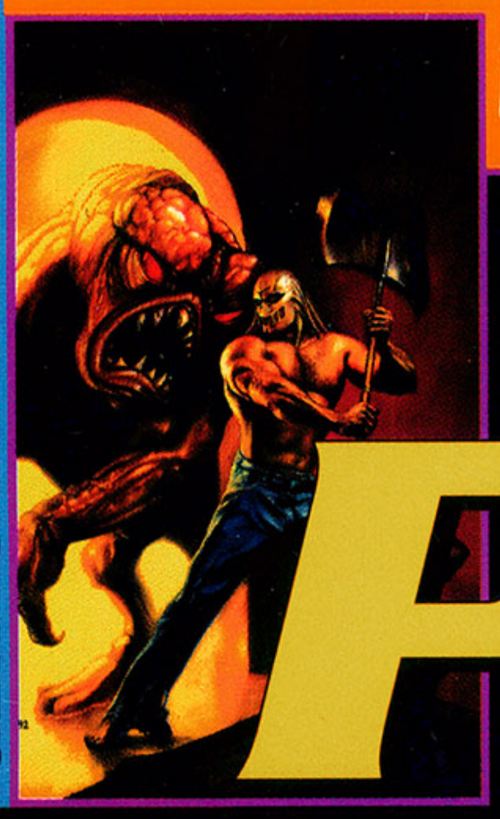
SPLATTERHOUSE 3
GENESIS GOREFEST



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6 Hot New Titles

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gameplayers

hey— Spider-man reads it...

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SEPTEMBER 93

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Product Information Number 103

Video Control

All the News from CES

What an ego-boost this year's Summer Consumer Electronics Show turned out to be! You know, we sit here in our North Carolina headquarters, our fingers batting keyboards or gripping joysticks. *We* know our new magazine's great, but we weren't sure how many *other* people had realized it.

We arrived at CES with thousands of June and July issues, and the response was startling. Licensees, ad guys, even other magazine writers went out of their way to tell us how great the new *Game Players Nintendo-Sega* looked. It was rewarding to see that our concept really hit home with industry insiders and consumers alike. By the last day of the show, we were slam out of magazines, but full of plans for the future.

Hits of the Show

Imagine wall-to-wall video games, and you get a good idea what CES is like. It's a gamer's (noisy) paradise, and even if only half the games planned for release in the fourth-quarter (October through December) actually make it into stores on time, you've got some tough buying decisions ahead.

We saw some truly *excellent* games, from major companies and up-and-comers alike. A lot you've already heard about — here in *Game Players* if nowhere else — but there are some low profile titles you're not going to want to miss. In addition to games such as such as *TMNT: Tournament Fighters*, *Aladdin*, *Mortal Kombat*, *ActRaiser 2*, and the two *Street Fighters*, we bet you'll soon be playing *Bulls vs. Suns* (Electronic Arts/Genesis and SNES), *Championship Power Pool* (Mindscape/SNES), *Eternal Champions* (Sega/Genesis), *E.V.O.* (Enix/SNES), *Kirby's Pinball Land* (Nintendo/Game Boy), *Mazin Saga* (Sega/Genesis), *Rebel Assault* (JVC/Sega CD), *Sonic Spinball* (Sega/Genesis), *Super Turn and Burn* (Absolute/SNES) and *Sylvester & Tweety* (TecMagik/Genesis and Game Gear). We *could* go on....

The hottest booth? Hudson Soft's stained-glass wonder depicting its *Beauty and the Beast* SNES game. The catchiest soundtrack? The rockin' harmonica number in Tradewest's *Plok*. The funniest promotional video? Accolade's for *Speed Racer*. The best stress-reliever? *Lethal Enforcer*, Konami's blast-the-bad-guys game.

Sega vs. Nintendo

We're going to go out on a limb here and say that Sega won the show hands-down. Well, actually, it's not too much of a limb because Peter Main, vice president of marketing for Nintendo of America, stated in a press conference that the company no longer considers CES a showcase for new titles. Evidently NOA has been plagued by knock-off copies of its games in the European market.

But don't think that the Nintendo area was a desert — there were plenty of games on display, including *Mario All-Stars*, *Yoshi's Safari*, *NHL Stanley Cup*, *Mario and Wario*, *Wario Land*, and *BattleClash II*. There was also a 40-percent-developed *FX Trax*, Nintendo's newest Super FX game, which a Nintendo spokesperson described as "*Star Fox* with wheels." Nintendo also had an amazing 3-D laser show touting its new games and those from licensees. *Star Fox* ships flew within an inch of your nose and Bugs Bunny tossed his share of carrots — it was great!

In addition to its many games, Sega also wowed gamers with the AS-1 simulator. Outside, it looked like a gray van — inside, five players were immersed in a space battle under the watchful eye of Commander Michael Jackson (*there's* a thriller). The player with the highest score gets to land the vehicle, which usually results in a spectacular crash that nearly rocks the ship off its mount!

The AS-1 presentation was a lot more fun than the somewhat confusing demo of the Virtua VR in which you whipped your head around while someone else fired at targets. Of course, it's not ready yet, but still.

As a final note, redesigns were hot news — new NES, Genesis, and Sega CD systems were displayed. There were new prices, too — the suggested price for the NES is now $49.95 (Nintendo also announced plans for 30 new 8-bit games this year, including *Tetris II*).

You can read all the news from CES in our extra-special 11-page feature. And stay tuned during the months ahead as we feature the new games and give you more information on new systems and technology.

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Cookie Chaos for Mario and Yoshi!

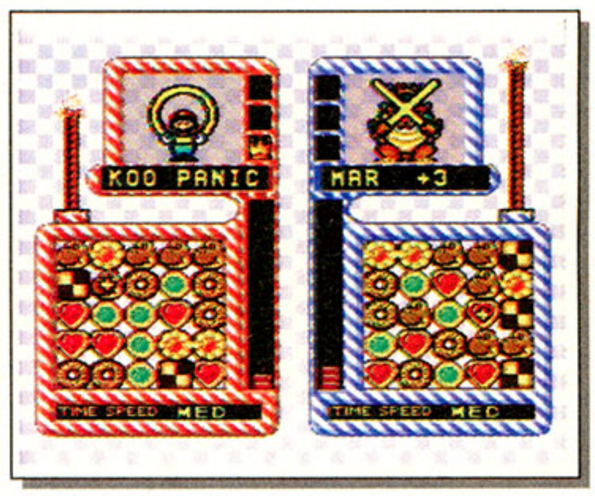
Mario and Yoshi are filling in at the Cookie Factory, and the snacks are piling high!

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

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

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

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



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

It's a snack attack!

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Product Information Number 111

How Does It Rate?

Everyone's still buzzing about Sega of America's decision to rate its video games. The ratings began appearing on games in early summer: GA for general audiences, MA-13 for mature audiences (parental discretion advised), and MA-17 for adults (not appropriate for minors).

"With the growing popularity of video games among adults as well as children, video games are being developed to appeal to different age groups," says Tom Kalinske, CEO of Sega of America. "As the graphics of video games become more realistic and more games are developed for adults — more than a third of our consumers are over 18 — Sega is sensitive to the concerns of parents who need a standard for evaluating the age-appropriateness of video games."

But *Game Players* has already heard that Namco's *Splatterhouse 3* earned only a MA-13 — much to the company's dismay (Sega said it was because the game wasn't live action) — so just what is Sega saving its MA-17 rating for? Could it be that the company's planning the first MA-17 game itself? We also hear that the third-party licensees aren't happy about the ratings. It's one thing for *Sonic* to get a GA rating, but companies with lower-profile games are afraid the GA rating will be the kiss of death. What 15-year-old is going to plop down cash for a "kiddie" game? The ratings system, indeed, might backfire in the same way it has for feature movies: companies may start adding just enough violence or mature situations to obtain a MA-13 rating.

Of course, Nintendo of America is staying out of the ratings game. At a press conference during the Summer Consumer Electronics Show, Peter Main, Nintendo's vice-president of marketing, said that "unenforceable ratings aren't the way to go. We believe it's our place to take care of games in the R&D [research & development] labs." Criticizing games that contain material "inappropriate for any age on any part of the globe," Main says that Nintendo tries to develop games that are "exciting enough to bring players back for more but that won't turn off parents and adults."

To decide on a rating, a Sega executive advisory council will evaluate each game based on 1) the basic premise and rules of game play; 2) graphic depictions of the characters and background scenes; and 3) the audio content of the game. Consumer focus groups and industry representatives will provide input as well. Some parent groups, while commending Sega's measure, have suggested that it would be better if an independent firm rated the games instead of a company with a vested interest in the outcome.

Mortal Kombat: To Die For

No one can accuse Acclaim of not putting its back into supporting *Mortal Kombat*. Here's a game that's getting one of the splashiest sendoffs of any game in recent memory. An enormous TV ad campaign gets underway in late summer, leading toward September 13 — Mortal Monday, when the combat game is simultaneously released for SNES, Game Boy, Genesis, and Game Gear (a Sega CD version is scheduled for early next year).

Since *Mortal Kombat* is based on Midway's coin-op title, Acclaim is also sponsoring an arcade giveaway. Gamers who send in answers to *Mortal Kombat* trivia questions get a crack at a $4,500 arcade machine.

And in addition, Acclaim is developing an "underground" newsletter called *The Pit*. Get a free copy by sending your name, address, age, and system to: *The Pit*; PO Box 9005; Oyster Bay, NY 11771.

Wish List

Games *We* Wanna See in Development

Madeleine L'Engle's *A Wrinkle in Time*

George of the Jungle

Barney Visits Jurassic Park (MA-17)

William Shatner's *Make My Video*

Toy Show Levels Tokyo

More than 200 exhibitors were on hand for the '93 Tokyo Toy Show June 2-5. Although the show coincided with the huge Summer Consumer Electronics Show in Chicago, 25 video-game companies participated, including Acclaim Japan, Bandai, Capcom, Culture Brain, Enix, Jaleco, Konami, Namco, NEC Home Electronics, Sega, SNK, Takara, Taito, Technos Japan, and Tomy.

The biggest crowd was around Capcom, which was demonstrating *Street Fighter Turbo* for the Super Famicom. According to a spokesperson, the major improvements in *Turbo* are seven new fighting maneuvers and the ability to play as a boss. A battle between Shitennos is also available. The 20-meg game is faster, and the player can adjust the speed to match his or her skill. *Turbo* went on sale in Japan on July 10.

Although a Mega Drive version of *Turbo* was part of the Capcom display, no details on the official release date, price,

SEE YOU IN COURT!

Wanna go pro? Prepare to do some smashin', some servin' and a whole lotta slammin'—in the hottest *split-screen* tennis game on the video-game market.

Develop a wicked backhand against the automatic serving machine in Training Mode. Then serve and volley against the world's best in a country-wide run for the *Davis Cup*™—the most coveted prize in all of tennis. Or live the life of an international tennis star and smash your way to the big bucks...and the world championship.

Come on, Ace. It's your serve–you pick the court!

Featuring:

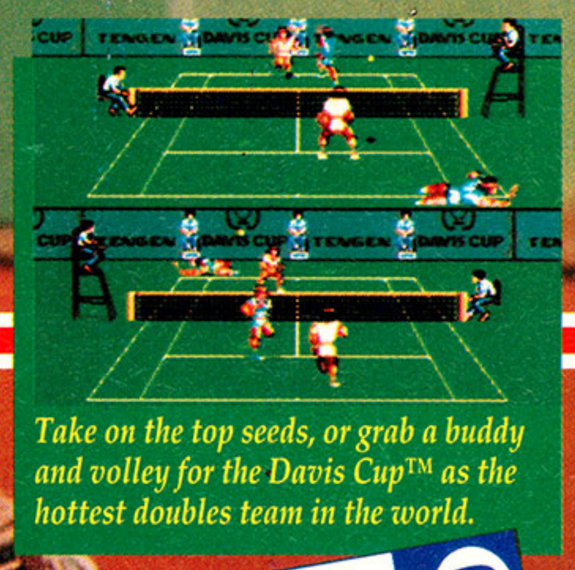
- Only tennis game with 2-Player *split-screen* action.
- Complete support of Sega's new *six-button* controller.
- Four playing surfaces—*clay court, hard court, indoor* and *grass*.
- Total ball control—from top-spin to drop shots to overhead smashes.
- *Training, Exhibition, Davis Cup*™ and *Championship* play modes.

DAVIS CUP™

T E N N I S

Keep 'em in "love" with your turbo-powered slams, surface-searing serves and ball-busting backhands.

Be a king on any court: Indoor, grass. hard court... or scuff up the red top in some tread-wearing clay play.



Take on the top seeds, or grab a buddy and volley for the Davis Cup™ as the hottest doubles team in the world.

1 OR 2 PLAYERS

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SEGA GENESIS 16-BIT CARTRIDGE

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TENGEN
It's a Whole New Ball Game

Product Information Number 234

specs, or memory capacity are available for it yet. We did learn that once the Mega Drive *Turbo* goes on sale, Capcom will release a special joystick.

Game Arts demonstrated the 3-D space-fighter *Silpheed* and *Sonic the Hedgehog CD* (working title), both for Mega CD. A spokesperson indicated that the games' high-speed, high-quality 3-D pictures are achieved by parallel use of the three computers inside the Mega CD. Sega says the 70-level CD *Sonic* will have a new character, "Emmy" (is Sonic getting a girlfriend?). Sonic can travel through time and space, and there's a special revolving stage.

As a summer promotion in Japan, Sega's selling Game Gear hardware with either *Sonic 2* or a special game developed especially for the campaign. *Jurassic Park* for Game Gear will be available July 23.

Konami was promoting its new character, Spark Star ("Sparkster" in North America), in *Rocket Knight Adventures* for the Mega Drive. The 8-meg game goes on sale in Japan on August 6 (check our July issue — Vol. 6, No. 7 — for a full strategy feature).

NEC's PC Engine is still outselling the Mega Drive in Japan, and the Toy Fair was crawling with actors dressed up as familiar PC Engine characters. According to the statistics, PC Engine fans are older than players of other machines, and role-playing games are the biggest sellers. That may change — the 20-meg *Street Fighter 2* went on sale for PC Engines in mid-June.

Perfection?

Acclaim has enlisted the flawless talents of Mr. Perfect to film two impeccable commercials promoting the company's exemplary *WWF Royal Rumble* (see elsewhere in this issue).

New Hardware

Bandai, one of the largest video-game makers in Japan, has developed a 16-bit notebook-style portable game player with the working title "Home Entertainment Terminal." The prototype features high-quality pictures on a four-inch LCD display, a controller port, and an insertion slot attached to the inside of the lid for software. An optional adapter lets you plug it into the cigarette lighter of a car. Availability, price, design, and specs are undecided, but the prototype, without any changes, would cost more than $900.

The Top Ten Hottest CES Attractions

10. Techno-Rave music
9. game pins
8. Kamikaze cabbies
7. Virtual Reality
6. 3DO
5. sports celebrities
4. *Jurassic Park*
3. fighting games
2. Disney
1. Chicago's deep-dish pizza

In addition to video games, many companies have been trying to cultivate electric toys or educational software. Sega introduced Kids Computer Pico in late June for around $145. The product is styled like a laptop computer, but dedicated picture-book software can be set within the lid. There's a blank board instead of a keyboard. When its connected to a TV, kids can turn the pages of a picture book and different scenes appear that can be "painted" with an attached stylus. With Konami's Picono 2 graphics computer for kids — which costs a little less — you can write and draw your own pictures.

NEC demonstrated prototypes of its educational PC Engine CD-ROM games, and Sony, Panasonic, and Sanyo showed electronic toys, which included a graphic computer/printer (Sony), drum-pad (Sony), lesson board (Pan-asonic), money box (Sanyo), and CD player (Sanyo, Sony).

The '94 Tokyo Toy Fair will be held June 2-5.

The Next Generation? Movies!

Just because *Star Trek: The Next Generation* has been renewed for a seventh season, don't think you won't see the crew of the *U.S.S. Enterprise* on the silver screen. Paramount is reported planning to produce a *Next Generation* feature film for release in late 1994.

Namco Expands R&D Department

Namco is expanding its development engineers in Japan along with its U.S. sales department. The company has decided to decrease the number of game titles released annually so it can concentrate its funds on advertising and research & development.

Some 20 development engineers should be added by next March (the end of the Japanese fiscal year) to the 80 already employed, and the number will have increased to 120 by March 1996. In addition, 20 people will join the overseas (i.e., North American) sales staff over the next two years.

We're Dying Out Here....

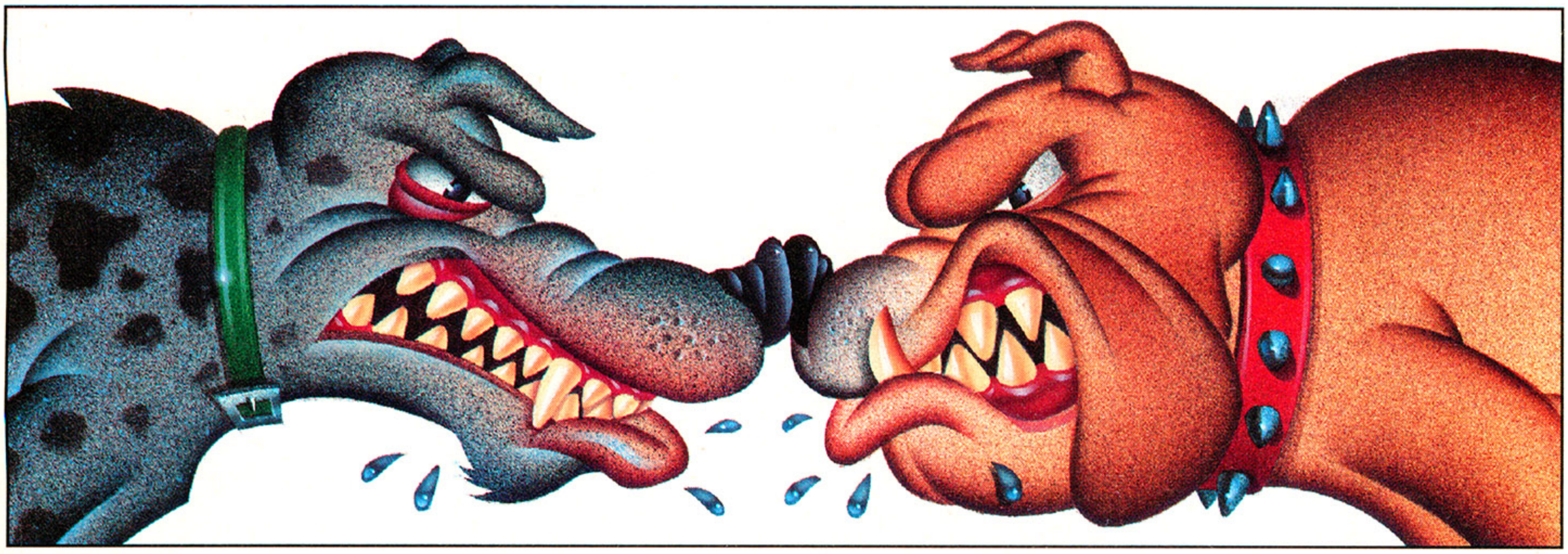
The screenplay for *Die Hard 3* won't be written, as was rumored, by Doug Richardson, who wrote the second movie of the trilogy. Instead, John Fasano, who has directed several low budget features and co-wrote *another 48 HRS.* will script the film. This time around, Bruce Willis's character will pursue the kidnappers who have abducted his teenage daughter — hasn't she grown up fast?! — believing her to be the daughter of a wealthy industrialist.

Willis will reportedly make a $20 million base salary, plus a percentage of the profits. And Fasano will also write and direct *Battletech*, based on the popular board game and virtual reality parlor experience.

The Expanding Spectrum

Spectrum HoloByte acquired video-game publisher Bullet-Proof Software in early May. Bullet-Proof is best known for bringing *Tetris* to cartridge platforms; *Tetris* is one of the world's best-selling games. Other titles include the award-winning *FaceBall 2000*, *Hatris*, and the SNES version of *Yoshi's Cookie*. Bullet-Proof will remain its present operations in Redmond, WA, home of Nintendo of America.

You've Seen Dogfighting.



Now Experience Super Dogfighting!

Beads of sweat crawl into your eye sockets. Chills shoot up your spine. Fingers fumble for control. That's what you can expect when you squeeze into the cockpit of Super Strike Eagle, the most realistic flight simulation ever created for the Super NES.™

Super Strike Eagle will challenge you with outrageous aerial dogfights in 7 explosive war theaters. Each brought to life by vivid graphics and eardrum-popping stereo sound!

Twist and bend your way through enemy fire with wild roll and pitch functions. Vaporize enemy targets with awesome firepower. Blast a friend clear out of the sky in head-to-head competition mode. Or, bark commands at your friend as you fly together in the same F-15.

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SUPER NINTENDO ENTERTAINMENT SYSTEM

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Product Information Number 221

Hot Property

Trading card collectors aren't going to have time to do anything *else* during the summer. There's a flood of cards coming out, most based on properties as hot as city pavement. *Jurassic Park* seems to be *the* hot movie of the summer, and Topps has released a special 88-card set that includes four hologram cards and 11 stickers. Artwork is from Art Adams, Jeffery Jones, and rising-superstar Joe Quesada. Topps Comics has also published an official *Jurassic Park* souvenir magazine and comic book; the latter features art from Gil Kane and Walt Simonson.

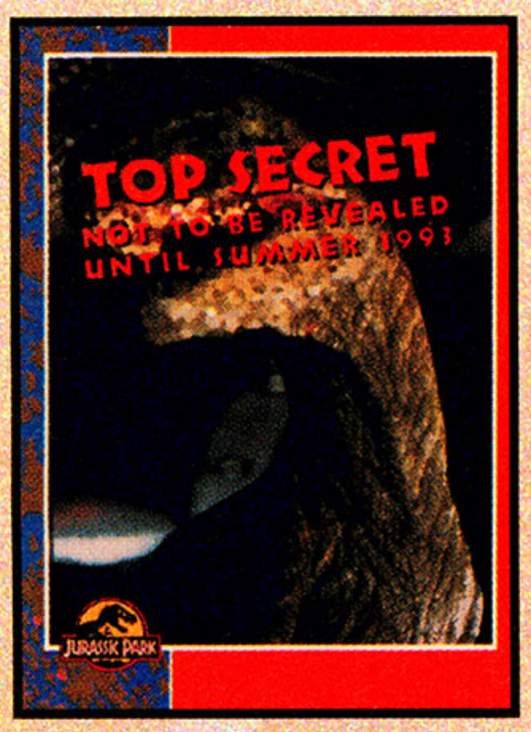
Star Wars!

Impatient *Star Wars* fans tired of waiting for the next movie spectacular can quench their thirst with a galaxy of cards. Topps's 140-card *Star Wars* set features back-stage anecdotes and comments on favorite scenes or licensed products. The set also includes special artwork commissioned exclusively for the series, as well as eight premium etched-foil cards.

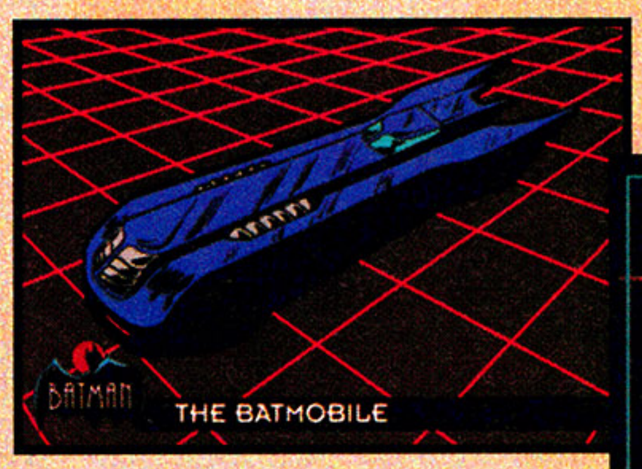
Ultraverse!

Also from Topps is *Batman: The Animated Series*, a 100-card set (ten per pack). The cards highlight episodes from the series, as well as villains and Bat Goodies. The gems of the set — vinyl mini-cel cards — are randomly inserted.

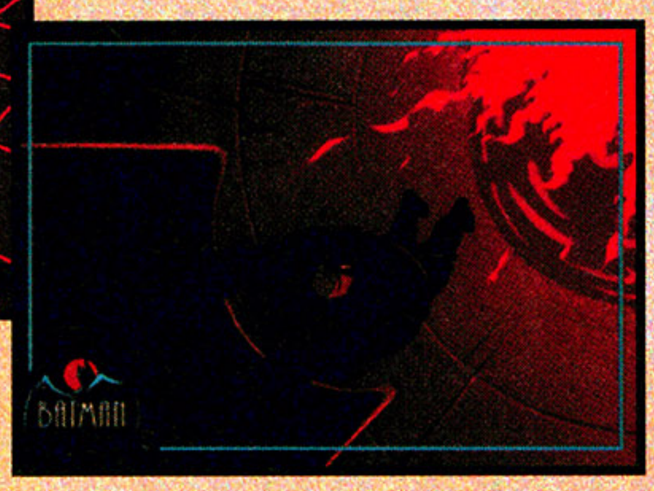
And finally, Skybox adds to the card excitement with its new *Ultraverse* cards, based on the Malibu Comics characters. Five subsets feature the talents of top comic artists such as Walt Simonson, Joe Jusko, and Barry Windsor-Smith. The set is the first to use florescent colors, and randomly inserted bonus cards include nine hand-painted, UV coated "Rookie" cards; four foil-embossed "Ultimate Rookie" cards; and two "Ultra Cards" featuring Prime and Hardcase. The eight-card packs retail for about a buck and can also be found in the first issues of each *Ultraverse* comic book.



Dinosaurs!



The Caped Crusader!

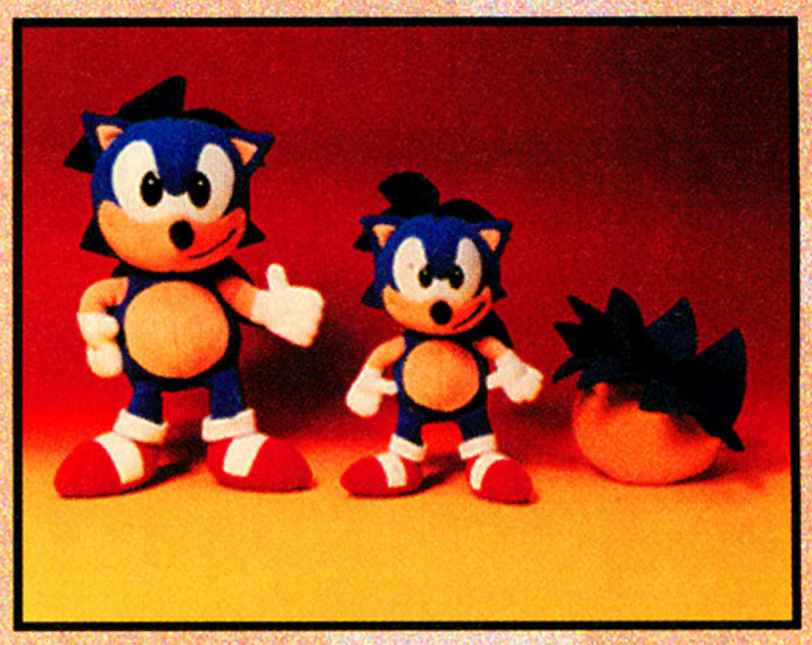


Sonic Stuff

He's *everywhere*! Sonic the Hedgehog is making up for lost time as he joins Mario at the forefront of the licensing market. For example, you can now sleep with the world's fastest hedgehog in Bibb's Sonic Slumberbag. The padded sleeping bag retails for about $24, but it's only the first in the line of sheets, blankets, pillows, rugs, and indoor playtents the Bibb Company has in the works.

Slide into the sack with Sonic...

But if your bedroom still doesn't have that official Sonic look, grab a 3x5-foot color poster featuring Sonic and Tails. It's produced by American Arts & Graphics and retails for around $5. A stuffed Sonic would add just that homey touch. Dankin's plush Sonic is available in three different styles (in stores by late summer), including an 8x11-inch standup and a reversible critter that turns into a Sonic ball. Each retails for around $10.

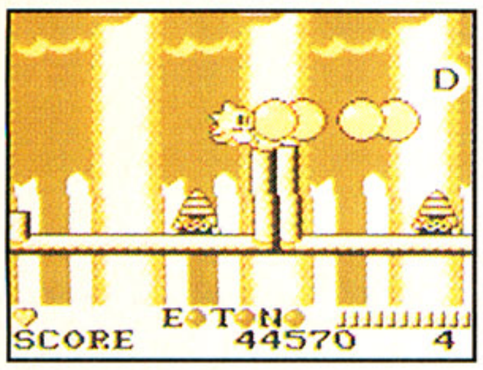


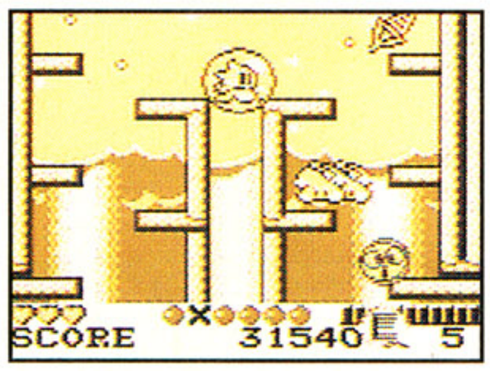
...or just cuddle him to pieces.

These products are, of course, in addition to the tons of T-shirts, board games, watches, LCD games, comic books, and other Sonic gear on the market.

ORIGINAL BUBBLE BOBBLE SOLD **ONE MILLION** COPIES

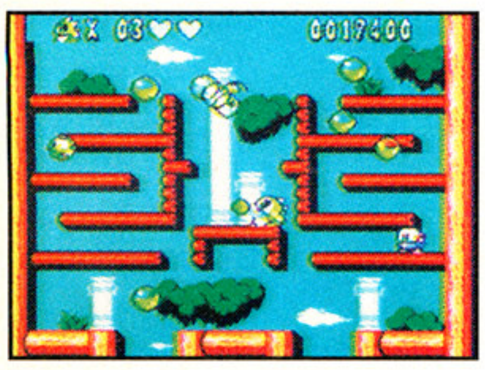
DOUBLE BUBBLE TROUBLE!





Whoever says blowing bubbles isn't much fun is full of hot air! "Bubble Bobble" is **back** with double the trouble and twice the pop. This bubble bursting adventure is available for the Nintendo and Game Boy systems, both leaving you gasping for air.

Your two light hearted buddies, Bub and Bob, will be waiting for you to bop around and belch some bubbles amid some high flying action. You'll need to lighten your load and even hold your breath because this air raising adventure will be no breeze. Time to blow!



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NIGEL BEATS MARIO*

*Mario Andretti

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Product Information Number 235

Schmooze Central

I think your magazine is the best ever. You have all sorts of things! I myself am a Nintendo freak. I have a Super NES, and you've given me lots of secrets like on *The Magical Quest Starring Mickey Mouse*. You gave me lots of help on *Turtles in Time*. You were a lifesaver on that. You helped me on *Battletoads*, too. It's a good thing you're putting Sega in *Game Players* because I get the *Sega Guide*, too, and now I won't have to.

Adam Pedersen
Duluth, MN

I was a hardcore *EGM* reader until I picked up your June issue and found it to be more interesting and informing. I'd like to suggest a gossip gaming page with the latest information spreading around the globe. But more games, more info, and more details all help your magazine be as good as it is.

Cambreon Perkins
Saginaw, MI

I used to regard your mags as just that — other mags. But your June '93 *Game Players* premier issue is really good! I like it a lot. Combining the two mags is a good idea. I like the variety and the overall feel of the issue so much that I subscribed!

EGM is still good, but you guys... *Game Pro* has blown it! They changed their layout (bad move) to challenge you. And call themselves *GP* — ooh.... I'm *not* impressed, so much that I may have to cancel my subscription.

Anyway, I thought you might like to hear a good word. Keep up the good work — you're on the right track!

Mike McGowan
New Port Richey, FL

I think your guide is awesome. One recommendation is to keep us advised of upcoming contest dates and locations. Because of your helpful hints and game information, my friends and I would love the opportunity to challenge some of "America's best."

Nicholas "GameMaster" Crooks
Livingston, NJ

The Pen Pal Connection

I'd like to talk to other people about video games or just regular stuff. I'm 13 and just finished 8th grade.

Chris Muro
9200 Adelante Court
Elk Grove, CA 95758

I'd like another person — boy or girl — to write to me with hints or strategies for Genesis or Game Boy, or just to be a pen pal. I prefer a girl. I'm 12 years of age.

Christopher Costantino
18614 Muskoka Avenue
Cleveland, OH 44119

I'd like to share tips on Genesis and Super NES with others. We can become pen pals.

Cindy Eng
P.O. Box 591412
San Francisco, CA 94159

Game Idea of the Month

I think it would be neat to have Nintendo games like *Spider-Man vs. Wario* or *Wario Returns* on Game Boy — or even better, have Mario rescue the princess and then marry her at the end of a game. Then Yoshi, Luigi, King Mario, Princess Mario, Toad, Captain N, Mega Man, Kid Icarus, and Simon Belmont all join up to fight the forces of evil. Oh, and don't forget Zelda and Link.

Jeff Simmons
Wellington, UT

Editor's note: How come after they're married, Mario gets to be a king, but the princess has to stay a princess?

X-Mania

What's the hottest game around? *X-Men* for Sega Genesis! You can't find a single copy out here in the bay area where I live! I happen to be one of the lucky ones who does have the game. How about some tips or Game Genie codes for this game? I've been scouring your magazine and some of your rivals for tips. I haven't seen anything yet. I need the help! By the way, I like your new look.

Lucio A. Perez

Editor's note: Were you so blown away by our new look in the June issue that you missed the* X-Men *feature on page 106? Don't worry, though, we're tracking down the elusive mega-strategy even as you battle Sabretooth for the hundredth time!

Regarding Virtua VR

When are the Virtual VR Glasses for Sega going to be out in stores?

Chris Carter
Pleasant Grove, UT

Sega is hoping that its Virtua VR system, which was a highlight of June's Consumer Electronics Show, will make the holiday rush and be in stores before the end of the year.

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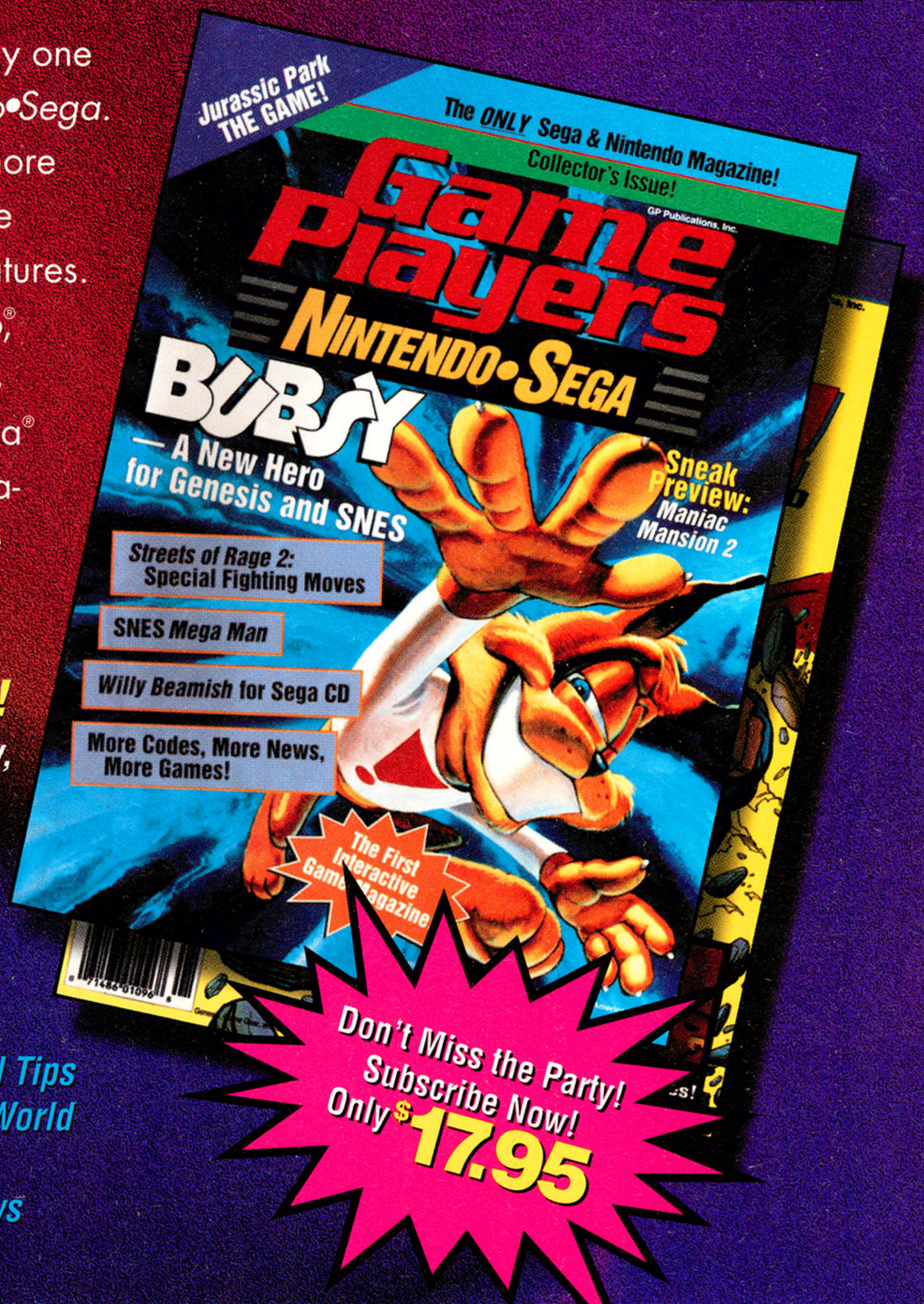

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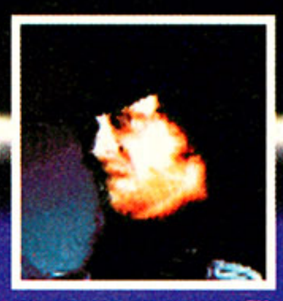

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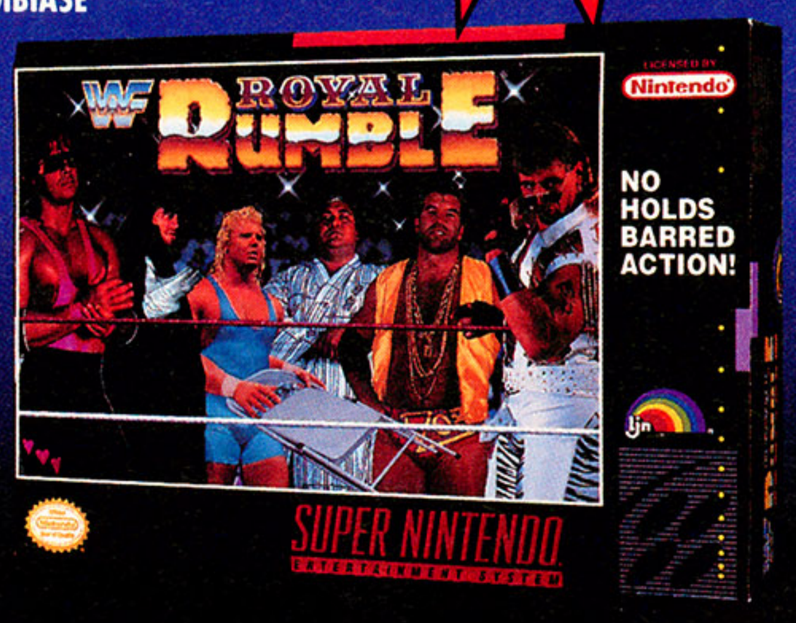

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Product Information Number 103

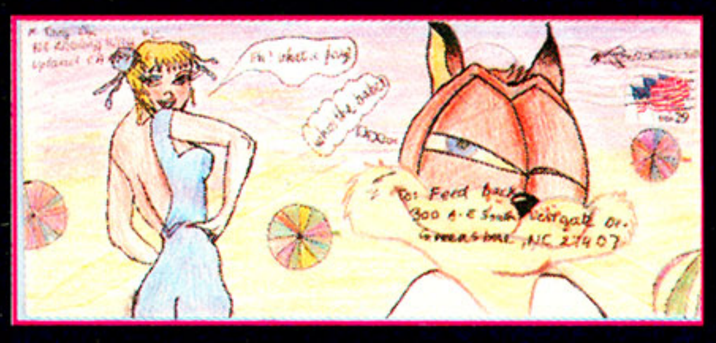
GP READERS Network

Envelope Art

Jon Markwardt of Fargo, ND

Matt Masotto of Diamond Bar, CA

Matt Price of Northridge, CA



F. Tang Chi of Upland, CA

SONIC Nut

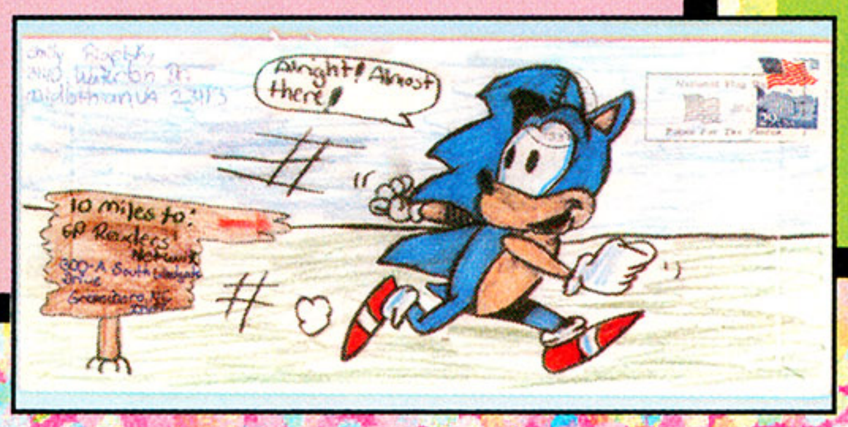
I looove Sonic and his friends and enemies more than anything. You won't get anything that has to do with Sonic past me. In fact, when I buy a Sonic item, I even keep the packaging it came in!

I've bought a Sonic pin, wristwatch, LCD wrist game, LCD hand-held game, the two Sonic flashers from cereal, *Sonic 1* mobile, *Sonic 2* mobile, two *Sonic 2* posters, a way big Sonic poster, a wallet, *Sonic 1* and *2* for Genesis, *Sonic 1* and *2* for Game Gear, *Sonic 2* hat, *Sonic 2* denim jacket, four puzzles, a board game, a card game, a Sonic doll, a strategy guide, a comic book from 1991, a subscription to the comic book (I buy an extra two copies of every issue), two different kites, eight T-shirts, and an original Sonic drawing by the *Sonic* comic artist.

I'm planning to buy stuff like trading cards, action figures, and the *Sonic* CD. I've plastered my room and doors with Sonic posters I drew. I'm going to paint a mural of Sonic and Tails on my wall soon. I've make over 100 Sonic things. Some are a clay model, drawings, and wood-burned plaques. I have a notebook in which I draw Sonic everyday. I'm going to go as one of the Sonic characters for Halloween. I'm going to tape all the episodes of the Sonic cartoon. I've had a Sonic birthday cake when I turned 11 and 12. I'm going to have another this year when I turn 13. I try to tie Sonic into most of my school work.

I'd also like to get in touch with big Sonic fans like myself.

Super Sonically,
Emily Rigelsky
3140 Ubiterton Drive
Midlothian, VA 23113



Complaints Corner

Boos and hisses on the new format. When I bought my game system, I was proud that I bought the best system available. Because I had the best system, I needed to subscribe to the best game magazine available. That's why I chose your magazine. I could open the pages and immediately find information that applied to my system, and all the information applied to my system. When the new magazine arrived, I didn't like it because now I have to search through pages and pages of information that doesn't apply to me or my system to find some that does. I realize that cost-effectiveness is an important issue, but I hope you will go back to the format of separate magazines for separate systems.

Rodney Holt
Fredericksburg, TX

In your June '93 edition, you said that *EGM* may beat *Game Players* to the scoop, but *Game Players* has the best news. Look, a small-time vid mag like yours really shouldn't fool with *EGM*. You couldn't possibly handle such a battle.

Spencer Allen Hudgins
Rome, GA

Editor's note: Gee, Spence, we know you're going to enjoy your Game Players *T-shirt. Sorry, but we disagree with you.*

Do more Sega games and less regular Nintendo games, 'cause regular Nintendo is *out*!

Brian Godin
Turners Falls, MA

There aren't enough NES games in *Game Players*. I'd please like more NES games than SNES.

Michael Gagliardi
Groton, MA

What in the hell are you doing teaming up with the enemy? That's like Howard Stern joining forces with Arsenio Hall! You should label the games you're talking about — put a #1 next to Sega games, and a barf stain next to Nintendo games. Why should I pay extra for your mag. I hate Nintendo. Oh, yeah — put Sega before Nintendo, i.e., *Game Players Sega-Nintendo*.

Mark E. Nelson
Inglewood, CA

Why don't you cover old Nintendo games since there are no new ones to cover?

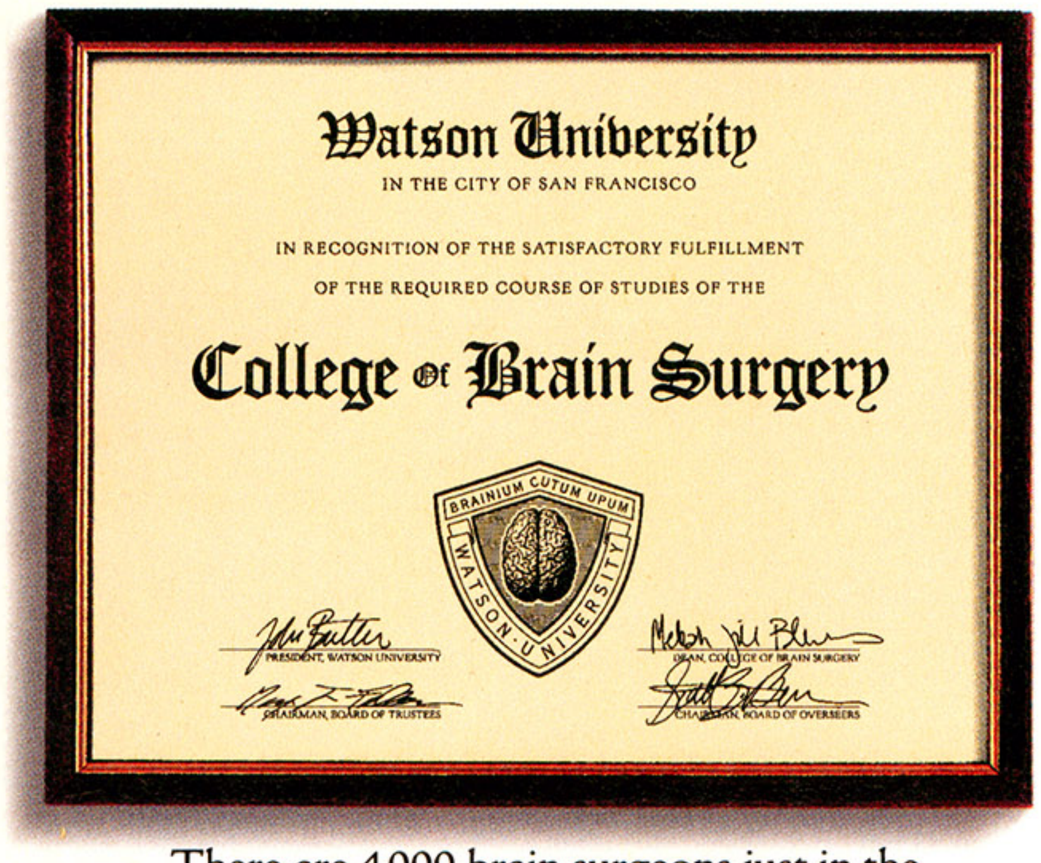
Eric Levinson
Pittsford, NY

Editor's note: We've done this in the past and are considering a regular "classic" strategy feature. Problem is, there's always new *stuff we want to get to the readers as quickly as possible!*

I think *Game Players* should review more games and give more codes. Don't get me wrong — I love your magazine.

Anthony McDonald
Muncie, IN

WHAT'S THE WORLD COMING TO WHEN IT'S EASIER TO GET A DEGREE IN BRAIN SURGERY THAN A SEGA™ SEAL OF QUALITY™ ON A VIDEO GAME?



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WELCOME TO THE NEXT LEVEL

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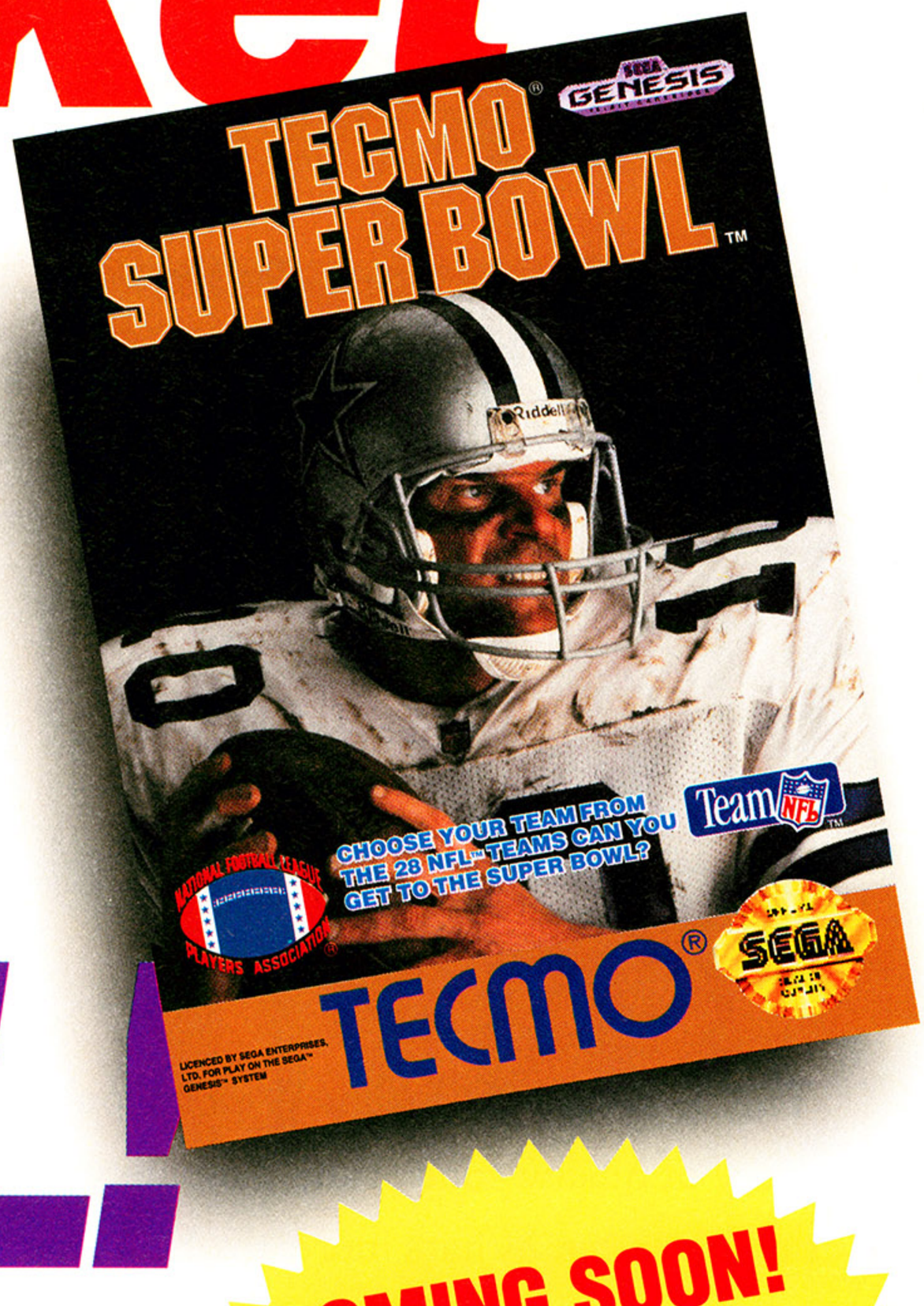

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Tecmo Super Bowl for the Sega Genesis System is coming this football season to most video game retail stores. Please contact your favorite video game store for the exact date and your personal game reservation.

In November of 1991 Tecmo launched the original Tecmo Super Bowl. The demand for Tecmo Super Bowl was so great that most stores sold completely out of stock within a very short time. We strongly suggest you contact your local game retailer and reserve your copy now.

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TECMO® SUPER SPORTS™

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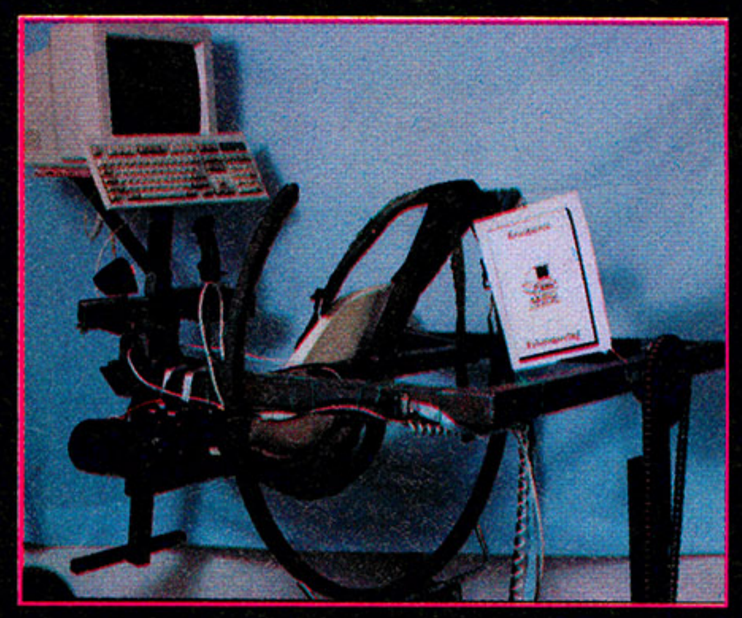
Whoops!

Just to let you know, Michael Jordan is not in Midway's *NBA Jam*. The Bulls are represented by Horace Grant and Scottie Pippen. Go Cavs!

Steve
Cuyahoga Falls, OH

Editor's note: What?! A product Michael Jordan isn't *promoting?! No wonder we (and Midway's publicity department) were confused. We love you, Michael, but that Ball Park franks commercial was one step too far.*



GP Artists

Jim Carter of Seymour, IN

William Duzick of Shamokin, PA

New
for Game Gear?

Here's my wish list for Game Gear:

1. *Street Fighter 2: Championship Edition*
2. *1994's Suns vs. Knicks*
3. *NHLPA '93*
4. Accessory Link to play Game Gear on any TV
5. *Pauly Shore: Chilling with the Weasel*
6. *X-Men*
7. *Cool Spot*
8. *Ren & Stimpy: Search for the Magic Nose Goblins*
9. *Cyborg Justice*
10. *Blade Runner*

Darin Bellerson
Tempe, AZ

Open Letter
to Sega

I've played a game for Super NES called *Star Fox*, and so far, it's the best game for any system that I've ever played (no offense). Anyway, I'm asking you if you could copy this game onto Genesis. You see, I only play it at my friend's house because all I have is a Sega Genesis. Can you help me?

Chris Sies
Chico, CA

Chairs
to You

We are Greenacres Futureneeringare, a high-school engineering club developing a flight simulator and virtual-reality equipment. We have finished a three-axis-motion flight simulator for PCs and a way to switch views by turning your head.

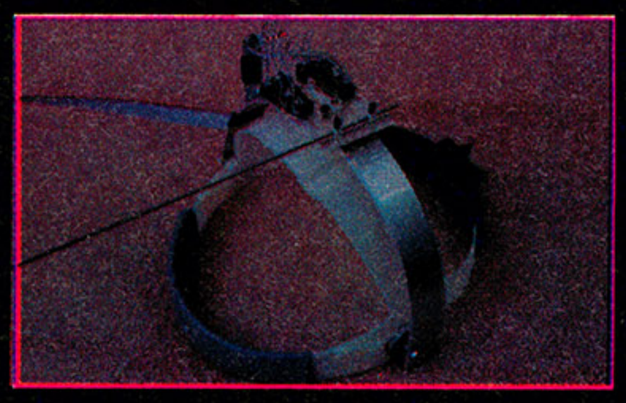
We got the idea for the three-axis simulator from the tilting-room simulators you see in malls, Disneyworld, and some science museums. We made a stick that has throttle-cable feedback so you just put the joystick where you want it and the chair matches it.

For the view-switching, you change forward, right, left, and rear views by turning your head sideways. You can look up by bobbing your head. We found that it is best to have the right view come up by turning your head left since your *gaze* is to the right.

We first sketched and modeled a limited-motion version that would use garage-door hardware (track, rollers, axles). It was to be like a two-axis rocking chair with a lazy-susan-bearing base. But we felt that the strength wasn't adequate. We also considered a platform that you could clamp an office chair to with the joystick on one arm, the keyboard on the other, and the monitor sort of in your lap. But it would have only limited motion. Here's the design we finally chose.

If any readers are interested, have them send a big brown SASE for 8.5" x 11" paper. The stamps they put on it determines what we can send.

Dave O'Neil
4241 Centurian Circle
Greenacres, FL 33463



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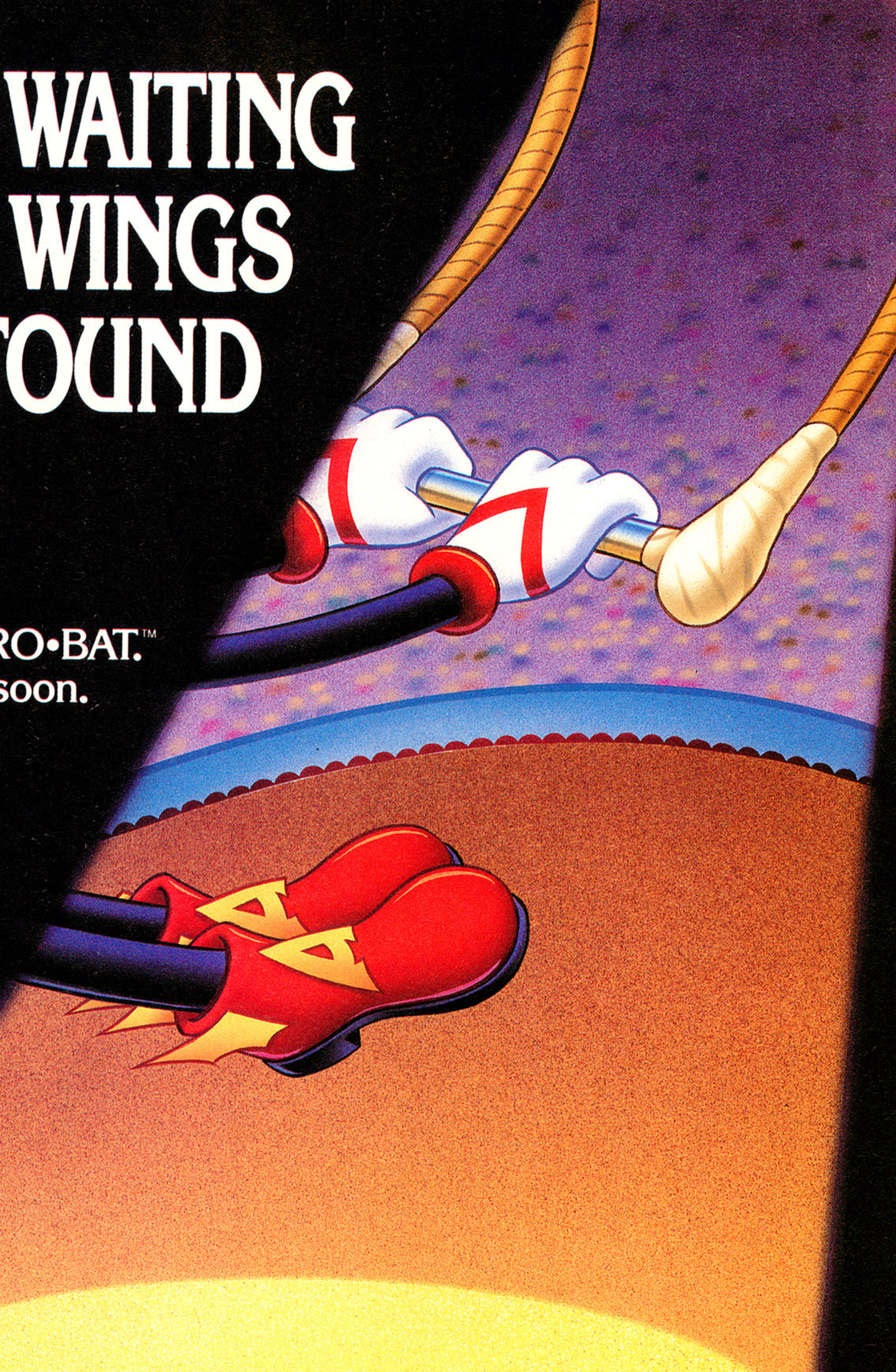

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Missing Magazine?

My subscription ran out right before you combined the magazines. I started it over, and I got your better issue. But on a subscription ad, I saw an issue that I think I missed. It had *Bubsy* on the cover. Did I miss it? Or will it come soon?

Phillip Martin
Dallas, TX

You didn't miss an issue — that ad included the mock-up "practice" cover that we used to promote the new combined magazine. You weren't the only one confused. Our contact at LucasArts said she got a call from another magazine wondering why they *hadn't gotten* Maniac Mansion 2. *Just for the record, although there is a* MM *sequel for PCs entitled* Day of the Tentacle, *there's no immediate plan to bring the game over to the cartridge side. That blurb was just our wishful thinking.*

Burning Answer

June's "Burning Question: Should there be more video games aimed at an adult audience? Where do you draw the line?

I think that games should be enjoyed by all people. What does "geared toward adults" mean? Do they want a game that involves the Stock Market? As far as sexual content is concerned, I think that would be really pathetic. Video games weren't made for some person whose hormones rule every aspect of their lives. Lines must be drawn somewhere. So as far as games geared toward adult audiences are concerned, my advice is to purchase video *Jeopardy!* or go play a friendly game of checkers!

Clinton Faucette
Bakersfield, CA

I don't know what you're going to do with sex in a video game, but everybody knows there's nothing wrong with seeing someone's blood scattered on a wall when they get sprayed with a machine gun. To get a better idea of what I'm talking about, maybe you should watch *Robocop* a few times. Or talk to Paul Verhoeven himself. I like realism and violence, so go for it. Sega doesn't have cute little critters looking for their friends. If you think they do, you'll never be much better than Nintendo. Like the song says, "the world needs guts."

David Johnson
Burleson, TX

Editor's note: We could make a cheap violence-in-Texas joke here, but we're above that.

I think there should be some form of adult gaming on Genesis, SNES, Sega CD, etc.

Sierra on-Line/Dynamix has already released *Willy Beamish* for Sega CD, and I understand they have *King's Quest* and *Space Quest* in the works. There's another series of games for home PCs that I think would be worth playing on the Sega CD — *Leisure Suit Larry*. I've played this series of PC games and find it entertaining without being either childish or offensive. There could be a short quiz at the beginning of the game to determine the intensity of adult-oriented scenes as there is on the PC version.

I'm not saying that I would approve of an X—rated type of game, but there's got to be some sort of theme that adults would appreciate, like maybe something with a Wall Street or business theme, something that takes a quick mind rather than a quick hand.

Steven Shaw
Akron, OH

I think it's stupid that people want R- and X-rated video games. They're not going to sell, and you know they're going to ban them from the markets anyway. If you're tired of hedgehogs, stop buying games with hedgehogs in them.

Frank Kerr
Browns Mills, NJ

There should be a lot more games geared toward adult gamers. There shouldn't be a line drawn at all. Games should go up to a rating of triple-X. If movies can, so should video games. Video games so far haven't gone past a PG-13 rating. The majority of games available are rated G. The average game is rated PG at most. This is sad, considering how rare it is for me (I'm in my mid-twenties) to go see a movie under rated R. I don't want to see a movie intended for a 13 year old. I at least want to see movies aimed at a 17 year old. A very rare treat is an NC-17 movie.

FNM
Cypress, CA

Editor's note: In our defense, "adult" doesn't necessarily have to be equated with "pornographic."

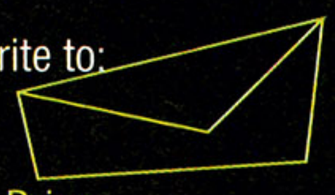
The Burning Question

If you could introduce the hardware of your dreams during the next Consumer Electronics Show, what would it be? What special features would it have? How much would it cost?

Keep in Touch

Make yourself heard! If you've got a suggestion or observation about video-gaming, an answer for the Burning Question, ideas or art, tips or gripes, you've come to the right place. The GP Readers' Network wants *you*! You can reach us anytime — 24 hours a day, 365 days a year! Remember, published readers in upcoming issues automatically get a *Game Players* T-shirt, so start contacting us *now*!

To reach us by mail, write to:



GP Readers' Network
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Greensboro, NC 27407

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GEnie — Game.Players

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Don't forget — GP Readers' Network is for comments about video-gaming — *not* for hints on specific games! These requests should be mailed to our "Game Players 27407" department.

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Product Information Number 103

Bart vs. the Space Mutants

I've had *Bart vs. the Space Mutants* for about six months, and I still play it four or five times a day. But I can't get past the T. Rex dinosaur at the end of the museum level. Please help out.

Monique
Lincoln Park, MI

This is another question we're asked a lot, so even though we've answered it before, we'll help you out. Believe it or not, there's an invisible platform at the edge of the cliff. Super-jump there, then shoot the dinosaur in the eyes with the dart gun. If you run out of darts, the only other thing you can do is jump on his head until he dies!

Willy Beamish

I'm desperate! My friends and I have been playing *Willy Beamish* for Sega CD for a long time now. How do you get inside the sludgeworks building after you get through the mansion?

Richard
Fairport, NY

Wish we could tell you that this was as easy as 1-2-3, but it ain't. First, you need to get a security card from Leon Stoole's office at Plumber's Union #409. Sneak into the office, pick up the plunger, then throw it in Leon's face when he comes through the door. This should give you time to get the card out of his desk.

Next, go to the phone outside the union. Put the phone on top of the radio/tape player from your Jet-Ski, call Alyssa'a astrology line, and record the conversation. Call the Golden Bowl Bar and play back the conversation so Ray lets you in. Go to the bar, give Burt the lottery ticket in trade for the nudie calendar on the wall, then head for the Sludgeworks. Finally, get past the striking plumbers outside by distracting them with the calendar, then give the card to the guard so he lets you in. Whew!

X-Men

I'm writing to you because I recently purchased *X-Men* for Genesis. I'm having trouble defeating the boss Apocalypse in Excalibur Light House. Is there a best character to use?

Kenny
Forest Ranch, CA

Apocalypse is easier to beat than he looks: Wait until he stops glowing, then jump up and hit him in the head. By the way, a lot of folks seem to want to know who's the "best" character to use in X-Men *— try Nightcrawler. He may not seem that great at first, but he can teleport through any barrier, which is a great way to find shortcuts. Also, if you can get the hang of teleporting through enemies, anything but a boss can be defeated with one shot. For bosses, hold down the A button and teleport in place — Nightcrawler can't be hurt while he's teleporting, but the boss takes at least a little damage every time he touches you!*

Dragon Warrior IV

I have the Zenithian sword, helm, armor, and shield, but I still don't know how to get to Zenithia. Any clues? Also, where is Gottside?

Douglas
Bronx, NY

Bowser Blues

I've gotten to Bowser in *Super Mario 3* several times. I've jumped on him *hundreds* of times, but it has no effect on him. Could you help?

Joe
New York, NY

I can't beat Bowser in *Super Mario World* for Super NES. I can sometimes bounce off the toy Koopas on the ground, but I can't defeat the main boss.

David
Eugene, OR

Enough! With people on both coasts trying desperately to defeat Bowser, our collective conscience compels us to answer:

In Super Mario 3, *Bowser's dangerous and mean, but he's no rocket scientist. If you'll notice, the floor on which Bowser is jumping is made of bricks — the breakable kind. Give him enough time and he generously kills himself. All you must do is avoid being barbecued by his flaming breath or squashed by his size 15 feet. Sooner or later, he cracks open a hole large enough to fall through and you emerge the winner.*

And in Super Mario World, *you can't attack Bowser directly, so use those "toy" Koopas. Jump on one to stun it, then grab it and toss it upward so Bowser's hit on the head. Once he's taken two hits, the princess gets free long enough to toss you a mushroom — a big help. Bowser comes at you with giant bowling balls and fire bombs, then finally tries to run you down with the clown car. It's tough avoiding all that, but you're good enough to make it to the castle, so you can handle it. Besides, Bowser always returns to throwing out those toy Koopas — we told you he was no rocket scientist. Bye-bye, Bowser....*

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Product Information Number 107

Here's a football game with a difference: it's easy to learn! If you're tired of wading through long, complicated manuals and frustrated by complex controls, how about a game you can just sit down and *play?* FOOTBALL FURY puts you right into the action, with all the great strategy and play options of the real thing. Whether you're a rookie or a seasoned pro, if you like your football fast and furious... FOOTBALL FURY is your game!

