Sharp graphics make this game a live-action comic book!



Action/adventure

Side view



## The Tick

## X-Men: Gamemaster's Legacy

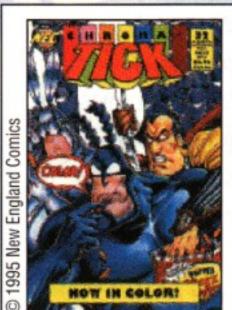


## By Manny LaMancha

Superheroes are imposing figures, but the Tick's different. He's 400 pounds (and doesn't know it), seven feet tall, and dances ballet. He's also the star of his own video game – with more stumbling than soaring, unfortunately.

## Stranger Danger

Basically, the Tick battles various ninjas, carnival creatures, and other fumbling superheroes. Luckily, he has a few buddies on his side, like his flying compatriot Arthur and Paul the Samurai. This game's control is intuitive if you've played the scrolling battles like Double Dragon or Fatal



## IN PRINT

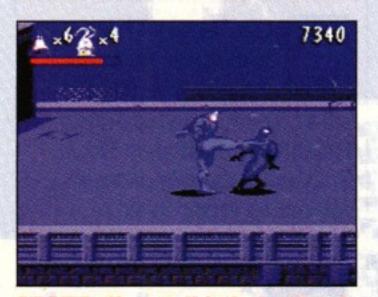
Name: The Tick Publisher: New England Comics Press

Comic Book: The Tick

First Appear-

ance: "The Tick #1"

**Bio:** Not much is known about this tongue-in-cheek, twin-antennaed superhero, but then he doesn't know much about himself, either. His adventures began when he busted out of a looney ward; since then, he's battled goons, creeps, and a million zillion ninjas! It's anyone's guess what's next!



PROTIP: If you slide in to attack enemies from the side, rather than head on, you have a better chance of getting them before they get you.

Fury. There are some slight variations, but it's all familiar.

The graphics are uneven.
Frame rate on the animation is pretty low, so everything comes off looking pretty jerky.
The rope walk is innovative and well handled – featuring a smoothly bending wire that flexes under Tick's weight – but it doesn't make up for the deficiencies of the other 98 percent of the game.

Some nice stereo sounds come out of this game. However, voices are clipped, and

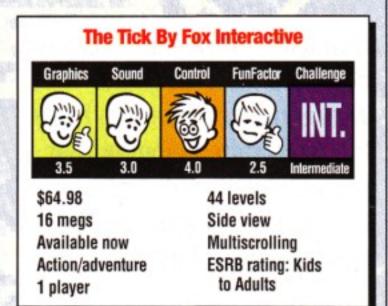


PROTIP: On the streets, lure adversaries to the manhole, which damages them when it pops up.

other sound effects lack realism. The music's pretty good, but its redundancy can get on your nerves.

## Tick...Tick...Tick

The FunFactor is below par.
The game play starts out okay, but it soon turns mundane.
Even with its subplots, most of the game is an endless wave of the same enemies. The Tick has a lot of the biting humor of the comic, but personality and a ton of levels aren't enough to make a good game. The Tick's flaws will really bug you.



## By Bonehead

Sharp graphics and good, varied game play make this adventure an X-cellent addition to the X-Men saga.

## X-tra! X-tra!

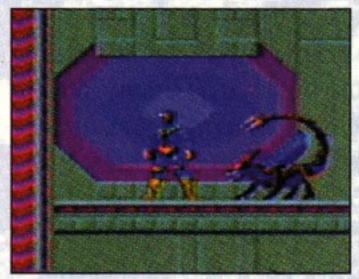
If you played Spider-Man/X-Men, you know what can happen to Game Gear superheroes: Small sprites and murky game play can generate eye aches, headaches, and thumb aches. Fortunately, this X-Men delivers more than aches and pains.

The game presents a lengthy maze mystery that enables you to eventually play as all the X'ers. The effective controls change to take advantage of the unique Mutant Powers of Cyclops, Storm, and the other heroes. You can also control your direction in the game: Unlike Spider-Man/X-Men, which made you solve a tedious maze before you could choose characters, this game begins with level-select and characterselect options that immerse you in the action.

## **Great X-pectations**

This Game Gear cart is a good-looking game. You'll instantly notice the bigger sprites, imaginative backgrounds, and good details that make the graphics X-citing. The sounds are better than average for a handheld, with clear music that changes each level.

If the beat-em-up style of Wolverine's 16-bit games is disappointing but you still want some mutant mayhem, X-periment with X-Men:
Gamemaster's Legacy. At the Mental difficulty level, it can be a tough game, but X still marks the spot for fun.



PROTIP: Creepy creatures are usually lurking outside the Transporters, so be ready to fight as you emerge.



PROTIP: Mutant powers, like Cyclops' Optic Blasts, are in limited supply, so never use them when simple punches will do.



## MORE IN PRINT

Name: X-Men

Publisher: Marvel Comics

Bio: The X-Men are Marvel Comics' top-

selling line of characters, having spun off into more than nine titles currently in print. They are also the top-selling line of toys for Toy Biz, and the number-one rated cartoon show on Saturday mornings. Everywhere you look in the comics world, X-Men rule!



## Still looking for more comicbook heroes to fly onto your game system? Check out these upcoming titles.



## Time Cop









The Darkhorse comic and Jean-Claude Van Damme's movie manhunt come to the SNES before spring break, and a Sega CD version will follow soon after. The 16 megs of side-view action/adventure send you time travelling through eight levels in search of a technodemon attempting







to alter history. You'll travel from 1929 Wall Street to a 1950s nuclear test site to 22nd-century L.A. with an arsenal of submachine guns, harpoons, and grenades at your side.

> By JVC **Available March**



## of Superman







This 16-meg beat-em-up follows the plot of DC Comics' popular series. You control five different characters, including The Cyborg, Eradicator, and Supe himself. Each can hover and fire off eight



IS THIS SUPERMAN REBUILT?

unique attacks. Among the game's ten levels are several shooting stages. Cartoon cinemas appear between levels.

> By Sunsoft **Available Now**



## Legends of the Justice League Task Force







With its two-player head-tohead battles and special fighting moves, this 20-meg brawler is reminiscent of World Heroes and SF II. Match up popular heroes like Superman, Batman, Wonder Woman, Flash, Green Arrow, and Aquaman







against evil clones of themselves. You'll also face supervillains like Cheetah, Despero, and Darkseid. The action takes place in familiar settings, including Metropolis and Gotham City.

> By Sunsoft **Available March**



BATTLEMORPH™ This much-anticipated
3-D sequel to Cybermorph has a killer
new twist. You can seek out new
worlds underwater and underground.
Available 1st quarter.



BRETT HULL HOCKEY™ With awesome digitized graphics and a real-time 3-D rink, you'll feel every slapshot, save and humiliating slam into the boards. Available 2nd quarter.



DRAGON'S LAIR® Dirk's back, only this time he'll be fighting dragons in your home. It'll take the Jaguar's raw 64-bit power to the max. Available 1st quarter.



HIGHLANDER™ Based on the hit movies and TV series, Highlander will take your swordsmanship to the 64-bit level. Available 1st quarter.



ROBINSON'S REQUIEM™ Imprisoned on an alien planet, you either escape or die. You'll cover 3 miles of 3-D terrain as you fight off starvation, predators and insanity. Available 2nd quarter.



BLUE LIGHTNING™ You're in an F-18 battling a renegade general. Can you handle precision flying and stomach-wrenching dogfights or do you need your mother? Available 1st quarter.



CREATURE SHOCK™ You're on a mission to find the remains of a lost ship on the near-dead Planet Earth. 3-D graphics and eerie special effects add to the chills. Available 2nd quarter.

ATAR Game tips and hints: 1-900-73-ATARI. 95¢ per minute. If you are under 18, be sure to get a parent's permission before calling. A touch-tone telephone is required. USA only. Atari Jaguar information is available in the Atari Gaming Forum on CompuServe. Type GO JAGUAR to access this area 24 hours a day. Atari Jaguar information is available in the Atari Roundtable Forum on GEnie. Type JAGUAR to access this area 24 hours a day. ATARI, the Atari logo, Jaguar, the Jaguar logo, Jaguar CD, VLM, Virtual Light Machine, Battlemorph are trademarks or registered trademarks of Atari Corporation. Copyright 1994, Atari Corporation, Sunnyvale, CA 94089-1302. Made in the U.S. of domestic and imported components. All rights reserved. All other trademarks and copyrights are properties of their respective owners. "Dragon's

How can we possibly make the 64-bit Jaguar more powerful? Attach an Atari double-speed CD player. It's a lot like attaching an atom bomb to an F-14. We're talking explosive power that no other CD-ROM combination can match. Just piggyback this 790-meg monster onto your Jaguar and watch your TV come alive with insane true color, movie-like images and CD-quality stereo sound.

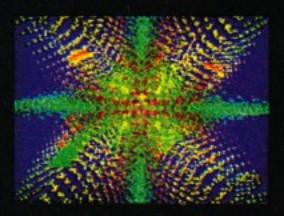


**DEMOLITION MAN™** Get ready for Available 1st quarter.

## the most an interactive adventure with live action footage of Stallone and Snipes. Now your sappy dreams of movie stardom can be a reality.

VIRTUAL LIGHT MACHINE™ Watch the beats of your

CD's come to life in a pulsating collage of 65,000 mind-blowing colors. Or create your own cosmic light show at the touch of a button.



If our Interactive CD games don't rearrange your brain cells, the built-in Virtual Light Machine will. Throw on your favorite CD, and watch the music morph, contort, and pulsate in a psychedelic light

show your ex-hippie parents may even appreciate. So check out the new CD player for the Jaguar. It'll crank the torque up to nuclear proportions.



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#### Genesis



#### By The Unknown Gamer

Although he's no threat to a particular Sega star who hogs the limelight, luscious graphics and a healthy dose of good old-fashioned hop-n-bop platform action make Ristar an up and comer in the video game heavens at least for beginning players.



#### So You Wanna Be a Star

Yet another alien being has invaded an innocent planet, and this time it's Planet Flora. You play as Ristar, a valiant,





**Beautiful graphics and** fun game play help make this an auspicious

debut for Sega's newest hop-nbop star.





BEG.

4.0 2 players

\$59.99 7 levels 16 megs **Available February** Multiscrolling Side view Action/adventure



PROTIP: On Planet Flora, search inside little crevices for surprises - some good, some bad.



PROTIP: To beat Planet Flora's final boss, jump up and grab him, then toss the bird buddy he drops.

young...er...star - literally. Another cutesy little video game character, Ristar strolls across each planet, using his repertoire of special moves to free the brainwashed inhabitants.

Each of the seven planets that Ristar travels across has unique obstacles and enemies, such as Undertow, an underwater world with strong currents and deadly projectiletossing lobsters, and Sonata, where the instrument inhabitants are less interested in making beautiful music than in drumming you into the ground.



PROTIP: On Planet Scorch, you'll fight a boss that appears in a series of holes. Notice the order of his appearances and then destroy him in that order.



PROTIP: Slam Undertow's Hammerhead boss as he swims past. When you knock all the corks loose, the water drains out, leaving Hammerhead high and dry.

In a variation on the standard hop-n-bop theme, Ristar grabs and tosses enemies with his extending arms. His other gymnastics include swinging around poles, scaling ladders and walls, hanging, and swimming. When he locates special Star Handles, Ristar revs up and shoots across the screen in an invincible Meteor Strike often straight into special bonus rounds. The moves are simple one-button controls easy to manage and precise. The only complaint is that Ristar feels a little sluggish in comparison to lightning-fast characters like Sonic and his new buddy, Knuckles.

#### Starlight, Star Bright

Ristar's an extremely colorful game, with cartoony visuals that include clever enemies and backgrounds rich in detail.



PROTIP: On Planet Undertow, press Button C to swim rapidly to the right when you reach the area with the current. If you get caught, swim down into the gulley to avoid being washed away. When you reach the pipe, grab it to stop the current.



PROTIP: Carry the blue eggs to the musical birds on Planet Sonata and the birds'll let you pass. Use the levers and fans to keep the eggs safe from enemies.



PROTIP: To get the eggs through the dropping doors on Planet Sonata, put the egg on the button, stand on the right side of the door, and quickly grab the egg before the door drops.

Ristar's animations aren't as plentiful as other current platform stars, but he's a comical enough sprite. The tunes are standard video game fare original for each level and accompanied by cutesy sound effects, but nothing special.

#### Star Burst

Despite great looks and clever game play, Ristar's no match for experienced players. Playing at the toughest difficulty setting, veteran gamers won't even break a sweat until the last levels. Nevertheless, it's entertaining enough to be worth playing through once. Ristar won't be the supernova in this year's galaxy of games, but it's a good choice for less experienced star gazers.

SOON YOU'LL BE

LOVINGLY REFERRED TO

AS 'SCAB BOY.'



THE RASH IS BACK

The nastiest, no-holds-barred motorcycle combat game returns to Genesis."

Road Rash" is a trademark of Electronic Arts, Sega" and Genesis" are trademarks of Sega Enterprises, Ltd.



#### Genesis

#### By Captain Squideo

Rejoice, bomber fans, your tiny hero has surfaced on the Genesis at last, and he won't disappoint you. New levels, new enemies, and plenty of other new touches make this game one of the best bombers ever.

#### Bombs Away!

Just when you thought the original Bomberman concept was exhausted, Sega revitalized the explosive little guy with great new adventures for his Genesis debut. In the oneplayer Standard game, you scurry around odd-shaped fields, laying bombs to destroy weird new critters and big bosses while trying to reach the exits before time runs out. Like Super Bomberman 2 on the SNES, which also introduced new action/adventure levels, these new Genesis levels invigorate the basic Bomberman concept, which is almost five years old.

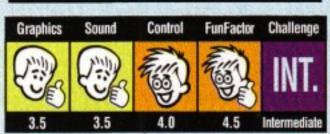
In addition, you can also challenge up to three other friends in the traditional Battle, which presents the familiar grids, hides recognizable power-ups like Multibombs and the Kicker, and requires traditional Bomberman

#### **Genesis Game ProFile Mega Bomberman** (By Sega)



The B-Man makes an explosive first appearance on the Genesis.

With impressive new features, this bomber steps to the head of the class.

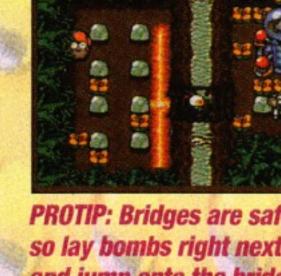


\$49.99 8 megs

4 players (using Team Player) **Available February** 5 areas Action/adventure Multiscrolling



PROTIP: With the fiery power-up, the explosions extend completely across the field, so retreat farther than usual to find safety.



PROTIP: Bridges are safe areas, so lay bombs right next to them and jump onto the bridge for protection.



PROTIP: Your bomber is much quicker than the walking, crawling enemies around you, so use your speed to surround enemies with bombs.

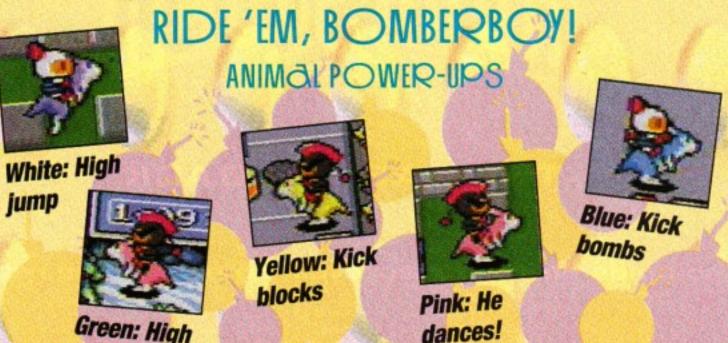


PROTIP: On the Hi-Speed Field, your bomber is so quick that the biggest danger is accidentally blowing yourself up.

**speed** 



PROTIP: Your bomber travels slower through water, so give yourself more time to reach safety on this wet field.





PROTIP: Take out this banana boss by bombing his monkey and then setting a corner trap. Be careful - a single touch from either enemy will do you in!

strategies. You also get a power-up that's not in the original game: animals that you ride like Star Wars Taun-Tauns! These touches, coupled with the classic head-to-head (-to-head-to-head) action, should once again make Bomberman a party favorite.

#### Super Bomber Sights

The graphics and sounds are ...well, they're Bomberman, so you know what to expect. The man himself and most enemies are still small, stiffly moving, Japanese-style characters, and the backgrounds are about average for 16-bit games.

The familiar theme music permeates the Battle mode, but thankfully new tunes highlight the Standard action. More sound effects (like voices or enemy noises) would've really added texture to the game.

#### Mega Hard but Fun

Just because this game looks simple, you shouldn't expect simple game play - it's the hardest B-Man yet. You'll be surprised by the trickiness of the Standard levels, and with no difficulty select and a variety of special bombers to choose from in Battle mode, it's every Bomberman for himself.

With a little practice, though, you'll master these easy controls and turn into a bombin' fool. This is one addicting Bomber, man. G

#### VIDEO GAMES ARE

#### LIKE HIGHTOPS.



THE NEW ONES

ARE COOL,

BUT AFTER

AMHILE THEY

#### START TO STINK.

If it's not a challenge, it's not a game. You need the hottest, toughest games and you need them now. You need to go to Blockbuster. Where there's always a massive amount of the latest games for you to rent or buy. And when you've got those beat, there'll be even harder games to take their place.

WHERE THE CHALLENGE NEVER ENDS.



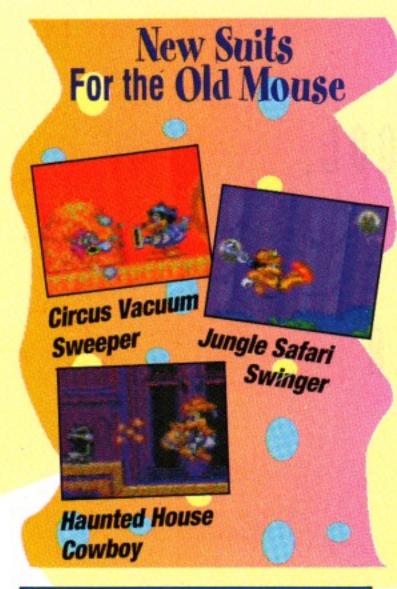
#### Genesis

#### By Bonehead

Fans of Capcom's classic Magical Quest will find this new game just as fun. The colorful graphics and the ability to get new powers make this adventure a magical mystery indeed.

#### **Mystery Mouse**

The title is actually a misnomer: There's not much circus in the Circus Mystery. Playing as either Mickey or Minnie, you hop-n-bop from the first circus stage to a dense jungle, haunted mansion, submerged caves, and more. As in Magical Quest, you switch between costumes





Capcom continues its series of imaginative Disney games with this colorful adventure for younger gamers. If you liked Magical

Quest, you'll like this easy game.

Graphics Sound Control FunFactor Challenge

Price not available 16 megs Available now Action/adventure

2 players

6 stages Side view Multiscrolling Passwords



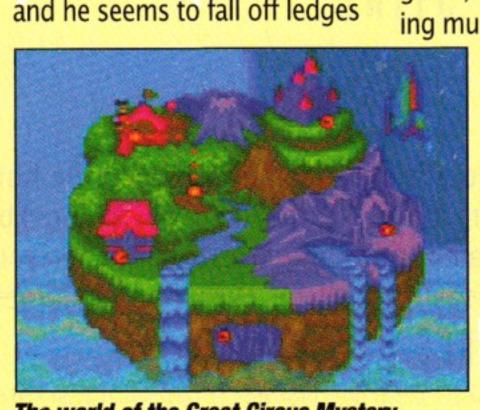
PROTIP: Beat the Haunted Circus boss by jumping over his flying mane and bopping him.



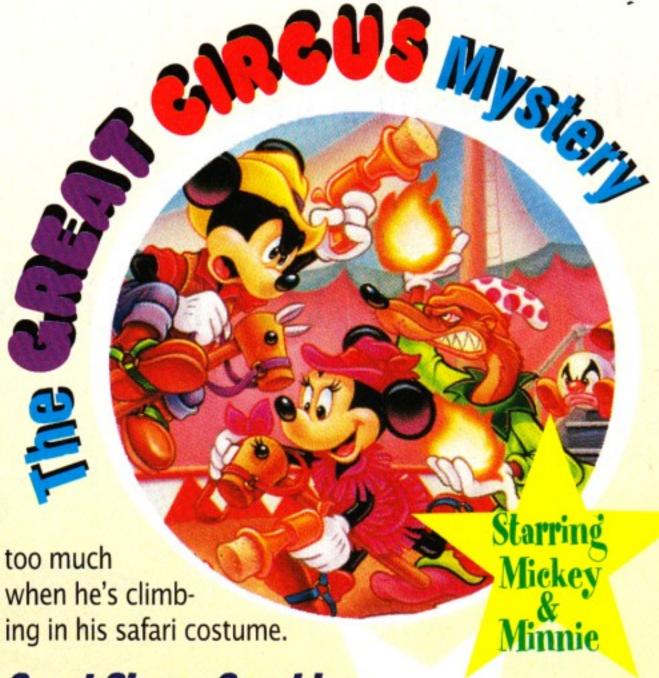
PROTIP: The safari suit's climbing skill will help you avoid the Jungle's boss. Bop this big ape when he's under you.

(including a gun-slingin' cowboy outfit and a tree-climbing safari suit) to negotiate obstacles. Figuring out which costume to don is the game's simple strategy.

The Genesis version of GCM is identical to the earlier SNES game, and both borrow lots of elements from Capcom's other Disney titles (such as Castle of Illusion). You still butt-bounce to dispatch enemies, dogpaddle underwater, and face bosses with simple charge-and-shoot attacks. The controls are generally effective, though Mickey's cowboy jump is a little hard to control, and he seems to fall off ledges



The world of the Great Circus Mystery



#### **Great Circus Graphics**

As usual for Capcom's Disney games, the cartoony, colorful graphics are bright and imaginative, with nice subtle touches like snarling bosses.

The sounds are just what



PROTIP: Shoot the ghost only when his eyes are aflame.



PROTIP: Climb the walls to dodge this Frozen Plains enemy.

you'd expect in a well-crafted game, highlighted by enchanting music that constantly

changes. However, the routine sound effects need to change with the times. How about some voices?

#### Circus of The Stars

So Mickey and Minnie star in yet another



PROTIP: Dodge Pete's blue rays, jump past his flying books, and nail him when he lowers his head. About a dozen hits will take him out.



PROTIP: Switch to your cowboy outfit to gun down the dragon at the end of The Caves.

delightful adventure. What else is new? Well, the limited challenge is. This game is much easier than Magical Quest or Castle of Illusion, and it's really targeted for younger gamers. The two-player mode is good for experienced players who are teaching novices. While it's too easy for veterans, beginners will find Great Circus Mystery as fun and gentle as a sunny day at Disneyland.





### "GROUND BREAKING" C& VG





Crush the CRUSHER with a



EN GARDE!

"Animation you could die for" Super Gamer Magazine

"Speed and feel that make you want to play again and again"

Gamesworld

"Graphically outstanding fast action beat 'em up de la lette

"More than just another brawler" Game Players

"Excellent graphics and great animation" Videogames



eal computer generated 3-D graphics!



**Debug the morphing Supervisor** 









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Not only is the eight-hour Suzuka track one of the twistiest, it's one of the longest, making it an especially tough challenge.

from a behind-the-handlebars perspective with lots of options, including 15 tracks and three basic ways to alter your bike. The action's fast, and your bike really responds to your controls (notice the differences when the weather turns ugly).

Unfortunately, the graphics look like any number of other racing games. Big, blocky polygons scroll toward you, and undetailed landscapes surround you. You don't see sparks, smoke from bikes, or juicy wrecks - the fun touches that other racing games provide. On the positive side, the

> Kawasaki Superbike Challenge By Time Warner Interactive

\$59.95 8 megs Available March Motorcycle racing 2 players

First-person view Forward scrolling **Passwords** ESRB rating: Kids to Adults

PROTIP: To learn the best racing line on a new course, follow closely behind lead bikes.

EVE HPH

0'00"00

פקייצטים זמו

ar gorea

6711

many tunnels and overpasses add to the game's complexity, and your on-screen map is easy to see.

This game has some good sounds, especially the tire screeches. However, real motorcycle engines are pretty annoying, and you'll probably turn these whining engine noises right down.

#### Racer's Edge

While not the best racing of the season, Kawasaki Superbike Challenge is still decent, and it has enough variety to suit all skill levels. Fanatics can even take on the eight-hour Suzuka course.

But is it championship-caliber competition? Only novice gamers might think so.

By Quick-Draw McGraw

Ready for liveaction wrestling at its rawest? WWF Raw ventures into the squared circle with all your favorite grapplers and moves!

#### King of the Ring

Raw features twelve of wrestling's biggest superstars, all with the special signature moves and attributes that made them famous. Imagine unleashing Yokozuna's Banzai Drop on your opponent during a twelve-man Royal Rumble. With six match options (including tag-team and one-on-one matchups), you can choose different paths to glory.

Controlling these maniacs is a blast. With more than 20 moves at your disposal, you guide your grappler with speed and precision. Some of the moves are wild - wait until you bring down a chair on your opponent! What's more, virtually no slowdown stalls the action.

#### **Championship** Features

sound are key factors to winning the title, and Raw has em. However, every wrestler appears to have the same height

LUNG UNEUR

PROTIP: Hit your opponent with a chair or bucket to quickly lower their energy.

#### **WWF Raw By Acclaim**

PROTIP: When your opponent is

weak, throw him into the upper

turnbuckles, then climb up and

and proportions, which can be

a little confusing when the

5'5" Luna Vachon somehow

Diesel. Each competitor does

have their own theme music,

and groans punctuate the

the WWF's most popular

action in the ring.

though, and distinctive moans

With tons of options and

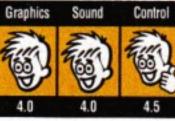
wrestlers, you can't go wrong.

And with ten skill settings,

gamers of all abilities can hit

stands as tall as the 7'0"

pound his face in.



\$64.95 Available now Wrestling Side view

4 players (using the Team Player) ESRB rating: Kids to Adults

the mat. So do you have what it takes to be the king of the Colorful graphics and clear ring? WWF Raw is a fun way to find out. G

PROTIP: Positioning is important when performing special moves. Learn where to start each move before playing.

### SWAIPHU BWALLING

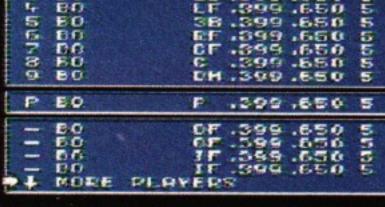


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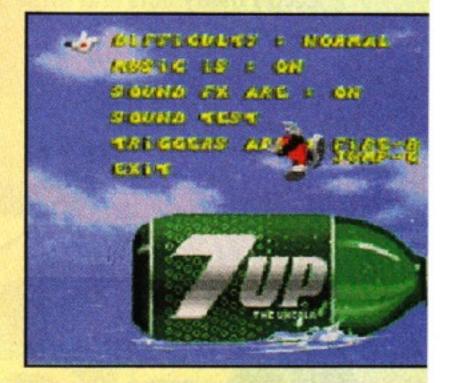
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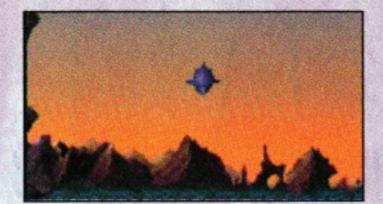
#### Sega CD

#### By Athletic Supporter

This second Ecco game should come with a label: "Warning! Prolonged exposure to Ecco 2 can lead to addiction." The Tides of Time is packed with some new sights, sounds, levels, and dangers that will both thrill Ecco's many fans and draw in a lot of new fans.



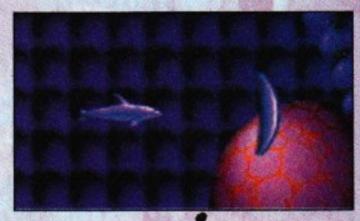
PROTIP: Not everything is as it appears. Use your sonar on shells, rocks, and aliens to uncover secrets.



PROTIP: Ecco can fly...sort of. When you find sea gulls, press Button B to charge out of the water and touch them. You'll morph into a gull and fly to the next level.

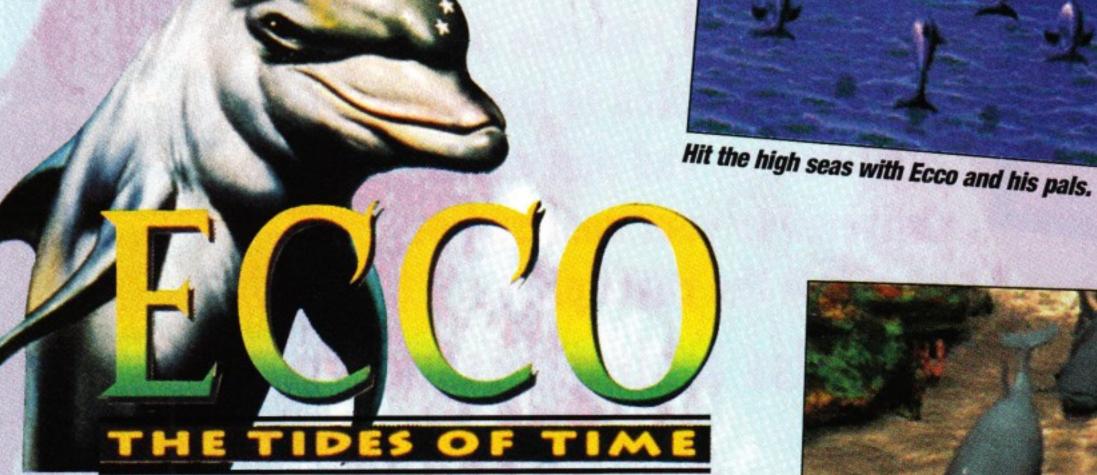


PROTIP: Press Button C to keep up with Blackfin as he leads you through the Four Islands.



PROTIP: To defeat the Globe Holder, sonar it loose from the walls, continue to sonar it into the walls without getting crushed, and swim from corner to comer when it attacks.

PROTIP: Some Glyphs are broken in half. Move the two halves together with your sonar.



King of the Sea

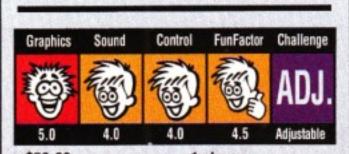
This CD's very similar to the cartridge version (except for slightly snazzier graphics and superior sounds), but if you loved the original Ecco, just rush out and get this game you won't be disappointed. The undersea world is very similar,

**Sega CD Game ProFile Ecco: The Tides of Time** (By Sega)



Ecco's back with a splash. Beautiful graphics and sounds, as well

as the familiar strategic game play, combine to make a wonderful undersea experience.



\$59.99 Available now Action/adventure 1 player 40 levels Side view Multiscrolling



PROTIP: Refer often to your sonar map during long levels.

and the controls are instantly familiar, featuring all the usual Ecco moves, such as charging attacks and aerial flips.

This time, Ecco's mission is to destroy the Vortex Queen, who was weakened in the first game but not killed. The game sends the bottle-nosed hero through two possible futures your challenge is to defeat all the enemies and solve all the puzzles to ensure that the good future will come true.

Along the way, you have to save baby killer whales,



The History Glyphs show you exciting action from Ecco's past.

dodge sharks, sing songs, and morph into other creatures. Succeed, and everyone in the world gets along like the characters in The Partridge Family, fail, and angry aliens will take over and set up the Vortex Queen as Earth's ruler.

**Dolphin Delights** 

What has always made Ecco stand out are the superior graphics. They're awesome. Study Ecco's smooth, graceful movements or the alien creatures in Medusa's Tube, and you'll see why the graphics get a 5.0. Adding to the enjoyment are the History Glyphs, which are only on the Sega CD version. These digitized clips



Glyph, approach it from above at a 45-degree angle and press Button A.

show you spectacular highlights from earlier adventures.

The sounds are equally superior. Plug in some headphones to hear beautiful sounds like singing whales.

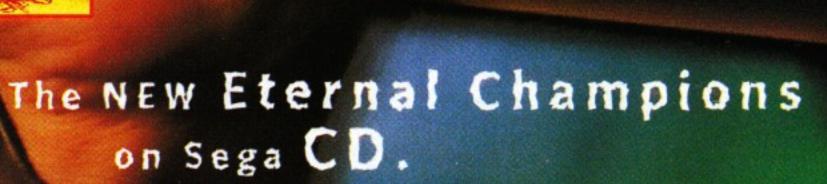
Sea Quest

Like the recent Genesis version, Tides of Time Sega CD is an excellent sequel, offering enchanting graphics and sounds. It's not easy, though, so be ready for a strategic challenge. Nor is it a fast action/adventure game, which means you may be calling out the tuna boats if you don't have a lot of patience. But those who love long, slowly unfolding strategy adventures will love this mammal. He's still the King of the Sea.

devastating than any Mortal could imagine.







The game other fighting games would kill to be

Eternal Champions on Sega CD brings back the original nine, plus four blistering new fighters.

There are also four extra-heinous ways to finish off your enemies: Enhanced Overkill, Sudden Death, Vendetta and Cinekill.™

An all-new Tournament Mode pushes your skills to the absolute limit.

Mortal? Be Eternal.





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#### Sega CD

#### By Captain Squideo

Star, a behind-the-vehicle shooter that wants to give you outrageous outer-space sensations. Strong graphics and sounds help you achieve lift off, but game play that moves at less than warp speed prevents this game from soaring to record heights.

in Vortex for the SNES, where you select vehicles randomly.

In space, you fly forward as enemies scroll toward you or loop in from behind. On the

pilot and one gunner, which might feel limiting to some.

#### Star Search

For the most part, the graphics are striking. Some of the sci-fi settings are eye-popping and reminiscent of 3DO shooters like Total Eclipse. You'll fly into dense asteroid fields,

toward volcanoes, and even underwater. But your ship often gets lost against the metallic backgrounds, and your own shots are tiny and hard to follow. The game sports good intro and gameover footage, though.



#### Snace Chase

SoulStar puts you behind the joystick of three different futuristic vehicles: a grounded Walker, a hovering Turbo Copter, and an interstellar Strike fighter. As you fly through space and skim high-tech landscapes, your vehicle morphs into different crafts for different stages. The morphing is automatic, unlike that

**Sega CD Game ProFile** 

**SoulStar** 

(By Core Design)

**Different flying and** 

stomping vehicles take

you careening through a

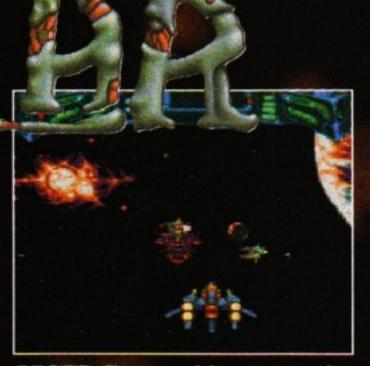
Behind-the-ship view

Multiscrolling

PROTIP: Follow your computer's instructions – it'll tell you what to target and what kind of defenses you'll encounter.

ground, you can lumber around in any direction to chase down enemies that shoot at you from all sides. The varied crafts are good but not exceptionally fast.

Although the variety keeps you interested, the controls aren't dynamic enough to satisfy veteran space aces. True, each vehicle handles differently and commands different weapons (the copter goes in reverse, for example). But the interstellar flying, which dominates the game, makes you feel like you're confined in a tight, invisible box – a drawback for Mode 7 fans. And the two-player option doesn't mean two ships; it means one



PROTIP: Enemy ships are easier to hit if you wait for them to turn broadside to your guns.



PROTIP: When flying the Aggressor, you can see your shots more clearly if you stay near the bottom, then weave back and forth to dodge enemies.



PROTIP: Watch for telltale smoke that signals your ship's about to blow. You still have time to grab a Shields Pick-Up.

The strong sounds feature clear vocals that provide detailed mission instructions. Stirring *Star Wars*-style music creates the right martial mood.

#### Solo Star

Veteran rocket jockeys will enjoy SoulStar. It gets hard quickly, though, so novice flyboys should expect lots of crash-and-burn endings. Stick with it – this Star shines.



PROTIP: Inside the enemy Warpship, use the map grid at the top to locate the main computer.



PROTIP: Your Walker targets automatically, so just concentrate on maneuvering into position. Use your jump (Button C) to get a better vantage point.

# colorful, detailed galaxy in this good shooter. It's not too fast, but it's definitely a blast. Graphics Sound Control FunFactor Challenge ADJ. 4.0 4.0 3.5 4.0 Adjustable \$49.95 2 players CD 20 stages

Available now

Shooter





#### Sega CD

#### By Manny LaMancha

A space mission gone awry. An innocent planet targeted for destruction. A killer security robot on the prowl. It all sounds like a suspense film, but it's Iron Helix, the latest Sega CD thriller from Spectrum HoloByte.

#### 'Bot Against the Wall

Iron Helix makes its way from computer CD-ROM to Sega CD - as Myst and Dark Seed did and the transition is smooth. Full-motion video clips tell the story of a space-combat drill gone awry. During the maneuvers, the ship's computers



PROTIP: Turn off Autoscan in the system settings. It takes more time to find DNA, but you preserve your probe's precious power.

**Sega CD Game ProFile** 

**Iron Helix** 

(By Spectrum HoloByte)

Think you could be a

**futuristic Sherlock** 

**Holmes? This com-**

pelling strategy game pits you

struggle to save a distant plan-

FunFactor Challenge

against a killer robot as you

et from destruction.

ALERT

RATED

4.5

take over and target an Earthlike planet, forgetting that it's a war game.

The crew, whose DNA has been mutated by a virus, has been eliminated by the ship's security robot, the Defender. You must destroy the ship with your own probe robot before the Defender can stop you.

Controlling the probe robot is very simple. You view the hallways through the probe's eyes and steer it into trouble. A map of the ship's six levels pinpoints the location of rooms,

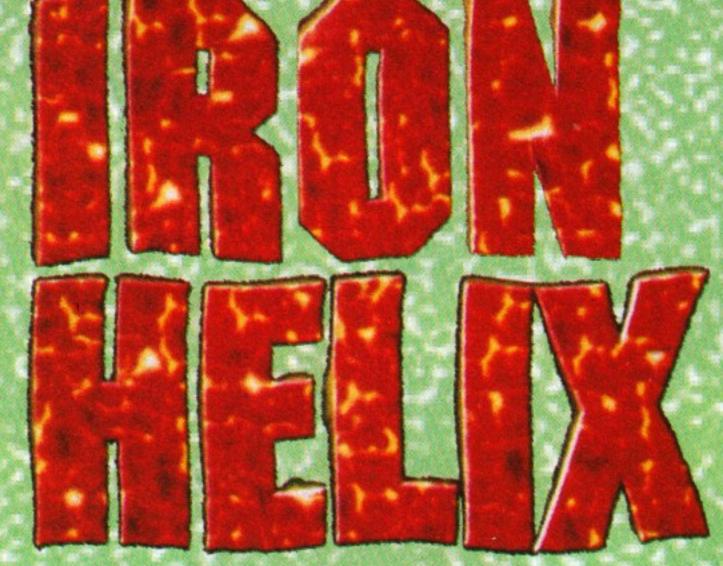


PROTIP: Before you see this scene of the Defender cleaning your clock, check your level map to see if it's on your floor.





PROTIP: Using the map in the game's manual, jot down the location of each DNA sample you find.





If you lose all your probes, the planet Calliopé is toast - and it's all your fault.



PROTIP: Using the ladders makes it harder for the Defender to track you.

elevators, ladders, and the Defender. You'll need that map because your mission requires you to find DNA left behind by the crew and use it to unlock the ship's doors and computers.

#### Render a Decision

Iron Helix creates a tense environment for your ingly realistic, thanks to computer rendering and video clips at key moments. Some hallways are lit only by your probe's spotlight, infusing them with an eerie glow.

The sparse sound is limited to doors opening, elevators moving, and the Defender shooting. You really feel like you're in a lifeless, mechanical spaceship.

#### Hot on Your Helix

If you're looking for an actionpacked platform game, Iron Helix probably isn't for you. It dishes out slowly paced, sus-



PROTIP: After getting the video clues, use the Notes to remind you of what they contained.

#### search. The graphics are strik-



PROTIP: When Defender blinks on the screen map, he's about to open that door.

pense-filled strategy, and its three difficulty levels make for hours of playability. But it'll get you with an iron grip: You'll grind your teeth and the probe's gears over Iron Helix.

## TTO LINE

#### TOTALLY

# 



WILD PICK UP ITEMS

FUTURISTIC RACING!



4 PLAYER MODE

SET YOUR WAY-COOL MACHINE FOR THE FAR-OUT FUTURE. YOU'RE ON A ROAD RACE TO THE CENTER OF SPACE. SCREAMING AROUND 48 TRACKS IN 12 BIZARRE STAR SYSTEMS. DRIVING THE HOTTEST CARS OF THE 90 TH CENTURY. WITH FULL OR SPLIT-SCREEN SIMULTANEOUS ACTION FOR 1 TO 4 PLAYERS. PLUS PRIZE BUCKS. BOOSTERS. ATTRACTOR BEAMS. ARMOR. WAAAGH! TOP GEAR 3000. IT'S, LIKE, LIGHT YEARS AHEAD.



Sega CD

Looking for a wild new shooter? Loadstar puts you at the controls of a runaway train with traffic, cops, and enemies ahead. It's fast, well-crafted fun!

#### Mr. Load's Wild Ride

Loadstar brackets its main action with the kind of full-motion, full-screen footage seen in Shock Wave and Tomcat Alley. The film sets up a plot about maverick trucker Tully Bodine, an angry sheriff, and a load of contraband camels on Pluto's moon. Key characters are played by real Hollywood actors (look for a cameo by Santa's elf from Sega's

You play as Tully, carrying the load in a futuristic freighter that rides on lunar

commercials, too).



PROTIP: Early on, most attackers cross through the center of the screen, so don't wave your cursor all around.

#### Sega CD Game ProFile Loadstar

(By Rocket Science)



Loadstar puts a wild new spin on traditional shooters: You steer a

futuristic lunar train and blast the traffic ahead. It's fast, fun, and addictive!





Toasty!

computer gives you instructions that help you survive your rollicking ride.

#### Planet Hollywood

All the bells and whistles found in a good sci-fi flick are on view here. The full-motion video footage of the lunar site, your battered vehicle, and fiery collisions are straight out of a Lucas film. Unfortunately, typical Sega CD graininess muddies things up a bit, a

problem that won't be solved until Loadstar hits the 3DO and 32X, as it's rumored to. However, the forwardscrolling shooting action is sharp and colorful.

The sounds also echo Hollywood's best. While shooting, you get lots of sonic effects, plenty of different voices, and wise-guy jokes from your computer. The futuristic music is low key, staying out of the way of the action.

Slightly less impressive is your control. First off, you have no options to choose from, so forget customizing. Then your targeting cursor,

## LOMDSTAR

rails. The action scrolls toward you like Super Star Wars'
Trench Battle. You can switch tracks, and you can fire away at flying droids that are trying to slow you down. A talking



PROTIP: Listen carefully for audio clues that a hard-to-see accident is waiting ahead.



PROTIP: Hit your horn (Button A) to spur on the stalled freighters ahead of you.

#### **Loadstar Stars**



Barry Primus as Tully



Ned Beatty as Sheriff Wompler



Prince Hughes as Rat Rag Baxter



Santa's elf from the Sega commercials!



AFRIVEL FOR AT \$0.000 ASSET

PROTIP: Save your powerful Megashield for late in the level.

which often disappears into the busy background, demands perfect positioning to hit anything. Finally, you'll swear you've switched tracks in time to avoid an accident, only to find that you're still on a collision course. Sorry, ace.

