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ULTIMATE WINTER PREVIEWS

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SEPTEMBER 1994
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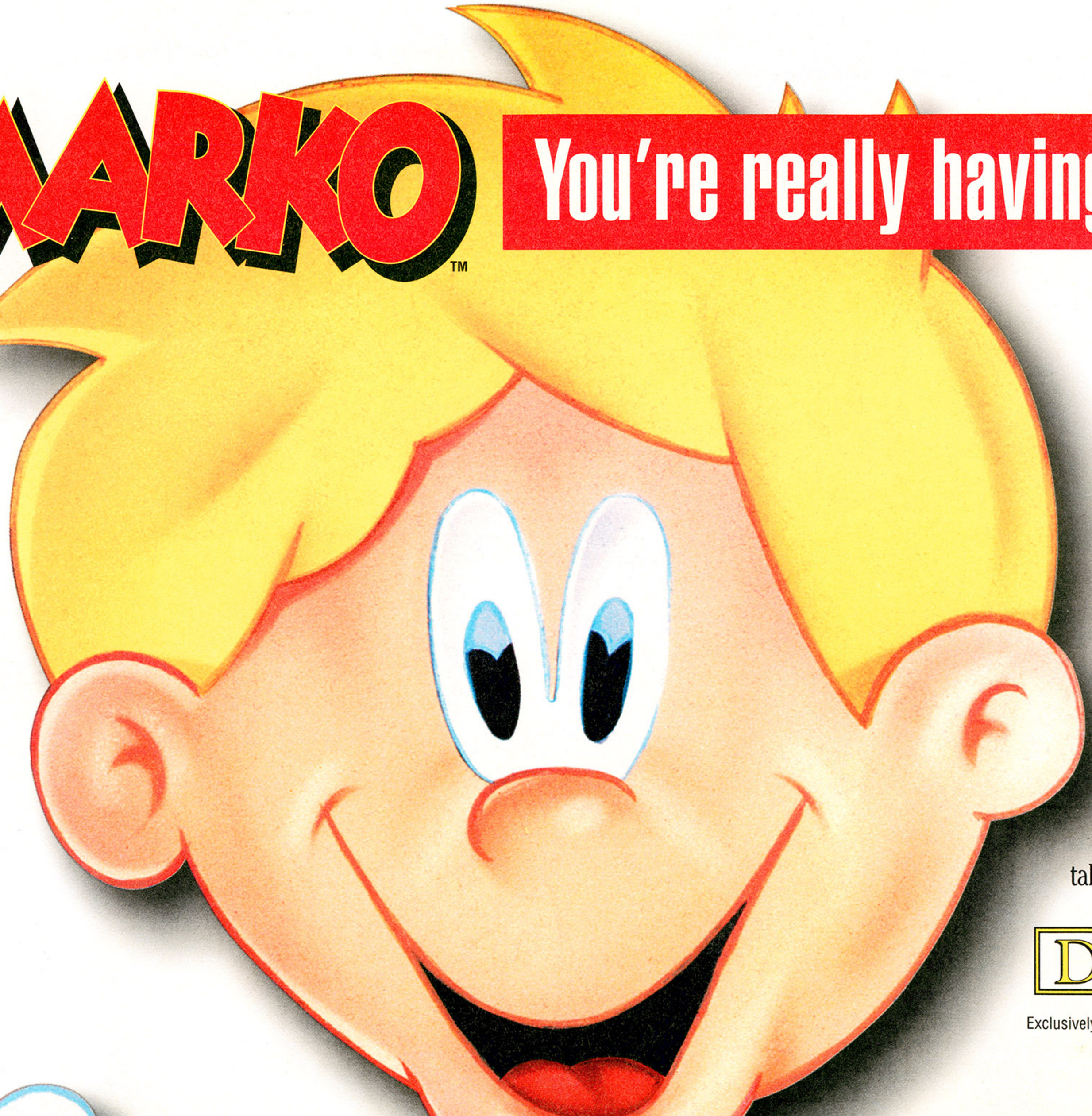

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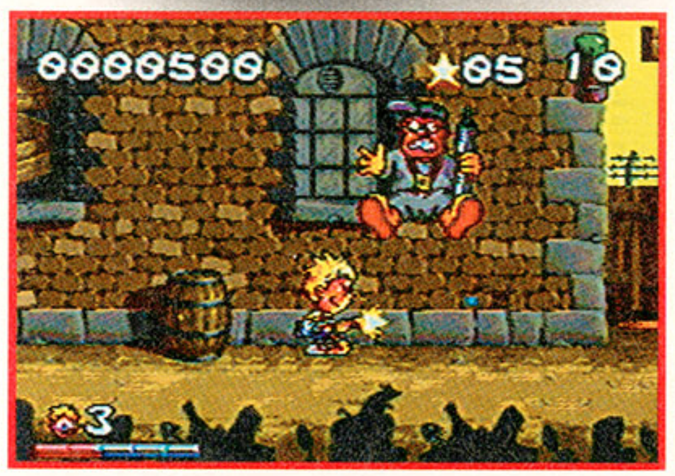

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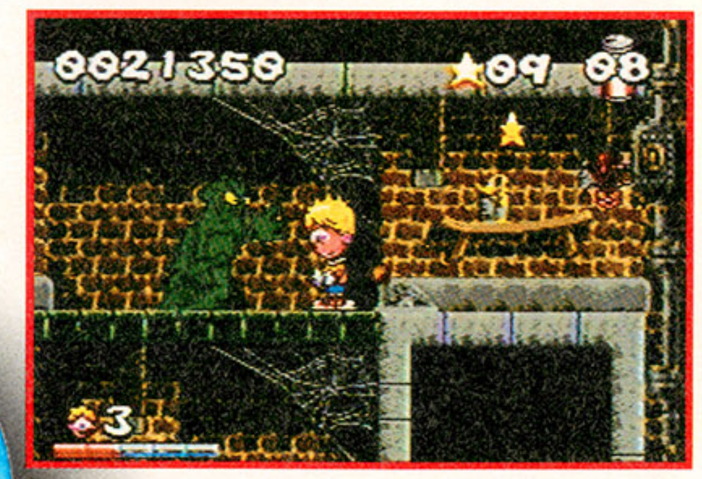

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WELCOME TO *GAME PLAYERS*

Hey, it's us again. Welcome back. What a completely manic issue this has been — we've had the office move to California and Chicago's summer CES to contend with. Just to make matters even tougher on ourselves, we've gone and made some changes to the magazine as a result of the survey results we received. But browse through this issue and I'm certain you'll agree it's all been worth it.

We've covered the Consumer Electronics Show in 14 pages (turn to page 23 for all the action). It was an awesome event with all the new systems being the talk of the show. We snuck into a private showing of Nintendo's Ultra 64 (Project Reality) and caught sight of some of the hottest games on the planet. We also caught sight of a bunch of new Jaguar games and spoke to developers about Sony's PS-X — we'll be reporting on these in more detail next month.

We've been talking about all this new hardware for ages now so we're finally reflecting this on our cover by adding the words "and more" to our logo. That's not the only change though. We're doing more strategy ('cause you asked for it); we're doing more News ('cause you guys love it); and we're covering import games ('cause many of you want to know what's going on around the globe). As ever, write and tell me what you think. I'm always desperate to hear from you guys.

COLOR KEY

Use this color key to identify systems throughout the magazine. Whenever you see **RED** in a ratings box or info box, for example, you know you're looking at a SNES game; **DARK BLUE** always signifies Genesis.

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

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Welcome to our sparkling new-look News section, with lots of juicy info!

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New names, new games and more!

Charts 14
We check out what's selling across the U.S. and across the ocean!

Hardware 15
Put the cart in, it goes round and round and comes out on the screen.

Import Games 16
They came from over there and you can buy them over here!

Gossip 18
If it's down and dirty, true or maybe not, you'll read it here first!

READERS' NETWORK 132

You've kept it inside for too darn long. Here's a chance to get it off your chest, once and for all!

Win a year's worth of EA games in this Urban Strike compo. Check it out on page 51!

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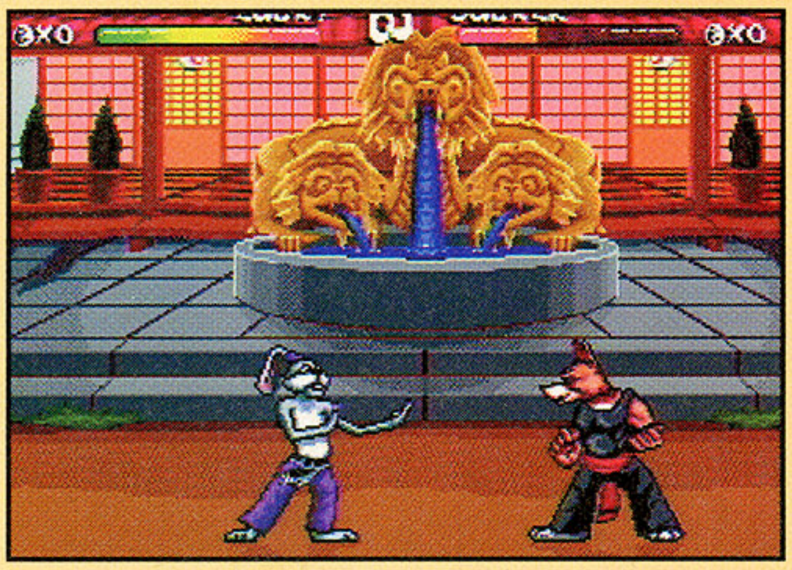
There's no such thing as a free lunch. But, if you subscribe, you can get something pretty close!



Our strategy on page 49 can teach you to be ***Brutal***

STRATEGY & TACTICS 39

Great new tips in a great new place!

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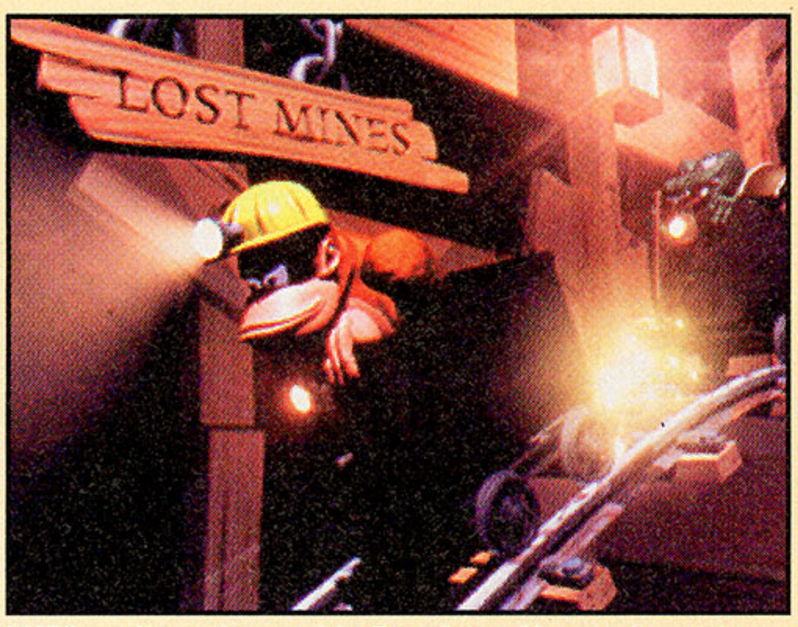
We finish off ***Mortal Kombat II*** and show you just how to do it for *all* systems on page 41.

NOW PLAYING 110

You'll never feel like a schmuck if you consult our killer compendium of reviews *before* buying a game!



SNES really swings with ***Donkey Kong Country.*** The fully-rendered fun begins on page 28!

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Get the inside scoop on the latest games from our trusty gang!

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Hey, have you got the ***Ballz*** to check out our bouncing review on page 78?

PUSHING THE ENVELOPE 135

We may not know Art, but we know what we like! Here's a full page of your finest objets d'art! Enjoy!

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Not all good things come to an end! We'll be back in your face next month, same time, same station!

SEPTEMBER 1994

EDITOR
Mark Higham

ART DIRECTOR
Trevor Gilham

PRODUCTION EDITOR
Bill Donohue

ASSOCIATE EDITORS
Jeff Lundrigan • Chris Slate

ASSISTANT EDITORS
Mike Salmon • Doug Brumley

GRAPHIC ARTIST
Mike Wilmoth

ASSOCIATE PUBLISHER
Vince Matthews

CONTRIBUTORS
Darrell Sasagawa • Mike Foster

GP PUBLICATIONS, INC
EDITORIAL, ART, PRODUCTION, ADVERTISING
1350 Old Bayshore Highway; Suite 210;
Burlingame; CA 94010
Phone: 415/696 1688
Fax: 415/696 1678

FOR ALL ADVERTISING ENQUIRIES, CALL
Brian Landy, Advertising Manager,
Phone: 415/696 1688
Fax: 415/696 1678

PRODUCTION CO-ORDINATOR
Ken Brandow

FOR ALL SUBSCRIPTION ENQUIRIES, CALL
Michelle Schaiman, Customer Services
Phone: 415/696 1661

MARKETING OFFICES
300-A South Westgate Drive
Greensboro, NC 27407
Phone: 910/852-6711
Fax: 910/632-1165

PUBLISHER
Jonathan Simpson-Bint

PRODUCTION DIRECTOR
Irma Swain

MARKETING MANAGER
Kathleen Ingram

DIRECTOR OF CIRCULATION
Maryanne Napoli

NEWSSTAND MANAGER
Bruce Eldridge

PLEASE SEND ALL ADVERTISING MATERIALS TO:
Ken Brandow, Production Co-ordinator

ALL EDITORIAL MATERIALS SHOULD BE SENT TO:
Mark Higham, Editor, *Game Players Sega-Nintendo;*
1350 Old Bayshore Highware; Suite 210;
Burlingame; CA, 94010.

GP PUBLICATIONS, INC – CORPORATE

PRESIDENT
Chris Anderson

VP/OPERATIONS & CFO
Tom Valentino

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INFO TRAK

Everything you always wanted to know, and maybe a whole lot more! More new hardware, Vortex, and tons of new stuff...

Saturn, Ultra 64, and now 3DO-2

This is a 3DO unit. If there's one thing that's certain, it's that 3DO-2 will look different to this.

Project Reality given a name at last — see page 24

3DO-2 is on its way and it promises to be "...just as powerful as (Sega's Saturn, Ultra 64, Sony PS-X), or more so", says one anonymous source inside 3DO. If this is true, Christmas '95 will be one helluva Christmas with Sega's Saturn, Nintendo's Ultra 64 (previously known as Project Reality), and Sony's PS-X all competing for valuable shelf space.

How does 3DO-2 stand a chance against larger, better known companies with significantly more software developers? Well, according to Dan Stevens, Senior Account Executive at Access PR, "Our strategy is to make the system an upgrade — not a new system." Dan also tells us, "It's gonna be the same core system (as 3DO) but upgraded to be faster, better — that sort of thing". Basically, the system will play all the old software and it'll be upgraded so new software can take full advantage of 3DO's new power. This way 3DO-2 will already have over 100 titles that can be played on it before it's released, which may be the only edge it will have on the other more established companies (Ultra-64 and Saturn games will need to written from scratch and existing SNES and Genesis carts will not run on the new 64-bit systems).

"It's gonna be the same core system (as 3DO) but upgraded to be faster, better — that sort of thing"

— Dan Stevens, Senior Account Executive, Access PR

This is a 3DO image from *Shockwave*. How will 3DO-2 improve on this picture?

3DO entered the market less than a year ago and it's had a dismal showing thus far. Sega was in a similar position in its first year, but competition is fiercer these days. To give 3DO a boost, an additional infusion of $37 million from investors like Creative Labs, Goldstar, — even 3DO's Chief Exec, Trip Hawkins threw a cool $12 million in. With money like that and a possible agreement with Motorola as a

ON THE SIDELINE

Jeanne-Claude Van Damme will star in *Street Fighter* — the Movie, which is currently filming in Bangkok, Thailand. Van Damme stars as Guile, who leads a United Nations-type force to save hundreds of rescue workers from the evil clutches of M. Bison, who will be portayed by Raul Julia. Question is, who's gonna work the controllers during the movie?

Davidson and Associates announced at CES that it will be releasing Sega Genesis and SNES versions of *Math Blaster Episode I* sometime around Christmas. The popular educational software will retail for between $40 and $50. It's never too late to learn!

The Software Toolworks, Inc. has announced that it has acquired the rights to produce video games based on the 'hit' series 'Thunder in Paradise' for both the SNES and Sega Genesis platforms. So, if you're a Hulk Hogan fan, you might wanna give this one a try when it's released.

Williams/Bally Midway has not only got an incredible Nintendo deal going but it has hot arcade titles that are doing some phenomenal business. Case in point: *Rev. X*, the new Williams gun game that features Aerosmith. Currently *Rev. X* is doing better business than *T2: The Arcade Game* ever did.

A spokesman for Williams said it plans to give away concert tickets, backstage passes and band goodies to continue to entice players into the arcades. This puts a whole new slant on getting backstage to see the band.

Timeline

The games you'll be playing over the next four months...

AUGUST

American Tail	Hudson — SNES
Baby's Day Out	Hi Tech — SNES
BattleCorp	Core — SNES
Bomberman	Hudson — SCD
Bonkers	Capcom — GB
Crazy Chase	Kemco — SNES
Death and Return of Superman	Sunsoft — SNES
Double Dragon V	Tradewest — SNES
Fighter's History	Data East — SNES
Flying Nightmare	Domark — SNES
Hammerlock	Jaleco — SCD
Home Improvement	Absolute — SNES
Liberty Or Death	Koei — SNES
Maximum Carnage	Acclaim — SG
Mickey's Play Town Adv	Hi Tech — SNES, SG
Panic	Data East — SNES
Popeye	American Tech — SCD
Power Rangers	Bandai — SNES, SG, GG
R-Type 3	Jaleco — GB
Radical Rex	Activision — SNES
Soulstar	Core — SNES
Speed Racer	Accolade — SCD
Star Trek	Absolute — SG
Stop That Roach	Koei — GG
Stunt Race FX	Nintendo — GB
Super Adventure Isl.	Hudsonsoft — SNES
Tasmania	Sunsoft — GB

SEPTEMBER

Aerobiz Supersonic	Koei — SNES
Baby's Day Out	Hi Tech — SNES
Ballz	PF Magic — GB
Battletech	Absolute — SG
Berenstein Bears	Sega of America — SG
Blackthorne	Interplay — GG
Bonk's Revenge	Hudson — SNES
Bubsy II	Accolade — GB
Contra Hard Corps	Konami — SG
Cybernauts	Accolade — SG
CyberSlider	Bullet Proof — SG
Demolition Man	Virgin — SNES
Double Dragon V	Tradewest — SNES, SCD, SG
Dragon View	Kemco — SG
Dynamite Heddy	Sega of America — SNES
Flying Nightmare	Domark — SG, GG
The Great Circus Mystery	Capcom — SCD
Home Improvement	Absolute — SNES

Oh, no! Looks like our intrepid rider is about to indulge in a 'Bumper Sandwich' for lunch...

...*Road Rash* is the latest 3DO game. Unlike other systems, it'll work on the next generation 3DO.

manufacturing and design partner, 3DO might just be here for the long term.

No-one is prepared to talk about the specs for 3DO-2 but to survive, it's gotta compete. Get the specs right, and 3DO's back-catalog of games may end up being the system's saving grace. 3DO-2 just needs to kick off with the right price — a $699 price tag just won't cut the mustard.

New characters unveiled at licensing show!

Ever look at your *Sonic* sheets and beachtowels and wonder how they came to be? A New York trade show is the answer. At Licensing '94 deals were made to decide everything from lunch box stars and calendars to stuffed animals and greeting cards. There were booths pitching everything from Albert Einstein and Alley Oop to Yogi Bear and Zorro — and the possible video-game heroes of tomorrow were also out in force.

Sonic had a small booth, Mario was no where to be seen, but there were lots of creations that were obviously hoping for video-game stardom. Gumby, for example, is back and hotter than ever. His Nickelodeon TV show is about to spawn a movie this autumn. Although the green guy hasn't been signed for a video game yet, his "agent," AJM Marketing Enterprises' representative Ann M. Bernhard confirmed to us that several companies had talked about developing a game.

Other properties that are already upcoming games — such as *The Mask* and *Mighty Morphin' Power Rangers* — were being signed for everything from T-shirts to books.

Mark our words — Gumby, Pokey, Prickle, Nopey, Goo, and the other bendable characters will have their own game before the end of the year. We just want the Sega CD version (Gumby, dammit) to star Eddie Murphy.

ON THE SIDELINE

Currently in development: *Sonic 4!* The blue-haired, speedy hedgehog is scheduled to appear on Sega Genesis, Game Gear and CD systems sometime during the first half of 1995. The new *Sonic* adventure is being developed under a veil of secrecy.

News Corp.'s 20th Century Fox has announced that it is getting involved in interactive software with the release of two games for Sega Genesis and SNES. Look for *The Pagemaster* to be simultaneously released with a movie of the same name around November. *The Tick* will be released for both platforms in the fall, to coincide with the Fox Kid's Network new Saturday morning cartoon show.

GT Interactive Software has announced October 10th as the release date for the much awaited Doom II! The flak says that the game will have more levels and a faster, state of the art 3D engine.

Digital Pictures has announced the signing of NBA All-Star Scottie Pippen to appear in its upcoming live action interactive video game *Slam City with Scottie Pippen.* The game is set to be released for Sega CD sometime in November. The cart should retail for $59.95.

American Softworks Corporation (ASC) is getting ready to release more video games sometime in the third quarter of 1994. Some of the titles due out are *Snow White — Happily Ever After* for both SNES and Sega Genesis. Watch out in November for *Chavez II Boxing!* You can watch your opponent disintegrate in this one! *Cannondale Cup,* for the SNES, is the first ever mountain bike game. This 12 meg package will have Mode 7 graphics and lots of hills, mud and rough terrain. Gnarly!