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Sega Visions Magazine

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Game Informer Magazine

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"Way to go Virgin! Global Gladiators™ is the best platform action game I've played since Sonic... This game is a masterpiece!"
Die Hard Magazine

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THE YEAR*

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GLOBAL GLADIATORS

Virgin® GAMES

Product Information Number 239

Way to go! You're near the end of the game — the last Zenithian item you need is the sword, so you've been to the top of the Giant World Tree in Elfville and found Lucia, a young Zenithian girl with broken wings. Both Gottside and the Zenithian Tower are in the same place, a small island in the middle of the ocean. Use the Flying Vessel and head due west from Elfville, past the Great Lighthouse and the town of Konenber (the island is surrounded by rocks and can only be reached by flying). Your hero must be equipped with all the Zenithian items to gain access to the tower.

Quackshot

I need to ask a question about *Quackshot Starring Donald Duck*. I can never get past the room in Egypt where the wall is falling down. Is there a secret place? Please help me!

William
Kirbyville, TX

There's no secret place to hide, but if you look at the floor of the room, you'll notice that there are secret symbols. To survive this trap, you must jump on the symbols in the correct order. Go right and jump on the sun, then the moon, then the star — this stops the wall. From there, keep moving right, using the plunger to get over the wall, to find the Scepter of Ra!

Mega Man 5

Hi! I'm having some trouble getting past Gyro Man, Gravity Man, and Crystal Man. Can you give me any tips or hints?

Brian
Waveland, MS

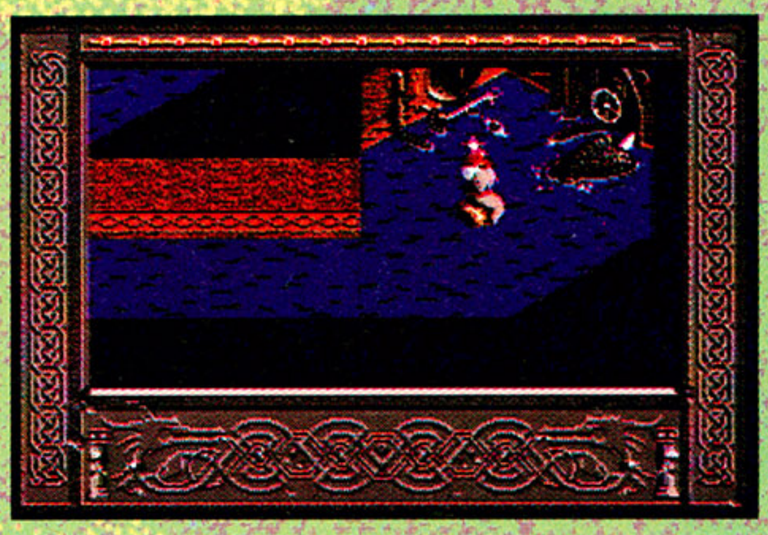
You're just taking on the robots in the wrong order, Brian. Start by fighting Gravity Man with Star Man's weapon. Stay on the opposite side of the room and avoid his shots. Then, when the gravity changes, fire a blast at him while you're passing each other. Next, fight Gyro Man using Gravity Man's weapon. Slide away when he dives at you from the clouds, jump his rotor when he fires, then shoot back. Crystal Man is tougher: Use Gyro Man's weapon, and keep sliding to avoid his four-way bouncing shots.

The Immortal

I can't get past the octopus on the seventh level of *The Immortal*.

Nathan
Las Vegas, NV

The octopus (really a squid) is called Norlac among the goblins who live in the underground vaults. Basically, you're not supposed to get past him — hop on the barrel, paddle downstream until he notices you, then turn around and paddle back upstream past the ladder from which you entered (don't get discouraged if this takes a while. Staying ahead of Norlac is tough — bump a wall and you're dead!). When you come to a whirlpool, get sucked in — and die! Honest! Norlac dies, too, and you wake up on level 8, revived by a goblin using the Water of Life.



Secret of Monkey Island

I have two questions about *The Secret of Monkey Island* for Sega CD. How do you become friends with the cannibals? And how do you get the banana picker?

Donald
Irmo, SC

Make friends with the monkey, then go to the Monkey's Head Temple. Get your pal to help you into the temple gates, then snag

an idol to take back to the cannibals. With the monkey's help, you can reach one of the idols scattered on the ground. Bring it back to the cannibals and presto! Instant compadres! Be sure to take advantage of your friendship with the naive natives — they've got something you need for the caverns underneath Monkey Island.

And by the way, don't worry about that banana picker — it's just a huge ole red herring. You need to figure out some other way to get a bunch of bananas. Remember: They're just a stone's throw away....

Ultima II: Quest of the Avatar

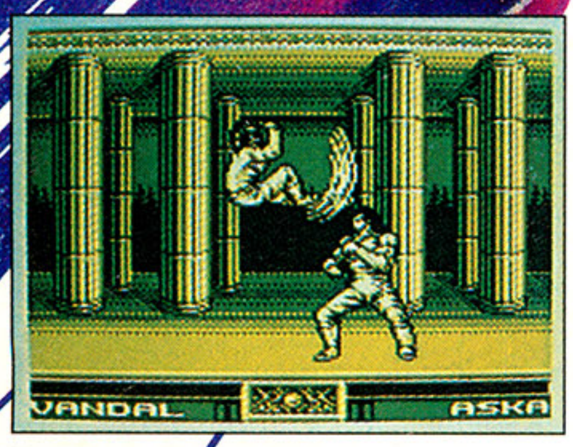
I'm having trouble with *Ultima II: Quest of the Avatar* for NES. I can't find the Rune of Honesty. There's a little girl in Moonglow who says the rune is three steps south, but I can't figure it out. What do I need to do?

Jamie
Maxton, NC

Moonglow is the city of Honesty, but that doesn't mean you get straight answers to your questions. Look in the northwest section of town for an open park with a single square of brick walk in it. The rune is three steps south of the square — "search" that patch of ground to find it.

GP

HIT THE STREETS FIGHTING!



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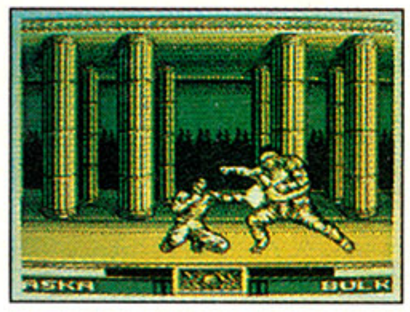

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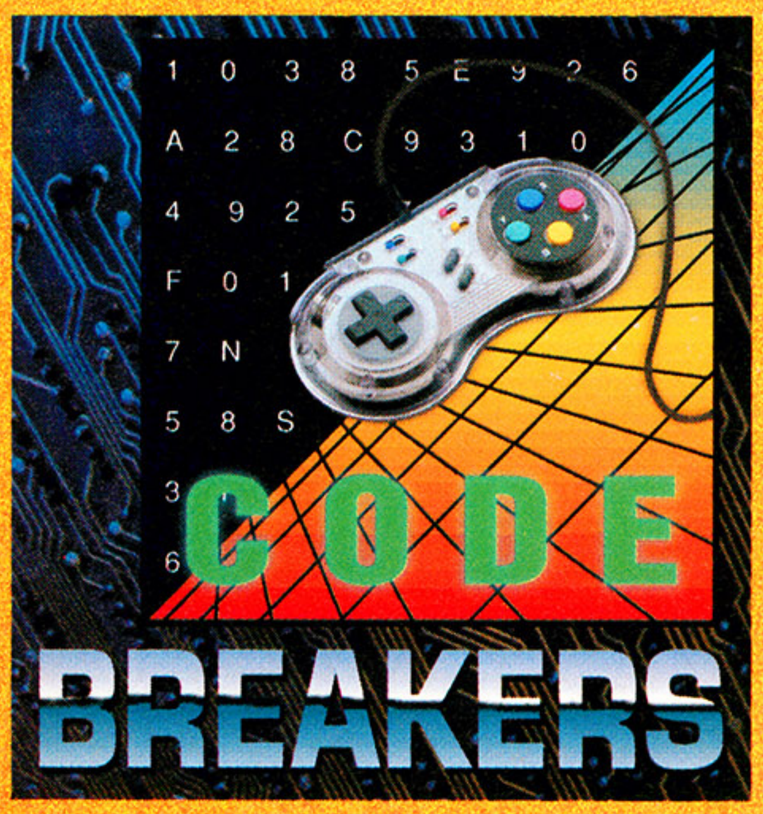
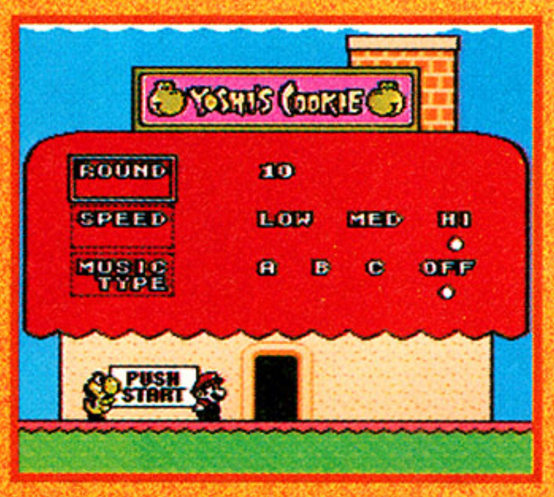
Product Information Number 210



NINTENDO OF AMERICA
YOSHI'S COOKIE

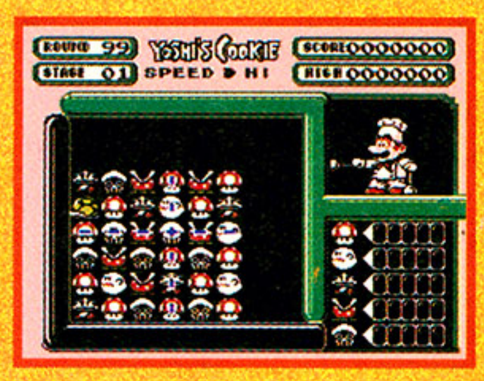
CHALLENGE THE EXPERT MODE

Think you've already beaten every puzzle in *Yoshi's Cookie*? Wrong! Use this code to play through level 99 — almost ten times farther than you can normally go! Select a one-player game and turn the music to Off, the speed to High, and the round to Ten. Leave the round highlighted and hold Up on the directional pad while pressing Select. Watch the round number go to 11, to 20, and way beyond! Just don't let Mario know we let the cat out of the bag — he doesn't tell you the code until you beat level Ten on the high-speed setting.



Turn off the music, set the speed to high, and select round Ten. Now hold Up, press the Select button and...

...voila! Now you can choose to play all the way to level 99!



Notice that the blocks change in the higher levels. Recognize these classic Mario World villains?

FLYING EDGE
T2: THE ARCADE GAME

ARNOLD GOES WHERE HE WANTS

Tired of getting trashed over and over in level 3? Well, say *hasta la vista* to any stage you want! Press Up, Down, Left, and Right at the title screen — you should hear Arnold say "Excellent." Now anytime the going gets a little too tough, Pause the game and press the A, B, and C buttons at the same time — you jump to the next level!

Press Up, Down, Left, and Right on the title screen — Arnold should say "Excellent."

Now Pause the game and press A, B, and C simultaneously to skip any level!

ATLUS
SUPER VALIS IV

mode that you've seen before — with one major exception. You can now choose to play in a secret Easy mode! The bad guys aren't quite as tough, so you should breeze past them in no time!

Press and hold the L, R, and Select buttons, then hit Start...

...highlight "Options" and press Left, Left, Right, Right, B, B, Y, Y, and Start.

Now you can choose the Easy mode! If you still can't win, maybe you should consider another career.

NAMCO
ROLLING THUNDER 3

LEVEL SELECT

You can jump to any stage you wish right from the start, whether you have the password or not! Simply put in REIGN at the Password Entry screen, and you'll reach the end in no time!

TAKE IT EASY

Still not able to defeat evil King Gallagher? Try this: Just after you've turned on the game, a message reading "At the end of the century" appears. While it's on, press and hold the L, R, and Select buttons, then press Start. Now highlight the Options selection on the Title screen and press Left, Left, Right, Right, B, B, Y, Y, and Start. You enter the same Options

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

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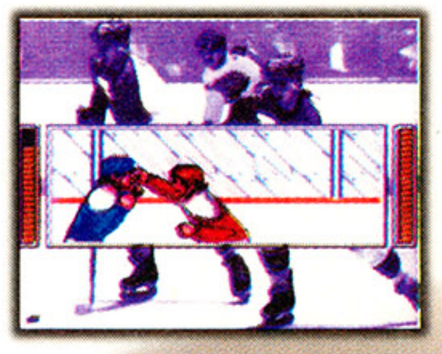
Product Information Number 221

I OPENED THE BOX AND A FIGHT BROKE OUT.

So there I was, sitting in the living room, channel surfing with the remote when I get in that mood - you know - for some ***Real Action.*** I reach for my new hockey game, **SUPER SLAP SHOT**™, and strip off that weird plastic, the kind that always sticks to your fingers when, BAM! **OUT FLIES A PUCK** that nails me in the face and two of the biggest mashers I've ever seen hauling after it. WHOAAAAAAAA!

Next thing I know, I'm wiping ice out of my eyes, it's really freakin' cold and I'm standing in a ref's outfit in the middle of a rink in front of thousands of screaming fans. Those same two guys whiz by me and slam up against the wall. They start ***shredding*** each other, the crowd goes off and I'M supposed to send THEM to the penalty box?! YEAH, RIGHT!



They ain't havin' it. They come screaming down the ice like I'm the puck and **Check Me** so hard, I'm sent flying back into my living room. TRIP OUT!

I dive for the Super NES® controller under the sofa cushion and now

I'm in control of this game.

YES! 32 teams to choose from, exhibition or tournament mode, fighting and shootout practice, adjustable team skills and aggression, ref's that range from "tough" to "blind," fourteen pages of hot stats, ballistic skating and throat-ramming slap shots!

GAMES

SUPER SLAP SHOT™ Bust one open.

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Product Information Number 239

ELECTRONIC ARTS

CRUE BALL

MOTLEY LEVEL SELECT

This code is for all you metalheads who are still having trouble reaching the higher boards. Go to the Music Demo screen and select tune 6, "Twisted Flipper." Press A, C, A, B, then push Start. Begin your game as usual and wait for the ball to appear. When it does, hold Up on the directional pad and press the B button to rotate through the different levels. Now if only there were a code to bring Vince Neil back....

Select tune 6, press A, C, A, B, and Start.

Now hold Up and press the B button to choose any level!

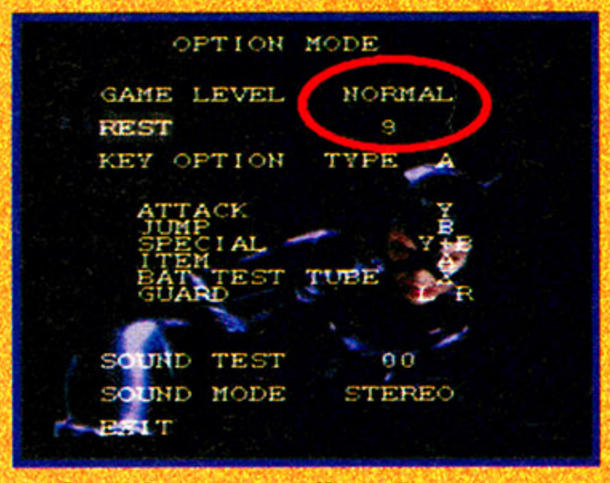
KONAMI

BATMAN RETURNS

THE PURR-FECT CODE

Sure, Catwoman's got nine lives, but now Batman can, too! Go to the Options screen and press Up, Up, Down, Down, Left, Right, Left, Right, B, and A on controller 2 — you should hear a tone if you entered the formula correctly. Now you can increase your lives to nine!

Press Up, Up, Down, Down, Left, Right, Left, Right, B, and A on control pad 2...



...for nine extra lives!

SEGA OF AMERICA

STREETS OF RAGE

LEVEL SELECT, NO PAIN

OK — we're offering, one time only, a secret Level Select, Invincibility formula, and super stain remover for only $19.95! Not interested in the stain remover? Well, here are the codes anyway. Set the Sound Test to 11 at the Options screen and press buttons 1 and 2 simultaneously. New options appear! Now you can turn off your damage and jump to any level, too!

Set the Sound Test to 11 and press buttons 1 and 2 at the same time...

...bam! New options appear, allowing you to skip levels and become invincible!

BIGNET

BLACK HOLE ASSAULT

ANOTHER INVINCIBILITY CODE!

To become unbeatable, go to the Name Input screen and type "MUTEKI." Now begin "Operation BHA" mode and select Muteki as your character — you're invincible! Bring 'em on all at once or one at a time, you won't care!

Type in "MUTEKI" here...

...then start your game.

You're invincible! Nothing can stop you now! HA, HA, HA! Yessss!

GAMETEK

HUMANS

LOOK! PASSWORDS!

Here are selected passwords from GameTek's strategy game *Humans*:

05	TMHCPYPCPQHQ	45	TNLQVNQPJBZQ
10	VYJMDMPVXHHD	50	PDJTKPCTYXDK
15	SRQHNLDRDWPG	55	QDDGVHPGFWLS
20	WDFGNXGRRMPN	60	YNTBXYJYNWLK
25	TKJXCLWLZTWP	65	NCHQVFQXFQZH
30	MFKTJGNSXQJM	70	VWPKNRSXXYTY
35	ZSRGHXCZYFLQ	75	VKPKLSLLYTFC
40	NSFLKXCBJDWF	80	XPMNWJKFNQZC

If you have any codes or passwords you'd like to share, we'd love to hear from you. Send them to:

Code Breakers
300-A South Westgate Drive
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GP

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As if things weren't ooky enough! Now Pugsley Addams must go on a simply torturous scavenger hunt. There's all sorts of unnaturally delightful traps. And hidden switches all about, which produce the loveliest, blood-curdling effects when Pugsley runs into them. There's even magic money which has an extra lively effect you won't want to miss. So get ready to get spooky, and get set to get kooky...it's Pugsley's Scavenger Hunt! En garde!

Screen shots shown are from the Super NES version of the game.

The Addams Family™

The name of the game

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GAME BOY

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Product Information Number 222

TECH TALK

The new Sega CD is a sleeker, sharper machine — about the size of a portable CD player.

Sonic appears in the title screens of the Japanese Mega CD2 — maybe in the new Sega CD, too? We'll have to wait and see.

Here's your chance to take an advanced look at the redesigned Genesis machine that made its debut during the Summer Consumer Electronics Show. We're also going to show you exciting add-ons for both Genesis and Super Nintendo that promise to take your gaming experience to new levels.

The Next Level?

To become even more competitive in the 16-bit marketplace, Sega of America has just introduced its newest family member. The Genesis 2 is a scaled-down version of the original Genesis and was adapted for the North American market from Japan. The revamped machine will be packaged with Sega's original three-button controller. It features compacted upgraded circuitry — and a lower price. Not included with the Genesis 2 are an earphones jack and volume control.

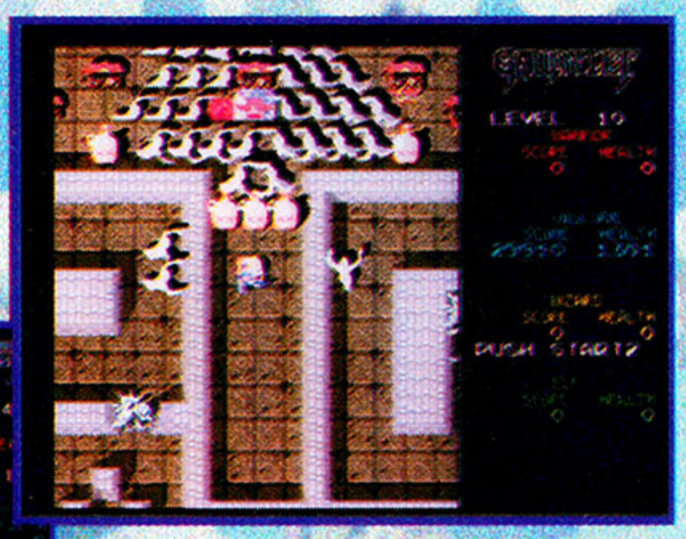
A streamlined version of the Sega CD was also introduced during Summer CES. The Sega CD2 is about the size of a portable CD player, with a pop-open, clam-like door. It features an expansion plate that adapts to fit the original Genesis.

Expanding your Horizons

Sega's ever-expanding stable of peripherals just got bigger! Although still under development, the Sega Multi-Tap (working name) allows up to four players to play sports games or classic titles such as Tengen's *Gauntlet 4* simultaneously. The multi-player adapter should be available in time for the holidays for about $30.

In addition to the Multi-Tap, Sega is also working on a mouse that's compatible with the Genesis — it can also be turned upside down and used as a trackball. No mouse-compatible games have been announced for the Genesis, although Tradewest previewed a preliminary version of an art program called *Fun N' Games* during CES. RPGs in the style of *Shining Force* or *Phantasy Star IV* are prime candidates for mouse compatibility.

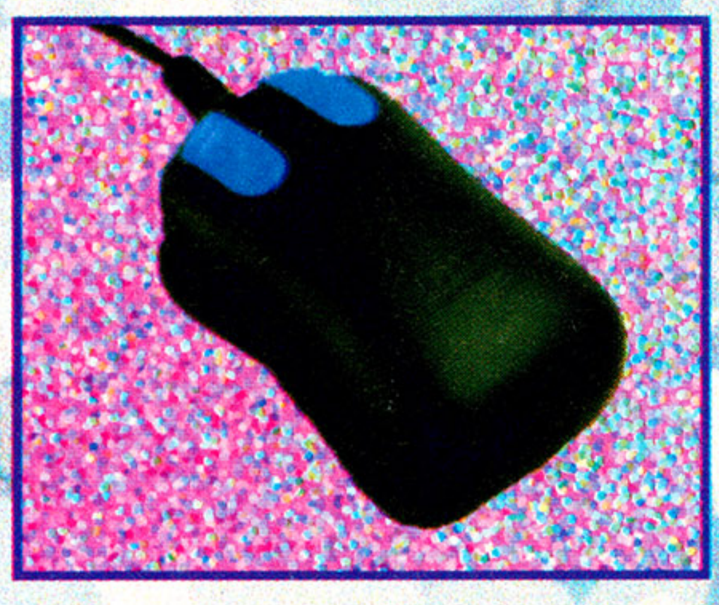
The Sega Multi-Tap



Gauntlet 4 **and an unnamed soccer title are among the first games planned for the Multi-Tap.**

The Genesis 2:

a more compact version of the original.



The Genesis mouse

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For a complete list of contest rules and prize values, send your request in a self-addressed stamped envelope by 10/15/93 to the above address.

Electronic Arts Announces Four-Player Adapter

In an exclusive, closed-door screening during CES, *Game Players* was shown a four-player adapter for the Genesis that's compatible with several EA Sports games. The adapter, which is still in the final stages of development, will be available directly through Electronic Arts mail-order for its first three months on the market (beginning in September). It should retail for around $40.

Among the titles EA plans to make compatible with its four-player adapter are *General Chaos* and *Bill Walsh College Football*.

Add-Ons That Add Up

Of course, Genesis players won't be the *only* ones enjoying multi-player action in the fall; Hudson Soft will introduce a similar peripheral for Super Nintendo. Its Super Multi-Tap will be sold with *Super Bomberman* in a Party Pak retailing for $69.95. Compatible with all officially licensed SNES controllers, the Super Multi-Tap allows up to five players to join the game action.

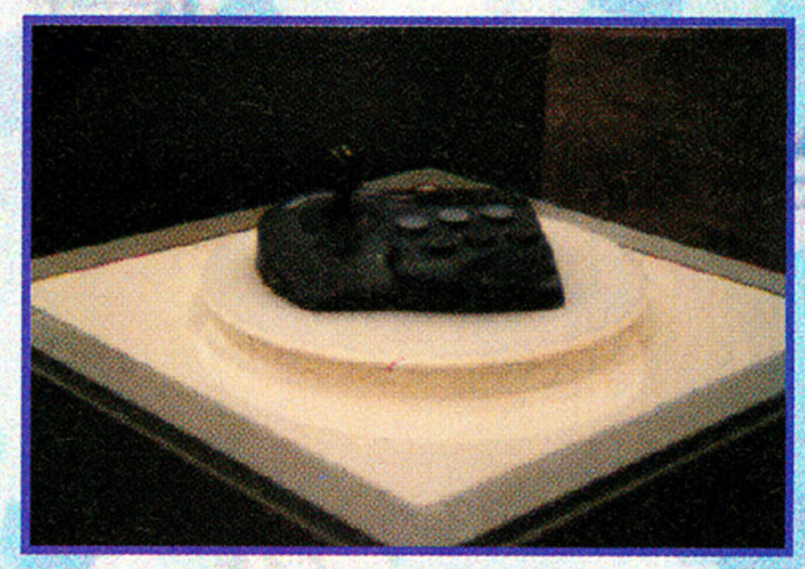
Multi-tap titles in the works include Square Soft's RPG *Secret of Mana*, also planned for a December release. Hudson Soft has also contacted Electronic Arts to discuss possible multi-player sports games.

The *Super Bomberman* Party-Pak — Multi-Tap included!

It *Could* Happen: You and buddies take on Michael Jordan and the Chicago Bulls.

ASCII Power

Among the many peripherals introduced at CES, none was as impressively designed as ASCII's Fighter Stick SG-6. The six-button controller will be available for both Genesis and SNES. With large buttons, solid build, and a nice rest for the base of your palm, it's really comfortable to hold. Check stores — it should already be on sale.



ASCII's Fighter Stick SG-6

Get Tech-ed

Most of these products are due in stores only toward the end of the year. Check your local retailer for availability. If you have any questions or know of any product you'd like to see reviewed in TechTalk, write to let us know — we play with neat stuff, we can't read minds. And watch next month for a visit to a VR simulator. Hands-on cyberspace experience — it's gonna be hot!

GP

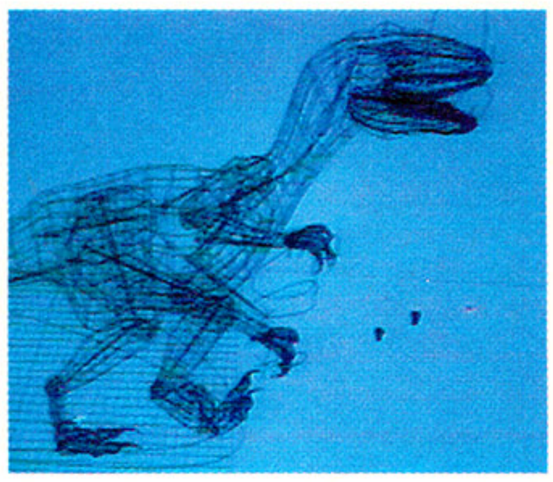
THE 1993 SUMMER CES

All the games featured here were announced during CES. However, titles, release dates, storylines, and graphics are subject to change. Don't say we didn't warn you.

CONSUMER ELECTRONICS SHOW • CONSUMER ELECTRONICS SHOW • CONSUMER ELECTRONICS SHOW • CONSUMER ELECTRONICS SHOW

Dinosaur Stomp!

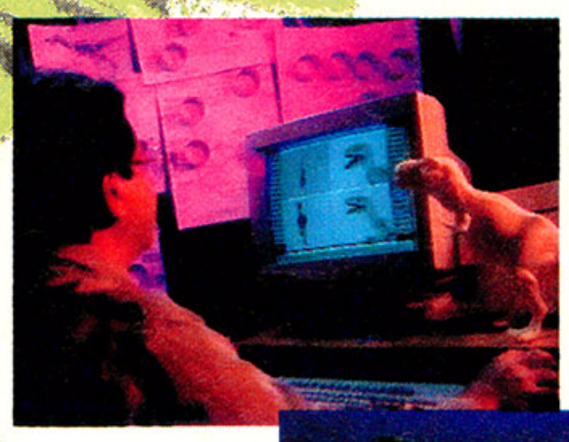
Jurassic Park Crushes Competition



It's big, it's mean — it's *Jurassic Park*! It's also no surprise that the biggest movie of the summer, with its mix of action and dinosaurs, has spun off a few video games.

Sega of America has used its brand-new multimedia studio to pull out all the stops for its Sega CD *Jurassic Park*. Striving to push the limits of CD-based games, Sega has called on the talents of artists, software designers, sound engineers, and even a dinosaur expert to make *Jurassic Park* as incredible as possible. This one's hot!

SNES fans can look for *Jurassic Park* from Ocean, a company that's no stranger to movie translations. It features a bunch of different perspectives as you move around the game, coupled with a non-linear storyline — you can go anywhere you want, at any time, to accomplish the game's objectives.



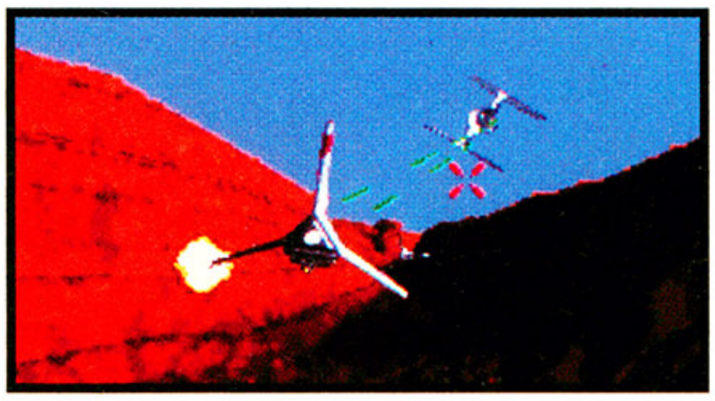
The Sega CD version of *Jurassic Park* began with preliminary sketches, then moved to wire-frame computer models. Basing this dinosaur's movement on a running ostrich, a complete 3-D animated creature is born!

***Jurassic Park* for Sega CD — it's anything but prehistoric!**

The finishing touch: a visit to Georgia's Okefenokee Swamp and a close encounter with a genuine alligator. This reptile's hiss is transformed by the sound studio into a dinosaur's roar.

Star Wars: *Out in Force*

Do you have what it takes to topple an empire? Two new *Star Wars* titles from JVC and LucasArts let you find out.



Rebel Assault

In *Rebel Assault* for the Sega CD, you strap yourself in to a T16 Skyhopper, a Snowspeeder, an X-Wing, and an A-Wing fighter to battle the forces of Darth Vader and the Emperor. Using sophisticated 3-D models and digitized speech and sound, *Rebel Assault* lets you fight for your life during three tours of duty on Tatoonine, Hoth, and a final assault against the Death Star. You fly in the trenches, avoid deadly obstacles, evade enemy ships, and topple Landwalkers.

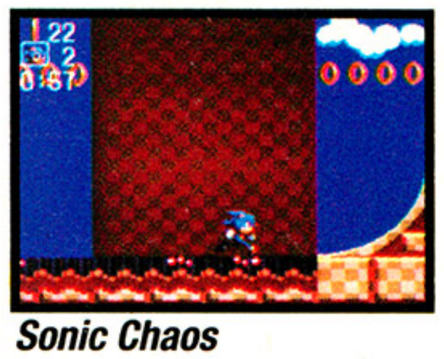
Super Empire Strikes Back

SNES owners, however, aren't to be left in the cold. *Super Empire Strikes Back*, the long-awaited sequel to *Super Star Wars*, is a 12-meg adventure that features 15 levels of action. The game's storyline follows the movie as you travel from Hoth's icy surface to train with Yoda to meet Lando on Cloud City. Players alternate between side-scrolling action and first-person, Mode 7 flight sequences. The Force is still with us!

Both hot games are scheduled for a November-December release.

Sonic Superstar

You just can't keep a good hedgehog down. Sega players are eager to see more of their favorite blue critter — and they're in luck.



Sonic Chaos

The pinball-like Casino Night Zone in *Sonic the Hedgehog 2* has spawned *Sonic Spinball*. In this Genesis game, Sonic is forced into a pinball field known as the Veg-O Fortress and must break through the Pinball Defense System to free the thousands of animals trapped by Dr. Robotnik. Sonic uses his wits, his Power Sneakers, and his patterned Spin Attack to battle enemies ranging from a robo-octopus to a hedgehog-eating mechanical worm.

Up to four players can compete in *Sonic Spinball*, and as a bonus, a $5 coupon will be packed with the game and used for buying other Sega products. Look for *Sonic Spinball* around December.

Dr. Robotnik is up to more dirty tricks in *Sonic Chaos* for Game Gear. In this adventure, the villain has stolen a red chaos emerald; Sonic and Tails must find it and halt the scientist's latest evil plan. Hot new levels and power-ups highlight the game — including Rocket Shoes and a Sonic-commanded pogo-stick. *Sonic Chaos* will hit stores in November.

Sonic Spinball

What's Up, Doc?

Looney Tunes Rule

At a CES where cartoons were the big news, Looney Tunes managed to steal quite a bit of thunder from those Disney guys. There were half a dozen games based on Bugs and his friends, and every one looked terrific, with fun animation and great humor. The best thing about the games is that they're really inspired by the classic Warner Brothers cartoons. If you've grown up watching them — and who hasn't? — you can spot your favorite scenes and characters. Only a maroon wouldn't play these hits-to-be.

In the 12-meg *Bugs Bunny: Rabbit Rampage* (Sunsoft/SNES), Bugs is running from his animator — and the artist is none other than wacky Daffy Duck. Based on the

Bugs Bunny: Rabbit Rampage

Desert Demolition

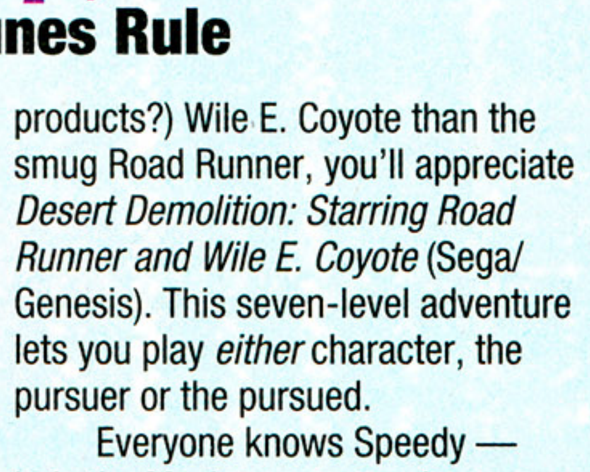
cartoons "Rabbit Rampage" and "Duck Amuck," Bugs is constantly faced with altering surroundings, sudden additions of characters, and surprising obstacles.

The cartoon "Duck Dodgers in the 24 1/2 Century" inspired *Daffy Duck: The Marvin Missions* (Sunsoft/SNES and Game Boy). Daffy and his loyal cadet, Porky Pig, travel through space trying to save five space ambassadors kidnapped by Marvin the Martian. Naturally, Marvin's on hand with his own kind of galactic philosophy, but those big, pudgy space ostriches are here, too.

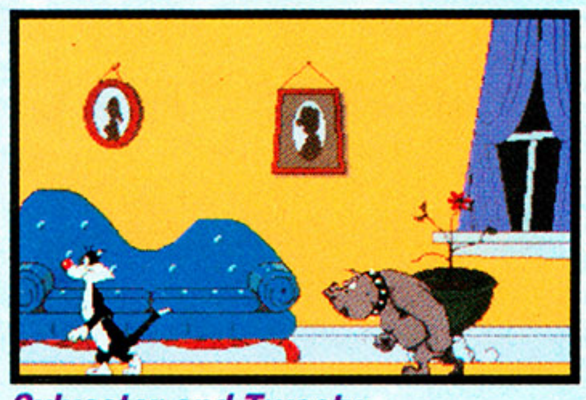
If you're a bigger fan of the suave, super-genius, hungry, independently wealthy (how else could he afford all those Acme products?) Wile E. Coyote than the smug Road Runner, you'll appreciate *Desert Demolition: Starring Road Runner and Wile E. Coyote* (Sega/Genesis). This seven-level adventure lets you play *either* character, the pursuer or the pursued.

Everyone knows Speedy — he's the Mexican mouse who runs around like someone sprinkled Texas Pete on his tail. He's got a reason to move fast in *Speedy Gonzales* (Sunsoft/Game Boy) — King Rat has captured his friends, and he must collect enough cheese to ransom them before they're turned into fritters.

Poor maligned Sylvester (does anyone *not* want him to munch



Speedy Gonzales



Sylvester and Tweety: Crafty Capers

down that annoying Tweety?) gets a crack at stardom in *Sylvester & Tweety: Crafty Capers* (TecMagik/Genesis and SNES). This game is a compilation of all Sylvester's nightmares — he faces Spike the dog, the kangaroo Hippety Hopper, and a Hyde version of little Tweety. The five-level, 16-meg game also gives Granny and young Sylvester Jr. cameo appearances.

Daffy Duck: The Marvin Missions

FIGHTS BREAK OUT AT CES

Sega Sets New Standards with *Eternal Champions*

Sega rocked the crowd at CES with what could be the best fighting game ever! *Eternal Champions* sizzles with an awesome 24 megs of memory and tons of features such as instant replay, a battle-room design option, three different speed settings, an expanded tournament mode, a training mode, and more! The game also incorporates Sega's new Dynamic Play Adjustment technology, which automatically adjusts the game's difficulty to your skill level. And if that's *still* not enough, the 11 characters can execute more than 35 different moves!

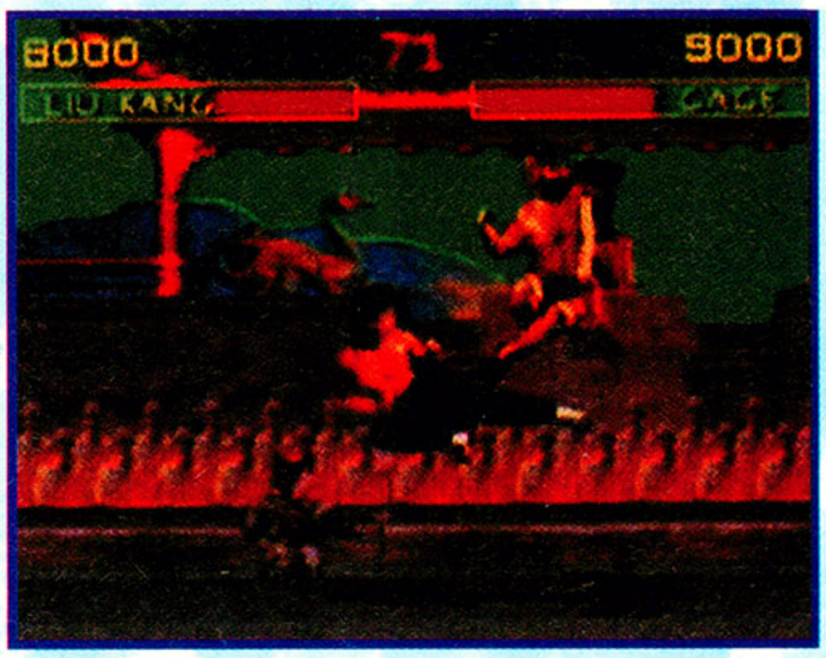
Although there were plenty of good fighting games at the show, none seemed to have the innovation that Sega's putting into this one. Look for it in November — take it from us, it's *hot*!

Capcom Does It Again — and Again!

While the Genesis *Street Fighter* may be old news by now, there are a few changes to the game. First of all, the title is now *Street Fighter II Special Champion Edition*. It includes a special "Hyper" mode, along with special moves found only in this version.

As we reported in July, you can expect the SNES *Street Fighter II Turbo* to be released in conjunction with the Genesis game. There's great news for SNES owners — a championship mode has been added to *Turbo*!

Mortal Kombat Kicks into High Gear

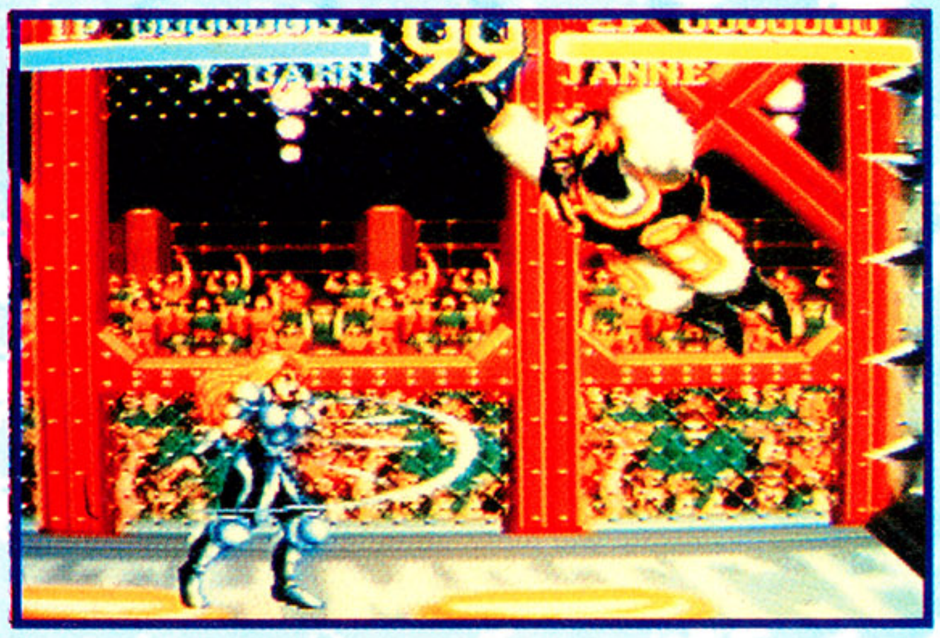


Mortal Mania is sweeping the country prior to "Mortal Monday" (September 13) when the Genesis, SNES, Game Gear, and Game Boy versions of Acclaim's *Mortal Kombat* simultaneously go on sale (see GP Press for more details).

Acclaim's calling out the big dogs on this game, with a million-dollar advertising campaign beginning in July. We didn't get to play the game as much as we'd have liked — there were plenty of arcade games around the CES floor, but you couldn't get *near* one! Wish we could give you a blood tally, since that's what everyone's talking about, but we're sure fans of the arcade game won't be disappointed.

You're advised to camp out early on Mortal Monday if you want a copy of the game — *Mortal Kombat* is going to go *fast*.

Arcade Hit *World Heroes* Comes Home



Sunsoft's first fighting game is a *doozy*. In *World Heroes*, you pit the best fighters in history against each other in brutal, no-holds barred combat! Based on the arcade hit of the same name, *World Heroes* delivers the same punch-and-kick action that made *Street Fighter II* a household name. Look for this 16-meg battler in October.

Fighting Back the Laughs

Sure Guile vs. Ryu is a good fight, but wait 'til you get a load of the matchups in *Clayfighter*! A vicious snowman vs. an Elvis impersonator? How about a death fight with Taffy Man? These are just a few of the wacky fighters you take on in Interplay's *Clayfighter* for Super NES. It's a 16-meg game for one or two players.

Using clay models to create the character sprites, Interplay has created the stupid, the surreal, and the super. Instead of spilling guts during a fight, clay goes flying and characters get mashed out of shape. *Clayfighter's* sure to leave an impression on gamers. Noogies for everyone!

Takara Knows the Art of Fighting

Takara scored big with *Fatal Fury* for Genesis and Super Nintendo, so you can expect *Art of Fighting*, its latest combat game, to be every bit as good. Translated from the coin-op smash, *Art of Fighting* brings home some of the hottest action ever to grace the arcades! Watch for it!

SPORTS GAMES SCORE BIG

EA Sports Leads the Way

With more than a dozen new sports titles on the horizon, Electronic Arts has managed to strengthen its position as top-of-the-heap sports simulation publisher. The company's new line of games includes every major license. For example, *NHL Hockey '94* (Genesis and SNES) incorporates both the NHL and NHLPA (Players' Association) licenses, so it includes real teams *and* real players. *John Madden Football '94* (Genesis and SNES) now includes real NFL teams and logos, and *Bulls vs. Suns: NBA '94* (Genesis and SNES) gives you real NBA teams and athletes.

Genesis fans get a few goodies all to themselves, such as *PGA Tour Golf II*, *Tony La Russa Baseball*, and *Bill Walsh College Football. Mutant League Hockey* follows *Mutant League Football*, too. Players of both 16-bit systems can look forward to games starring NBA Rookie of the Year Shaquille O'Neal later in 1994.

EA's lineup for '94

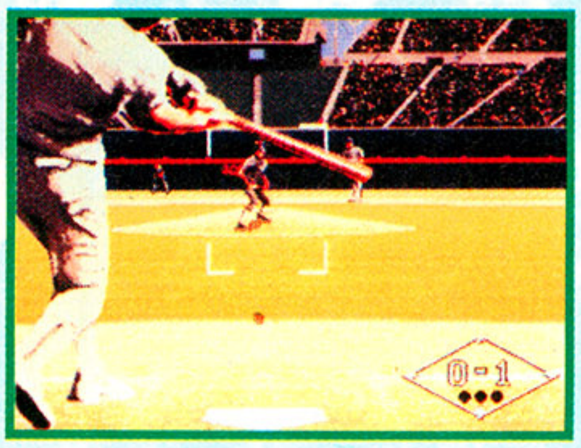
- *Bulls vs. Suns: NBA '94* now includes *every* NBA team as well as rookies like Shaquille O'Neal and Alonzo Mourning. You can play an entire season as well as the playoffs, and you can trade players between teams, too. *Bulls vs. Suns* moves much faster than the earlier sims, and in the exhibition mode, you can custom-design your own Dream Team. Just imagine — five Jordans on one team!

- *NHL Hockey '94* now lets you control the goalie, and computer opponents have been reprogrammed so they don't fall for the same old tricks. Each arena has been given its own distinct organ tunes and crowd animations, such as the San Jose Sharks' "chomp"!

- *John Madden Football '94* gives you all-new plays as well as new "Maddenisms" that sound off during the action. The SNES version is finally free of the choppy scrolling that plagued earlier versions, and a full-season mode has been added as well. You can also choose to play as the greatest players of past teams, making for some very interesting matchups!

Sega Comes on Strong

Sega of America had a *very* impressive sports lineup at CES, led by games like *World Series Baseball*, a Genesis simulation that includes real teams, real stadiums, real players, and complete seasonal stats. You can play in the All-Star game, League Championship series, and the World Series, too. This one's got it all! Look for a Game Gear version in the future.



NFL Football '94: Starring Joe Montana will cover the field, with Genesis, Game Gear, and Sega CD versions. Each includes real teams and players, full seasonal play, and playoff action right through the Super Bowl. There's also an improved Sports Talk feature, and four different angles from which to watch the action.

Genesis and Game Gear fans can also look forward to *NBA Action '94* with commentary by Marv Albert. Once again you get real teams and players, with full-season and playoff action, plus an All-Star game.

Each of these sports simulations includes a battery-backup feature that allows you to save your stats, standings, and records throughout the season. The new Sega Sports line also includes *Boxing's Greatest Heavyweights* and the cutting-edge arcade game *Virtua Racing*. Watch out, EA — Sega's gaining on you!

Acclaim Blitzes the Home Screen

Acclaim has snagged the rights to *NBA Jam*, the recent king-daddy arcade game. Look for outrageous two-on-two action featuring the two top players from each of the 27 NBA teams (minus Michael Jordan — boo, hoo....). The cart clocks in at a whopping 16 megs, so expect the home versions (Genesis, SNES, Game Boy, and Game Gear) to rival the coin-op in almost every category.

Also watch for the 16-meg *NFL Quarterback Club*, which features ten top NFL QBs ranging from John Elway to Randall Cunningham to Troy Aikman. The unique quarterback field perspective and the special "Quarterback Challenge" mode put this game in a league of its own. Expect it for Genesis, SNES, and Game Boy.

And don't overlook *Champion League Soccer* for SNES and Genesis, as well as Acclaim's super, ultra-successful *WWF* series.

Accolade Signs Big Names

Accolade is stepping into the sports arena with big-time celebrities in its lineup — hockey star Brett Hull, Suns sensation Charles Barkley, golfing great Jack Nicklaus, soccer legend Pele, and commentator Al Michaels. Most carts will cross over the major platforms, but *Jack Nicklaus' Power Challenge Golf* is an exclusive Genesis property.

Tecmo Hits 16-Bit

An updated version of Tecmo's classic *Tecmo Super Bowl* is on the way for Genesis and SNES, and so far the games are looking AWESOME. Tecmo has included all the game play that made its games smash hits for NES, plus 16-bit quality graphics and official NFL licenses. There's a Genesis version of the SNES hit *Super NBA Basketball* on the way, too.

Nintendo Checks in with *NHL Stanley Cup*

The ice should heat up on your Super Nintendo in November — Nintendo of America has used Mode 7, the same technology that powered its *NCAA Basketball*, to outdo itself with *NHL Stanley Cup*. This simulation looks great, with fast action and official team names, colors, and logos.

Nintendo designers used rotoscope technology to film actual players, enabling them to re-create the gliding motion of skating on the ice. This makes the animation particularly smooth.

The Contenders

Other games entering the arena include: Capcom's *MVP Football* for Super NES; Data East's *ABC Monday Night Football* for SNES and Genesis; American Technos's *Super Dodge Ball* for SNES; Electro Brain's *Boxing Legends of the Ring* for SNES; Hudson Soft's *Dig & Spike Volleyball* for SNES; Sony Imagesoft's *ESPN Baseball Tonight* and *ESPN Sunday Night NFL* for SNES, Genesis, and Sega CD; Mindscape's *Championship Power Pool* for SNES, NES, and Game Boy; THQ's *Sports Illustrated Football/Baseball* for SNES, Game Boy; ASCII's *AWS Pro Moves Soccer* for Genesis; Jaleco's *Super Bases Loaded 2* for SNES, *Pro Sport Hockey* for NES and SNES, *GOAL! 2* for SNES and *GOAL!* for Game Boy; *Tecmo Super Bowl* for SNES and Genesis and *Tecmo NBA Basketball* for Genesis; and Tengen's *Dick Vitale's "Awesome Baby!" College Hoops* for Genesis and *PGA Tour Golf* (Game Gear).

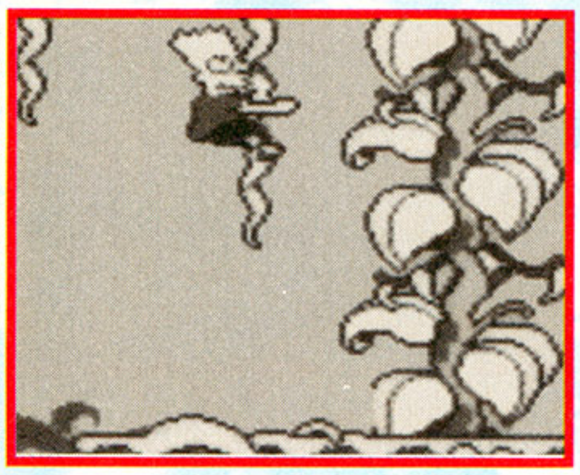
CES ROUND-UP

Absolute: Starts things off (alphabetically, anyway) with its first Sega CD game, *Super Battletank 2* (see sidebar), also available for Genesis and SNES. "Moose and Squirrel" come to Genesis in *The Adventures of Rocky & Bullwinkle & Friends*, and for Game Gear, there's *R.C. Grand Prix*.

Over on the Nintendo side, expect *Home Improvement*, based on the TV sitcom, *Turn and Burn: No-Fly Zone* (see sidebar), and *Redline: F-1 Racer*. On 8-bit, you can explore the final frontier with the on-going mission of the *Enterprise* in *Star Trek: The Next Generation* for NES and Game Boy.

Acclaim: Heading the list is *Mortal Kombat* (see sidebar). Also coming are *Champions' League Soccer* for SNES and Genesis, and *NBA Jam* (see sidebar) and *NFL Quarterback Club* for Genesis, Game Gear, SNES, and Game Boy. Simpsons fans can rejoice and wait for *Bart and the Beanstalk* for Game Boy and *Itchy & Scratchy* for SNES, Genesis, Game Boy, and Game Gear.

Spider-Man 3: Invasion of the Spider-Slayers is coming for Game Boy, and everyone's favorite law-enforcement cyborg is back in *Robocop 3*, a movie tie-in for Genesis and Game Gear. *The Addams Family* will also arrive for the Sega systems.



Bart and the Beanstalk, Acclaim

Finally, a plethora of wrestling games: *King of the Ring* for NES and Game Boy, *WWF Superstars 2* for Game Boy, and the king of 'em all, *WWF Rage in the Cage* for Sega CD.

Accolade: Among sports games (see sidebar) are *Jack Nicklaus' Power Challenge Golf* for Genesis, *Brett Hull Hockey* and *Pele!* for Genesis and SNES, *Al Michaels Announces HardBall III* for Genesis, and the Genesis track-and-field sim *Summer Challenge*.

Non-sport titles include *Universal Soldier*, based on the 1992 movie, for Genesis and Game Boy, and a title we can't wait to see, *Speed Racer in The Challenge of Racer X* (see sidebar).

Activision: An old-timer in the field of video games, Activision is updating three of its most popular titles for a new generation. Watch for *Pitfall Harry: The Mayan Adventure*, *Kaboom!: The Mad Doctor's Revenge*, and *River Raid: The Mission of No Return*, all for SNES.

Watch for the space adventure, *Biometal*, in which a half-man, half-machine race threatens mankind. This one features a soundtrack by rave artists 2 Unlimited ("Get Ready").

Pitfall Harry, Activision

American Laser Games: Get ready for *Mad Dog McCree* for Sega CD, a first-person, full-motion video game that puts you into a deadly gunfight with the West's most desperate outlaw.

American Sammy: A new Genesis RPG, *Sorcerer's Kingdom*, should hit the shelves before too long.

American Technos: "I yam what I yam, and I yam on the Super NES" Who else but *Popeye*, starring in a two-player game that puts the sailor and Brutus through seven levels to save Olive Oyl. Also, the schoolyard bruiser returns in *Super Dodge Ball* for Super Nintendo.

Arena: see Acclaim

ASCII: *Ardy Lightfoot (see sidebar)*, starring a loveable fox and and his sidekick, Peck, should hit SNES soon. Only a jumping fool can survive this action/puzzle/adventure game — and Ardy *is* that fool!

Atlus: No guts, no glory... that's the motto of *GP-1 Motorcycle World Challenge* for SNES. With two-player simultaneous split-screen action, you and a friend can take on the international racing circuit on the world's greatest speedbike courses!

Bullet-Proof Software: Four gems and four evil princes hold the key to solving *Obitus*, a big RPG for SNES. The game switches from first-person to side-scrolling action as you work your way to the Dark Tower.

Capcom: In sequel news, look for *Mega Man 4* and *DuckTales 2* for Game Boy; *Mega Man 6*, *Rescue Rangers 2*, and *Mighty Final Fight* for NES; and *Final Fight II*, and, oh yeah, something called *Street Fighter II Turbo* for SNES.

Additional SNES Disney titles include *Aladdin* and the *Zelda*-ish adventure *Goof Troop*. Mega Man fans can look forward to *Mega Man X* (see sidebar). Capcom has also taken its first journey into RPG territory with *Eye of the Beholder*, an adaptation of TSR's PC game of the same name. Watch for *MVP Football*, and don't forget *SFII Special Champion Edition* for Genesis.

Culture Brain: *Turbo Ultimate Fighter* joins the combat game lineup for SNES.

Data East: Tuesday morning quarterbacks will have a field day with *ABC Monday Night Football* for SNES, while those who like their violence less stylized can look forward to the SNES fighting game *Sengoki*. Genesis owners can trek through *High Seas Havoc*, a pirate adventure, and *Dashin' Desperadoes*, a one or two-player game pitting two cowboy buddies against each other to win the affections of Miss Jenny.

DoMark: *Harrier Assault* joins the growing number of aircraft games for Sega CD. Also watch for *MiG-29 Fighter Pilot* for Genesis and *Formula One Grand Prix* for Genesis and Game Gear. Game Gear fans can look for portable versions of *James Bond 007: The Duel*, *Pinball Wizard*, and *Desert Strike*.

DTMC: New SNES games include *Mountain Sports*, a semi-sequel to *California Games*, and two mysterious but intriguing titles: *Lester the Unlikely* and *Gordo #106: The Mutated Lab Monkey* (who says they don't make 'em like they used to?).

Dynamix: A way-cool outer space tank simulator, *Stellar Fire*, loosely based on the PC game *Stellar 7*, should hit Sega CD soon. Smash up alien nasties on different planets on your way to a showdown with Lord Drax!

Electro Brain: Sugar Ray Leonard steps into the SNES and Genesis ring with *Boxing Legends of the Ring*.

Electronic Arts: *Haunting Starring Polterguy* for Genesis is the humorous adventures of a guy named, uh, Guy. His recent death at the hands of his greedy relatives has given him ghostly powers to take his revenge. Genesis owners can also look forward to *James Pond III: Operation Starfish* which continues the exploits of the secret agent fish; *Blades of Vengeance*, an action game with zombies, vampires, and such; and *General Chaos*, which lets players take control of a crack squad of commandos.

Haunting Starring Polterguy, EA

SNES fans have *Runes of Virtue*, an RPG in the *Ultima* series to crack. Also watch for blockbuster sports games (see sidebar).

Enix: More long-awaited sequel news: *ActRaiser 2* for SNES should be out late this year — excellent! RPG fans can watch for *Paladin's Quest*, a 12-meg journey set on the planet Lennus. Scientist wannabes can check out *E.V.O.: Search for Eden*, which lets you evolve life forms over millions of years.

Extreme (formerly **Bignet**): Giant robots fight their way through *Battletech* for Genesis and Sega CD, and the self-explanatory *Third World War*, also for CD, should arrive soon, too.

FCI: The RPG madness continues with *Ultima — the False Prophet* for SNES, *Might & Magic III* for SNES and Genesis, *Ultima — Warriors of Destiny* for NES, and *Ultima — Runes of Virtue II* for Game Boy. And what goes down smooth with an RPG? A good wrestling

game! Expect *WCW SuperBrawl Wrestling* for SNES, and *WCW — The Main Event Wrestling* for Game Boy.

Flying Edge: see Acclaim

Gametek: The slightly warped puzzle game, *The Humans*, arrives for Game Gear soon. *Nigel Mansell's World Championship Racing* is a Formula One racing game for Game Boy, Genesis, NES, and SNES, while *Caribbean Kawasaki Challenge* lets SNES players race on both motorcycles and jet-skis.

Hi Tech: *Beethoven*, based on the second movie about the St. Bernard-run-amok heads for Genesis, SNES, Game Gear, and Game Boy, and *We're Back* (same systems), based on the upcoming cartoon about dinosaurs landing in modern NYC. *Tom & Jerry: Frantic Antics* shows up on NES and Game Boy while *Barbie Super Model* continues the supermodel's adventures on SNES, Genesis, and Game Gear. The kid's set can play "edutainment" titles *Mickey's Chaos in Number Land* (NES) and *Mickey's Dream Time Puzzles* (SNES).

Beethoven, Hi Tech

Hudson Soft: With the release of its four-player Super Multi-Tap (see TechTalk) for SNES, look for *Super Bomberman*. Disney's *Beauty and the Beast* (see sidebar) should make a big splash for SNES. More animated antics hit with the cyborg-powered *Inspector Gadget* and *Dig & Spike Volleyball*, both for SNES.

Interplay: Of the bazillion fighting games for SNES, *Clayfighter* (see sidebar) grabs the brass ring for most unusual. Claymation characters square off — no blood and guts here, just lots of goo. And *Claymates* is an SNES side-scrolling action game with even more ooze. *Rock N' Roll Racing* is a wild SNES auto race, and *Lord of the Rings* is an RPG for SNES based on J.R.R. Tolkien's tale.

Irem: *Rocky Rodent* stars in his first SNES action game — he's a critter who attacks with his hair. Also look for *Hammerin' Harry* for SNES, a hero who, well, walks around with a big hammer.

JVC: We're breathlessly waiting for *Star Wars Rebel Assault* (see sidebar) and *Indiana Jones and the Fate of Atlantis*, both for Sega CD, and *Super Empire Strikes Back* for SNES. *AH-3 Firehawk* (Sega CD) is an attack chopper simulator, and *Syvalion* is the SNES version of a PC space simulation.

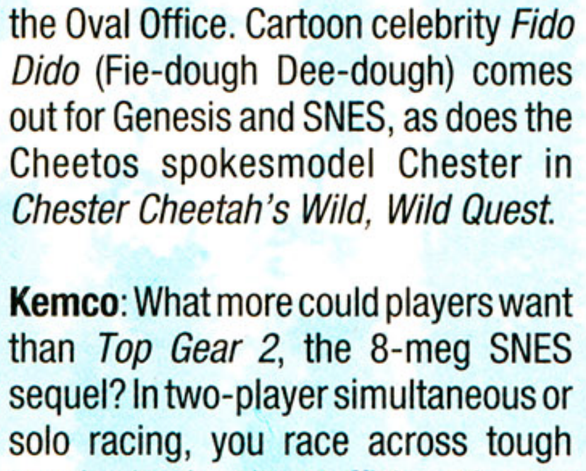
Also for SNES is a new RPG, *Dungeon Master — Skull Keep*; *Jaguar XJ220*, which puts you on the world racing circuit; and *Magic Boy*, an action puzzle.

Jaleco: Sports titles include *Super Bases Loaded 2* for SNES; *Pro Sport Hockey* for SNES and NES; *GOAL! TWO*, a soccer sequel for SNES; and *GOAL!* for Game Boy. There's also an action game for SNES, *Operation Logic Bomb*.

Kaneko: *Socks the Cat Rocks the House* for SNES and Genesis follows the adventures of the First Cat from the White House basement to the Oval Office. Cartoon celebrity *Fido Dido* (Fie-dough Dee-dough) comes out for Genesis and SNES, as does the Cheetos spokesmodel Chester in *Chester Cheetah's Wild, Wild Quest*.

Kemco: What more could players want than *Top Gear 2*, the 8-meg SNES sequel? In two-player simultaneous or solo racing, you race across tough terrain (or in city traffic) and even through rain or snow!

Koei: The cornerstone of Koei's historical simulations, *Nobunaga's Ambition*, is finally available for SNES, and you can add *Genghis Khan II: Clan of the Grey Wolf* to your collection for SNES and Genesis. Also look for *P.T.O.: Pacific Theater of Operations*, a WWII strategy game for both systems, and *Romance of the Three Kingdoms III* for SNES.



Socks the Cat, Kaneko

Konami: Heading the list is *Teenage Mutant Ninja Turtles — Tournament Fighter* for SNES and Genesis, a *Street Fighter*-style fighting game using TMNT characters. *Zombies Ate My Neighbors* also hits for SNES and Genesis, and Sega fans finally get a crack at *Castlevania* with a Genesis version. *Batman — The Animated Series*, and *Tiny Toon Adventures 2* will be available for Game Boy, and *Lethal Enforcers* takes the arcade shootout to Sega CD.

LJN: see Acclaim

Maxis: In addition to *SimEarth*, which is finally ready for release, Maxis showed *SimAnt*, a PC translation that challenges the player to rule an ant colony and try to enter and take over a suburban home! This mouse-compatible game should be available in the fourth quarter.

SimAnt, Maxis

MicroProse: New products include *Pirates! Gold*, a PC transfer for Genesis, and *Solo Flight* and *Airborne Ranger*, flight-action games for SNES.

Mindscape: Among 11 new games are *Captain America and the Avengers* for SNES, in which the famous Marvel character saves the world from Red Skull; *Out to Lunch*, a SNES kid's game in which Pierre Le Chef tries to capture angry ingredients in different countries; the thematically similar *Food Fight* for Game Boy; and *Wing Commander: The Secret Missions*, an SNES sequel to the space opera opus that gave tigers a bad name.

Expect NES, SNES, and Genesis versions of the classic board game *Battleship* as well as hot NES, SNES, and Game Boy pool action with *Championship Power Pool*.

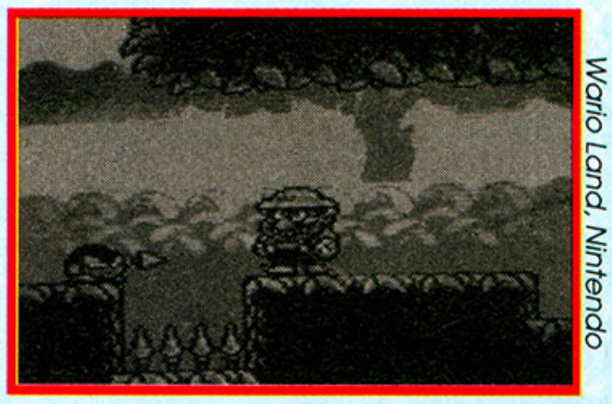
Namco: They're Pac-crazy at Namco (see sidebar), with *Pac-Man 2* and *Pac-Attack* for SNES, and *Ms. Pac-Man* for Game Boy. More SNES action is on the way with *Suzuka 8 Hours*, a motorcycle speed challenge, *Battle Cars*, a Mode 7 combat car game, and *Metal Marines*, an action/strategy game with lots of *liiiittle* explosive devices! Genesis owners aren't hurting: Watch for *Star Quest*, a huge RPG with 3-D combat sequences, and the ick-factor sequel, *Splatterhouse 3*.

Natsume: Check out *World Championship Wrestling* for SNES.

Nintendo of America: The big "N" forges ahead with a nostalgic look back. To celebrate the sale of the 100 millionth Mario cartridge, Nintendo releases *Super Mario All-Stars* (see sidebar). *FX Trax*, an auto race game, is on its way to SNES, and there's more Mode 7 action than you can shake a stick at in *NHL Stanley Cup* (see sidebar). *Yoshi's Safari* and *Battleclash II* keep your Super Scope busy.

FX Trax, Nintendo

Game Boy fans get a shot at *Legend of Zelda: Link's Awakening*, *Kirby's Pinball Land*, and *Wario Land*.



Wario Land, Nintendo

NES owners have a sequel, too: *Tetris II*, as well as a $50 NES machine with a slimmer chassis.

Ocean: New movie titles include *Jurassic Park* (see sidebar) and *Dennis the Menace* for all Nintendo formats, and *The Untouchables* for SNES.

Psygnosis: As if the "nightmare" level weren't enough, those furry mammals return in *Lemmings II: The Tribes* for Genesis, and puzzle fans can watch for *Puggsy* on Genesis. *Wiz 'N Liz* is an oddly-titled Genesis action game, and *Microcosm* is a hot-looking simulator for Sega CD.

Raya Systems: As a companion piece to its *Captain Novalin* game, Raya displayed *Rex Ranan: Kick the Habit!*, the SNES adventures of a martial-arts ex-

pert and experimental surgeon who shrinks to microscopic size to save the life of a long-time smoker.

Renovation: Two action/RPGs highlight Renovation's fall lineup for SNES: the 8-meg *The Journey Home: Quest for the Throne* and the 12-meg *Arcus Odyssey*.

Sega of America: Sega's awesome titles include *Dinosaurs for Hire*, based on the Malibu Comic of the same name for both Genesis and Game Gear; *Jurassic Park* (see sidebar) for Sega CD and Genesis; *Instruments of Chaos...Starring Young Indiana Jones* for Genesis; and *Desert Demolition Starring the Road Runner and Wile E. Coyote*. Game Gear fans will enjoy *Vampire, Master of Darkness* and *Quest for the Shaven Yak Starring Ren Hoek & Stimpy*. For Sega CD: *Rise of the Dragon* (based on the PC graphic adventure), *Ecco the Dolphin*, and *Afterburner III*. Also look for *Star Trek: The Next Generation* on Sega CD and Genesis.

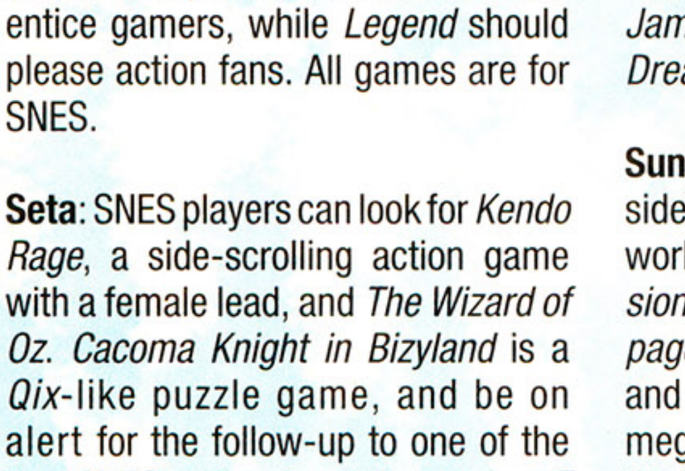
Finally, sports fans (see sidebar) can look forward to *NBA Action '94 Hosted by Marv Albert*, *Virtua Racing*, based on the eye-popping arcade game, and *World Series Baseball* for the Genesis.

Seika: *Super Aquatic Games* and the mouse-compatible *Troddlers* should entice gamers, while *Legend* should please action fans. All games are for SNES.

Seta: SNES players can look for *Kendo Rage*, a side-scrolling action game with a female lead, and *The Wizard of Oz*. *Cacoma Knight in Bizyland* is a *Qix*-like puzzle game, and be on alert for the follow-up to one of the best SNES racing simulation ever — *F ROC 2*.

The Software Toolworks: *The Miracle Piano Teaching System* will be available for both SNES, NES, and the Genesis.

Sony Imagesoft: Hot movie titles available across the board are *Cliffhanger* and *The Last Action Hero*. *Bram Stoker's Dracula* is coming for NES, SNES, Genesis and Sega CD. In development are *ESPN* versions of football and baseball for SNES and Sega CD; *Jeopardy!* and *Wheel of Fortune* for Sega CD; *Journey to the Center of the Earth* for Sega CD; *King of Karura* for SNES; and the puzzle game *Gear Works* for Game Boy and Game Gear.



Dracula, Sony

Spectrum HoloByte: *Star Trek: The Next Generation* and *Chaos Engine* will appear for SNES. *Soldiers of Fortune*, a 16-level action game, and *Beastball*, a sports game starring, well, beasts, will both surface for Genesis.