#### Loadkill

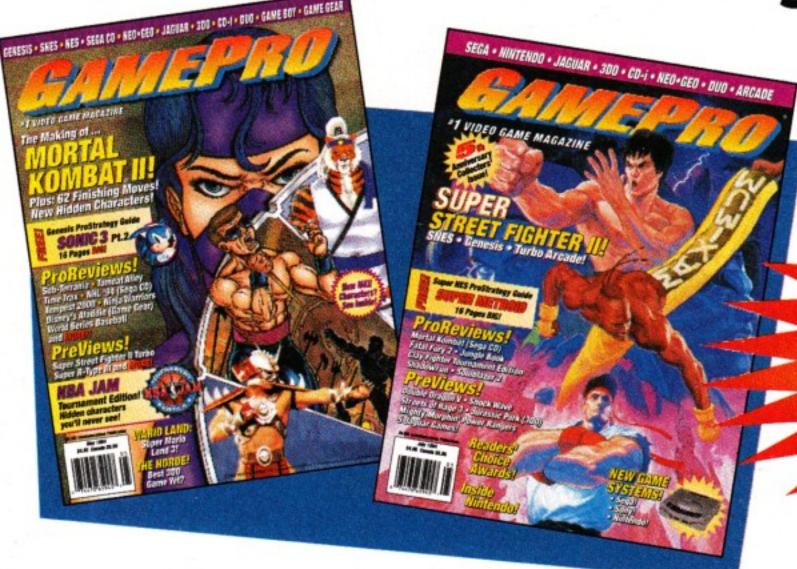
While the controls make this game harder than it looks, the looks make it much better than the average shooter. This game is a high-quality production. As they say in Hollywood, "Ready...action!"

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Sega CD

Go, go, Power Rangers!

for absolute beginners. MMPR

that's plastered over the video

features a simple follow-the-

control-pad-icons interface

footage. Thus, when an on-

screen arrow points left, you

you...correct, you press B. In

Expert mode, you just press

CD plays to Ranger-happy

ma. If you concentrate on

watching for the on-screen

visuals. If you focus on the

directions, you miss the Ranger

visuals, you will absolutely miss

some directions. Miss enough

advance to new visuals. Whew!

gamers, it also dumps them

into a Mighty Morphin' dilem-

Of course, as much as this

more quickly.

press Left; if Button B appears,

PROTIP: Surviving the multibut-

absolute must. Practice your

favorite technique; try placing

three fingers on three buttons.

ton press situations is an



Lose your health, and all the Rangers lose their 'Zords into a fiery pit.



PROTIP: Some Rangers emphasize certain moves. For instance, Jason and Zack kick a lot. Kimberly favors throws.

energetic Power Rangers theme song. The vocals are CD clear, even capturing some obviously dubbed voices.

#### Rangers Without Much Range

It just doesn't seem that the kids who watch the Mighty

By Bro' Buzz

The Mighty Morphin' Power Rangers Sega CD consists of digitized footage drawn almost entirely from the popular TV show. That's this game's total strength, but it also sets up its

Ranger Reruns

major weakness.

The nine CD episodes cover the saga of the Green Ranger, which includes the origin of the Power Rangers. They go hand-to-hand against the repulsive Rita Repulsa and her rubber-suited villains, who include Goldar, Baboo, and Squat.

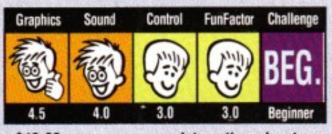
The visual show is excellent fun for Ranger fans, but the fighting game play is geared

> **Sega CD Game ProFile Mighty Morphin Power Rangers** (By Sega)



If you go, go for the **Power Rangers, then** go, go for this CD. If

not, quickly go, go away.



\$49.99 Available now

Interactive adventure 9 episodes Multiple views

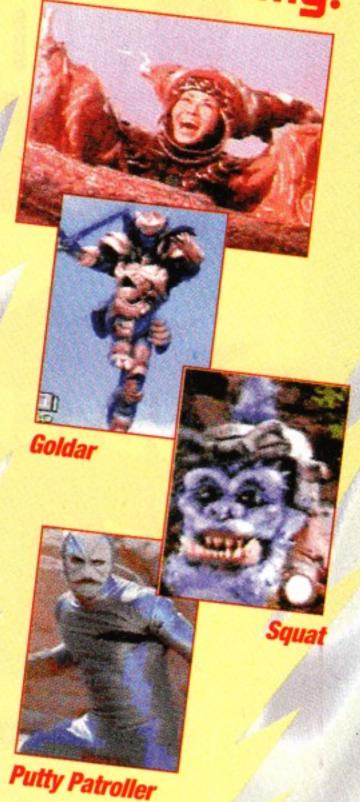
#### Rangers A Go-Go

directions, and you can't

If you're still interested, then you must be a rabid Ranger fan, so you'll find the graphics mucho cool. Of course, if you've already taped every show, you might not want to view the Sega CD's edited, grainy versions.

The sounds are more Power Ranger fan pleasers. The music entertains you for as long as you can stand the

#### Rita's Army!



**PROTIP: During Morphing** scenes you can recharge your health meter by pressing certain sequences on the directional pad. The sequences change every scene, but watch the Morphing sequence for clues.



You play along with the Megazord action, too.

Morphin' Power Rangers are Sega CD gamers. This disc could confront the Rangers with their toughest challenge yet: Would you buy a CD player to play this game?





#### Sega CD



By Uggs the Bugg

When the going gets strange, the

strange turn CD. And The Masked Rider: Kamen Rider ZO takes you on a truly strange trip.

As with the Mighty Morphin' Power Rangers CD, Rider's saddled with simplistic follow-the-icons game play. Buy into it, and you get a bizarre but entertaining show with some interactivity.

#### Bug on a Bike

In Japanese live-action superhero lore, Kamen Rider falls somewhere between Ultraman and the Mighty Morphin' Power Rangers. Rider ZO is half-man,

might grab you. Rider is hightech rubber-suited action at its finest. Similar to MMPR, this CD's lifted from a Japanese TV show.

The character costumes are great. Rider's a slick-looking



The Spiderwoman's disgusting.



PROTIP: The on-screen directions will always be the same no matter how often you play.

PROTIP: Every battle includes a sequence where you must jam all the buttons at once as fast as you can. Be prepared.



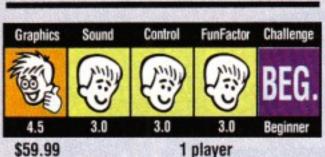
The Bat dude pops up when you least expect him.

**Sega CD Game ProFile** The Masked Rider: **Kamen Rider ZO** (By Sega)



**Truly weird Japanese** visuals will pull some gamers through this

simple follow-the-instructions interactive adventure.



CD Available now Action/adventure 1 player Multiple views Multiscrolling

half-grasshopper, and he rides a mean motorcycle.

Then things get really weird. In this adventure, you encounter a space demon, interdimensional teleporta-

PROTIP: When you must choose a path, always pick the command that enables you to investigate your surroundings or move forward through the scene. Don't go back to a place you've already visited.



Kamen Rider!

tion, and a man melded to a machine as you help Rider protect a little boy from a murderous mutant creation.

#### **Good Looks Are** Everything

Even if the plot sounds odd to the max, the awesome visuals



Why does Doras want this kid?

robo-grasshopper dude. The main bad creature, Doras, is a sort of Terminator Alien with the Predator's disposition.

> The sounds are solid but flawed. The music's appropriately melodramatic and moody. However, the dubbed vocals have some Japanese grade schoolers inappropriately matched with American teenagers' voices.



The graphics are definitely the attraction; cruising through this adventure's too easy, even though it's slightly more challenging than MMPR. That merely means there's a shorter window of opportunity to



Kamen Rider:

Man

Into

Bug

make a button press. Just the same, the difficulty factor and the sometimes-startling graphics may be too much for some younger players.

#### Rewind this Disc

Somewhere, you may find a video store where you can rent this Japanese tape (untranslated, probably), in which case you won't have to work so hard to see the show. The Masked Rider's great for a one-night ride. G



Fritz-he's all screwed up Brain 35



32X

#### By Slo Mo

For a change of pace, fight in space. That seems to be Cosmic Carnage's message as it stages its futuristic off-world 32X fisticuffs. However, the challenge is strictly down to earth.

#### Your Space or Mine?

In Carnage, you play with galactic criminals who are desperate to escape a damaged prison ship. But despite the



Outer-space mayhem!



PROTIP: Naruto's crouching Fierce Kick (Button B) makes a good quick follow-up to a high attack or immediately after a knockdown.

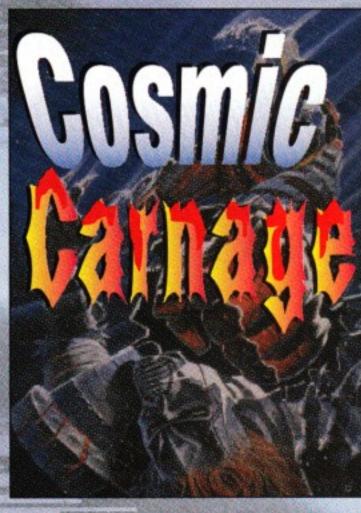
#### **32X Game ProFile Cosmic Carnage** (By Sega)

NOT YET

It's space - and no one will hear you scream for this solid but slightly slow fighting game.

\$69.99 24 megs Available now **Fighting** 

2 players 8 stages Side view Multiscrolling



outer-space set-up, Carnage is familiar fighting stuff. It puts you in command of eight renegade fighters. There are five difficulty levels, but no speed settings or handicaps.

The fighters look like the usual suspects in small, medium, and large sizes. However,

Naja is an interesting serpentine creature with a nasty boaconstrictor choke hold.

#### Carnage and Combat

Carnage's combat system is basic, featuring a four-button arsenal with regular and fierce



PROTIP: Level 2 armor like Tyr's (pictured above) is strong but slows you down in comparison to Level 1 armor like Naruto's. Adjust your tactics accordingly.

punches and kicks, as well as a throw. However, there's a nice assortment of special attacks, with between four and eight specials per fighter if you can find them. Fatalities also pop up periodically. Executing the specials requires a combination of controller motions and button presses, but you're hard-pressed to pull off some of them.

You can outfit your character with two classes of armor for arms, chest, and legs. Armor adds an interesting tactic to your fighting strategy since heavy armor slows you down but provides you with maximum protection. During matches, you can blast off an opponent's armor and then attack that weakened appendage.

Fighting with weighty armor and in outer space's



PROTIP: Zena-lan's Machine Gun **Punch (rapidly press Normal** Punch X) really zaps armor. Follow in the energy blast and try a Spinning Blast Kick (press Away, Away, Toward, and Kick).



PROTIP: Talmac is a good allaround fighter. His Wave Blast (Toward, Away, Toward, and Punch) and the Power Uppercut (Down, Down-Toward, Toward, and Punch) are the quickest long-range attacks.

low-gravity conditions puts the cosmic combat in a pseudo slo-mo mode that takes some getting used to. In fact, you're likely to find Carnage on the slow side overall.

#### High- and Low-Tech

At least the 32X paints a pretty picture. The graphics scale in and out during rounds, and the fighters sport unusual scifi styles. The brilliantly colored backgrounds are out of this world but relatively static.

The sounds are strictly lowtech. The music tries hard to rock and almost succeeds. The effects are minimal, however - you are fighting in a vacuum, after all.

#### Science Friction

If you hanker to add a 32X fighting game to your track record, go for Carnage. If not, there are more exciting Genesis fighters around...and by now you know who they are. G









THE HEAT IS ON! Monsters that morph and change make for intense new attacks and mind-blowing battles!



CHECK IT OUT! Comb the cities for clues to your next confrontation!



MOVE ON! Finally get inside the Land Rover and throw the battle into higher gear!



STAY ON YOUR TOES! Battle the many new forms of the Dark Force in the ultimate struggle for Motavia!





32X

Join the Space Marines! Travel to exotic worlds, meet new creatures, and shoot them. It's time to lock and load Doom into a 32X and enjoy the game that Wolfenstein built. This Doom sports fewer levels and less com-

plex graphics than the PC or

Jaguar versions, but it still

By Toxic Tommy

#### Martian Mayhem

has the chops!

You're the sole survivor of a Marine squad sent to investigate an attack on the Martian moon, Phobos. Who nailed your buds? You'll find out.

The strategy's simple in this ferociously fun, first-person, aim-down-the-gunbarrel shooter: Shoot first, ask questions later! You race through 15 levels, blastin' everything that moves as you find nine weapons. All the familiar and fierce Doom creatures are present, including the pink beasts and the cyberdemons. Five

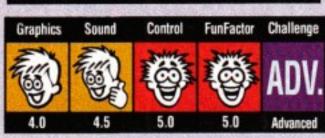


The graphics, close up.





Looking for a good reason to buy a 32X? Prepare to meet thy Doom!



\$69.99 24 megs Available now Shoot-em-up

1 player 15 stages First-person view Multiscrolling



PROTIP: Four handgun shots or two shotgun blasts exterminate these creatures.



PROTIP: Peer into all openings you might find a hidden treasure or a hidden danger.



The Automap enables you to zoom in and out, display a search grid, and mark your place on the map.



PROTIP: Practice shooting and simultaneously backing up.

PROTIP: Use the side step (press and hold Button C and press Left or Right) to dodge enemy bullets or peer around corners at the ready.

severe skill levels challenge you; the toughest, Nightmare, will give you...nightmares.

Doom 32X features excellent controls. You can easily whip around 360 degrees or even sidestep incoming rounds. The topnotch automap feature enables you to zoom in and out, overlay a grid, and move across the terrain in map mode!

#### **Doom with Zoom**

The great graphics slam right into your face. Unlike the PC and Jaguar Dooms, however, you don't see creatures from all angles as you move. This version's a major speed demon, though, and it's a blast to zigzag through alien gangs.

The sounds are killer. If click-clack-blam is music to your ears, here's your symphony! Even your death scream's sweet. The music's a catchy technofunk groove that's perfect for the gloomy mood.

#### **Blood and Guts**

Doom's no game for the squeamish or religious. Your shots send bloody bits and pieces flying, and you can use a chain saw! The spaced invaders favor a weird demonic motif and gruesome torture scenes.

#### **Gunning for Greatness**

Doom's built to blast on any system. If you have the stomach for video mayhem, you're definitely Doomed. G

SCOTT & JEAN...THE PHALANX PETER PARKER NO MORE...WEDDING OF A 0 V B  $\alpha$ V A < A G OGUE ENOM П Marvel, and all Marvel characters and the distinctive likenesses thereof: ™ and © 1994 Marvel. All rights reserved. 8 I  $\supset$  $\subset$  $\vdash$ **FEBRUARY** Z ᄌ 1995 S 0 A 0 8 不 ш Σ I 0 Z -8 ш R  $\neg$ П S R NOM V E S > D Е R  $\alpha$ 0 ш Q 0 Z 4 THE MOST COLORFUL EVENTS OF LAST YEAR ARE HERE! П S R ш 8 R V Z S S 6

SREY VS. SABRETOOTH. . . FIGHTING CHANCE. . . FALL OF THE HAMMER

6







By Tommy Glide

Part Super Mario, part Dynamite Head-

dy, and all Bonk, Super Bonk brings home standard platform action with a few surprises. Sure, it's new, but beneath Bonk's indestructible skull still lies a tiny cave brain.

#### **Cave Morpher**

Departing from Bonk's previous prehistoric settings, Super Bonk takes the caveboy everywhere from Chinatown to outer space. Running, jumping, and head-butting his way through six levels, Bonk's most enjoyable feature is his ability to morph and change sizes. As Little Bonk, he appears very small on-screen. Normal and

Big Bonk incarnations can't slip into the small passages for the bonus items that Little Bonk can get. Your size also affects the power-ups you collect. Assorted power-ups and size combos can make you any-



PROTIP: When you fight this boss, hit only the four outer circles. First, you must turn all the circles from blue to gold. Once they're all gold, hit them again to turn them red.

## thing from a Crab Bonk to a building-wrecking Bonk-zilla.





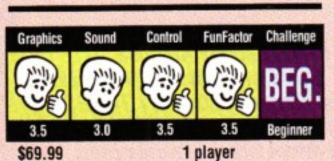


PROTIP: To get the 1-up on the tower, climb the tower from the outside. At the bottom, jump up and head-butt the first girder to bounce up on the tower's exterior.

#### **Super NES Game ProFile Super Bonk** (By Hudson Soft)



**Bonk's furious forehead** bangs with a few new twists, but it leaves you wondering if this caveboy will ever evolve into anything other than a cute platform hopper.



12 megs Available now Adventure

Side view Multiscrolling **Unlimited continues** 



PROTIP: In the antigravity areas, go lightly on the directional pad to avoid crashing into the spikes. If you feel you're losing control, use the head butt to slow down.

#### Neo-Neanderthal

Graphically, Super Bonk boasts nice backgrounds, and the characters maintain a crisp, cutesy quality. These sprites have an imaginative flavor, but you've seen everything here before in other platform predecessors.

Where the graphics are cute, the music is average. No risks were taken in this pleasant soundtrack, which could



PROTIP: In the Quest-eon Room, jump up and hit the brick with the question mark on it. It switches open tunnels that only Little Bonk can travel.



PROTIP: It's not a bad idea to be Little Bonk

when fighting the first few bosses. Your

small size makes you a harder target.

PROTIP: While arrows will point you in the right direction, explore other areas to get power-ups. Climb this tree before dropping into the next area to add another heart to your strength.

be entitled The Best of Bonk's Elevator Music. The sound effects are equally average, mostly very familiar pointscoring plinks and plunks. The bonk sound of our hero's melon smacking an enemy is also unimpressive.

#### **Bonked Out**

Controlling Bonk is easy because the game is extremely easy. Whether swimming, running, or floating in antigravity areas, Bonk's signature head butt is easy to pull off. Designed for beginners, Super Bonk is not fare for the experienced, but it may satisfy some easy-toplease intermediate gamers.

Loaded with more bonus rounds than you can shake a T. rex at, Super Bonk also lists a few tricky spots that may even confound experienced Bonksters.

If your thumbs are new to the Neanderthal scene, you'll enjoy Super Bonk. If not, this caveboy might be better left in the Smithsonian.

## ARE YOU UP TO WEARING THE HAT?

## TONES!

#### Greatest Adventures.

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ARK
TEMPLE
OF DOOM
THE
LAST
CRUSADET

Just because you can name all the bad guys from the Indiana Jones trilogy doesn't mean you've carned the right to wear his hat.

If you're going to wear the Hat, you've got to be sharp with your wits. Quick with your whip. And crazy enough to travel to the

most dangerous points on the globe in search of lost treasures. Just like Indy did on the big screen.

Only this isn't a movie. And if you're not Indy enough, you'll get crushed—hat and all!



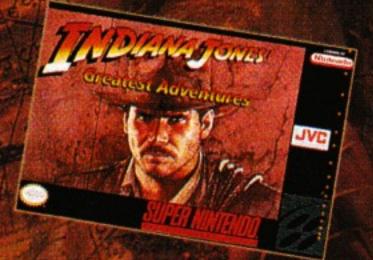
It wouldn't be Indy without
Mode 7 graphics... Whoa, Dr.
Jones, look out for those
Messerschmitts!!!



You'll need your Indy ingenuity to survive the likes of Rene Bolloq, Colonel Vogel and all those booby traps.



Raiders Of The Lost Ark, The Temple of Doom, The Last Crusade... Three adventures. All you!









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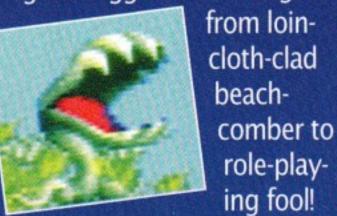
#### Super NES



#### By Manny LaMancha

GamePros have known Master Hig-

gins for a long time from his NES, TurboGrafx-16, and Super NES adventures. He's bounced from island to island, on foot and skateboard, past all forms of creatures. But none of his journeys decked him out in armor, loaded him up with magic and swords, and sent him to wander in search of treasure chests. That's right...Higgins has changed





PROTIP: At the very beginning, get the sword and strike this rock to start the water flowing.

#### **Super NES Game ProFile Super Adventure Island II** (By Hudson Soft)



**Hudson takes the** familiar Master Higgins out of his hop-n-bop

world and equips him for an enjoyable romp that should draw in first-time RPGers.



\$69.99 12 megs Available now Adventure/RPG 1 player

7 islands Side view Multiscrolling Battery backup

#### Role Around

Higgins and his new wife, Tina, hit the open ocean on their raft for their honeymoon.



PROTIP: Hit the octopus' leg to raise his head, then whack his helmet.



emphasis is on the game play, and nothing's lacking there. You'll occasionally be frustrated by trying to find that switch you need to access a

When a cyclone separates them, they

end up on deserted beaches suffering from amnesia. Higgins later sees Tina being snatched by a gigantic buzzard, so he sets off in search of his forgotten wife - and his memory.

Targeted toward younger and first-time adventurers, Super Adventure Island II is light fare for RPG fans. But there's plenty of action for all comers. Much like a Zelda contest, you try to build up your hearts and magic for battles with a variety of enemies, leading you to new areas.

Because of its audience, control is very simple, consisting of jump, attack, and

PROTIP: The shovel opens up lots of new areas because you can dig down through dirt and get through blocked pathways.

magic-use buttons. From a cozy control panel, you can change the weapon, magic, and other powers you're currently using.

Higgins' Gig

The lightweight graphics are cartoony, bright, and colorful in traditional Adventure Island style, but they don't push the animation's frame rate. For example, Higgins doesn't swing his sword; instead, he just sort of sticks it straight out at an enemy. The accompanying sound comes off a little better, featuring pleasant music and nice (though not overly realistic) effects.

As with previous Adventure Island challenges, the



PROTIP: Earn money in the casino to buy advanced gear.

key area, but there's plenty of hack-and-slash action in the interim.

#### Master Of His Domain

this old isle.

If you buy Super Adventure Island Il for its name, you may be disappointed that it isn't the same jump-and-shoot format that Hudson delivered before. Then again, you may find that the change is a ray of sunshine on





PROTIP: The whirlpools take you all over, but the whirlpool shown here above Higgins takes you to the casino.



PROTIP: Get above these walls and flip the switch.

# You'll Spend Weeks Trying To Conquer Shelient

(But Exploring His World Takes Much, Much Longer)

Might and Magic III is a Role-Playing Game in which you'll head up a team of six fighters consisting of thieves, wizards, clerics, barbarians and others in varying races including human, gnome, elf, dwarf, half-orc, and others. The huge size of the world with all its towns, dungeons, and powerful spells makes M&M III the ultimate quest for survival and domination.

It's Mythical, Magical and Massive...And it's your last chance to defeat the sinister and mysterious adversary: Sheltem.

But it won't be easy. You'll have to:

- map your surroundings
- talk to hundreds of people to learn clues
- strengthen your team through battle and training
- learn dozens of new, powerful spells to cast
- complete many mini-quests

So start preparing yourself now for those mythological monsters who want to keep you from your mission, and remember...they don't like to lose!

Fujisankei Communications International, Inc.

Not Just Kid Stuff 150 East 52nd Street, New York, New York 10022

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#### By Sarah Nade Firefighters, grab

your hoses! For burnin' action unlike any other strategy game, The Ignition Factor pulls you in and hoses you down.



#### Burn, Baby, Burn

In The Ignition Factor, you're a firefighter lugging typical firefighting equipment through burning buildings. Your mission is to rescue the victims trapped in structures such as a steel mill, factory, and even a dinosaur museum. Save 'em before time runs out, or else the building burns down and the inhabi-

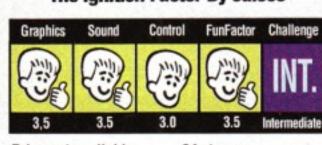


PROTIP: In the Dinosaur Museum, beware of the defined tiles, which can harm you.

tants become crispy critters.

Your overhead-view search takes you to rooms filled with various obstacles, stairs, hidden items, and walls of fire. Using a point-and-click interface, you scroll through your firefighting gear and make strategic choices, then you follow your captain's orders and a handy map and try not to fry.

#### The Ignition Factor By Jaleco



Price not available 8 megs Available February Strategy 1 player 24 stages
Overhead view
Multiscrolling
ESRB rating: Not Yet
Rated

## PROFIE LES

#### Super NES

The graphics are average, with relatively small, slightly detailed sprites and plain, ordinary-looking rooms.

The map uses dots to pinpoint victims, but it lacks a layout of the room they're in.

The music in the beginning can get annoying, and the periodic voice urging you to "Hurry up!" eventually wears on your nerves. The fire sounds have blazing realism, however, and the sound of a victim feeling the heat is surprisingly humorous.

The touchy control may send up an alarm. Making the firefighter run seems like a



PROTIP: To save this man, spray the hose at the thermometer so the water will cool down enough for him to cross.

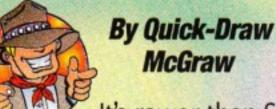


PROTIP: To get this victim off the glass, hit it with your axe.

cake walk until – oops, you're toast! On the other hand, your smoothly moving character is easy to maneuver through tight spots.

#### **Hot Spot**

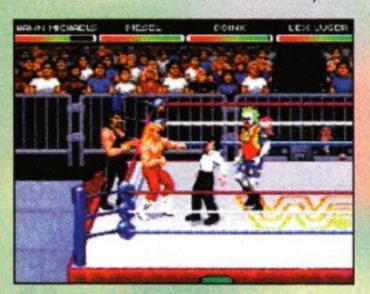
Overall, The Ignition Factor is a relatively fun strategy game. It may not be a burnin' sensation, but it's a rental with definite potential.



It's rawer than Slammasters. It's rawer than WCW Superbrawl. It's WWF Raw, the newest wrestlefest for the SNES, and you'd better get ready to rumble with this terrific cart.

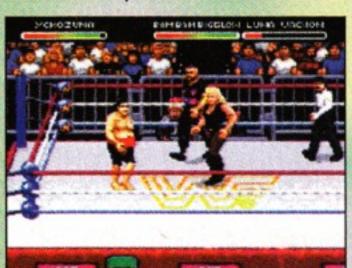
#### **Mat Mayhem**

Are you ready to experience the most realistic video game mat action ever? By adding six of wrestling's newest stars and a bunch of new moves.

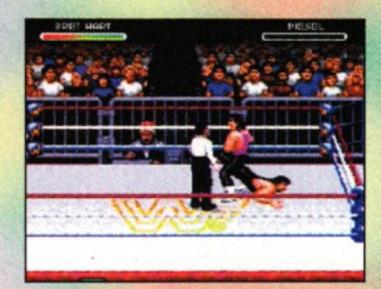


PROTIP: Punch the ref repeatedly to knock him out, then proceed with an all-out brawl.

year's popular Royal Rumble. Powered by 24 megs, Raw offers six game-play options, including tag-team matches, the Survivor Series, and a Royal Rumble. You can even enjoy a six-against-one brawl! Check each wrestler's attributes and choose from 12 of the world's best brawlers, each with a wrestling repertoire that includes a patented finisher.



PROTIP: During a one-on-one match, another grappier may appear at ringside to help out your opponent.



PROTIP: To perform a special move, you must first drain almost all of your opponent's

energy.

Control of the control of t

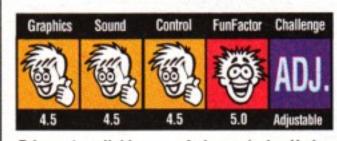
The excellent controls match those of the Genesis version. However, the extra SNES button enables you to perform moves such as suplexes, rag dolls, and mat splashes more quickly and with greater precision.

#### **Enter the Squared Circle**

Superb graphics and sounds make the ring action come alive! The detailed portraits and clear sprites are better than those on the Genesis and intensify an already-exciting event. Realistic grunts and slams also give you that upclose-and-personal feel.

Whether you're hitting your opponent with a chair or using The Undertaker's Tombstone piledriver on some poor chump, you'll agree that if you're into wrestling, you're gonna have to get Raw.

#### WWF Raw By Acclaim



Price not available
24 megs
Available now
Wrestling

4 players (using Hudson Super Multitap) Side view ESRB rating: Not Yet Rated

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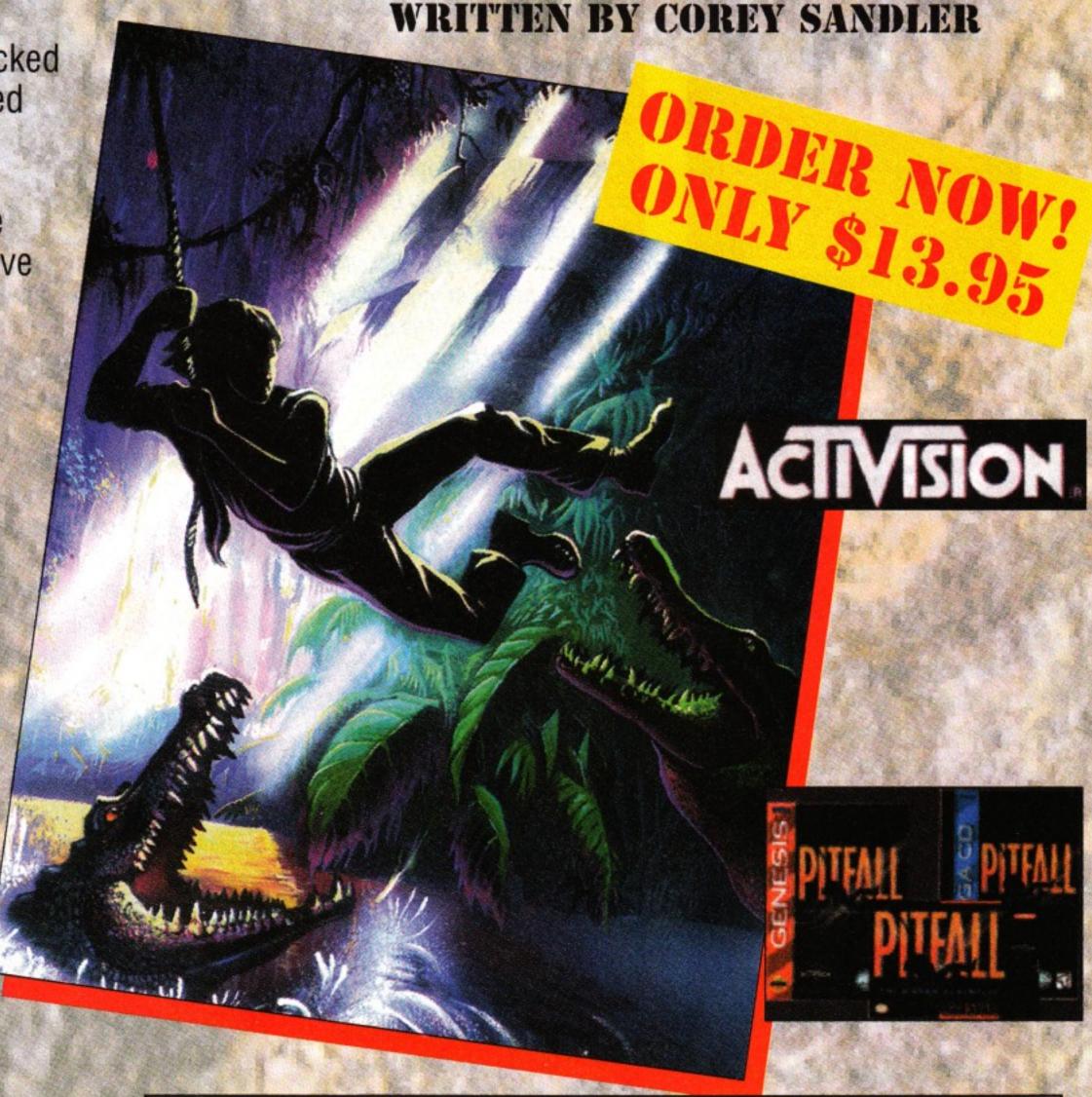
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#### Super NES

#### Acme Animation Factory

#### **By Doctor Devon**

As in Mario Paint, Acme Animation Factory enables younger artists to use various painting and music programs.

Diversity is the key to this game's attraction. Tired of sketching? Color the unpainted drawings. Composed enough music? Play the Mix 'N' Match or create a fully scored cartoon.



PROTIP: Mix 'N' Match matches are often made side by side, so open all adjacent crates.

With Warner Bros. characters as "hosts," each area provides plenty of mind-stretching entertainment.

The bright, simple graphics are mixed with cheerful, cartoony sound effects and music.

More voices would've been nice.

With the point-and-click icons, the easy controls let you do everything efficiently. This game might inspire a whole new generation of animators.



PROTIP: To draw and paint with more detail, enter Marvin the Martian's Mission Control and set your cursor speed to slow.

**Acme Animation Factory By Sunsoft** 



\$69.99 8 megs Available now Painting 1 player 4 sections Side view
Battery backup
Compatible with
SNES mouse
ESRB rating: Kids
to Adults

#### Super NES

#### **The Brainies**

#### By Lance Boyle

All Tetris-ed out? Then try straining your brain with the addicting Brainies.

This puzzle concept is simple: Armed with a roving cursor



PROTIP: Stack Brainies out of the way until you can fill the hard-to-reach pads in the back.

and overhead view, you pick up little puffballs and deposit them on same-colored pads before time elapses. What seems easy soon gets harder as the playing fields get more convoluted and obstacles interfere. The controls are simple – your brain, not your thumbs, gets stretched here.

The graphics are simple, sharp, and colorful, but the icons are too small. The average sounds offer bouncy music and minimal effects.

The Brainies are a nice gang to hang with for a while.

Novices won't stay long, but serious puzzle fiends may find themselves staying up late to reach those 90th levels.



PROTIP: Listen for the musical cues that tell you the clock is getting close to zero.

#### The Brainles By Titus



\$49.99 4 megs Available now Puzzle

1 player

100 levels
Overhead view
Passwords
ESRB rating: Kids
to Adults

#### Super NES

#### SINK OR SWIM

#### By Coach Kyle

As a liner sinks, panicked passengers immediately run right into danger. In Sink or Swim, you guide these dimwits to safety before they drown.

This mildly entertaining puzzler presents increasingly difficult obstacles that you must overcome, including open holes that the passengers fall into. You manipulate bombs,



PROTIP: Bombs don't hurt passengers, so you can plant them near hatches.

conveyors belts, hoists, and dinghies to effect rescues.

Smooth controls enable you to regularly beat the clock.

The stiff cartoony sprites might remind you of Bomberman, while the colorful backgrounds resemble those in many other decent SNES games. Comical voices spice up the average music.

Sink or Swim lacks head-tohead competition, but its cute puzzles might keep novices playing to the end. Veterans, however, may soon jump ship.



PROTIP: You can swim, but climbing ladders is faster.

#### **Sink or Swim By Titus**



3.0 3.5 \$54.99 Available now Puzzle 1 player

100 levels

Side view
Multiscrolling
Passwords
ESRB rating: Kids
to Adults

#### Super NES

#### TNN Bass Tournament Of Champions

#### By Slo Mo

Fishing's fun, but it requires patience. Unfortunately, Bass Tournament of Champions makes you wait too long for a good time.

Great attention to bass-fishing details makes BTOC a kick for fanatic worm-dunkers, but if



PROTIP: Keep the line-tension meter in the blue so the line doesn't snag, but set the drag high so there's no slack.

you don't care what a Texas rig is, forget it. You also have to reel in the lures very slowly (too slowly!) to get a nibble. At least, thanks to topnotch controls, you can have fun casting hardware and fighting a fish when you finally hook one.

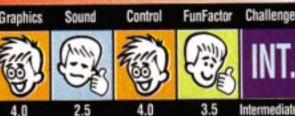
The graphics are keepers, too, especially the close-up overhead visuals for "playing" hooked fish. However, the sounds sink – unless you enjoy fishing to elevator music.

If you look at sushi and think "bait," you might like this game. Otherwise, you're better off just fishing.



PROTIP: If your cast reveals a fish, chances are it'll be in the same spot if you cast again.

#### TNN Bass Tournament of Champions By American Softworks



Price not available 8 megs Available now Fishing 1 player

6 lakes

Overhead view
Multiscrolling
Battery backup
ESRB rating: Not
Yet Rated



You're not worthy? Maybe not, but you'll never know unless you try SAMURAI SHODOWN II.

The long awaited sequel to SNK's chart buster SAMURAI SHODOWN offers what you've been waiting for. . .

CONTROLability. . . Totally awesome! VERSATility. . . Available in many different formats. AFFORDability. . . It's a NEO • GEO isn't it? POWability. . . More awesome "POWER" moves than before. YO DUDEability. . . Everyone will be talking about it! Enough said! Prove your worthiness. . . FIND IT. . . PLAY IT. . . ACCEPT NO IMITATIONS. . .

SUPER HIGH TECH GAME



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#### Neo•Geo

By Slasher Quan

An arcade fightinggame drought of epic proportions has finally ended. Shodown 2 purifies your brain and hoses down your soul, and near perfection is its goal!

This game is pure insanity! At first, Shodown 2 seems more like a "Super Samurai Shodown," but it's not. Shodown 2 is more than just an upgrade - it has enough new graphics, animation, and secrets to qualify as a true

addictive old man who uses a variety of confusing moves. Genjuro is a Haohmaru-like samurai who uses a Fei Longstyle triple sword rush. Finally,



PROTIP: To turn into a baby doll as Nakoruru, do two backward fireball motions and hit Button D.



PROTIP: Two-in-ones work, but you're still very restricted by which buttons you can use. With Haohmaru, try a standing Fierce Slash two-in-one into a Fierce Sword Uppercut.

sequel, or at least an extremely good upgrade...with room to improve in a few areas.

#### New Challengers

Shodown adds four new characters to the fray, pushing the total to 15 playables. Seiger is a strongman who uses a metallic arm as a weapon, while Caffeine Nicotine is an

**Neo•Geo Game ProFile** Samurai Shodown II (By SNK)



The best weapons-fighting game of all time (so far), Shodown II exceeds almost all expectations.

FunFactor Challenge

\$239.00 202 megs Available now **Fighting** 

2 players Side view Zooming perspective Cham Cham is a feisty little jungle girl who throws a boomerang.

The only character who didn't return from the original, Tam Tam, is actually in the game, but he's been transformed into Cham Cham's pet monkey!

#### The Sword Is Sharp!

Shodown's weapons-fighting technique has been refined in many areas. You'll notice that



PROTIP: Everyone has secret taunts! Try hitting Buttons A and C or B and D.

the hand-to-hand sword clash, where you madly tap the button to break the opponent's weapon, is now actually based on skill. You can also execute a variety of new dashes.

The only annoyance with the control is the usual gripe about the Neo•Geo's lame four-button setup. It's too bad



The flag guy will pop out and give you innocuous hints on how to find him. Most of the text in SS 2 doesn't make much sense.

this game wasn't released in a dedicated cabinet with a sixbutton configuration.

The game play is balanced fairly well, but not perfectly. The combo system is almost

the same, but redizzies have vanished. As before, though, some characters can do combos that are way too damaging when compared to the watered-down combos of their counterparts. Haohmaru is still the captain of two-combo carnage, while Gen-An would be lucky to eliminate the enemy in three combos.



PROTIP: Simultaneously press Buttons B and C together to do a mini hop.

The Power bar has been overhauled - a long-awaited improvement. Instead of increasing your damage, this controversial meter enables you to do a more effective



Death Move, which is easier to but the soundtrack and effects perform than those Fatal Fury are still grade-A stuff.

Beyond graphics and

sounds, SS 2 has many surprises and wonders for the player. Secret and surprising

SHITTINGER

SHITTI

Bad news, bloodlusters: Some of the fatalities aren't as graphic. The good news: An item specific to each character drops out of their dismembered body!

moves, such as taunts and the baby doll, will excite you, but what really gets your blood boiling is the appearance of a hidden character. Remember the annoying cloaked referee who waves the flags? He's not just a bystander anymore! It's still unknown if he or the final boss is playable via a code.

# PROTIP: Double-tap Down to duck low under most projec-

tiles...but not Cham Cham's

**Boomerangs!** 

problem with the revamped

Power meter is that the

ing during a close fight.

Best Graphics Ever

Visually, it's easy to see why

SS 2 will be a hit. This game

has the best graphics ever

seen in a hand-drawn animat-

ed fighting game. Much of the

animation is old, but charac-

moment you charge it up,

you're temporarily invincible,

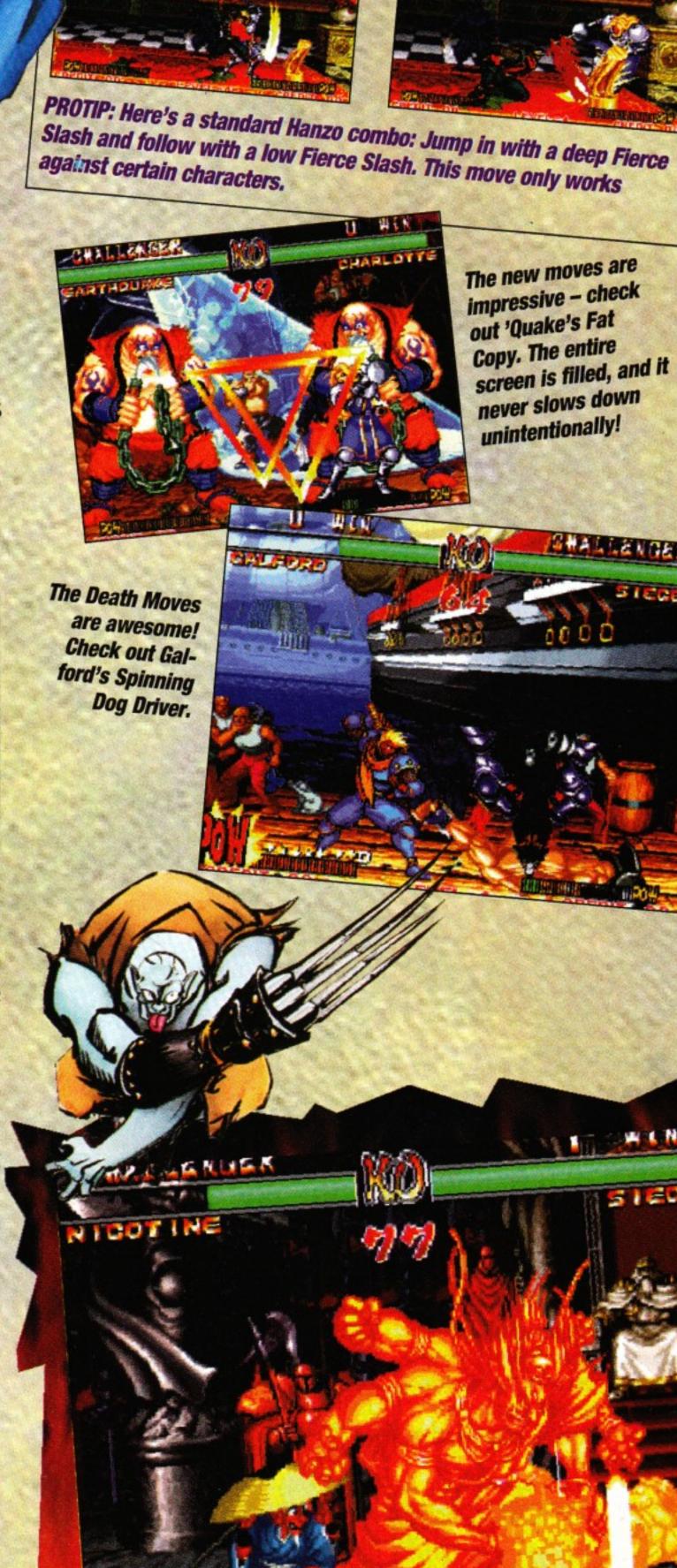
which is disruptive and annoy-

ters like Nakoruru were touched up, and plenty of new frames were added. Most of the backgrounds were widely overhauled as well – check out Earthquake's revised stage!

The music also gets down!
It would've been nice if a few
of the classic tunes had been
rearranged (such as the alltime fave in Galford's stage),

#### The Show Is On

With four world-class fighters under its belt (Fatal Fury Special, King of Fighters '94, and both Shodowns), SNK is conquering the crowded fighting-game field. Before, Capcom was the master, and SNK was merely the disciple. Now SNK is...almost the master. And definitely the innovator.



Is this Death Move a Nic fit?



3 D O

#### By Slasher Quan

Super Street Fighter II Turbo finally comes home, albeit for 3DO...but a few major things were lost in the translation. For diehard SF fans, close only counts in horseshoes.

#### Out with the Old, In with Akuma

The arcade version of Super Turbo has the most character choices ever in a fighting game. It offers 16 Street Fighter World Warriors, and if you know the codes, you can play as older versions of them with slightly different abilities. There's also a code to play as Akuma, the hidden character, bringing the total to 33 coinop characters!



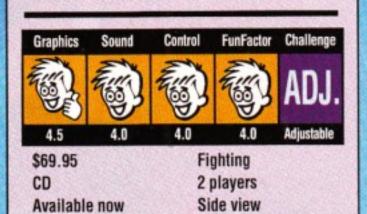
PROTIP: Use Ryu's new jumping Strong to juggle the enemy for up to three hits!