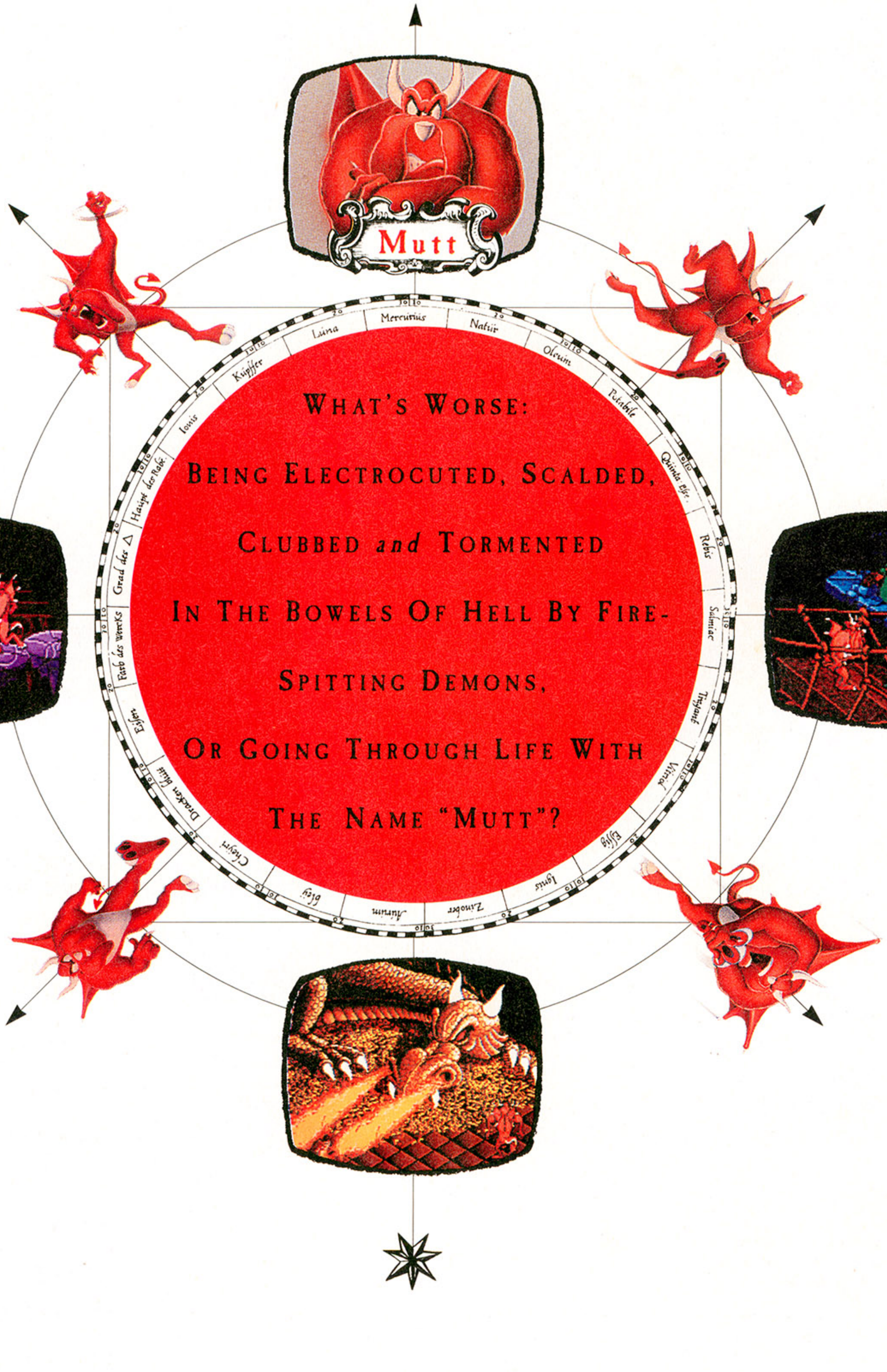
Atari has announced some of the new titles to be released soon for the Jaguar gaming system. The titles include: *Doom, Alien vs Predator, Wolfenstein, Club Drive,* and *Checkered Flag Racing.*

So you wanna join Starfleet, huh? Well, here's your chance! Interplay Productions has scheduled the release of *Star Trek: Starfleet Academy, The Starship Bridge Simulator.* You can try to beat the Kobayashi Maru scenario! The cart is scheduled for releas in the 3rd quarter of this year for SNES.

Illusion of Gaia ..... Nintendo of America...SNES
John Madden ..... UBISoft ..... GB
Links ..... Virgin Interactive ..... SCD
Marko ..... Domark SG, GG, SCD, SNES
Mega Man: Wiley Wars ..... Capcom ..... SG
Mortal Kombat II ..... Acclaim ..SNES, SG ,GB, GG
Phantasy Star IV ..... Sega ..... SG
Power Rangers ..... Bandai ..... SNES
Rise of the Robots ..... Absolute ..... SNES
Shien's Revenge ..... Vic Tokai ..... SNES
Shining Force II ..... Sega of America ..... SG
Shining Force: TSH ..... Sega of America ..... SG
Sonic Spinball ..... Sega of America ..... GG
Sparkster ..... Konami ..... GG
Super Battletank II ..... Absolute ..... SG
Super Bomberman 2 ..... Hudsonsoft ..... SCD
Tiny Toons Adventures: ACME All-Stars ..... GB
Top Gear 2 ..... Sunsoft ..... SG
Troy Aikman Football ..... Vic Tokai ..... SG
Urban Strike ..... Tradewest ..... SG
URSHA Monster Truck Wars ..... EA ..... SNES, SG
Vortex ..... Acclaim ..... SG
Warrior of Rome 3 ..... Electro Brain ..... SNES, SG
Wildsnake ..... Extreme/Absolute ..... SNES
Wolfenstein 3D ..... Bullet Proof ..... SNES
World Series Baseball ..... Imagineer ..... SNES

OCTOBER

ACME Animation Factor ..... Sunsoft
Battletech ..... Activision ..... SNES
Brainlord ..... Enix ..... SNES
Brett Hull Hockey ..... Accolade ..... SNES
Capcom Commando ..... Capcom ..... SG
Clayfighter II ..... Interplay ..... SNES
Crime Patrol ..... Am. Laser Games ..... SNES, SG
Daffy Duck ..... Sunsoft ..... SCD
Demon's Crest ..... Capcom ..... SNES, SG
Earthworm Jim ..... Shiny Entertainment ..... SNES
Echo – Tides of Time ..... Sega of America ..... SG
Fireteam Rogue ..... Accolade ..... SG
Fun N' Games ..... Tradewest ..... SNES, SG
Hurricanes ..... US Gold ..... SNES
Jurassic Park Rampage ..... Sega of America ..... SG, SNES, GG
Kartoon Kombat ..... American Technos ..... SG
King Arthur & Knights of Justice ..... Enix ..... SG
Mega Man V ..... Capcom ..... SNES
Michael Jordan: Chaos in Windy City ..... EA ..... GB
New Horizons ..... Koei ..... SG, SNES
Porky Pig's Haunted ..... Sunsoft ..... SG, SNES
Power Instinct ..... Atlus ..... SNES
Rise of the Robots ..... JVC ..... SNES, SG
Shaq-Fu ..... Electronic Arts ..... SG, SCD
Sid & Al's Incred. Toons ..... Dynamix ..... SNES, SG
..... SCD



Litil Divil

Meet Mutt. He's grouchy. He's grumpy. But hey, let's face it, a little time in the underworld can make anyone a little edgy. And now Mutt has a problem. You see, he was chosen to get the Mystical Pizza of Plenty for his friends. And with all due respect to the eternally damned, the service in the underworld really sucks. In "Litil Divil," you can help Mutt as he makes his way through five soul-repenting levels in the Labyrinth of Chaos. Along the way you'll encounter gigantic spiders, demonic fish, and a few other things your priest never warned you about. All in a search for a double pepperoni with cheese. A few hours with Mutt, and you'll really appreciate that 30-minute-free-delivery thing.

PC CD-ROM — CD-i — PC FLOPPY

PHILIPS MEDIA

Optional Digital Video Cartridge required for CD-i. Litil Divil™ © 1993 Gremlin Graphics Software Limited. We apologize to anyone whose name actually is Mutt or, for that matter, any fire-spitting demons we may have offended. © 1994 Philips Media. All rights reserved.

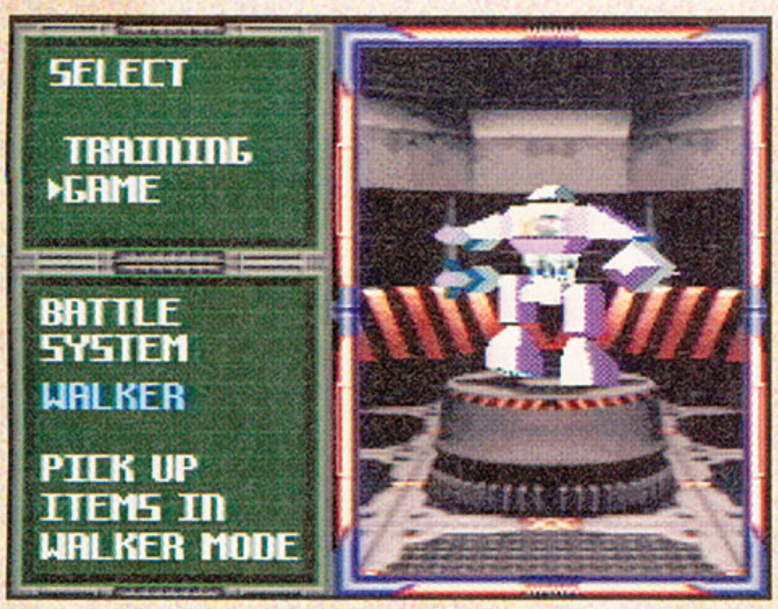
Vortex — a new dimension

The much anticipated arrival date of the newest game to use the Super FX chip is here. *Vortex* is the latest to try on the Super EXpensive chip, and it promises to be the most effective and affordable. Argonaut Software, the developer of the FX chip, has joined with Electro Brain to bring SNES players the first real 3-D action game since the smash-hit *Star Fox.*

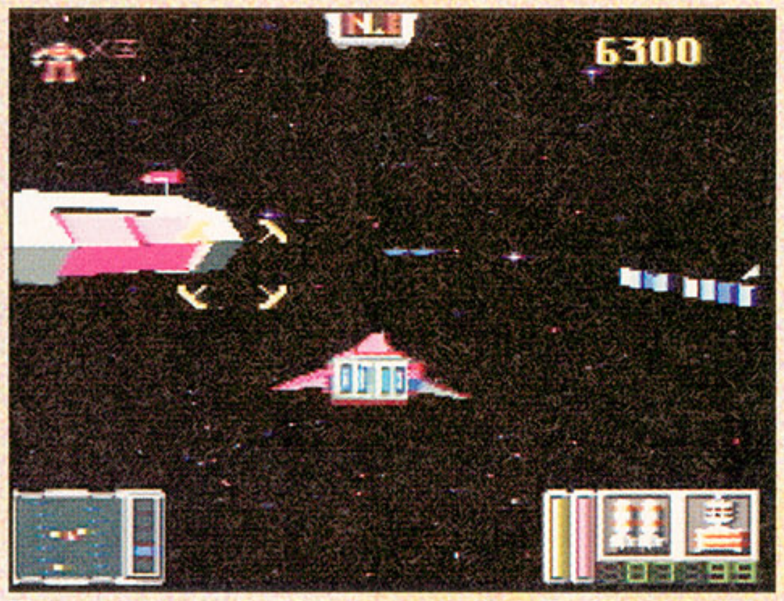
Vortex is a 3-D shooter which puts you in charge of a powerful morphing industrial robot. The game contains a full 360-degree playfield, on which you can choose exactly which way you want to go (although there is only action in one direction). It utilizes a faster new version of the Super FX chip, which makes the plethora of polygon enemies move at a quicker and deadlier pace. The most amazing thing about this game is the fact that it resides in a 4-meg cart. No it's not for your Game Boy — this is a SNES cart that looks and plays like any other 16-meg cart. Totally inconceivable!

Tune in next month for the preview.

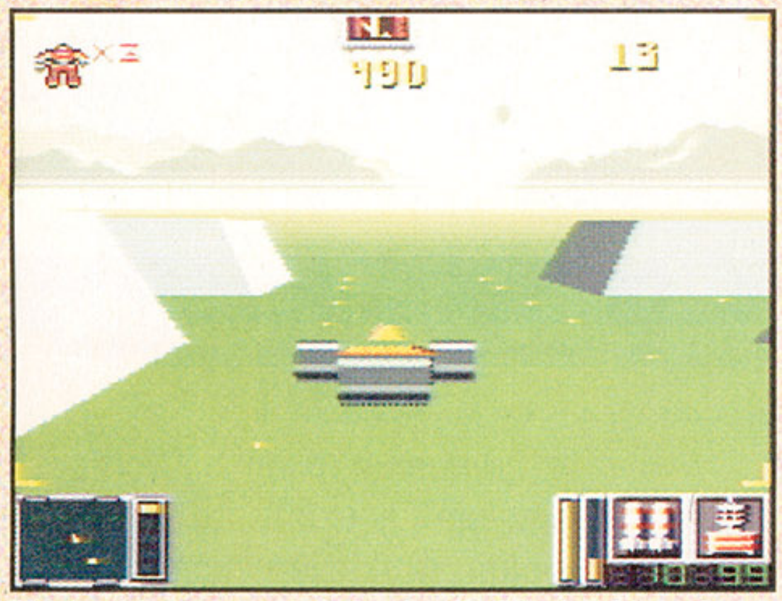
CHAMELEON ROBOTS



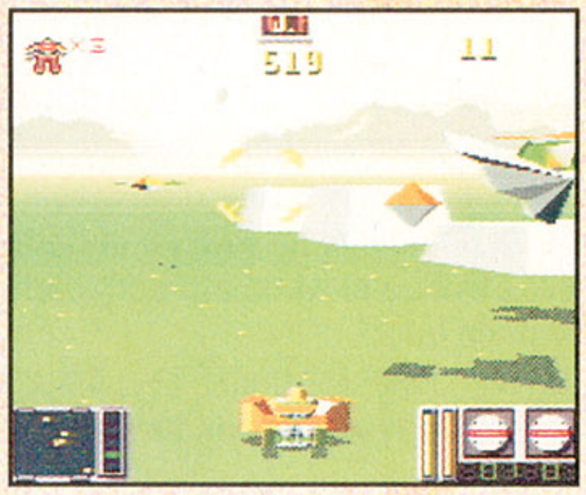
The walker mode is the most effective and versatile of the robots forms, plus it looks *cooler* than the others.



The sonic jet mode gives you the feel of a flight sim, like *Starfox.*



The land burner mode is best suited for land travel (Gee, what will they think of next?).



The hard shell mode is handy to defend yourself against a mass air attack like this one.

Space Pirates.....Am. Laser Games.....SCD
Sylvester & Tweety.....Sunsoft.....SNES
Tom & Jerry: Chase is On.....Hi Tech.....SNES
The Ignition Factor.....Jaleco.....SNES
Unnecessary Roughness.....Accolade.....SNES
Viewpoint.....American Sammy.....SG
Virtual Bart.....Acclaim.....SG
WCW Superbrawl Wrestling.....FCI.....SNES, SG
Zero the Kamikaze Squirrel.....Sunsoft.....SNES, SG

NOVEMBER

Aero The Acrobat 2.....Sunsoft.....SNES
Animaniacs.....Konami.....SNES, SG
Barbie Vacation Adventure.....Hi Tech`.....SNES, SG
Batman: Animated.....Konami.....SG, SNES
Beethoven.....Hi Tech.....SNES
Biker Mike from Mars.....Konami.....SNES
Bloodshot.....Domark.....SNES
Boogerman.....Interplay.....SG
Brutal.....Gametek.....SG, SNES
Clayfighter 2.....Interplay.....SCD
Daze Before Christmas.....Sunsoft.....SNES
Donkey Kong Country.....Nintendo of America...SNES
F1 94.....Domark.....SG, SNES, GG
Flashback.....US Gold...SCD, 3DO, Jaguar
The Flintstones.....Ocean.....SNES, SG
Formula One.....Domark.....SG, GG, SCD
GP-1 : Part 2.....Atlus.....SNES
Jelly Boy.....Ocean.....SNES, SG
Kawasaki Super Bike Challenge.....Domark.....SG, GG
Lethal Enforcers II.....Konami.....SNES
Marko.....Domark.....SNES
Mickey Mania: Adventures of Mickey Mouse.....Sony Imagesoft.....SNES
Might & Magic 3.....FCI.....SNES, SG

NOW $299.99

Now you can experience all the thrills of CD-i without having to sacrifice a lot of dead presidents. Just buy the Magnavox 450 CD-i, starting at $299.99*, and you'll be able to torment your nervous system with hundreds of interactive games, audio CDs, photo CDs, and movies. Plus, each 450 CD-i comes packed with Compton's Encyclopedia and 2-player International Tennis Open (that's a $200 value, free). So, pick up the Magnavox 450 CD-i. Because just sitting there coveting it can't be good for the soul.

CD-i

*Suggested retail price. International Tennis Open © 1992 Philips Interactive Media France and Pathé Interactive. Compton's Interactive Encyclopedia © 1992 Compton's New Media, Inc. All Rights Reserved. © 1994 Philips Media. All rights reserved.

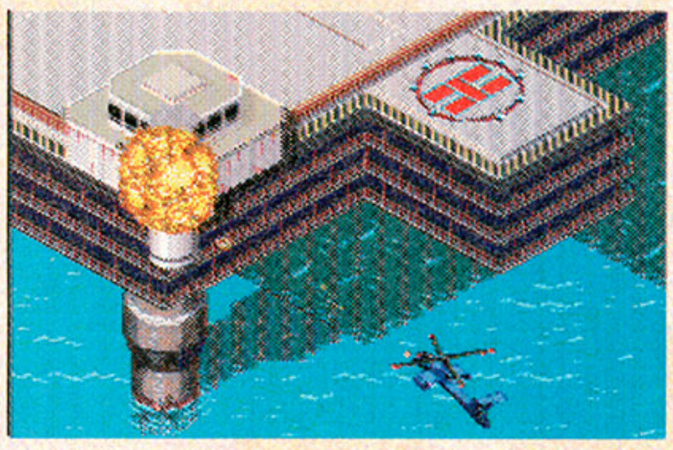
INFO TRAK

URBAN STRIKE GOES TO T.HQ

At last! There's going to be a SNES version of *Urban Strike* and it's coming as the result of a tie-up between Electronic Arts (publishers of the Genesis version) and T.HQ *(Veediots* and *Total Carnage).* In a deal which sees over ten conversions of EA games going to T.HQ, hits like *Jungle Strike* and a bunch of sports games are finally getting their debut on the handhelds. T.HQ will be publishing sports faves like *John Madden Football, FIFA International Soccer, and NHL '95* for the Game Boy.

T.HQ is also making a Game Gear version of the highly successful action game *Jungle Strike* (due early next year), and SNES, Game Gear, and Game Boy carts for *Urban Strike* (again due early next year). EA's Senior Vice President of Sales, Nancy Smith, added, "(this) ...gives us the opportunity to bring a number of our franchise products to market on the Game Boy platform." EA is known to be happy with an early beta version of the game and has given the ok to T.HQ to do more. We'll just have to wait and see what comes out of this union in three or four months' time when the games are released. To be continued.

Don't care for your immediate surroundings? Well, blow 'em up. Thanks to T.HQ, *Urban Strike* is now coming to a SNES near you!



Can't help wondering how these graphics will stand up in black and white on a Game Boy!

ROUND, SPHERICAL THINGS

Now you can play a brawler against a friend — and your friend can live thousands of miles away! Accolade's *Ballz* game (reviewed on page 78) is compatible with the Edge-16 device. This means that you can play the game over the telephone so anyone who's got a phone and a Genesis can challenge you to a game — no matter where they live! Accolade's *Zero Tolerance* works in the same way and you can catch the review next month.

That's the way the ball bounces, or, in this case, the way the balls come apart!

Can you spot the hidden characters in *MKII?* This sneak screenshot reveals some of the mean and nasty new guys. We're not telling how you get 'em though — you've gotta try and find that out for yourself. Turn to page 41 for our strategy.

Force Behind the Fun?

Konami, the 'Force Behind the Fun' company, has announced a bevy of new titles for the third and fourth quarters of '94. Some of these titles are covered elsewhere in the magazine, but here are a few we neglected to mention: *Tiny Toon Adventures — Acme Allstars* is a basketball/soccer game that should supply a lot of laughs. This will be available for the Sega Genesis in September. No price was available at this time. Also in the Tiny Toon stable are *Wacky Sports* for Game Boy and *Wacky Sports Challenge* for SNES and Game Boy. No mention of just what sports the little devils will be playing, but both carts should be available in December. Again, no price info!

Other new titles include *Contra — The Alien Wars* for Game Boy, *Biker Mice from Mars,* for SNES, and *Snatcher* for the Sega CD system. Look for these in September, November and December, respectively.

the HOT number

2,791

The number of miles the North Carolina staff now have to travel to get into work every morning.

And they're usually on time!