Square Soft: The RPG experts bring out a four-player SNES adventure, *Secret of Mana*, compatible with Hudson Soft's multi-tap; *Final Fantasy Adventure II* for SNES, and *Final Fantasy Legend III* for Game Boy.

STD: The *SN Programpad* features 30 preprogrammed moves and knows 20 *Street Fighter II* tricks and nine special *Fatal Fury* maneuvers.

Storm: This British company developed *The Lawnmower Man* (distributed by THQ), which uses SNES tricks to bring the Virtual Reality movie into homes. It will also be available for Game Boy. European titles on their way to North America also include *James Pond Crazy Sports* and *Pinball Dreams* for SNES.

Sunsoft: Looney Tunes characters (see sidebar) explode across the gaming world: *Daffy Duck: The Marvin Missions* and *Bugs Bunny: Rabbit Rampage* for SNES; and *Speedy Gonzales* and *Daffy Duck* for Game Boy. The 16-meg *World Heroes* throws its hat into the SNES ring alongside *Aero the Acro-Bat*. Disney's *Beauty & the Beast* gets two titles for Genesis (see sidebar), and *Bubble & Squeak*, the story of a boy and his bubble, heads for Genesis.

Taito: The modern stone-age family gets a 16-bit boost when *The Flintstones* hits Genesis. Fred also stars in *The Flintstones: The Surprise at Dinosaur's Peak* for NES. Classics move to SNES with *Super Arkanoid* and *Super Chase HQ*, and *Chase HQ II* will be screeching up for Game Boy. Other big news is *Bubble Bobble 2* for NES and Game Boy.

Takara: Combat fans can pull punches with *Art Of Fighting* and *Fatal Fury 2*, both for SNES, and those who haven't gotten their fill of dinosaurs by the end of summer can watch for *Joe & Mac* on Genesis.

TecMagik: This new company should hit big with *Sylvester and Tweety: Cagey Capers* (see sidebar) for Genesis and Game Gear and *Pink Goes to Hollywood* for SNES and Genesis. *Andre Agassi Tennis* is aces for SNES, Genesis, and Game Gear. Also in the works for release next year is *Steven Seagal: The Game* for Genesis.

Tecmo: Tecmo's strong sports lineup (see sidebar) includes *Tecmo Super Bowl* for SNES and Genesis and *Tecmo Super NBA Basketball* for Genesis.

Tengen: Sports titles for Genesis include *Dick Vitale's "Awesome Baby!" College Hoops*, *RBI Baseball '93*, *Davis Cup Tennis*, and *Race Drivin'*; for Game Gear there's *World Cup Soccer* and *PGA Tour Golf*. *Gauntlet 4*, with Multi-Tap capability, makes its appearance for Genesis, and there's *Pit-Fighter II* as well. Also for Genesis is *Awesome Possum*, an adventure game with an environmental theme; *Grindstormer*, an outer space shooter; and *Dragon's Fury II*, the gothic pinball game (available for Game Gear next year). In Tengen's first Sega CD title, *Robo Aleste*, you take to the air to save ancient Japan from futuristic warriors.

THQ: Don't miss out on *The Ren & Stimpy Show* for SNES, NES, and Game Boy, based on cartoons from the series. There's also *Wayne's World* for Genesis, NES, and Game Boy; and *Thomas the Tank Engine and Friends* for Genesis, SNES, and NES. The arcade war game *Total Carnage* will be coming out for SNES, Game Boy, Genesis, and Sega CD. Three sci-fi titles include *Operation: Aliens* for Genesis, SNES, and Game Boy; *Time Killers* on SNES and Genesis; and *Time Trax* for SNES and Genesis. And don't forget *Sports Illustrated: Football/Baseball* for SNES and Game Boy.

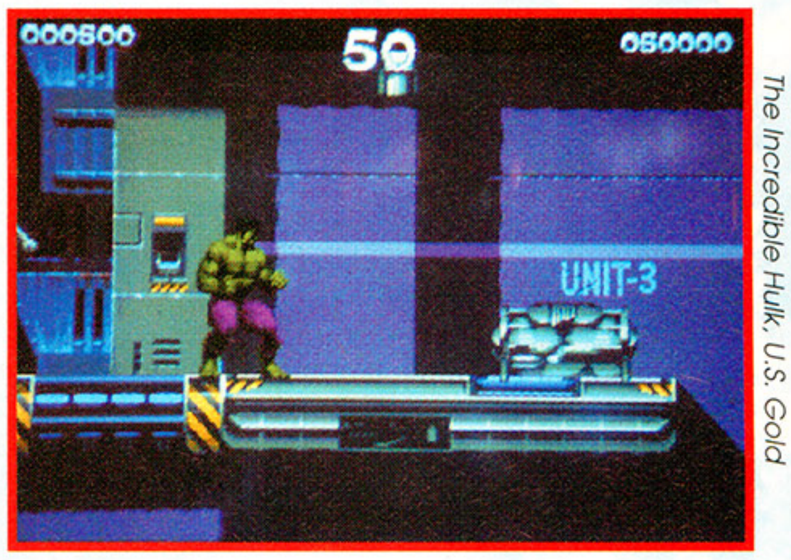
Titus: In *Prehistorik Man* for SNES and Game Boy, you're a cave-guy madly hunting food. *Lamborghini American Challenge* for SNES and Game Boy is a "Saturday Night Race" with cops and competition along 60 routes. And Titus's mascot (see sidebar) stars in *Titus Fox* for Game Boy.

Toho: Eagle, the perfect, robotic golfer stars in the 3-D game *Mecarobot Golf* for SNES. Toho's also working on an SNES version of *Godzilla*. Need we say more?

Tradewest: In addition to its *Battletoads* series, Tradewest showed *Fun 'n' Games* a mouse-compatible art program for SNES, and *Plok*, a new SNES adventure game with a wild harmonica soundtrack. Other SNES games include *Super Baseball 2020* and *Super Off Road: The Baja*.

UBI Soft: Race fans should check out *Formula One Grand Prix* for SNES and *Road Rash 2* for Game Boy. Look for the adventure *Indiana Jones and the Last Crusade* for NES and Game Boy and two sports titles — *Basketball* (Game Boy) and *John Madden Football* (NES and Game Boy).

U.S. Gold: There's a Game Gear *Road Rash* on its way as well as Genesis, Game Gear, and SNES version of Marvel Comics' *The Incredible Hulk*. A translation of the PC flying game *Gunship* is headed for Genesis, and *The Winter Olympics* will be appearing for Genesis, SNES, Game Gear and Game Boy. If you want hot adventure, you can't go wrong with *Strider Returns* for Genesis and *Flashback* for SNES.



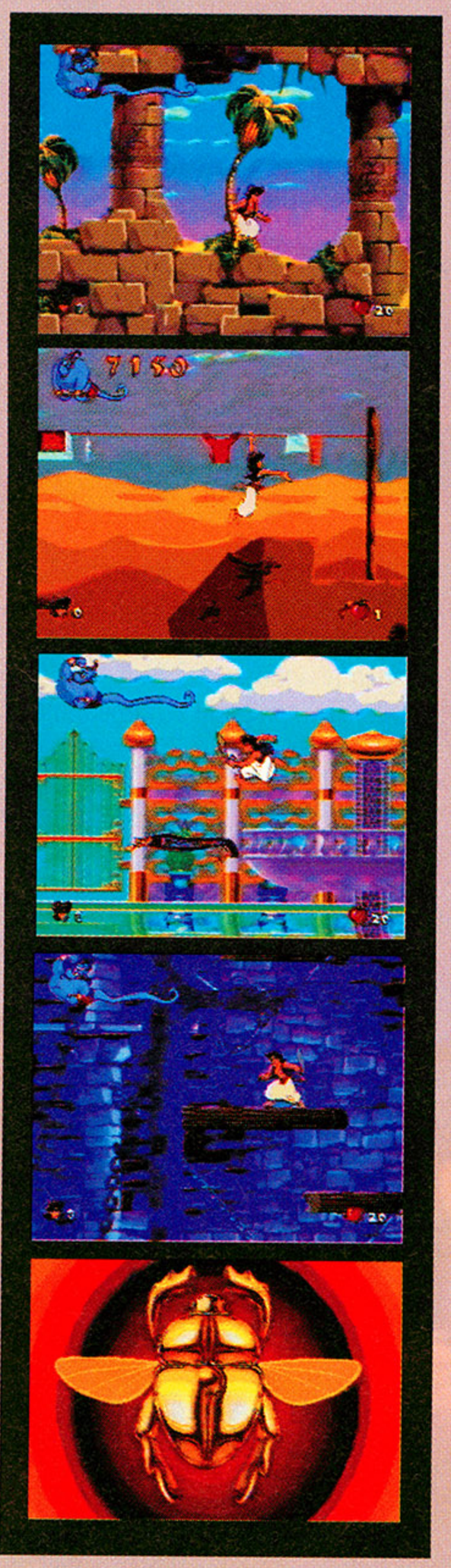
The Incredible Hulk, U.S. Gold

Vic Tokai: Mode 7 takes over in the flying game *Lock On* for SNES. Also watch for the 12-meg RPG *Lost Mission* (SNES), in which you travel throughout prehistoric times, and *Time Slip* (SNES), which takes you from prehistoric to Roman to ancient Aztec times.

Virgin Games: In addition to the Genesis *Aladdin* and the Genesis and Game Gear versions of *Jungle Book* (see sidebar), Virgin will release *Cool Spot* for SNES and *Robocop vs. Terminator*, based on the Dark Horse comic, for SNES, Genesis, Game Gear, and Sega CD.

Disney Dazzles at CES

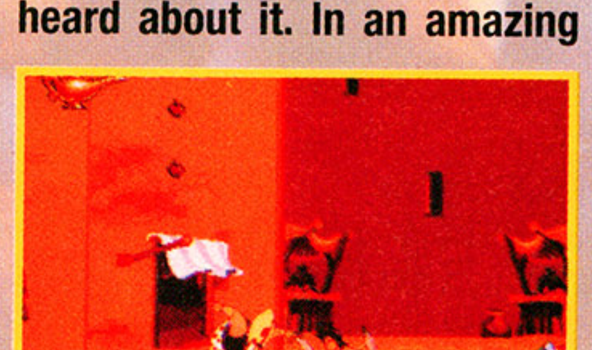
All screens are preliminary. Graphics subject to change.



It's doubtful that any video game *ever* got a bigger introduction. When the short clips of the Genesis game *Aladdin* were finally shown at a special screening during CES, it

was only after a lavish "Prince Ali" production number — complete with harem girls and a fire eater — and short speeches by Sega of America CEO Tom Kalinske, Virgin founder and Virgin Games chairman Richard Branson, Walt Disney Studios chairman Jeffrey Katzenberg, and Virgin Games president Martin Alper. Whew!

Luckily, the 16-meg game lives up to everything you've heard about it. In an amazing cooperative effort, artists and designers from Disney, Virgin, and Sega joined formidable forces to put out an incredible product. It's not finished yet — a spokesperson for Virgin Games told us that "out of 20 milestones, we've probably passed 14" — but you can bet that they'll be lines around the block when it's released in October (simultaneously with the *Aladdin* video).



So what makes *Aladdin* so special? Much of the credit goes to Virgin, which developed a compression technology that makes possible the game's film-style animation. The technology, which is applicable for any platform, puts the power of two or three normal cartridges into just one. Cels are drawn in the traditional way, computer scanned, then cropped for compression. These drawings then take the place of traditional sprites.

More than ten Disney artists, many of whom had worked on the *Aladdin* movie, provided 1500 new pieces of art just for the game. The entire Disney library of 250,000 digitized cels from *Aladdin* was also at the developers' disposal. The animation moves up to 60 frames per second — double that used for television. Katzenberg promises a story with tons of sight and sound gags as well as a beginning, a middle, and an end.

"We wanted to re-create not just the look, but the feel and emotions of the movie," he said. "Entertainment technology has crossed a critical threshold, and I'm confident that what [gamers will see] isn't about moving from level to level, but from chapter to chapter."

Kalinske agrees. "This game is more dramatic and charming than has ever been seen before. It's the result of a new partnership of equal and dynamic partners, bringing together the best of computer programming, Silicon Valley, and Hollywood."

Virgin Games considers *Aladdin* to be a major test of its digital compression process. And although a Sega CD version is definitely in the works, Alper says that the company will review its position on other games once sales figures for *Aladdin* are evident.

"Hundreds of people touched this product over eight or nine months," he said. "It certainly had one of the most significant budgets in video-game history. You could compare it to a low-budget movie or a high-budget game."

Sega plans to spend $3-4 million in advertising *Aladdin*, including special literature included in the home video and a "secret" promotion to be unveiled in September. Tycoon Richard Branson is fairly philosophical about *Aladdin's* chances: "If we had three wishes granted to us by a genie, our first wish would be for world peace. Our second would be a cure for all disease. And our third would be for record-breaking sales."

Capcom's *Aladdin*

It's not really surprising that Capcom was keeping fairly quiet about its own *Aladdin* game for Super Nintendo — who could compete with the Genesis glitz? Besides, Capcom's game is still very much in the development stages, with a release not planned until later in the year.

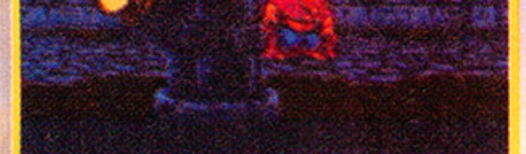
However, we do know that the SNES *Aladdin* sends our hero on a mission similar to that in the feature movie: He must save

Agrabah from Jafar and win the hand of Princess Jasmine. The action in this one-player, horizontally scrolling game takes players from the streets of the marketplace to the Cave of Wonders and on to the sultan's palace. A bonus round lets you fly on the magic carpet to collect special items. The game also

highlights several songs from the *Aladdin* soundtrack, including "Friend Like Me," and the Academy Award-winning "A Whole New World."

Beauty and the Beast

Interestingly enough, this 1992 cartoon has inspired three different video games, although they're all still in development. Hudson Soft, which is releasing SNES and NES adventures, follows the story most closely: Lumiere, Cogsworth, Mrs. Potts, Chip, and other characters band together to help Beast rescue Bell from the muscle-bound jerk Gaston. The enchanted rose is your timer — if you don't save Belle before the last petal falls, the Beast is trapped forever by his curse.



Beauty and the Beast — Hudson Soft

Sunsoft has taken a different approach. It's releasing two different Genesis games, one to appeal to girls and one for the action-hungry. In *Belle's Quest*,

Beauty and the Beast — Hudson Soft

the heroine must outsmart Gaston and rescue her father. It's a puzzle-oriented graphic adventure that sends Belle on a race through the forest on her horse, Phillipe and on an exploration of the enchanted castle — including the mysteries of the west wing.

Roar of the Beast is a more traditional action game. As the Beast, you encounter dangers at every turn — you fight off packs of wolves, defend your castle from a mob of angry villagers, and you enter a final showdown with Gaston. If you survive, you break the spell and win Belle's heart.

Belle's Quest — Sunsoft

Jungle Book

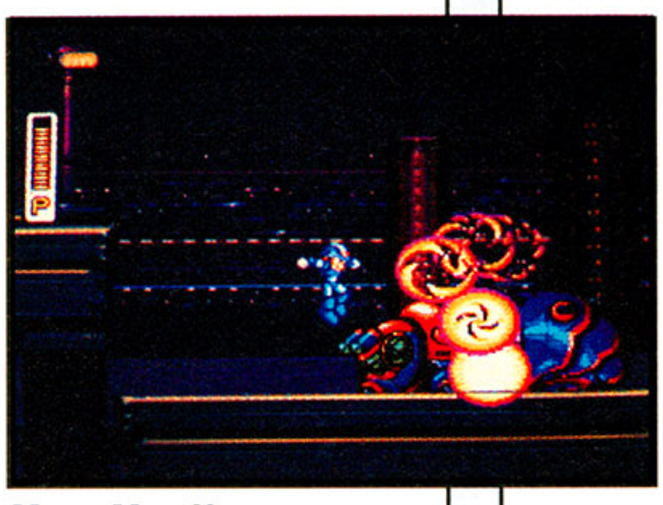
As if Virgin Games didn't have its hands full enough with *Aladdin*, the company is also developing *Jungle Book*, based on the Disney movie and the *Just-So* stories by Rudyard Kipling. As Mowgli, your friends and enemies — Baloo, Bageera, Kaa, Sher Khan, and the rest — are all on hand. You travel through the banana-laden jungles, the ruined temple, and all the other familiar scenes.

Hudson Soft's booth, designed by Dieterich & Ball of Prescott, AZ, was a fairy-tale creation, complete with stained glass.

Roar of the Beast — Sunsoft

Mega Man *Is Mega-Fun*

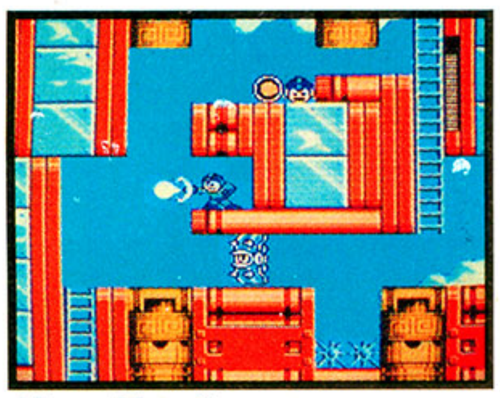
The long, long, *loong* wait is finally over — Mega Man made his 16-bit debut at CES in a new type of adventure. In *Mega Man X*, our favorite robot tackles a new game structure and — get this — *no Dr. Wily*! So who's the new villain? Capcom's keeping it a secret, so you'll have to wait and see. We do know that Mega Man must face a new army of robots while he tries to collect the pieces to a new suit of armor. Aiding him on his quest to restore order to a strife-ridden planet are RX and RY, two humans altered to robotic form and serving in the RoboPolice. The 12-meg game will be the first in a new SNES *Mega Man* series.



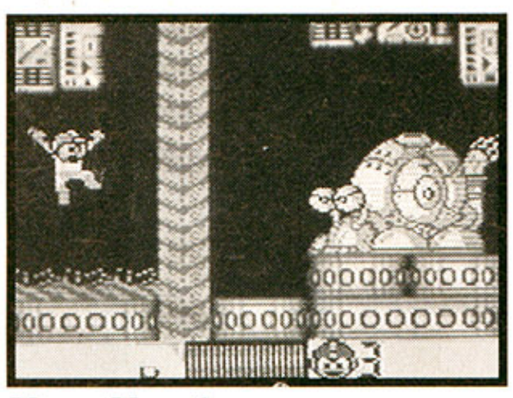
Mega Man X

Naturally, Capcom hasn't deserted its NES players. In *Mega Man 6*, our hero faces six new, top-secret robots. Rush is back, too, and he has a new rush adaptor that can change Mega Man into Power Mega Man or Jet Mega Man.

The new Game Boy *Mega Man 4* takes the most popular robots from the NES *Mega Man 4* and *5*: Toad Man, Bright Man, Pharaoh Man, Ring Man, Crystal Man, Napalm Man, Star Man, and Charge Man. Rush is around, as is Flip Top, the cybernetic suitcase, and Beat, a robotic attack bird.



Mega Man 6



Mega Man 4

Namco Puts New Spin on a Familiar Face

You might think he got left behind in the '80s (or the '70s!), but Pac-Man is still alive and well. Namco has announced three new games in the *Pac-Man* series, including a Game Boy version of *Ms. Pac-Man*, a *Tetris*-style puzzle entitled *Pac-Attack* (HOT!), and an innovative new adventure called *Pac-Man 2*.

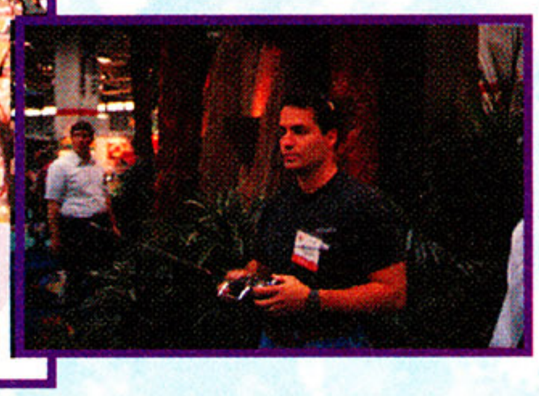
In *Pac-Man 2*, you don't even control Pac-Man — you work with him instead. Once you've crossed dimensions to find Pac-Man, you then help him through his adventure. The incredible number of different animations and endless gags makes this game a lot of fun to play.

***Pac-Attack* for SNES**

If We'd Brought a Bigger Suitcase....

There are always a lot of gadgets and gimmicks at CES that we'd like for our own living room. This year, we were particularly envious of the great *Jurassic Park* jeep (is that a Ford Explorer?) that was parked outside the park-like entrance to Sega's booth. Used in the movie, we got to peek inside at the computer link and other extra features, but we couldn't tell if there were infrared goggles in the glove compartment.

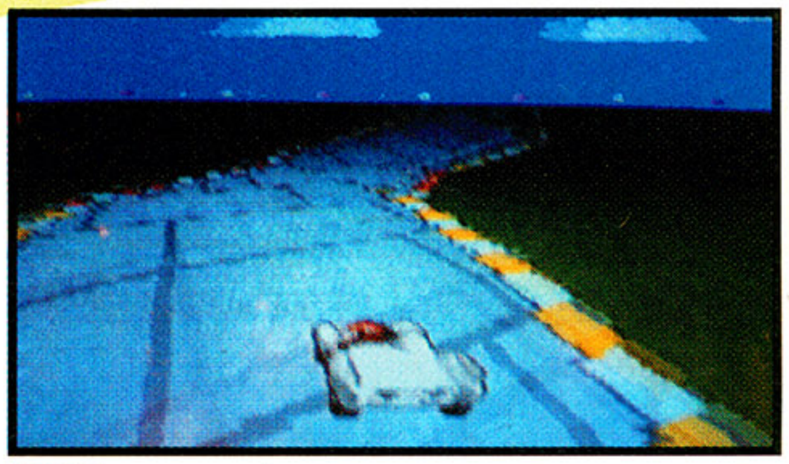
The Nintendo booth had its own movie star — Mr. Goomba (that's what his nametag said!) from the *Super Mario Brothers* feature. Never far away from where the strapping lizard and his pet dinosaur were giving high-fives and playing video games were the remote controllers — as many as three of them. As close as we could tell, one controlled the dinosaur, one Mr. Goomba's arms, and another his facial expressions. He's a big lug, but he's got a certain charm.



Go, Speed, Go!

Development is well underway for Accolade's *Speed Racer in the Challenge of Racer X* for Genesis and SNES. The company is hoping to deliver it in early 1994. The game centers around Speed and his trick car, the Mach 5, as they race across the country in competition with dangerous opponents such as the infamous Car Acrobatic Team.

Each race is a self-contained story in the tradition of the classic TV cartoon, so Speed sometimes leaves the Mach 5 behind to continue his adventure with foot and fist. You can also be Racer X in *Speed Racer*, challenging Speed in your "Shooting Star."



SNES screens shown

Players who haven't hepped in to the Speed phenomena should watch the old cartoons on MTV, wait for the new series this fall, or head down to your local video store. Go, Speed!

Genesis On-Line

It was announced at CES that AT&T and Sega of America will introduce a new telecommunications accessory for the Genesis. The Edge 16 (working title) will allow players to hold video-game competitions in real-time across normal phone lines.

The Edge 16 will plug directly into existing Genesis consoles. In addition to telecommunication capabilities, the device will boost the Genesis system's main memory by 128K of RAM, will feature slots for game-enhancement cards, and will include expansion ports for keyboards and other upgrades.

This is the latest move by AT&T to move into interactive home entertainment. "[It's] just another example of how AT&T and its partners will combine multiple media such as audio and video with computers and other entertainment devices to enhance consumers' lives in the near future," says Robert M. Kavner, AT&T group executive for communications.

AT&T is also involved in the development and support of the new 3DO Interactive Multiplayer, which also features telecommunication capabilities.

The Edge 16 is slated for a summer 1994 release, and is expected to retail for between $100 and $150. We'll take a closer look at Edge 16 next month, including interviews with the key players behind the scenes.

Absolute Launches Super Sims

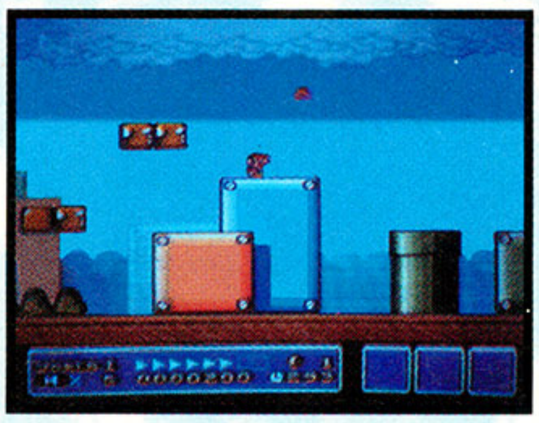
Absolute announced two new battle simulators at the show — *Super Battletank 2* for Genesis, Sega CD, and SNES, and *Super Turn and Burn: No-Fly Zone* for SNES. Both use new digitized footage of actual targets being destroyed. Whoo, boy!

In *Super Battletank 2*, you take control of the M1A2 behind enemy lines. The 16-meg game gives you tons of weaponry — 7.62mm machine guns, 120mm cannons, smoke canisters, and laser-guided shells. You have night missions and patrol in all types of weather as you take down enemy helicopters, armored personnel carriers, and other vehicles. There's a new Air Force reinforcement sequence, too, and a "Gunner" mode for when the action gets up-close and ugly.

Super Turn and Burn swoops and zooms with unbelievable Mode 7 effects, from the dizzying take-off to the smooth-scaling enemy planes. Also 16-megs, this one puts you behind the wheel of an F-14D fighter jet. Your naval missions pit you against hostile MiG attacks, but you have the radar, infrared missiles, and cockpit displays to put 'em away.

Super Battletank 2

Super Turn and Burn



Mario All-Stars, *a collection of the first three* Super Mario *games plus* The Lost Levels.

All-Stars Updates Classic Hits

The big crowd in the Nintendo area was gathered around *Mario All-Stars* for the Super NES. This game takes the first three *Super Mario* games, revamps them with 16-bit graphics, and sticks them all into one cart! The game also includes *Mario: The Lost Levels*, which features stages left out of the original NES versions. It's a Japanese bestseller that was never available on this side of the ocean.

Fans who missed Mario's early exploits will get a blast out of *Mario All-Stars*, and players familiar with the adventures will enjoy the enhanced graphics and new areas to explore. There's also the feature *Mario* fans have been busting their Koopa shells for — a battery back-up for each game that lets you save your progress. How can *All-Stars* go wrong? Look for it this month.

And don't overlook *Mario and Wario*, the new SNES puzzle game that's mouse-compatible. Mario's head is stuck in a bucket, and you must control "angels" who lead him safely through eight worlds (around 100 stages). At the end of the last level, Mario faces Wario for an "ultimate challenge" that lasts another 20 worlds! *Wario* also headlines his first game in *Wario Land* for Game Boy, a game similar to *Super Mario Land 2*, with seven worlds and a battery backup feature.

Mascot Mayhem

There were more bizarre characters walking around CES than usual — and we don't just mean the folks on consumer day. CES gives licensees a chance to introduce flagship characters to the industry with a big splash. After all, who had heard of Bubsy a year ago? Now Accolade's "bobcat with a mission" is appearing everywhere but at the White House (Kaneco's Socks the Cat has a lock on that one). And mascot recognition sure hasn't done Mario, Mega Man, or Sonic any harm.

These new mascots don't have much in common in terms of gene pool, but they all have a certain flamboyance and don't-mess-with-me attitude. Just take a look:

Aero the Acro-Bat is Sunsoft's baby, the star of its new SNES and Genesis adventure. This "born smart aleck" should spin off into a multitude of merchandising, says a company spokesperson. There's even been talk of a Saturday morning cartoon. Aero's next appearance? Hmm — we hear that Zero, the Acro-Brat, has dibs on Sunsoft's next adventure.

Ardy Lightfoot is a "quick and bright fox" from ASCII. His friend — every mascot needs one — is a round alien named Peck that Ardy can loft at enemies or walls. *That's* friendship! Ardy can also use his tail as a pogostick. *Ardy Lightfoot* will be available for SNES later this year.

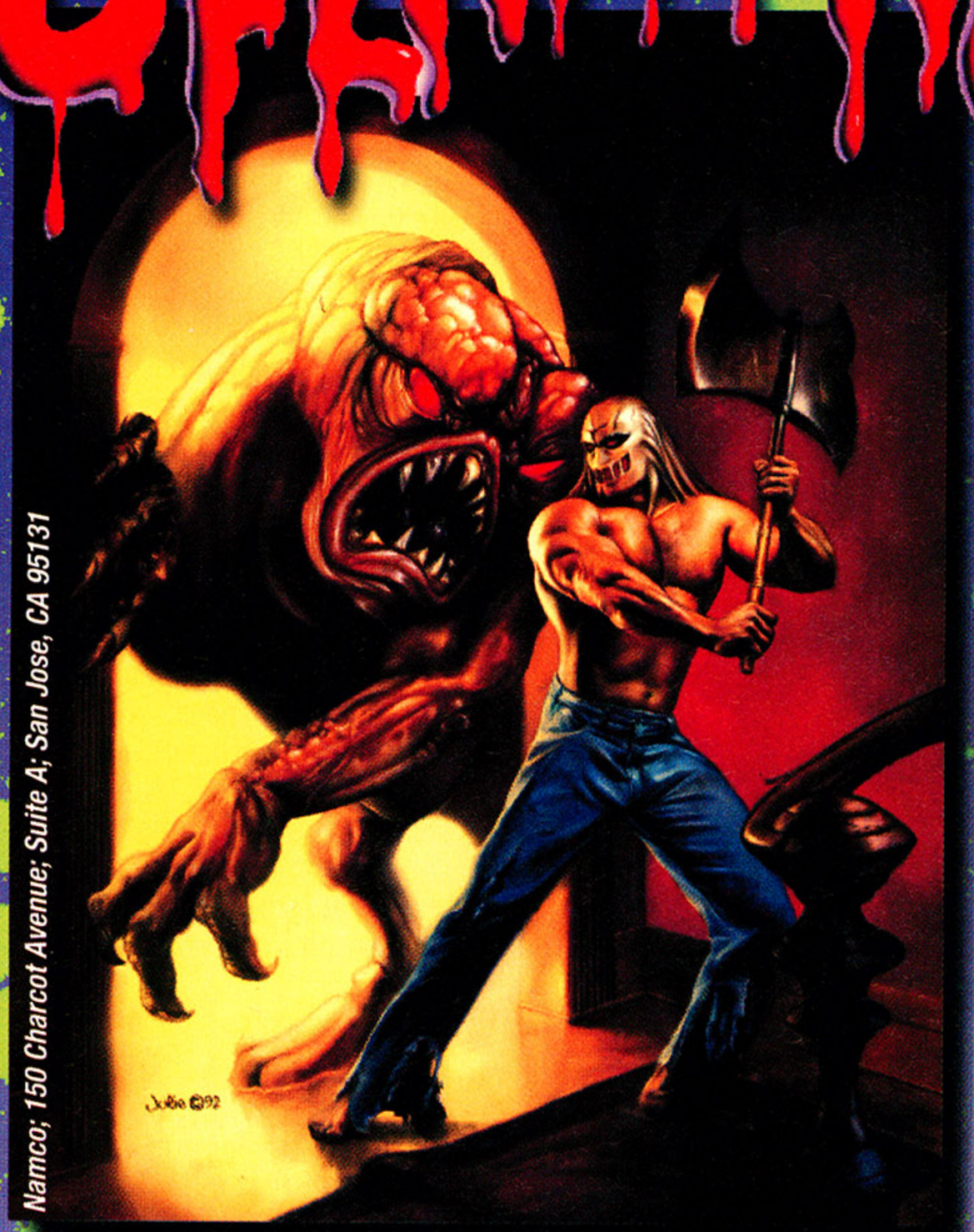
Sparkster may not be *officially* pushed as a mascot by Konami — when you've got the Turtles and Simon Belmont, what more do you need? — but he has all the necessary ingredients: a hip attitude, a shiny suit of armor, a super-charged rocket pack, and a prehensile tail! Look for the possum hero in *Rocket Knight Adventures* for Genesis.

Titus the Fox has been looking at players from game boxes as long as Titus Software has been in business. But he's poised for superstardom now that he has his own game. In *Titus the Fox* for Game Boy, the leather-jacketed Titus and his lookalike cousin Zorro take on 17 levels of action with eight-way scrolling and a two-player option.

GP

NAMCO
GENESIS

The Nightmare Returns:
SPLATTERHOUSE 3

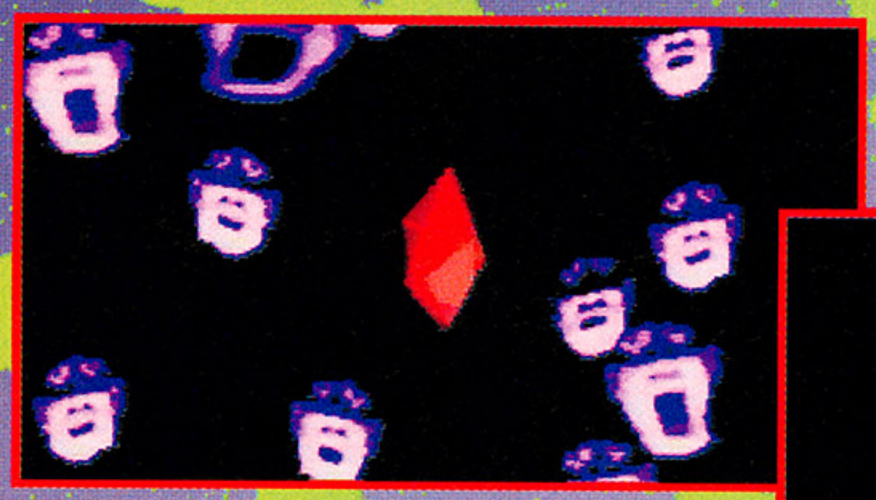


Vince Matthews

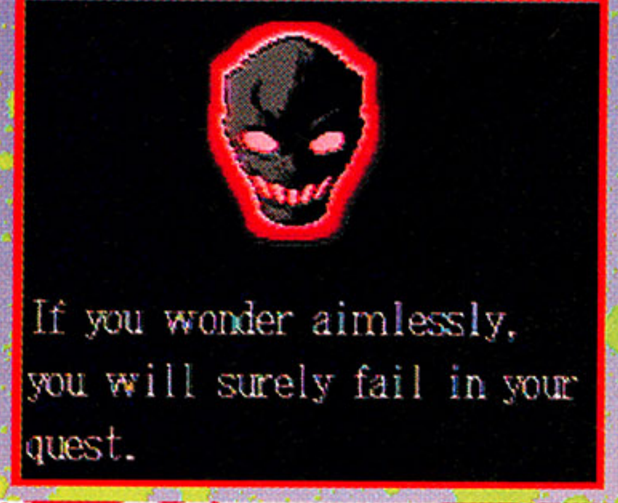
You haven't had the horrible dreams about the mask for five years. You and Jennifer have settled down in a quiet Connecticut town. Your lovely wife has given birth to your first child, David, and he's growing as rapidly as your job opportunities as a Wall Street commodities broker. Everything has seemingly fallen into place.

But without warning, your peaceful life is shattered once more by the image of an ancient Incan mask. The nightmare has begun again....

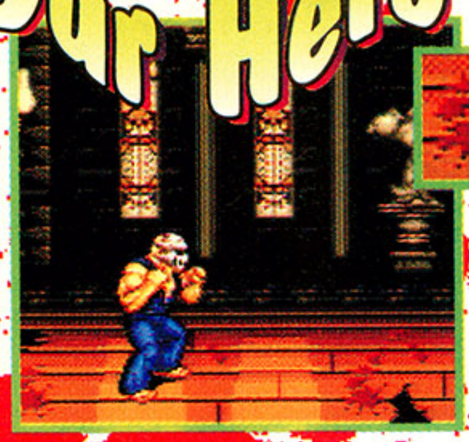
From outside your home, you can hear Jennifer and David crying out for your help. The Evil One has returned. This is your destiny.



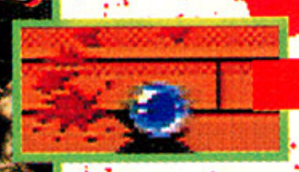
You must drive the Evil One from your home. But if you take your time and explore each room, you'll never reach Jennifer or David in time.



Our Hero



Rick



*The **power stones** enable Rick to mutate into a more powerful form.*

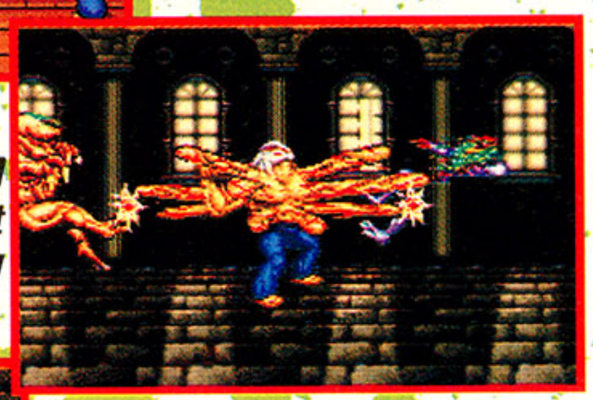
*In his **mutant form**, Rick possesses super-human powers.*

Fearsome!

***The mask** holds the power to defeat the Evil One — or does it?*

On the Attack

Rick's Roundhouse
This power kick can take out several creatures at once.



Gut Wrenching
Rick's mutant form grosses out!

Head-Butt
Use this to knock noggins with the nasties.

Flying Kick
Put your foot down — in something's skull! It's just the ticket on most bosses.

The Throw
Chucking a monster into another creature damages both ghouls.

Megaton Driver
This awesome move is easily executed and takes out an unwanted foe in a hurry.

Wicked Weaponry

For a house in suburbia, your pad holds a lot of surprises. Use everything you find as a weapon, and don't forget that if you drop one, a ghostly thief takes it away.

Baseball bat

Cinderblock

2x4 boards

Jennifer in Waiting

You don't have time to waste — with every second that passes, Jennifer is one step closer to meeting her doom.

Cleaning House

If you're outnumbered, attack and keep moving.

Use a special attack to get out of tight spots.

Periodically check your map to make sure you're taking the shortest route.

Splat attack!

Monstrous Mutations

Before...

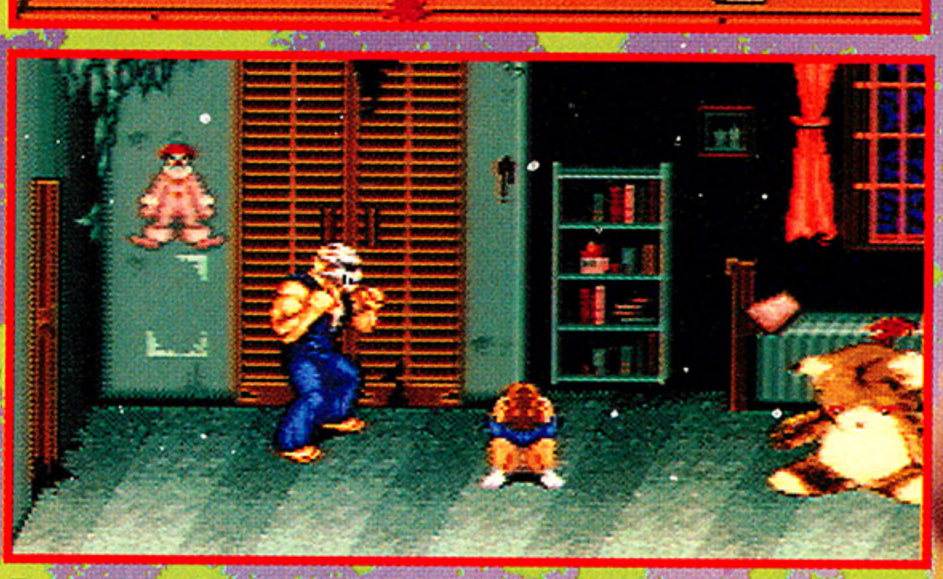
...and after. They take a beating and keep on bleeding!

Extra Life

Check this room, for example, to uncover an extra ***Book of Life.***

Not only must you save your family, but you'd better keep your own soul above water at the same time. Secret rooms have hidden items and power-ups that help you out.

Room Service



Each room is filled with an evil stench only an ancient Incan could love. Use special attacks and shortcuts to make up valuable time — David and Jennifer need you!

Boss One:

If you're late saving Jennifer, you find this nasty critter feasting on her remains. He loses his head over you, though, and has one sick way of showing affection.

Boss Two:

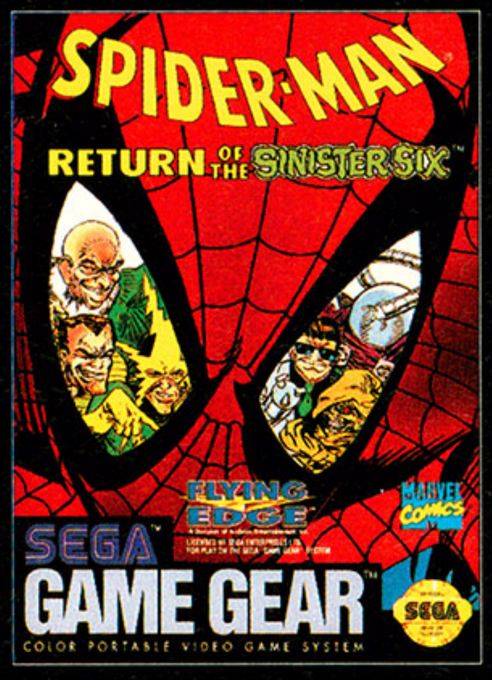
Evil is this joker's middle name. Watch out for the "spawnings" and jump on his remains when he scurries along the floor.

Finally! Now continue your journey.

GP

GEAR UP!

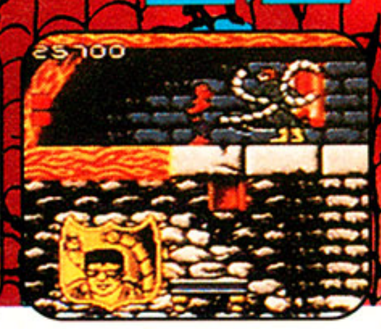
THE RAGE IN THE CAGE, THE WAR OF THE WEBS AND THE BATTLE OF THE MACHINES!



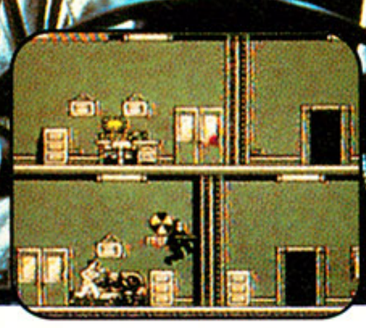
ACTION SO INTENSE ONLY 15 FEET OF STEEL CAN CONTAIN IT!

IN AND OUT OF THE RING MAYHEM!

UNPLUG ELECTRO WITH WEB-SWINGING ACTION!



BATTLE DR. OCTOPUS' ARMY OF ARMS!



DESTROY CYBERDYNE RESEARCH!

HASTA LA VISTA, BABY!

For more portable power, check out the bodyslamming excitement of WWF® WrestleMania® Steel Cage Challenge™, the amazing web-swinging action of Spider-Man®: Return of the Sinister Six™, and the explosive firepower of Terminator™ 2: Judgment Day. Gear up for great graphics and game play with the biggest superstars on Game Gear™!

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Product Information Number 103

Widget may be a mere apprentice World Watcher, but he's got dreams of bigger and better things. His diligence pays off when the elder Watchers call him in for a special meeting. It seems that Ratchet, Flim-Flam, and the other Cosmic Creepsters are causing trouble throughout the universe. And Widget's needed to help restore peace. At last — here's his chance to become a full-fledged World Watcher!

To help Widget achieve his goal, you must guide him through 12 levels of action, beginning on Earth and ending in the Horsehead Nebula. Even after you reach the nebula, your work isn't completed: Widget's ambition doesn't decrease once he becomes a World Watcher, Fifth Class. Now he's ready for a higher ranking — and new adventure.

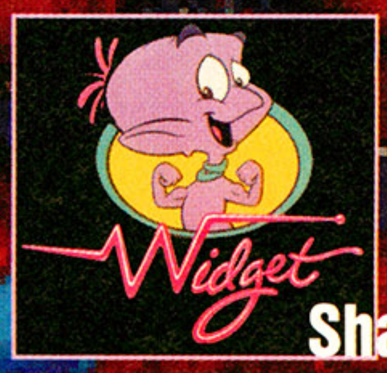
Fortunately, power-ups located throughout the levels help Widget by transforming him into super shapes. Each form is useful in a particular situation, so the strategy of *Super Widget* is to figure out how best to adapt your purple alien.

Based on the syndicated cartoon, *Super Widget* is a fun-filled game in the mode of *A Boy and His Blob*.

Leave it to Widget

Billy R. Moon

ATLUS
SUPER NES



Shape-Shifting Coins

Saucer Widget fires triple lasers on both sides.

Other Power-Ups

Muscle-bound Widget can move large objects you can't budge in other forms.

You can throw powerful punches as Mighty Widget.

You can swim quite smoothly as Aquatic Widget by holding down the B button.

Collect 100 Widget coins for an extra life.

Robo-Widget shoots fireballs straight ahead and at an upward angle.

You can get rid of most enemies by jumping on them as Leggy Widget.

You spin off miniature whirlpools on both sides as Octo-Widget.

Crab Widget fires a single air bubble.

The Super Widget coin equals 20 standard ones.

Ostrich Widget throws heat-seeking feathers.

Heat-seeking webs are your weapon as Spider Widget.

Knight Widget is the most powerful of all your transformations! You shoot a single jousting pole, your most potent ammunition.

You can get hit once without injury if you have the shield.

As Flying Widget, you soar through the air as long as you punch the B button. Keep in mind that you have a shorter range in this form than in any other.

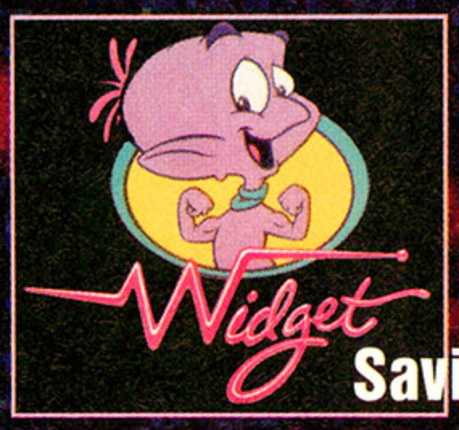
Dragon Widget shoots triple fireballs.

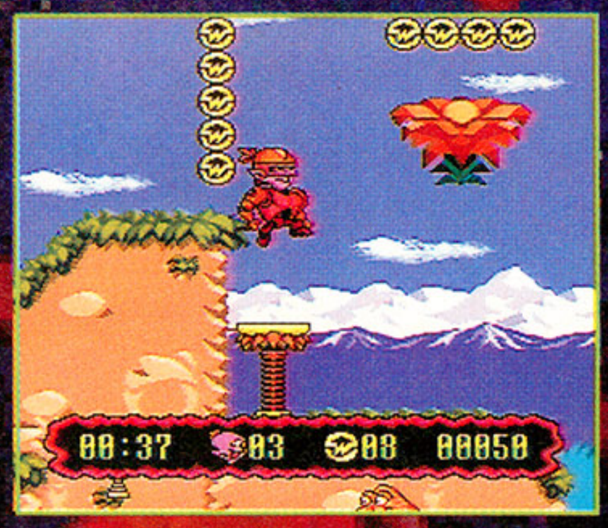
Centaur Widget has greater jumping abilities than your other forms.

This coin temporarily makes Widget invincible.

Atlus; 17145 Von Karman Avenue; Suite 110; Irvine, CA 92714

Widget: Saving Earth

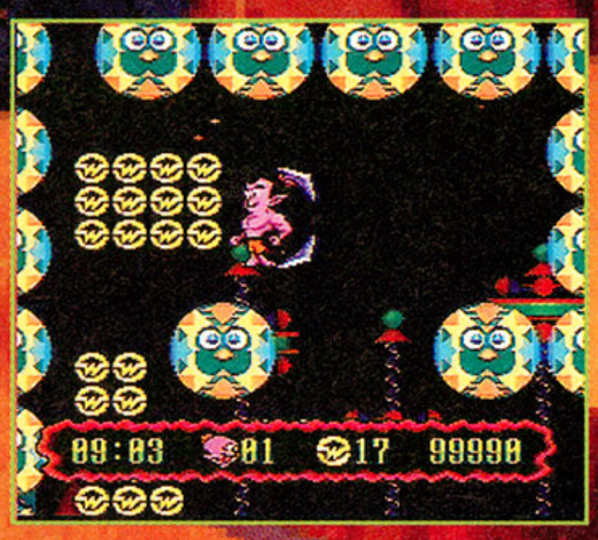




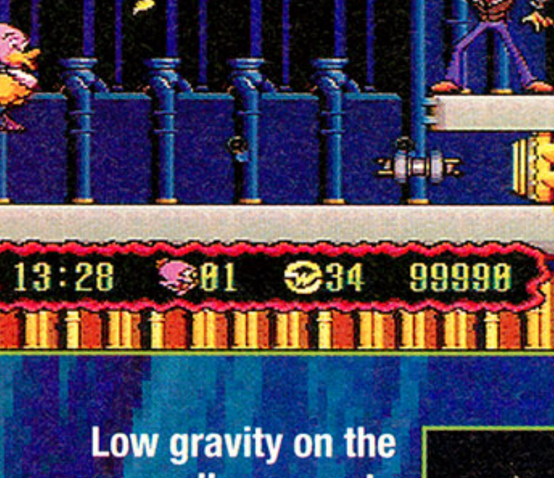
Springs give you the extra jumping power you need to get to the platforms over your head. Be sure to explore — tons of Widget coins are usually hidden in hard-to-reach spots.

Get propelled to the right by walking into the hand. As is true with springs, the hand usually indicates nearby bonuses.

A tidal wave on Blue Beach takes you down into the murky depths where this lovely creature waits. Use Octo-Widget to navigate between Jabba of the Deep and his junior sea creature, then take them both out at once.



One of the many fun rides in Wonderland turns you into a component of a pinball machine. Bounce around to collect loads of Widget coins.



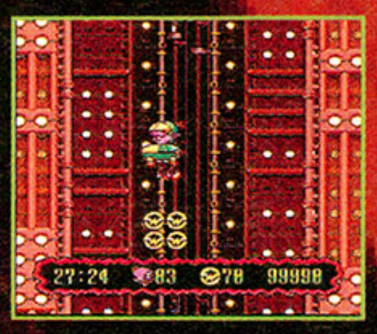
You meet with Ratchet — the first of many encounters — at the end of Vegi-Land. Beat him by firing as soon as he appears. Keep blasting until he transports.

The end stage of Wonderland is difficult because so much happens at once. Avoid laser ricochet by watching the pattern and jump to dodge the missiles. Fire at the boss while you're in the air.

The fourth world puts you in the middle of a volcano. Escape heat prostration by grabbing water flowers.

After you've pelted the blob at the end of the volcano level for a while, he molds himself into a bird. Use Robo-Widget to keep a safe distance as you fire on the bird on the ground or in the air.

Low gravity on the moon allows you to jump higher no matter what your form. Take advantage of this super-jump to collect some high-floating coins.

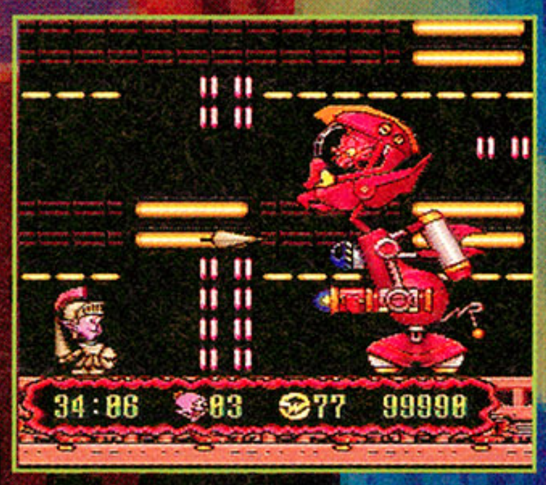


The second board in Ratchet's castle begins with a long fall. You can grab the most coins if you stay in the center of the pit as you plummet to the bottom.

Near the end of your drop, be prepared to land on a ledge to the left so you can collect even more cool stuff.

Ratchet's secret weapon must be destroyed before you face the villain himself. Swim to the bottom, where the weapon is surrounded by spikes. Use a Super Widget form to blast it safely away.

Locate the key to the forcefield to escape the weapon room and get back to Ratchet.



To destroy Ratchet's robotic body, aim at his chest while jumping to avoid his counterfire.

After destroying the robot's body, Ratchet hops around in the cockpit. There's a basic pattern to his bouncing, so try to stay in a safe spot. When he actually bounces on either side, shoot him.

GP

STRIDER—COMING OUT OF THE DARK

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U.S. Gold; 303 Sacramento Street; 4th floor; San Francisco, CA 94111

Billy R. Moon

When the evil Grand Master launches yet another plan for global domination, Strider is naturally the world's only hope. Unfortunately, the Grand Master has gotten used to Strider's interfering ways and has decided to keep him otherwise occupied. Who's the victim? Who else — Strider's girlfriend, Lexia.

Before Strider can concentrate on restoring peace to the planet, he must fight his way through hordes of deadly enemies to reach the Grand Master's prison ship, where Lexia is held captive. Once on board, he must face the Grand Master himself.

The most noticeable difference between *Journey from Darkness: Strider Returns* and the previous *Strider* games is our hero's astounding new "sweep" sword. Devoted followers of the adventures might be dismayed by such an obvious super-weapon. Luckily, U.S. Gold has catered to fans of the old series by allowing you to choose the *original* sword if you wish. Sure, it's a cheap attempt to dissuade the inevitable picket line and boycott by outraged Striderites, but the option is nevertheless appreciated.

This *Strider* just emphasizes the overall action and entertainment of this series. There's too much time between games, however, and how come Capcom hasn't followed up its NES version with a Super NES game? WE WANT MORE *STRIDER*!

ATTACKS

The sweep sword: Wonder of modern technology, or sad waste of Metalius V? You decide.

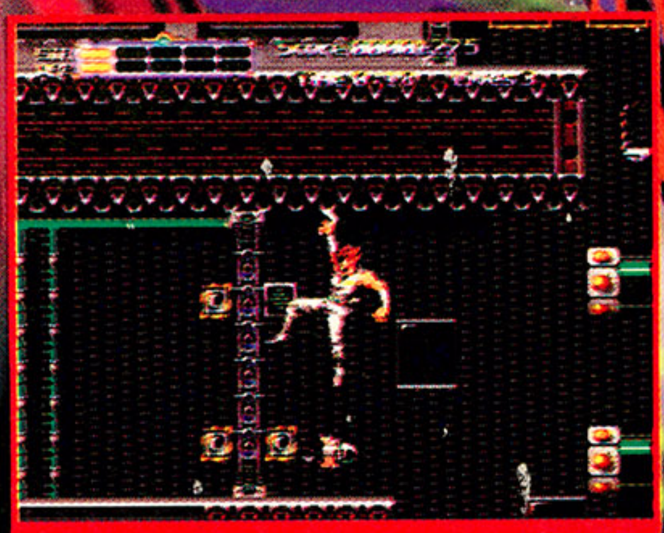
Throwing stars are useful for enemies beyond the reach of your blades. You only get a few, so save them for the big guys.

With your ever-faithful original sword, you can take out any womprat within 50 feet and still slice a ripe tomato.

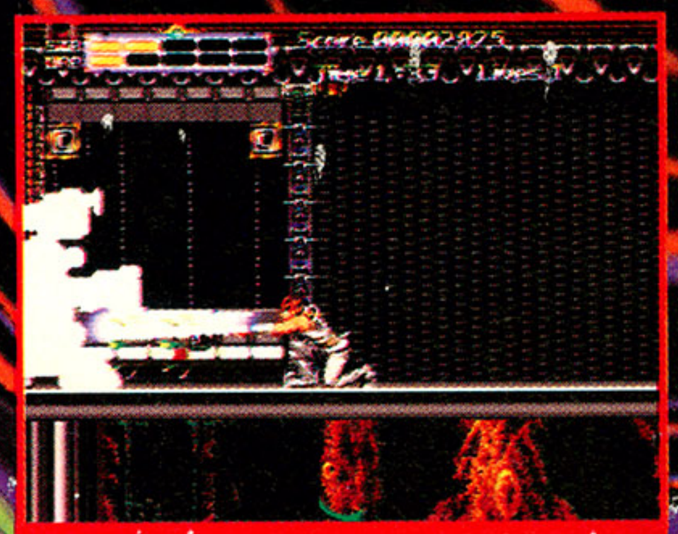
Although the slide attack is ineffective on advanced enemies, it's ideal for the man-eating plants of the Forbidden Forest.

THE FORBIDDEN FOREST

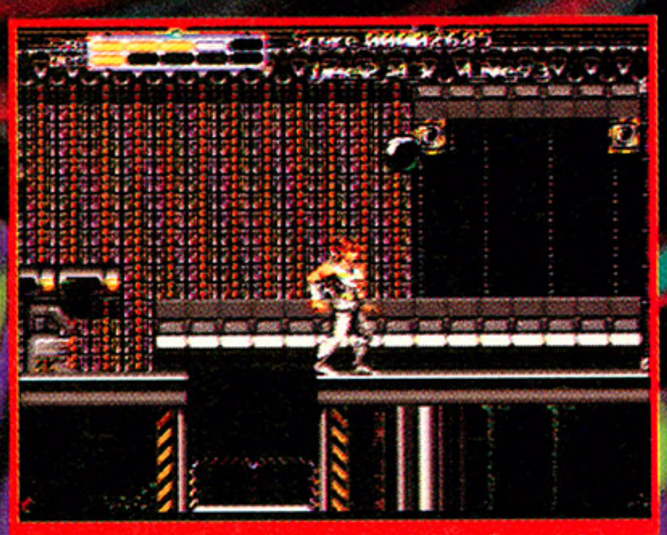
Collect quick power-ups by killing the birds at the forest's edge.



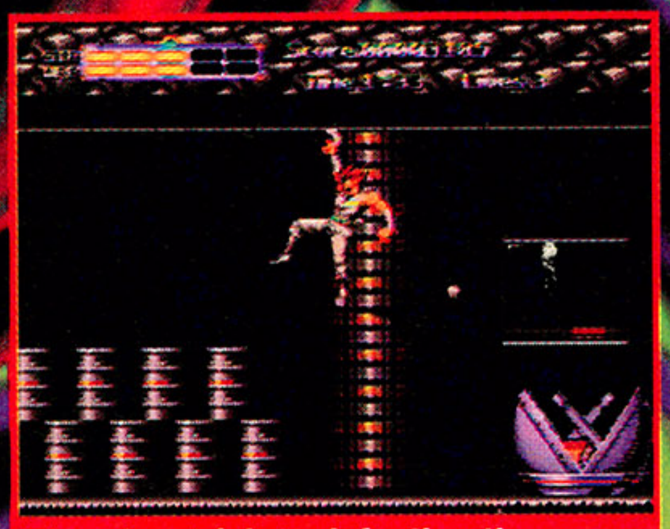
It's harder to get past the missiles than it is to destroy the launcher! This one generally fires two low, then one high. Find the pattern, then jump from ceiling to floor to avoid injury.



Get close enough to the launcher to use your sword — duck, then quickly slash the launching mechanism.

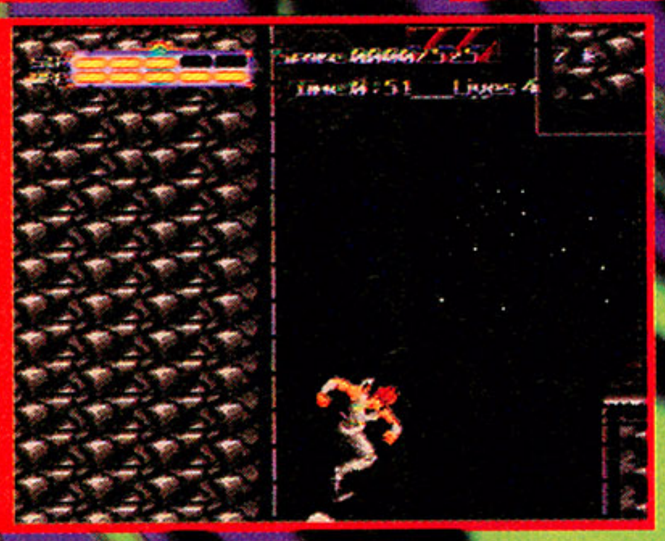


Search the wreckage of the launcher before descending further and collecting a shield ball. The ball circles you, damaging any enemies in its path and intercepting their counterfire.

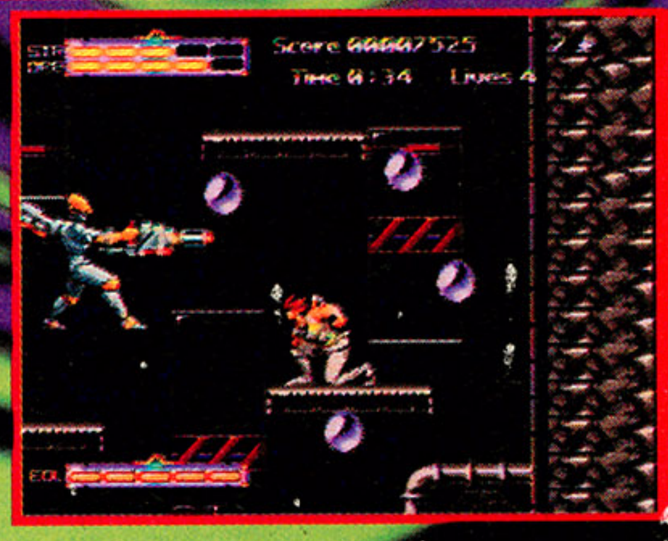


There's a trick to defeating the second forest "boss." Jump to the ceiling until it has thrown two high-flying firebombs. Jump down after it fires low and to the left, then slash at it while it fires to the right. Quickly return to the ceiling.

It's time to play Spider-Man! Jump from wall to wall as you climb upward, and slash enemies on opposite walls.

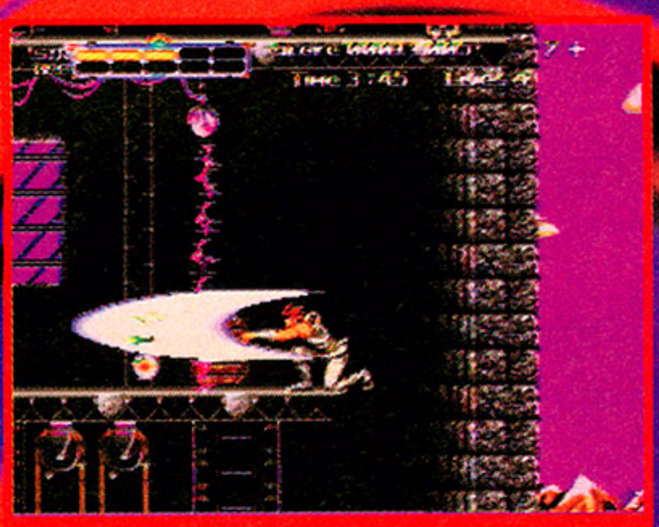


Climb as low as possible on the wall left of the pit, then jump across. Make sure you don't bang your head and plummet to your death.



Follow the final forest boss as he climbs upward, and try to land on a platform slightly lower than the one he's on. Now pound at his feet while his flamethrower harmlessly fires above you.

CASTLE METROPOLIS



Timing gets you past the second-level forcefields. Stop and destroy enemies that might approach before you try to cross.

Energy and power-up modules are often hidden in obscure corners of the castle. For example, this energy capsule is in a corner to the right of the first rope.

There are shortcuts that get you to the castle exit without passing through so many forcefields. But you miss some power-ups if you take them.

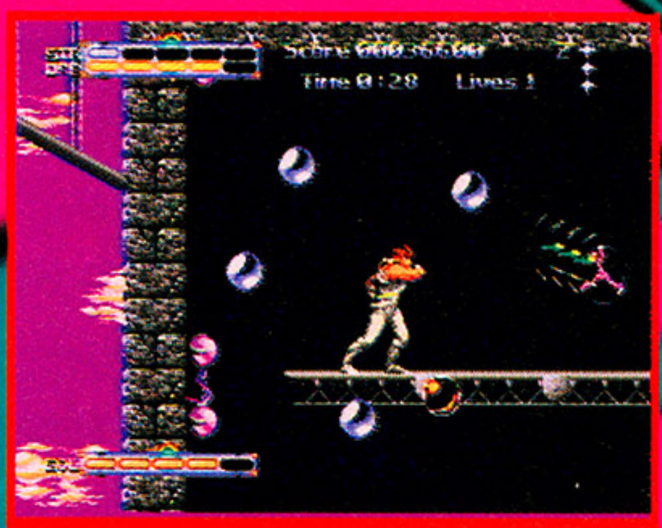
The exit of the first section is on a ramp leading nowhere. Go to the very edge and jump — a transporter takes you to the next section.

A tank waits at the end of the first hallway in the second section. Back up and toss throwing stars while slashing at counterfire with your sword.

These forcefields are tough to get around. Jump to the top after the forcefield over the rope has gone off. Wait a second at the top until the field on the left platform disappears, then jump through.

Slide down the rope at the exit of the second tower, then jump to reach the entrance of the final section. Before you enter, climb to the roof...

...then head left for a ton of power-ups and bonuses.

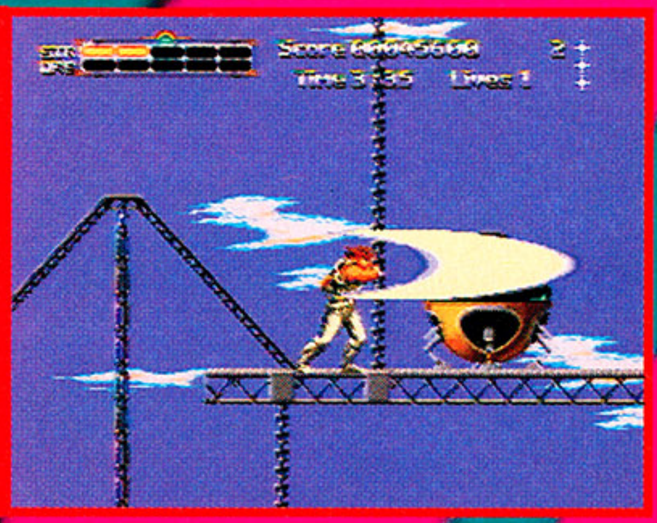


The castle boss is pretty wimpy, but he's surrounded by forcefields! Take out their generators before you try to attack.

Once the fields are gone, jump to the boss's platform and attack. You can destroy him with a few good hits, but remember to dodge his blasts.

THE HIVES

Small hives are full of mechanical insects that are released as you approach. Kill them instantly as soon as the door opens or you'll be overrun.



Go by the first small hive, then head right and wait for platforms to descend. Jump to the right between platforms and ride the last one to higher levels.

When you get to the top, head west and upward. Take small jumps to avoid landing on enemies.

Watch out for missiles when you're on the ski lift. You need a lot of energy to take on the big hives and the level boss.

Large hives hold only two insects each, but the bugs are deadly! Jump toward the door and slash away in mid-air to kill them before they leave the hive.

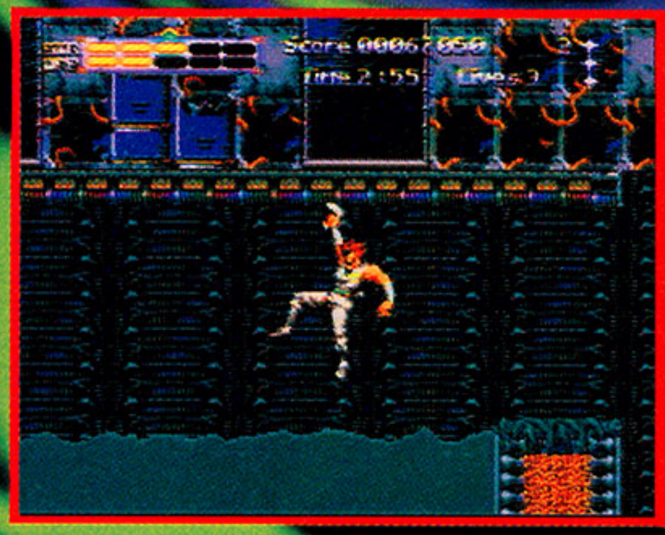
Attack the boss bee's head, then zip under its body as the stinger descends. Blast the stinger with everything you've got — but avoid counterattacks by staying under the body.

THE ALIEN DEPTHS

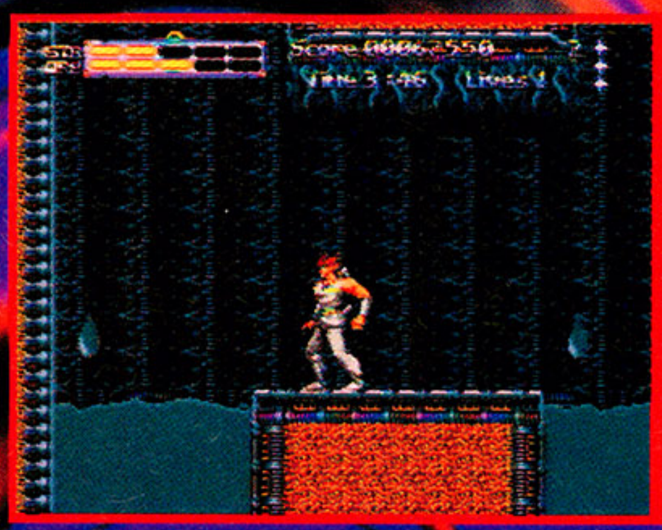
The level-1 man-eating plants make another appearance, deadlier and more camouflaged. Look for them amidst the scenery — and don't try a slide attack!