#### **3D0 Game ProFile Super Street Fighter II Turbo** (By Panasonic)

NOT

3D0 comes into its own with a reasonably close translation of the coin-

op. This Super Turbo is missing only the arcade music, old character codes, and scrolling backgrounds.







PROTIP: To land from a throw, hold Toward or Away and hit Strong, Fierce, Forward, or Roundhouse.

Super Turbo for 3DO has the sweet 16 and Akuma, but the codes for the old character versions weren't included Arcade fans will be extremely annoyed that they can't use popular characters like the old Ryu with his invincible Dragon Punch.

#### Play It Loud?

PROTIP: When you do

Blanka's Super, hold

down the button to

make him spin

in place. If the

opponent jumps,

release the Super

to roll into them.

Using the bulky 3DO controller with its mushy directionals is frustrating. The new Panasonic six-button is a better fit, but it still isn't perfect. If you can't find a controller that fits your thumbs, you may

> find yourself going back to those Genesis and **SNES versions** of Super SFII. Technically, the game play is all here. The programming is

responsive, precise, and true

to the arcade version, and the dreaded Super move combos were included. The access time is pretty reasonable, checking in at around five seconds between fights.

#### A/V DOA

You'll love to hate the graphics and sounds. The sprites are just as big as those in the arcade version (including all the animation frames), but the backgrounds are stiff and

lifeless. There's also an annoying flicker in the status bars.

The big bangin' sounds are there, but the music is a tweety rendition of the hardcore arcade tunes.

#### **Moment of Truth**

When all is said and done, the final barometer of any Street Fighter home version is game play. Loss of graphical candy is one thing, but slippery 3DO control, combined with the missing old characters, makes Super Turbo a passable but not superb translation. Turbo Hyper Fighting for SNES still stands as the best overall SF conversion.



PROTIP: To play as Akuma, at the character-select screen, move the cursor to Ryu's face, and wait five seconds. Then move to T. Hawk and wait five seconds. Shift to Guile for five seconds, then select Cammy and wait five seconds. Move back to Ryu for five seconds, then hold Start and immediately hit all three punch buttons.



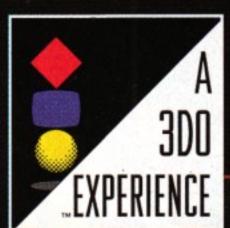
on Punch? You won't find it!



PROTIP: Many characters can use their Super moves to pass through Fireballs, including Dee Jay, Balrog, Chun Li, and Bison.

GAMEPRO

February 1995



## The First Interactive Movie for your 3DO™ System









Actual screens may vary

direct the action, control the plot, and even determine the ending. The exciting space combat keeps pace with the movie style of the story with multiple camera angles, realistic synthetic sets and explosive sound.

- More than 3 hours of live-action video and 50 pulse-pounding missions
- Incredible sound effects in full stereo Dolby Surround sound
- Select your ship and load out from an arsenal of weapons
- \* This game has not yet been rated.





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# PROFIE LA

3 D O

# SAMPANION SIDEMANION SIDEMANI SIDEMANION SIDEMANION SIDEMANION SID

By Bruised Lee

When a game is originally created as a 24-bit cartridge, you'd expect that the 32-bit CD could easily be a carbon copy. Unfortunately, Samurai Shodown for 3DO serves up the unexpected.

#### Samurai Slodown

At least the 3DO Shodown comes to the fight with all the basics intact. This version provides all the original fighters, all their moves, and all the colorful visuals.



PROTIP: Use Hanzo's air grab move to ward off air attacks.

3D0 Game ProFile

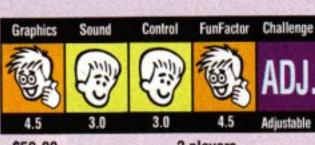
Samurai Shodown

(By Crystal Dynamics)



With strong graphics and all the arcade characters and moves,

Samurai Shodown will show you a great time. Sadly, crippled controls stop it short of true worthiness.



\$59.99 CD Available now Fighting 2 players 13 stages Side view The good graphics show off some particularly nice background detail, but there are a few letdowns. The character sprites are large and fairly sharp, but their animations and moves are executed more slowly than Shodown fans would expect in comparison with the Neo•Geo original. The great cinemas of Amakusa, the taunting end boss, are missing, which is a big disappointment.

The pokey scaling is even more vexing because it overturns one of Shodown's traditionally strong points. Since the scaling isn't as smooth as



PROTIP: In the bonus round, stand in the center of the screen to ensure that you slice all the straw targets.

it is in the arcade version, the game feels slower than it actually is.

One thing's slow for sure, though: Access time between fights eats up a whopping eight seconds! All that sitting around quickly becomes frustrating.

The sounds fare better than the visuals. Like arcade Shodown, the dramatic music and voices fit the sword-fighting



PROTIP: It's better to play the waiting game and let Amakusa come to you. Defense is the key to victory here.

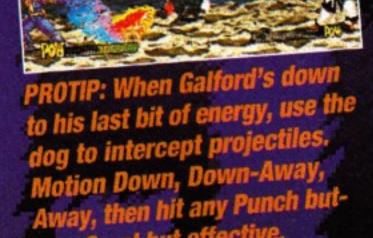


PROTIP: Be sure you have an open shot if you throw Wan-Fu's sword. He'll be temporarily defenseless.

theme perfectly. The music's an excellent reproduction of the original's, but the voices are way off. They're scratchy and difficult to understand: Galford's "Plasma blade" sounds more like "Rub my brain."

#### Samurai Breakdown

The majority of Shodown fans will meet their match with the controls. Buttons A, B, and C on the 3DO controller are all punches. If you want to perform a kick, you must simultaneously press a Shift button and a main button, which is fatally awkward in the middle of a fight. Unfortunately, you can't reconfigure buttons.



As for special moves, you might pull them off with the mushy directionals on the standard Panasonic controller – if you're lucky. Modifying the controller as described in the manual improves the response.

#### Final Countdown

Shodown doesn't show well for arcade purists. If you don't use the standard 3DO controller, playing is bearable thanks to the redeeming qualities of the cool graphics. But if you're a true fan of the Neo•Geo masterpiece, you may want to go to the arcade to get your fix. G



Out of all the home versions out there, the 3DO SS does the best job of reproducing the arcade blood. You can almost feel Nakoruru's pain, eh, Galford?



The evil Commander Borf has kidnapped Ace's girlfriend, the beautiful Kimberly, and is plotting to enslave the Earth by means of his dreaded "Infanto Ray", a weapon that changes everyone it blasts into a helpless baby.

Armed only with a laser gun, Ace must seek out and destroy the Infanto Ray, rescue Kimberly and save the Earth. All in a day's work for a superhero, right?

Featuring full screen animation and crisp, powerful sound from the original laser disc arcade classic, Space Ace plunges you into intense, non-stop action.

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3 D O



#### By Tommy Glide

"Send a maniac to catch a maniac," Sly says. You don't have to be crazy

to play Demo Man, but you'll need to master several genres in this highly explosive game.

#### A Spartan Lifestyle

The five-mission game follows the film's plot. You play as Officer John Spartan (Sylvester Stallone) in 1996, and your first mission is to capture archcriminal Simon Phoenix (Wesley Snipes). Completing this mission results in the death of Phoenix's hostages,

Yo, Adrian! It's me, Cobra! I'm back with another video game, and this time I ain't climbing no stinkin' cliffs.

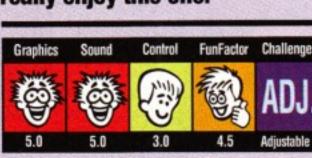


#### **3D0 Game ProFile Demolition Man** (By Virgin)



The cinematic footage gives you plenty of demolition, man, but

the fighting game play could use some reconstruction. Doom fans and other gunners will really enjoy this one.



Price not available CD Available now

Action/adventure 1 player (2-player fighting levels)

5 missions Multiple views Multiscrolling Passwords



PROTIP: Shoot open the crates and barrels to reveal 1-ups and extra ammo.

rows clips from the film and seamlessly weaves them between each mission. Special footage was shot and incorporated into the game play, resulting in crisp, digitized characters for the hand-tohand combat. With such a deep level of detail in the backgrounds, this game's presentation is truly realistic.

The sound effects and music equal the graphical qualities. The film's music was rescored for each level, while the

# your most effective move.

PROTIP: To defeat this missilehurling blimp, unload your ammo on the silver cylindricalshaped engine.

PROTIP: When fighting Phoenix

on the cars, the foot sweep is

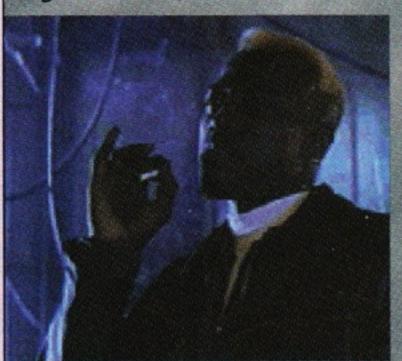
# for which you're sentenced to cry-

oprison, a deepfreeze reformatory where you're frozen and subliminally rehabilitated. When Phoenix goes on the rampage 36 years later, you're thawed out to bring him down over the course of four more missions.

The missions represent a multitude of game genres: There are shooting gallery stages à la Lethal Enforcers, Doom-like first-person chases, side-view fighting, and a short driving stage. The varied game play ensures that you won't be bored.

### Movie Magic

Going where no game has gone before, Demo Man bor-



Great movie clips add character to the game. Hey, Phoenix, did those cigarettes turn your hair that color?



PROTIP: Shoot the standing barrel on the left, and the explosion will eliminate the enemy behind it.



PROTIP: When there are no enemies on-screen, shoot at this helicopter to prevent it from firing at you.

wide range of voices and explosions ring true in QSound.

#### Rocky Controls

The effectiveness of the controls varies as the game play changes. A game gun is the preferred weapon for the shooting gallery, as the con-

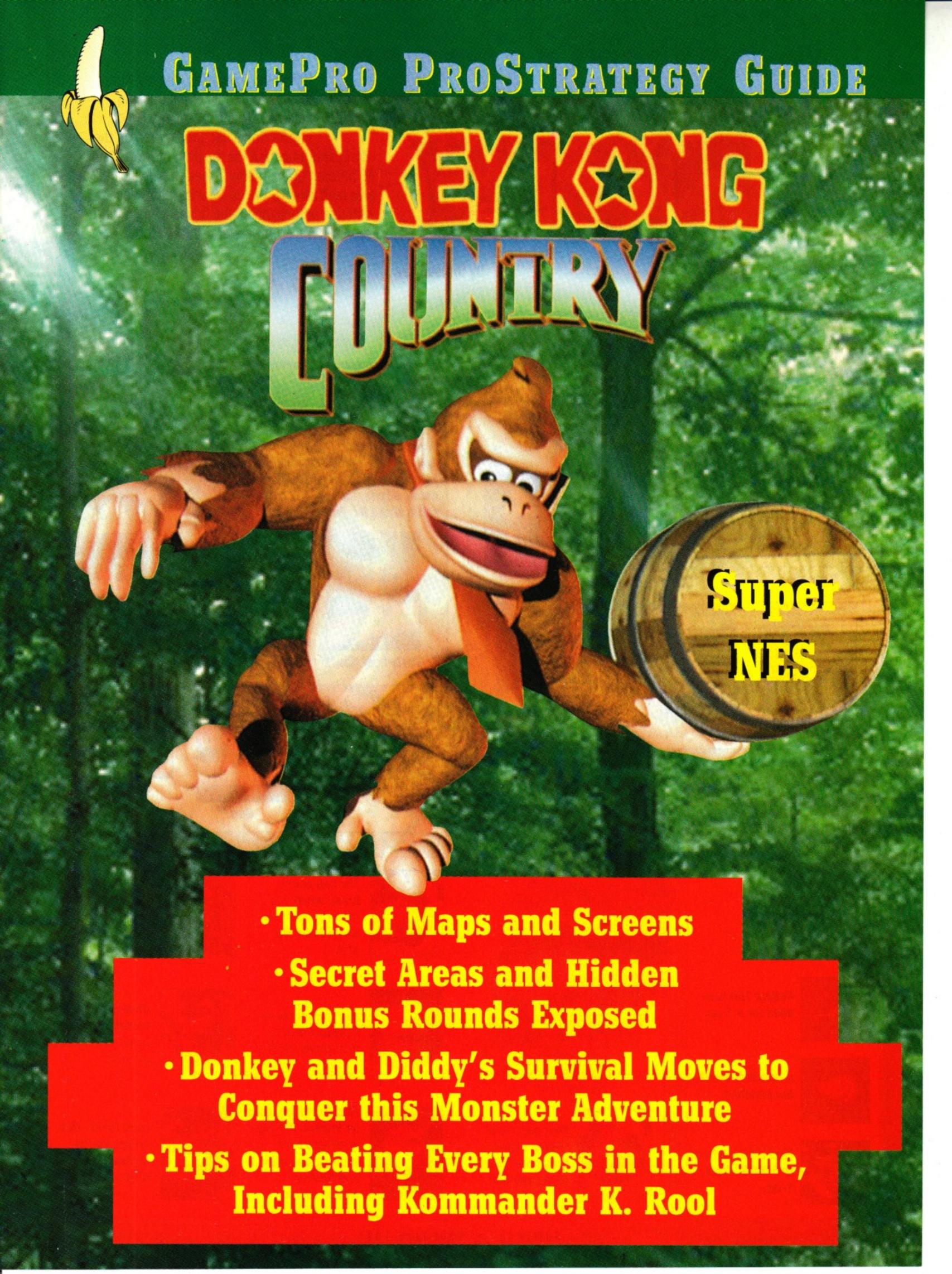


PROTIP: In these first-person levels, follow Phoenix without shooting at him too much, and he'll lead you to the exits.

trol pad's cursor movement is frustratingly slow.

Even worse, the fighting stages don't really stand up because the attacks feel stalled, and once you've beaten Phoenix, the fighting in later stages is repetitive because of the limited number of moves. But the first-person search-and-destroy action reigns supreme: Until someone ports Doom over to the 3DO, those controls are as effective as you can get.

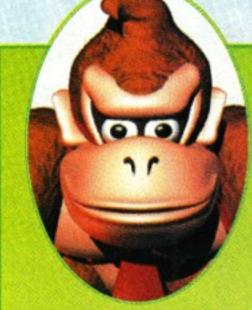
It doesn't matter if Siskel and Ebert gave the flick two thumbs up or two thumbs down; your thumbs will be busy blasting away with Demo Man's shooting action. Trigger-happy gamers should definitely aim for this disc.



By Bruised Lee

To beat the game, Donkey Kong has to find all of his missing bananas. This ProStrategy Guide breaks down each main area on the

island and maps out the location of more than 80 percent of the hidden areas (hey, we can't give it all away!). We've even outfitted you with tips on beating all the bosses - including the Supreme commander, King K. Rool.



## DOMKEA KOMB

Use this list to master the king of the jungle's moves.



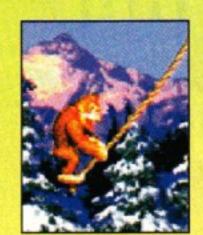
**Barrel Roll** 



Jump



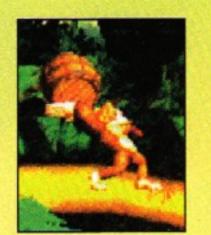
Swim



Swing



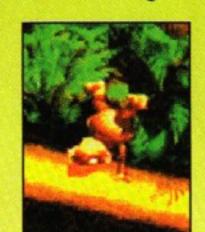
Run



**Throw Barrel** 

## SHOW ROCKE

Diddy has the same basic moves as Donkey Kong, but he's smaller and quicker, and he can jump farther and higher. Diddy's not as strong, though, and can't defeat some of the tougher enemies.



Cartwheel Attack



Jump



Swim



Swing



Run



**Throw Barrel** 

## HELPFUL ICONS

Watch for these items. They're everywhere in the levels.



1-up.



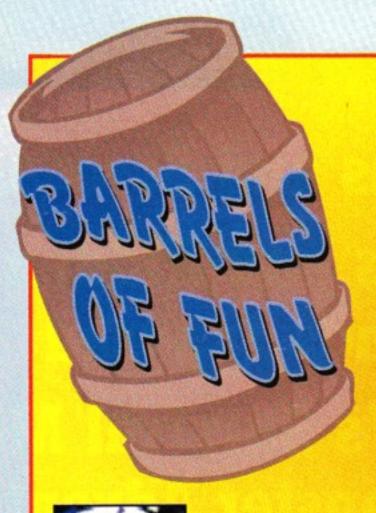
Collect 100 bananas for a 1-up.



A bunch is worth ten bananas.



Find all the letters in "KONG" for a l-up.



Your partner's hidden inside. Break the barrel to release him.



The keg won't break when you throw it, and you can ride on top of it.



Use this barrel as a projectile or to find hidden doors.



continue point.

This barrel is a



Once inside this barrel, you control when you get shot out of it.



This barrel explodes on impact. It's highly effective for wasting enemies and finding hidden rooms.



Once inside this barrel, you're automatically shot out of it.

#### **EXPRESSO**



To find the large token, fly to the far right of the level. Jump over the top of the ledge and continue to the right until you fall next to the token.



### **BONUS LEVELS**

To play as the animals in the bonus levels, you must find three identical golden animal tokens. They're hidden in many tricky locations. Once you find the golden tokens, you automatically warp to the animal bonus levels. In each bonus level, you collect more small animal tokens. Collect 100 to receive a 1-up. You can also look for a large animal token that doubles the number of tokens you grabbed during the level.



To find the large token, head straight down from the beginning of the round. Swim through the reef that appears to be the bottom of the level. The token is

ENGUARDE



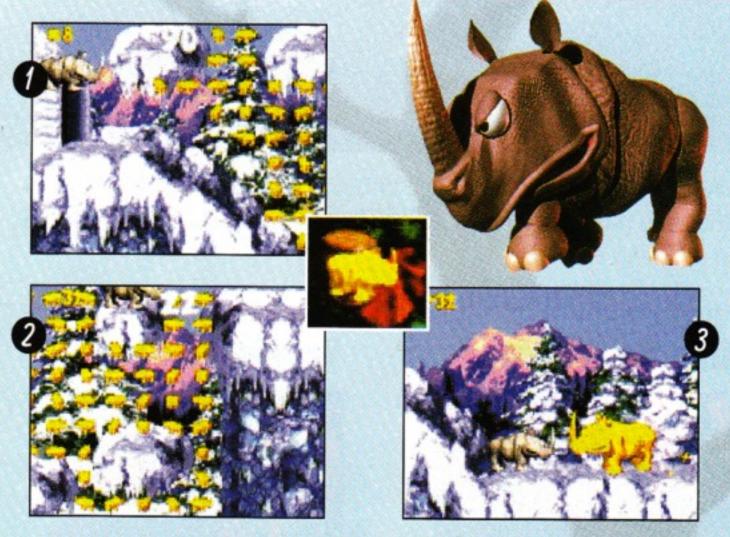


### WINKY

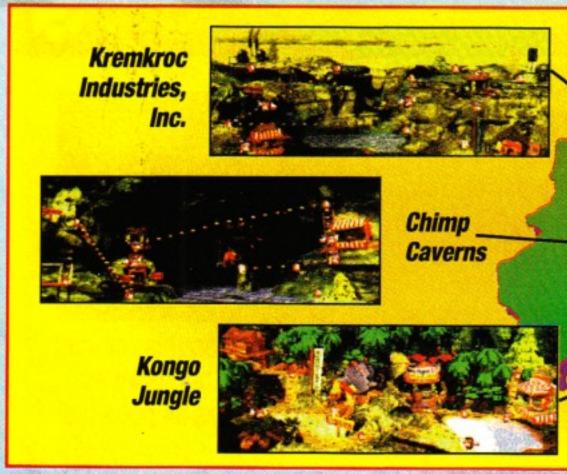


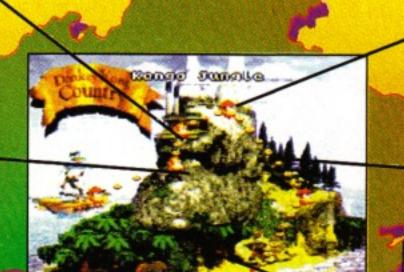
Hop to the top-left area of the bonus round. Jump from the small platform to the left part of the ledge, which leads directly to the token.

### RAMBI

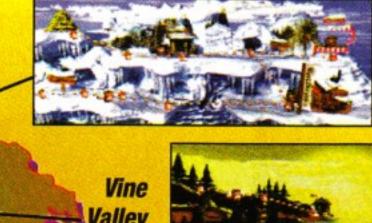


At the beginning of the round, jump to the top of the igloo. Then jump across the platforms and head all the way to the right. You come to a ledge that takes you down to the token.





DONKEY KONG ISLAND



Gorilla Glacier



Monkey Mines

## KINGI JUNGLE

In the Jungle, you'll learn the game's controls and find a lot of hidden rooms. Good luck!



#### Jungle Hijinks

Just after the continue barrel, jump on top of Rambi and plow through the wall. The hidden area is just past the small jump to the right.



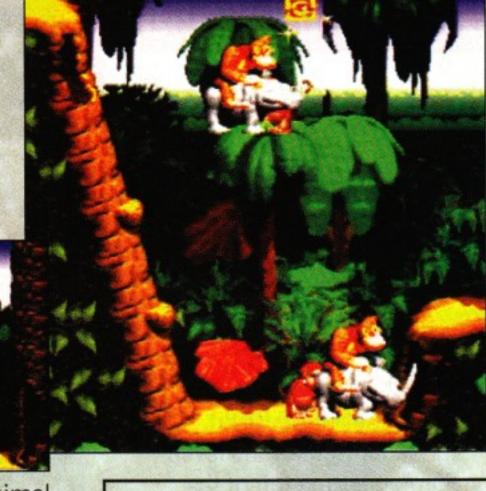
Inside this cave, collect bananas and a 1-up.

### Jungle Hijinks

When you come out of the first bonusround cave, drop straight down and to the right to find another hidden room.

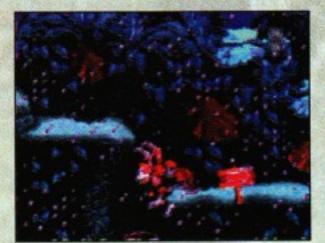


... area



Snag three identical animal

#### Ropey Rampage

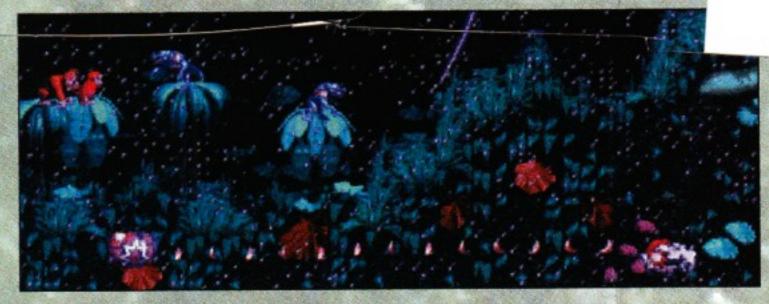


Fall into the hole at the very end of this level to reach another bonus round.



Find the barrel with a balloon hidden inside.

#### Ropey Rampage



Walk on top of the second set of trees, then fall straight off them after you pass the letter "O." You land in a barrel that shoots you to a hidden area.

Jump from vine to vine to collect all the bananas.

#### Reptile Rumble



Grab a barrel at the beginning of the stage. To open a secret door, toss the barrel at the wall with the letter "K" above it.



There's a 1-up inside this secret room.

### Reptile Rumble



Just after the first bonus round, jump on the tire to reach the ledge. From there, jump in the barrel to reach the secret area.



Fly from barrel to barrel to collect all the bananas.

#### Reptile Rumble



You reach this point just after you pass the continue barrel. Use the tire to jump onto the ledge and grab the barrel. To open a secret passage, toss the barrel against the wall to the lower right.



Bounce across this moving tire platform and grab as many bananas as possible.

#### **Coral Capers**



There are no hidden bonus levels in the water levels, but there are places to explore. When you reach the first Croctopus, swim through the bottom of the reef for some extra bananas.

#### **Coral Capers**

When you reach a section where you have to swim straight up to escape some sharks, swim to the right near the first shark. You'll find some bananas and an ostrich token.



### Barrel Cannon Canyon



Grab the first barrel you see just after you pass the continue barrel. Throw it to the bottom right to open a door to a hidden area.



Shoot out of the barrel for some bananas and a 1-up.

### Very Gnawty Beaver



To defeat the Beaver, jump on his head repeatedly. To ensure a safe hit, make sure the Beaver is on the ground or descending from his jump when you leap at his head.

# NENKEY MINES

There are five sections in the Monkey Mines, including pitchblack caves, mines, and monolithic ruins. In this level, you need your animal friends to help you find the more challenging hidden rooms.

#### Winky's Walkway

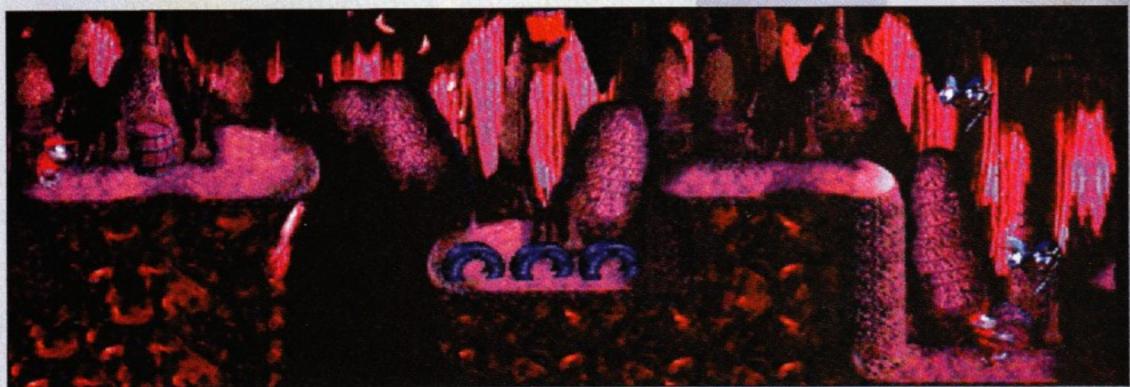


Just past the continue barrel is a bonus barrel high in the air. Use Winky to help you reach the barrel or jump on top of the vulture.



It's a field day for bananas. Also, watch for the letter "N."

#### **Bouncy Bonanza**



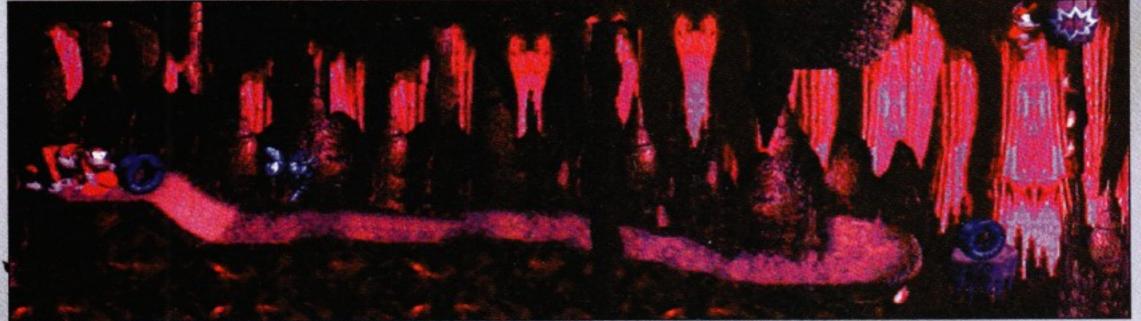
Near the beginning of this level, you find a barrel near some tires. Grab the barrel, head to the right, and toss it at the wall just past the letter "K" and the gully with three tires in it. Head for the opening but watch out for the Zingers.



Try to get three consecutive items to win.



## **Bouncy Bonanza**

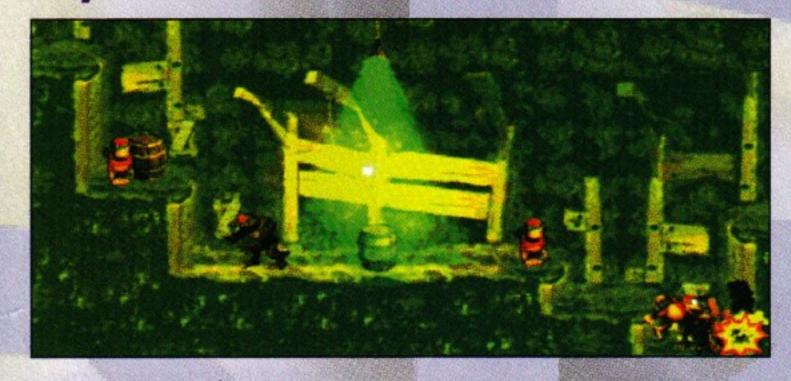


Near the end of the level, you reach a tire. Push the tire to the moving platform, then use the tire to reach the bonus barrel at the top of the screen.

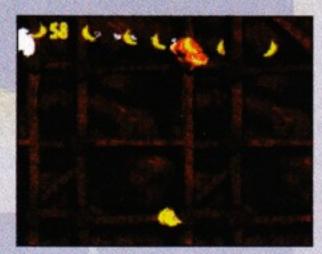


Use the tires to bounce up to each banana.

#### Stop and Go Station



Look for a stray barrel out in the open just past the continue barrel. Carry it past the stop-and-go barrel and down to the bottom right-hand wall. Break the wall to reveal the secret door but watch out for the Rock Krocs who guard this area.



Use the barrels to collect all the bananas.

#### Millstone Mayhem



At the start of the level, jump on the tire and bounce back to the ledge on the left. Jump straight up to a hidden room.



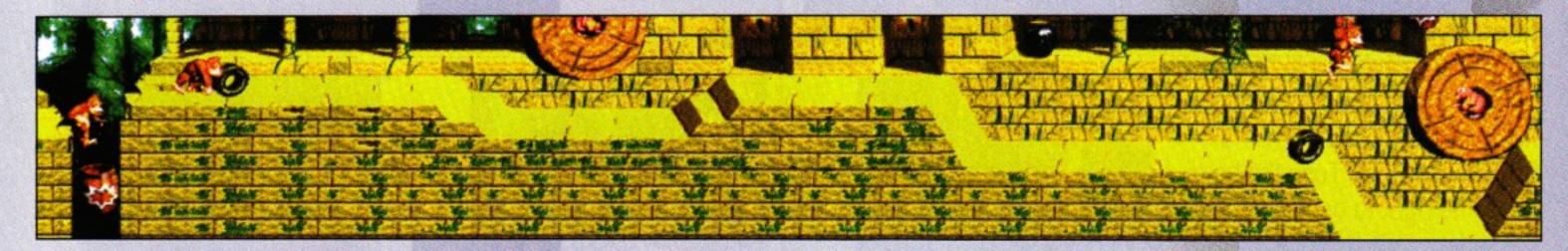
Use the barrel to launch yourself into the air to grab all the bananas.

#### Millstone Mayhem

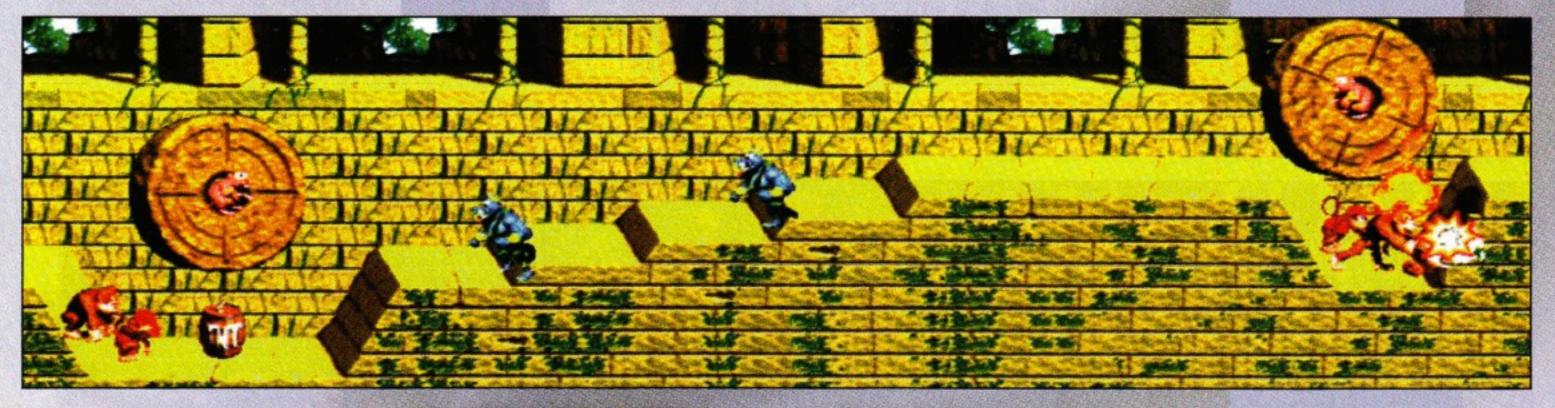
Jump into the first hole you reach in this level. It'll shoot you into the air. If you land a little to the right, a tire pops out of the ground. Push the tire to the right of the ledge near the second spinning wheel so you can jump into the bonus barrel above it.



Spell out the word "RARE" to earn an animal token.



#### Millstone Mayhem



Midway through the first part of the level, grab this TNT barrel before the continue marker. Throw it to the wall on the right underneath the spinning wheel to reveal a secret door.



Find the hidden balloon worth two 1-ups.

#### **Necky the Vulture**



The tire in the center of the screen helps you fight this boss. As soon as Necky pops his head out, jump on the tire, and you'll fly high into the air. On your way down, land on Necky's head to score a hit. Steer clear of the nuts that Necky spits out.

## VINE VALLEY

Most of the Vine Valley stages are located in the forest and are infested with both Vultures and Zingers – two of the toughest enemies in the game.



#### **Vulture Culture**

When you reach this point, push the first tire you come to

after the shooting barrels underneath the bananas. Then jump up to find a hidden bonus barrel.

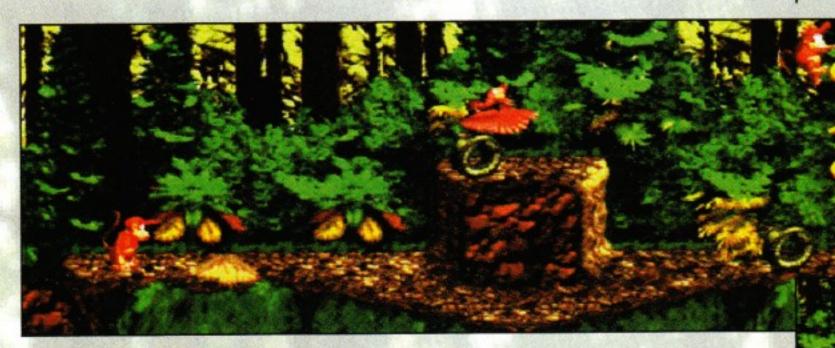


**Vulture Culture** 

Just before the continue marker, use the barrel stuck in the ground to break through the wall to the left and find a hidden door.



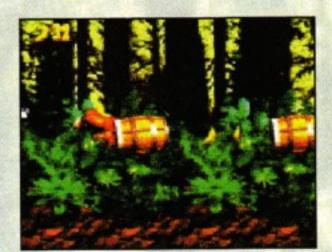
Jump on the Klap Traps to receive bananas.



#### **Vulture Culture**



When you reach this "L"shaped ledge, jump off to the
left, which makes a barrel rise
from the ground. Toss the barrel to the right to open a secret
passage.



Go from barrel to barrel and grab all the bananas.

### Tree Top Town

gain an animal token.



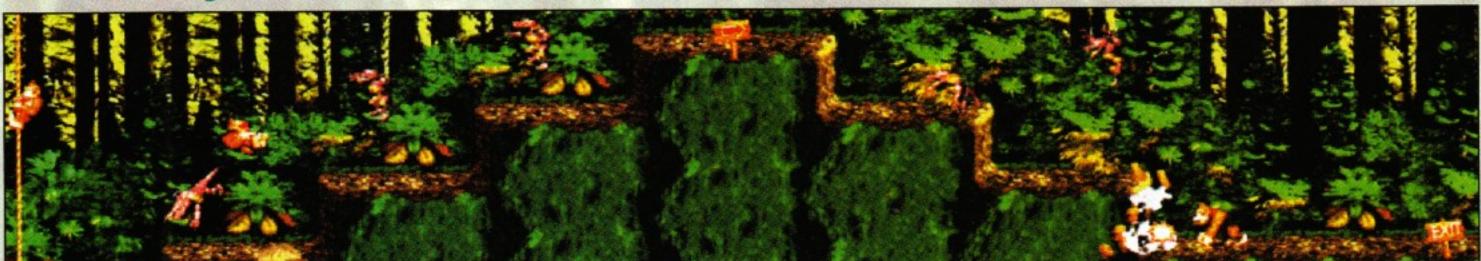
Spell out the word "KONG" to

At the beginning of the level, jump on an enemy to reach a bonus barrel.



Spell out the word "KONG" to get a 1-up.

#### Forest Frenzy



As soon as you jump off the last vine near the end of the level, a barrel pops out of the ground. Carry the barrel to the end of the level and throw it to the left off the ledge to find the hidden room.





Use the vine to collect all the bananas.

#### Temple Tempest



To find a hidden area at the beginning of the level, grab the barrel and toss it at the first ledge you reach after you jump over the first hole.

#### Temple Tempest



To reach Expresso (the ostrich), bounce on top of the Vultures to the right.

Jump on top of the Klap Trap to make bananas come out of his mouth.

When you reach the arrow made out of bananas (after the continue marker), fall straight down to reach a hidden area.

#### Orang-utan Gang

Near the end of the level, grab this barrel and carry it down to the second tire at the bottom left. As soon as you come out of the hidden stage, the barrel reappears. Bring it to the right, directly underneath the Manky Gong. The final hidden stage is to the left of the sign that's all the way to the right.



Bounce on the tire and land on the ground to find hidden goodies.



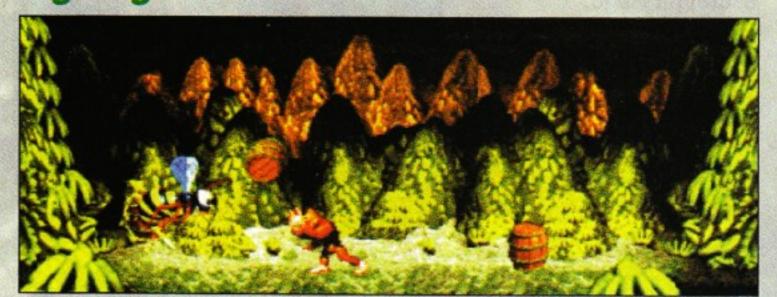
There's only one item here.





Get a free ride on Expresso as you grab some bananas.

#### **Big Zinger**



Since you can't jump on the Zinger, toss the barrels at him. When you hit him, he turns red. Wait for him to return to his normal color before you try to hit him again.

CERULA GLABIER

The obstacles in the Gorilla Glacier are tougher than the enemies. Diddy and Donkey are hard to control on the ice, and low visibility in some areas makes it difficult to find hidden areas.

#### Slipslide Ride

Grab the barrel located between the two Zingers. It's near the vine just past the letter "K." To reveal the secret door, carry the barrel to the bottom of the vine and toss it at the left wall.

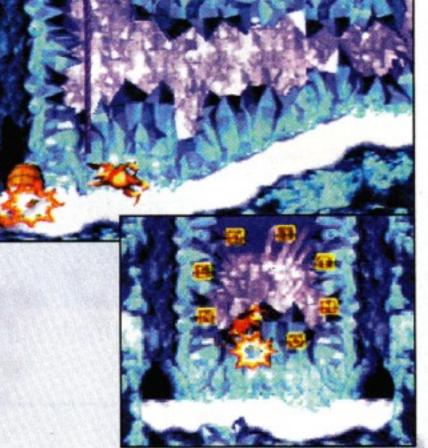
#### **Snow Barrel Blast**



Grab the bananas as you shoot out of the

barrel.

After you land on the continue barrel, go to the left and fall down to find a bonus barrel.



To get a 1-up, spell out the word "NINTENDO."

#### **Snow Barrel Blast**



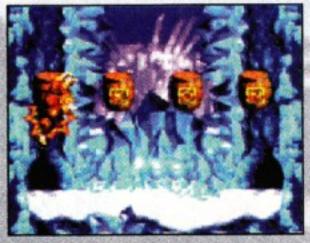
After the continue barrel, you'll reach an area where three barrels fire you to the right. When you reach the ledge, fall down to the left to find a bonus barrel.



Barrels fire you to the right as you collect bananas.

#### Slipslide Ride

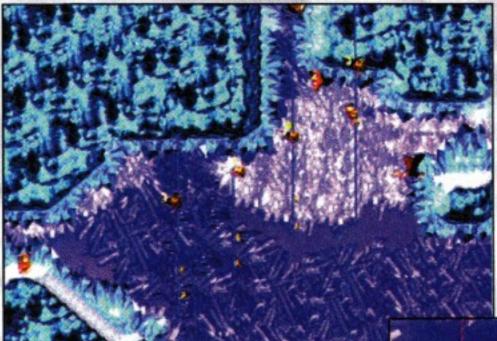
At the very beginning of the level, jump on top of an enemy to reach the vine.
Climb to the top of the vine and jump to the left. Grab the barrel and throw it against the wall to open a secret passage.



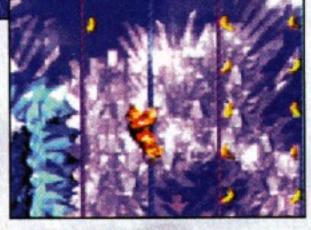
To get a 1-up, spell out the word "KONG."



#### Slipslide Ride

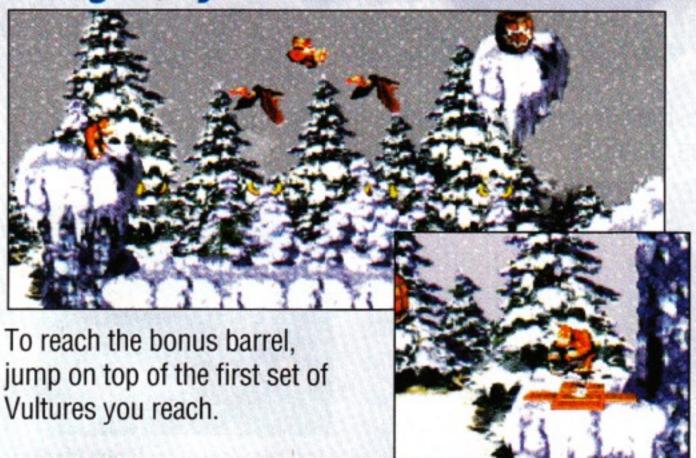


You'll find this section after you pass the continue barrel. Follow the vines all the way to the top of the ledge. Jump from vine to vine and work your way to the top of the screen to find a bonus barrel. Watch out for the Zingers.



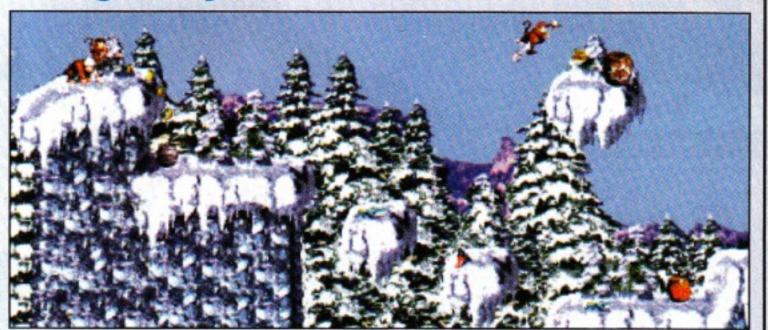
To collect bananas, ride up and down the vines.

#### Ice Age Alley



To reach Expresso, shoot across the other side of the bonus stage.