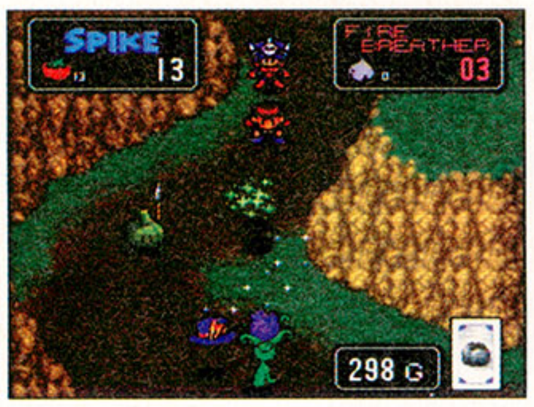
Mighty Max	Ocean	SNES, SG
Pitfall	Activision	SNES, SG
Radical Rumble	American Technos	SNES, SG
Rayman	UBI Soft	SNES
Rise of the Robots	Absolute/JVC	SNES, SG, SCD
Scooby Doo	Sunsoft	Jaguar
The Shadow	Ocean	SG
Shaq Fu	EA	SG, SNES
Skeleton Krew	Core	SG, SNES, GG
Snatcher	Konami	SCD
Soccer (no title)	Konami	SCD
Speedy Gonzales	Sunsoft	SNES
Stone Protectors	Kemco	SNES, SG
Stone Protectors	Vic Tokai	SNES
Street Racers	Ubi Soft	SG
Super Bonk's Adventure	Hudsonsoft	SNES
Super Off Road: The Baja	Tradewest	SNES
Team NFL Heroes	Hi Tech	SG
The Lion King	Virgin	SNES
Tiny Toon All Stars	SNES, SG, GG, GB	
Tiny Toons Wild & Wacky Sports	Konami	GB
True Lies	Konami	SNES
World Champions Rally	Acclaim	SNES
World Cup Golf	JVC	SNES, SG
Zero The Kamikaze Squirrel	US Gold	SNES, SCD
DECEMBER	Sunsoft	3DO, SCD
Ardy Lightfoot		SG
Bases Loaded 3: Licence to Steal	Titus	SNES
Bobby's World	Jaleco	SNES
Death and Return of Superman	Hi Tech	SNES
Demolition Man	Sunsoft	SNES
Bloodshot	Virgin Interactive	SG
Fatal Fury Special	Domark	SCD
Indy Car Racing	JVC	SG, SCD
Izzy's Olympic Quest	Acclaim	SCD
Loony Toons: Hoop It Up	US Gold	SNES, SG
Marko	Sunsoft	SNES, SG
Metal Morph	Domark	SNES
Samuri Sundown	FCI	SCD
Saturday Night Slam Masters	JVC	SNES
Side Pocket 2	Capcom	SCD
Side Pocket	Data East	SG
Sim City 2000	Data East	SG
Sterling Sharpe: End to End	Imagineer	SCD
	Jaleco	SNES, SCD

KEY:
SG: Sega Genesis; SCD: Sega CD;
GG: Game Gear; GB: Game Boy;
Jag: Jaguar

Note that release dates are tentative and inclined to slip

"...Spike McFang is the *man!*" Game Players Magazine, June 1994 **"Editor's Choice – Gold!"** Electronic Gaming Monthly, June 1994 **"Spike McFang i... l, playful game** Game Pro Magazine, April 19... **into this video g... like any hero yo...** Nintendo Power, June 1994 **"... excellent sto... and awesome graphics!"**

Electronic Gaming Monthly, June 1994 "...Spike McFang is the game you want to play." Video Games Magazine, March 1994



Use Spike's lightning hat and spinning cape to destroy his enemies.

Protect your friends along the way —you'll need them later!

Snapping Piranhas have razor- sharp teeth and their lunch menu says "vampire sandwich".

We couldn't have said it better ourselves!

Searching for a new **action adventure** game? Well, look no further. Introducing **The Twisted Tales of Spike McFang**, the game the critics fell for head-over-cape. **Talking rocks**, fire-breathing zombies, killer garlic and a hip vampire with a **deadly hat and cape**. Don't miss this classic **battery-backed** adventure in the tradition of **Zelda®**.

Visit your local retailer, or call 24 hours: ***1-800-695-GAME*** *(USA and Canada).*

Bullet-Proof Software

8337 154th Ave. N.E., Redmond, Washington 98052 (206)861-9200

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Truly Terrific Top Tens!

We all know that David Letterman's got his Top Ten lists. It's made him very popular. We just hope that these lists here do the same darn thing for us!

BABBAGE'S TOP TEN LIST

based on unit sales for July (all formats)

	GAME	SCORE	REVIEW	SYSTEM	PUBLISHER
1	***NBA Jam***	91%	7,#2	**SNES**	Acclaim
2	***Mortal Kombat***	72%	7,#5	**Sega CD**	Acclaim
3	***World Series Baseball***	86%	7,#5	**Genesis**	Sega of America
4	***Super Metroid***	97%	7,#5	**SNES**	Nintendo of America
5	***FiFA International Soccer***	93%	7,#5	**Genesis**	Electronic Arts
6	***NBA Showdown***	87%	7,#2	**SNES**	Electronic Arts
7	***Aladdin***	95%	7,#2	**SNES**	Sega of America
8	***Ken Griffey Jr. Presents***	90%	7,#6	**SNES**	Nintendo of America
9	***Caesar's Palace***	n/a	n/a	**Genesis**	Virgin
10	***Jurassic Park***	n/a	n/a	**3DO**	Universal

It is kind of interesting that half of the games on this list are sports games, with basketball and baseball coming in with two entries each. Soccer is represented as well, but I wonder if that's because we have the World Cup here this year. A quick survey of the scores listed above reveals an anomaly — *Mortal Kombat* on Sega CD seems to be selling on the hype of the SNES and Genesis versions.

SOFTWARE ETC'S TOP TEN LIST

based on unit sales for July (all formats)

	GAME	SCORE	REVIEW	SYSTEM	PUBLISHER
1	***FIFA International Soccer***	87%	7,#1	**SNES**	Electronic Arts
2	***FIFA International Soccer***	93%	7,#5	**Genesis**	Electronic Arts
3	***World Series Baseball***	90%	7,#5	**Genesis**	Electronic Arts
4	***Mario Andretti Racing***	77%	7,#7	**Genesis**	Electronic Arts
5	***NBA Jam***	91%	7,#2	**Genesis**	Acclaim
6	***NBA Showdown***	94%	7,#7	**Genesis**	Electronic Arts
7	***Mortal Kombat***	72%	7,#5	**Sega CD**	Acclaim
8	***NBA Jam***	91%	7,#2	**SNES**	Acclaim
9	***Super Metroid***	97%	7,#7	**SNES**	Nintendo
10	***Secret of Mana***	93%	6,#12	**SNES**	Square Soft

It seems that everyone who patronizes Software Etc's fine establishment is a video sports fan. Seven out of ten games on this list are sports games! Or maybe its just because it's summer. *Mario Andretti's* entry is making a fine attempt at the number one slot despite its so-so showing in the scoring section. Compare this chart with the Japanese chart below. The Japanese have a real love for racing games. Anyone have any ideas why they don't seem to be as popular over here?

OUR OWN DELUXE TOP TEN!

based on our reviewers' sterling reputations!

	GAME	SCORE	REVIEW	SYSTEM	PUBLISHER
1	***SSFII***	98%	7,#7	**SNES**	Capcom
2	***Super Metroid***	97%	7,#5	**SNES**	Nintendo of America
3	***Eternal Champions***	97%	6,#11	**Genesis**	Sega of America
4	***SSFII***	96%	7,#7	**Genesis**	Capcom
5	***Aladdin***	95%	7,#2	**Genesis**	Sega of America
6	***Secret of Mana***	93%	6,#12	**SNES**	Square Soft
7	***Wild Snake***	93%	7,#4	**SNES**	Bullet Proof
8	***FIFA International Soccer***	93%	7,#5	**Genesis**	Electronic Arts
9	***Sonic the Hedgehog 3***	92%	7,#3	**Genesis**	Sega of America
10	***Sonic CD***	91%	7,#1	**Sega CD**	Sega of America

Here's the list that we like to think means the most to all of our faithful readers: our very own Top Ten list! We've shown the highest rated games as reviewed by our trustworthy staff of paid assassins... Whoops!, make that top reviewers. We'd like you to compare our list with those from the U.K., Japan, and outlets right here in the good old U.S.A. You might take notice that *Mortal Kombat* isn't listed in this hallowed collection of all-time favorites. Our cracked... Err, crack team of reviewers know how to spot a winner! But remember, in the long run, what really matters about any game is how you, the game playing populace, feel about it! How you feel is shown by the games you purchase with your hard earned money.

Over Seas

TOP TEN FROM JAPAN

based on unit sales for April (all formats)

	GAME	SCORE	REVIEW	SYSTEM	PUBLISHER
1	***World Tracks***	n/a	n/a	**Famicon**	Nintendo
2	***J League Excite Stage 94***	n/a	n/a	**Famicon**	Epoch
3	***Space Invader***	n/a	n/a	**Famicon**	Taito
4	***Heart Melting***	n/a	n/a	**PC Engine**	Konami
5	***Sonic the Hedgehog 3***	94%	7,#3	**Megadrive**	Sega
6	***SD Gandam GX***	n/a	n/a	**Famicon**	Bandai
7	***Super Bomberman II***	86%	7,#9	**Famicon**	Hudson Soft
8	***Final Fantasy VI***	n/a	n/a	**Famicon**	Square Soft
9	***Doya Kei***	n/a	n/a	**Famicon**	B.P.S.
10	***The Door to Magic World***	n/a	n/a	**Game Boy**	Tomy

Here we have the Top Ten list from the land of the Rising Sun. As you might imagine, with Japan having a lot of game developers in their own country, most of the games on this list aren't very familiar to most of our readers. The number one game, however, is a racing game that is known as *Stunt Race FX* over here. *Final Fantasy VI* will be released in the U.S as *Final Fantasy III*.

TOP TEN FROM THE U.K.

compiled by Gallup Polls

	GAME	SCORE	ISSUE	PUBLISHER
1	***FIFA Soccer***	93%	7,#5	Ocean (by E.A. in the U.S.)
2	***World Cup Striker***	n/a	n/a	Sega of America
3	***Rock 'n' Roll Racing***	n/a	n/a	Electronic Arts
4	***NBA Jam***	91%	7,#2	Acclaim
5	***Clay Fighter***	88%	7,#8	Nintendo of America
6	***Starwing (Star Fox)***	n/a	n/a	Sega of America
7	***Ryan Giggs' Soccer***	n/a	n/a	Electronic Arts
8	***Sim City***	n/a	n/a	U.S. Gold
9	***Kevin Keegan's Player Manager***	n/a	n/a	Electronic Arts
10	***Sensible Soccer***	n/a	n/a	Readysoft

Over here on the right we have the Top Ten list from the United Kingdom. You know, Britain? The predominance of soccer as a national pastime in England is definitely reflected in the game's dominance over other titles on the chart. By the way, Ryan Giggs is to soccer in the U.K. what Michael Jordan is to B-ball here at home. One entry that isn't apparent on the other charts is *Sim City*. Say, when the gamers over there build their cities, do the cities have football stadiums or soccer fields?

TECH TALK

It's back to the lab for another look at the hottest gaming goodies this side of Japan. This month, Sega's CDX and the Nu Reality Vivid sound enhancer hit the shelves. Make sure you get your hands on the hottest of the new stuff.

HARDWARE NEWS!

- As if it was too much exercise hitting those controller buttons, ASG technologies has come up with an infrared remote controller unlike any other. Your favorite controller is connected to InfraRAD which interprets your moves and fires them off to a receiver by the game system. Out in October, the InfraRAD is priced at $49.99 and will be available for all systems.
- ASG has taken its remote control technology a stage further. The company has developed a device called a Video Jukebox. This system enables you to plug six carts into the Jukebox and you play the one of your choice. If you own the InfraRAD you can decide the game you want to play using remote control, otherwise you hit a switch on the front panel of the Jukebox. The Video Jukebox is set for release in August for Genesis (November for SNES) and costs $49.99. We'll be running a review in a forthcoming issue.
- STD has changed its name to InterAct Game Products! The name is supposed to more-accurately reflect its line-up of controllers. The company has succeeded in patenting its programmable controller technology so that no other controller manufacturer can produce a similar device.
- More news comes from ASCiiWARE which has just re-designed its six-button controller to give players two button layouts in one pad — the arcade layout where buttons are stacked 3x3 and the 4x2 layout found on SNES controllers. This is available now for $19.95.

The Sega CDX — at last, a compact alternative to the bulky Genesis/CD combo.

Sega CDX

Price: $399.95

When we road-test a piece of hardware, we really put it through its paces. Take, for example, Sega's new CDX.

The Sega CDX combines the technology of the Sega Genesis and Sega CD machines in one compact portable unit. It also doubles as an audio CD player, with a headphone input. It's packaged with a six-button controller, AV cables, three Sega CDs including *Ecco the Dolphin, Sonic CD,* and finally a Sega CD Arcade Classics Collection that features *Golden Axe, Super Monaco GP, Streets of Rage,* and selected other titles.

Still skeptical? If you were to buy a Genesis, a Sega CD and all these titles separately, you'd spend well over five hundred bucks, so for the price and value, the CDX can't be beat. Yet the CDX isn't "truly" portable. Only audio CDs can be played in the CDX with standard AA battery power (games must be played with AC power) and although Sega claims the machine is backward compatible with the entire library of Sega games, we found problems with a few older titles. The CDX was dependable and held up under extreme wear and tear — our testers lugged the CDX around for a month in their game bag (Ugh!) and the machine still worked without any outstanding problems. The CDX is very impressive both in size and content.

GP Rating: **89%**

Nu Reality: Future of Stereo

Price: Vivid 3D: $99.95;
Vivid 3D Plus: $129.99

Before anybody in the gaming industry even knew what sound retrieval technology was, ***Game Players*** broke the very first info on the SRS Sound System (see ***Game Players*** vol.6 #7). SRS was originally developed by Hughes Audio Labs, a division of Hughes Aircraft, and has been commercially licensed to television companies and multimedia companies since 1990.

The original SRS system from Nu Reality, best suited for your average cartridge-based game systems.

Nu Reality is one of those multimedia companies who've jumped on the SRS technology bandwagon to bring home some awesome sound enhancement systems at reasonable prices. If you want the hottest 3-D audio imaging system, this is it. Only pricey high-end THX or Dolby components provide as much clarity and quality as this unit does.

Features three additional buttons that allow you "customize" your sound. Best suited for high-end game machines like 3DO and portable stereo systems.

GP Rating: **94%**

IMPORT GAMES

RISING FUN

World traveller Mike Salmon parked his Honda and put down his Sapporo just long enough to put together some facts on other Japanese imports you might enjoy.

When you must know what the newest titles coming to your Sega or Nintendo are, you need look no further than this Imports section to keep you up to date on what's new in Japan, 'cause soon enough it'll be coming across the water to us.

You're saying, "Who cares what they're playing in Japan"! I couldn't agree more; that's why in this section we'll focus on games you can get your greedy little hands on. The games covered here are all available through selected import companies in America — at a hefty price, sadly. Unfortunately you'll also need to buy a Japanese system which will cost even more of your hard-earned money.

If this all sounds a little out of your price range, you can still check out our previews of games that will very likely be coming to your Sega or Nintendo sometime in the near future.

In future issues, we'll bring you an early look at the Japanese Sega Saturn and Project Reality. Gaming, as we know it, is on the brink of change and we are here to show you the future; in Japan, in America, or anywhere else gaming is happening. Let us know what you want this section!

WHAT'S A FAMICOM?

A quick key to let you know what is what and who is who!

Super Famicom	SNES
Famicom	NES
Mega Drive	Sega Genesis
Mega CD	Sega CD

TOP TEN IMPORTS LIST

The Japanese imports selling most in the U.S.

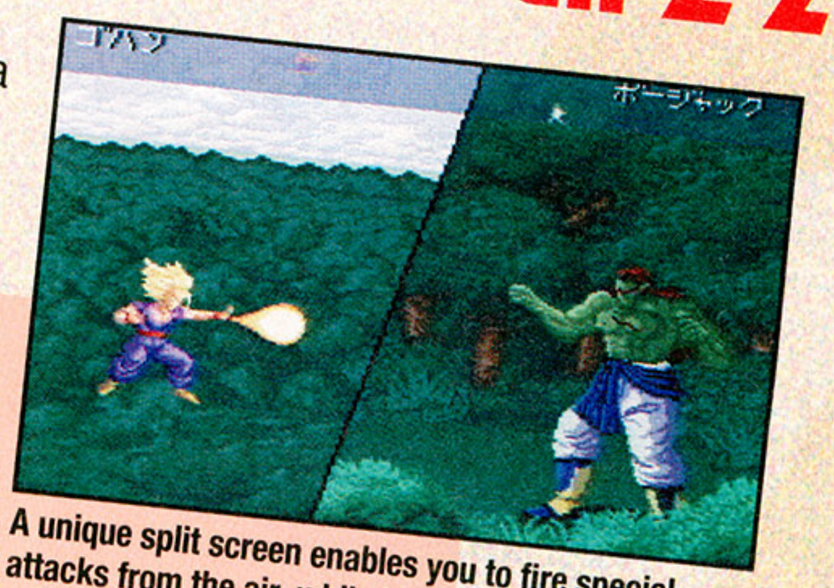
	GAME	SYSTEM
1	***Dragon Ball Z 2***	Super Famicom
2	***Ranma 1/2 3***	Super Famicom
3	***Yu-Yu Hakusho 2***	Super Famicom
4	***SD Golden Fighters***	Super Famicom
5	***Fighters History***	Super Famicom
6	***Final Fantasy 6***	Super Famicom
7	***Monster World 4***	Mega Drive
8	***Heavenly Symphony***	Mega CD
9	***Popful Mail***	Mega CD
10	***Cotton 100%***	Super Famicom

Dragon Ball Z 2

SUPER FAMICOM

PUBLISHER	Bandai
PRICE	$89.99
GENRE	fighting

The #1 selling import game takes the fighter genre to a different level. *Dragon Ball Z 2* has got all the fighter standards: kicks, punches, jumps, special moves, and a variety of fighters. What makes it different? Well in *Dragon Ball Z 2* you can take to the air, go under water, or attack from a distance. The split-screen allows the normal fighting world to be expanded, and this allows for different tactics and strategies.



A unique split screen enables you to fire special attacks from the air, while keeping a safe distance away from a much larger opponent.

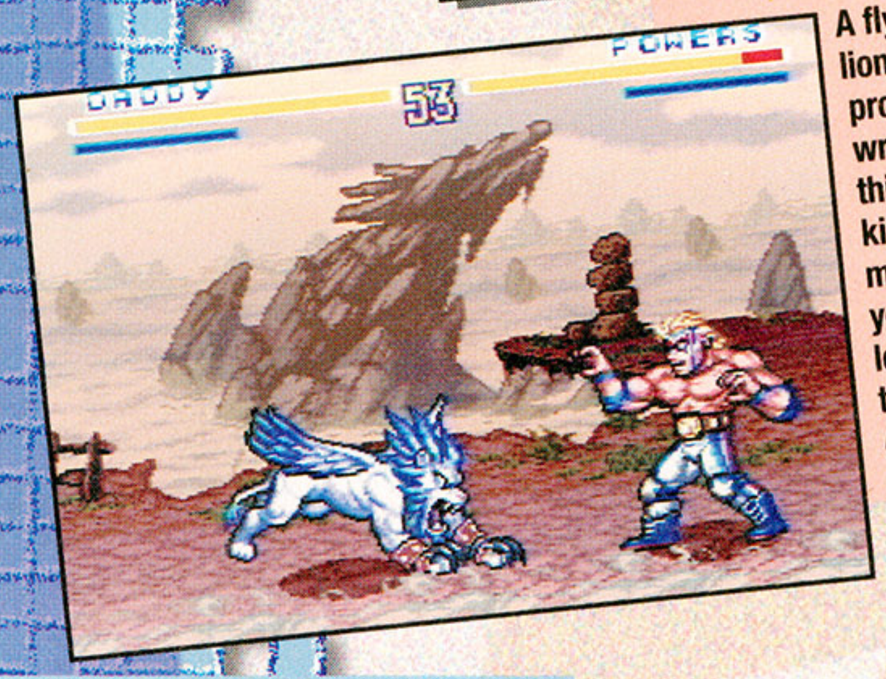
Learn all your moves and you can then perform killer attacks just like this one here.

SD Golden Fighters

SUPER FAMICOM

PUBLISHER	Culture Brain
PRICE	$89.99
GENRE	fighting

***Fatal Fury* with Japanese animation is the best way to describe this fighter. A choice of 16 characters, and a wide variety of special moves gives this game some replay value. *SD Golden Fighters* 2 is nothing ground-breaking or graphically stunning, but if you can't get enough fighter games and special moves in on American games this one has enough English text to be playable right out of the box.**



A flying blue lion and a professional wrestler — if this is the kind of match-up you've been looking for, then *SD Golden Fighters* could be the game for you.

Sixteen characters of all shapes and sizes, *and English!* No translator or instruction manual are needed to play this basic fighter.

Where did we get this stuff?

The list of top sellers and all imports reviewed were provided by Dragon Video (910/954 0880). Other companies also offer an import service — check out the ads in this very magazine.

This Didn't Come From Us!

If you have a SNES and you absolutely have to play a Super Famicom game, but can't afford a system, you can remove the casing and stick the Super Famicon chips into your SNES. However, it's nearly impossible to remove this casing without completely destroying your SNES system. Be warned!

Two's company.

Gaming Gossip

Chicago, the windy city! The CES blew into town and blew all of our minds! Here's some of the rumors that were floating on the breeze. Remember, these are just rumors, so don't get all blown out by anything you read here!

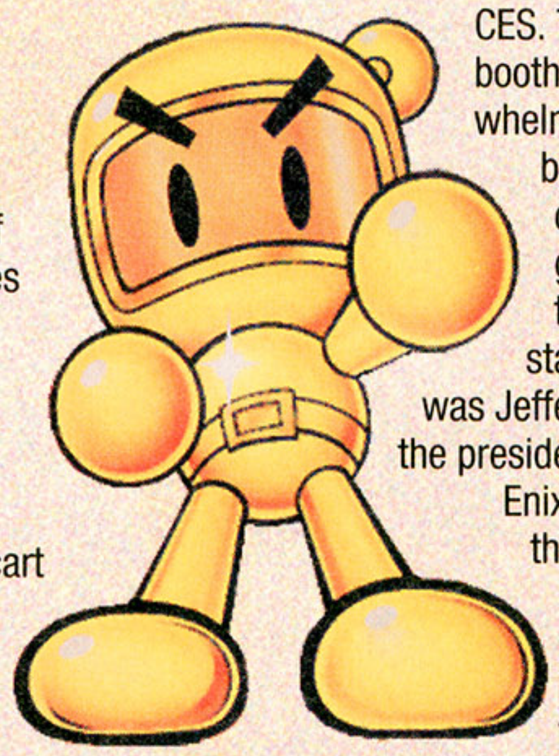
Top secret?

Not mentioned at the show was Nintendo's 32-bit VR machine. This next generation game machine is still shrouded in secrecy, however, we have uncovered rumors that the machine may actually be retooled technology Hasbro has had in development for years. The machine looks like a rifle or gun and sits on the floor projecting a hologram or image in the air (not unlike the Princess Leia trick R2D2 pulled in the first *Star Wars* film). Nintendo will use its own marketing muscle to get the machine to stores hopefully by spring of '95... Japanese engineers who have actually seen the technology in action were really quite impressed.