To get the first of a couple of extra lives on this level, head right and downward at the beginning.

Once you've grabbed the icon, head upward, go left, then climb the small chain on the right. Go left at the top for another extra life. Treat that leaky spigot spitting alien slime with caution.



You can climb along the roof to bypass swimming in the pool of sludge, but if you get hit by a spout of gook, you fall in and are transported. It's less risky to avoid areas bubbling with activity.

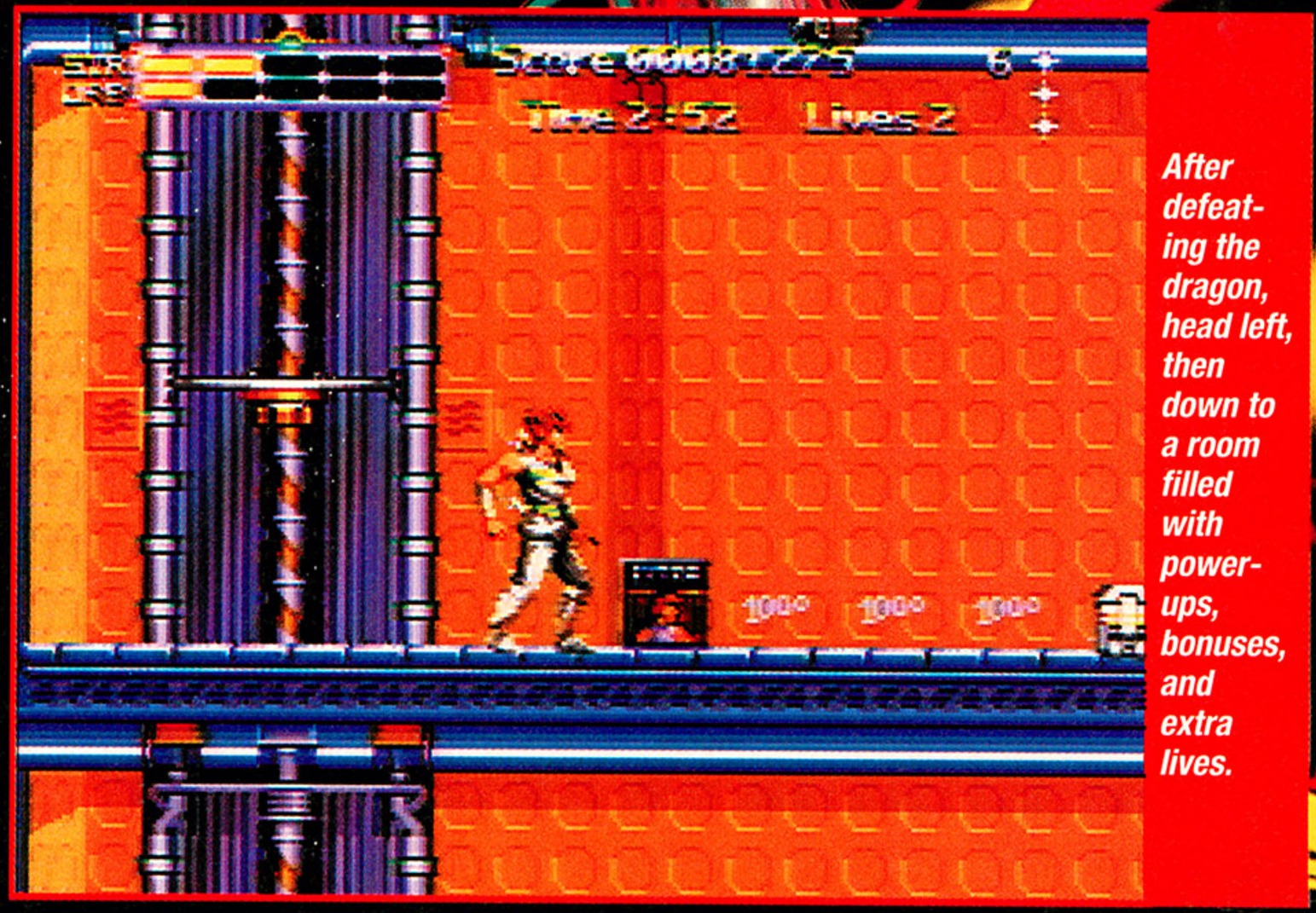


Once you're past the giant pool, you must survive several smaller ones. Luckily, they're shallow, so you can jump out before you're transported.

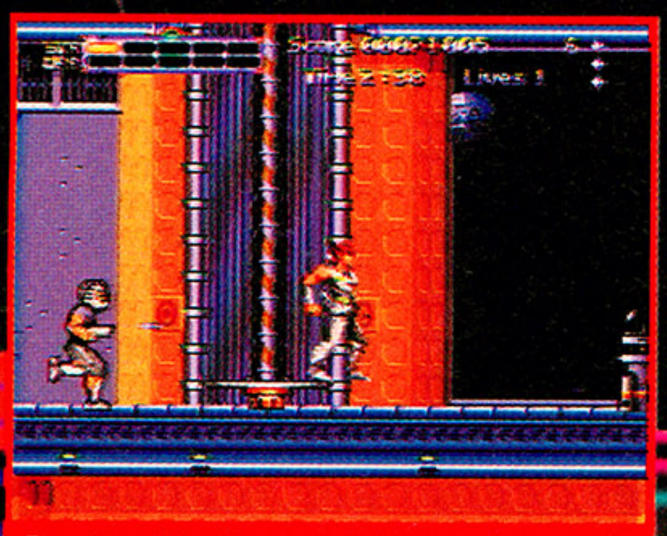
The boss in the deepest depths is a mechanical dragon. Stand directly under his head to avoid the fire he spews, and slash relentlessly at his body.

THE MASTER'S PRISON SHIP

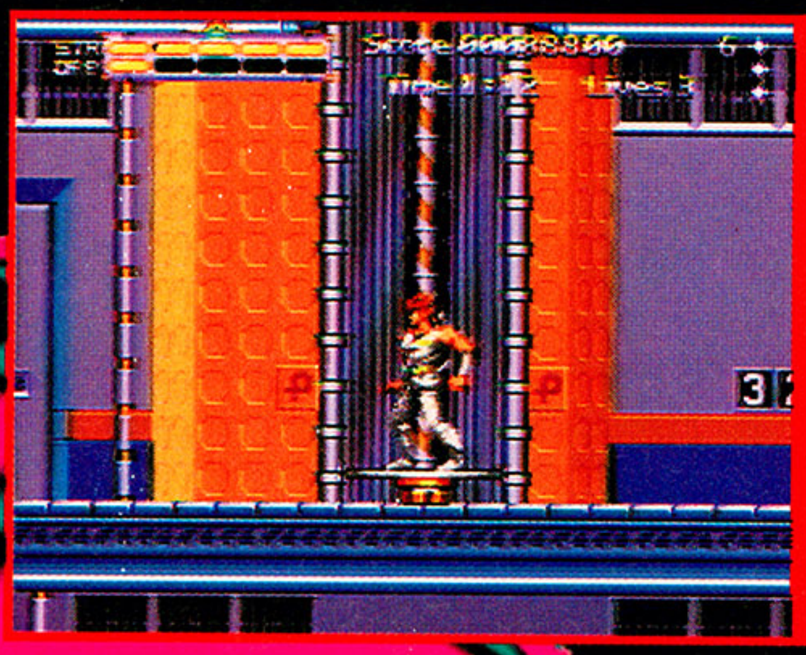
Deja vu city! The Grand Master's prison ship is guarded by most of the previous bosses. Use the same technique to defeat the flamethrower from level 1.



After defeating the dragon, head left, then down to a room filled with power-ups, bonuses, and extra lives.



Don't get lost — and doomed — inside the ship. Take the first elevator you see, then the next two to the right. Head left at the bottom of the third elevator shaft to face the robo-dragon from level 4.

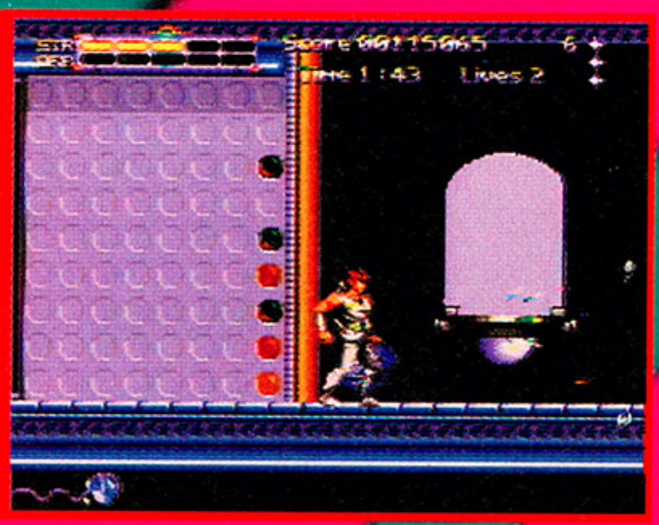


Collect the bonuses, then head down to cell-block 4, then take the eastern elevator back to block 3. From there, take the elevator between cells 31 and 32.

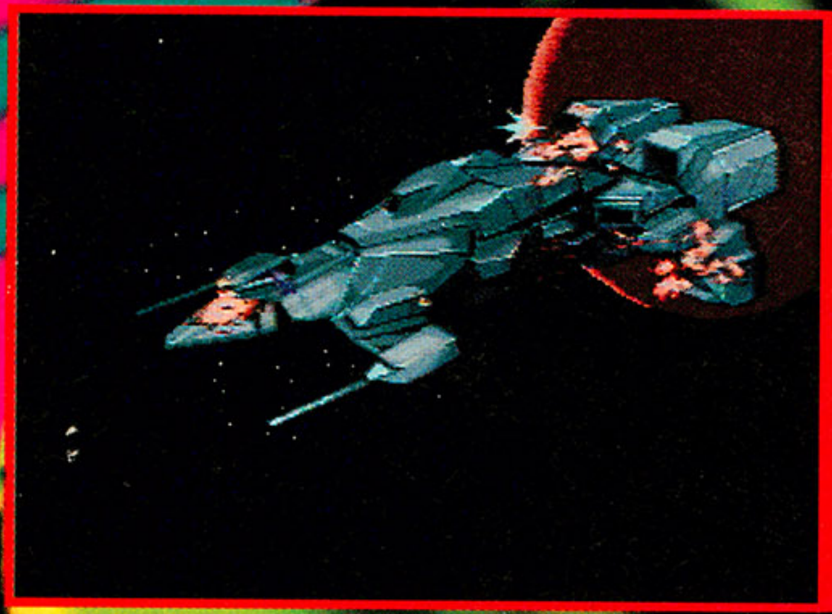
The firebomb machine from level 1 is at the top of this elevator. What works before works again.

Before facing the Grand Master, defeat the level 1 missile launcher and this guy, the only new boss found in the barge. Use your sword to attack and defend against his counterfire.

The ultimate confrontation. As in level 2, destroy the energy field surrounding the Grand Master before attacking. He's tougher, though, so if you're hit by the field, you won't have the energy to defeat him. Once he's history, exit in the upper left corner.



Time's running out as you try to rescue Lexia before the ship blows up. Once you've located her, destroy the base she's standing on to turn off the field that surrounds her.

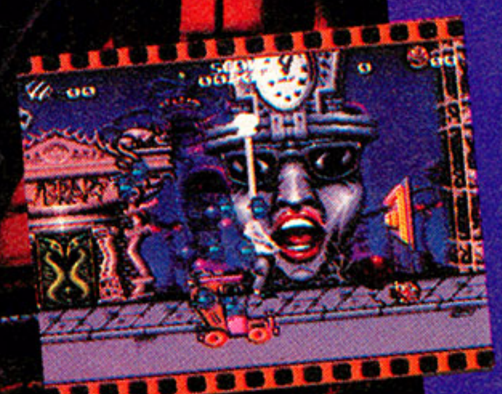


Finally, take a shuttle to a safe viewing point and enjoy a nice cup of tea while the Grand Master's ship is blown to smithereens.

GP

HOLLI WOULD IF SHE COULD.

COOL WORLD™



Screens shown are from the Super NES version of the game.

It's an imaginary world where cartoon characters called Doodles are alive. In this bizarre adventure, the Doodles are disturbing the balance between Cool World and Real World. If the balance isn't restored quickly, both worlds will be destroyed! Pit your wits against Doodles like Holli Would, Vegas Vinnie and Slash. They're out to get you—it's up to you to stop them and save the world!

AVAILABLE ON VIDEOCASSETTE FEBRUARY 1993

The name of the game

ocean®

Ocean of America, Inc.
1855 O'Toole Ave., Suite D-102
San Jose, CA 95131

Official Nintendo Seal of Quality

Nintendo ENTERTAINMENT SYSTEM®

SUPER NINTENDO ENTERTAINMENT SYSTEM

GAME BOY™

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GAME PLAYERS ULTIMATE

WWF® ROYAL RUMBLE®

Get Ready to Rumble!

Chris Slate

"It's going to be a long time before anyone tops Super Wrestlemania!" That was how we saw things as recently as our February/March Sega Guide. How quickly things change! In five short months, a better wrestling game has come along — WWF Royal Rumble for Super Nintendo.

The wrestling gurus at LJN, who gave us the original Wrestlemania games, have topped themselves by stuffing even more characters, even more features, even more everything into Royal Rumble. You can choose from 12 contenders in your run for the WWF Championship belt, or you can try your luck in explosive tag-team — or even triple tag — action.

And if you're feeling really lucky, step into the ring with all 11 other fighters for a grueling Royal Rumble! You can fight for the pin, or toss the rules off the mat and brawl in a no-holds-barred slugfest. No other wrestling game has ever offered so many ways to play!

OK, this time we're sure. There's no way you're going to see a better wrestling game than Royal Rumble for a long, long time. If you're a professional wrestling fan, you simply must pick up Royal Rumble. Don't make me come over to your house and hurt you. Go get it. Play it. Beat it. Stare at it in awe! Whoo!

LJN
SUPER NES

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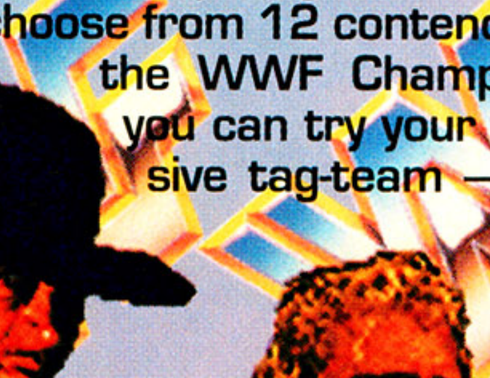
LJN; 71 Audrey Avenue; Oyster Bay, NY 11771

Go for the belt in a grueling one-on-one tournament!



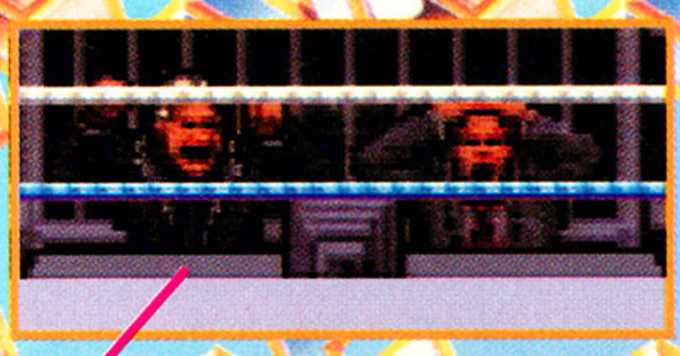
Deal out double the damage in rough-'n-tough tag-team action!

Three-man teams declare all-out war in the ring!

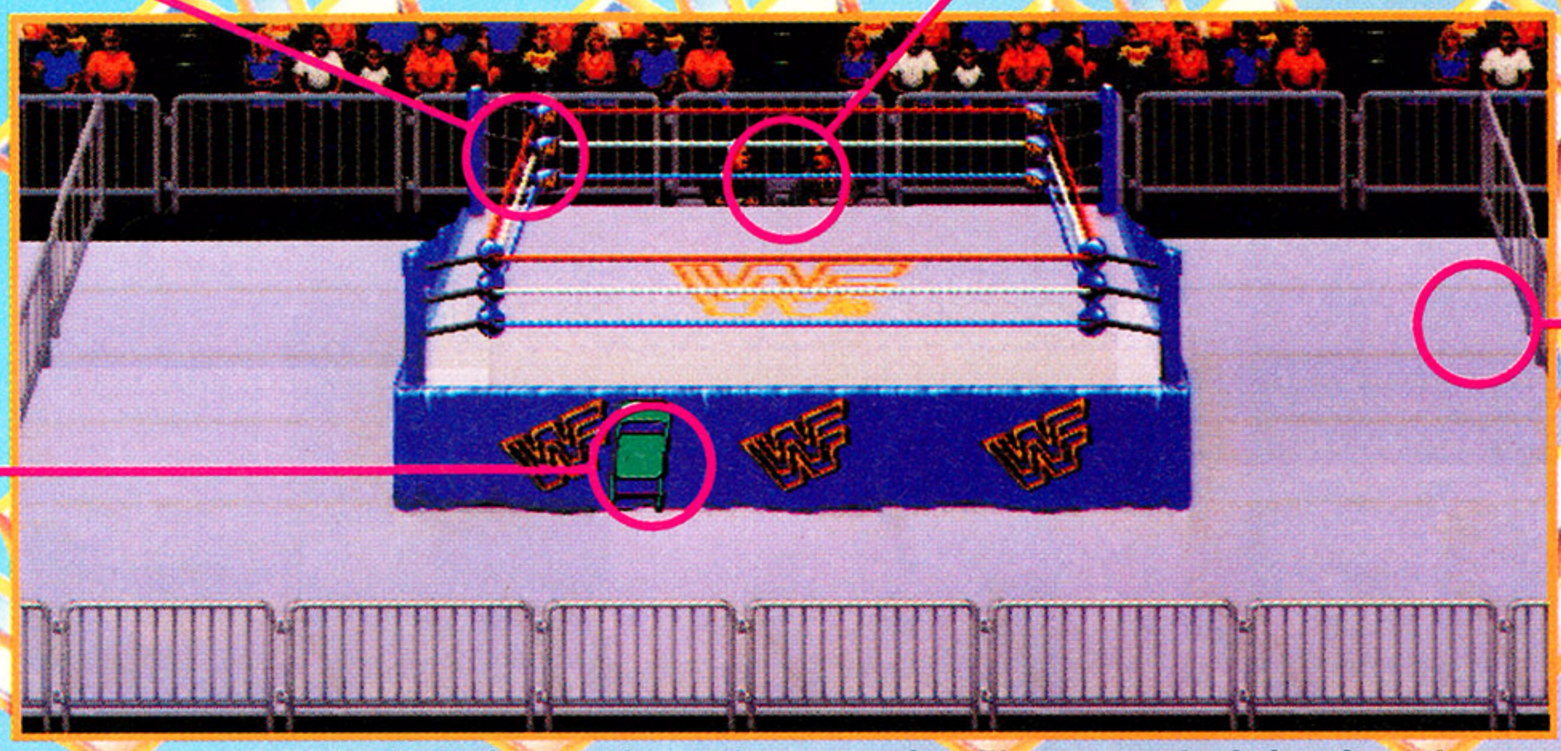
It's every man for himself in the awesome Royal Rumble!

Get in the Ring!

After you've weakened your opponent past the half-way mark, he stays down long enough for you to execute a high-flying maneuver from the top turn-buckle. *Banzai*!



The announcers are constantly amazed at the action in the ring. When the crowd goes wild, *they* go wild.



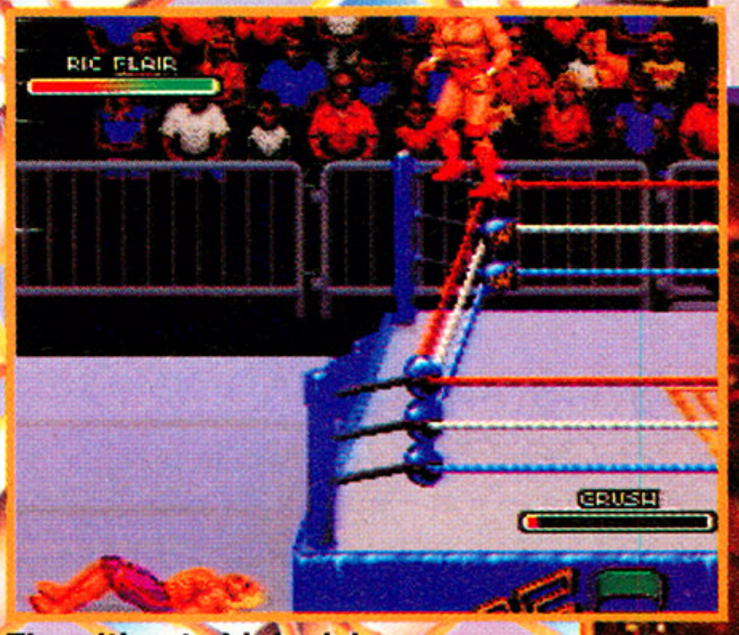
Use the chair to get an early advantage on your opponent. With him inside the ring and you outside, move the chair so it's just below him, then put it down. Pick it up again when he begins to roll out, then whack him!

The security railing is a great weapon when you're fighting outside the ring. Throw somebody into it as the count nears ten — if he gets back up, it still takes a few seconds for him to reach the ring.

Take It Outside!

Anything goes when you're outside the ring. Illegal moves, such as the eye-gauge and choke-hold, are great equalizers if you're losing inside the ring.

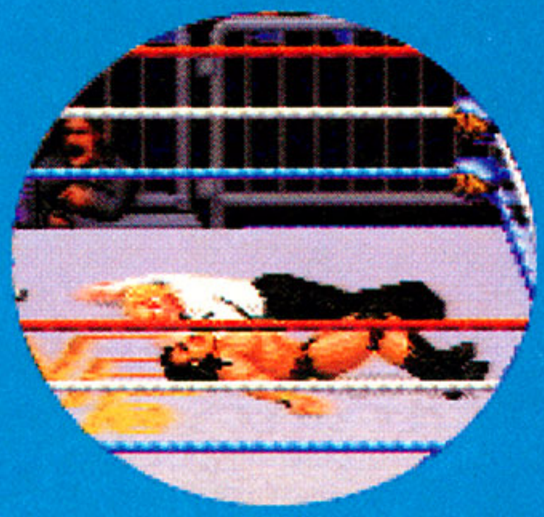
The best thing about getting an opponent outside the ring is *putting* him there. If you're facing the ropes, throw him out with an atomic drop. If your back is to the ropes, use a hip-toss.



The ultimate high-risk maneuver is the flying elbow-drop to the outside. If you connect, your opponent is history. If you don't....

Hit the Ref!

In *Royal Rumble*, you can actually knock out the referee! Try running into him or throwing your opponent into him. You can also punch him, but he usually moves away after the first hit. Once he's out cold, you can get away with illegal moves!



Double Trouble!

Use your partner to your advantage in a tag-team match by ganging up on one of your opponents whenever possible. Push them into your corner and get your partner to hold him while you punch away! Also, if you toss an opponent out on your side of the ring, you can both attack him with plenty of time before his partner arrives!

Don't stand up on the ropes for too long or your opponent runs over and knocks you off! This is *not* a smart move in *the Rumble* — you're instantly eliminated!

Keep in mind the mode in which you're playing. If there's a ref, there's rules — such as a ten-count once you leave the ring. If you don't return quickly, you lose the match.

12 Angry Men

Bret The Hitman Hart

From: Calgary
Height: 6'0"
Weight: 234 lbs.
Special Move: Sharpshooter

The Hitman has held almost every WWF title, thanks to his patented "Sharpshooter" maneuver. He's got three words for anyone who doubts his ability: "excellence of execution."

Crush

From: Kona Coast, Hawaii
Height: 6'8"
Weight: 315 lbs.
Special Move: Cranium Crunch

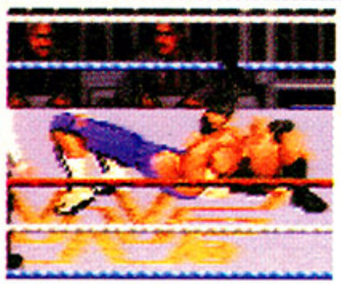
This huge Hawaiian takes a "hands-on" approach to competing with his lethal "Cranium Crunch." Trying to pin Crush is like trying to move a mountain!

Macho Man Randy Savage

From: Sarasota, Florida
Height: 6'2"
Weight: 245 lbs.
Special Move: Flying Elbow Smash

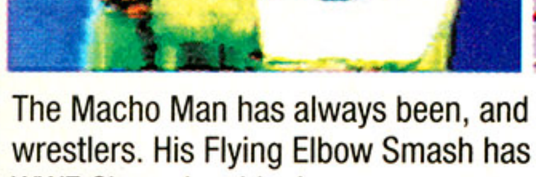
The Macho Man has always been, and continues to be, one of the premiere WWF wrestlers. His Flying Elbow Smash has earned him the Intercontinental belt and two WWF Championships!

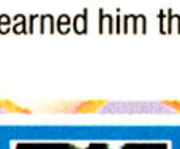
Mr. Perfect



From: Minneapolis
Height: 6'4"
Weight: 257 lbs.
Special Move: Perfect-Plex

The self-proclaimed "perfect" wrestler is a master strategist. His Perfect-Plex is one of the deadliest moves in the WWF, and he executes it to perfection!

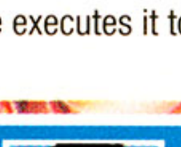




The Narcissist Lex Luger

From: Atlanta
Height: 6'6"
Weight: 275 lbs.
Special Move: Running Forearm

This power-wrestler uses high-impact maneuvers to finish fights early. With his awesome Running Forearm attack, and the diabolical Bobby Heenan in his corner, he could go all the way!



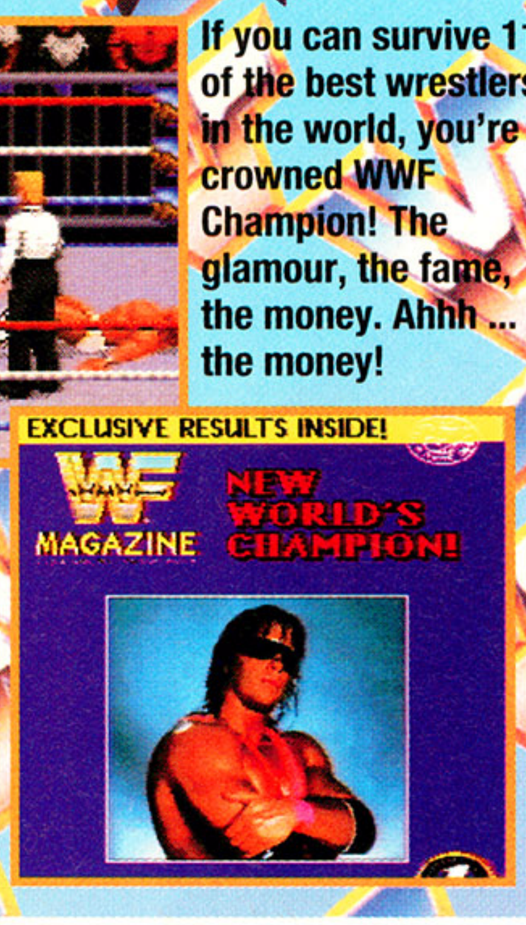
Razor Ramon

From: Miami
Height: 6'7"
Weight: 287 lbs.
Special Move: The Razor's Edge

Originally from Cuba, Ramon is seldom seen without his trademark toothpick gripped in his mouth. First he wears down his opponents, then he finishes them off with his Razor's Edge backdrop.

Do you have what it takes to survive the Royal Rumble? Get in the ring — or go home!

If you can survive 11 of the best wrestlers in the world, you're crowned WWF Champion! The glamour, the fame, the money. Ahhh ... the money!



Nature Boy Rick Flair

From: Charlotte, North Carolina
Height: 5'11"
Weight: 239 lbs.
Special Move: Figure-Four Leglock

A living legend, Rick Flair has held the WWF Championship twice. Whether ya like it or not, learn ta live with it, 'cause he's the best thing goin' today! Whoo!

Sean Michaels

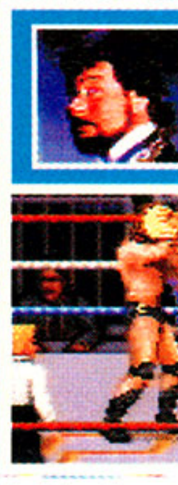
From: San Antonio
Height: 6'0"
Weight: 234 lbs.
Special Move: Back Suplex

Sean has held the Intercontinental Championship during his short time in the WWF, but the self-proclaimed "sexiest man alive" plans to go much further in upcoming years.

Tatanka

From: Pembroke, North Carolina
Height: 5'11"
Weight: 255 lbs.
Special Move: Reverse Fallaway Slam

This proud Native American performs a war dance of victory just before pinning his opponent. His Reverse Fallaway Slam has won many bouts since he came to the WWF a short time ago.



Million Dollar Man Ted DiBiase

From: Seasonal residences
Height: 6'3"
Weight: 256 lbs.
Special Move: Million Dollar Dream

"Everyone has a price," but for the Million Dollar Man, the cost is very, very high. Two-time co-holder of the Tag-Team Championship, DiBiase puts opponents to sleep with his "Million Dollar Dream."

The Undertaker

From: Death Valley
Height: 6'10 1/2"
Weight: 328 lbs.
Special Move: Tombstone

The surprisingly agile Undertaker can walk the top line like a tightrope and slam opponents like a jackhammer. Managed by the macabre Paul Bearer, Undertaker has a gruesome obsession with death.

Yokozuna

From: Polynesia
Height: 6'5"
Weight: 505 lbs.
Special Move: Banzai Drop

Mr. Fugi looked all over the world for his latest find — the massive Yokozuna! He uses techniques learned as a sumo wrestler to squash his opponents!

The MUSIC MAN

Nilsen Adds New Dimensions to Sound

JASON R. RICH

Hot sound. It's what everyone wants from their video-game system — especially new CD games that have huge sound capabilities. Sega of America is anxious to bring the technology used by the record and film industry to video games, and its first step is Sega Multimedia Studios.

Burned by bad response to its first wave of CD games, Sega is determined that the second generation blows away gamers. The company has built the multi-million-dollar Sega Multimedia Studios near its corporate offices in Redwood City, CA, and filled it with all the latest equipment used to create music and sound effects. The recording studio is so on the cutting edge that many musicians — such as Michael Jackson and Hammer — have made a point of dropping by to see what it has to offer.

Spencer Nilsen is the senior music producer at Sega of America. The 31-year-old is the musician and producer responsible for equipping the studio and for managing day-to-day operations. Nilsen also composes and performs most of the music you'll hear in Sega's newest CD titles.

"My background is in television, film, and record music," he says. "Before Sega called me, I never really played video games. I'd done work for LucasFilm and was recommended to Sega. Basically, Sega hired me to put together its recording facility. But one thing led to the next, and I stayed on. I'm currently in charge of all Sega CD music production, composing and producing all the music for the new CD-based games."

Among the games Nilsen's worked on are hot titles such as *Batman Returns*, *Spider-Man*, *Ecco the Dolphin*, *Joe Montana Football*, and *Jurassic Park*. He enjoys the work, but seems surprised to find himself in this strange business. "I'm a keyboard player and songwriter who now finds himself in the middle of the video-game

industry. From a music standpoint, I'm pioneering new territory. After all, the one thing the Sega CD unit can do really, really well is play excellent CD-quality music. I'm really excited about my work. I'm the liaison between Sega and the music industry, and people like Michael Jackson are also really excited about what we're doing here."

When Nilsen began working at Sega, his first task was to built Sega's music studio from scratch. "The first thing I did was to bring in my studio equipment from home. Basically, I then selected and purchased the equipment I was already familiar with or that I really wanted to try out. I didn't have too much time to experiment — there was a backlog of things Sega needed, even before the studio was in operation.

"At all times, quality, clearness of signal, and low noise were the priorities; we use a lot of high-end audio equipment combined with off-the-shelf audio equipment. This studio can produce 44.1 KHz, 16-bit audio — the industry standard for pressing audio CDs. We have audio editing and mastering capabilities and can press discs right in the building. That's more than most studios used by major record companies can do in-house."

The sound studio is outfitted with several electronic keyboards and synthesizers, samplers, wave synthesizers, digital multi-track recording equipment, Apple Macintosh computers, Sound Craft mixing consoles, DAT (digital audio tape) recorders, and reverb and delay outboard effects. Of course, there are several Genesis and Sega CD systems on hand as well.

"I'm a keyboard player and songwriter who now finds himself in the middle of the video-game industry."

The facility is also one of the few studios in the world that incorporates Q-Sound. "Not including the custom construction or the Q-Sound system," Nilsen says, "the value of Sega's music studio is about $200,000. When you add in Q-Sound and the custom work, it's valued at over $500,000.

"Until now, the music in video games was often totally unrelated to what was happening within the game. For example, you could be in a flight simulation, but in the background, you'd be hearing a light jazz piece played on an electronic piano. In our CD games, we're using music and sounds to draw the player into the game like never before."

A typical CD game contains between 30 and 60 minutes of original music. *Batman Returns*, Nilsen's first audio project for Sega, has around 30 minutes; *Ecco the Dolphin* has about 50, which Nilsen points out, is more than a typical album. "For *Ecco*, we're trying to do something so different that gamers will freak out when they hear it. The individual music compositions are between three and five minutes, depending on the length of a stage or level in a specific game."

The process for creating a soundtrack can take between six and ten weeks, and several projects will be in the works at the same time. First the music is composed on piano or synthesizer. Then other instruments are added to the arrangement. The music is then recorded, mixed, and mastered to DAT tape. When the final editing is done, the music is pressed to disc.

"You can't produce an average piece of music into a great piece of music by adding cool production techniques and effects," Nilsen says. "The music has to start out sounding incredible, then you can enhance it with the technology."

Most music for Sega CD games is recorded using live bands — keyboards, brass, drums, guitars, and other instruments. A lot of experimentation goes on to determine the best sound. Nilson says that it's always a challenge to come up with fresh material that suits each game. But he believes that it's originality that drives the game industry, so he's always reaching for something new and unusual in sound and style.

And what does he see happening in the future? "As the game hardware gets better," he says, "I see the music in games becoming increasingly more important and less of an afterthought. Right now, I'm working with or talking to well-known recording artists about writing and performing music for games. Just like in film, music is going to become a big part of the game play. You're going to see a fast-growing relationship between the game industry and the recording industry. When I mention Sega within the music industry, the big-name artists are interested in what I have to say — they're starting to understand what we're capable of doing. I haven't had time to take all of the calls we're getting from big-name artists who want to work with us. Right now, there just aren't enough projects to go around."

Q-Sound: Multi-Dimensional Music

One of the most state-of-the-art pieces of equipment within the Sega Multimedia Studios is the Q-Sound system. "Basically," Nilson says, "Q-Sound is a mixing environment. It's a process that allows you to move sounds throughout the room using nothing more than a pair of standard stereo speakers. Many people have experienced Dolby Surround Sound or THX in theaters, but they require the use of multiple speakers and expensive equipment. Q-Sound generates a very high-quality signal and outputs the sound to standard speakers, like the ones found in a stereo television, a boom box, or most home stereo systems."

Developed in Canada, the Q-Sound was, until now, used only by top recording artists such as Madonna and Sting. But Sega plans to use Q-Sound in all its new CD games. Nilson believes Q-Sound adds a new listening environment to video games. For example, in *Ecco* (*Ecco, Joe Montana Football, Spider-Man*, and *Jurassic Park* are the first CD games that use Q-Sound), Q-Sound allows dolphins virtually to swim through or around the player's head, to the left or right, and behind or in front of him. In a flight simulator, it's the jet you hear zoom past your head just as the action happens on-screen. Nilson can use a joystick to program Q-Sound to throw a sound around a room in perfect clarity.

If your Genesis or Sega CD system isn't connected to a stereo TV, you can still take full advantage of Q-Sound by connecting stereo speakers or a boom box to your Genesis system. Because Q-Sound is designed to use the acoustics of a room to fill the space with sound, the effects don't work if you're listening with headphones. It's best to position yourself between the two speakers, kick back, and listen as you play.

The Next Step

Now that Nilsen and his team of audio experts have started incorporating full musical compositions into games, the next step is to add realistic, digitized, or sampled sound effects, which also use the Q-Sound technology so gamers hear the action as well as see it.

Jurassic Park gives them the perfect opportunity to experiment. Steven Spielberg's summer hit, based on Michael Crichton's novel, lets dinosaurs loose on a island amusement park. For the video-game version, Sega has developed several never-before-seen graphic effects that truly showcase the capabilities of the Sega Multimedia Studios. The audio and musical effects are equally impressive.

"In general," Nilsen says, "most sound effects are still generated by small samples

"I haven't had time to take all of the calls we're getting from big-name artists who want to work with us."

in RAM memory or by the FM chip within the Genesis. I love doing Foley [sound effects] work for film, so I'm starting to incorporate some of the basic filmmaking techniques for sound effects into video games. For *Jurassic Park*, we sent out a crew to gather video footage and sound for the travel sequences in the game. We used a head microphone [a surround, 3-D recording process that emulates the way a human hears sound], a shotgun microphone, and a portable DAT recorder to gather real-life sounds in swamps and jungles. Those sounds create the ambiance for the game."

One brave sound engineer wanted to record the sound of alligators hissing. Of course it's not that easy to make them mad — and live to tell the tale. He ended up poking live alligators with a stick and then sticking a microphone in their face. The team also chased wild birds and trekked out to rivers and other wildlife sanctuaries.

"*Jurassic Park* is going to be very different from a look and sound standpoint," Nilsen says. "We're going to put the player in a three-dimensional sound environment where the sound effects take precedence over whatever music we decide to incorporate. We're aiming for a realistic atmosphere since the game is played in a first-person perspective and involves exploration and battle in a pre-historic environment where dinosaurs roam freely."

Although the *Jurassic Park* game marks the first time Sega actually sent a crew to gather sounds from outside the studio, the results were so spectacular that you can expect other games to incorporate these "real-life" sound effects.

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JUNGLE FEVER

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MISSION 1: Washington D.C.

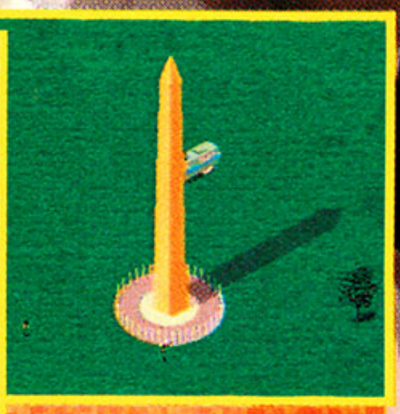
Jeff Lundrigan

After going through all the trouble of Operation Desert Strike, you'd think the world would finally be a safe place to live. Surprise!

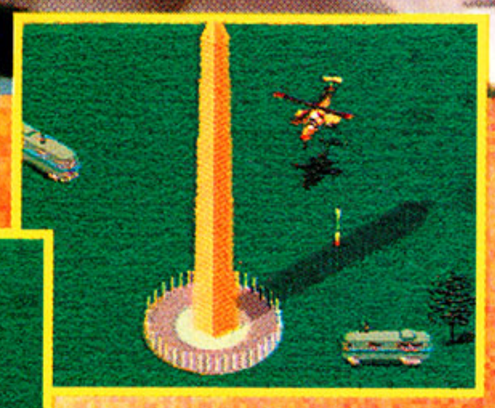
Too many mad men and bad men are still on the loose, and they're now threatening the very bastion of freedom itself, Washington DC! Yes, an international terrorist and a South American drug lord have teamed up to quash the forces of democracy, and once again you must take to the air. Yahoo!

Jungle Strike is a worthy successor to EA's hit *Desert Strike*. In fact it's the same game... only different... with twice as many missions, and you fly over lots of unusual kinds of territory. You also get to pilot a few other attack craft besides your trusty chopper. This poses a mixed blessing: The attack cycle is kind of fun, while the Stealth Fighter is a royal pain.

But action fans should just strap on your six blazing two-guns and wing out to blast the bad guys! With all its other strengths, *Jungle Strike* may also be the first video game to include President Clinton!



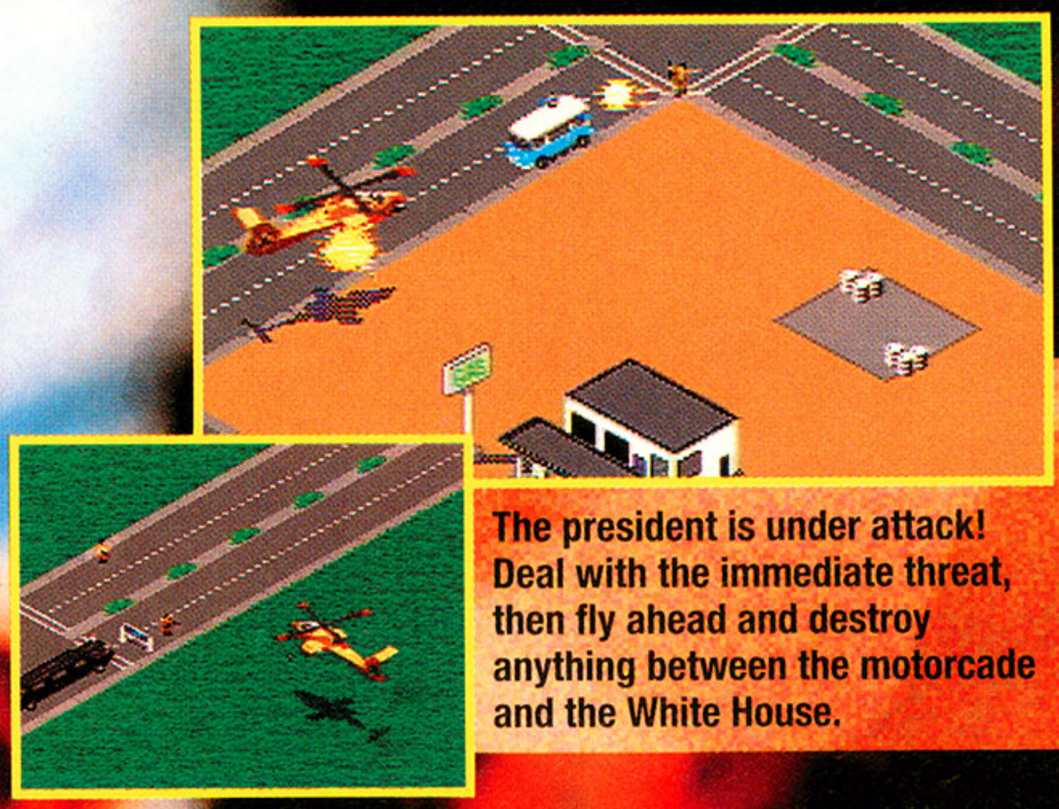
Protect our capital from terrorist attack! Historic monuments are threatened, so fly in and wipe out the offending scum.



Watch out — when the first batch of guys is defeated, more almost always show up. The monuments *can* be destroyed, so act fast. Just imagine the tax hikes it would take to fix 'em!

Now capture the terrorist leaders to find out the location of the car bombs. Circle the house and kill the guards before blasting it open. Stay alert — there's always one more guard hidden inside.

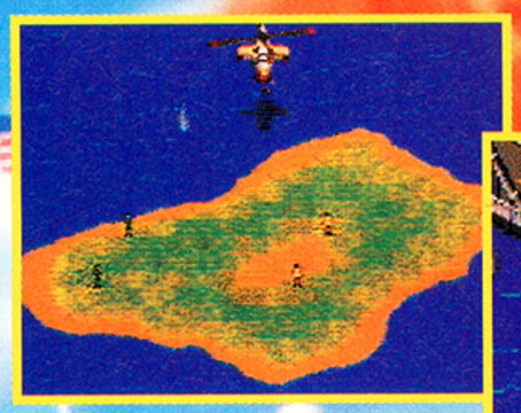
Rescue agent Akbar after you've dealt with the car bombs. He directs you to the motorcade.



The president is under attack! Deal with the immediate threat, then fly ahead and destroy anything between the motorcade and the White House.

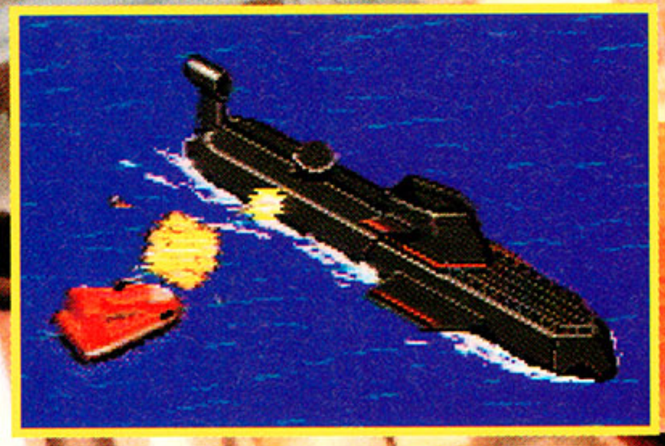
MISSION 2: Sub Hunt

Rescue the two Navy SEALS, then capture the hovercraft you use for the rest of the mission. Don't even try to use the chopper — only the hovercraft can fit under the bridge.



Recover the stolen plutonium by attacking the boats carrying the stuff. Watch out — the boats usually force you through the nearest gauntlet of gunboats and artillery.

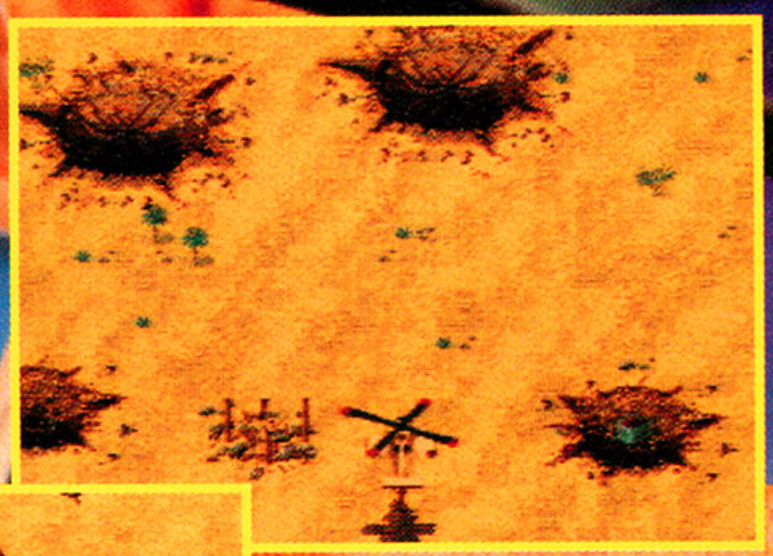
You learn the locations of the subs by rescuing the downed F-15 pilot. Don't leave the F-15 unscathed — you don't want it to fall into enemy hands.



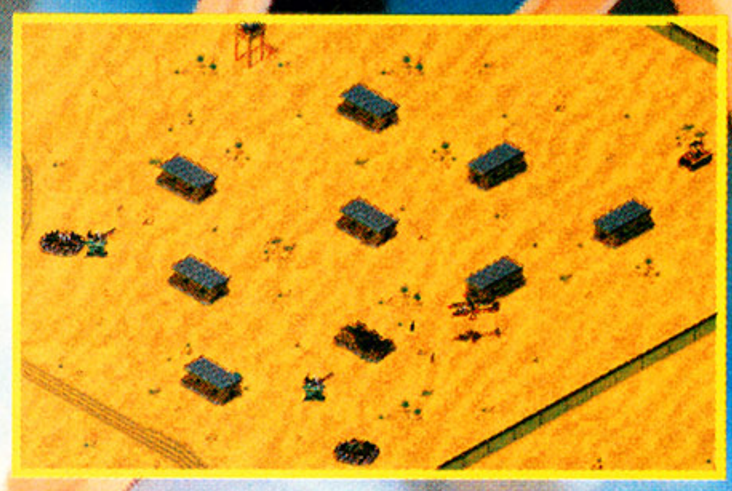
And now ... sub-smashing! The first three subs are in motion, so swing in front and drop mines — it takes only two per submarine. The last one won't budge, so attack until you need to find an armor repair, then come back to finish the job.

MISSION 3: Training Grounds

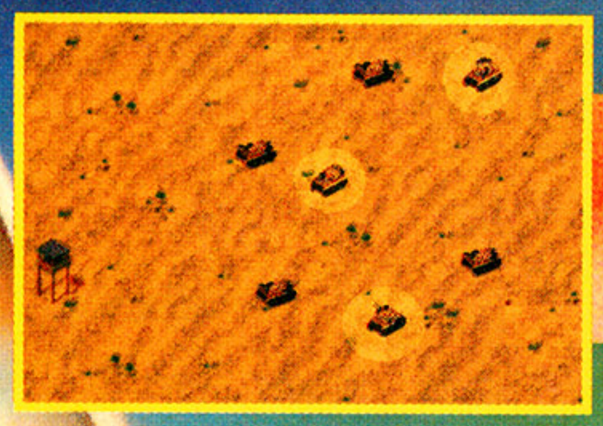
Before anything else, fly due south and blow up this stand of tents to find ... your old friend Super Winch!



The training camps are soft targets. Use Hydras to blow the guards out of the towers, then stick to the chain gun to mop up.



The communications expert is being held in the barracks shown here. Crack open all the other barracks in the camp, though, since many contain needed supplies and other prisoners.

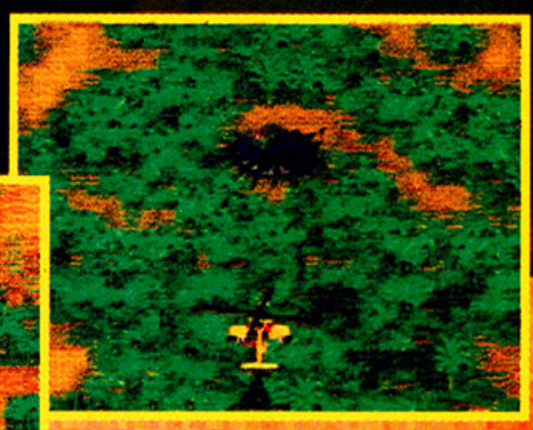


There are seven Sheridan vehicles in the tank farm, but only three can shoot back. Guess which ones you should kill first.

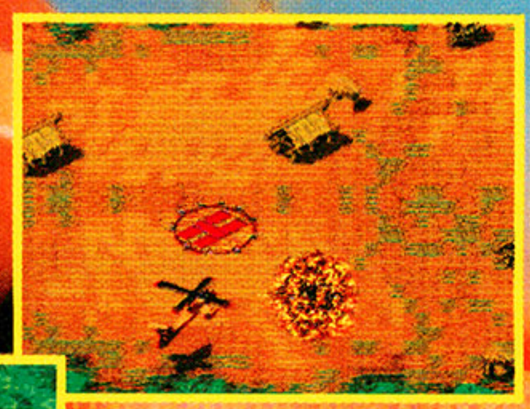
Once you've dropped off the Green Beret at the landing zone, head southeast until you hit the road, then turn southwest and follow it. Destroy everything in your path.

Once you've captured the enemy commander, go after the nuclear plants. Only one has the reactor, but you can't miss it — it's the one with an AA gun inside!

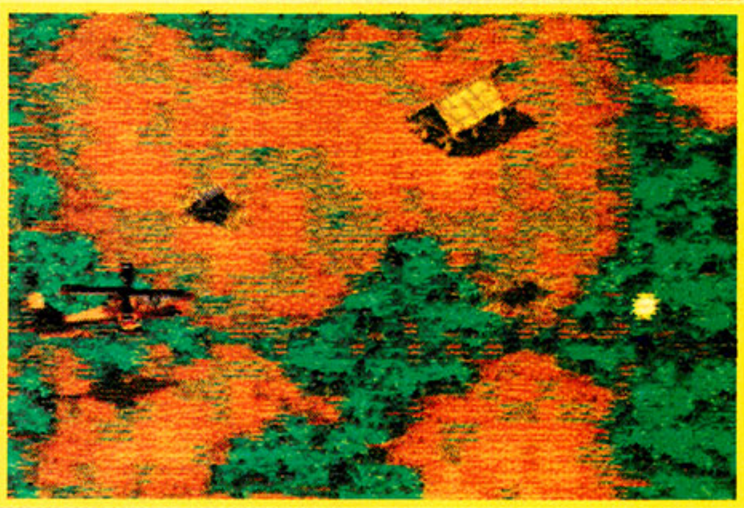
MISSION 4: Night Strike



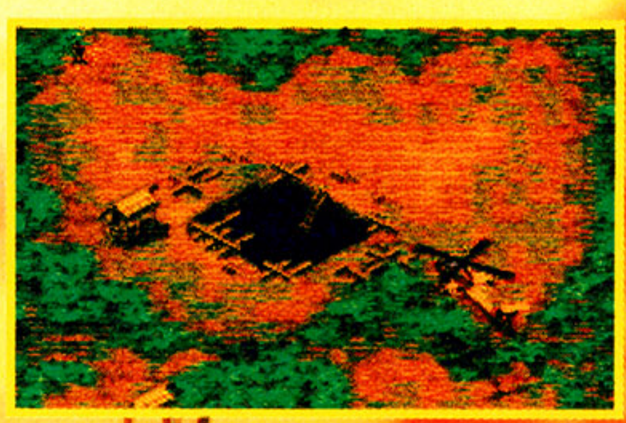
Flying at night is tough enough, but in this mission, you don't even know where your supplies are! These supply domes are your only hope, so as soon as you find one, open it. Remember what was in it!



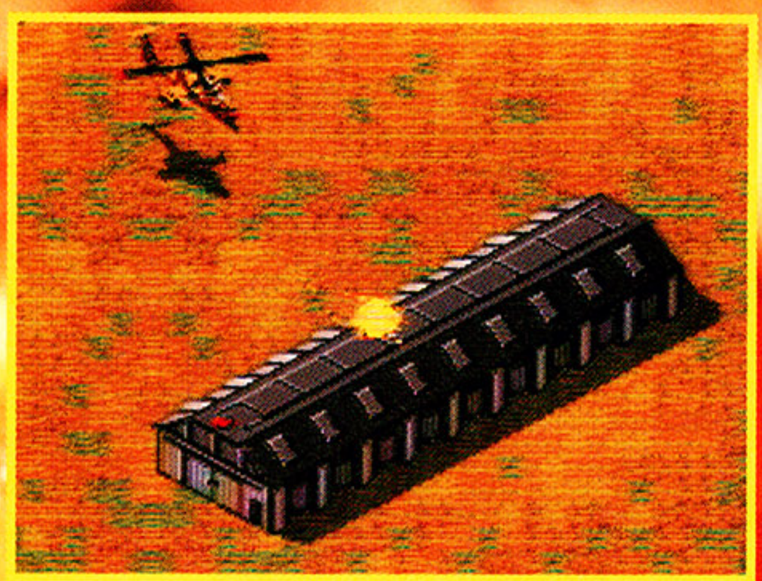
Stay on your toes when you rescue the Green Beret — there's an enemy chopper guarding him! Fly the captive to the landing zone, blowing up the sentinel.



Head straight northeast from the LZ — you pass over a supply dome with armor, then come to a pair of huts. The southern hut contains the Super Winch!



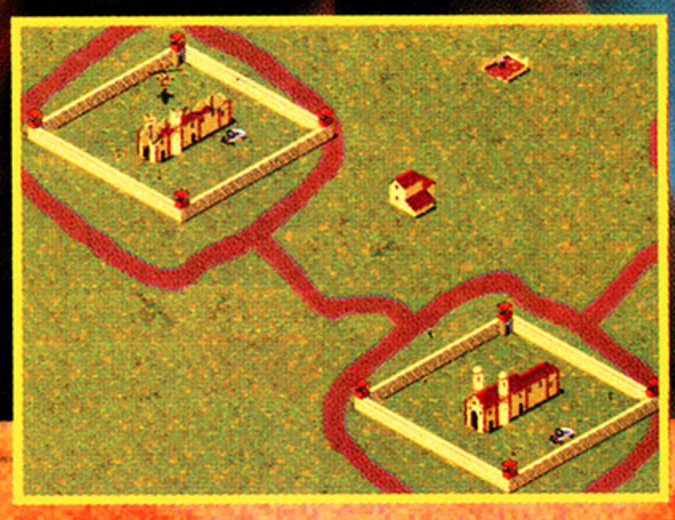
When you're rescuing the prisoners, watch out for the soldiers who appear after each pit is opened. Be sure to open the other huts, too — some contain supplies!



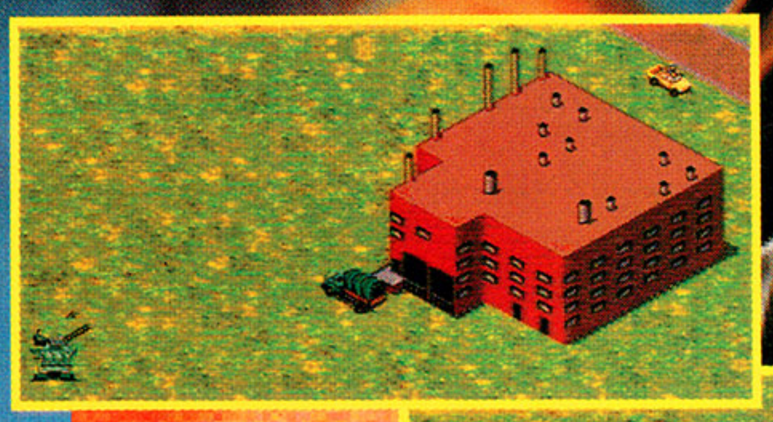
Once you've survived the rescue, you'll find destroying the weapon factories a breeze — just watch out for the Danger Zone to the south.

MISSION 5: Paloso City

Welcome to lovely Paloso City, home of the most flammable buildings in South America. Don't feel guilty — there are supplies hidden here, and these are just (hopefully) abandoned peasant huts.

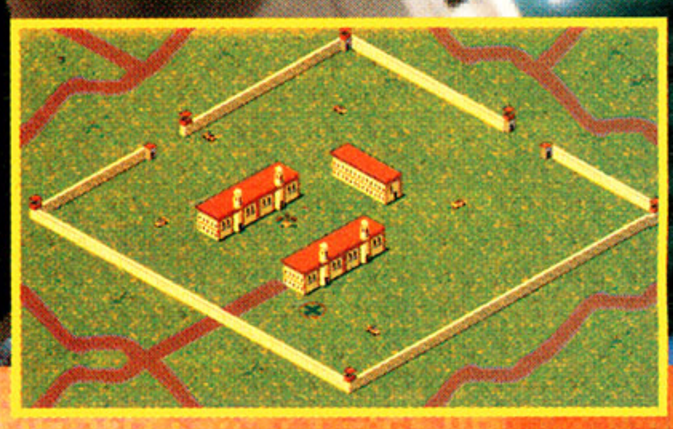


After leveling their city for supplies, rescue the villagers being held in these fortress-like missions — bet you won't get to blow up a church when the Super NES version comes out! Notice the house containing the Super Winch.



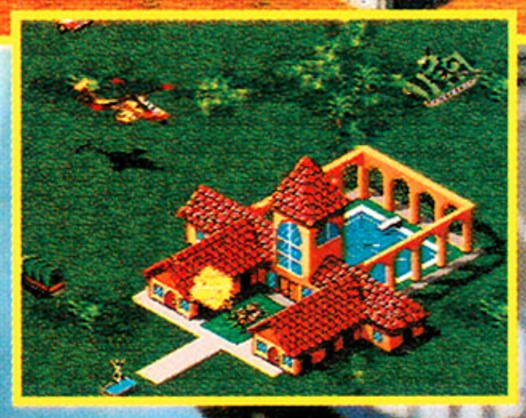
The next two missions are almost identical: You blast open the drug and counterfeiting factories, kill the guards inside, pick up the civilians, then destroy the equipment. Simple, huh?

The missions are no sweat until you hop on the attack motor-cycle to destroy the armored cars. They're indestructible from above, but they have a mighty soft underbelly. Drive across their path and drop a mine — one-shot kill!



Finally, attack the madman's compound. It's pretty well defended, so watch for more guards to appear on the roof once your co-pilot is inside. Blast 'em with Hydras.

But the fun's not over yet! There are four more missions to beat, flyboy — over jungle and snow, and in the cockpit of a Stealth Fighter. Your final attack is the drug lord's armored palace!



GP

BATTLETOADS®

The Dark Queen's Revenge

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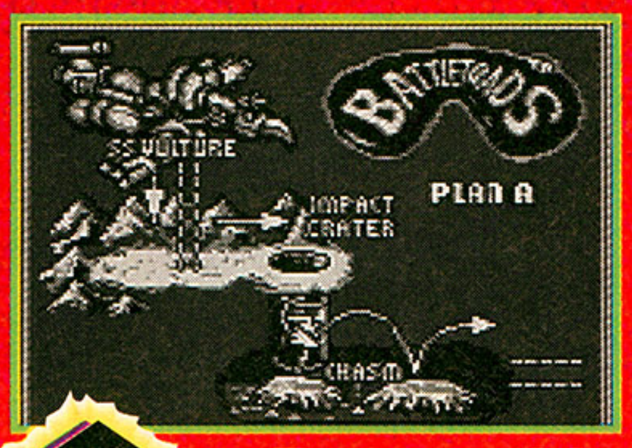
Jonathan Gagnon

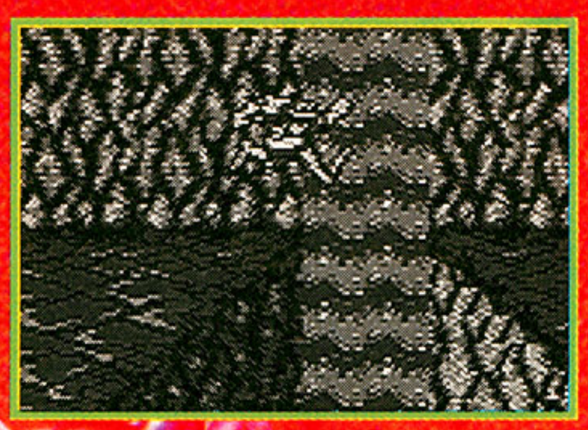
They're back in full force... who? Your favorite trio of Toads.

Zitz, Pimple, and Rash are making another appearance, but don't reach for the Clearasil. Instead, snag your Game Boy for some nonstop, palm-sized action. In *Battletoads in Ragnarok's World*, the Dark Queen has retreated to the outer reaches of the universe, but she's not given up a life dedicated to Toad-bashing. She's captured the toadster carrying Zitz, Pimple, and the lovely Princess Angelica. And you can bet she's not interested in a social call!

As Rash, you must traverse the Dark Queen's home planet, Ragnarok's World, to save your buddies from her evil clutches. As in previous *Battletoad* adventures, you have an arsenal of kicks, punches, and slams — the Nuclear Knuckles, the Swingin' Size Thirteens, the Jawbuster, and so on. But you'd better make sure you also have split-second coordination and impeccable timing, too. Tradewest has also included the pull-out-your-hair racing stages!



Ragnarok's Canyon



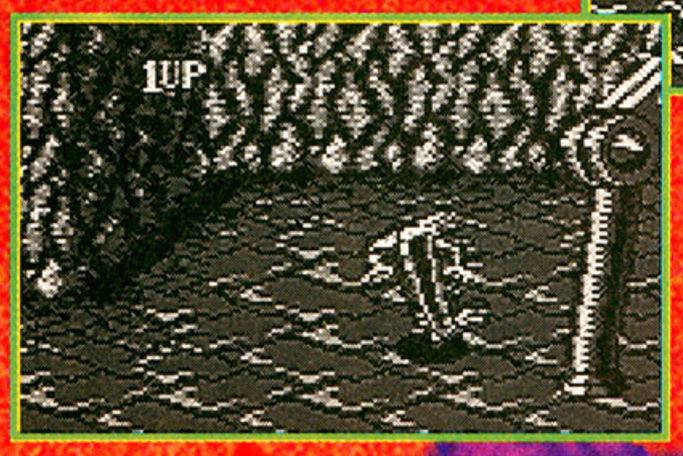
Get as close to the edge as you can before leaping this chasm.

It's possible to hit this walker, but it's better to head-butt it so you can use its legs to bash other enemies.

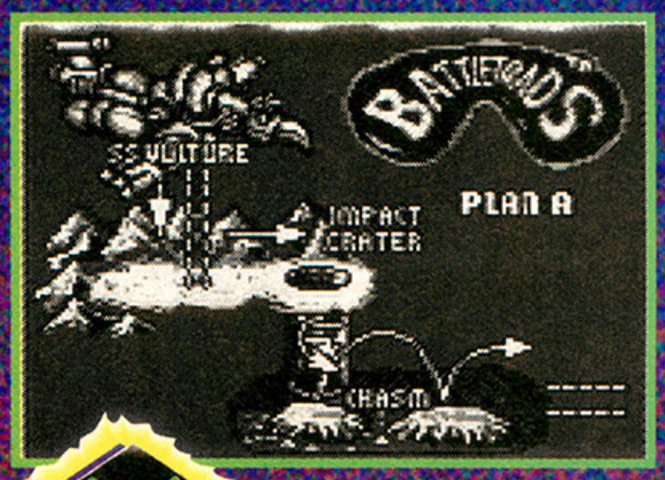
Swing the stick to take out this Psyko Pig. And don't stand too close — the wall pops out when you least expect it.

Whoa — look at this boss! Stay in corners to avoid his shots, then throw the sphere at him.

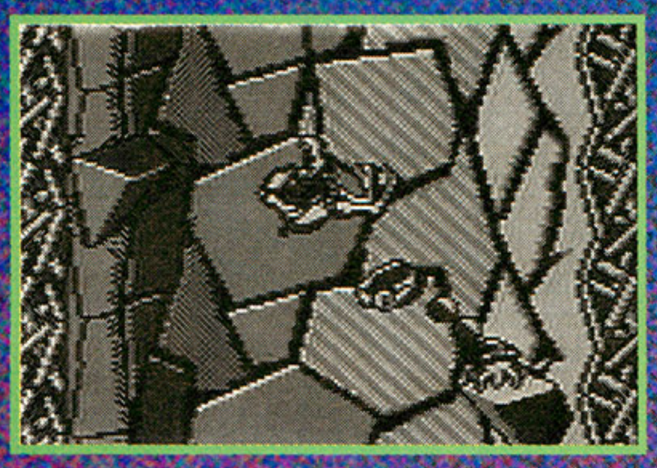
Grab the one-up by falling right on top of it.



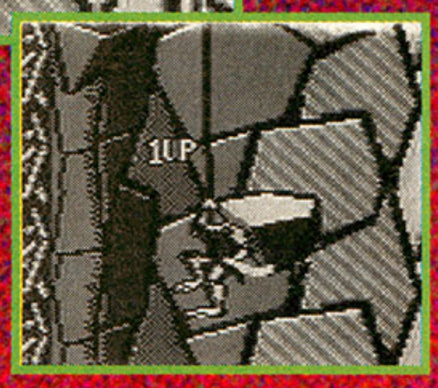
The queen doesn't know what's in store.



Wookie Hole

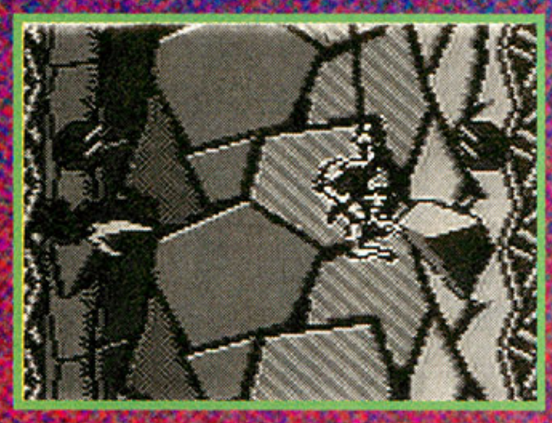


Strike the plants as you descend so they can't slam you against the wall.



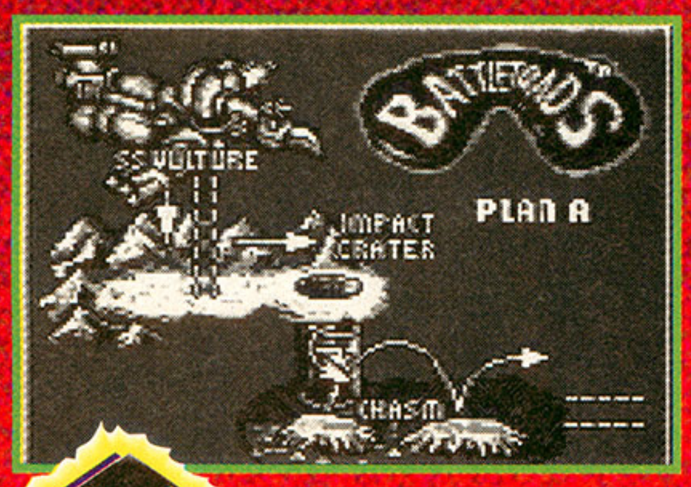
If you knock out these birds, you can use their beaks as weapons. Also, you get a one-up if you keep kicking or hitting them against the wall.

These robots spring from the walls, so be ready. You have only a second to make the first strike — use it wisely to avoid electrocution.