#### Ice Age Alley

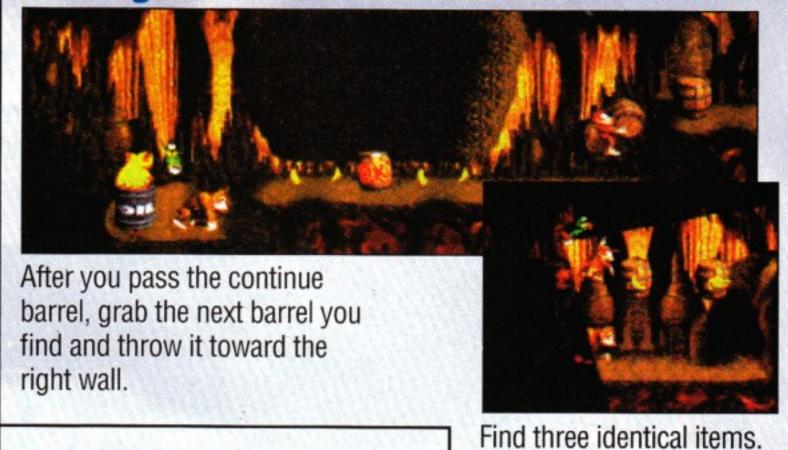


To get to this bonus barrel, you need Expresso. You can get Expresso in the previous hidden stage or all the way back at the beginning of the level. Once you have Expresso, work past the continue point, then climb up and to the right until you see a Keg. From the Keg, fly up and to the right to find a bonus barrel on a ledge.

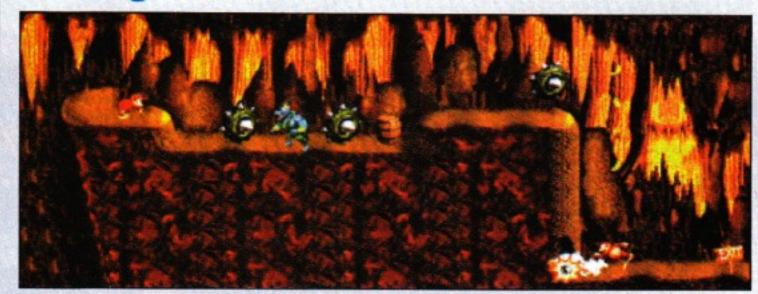


Get three identically colored balloons.

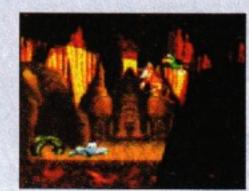
#### **Torchlight Trouble**



#### **Torchlight Trouble**

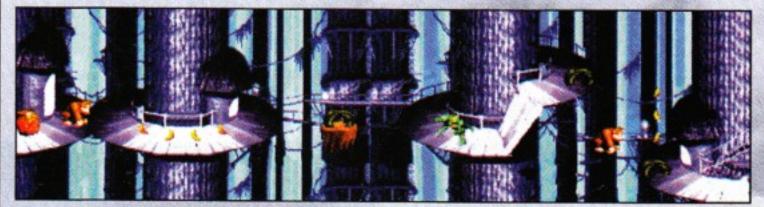


Grab this barrel near the end of the level. To find the secret opening, carry the barrel down to the exit sign and throw it to the left.



Jump on the Klap Trap to make him spit out some bananas.

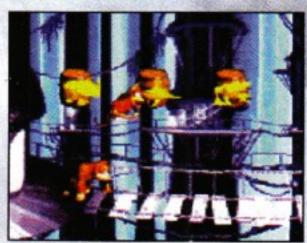
#### Rope Bridge Rumble



At the beginning of the level, go to the second hole (it has a tire on either side of it). Fall into the hole to find the hidden room.

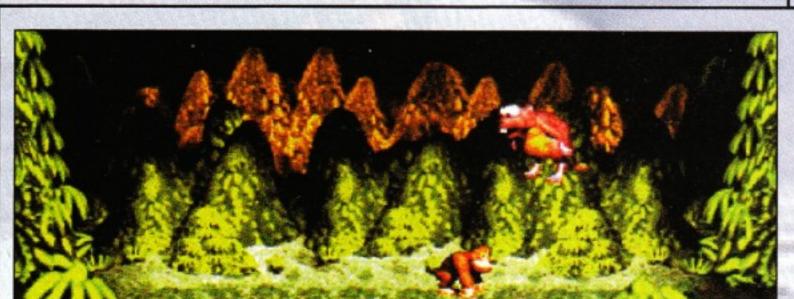
### Rope Bridge Rumble

When you reach the set of three moving platforms after the continue barrel, jump to the second moving platform. To find the hidden area, jump to the banana above the platform.



Try to get three identical animal tokens.





Bounce from platform to platform to grab the bananas.

### Really Gnawty Rampage

This time around, the beaver's jumps are more powerful and very unpredictable. Stay a safe distance away from his jumps and pounce on his head when you can.

# KRENKR&C INDUSTRIES, INC.

The Kremkroc level is mostly an industrial warehouse. The lights constantly flicker on and off, which makes it difficult to see enemies and find hidden locations.

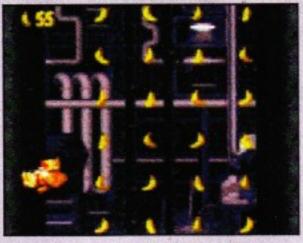
#### Oil Drum Alley



To make a barrel pop up at the beginning of the level, jump off the rope hanging from the ceiling. Throw the barrel at the oil barrel to the right and fall down the bonus hole.

Try to match

all the items.



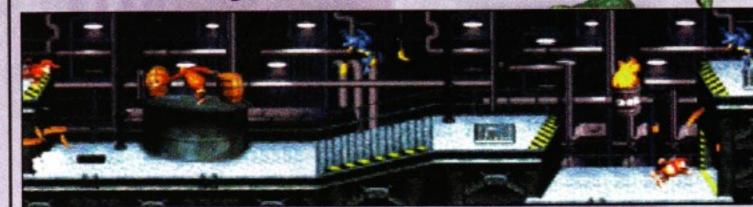
Use the barrel to blast through the air and collect bananas.

#### Oil Drum Alley



To make a TNT barrel appear, move just past the letter "R" and jump from the top of the ledge to the floor. Hurl the barrel to the left to open a secret passage.

### Oil Drum Alley



First, destroy the second Manky Kong after the continue marker. Then take the barrel and throw it to the right of the oil barrel.

#### Trick Track Trek



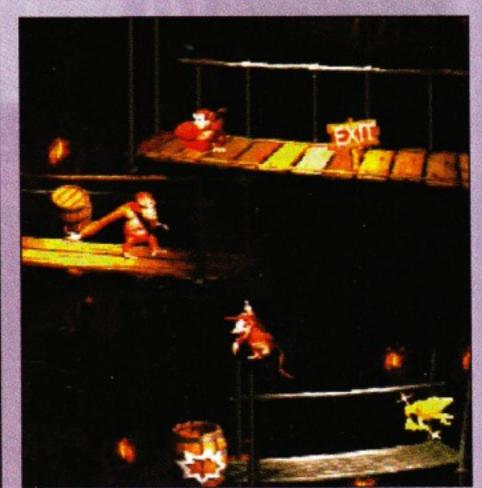
Go from barrel to barrel to collect bananas and the letter "N."

Work your way past the continue marker, then, as the cart plummets just after the first Zinger, leap toward the enemies on the ledge. From there, jump straight to the bonus barrel.

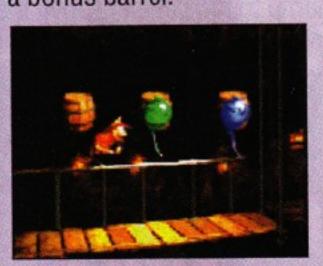


Jump on top of the Klap Trap for extra bananas.

#### Trick Track Trek



At the end of the level, go to the left and fall down to find a bonus barrel.



Match up identically colored balloons to earn 1-ups.

#### **Elevator Antics**



Jump onto the first vine. From there, leap to the vine that's all the way to the left. Then go up and to the right until you find the secret passage.



Spell out the word "KONG."

#### **Elevator Antics**



When you reach the vines that the Zingers are climbing (just before the continue barrel), grab the third vine and climb all the way up. Jump to the right to go through the wall.



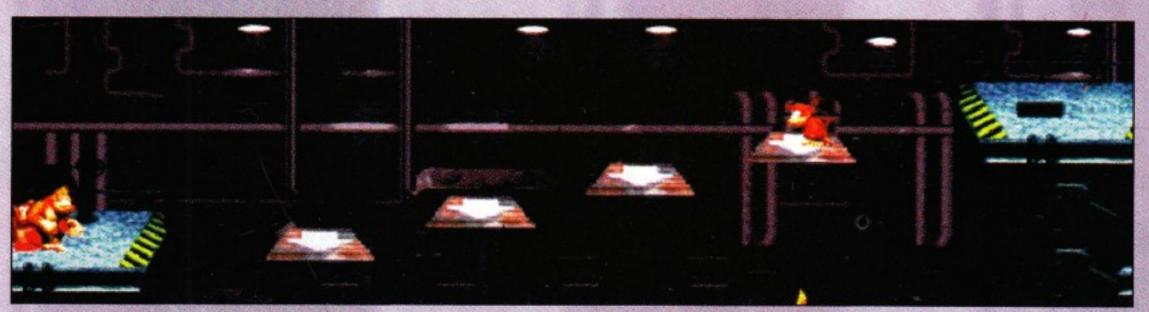
Go for a fun ride inside the barrels while you grab bananas.



## **Elevator Antics**

When you reach the end of the level, instead of exiting, ride down the mine cart. To reach the bonus area, jump over to the ledge on the right.





A little more than halfway through the level (after the continue barrel), four platforms with arrows on them fall to the floor as soon as you land on them. To reach the secret area, stand on the platform and ride to the banana below.



Leap through all the barrels as you grab bananas.

#### **Boss Dumb Drum**





As you fly out of the barrel,

grab as many bananas as

you can.

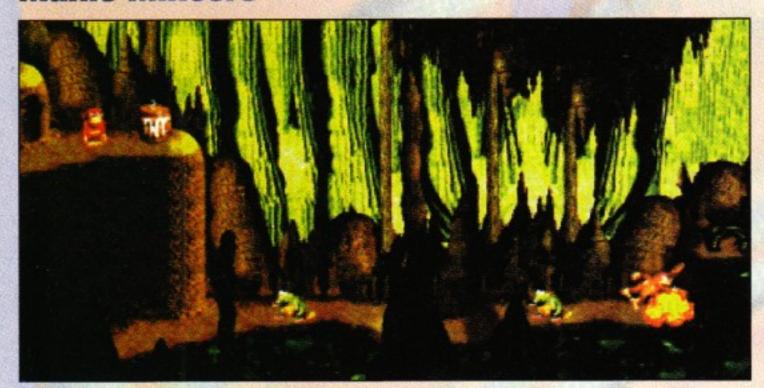
To defeat this boss, wait for him to dump out some other enemies and then jump on them to destroy them. When the Drum drops, dodge it by running away.

# CHIMP CAVERIS

The majority of hidden areas are found in the earlier levels.

Most of this level takes place in the mines, so it's tough to find secret rooms that do exist.

#### **Manic Mincers**

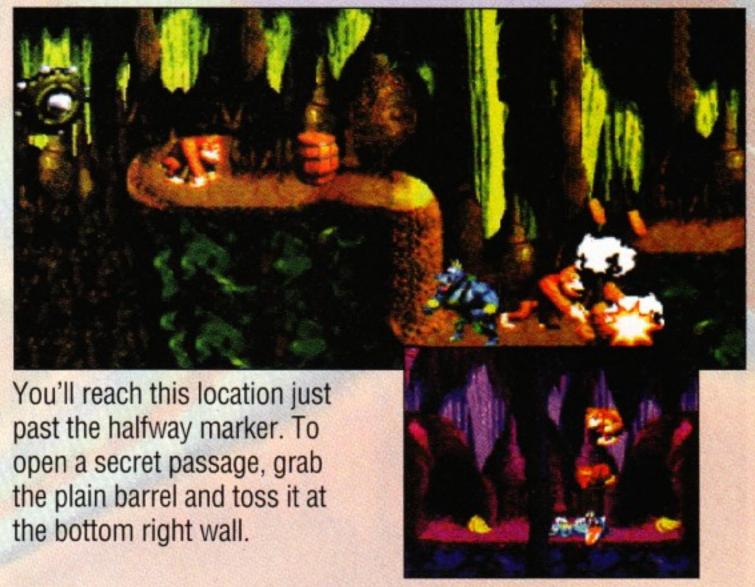


To find another hidden room, carry the TNT barrel that's on the top of the mountain to the right until you reach the wall by the tire. To find the bonus area, toss the barrel at the wall.



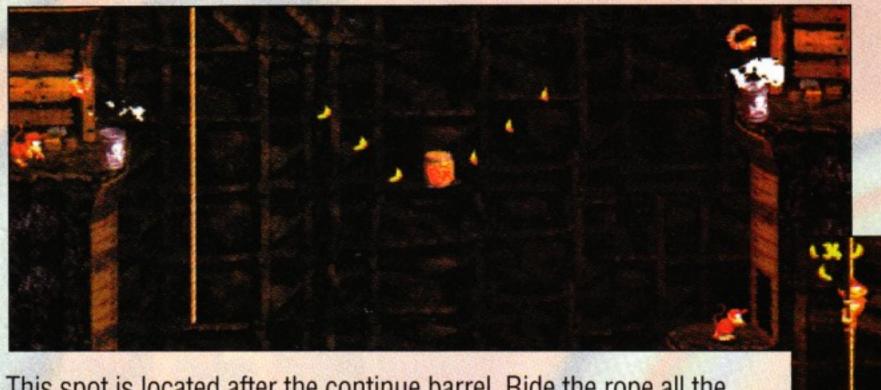
Search for the barrel with the balloon in it.

#### **Manic Mincers**



To make bananas appear, juggle your jumps between the Klap Traps.

#### **Misty Mine**



This spot is located after the continue barrel. Ride the rope all the way to the right and then straight down to find a hidden room.

Climb up and down the rope to collect bananas as you move to the right.

### **Misty Mine**



As you come out of the first bonus stage, head to the right until you see a TNT barrel. Pick up the barrel, head to the right again, and toss it at the bottom-right part of the ledge.



Match all the identical tokens.

### **Loopy Lights**

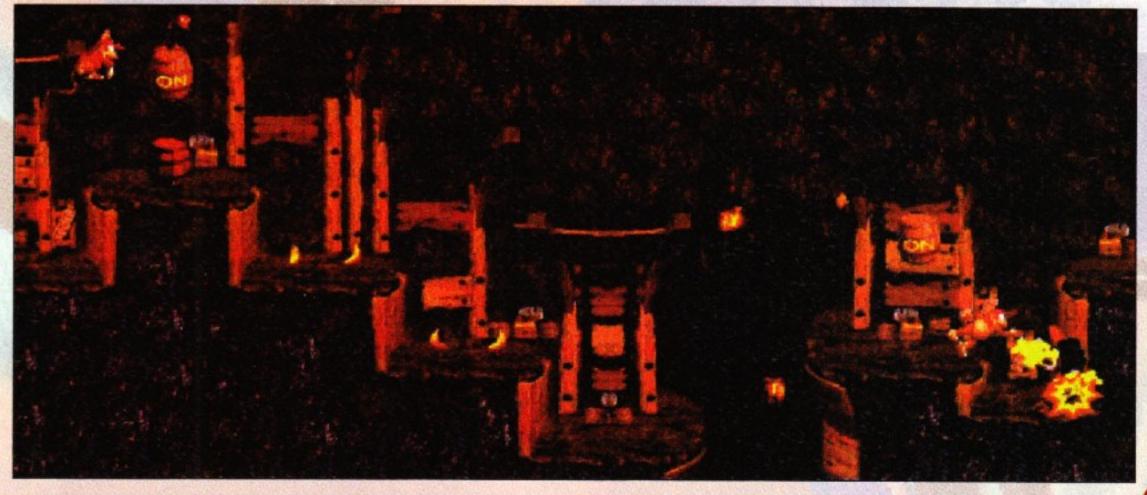


As you enter this level, fall down the first hole you see.



As you shoot out of barrels in the dark, grab bananas.

#### **Loopy Lights**





To get these bananas, make a series of jumps in the dark.

After the continue barrel, you find a barrel below a Vulture and under an on-off barrel. To discover the hidden area, grab the barrel and carry it to the right just past the jump.

#### Necky's Revenge

Necky spits out nuts a bit faster this time around, but otherwise he uses the same pattern.



Dodge the nuts that Necky spits out.



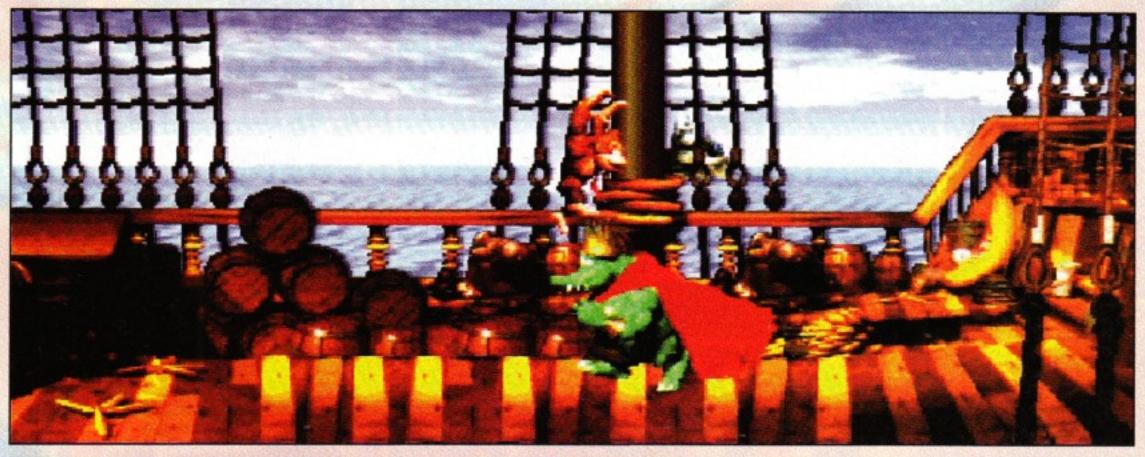
Jump on top of Necky's head to hurt him.

# GANG PLANK CAUEEN

The whole Gang Plank Galleon level is the final face-off against K. Rool. The Kommander uses four different attacks. First, he throws his crown at you. When he does, jump on his head to register a hit – it's the only time you can damage him.

During the other three types of attacks, you just have to defend yourself. After the first hit, Rool runs back and forth, so leap over him. Next, jump out of the way of the cannonballs that drop from the sky. K. Rool's final move is a series of short hops. As soon as he jumps in the air, run underneath him so he won't crush you.

#### Kommander K. Rool





Jump on Rool's head when he hurls the crown.



As K. Rool charges, jump over him.



Jump past the cannonballs as they fall.





As K. Rool hops at you, run underneath him.





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GENESIS"





3 D O

By Slo Mo

All fighting games try to create their own form of video martial arts. With Supreme Warrior for 3DO, Digital Pictures decided to go to the source.

This first-person-perspective, live-action fighting extravaganza was filmed entirely on location at the world-famous Shaw Brothers studios in Hong Kong using real martial artists and kung fu movie stars. War-



PROTIP: A Palm strike or a punch will block an attack.

PROTIP: Save your Chi power. Don't make unnecessary moves. PROTIP: Look for a Babality!



Listen to Master Kai and Yu Ching.

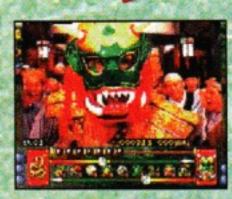


PROTIP: The Earth Warlord is your strongest opponent. Don't begin your quest with him.

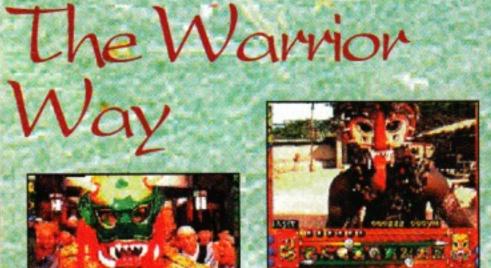


Welcome to ancient China.

# Supreme



Attack the Earth Warlord in close.



The Fire Warlord is open to hooks to the head.



The Wind Warlord makes a mistake when he turns his back.



You need the Special Skills to beat Fang Tu!

PROTIP: Learning to block is key

to your survival since you can only score a hit at certain times. Also, a good block absorbs your opponent's Chi power.

> **3D0 Game ProFile Supreme Warrior** (By Digital Pictures)



Your patience as well as your kung fu must be strong to master this

great-looking, live-action martial arts game.



CD Available now **Fighting** 

1 player First-person view

rior's excellently produced adventure will capture the imaginations of kung fu movie buffs, but the involved controls may imprison fighting gamers.

#### Tu Much

You play as a young Chinese martial arts student who must retrieve a magic mask from an evil mystical menace named Fang Tu. Three warlords and six bodyguards stand in your way, but beating them one-onone earns you a variety of fighting skills and special powers, which you need for the showdown with Tu.

The live-action visuals and sounds are excellent. Yes, it's like being in a kung fu movie, with sets designed like an ancient Chinese village, fighters flying through the air, and the whole bit. The convincing actors belittle your

skills with appropriately melodramatic dialogue. The topnotch production values and the authentic fighting action compel you to continue your fighting quest.

#### **Warrior Worries**

Supreme Warrior's complicated controls require supreme practice. In fact, you'll feel like you're learning a martial art before you master the game's ten basic punches and kicks and three blocks. A single



PROTIP: Swei-Jin is susceptible to kicks.

move can require hitting a button, a directional, and shift button, which subjects first-timers to major finger fumbling. Eventually, the controls respond crisply, but you endure beatings in the process.

Add to that the fact that Warrior's designed so opponents are open to hits only at certain instances during a match, and you've got a nasty struggle on your hands. Fighters who crave instant gratification are out of luck.

#### Kung Fu Theater

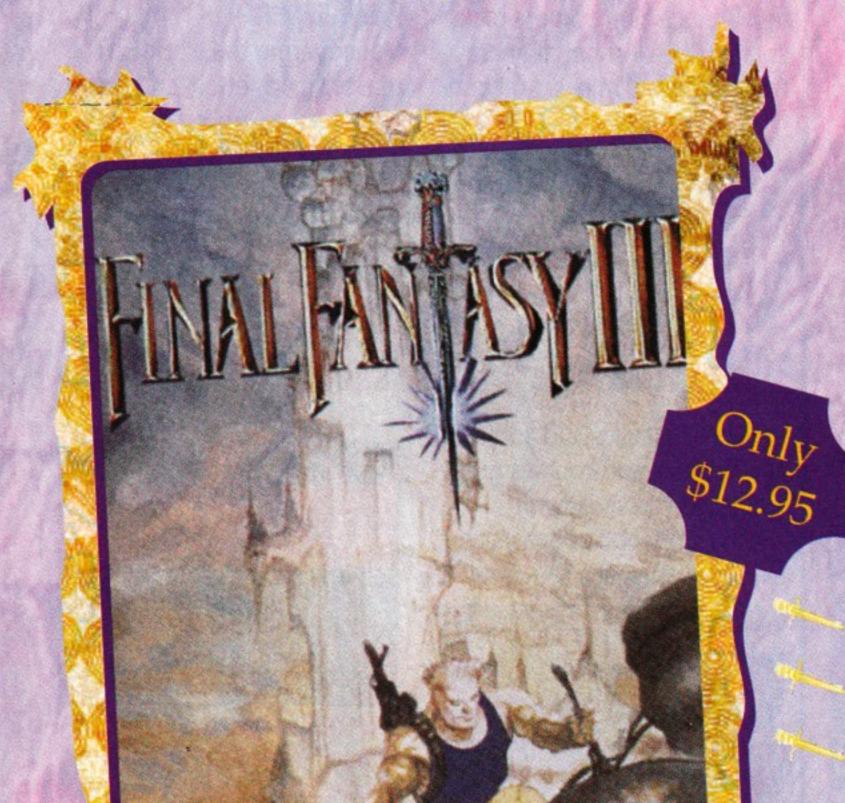
Kung fu movie fans will get a kick out of Supreme Warrior in more ways than one. It definitely takes time and patience to master the game, but if you do, you're in for a rousing martial arts adventure. The only thing missing is the subtitles. G

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#### By Sarah Nade

For futuristic racing fun, strap on your seat belt and take MegaRace for a spin. You'll drive down some of the most harebrained tracks you've ever seen.

#### Ready, Set, Go!

In MegaRace, you're on Virtual World Broadcast Television, hosted by the ever-annoying Lance Boyle. As the next Enforcer chosen to race against tough-guy competitors, your mission is to thrill



3 D O



PROTIP: Use your firepower sparingly. You need to save lots of ammo for the ends of the races.

#### By Sarah Nade

Warp into the

future for a taste of some hard-nosed racin' and fightin' action. In Off-World Interceptor, you have to save your butt to save the universe.

#### And They're Off

You're one of the Trashmen, racing a monster truck on one of five dangerous planets. As you bounce along on the rocky courses, you'll shoot at enemy trucks, ground mines, and gun



PROTIP: When jumping over tall mountains, be wary of what lies on the other side.

The driving sounds are average, with slightly hokey motor sounds and explosion effects. The background music, however, is awful; luckily it's covered by the sound effects.

#### On Target

Maneuvering the truck isn't terribly hard, but it isn't easy,

# 1/FGA



Don't go around the corners too fast, Enforcer, or this could be you!

your millions of viewers and "race to win," which means you fire shots at opponents ahead of you. Fast and fun, the behind-the-car racing takes you through futuristic cities and even underwater.

The excellent graphics feature beautiful, detailed backgrounds and large, easy-tofollow cars. The varied backgrounds show off bright colors and vivid details that enhance the action.

The otherworldly sounds are as realistic as you could want. The high, steady whine

#### of the motor forecasts the future of driving games, but the lack of dynamic background music somewhat diminishes even the game's best sound effects.

The only downfall of this cart is the control. You're traveling at top speeds across



PROTIP: Don't let the enemy get behind you, or you're toast!

tracks filled with obstacles, but unfortunately it's very difficult to control your squirrelly vehicle. The wall and your car meet frequently on the sharp turns.

#### Mega Good

If you can overcome the difficult controls, MegaRace can generate MegaFun. Beginning gamers, however, and those with little patience will have a hard time with this disc. Once you're deep into the game, you'll agree that the fast racing and excellent graphics make it Mega-nificent.

# OFF-WORLD

towers. Obstacles add additional challenge, and courses get longer and more difficult.

The Story option boasts an excellent cinematic sequence



PROTIP: On the Las Lunas stage, gauge the time carefully when going under the moving blocks.

that, in a spoof of Comedy Central's Mystery Science Theater 3000, features two silhouetted guys making snide remarks.

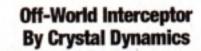
From the behind-the-vehicle perspective, the trucks are highly visible and easy to distinguish among the mayhem. When another truck or mine blows up, the firepower and resulting explosion also look realistic. The awesome terrain depicts towering mountains and slanting valleys.

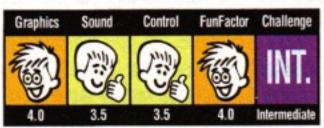


PROTIP: The Scorch Boss is difficult. Time your shots for maximum damage.

either. The truck moves smoothly and shoots accurately, but some gamers may have trouble negotiating the rougher, more mountainous terrain.

Gamers who enjoy racing or shoot-em-up games will like Off-World Interceptor. Once any early frustration wears off, OWI's great graphics and game play will drive you wild. G



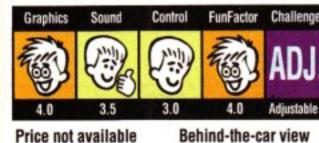


\$59.99 Available now Auto racing

1 player

Behind-the-car view Forward scrolling **ESRB** rating: Not Yet Rated

#### Mega Race By Mindscape



Available now Auto racing 1 player

Behind-the-car view Forward scrolling Battery backup ESRB rating: Not Yet Rated

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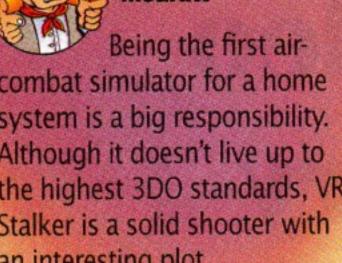
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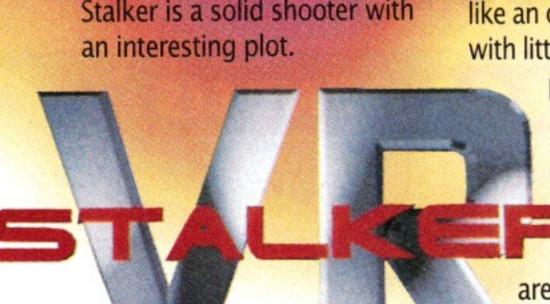
Hurry! Supplies Are Limited



By Quick-Draw McGraw

combat simulator for a home system is a big responsibility. Although it doesn't live up to the highest 3DO standards, VR Stalker is a solid shooter with





It Could Happen

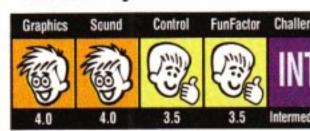
The United States is under siege, and you've been recruited by the underground resistance to defend your country! L.A. and New York have already been destroyed, so you must battle the enemy through 15 tough levels to increase the peace. Under the code name Stalker, you choose from a number of realistic contemporary planes and dogfight in a VR Simulator pod (so you don't get your head blown off for real).

The plot's good, and the graphics make it seem more true to life. Realistic explosions and take-off sequences high-



PROTIP: Take advantage of the view-changing option. Use the view that you're most comfortable with.

#### **VR Stalker By American Laser Games**



Price not available Available now Flight simulation 1 player

15 levels Multiple views ESRB rating: Not Yet Rated

3 D O

light this CD's visuals. Once you're flying, however, VR looks like an ordinary flight simulator, with little action and undefined polygon backgrounds.

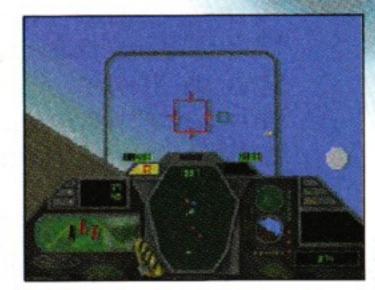
#### Hear Me Now

VR's stereo sound effects and original soundtrack are two of its best features. Unfortunately, the introductory narrative is barely understandable.

Considering the complexity of most flight games, VR's controls are rather easy to learn. Once you've mastered them,



Better hurry!



PROTIP: Locking on a target can be very tricky. To conserve missiles, lock on both targets before firing.

however, they don't perform accurately enough in the heat of combat. You'll be crashin' and burnin' more often than you should.

Since new, interesting titles are constantly coming out for the 3DO, you might want to wait before investing in VR Stalker. It's okay, but air-combat simulators that provide more excitement must be warming up on a runway somewhere. G



#### By Quick-Draw McGraw

Until now, if you wanted real street hoops at home, you had to play either Shut Up and Jam! or Jammit on the 16-bit systems. Jammit's come to the 3DO, but the results won't overwhelm you.

#### Air Jammit

Slade, Chill, and Roxy are back and talkin' more trash than ever. Jammit on the 3DO has enough options and attitude to taunts and insults would intimidate Sir Charles himself.

The controls consist of a standard push, shove, and maim, along with slammin' and jammin' basketball moves. These actions, however, are slow and jerky, which throws off your momentum.

With few street-ball carts around, there's little that Jammit can be compared with. Decent graphics and sound put this outdoor-rim sim in contention, but only for hardcore fans. If you absolutely crave hoops, take this one to the hole. G

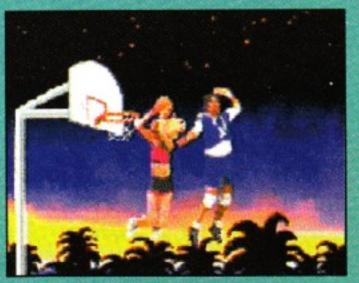


make it a decent competitor. You play a one-on-one game on five graffiti-covered courts and make side bets to increase your cash flow. You choose from seven street-ball contests, including Sweat, Poison, and Frenzy, on your way to facing the Judge, king of the courts.

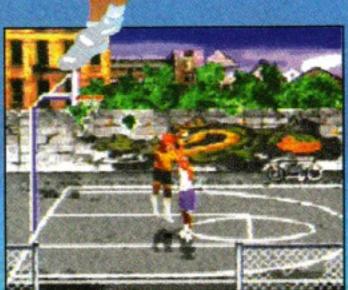
Thanks to the Slam Cam, Jammit's colorful graphics show off the sprites' many detailed movements. The graphics have been slightly improved over the 16-bit version, but not as much as you'd expect.

#### Move It, Sucka!

Trash talk is Jammit's classic feature, and this version has it down. Each player's clear



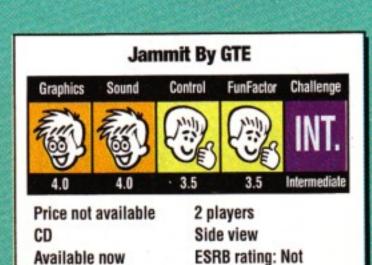
Get outta my way, chump! The Slam Cam shows off every dunk.



PROTIP: Don't pull up for a "J" when your opponent is right in front of you - he'll probably put it back in your face.



PROTIP: You're playing street ball, so remember to clear it after a defensive rebound.



Basketball

Yet Rated

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The Ultimate Football Game is Here!

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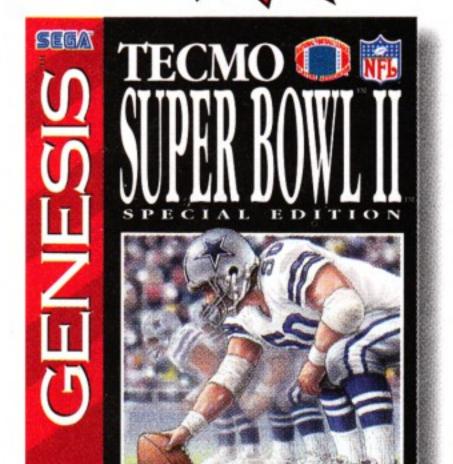
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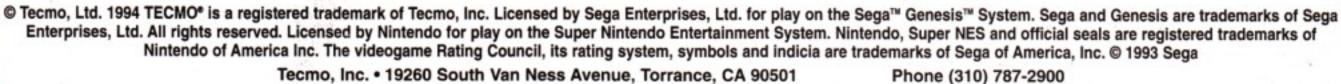


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#### Jaguar



#### By Captain Squideo

Zool's back, and the Jaguar has him. Fast and fun, Zool 2 is as entertaining as a frenetic shopping spree in Candyland.

#### Cool Zool

If you knew last year's 16-bit Zool, you'll know this speedy, spindly ninja alien who battles against the evil Krool and his cronies in the Nth Dimension. Like Sonic, Zool's a runnin', jumpin' hero who lives in a colorful, imaginative, and dangerous world.

The "2" in the title refers to more than this second adventure – it's how many heroes you can choose to play as. Zool's new companion, Zooz, has her own moves and can reach certain areas that Zool can't. Together, the athletic



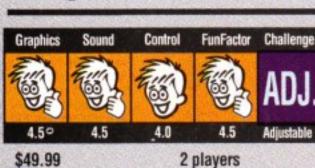
PROTIP: Zool's spin is a devastatingly effective defensive weapon that makes you invulnerable to most enemies.

Jaguar Game ProFile

Zool 2

(By Atari)

The zippy, Sonic-like alien returns with a female pal for a terrific second adventure. Fast fun and colorful graphics make this game the best hop-n-bopper on



16 megs Available now Action/adventure

the Jaguar.

2 players 6 levels Side view Multiscrolling and shooting abilities of these dual Zools push this game to the top of the Jaguar hop-n-bop ranks.

The game's speed will probably throw off your control for a while. Zool's going to slam into a few walls and run past many goodies until you practice his moves. His jump from vertical surfaces also means more bruisin' than cruisin' until you get the button presses down.

## The Graphic Dimension

The sharp graphics resemble a vivid Disney dream. Zool's Nth Dimension is a shiny, inventive world that's equal parts candy shop and toy store. It's reminiscent of the 16-bit Zool world, but everything's sharper and brighter on the Jag. Too bad the hero himself doesn't

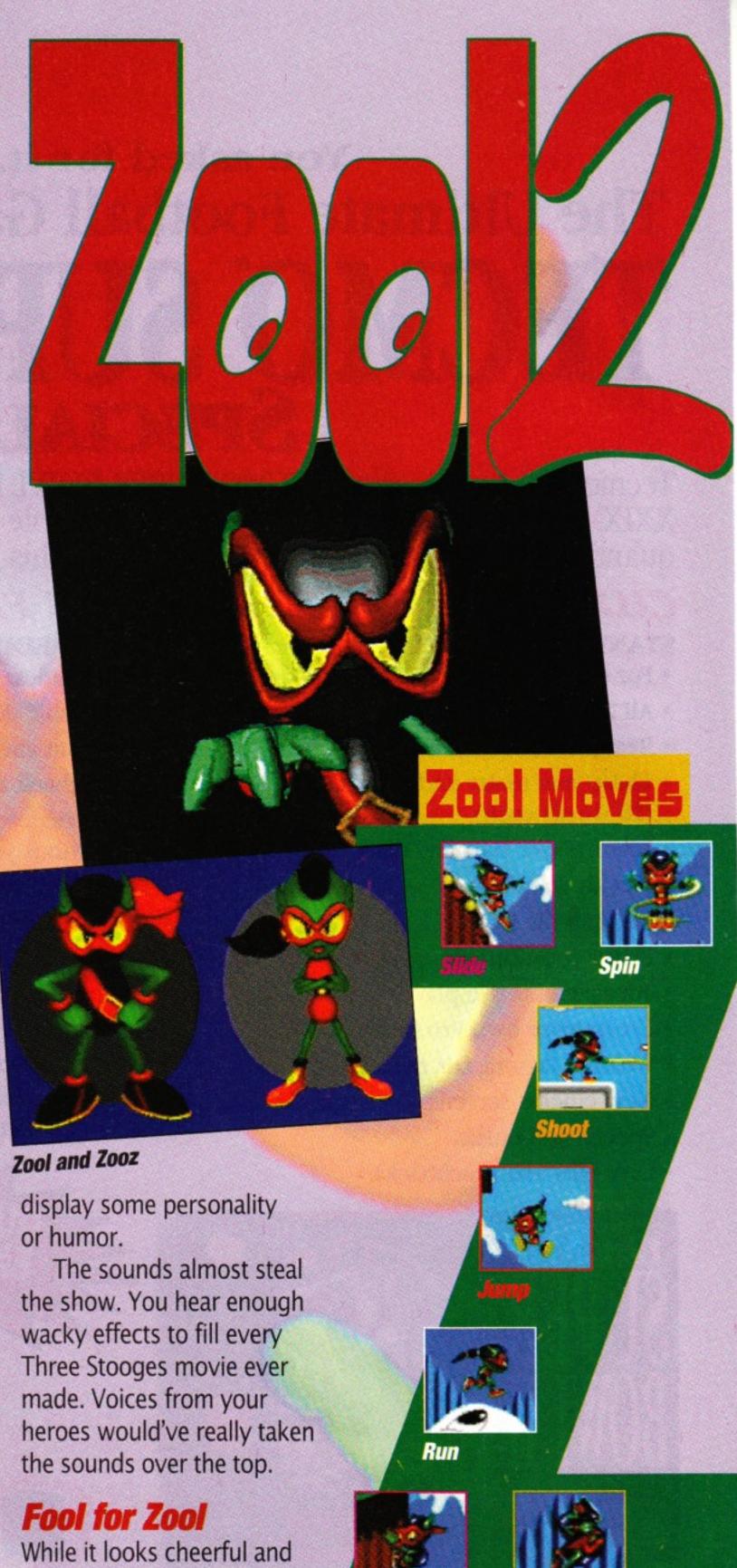


PROTIP: In Stage 2 of Swan
Lake, jump off this last pillar to
the right, slide down the cliff to
the Bonus, and blast the wall at
the bottom to find a secret 1-up.

PROTIP: At the Options screen, set your Inertia to Off to keep Zool from sliding when he builds up momentum.



PROTIP: Don't linger on these beaded Swan Lake bridges, or they'll give way.



While it looks cheerful and attractive, this game isn't easy. With no way to save your



PROTIP: Shoot at walls to reveal secret rooms.

progress, you'll replay the early levels often.

Fortunately, you have plenty of reasons to stick with it, including tons of hidden rooms scattered throughout each stage. Zool keeps up with Sonic's rapid pace, and he doesn't even need sneakers.

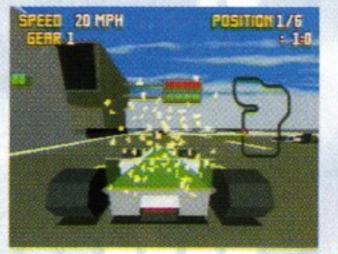


With all these options, you not only play the game, you help design it.

# any racing game will give you IPFNIP CARS

ता राज्याम एतिया राज्या

PENGUINS AND A BLIMP?



Normally, when you see sparks coming from your TV, you need a new one.

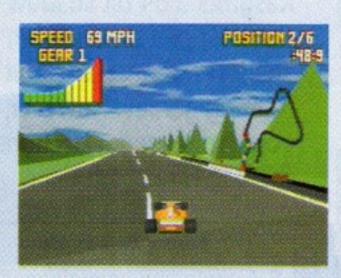


With speeds up to 200 m.p.h., it won't take long to burn through this tunnel.



You would think the crisp 3D graphics would help you make better turns.

Rookie.



Don't be fooled by the pretty scenery.

One wrong turn and you'll be part of it.

And ten tracks. And six driving views. And your choice of weather conditions. The options are endless when you're playing the first and only 64-bit racing game on the Atari Jaguar.

Take your customized formula race car through a penguin-filled arctic tundra, burn rubber (or your clutch) on a desert road, or take a 200 mph island hop through the tropics.

Checkered Flag is a game of skill that could have you in the winner's circle or wrapped around a guard rail.

So make sure your couch is nailed to the floor, bust out the flame retardant suit, and get ready for the ultimate 64-bit joy ride.





#### By Atomic Dawg

Dragon: The Bruce Lee Story transfers a

fair movie about the life of the legendary martial arts master into a fair Jaguar fighting game. However, the one-onone action just doesn't roar.

#### Fighting Tradition

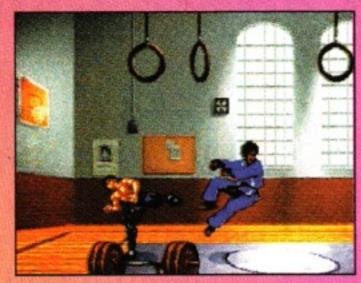
Dragon's primary attraction is its lush graphics, which feature sharply detailed character sprites and colorful backgrounds. The visuals also nicely capture many of Lee's signature martial arts poses, such as his waving-hands ready stance. It's a cool-looking



PROTIP: Throws (press Away and hit Button B) can counter some weapon attacks.



#### Jaguar



PROTIP: Move in for an extra kick whenever you dizzy or throw an opponent. They're temporarily defenseless.

show that unfortunately bogs down when you get into the hand-to-hand action.

One or two players play as Bruce Lee in either a Story mode or a routine select-youropponent Versus mode, but fighting-game freaks won't find much of a skills test beyond rapid button punching. In fact, 64-bit Lee doesn't stand a chance against Fei Long, the

Bruce Lee clone in 16-bit Super

Street Fighter II. Dragon uses a

and the predictable variations

simple three-button offense

during crouches or jumps.

The controls feel a tad

slow, too, but at least you can

pull some classic Lee moves,

such as rapid-fire side kicks.

However, the CPU determines

when more exciting attacks,

This fighting cart captures a

taste of Bruce Lee's fighting flair,

but it seriously needs his fight-

ing skill. Dragon lacks fire. G

ble jumping kick, occur.