Super Sega Selections!

In Sega related news, expect to see some hot Hudson Soft-developed titles for your Sega CD by the end of this year. Some of the newest games in development include: *Lords of Thunder*, the turbo-duo shooter, *Dungeon Explorer 2, Virtual Soccer* and *Super Bomberman*.

The Sega CDX might get an upgrade. Sega's portable CD ROM/cart machine will possibly have a 32X chip upgrade included in models released after the first half of '95.



Keep your eyes peeled for this little anarchist, or he'll blow you away!

Coming Soon to a System Near You!

Remember that *Castlevania* game we kept yappin' about? Well, the 32 meg barn-burner is apparently slated for a March release and will be a cart version of the monster PC Engine hit, *Dracula X*. *Super Street Fighter* has already sold a million copies with continued sales expected to reach three million. Also expect to see a 3DO version of *S.F.* sometime in the future. In related 3DO news, expect the price of the machine to drop to $399 by September and look for *Gex* from Crystal Dynamics, the first character game for the 3DO platform. Crystal Dynamics has also signed up to do 32X. Look for the first 32X CD title to ship in the first quarter of '95. Other 32X sign-on's include Atlus and Capcom, who will do a 32X *Super Street Fighter* title and a Sega CD title by middle of '95, possibly a Disney game. Let's talk Sony games. Sony's *Mickey Mania* (coming soon for Genesis) will feature short vignettes from the actual cartoons that inspired the video game in the Sega CD version.

Miscellaneous New Dept.

Super Turrican 2 is looking for a publisher. Argonaut software is having SFX chip problems. We don't know what kind, simply that they are causing games like *PowerSlide* to miss ship dates. Hmmm. Our June cover story, *Earthworm Jim*, was the talk of the Chicago CES. The Playmates' booth was overwhelmed with industry big-wigs who checked out the game. Included in the cavalcade of stars visiting *E.J.* was Jeffery Katzenburg, the president of Disney. Enix is ready to beat the stuffing out of the action-adventure category with *Project J.* This 24- meg communication-adventure features incredible animations and game interaction unlike anything you've ever seen before. Evidently, the idea of these communication-adventure games is to make the video game character realize that you are controlling his actions from outside the game. Expect the game around December. Enix is also working on a 32-meg *Actraiser*-like adventure. From the same programmers who brought you *Dragon Warrior* comes *Dragon Warrior V* or *Dragon Quest VI* as it's known in Japan. The graphics (and they are awesome) will rival the *Final Fantasy* games. What's up with *Illusion Of Gaia*, you may ask? The title was originally slated for a September release until Nintendo picked it up and showed it at Chicago CES. It seems Nintendo needed an adventure game and Enix and their programmers needed the press. Enix still gets credit for the title and Nintendo handles the distribution headaches. In other RPG news, Square Soft is apparently working with Nintendo to produce a Mario-like Nintendo character related RPG. Look for these titles in '95.

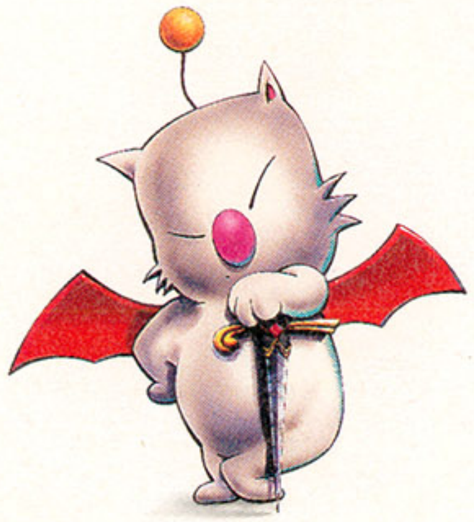
Forget all that comet stuff. Here's the real reason the dinosaurs went extinct!

FIGHTING GAME DEPT.

Atari's *Primal Rage* is one awesome beat-'em-up — it's kinda like *Jurassic Park* meets *Mortal Kombat* and it's rippin' up arcades near you — check it out. Y'all still want to brawl? *Virtua Fighter 2* is on the way! The game is currently in development at Sega of Japan. Also in development: *Dracula* from Capcom. This next generation fighting game is already in coin-op test sites in Japan. The board fits into the standard *Street Fighter* cabinet.

Whew! Lotta news, gang! We'll be back next month with news about Sony's PS-X woes and Sega's super-charged Sonic 4! Stay tuned!

Cover boy makes good; hangs out with Mickey Mouse.

Three's  **a crowd.**

The saga continues. Final Fantasy® is back, and with a vengeance! 24-Meg memory. Uses all 256 colors on the Super NES for unparalleled graphics. Over 80 hours of game play.
No wonder *Diehard Gamefan* said of Final Fantasy III, [SQUARESOFT®] "I kneel in reverence to the brilliance shown by the programmers at Square."

FINAL FANTASY® III

SUPER NINTENDO ENTERTAINMENT SYSTEM

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it takes: "Explosion
off the Screen"
in Locker
Kaiser

AURA INTERACTOR™

the interactor works with all video games, tv's, vcr's, stereos and anything else you wanna feel.

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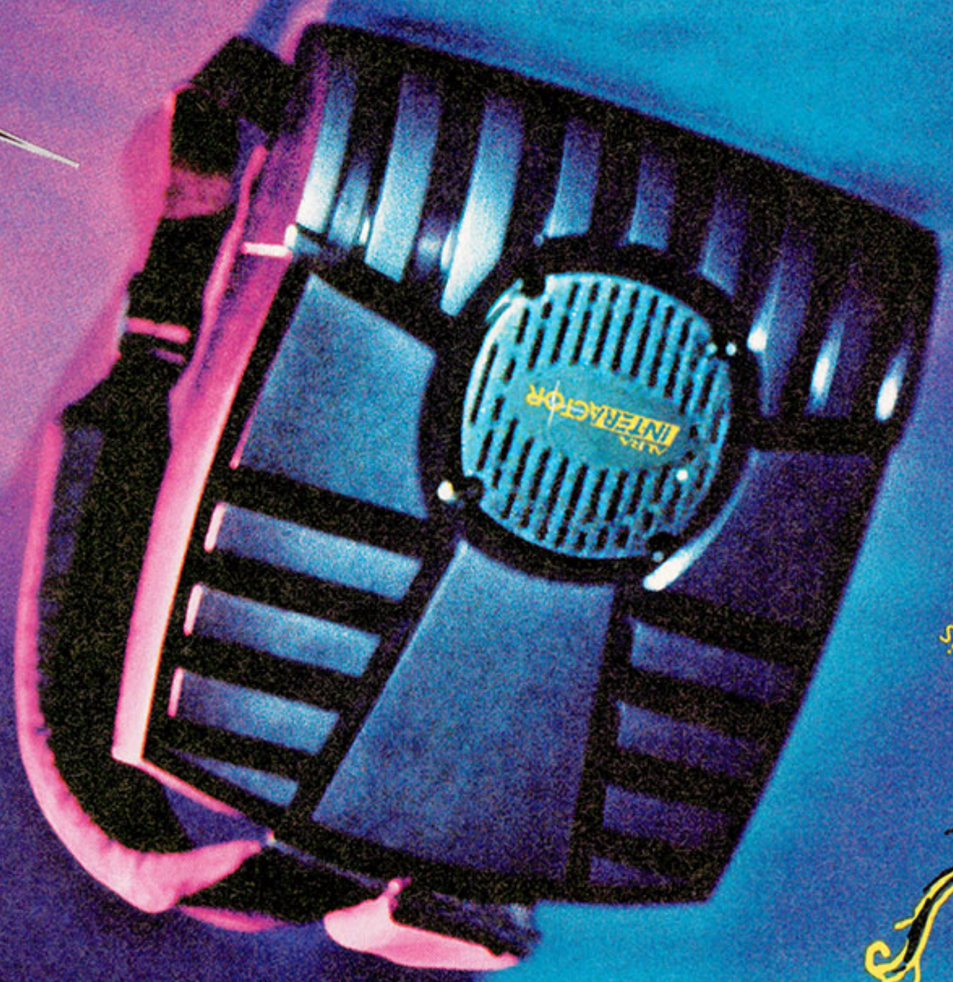

way down there where you don't know what's really going on is the spot where your breakfast was and your lunch is now you're feeling everything the second you put it on plug it in crank it up. interactor. cool.

and now the interactor's there thumping away at your gut making your favorite video game incredibly fresh because

VIRTUAL BART

who needs reality?

Yipes! Bart's stuck in a virtual reality machine! Enter the Jurassic era as Dino Bart. Face a post-apocalyptic Springfield as Doomsday Bart. Deploy your diaper-chute as Baby Bart. Hog the spotlight as Pork Factory Pig Bart. Then there's the butt-squeaking thrill-ride down the dangerous Mt. Splashmore and more!

SUPER NES®

GENESIS™

MATT GROENING

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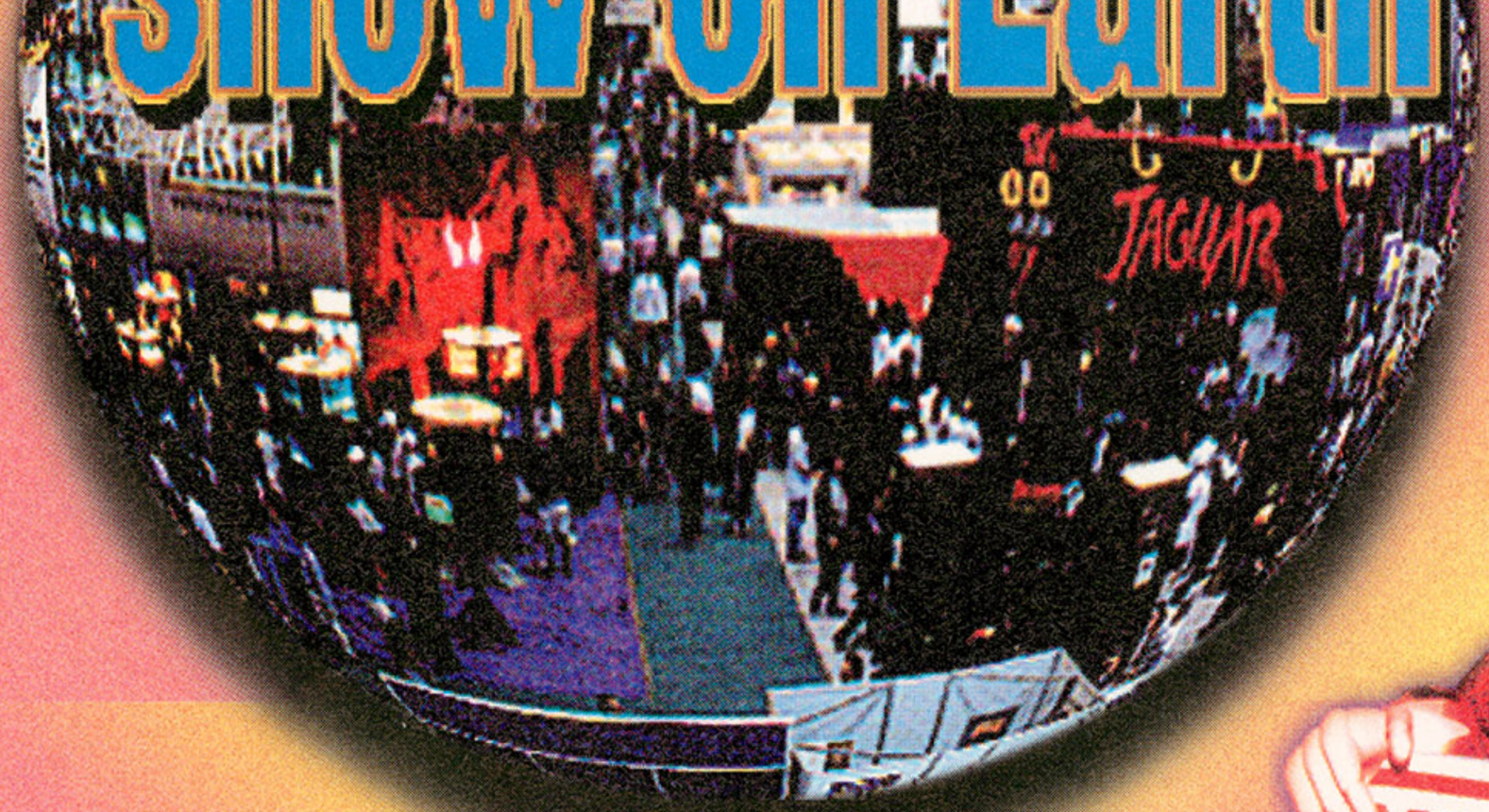
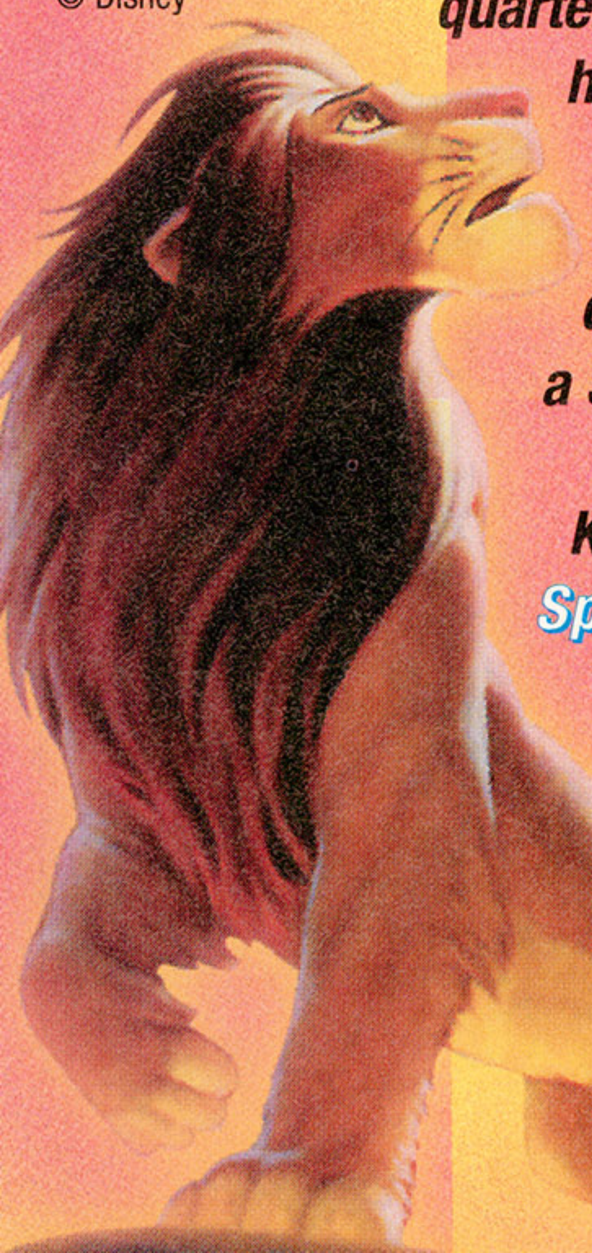
Welcome to the biggest show on Earth



Back in January, CES looked like a cheap magic show: everyone had a new piece of hardware up their sleeves but no one had anything to show. This time 'round, the hype turned into reality. And, boy things were burnin'. After months without a name, Nintendo's Project Reality was finally christened (and given some awesome games). Sega's 32X was on everyone's development list with hot new titles promised from all quarters. After months with nothing worth diddly-squat, Atari's Jaguar has finally got some great games behind it. Sony was proving that the PS-X really does exist (and looks pretty smart, too) by showing it off to a chosen few. Rare's Donkey Kong Country demonstrated what can really be done with a SNES (albeit, by accident). Earthworm Jim kept the crowds talking while Konami's Tiny Toon Adventures and Sparkster were some of the best carts we've seen in ages. Sony Imagesoft finally got its act together with Mickey Mouse. And then, of course, there was Killer Instinct...

© Disney



The New Nintendo

Sadly, this statue was Mario's only appearance at the show. Dammit, Nintendo! Where's another Mario Game? Are you holding out for Ultra 64?

They put the blood back in Kombat, *the "Killer" in* Killer Instinct, *and* Donkey Kong *in the driver's seat!*

The last two years have not been good ones for Nintendo. It's made a ton of money as usual, but it's been forced to watch in horror as the once laughable company known as Sega cut away bigger and bigger slices of the market, with the Genesis eventually passing the SNES as the number one 16-bit platform last year.

Now its back is against the wall — a position that video game giants are unaccustomed to. At last winter's CES in Las Vegas, Nintendo promised a more aggressive attitude, better games, and the marketing bucks to back them up. At the summer CES in Chicago, Nintendo put its plans into motion.

Names like *Donkey Kong Country*, *Super Punch-Out*, and *Tetris 2* brought some clout to the Nintendo area, while original titles like *Uniracers*, *Tinstar*, and *The Illusion of Gaia* added some bulk to its holiday schedule. *Super Metroid* still commanded a piece of the spotlight, and the long-delayed *Stunt Race FX* was finally ready. There was also *Donkey Kong Land* for Game Boy and *Wario's Woods* for the NES. This is quite a line-up,

Without Sega's presence on the show floor, *Donkey Kong Country* was the hands-down winner. Monitors were set up everywhere to play it, and they were constantly packed the entire show.

wouldn't you say?

And for dessert, Nintendo finally showed Ultra 64, formerly known as Project Reality, or Project Unreality, as labelled by many Nintendo critics. But it was there in full corporeal form, although still a little rough around the edges. This was a very important move for Nintendo, because it finally backed up its big talk with something you could really actually touch.

But is it too late? As powerful as the company is, there's a hint of desperation to Nintendo's actions. While Nintendo's focusing heavily on its next machine, Sega, in comparison, is doing so well that it refuses to talk about the Saturn system for fear of axing Genesis sales.

The 16-bit battle is still far from over. Although Sega has the clear lead, Nintendo still controls a hefty chunk of the biz, and could even things up by the end of the year. One thing's for sure — if this 'new' Nintendo is going to succeed, it must treat its licensees with more respect, or lose the ultimate battle to Sega.

The guys at Nintendo have talked pretty big about the top secret Project Reality 64-bit game machine, scheduled to debut in arcades this fall and as a home unit in the second half of '95. But after the previously scheduled Nintendo CD unit never appeared, gamers and industry know-it-alls alike were more than just a little suspicious, and rightly so.

So, when Nintendo first announced that the hi-tech wizards at Silicon Graphics would help create the machine for under $250, the average response was "Yeah, right. I'll believe it when I see it." But at Summer CES '94, Nintendo introduced its super-secret machine to a select few at an off-site reception. And ***Game Players*** magazine was there.

For starters, Project Reality, the machine's previous codename during early stages of development, has been given its official title: Ultra 64.

We were led into a small, dimly-lit room enclosed in black curtains with large monitors set

LOST IN NINTENDOLAND

Nintendo's booth was bigger and better than ever, with lots more to show than usual. You could spend the entire show there!

The massive 'EPCOT'-like dome marked the entrance to Nintendoland. What a cool place to hang out!

All the new games were there to play, with massive displays for each one.

Much of the area was turned into a jungle for *Donkey Kong Country*. It was very impressive, but I wonder if those circling vultures were some kind of omen.

ARE YOU SURE IT'S READY?

Stunt Race FX was finally complete, but it played like it wasn't.

Once again, these familiar sit-down race cars were present to promote *Stunt Race FX*, just like they were at the last two shows.

After waiting for a turn — horror! I want to like this game, I really do, but at first play the Super FX chip just seemed slow and clunky.

CRUIS'N' USA

- **The version we saw was a sit-down coin-op shaped like a hot red sports car. Like all Ultra 64 arcade-to-home translations, they're supposed to be exactly the same.**
- **Select from a handful of different cars and race all the way from San Francisco to Washington.**
- **Tons of tracks — you race through cities, not towards a flat background. There's also lots of stuff in the road for you to knock around.**
- **Controls well and moves very smooth.**
- **There are three different perspectives to choose from on the fly, like Sega's *Virtua Racing* and *Daytona USA* coin-ops. You get an in-the-car view, a behind-the-car view, and a bird's-eye view of the action.**

ULTRA 64

Hands-on Test

up at each end. A man stepped out from behind the curtains to deliver the Nintendo spiel and show interviews with Silicon Graphics personnel on the monitors. It was creepy — this guy had his presentation down so well, he seemed like an animatronic robot. When he finally opened the curtain, we were led into the main room, containing three early, but fully-playable versions of *Killer Instinct*. And as if that wasn't enough to send any gamer into spasms, there were also three sit-down coin-op versions of another Ultra 64 game, *Cruis'n' USA*.

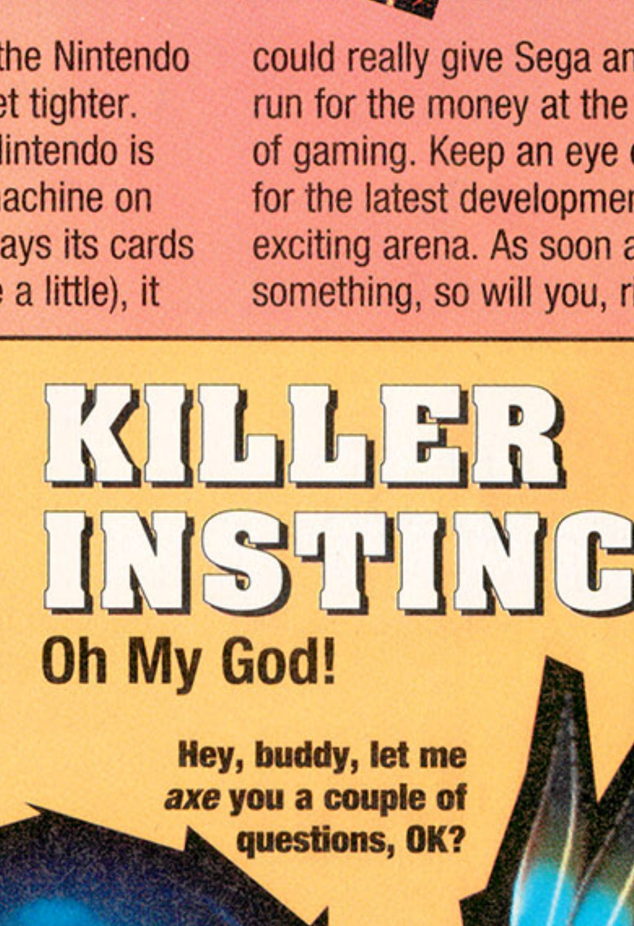
After the dust had settled and we'd all squeezed in as much game playing as possible, there were still a ton of questions to be asked. First of all, only three games have been announced so far: *Killer Instinct* and C*ruis'n USA* from Nintendo, and *Turok: Dinosaur Hunter* from Acclaim. Nintendo claims that other 'select' third party developers have games in the works, too, but for a system that will take months and months just to learn, it may be unrealistic to imagine more than a small handful of games to be ready for the initial launch.