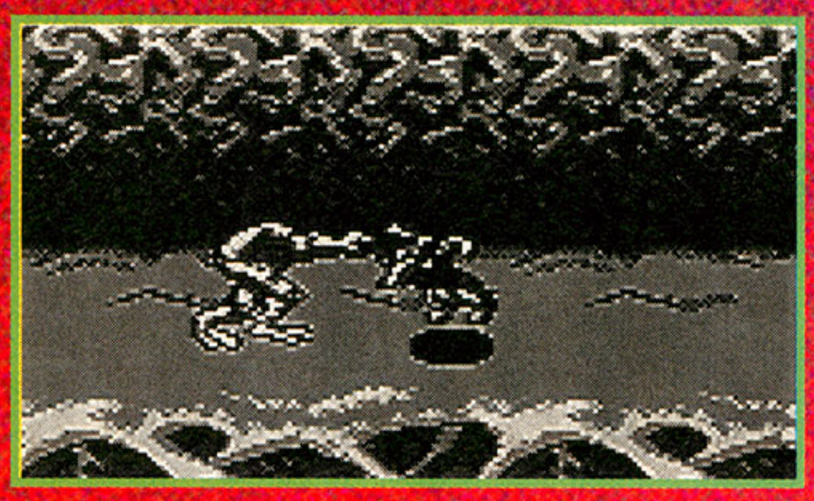


Once the way is clear, dart between these robots to avoid getting shocked. Keep that crow's beak away from your rope!

Speed-bikes ahead! Exercise your controller fingers, then take off.

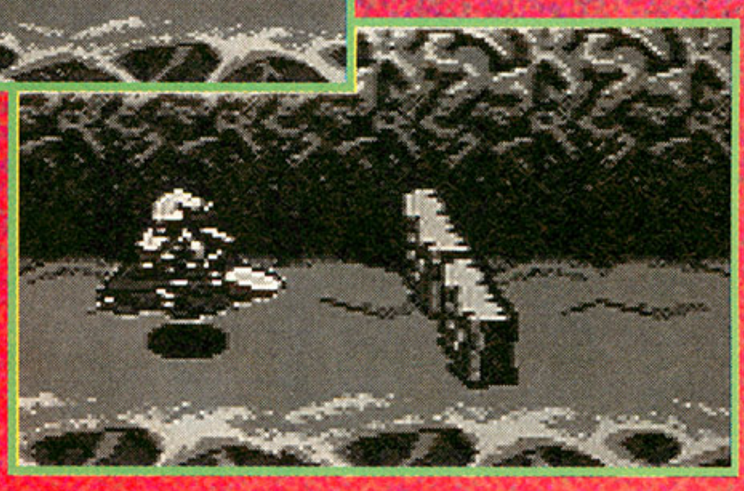


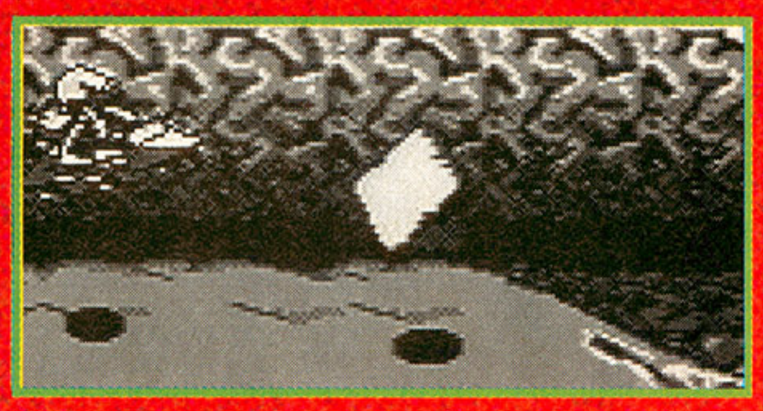
Turbo Tunnel



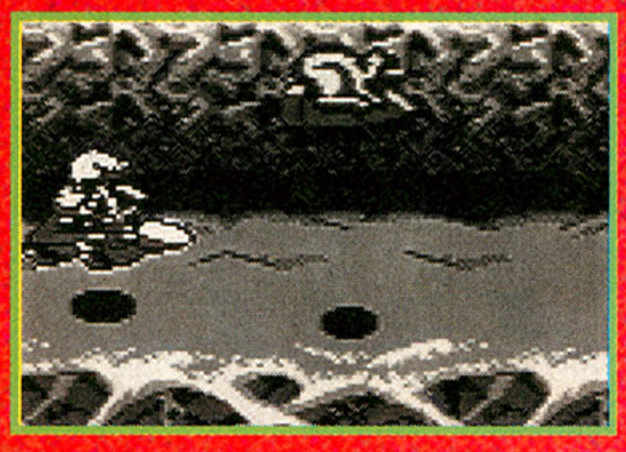
These dudes have a mean head-butt. Strike between attacks — and keep hitting!

It takes quick reflexes to avoid the walls. You have to jump some of them.

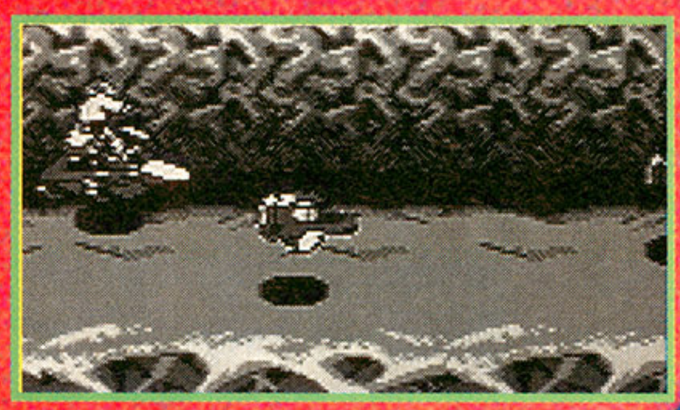




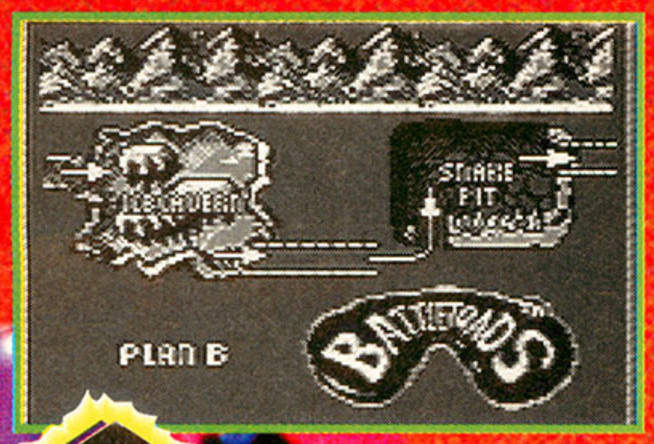
These upper ramps can be tricky. Line up your bike with their shadows.



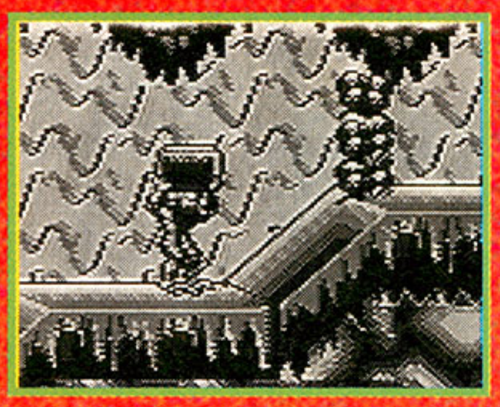
These villains specialize in dropping walls. Again, watch the shadows to see where they'll drop them.



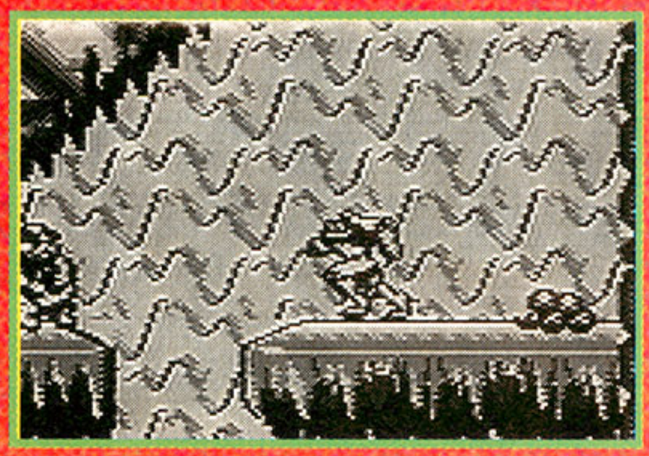
Stay on the left when you encounter these enemies and be prepared to jump them.



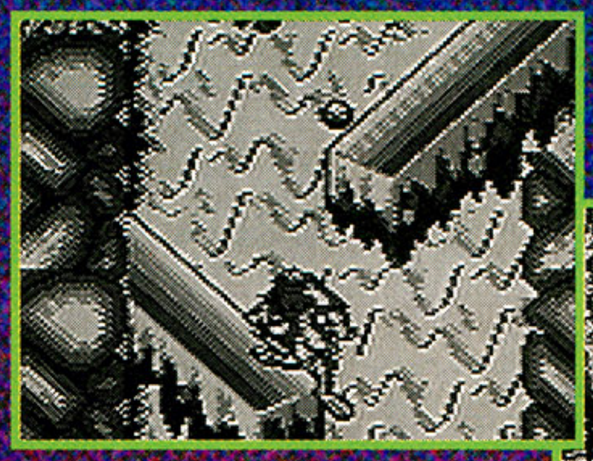
Arctic Cavern

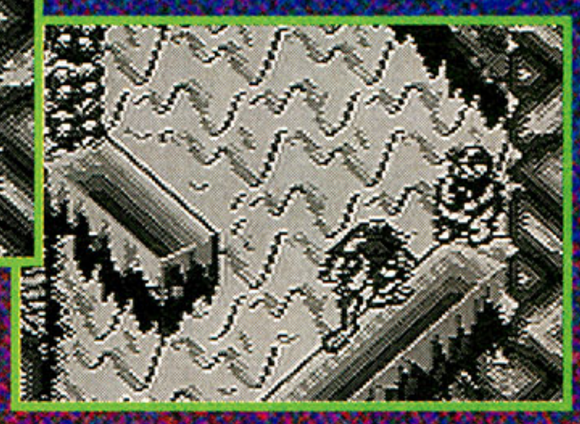


Use this ice block to crumble walls.

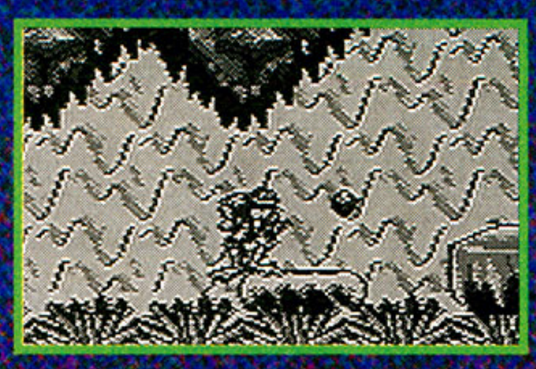


When you see a snowman, immediately grab a snowball and deck him before he can do the same to you.





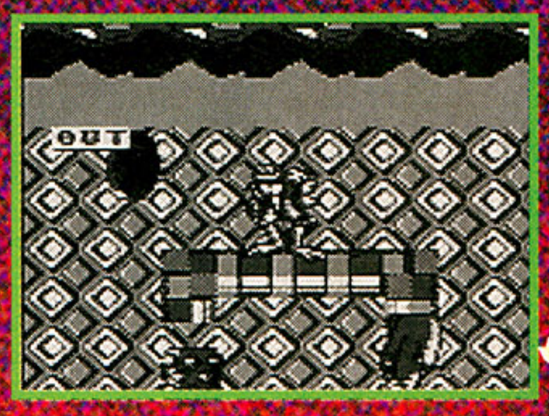
Be ready to leap over runaway snowballs as you climb the ledges. And when you see this snowman, club him, then use the snowballs to knock down the wall.



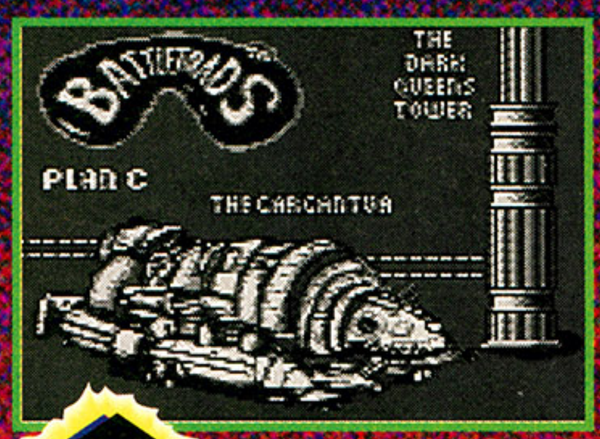
Don't take a breather while on the moving platform — snowballs come out of nowhere.

Karnath's Lair

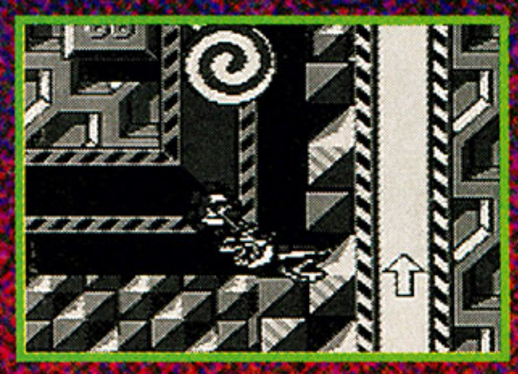
Spiked balls are a no-no for our 'Toadies. Give yourself enough room to jump them.



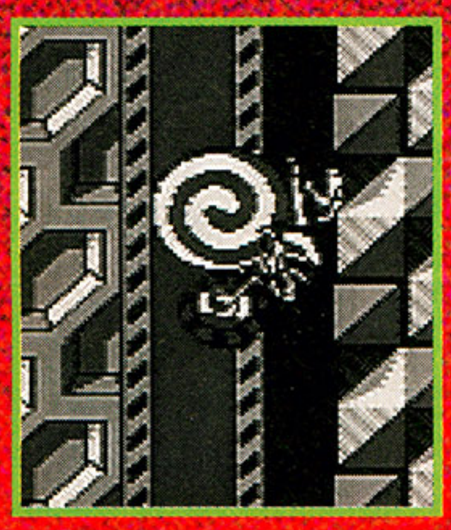
Take a flying leap for the exit once you've spotted it.



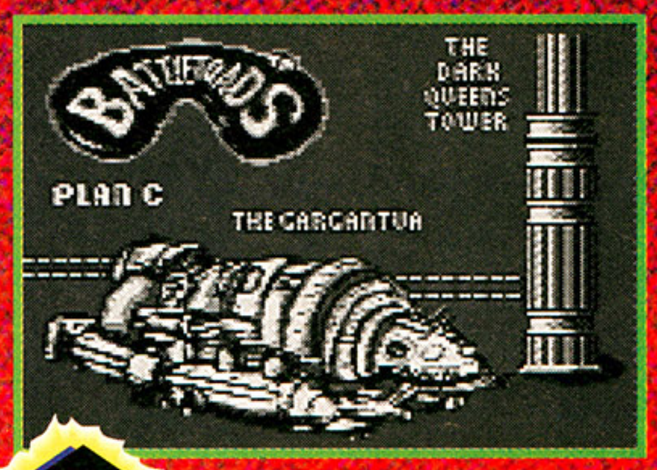
Clinger-Winger



Use corners to your advantage: Judge which way they're going to turn to stay in front of the spiral ball.

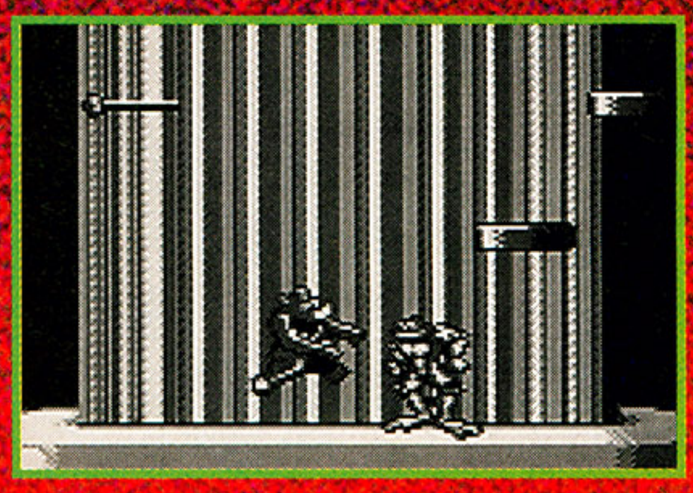


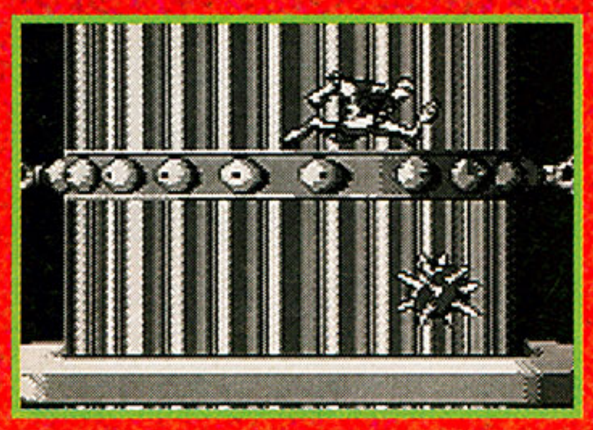
You won't survive the straight-aways if you don't have ample lead time.



The Revolution

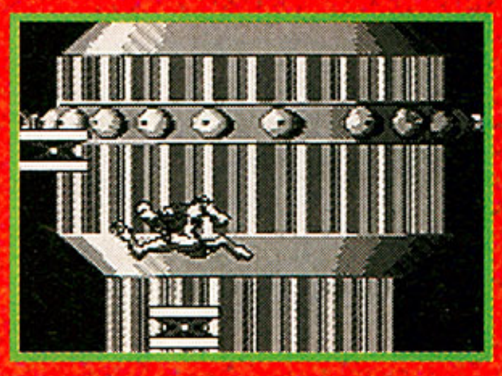
This guy tries to head-butt you. Take him out, then grab the spike above you.

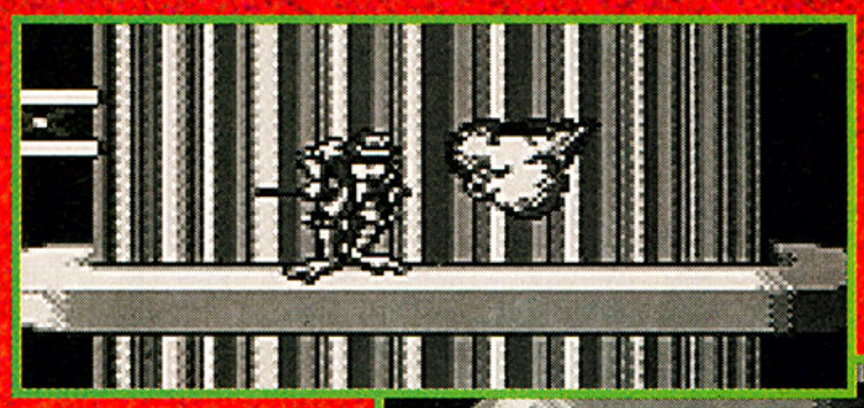




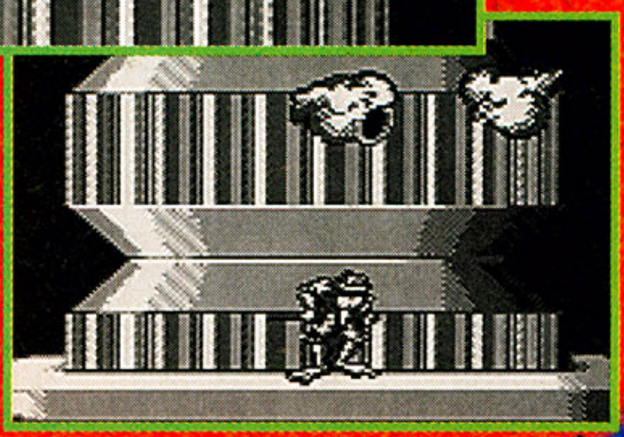
Jump over the spike and keep running until the ledge is above you.

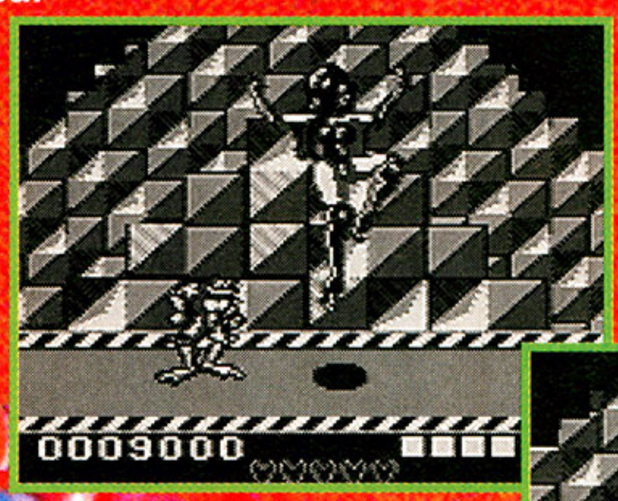
While on these springy blocks, move at the zenith of your jump to cross to the next block.



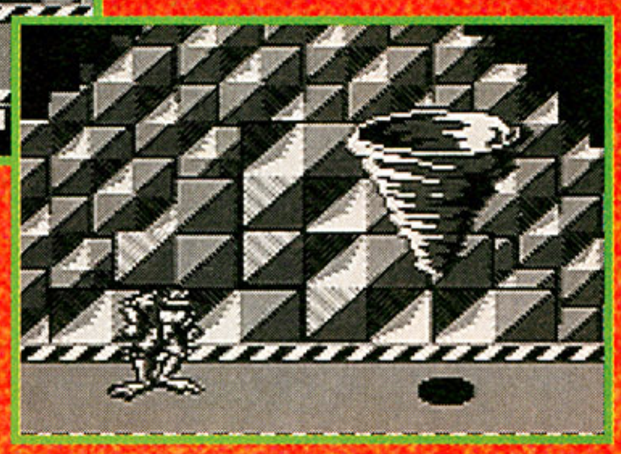


These clouds do everything in their power to blow you down. Wait until they stop blowing, then club them with your stick.





Finally — the Dark Queen. Move away when she starts spinning, but slug her when she stops. Watch her shadow to see where she'll land.



Even evil queens are no match for the Battletoads. Break out the soda — it's time to celebrate.

GP

A SAGA OF FORTUNE AND GLORY

ENIX
SUPER NES

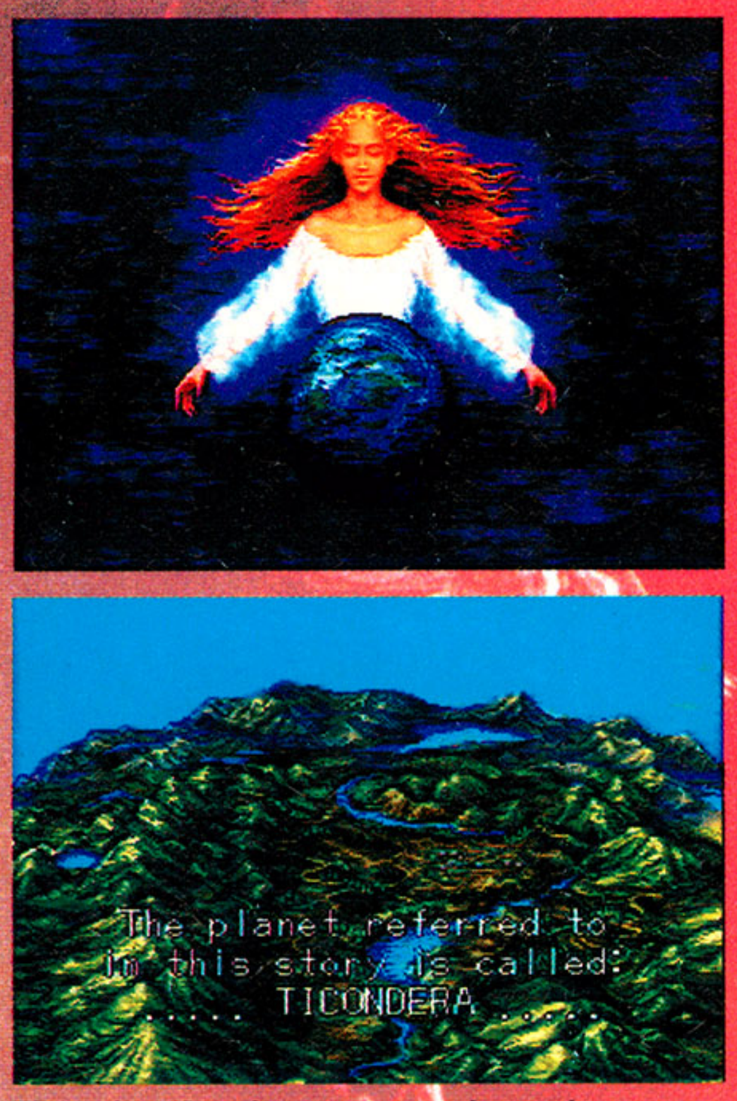
Enix; 2679 151st Place NE; Redmond, WA 98052-5522

JEFF LUNDRIGAN

Enter the legendary world of Ticondera. It's the land of the Seven Sacred Runes, lost for thousands of years. Desperate to recover the runes, King Lemele gathered seven apprentices — the most gifted adventurers from across his kingdom. After five years of intense training, this odd assortment of humans, elves, aliens, and dwarfs has been sent out to recover the Sacred Runes.

The 7th Saga is the latest sprawling RPG from Enix. As the company behind the *Dragon Warrior* games for NES and *Actraiser* and *Soul Blazer* for SNES, Enix *knows* RPGs — and *The 7th Saga* is no exception. The adventure is huge, the graphics are simply gorgeous, and the game follows slightly different paths depending on which of the seven characters you choose, giving the game a replay value not often found in a cartridge RPG.

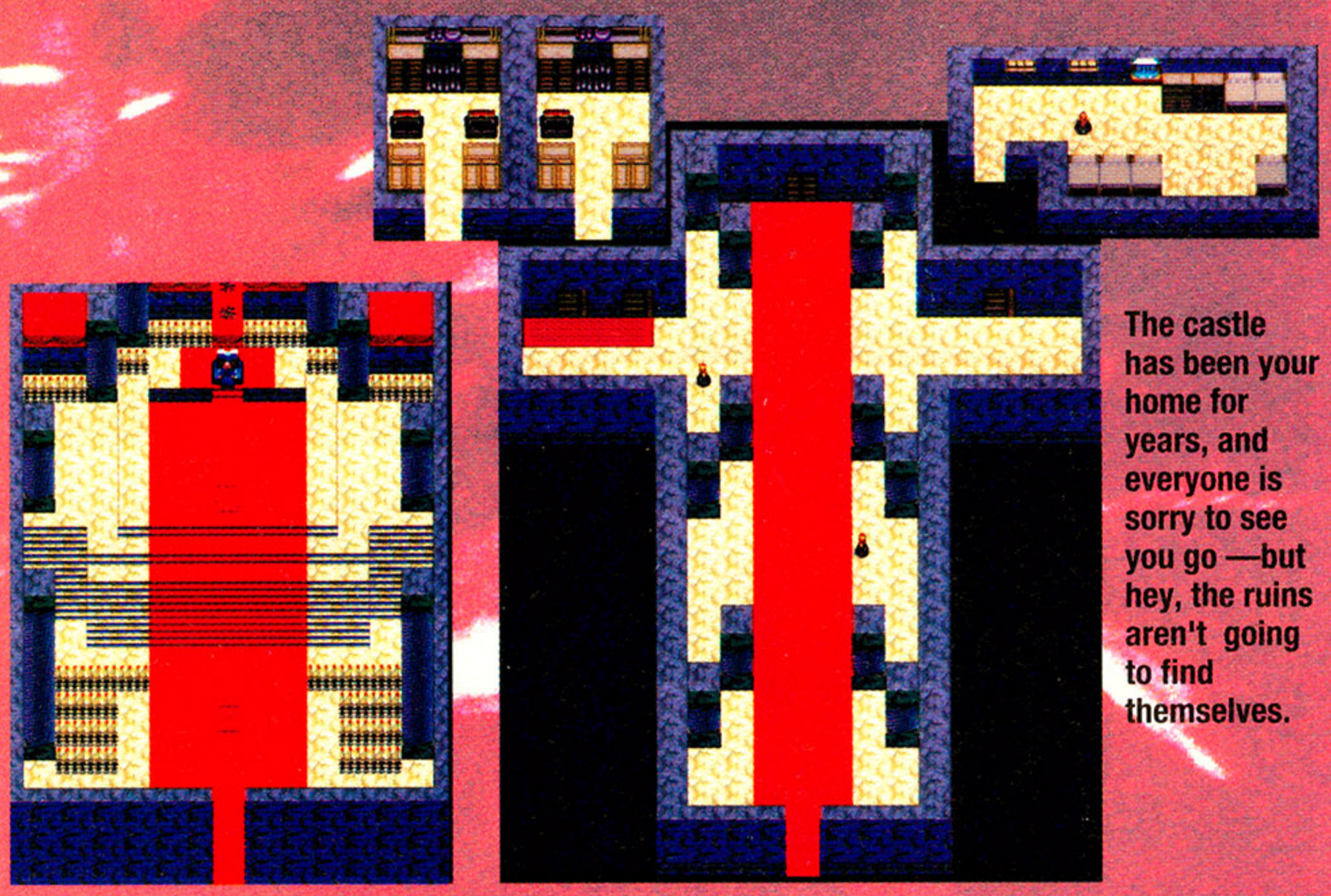
The game manual for *The 7th Saga* suggests you begin your quest as Kamil, the most balanced of the seven characters, and that's good advice. But no matter what character you choose, this preview uncovers the first section of the adventure, as you travel south from Castle Lemele to the town of Rabelsk, then east to Castle Aran to recover the Key of Earth, then....



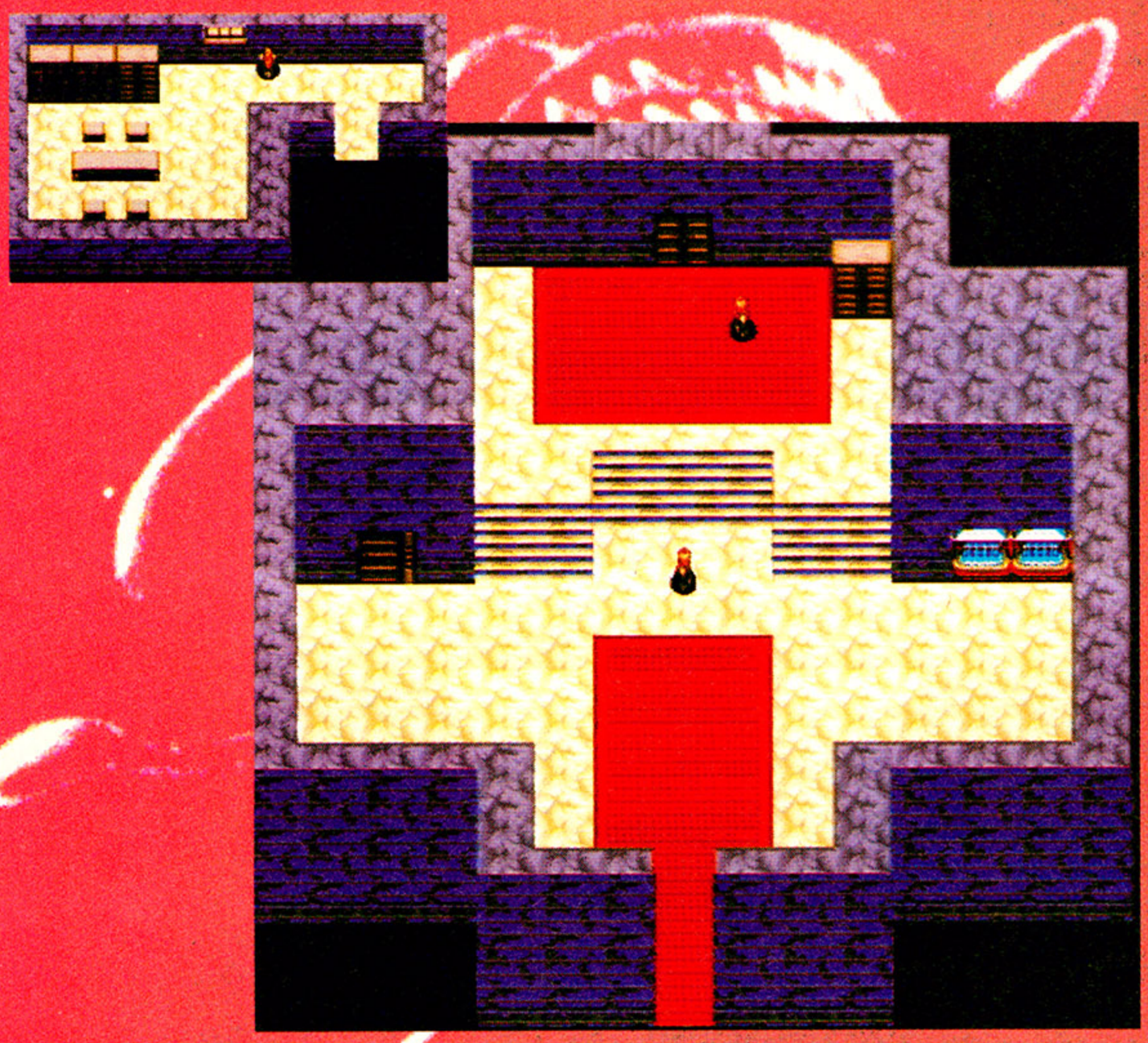
Ticondera has known many legendary brave deeds, but yours will be its seventh saga....

CASTLE LEMELE

Talk to everyone— and don't overlook the chests.



The castle has been your home for years, and everyone is sorry to see you go —but hey, the ruins aren't going to find themselves.



(castle continued)

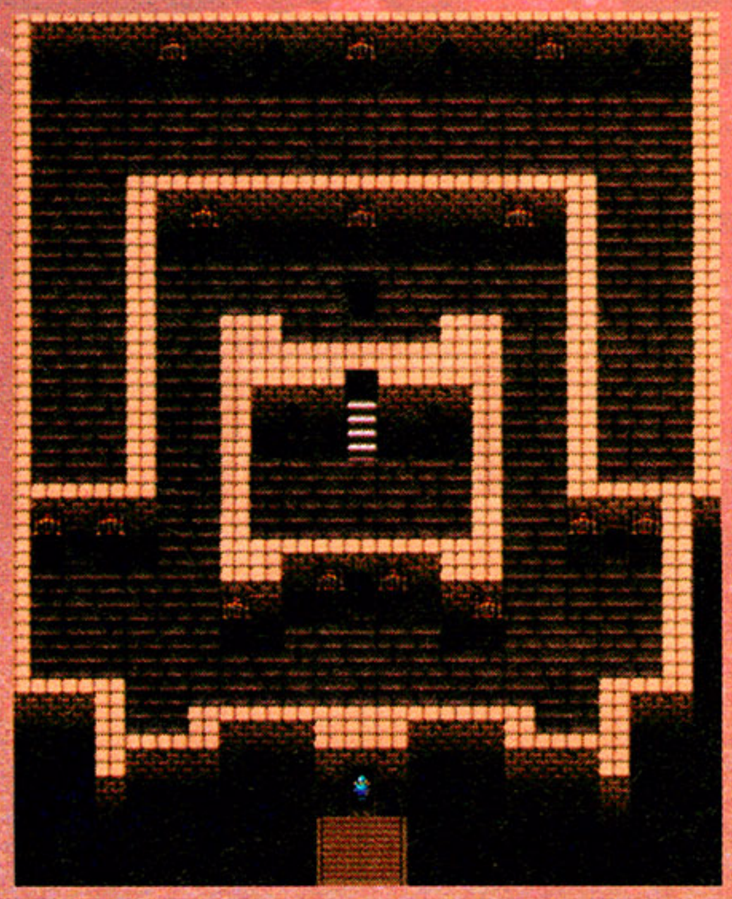
RABELSK

Rabelsk: a town in a severe recession. No trade has been possible since the Gate of Earth closed. Search every nook and cranny — bonus stuff is hidden in odd places.

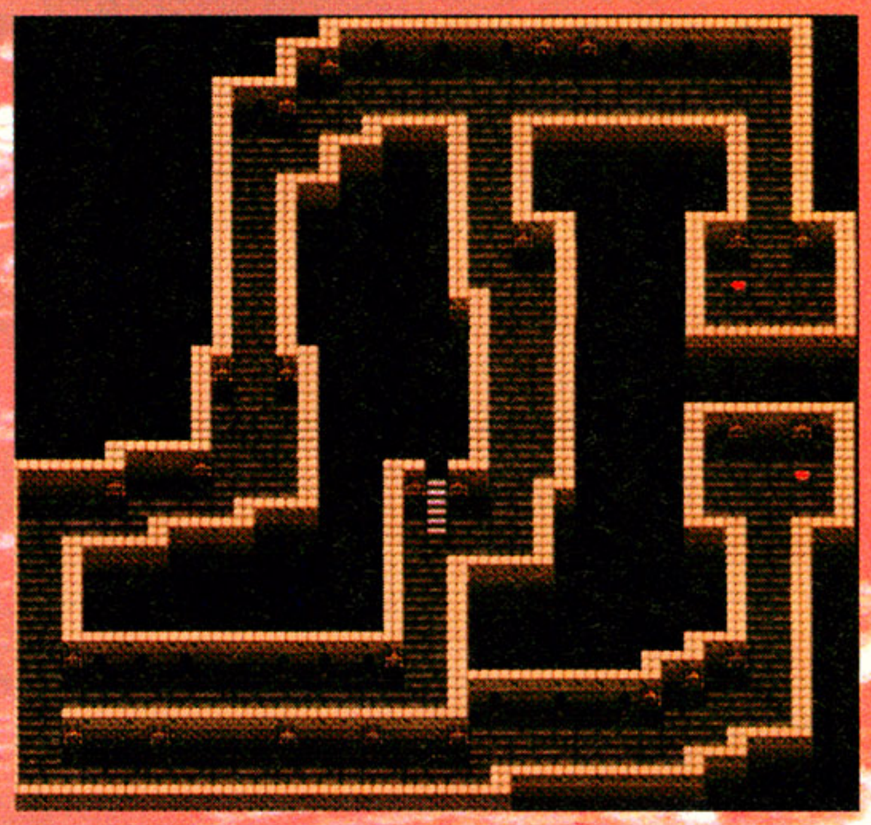
LEMELE

The old woman outside the item shop gives you a Potion 1 for free! This should speed you on your way to Rabelsk.

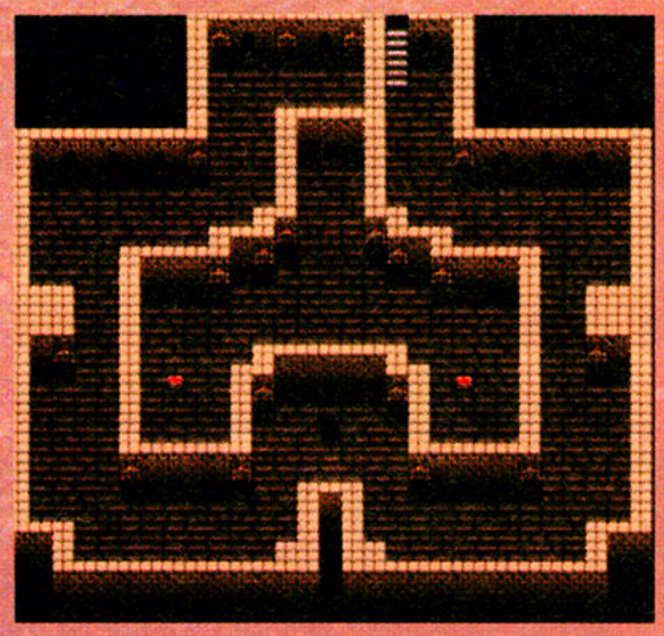
CASTLE ARAN



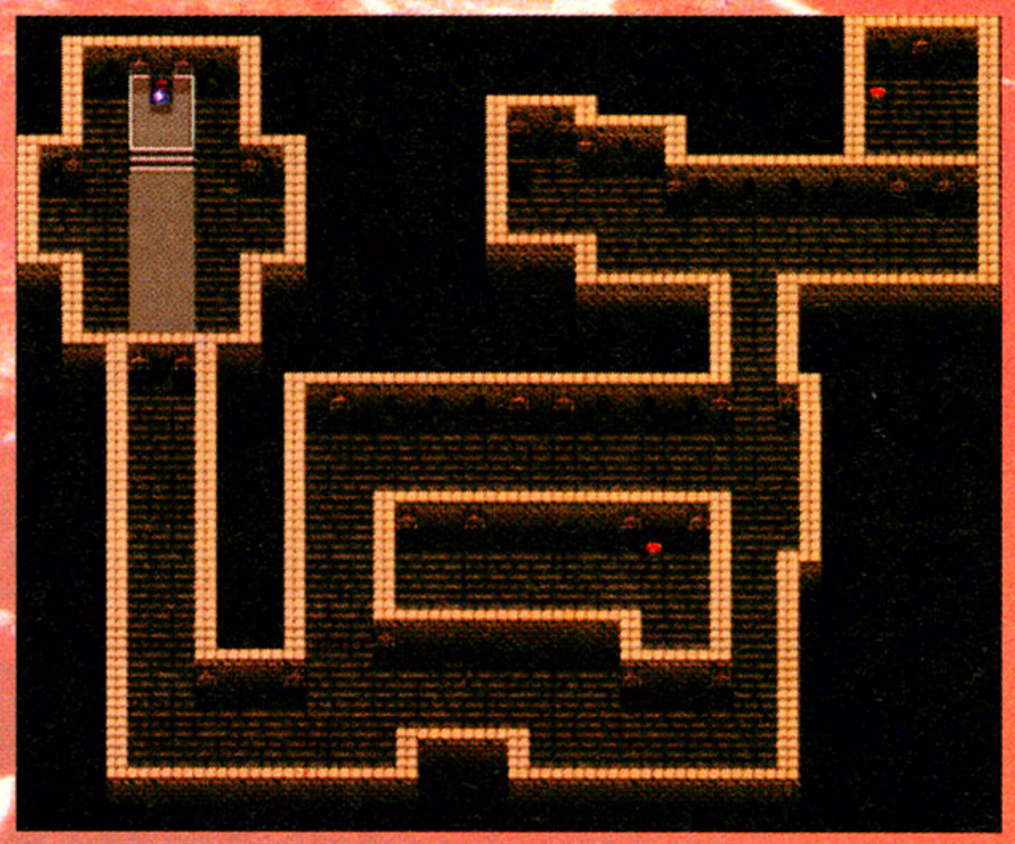
First floor: Nothing here, so move on.



The basement: There are a few chests down here, but no exceptional prizes inside. Go get 'em anyway, however, just to gain some experience.



Second floor



Third floor: the Lair of Romus.

MONSTERS ON THE BEACH

There's no mystery about hermits. They have minor magical powers, but they die too fast to use them.

Demons pose no threat if they're alone, but watch out for groups or demons with other monsters. They use Lower Defense spells on a regular basis.

The wyvern is the easiest monster to kill.

The undead are a real threat. They hit hard, *and* they can Recall monsters you've already defeated. Attack them first.

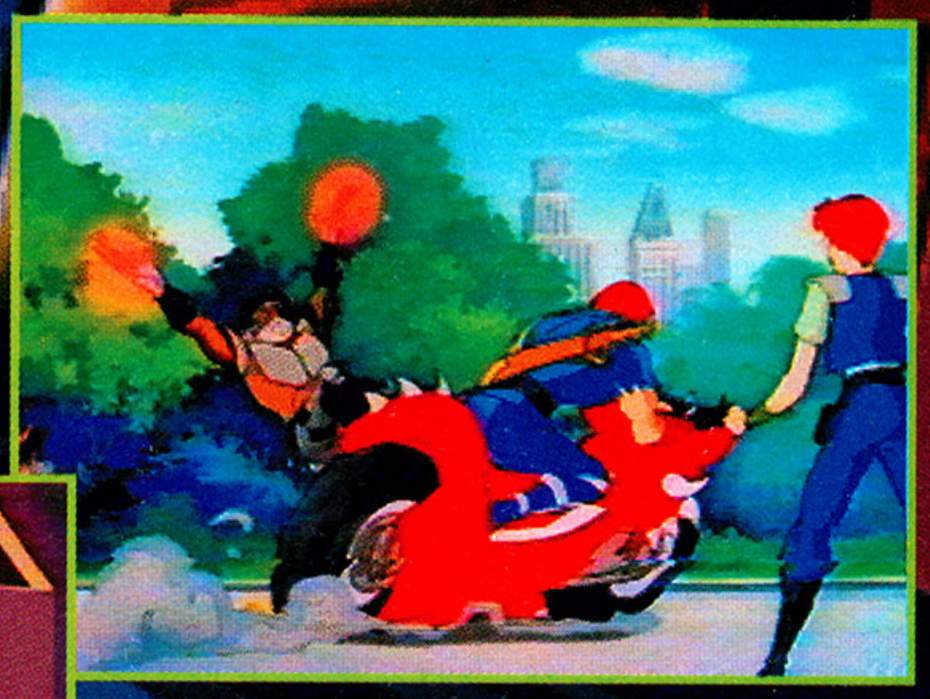
The chimera aren't special, although they pack a wallop. Be cautious, but don't worry.

Statues don't have spells, but their defensive power is very high, making them tough to kill.

Romus: the big cheese. Don't attack him until you've gone up a few levels, then whack him with everything you've got. Be sure to have plenty of healing potions on hand, and watch out for his lightning spell.

GP

Games Bitten by TV Bug



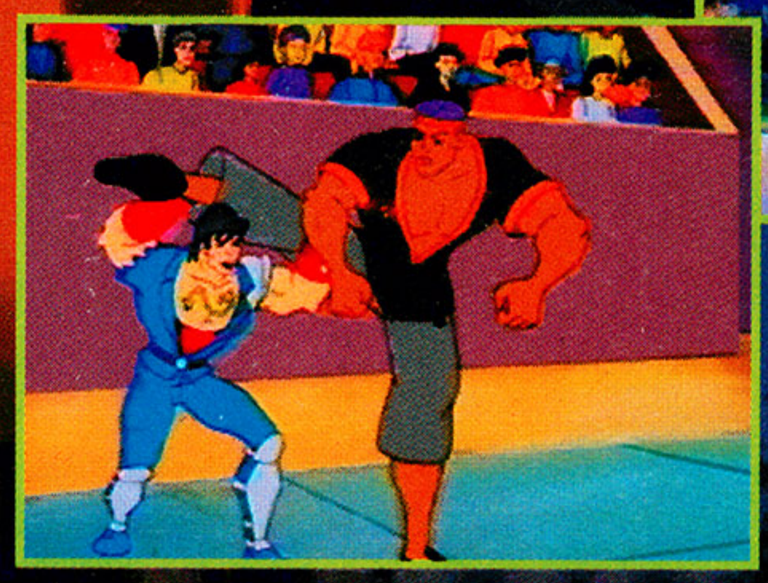
Todd Mowatt

Don't touch that TV dial — at least, not *yet*!

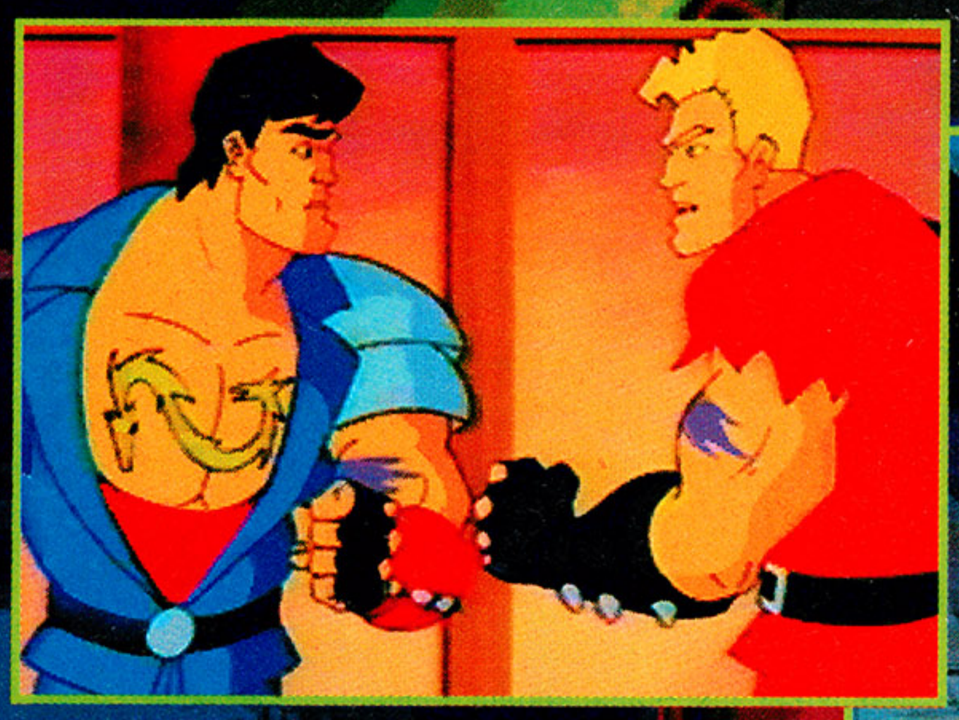
Game players will be glad to hear many of their favorite characters — Sonic, Tails, the Lee brothers, Bubsy, and others — will soon be added to the cartoon lineup.

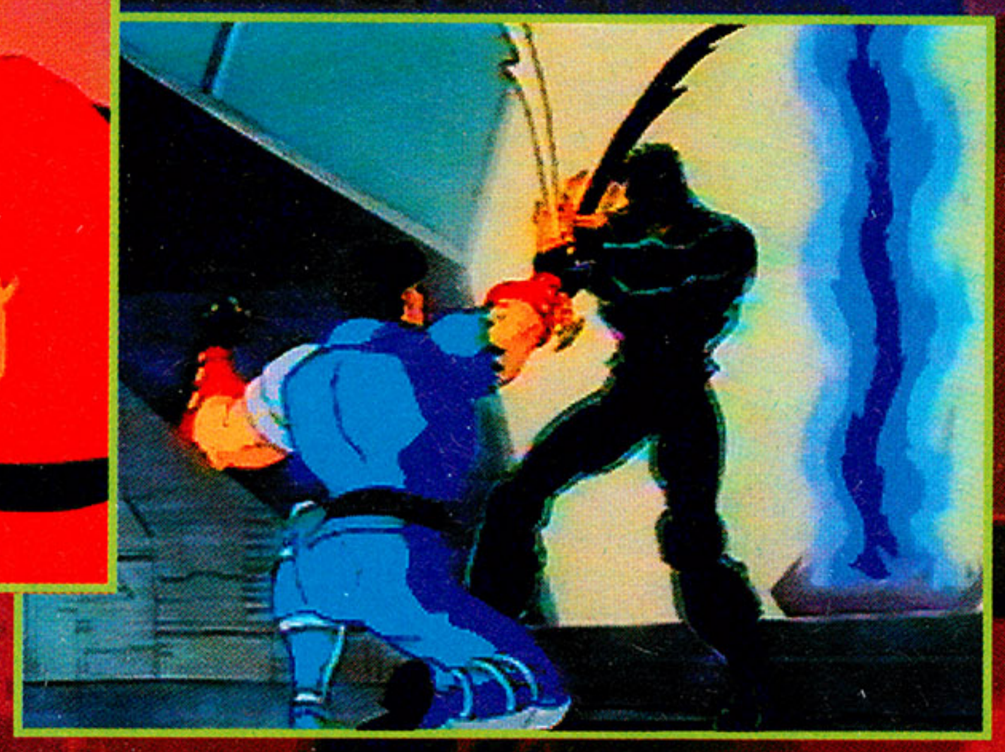
Billy and Jimmy Lee bring their fast-and-furious action to the screens beginning September 18-19, when *Double Dragon* enters its first week of syndication across the U.S. Sonic and Tails will appear in *two* shows of their own, one on ABC sometime Saturday morning, the other in syndication Monday through Friday. And Bubsy gets a cartoon special airing in U.S. syndication over the Thanksgiving weekend.

Teresa Sommers, account executive in charge of program development for Bohbot Communications, said the company is developing — in association with DIC Enterprises, Inc. — 13 *Double Dragon* and 65 *Sonic the Hedgehog* cartoons along with the *Bubsy* special.



"*Double Dragon* is one of the best-selling video game licensees of all time," she says. "It has proven it has staying power. But this won't be any regular cartoon. It will have some educational values, and each episode will begin with a 'Code of the Dragon' segment. These educational aphorisms will include messages like 'If you must fight, do not injure,' 'You must never intentionally harm another,' or 'The only sure way to win the battle is to avoid it.'





"We're not preaching to the kids — we're just adding some character to Billy and Jimmy Lee to make them seem more human. It will be a cartoon with a story, with more depth and humanity. All we're doing is taking the characters out of the video games and building stories around them to give them their own personalities. We'll also be adding the Dragon Master, a character that guides Billy and Jimmy Lee and gives them wisdom."

Tradewest, which holds the *Double Dragon* gaming license for all video-game formats, is excited to have the Lee brothers make their cartoon debut.

"*Double Dragon* has a lot of consumer awareness, and the cartoon should increase its awareness beyond the arcade and video-game formats and bring new people into the *Double Dragon* fan club," says John Fowler, vice president of sales for Tradewest. "It will give the license some added life, as well as some increased marketing and sales opportunities.

"Gaming is becoming a more seasonal type of business, and the cartoon should boost the exposure of the *Double Dragon* characters in much the same way as the Ninja Turtles movies added to the marketability of the *TMNT* merchandise and video games."

Sonic and Tails Go HOLLYWOOD

As Sega's top property, Sonic is no stranger to bright lights and big numbers. But with *two* upcoming cartoons, he's likely to get a big head as well.

Jaleel White of ABC TV's *Family Matters* will be the voice of Sonic in both the network and syndicated versions. Sega is excited about the selection of White.

"Jaleel's character [Irkall] on 'Family Matters' is great," says Bob Harris, creative director for Sega. "Irkall has a quiet-type confidence and a similar good-natured attitude much like Sonic's."

Sonic the Hedgehog will air Saturday mornings on ABC for 13 consecutive Saturdays. The 65 episodes of *The Adventures of Sonic the Hedgehog* will air daily Monday through Friday on independent stations across the U.S.

"We're excited at Sega about the phenomenal visibility that Sonic and Tails will receive," Harris says. "It's not every day that your characters appear on a network and on syndicated TV at the same time. The exposure will only further enhance the popularity of Sonic."

So what's the difference between the network and syndicated *Sonics*? According to Richard Lewis, vice president of public relations for DIC Enterprises, "the storyboards are based on the video games, but each series has its own stories."

In the ABC *Sonic*, the cartoon has more of a *Batman* feel. Sonic and Tails try to elude the evil Dr. Robotnik, at the same time helping people and freeing the imprisoned creatures of Mobius. Expect the network show to have more color and more animation, since its budget per episode is larger.

Lewis compares the syndicated *Sonic* to the TV show (and summer movie) *The Fugitive*. "Dr. Robotnik and his minions take over Mobius, and Sonic's job is to save the planet. He's a Robin Hood-type character continuously battling the sheriff. Sonic and Tails flee Dr. Robotnik and are more reactive than proactive."

As with many cartoons, including *The Simpsons*, much of the animation for the syndicated show will be done in Korea. The storyboards, initial artwork, scripts, casting, and voiceovers will be done at DIC Enterprises' Chicago studios. DIC is putting a computer system in place that will bring the animation work back to the U.S.

New characters are being created for the *Sonic* cartoons, and Harris says parts of *Sonic 3* will be incorporated into some episodes. He also hinted that some of the new characters created during the animation process may find their way into Sonic's newest adventure, due on store shelves around November.

New Claws Encounters for BUBSY

Accolade is working with Imagination Factory, Inc. and Calico Entertainment to produce the half-hour *Bubsy Bobcat* cartoon. Stanford Blum, president of Imagination Factory, considers Bubsy "the best character I've seen in years. Knowing that he'll be the next decade's 'toon star, I pursued the rights to make Bubsy the next major character in the marketplace."

The cartoon breaks Bubsy out of his *Claws Encounters of the Furred Kind* video game and into a new adventure. He, Arnold the Armadillo, and Bubsy's niece and nephew (The Bubsy Twins) get involved with a chaotic science experiment. It seems that Professor Virgil Reality has invented a Virgil Reality helmet that turns the wearer's thoughts into real-life. The quartet use the helmet to travel from rollercoasters to submarines to spaceships. Bubsy villains such as Ally Cassandra, Boswell the Buzzard, and Sid "The Vicious" Shrew create conflict as they try to steal the helmet.

"We've always considered Bubsy as more than just a video-game character," says John Skeel, executive producer for Accolade. "His personality lends itself to many different vehicles, television being the next logical audience."

Future Game, Future Cartoon

DIC is also working on the video-game transfer *The Hurricanes*. What? You haven't heard of it? That's because it's not a game — yet. U.S. Gold will bring this adventure about a traveling soccer team to Genesis and Super NES sometime in the future. DIC also hopes to turn the half-hour *Battletoads* special that ran in syndication last autumn into a regular series.

GP

EX-CITING

EX-MUTANTS

SEGA OF AMERICA
GENESIS
3375 Arden Road;
Hayward, CA 94545

Billy R. Moon

Following the devastating effects of World War III, the mutated remnants of mankind were forced to create new lives underground, in the forests, and in the pile of rubble that once marked great cities. The self-proclaimed ruler of this new society is Sluggo, an evil and appropriately wormy mutant who regularly raids areas around Sluggtown. Anyone unwilling to become Sluggo's slave is fitted with a mind-control cap by the ruler's assistant, Zygote.

Fortunately, a cyborg named Professor Kildare is challenging Sluggo's attempt at world domination. The professor has recruited a team of six refugees and transformed them back into human form. Now these Ex-Mutants must defeat Sluggo and repopulate Earth with normal humans once again.

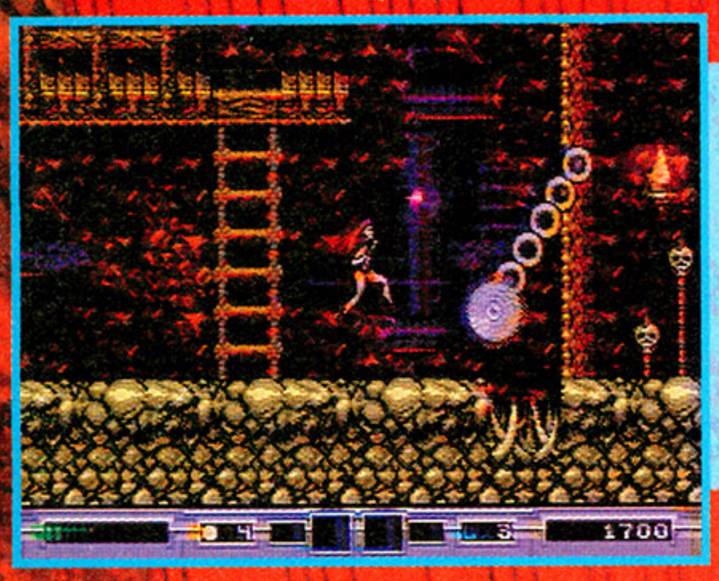
When four Ex-Mutants are captured by Sluggo, you're left with only two choices of hero. Ackroyd has powerful attacks, but he's a little on the slow side.

The Team

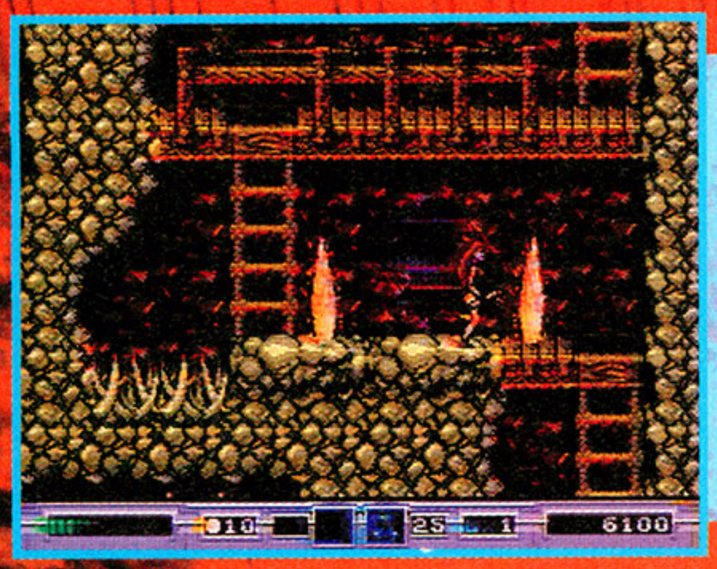
Professor Kildare outlines your mission at the beginning of each level and gives you a rough map. Listen carefully — he sometimes knows about secret power-ups.

Shannon is quicker and more agile, and her nunchaku has a longer reach than Ackroyd's battle axe. Unfortunately, she's not as strong, so she must whack an enemy more times to destroy him — although a foe can kill her with only a few hits.

The Cave

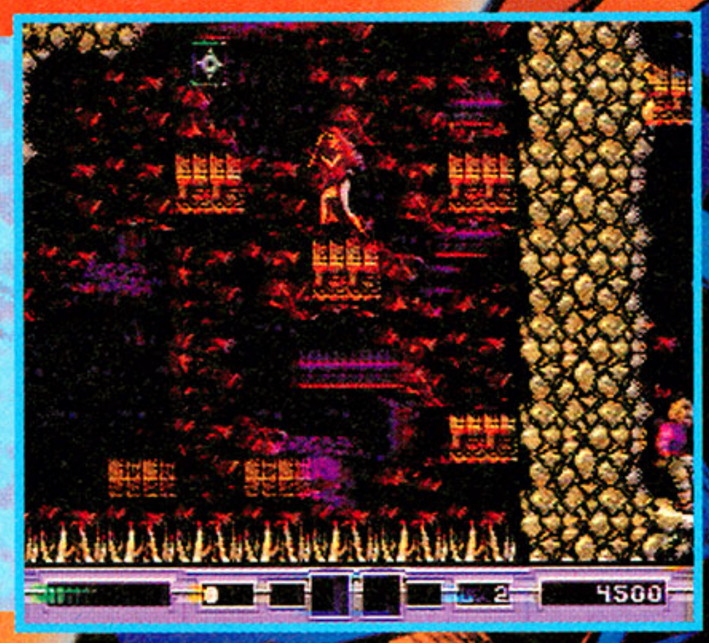


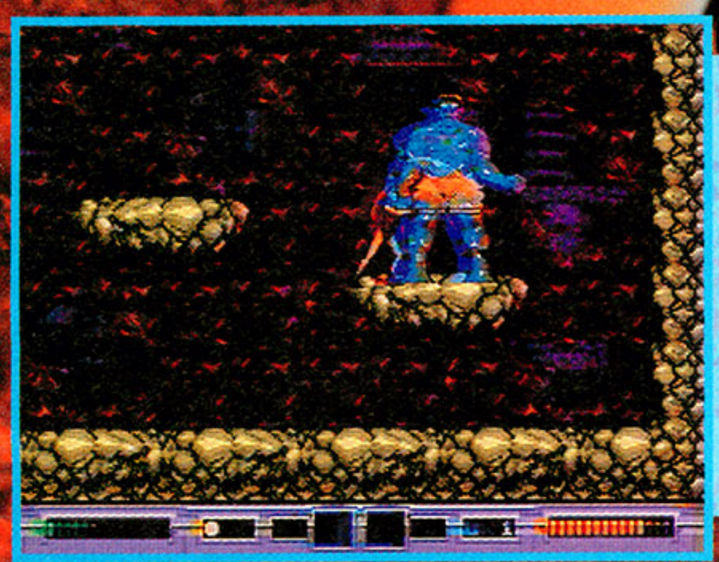
These saw-blade pendulums are tough! You must leap at the exact right moment to get past them without injury.



You can't pick up the first-stage battery unless you survive the blobs of fire thrown from the ceiling. Wait until the flame dies down, then jump before another blob is dropped.

Good luck with these revolving platforms! Go to the left and hop on the bottom platform while you watch the timing of the upper platform. Jump to it a millisecond before it becomes level. And don't forget that super-shot token at the upper left!

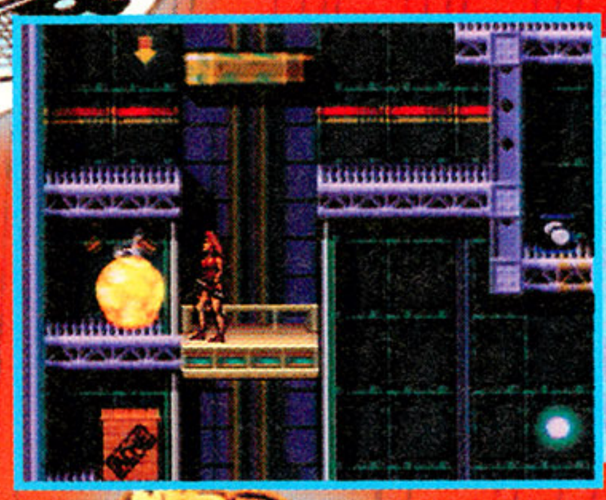




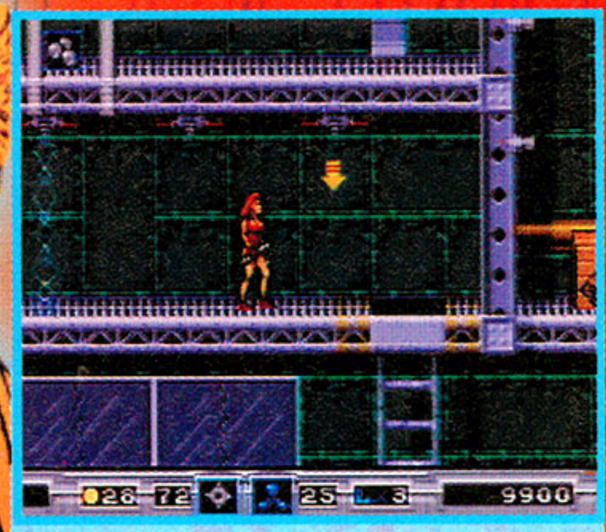
Beefcake, the cave's boss, teleports to another platform after each attack. Although you can't see him, you can still injure him for a few seconds by attacking the spot where he was.

Once you've put Beefcake away, you've rescued Bud. Your conversations with your fellow Ex-Mutants may seem silly, but they sometimes reveal useful information.

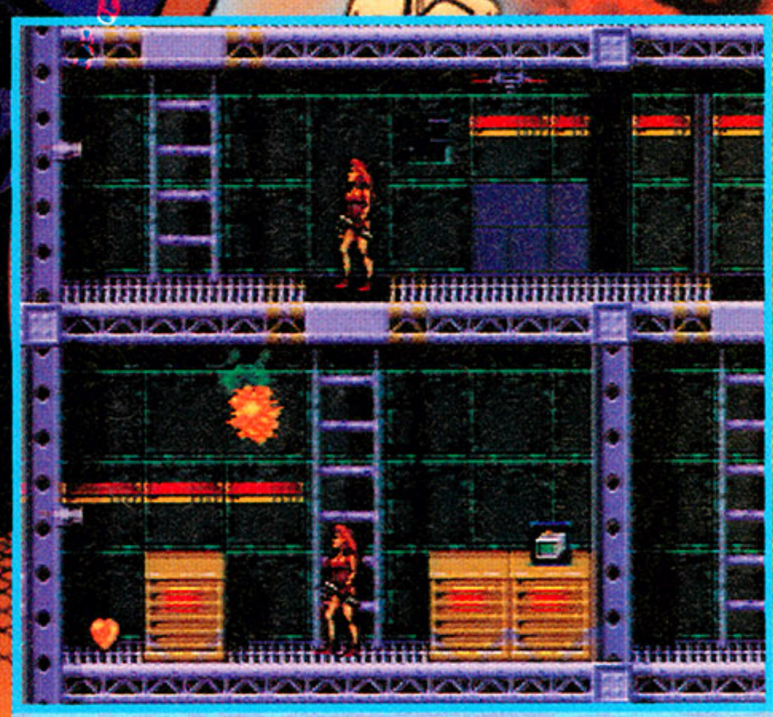
The Laboratory



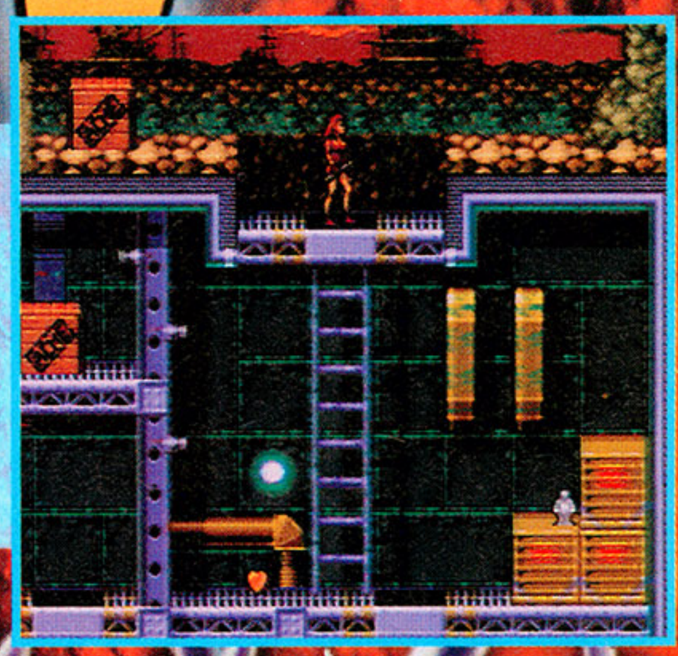
Each level has extra-point tokens and power-ups. Break open these Acme boxes for some of the bonuses.