Bruce Lee, R.I.P.

like an awesome-looking dou-



#### By Atomic Dawg

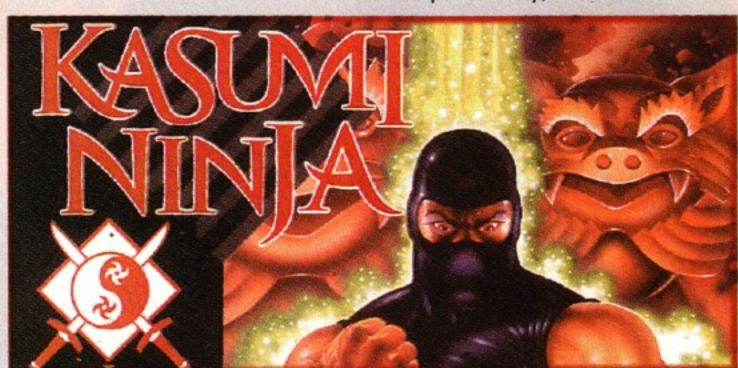
Kasumi Ninja looks good, but it takes

more than good looks to win a fight. This Jaguar fighting cart's an energetic workout... and that's all.

different kicks by using the kick button with Left or Right.

Overall, the visual detail is great. The character sprites and backgrounds are almost photorealistic, though the animation appears choppy at times.

In the eyesore department, however, three characters are the same image in different colors. Blood flies off the fighters in unbelievably large drops. Finally, the Scottish



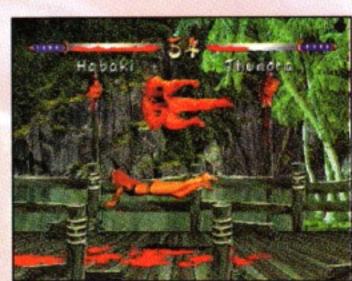
#### Bring on the Clones

Kasumi opens with an interesting character-select design. You choose from two ninja brothers. As you beat six other fighters, you can select them.

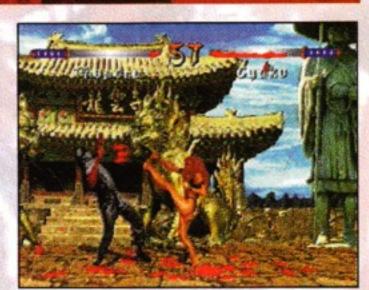
The ninja action stalls with the game play. The slow controls sometimes require an extra button press to mount attacks or defenses. Special attacks are tough to bust. At least there's a cool kick system that enables you to bust three



PROTIP: Time a jump kick over a projectile attack, and you'll always score a hit.



and Thundra are the quickest and best all-around fighters.



PROTIP: Gyaku is susceptible to kick combos.

fighter lifts his kilt to unleash his fireballs.

The sounds swing low. The music takes unfocused romps from pounding drums to cheesy "oriental." The main audio downer is the announcer's outrageously annoying Charlie Chan accent.

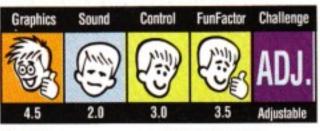
#### Sayonara

Kasumi's a 64-bit shadow warrior destined to remain in the shadows of deeper 16-bit fighting games. However, if you badly need a Jag fighting fix, bag Ninja. G



PROTIP: Chagi, Senzo, Habaki,

#### Kasumi Ninja By Atari



\$69.99 16 megs Available now Fighting 2 players

9 combat zones Side view Side scrolling **ESRB** rating: Mature

#### surround you. Watch out - they attack from offscreen, too!

**PROTIP: Never let two opponents** 

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

\$59.99 16 megs Available now **Fighting** 

2 players Side view Multiscrolling **ESRB** rating: Teen

## THIS IS THE PRICE OF FAILURE.

The stakes are high.

And your crew is one bunch of hard-core head cases.

Altogether, the odds stink.

Care to consider the alternatives?

There aren't any.

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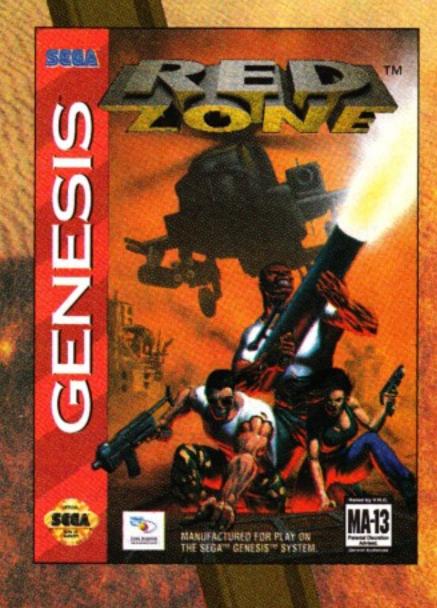


Body count: in the radicals' maze-like bunkers, it's muzzle-to-muzzle.



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

- A chopper assault through a storm of fire and an underground blast-fest.
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- Fully rotating 3-D world, animated at 30 frames per second. Two above and 10 underground environments.



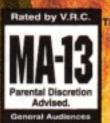
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#### By Manny LaMancha

The popular bobcat sinks his claws

into the Jaguar, but the results have scratch marks on them. This game features the colorful clowning associated with Bubsy's previous hop-n-bop games, but problems with the game play make this cart especially tough.

#### Yo. Bub!

Famous fairy tales are missing, so Bubsy has to get his tail in gear to find them. The journey leads through 15 chapters



#### Jaguar



PROTIP: Take your time to save yourself from trouble. If you rush into an area, you'll likely lose a life.

#### By Quick-Draw McGraw

An unusual 3D driving experience, Club Drive presents a variety of challenges and levels rarely seen in other driving simulations.

#### Pedal to the Metal

Tired of standard first-person racing around an oval track? Club Drive showcases a race against the clock as you try to



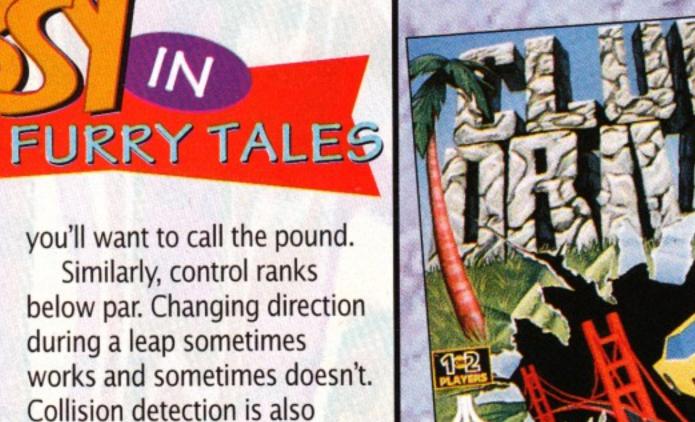
PROTIP: When searching for powerballs against the clock, use the map to quickly locate them.

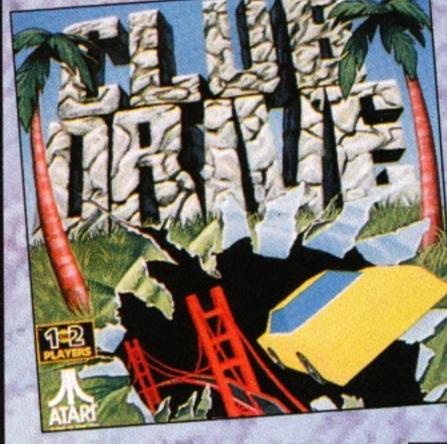
cliffs early on, especially when you try to go too fast, but with practice, you'll be racing with confidence.

#### Oh, What a Feeling

Good graphics and poor sound are not a winning com-

bination, especially when you consider the Jaguar's capabilities. Polygon shapes create 3D-style backgrounds, but drab colors and a lack of visual details steal some of the realism. Sound effects are also lacking: The only noises you'll hear are the purr of the engine and an occasional toilet flush.





collect powerballs, two-player tag, and a race between two worlds. Pass through San Francisco on your way to Velocity Park or stop by Jerome's Pad after visiting the Old West!

While the racing is novel at first (Jerome's Pad puts you



PROTIP: When on cliffs or tables be careful when backing up. There's no indicator to tell you when to stop.

It's nice to see a driving sim that brings some fresh ideas to the genre. However, unfulfilled potential and repetitive racing keep this one from taking the trophy. G

## inconsistent: When you hit an 91124 enemy in a similar manner

PROTIP: When you get to the section with the twins with yoyos, trip the green light above so you can jump on them.

across five worlds, taking you from Alice's Wonderland through Arabian Nights and Hansel and Gretel's candy land.

The bright, colorful graphics offer lots of depth, but the animation often falls prey to jerkiness. The music is good, but the supplementary sounds fall short, coming off far too raspy for the Jaguar. And the voice clips at the start of each level will drive you nuts - if you hear "Oh, sure, let's all toast the Bubster" one more time,

## Cat-astrophe

ferent results.

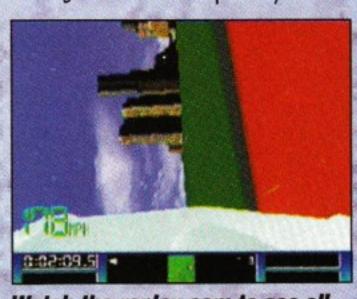
Bubsy offers a muddled mix of good and bad ingredients, but the poor game play seals Fractured Furry Tales' fate. Prepare

twice, you sometimes get dif-



PROTIP: Get a good head of steam, jump high, and hold the glide button for a slower tour of the area.

for frustrating and repetitive wandering through Bubsy's Jaguar world. Jaguar owners looking for a good platform game with Bubsy will think that Atari has committed a feline felony.



Watch the replay cam to see all your awesome wipeouts.

inside a giant house), the action eventually gets tedious. Two-player split-screen competition steps up slightly, but it's still not much better than average racing games.

Simple controls give you enough precision to stay on track. You'll fall off tables and

#### **Club Drive By Atari** \$59.99 4 levels First-person view 16 megs Available now Multiscrolling ESRB rating: Kids to Driving Adults 2 players

#### **Bubsy in Fractured Furry Tales By Atari** FunFactor Challenge

4.0 \$49.95

16 megs Available now Action/adventure 2 players

15 chapters Side view Multiscrolling Passwords **ESRB** rating: Teen



Flink certainly doesn't look like your typical wizard, but at least he's got a cauldron to show for it. To be honest, our little guy is only an apprentice, but he's got a heck of a lot of magic spells up his sleeves. At least that's what the citizens of Imagica Island believe. They've entrusted him to locate the missing island leaders and to destroy the Demon Guardians that stand in his way. Spell-binding and hair-raising, Flink will capture you heart.

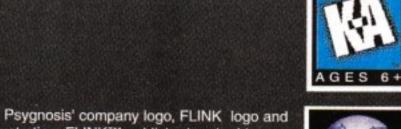


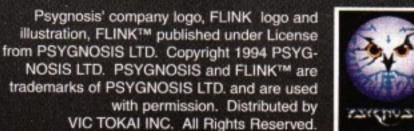
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## VIC TOKAI INC.

22904 Lockness Avenue Torrance, CA 90501







#### By Quick-Draw McGraw

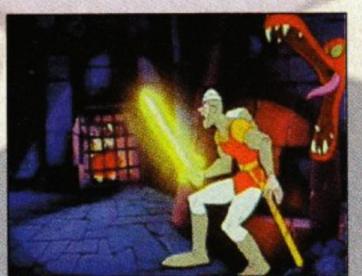
A brilliant sequel to the original, Dragon's Lair II: Time Warp displays the great animated action that can only be brought out on CD.

#### Dirk to the Rescue!

The saga continues: Daphne's kidnapped by the evil wizard Mordrock, who has intentions of forced marriage and takes her through time. Once again, you must guide Dirk to her rescue before Mordrock opens



**ピリ**ーi



PROTIP: You have two movement options, so make sure you keep an eye on your sword, too.

#### By Quick-Draw McGraw

In conjunction with the release of Mad Dog II for the 3DO, a sharp new version of the original Mad Dog is debuting for the CD-i. If you've never gone mad with McCree, here's a good opportunity to blaze through the Wild West.

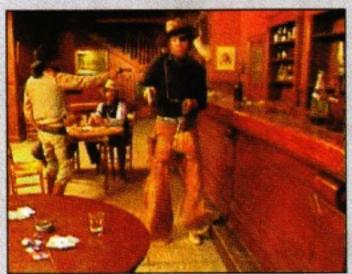
#### Same Old Mad Dog

If you liked the action on the Sega CD, you'll love this adventure. Once again, Mad Dog and his evil gang of hombres have kidnapped the town's beloved

#### Mad About CD-i

Thanks to Mad Dog's awesome live-action video, you duck behind the couch during each intense gunfight! Each sequence displays a ton of true Western realism.

The voices and sound effects are a bit muffled, but



PROTIP: Always choose the Peacekeeper revolver over the control pad. It'll give you more range and a faster reaction time.

the casket of doom and places the death ring on her finger. Using only your trusty sword and a bumbling old time machine, you must save her quickly, or she'll be lost forever.

DL II really shows off the CD-i's power with clear, welldefined graphics. Excellent colors and no slowdown or animation cut frames make this clever cart a sight for sword eyes.

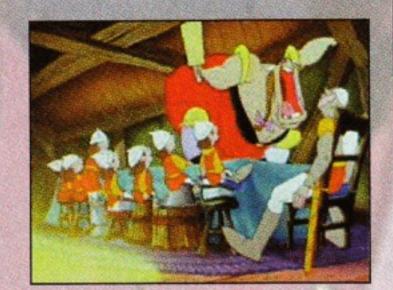
#### Sworded Affair

If you want more realism in your video games, check out DL II's incredibly realistic moans, groans, and sound



Daphne, is that you?





PROTIP: After you lose a life, the game will occasionally change directions. Be prepared to do the opposite of everything you did before.

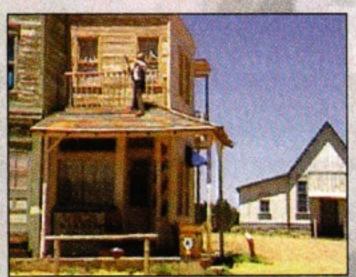
effects. Even better, clear voices accentuate every scene.

The strong controls improve on the 3DO version of the original Dragon's Lair. The CD-i's circular directional pad gives you quicker, more accurate button presses that help you get past every snake, dragon, and mother-in-law in sight.

Precision timing and reactions are a must if you want to enter this Dragon's Lair. If you think you have what it takes to save Daphne, you'll enjoy testing your mettle with this interactive adventure.

mayor and his beautiful daughter, Nell. If that weren't enough, they've also locked the town sheriff in his own jail cell. It's up to you to set him free, rescue those in need, and finish off Mad Dog once and for all.

To handle this bunch of rowdies, you'll need only the best steel (or plastic) you can find: namely, the Peacekeeper. This slick-looking revolver



PROTIP: Keep a close eye on windows and rooftops. These areas can be difficult to target, so you'll have to be quick.

(included with the game) handles well and sports a hair trigger that'll make a Dirty Harry out of anyone.

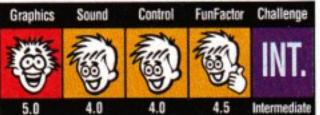


The damsel in distress.

otherwise they're realistic. Listening closely when a bad guy makes his move or a townsperson gives you some advice might just save your butt.

With intense gaming action and a similar story line to the arcade and Sega CD predecessors, this Mad Dog proves that a good plot works well on any platform.





\$59.98

Available now Shooter

1 player

4 levels First-person view Multiscrolling **ESRB** rating: Not Yet Rated

1 player



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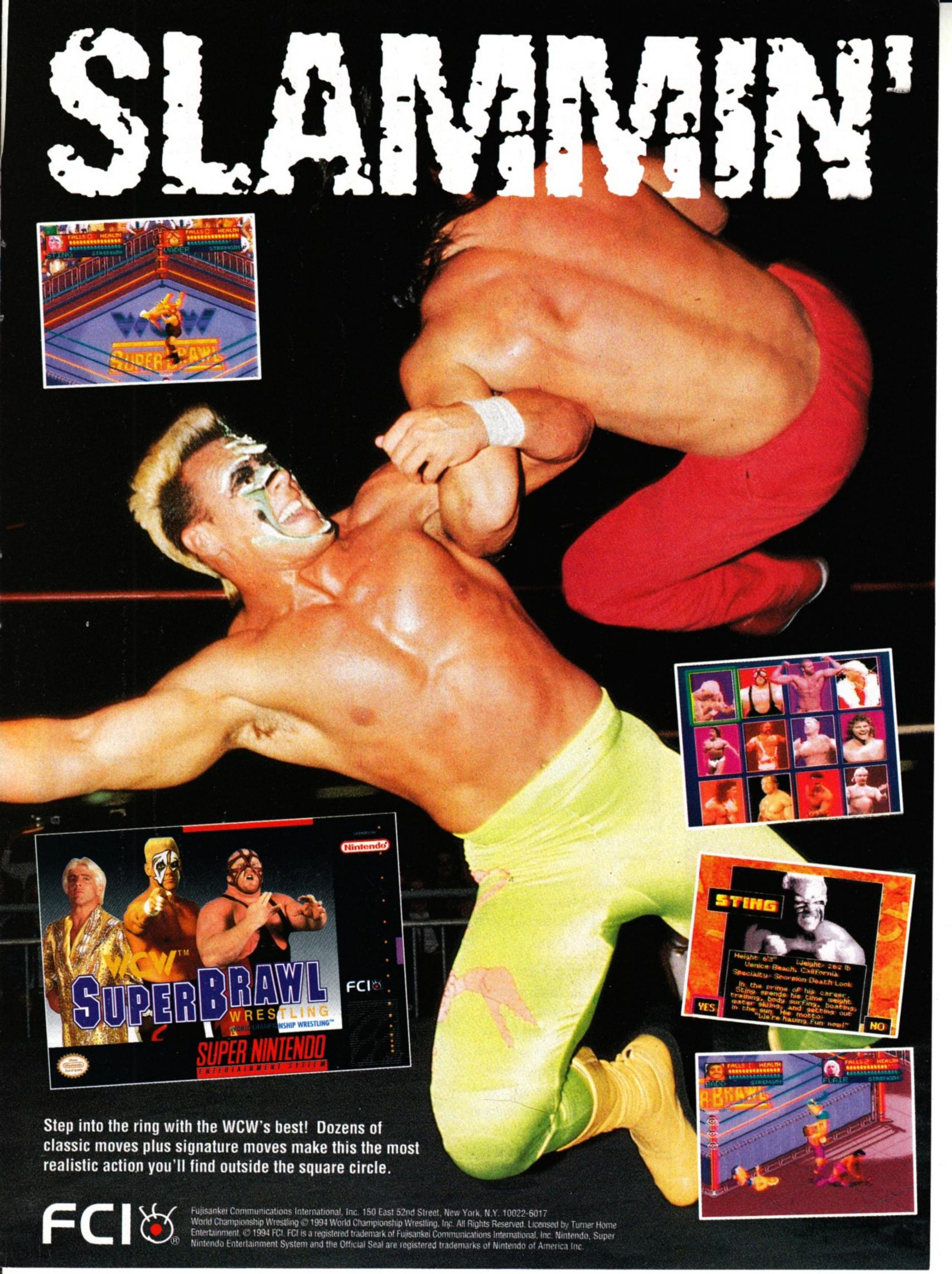
16-bit tip of the week!

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# The Sports Page



# FIFA 3DO Wins World Cup!

# FIFA International Soccer

300

By Bill Cleaton

World Cup '94 has come and gone...so what! FIFA International Soccer for the 3DO hits the field with unrivaled graphics and playability.

#### **Field of Dreams**

Following in the respected cleat steps of the previous FIFA games, FIFA 3DO is no mere port-over from the cartridge market. The game features many of the same cart qualities – like tournament



PROTIP: Choose a team with strengths and abilities that match your style of play.



When you score a goal, everyone celebrates!

and league play – but it utilizes the 3DO's power to fashion a much stronger soccer experience.

In this version, 50 international teams are at your disposal (the first SNES FIFA listed 30 teams, and the Genesis version boasted 48). Weak teams like Kuwait and Luxembourg would be better left disposed; they're



easy prey when matched against powerhouses like Brazil and Italy.

This is realistic soccer, so setting up the right passes is the key to winning. Take advantage of the strategy option, which



During the half-time video clips, watch great international soccer moments.

enables you to choose to play an offensive or defensive game and switch formations, depending on how the game's going.

#### A Game with a View

The graphics are Ginsu sharp: The stadium has been given as much detail as the players, making for one beautiful, realistic soccer setting. The details complement the seven available views, and fans will not easily tire of the multiple perspectives. For instance, the ball view puts you directly on the field for a smoothly scrolling, up-close perspective. The stadium view

offers the more removed and familiar <sup>3</sup>/<sub>4</sub>-overhead view found



PROTIP: In a breakaway, tap Button B to get by an oncoming defender.

in many sports sims. The five other views offer nice variations.

The quality of the sound almost equals the quality of the graphics. The rippling of ball against net is as clear as the frenzied chanting of the crowd.

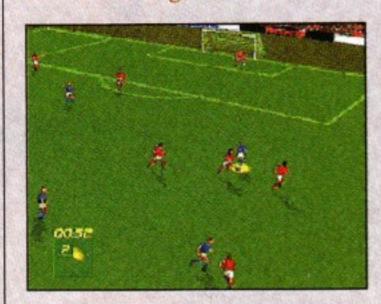
# **Stadium Spectacular**

FIFA is the first six-player game for the 3DO. While five more controllers could set you back by more than 200 beans, a six-player game is quite an experience. All six can even team up against the computer, but coordinating the efforts of teams of *three* is a task in itself.

For those of you who have been waiting for great sports games for the 3DO – the best has arrived. Now you can get as close to an international soccer match as possible without worrying about a riot.



PROTIP: If you're having trouble with your opponent, don't hesitate to switch strategies.



PROTIP: When first learning to pass, use the stadium view. Your open teammates will be visible on-screen.



PROTIP: Use the position target to make your goalie kick accurately to a teammate.



# Acclaim's QB Club Scores on SNES

# NFL Quarterback Club



By Slo Mo

NFL Quarterback Club mixes nicely executed razzle-dazzle with solid, basic video football to build a serious playoff contender. The Club's flash includes fiveperson game play, 19 NFL quarterbacks, 28 NFL teams, and the ability to build a custom QB.

#### Join the Club

QB Club offers diverse action that's neatly organized into three entertaining modes: the Quarterback Challenge, NFL Play, and Simulation.

Quarterback Challenge is a skills contest consisting of four



PROTIP: Every team has several signature plays, but the computer's defense is prepared to sniff 'em out. Use them sparingly.

events - Accuracy, Distance, Read & Recognition, and Speed & Mobility. You can build a custom QB here, or you can pick one of 19 NFL quarterbacks, including Montana and Elway. The



PROTIP: Always take sweeps as far outside as you can.

PROTIP: Find a favorite passing play and perfect it. If you're a good quarterback, passing can be deadly against the computer.

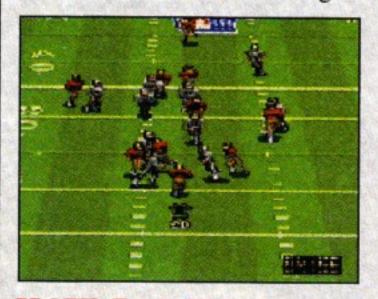
great football-card head shots of the pros and their signatures are a graphical highlight.

For passing purists, the first three drills are a gas. They use a slick behind-the-quarterback view to test your passing skills. Speed & Mobility is Club's one weak feature, since your on-screen sprite displays neither quality.

#### **NFL** Action

NFL Play serves up the wellcrafted football in this cart. In Preseason, Regular Season, Playoffs, or Pro Bowl game modes, you guide the on-field action via a sharp, Madden-like view that looks out from behind your 11man squad. You can even start your custom-built quarterback for one of the teams!

The easy-to-use playbook is meaty, even if it's not quite up to either Madden NFL '95 or Sega



PROTIP: Try the Wedge for effective kick-off returns.



Gus Ferrote didn't make the Club this year, but other NFL greats like Randall Cunningham are ready.

Sports' NFL '95 specs (those games give you as many as 215 offensive, defensive, and specialteams plays). You can flip plays in QB Club, though.

The All-Pro controls enable players to pull an impressive variety of moves. You'll spin, juke, hurdle, accelerate, dive, and jump for catches or interceptions. However, the game-play visuals get an off-sides penalty for the typically dizzying screen flip on interception returns.

Simulation is a nifty mode that should thrill hardcore fans, even as it puts on the big-time pressure. You play as quarterback



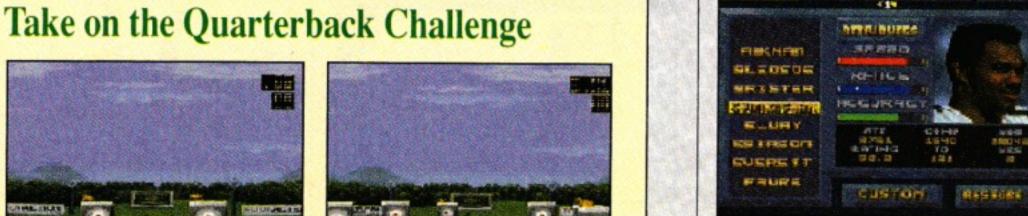
**Future Shock: Simulation creates** some outrageous matchups like the Carolina Cougars (heh) versus the Jacksonville Jaguars (heh, heh) in the 2010 Super Bowl XLIV (ha, ha).

PROTIP: To beat the Quarterback Challenge, you must master Accuracy and Read & Recognition. Concentrate your practice time on those two skills.

in 30 tight game-breaking situations: 26 are from real NFL games spanning 1957 to 1993, and four are pure fiction.

#### **Quarterback Scores**

With training camp-style drills, preseason games, fantasy matchups, and regular-season action, this solid cart should satisfy any armchair quarterback. Join the Quarterback Club. G



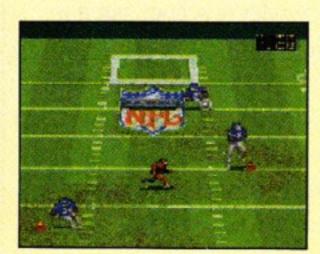
Read & Recognition with **Troy Aikman** 



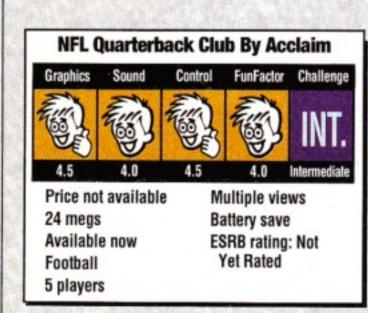
**Accuracy with Randall** 

Cunningham

Distance with Dan Marino

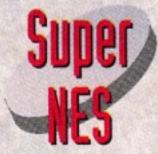


Speed & Mobility with Steve Young



# High-Scorin' Brett Hull Slams into Second

# Brett Hull Hockey '95



By Bacon

Unveiling a Zamboni full of strong new features, Brett Hull Hockey gives hockey fans a fun way to ring in the new year. Heavy-hitting action and a sharp perspective position Hull '95 near the top of the hockey ranks. However, muddy game play prevents it from surpassing top carts like EA Sports' NHL Hockey '95.

#### On the Ice

One of Hull's best features comes even before you hit the ice: By coaching your team, you can tune attributes like shooting and aggression to suit each match.



PROTIP: Crank a powerful slap shot off the goalie, then pick up the bounce for an easy score.

Players then choose from 28 teams and skate toward the net in regular, season, shootout, or playoff two-player matches.

Hull provides real player names, jersey colors, and city names, but team names fell out of the mix. Beyond the usual features, players have one-timers, fake shots, drop passes, and three checks at their fingertips – a strong lineup. The standard array of stats and options rounds out the experience.

#### That's Gotta Hurt!

Novice hockey jockeys definitely need to strap on their pads before venturing onto this ice. Hull emphasizes checking and scoring, skimping on hockey's strategic



PROTIP: Your defense should revolve around body checks. But if you don't nail your man, use the poke check to jab for the puck with your stick.

side in favor of pure action, which makes it perfect for beginners. The A.I. is, shall we say, less than bright, so you can have a blast thrashing computer opponents, especially since the firm controls enable you to skate and score effectively.

Hull's standout behind-thegoal view is back, zooming up and down the ice to follow the action. The graphics almost do it justice, but murky sprites and backgrounds create problems, especially when the sprites melt

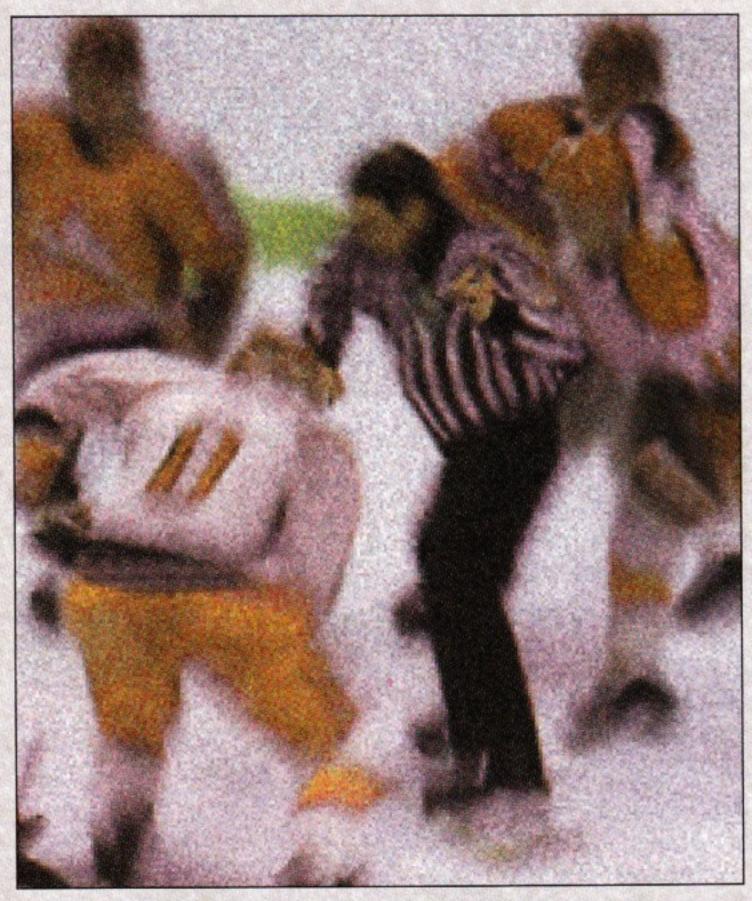


PROTIP: Wheel around in a circle to dodge checks, and you'll often emerge unscathed.

into a shapeless mess at the far end of the rink. But expressive, realistic animations and entertaining Jumbotron cartoons keep the puck moving.

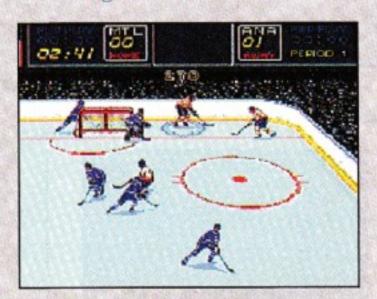
#### He Scores!

Stirring FIFA Soccer-like crowd roars and toe-tapping tunes are blended with muffled sound effects, yielding a roller-coaster audio ride. Announcer Al Michaels calls the game, keeping the action taut with an impressive variety of phrases.





PROTIP: Before a game and at the end of each period, tune your team's attributes with the coaching feature to match game conditions.

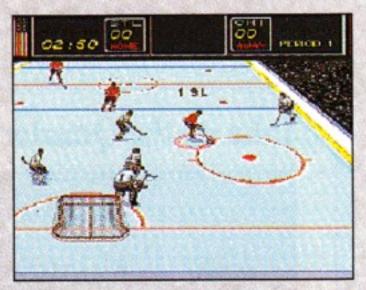


PROTIP: Circle behind the net and pass to the center for a promising one-timer.

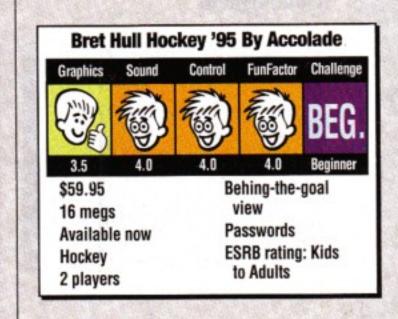
NHL Hockey '95 might get better grades in school, but if it caught up with Brett Hull in a dark alley, it would get whupped! Hull's brutal checks and high scores make for a fun, less strategic style of game play that action fiends will prefer.



PROTIP: Pass frequently to create breakaways, but make sure you have a clear lane, or it'll get intercepted.



PROTIP: Scoring is easier when your opponent's net is at the bottom of the screen (you have a clearer view of the goal), so push hard on offense in those periods.



# Mansell Wins Again On Genesis!

# Newman Haas Indy Car Featuring Nigel Mansell



By Ben D. Rules

If you like loud, fast racing, jump into one of the Newman Haas racing team's Indy cars and hit the track! This cart offers some of the best 16-bit racing of the season.

#### **Time Trials**

Variety makes this game a winner.
You have two basic ways to play

– Arcade mode, which is a nonstrategic, nonstop race, and Simulation mode, where you must
tweak your car's specs and efficiently time your pit stops. Veteran racers will prefer the more

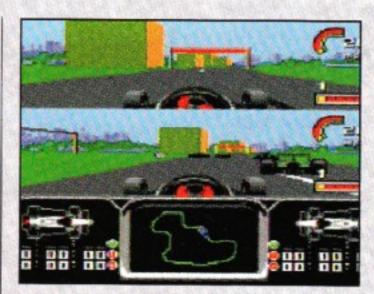


PROTIP: Don't plan on cutting across too many corners, because obstacles line most of the tracks. sophisticated and thoughtful Simulation, which makes you attend to subtleties like the size of each individual tire.

The game rockets along with quick cars on 15 international tracks. The two-player split-screen racing is particularly intense, and the one-player split option is a good way to learn from pro Mario Andretti, who races on the bottom half of the screen. With the sharp controls, the cars respond immediately to your lightest touch.

### **Final Lap**

The graphics slow you down a bit. First off, you get only a cockpit view. Granted, it's a good view, but similar games give you multiple views to choose from.

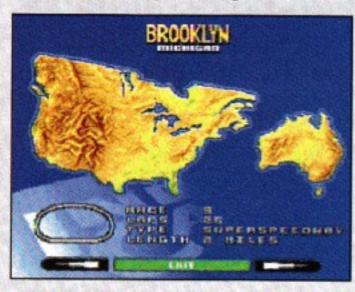


PROTIP: Follow skid marks to get a good racing line.

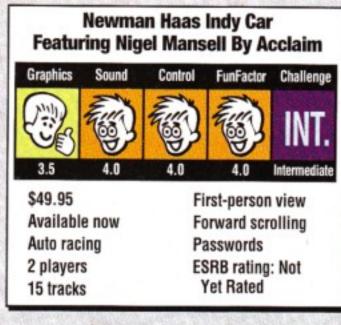
The cars are big but blocky, with no cool details like flying sparks or spinouts. Intro footage that would create a realistic racing atmosphere is also missing.

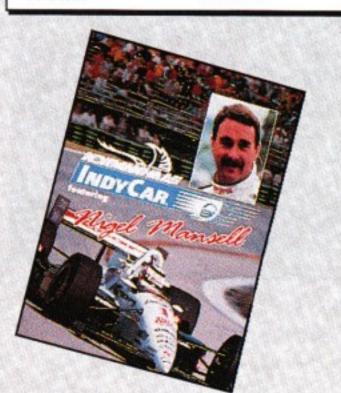
The sounds rock. The music's generic pop, but the engines rumble, roar, and whine with real power.

Whether you want to put your pedal to the metal or put your thinkin' helmet on, Newman Haas delivers. Start your engines!



PROTIP: Vary the sizes of the inside and outside tires when you're racing on oval tracks.





# Mansell Takes Second On Super NES

# Newman Haas Indu Car Featuring Nigel Mansell



By Ben D. Rules

Nigel Mansell was a big winner in last year's 16-bit racing competition. Unfortunately, the sophomore jinx must've caught up with the star driver.

#### **Green Flag**

Like the Genesis game, Newman Haas SNES offers a good variety of racing options. Compete in Arcade mode for hard-chargin',



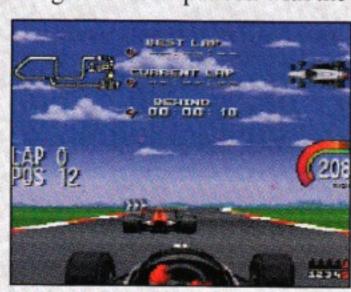
PROTIP: As you pass another car, slide in front to block them.

limited-strategy fun or get some Simulation stimulation, which has all the car-customizing features and pit strategies that pros crave.

You also get the same Genesis choices of 15 tracks, competitive two-player split-screen racing, and one-player split-screen racing against Mario Andretti. Your control over the game complements your control over your car, which turns sharply and weaves nicely through tight spots.

#### **Checkered Flag**

Unfortunately, a few factors slow this game in comparison with the



PROTIP: Draft a car ahead of you by racing in its wake, then shoot past it on a straightaway.

Genesis's rapid pace. The graphics aren't as impressive here: The maps and gauges are now outside the cockpit, lessening the first-person intensity. Some details – like sparks when you graze the wall – are better, but the tracks

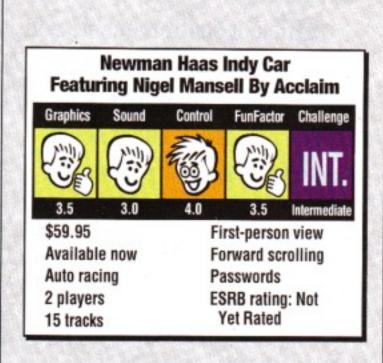


PROTIP: Give your car softer, ground-hugging tires for twisty road tracks like Surfer's Paradise, Elkhart Lake, and Laguna Seca.

seem narrower and less interesting than they were on the Genesis. And there's still not enough visual sense of the racing world to make the competition truly dramatic.

The sounds are also less striking than they are on the Genesis. The engine roar is more like a straining whine here; it isn't nearly as effective. The Genesis voice is also missing from the SNES.

If you have to race every available game, there's decent fun here. But this game isn't as successful as Mansell has been in real life. Overall, it finishes back in the pack.



# Speed World Races Strong

# **ESPN Speed World**

Genesis

By Ben D. Rules

If you liked the fine SNES version of this game (see ProReview, GamePro, December 1994), you'll get good mileage out of the Genesis cart. It's virtually identical, which means these tracks are filled with strong racing.

## **Speedy World**

As with the SNES version, the cart provides a lot of good options. You choose from 15 rural tracks (a mix of ovals and road courses), and you customize your stock car in 20 ways (everything from the color to the tires). This



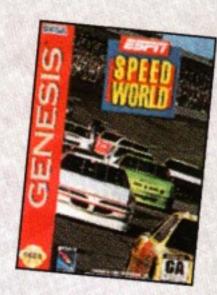
PROTIP: On steeply banked tracks like the ovals in Florida or Alabama, lower the spoiler's angle to generate higher speeds.

game's for thinking drivers; matching your car's specs to the right track in order to beat the hard-chargin' competition is a true challenge.

Efficient controls enable you to effectively weave through traffic. Your car really responds to changes you make, and it never goes so fast that you're always flying off the track, a problem that plagues other racing games.

#### Racin' Effects

The graphics are about equivalent with the SNES edition: large cars, spinouts, and colorful backgrounds with moving clouds and jets. The cars aren't as sharply defined as the SNES's, and the game still needs visual details like flying sparks from collisions. But



the race is definitely involving, especially in the two-player split-screen game.

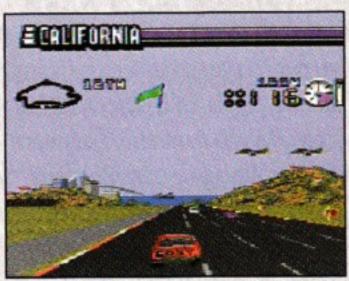
The sounds are about as strong as they were on the SNES. The roaring engines and screech-



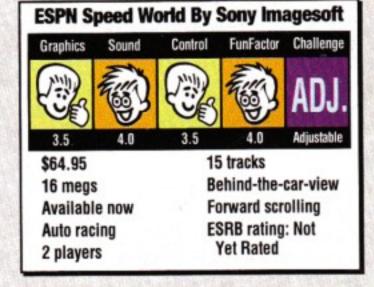
PROTIP: You'll go much slower on a twisty road course like Washington's than you do on an oval track, so select soft tires that'll handle all the turns.

ing tires accurately convey the world of speed.

Any racer can get into this game. The sophisticated options will entice veteran drivers, and the hard-chargin' action will attract novice speed demons. Climb in and peel out!



PROTIP: Because all races have a flying start, position your car into a clear passing lane so you can take off when the green flag comes down.



# No Pads or Helmets, But Good Rugby Fun

Rugby World Cup '95

Genesis

By Greasy Gus

What sport gives you the continuous play of soccer and the bone-crunching tackling of football?
Rugby! This cart brings the same level of intensity to the game that EA Sports' Madden and FIFA brought to football and soccer.

#### Scrum Chums

Some knowledge of rugby is essential to fully enjoy this cart. The realistic game play, graphics,

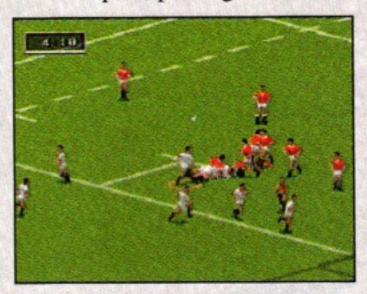


PROTIP: Rotate your scrum so your scrum-half can easily access the ball.

and sounds are reminiscent of FIFA Soccer (the same development team worked on both). With a total of 30 teams (16 of which are the '95 World Cup qualifiers), you have the option of toughing it out in an exhibition match, league season, and two types of World Cup tournaments.

#### Stuck in a Ruck

Even if you understand how rugby's played, it's still not easy to score because the play controls get in the way. It's difficult to get the ball out to the backs and execute the quick passing needed to



PROTIP: When backed into your end of the pitch, boot the ball!

score, so most of the action takes place with the forwards. Your backs are all never fully displayed on-screen, so unless you really know the game well, it's difficult to tell if you have teammates off-screen waiting to support you.

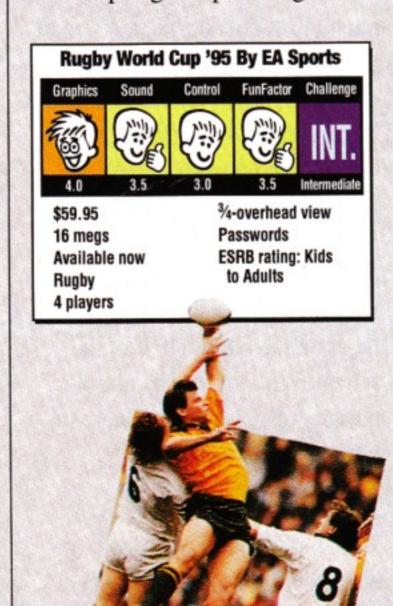
Quirky penalties like knockons are hard to reproduce in a video game, but they're present here, and this game manages to



PROTIP: Pass the ball quickly through your line of backs and use speed bursts to gain ground and break away.

capture the overall feel of the sport. Detailed graphics and above-average sounds intensify the action.

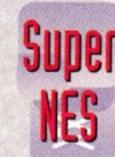
While it may be too frustrating for the mainstream gamer,
Rugby '95's sure to meet the
expectations of any true rugger.
All that's missing are those
famous postgame pub songs!



# Chavez II Pulls Upset

# Chavez II

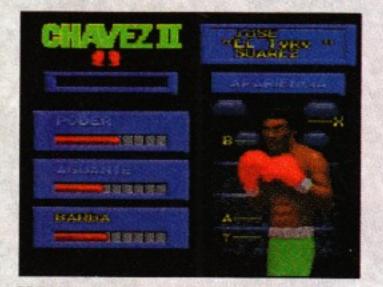
By Ben D. Rules



Mexico's most popular sports hero gets his second boxing game. With added realism and better game play, this cart significantly improves over its weak predecessor.

#### Champ or Chump?

Chavez II has much in common with last year's version. As before, playing this game teaches you some Español, because all the set-up screens are bilingual. You choose from nine fictional fighters (down from 24), or you can create your own customized combatant. You can fight exhibitions



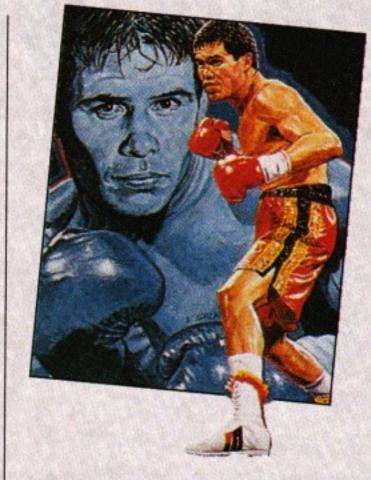
When creating a new boxer, evenly allocate power ("poder"), stamina ("aguante"), and chin toughness ("barba") until you learn your boxer's strengths.

as any boxer (including Chavez), or work your way up through the Career option toward the powerful champ (Chavez, of course). You again fight from a third-person view, and the nearest boxer has his back to you.