The licensees we talked to were pretty steamed about Ultra 64's chosen format. While the cartridge is much faster, it's way more expensive. This makes it nearly impossible for the small to medium sized companies to turn any kind of profit. They fear that with Ultra 64, the Nintendo stranglehold will only get tighter.

Still, it looks like Nintendo is going to have a great machine on its hands. If NIntendo plays its cards right (and loosens its tie a little), it could really give Sega and Sony a run for the money at the next level of gaming. Keep an eye on Infotrak for the latest developments in this exciting arena. As soon as we hear something, so will you, right here!

TUROK: DINOSAUR HUNTER

- **Acclaim is the first licensee to begin work on an Ultra 64 title.**
- **Turok first appeared in Dell Comics in 1954. Valiant picked up the rights to the character and began to publish new adventures about two years ago.**
- **This is the first game based on a character from Valiant Comics, a company that Acclaim recently obtained when it purchased the publisher's parent company, Voyager Communications.**
- **Bob Layton of Valiant comics has written a proposed script for Turok, and the game itself should be well underway by now.**
- **The game will incorporate Acclaim's proprietary motion capture technology. Actor's motions are recorded and used to lay the ground work for the character sprites, which are then fleshed out on computer. The resulting effect is great-looking computer generated characters that move just like real people.**



Big explosions and dinosaurs. Can't go wrong!

When Jago speaks, everyone gets the point. Ouch!

KILLER INSTINCT

Oh My God!

Hey, buddy, let me *axe* you a couple of questions, OK?

- **Unfortunately, there was absolutely no picture taking allowed at the preview, even for your old pals here at *Game Players*. But we managed to snag a couple of the character shots for you anyway. Are we great or what? The guy on the right is named Chief Thunder, and the guy on the left is a ninja called Jago. And listen to this: these are the actual graphics from the game. Pretty impressive, huh?**
- **The version we played was pretty far along, but only had four playable characters out of ten. It was run on a board behind a curtain, and the game used regular SNES controllers!**
- **Ten characters, including: War Wolf (a cyber werewolf), T.J. Combo (a boxer), Meltdown (a creature made of lava), Fulgore (an ominous-looking knight-type guy), Chief Thunder (an axe-wielding cyberpunk), Jago (a ninja), and Spinal (a speedy skeleton swordsman). Each fighter has their own fully rendered character screen that really shows off the 3-D capabilities of this system.**
- **The game play focuses heavily on combo attacks. As soon as you land a second consecutive hit, a combo meter appears near the top of the screen. It counts each additional attack put into the combo. One guy got a 15 hit combo with T.J.!**
- **The characters are huge, and their attacks and movements are very smooth. (rendering on the fly?)**
- **The matches go on much longer than most fighting games, giving you more time to mix it up.**
- **The view zooms in and out in some levels, like the canyon bridge.**
- **Not much blood at first sight. The game has a very cutting-edge adult look, but the violence (as far as we saw) is still fairly tame compared to that in *MK II*. However, there's no word yet on any possible fatality-type attacks.**
- **The match pauses when a player gets down to about 25% of their energy, and the game switches to a (Killer?) round. When you deliver the final blow, the screen freezes red for an instant (time to put in a fatality?)**

Sega Strikes Back

The16-bit champs prepare for battle at the next level, as Chris Slate reports from CES.

Super Sega

Although Sega didn't have a booth at CES (it threw its own show in early June — see last month's Infotrak), it still had quite a presence. Operating from a small room downstairs and an off-site reception area, Sega previewed extremely early versions of the first 32X games, including *Star Wars Arcade*, *Metal Head*, *Virtua Racing Deluxe*, and an *Ecco* demo that showed off the system's video capabilitites.

Sega also announced a new 20,000+ square foot multimedia studio in Santa Monica, CA. All future Sega CD and 32X TruVideo games will be done there. Sega's also creating a multi-million dollar, state of the art music facility. Headed by Spenser Nielson, the core staff of seven will crank out tunes for all Sega systems, including 32X.

The future is here — or it will be, come 1995.

SATURN

Rumors still surround Sega's ultimate game machine

Let me get this straight: 32X is suppossed to be the machine in Sega's camp for the next couple years, yet the Japanese Saturn will be out this November? Okay, that I can understand. The Japanese market is exactly opposite of the US, which means that Sega's getting its butt kicked. Sega of Japan needs something new, and quick. But still — two years? By then the Saturn would already be turning obsolete! Sega's got to be up to something here.

Consider this: rumors persist that, despite what Sega 'officially' says, the Saturn sytem could be released as early as spring-summer '95. This would probably muck up Genesis and 32X sales, but it would also enable Sega to beat Nintendo and Sony to the marketplace, something that helped Genesis sales enormously when it was launched.

Also, and this is the best proof of all that Saturn will be here sooner rather than later, many of the licensees have Saturn games slated for US release in the fall of '95! Now if Saturn isn't coming out until '97, why are Saturn games coming out next year?

The best guess is that Sega will ride with 32X through the winter CES and pull Saturn out of the bag next June, at whatever show they attend. This would get the wheels moving for a late summer/fall release date, when they could still beat the other guys onto the store shelves. In the meantime players will just have to whet their Saturn appetites with the 32X, which should still be rolling out great games no matter what happens.

No, this isn't the rush hour — it's *Daytona USA* for Saturn.

GENESIS

Still the hottest game machine in the U.S., and it's only getting better

Sega's list of new Genesis titles includes *Dynamite Headdy*, *Sonic and Knuckles*, *Taz in Escape From Mars*, *The Adventures of Batman and Robin*, *Ecco the Dolphin: Tides of Time*, *Baby Boom*, *College Football's National Championship*, *NFL '95*, and *Mighty Morphin' Power Rangers*.

Sega also introduced a number of games under its new Sega Club label for kids under 12: *Berenstein Bears Camping Adventure*, *Crystal's Pony Tail*, Disney's *Bonkers*, and *Creative Antics*.

New Sega CD Games included *Farenheit*, *Eternal Champions*, *Midnight Raiders*, while Game Gear fans can look forward to *Sonic the Hedgehog: Triple Trouble*, Marvel Comics' *X-Men: The GameMaster's Legacy*, and Disney's *The Lion King*.

An old friend comes to the small screen for Genesis and Game Gear.

Uhh... how many freakin' Sega games are we up to already? And I though Nintendo had a lot of stuff comin' down the pipe. Sheesh!

Saturn Games

Most of these titles are currently slated for the Japanese Saturn only, but many will probably hit with the US version whenever it's launched. All names subject to change.

Action
Virtua Fighter.....Sega
Clockwork Knight....Sega
Shinobi X.....Sega
Battlemonsters.....Sega
Dynamic Fantasy.....Sega
Ecco the Dolphin
Saturn .....Sega
fighting game .....Capcom
action game.....Capcom
Overdrive .....Zoom
fighting game .....Taito
Suiju Martial
Arts .....Data East
Armoured Troops
Race 2 .....Nihon
Keio Karate
Squad 2 .....Victor Ent.
Fist of the
North Star .....Banpresto
3D acton game .....Bell
Fighting Fantasy.....Domark

Virtua Fighter

Shooting
Daedelus .....Sega
Tomcat Alley Saturn ...Sega
Panzer Dragon.....Sega
Cotton 2.....Success
Musashi .....Bell

Simulation
Sim City 2000 .....Sega
A.IV.....Artdink
Dergy Stallion Saturn ASCII

Daedelus

War Baddies .....Grams
Sankokushi TV.....Koei
Hyper Derby.....CRI
Space Simulation ....Taito
Super 301 SQ.....Nihon Bussan
Hard Core .....Virgin

Driving
Daytona USA.....Sega
Gail Racer .....Sega
Cyber Race.....Sega
Virtua Racing Saturn ..Sega
Virtual GP.....Atlas
Race Drivin' .....Tengen
US Drag Champ .....Nihon Bussan
3D Car Racing Game Bell

Sports
Victory Goal .....Sega
Greatest 9 .....Sega
The Waves of
Pebble Beach.....Sega
Masters .....Sega
Basketball Saturn ...Sega
Virtua Tennis .....Sega
Ice Hockey .....Sega
Soccer .....EA Victor
4D Boxing .....Victor Ent.
Fire Pro Wrestling....Human
Pebble Beach Golf...Domark
Hoopz .....Virgin

Adventure/Interactive
The New Dream
Mansion .....Sega
Chinese Detective....Sega
Rampo.....Sega

Gail Racer

32X

It's Sega, it's 32-bit, and it's here for Christmas.

While waiting for the future, the 32X should do the trick.

For those of you who missed our massive 32X report last issue, here's an update: it fits onto your Genesis, will upgrade your Genesis and Sega CD to 32-bit, is under $150, uses two 32-bit SH2 RISC chips, and has over 32,000 colors, texture mapping, polygon graphics, enhanced scaling and rotation, and realistic software motion video for Sega CD.

There's a lot of great stuff on tap for 32X, but don't hold your breath waiting for *Virtua Fighter*. According to a source at Sega, the hottest titles were being spread out between 32X (which got *Doom* and *Star Wars Arcade*) and Saturn (which will get exclusive rights to *Virtua Fighter* and *Daytona USA*).

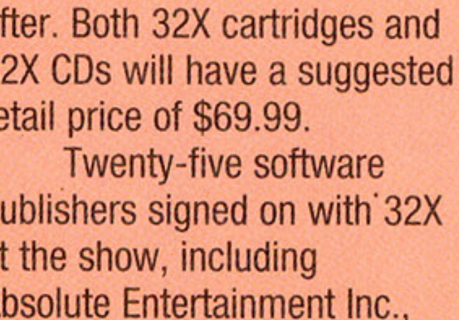
Sega will release six titles at launch in November (*Doom*, *Star Wars Arcade*, *Super Motocross*, *Virtua Racing Deluxe*, and *Super Afterburner*) with ten more soon after. Both 32X cartridges and 32X CDs will have a suggested retail price of $69.99.

Twenty-five software publishers signed on with 32X at the show, including Absolute Entertainment Inc., Acclaim Entertainment, Accolade, Activision, American Softworks Corp., American Technos Inc., Atlus Software Inc., Capcom, Capitol Multimedia Inc., Core Design Inc., Crystal Dynamics, Domark Software Inc., GameTek Inc., Hi Tech Entertainment, Interplay Productions Inc., JVC Musical Industries Inc., Konami (America) Inc., Playmates Interactive Entertainment Inc., Rocket Science Games Inc., The Software Toolworks, Sunsoft, Takara USA, Time Warner Interactive, Twentieth Century Fox Interactive, Vic Tokai Inc., and Virgin Interactive Inc. Sega has also resigned with QSound to enhance the audio in the 32X games.

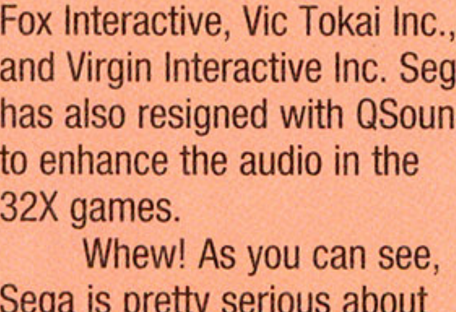
Whew! As you can see, Sega is pretty serious about this project. With so much muscle already behind it, it should take the industry by storm when it's released this November. I can't wait!

YOU WANT GAMES?

Here's an early list of all the 32X games we know of so far. Keep your eyes glued to Infotrak

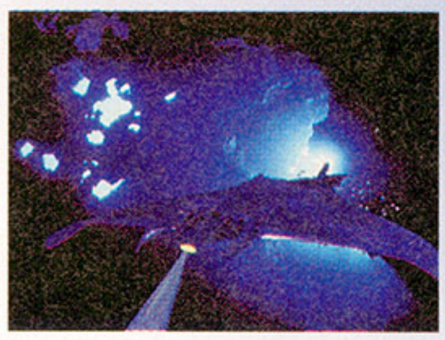


Doom

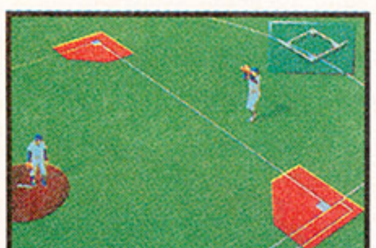


Star Wars

Alien Trilogy	Acclaim	
Apache	Domark	
Bullet Fighter	Sega	
Castlevania or Contra	Konami	
Clayfighter II	Interplay	
College Basketball	Sega	
Cyber Brawl	Sega	
Doom	Sega	
Farenheit CD	Sega	
Golf Magazine's *36 Great Holes w/Fred Couples*	Sega	
Metal Head	Sega	
Midnight Raiders CD	Sega	
Mortal Kombat II	Acclaim	
NBA Jam: Tournament Edition	Acclaim	
Shadow of Atlantis	Sega	
Star Wars Arcade	Sega	
Stellar Assault	Sega	
Super Afterburner	Sega	
Super Motocross	Sega	
Super Space Harrier	Sega	
Super Street Fighter II	Capcom	
Surgical Strike CD	Sega	
Tempo	Sega	
Virtua Racing Deluxe	Sega	
Wirehead CD	Sega	



Shadow of Atlantis



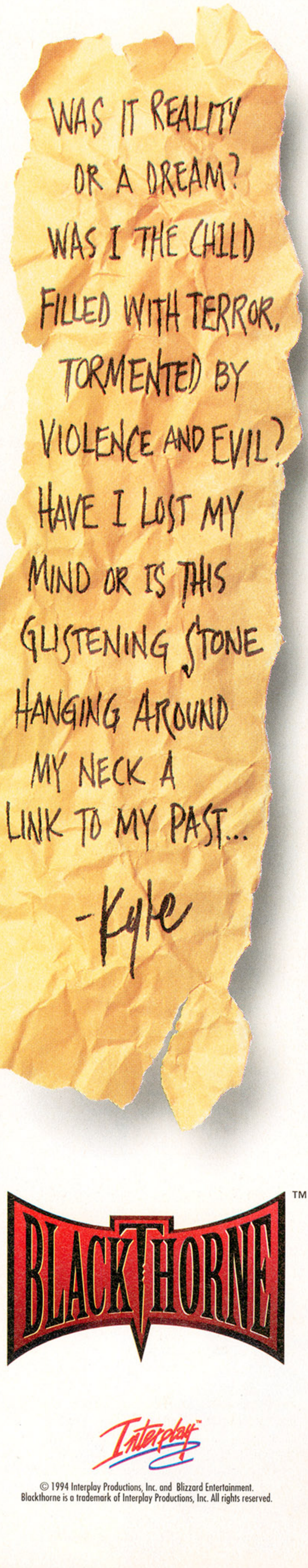
Greatest Nine

Pebble Beach

Myst	Sun Elect'ics	
D-Game	Media Ent.	
Fantasy Gallery	Media Ent.	
Fantasy Labyrinth	Media Ent.	
Yummini Mansion	??????	
RPG		
Okushimitama		
Blue Seed	Sega	
Magic Night Rare Earth	Sega	
Fantasy Earth	Sega	
Rigroad Saga	Sega	
Bermuda Triangle	RPG	
Lands of Lore II	Domark	
Others		
Starcade	Sega	
Side Pocket	Sega	
Luxo Casino	Sega	
Shogi Saturn	Aski	
Raindrops	EA Victor	
Shanghai TV	Sun Elect'ics	
Mahjong Monkey India	Chat Noir	
Housing	Super Software	
Housing Catalog	Super Software	
VR Mahjong	Nihon Bussan	
Grandmau	Bandai	
Ultraman	Bandai	
The Pinball	Bell	
Timmy Time	Domark	
Cyberpunk	Domark	
Creature Shock	Domark	
Ectosphere	Virgin	

Shinobi X

Victory Goal



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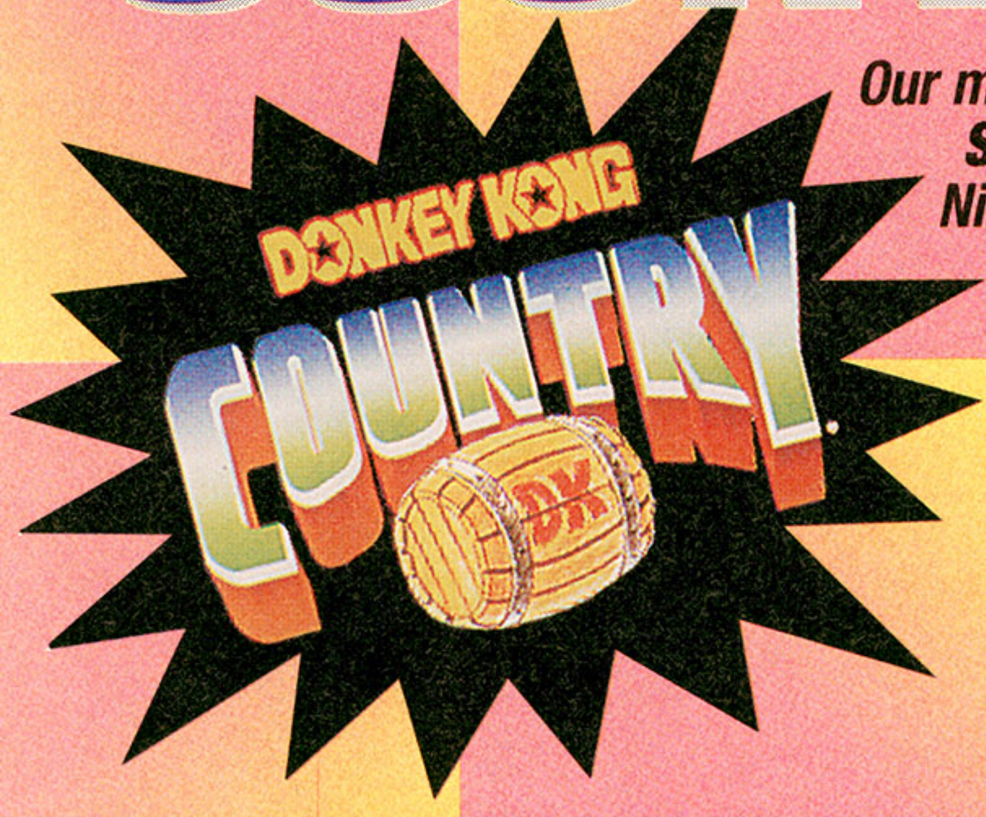
Book Your Trip To DONKEY KONG COUNTRY!

*Our man in the jungle, **Chris Slate** discovers that Nintendo's big ape was the real star of CES.*



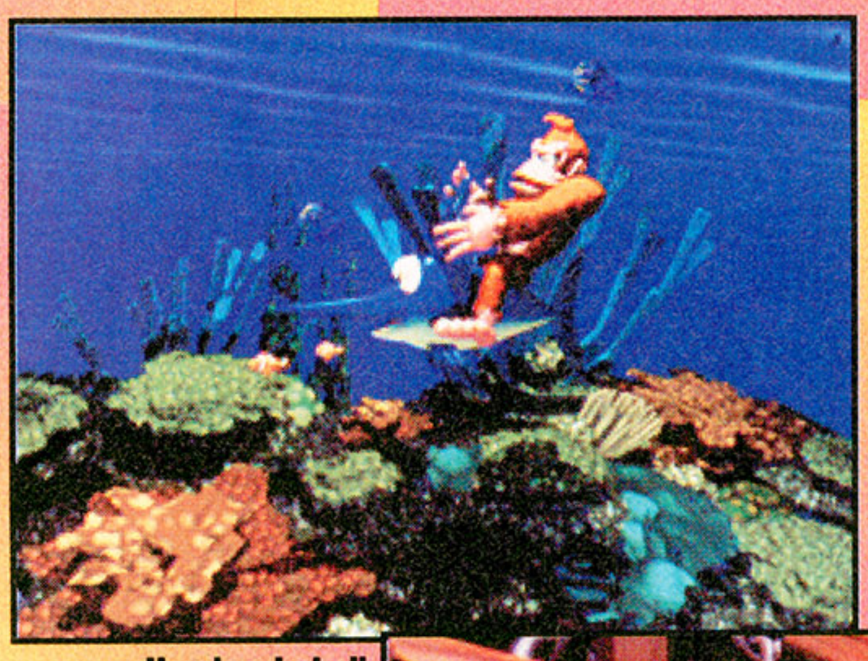
Veteran game players will remember him as Mario's first nemesis in the 1981 coin-op classic *Donkey Kong*. Now, thirteen years and numerous games later, the big ape is finally ready for SNES. And he'd better be — Nintendo is counting on him big.

So then, is it a good game? You bet! It was the most talked about cart at the show, and with good reason. The game can best be described as a 3-D *Super Mario*, with similar side-scrolling action and tons of hidden power-ups and secret rooms. Silicon Graphics (the guys behind Ultra 64) and Alias (who created *PowerAnimator)* have brought in new technology to give the graphics a "3-D" look, while the programmers at Rare Ltd. (the guys doing *Killer Instinct)* were responsible for putting the whole thing together. Actually, rumor has it that the whole process behind the technology in *DK* was stumbled upon entirely by accident while the Rare guys were working on Ultra 64. Go figure!

Nintendo, Silicon Graphics, Alias, Rare, and *Donkey Kong*. Could this be the mix that Nintendo needs to steal back its market share from Sega?

SNES info

PUBLISHER	Nintendo of U.S.
DEVELOPER	Rare
DATE	November
GENRE	action



Here's what ol' *Donkey Kong* looked like before he was squeezed onto the SNES' color palette. He looks a little grainier now, but if there was a version on Ultra 64, it would match these pics perfectly.