The laboratory is filled with forcefields that keep you from advancing. Fortunately, good timing can get you through.

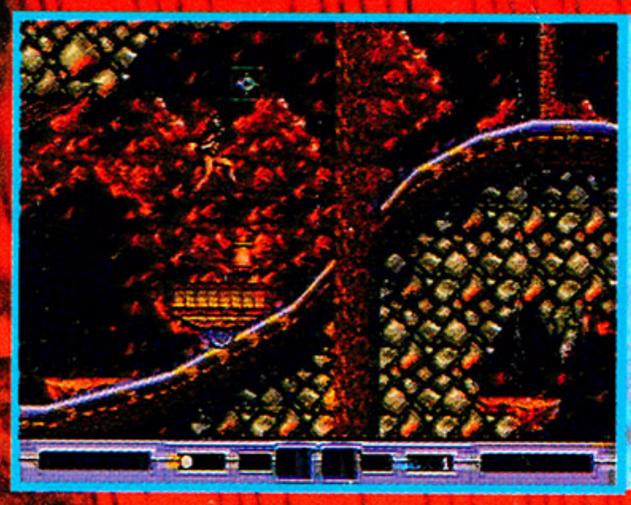


If you're low on energy, grab the heart just below the wall blocking your path.

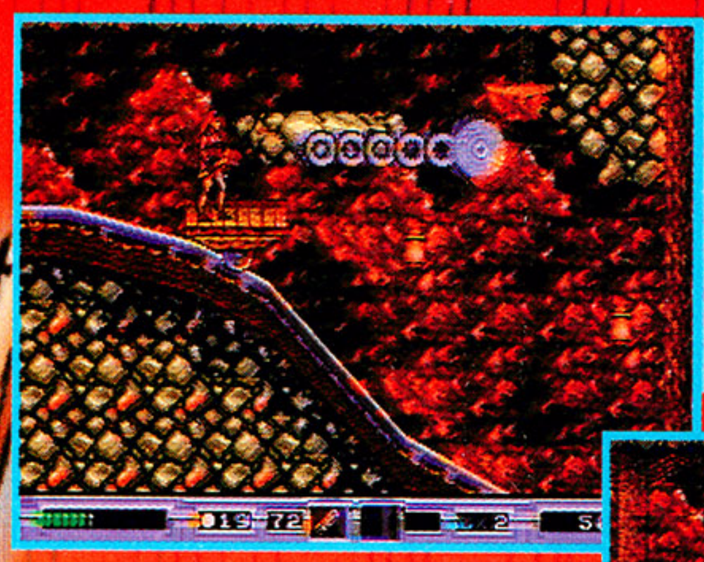


Another heart and an extra life are hidden among the boxes found just before the exit.

The Mine Car

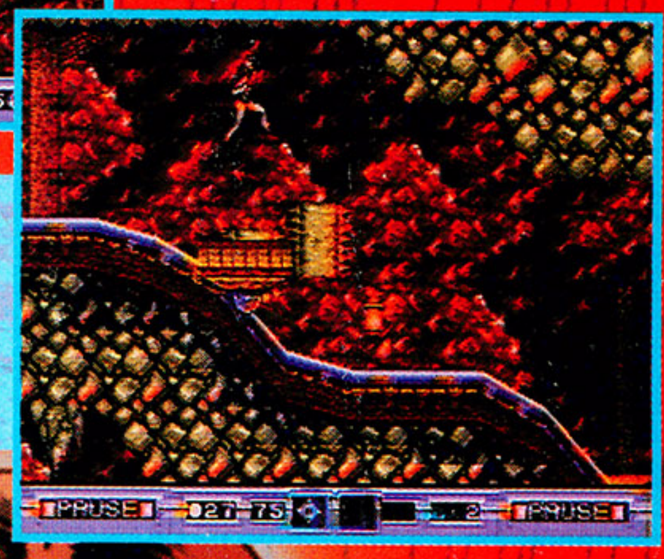


In the mine-car level and the next two stages, you're involved in high-speed rides. Watch out for enemies and be prepared to jump for power-ups.



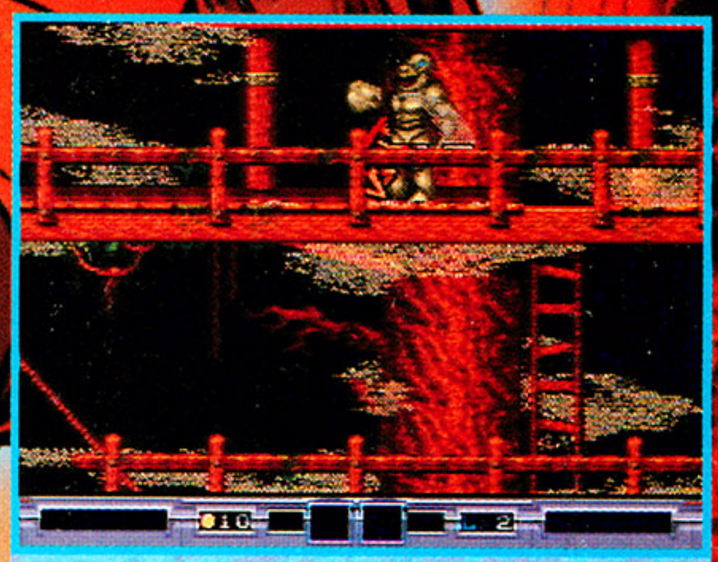
You haven't left behind the ever-popular pendulums, so be prepared — although you don't need to move at all to avoid getting hit by the first one.

Lots of obstacles force you either to jump or to duck. Avoid the blades falling from the ceiling by jumping as soon as they appear.

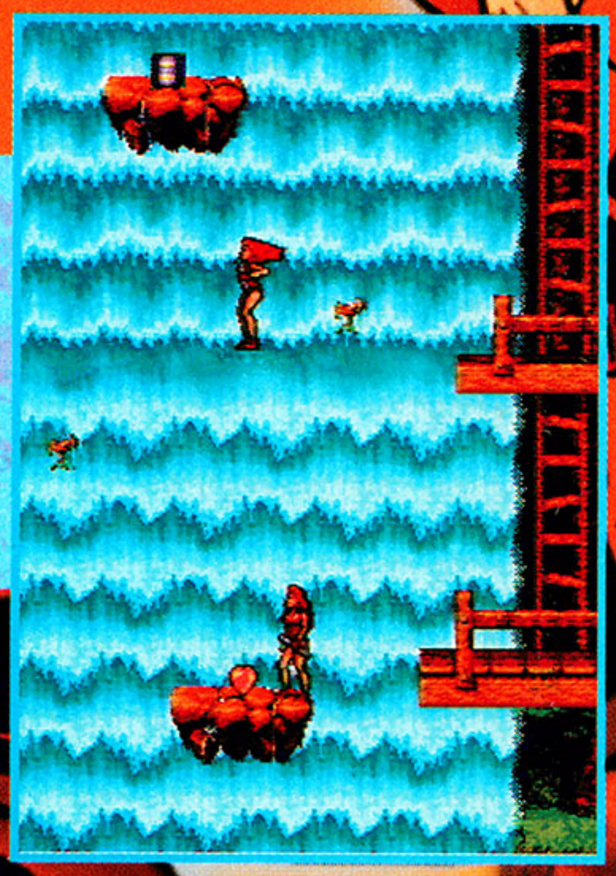


The Forest

The forests are full of bosses. Rush to the right to grab the special stone-shot token when you reach the first boss, then go back before he fires. Pelt him with rocks as he shoots fireballs, and stab him when he pauses.

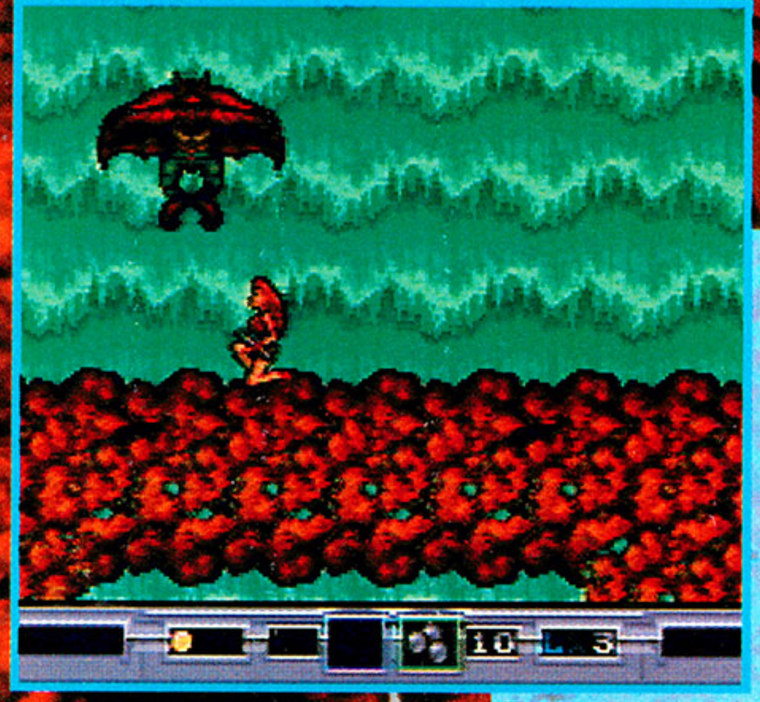


The foggy stage is full of bats — and these guys, who pack a mean punch. Stand in front of them while attacking to avoid getting socked.



Both the battery and heart for this stage are located on secret platforms in the middle of the waterfall. Cross the bridge, climb to a lower platform, and jump to reach them.

When the bat swings upward, stab him before he can fire again. If he flies out of your main weapon's reach, throw a rock at him. When his shots get too close for comfort, leap for a far corner and duck again — you can be sure he'll follow you!



It takes great timing to defeat this boss bat. Get the stone-shot token and avoid the first barrage of fireballs. Duck to avoid getting hit by his dive-bomb attack!

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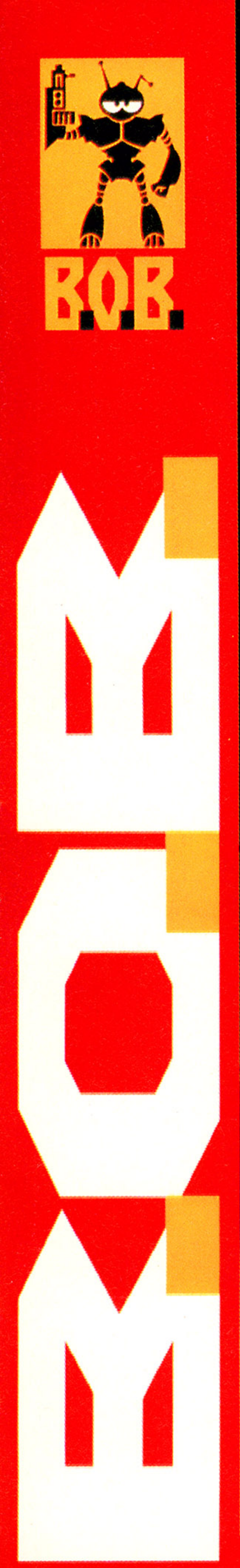


ELECTRONIC ARTS
SUPER NES

Electronic Arts, 1450 Fashion Island Blvd., San Mateo, CA 94404

B.O.B. is U.N.I.Q.U.E.

Billy R. Moon

After months of begging, young B.O.B. finally managed to convince his old man to let him borrow the family car for his first real date. There he was, cruising the universe, jammin' to the Stones when an asteroid belt appears out of nowhere. Months of Driver's Programming pays off as our robotic hero maneuvers through the belt, but suddenly one last asteroid knocks out the front navjets and forces B.O.B. to crash-land on the nearest planet. Now not only must he fight for his life as he heads for a space port, but his dad will probably kill him — or at least dismantle him — when he gets home, too.

B.O.B. is an interesting game with a good sense of humor. Aside from its (very) occasional slowdown problems, the technical aspects of the game are just as cool as the story line. Topping it off, there are around 40 levels of solid game play — more truly hard levels than "gimmee" ones. *B.O.B.* just isn't one of those games you finish the first day.

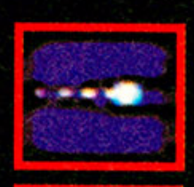
LIFE POWER-UPS

Wrenches completely fill your energy bar.

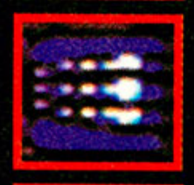
Some levels also have energizers that perform like wrench icons.

The one-up icon gives you an extra life.

WEAPON POWER-UPS



You begin the game with a single-shot laser.



The triple-shot is more powerful and allows you to fire at enemies above and below.

The flamethrower is most useful when you're facing enemies from a crouched position.

Rockets automatically head toward the nearest enemy.

The bolt is similar to the single-shot, but it takes out most enemies with just one round.

Since the wave is your most powerful weapon, you get only a few at a time. Try to save them for the bosses.

REMOTES

The flash-grenade temporarily freezes all on-screen enemies.

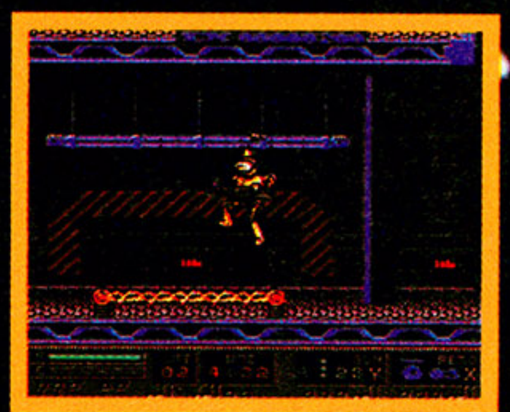
You can activate your shield only from a standing position.

Use an umbrella as a parachute to slow your fall.

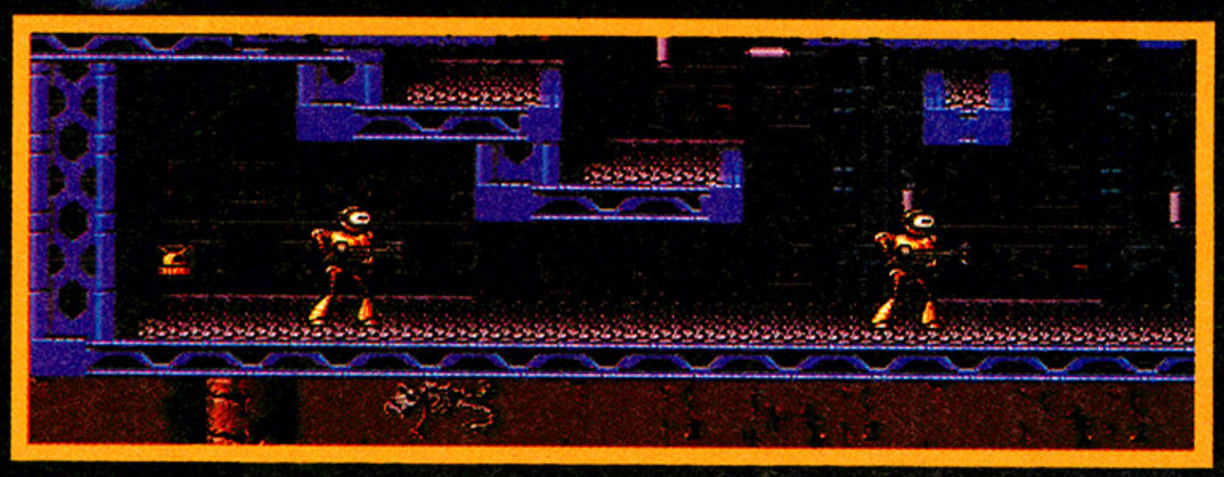
The trampoline lets you jump to platforms otherwise out of reach.

Use the helicopter hat to climb upward or fly over dangerous situations.

Floating bombs detonate after about five seconds.

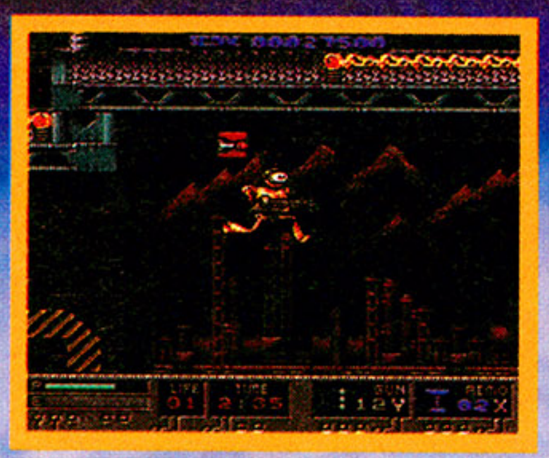


You can avoid most forcefields by climbing along the bars above.

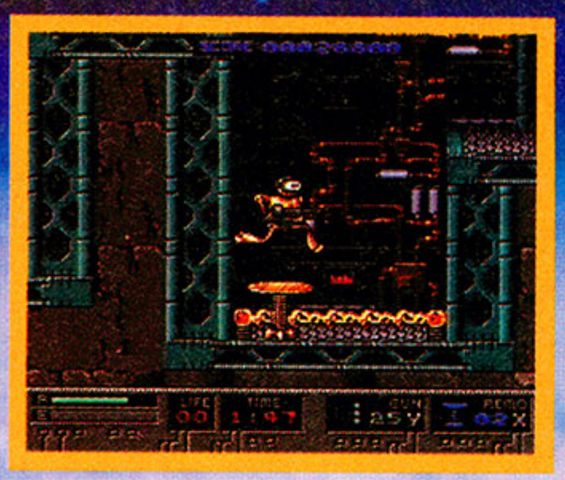


Look for power-ups near the ends of each level.

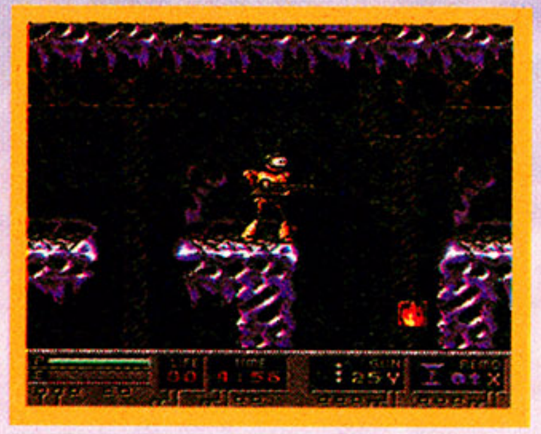
Don't give the pods a chance to release their deadly worms. Use the flamethrower to burn them before they have a chance to open.



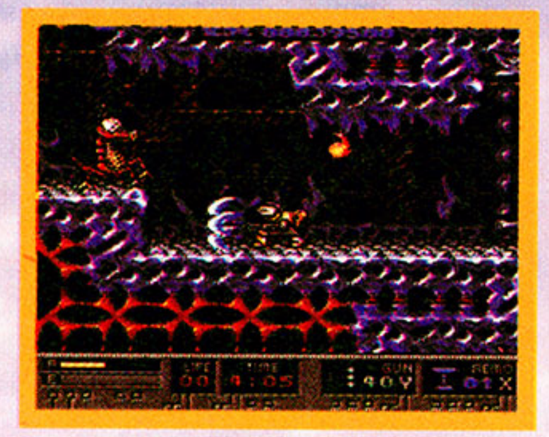
Many power-ups are hidden — use your trampoline to get this rocket power-up on the third level.



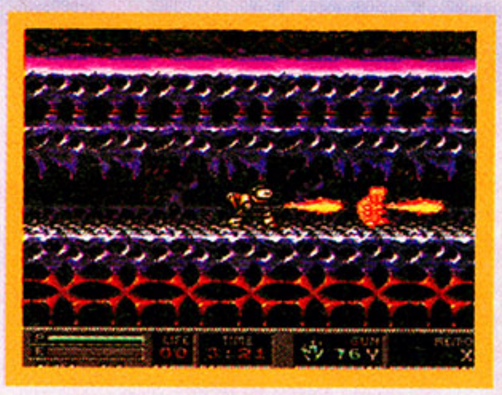
When you find yourself in the middle of a pit with a forcefield, be prepared to use a trampoline remote to escape.



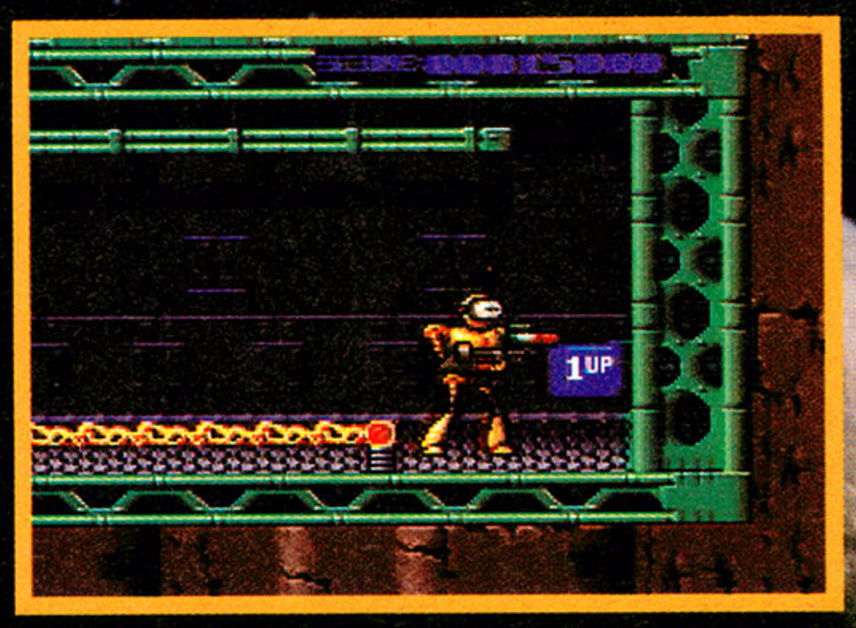
The fourth level is maze-like, so it's easy to get lost —and even easier to get killed. To make it through safely, keep jumping over until you see the flamethrower icon; enter there.



Strategy Tip #1: Most of these dragon-like beasts sit on platforms. To take them out without personal injury, scrunch down and fire at them with the triple-shot ray.



Strategy Tip #2: Most of the enemies you encounter in small tunnels are quicker than you are, and they usually must be shot more than once. Switch to the flamethrower as you enter the corridor. When you meet an enemy, hold down the fire button until he gives up the ghost.



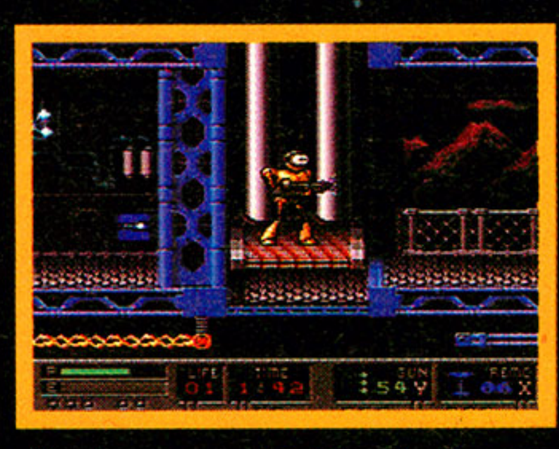
Head right at the beginning of the fifth level to collect a rare extra life token.

You take at least one extended fall during the course of the sixth level. Since you probably won't have an umbrella icon, hold up your hand and be ready to save yourself a plunge into the acid swamps by grasping a vine.

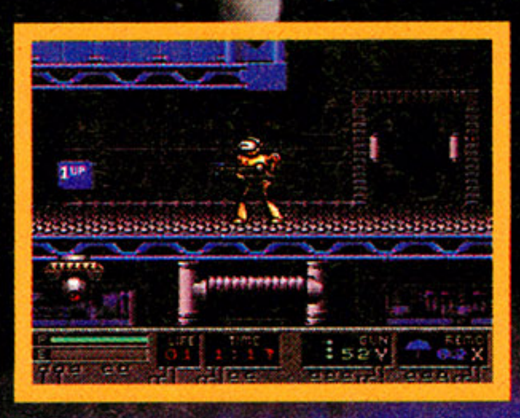
When you get to the end of the acid swamps, use a trampoline or helicopter remote to reach the platform above, then head toward the right to collect another one-up.

The seventh level offers your first buggy ride. Just follow the arrows to reach the end within your time limit. Be sure to stay in the middle to avoid hitting forcefields — and don't stop unless it's to pick up an energy wrench.

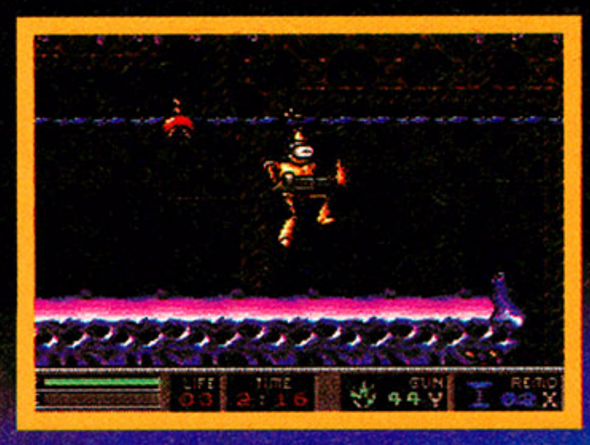
The first boss (level 9) is almost pathetically easy. Just pick the most powerful weapon you have and start firing. Chances are he gives out before you do, but you can always jump to avoid his counter-fire.



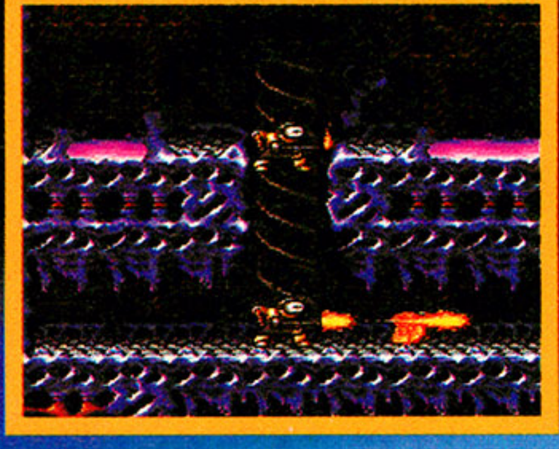
You have a very brief time limit on the tenth level, so it's probably not a good idea to search for power-ups. Take the elevator all the way down, ignoring everything on the way.



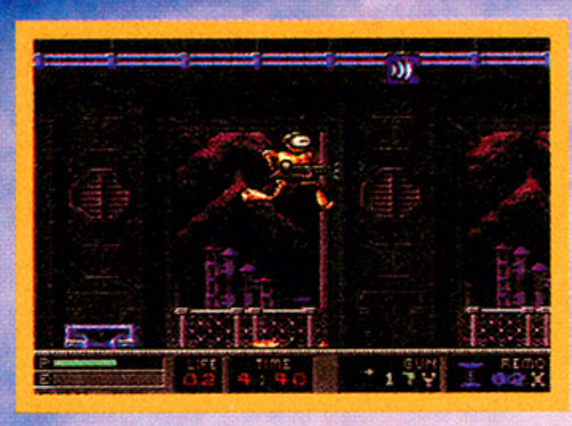
There's a one-up near the end of level 10 that's easy to get to, but just as easy to miss altogether. After using the energizer to refill your energy, head left to get your extra man.



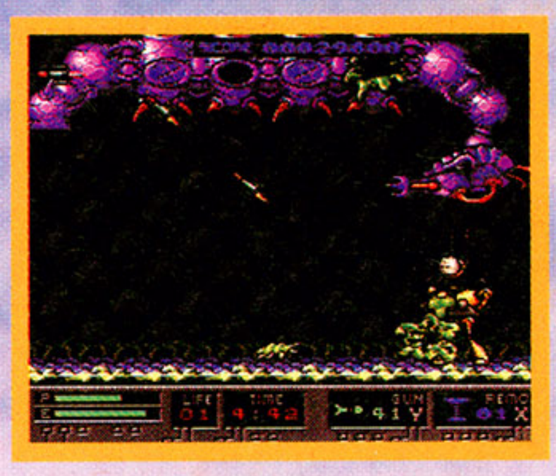
Head all the way down at the beginning of level 11, then take the vine left over the acid swamp. If you move quickly, the life-sucking pods fall behind.



There are a couple of places in level 11 where a quick demise is all too easy. When you're jumping down into uncharted territory, crouch, switch to the flamethrower, and be prepared to fire as soon as you land.



Use the trampoline to jump up and collect your wave gun at the beginning of level 12. Switch quickly to another weapon so you'll have some mega-firepower with which to take out the boss.

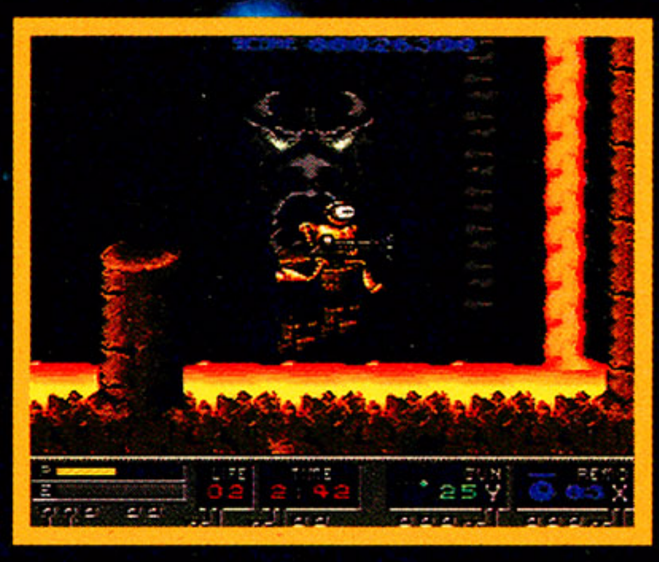


The final boss of World 1 is pretty tough. Use your rockets to take out the two outside "mouths," get directly under the other two, and take them out with your single-shot.

Once all four mouths are destroyed, the alien head drops down to face you directly. If you don't have any wave shots left, be prepared to jump over him quickly as he runs back and forth, then fire at him with your triple-shot. Don't use rockets — you can't fire them fast enough to destroy the junior aliens he spits and still shoot at the big guy.

The World 2 enemies tend to be more exotic than the ones you've previously faced. These witch-like creatures toss nasty lightning bolts. Avoid them by getting next to them, firing twice, then immediately continuing onward.

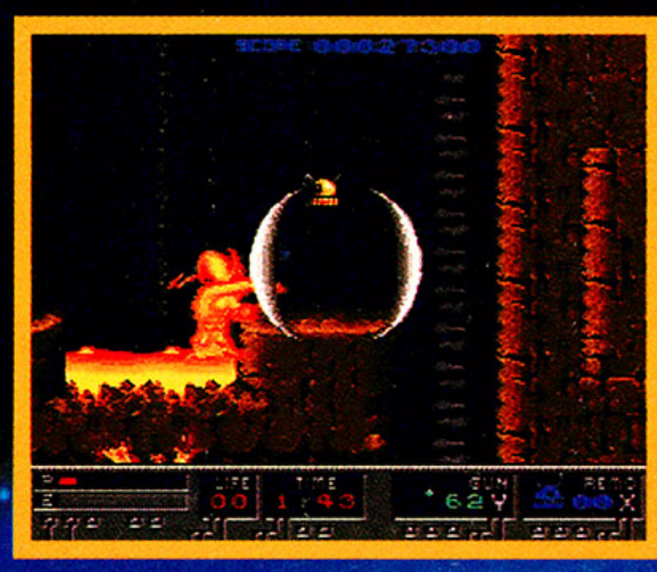
Don't rush through so fast that you miss the mysterious switches in the floor. If you step on one, a killer marble falls and flattens you like a pancake.



Every third board puts you in a fun-filled lava-fest. Some floating platforms aren't too solid, so be prepared to jump as soon as you touch them.

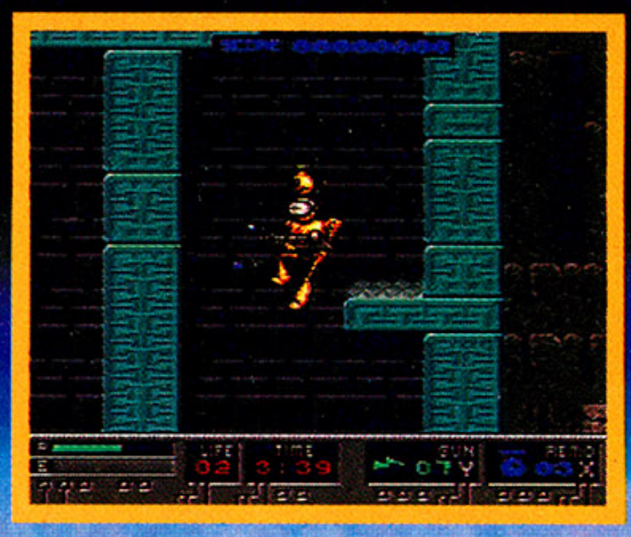
Quickly take out the guys who hurl balls of lava at you, too. Learn where the enemies are located and fire as soon as they pop up.

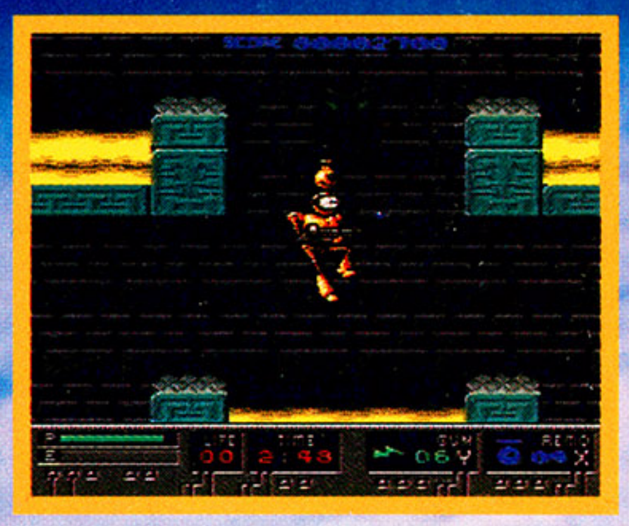
Destroy the lava birds without fail — they repeatedly dive at you as you try to maneuver around them, causing rapid energy loss.



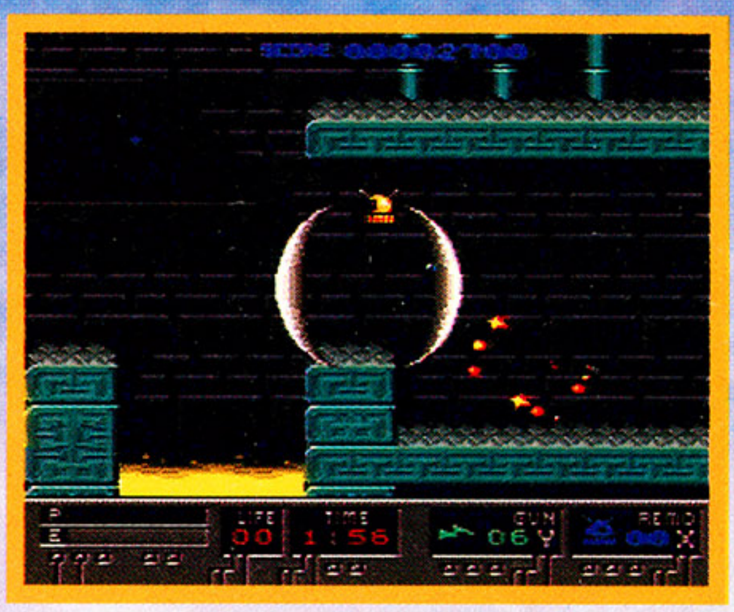
You wind up in a maze of platforms at the end of the level, and most of them are filled with lava. Don't *ever* jump without checking.

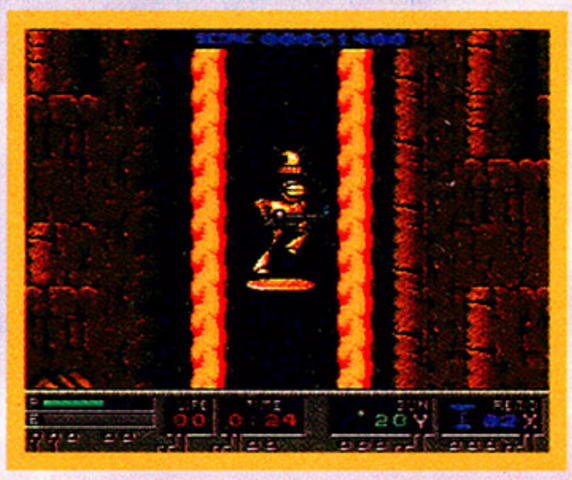
You get a chance to use your chopper hat when you pilot to the top of the fourth level. You lose your hat once you stand on a platform, so stay in the middle until you get to another chopper icon.





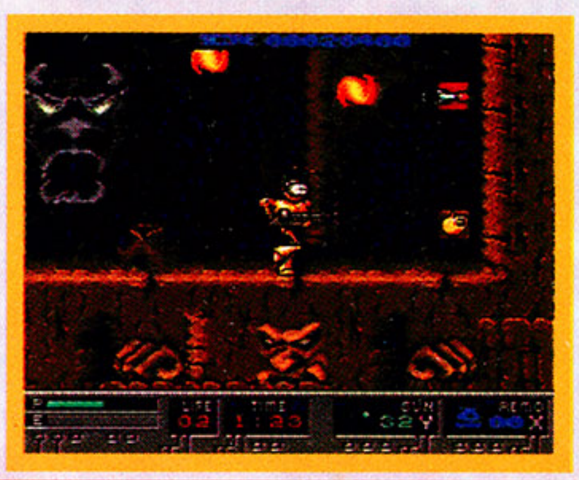
Instead of randomly jumping, put up your shield and use your chopper hat to head down and toward the right. The level ends in the southeastern corner.



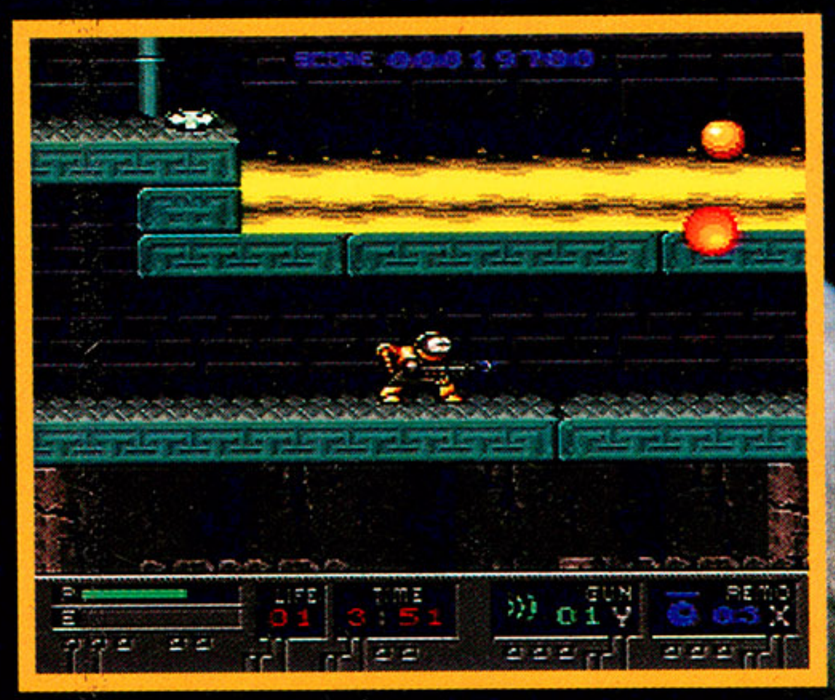


These flamethrowers in the later lava levels are almost indestructible. Jump over them and look for a safe spot before they start spitting fire.

When you hit a dead end, try heading either up or down. If you're out of chopper hats, use trampoline remotes to hurl yourself upward. Remember: They can be activated even in midair.

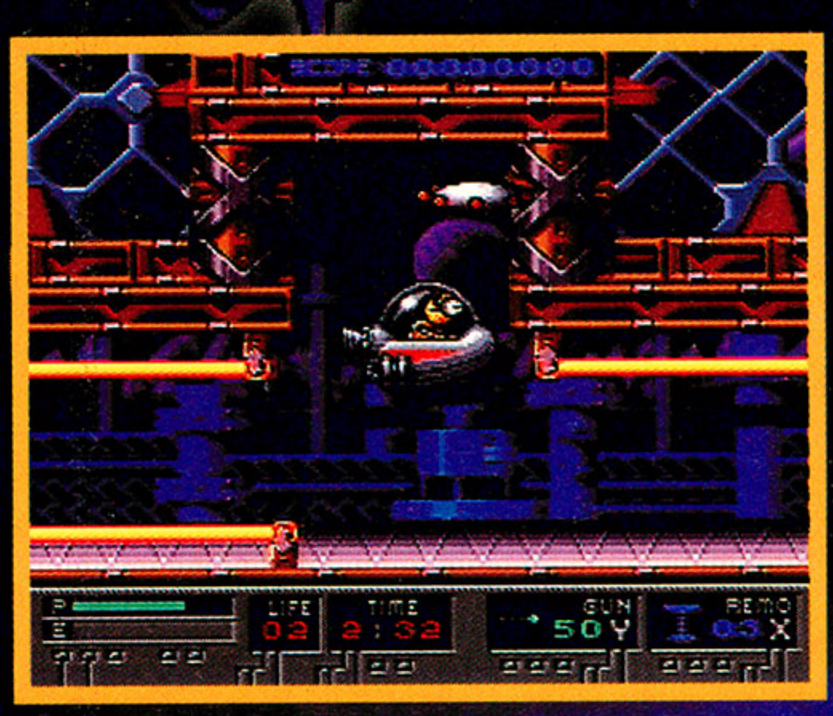


BOB



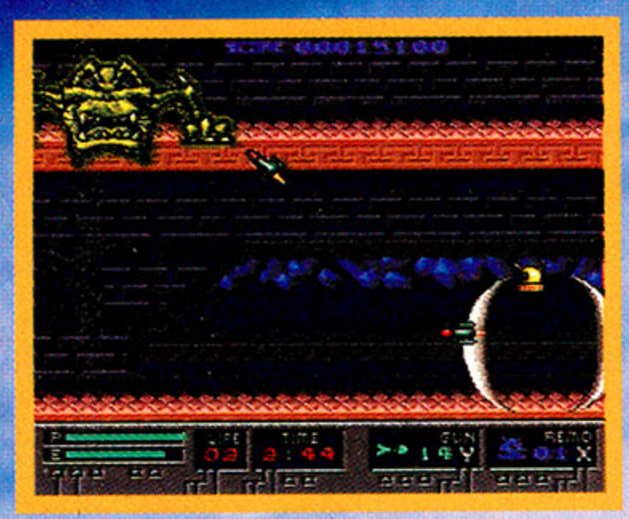
The non-lava levels near the end of World 2 can get complex, but following a few simple rules helps you survive. First: Always explore the small corridors under the big rooms. At the very least, they hold much-needed power-ups. At most, they offer a quicker way out.

Second: Look for cool stuff hidden above you as well. For example, if you use a chopper hat while you're hanging from this vine, you can grab an extra life as well as a weapon power-up.



Time for another ride. Unfortunately, there aren't any indicator arrows this time. Just ignore the corridors with mines floating in front — most lead nowhere.

Use the next few levels to stockpile weaponry. There are plenty of power-ups, and you have lots of time in which to find them.



Blast the boss with rockets while he's floating. When you run out, use your shield so his tongue can't hurt you, and fire upward with the triple-shot gun.

When the boss hits the ground, take the bite out of him with your wave gun, then use your remaining weapons to polish him off.

FULL THROTTLE!

Billy R. Moon

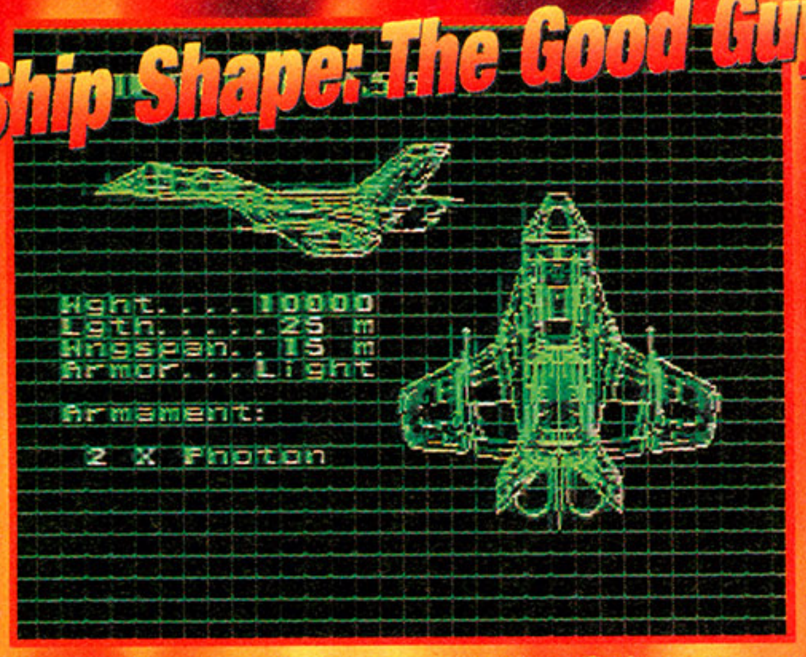
The year is 2999. After a millennium of fighting, the peoples of Earth are at peace -- a peace that has lasted for centuries. Unfortunately, while Earthlings have been wasting hundreds of years gloating over their achievement, the *rest* of the universe has come to terms with their need for destruction. And unfortunately, they've gotten rather good at it.

Some species, not content to dominate a single galaxy, have been developing a technology that allows them to bypass that annoying "speed of light" thing that limits normal transport. Soon it's discovered that the mysterious black holes scientists have pondered are actually doorways to other galaxies — and one leads right to Earth's doorstep.

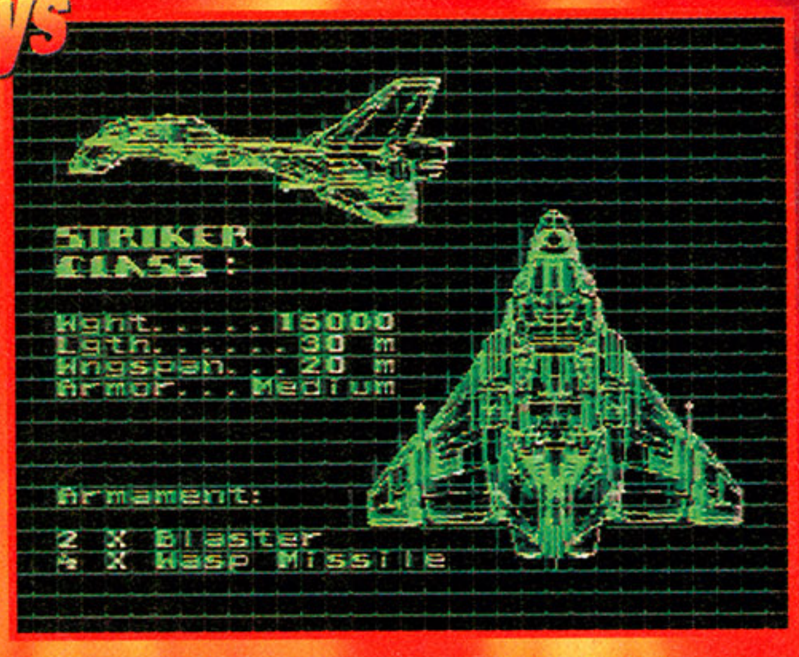
After a few miscellaneous kid-nappings in rural West Virginia, the aliens launch a full-scale attack. Scientists throughout the Solar System are called together to develop a new ship that can combat the aliens on their own turf. Soon a prototype is ready, and *you* just happen be the lucky guy chosen to take the universe singlehandedly.

WarpSpeed, previously available for Super NES, is a terrific game that combines solid strategy with fast-paced action. You must plot trails to enemy hangouts, perform rescue missions for your allies, and accept challenges from alien hot-dogs. Not a bad day's work!

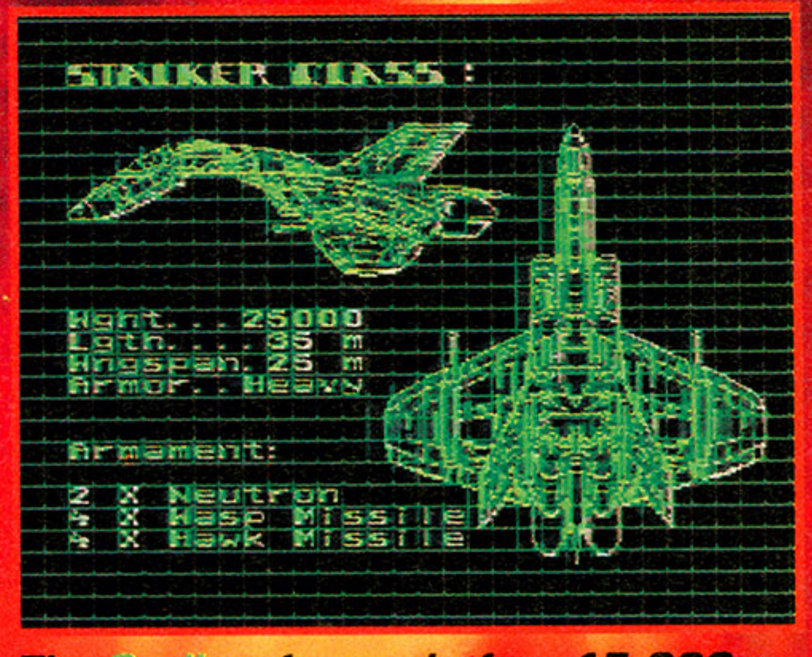
Ship Shape: The Good Guys



*You start out in a no-frills **Stinger** with a photon blaster as your only weapon.*



*But once you've scored 7,500 bonus points, you earn a **Striker**. In addition to its improved energy blaster, the Striker is armed with four WASP smart-missiles that are twice as strong as a blaster.*



*The **Stalker** (earned after 15,000 bonus points) provides you with two racks of missiles — four WASPS and four HAWK missiles that are four times as powerful as your photon blaster.*

Ship Shape: The Bad Guys

*The **Wedge** is the weakest enemy ship — easily destroyed without missiles.*

*The **Raptor** is much more streamlined and has noticeably better manueverability. It's harder to destroy, but can still be taken out with photon blasts.*

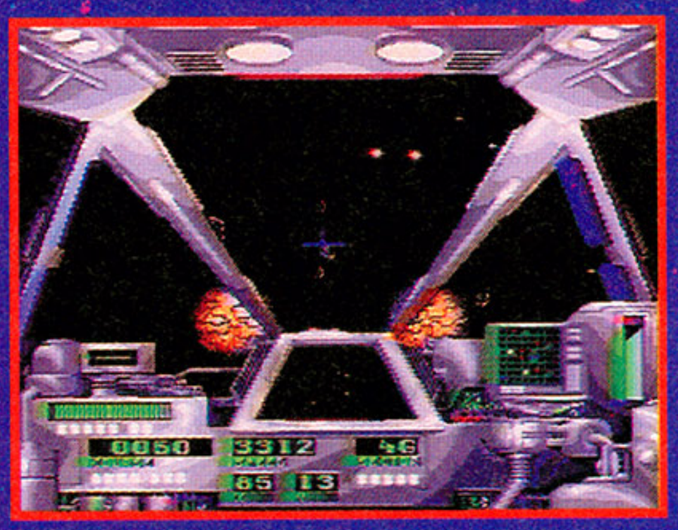
*Its long, thin body makes the **Trident** a difficult target to destroy.*

*The **Devastator** is the most dangerous enemy ship. Pound it with smart missiles before it can escape your sights.*

***Carriers** look small, but they're just farther away. Each holds dozens of enemy fighters, so destroy them quickly. Luckily, since they have no defenses of their own and limited maneuverability, a single smart missile usually does the job.*

Space Moves

The long-range scanner shows the location of both star bases and enemy ships. Use it for plotting courses for the warp drive.



Use the regular drive during an encounter with the enemy, not for traveling from sector to sector where asteroid belts are a constant threat.

The warp drive allows you to move safely and quickly to any sector within the quadrant.

Entering a black hole instantly transports you to another quadrant.

Let the Battle Begin

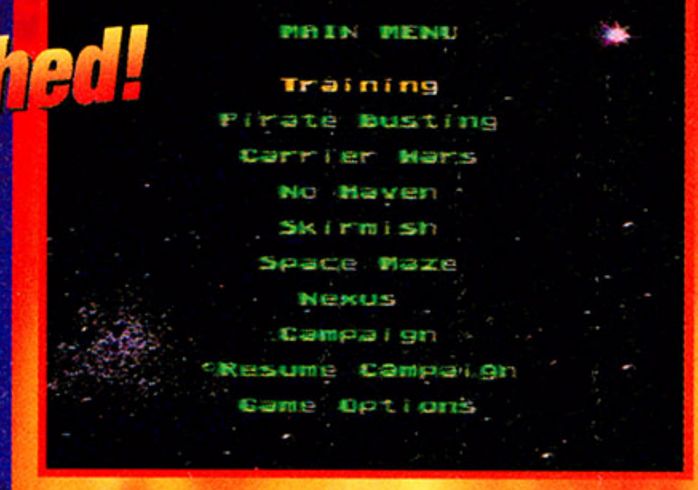
In order for photon blasts to be effective, you must "lead" the opponent slightly with the target cross.

Smart missiles are great for quickly taking out carriers, but many of the enemy fighters can escape them. They're much more effective with an element of surprise — like when you've just entered an enemy-infested quadrant.

Return to the base whenever you need to replenish your energy or missiles. You can head for base if you're overpowered in combat, but too many hasty retreats result in a serious reprimand that costs you bonus points.

Mission? Accomplished!

Hordes of alien fighters have infested the galaxy, and the fate of humanity rests in your hands!



You can choose among several scenarios or run an entire campaign.

Before heading into battle, train in a single quadrant of action. The events here are close to those in a full-fledged campaign, but the opponents are much easier.

The Pirate-Busting scenario finds you engaged in battle with enemy pirate ships that have been attacking convoys in two quadrants. After destroying all the generic ships, face the pirate leader in one-on-one combat.

In each scenario, an enemy opponent challenges you to a one-on-one battle. Respond quickly — it's a matter of space-cadet pride...

...Not to mention a slew of easy bonus points.

To complete the Carrier Wars scenario, travel back and forth among four quadrants.

Youch! These skies are more crowded than those in the training session!

Each enemy sector has several carriers in the background. Destroy each before it can release the swarm of fighters it holds.

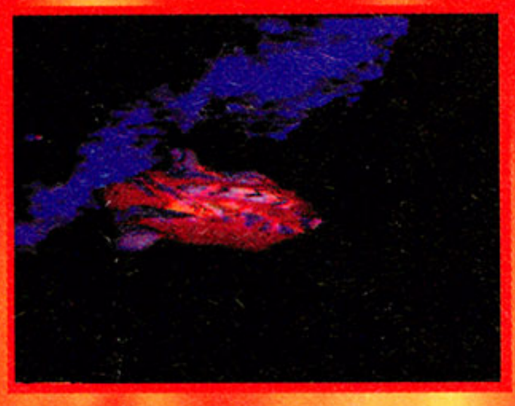
In No Haven, enemy ships have destroyed all but two of your bases — and are quickly closing in on those. Unfortunately, this means that in most quadrants you have nowhere to retreat.

Travel from quadrant to quadrant and take out enemies closest to the remaining star bases. Destroy all the enemies in quadrants with bases before clearing out the others.

In Skirmish, sensors in six quadrants have been knocked out by a strong solar storm. While they're being repaired, your long-range scanner shows only enemy fighters in the sectors immediately surrounding the one with your fighter.

As you travel from sector to sector, enemy ships magically appear on the scanner.

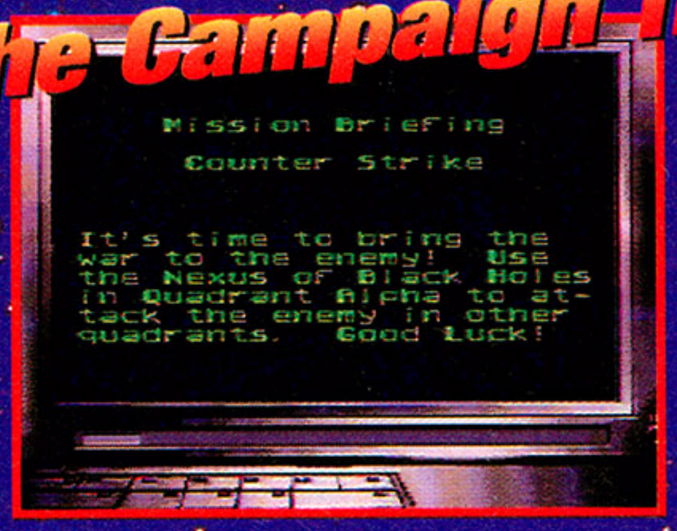
Unfortunately, the evil Devastator fighters are out in force, making your task difficult. If the situation gets out of hand, flee to the nearest base — you may lose some bonus points, but it's better than losing your life!



In Nexus, the Alpha Quadrant is filled with black hole portals. You might want to map this quadrant on paper and label each black hole as you discover the quadrant it leads to.

You must travel through a labyrinth of black holes to reach the outer quadrants in Space Maze.

The Campaign Trail



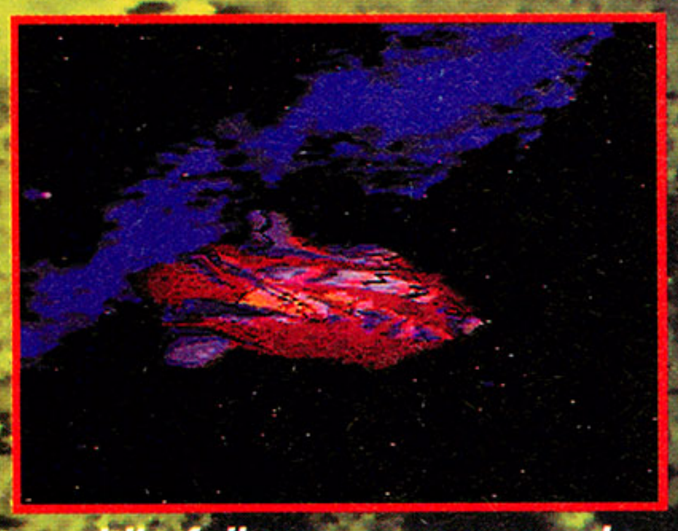
Since a campaign is composed of four increasingly difficult missions chosen from a pool of ten, each is unique. A briefing screen before each scenario provides you with details.

Admiral Sharp occasionally radios to inform you of an attack on a base. Head back immediately — you don't want to be responsible for losing yet another station to enemy hands.

It's also easy to get sidetracked with challenges and other tasks. Learn which sector is which as quickly as possible so you're ready for the unexpected.

Dr. Hunter or another character sometimes appears with an assignment that can earn you valuable bonus points. Upgrading ships is an important strategy in a full campaign, so be prepared to do almost anything for extra points.

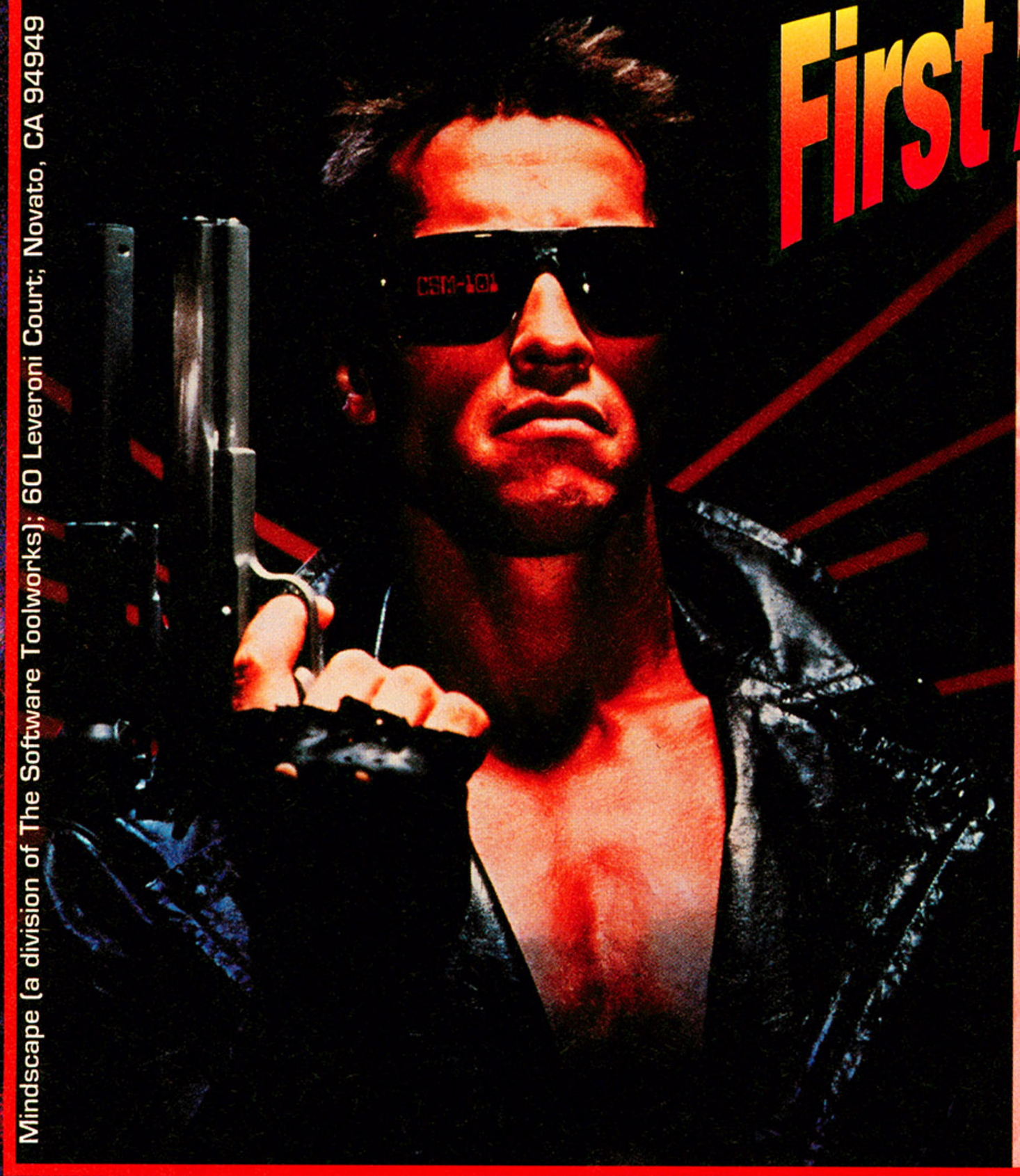
You earn medals, promotions, and universal admiration for successful adventures...



...while failures earn you only the chance to view your fiery death (which, in this case, is kind of cool!).

GP

THE TERMINATOR™



Mindscape (a division of The Software Toolworks); 60 Leveroni Court; Novato, CA 94949

MINDSCAPE/SUPER NES

First Action Hero

PHILL POWELL

Remember when The Terminator was a *bad* guy? Mindscape does, and it's based this SNES game on the original 1984 flick. As everyone in the free world knows, that movie unleashed Arnold Schwarzeneggar as a time-travelling supermachine — the ultimate hit man, complete with unlimited ammo and zero compassion.

In Mindscape's version of *The Terminator*, the strictly business combat cyborg is chasing you through time with an excessive amount of firepower. Making matters worse, he's not your only worry. There are adversaries — human and machine — around every corner, and they're all working for the evil Skynet Computer System. As Kyle Reese, your job is to protect the mother of future hero John Connor.

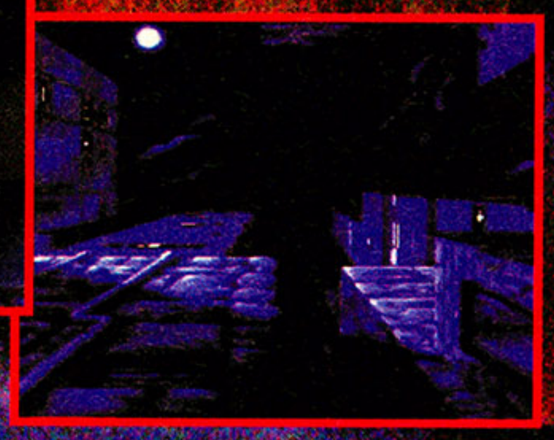
The world's most efficient killing machine trails you for six levels as you journey from the nuclear-devastated world of 2029 through 1984's gritty urban landscapes. In the Los Angeles of nine years ago, you cover the same turf as the film, so prepare to visit the police station, the Tech Noir nightclub, and other *Terminator* haunts.

For an action game based on one of the great action movies, *The Terminator* delivers the goods.

The first level takes place in the grim world of the future, after nuclear apocalypse. The landscape is crawling with slow-moving Terminators. They flash when you hit them, so light 'em up!

It's time for some serious ground-to-air artillery action. Don't get so preoccupied aiming at the massive Hunter Killers (like this one) that you neglect their ball-shaped shells.

When there's a wide expanse of visible sky, there's a good chance that Skynet aircrafts will show up. Just in case they do appear, beat 'em to the punch by firing into their flight path.

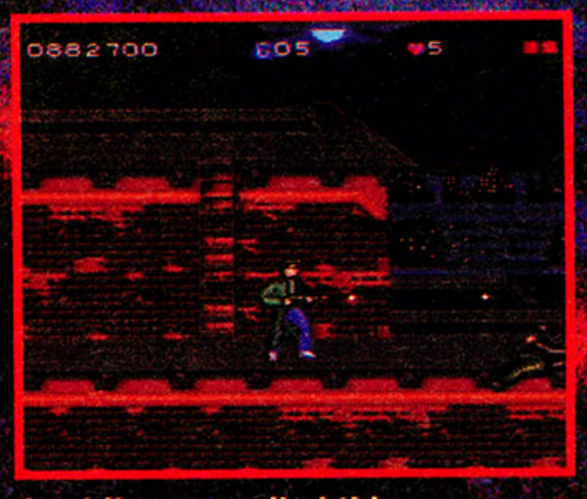


At the end of Level 1, you enter a strange laboratory that's as odd as it is deserted. Once you arrive, you're transported back to 1984 via the Time Displacement Equipment.

You've returned to L.A., but don't expect a welcoming parade. Scour the city's rooftops, fire escapes, and ledges — which just happen to be filled with gun-toting killers.

Standard Defense Technique: Approach your prey, quickly squeeze off at least two rounds, then crouch so counterfire passes over your head.

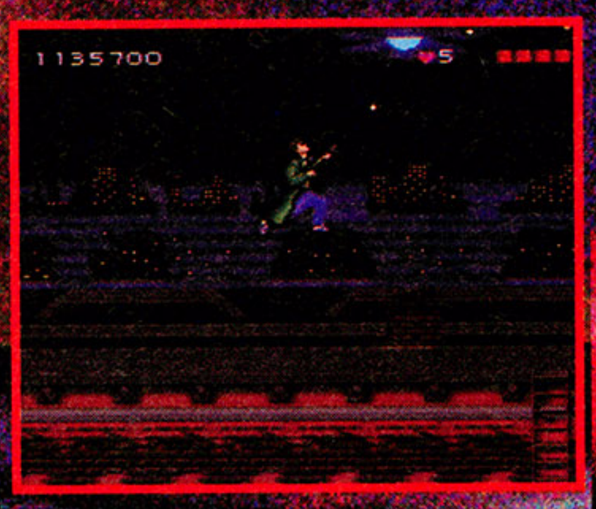
In this level, the bulk of your time is spent maneuvering the surfaces of some of L.A.'s least scenic buildings. The Terminator guides you in the direction it wishes you to take.



Luckily, you nailed this guy before he could unload the dynamite sticks he was preparing to send your way.

Some enemies have no weapons, a situation this creep is about to sorely regret.

Level 2 is large, and you encounter thugs who pose no immediate threat to your safety. Bypass these stooges; you've got ladders to leap.



Kyle Reese knows trouble's coming his way. But what form will it take?

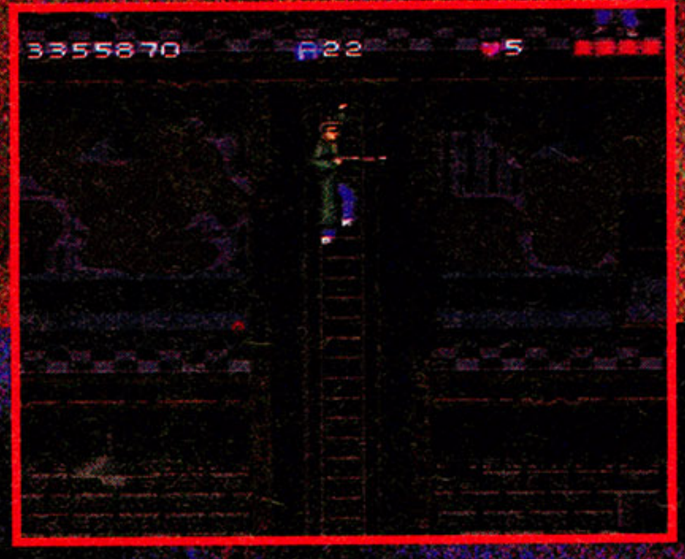
Winged terror descends onto the roof. Your best defenses are a well-stocked life bar and unpredictable movements.

Level 3 ends at a police roadblock, but if you've made it this far, you won't need to flash your driver's license.