The controls have been strengthened for this edition. Not only can you preset the strength of your individual punches (with illustrations of their effectiveness), they've all been speeded up a bit. Your seven regular punches



PROTIP: Try to back your opponent up against the ropes.



and three Super Punches fire more quickly, but your boxers still lumber mechanically around the ring.

#### Fightin' Fury

The biggest change in this game lies in the graphics. The boxers are no longer big, soft cartoons; more realism and detail has been



PROTIP: Retreat if you're in danger of being knocked out, and your stamina will build back up...as will your opponent's.

drawn in. They're also bloodier:
This game adds a mild portion of
gore that was missing from
Chavez I. The sound effects aren't
much different, and a Spanishspeaking announcer supplements
all the typical grunts and thumps.

While Super Punch-Out gets the attention this season, other SNES boxing games, including this one, are decent. It's no champ, but it's not a bloated tomato can, either.

Chav	ez II By	America	an Softv	vorks
Graphics	Sound	Control	FunFactor	Challenge
			CO TO	INT.
3.5	3.0	3.5	3.5	Intermediate
\$59.99			de view	+
8 megs	JS		asswords	4
Availabl	now E		ESRB rating: Not	
Boxing		1	et Rated	
2 players	S			

# Madden's Surprising Win on Game Boy!

# Madden '95

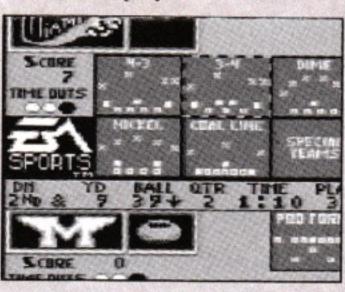
Game Bou

By Ben D. Rules

Who thought we'd see the awesome Madden NFL games as a 4-meg handheld? T•HQ and EA Sports have done it, giving you fun football to go.

#### Madden to the Max

The statistics are the best part of this game. Unbelievably, you get 80 teams to play with on the



PROTIP: A 4-3 or 3-4 defense is pretty safe when you're not sure if the offense will run or pass.

Game Boy, including all the current pro teams, Madden teams, all-time franchise teams, and great teams of the past. Nine ratings enable you to compare them to one another. Ever wondered how the '66 Packers would fare against today's Cowboys? You can settle a lot of arguments with this game.

The game play is surprisingly good. You compete in exhibi-



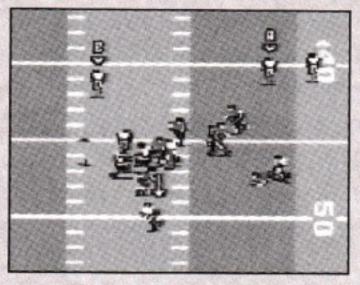
PROTIP: The '66 Packers had only "good" linebackers? While you may not always agree with the ratings, frequently refer to the Team Matchups screen to see how Madden compares the teams.

tions, seasons, and playoffs, drawing on up to 200 plays (including play flipping) and utilizing all the football strategy you can muster. The only drawback is the lack

of a two-player head-to-head mode, which removes a great game-play option.

#### Micro Madden

So your biggest fear concerns tiny sprites, right? Well, they are indeed tiny and anonymous. The color of a Super Game Boy definitely helps, and the game offers



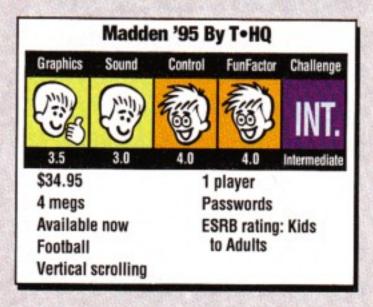
PROTIP: On offense, roll out your QB to give the receivers more time to get downfield.

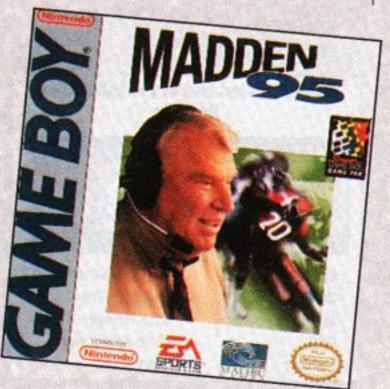
celebratory animations, but there's no getting around the squint factor.

As for big John himself, he's lost his voice, depriving you of all those wild 16-bit Maddenisms.

Average sound effects? Well, what do you expect from the Game Boy?

While football on handhelds will probably never take off, this one's still a worthy effort. It has strategy, teams, playability: Hey, who knew?





# Hole Honer's Healm

The Monthly Guide to

the World of Role-Playing Games · February

# Phantasy Star GENESIS End of the Millennium

By Peteroo

Look all you want, but don't touch. That's what most roleplaying video game backdrops are like: Handsome cardboard cutouts that offer little more than a facade for the characters to stand in front of.

It's here that Phantasy Star: The End of the Millennium makes its real breakthrough. It's the first console-specific RPG to bring its fantasy world to life.



Technology versus Magic

# This Game is Gear

So, for instance, if your party (up to five members) visits an inn and checks out the cabinets on the rear walls, they find bed linen or cleaning supplies. If you go into a house, you can inspect the shelves and find a range of books.

Visit the kitchen and get commentary on the state of the family's housekeeping. At one point, you even stumble across a Game Gear!



Yet Rated

And that's just for starters. This feature is delightful. Even if many of these touches are in the name of local color (some are directly tied into the game), they help an otherwise ordinary Phantasy Star episode come to life.

### Phamiliar Phantasy

This fourth entry in the longrunning RPG series isn't all that different from the games that preceded it. In a way,

that's good, because you know the background and the local lingo from the start (remember Trimate, Telepipe, and Escapipe?).

Phantasy Star phanatics should jump on this game, but you could definitely make a case that the rou-

tine's getting old. Once again, you're in a troubled land (Motavia) that's overrun by monsters (who all happen to carry the local currency around with them), you're nudged from town to town by the story, and you face a new villain (Zio) with an old philosophy (destroy everything).

# Phantasy Phixes

Get the impression that the Phantasy Star saga could use a little shot in the arm? Well, it got one, and the fourth episode offers some nice touches.



New world, new monsters





Story sequences punctuate the plot.



PROTIP: Don't be too proud to run from combat when you're plainly overmatched. Sometimes that's what needed to kick the story along. Then again, certain creatures (like the Ripper) will be harder to escape.

> The story sequences that appear at important junctures nicely punctuate the plot. The missions offered by the Hunter's Guild make an ordinarily linear game much less so.

> The controls offer a few impressive features. The incessant combat can be handled

more deftly with macros, which enable you to define eight sets of the commands for the full party and choose among them at the press of a button. The Talk option brings you up to date on your immediate mission in surprising detail.

1 player





PROTIP: If you lose track of what you need to do next, use the Talk option to refresh your memory.

# Slightly Tarnished Star

Still, a few areas could stand to be improved. The translation from the original Japanese is very lively and western in tone. But the story continuity falls down a bit in places, usually during the linking segments. After moving from one scene to another, you may occasionally find yourself hard-pressed to understand what just happened.

one more button press than they really should.

And the intro - just static graphics with scrolling text is downright pedestrian. Phantasy Star IV is the latest installment in the mother of all Genesis RPGs, yet it never gives you the sense that you're about to embark on something special.

Ah, but you are! In the end, End of the Millennium is amazingly rich in detail that will keep your TV screen bright as you explore everything and everywhere long after the rest of the house slumbers.



Status screens should be familiar to Phantasy Star vets.

PROTIP: Check out the books in Krup's school for a good laugh.

PROTIP: There's no special trick to taking on Zio's underlings like Juza and the monster he sends to retrieve the Psychowand. (Or, for that matter, the sand worm at the ranch.) Just plain old Force should do.

PROTIP: Once you have the Land Rover, use it for the bulk of your land travel when Telepipe's not available. It's very speedy.



PROTIP: Sometimes, as in Kadary and Aiedo, you must walk the town's perimeter to find everything.



PROTIP: Check in with the Hunter's Guild occasionally. You never know when a new job is going to crop up, and it's a good way to make some quick cash.



ments.) The shop menus still don't permit one-stop purchases of multiple items. That is, if you

killed off early

on and the many

male characters

respond primar-

ily to her physi-

(At one point, a

character even

starts reading

off her measure-

cal attributes.

want 20 Monomates, you're going to have to trudge through the menus 20 times. As it is, the menus involve



The party in classic Phantasy Star overhead view.

# SEGA.

#### By Toxic Tommy

In Snatcher's cyberpunk future, the polluted environment of Neo Kobe city is just barely tolerable for humans, but it's an excellent habitat for Snatchers – cybernetic alien invaders dressed in humanskin suits. In this smart-looking, lengthy, interactive

Your assignment: Terminate the Snatchers.

graphic adventure, you're faced with determining who's a Snatcher and who isn't.

Snatcher Sega CD is an English-language port of Konami's PC Engine CD, which achieved a degree of cult status in Japan in part because of its gore factor. But there's more to the guts of this game than just, err...guts!

# Straight Solutions

Snatcher presents a compelling quest, but even though you can travel to a multitude of locations in Neo Kobe, the

	Snatci	ner By K	Maini	
Graphics	Sound	Control	FunFactor	Challenge
		File	家	ΔΠΥ
<b>W</b>	S S	8	8	NU V.
5.0	3.5	4.0	4.0	Advanced

ESRB rating: Mature

game is strictly linear. If you have the patience for procedural game play, however, solving the Snatcher enigma will burn more than a few brain cells.

As with any role-playing game, you gather most of your info and clues by interrogating



PROTIP: Read Jordan's ID files closely. Pay particular attention to Katrina, Napoleon, and Jean.

other characters. The easyto-use interface flashes an on-screen command menu with choices like Look, Move, and Investigate, and you select the appropriate action.

Sometimes in Snatcher, you shoot first and ask questions later. The combat system's simplistic, consisting of a controllable on-screen crosshair. Enemies come at you either



PROTIF: Use Look often to examine and reexamine everything possible. With the Investigate, Move, and Use commands, Look affects what you can do.



PROTIP: The toughest Junker blaster shots require diagonal control-pad taps. Learn to judge the positions of Insectors from a distance.

individually or in gangs, but they always appear at one of the eight directional pad points. The sharpshooting's a relieving if simplistic break from the involved RPG action.

## Gruesome Graphics

The controls are very simple, and the game play's basic, but the cyberpunk story's great. The superb but mostly static visuals present a tantalizing mix of Japanese anime-style graphics that draws you deeper and deeper into the story. But you'd better have intestinal fortitude



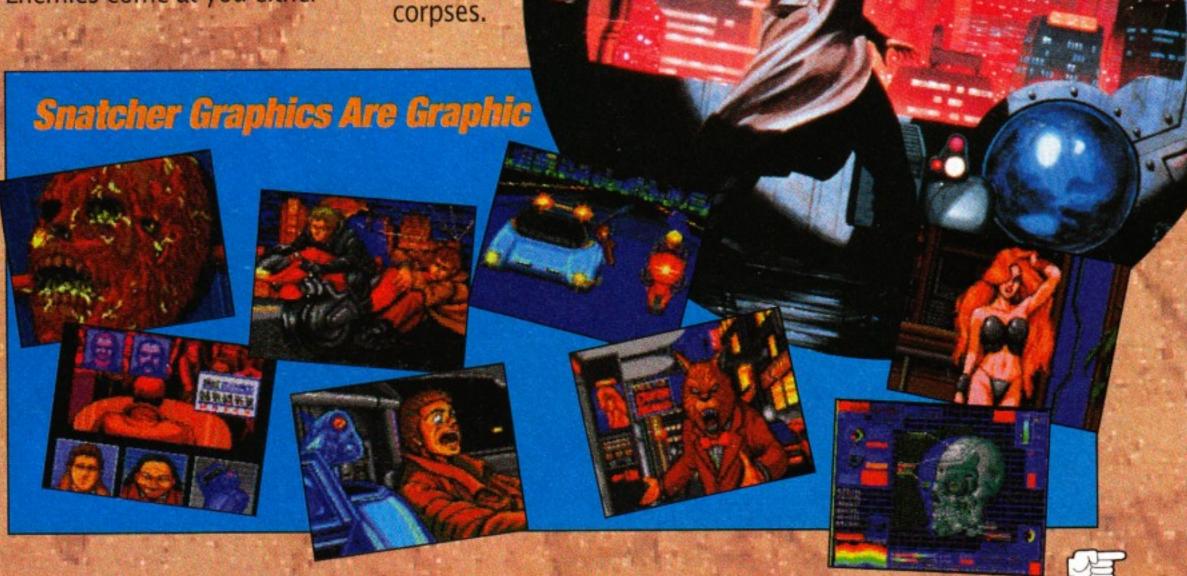


PROTIP: Snatchers heads are vulnerable.

Since Snatcher's a CD, the sounds are solid if uninspiring. The voices are crystal clear, and many clues are audio. The music, however, is too conservative and old-fashioned for a cyberpunk adventure.

# Snatcher in the Wry

Snatcher's a cool sciencefiction CD saga that rewards patience, persistence, and plodding. If you've got a yen to be a Japanese cyberpunk robot hunter, snatch up Snatcher.



Graphic adventure

1 player





# No Faméasily Too Finally Paret II

This second installment in the series of Final Fantasy III Strategy Guides delves into the really neat stuff delves into the really neat stuff the secrets and hidden places squirrelled away in the far corners of Final Fantasy III. This article deals with the first half of the game.

By Peteroo

# A Libretto for South Figaro



This place is a sort of Secret Area Central – all of the secret areas are focused on the large house in the town's northwestern corner.

#### **Secret Area #1**



A secret passage is hidden behind the bookcase in the west wall of the left-hand room upstairs. At the bottom of the stairs, bear east and clear out the three chests in the big room at the end of the hall.

# Secret Area #2



To find this one, don't turn down that east-west corridor. Just walk straight south into the wall, then east. You'll find yourself in a little dungeon with the Hyper Wrist and Running Shoes relics.

#### **Secret Area #3**



A major-league tunnel runs diagonally from the storage room at the rear of the house to the cellar of the cider-drinking man's house in the south central part of town. If you find it before the imperial occupation, it's only a one-way passage. If Locke finds it during his escape later on, he can use it in the other direction, but that'll take a little work.

#### **Find Celes**



Go to the Item Shop and talk to the merchant. In the fight that follows, use Steal to take his clothes. Now you can descend into the basement of the cider-drinking man's house and gain access to the rest of South Figaro. In the cellar of the Cafe, talk to the ciderdelivery man and steal his clothes. Deliver the cider, and the old man will talk about the tunnel. Go back to the cellar the password is "Courage" and enter it. Now you can enter the big house and use the passage in Secret Area #1 above to find Celes.



#### Secret Area #4



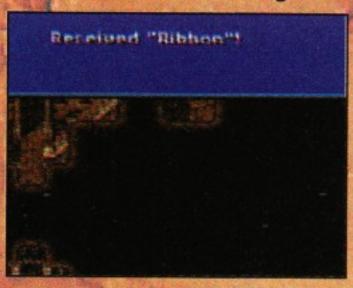
Once Locke saves Celes, there's no turning back. You must find a new way out, and the clock key you take from the sleeping guard holds the answer. In the big room at the hall's end, use the key on the clock that isn't running, and a door will

appear in the northern wall. It takes you into a small maze that leads out of town.

### Secret Area #5



This maze has a hidden lower level that has a hidden treasure. You can reach the stairs to the level by heading east and then south, and while still in the dark area between the walls, west and south again.



Two chests are visible here, but the real prize is the Ribbon relic. It's in the northeastern section of the room in a chest hidden by the southern wall.

# Sold!



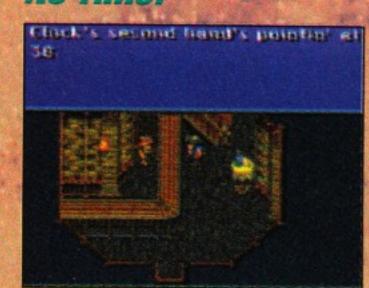
The Auction House will probably have wrapped up business for the day by the time you reach Jidoor. But it's an interesting place, and it always pays to stop by when you're in town to see what's on the block. Among other items, you eventually find the Golem and Zoneseek Magicite shards.

Don't worry if you can't afford an item. It'll be there when you come back. And even if an item doesn't interest you, others may pop up, so

leave and come back until the items start repeating.

Finally, beware:
The fractional piece of an Airship and the Imp Robot sound neat, but they're red herrings, and you'll never be able to buy them.

### No Time!



The clock puzzle in Zozo is pretty much a matter of trial and error, but it becomes much simpler when you learn that everybody in town is lying. Write down everything they tell you but use your notes just to rule out wrong answers.



The answer is 6 hours, 10 minutes and 50 seconds. This solution opens up a stairway to the east. At the top, you'll find the Chain Saw in a chest.

# Chain Saw Massacre



Edgar can use this nifty Tool to produce devastating (and even humorous) results with many

monsters.
It's one of a very few reliable ways to take down the rich, elusive Cactrot later in the game. You won't find a better Tool until you obtain the Air Anchor, which turns up toward the end of the game.

# Air Freight



The Airship's the only way to travel. It enables you to go anywhere you want, when you want. It also wouldn't be a bad idea to take the occasional excursion around the FF III world and pick up on anything you might have missed. For instance...

#### Colosseum



Check out the man who lives alone on a peninsula that begins east of Kohlingen. He's a kook, but he's going to play





an influential role in the game, and you can score a free Hero Ring relic.

#### Albrook



Revisit Albrook, and you'll hear a report of a man peddling glowing stones. Smells like a Magicite shard!

#### Tzen



Check out the woods in the northeastern part of Tzen, and you can buy the Sraphim shard at a stiff price. If you wait until the second half of the game, you can get it for next to nothing.

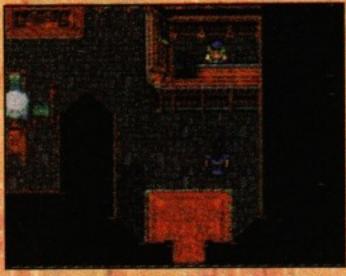
Peter "Peteroo" Olafson is the author of the Official Final Fantasy III Strategy Guide, which is published by Infotainment World Books.

#### Thamasa



And did you ever visit
Thamasa? ("Thamawho?") It's
on an island off the east coast
of the northern continent.

#### Inn



You can't accomplish anything here until Gestahl sends you, but you can drop in and visit any time after you find the Airship. Let's just say it's not very hospitable. (Wait until you see the room rates!)

#### **Chest Teasing**



When you finally have a chance to explore Narshe,

don't pass up the storage building on the eastern slope. It's rich in Relics.

#### 7th Chest



Don't agonize over the locked seventh chest. A famous pick-pocket will unlock it for you. Follow him through the mine, and when you have a choice of getting the contents (the Gold Hairpin relic) or saving his hostage (a Moogle named Mog), save Mog.

get the royal treatment when you leave the palace: Gestahl's promise to withdraw from South Figaro and Doma Castle, the Tintinabar and Charm Bangle Relics, and access to the treasure room in the Imperial Base to the east. (Your behavior during dinner may play into this reward as well, so be thorough, honest, and direct.)



The Floating Continent is a very tough fight, but like most FF III mazes, it's straightforward until

it comes to actually finding
Gestahl and Kefka. At the dead
end that's west of the spot
where you can return to the
Airship, head north. The wall
will open.

Once the scene with the emperor and Kefka has played out and you've made your escape, don't simply jump back on the Airship. Wait for Shadow. He'll turn up at the last moment.

We can't stress this enough. You'll want the ninja in the second half of the game – not just for his fighting skills, but because his presence can reveal one of FF Ill's best-kept secrets.

But that's another story...
one we'll tell next issue.

# Mog



Why? Well, you'll find at least two hairpins in the game. But if you pass up Mog now, you won't be able to recruit him until well into the second half of the game.

### Feed Well

Before you sit down for the big feed with Gestahl, you have to recruit as many guards as possible. Be fast and efficient, and you should be able to get to 24. If so, you'll

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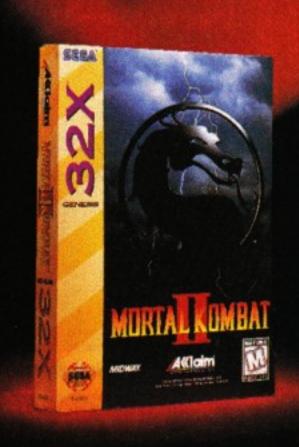
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# By Manny LaMancha

The thumping bass beat. The simply designed creepy-crawly Invaders. The crude color stripes across the playfield. These elements of Taito's original Space Invaders have been faithfully captured by Nintendo in a wonderful Super Game Boy history lesson.

### 1978 A.P. (After Pong)

Sure, if you played the original arcade version of Space Invaders, you're a video game fossil. However, the game's simple premise and design still work: Shoot everything, don't get shot, and score as many points as you can. With that in mind, the controls are



# Super Game Boy

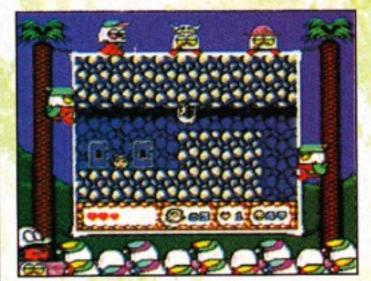


PROTIP: Cutting a hole in the middle of a block isn't a bad tactic. It creates more firing corridors while still providing some protective hiding places.

the art, the anxious mood translates quite well. Nintendo has added some nice effects, like the stereo pan when the

# By Manny LaMancha

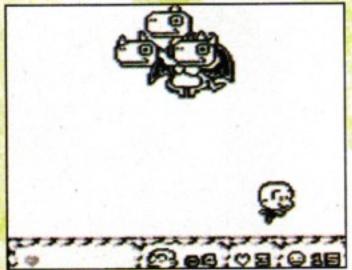
Hudson's prehistoric home boy, Bonk, is back for more revenge on his long-time adversary, King Drool. The result is a highly entertaining Super Game Boy game that, while familiar to Bonk fans, comes up short.



PROTIP: Investigate every open corridor by making Bonk chomp along floors, walls, and ceilings.

given time to learn his moves.

Bonk's graphics and sound harken back to earlier species. The simple graphics are cartoony but effective. The musical accompaniment changes with each round, but it's repetitive anyway. Sound effects don't grace every event, as in earlier versions, but what's there is sufficient.



PROTIP: This boss is easily dispatched by drawing him to the top of the screen, then getting under him and repeatedly jumping into his belly.

# SPACE INVIDENS

simple: Use one fire button and Left/Right on the controller to move. 'Nuff said.

Being a re-creation of the classic game, the graphics and sound are very basic. Although it's hardly state of



PROTIP: Instead of randomly shooting invaders, work on one side. This tactic offers more time to blast the columns and gives you safe spots to rest.

UFO cruises across the screen and the Super Game Boy borders and color variations.

# Will Disco Make a Comeback, Too?

The main problem with Space Invaders is that it had its day in the late '70s. Back then, it was innovative. Now its repetitive nature might turn off some gamers, though the



PROTIP: Go for the UFO only when you have a clear shot. Don't let it distract you from tracking the invaders' shots.

two-player contest – the second player shoots back from the top using the UFO – is really cool. You may want to try before you buy to see if nostalgia should invade your space.

# SONIS REVENIGE

# Caveman Carnival

As usual, Hudson provides nice variations on the game play and control mechanics.



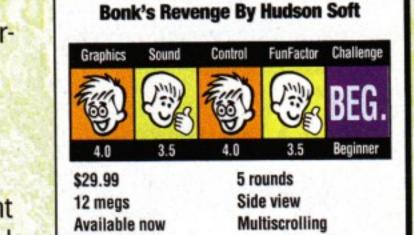
PROTIP: Using the Stealth Bonk, you can pick the locks of the secured doors scattered throughout the rounds.

Bonk has a powerful head spin, latches onto walls with his teeth, and has a heavy carnivorous appetite.

His meat eating gains him super strengths – this version gives Bonk three selectable personas, each with a different special ability. Controlling Bonk through it all is pretty simple,

# It's Lava-ly

Like any Bonk game before it, Bonk's Revenge is fun, with bonus rooms, lots of twisty paths to the goal, and plenty of loopy-looking enemies. The trouble here is that the game's too short. There's some replay value if you strive to find every secret location, but there's not much more than an afternoon or two of challenge. This Bonk won't keep you in the cave too long.

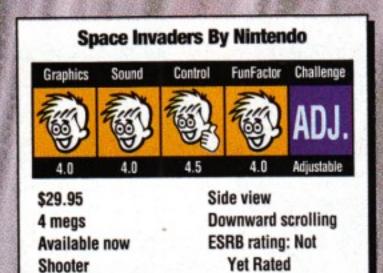


ESRB rating: Not

Yet Rated

Action/adventure

1 player



2 players

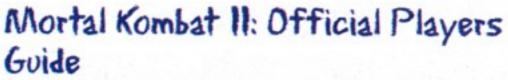
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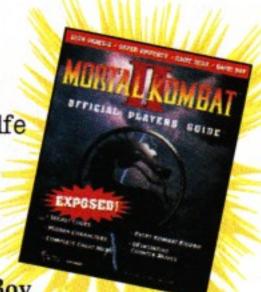
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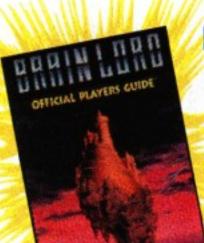


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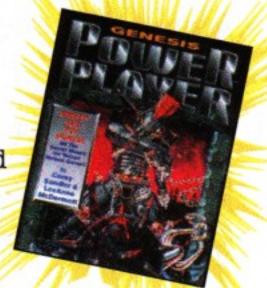
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### By Colorful Commentator

Look at what's finally jammin' to the Game Boy! This respectable translation of the coin-op slammer is everything you'd expect in a GB version - no more, no less.

# The Gang's All Here - Almost

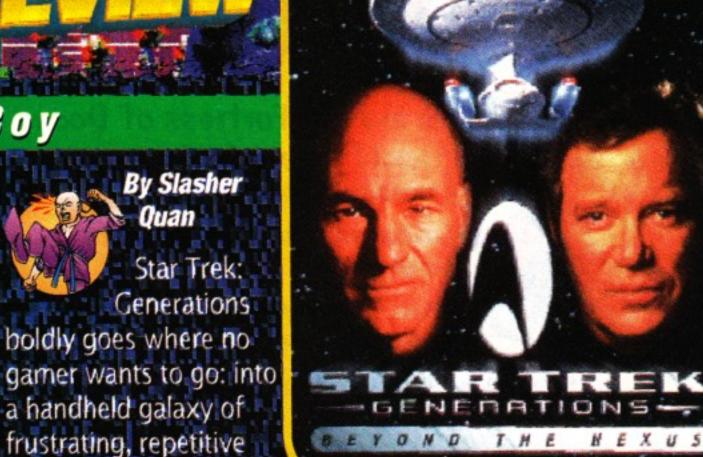
Obviously the GB is far too limited a system to capture more than a fraction of what made NBA Jam an arcade smash, but at least it has that



## Game Boy

plus you can reconfigure the controller. This Jam also contains passwords, so you can continue a full season and challenge all the teams.

Amazingly, you'll experience few problems discerning the graphics, despite the small sprites. No flicker intrudes on the action. On the other hand, the music is wretched, recycling too quickly and too often.



combat scenarios.

The story line seems loosely based on the movie: A cosmic phenomenon has trapped a strange ship in a nexus, drawing both Kirk and Picard into a rescue mission.

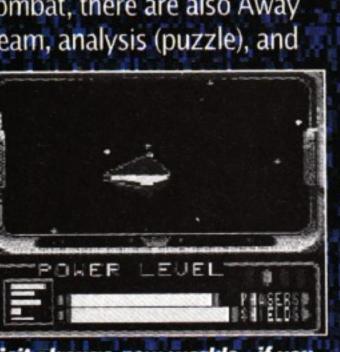
The game begins immediately with - what else? - combat. You have no photon torpedoes available, just



Your sensors can pick up mysterious objects deep in space...such as giant battleships.

phasers. You must take out several Tholian ships that are attacking for some unknown reason. It's an exercise in frustration, not skill. Blah!

In addition to ship-to-ship combat, there are also Away Team, analysis (puzzle), and

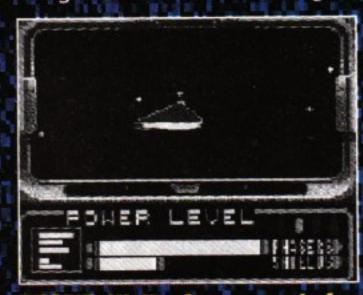


Visit strange new worlds...if you can conquer the combat.

planet-orbiting scenes. However, the problem with this game

is that most players may never even see any of these other areas. The initial combat sequence is so difficult, it may drive players to an early logoff! The control is just mediocre - it's not even the intuitive flight-command style that everyone knows.

The graphics and sounds barely get the job done. After the good initial theme song,

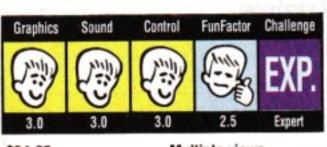


PROTIP: Wait a few seconds for your phasers to recharge before you fire again. Attacking with low power inflicts low damage.

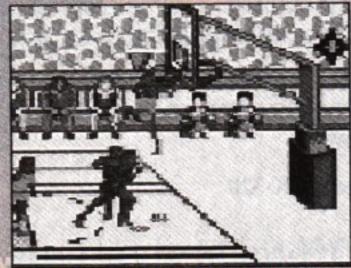
the game music becomes loopy. Likewise, the pix could have been better; the enemy ships look like big boxes.

ST: Generations isn't a disaster if you give it a chance, but it could've used better game balance and a difficulty-select option. Proceed with caution, young starwalkers. G

### Star Trek: Generations By Absolute



\$34.95 Available now Action/adventure Multiple views 1 player **ESRB** rating: Not Yet Rated



PROTIP: When you're in the paint, hold down Turbo, Shoot, and Toward on the controller to pull a Super Jam.

fraction. The two-on-two format is the same, and you can pick from all 27 teams (minus some of the big-name players such as Charles Barkley). The action is familiar and solid; even steals work fairly well.

Surprisingly, many of the coolest Super Jams, which are the most popular aspects of the coin-op, are in this game. The three-button layout is fairly responsive and intuitive,

# Jam It Home

As usual with big-name games, it's hard to justify buying a watered-down handheld version when you could get a 16-bit edition for just \$25 more. But if you're a road-trippin' b-ball nut, Jam is one of the best hoops carts for the Game Boy yet. G

Choose from all 27 NBA teams.

PROTIP: Start a Super Jam. Just

teammate. He'll usually be open

ESUTA

STHOTHS

before you dunk, pass to your

for a three-pointer.



Yet Rated

COLM

2 players

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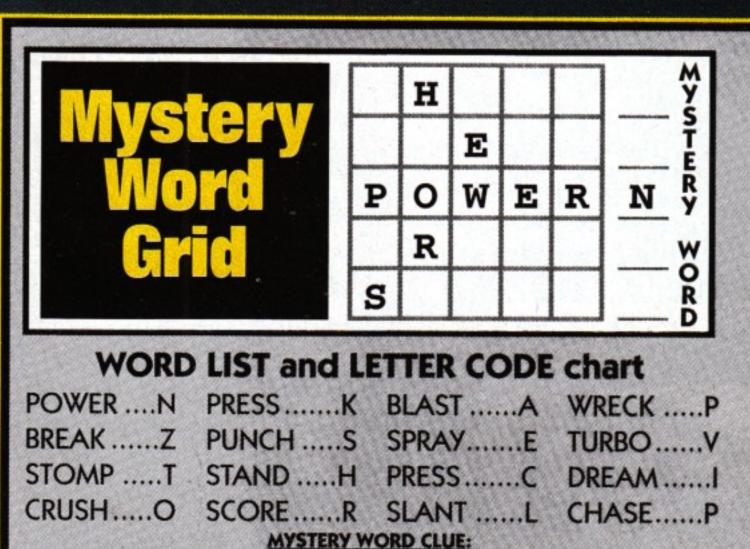
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# PEGELE

Game Gear

# FRIE SOLE

#### By Bruised Lee

Rise of the Robots is a robot fighting game that's punching its way from the PC to several game platforms, including SNES, Genesis, and Game Gear. The GG version is first on the scene, but something's lost in this translation.

# Heavy-Metal Combat

In this one-on-on fighter you're out to stop the new polymorphic Supervisor of Electrocorp, the planet's major manufacturer of military and industrial robots, as she reprograms robot workers for destruction. You battle five mean robot fighters on your way to the ultimate challenge with the Supervisor.

From the first glance, you can see that ROTR's graphics are very basic. The only visual highlights are slick cinemas before and after fights. They're a nice touch, but that memory should have been used to create smoother animation for the main fighting action.

The robots' movements are extremely choppy. In fact, the action's so choppy that it's



PROTIP: When an opponent jumps toward at you, meet them with your shoulder move to knock them off balance.



PROTIP: Vary your attack patterns to confuse some of the harder robots.

hard to block moves because they happen so quickly.

As far as the sounds go, if you're into self-torching, this game is perfect for you. The music is bad, but the good news is that it can be switched off.

# Hello, Control

Crippling control is this game's big downfall. This weakness relates directly to the choppy robot movement, which never really lets you

#### COOL CINEMAS



feel like you're part of the action. Moreover, the moves are too basic and have little excitement to them.

The imprecise game play hamstrings the fighting. Your jumps are short – so short that you can't even do basic stuff like leap over your opponent. Fighting the entire game from one side is just plain boring. Blocking is also a downer: When you block, it seems that

you lose as much energy as when you don't block at all!

The one cool feature in the game is the combat training mode. You can choose any of



PROTIP: Use the combat training mode to practice against the robot you want to fight.



PROTIP: Avoid being cornered. If you are, push out with your shoulder move.

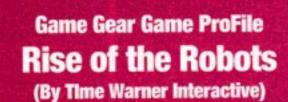


PROTIP: Don't block too long. You lose too much energy.

the five main robots and hone your moves for combat.

#### Fall of the Robots

ROTR may keep you satisfied if you don't own any other games and you're into extremely basic video fighting. The bad control, weak game play, and choppy animation infest this cart from start to finish. Robot's more than a little rusty.



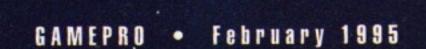


If you're looking for a good fighting game on the Game Gear you may

want to keep looking. Rise of the Robots' sloppy control and basic moves are a real letdown.

NT.
mediate

\$39.95 4 megs Available now Fighting 1 player 5 levels Side view





The flames of destruction burn again with the return of

the original ROBOTECH Attack Mecha. Feel the ground shake as the ultimate robot warriors march over alien terrain and into ExoTerritory. Fly assault

missions alongside humankind's final hope — EXOSQUAD." Experience the brute force of machine against machine in hand-to-hand combat. Take command of Attack Mecha and unleash devastation that only fifty feet of nuclear-generated

heavy artillery can deliver. With 37 tons worth of power,

awesome assault weaponry, impenetrable metal armor and the ability to run 650 mph, these are the original battle machines. And they're back.



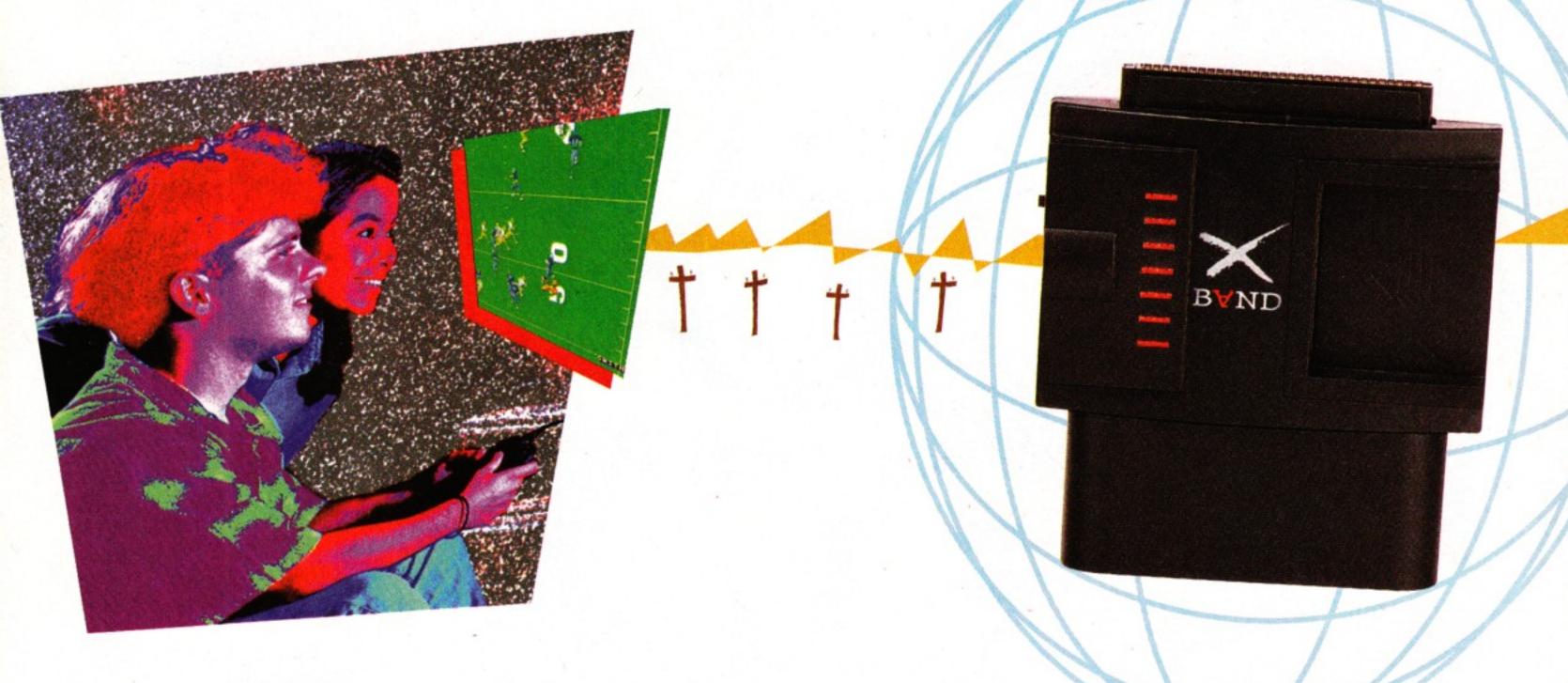


**Playmates**®

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THE ORIGINAL BATTLE MACHINES!"

# Stop Playing



# With the XBAND Video Game Modem and Network, take on Real People. Real Games. Real Fun.



# Plug in. The XBAND Network

will hook you up with new opponents or old buddies to play your favorite games! Better yet, team up with a friend and take on lots of other players.

# Sick of having your **slob friends** over to play?

Put your bud's name in your **Player List** and waste them over the network without ever having to see them (or feed them).



# Hey, Mom & Dad!

You're still in control. When you set up your XBAND Network account, you specify local or long distance calling restrictions, network spending limits and hours of access.



Between games, **keep in touch** with other players using **X-Mail**, the on-line message system. This is how you'll set up game times, rehash the last battle and share secret moves and gaming tips. Then check out the two newspapers for upcoming tournaments, the **Top Ten Player** lists and the latest in gaming and entertainment news.

# With Yourself.



Are you looking for a bigger challenge? Want to meet other gamers? Already pummeled the wimp across the

For only \$7.95 a month, you get 32 free connect credits to the XBAND Network. You only use one credit every time you connect. Once you are connected to an opponent, you can play the same game against 'em for as long as you want — for one credit.

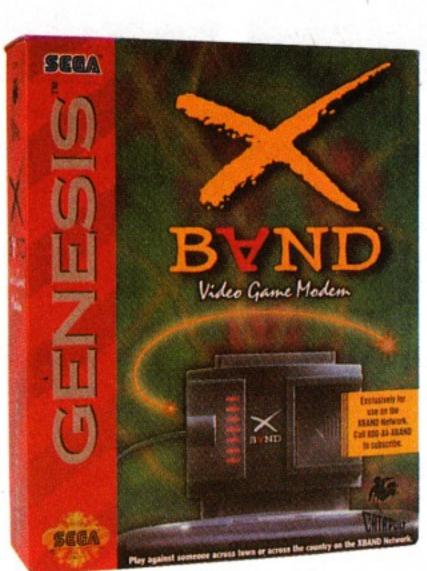
Join the XBAND Network and try to destroy some of the best players at the hottest games on the XBAND Network now: NBA® Jam™, Mortal Kombat® and Mortal Kombat® II, NHL® '95 and Madden NFL® '95. Super Street Fighter II™, NBA® Live '95 and NFL® '95 are coming soon! Other games are added to the XBAND Network all the time!

# Now you're playing for real.

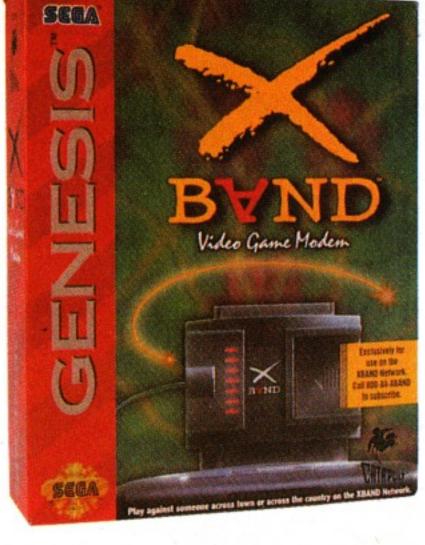
XBAND Video Game Modem and Network available now for your Sega Genesis! **SUPER NES coming soon!** 

street a thousand times?

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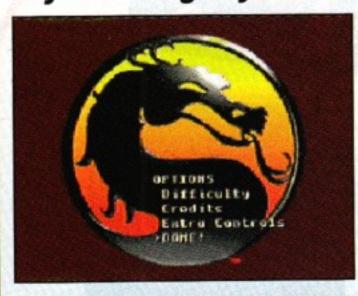


# S-W-A-T-PRO

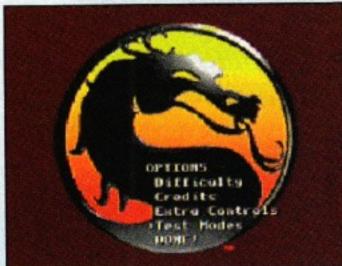
Video Game Strategies, Weapons, and Tactics

# Genesis

# Mortal Kombat II Rayden's Fergality













Go to the Options screen, place the cursor on "Done," and press Left, Down, Left, Right, Down, Right, Left, Left, Right, and Right to access the Test Modes (for more on these modes, see "SWATPro," GamePro, November '94). Once you're in Test Mode, set the Background to "6" (the Armory) and select the "Oooh, Nasty" mode. You'll also notice the "Toasty" head changes in this mode.

At the character-select screen, choose Rayden. When you finish your opponent, press Away, Away, Away, and Block to do the Fergality.

Spencer Thomas Stockton, CA



Genesis

# NBA Live '95 Shot Percentage Mode



While you have the ball, hold
Button A and press Start. All
the on-court players will freeze
except the one you're controlling. When you shoot, your
player's shot percentage
appears in the upper-left corner
of the screen. To return to normal play, hold A and press
Start again.

Patrick Hartman St. Louis, MO

# **Super NES**

# Chavez Boxing New Champion and Credits





To see the "new champion" ending, beat any opponent. When the referee raises your hand, press and hold Buttons X, Y, A, B, L, R, and Select. Then press Start. You'll keep your current ranking, but you'll see the credits as if you beat the champ!