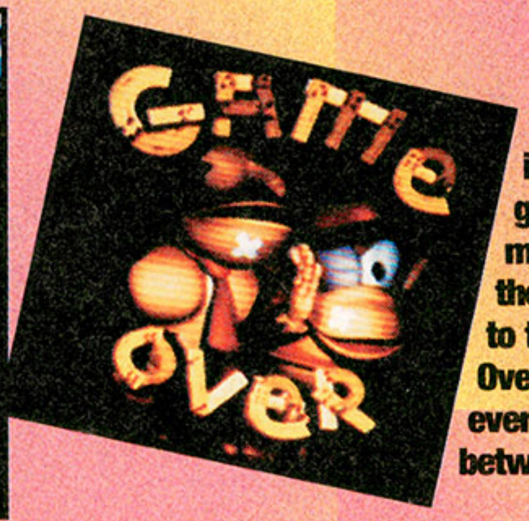
IT'S A BIG, BIG WORLD

Remember what we said about *DK* being a lot like *Mario?*

The paths eventually lead to new map screens, and of course there are plenty of secret roads to find!

Just like *Super Mario World*, you've got to beat the action scenes to be able to open up new paths on the map screen. Only then can you go ahead and explore..

Get used to seeing this logo a lot — Nintendo's working these poor boys like dogs. That's good news for us gamers! With *Killer Instinct* (the new Ultra 64 game) up its sleeves, the U.K.-based Rare is likely to turn out to be the biggest and best Nintendo developer of '95.



All the graphics in the game are 3-D modeled, from the Title screen to the Game Over screen, and everything in between!

And there's the big galoot himself! The king of the jungle, the ape of the hour, er... you know, Donkey Kong. And he hasn't got two braincells to rub together!

Just like Mario has his good buddy Yoshi, DK gets around on this rhinoceros, who's also good for giving the bad guys a good poke or two with his long horn.

Who's this old coot and why does he beat up on Donkey Kong right in front of poor little Diddy? I tell ya, these apes is savages!

WHERE'S JUNIOR ?

Wasn't Donkey Kong a daddy in *Donkey Kong Jr.?* Where's his kid?

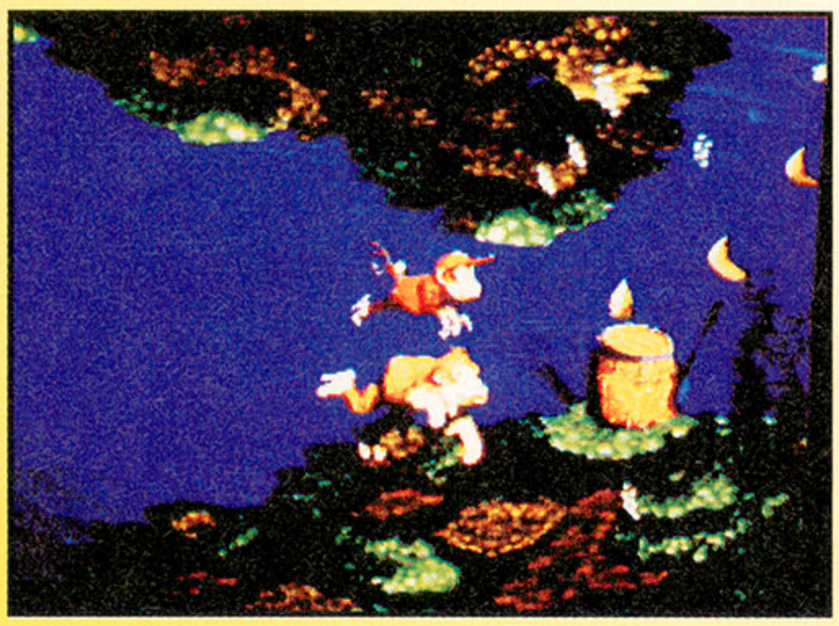
Aha! There's Junior. No, wait... this guy says his name is Diddy Kong. What's the deal?

Still, Diddy Kong is a great help. If Donkey Kong gets injured, Diddy steps in and leads the way. What a guy!

ACROSS THE COUNTRY

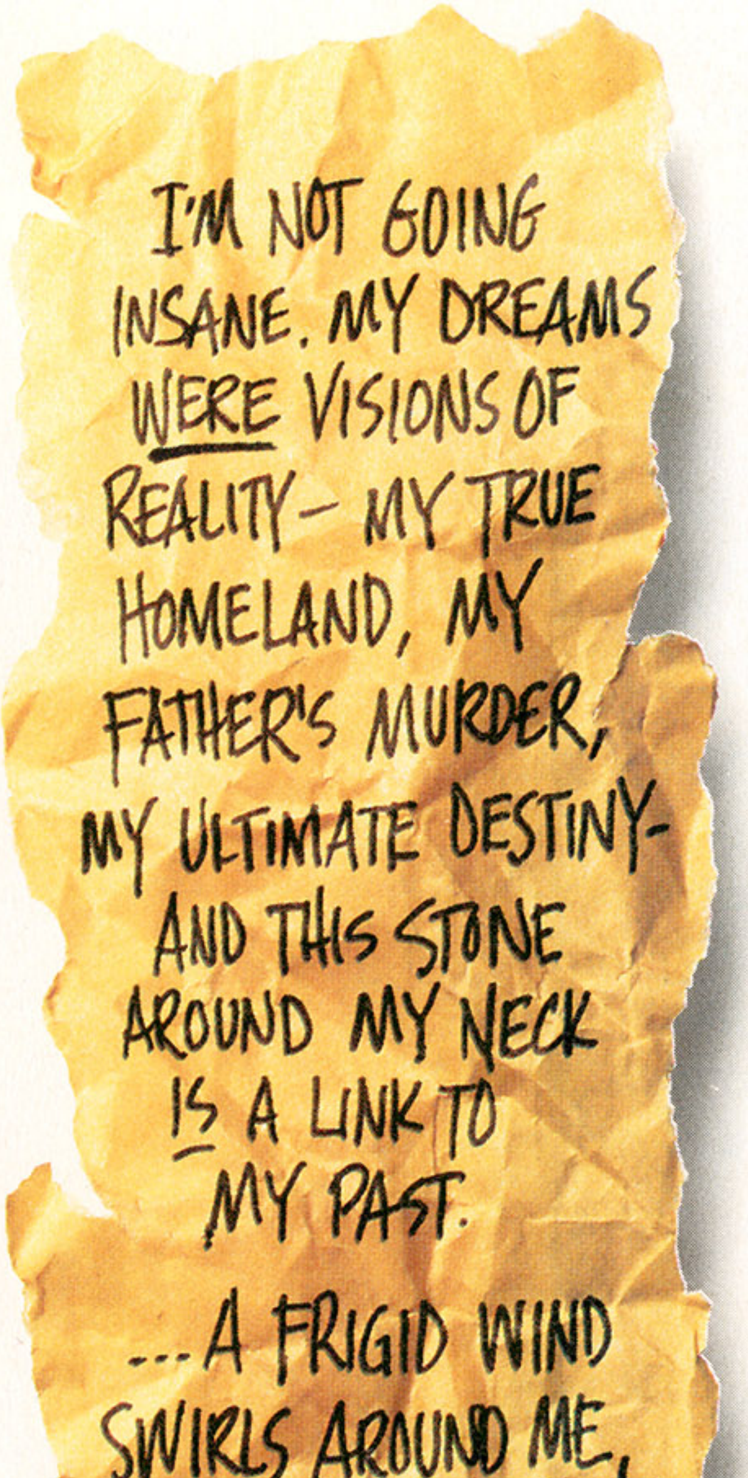
There's lots of terrain to cover, so be prepared!

AHHH! It's raining! And poor Diddy didn't bring a raincoat. It's the 90s, man. What was he thinkin'?



AHHH! No air! It's easy to get lost in the underwater stages, but there's lots of booty to be found.

AHHH! It's freezing! You can push barrels, bust them open for loot, or even be shot out of them.



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THE LION KING

GENESIS/SNES	
PUBLISHER	Virgin
DEVELOPER	Virgin
DATE	November
GENRE	action

Still feeling a little emotionally drained from seeing the movie, Jeff Lundrigan gets a fresh Kleenex and takes a look at the upcoming Genesis version.

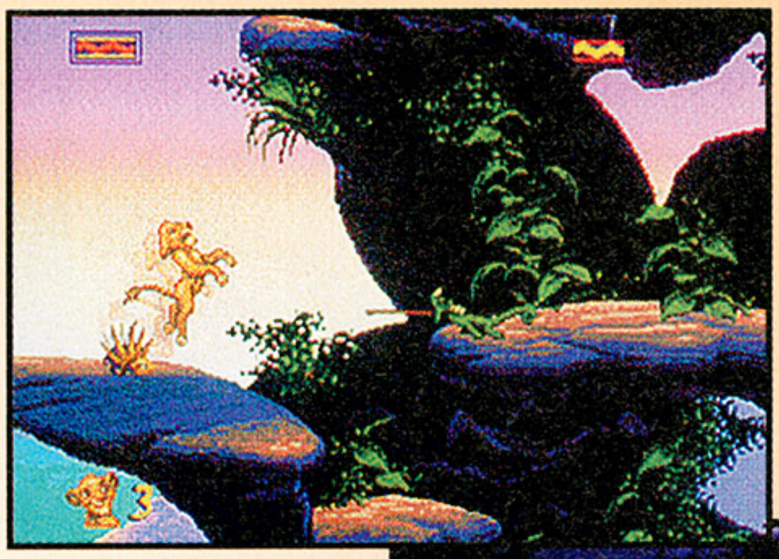
You've seen the movie — you laughed, you cried. Now get set to live the adventure of Simba, brought to you by the same creative forces that put *Aladdin* on your game screens last year. Just like that earlier hit, *The Lion King* includes some amazing animation, created just for the game by Disney animators, and a kickin' soundtrack based on the music from the film.

This ain't no passin' craze either. After wowing the press at CES with a presentation that included a guy in a Rafiki suit, a live lion cub, and about a hundred singers, Disney and Virgin plan to spend around 8 million bucks to promote this game.

Chances are you won't be able to get away from it if you tried, but from what we've seen, that's a blessing and not a curse. Watch for it on Genesis and SNES — coming in time for Christmas, naturally. **GP**

JUST CAN'T WAIT TO BE KING

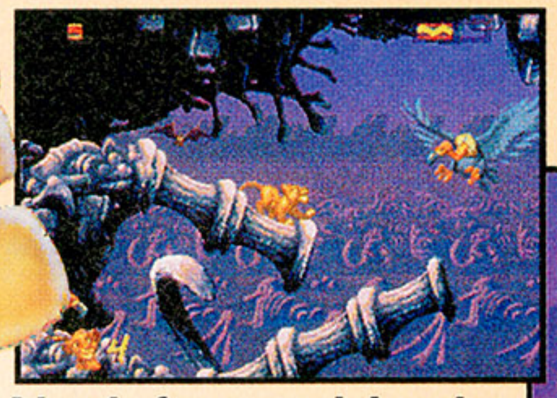
Grow and learn, little lion cub, grow and learn.



You begin the game as young Simba, the cocky cub ready to take on the world. As you play, Simba eventually becomes a full grown king-to-be, and the game changes in tone, from carefree to a bit more serious. Your powers grow too — Simba gets stronger and faster, and that mane just keeps gettin' shaggier.

THE CIRCLE OF LIFE

Play the game, and bring hankies.



A bunch of scenes and characters from the film pop up in the game too. In one standout section, Simba runs from a pack of nasty hyenas in the elephant graveyard — vultures, ick!

The chase ends with Simba getting run into the ol' briar patch — ouch!

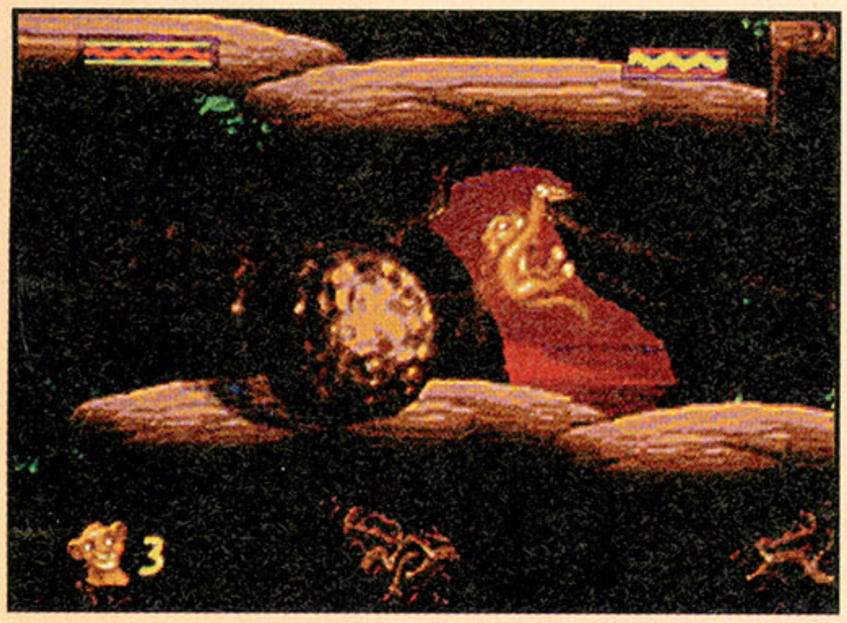
Simba's little buddies, the meercat and Pumba, show up too, in the bonus stages; catching bugs... to eat... I guess. Those with squeamish constitutions please leave the theatre — um, living room.

© Disney

GLORIOUS COLORS

You want pretty graphics, you got pretty graphics!

The graphics in this game are the ultimate in way-cool — bright, colorful, and really scary too, eh?



Hold on Simba! Well, OK, so it's a side-scrolling platform game — everyone has to dodge a few rocks now and then, right? Heck, even full grown lions are plagued by the things. Many of the scenes from the movie have been incorporated into the game, making this much more than 'just another action game.'

All of the movie's favorite characters are here in glorious technicolor. Now all you need to do is get hold of *The Lion King* soundtrack on CD and you'll be able to hear the voices, too.

As the game progresses Simba grows from a young lion cub to a fully-grown lion. The way you control him changes too.

I'VE ENTERED A SAVAGELY BRUTAL, YET STRANGELY FAMILIAR WORLD. NOW I MUST ELIMINATE THE EVIL SARLAC, FREE MY PEOPLE AND HEAL THIS TORTURED LAND.

MY ENEMIES SURROUND ME. I FEEL THEIR DEMONIC PRESENCE AND SMELL THEIR PRIMAL STENCH. ALL HELL IS ABOUT TO BREAK LUOSE....

Kyle

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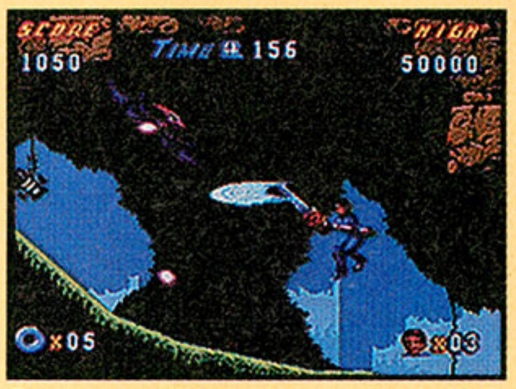
ROLE PLAYING GAMES

ALSO RANS

But wait, there's more! Got a whole slew of games coming at ya' this fall! Keep your eyes peeled for:

Absolute is adapting its flagship ***Battletank*** series for CD with ***Rapid Deployment***

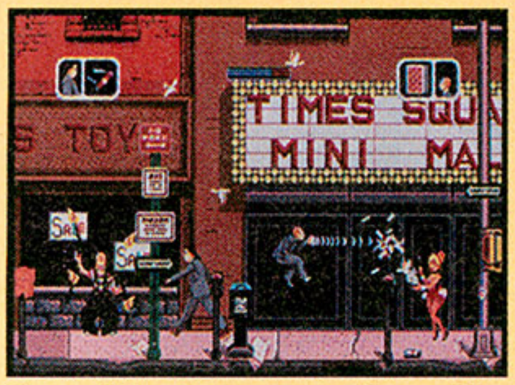
The *Battletank* series keeps on.



For some *Home Improvement...*

Force: A Battletank Simulation (Sega CD), then throws you into the future with ***Battletech*** (Gen, Sega CD). From TV-land comes ***Home Improvement*** (SNES, Gen), and ***Penn and Teller's Smoke and Mirrors*** (Sega CD). Last, but certainly not least is ***Star Trek: Generations: Beyond the Nexus,*** based on the upcoming movie.

Sure, Acclaim has ***MIKE,*** but bloodthirsty gamers can also look for ***Itchy & Scratchy*** (SNES, Gen, GB, GG), or just get in on more Simpsons fun with ***Virtual Bart*** (SNES, Gen). Also on deck are a couple of movie tie-ins, ***Stargate*** and ***True Lies*** (both for SNES, Gen, GB, GG).



Sega CD gets some action with *Penn and Teller's Smoke...*

Ever the intrepid adventurer, Jeff Lundrigan takes a gander at a couple of sprawling and long-awaited role playing titles.

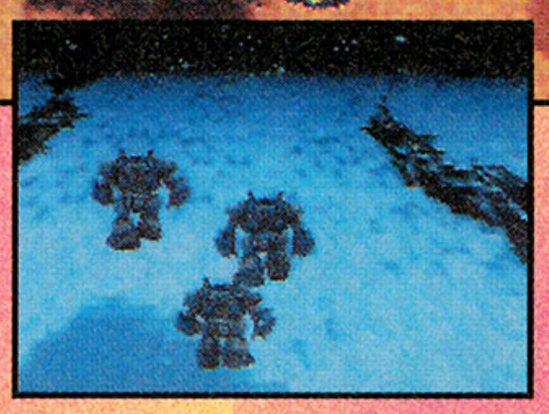
Final Fantasy III

Considering the devoted following that *FFII* has, this here sequel should be a bar-none runaway hit just on the title alone. However, with more characters, a huge world to walk around in, and an even more melodramatic storyline, word has it that this could be simply the biggest, bestest RPG ever! Watch for it in October — if you miss this, consider yourself doomed for all eternity!

Just as in *Final Fantasy II*, you take to the air in an airship to further explore the countryside. Notice the richer, more colorful graphics.

A deserted town filled with deserted robots. But what's that over there to the left...?

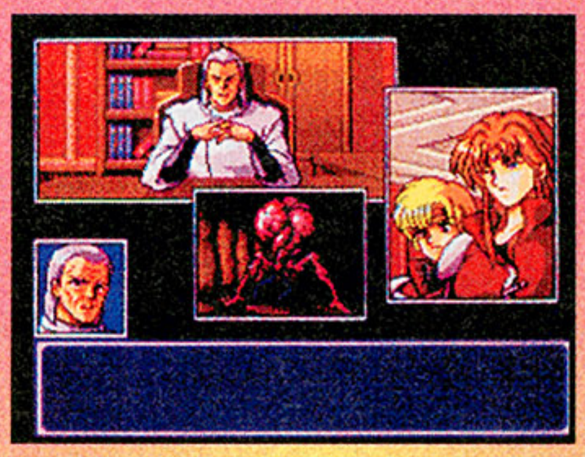
It wouldn't be an RPG without chess-like combat, and *FFIII* has plenty. Even battle options have been added.



New to *Final Fantasy III* are these giant mech robots. Neat, don'tcha think?

SNES info

PUBLISHER	Squaresoft
DEVELOPER	Squaresoft
RELEASE	October



The Dark Force is once again loose in the land. You'd think they'd just lock it away in a big box or something and throw away the key — sucker keeps gettin' loose.

Phantasy Star IV: The End of the Millennium

Sega owners have been drooling over the thought of a new *Phantasy Star* game almost as badly as SNES owners have needed a new *Final Fantasy* title — maybe more. *PSIV* drops the multi-generation storyline of *PSIII*, then adds morphing monsters and the ability to combine spells. Hey, if you're an RPG fan, your cup simply runneth over. *Joy!*

It's a couple thousand years since the events of the last Phantasy Star — Motavia still looks pretty much the same, huh?

One cool addition to *PSIV* is that party members can combine spells for one all-powerful attack — look out worms!

Another new twist is that now the characters get to use armored attack vehicles during some sections of the game.

Of course, what RPG would be complete without a few more party members joining in every now and then. Don't know who this guy is, but he's a snappy dresser...

GENESIS info

PUBLISHER	Sega of America
DEVELOPER	Sega of Japan
RELEASE	November

MEET KYLE BLACKTHORNE THE MOST LETHAL WEAPON IN THE UNIVERSE...

AND NOW HE'S COME HOME TO TAKE OUT THE TRASH.

FALL '94

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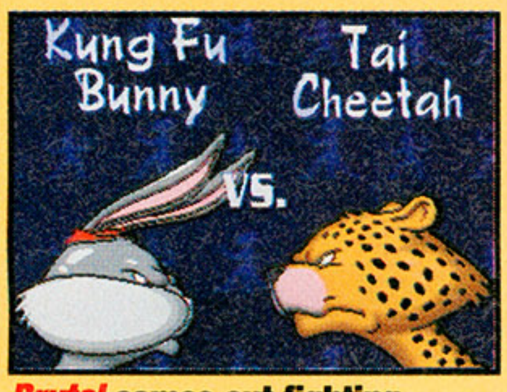
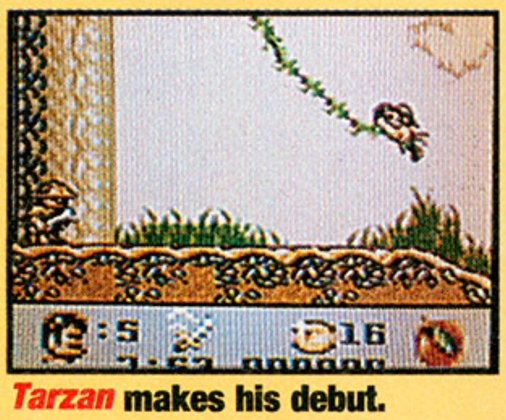
ACTION GAMES

ALSO RANS



Brutal comes out fighting.