Sarah Connor, the woman who will give birth to your leader, must be protected at any cost.

The third-level streets of L.A. are tough enough to drive without a Terminator in town. You also have tricky road hazards to avoid. Nice game feature: You can fire backward here.

When the Terminator rocks the house, everyone wants out — especially the other prisoners. This big freak is about to apply a knee-smash to your skull. If you want to see the final two levels, take evasive action now!



Level 4 is set during one of the most exciting scenes in the movie — when the Terminator hit the police station with tornado force.

You begin the level without weapons so you'd better locate some firepower before you meet up with the Big Man/ Machine himself.

GP

McSaving the Environment

VIRGIN GAMES
GAME GEAR

Virgin Games; 18061 Fitch Avenue; Irvine, CA 92714

Jonathan Gagnon

That environmentally conscious duo, Mick and Mack, is ready to clean up the world again. What? You don't know these young members of the pollution police? Armed with goo guns, burning with indignation about contamination of all kinds — they're the Global Gladiators!

Virgin Games has translated its Genesis *Global Gladiators* for Game Gear without sacrificing much in the way of graphics or sound. The characters may be a little slower — but some players might consider that a blessing in disguise, especially during one of those tough jumps onto ledges.

You travel through four worlds: Slime World, the Rain Forest, Toxic Town, and the Arctic. In each three-level world, you must collect — what else in a McDonald's-sponsored game? — golden arches! The icons are, in turn, your ticket to the next level. Grab more arches than you need, and you might make it into the recycling bonus level, pitting you against oodles of trash that you must sort into the proper bins.

The action in *Global Gladiators* is fast, and there's lots of gunk, acid rain, and blobs ready to do anything in their stinky, slimy way to stop you. But you're not about to let yourself get trashed — *are* you?

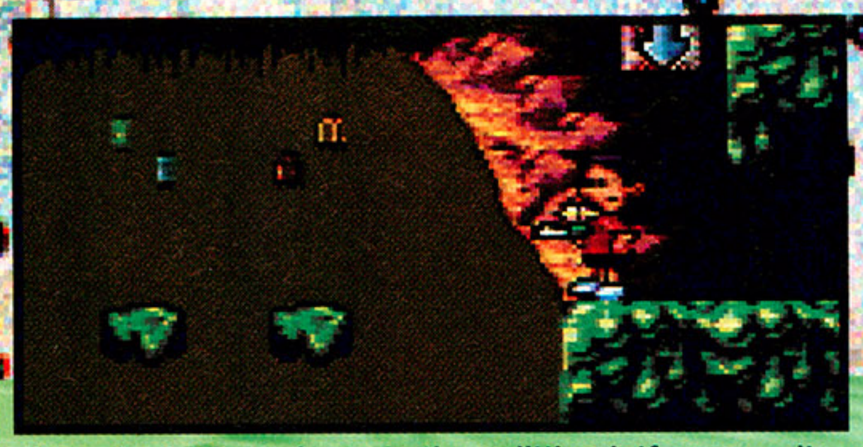
SLIME WORLD

Mick and Mack are back again — as is the familiar issue of *Global Gladiators*.

It takes a couple of shots from your goo gun to put this waste-producing machine out of commission.

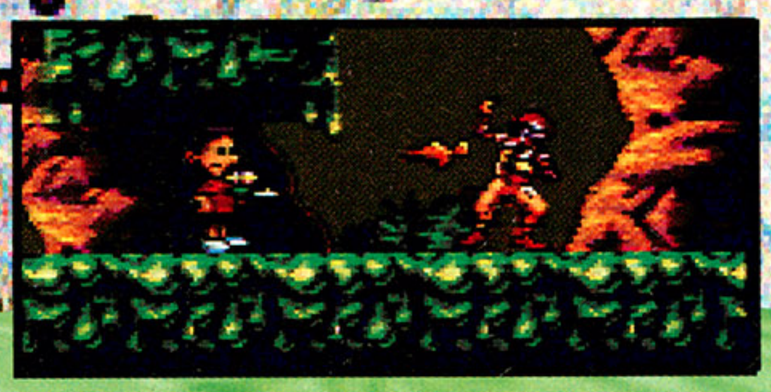
There are plenty of invisible platforms spread throughout the game. If something's out of reach, there's probably an unseen stairway to paradise.

You can't run out of goo, so keep firing as you walk. You certainly don't want to get rolled over by a surprise slime ball!

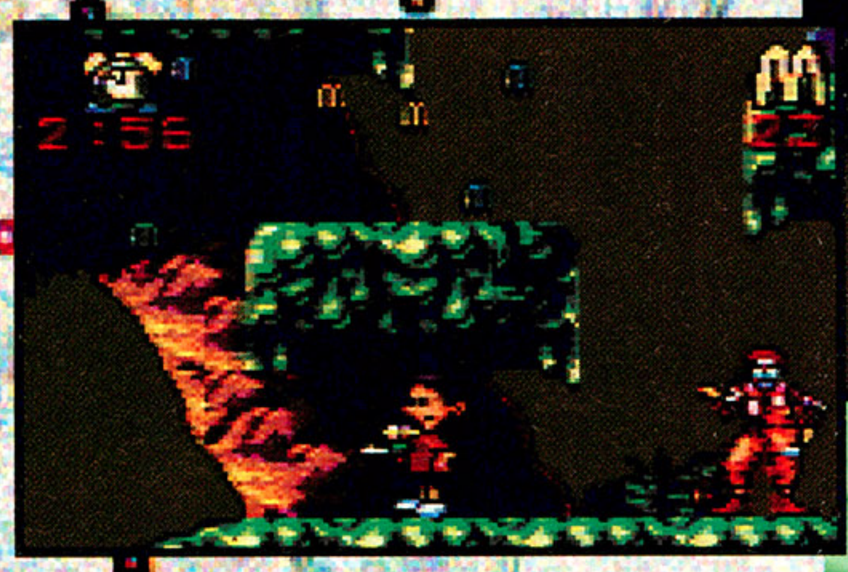


It can be tricky to jump to these little platforms — it doesn't help matters when they melt under your feet.

Heart icons are especially welcome when your energy is low.



Ronald McDonald waits at the end of each level. If he waves, you know you collected plenty of golden-arches icons.



Here's a plethora of falling arches, no pun intended. Stand on this ledge to grab as many as possible.

Extra arches send you into a bonus round in which you must sort paper, bottles, and cans into the proper recycling bins.

If you see a silver canister in Slime World, stand on it for an upward blast to higher ledges and unreachable golden arches.

Never turn down an opportunity for an extra life. Shoot the machine, then grab the one-up.

Look to the left of Ronald in level 3 of Slime World to find an extra life.

Don't be too quick to jump over the waterfall — you don't know what's likely to pop out of it.

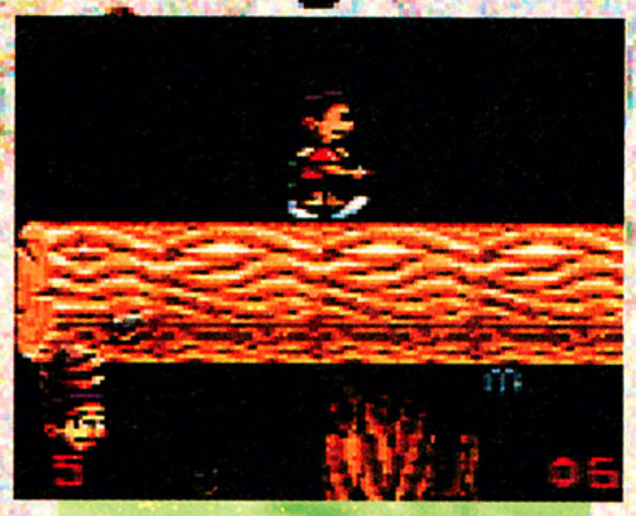
When enemies are above you, stand below them and shoot upward.

You can also jump up to hit the slime monsters. Be sure to shoot twice — one to hit their blasts and another to exterminate them.

THE RAIN FOREST

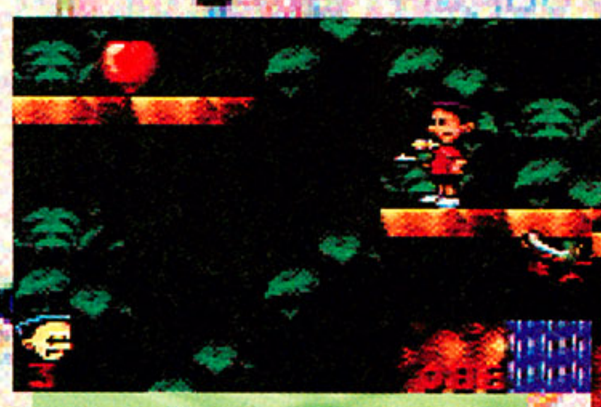
Get used to looking down to see dangers lurking below — or, in this case, a bonus life.

This villain immediately runs at you, so shoot fast.

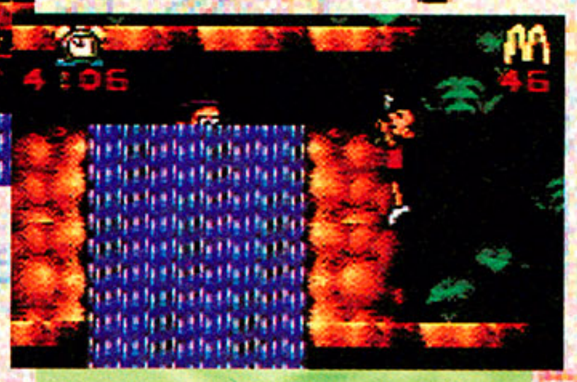


With beehives on either side, it's easier for you to jump away instead of attacking.

Before grabbing this extra life, shoot the bee — he has a nasty habit of knocking you off ledges.

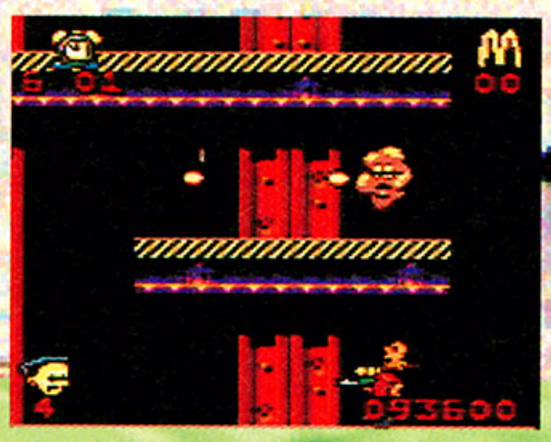


Clear off all enemies before jumping to the ledges so you won't be shoved off.

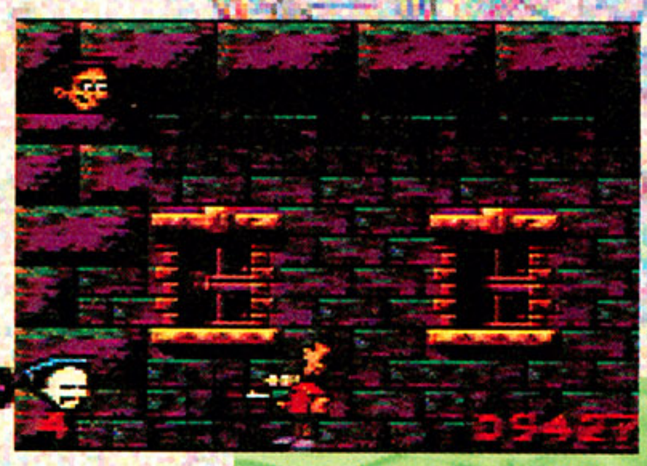


Don't overlook the extra life behind the waterfall.

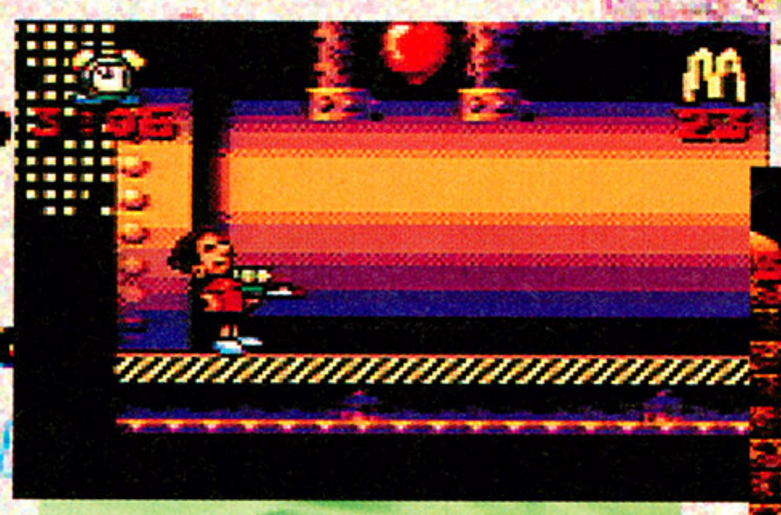
TOXIC TOWN



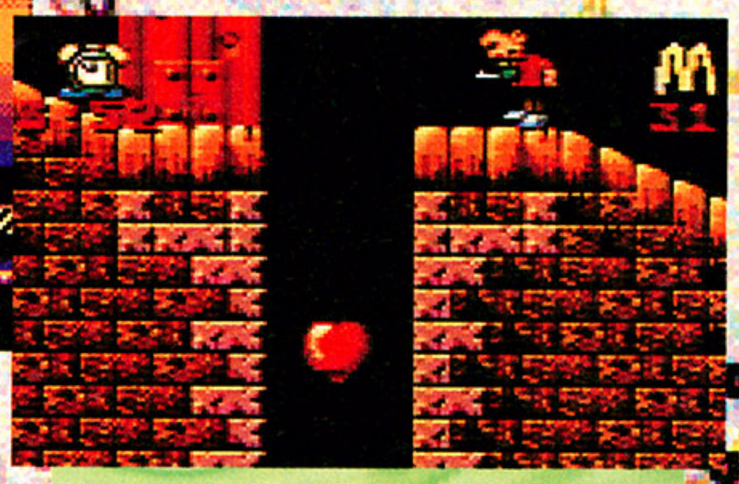
Quickly shoot up when you see this cloud of smoke because he will drop a barrage of pellets on you.



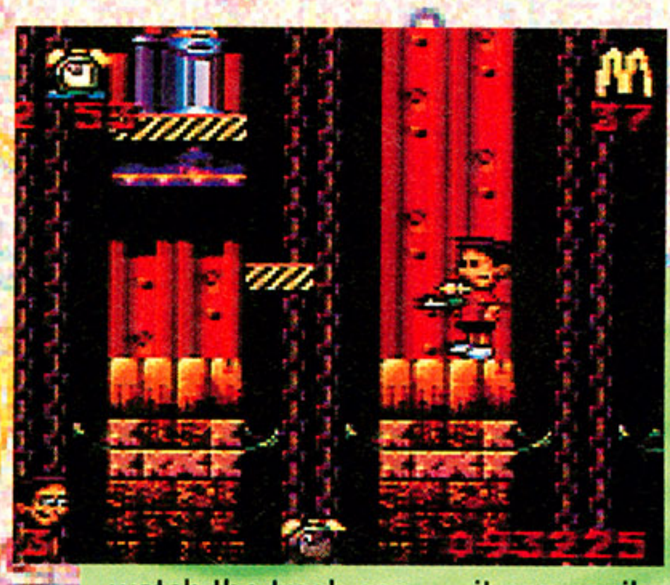
Look in this spot for the extra Mick.



If you go to the top of the screen and look near the pipe you will find a much needed heart.



You need to use the invisible platform to snag this heart.



Hop on the moving platforms to grab more items. Be sure to watch the trash can — it can easily send you to your death.

THE ARCTIC

No one knows what frozen terrors lie in the icy Artic. Is no corner of the global out of the reach of polluters?

Like Lemmings to the Sea...

Billy R. Moon

Every few years, a game appears that's so simple — yet so addictively fun — that game designers slap themselves on the head with a "Why didn't I think of that?" Immediately, a bunch of similar games are released that try to put a new spin on the original idea. Obviously, *Humans* and *Troddlers* were influenced by the near-classic *Lemmings*, but each of these other games manages to distinguish itself from the original in a number of ways.

Troddlers

Troddlers **distances itself from *Lemmings* by allowing you to play with blocks. It's a good — and sometimes challenging — puzzle game, but it lacks the bizarre sense of humor that made *Lemmings* so cool. The Troddlers themselves share the Lemmings' zombie-like state, but you can't make them *do* anything. There are no cute little parachuting Troddlers, and — more importantly — no "nuke-'em-all" button.**

Playing With Blocks

Seika
Super NES

You can work with only generic stone blocks at the beginning of the game. Use them as stepping stones or to block Troddler-eating machines.

Various directional blocks force the Troddlers to exit in the heading indicated by arrows.

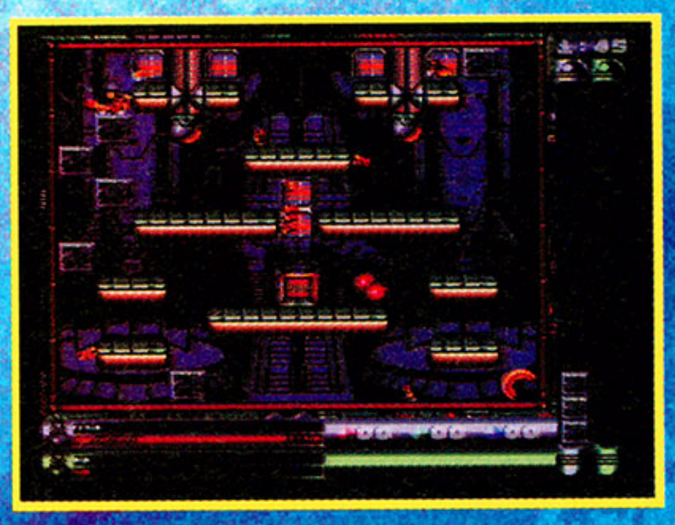
Since Troddlers can walk on — but can't climb up — ice blocks, use them to block the Troddlers' path, forcing them to travel in the opposite direction.

You can safely use explosive blocks for climbing, but if a Troddler comes in contact with one, it detonates and takes out any surrounding blocks.

If there aren't any gems around, you must make them by bashing rocks against other rocks and evil creatures.

In addition to rescuing Troddlers, you must come up with specific gems to finish some levels.

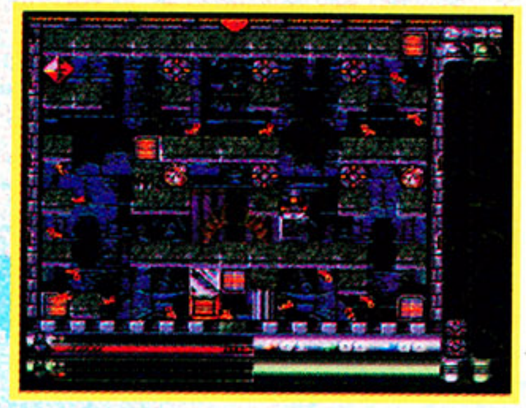
The trick in Level 11 is to release the Troddlers at the top of the screen, then force them to come to the exit in the middle rather than wandering around the edges of the room. Use the stones to build a "bridge" to lower platforms.

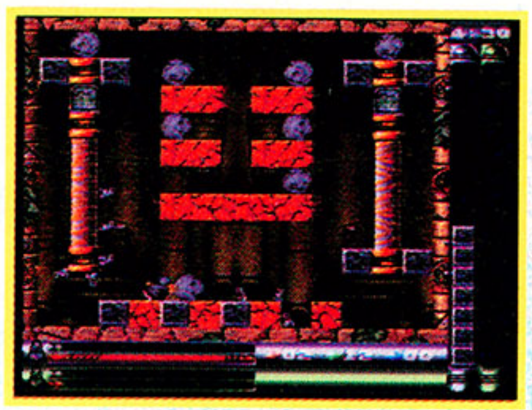


Level 15 is actually a lot simpler than it looks. Place a block in front of the Troddler-eating machine on the left, forcing the Troddlers to journey around the screen's edges. Remove the block above the exit and watch them all pour in.

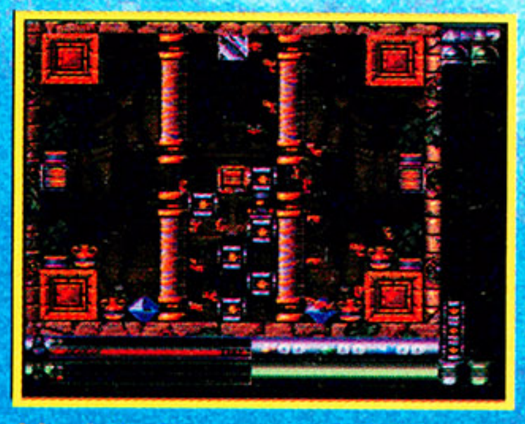
20,000 Mariner Avenue; Suite 100; Torrance, CA 90503

As soon as the clock starts in Level 26, move to the right and collect all the nearby bomb blocks. Some Troddlers will get blown up elsewhere on-screen, but you can save enough to finish the level.

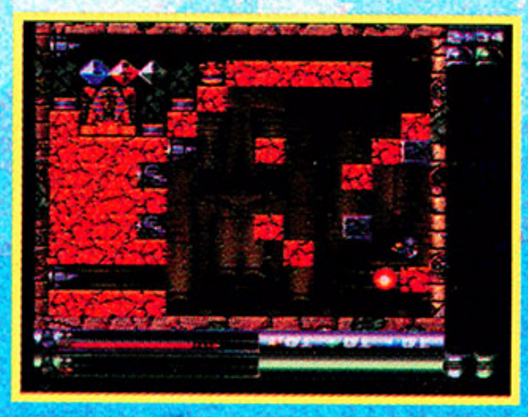




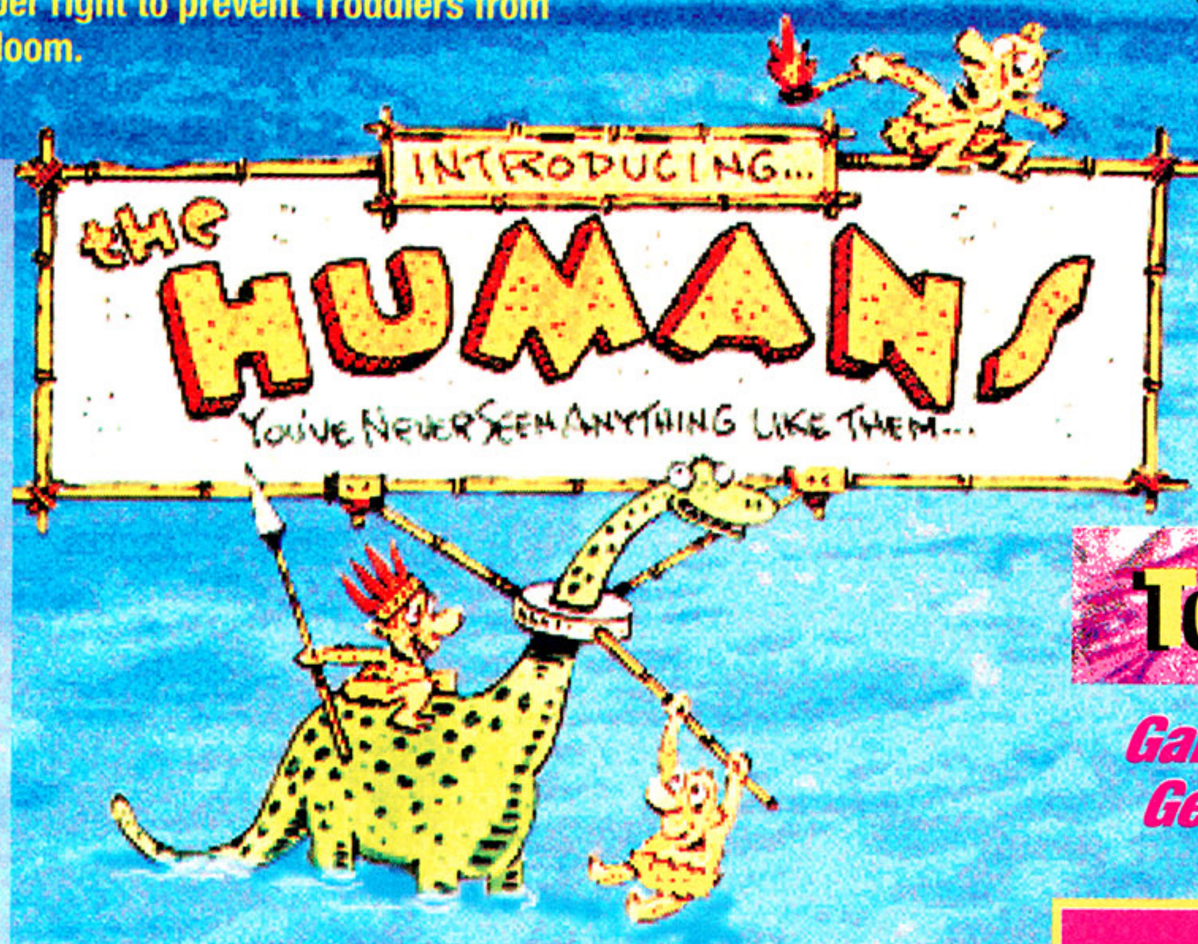
The hardest thing about Level 38 is having to make your own gems. Dropping one rock on another makes green gems, while dropping a rock on an enemy Troddler or bird produces red or blue. To make more gems, drop rocks from greater distances — and make sure the area around the target is free from obstacles or surrounding blocks.



Once the clock starts in Level 43, use blocks to climb to the exit door. When you're even with it, place an Up block to the upper right to prevent Troddlers from falling to their doom.



Level 53 is not only possible, but it's easy, too, if you know its trick: In order to get up to the lower-right corner platform, stand in front of it until a cannonball approaches, then jump and let the explosion propel you upward.



In contrast to *Troddlers*, *Humans* has taken the *Lemmings* concept and warped it by basing the plot on the development of the human race. If you manage to aid your tribe in discovering the spear, for example, you're rewarded with a stone newspaper headline and footage of an early human promptly bashing himself in the head with his new invention. Failures result in scenes of a modern-day monkey riding by a jungle-human in a sports car. Intermission scenes such as this and a Douglas Adams-esque (*A Hitchhiker's Guide to the Galaxy*) instruction manual make *Humans* a more structured and more entertaining game than *Troddlers* — or maybe even *Lemmings* itself.

Tools

GameTek
Genesis

The only tool an early-level Human has is himself, but even that can be useful. Make a stack of several Humans that allows one to reach a higher platform.

You can obviously use a spear to kill things, but it's even more useful for pole-vaulting between platforms.

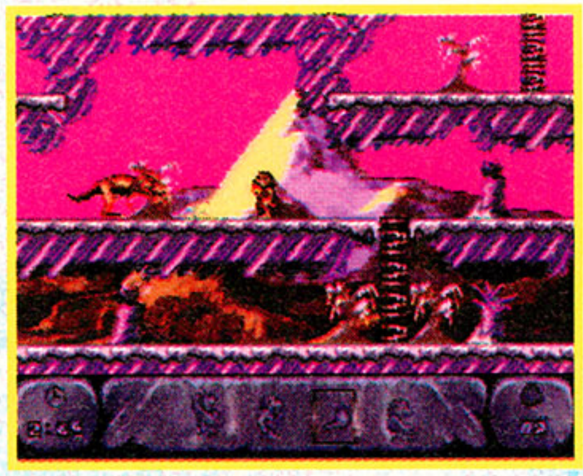
The torch allows you to burn annoying bushes that get in your away. In addition, some enemies retreat when they approach a torch-bearing Human.

Use the rope to help Humans below you reach higher platforms.

The wheel is the vehicle of choice for early Humans, but it can sometimes be used to weigh down trigger-platforms, too.

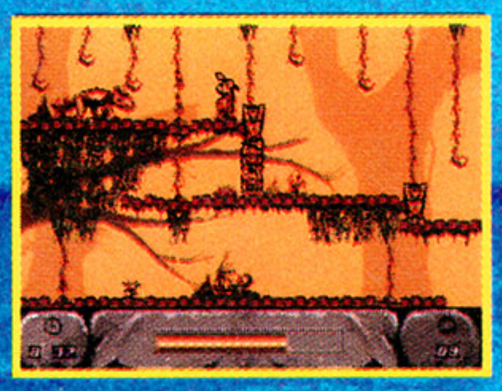
If there aren't any tools around, the tribe's Witch Doctor can make them. Unfortunately, another tribesmen must be sacrificed in the process.

The dinosaur below must be speared three times to complete Level 9, but you must get past him to reach the third spear.
Step 1: Use the torch to burn the bush so your friend can join you.

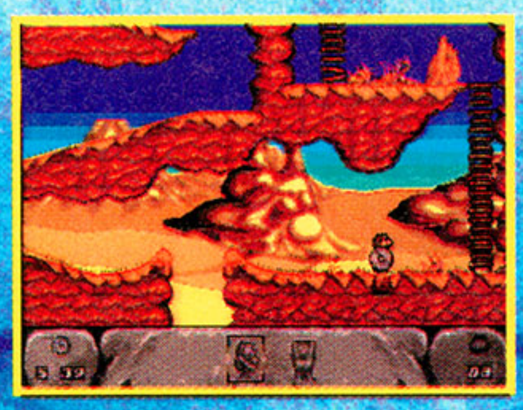


Step 2: Feed your friend to the dinosaur while you walk safely by and grab the remaining spear.

After using your fellow Humans to climb up to the platform and collect the torch in Level 17, burn the bush that stands in your way. Toss the Humans on the right so they can cross to your side.

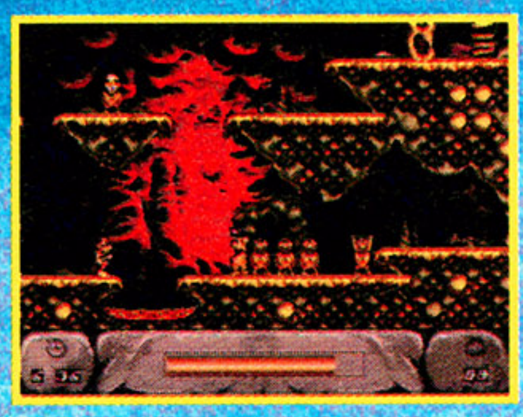


Take the Humans back up to the top, then stack them so the sword-bearing Human can kill the dinosaur.

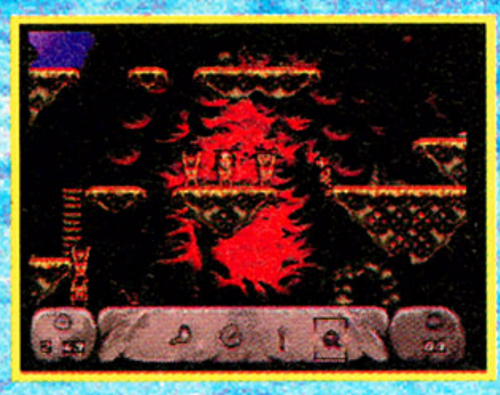


Use one of the wheels in Level 22 to ride down to the bottom right. Leave the wheel on the platform trigger, then head back to the top.

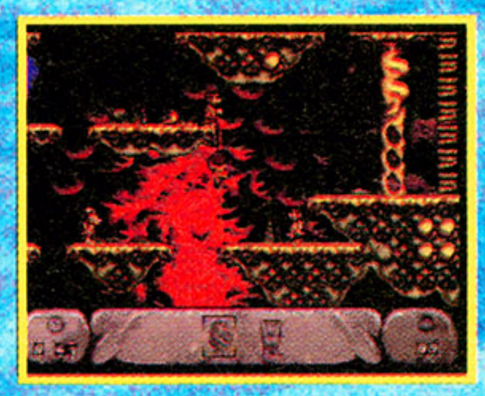
Take a ride on the pterodactyl to return to the remaining wheels, then repeat the process. Once all three wheels are on the platform, the wall in front of your friend is released.



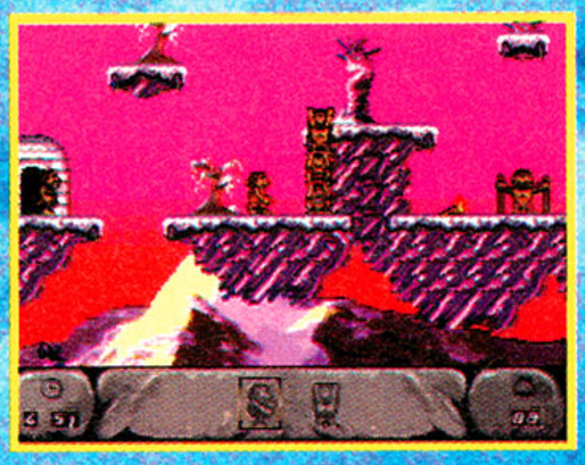
In Level 31, have one of the tribe members on the lower right get the spear and use it to kill the evil Human. Make the guy above you drop down his spear so you can make it across. Then use the rest of your tribe as platforms so two members can make it to the Witch Doctor.



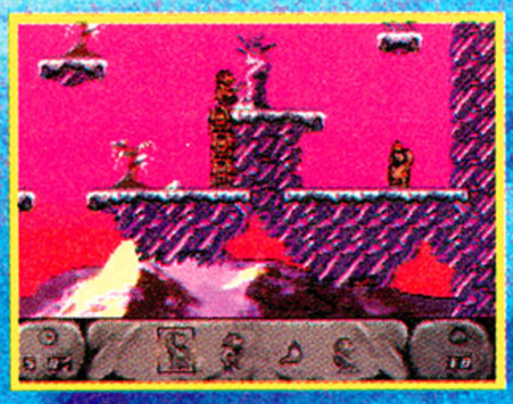
Have the Witch Doctor make a rope and torch, then use the rope to get the remaining tribe members onto the platform. Be careful not to sacrifice the tribesman who has the sword!



Use the torch and sword to make it to the upper platform, then have the rest of the tribe join you by using the rope. Move over to the smaller platform and get the Witch Doctor to climb up, then lower him down the other side. Use the whole tribe to climb to the top.



In Level 51, use the spear to get the tribe onto the right-hand platform. Make a stack, then let two tribe members climb up.



Let down one Human, then have him pick up the torch, tilt back, and throw it to the Human above him.

Use the torch to get the rope, which enables the torch-thrower and prisoner Human to join the rest of the tribe. Kill the enemy Human and make a stack to reach the goal.

GP

KEEP PLAYING!

In addition to the king-daddy of them all, *Lemmings*, which is available for SNES, NES, and Genesis from Sunsoft, you might also enjoy these *Lemmings*-inspired strategy games: *King Arthur's World* (Jaleco) for SNES; *Krusty's Fun House* (Acclaim/Flying Edge) for SNES, NES, Genesis, and Game Gear; and *Pushover* (Ocean) for SNES.

Final Fight

130 Shoreline Drive;
Redwood City, CA 94065

Jeff Lundrigan

Have Fists, Will Travel

And now ... heeeere's Haggar! After months of anticipation and explosive fanfare, *Final Fight* has finally arrived for your Sega CD! All your favorite heroes and villains — and then some — are ready for another adventure. Everything that made *Final Fight* one of the first Super Nintendo hits has been carried over to CD, and there are a few extras, too, from the arcade version that never even made it to SNES. Adding two-player action was a great move, and putting in Guy — the hero you've only seen in the arcades — makes *Final Fight* a real contender. And, of course, as you might expect from a CD game, the intro is longer and features CD-supplied voices — as does the ending.

No Experience Necessary

Mike Haggar the mayor of Metro City, Jessica s dad, and former wrestling champion. You know the type. He s aching to battle the Mad Gears. So are Jessica s friend, Guy, and her fiance, Cody.

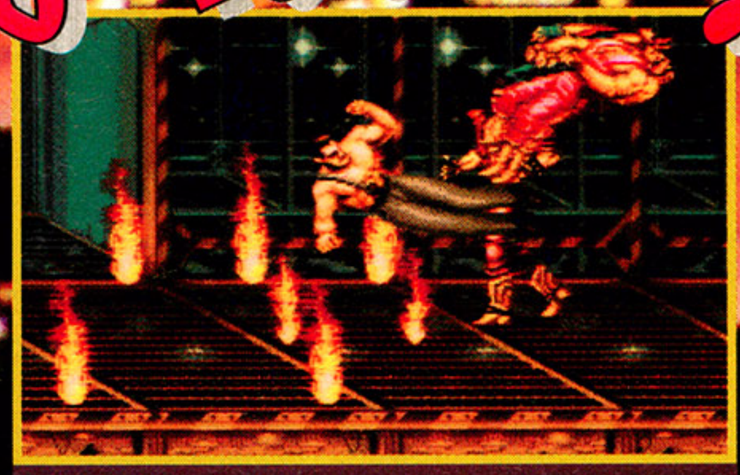
GUY

CODY

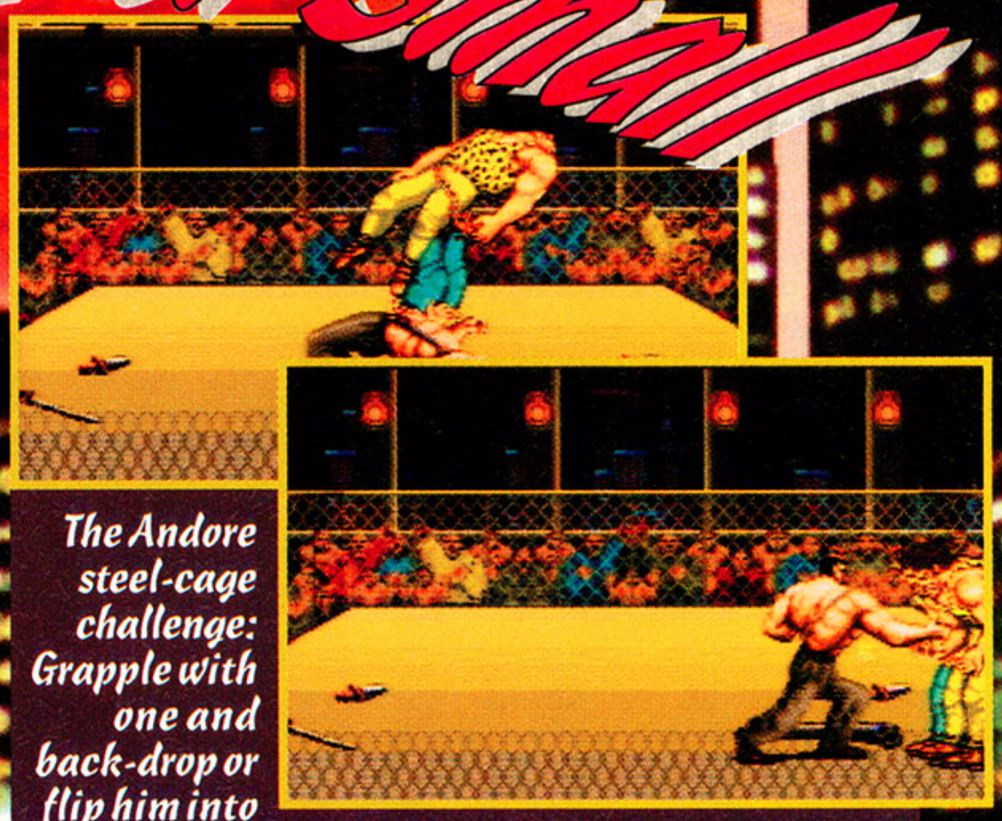
HAGGAR

No Job Too Big or Small

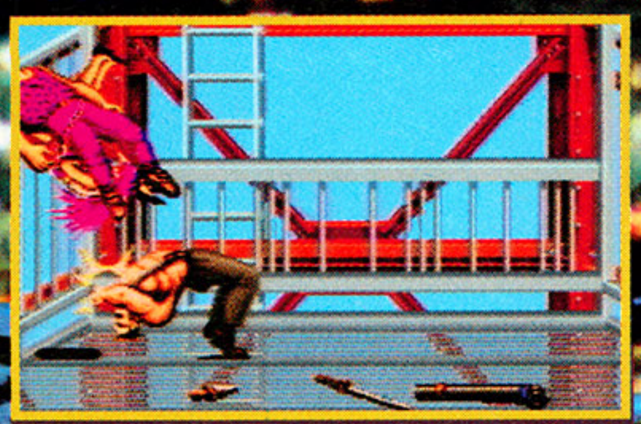
Make sure you configure the Option screen so you get an extra life once in a while you need it!



OSHA would have a fit about the open flames all over the Industrial Sector. Jump-kick over them, and you clear enemies away, too!



The Andore steel-cage challenge: Grapple with one and back-drop or flip him into the other, then trap them both against the wall and keep punching. It works like a charm.



The against the wall technique works anywhere you ve got a hard surface, such as Rolento s elevator.

The Molotov variety of Hollywood is best handled by staying in one spot, punching like mad, and turning around when foes come from the other way. Look out!

Any guesses what all these NINs stand for? In a Sega game? Hmm ... it s probably not Nine-Inch Nails.

Enemies a Specialty

The Jake and the Dug, the Bred, and the Simons. These Normalmen are Mad Gear cannon fodder. Do what ya like.

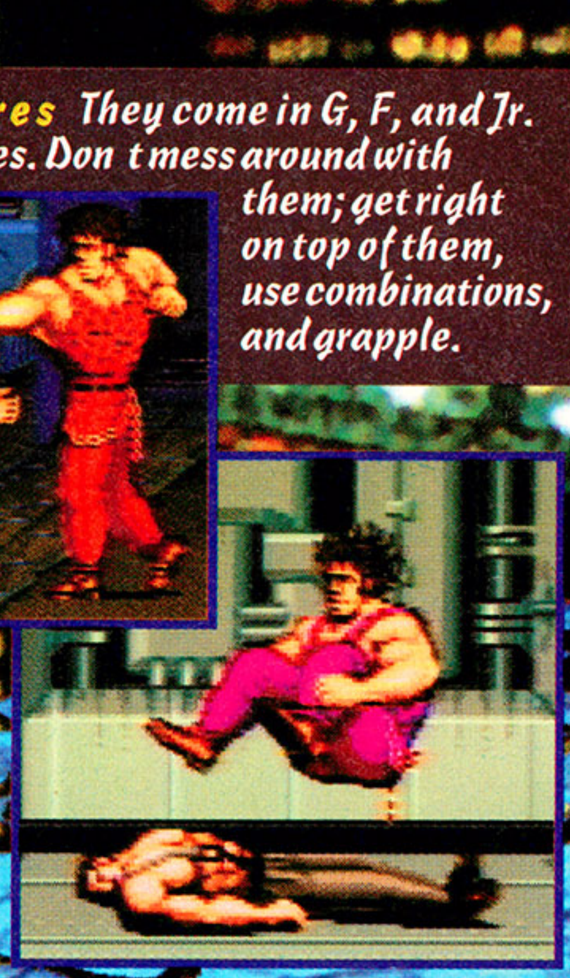
Slash Slash and Axl can block your hits. Use grappling moves or hit them with weapons.

Two P Two P and J zig-zag around the screen. Stand in place and keep swinging. They come to you.

Roxy These dangerous ladies bounce around and deliver vicious kicks. Turn around fast and hit em as they land.

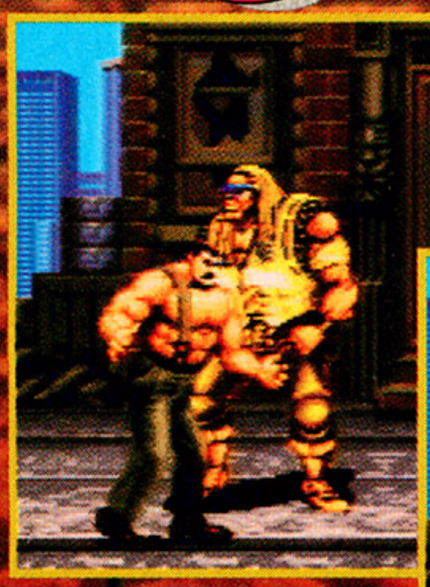
Bull Brothers They come charging in from the side of the screen. Use the Special Move or a back drop to stop em in their tracks.

Andores They come in G, F, and Jr. varieties. Don t mess around with them; get right on top of them, use combinations, and grapple.



El Gato The most dangerous guys in the game. With their long arms, they stab you from too far away for you to retaliate. They can also slide under you or leap from the other side of the screen. If you get one alone, come at him from the side for a grapple. If you re faced with a group, use jump-kicks.

Bosses Not a Problem



Thrasher — He's big, but no sweat. Beating Bosses 101: Don't come straight at them. Sneak up from the side, grapple, then whale on 'em with flips or pile drivers.

Katana — Again, sneak up from the side, but watch out: When he has dropped both swords, he may look stunned, but he's really resting for an attack. Use the Special Move when he charges.

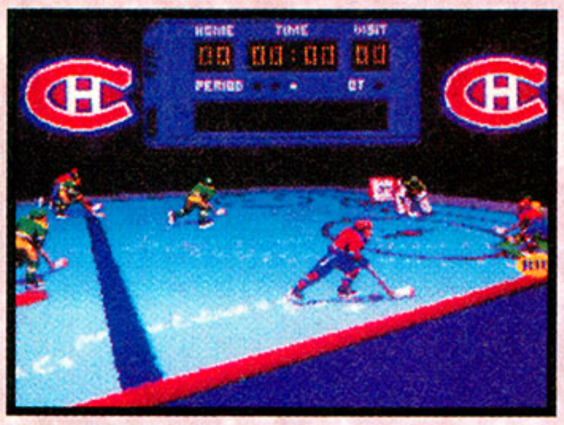
Edi E — Expect to take a hit no matter how you come at him, but you can eat his gum for extra energy (ick!). When he starts shooting, keep moving up and down to avoid being hit, while getting in close enough to grab him.

Rolento — He moves so fast he leaves a trail! Come at him from the front and he flips you, but stand where he's moving and you can grab him with no effort.

Belger — He's the big cheese. The wheelchair is a prop: He bounces around fine without it. If there was ever a time to stay out of the line of fire, this is it — his spear gun is deadly. Attack from the side, and break off after a few hits.

Abigail — He's one nasty clown. Fast and powerful, Abigail is especially dangerous when he turns red and charges. Use a nearby enemy and back-drop against him, or use the Special Move.

GP



SLAP SHOT!

Sports fans can look forward to more than a dozen top-notch games expected in stores before the end of the year. Nintendo's *NHL Stanley Cup* for the SNES is only one of the hockey simulations hot enough to melt the ice in the rink.

SCORE CARD

Round Mound of Rebound Abounds!

Charles Barkley, star player for the Phoenix Suns, has signed with Accolade to endorse a roundball simulation. No word yet on a name or release date, but you can bet any game that features this '93 NBA Most Valuable Player is going to be heavy on attitude.

GP sports

Video-Gamers! Get Ready to Play Ball!

Major League Baseball kicked off 1993 in grand style — it even had two new franchises, the Miami Marlins and the Colorado Rockies, to celebrate. And while the season is in full swing, the video-game category is filling up, too, with an assortment of new titles. Here are three top contenders.

RBI BASEBALL '93

If you're talking video baseball, you've got to talk *RBI*. Tengen's *RBI Baseball* was an early entry for NES, a solid simulation that was the first to hold a MLBPA players' license. The game sold well despite its weak graphics and sound effects and unrealistic game play. But time changes everything, and now *RBI '93* is available for Genesis.

If you played *RBI 4* (fall '92), *RBI '93* might give you *deja vu*. You're not losing your mind — *it's the same game*! Instead of upgrading its graphics or play, Tengen has repackaged *RBI 4* with only a few minor changes. The 1992 team rosters have been added — complete with fictional stats for the Rockies and Marlins. New "create your own team" and "fielding practice" options have also been added.

And *RBI '93* still offers single game action, best-of-seven playoffs, a game against every team within a division, or a game against every team. You can also compete in a 20-pitch "Home Run Derby," or in one of 17 "Game Breaker" situations. There's even a stadium tour that lets you see the dimensions of any ball park.

THE NEW STUFF

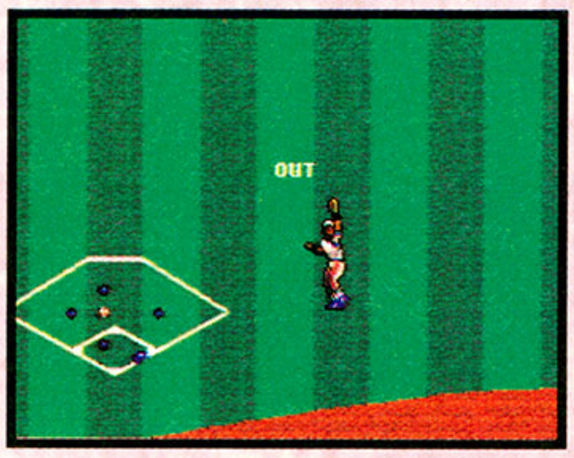
The best addition to *RBI '93* is the Create Team option that lets you alter any team by adding players from the 1992 season or from past NL and AL champs. Here's your chance to compensate for any trades or free-agent signings that took place during the off-season.

The Fielding Practice is similar to the Home Run Derby — you get 20 chances to shag flies or field grounders. While you can learn how to control your fielders, some hits — such as home runs — are uncatchable, which make attempts at *fielding* sort of pointless.

Graphics are the same as in *RBI 4*; good news, since they were sharp the first go around. Players are large and well animated, and the umps bark out calls in clear, concise tones.

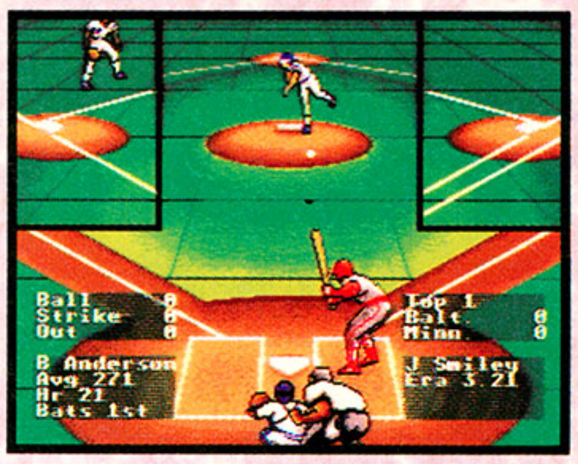
But if you prefer game play to glitz, you're going to be disappointed — that's *RBI '93's* biggest weakness. Most hits are low-level line drives, and the fielders catch most of them, an anomaly in baseball. Routine pop-ups and grounders are still almost nonexistent. The computer also remains a dim-witted opponent, relieving starters with other starters and forgetting to pinch hit in key situations.

So while Rockies and Marlins fans who already own *RBI 4* will probably want to get *RBI '93*, too, the rest of you may want to wait until next season's game.



Graphics: 8
Sound FX: 9
Music: 4
Bells & Whistles: 8
Control: 7
Replay Value: 6

OVERALL RATING: 7



SUPER BASEBALL 2020

Tradewest's *Super Baseball 2020* takes a futuristic view of the sport, turning the Genesis action (an SNES version is on the way from Electronic Arts) into a battle between robots and super-humans equipped with reinforced protector boosters, armor, and aluminum bats. Tradewest's version has all the fast-paced excitement of the arcade original — with only one glaring omission: no "crackers," the land mines from the Neo-Geo version (an EA spokesperson promised us "crackers — lots of crackers" in its version).

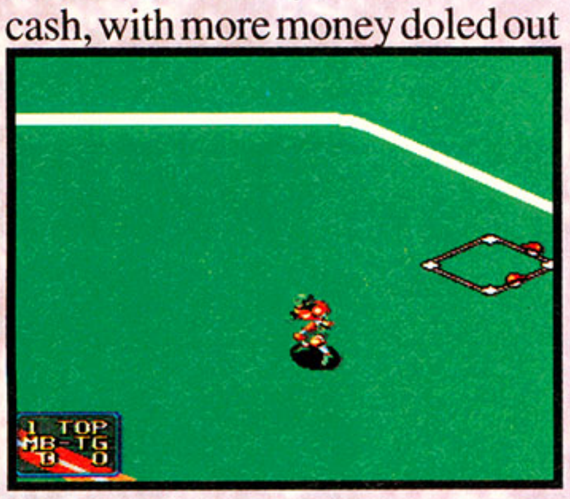
Super Baseball 2020 differs from today's baseball in many ways. The basics are still intact: nine men on the field, three outs per inning, three strikes per out, and so on, but robotics and money

dramatically change the game.

Robo-Cub

The 12 teams are composed of humans and robots. During the game, humans can enhance their abilities by purchasing power-up armor — either offensive or defensive. Human players can also be benched in favor of super-powered robots. Robotic players can be replaced by better robots, but they can't be powered-up. In general, robots are more powerful hitters than humans, but they can, for example, accumulate damage and suffer fuel leaks in time, ultimately exploding and being replaced by an unskilled spare robot. You'll want to build a big lead if you're running an all-robot squad.

Super Baseball 2020 is the ultimate "play-for-pay" sport. Every action is awarded or penalized monetarily. Hits are worth cash, with more money doled out



for doubles, triples, and homers. Jumping and diving catches, are also rewarded, as is striking out a batter. Use the cash to power-up players and buy new robots.

Super Baseball 2020 is a great action-oriented baseball simulation, with stunning arcade-quality graphics and frantically paced theme music. It's the ideal game if you're looking for mindless fun, and you don't want to get mired in stats and strategy.

Graphics: 9
Sound FX: 8
Music: 8
Bells & Whistles: 2
Control: 7
Replay Value: 7

OVERALL RATING: 8

BASES LOADED 4

Years after the original *Bases Loaded*, Jaleco is releasing its fourth installment, appropriately titled *Bases Loaded 4*. The new sim keeps the same great action of the original, but adds the approach and perspective featured in *Ryne Sandberg Plays Bases Loaded 3*.

With the exception of the Game Boy version, all *Bases Loaded* games feature large character graphics during the pitch, with a behind-the-mound perspective. In the first two *Bases Loaded* games, the view shifted to a three-quarter, birds-eye perspective after the ball

was hit.

But beginning with *BL3* and continuing here, the view shifts to behind the fielder. This gives Jaleco a chance to display the same large characters throughout the game instead of just on the pitcher/batter screens. The result *looks* good, but it also gives you less reaction time to field the ball, making it tough to catch flies.

The first-person fielding perspective also cuts down on the variety of "hits" the game displays. You won't have to play *BL4* for long before you notice that balls tend to follow certain paths — a weak dribbler to the pitcher, a drifting pop-up to the outfield, a hard grounder to first base. The game's limited variety of hits really hurts its overall realism and game play.

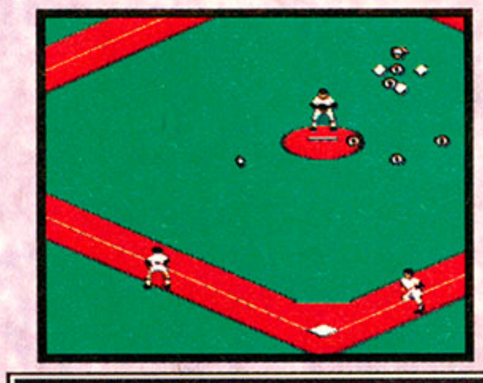
TWINKLE, TWINKLE, LITTLE STAR

The "reward and penalty" system that was also introduced in *BL3* continues in this latest game, too. This places the emphasis on playing a perfect game — i.e., no errors, caught stealings, batter strikeouts, and so on. In *BL3*, you also could earn points for making great diving plays and were given an end-of-the-game grade from 1 to 100 if you won.

In *Bases Loaded 4* for the NES, Jaleco combines this system with the original *Bases Loaded* goal — to play a season and try to win the pennant. Your players are rewarded with white stars when they perform well (smash a homer or make a jumping catch, for example) and are penalized with black stars for misplaying a ball or striking out. Pitchers get white stars for each strikeout and a black one for each run they give up.

The star system isn't particularly realistic, but it's entertaining. You find yourself trying harder to strike out opposing batters, and you'll do anything to get your bat on the ball instead of whiffing.

Overall, *Bases Loaded 4* succeeds because it still features the most realistic video-game pitcher/batter confrontation. These pitchers can really throw and work the plate. However, the series seems to be regressing rather than improving. It's still some of the best hardball action around, especially for the NES, but it badly needs a facelift, not to mention some bells and whistles, to compete in the '90s.



Graphics: 7
Sound FX: 6
Music: 4
Bells & Whistles: 4
Control: 6
Replay Value: 7

OVERALL RATING: 6

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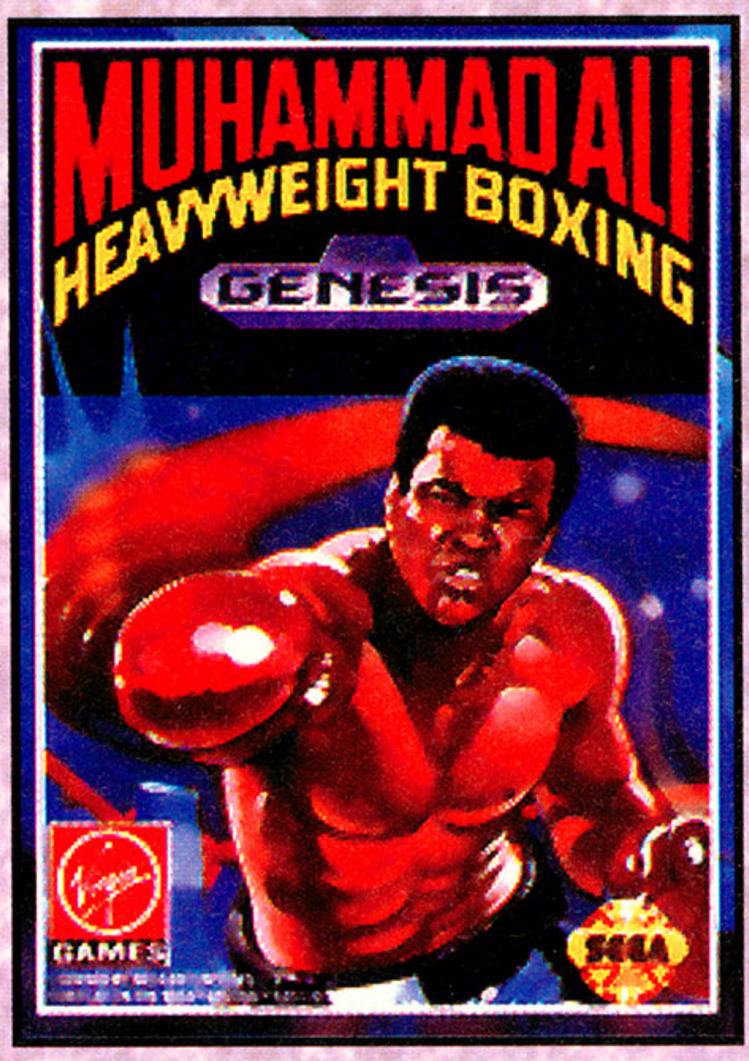
Float Like a Butterfly

During Muhammad Ali's reign as heavyweight champion of the world, he was poetry in motion. And when Virgin Games brings its new Ali boxing game to Super Nintendo later this year (a Genesis version is already out, a Game Boy version is on its way, and we hear a Sega CD edition is in the works), it will be packed with the kind of features that could make it truly worthy of the title, "The Greatest."

Muhammad Ali Boxing will be a 16-meg monster featuring a horizontal perspective with a rotating ring. You can take control of one of six boxers and work him up through the ranks until he faces Ali himself for the title. There's also an exhibition mode in which you control Ali or any of 15 other boxers and spar against any other opponent, even a duplicate of yourself!

According to Tom Gibson, *Ali's* product manager, Virgin is going for a more realistic approach to improving your fighter during game play. "We're trying to get away from the hit-the-button-fast-to-improve-your-fighter scenario — it's been overdone." Instead, your boxer goes through a series of workouts to improve his defense, quickness, strength and other attributes.

Characters will be really large — about one-quarter the height of the screen. *Ali* will possess a unique artificial intelligence allowing computer opponents to learn from your moves. Try the same combination too many times, and you'll find it ineffective after a while. Ali's voice will also be digitized, and since the Greatest always had plenty to say, this probably will be a cartridge that won't shut up!



Ali Sweepstakes!

Virgin Games has supplied us with a prize for our readers that has us all green with jealousy — boxing gloves autographed by Muhammad Ali himself! We've seen these for sale for $200, but all *you* have to do is send us a letter or postcard.

Here's what you get — a pair of 14-ounce Everlast boxing gloves complete with signature. To win, send up your name, age, and address. We'll choose two winners on AUGUST 31st, so don't delay!

Griffey Teams with Nintendo — Again!

It had to happen. First Nintendo shells out $50 million to keep the Seattle Mariners in Seattle. Then Mariner star Ken Griffey Jr. takes a tour of Nintendo's Redmond headquarters. Hmmmm.... Somebody might think a Nintendo baseball game starring that All-Star centerfielder was in the works.

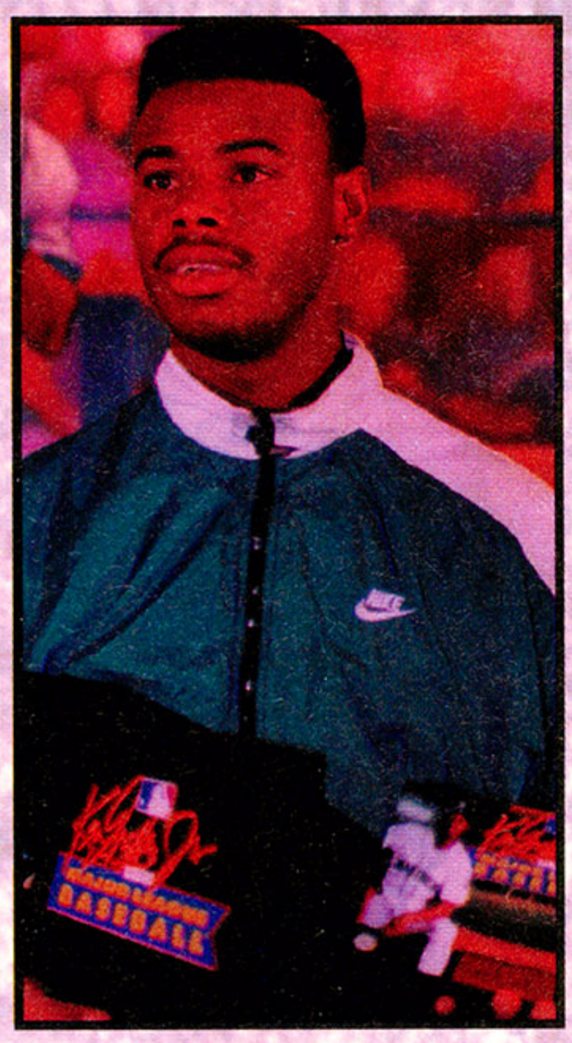
Someone would be right — sure enough, Nintendo has announced an exclusive licensing agreement with Major League Baseball and All-Star center fielder Griffey to produce a 16-meg baseball video game scheduled to ship on opening day of the 1994 baseball season next April.

Ken Griffey Jr. Presents: Major League Baseball will be available only for Super Nintendo and will feature 12-frame animation and official MLB team names, logos, uniforms, and authentic renderings of all 28 major league ball parks. The game will also have a battery-backed RAM to save season or World Series play.

The 23-year-old Golden Glove winner, who has more than 20 home runs and a .300+ average in each of his earlier seasons, says there haven't been many changes in the way the Mariners have been run since Nintendo purchased a large interest in the club. "There's more of a local feel with regard to who's running the club in the front office," he says. He was very impressed with Nintendo after touring its headquarters. "Their departments were very organized, and their employees are all young and energetic."

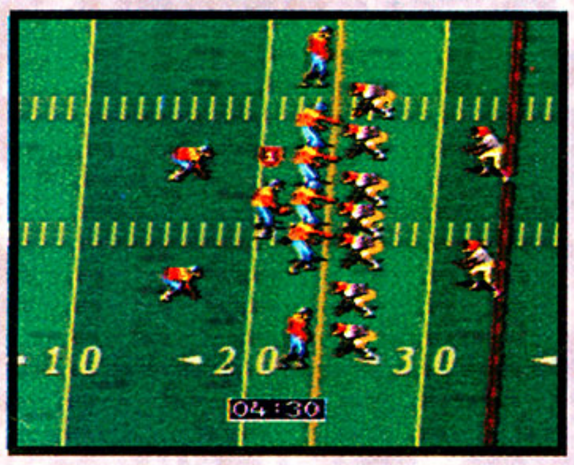
Griffey was already a huge video-game fan when he got the call from Nintendo. He owns "just about anything Nintendo has ever put out. I like Super Nintendo, and Game Boy is great on plane rides and road trips." He says all the young ballplayers are game fans, and so is his dad, Mariner's batting coach Ken Griffey Sr.

So what about the *really* important question — who's going to grab the pennant? Griffey thinks the AL West is probably one of the most balanced divisions in baseball, from top to bottom. "We should finish well above .500 if we stay healthy," he says. Now that it has the Mariners (or the "Marios," as some call the team) Nintendo has also grabbed exclusive rights to the Major League Baseball license for 16-bit cartridges for the next two years. That means no other company or licensee (i.e., Sega of America) can produce a 16-bit baseball game featuring Major League teams, logos, and so on.



Super High Impact Football

No one's ever gonna confuse Acclaim's coin-op conversion, *Super High Impact Football* for SNES with a serious gridiron simulation, *Super High Impact* is an in-yer-face hit-o-rama lacking realism and rules. It also requires very little knowledge of football to master. But *Super High Impact* is a blast to play!

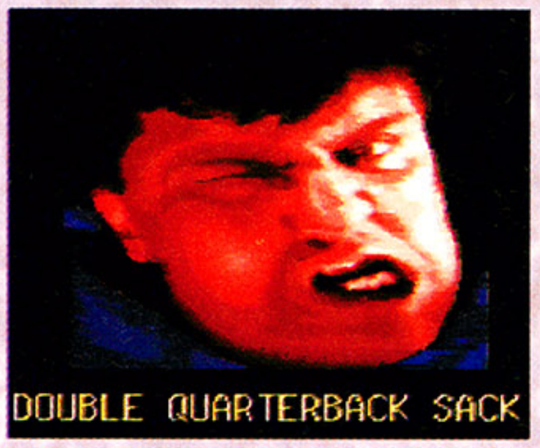


Here's a game that doesn't pretend to be an accurate simulation. Sure, it has the basics — 120 yards of turf and two teams of 11 padded guys trying to move a pigskin. But *Super High Impact* doesn't make you outguess the opponent. Strategy schemes are fairly generic, heavily favoring the offense. It's near-impossible to stop the other guy's offense, especially if he knows what he's doing!

Captain Crunch

Blitzing plays a key role in *Super High Impact*, with defensive plays like "Yo' Mama" and "QB Feast" designed for players who want to go head-hunting. Deliberately injuring the opposing players may be frowned on in the NFL, but in *Super High Impact*, it's encouraged. There's even a "Hit-O-Meter," a Richter scale for measuring bone-crunching tackles.

As quarterback, your decisions are fairly limited. Forget reading the defense or calling audibles. The goal here is to get rid of the ball before you're sacked. You can toss it to one of several receivers by pressing Up or Down on the directional pad — the computer selects the open guy for you — or pitch the ball to a running back.



All offensive ballhandlers can do a spin move, jump a tackle, or speed up with a turbo boost.

If Looks Could Kill

Super High Impact has three difficulty settings and can be played by one or two players. In two-player mode, you can go head-to-head, or play cooperatively against the computer. Other options include: quarter time (2, 5, or 10 minutes) and turf type (artificial or grass).

In addition to the smash-mouth action, the digitized voice and graphics are what make *Super High Impact* exciting. Players are similar in look to the detailed *Pit-Fighter* characters — just smaller and uniformed. And you hear constant rantings from a disc jockey-like announcer. "Outrageous!"

Sudden Impact isn't for everyone. If you demand strategy from your football video games, *Super High Impact* probably isn't for you. But if you're looking for a excuse to kick in someone's teeth, why not do it on the gridiron? *Super High Impact Football* is great aggression therapy.

Graphics: 8
Sound FX: 8
Music: 7
Bells & Whistles: 4
Control: 8
Replay Value: 3

OVERALL RATING: 7

Between the Lines

Hey baby, I got my own video game!
College basketball's poster boy has signed with Tengen to produce *Dick Vitale's "Awesome Baby"* basketball for the Genesis. The game uses digitized footage of real roundball action with Vitale's legendary voice. With a diaper-dandy like this on the horizon, It could turn out to be Dickie V's year after all — even though he didn't pick the Michelangelo to win the '93 championship.

Electronic Arts to Release *Bill Walsh College Football*
EA has announced the upcoming release of *Bill Walsh College Football*, a gridiron simulation sporting a whole new football engine and a choice of field perspectives during game play. According to an EA spokesperson, Bill Walsh has offered plenty of input into the creation of the game, as well as giving the designers access to his scouting reports. While his game won't have an NCAA license, teams will have state names (Stanford State?) so they should be fairly recognizable. The game also features 48 new plays, a playoff system, and manual or automatic passing. Look for *Bill Walsh* this month on Genesis.

Virgin Inks Deal With Dolphins' Marino
Virgin Games has signed a licensing agreement with Miami Dolphin's star quarterback, Dan Marino, to front its upcoming Genesis football simulation. The untitled game will be produced by Park Place Productions, who just finished work on Konami's *NFL Football*. The Marino product will be an arcade-style football game with an interesting zoom-in feature and is currently slated for a December 1993 release.

No More Bent Corners!
Metallic Images Inc. has released its first set of metal trading cards, a NFL Quarterback Legends collection featuring 20 cards. Each set is housed in a collectors' tin with pictures of Hall-of-Famers Bob Griese and Sonny Jurgensen on the lid, and a player checklist down one side. The cards are the same size as their cardboard counterparts and are custom-embossed with rolled edges. For more information, contract the Listle Group at 414/982-6593.