Jesse Frabel Cambridge, OH

# Super NES

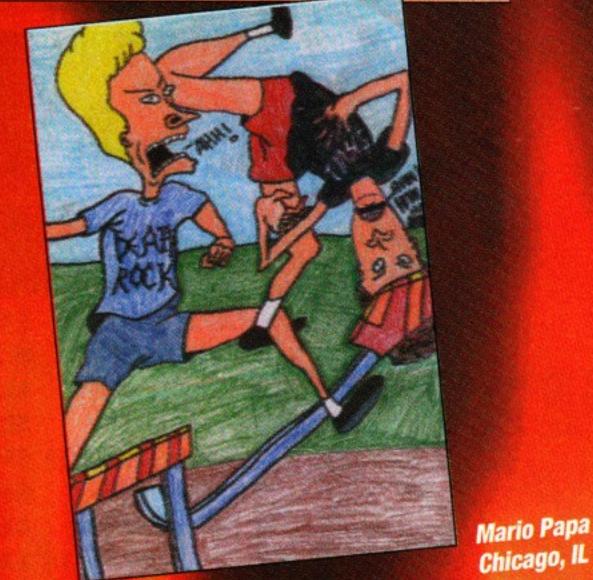
### Indiana Jones' Greatest Adventures **Passwords**





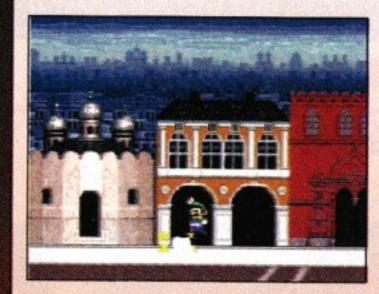
Level 2:	ΦΣΨΩ
Level 3:	ΩΔΣΦ
Level 4:	ΨΣΣΦ
Level 5:	ΔΦΔΩ
Level 6:	ΔΦΩΣ
Level 7:	ΦΔΦΨ
Level 8:	ΦΩΨΩ
Level 9:	ΔΨΦΩ
Level 10:	ΣΩΔΣ
Level 11:	ΦΨΔΦ

**Daniel Pauley** Carmel, IN



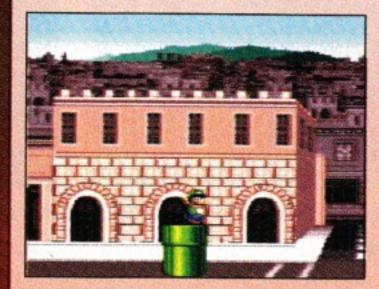
# **Super NES**

## Mario Is Missing! **Passwords**



#### Ludwig's Place

Beat Rome: BCD5L4C and Beijing: PC58NDB and Nairobi: DH6KL6Z and Moscow: YSWRL4 S and San Francisco: 7\*6 S 36W



# Iggy's Place

Beat Athens: CFZFN6K and Buenos Aires: 6CG15VI and Sydney: 6D\*2PLK and Mexico City: F\*2 S MDK and Paris: T9H\*6VD



#### Roy's Place

Beat Rio de Janeiro: FFD2CGQ and London: KYBZXSR and New York: 9BXRPG7 and Cairo: **29YKMS4** 

Mark Fabrick La Crescenta, CA

# Genesis

#### Fatal Fury 2 Extra Continues

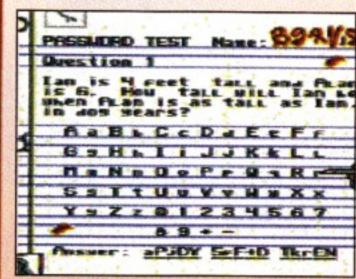


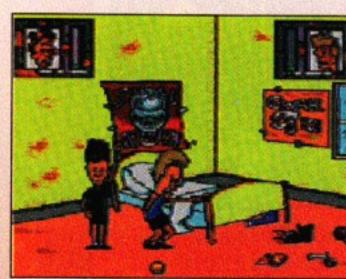
After your game is over and the Continue screen appears, simultaneously press Up, A, and B. While holding these buttons, press Button C to add additional continues.

Paul Chiar Santa Clara, CA

# Genesis

# **Beavis and Butt-Head** Password to GWAR Tickets





At the Password screen, enter: apjDY 5fF+D TkrEN. This password warps you to Beavis and Butt-Head's living room. Go into the bedroom, and you'll find many useful items, including GWAR tickets.

**Nick Young** New Berlin, WI

# SIWAAT-PRO

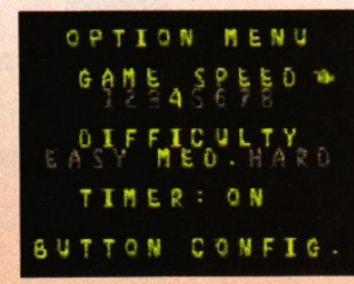
Video Game Strategies, Weapons, and Tactics

# **Super NES**

# Clay Fighter Tournament Edition Hidden Options







To begin, select "Game Start." At the character-selection screen, choose your character and press Start, then simultaneously press Left on the directional pad and Select. If you did the trick correctly, an Options screen appears that enables you to change the difficulty and speed, among other things.

Daren Golston Fresno, CA

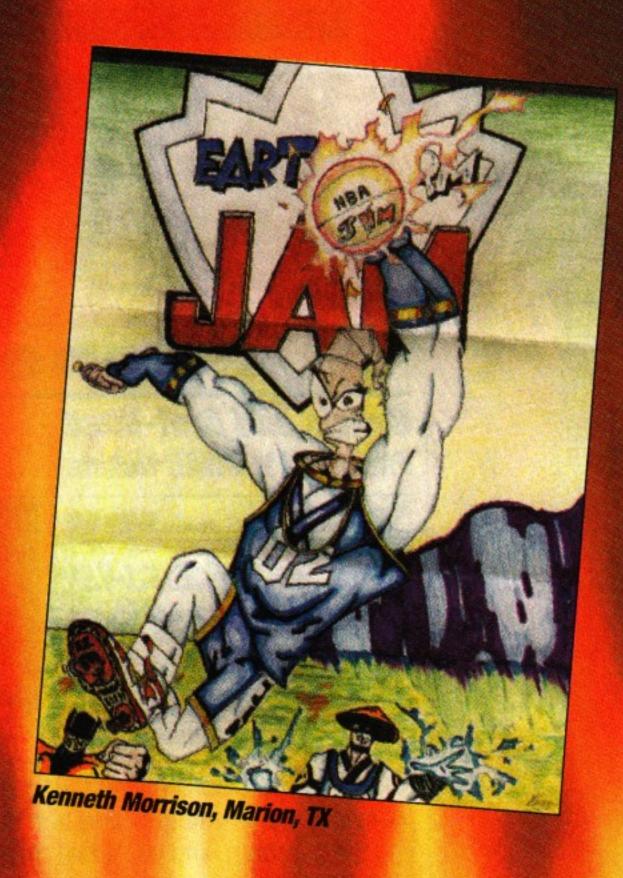
# **3DO**

# Way of the Warrior Nobunaga's Cool



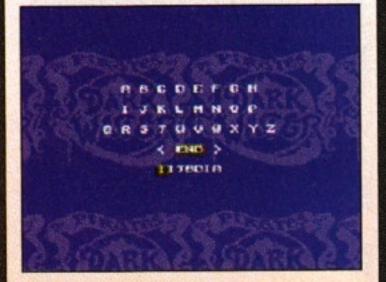


To see a cool Nobunaga who's wearing sunglasses on the rematch screen, use only Buttons A and C during the last round to beat your opponent.



# Genesis

# The Pirates of Dark Water Passwords







Citadel: IITBDIA
Port of Pandawa: NCOOKIE
Bobo Mountain: ALEXISK
Janda Town: SCOOBYD
The Sunken Bridge: STOYODA
Andorus: SNIBBOR
The Maelstrom: ALARTUS
Dark Dweller's Lair: RADARAL

Timothy E. Kallas St. Francis, WI

# Arcade

## NBA Jam Tournament Edition More Hidden Characters

Dominique Wilkins: DOM Apr 16
Hakeem Olajuwon: HAK Jan 21
Green: JDG May 31
Davis: WBD Aug 17

Sam A.J. Halsall Victoria, British Columbia, Canada

# Genesis

## **Zero Tolerance**

#### **Passwords**

A CONTRACTOR OF STREET							
Docking Ba Level 2: Level 3:	y b5o8*/Ln? DUo8r!KnK	Bridge Level 2: Reactor	Hn8*-vJqE	Floor 156: Floor 155: Floor 154:	aFFyCoLij ULgysoKij j8Fy3)Li!	Level 10: Level 11:	TDFdEsKij fzhbQ?Krp
Bridge Level 2:	H5p8v!KnK	Level 1: High-Rise F	OP3d-vOqi Roofton	Floor 153: Floor 151:	KrJ7CsDp7 ?LF5-KrQ	Tim Kallas St. Francis,	W
Engineering Level 1: Level 2: Level 3: Level 4: Greenhouse Level 1: Level 2: Level 3:	fD3duPJuK bF8**vPnz bH3buvomU HF8*uv)my	Level 1:  High Rise Floor 164: Floor 163: Floor 161: Floor 160: Floor 159: Floor 158: Floor 157:	HUY88vLgy  JPhUroDmp driU*oDni OLFzv3xni xHD7t9?nQ KDFyvoKvQ cLoy/dD!7 Krpy/oDF!	Sub-Basem Level 1: Level 2: Level 3: Level 4: Level 5: Level 6: Level 7: Level 8: Level 9:	vPD563LpC Ybg/k)Lsj V8A8naK!j QXLf!CK!M KrA*4CKvX aLz*5CKtQ Grh*VoJsS GLz*4CKvX oFqLDCYxi	Ken Wilson Seaford, DE	



Xiong Yang, St. Paul, MN

# **3DO**

# Way of the Warrior Play as the Bosses



At the Names screen, enter these names and birthdays: To play as Kull:

A Gavin Jun 11 1970 To play as High Abbott:

J Rubin Jan 6 1970



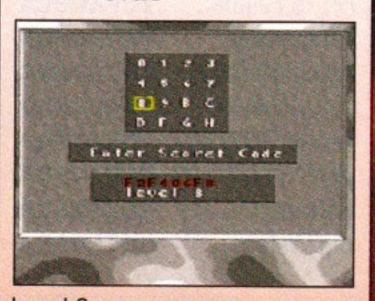


Now go to the character-select screen. The boss characters appear in invisible boxes in the lower right-hand corner.

Mario Ramales New Brunswick, NJ

# Super NES

# Super Battleship Passwords



Level 2: C31D5
Level 3: 32FH42
Level 4: 7159BG
Level 5: 0007207
Level 6: BDFHGF4
Level 7: 012745F
Level 8: F2F406F8

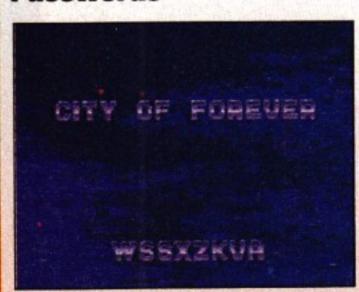
Long K. Lam Reseda, CA

# SIWIAITE BIO

Video Game Strategies, Weapons, and Tactics

# Genesis

# Ecco: The Tides of Time Passwords



Crystal Springs: **UEPMCVEB** Fault Zone: **OZUNSKZA** Two Tides: KDKINTYA SZXHCLDB Skyway: Sky Tides: **OZWIDLDB** Tube of Medusa: **QSJRYHZA** Skylands: MULXRXEB Fin To Feather: YCPAWEXA Eagle's Bay: YCJPDNDB Asterite's Cave: **AOJRDZWA** Four Islands: **UOYURFDB** Sea of Darkness: UQZWIIAB Vents of Medusa: MMVSOPBB Gateway: **KDCGTAHB** Big Water: **QQCQRDRA** 



Deep Ridge: UXQWJIZD The Hungry Ones: WBQHMUE Secret Cave: CHGTEYZE Lunar Bay: **QYSMHZZE** Black Clouds: CLOCVFZE Gravitorbox: UIXBGWXE Globe Holder: SBFPWWJE Dark Sea: **MXURVMLA** Vortex Queen: **OKIMTBPA** Home Bay: **CSNCMRUA CEWSXKPA** Epilogue: Fish City: **SGTDYSPA** City of Forever: WSSXZKVA

Ty Schmalzried Arlington, TX

# **3DO**

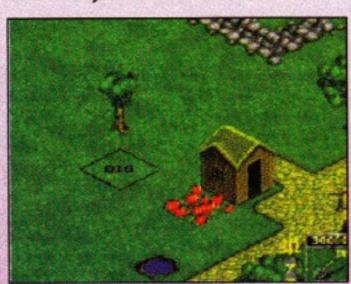
# The Horde Super Cheats

To access any of these cheats, press and hold Buttons A and B, then press Up on the directional pad and hit Pause.

After you enter your cheat

After you enter your cheat code, unpause the game.

#### Earn 30,000 Crowns



Anytime during the game, press Left, A, A, B, Left, A, Right, Down. Unpause the game, and 30,000 coins will appear.

#### Level Skip

Anytime during the game, press Down, A, Left, Left, Down, A, A, Right.

#### Access All the Weapons

Perform this trick during normal game play before you enter the Weapon Shoppe, as it's impossible to pause the game once you're in the Shoppe. Enter the code to credit yourself with 30,000 Crowns so you can make purchases, then press B, Right, A, Left, Left, Down, Right, A, A, Left.

#### Invincibility

Anytime during the game, press B, Up, Right, Down, A, Down, A, Right.

Erik Bianchi Santa Ana, CA

# Do You Have a Secret Weapon?

If so, send it to SWAT and, if we publish it, we'll send you a free *GamePro* Super Shirt. We've also decided we want to see more of your art! Every reader who gets their art published in the SWAT section of *GamePro* will also receive a free *GamePro* Super Shirt. Cool! Send your best tips and secrets to:

# GamePro Magazine

Secret Weapons P.O. Box 5828 San Mateo, CA 94402

# Genesis

# Sonic the Hedgehog 3 Secret Special Stage







Before Sonic fully appears on the title screen, **press Up**, **Up**, **Down**, **Down**, **Up**, **U** 

# GAME ENGANGERS

Hot Game Genie and Pro Action Replay Codes

# Genesis (Game Genie)

Earthworm Jim	GC3C-JA4C HG3C-JABL	Infinite ammo Start with nine lives on Difficult difficulty setting
	BF5C-JAE2	Start with nine continues on Normal difficulty settiing
	BB5C-JADY	Start on Slug-For-Butt
	SE9C-MAT4	Health power-ups worth eight on Practice, seven on Normal, six on Hard
	GO3W-JAF6	Start with 500 percent health (switch off before bungee-jumping levels)
The Lion King	AV6B-4A5G BV5B-4ABT	Infinite lives Start with health at three times normal
	A3XV-WA7J BK4V-5A8W	Roaring does not reduce roar meter Start on level 10
Pirates of Dark Water	96HT-ATDW AWJA-AA9C ACET-B688	Start with nine lives Infinite lives Infinite projectiles (daggers, arrows)
Sub-Terrania	AK3B-GAHY AP3B-GAHY AV3B-GAHY AZ3B-GAHY A33B-GAHY A73B-GAHY BB3B-GAHY BF3B-GAHY	Start on level 2 Start on level 3 Start on level 4 Start on level 5 Start on level 6 Start on level 7 Start on level 8 Start on level 9
	A33B-GAHL ADDT-JACE	View end of game Infinite lives



# Super NES (Pro Action Replay)

7E1F13FF 7E1F15FF 7E1FFDCE +	Access to all weapons Access to all spells
7E1FFC32	Infinite health and magic
7E027603	Invincibility
7E0636B0 + 7E0531B0 + 7E0530B0	Infinite energy
7E192999	Freezes the timer
7E046301 7E04AB01	Infinite shields for Player 1 Infinite shields for Player 2
	7E1F15FF 7E1FFDCE + 7E1FFC32  7E027603  7E0636B0 + 7E0531B0 + 7E0530B0 7E192999  7E046301

# Super NES (Game Genie)

THE RESERVE OF THE PERSON NAMED IN COLUMN 2 IN COLUMN		
Eye of the Beholder	8285-6D2C + 82DE-049B + 828D-A798 CBAA-A726 + 3CA2-AD96	Infinite hit points No waiting to hit again Kill with one hit
Fatal Fury 2	DD7E-7FDD 6D7D-54AD	Infinite time Infinite energy for Player 1
Final Fantasy III	FC5C-78E5	Start Terra with ilumina equipped
	1F58-7675	Start Terra with ice shield equipped
	5C58-7655	Start Terra with circlet equipped Start Terra with white drage
	6858-7685	Start Terra with white dress equipped
The Incredible Hulk	DBBD-CD6F	Start with nine lives
	DDB2-1F0F	Start on level 2
	4DB2-1F0F	Start on level 3
	ODB2-1FOF	Start on level 4
	6DB2-1F0F	Start on level 5
	F0BC-173B	Get 20 shots from gun
Indiana Jones'	C2B4-4D64	Infinite energy
Greatest	DBC7-CF0F	Start with nine grenades
Adventures	3CAB-CE82	Infinite continues
Inspector Gadget	C216-5DD4	· Infinite lives
	C297-8F0F	Infinite time
	C269-5D0D	Keep coat after getting hit (invincibility)
Shaq Fu	C269-EFOD	Infinite continues in Duel mode

# Game Boy (Game Genie)

The second secon	
009-4DF-3BE	Infinite lives
00C-34F-E6E	Infinite time
882-64F-F7A	Start with 36 lives
00E-A1F-19E	Infinite continues
0E1-5CA-E62	Start with 15 lives
FA4-96E-4C1	Infinite energy
COA ACE E60	Invincibility
	00C-34F-E6E 882-64F-F7A 00E-A1F-19E 0E1-5CA-E62

# Genesis (Pro Action Replay)

	FFB7130078 FFF4570015 FFAB960099 FFEEA40099	Unlimited energy (Player 2) Unlimited Kredits Infinite time Player 1 has 99 wins
	FFEEA60099 FFF0250011 00661A5555	Player 2 has 99 wins Displays Fatality every time Unlimited time to do a Fatality
Urban Strike	FF10DF0003 FF10C3000X	Infinite lives Level select

Tournament-Winning Combos and Strategies







By Bruised Lee

# Killer Instinct's taking the arcades by storm! Here's a rundown on the basic moves for each character.

Please note: Move commands are subject to change. We collected these from an early test version of the game, but final versions are set to appear soon.

#### BASIC CONTROLS

# **Backgrounds**



In some backgrounds, such as the Bridge and Chateau levels, the ground raises in the corners. If you're cornered, standard blocks won't protect you from your opponent's low or regular hits.

In backgrounds like the Rooftop level, the rooftop rotates when you reach the edge of the screen. If you're not ready for the sudden movement, it can completely disorient you.



Use the level to your advantage. Some of the backgrounds scroll in such a way that you can go anywhere in a level, even move great distances apart, despite your opponent's position.

The view scales in and out when you move. This scaling makes it possible for you to toss an extremely long-range fireball, then toss two or three more and follow them in, despite the usual postfireball lag time.

#### Rounds



Instead of the standard round system where characters fight one round, then begin the second with equally full life bars, Killer provides each player with one long life bar - but only displays half of it. You defeat a foe when you destroy half of their life bar.

This gives you a big advantage in round two, since your opponent begins with only half of their life power and you begin with whatever remains of your total life power.

#### Last Chance



If your opponent can't pull off the fatality quickly enough, you can wiggle the joystick and slam the buttons to escape for one last chance to beat them.

If you're in a crouching face-off with your attacker, hold Down-Away, tap Fierce Punch, and you execute a high move that they can't block low. From

## **New Combo** System







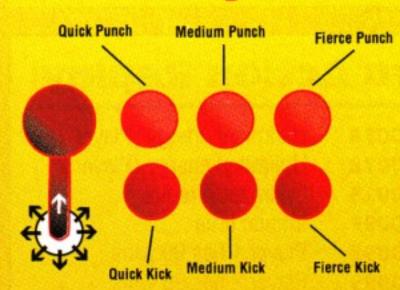
Killer's combo system uses an auto-second design: When you hit the right sequence of buttons, a combo automatically executes. Prepare for your next move while the combo's executing.

Each character has their own set of combos and unique combo breakers, which enable you to bust out of a multihit combo for an offensive attack.

# **Low Blows**

there, roll into a combo.

# Controller Legend



↑ = Up

□ = Up-Toward

→ = Toward

≥ = Down-Toward

↓ = Down

∠ = Down-Away

← = Away

K = Up-Away

FK = Fierce Kick

FP = Fierce Punch

K = Press any Kick Button

MK = Medium Kick

MP = Medium Punch

P = Press any Punch Button

QK = Quick Kick

QP = Quick Punch

Motion = Move the joystick in one continuous, smooth motion.

Tap = Tap the directions indicated in sequence.

Charge = Hold the direction indicated for the number of seconds indicated. Close = The move must be done when close to the enemy.

Rapidly = Hit the indicated button rapidly.

() = Execute commands in parentheses simultaneously.

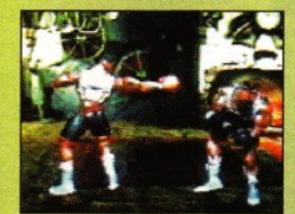
Special Note: All techniques are described under the assumption that your character is facing to the right. If they're facing left, reverse any Toward and Away commands.

We'll cover more combo breakers and other Killer Instinct moves in future editions of "The Fighter's Edge."

# T.J. COMBO

# SPECIAL TECHNIQUES

## Swinging Backhand



Charge ← two seconds, Tap →, QP

### Straight Knee



Charge ← two seconds, Tap →, QK

# Double Roll Punch



Charge ← two seconds, Tap →, MP

# Flying Knee



Charge ← two seconds, Tap →, MK

# Charging Punch Attack



Charge ← two seconds, Tap →, FP

### Knockdown Knee



Charge ← two seconds, Tap →, FK

# **Punching Bag**



Tap QP rapidly (Close)

# NO MERCY Number One



Tap  $\rightarrow$ ,  $\rightarrow$ , MP



# FULGORE

# SPECIAL TECHNIQUES

# Fireball



Motion → Y V K ← P

Reflector

# Uppercut



Motion → ↓ ¥ P

Claw Charge

Charge ← two seconds,

Tap →, K

# Teleport



To Teleport in front of your attacker, Motion ← ↓ ∠ P.

To Teleport behind your attacker, Motion ← ↓ ∠ K.

# Laser Shot



Motion → ↓ K

# NO MERCY Number One



Motion → > ↓ ↓ ∠ ← FP (stand two characters' distance away)



OF OF

# JAGO

# SPECIAL TECHNIQUES

**Fireball** 



Motion  $\downarrow \searrow \rightarrow P$ 

# **Uppercut**



Motion → ↓ ¥ P

Flying Kick



Motion Y J K K



No MERCY Number One





Tap  $\leftarrow$ ,  $\rightarrow$ , QP (Close)

# CHIEF THUNDER

# SPECIAL TECHNIQUES

#### **Fireball**



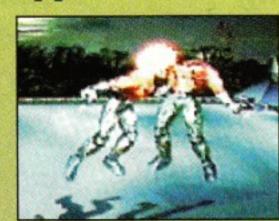
Motion ↓ ↘ → K. To direct the Fireball up or down, push ↑ or ↓ as the Fireball flies across the screen.

# Spinning Axe



Charge ← two seconds, Tap →, P

# **Uppercut**





Motion → ↓ ∠ P. While in the air, Motion ↓ → → and P to plunge the axe into your attacker.



### SPINAL

# SPECIAL TECHNIQUES

Fireball



Motion ↓ > P

# Morph



As Spinal, you can morph into your opponent only when you're doing a combo. In the middle of a combo motion, Tap ↓, ↓, ↓ and then finish your combo motion. At the end of the combo, you automatically morph back into Spinal.

# **Collect Fireballs**



When your attacker tosses a Fireball, Charge ←, hold down QP. Your shield glows and collects your attacker's Fireballs. You can hold multiple Fireballs at a time.

# Shield Charge

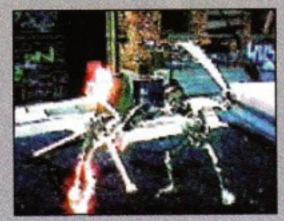


Tap  $\rightarrow$ ,  $\rightarrow$ , P

Tap ∠, FK

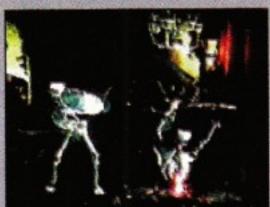
Slide

# Teleport



To Teleport in front of your attacker, Tap  $\downarrow$ ,  $\downarrow$ , and FP. To Teleport behind your attacker, Tap  $\downarrow$ ,  $\downarrow$ , FK.

# No MERCY Number One





Tap ←, ←, ←, MK (stand one character's distance away).

# GLACIUS

# SPECIAL TECHNIQUES

## Teleport



To Teleport behind your attacker, Motion ↓ ↘ → QK.

# **Bouncing Fireball**



Motion  $\downarrow \searrow \rightarrow P$ 

# Shoulder Charge



Charge ← two seconds, Tap →, P

No MERCY Number One



Motion ↓ K ← QK



# Teleport Uppercut



Motion ↓ ¥ → MK or FK

# Blade Arm



Motion & J & QP (Close)

# ORCHID

# SPECIAL TECHNIQUES

Tiger Morph



Charge ← two seconds, Tap →, P

# Fireball



Motion  $\downarrow \searrow \rightarrow P$ 



# Spinning Swords

NO MERCY Number One



Charge ← two seconds, Tap →, K

# **Back Flip Kick**



Tap ←, FK

Motion ↓ → ← QP (Close). After your attacker trans-

forms into a frog, Tap FK to step on 'em.



Charge ← two seconds, Tap →, P

# Flip Attack

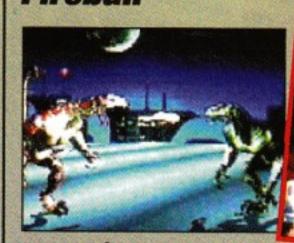


Motion & J K K

# RIPTOR

# SPECIAL TECHNIQUES

Fireball



Motion ↓ ∠ ← P

**Head Butt** 

# Air Fireball



Jump, Motion ↓ ∠ ← P

# Flying Feet Attack



Charge ← two seconds, Tap →, K



#### CINDER

# Special Techniques

Air Charge



Tap  $\rightarrow$ ,  $\rightarrow$ , P. Jump to perform this move in the air.

#### Flame Torch



Tap  $\rightarrow$ ,  $\rightarrow$ , K

## Uppercut with Kick



Motion → ↓ ¥ K

# Outline



Motion → \( \psi \ \psi \ \epsi \ \epsi \ \epsi \ \quad \ \epsi \ \epsi \ \quad \ \quad \ \epsi \ \quad \ \epsi \ \quad \ \epsi \ \quad \ \quad \ \epsi \ \quad \ \epsi \ \quad \ \epsi \ \quad \ \quad \epsi \ \quad \ \epsilon \ \quad \epsilon \ \quad \epsilon \ \quad \quad \epsilon \ \quad \epsilon \ \quad \epsilon \ \quad \epsilon \ \quad \quad \epsilon \ \quad \epsilon \ \quad \epsilon \ \quad \quad \epsilon \ \quad \epsilon \quad \epsilon \ \quad \epsilon \quad \epsilon \quad \epsilon \ \quad \epsilon \quad \quad \quad \epsilon \quad \quad \quad \epsilon \quad \qu

#### Invisible



Motion → ¥ ↓ Ł ← FP

# Mini Flame Torch



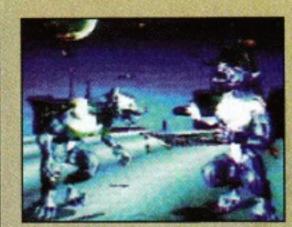
Tap ←, ←, QP

Claw Roll



Charge ← two seconds, Tap →, QK

## Howl



Motion > V K FK. Perform this move before other moves to increase their power.

# SABER WOLF

# SPECIAL TECHNIQUES

## Jump Attack



Charge ← two seconds, Tap →, FK

# Spinning Claw



Charge ← two seconds, Tap →, P

# Charge Uppercut



Charge ← two seconds,
Tap →, MK

# Fire Bat



Motion ↓ ∠ ← P



# THERE'S MORE TO COME...

# **No Mercy**

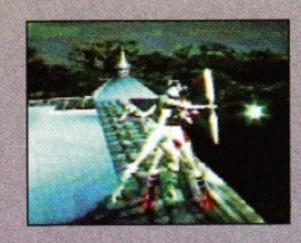




Each character has multiple No Mercy attacks. For example, Spinal's other No Mercy is: Tap →, →, →, QK (stand two characters' distance away).

# Ultra Ending Combo















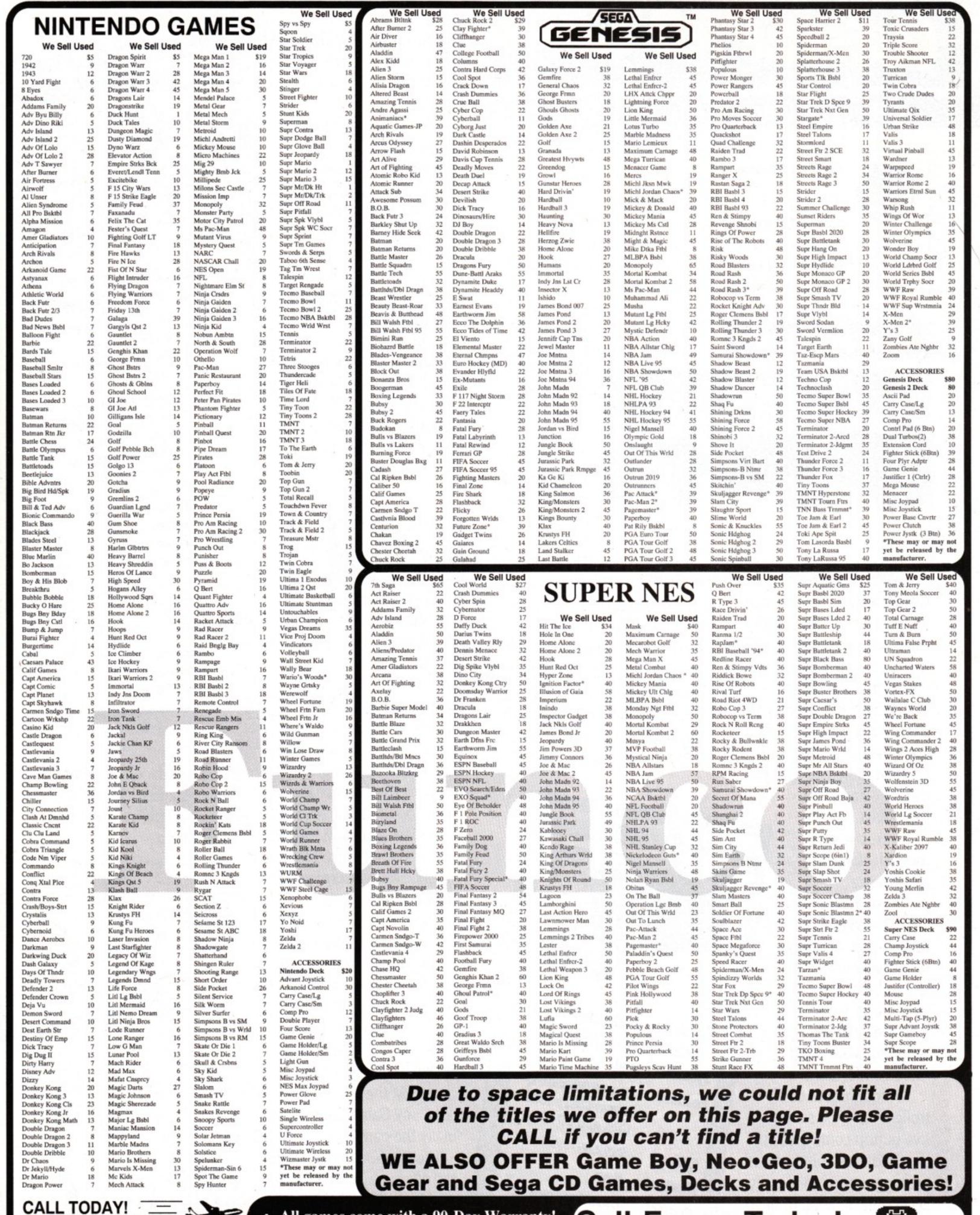






Each character has a combo that they can perform on their opponent only when their opponent is extremely low on energy. When you hear the low-energy chime, execute this combo. For example, Orchid's ending combo is: Charge ← two seconds, Tap →, FK, Charge ← two seconds, Tap →, FK.

Orchid will automatically deliver roughly 20 hits!



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# A Player's Guide to Power Peripherals

#### By The Lab Hamster

The Lab Rat was, ah...accidentally zapped with a high-voltage electrical current. So, umm...until his tongue is reattached, I'll be in charge of the GamePro lab. This month, we'll check out the Goldstar 3DO and the Super Game Boy-to-Game Boy Game Genie adapter.

#### **Good as Goldstar**

directional pad is larger in diameter, and it's more respon-

sive to the demands of fighting games.

The software packaged with the Goldstar is family oriented.

There's Shock Wave, the

great shooter, a Kodak Photo CD sampler, and a children's title called Putt-Putt.

Goldstar and Panasonic both plan to introduce add-on video adapters that will enable each unit to play movie CDs. The Goldstar add-on will run off

The Goldstar, Panasonic, and Sanyo 3DO players

Goldstar breaks onto the 3DO Interactive Multiplayer. The Goldstar system processes games just like the Panasonic 3DO player, but the physical differences between the units are immediately apparent. Looking more like a large cable-TV converter, the Goldstar unit is less intrusive and more sleek in

These differences also extend to the control pad. Although the Panasonic's cord length beats the Goldstar's by an easy two feet, the Goldstar's controller fits your hand more comfortably.

appearance.

Although both controllers have the same five-button configuration, the Goldstar's Shift buttons are bigger and more easily accessible. In head-to-head combat playing Samurai Shodown, the Goldstar controller emerged superior. The



the unit's power supply, while Panasonic's accessory will require the use of an additional electrical socket.

What about the price? Suggested retail for the Goldstar 3DO is pennies less than Panasonic's reduced price (\$399.95). It remains uncertain whether the two companies will continue to hold out at those prices. The Sanyo 3DO player is already available in Japan, and a U.S. launch is in the planning stages. With Samsung and Toshiba 3DO systems also in development, more competition should lead to reduced prices.

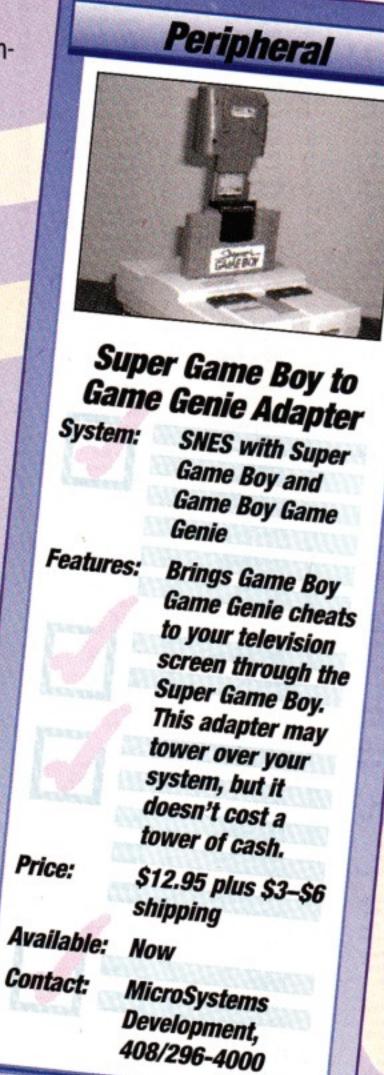
## Super Game Boy Gets Its Genie

Any accessory hound who owns both a Game Boy Game Genie and a Super Game Boy already knows

that the two don't automatically interface. If you want to put Game Boy Game Genie cheats on the big screen via the Super Game Boy, the necessary adapter has arrived at a fair price from MicroSystems Development.

Called The Super Game
Boy to Game Genie Adapter,
this exposed green chip slides
into the Super Game Boy and
creates a support base into
which you plug the Game
Genie. From the bottom up,
you have a SNES, a Super
Game Boy, the adapter, a
Game Boy Game Genie, and
finally the game.

The Game Genie operates the same way it does with the Game Boy, and it doesn't interfere with the Super Game Boy's colorswapping feature.





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Upon request by Sponsors, winners shall sign a Liability/Publicity release. within 30 days or forfeit prize. Employees of Bobcat Adventures, GAME-PRO and Activision, Inc. and their respective affiliates are not eligible. 5. Winners List. For a list of winners, send a stamped, self-addressed envelope to Pitfall: The Adventure Lives! Sweepstakes, P.O. Box 55527, Boulder, CO 80322-5527. VT and WA residents need not include return postage. Requests for winners lists must be received by May 15, 1995.
Allow 4-6 weeks for delivery. 6. Restrictions. Void where prohibited or restricted by law. All federal, state and local regulations apply.
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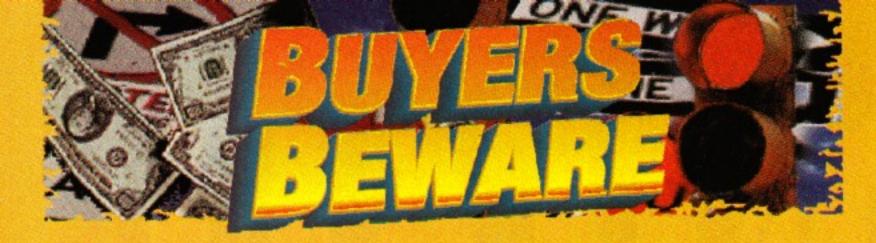


SEEA GENESIS

SEGA CD

Pality dille

ACTIVISION.



#### By The Watch Dog

Ah, February. The month for puppy love, Valentine's Day cards left next to my water dish, and the answers to these consumer queries.

Sonic & Knuckles is supposed to be compatible with Sonic 2 and 3, but I can't get it to work. Is my cart defective? Dario Englot, Swayersville, PA



Knuckles finds new Angel Island real estate.

A Sega spokesperson says: It turns out that some people aren't clear on what the new Lock-On technology does. Plug S&K into your Genesis, then plug Sonic 3 into S&K, and you should now be able to play as Knuckles in Sonic 3. But to see all the previously hidden special areas in Sonic 3, you must first beat Sonic 3 as Knuckles. Call Sega Consumer Service at 415/591-7529 for more help.

Unlike other Genesis games, Sonic & Knuckles is packaged in cheap cardboard instead of heavyduty plastic. That cardboard won't protect the game from being dropped, shoved, spilled on, or whatever. Why the change?

Scotty Parker, Mt. Airy, NC

The Watch Dog says: A Sega spokesperson told us that the company worked with an environmental consultant to come up with the new packaging, which actually costs more than the plastic. That plastic wasn't environmentally friendly; thus



the switch. You may notice a similar change in the hardware packaging; cardboard has replaced the environmentally destructive Styrofoam.

t GamePro, listening is what we do best. When you have a problem with a product or feel you've been ripped off, we want to know. If you have a complaint about a product, write to:

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I've played Mega Man: Dr. Wily's Revenge on the Game Boy, and it worked perfectly, but it doesn't work with a Super Game Boy. Why?

Jason Taylor, Stockton, CA



The Watch Dog says:

We have no problem with any of the new or old Mega Man games on either the Game Boy or Super Game Boy. According to Capcom, any Game Boy game should be fully compatible with the Super Game Boy. Call Capcom's Consumer Service Department at 408/707-0400 if you have problems.

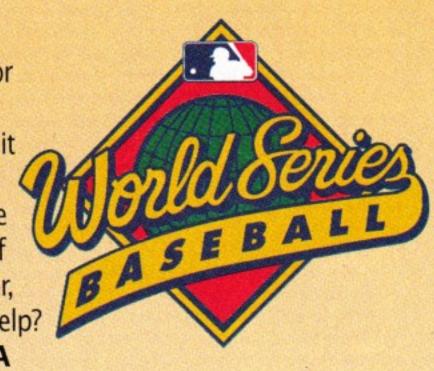
I recently purchased EA Sports' 4 Way Play. I've tried it with its four-player games like NHL, Bill Walsh, Madden, and FIFA, but the third controller never works. Is this a common problem? How do I reach EA? William Miller, Jupiter, FL



**Mary Snow of EA Sports says:** 

We haven't heard complaints about the 4 Way Play. This sounds like a case of a single malfunctioning unit. In situations like this one, we suggest you first try to return the product to the store that you bought it from. If that doesn't work, call EA at 415/572-2787; we'll probably ask you to mail the 4 Way Play and an explanatory letter to EA Customer Support at P.O. Box 7578, San Mateo, CA 94403. Customer Support should be able to replace the unit for you.

I bought World Series Baseball for the Genesis, and the manual says it has a battery to save stats of the games that I've played. However, once I turn off the Genesis and return to it later, my game isn't there. Can you help? John Saucedo, Santa Ana, CA



A Sega spokesperson says:

Sounds like a dead battery. Sega will replace it for you for free if you mail in the game, an explanatory letter, and a receipt showing that you bought the game within the last 90 days. If you have any other questions, call Sega Customer Service at 415/591-7529.



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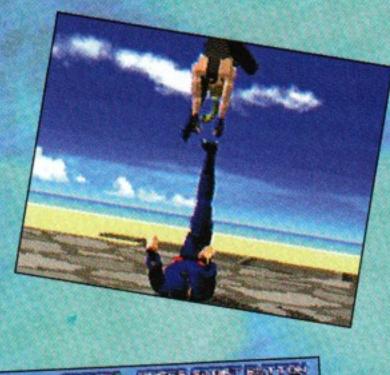
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### The Fighters Are All Here

#### Saturn

Everyone's waiting for news about Sega's Saturn, which is out – or sold out, that is, in Japan. Launched in late November, the system and the first round of games flew off the shelves. Here's a preview of Virtua Fighter, one of the first games available for the system.

At first glance, Virtua
Fighter looks to be one of the
most accurate arcade-to-home
translations to date, especially
for a first-generation game.
The head-to-head fighting
action also boasts some updated capabilities. For example,
there's configuration editing for
some of the levels, a new twoplayer Versus mode, and a
Ranking mode.

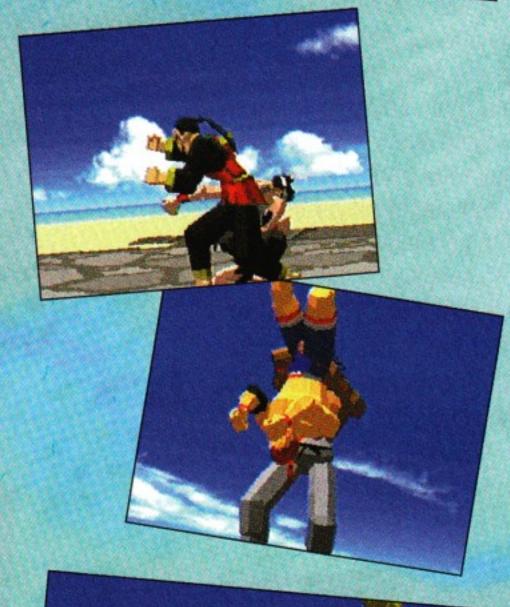
The action includes all eight fighters from the original game, as well as the boss Drul. The game's original moves are also intact, including combos. The character movements are almost identical to those in the arcade version, and the scaling and rotation is mind blowing. Minor glitches with some of the polygons (including a slight flicker) don't hamper the action a bit. If you think you've heard cool sound in a CD system, just wait until you hear the Saturn. Virtua Fighter rocks from start to finish, giving the game near-perfect audio drive.