Capcom isn't just sitting on its *SSFII* laurels. Look for a couple of comic book titles, *X-Men* (SNES), and *The Punisher* (Gen). In sequel news, watch for *Demon's Crest* (SNES), a 16-bit entry in the *Gargoyle's Quest* series. Oh, and watch for *Mega Man: The Wily Wars* (Gen), which packs the first



Tarzan makes his debut.

Here comes Yogi Bear.

three *Mega Man* games into one Genesis cart. Fans of the perky little cyborg should also keep their eyes open for *Mega Man X 2!*

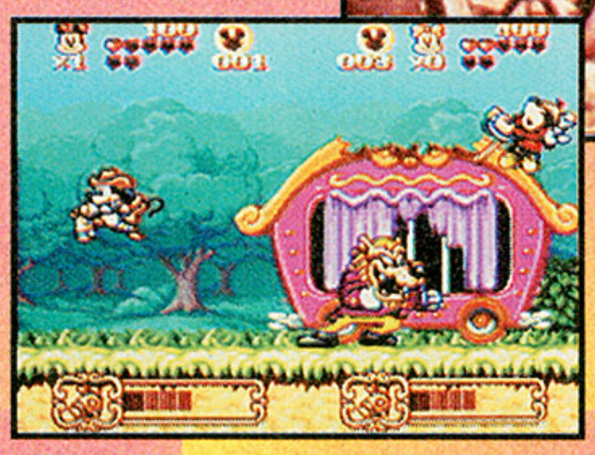
Gametek has *Brutal,* but it's also got *Tarzan* (SNES, GB, GG), and hey-hey-hey-hey Boo Boo — *Yogi Bear's Canyon Capers* (SNES, GB) comes bursting out of Jelly-stone park!

Ah, the backbone of the industry. ***Jeff Lundrigan*** *wades through a couple of thousand games, for all you Game Players out there...*

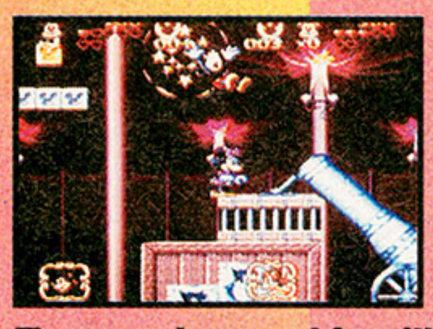
The Great Circus Mystery

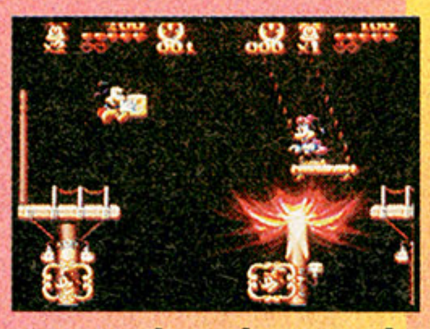
Starring Minnie Mouse

Here's a move that we're seeing more and more of these days: Capcom has designed a title to appeal to young girls as well as young boys. The game is for one or two-players, who have a choice of playing as Mickey or Minnie Mouse. They're on the trail of whoever has hijacked the circus, and just like Capcom's last Mouse title, *Mickey's Magical Quest,* they can change into different outfits to give them new abilities.



If you remember Capcom's last Mouse game, *Mickey's Magical Quest,* Mickey gained new powers by changing outfits. Turns out Minnie can do the same thing — who'd have thought?





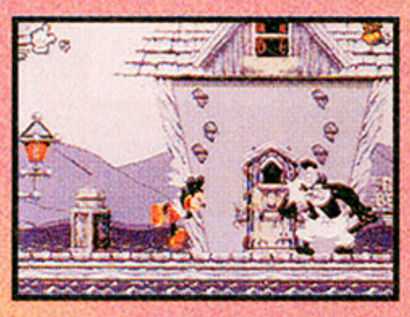
The game is geared for either one or two players, who work together to figure out who's stolen the circus.

As you can tell from these shots *The Great Circus Mystery* is a cute game aimed at younger gamers — but girls as well as boys.

SNES info

PUBLISHER	Capcom
DEVELOPER	Capcom
RELEASE	October

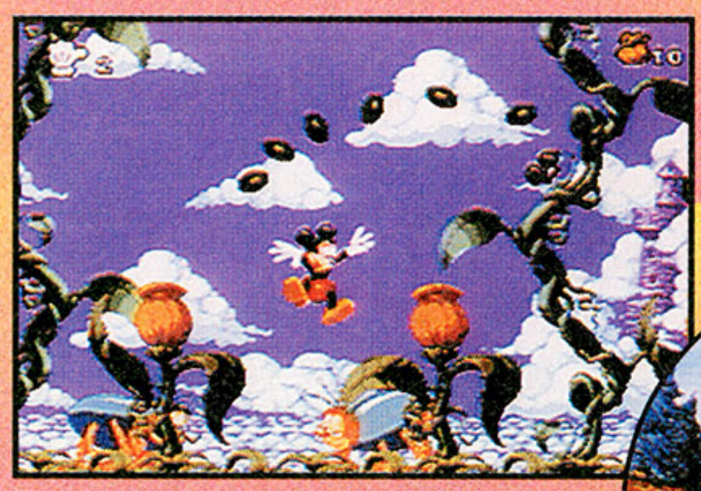
Mickey Mania: The Timeless Adventures of Mickey Mouse



The game begins with a black and white stage based on Mickey's first animated short, 'Steamboat Willy' — it doesn't stay black and white for long, ya philistines!

Disney and Sony have gotten together to produce this unique game based on over sixty years of classic Disney cartoons. Mickey begins the adventure in black and white in a stage based on 'Steamboat Willy,' then moves to color in stages based on six other Mickey Mouse cartoons.

A lot of effort has gone into making each stage as different as possible, and Disney animators contributed thousands of frames of character animation — from what we've seen already, it looks pretty good.



The game breaks from the usual side-scrolling action and throws in stages with more unique challenges.

The animation was provided directly by Disney animators — smooth, funny, and lotsa character!

SNES info

PUBLISHER	Sony Imagesoft
DEVELOPER	Travelers Tales
RELEASE	November

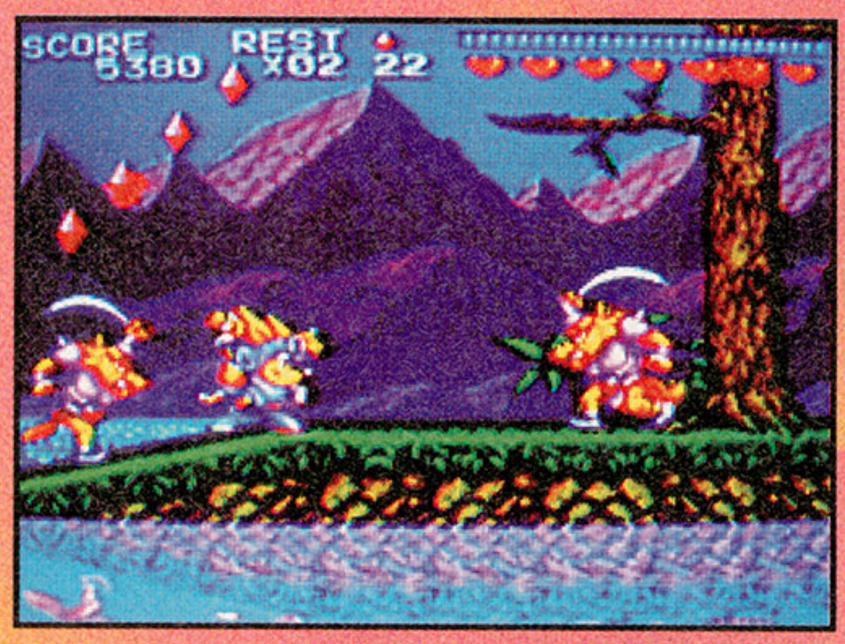
© Disney

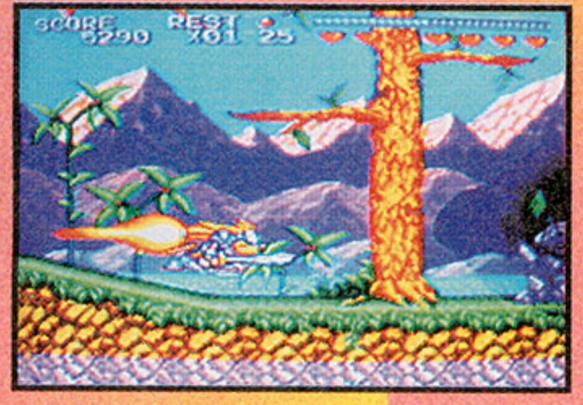
ACTION GAMES

Sparkster

Lil' old Sparkster's got even more attitude than before (note the new hairdo), but he's still got the same action that made him a *Game Players'* favorite!

Hey, look who's back! It's that little rocket-powered possum *Sparkster,* and he's hipper than ever! The star of *Rocket Knight Adventures* has returned with a new haircut and even more of that tail-snappin' attitude.





Look out folks! Here he comes, the world's first (and only) rocket-powered possum! Sparkster is back, and this time there's a SNES version too!

And if it's action you want, it's action you get. The one and only American marsupial is built for speed and ready to rock — remember, the original *Rocket Knight* was ***Game Players'*** Action Game of the Year for Genesis, and *Sparkster* looks every bit as intense! It's a no-brainer here: check it out!

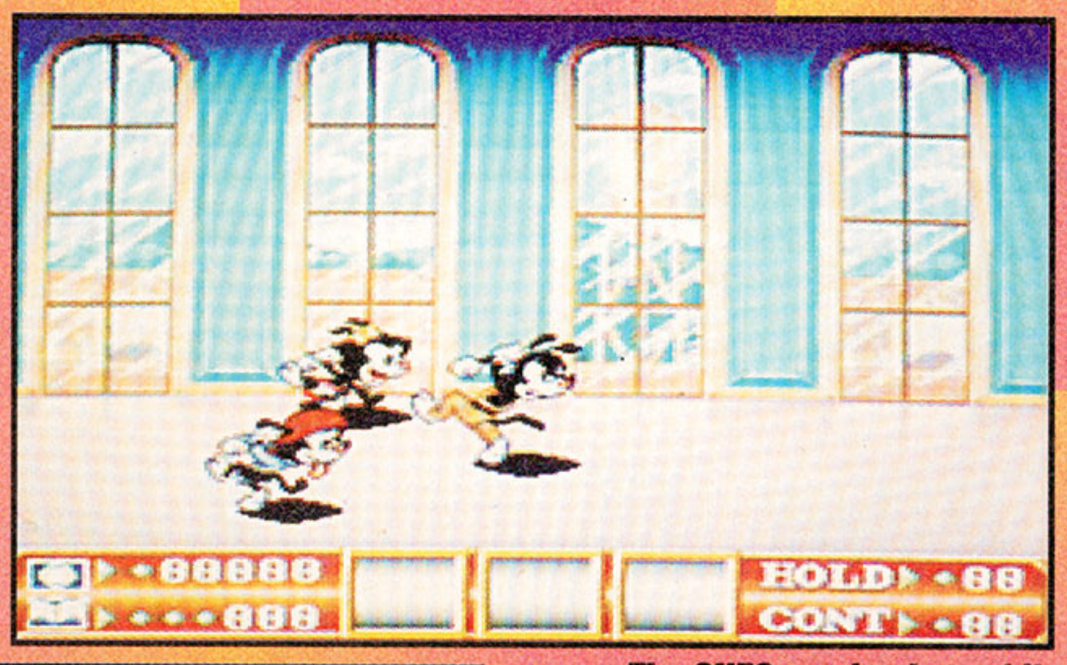
GENESIS info

PUBLISHER	Konami
DEVELOPER	Konami
RELEASE	September

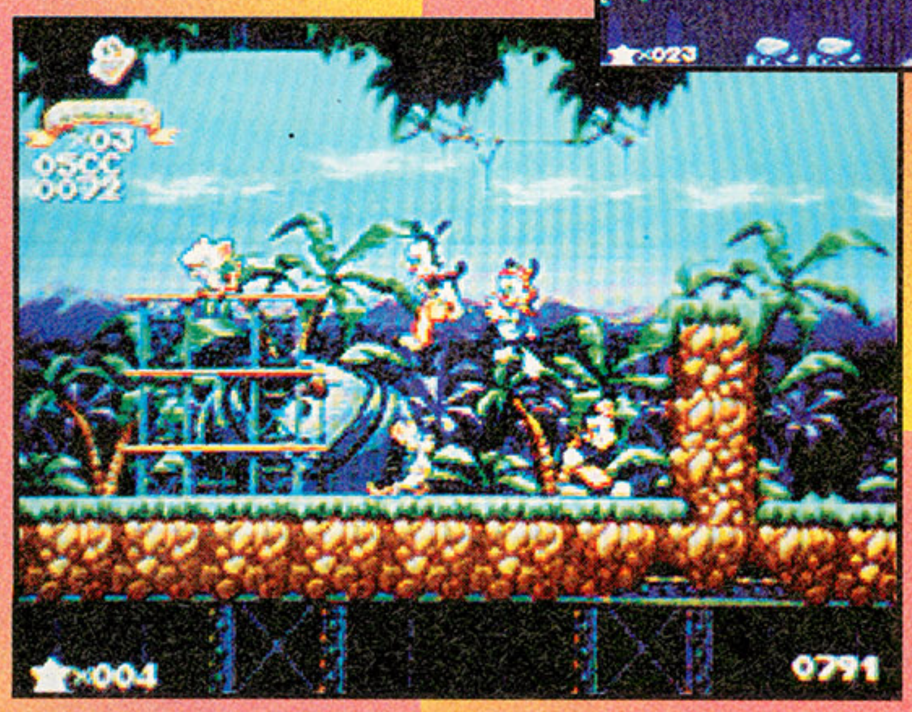
Animaniacs

Yet another title from Konami based on an animated series, but *Animaniacs* looks like the best of the lot! You control a group of three characters, each with his or her own abilities, and guide them past a series of difficult obstacles and incredibly entertaining challenges

It's as much a puzzle game as it is an action game, and the animation and graphics are awesome! Plus, the character's abilities are mighty amusing — hey, if it looks hot, sounds hot, and plays hot, it must be hot!



The SNES version has a bit more action, but it's all mighty odd — those animaniacs don't exactly stand still, ya know?



The Genesis version requires emphasis on strategy as much as action. The three characters each have their own abilities to help get them past all the hurdles that life throws at them — you just got to figure out how to get 'em through!

SNES/GENESIS

PUBLISHER	Konami
DEVELOPER	Konami
RELEASE	November

ALSO RANS

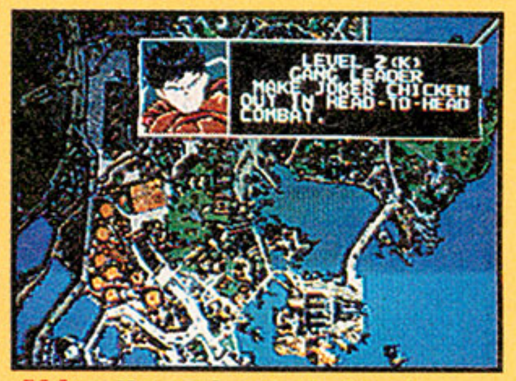
Movie action with *Indy Jones.*

Super Return of The Jedi.

JVC seems bent on providing a movie tie-in for every film ever made. Watch for ***Super Return of the Jedi*** (SNES), and ***Indiana Jones Greatest Adventures*** (SNES), which pulls on highlights from all three Indiana Jones movies. On a more contemporary note, try ***Time Cop*** (SNES), based on the Jean-Claude Van Damme film.

T*HQ has a few titles worth mentioning. ***The Mask*** (SNES, Gen), based on the Jim Carrey film, and the long awaited ***Akira*** (SNES, Gen, GB, GG, Sega CD), based on the cult Japanese animated classic.

Van Damme's *Time Cop.*



***Akira,* the animated classic.**

FIGHTING GAMES

ALSO RANS

Great graphics look like being the best bit of *The Flintstones.*

Toon fans can thank Sunsoft. Here comes ***Porky Pig's Haunted Holiday, Speedy Gonzales Los Gatos Bandidos*** (both SNES), and ***Scooby-Doo*** (SNES, Gen). It's got a new character coming in ***Zero the Kamikaze Squirrel*** (SNES, Gen), and the flying circus freak is back in ***Aero the Acro-Bat 2*** (SNES, Gen).

Time Warner Interactive seems bent on flooding the market with stuff. Watch for a great new action game ***Red Zone*** (Gen), and ***Generations Lost*** (Gen). ***Soulstar, Battlecorps*** (both Sega CD), and ***Skeleton Krew*** (Gen), are coming from Core, the same great design team that brought you ***AH-3 Thunderstrike,*** and watch for ***Flying Nightmares*** (Sega CD), the first true flight sim for Sega CD, designed by Domark.

Big name movie tie-ins are coming from Ocean in the form of ***The Flintstones,*** a side-scrolling action game loaded with puzzles, and ***The Shadow***, a mixture of fighting game action and role-playing adventure — weird! Ocean also has ***Jelly Boy***, an action game for youngsters.

The Shadow **is being pitched as an 'action adventure' which in this case means fighting game.**

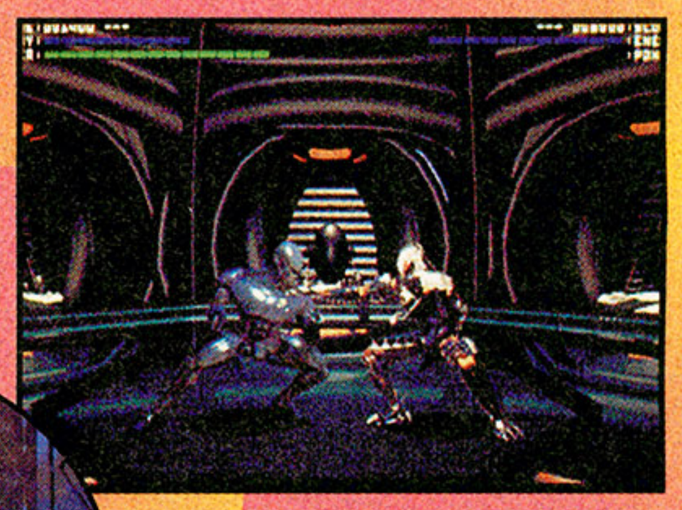
And in this corner, Vince Matthews straps on the gloves and goes a few rounds with the best of the genre from CES.

Rise of the Robots

OK, OK, so we covered this game with a preview in April. It's still one of the hottest looking titles around, and here's a quick update for you as well: at one point, the developers didn't think they could include character drop-shadows — not enough memory space, ya know. However, they've put together some kind of new technique, and not only will every character throw a shadow, the overall look of the characters has been improved as well. Metal rules!

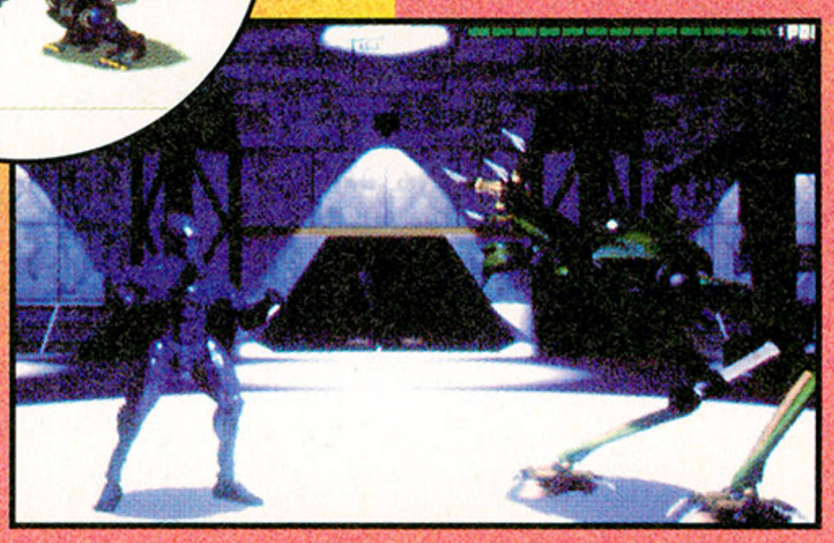
Gentlemen, clank hands and come out fighting!

And look at all that gloss! One thing you can say about robots is that they shine, shine, shine!



For a bunch of mechanical robots, they can sure bounce around, huh?

Since the characters in this brawler are robots, it allows a little more variety in their combat styles — this guy sure isn't some ex-special forces dude trained in Japan!



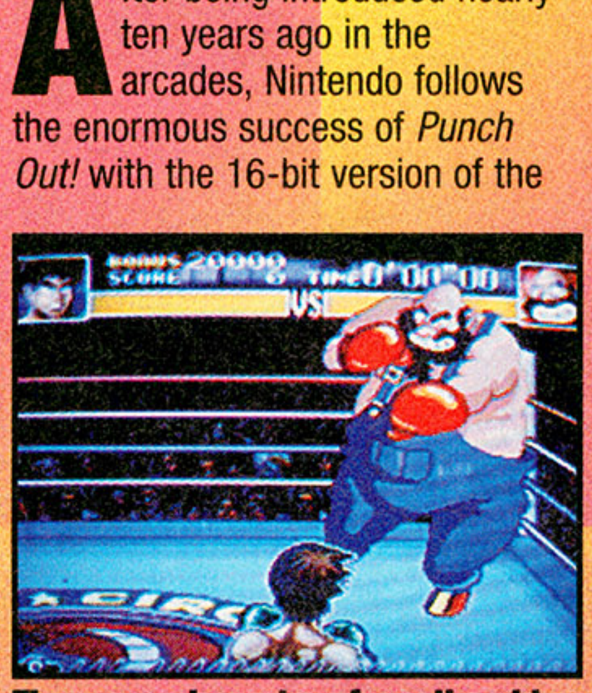
GENESIS/SEGA CD	
PUBLISHER	JVC
DEVELOPER	Mirage
RELEASE	November 15th

Super Punch Out

You'll notice that Little Mac isn't quite so little any more. He's also transparent, much like the original arcade version of *Punch Out!*

After being introduced nearly ten years ago in the arcades, Nintendo follows the enormous success of *Punch Out!* with the 16-bit version of the NES classic! One player advances through the ranks against boxing legends like old timer Gabby Jay, Bear Hugger the lumberjack and martial arts expert Dragon Chan.