Fleer Adds NFL GameDay to Its Football Card Lineup
Leading card manufacturer, Fleer Corp., has announced that it has entered into a long-term agreement with NFL Properties to manufacture, market, and distribute NFL GameDay football cards beginning this year. Because they're almost 33 percent taller than a traditional sports card, GameDay cards have room for bigger photographs and performance statistics.

Topps Releases Basketball Archives Set
Topps has announced the release of Topps Archive Basketball cards, a 150-card set, which features the missing years — 1981-1991 — of Topps basketball. Part of the 150-card set is an 11-card subset featuring the top draft picks for the ten-year span. Production of this set is limited to 10,000 cases, with 24 boxes per case and 24 packs per box (14 cards per pack). The cards will be printed on "Stadium Club" quality stock — Topps's highest quality card stock.

GP

Aerobiz

review

KOEI
GENESIS

1350 Bayshore Highway
Suite 540: Burlinggame, CA 94010

Billy R. Moon

At first glance, the concept of *Aerobiz* seems boring: You start a small airline and work to make it the best darn business it can be. But once you've played the simulation for a while, it becomes quite interesting — even a little addictive.

When you set up your company, you have nothing but a wad of cash. With this limited capital, you must start your airline with two goals — to (1) connect it to the world's major cities without (2) suffering a loss in any year. Your initial options are easy: You choose a city to be your hub of operations and buy "slots" (permission to land a certain number of flights per week) from other cities. Each choice results in additional decisions, including the type of plane for each flight and the number of flights per week.

First set up flights to provide some cash flow. Your choice of destination is limited, but be logical. Obviously, the L.A. to New York route is well traveled, so set up as many flights between the cities as possible.

Maximize your investments in Service and Maintenance. Spending some money now saves you from a cover-up if there's a nasty little crash in the future.

Check the graph at the end of each quarter to see how you're doing in comparison with the competition. If you've invested well, you may lose money at first, but still come back with a good year-end profit.

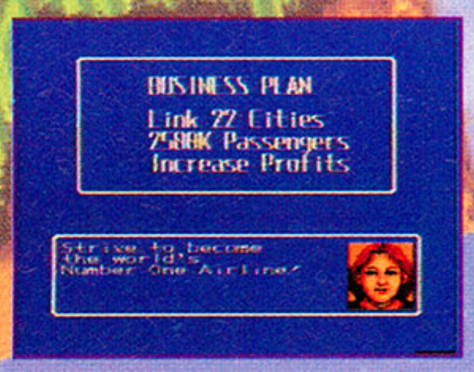
While competing airlines concentrate on other parts of the world, you're the only game in town for a while. Take advantage of this opportunity by charging relatively high rates.

As *Aerobiz* progresses, you must negotiate for more flights to additional cities, choose how much to spend on maintenance, and determine the advertising campaign you wish to conduct. Investment opportunities come your way, including shares in hotels and other airports. Above all, however, you must pay attention to your competitors — anticipating and counteracting their every move.

An interesting study in big business, *Aerobiz* also manages to maintain accuracy. Unfortunately, the game is somewhat hampered by weak graphics and sound effects. Of course, technical aspects are less important in simulations than arcade games, but *Aerobiz* could be *much* better with a few *minor* improvements.

Since there aren't many open slots available, send your agents out immediately to negotiate for more.

One of your first decisions, where to locate your terminal, is also one of your most important. Choose a city with a large population — as well as good backing capital.



Remember: Not only must you connect all 22 cities, but you must do it without ending a year in the red.

The first round is also a good time to put in your order for additional planes — you want them ready when you need them!

GP

GRAPHICS	6
SOUND FX	5
MUSIC	7
BELLS & WHISTLES	6
CONTROL	8
REPLAY VALUE	8

OVERALL 7

Batman Returns CD

review

SEGA CD
SEGA OF AMERICA

3375 Arden Road;
Hayward, CA 94545

Chris Slate

Somebody's offed Gotham's Ice Princess — and all fingers point to the Caped Crusader!

Guess what? There's a new video game out — and it's got Batman in it! That's right, Batman in a video game! Seem impossible? Not so! Just look in the game — he's there!

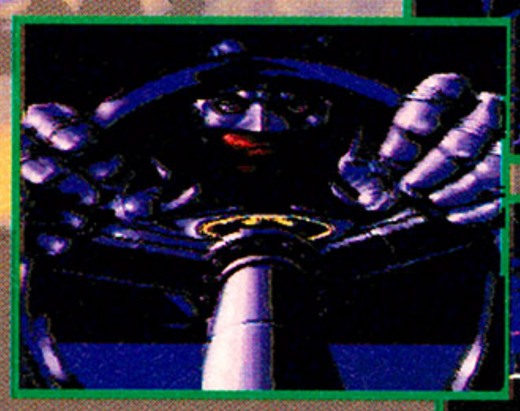
Sheesh! Sorry to go off the deep end like that, but maybe there should be a law that limits the number of video games one character can have. With more than a dozen worldwide, we're lucky that the *Batman* games are all pretty good. And *Batman Returns CD*, based on the Penguin/Catwoman trials of the 1992 movie, is no exception.

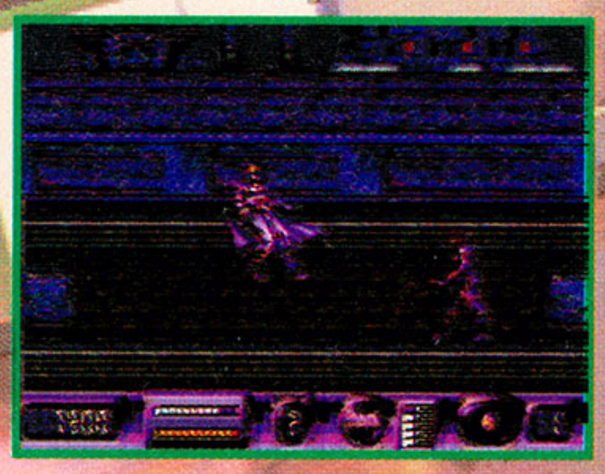
The game's only real downfall is that it's simply the earlier Genesis cart with cinema screens and a driving stage tacked on. If you already have *Batman Returns* for Genesis, these few extras are probably not enough to warrant buying this one. The music is good, too, even if it doesn't include Danny Elfman's classic *Batman* movie theme.

Batman Returns is a good game with a few rough spots, but all-in-all, it's a solid disc for Sega CD.

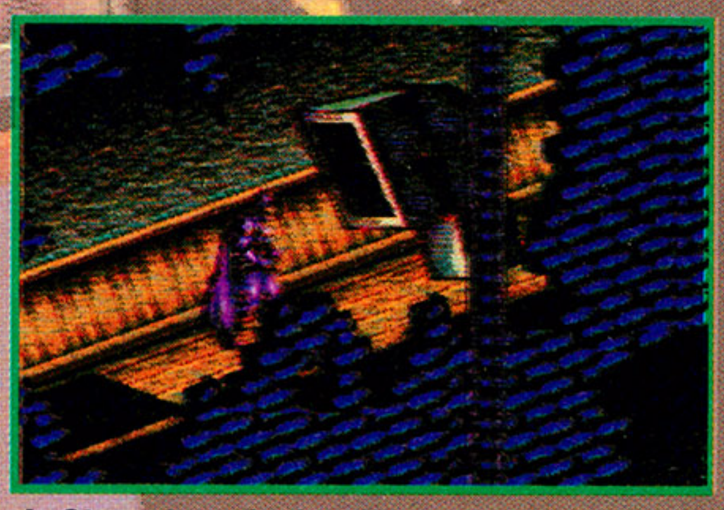
GP

Hey — a cool Options screen! Call it up on the Batmobile's Batcomputer, then adjust the game's parameters to your liking.





The Catwoman's on the prowl in Gotham City. Will she befriend Batman — or bury him?



Is Stage 2 on the level?

To the Batmobile! Slow down to blast oncoming vehicles, but remember that you're on the clock!

Le reeeow!

If the Batmobile takes too much damage, it's engulfed in flames, leaving Gotham City engulfed in trouble.

GRAPHICS	6
SOUND FX	6
MUSIC	8
BELLS & WHISTLES	7
CONTROL	5
REPLAY VALUE	5

OVERALL **7**

Bomber Man II

review

HUDSON SOFT
SUPER NES

Capcom, 3303 Scott Blvd;
Santa Clara, CA 95054

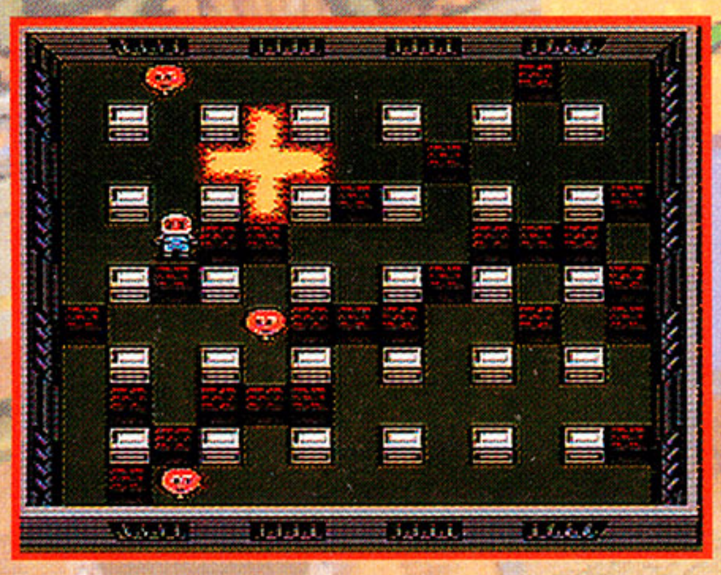
Patrick McGee

Don't bomb yourself into a corner or you'll end up with a splitting headache.

Beware of chain reactions with one bomb setting off others before their time.

It's more explosive fun from Hudson Soft as your ballistic little buddy returns in *Bomber Man II* for your NES.

Bomber Man has been wrongfully jailed for a crime he didn't commit. So you must help him blow his way out of prison. *Bomber Man II* is a puzzle game in which you carefully place bombs to clear paths,



Bombs blow in a '+' pattern, so stand at a position diagonal to your bomb.

destroy enemies and find exits. It's all a matter of timing, planning and even a bit of luck.

Bomber Man II has six levels with eight sections and a bonus stage to each level. You can play Normal Mode which challenges your bombing skills against the maze or Verses Mode which allows two players to try and bomb each other. There is a password system that allows you to pick up where ever you left off and endless continues. So, you can keep playing a screen as long as you want until you finally beat it.

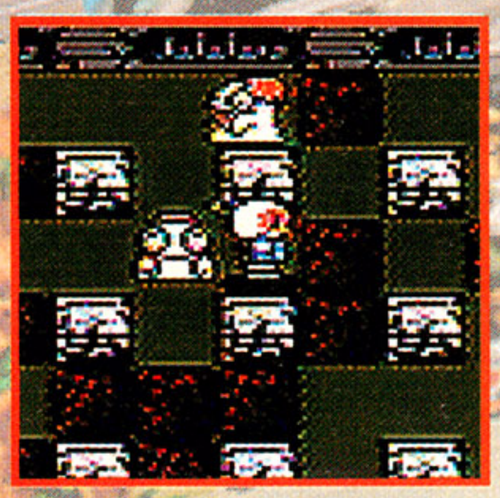
The bombs that you drop, blow up after a few seconds in a "+" pattern. The idea is to drop your bombs in places that will open up sections of wall, destroy the bad guys and uncover the exit all without blowing yourself up in the process. Each screen is timed and you must clear all enemies before you can exit. If you have additional time, look for hidden specialty items. There's usually one per screen. Some of the items you find will allow you to; drop more bombs at a time, increase bomb strength, run faster, become blast proof, pass through walls, gain bonus points and even control detonation.

Bomber Man II is an addictively fun puzzle game. It's not complicated, but it is challenging. It has good graphics and good play control and the random element to the screen arrangement on each level keeps it from getting repetitious. So if you're in the mood for some good puzzle game action, try Bomber Man II, it's a blast!

GP

Save your blows on frogs to the end, because their blasts keep you from being 'knee-deep' in enemies (level 6-3, passcode 36HK88J5).

For the secret sound test try the code K3456712.



Watch out for disappearing ghosts—they always reappear behind you.

Once you find the exit, don't bomb it again or more enemies will appear.

GRAPHICS	5
SOUND FX	5
MUSIC	5
BELLS & WHISTLES	5
CONTROL	6
REPLAY VALUE	8

OVERALL 6

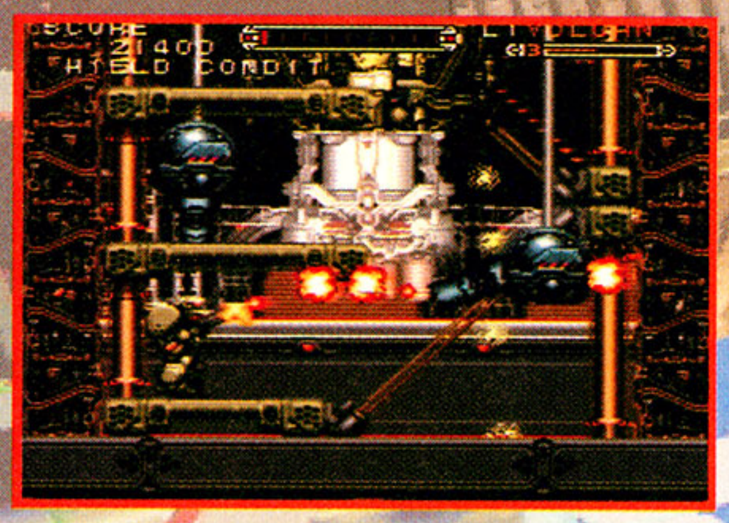
Cybernator

review

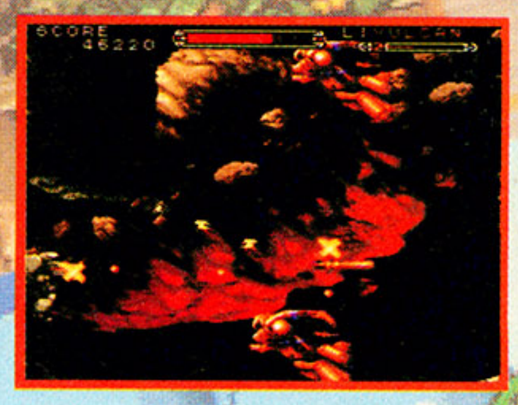
KONAMI
SUPER NES

900 Deerfield Parkway;
Buffalo Grove, IL 60089

Billy R. Moon



To complete the first level, prevent this device from connecting above. If your energy bar is fairly full, you can safely concentrate on firing at the device itself, while ignoring counterfire from the moving cannons.



The second level begins with a peaceful journey through an asteroid belt. Quickly move ahead to avoid being caught and crushed by one of the larger 'roids.

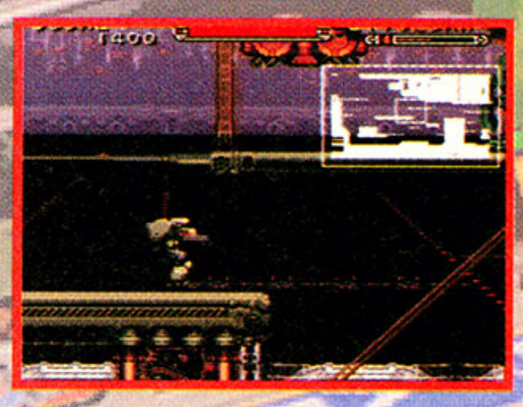
The point of *Cybernator* is to dress up in a robot suit and blast everything in sight. Each level has a "goal" (i.e., boss) that provides a certain sense of purpose, but the overall goal is Kill or Be Killed. Adding to that warlike feel is our hero's assertion that even though there are certain vague reasons for the war in which he's involved, he fights "because I am a soldier."

Whew! Fortunately for Konami, there's a lot of precedence for basing a game solely on shooting everything in sight. In fact, it's nice to see a game that seeks to distinguish itself from other shooters not by adding false intellect, but by simply being *good*.

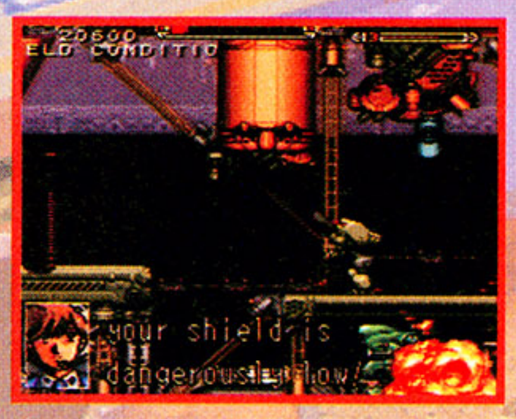
Unfortunately, the effectiveness of the kill-'em-all pace is hampered by animated sequences explaining the mission. Since you don't really own a Super Nintendo so you can watch quality cartoons, it can be really annoying to watch your character die for the umpteenth time. Even though you can zip through the cartoons quickly, there's no way to skip the scenes entirely. In addition, the last thing you need when you're about to breathe your pitiful last is a surprise guest appearance by another character telling you that "shield levels are critical." Like you don't already know!

If you separated the intermissions from the action, you'd have a great action game and a pretty good cartoon. The combination, however, sometimes leaves a jumbled mess.

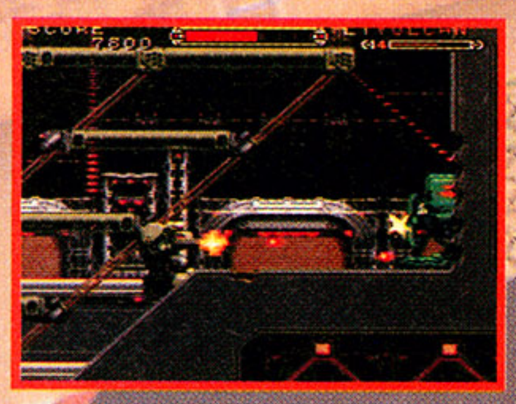
GP



Pause the game to study a map of the immediate vicinity.



The Grim Reaper of the cartoon world makes another guest appearance before our hero's imminent demise.



Enemy robots have frontal shields that protect them from direct hits. Aim either high or low, or attack the robots from behind.

Some enemies leave power-ups behind when they're destroyed. The "H" token restores your energy.

The terrain in these parts is filled with landmines. Fly near them so they'll detonate, then back off while they explode.

You need a full energy tank to take on this guy! Fire at the main ship while dodging all the mobile artillery being launched.

GRAPHICS	7
SOUND FX	6
MUSIC	6
BELLS & WHISTLES	6
CONTROL	7
REPLAY VALUE	5

OVERALL **6**

G-LOC

review

SEGA OF AMERICA
GENESIS

130 Shoreline Drive;
Redwood City, CA 94065

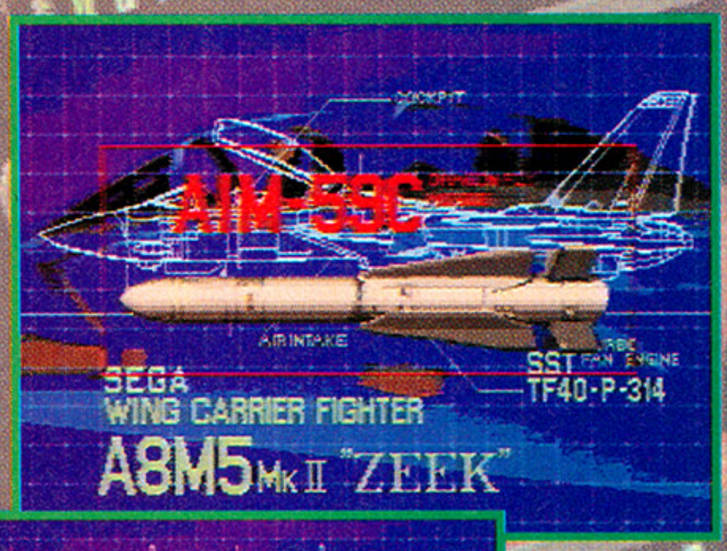
Vince Matthews

In *G-LOC*, you pilot a carrier-based fighter plane, the A8M5 Mark II — or Zeek as it's fondly called on the tarp. You must clear several hostile areas, taking out enemy aircraft and various third-world ground installations. *This is not a flight simulator* — it's head-on, in-your-face, shoot-'em-up action just like in the arcades.

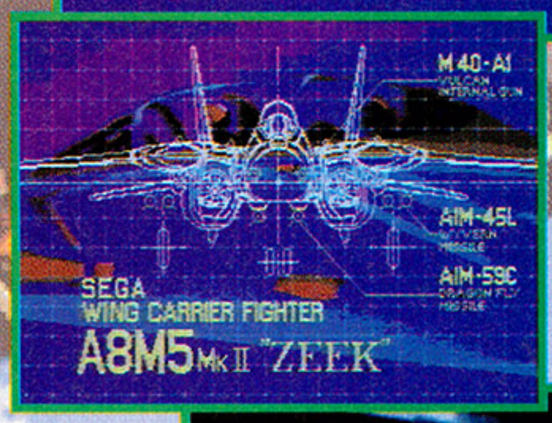
Although the Genesis version is almost identical to the coin-op title on which it's based (without, of course, the climb-inside framework), there are several minor differences. Your perspective is always inside the cockpit in the arcade — the only time it changes is when you must shake an enemy fighter off your tail. The Sega version demands that half the game must be played from a rear or behind-the-plane perspective. This is very annoying — if you're flying a plane, you should be inside it. Programmers should have given you the option to switch perspectives during play, as they do in *Star Fox* for Super NES. But even if it's annoying, it doesn't hamper game play.

G-LOC provides several control figurations, and there's a selection of cool high-tech weaponry you didn't have in the arcade. The title plays as well as the coin-op game, and you don't risk whiplash every time you play it, either.

GP



Use missiles to catch any stragglers when your perspective changes to the rear.



The Zeek fighter is your cradle of safety.

Inside the cockpit, you should have no problem taking out most of the fighters with your Vulcan cannon.

The carrier approach shows off Sega's scaling capabilities.

Use air-to-ground missiles to take out the S.A.M. sights.

You can select several different weapons.

Pay close attention both to your mission objectives and to the mission overview.

Safely on! Compile mission data and get ready to go again.

Even if you've experienced heavy damage, you can still limp back to the carrier.

GRAPHICS	8
SOUND FX	7
MUSIC	6
BELLS & WHISTLES	6
CONTROL	9
REPLAY VALUE	7

OVERALL 8

JaguarXJ220

review

SEGA CD
JVC

3800 Barham Boulevard; Suite 305;
Los Angeles, CA 90068

Jonathan Gagnon

Imagine sitting behind the wheel of a sleek, head-turning, twin-turboed monster that's been dubbed the fastest super-car on the road. Sound good? Well, if you've got about $300,000 lying around and are among the 300 people on the waiting list, you're set to go. But if you're like the rest of us, you'll need a little imagination — and JVC's new Sega CD game.

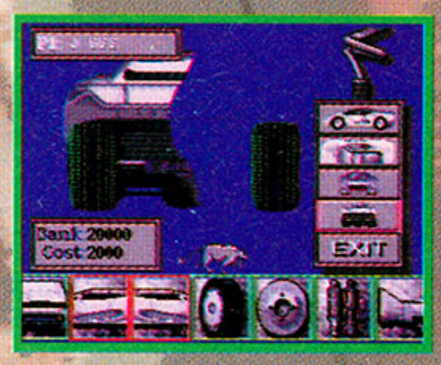
Jaguar XJ220 lets you spin around 32 of the world's toughest race courses against a field of 19 top drivers. Besides the Grand Prix and World Tour options, there's a track editor that allows you to put anything from a tree to a curve along the track.

As with any racing simulation, wear and tear on your machine eventually begins to take a toll on your performance unless you take a sidetrip to the repair shop. Spend your money wisely — parts don't come cheap and if you run out of cash, your racing season comes to a crashing end.

Jaguar XJ220 takes advantage of the CD-ROM's sound capabilities with a great techno-pop soundtrack you program to accompany the races. The graphics are fine, and the Jaguar is easy to handle — as it should be with a $300,000 price tag! This game may not break any new ground, but it has enough variety to want to keep you in the driver's seat for a good while.

GP

If you don't like the music, change it!



After a little 200 mph racing, you're certainly going to need repairs.

You must qualify before you race against the field.

On the World Tour, you can choose to race in any country — as long as you have enough money.

Listen to your financial advisor about races to enter.

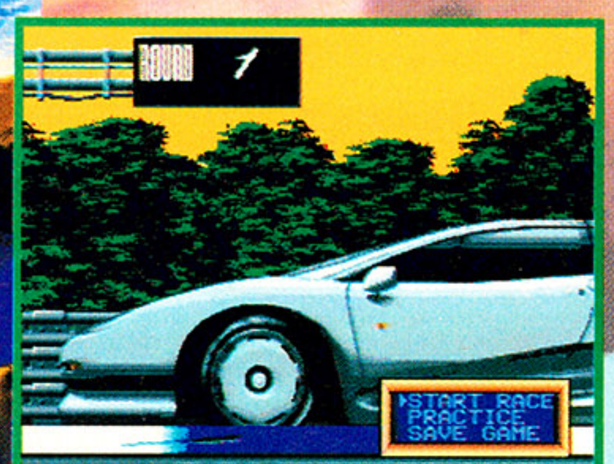
Pit stops can work to your advantage in a World Tour.

The Jaguar XC220 is *not* a machine to be taken lightly.

Feeling creative? Use the track editor to design a customized track.

Change the gear-box settings at the Option screen, as well as preview the music, choose the number of laps, or take a few solo spins.

Be wary of sharp turns!



The Grand Prix is just one way to race.

Only the best get a crack at the Winner's Circle.

GRAPHICS	5
SOUND FX	5
MUSIC	8
BELLS & WHISTLES	4
CONTROL	7
REPLAY VALUE	5

OVERALL **6**

Krusty's Fun House

review

FLYING EDGE
(a division of Acclaim)
GAME GEAR

71 Audrey Avenue; Oyster Bay, NY 11771

Billy R. Moon

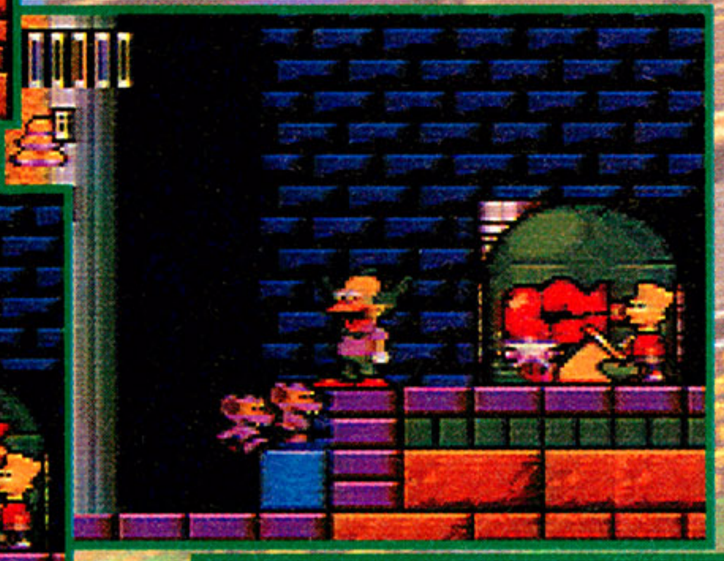
"The Simpsons" is, without question, one of the finest half-hours (*the* finest?) in television history. And, as such, it's deserving of video games that are equally great. While *Bart vs. the Space Mutants* (for Genesis and NES) was sort of disappointing and *Bart's Nightmare* (SNES) was much fun, *Krusty's Fun House* (Genesis, SNES, NES, and Game Boy) is a *great* game that captures the hysterical absurdity of the TV show.

In fact, *Krusty's Fun House* could almost be a subplot for an actual "Simpsons" episode: When Krusty's wondrous amusement park is overrun with rats, Homer and Bart step in to save Krustyland from going under. The two control a series of rat traps that do everything from crushing the miserable rodents to frying them with 20,000 volts. Although the rats don't resist this untimely demise, they don't have the necessary climbing skills to reach the traps unassisted. As Krusty, you must provide them with the stepping stones, pipes, and fans they need to reach the traps.

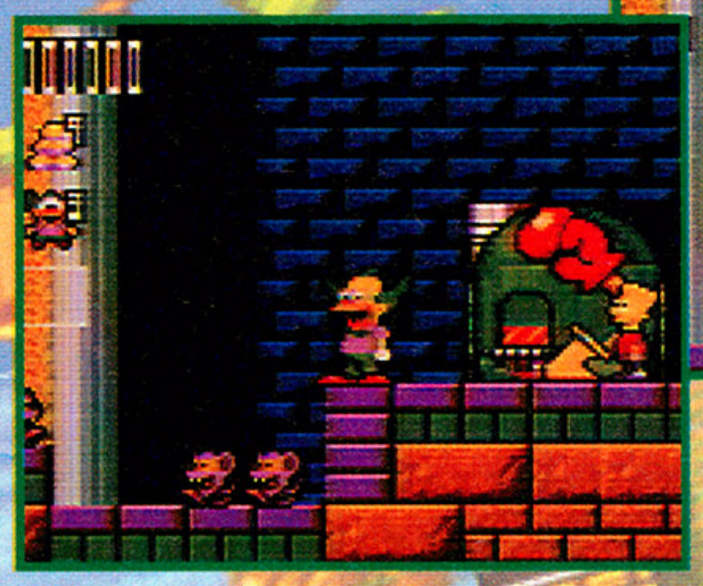
OK, so *Krusty* is similar to *Lemmings* (and *Humans*, and *Troddlers*). But the game play is unusual enough to make it fresh even for *Lemmings* masters. And the Game Gear is perfect for *Krusty*, since the game play doesn't require state-of-the-art graphics or sound (although both are really good) to be fun. *Krusty's* perfect for a car trip, a long line at the bank, or a boring night of reruns.

GP

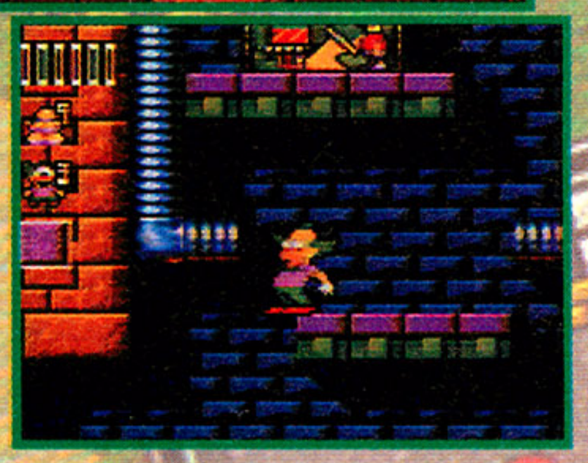
Krusty's adventure begins in a hallway full of doors. You can enter any that aren't locked, but you might as well take them in order.



But by providing them with a stepping stone, you send them to their doom.



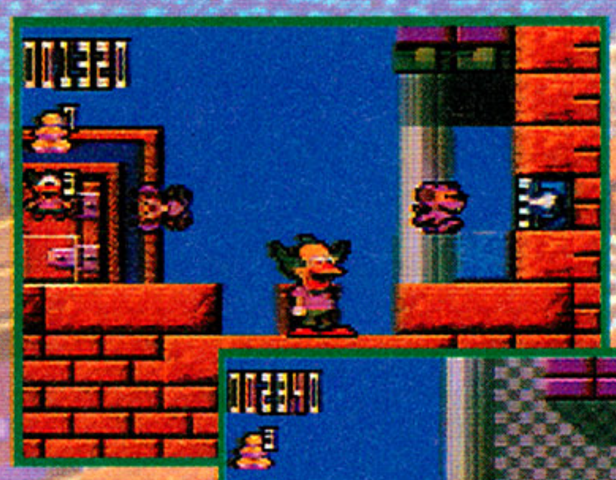
Without your "help," the rats just walk around in circles.



If the solution to a puzzle isn't obvious, try something weird! Krusty can almost stand in mid-air when it comes to placing diagonal blocks.

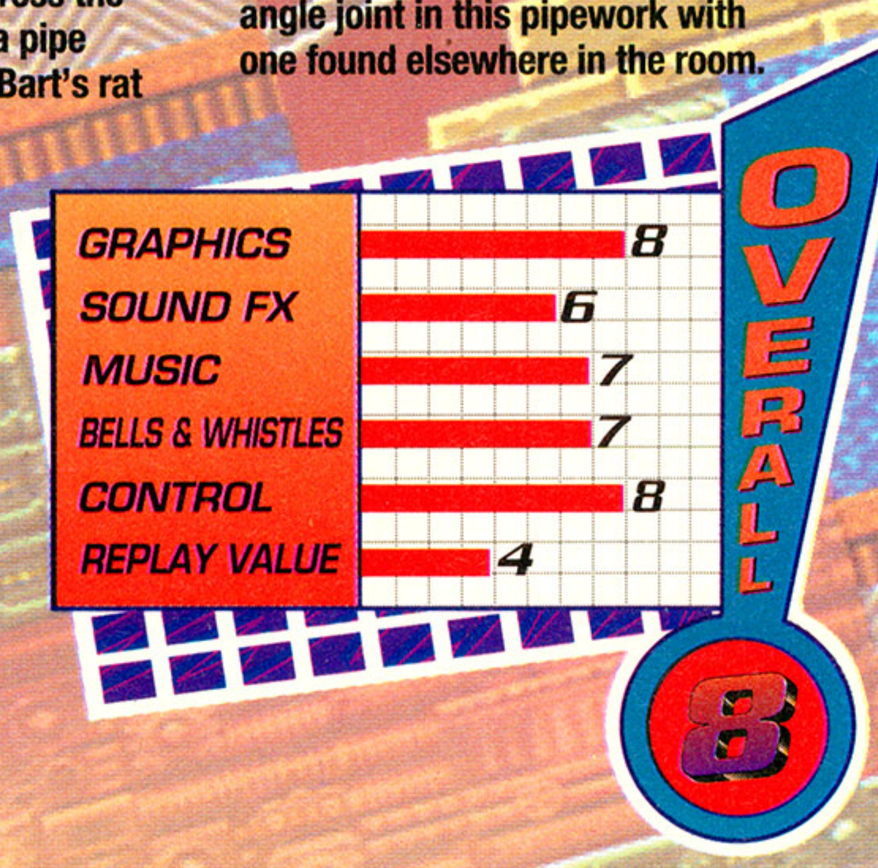
Some rats just don't want to leave the comfort of their decks. Dig a hole in the platform by walking over it; the rats then fall through.

As the game progresses, Krusty must play repairman. Replace the angle joint in this pipework with one found elsewhere in the room.



Later levels require you to use more tools, such as fans that blow the rats across the room into a pipe leading to Bart's rat crusher.

In addition to its rodent problem, the fun house seems infested with dangerous reptiles. To get rid of the deadly snake, pelt it with custard pies found under certain stones.

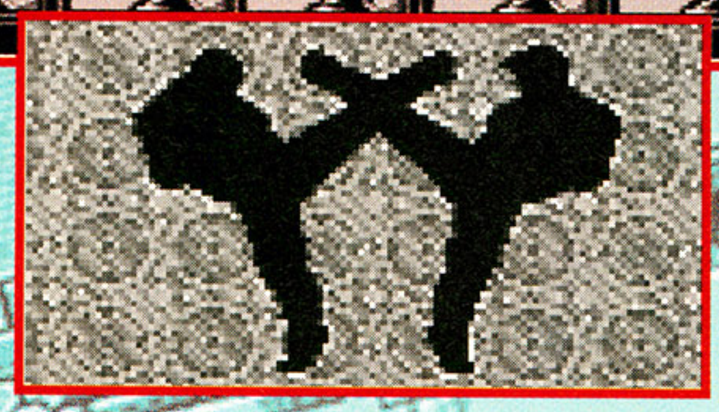


Raging Fighter

review

GAME BOY
KONAMI
900 Deerfield Parkway
Buffalo Grove,Il 60089-4510

Raging Fighter— remember the name.



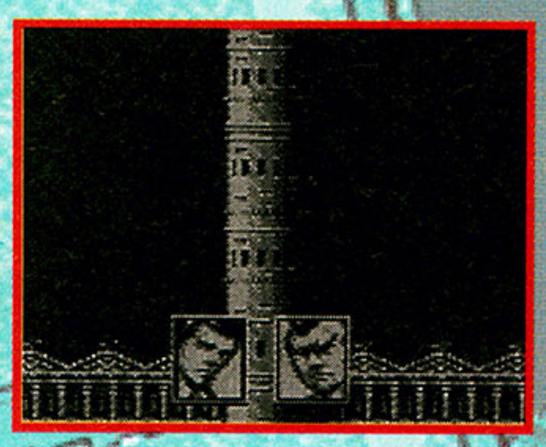
Jonathan Gagnon

As the *Street Fighter* craze sweeps the country, Game Boy players may feel left out — Game Boy's never really been known for great combat titles. *Raging Fighter*, however, is not only one of the first one-on-one fighting games for Game Boy, but it also fills a much-needed void for action games on the system.

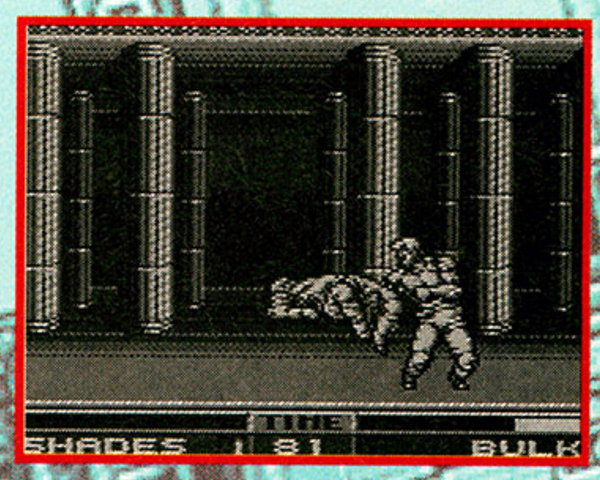
This two-meg game's best feature is that the characters are almost half the height of the Game Boy screen. Each character also has 20-40 attack moves, plus individual weaknesses. And even though *Raging Fighter* fits into the standard combat formula, Konami has done a good job of giving players a lot of options — special modes include Practice, Tournament, Vs., or Story (the plot concerns martial-arts aliens in outer space). Try the Practice mode first to avoid losing face in a *real* fight.

Raging Fighter is 100-percent solid with good graphics — love those big characters — and game play. It's easily the best fighting game yet for Game Boy.

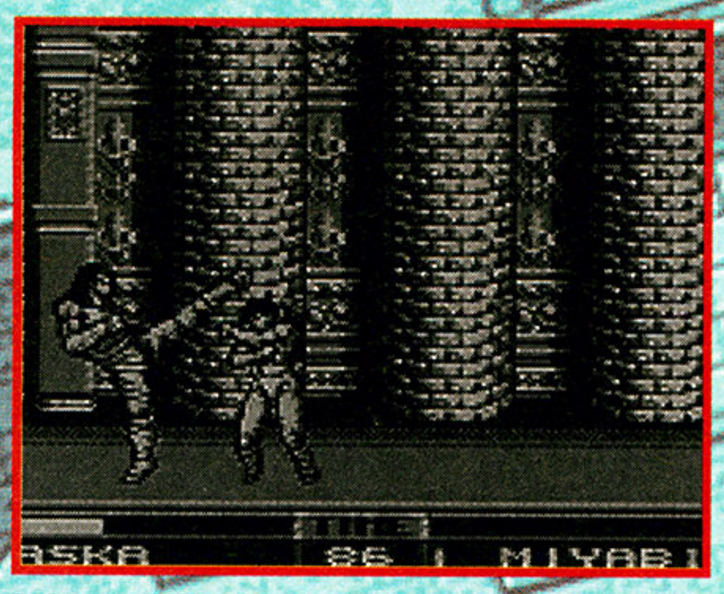
GP



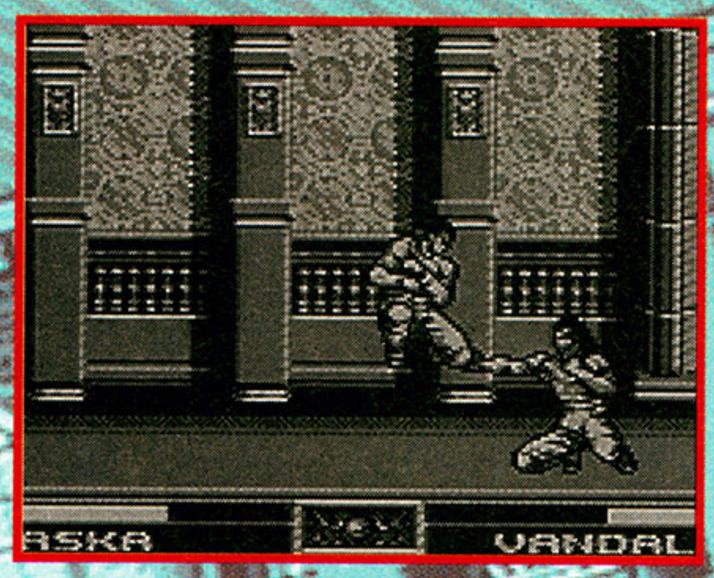
Choose among seven fighters, each with unique strengths and weaknesses.



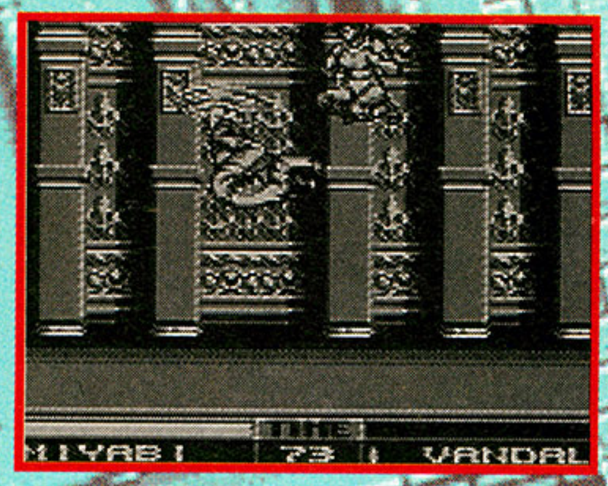
Vandal displays his special moves to Miyabi.



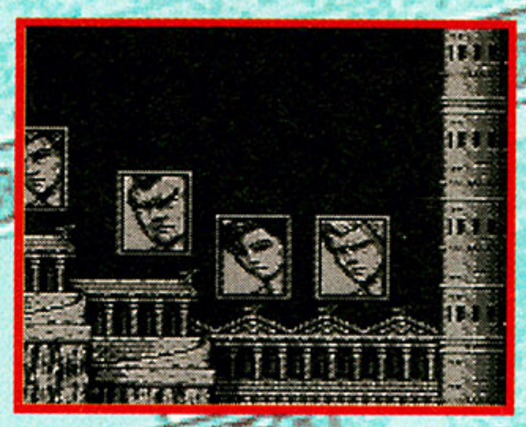
Aska vs. Miyabi in an attempt to reach the top of Trial Tower. If you see a high kick coming, pull back to block.



Aska goes head-to-head with Vandal. Some characters are best fighting low.



Flipping your opponent always takes a lot of energy.



In the Story mode, you control three fighters who must defend their clan palaces in the Alpha Universe.

Tao was no match for Shades.

GRAPHICS	8
SOUND FX	6
MUSIC	5
BELLS & WHISTLES	7
CONTROL	8
REPLAY VALUE	9

OVERALL **8**

Super Black Bass

review

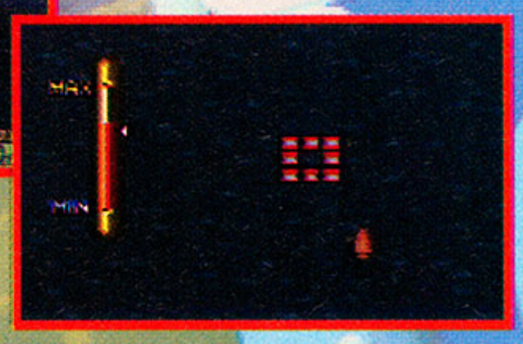
SUPER NES
HOT-B

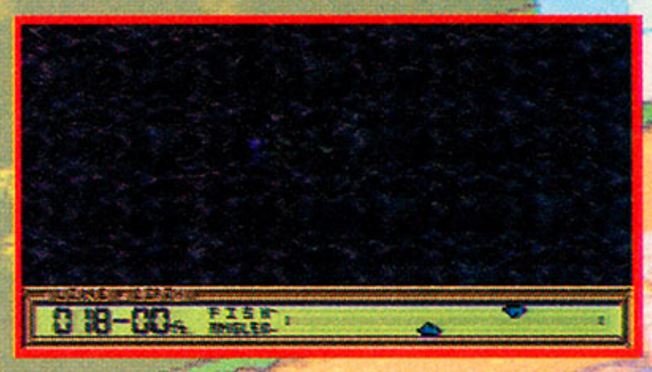
1255 Post Street; Suite 1040;
San Francisco, CA 94109

Vince Matthews

Your tackle box is filled with several lures — Popper and Crankbait are a novice's best bets.

Use the target to fine-tune your casting skills.





To locate large fish, look for movement in deep, dark areas.

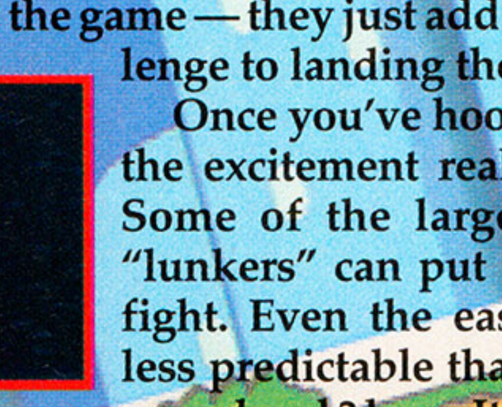
In all likelihood, when the programmers pitched the idea for a fishing simulation to the execs at Hot-B, they were laughed at. That's OK — the idea of fishing on TV was probably laughed at, too. So while bass fishing may seem to be a pretty ridiculous premise for a video game — and an even more ridiculous Ultimate Award winner — *Super Black Bass* does everything right. If you enjoy the sport, you'll enjoy the game.

Hot-B worked with both the supply manufacturer Zebco and *Bassin'* magazine to ensure authenticity for this fishing simulation, which highlights four tournaments. The results are fantastic: Graphically, the water looks fluid and deep. The soothing sounds of the waves and nearby wildlife almost make you think you're really on a lake. It's as close to real fishing as you can get without sunburn and bug bites.

That's not to say that *Super Black Bass* also isn't as frustrating as real fishing can be. Finding a catch takes an *enormous* amount of patience, and landing one takes even more. You have help, though, from a fish finder that emits a sonar "pong" when you drive over a school of fish — or what *would* be a school if the fish were always there when the "pong" sounds. It can also be difficult to determine your position in conjunction to the radar. But in the long run, these aren't drawbacks to the game — they just add more challenge to landing the Big One.

Once you've hooked a fish, the excitement really begins. Some of the larger bass or "lunkers" can put up quite a fight. Even the easy one are less predictable than your average level 3 boss. It's not often that a third-party game publisher breaks the standard puzzle/fighter/shooter routine and goes out on a limb — but Hot-B proves the results can be worth the risk.

GP



That's one elusive fish!

You begin as an amateur, then advance through the ranks until you reach the ultimate prize — envied Bass Champion.

The fish finder helps you locate hot spots.

GAME PLAYERS ULTIMATE

GRAPHICS	9
SOUND FX	9
MUSIC	8
BELLS & WHISTLES	9
CONTROL	9
REPLAY VALUE	9

OVERALL 9

Super Caesar's Palace

review

VIRGIN GAMES
SUPER NES

18061 Fitch Avenue;
Irvine, CA 92714

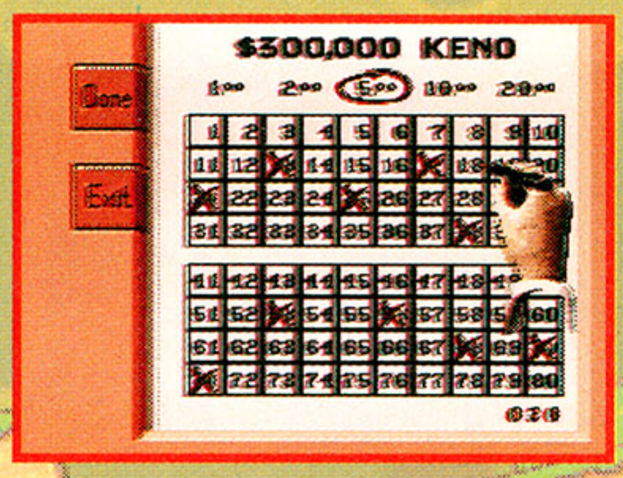
Patrick McGee

If you put some money on the horses, you find out how you fared even while you're playing another game!

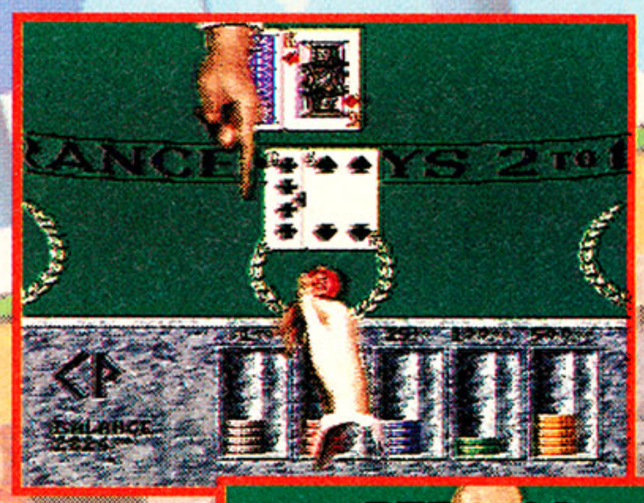
To gain access to the special gambling rooms, follow the guard's advice.

A roll of the dice, a flip of a card, the drop of a ball — it mostly comes down to Lady Luck.

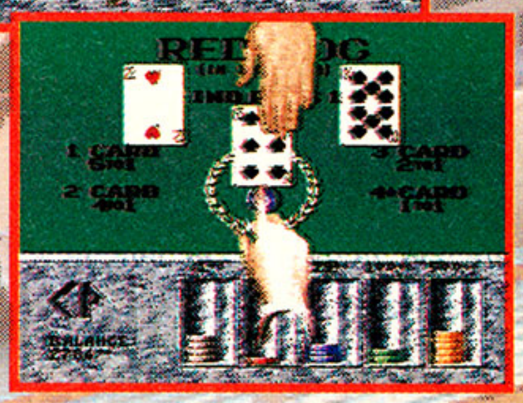
Virgin Games has released an SNES version of its *Caesar's Palace* gambling simulation, which includes a lot of improvements over its NES game. You still try your luck at the famous Caesar's Palace in Las Vegas, but now you walk around a more realistic casino with multiple floors, lots of different games, and fellow gamblers to offer advice. There are even special gambling rooms open only to those who receive a special invitation. You can *try* to talk your way past the security guard, but he obviously wants to keep his job.



Playing keno is a cheap way to build up your resources.



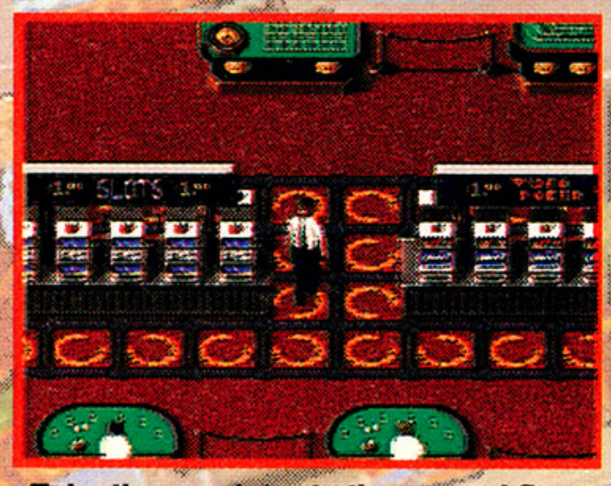
Playing the odds in blackjack is usually the best way to make big bucks.



Red Dog is purely a game of chance.

Always check the bet minimums before you start.

Talk to fellow gamblers for tips or be a nice guy and help this woman find her missing pet iguana.



Take the escalator to the second floor for some lower-priced gambling tables.

Try your hand at this full-sized roulette table.

You begin with $2,000 and can tempt fate with games of video poker, Red Dog, slots, horse racing, craps, blackjack, roulette, and keno. One of the nice features of *Super Caesar's Palace* is that each time you approach a game table, you're given a quick review of what's what on your controller for that particular game. You can also check out a Help screen at any time for rules and hints on how to play.

Super Caesar's Palace is addictive, but isn't that the nature of gambling? At least here you can't lose the family farm—if you run out of money, you can restart at the last password or grumble at the security guard as he escorts you to the door.

GP

GRAPHICS	8
SOUND FX	7
MUSIC	6
BELLS & WHISTLES	7
CONTROL	5
REPLAY VALUE	9

OVERALL 8

Toys

review

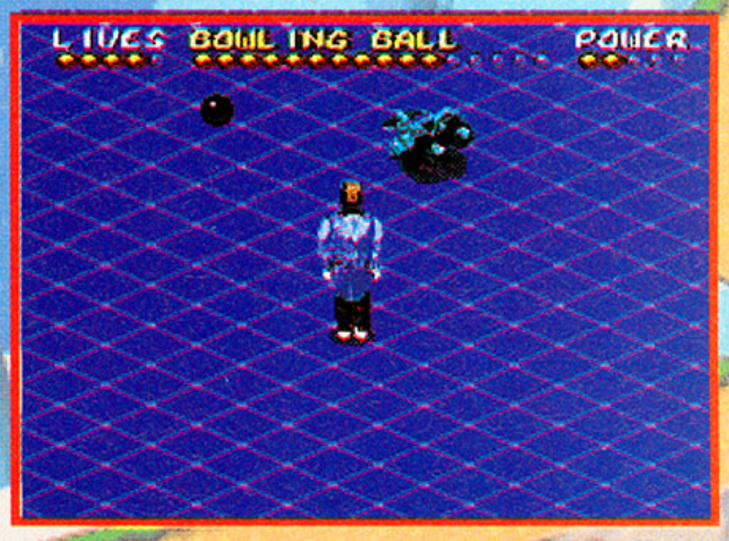
ABSOLUTE SUPER NES

P.O. Box 116; Glen Rock, NY 07452

Billy R. Moon

You begin the game with a peanut gun and an endless supply of pellets. Use the gun to take out some lesser toys, but be aware that it's virtually useless against tanks and choppers.

"Guns" with more power come in the form of bowling balls and water balloons.



There's also a supply of "spotters," such as wind-up elephants and spinning tops, that ramble in circles until hitting something.

When Kenneth Zevo, president and owner of Zevo Toys, dies, he leaves his entire toy empire to his evil brother, Gen. Leland Zevo. The general immediately begins churning out weapons designed as innocent toys. Fortunately, Leland's son recognizes his father's evil ways and agrees to help his cousin, Leslie, break into the Zevo factory and retake the business that's rightfully his.

Gen. Leland Zevo is using a toy factory to turn out weapons.

As Leslie, you're given access to an arsenal of "good" toys to use against the general's "evil" ones. But are your wind-up elephants and spinning tops enough to defeat the tanks and bombs that guard the factory's security cameras?

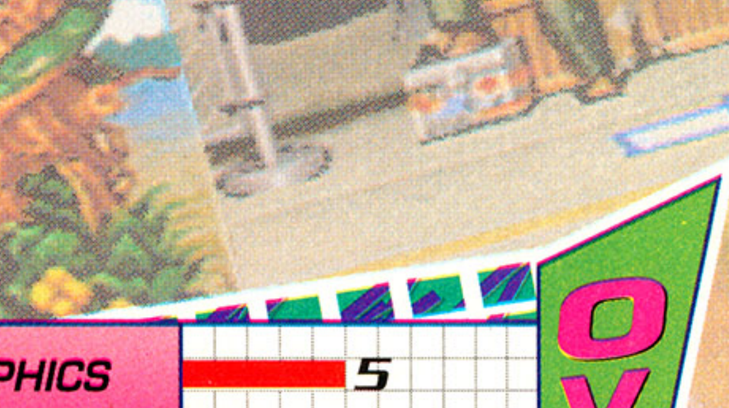
Toys is as strange as the Robin Williams movie on which it is very loosely based. But its different-ness is exactly what *Toys* has going for it. It make take a while to get used to pitting water balloons against a well-armed toy militia, but once you do, you're in for some fun.

Head toward the nearest carousel to pick up new "weapons."

But despite its interesting concept, *Toys* is hampered by graphics (once the good-looking intro is over) that look vaguely digitized and a background that's just a piece of blue graph paper. The sound effects are generally good, but the soundtrack is overly repetitive. Bad call, guys.

Press the Start button to bring up the Security Status screen — it shows how many defenders are left for a particular camera, as well as the camera nearest your position.

GP



To destroy an elephant/security camera, first fire into one of the elephant's eyes. This causes the camera's "iris" to open temporarily. Fire at the iris to blow up the camera.

Each camera is surrounded by a row of tanks that are indestructible — at first. Destroy the roaming tanks before taking on the defenders.

GRAPHICS	5
SOUND FX	6
MUSIC	5
BELLS & WHISTLES	5
CONTROL	7
REPLAY VALUE	5

OVERALL 6

Zen: Intergalactic Ninja

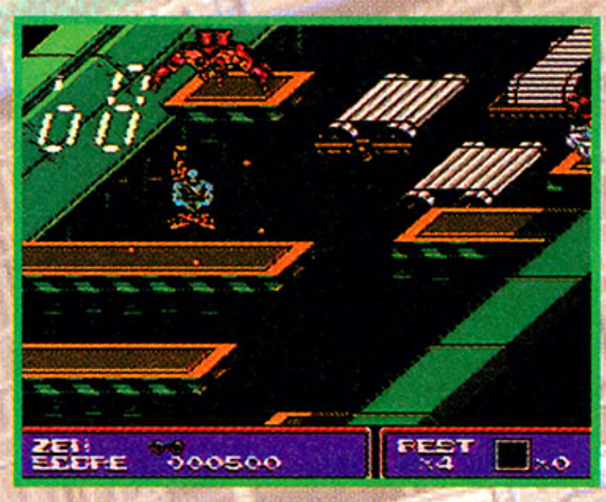
review

NES
KONAMI
900 Deerfield Parkway
Buffalo Grove, Il 60089-4510

Billy R. Moon

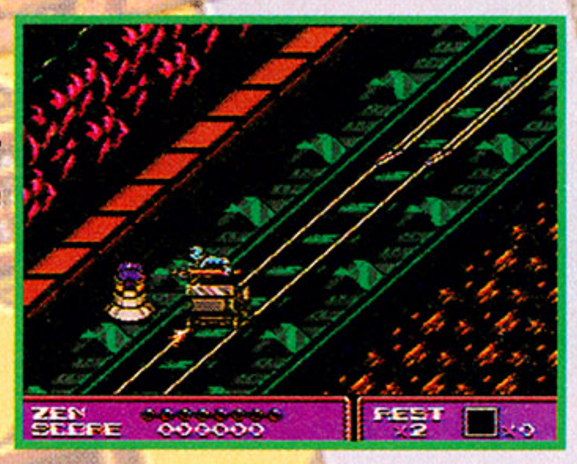
Zen: Intergalactic Ninja is based on the comic-book adventures of an environmentally conscious ninja who must save Earth from destruction. Zen's archenemy is Lord Contaminous, whose evil forces try to screw up the ecology whenever they can. It's your job to help Zen rescue Jeremy the Starchilde and use Jeremy's mysterious Geocrystal to make the world a safe place to live.

Initially divided into four environmentally themed stages (from acid rain to oil spills), *Zen* lets you take on the levels in any order you wish. There's also a bonus stage in which you recycle leaves, magazines, bottles, cans, and batteries in exchange for extra lives and other rewards. Once you've completed these levels, you must rescue the Starchilde, then go through five additional levels before facing Lord Contaminous.

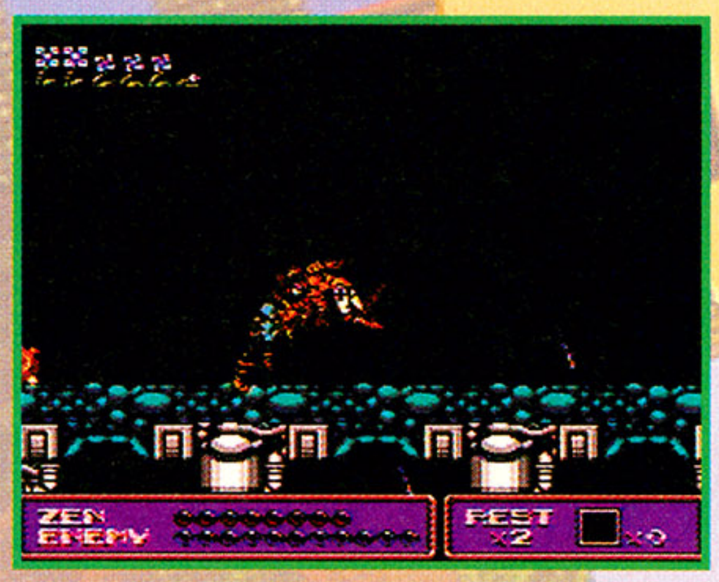


Collecting "life items" enables you to take meditation breaks to restore your energy.

Be sure to explore every corner of the oil rig. There's lots of cool stuff to be found.



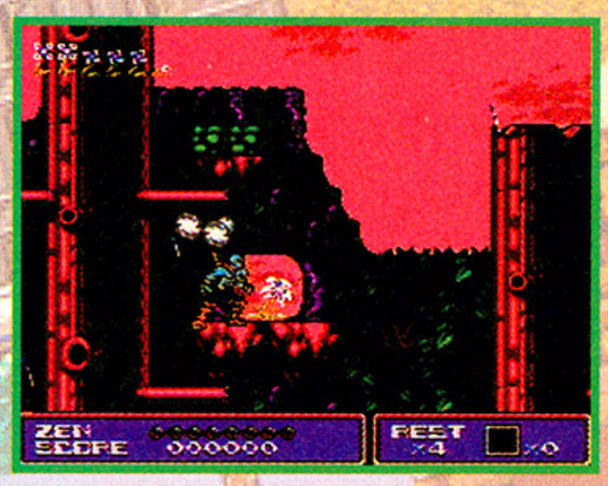
Hit the switch with your Photon-Stick to change the direction of the railway car.



Use your Photon-Stick to jab, then toss Sulfura, the boss of the Acidic Forest.

When she counterattacks, jump to avoid her charge.

You can take on the first four levels in any order.



During your battle with Sulfura, you must make routine visits to the forest to rescue flowers from acid rain.

Use your shadow to guide your jumps in the toxic factory stage.

Zen is only an average game in a lot of ways, but it does have interesting points. First, it's pretty original. Some comic-book adaptations take the characters and insert them into a game-clone that's identical to hundreds of others. But *Zen* has characters and situations that advance the story. At the same time, there's enough variety to keep the action entertaining.

Secondly, *Zen* doesn't let its environmental message get too corny or preachy. Blowing up evil factories probably isn't the best way to show players how to deal with pollution, but nobody said video games were realistic. If licensees can produce games that focus on real problems but still include some good old-fashioned violence, more power to them.

GP

GRAPHICS	6
SOUND FX	6
MUSIC	7
BELLS & WHISTLES	6
CONTROL	5
REPLAY VALUE	7

OVERALL 7

Just the Facts

You'd think that in an industry based solely on fun and entertainment, everyone would get along. But things don't always work out that way. Even before our first combined issue came out in May, the competition was trashing us in print. Just like Sonic's constant battle with Mario, each magazine tries to outdo the other — and some folks don't worry about stepping on toes along the way.

The way we look at it, competition is good for everyone — it makes us push ourselves to put out the best magazines possible, and game players everywhere get to reap the rewards. We haven't backed away from ribbing our competitors, and we kind of like it when we see references to ourselves in other magazines. But sometimes people go beyond joking around and into just plain lying.

The fact is that no one — *no one* — can match the complete coverage of Nintendo and Sega systems that *Game Players* offers. One magazine recently boasted about its "redesign" because readers wanted more pictures and strategy. But we had to pull out an earlier issue to tell the difference. We don't run one or two pages and five or six screen shots — we blow the games wide open. Players who don't have the game get a better look at it, and players who *do* own the title get valuable tips on what to do *after* level 1. We sometimes wonder if the other guys even play the games at all.

We also know that our readers aren't stupid. If they buy our mag because of a hot game on the cover, they know they'll find a real feature on development or strategy inside. We've read your letters complaining about other magazines misleading you with "cover" stories that amount to a single screen shot or paragraph inside.

We're not going to confuse you, either, by printing false information. Everyone slips up now and then, but certain mags make a habit of it. In the rush to be first with news, they print *anything* they hear, no matter how valid the source. We pass along the news as soon as we hear it, but the difference is that we *check it* first.

Recently we were accused of lying to you about our combined magazine. We promised you when we combined our Sega and Nintendo magazines that each issue would be *at least* 30 percent larger than before. In fact, our June issue was 64 pages larger than our May *Nintendo Guide* and *twice* the length of the 72-page April/May *Sega Guide*. That adds up to a lot more than 30 percent to us. And quite frankly, there wasn't as much Sega coverage in the magazine as we'd have liked — there just weren't that many new games. But our July issue had seven Sega features (and seven Nintendo, too) — that's the same number of game features as in the last *bimonthly* Sega magazine. What did we promise? Twice the coverage.

So what have you learned here today? First, *Game Players'* in-depth game coverage can't be beat. We leave it to the other guys to whet your appetite, knowing that you'll come to *Game Players* when you're ready for the main course. Second, we keep our readers in mind with everything we do — we're not going to sell you out. No one buys our editorial space, and our ratings aren't for sale. And third, if you read it in *Game Players*, BELIEVE IT.

Whew! BackTalk is a great place for us to clear the air without hiding our two-cents worth in other columns. We also want to *thank* those of our competitors who have actually managed to hold on to their integrity. In fact, many of them have been our friends for years. And to the others who haven't exactly been a pleasure to know: Grow up. Leave the immature remarks in the schoolyard and join us in the professional world. But in the meantime, we're still waiting for our In Your Face T-shirts!

— See you next month!
The guys (and gal) at GP

The SN ProgramPad Leaves 'Em

The SN ProgramPad for Super NES is a force to be reckoned with. Its 30 pre-programmed buttons, including a secret code, give YOU the power to blow your opposition right out of the water. Imagine possessing the only pad that KNOWS 20 special Street Fighter II™ moves and 9 special Fatal Fury™ moves! That's right, they're already in there, just waiting for you to punch a button. And if those aren't enough for you, just program 6 of your own power moves to totally crush your enemy. All this plus variable auto-fire & slow motion, 8-way directional control, and an LCD screen! After all, when you're up against sharks, you do what it takes to win.

The SN ProgramPad

- now you can make your own rules.

Street Fighter II™ is a trademark of Capcom USA. Fatal Fury™ is a trademark of Takara Co., LTD.

Dead In The Water.

STD

Product Information Number 110

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410-785-5661

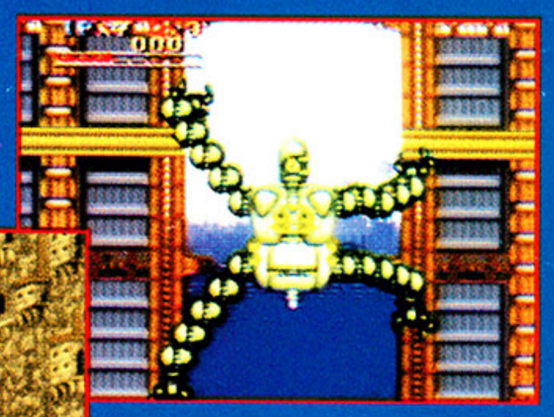
Available at:
Electronics Boutique, Kay Bee Toys,
Software Etc., Best Products,
Babbage's, and more.

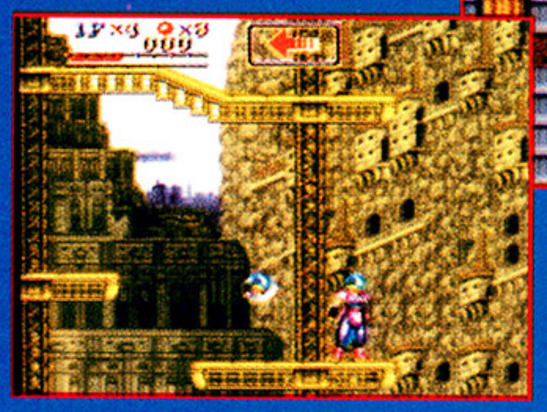
Fight Pollution With The Swords of Power!

RUN SABER

It's the year 2998 and the Earth's last hope rests in the hands of a team of cyborg warriors known as RUN SABER. These specially built soldiers unleash incredible powers from their custom-designed blades—releasing attacks of concussive energy waves or blinding cold! Go on a solo mission or team up with a friend to destroy the last toxic overlord of a polluted world! Hit the ground running in this non-stop action thriller that takes your adventuring skills to the ultimate level!

- Collect power-ups that magnify your cyborg's abilities to unbelievable heights!
- A friend can join in the action at any time with the 2-Player action mode!
- Rid the field of enemies with stored Super-power attacks!





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SUPER NINTENDO ENTERTAINMENT SYSTEM

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Product Information Number 125