> By Sega Available Now in Japan











# CyberClash

3D0

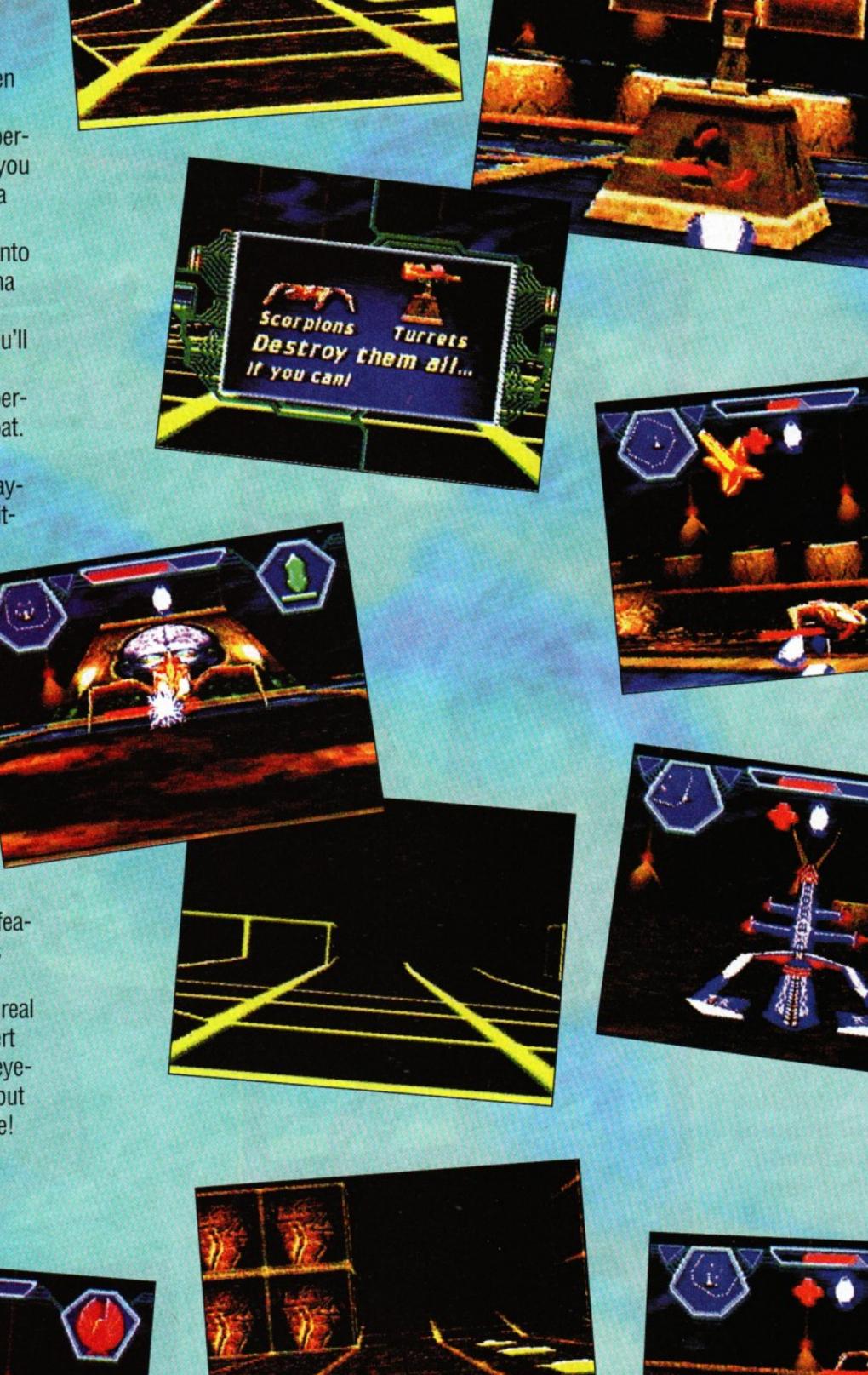
Okay, 'Net nuts, here's one for you. You're one of the original hackers...you tapped into NASA, cracked the National Security Agency, and even changed your taxes. But when money-grubbing corporate interests begin to pollute cyberspace with commercialism, you go underground to become a cyber-terrorist.

CyberClash warps you into mechanized cyberspace arena combat. In the same vein as CyberSled in the arcades, you'll command a tanklike virtual vehicle during intense first-person-perspective arena combat. The disc rolls out one- and two-player contests. Two players drive via a horizontal split-screen view. They can blast away head-to-head or join forces for cooper-

'Clash outfits you with three vehicles that can morph into three other vehicles. Every vehicle has three unique close- and long-range weapons. Now that's fire-power, man, and you'll likely need every neutron because the prelim version featured 30 single-player levels and 25 two-player levels.

CyberClash looks like a real 3DO eyeful. In fact, they insert the 'Net jack right into your eyeball during an excruciating (but gorgeous) opening sequence!

By Crystal Dynamics Available March



# **Fatal Fury Special**

#### Sega CD

The best in the Fatal Fury series of fighting games, Fatal Fury Special is set for a Sega CD release. JVC's goal was to make this twoplayer disc as close to the Neo•Geo arcade version as possible. Look for all 15 warriors, including Terry and Andy Bogard, Joe Higashi, and Chin Shin Zan. Each fighter uses martial arts techniques like kung fu, tae kwan do, and karate. The large sprites and detailed backgrounds graphically depict each character's special moves (up to six), multiple counterattacks, taunts, and combos. This arcade classic boasts CD sounds and music to highlight every taunt

> By JVC **Available Now**

















# Samurai Shodown

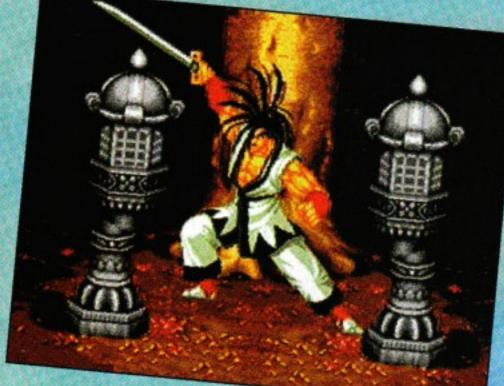
#### Sega CD

and death scream.





JVC's other long-anticipated fighting disc is the two-player translation of the Neo-Geo Samurai Shodown. As one of 12 fighters from around the world (France, Japan, U.S., China, and so on), players battle in ancient Japan. The graphically detailed backgrounds and characters illustrate the players' famous Methods of Mayhem. The head-to-head fighting action boasts unusual special moves and weaponry, as well as bonus stages that challenge your fighting skills and tech-





niques. This game was a monster hit in the arcades. Will this translation be the one players have been waiting for?

> By JVC Available January











# Incoming

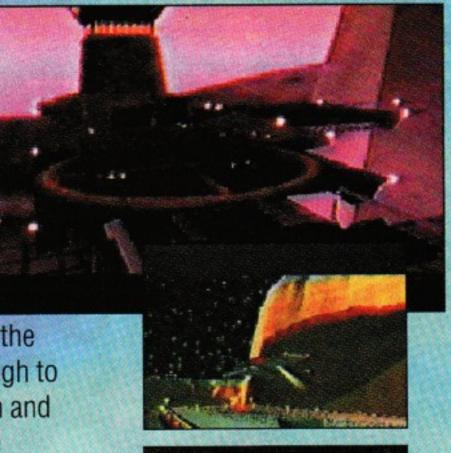
**PSX Saturn** 

You're an information technician in charge of delivering an automated defense system to a distant security base. You install the system, and before you know what's what, incoming hostiles attack. Stranded on the

base, you have to hold off the attacking forces long enough to finish installing the system and somehow escape. To save yourself, you can use droids, weapon-defense systems, and various information databases. Here's a very early look at this interesting cart.

> By Data East Available August







# **Zed Blade**

It's shades of R-Type as you blast into interstellar combat in this two-player space shooter. The side-view, side-scrolling action puts your ship in heavyduty combat against a horde of alien spaceships and weird mechanical creatures. To pre-





Neo-Geo



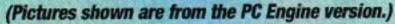
pare for the rapid-fire action, you arm your ship with a variety of weapons systems.

Gigantic bosses and explosions highlight the traditional spaceshooter graphics. The cooperative two-player action is especially entertaining.

> By SNK **Available Now**







The next and potentially best in

the Castlevania series is com-

ing soon. Dracula X continues

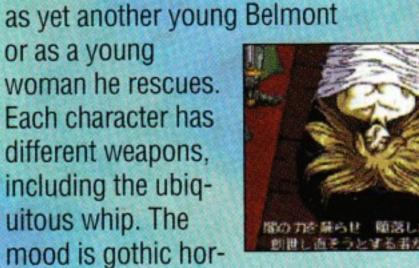
ture game play starring the ill-





the side-scrolling action/adven-

By Konami Available First Quarter '95



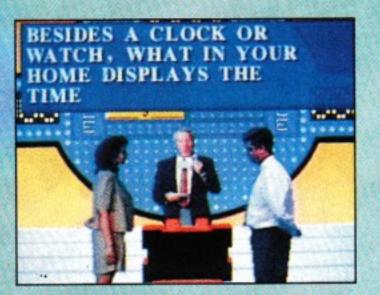
ror as you battle gigantic bosses and other vampiric evils. This one should be awesome.



3D0

Name a game show that's been translated for almost every home video game system. Number-one answer: Family Feud, of course. This 3DO version takes the game one step further with full-motion video, real families, and, of course, thousands of mind-numbing questions and categories (more than 4000).

> By Gametek Available Spring '95







# **Eternal Champions**

Sega CD

Sega's launching its new line of Deep Water products (games for older players) with the sequel to Eternal Champions. This CD version of last year's head-to-head Genesis fighting game includes a ton of tweaks that Sega's hoping will make it appeal to serious fighting gamers.

Battle as one of 11 fighters in this disc, each with a repertoire of more than 30 moves in martial arts styles like Thai kickboxing, Kenpo Karate, and Kapkido Cane Fighting. In either Tournament Play or Vs. mode, one or two players can battle to the death and then use a variety of moves to finish off their opponent including sudden death, vendettas, and cinekill moves. The Tournament Play also includes a brutal melee with a survival-of-

the-fittest scenario. And you

can also play as a chicken and other strange beasts.

Additional features include Dynamic Play Adjustment, which alters the play to match the gamer's skill level, Instant Slo Mo replays, and different speed settings. The action is highlighted by extremely realistic and very gorey graphics.

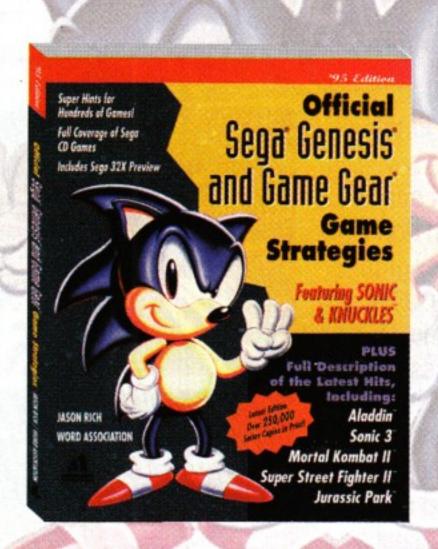
> By Sega Available February

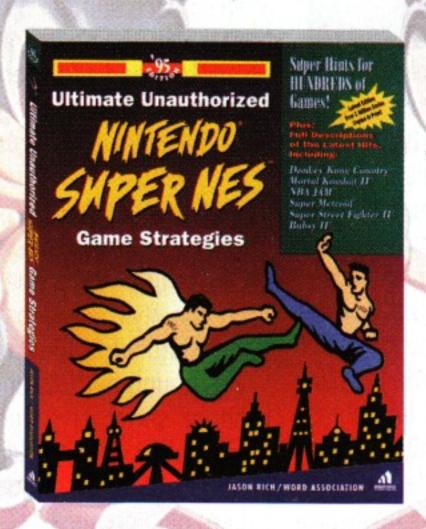




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# Flying Nightmares

3D0



Domark's soaring onto the 3DO with the release of Flying Nightmares, which re-creates the flight patterns of the famous Harrier Jump Jet, in-

vertical take-offs and landings. You're in the cockpit, piloting the Harrier and monitoring its weapon systems and armaments through a series of strategic war-game scenarios. You can fly simultaneous missions with up to three wingmen in multiple cockpit views. The graphics sport rendered, full-motion-video combat sequences and texture-mapped 3D vehicles, objects, and





enemy aircraft. The rockin' soundtrack stars Mike Edwards of Jesus Jones.

By Domark Available January

## Novastorm

3D0

Sega CD





It's the year 2129 in the Bator system. A military computer's

gone berserk and
mutated to take on a life
of its own. Climb into
Scavenger 4, an experimental space fighter,
and soar into four
worlds for one-player
space shoot-em-up
action. Psygnosis
promises that Novastorm will be faster

than any other CD shoot-emup to date. The rendered backgrounds include volcanic, desert, and frozen-tundra landscapes. Full-motion video cut scenes and a heavy-metal soundtrack spice up the action.

> By Psygnosis Available Now

0000000



# Road & Track Presents The Need for Speed



Extremely realistic full-motion video highlights the action on three California tracks: Coastal, City, and Alpine. You can view the action from inside the car, behind the car, and far behind the car. Sharp dashboard controls make the inside view the most interesting as you cruise to cool engine sounds and classy CD tunes.

By Electronic Arts Available Now

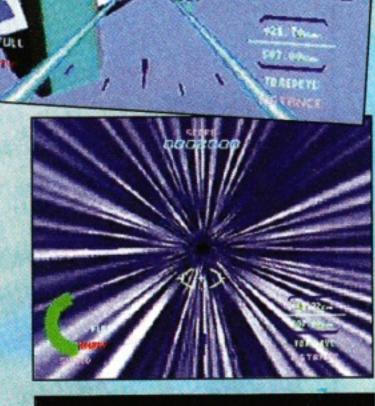
# StarBlade

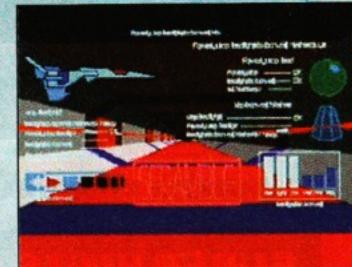
3D0



Star Wars has polygon graphics and a 3D perspective. The shooting in this arcade classic, though, is a mite simpler than most space shooters out there. You don't steer, swap weapons, or grab power-ups in this one-player, arcade-style action game. During Starblade's four missions, you pound buttons and shoot, shoot, shoot. Thundering explosions and crackling communications with squad members help create a deep-space ambiance.

By Namco Available Now



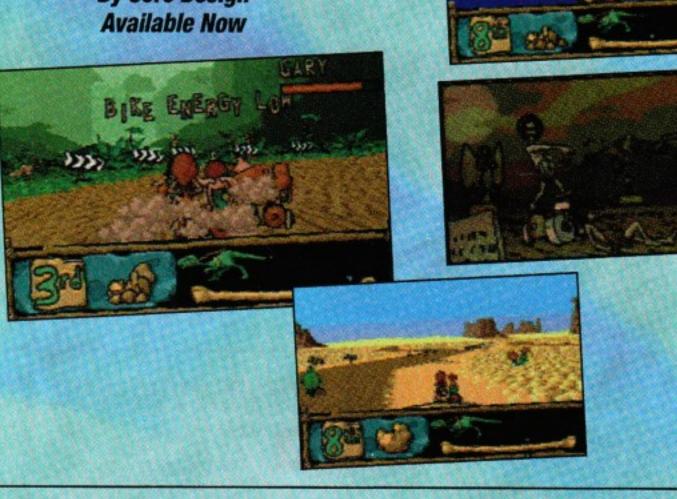


# **BC** Racers

#### Sega CD

Here's a two-player racing game with a prehistoric twist. Climb into a Flintstones-style vehicle and join the BC Racers gang for a Neanderthal road race. With a buddy in your sidecar, motor across dusty tracks with primordial flora and fauna. The cartoony graphics have a 3D perspective as you view the action from behind the vehicle. Speedy driving with cool scaling and rotation make this game highly evolved.

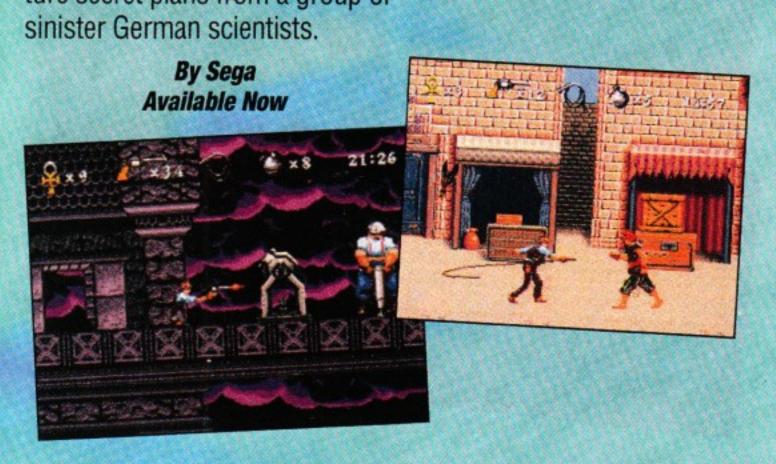
By Core Design



# Indiana Jones -Instruments of Chaos

#### Sega CD

Get cracking with Indy in an action/adventure game that's based on the popular Indiana Jones movies. Indy has to battle through ten locations, including Macchu Picchu, the Bazaars of India, and London's Tower Bridge as he tries to capture secret plans from a group of



# Flink

#### Sega CD

In this side-scrolling action/adventure game for one player, you're Flink, a young sorcerer's apprentice. The story unfolds in six large levels of platform-style play on an enchanted island. To rescue the island's leaders, Flink gathers potions and learns to cast spells by collecting magic recipes. The cartoony, appealing graphics show off well-animated zombies. dragons, and evil wizards.











# Shadow of the Beast II

#### Sega CD

In this one-player disc, you have to rescue your sister after she's kidnapped by a mysterious beast. Punch, kick, and beat your way past all kinds of monsters as you puzzle through six regions of forbidding terrain. The game mixes action and adventure with a healthy dose of hidden traps,

fiendish puzzles, and objects to find and use. This PC and video game classic, with its dark graphics and complex play, should be a welcome addition to the Sega CD library.

> By Psygnosis **Available Now**



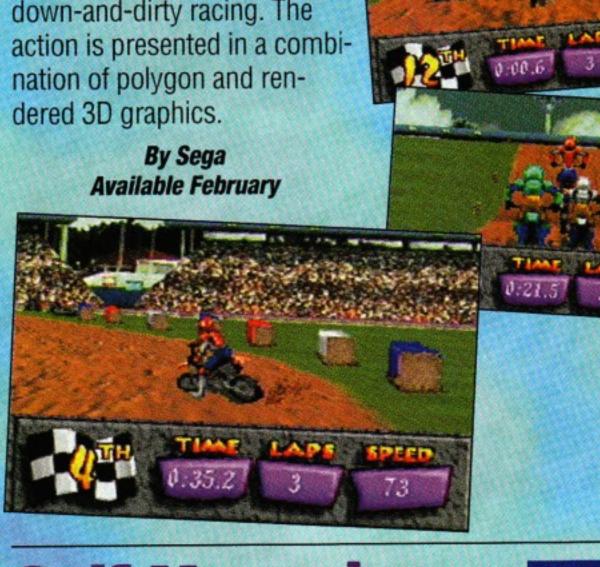




## Motocross

32X

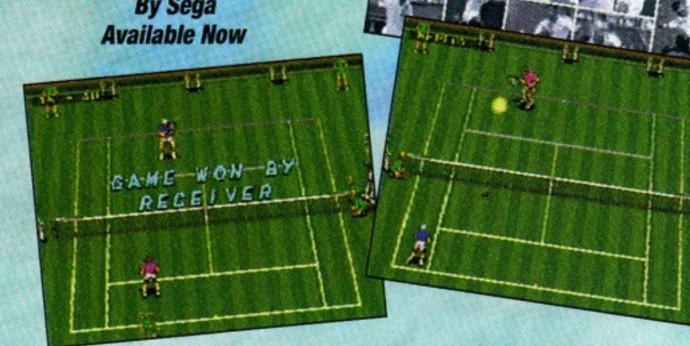
32X racing gets dirty with this moto-bike challenge. The **Motocross Championship** takes place on 12 tracks, some with double and triple jumps. Choose from three classes of bikes and compete against 20 other riders. Go head-to-head against a friend or try to become the motocross champion in an entire season of down-and-dirty racing. The



#### ATP Tour Championship Tennis Genesis

Take to the courts for singles or doubles tennis for up to four players. In exhibition or tournament play, you can compete as or against greats like Ashe, Sampras, and Edberg. An unusual overhead view highlights the graphics as you chase the ball on grass, hard, carpet, or clay courts. Players have to master the usual array of forehands, backhands, spins, and volleys.

> By Sega **Available Now**

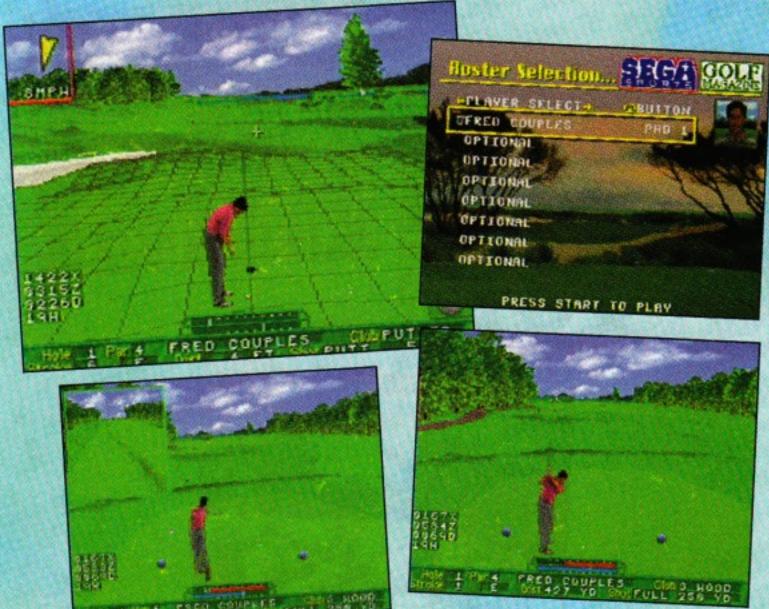


## **Golf Magazine** 32X **Presents 36 Holes** Starring Fred Couples

If you have any time left after you finish saying the name of this four-player cart, tee up for a round of golf on 36 of the best holes around. Golf magazine helped Sega choose holes from world-class courses like Firestone, Doral, and Bay Hill. Now you can choose your favorites

and string them together to make the perfect course. Play modes include Tournament, Skins, Shoot-Out, Scramble, and Match Play. Naturally, Fred Couples will be happy to tag along and advise you.

> By Sega Available January



#### NBA Jam: Tournament Edition **Super NES** Genesis

The slammin', jammin' hoops action that rocked the arcades last year is coming home to the Genesis and Super Nintendo. Acclaim promises a faithful arcade translation, including NBA players, super slam dunks, and, of course, secret codes for hidden characters.

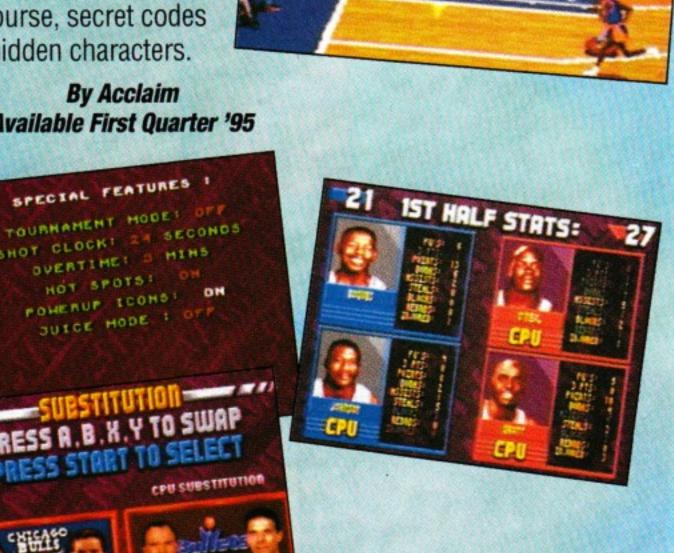
> By Acclaim Available First Quarter '95

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HOT SPOTS! POHENUP ICONS! SUICE HODE :

SHOT CLOCK! 24



February 1995 GAMEPRO

# **Home Improvement**

Tim "The Tool Man" Taylor and his best buddy Al are starring in a video game? That's right. Tim and Al are ready to unveil the new BinFort Taylor Turbo tool series on the air when they discover that the tools have vanished. The klutzy duo searches movie and TV sets such as Dinosaur Safari and Lost on Mars for the missing tools. Battle enemies with "more power" tools like rapid-fire nails guns in this 16-meg action/adventure platform cart.

By Absolute Available First Quarter '95

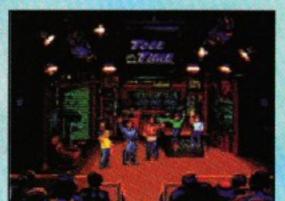


#### **Super NES**









# **Ogre Battle**

### **Super NES**









In this latest massive role-play adventure from Enix, a reign of terror has spread across the land. Join the members of the rebellion as they prepare to search for the wizard Warren and his secrets, which may help them defeat the evil Empire. As the head of the rebel forces, you journey across the land through nine acts in this one-player quest with all the standard role-play elements.

By Enix Available Now

# RIRETEAM

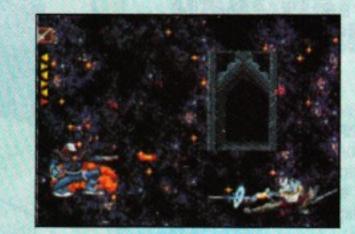
#### **Super NES**

The Talis is under the control of the evil lords of Umbra, and FireTeam Rogue's the only band of heroes that's capable of rescuing it. The latest on this longawaited cart is that it's still on the way. Guide a unique team of five characters through game play that includes action/adventure, hand-to-hand combat, aerial battle, puzzle solving, and maze exploration. The fantasy story line takes you through five worlds in more than 100 hours of game play. More soon!

> By Accolade Available February







# BRUAL

32X

In the never-ending quest to design a new and different fighting game, Brutal emerged from the jungle last year with a pack of fuzzy beasties as the lead characters.

The game's head-to-head fighting boasts martial arts action with the likes of Kung Fu Bunny and the Dali Llama. The one- or two-player action includes the standard repertoire of special moves for each character. The graphics have a cartoony animated

By Gametek Available First Quarter '95

style, and the music's

rock 'n' roll.





# Tempo

32X

The games available for the 32X so far have used 3D polygon-based graphics, for the most part. Not so with Tempo, a hop-n-bop platform-style game with bright, cartoony animated graphics. The star characters in this one-player, side-scrolling romp are two cute little bugs. They flutter through seven rounds, many with multiple areas. Tons of colorful power-ups give the bugs different abilities like dancing and flying. Pesky little



enemies, animated in the same cutesy cartoon style, populate each area. Jazzy tunes give you something to buzz about.

By Sega Release Date Not Available



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# An International View on Video Games



By The Trackman in Japan

# Dragonquest VI

(Super Famicom)

Enix prepares to make its considerable presence in the roleplaying game genre felt with another sequel to the renowned dora-kue series: Dragonquest VI. DQ VI is due out in Japan in early '95, so here's a first glimpse at this eagerly awaited cart.

#### The Same, Only Different

Subtitled Land of Illusion, DQ

VI is the third and final installment in the most recent Japanese Dragonquest trilogy that began with Dragonquest IV. However, Enix

officials are quick to point out that while some DQ characters are the same, DQ VI is not a continuation of earlier story lines and is, in fact, "quite different" from earlier versions of DQ.

# The QT on DQ

DQ VI's new features should keep the quest from draggin'. In addition to the main charac-



Different 'Quest, different demons.



ter, expedition parties will consist of new companions such as Hassan the fighter, Chamolo the cleric, and Barabara the magician. An expert swordsman and a mysterious woman with psychic dream ability will also help out the party.

In keeping with recent RPG trends, Enix plans to pack DQ VI chock full of "events





As always, your RPG social skills are at a premium.



per Famicom Cames

the New

Some things never change, like this classic Dragonquest view.

# Fluid Animation Will Bring Dragonquest VI's Fights to Life!



scenes," where your actions and successful solving of puzzles and dilemmas affect the game's progress. (Remember the opera scene in Final Fantasy IV?) The most common trait of these scenes will be stunning graphics.

# Whole Loto Fighting

Veteran gamers who remember the very first Dragonquest,

where the lonesome Loto took on monsters and fiends one at a time in slow and painstaking battles, will appreciate the sharp fighting scenes in DQ VI. Familiar enemies, like the boss troll from DQ III, show up with their club attacks

and such, but now they go through the actual motions,

enabling players to develop a sense of timing during fights.

At the same time, DQ regulars can expect the usual host of both new and old spells. Sure to be a favorite among gore lovers, the Boulder Drop really puts the crush on enemies.

# Career Changes

Another holdover from earlier versions of DQ is the classchange system, where a character that has reached the limits of their ability can change classes to acquire new, more useful skills. For example, hack-n-slash lovers who want to keep a host of Fighters can put Magic Users and Clerics into training to increase their flexibility and chance of survival. Moreover, if that character has already mastered all the Magic User spells before going on to become a Fighter, a truly awesome character is only a couple thousand experience points away. With more than ten classes to choose

from, the combinations are virtually endless, so you'll be able to experiment to find the



This time, attacking creatures actually move as they attack.

best multiclass characters to help complete your 'Quest.

## Dragon Worth the Wait

Enix hasn't let RPG fans down yet, and as it puts the finishing touches on DQ VI, there's sure to be even more pleasing additions to the game. Some things are just worth waiting for!

> By Enix Available First Quarter '95

### Live a Live

#### (Super Famicom)

Fast on the heels of Final Fantasy VI comes this decidedly different 16-meg RPG from the masters of RPGs, Square. Seven characters, each designed by a famous Seven characters by seven comic artists. Japanese comic artist, inhabit seven worlds and eras such as the Old West, the near future, and prehistoric caveman times. The battle system is based on the easy-to-use but nondiscriminating "checker" battle system, where most attacks cover a specific area and damage friend and foe alike.

By Square Available Now in Japan





Live a Live goes back in time...



...and forward to the future.

# **Choplifter III**

#### (Super Famicom)

00000300

Okay, okay, it's a new version of an old game that only uses four megs, but for a pure shoot-em-up challenge, there aren't many carts that can match Choplifter III. The theme's familiar and well tried: Fly through hostile jungles,

over the ocean, or through the city and shoot the enemy as you pick up prisoners. En route, you grab additional weapons such as homing missiles and napalm. Each stage also presents environmental challenges such as howling

> winds and blinding rain that test your expert flying skills. As the subtitle of the game puts it, Rescue - Survive.

By Victor Entertainment



**3** 03 ×26 **9** 08

# Nosferatu

#### (Super Famicom)

It looks like Prince of Persia, moves like Prince of Persia, and plays like Prince of Persia ...but it wants to bite your neck! Nosferatu is an action game that stars the ancient vampire who terrorized Europe before Dracula had even grown fangs. He's not







alone, as Seta's packed 350 characters into 16 megs! You run, jump, slide, and drop your way through a haunted castle overrun with classic monsters, runaway buzz saws, and innumerable traps.

By Seta Available Now in Japan



# **Battle Jockey**

#### (Super Famicom)

The Trackman has finally done it! One of my favorite types of games, horse racing, is immensely popular in Japan. At last, we're covering one



Battle Jockey's three modes include Fight!



You race across open country.



Check out this photo finish!

that's a long shot to make it to America...because it has fighting! A welcome relief from the "me too" copy carts, Battle Jockey offers three side-view modes and five riders. Winner's Circle lets you train jockeys and horses. Prediction Mode lets you place a bet and watch the virtual yen roll in (or out). Finally, Fight Mode enables you to be first at the wire the hard way - by fighting all the way.

> By Virgin Games Available Now in Japan



# **April Brings Virtual Boy**

At the Shoshinkai Software Exhibition in Tokyo, Nintendo introduced a new virtual-reality (VR) game system called Virtual Boy. The device's brain is a 32-bit RISC (reduced instruction-set computing) chip that drives two high-resolution, mirror-scanning LED (lightemitting diode) displays that produce a 3D image. Nintendo hopes to immerse players in Virtual Boy's 3D monochrome VR world. The device enhances its 3D graphical effects with stereo sound and a custom-made, double-grip controller with multidirectional movement. A tabletop unit that doesn't require attachment to a TV, Virtual Boy runs on either six AA batteries or an optional AC adapter.

Virtual Boy is due for release in Japan and the U.S. in April. Although no price has been given for the stateside release, the Japanese version will have a suggested price of 19,800 yen or about \$210. Three titles are expected at launch time, and two or three more are due to be introduced each month after that. The product was developed through the use of display technology created by Massachusetts-based Reflection Technology, Inc., of which Nintendo owns a minority interest. Nintendo has exclusive worldwide rights to this technology within the video game industry.

## Nintendo Teams with Paradigm

Paradigm Simulation, a company best known for its simulation and virtual-reality software on Silicon Graphics computers, is pairing up with



Will Paradigm's VR character, Egghead Shred, star in an Ultra 64 game?

Nintendo to create an advanced 3D game for the Ultra 64. Paradigm's role will be to provide its 3D virtual-reality knowledge to Shigeru Miyamoto, the creator of Nintendo hits such as Super Mario Bros. and Donkey Kong, and his design team. The group will "develop a game that will bring technology that was previously available only on highend computer workstations right into the homes of consumers," according to Paradigm President Ron Toupal. Although the game is currently nameless and other details are yet to be announced, it will be introduced in late 1995.

#### Capcom and Sega On-Line

In separate developments, two of the largest video game companies have expanded their visibility by creating on-line extensions. Capcom joined other game companies in the Video Game Publishers forums on the CompuServe network. You can find information on upcoming games, download screen shots, and more by typing GO VIDBPUB from any prompt to get to Capcom and the other video game companies in that area. Type GO VIDAPUB to check out other participating companies. Capcom can also be reached by e-mail through the Internet at 74774.1402@compuserve.com.

Serve in November, featuring a real-time conference with Sega CEO/President Tom Kalinske. Sega's on-line service offers information on various Sega products and items available for purchase through the Sega Store, among other things. Type GO SEGA from any prompt to access the Sega area.

Sega has also launched a "home page" on the Internet via the World Wide Web (WWW). This service enables Internet users to access and obtain information, pictures, and digital game "movies" free of charge. Using a WWW browser like Mosaic or Netscape, access the address http://www.segaoa.com.

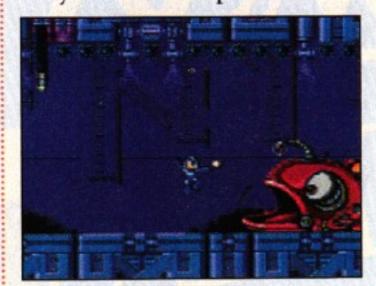


Sonic and Knuckles lead you into Sega's home page on the Internet.

### Wily Wars Hits Sega Channel

**Sega Channel** users can boast of something that their Genesis brethren can't: "I'm playing

Mega Man: The Wily Wars." Capcom has licensed its latest Mega Man adventure to Sega for exclusive play over the Sega Channel, which was recently released nationwide. Mega Man: The Wily Wars is a four-in-one cartridge that features a trio of classic Mega Man adventures: Mega Man, Mega Man 2, and Mega Man 3, as well as a new, never-before-seen bonus game. The player must take Mega Man and his faithful dog Rush into battle against a variety of Dr. Wily's robotic troops.



You won't see Capcom's Mega Man: The Wily Wars on your Genesis unless you have the Sega Channel.

# PowerFest Winner Determined

Nintendo finally closed out its six-month search for the best Nintendo National Video Game Champion. The PowerFest '94 finals, held at Sea World in San Diego, California, involved 140 finalists between the ages of

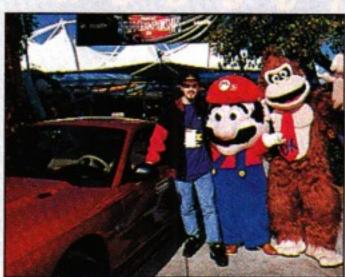
# Jaguar VR Update

We told you last month about Atari teaming up with Virtuality to create a virtual-reality visor for the Jaguar ("ProNews," GamePro, January 1995). Here's a look at the visor, which is set to be priced under \$200.



9 and 40 who were selected from the more than 700,000 contestants who competed for more than \$1 million in prizes.





After being cheered on by the throng of gamers in attendance, Mike larossi stands in front of his new Mustang after winning PowerFest '94.

In the end, it was a battle between Michael Iarossi of Garfield, New Jersey, and Brandon Veach from Lake in the Hills, Illinois – who joined his brother and mother as finalists. Iarossi, a seventh-place finisher in the 1990 PowerFest, nudged out Veach to win a 1995 Ford Mustang, \$5000 cash, an audio/video entertainment system, and a slew of video game products.

# **Gaming TV**

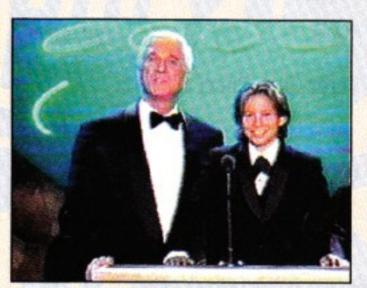
The Academy of Interactive Arts and Sciences,

located in Beverly Hills, California, held its first **Cybermania** awards show at Universal Studios Hollywood and broadcast the event live over the TBS cable network. Hosted by Leslie Nielsen (Naked Gun) and Jonathan Taylor Thomas (Home Improvement), the program featured awards in such categories

as Best Actor (Male and Female), Best Portable, and Best Music. The Best Game award went to Acclaim's home version of Mortal Kombat. Viewers determined the Best Game by phoning in their votes or casting them over the Prodigy network.

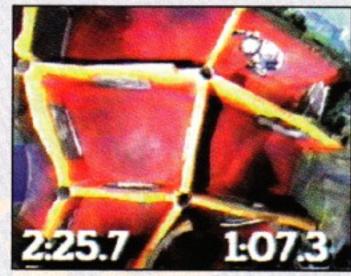
On the game-show side, the Family Channel is offering a





Cybermania brought the game industry to Hollywood for some hearty back-patting.





In Masters of the Maze one player uses a joystick to run the other spacesuit-clad contestant through a maze.

the Maze. The show, hosted by former *GamePro PowerUp* host J.D. Roth, pits teams of contestants against each other to answer questions based on blocky images. The winning teams then compete for the best time going through a video game-like maze where one player controls the other.

# BLOCKBUSTER VIDEO

# February

# Hot Sheet !

# NES

- 1. Wario's Woods
- 2. Tecmo Super Bowl
- 3. TMNT: Tournament Fighters
- 4. Mega Man 6
- 5. Kirby's Adventure
- 6. Mario's Time Machine
- 7. The Jungle Book
- 8. Tetris 2
- 9. Jurassic Park
- 10. Mario Is Missing

# **Super NES**

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- 2. The Lion King
- 3. WWF Raw
- 4. Earthworm Jim
- 5. Beavis and Butt-Head
- 6. X-Men
- 7. Michael Jordan: Chaos in The Windy City
- 8. Wolverine: Adamantium Rage
- 9. C2: Judgment Clay
- 10. Rise of the Robots

# **Genesis**

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- 2. NFL '95
- 3. Madden '95
- 4. Earthworm Jim
- 5. WWF Raw
- 6. Sonic & Knuckles
- 7. The Death and Return of Superman
- 8. NFL Quarterback Club
- 9. ESPN National Hockey Night
- 10. Rugby World Cup '95

# Sega CD

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- 2. Slam City with Scottie Pippen
- 3. Lethal Enforcers 2: Gun Fighters
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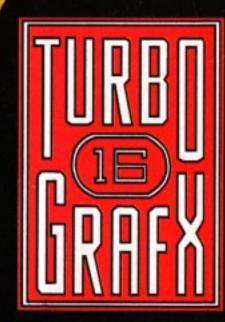
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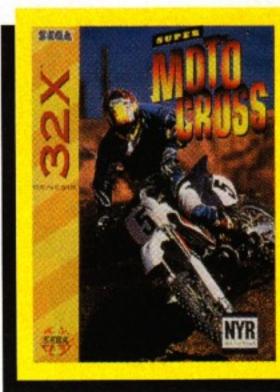
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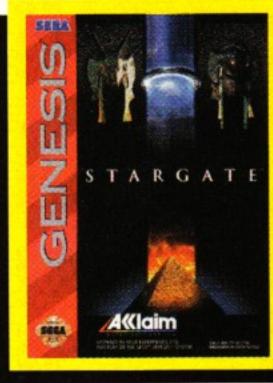
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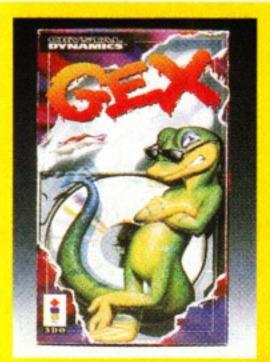
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# Attitude



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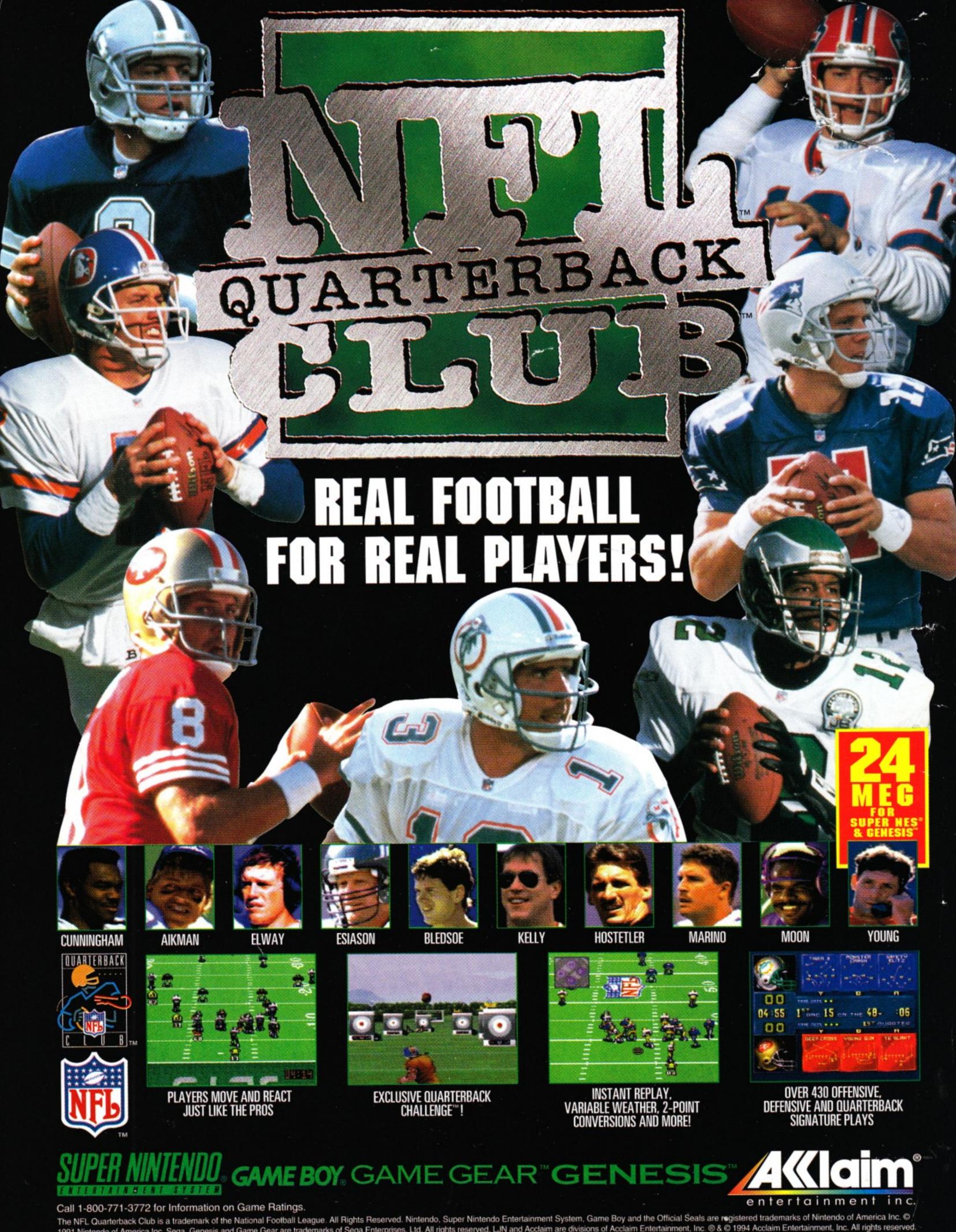


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