Incredible SNES graphics and the Nintendo seal of quality guarantee a knock out! Several play modes and full screen boxing action make this title a must have.



There are characters from the old game, as well as some new contenders. Bring 'em all on! No one shall stand between Little Mac and his quest to regain the title!

There are new play features, too. Notice the power meter across the bottom of the screen. Charge it up to deliver one big wallop!

SNES info	
PUBLISHER	Nintendo of U.S.
DEVELOPER	Nintendo of Japan
RELEASE	November 7th

FIGHTING GAMES

Justice League

Try to imagine squaring off with Batman or The Flash. Taking an elbow in the chin from Superman, or a bolt in the mid-section from Wonder Woman. Imagine a fighting game so intense that only super heroes can survive it! When *Justice League* hits the stores it will quench the thirst of those players who have been hungry for super-hero-laden brawlers! Twelve fighters (including Green Arrow and Aquaman), dozens of moves and combos round out the game. Expect the title in early 1995.

It's the Flash against Despero! It's Batman against Despero! Why can't they leave the poor guy alone? Actually, doing a fighting game around DC characters is one of the better ideas we've seen in this category.

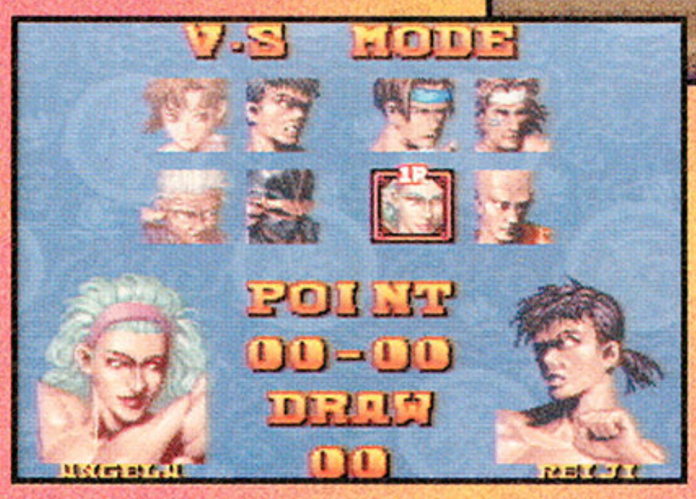
The SNES version has nine of your favorite DC heroes, including Aquaman, The Flash, Batman, Superman, and Wonder Woman. The Genesis version has a few more.

SNES/GENESIS	
PUBLISHER	Sunsoft
DEVELOPER	Sunsoft
RELEASE	Early 1995

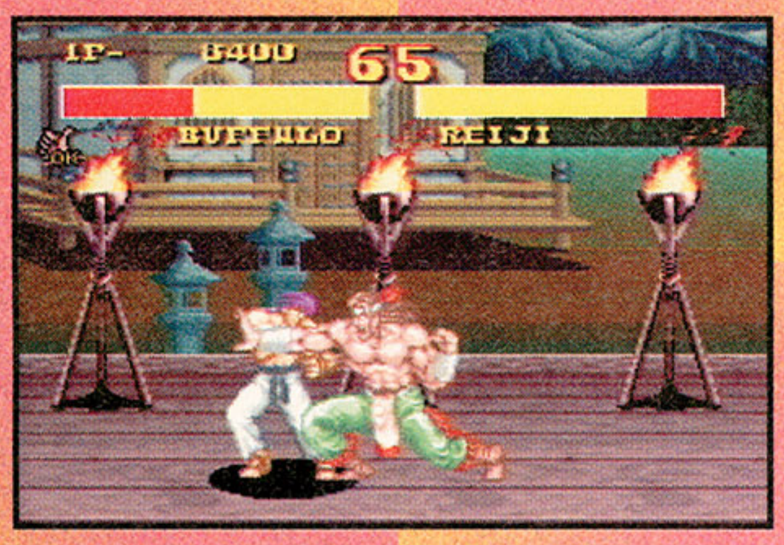
Power Instinct

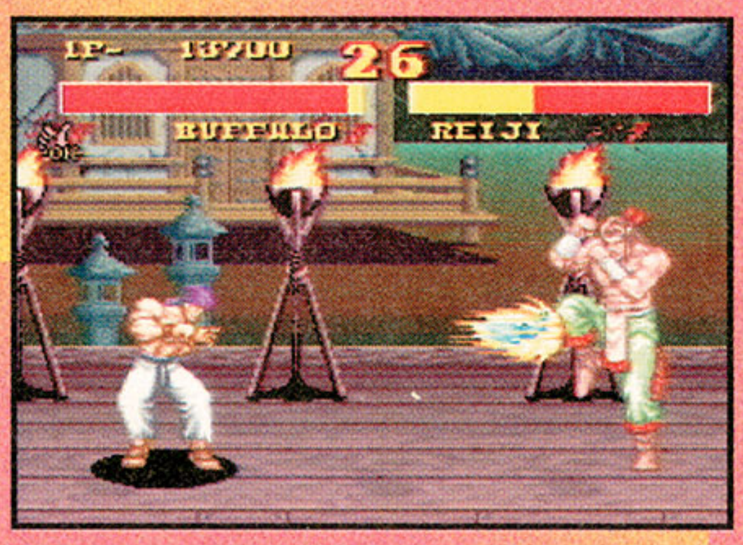
Power Instinct is the story of the Gogetsuji family, who every five years have a fighting tournament to determine the new leader of the Gogetsuji clan. Based on the super arcade hit, *Power Instinct* is an excellent translation. The game features eight characters with a variety of moves and combos plus unique energy sucking abilities and special moves. There's also a double jump feature that allows players to fake-out other opponents. This title has tremendous potential.

***Power Instinct* doesn't have as many characters as some other games, but the ones it has are pretty bizarre. To start with, there's this scary looking muscle woman named Angela, who towers over most other opponents.**



SNES/GENESIS	
PUBLISHER	Atlus
DEVELOPER	Atlus
RELEASE	November





However, there are a few other big characters too — must be something in the water. Hey, is that a fireball I see? In a fighting game? Surely it can't be true!

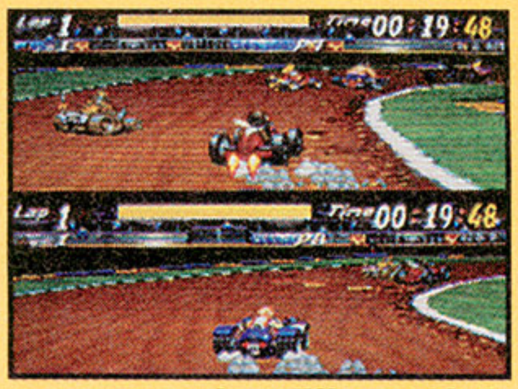
ALSO RANS

On the UBI Soft booth, ***Rayman,*** the new Jaguar game, wowed audiences — if only Atari would use the *Rayman* hero a mascot, maybe the Jaguar would go places! Meanwhile, UBI Soft's ***Street Racer,*** proved that racing games don't need to be boring, by including comic characters and a barrage of unusual attack weapons.

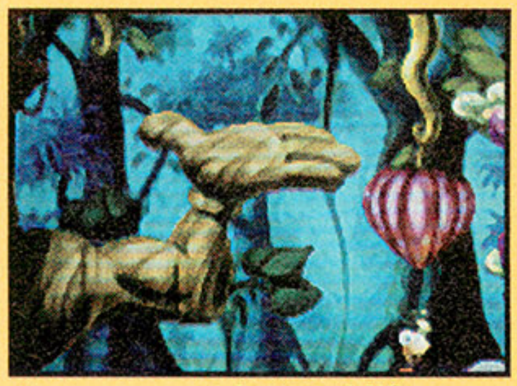
The *Earthworm* that turned!

In addition to monster hits ***MK II*** and ***Super Street Fighter Turbo,*** other titles with potential: ***Shaq Fu*** from Electronic Arts featuring the rim-rockin' Shaquille O' Neal, ***Samurai Showdown*** from Takara for SNES (the CD version is from JVC), ***Earthworm Jim*** from Playmates — an awesome scrolly action fest, and finally ***Fatal Fury Special*** from Takara.

Watch these pages for details in coming months.



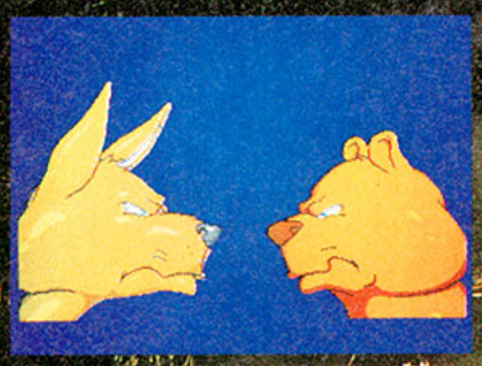
***Street Racer* is a different kind of racing game.**



***Rayman* — a Jaguar hit?**

BRUTAL

Paws of Fury



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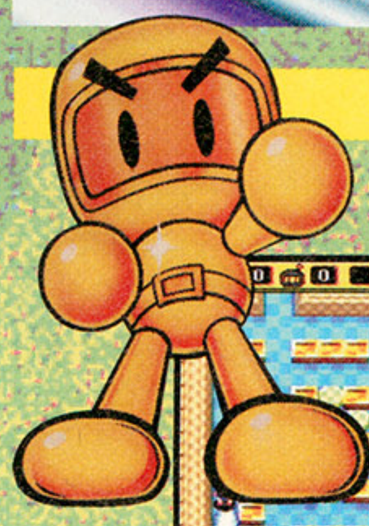
TRICKS AND TIPS

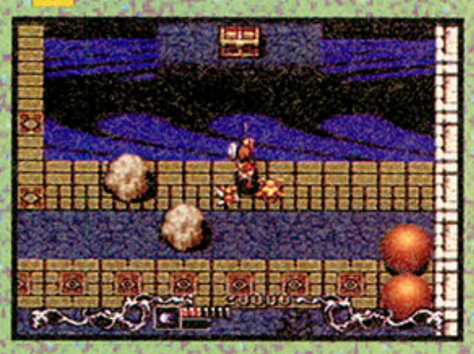


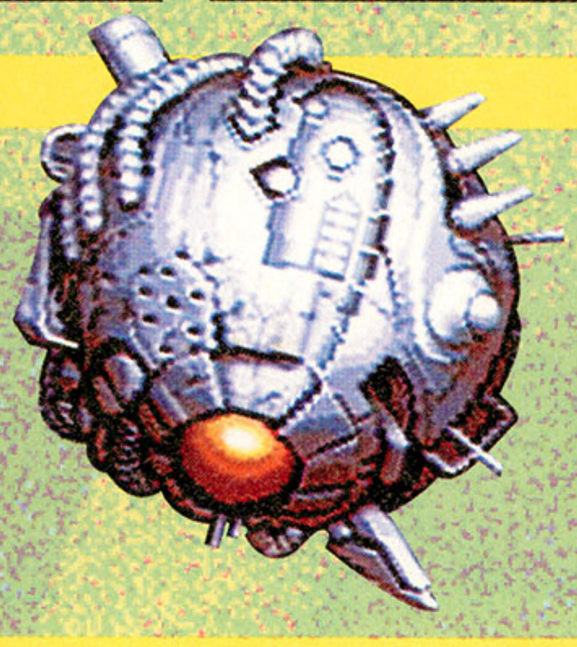
BOMBERMAN

It's time to drop the Big One! Nuke 'em into the Stone Age with our power-packed pointers!

BRAINLORD

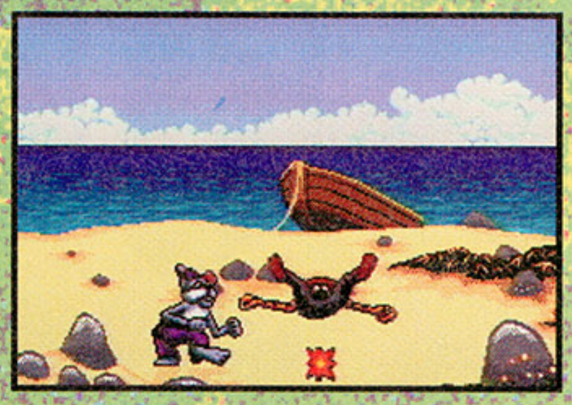
Raise your I.Q. and lord it over your competition with our devious devices!

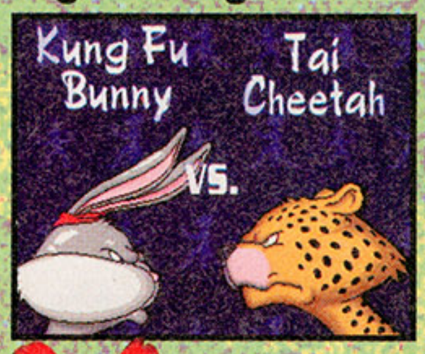




BRUTAL

Why *paws* for the cause when you can slash your opponent's hides with our striking strategies?





MORTAL KOMBAT 2

Heroic hackers, heed our helpfully heinous hints!

SUPERMAN

Faster than a speeding bullet? You will be after checking out our tips for the Man of Steel!

STRATEGIES FOR

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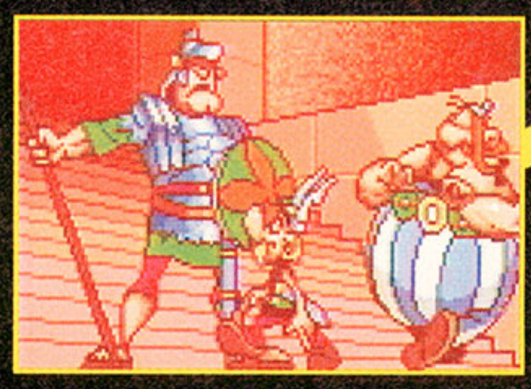

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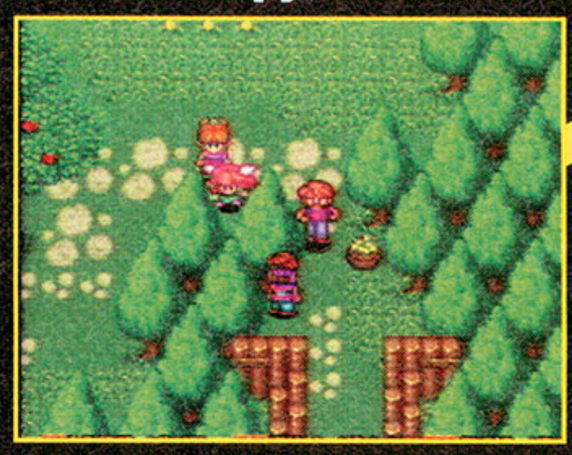

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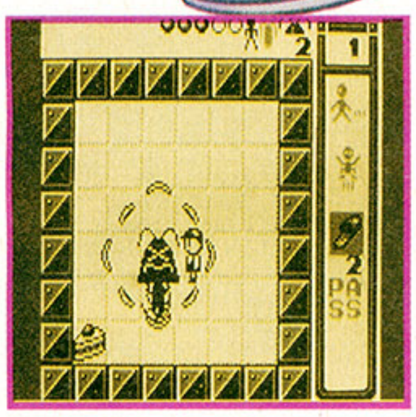
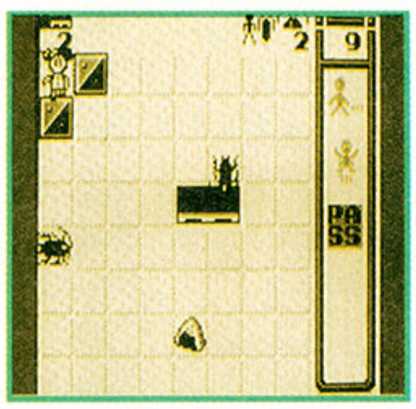
Finally, A Game With the Right Kind of Bugs!

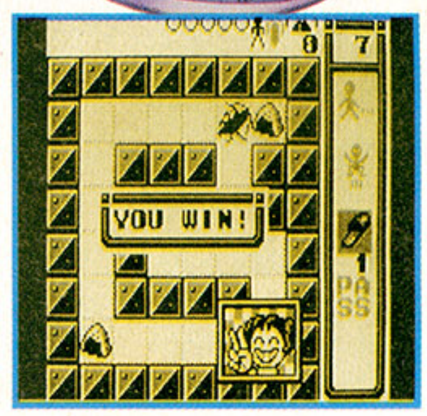
STOP THAT ROACH!



Smash'em with a slipper



Set a trap roaches can't escape from



Victory is sweet!

There's always a chance a video game will make it to market with bugs. In Koei's newest Game Boy title — **Stop That Roach** — we're making sure our game has lots of bugs (roaches, that is). As either Ken or Lilly, it's your job to battle those nasty critters that have invaded your kitchen and are eating all your snacks.

Pick up the nearest household item, be it a broom or bedroom slipper and smash the bugs flat. But watch out, these roaches have a serious attitude and aren't afraid to fight back! Once you have corralled a group of roaches, lure them into a trap or eliminate them using bug spray. In all, the roaches have 100 different strategies for getting past you and at the food. What are you waiting for? Arm yourself and enter the kitchen swinging. We guarantee you'll find bugs!

- **100 challenging puzzles to solve**
- **Battle roaches as either Ken or Lilly**
- **Draw from an arsenal of *items* including a *broom*, *bedroom slipper* and *roach trap* to *combat* those pesky *bugs***
- **Beware of roaches that *bite***
- **Password option allows you to play puzzles you've already solved**
- **Get helpful hints to plan your next move**

Available for Game Boy.

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GAME BOY™

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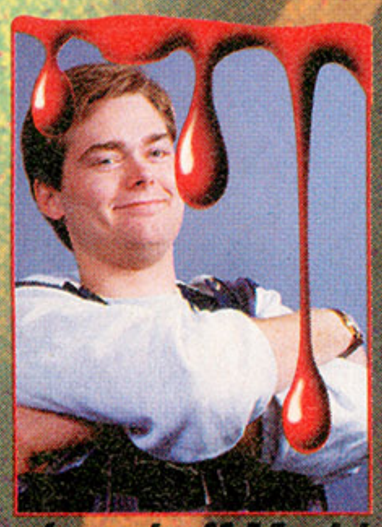
MORTAL KOMBAT II



Still teetering between fantasy and reality after the first Mortal Kombat *stripped away his morals,* ***Chris Slate*** *instinctively ripped off Mark's head when he heard someone yell "Finish Him!"*

Yow! It's HERE!! *Mortal Kombat II* has finally come home! Now all you blood-thirsty Mortal Maniacs can rip people apart all day long if you want. No one's going to stop you!

If you've read our review of *MKII* (see page 41), you already know what makes the SNES version so great — blood! That's right, no more using your Game Genie to squeeze out red sweat. Now you've got gallons of thick, sweet blood to spare!

So, in the spirit of desensitizing young, impressionable kids everywhere, we've listed all the Fatalities for every character on every system. Also included are each character's special attacks. I know, I know — those were already listed in the instruction manual. But by putting them with the Fatalities, we've given you one massive quick reference chart. No more searching through the manual for a move while your opponent kicks your ass!

So sit back, relax, and rip off some limbs. No game gives you as much bloody satisfaction as *MKII*, and no mag gives you as much in-depth coverage. Oh, and if you're the type of person who is offended by the whole video game violence hoo-ha, then don't bother getting pissed off, because you shouldn't be reading this, anyway. Now go FINISH 'EM!!! **GP**

SECRET TRICKS

Fans of the first game know to expect tons of hidden extras in *MK II*. There's probably a mountain of tricks that still haven't been found, but here's a list of the ones we've got already:

Random Select (SNES, Genesis)

Highlight the character in the top corner on your side (Liu Kang for Player 1, Reptile for Player 2) and press Start while holding Up. Only a true master can win with any character at random.

Dead Pool Fatality (SNES, Genesis)

After winning the second round of the Dead Pool area, when the "Finish Him" message appears, press and hold the Low Punch and Low Kick buttons, move in close, and execute a normal uppercut (with the buttons still held down) — your opponent gets an acid bath!

Disable Throws (SNES, Genesis)

At the character select screen, just after both players have chosen their fighter, hold Down and High Punch on both controllers. Just before the fight begins you should see a message that reads "Throwing Disabled".

Two-Player Survival Mode (SNES)

At the "Start" prompt on the Title screen (the red screen with the dragon logo), hold the L and R buttons and push Start. Now both players select teams of four characters for an all-out war!

Here's a list of tricks for the arcade *MKII* that we've either found ourselves or have confirmed that they do exist with top Bally/Midway personnel. But how do you perform them?! Write and tell *us*.

- Shang Tsung's Kintaro Morph: It doesn't appear to work like it does in the arcade.
- Kano Morphs: We know these exist, but we've never known how to do them.
- Pong: Does anyone want to fight 250 battles in a row to find out?
- Sonya Blade appearance: She won't fight, but she is hidden somewhere.
- Slip off spikes after a Pit Fatality Uppercut: The CPU does it. Is it random?

INFO

SNES

PUBLISHER
Acclaim

DEVELOPER
Sculptured Software

SUGG. RETAIL
$74.95

GENRE
fighting (to the death!)

INFO

OTHER SYSTEMS

DEVELOPER
Probe

Genesis
$64.95

Game Boy
$34.95

Game Gear
$44.95

Jade
(SNES, Genesis, Game Boy, Game Gear)

Win one round (it doesn't matter which) using only the Low Kick button (try a lot of jump kicks and sweeps). You must do this during the stage directly below the "?" on the battle plan. If done correctly, you earn the right to get your butt royaly kicked by an emerald-green version of Mileena and Kitana, who's twice as fast and four times as deadly!

Smoke
(SNES, Genesis, Game Boy, Game Gear)

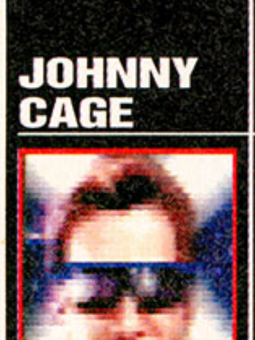
Occassionaly a guy pops out from the bottom-right corner of the screen and sings "Toasty!" after someone executes an uppercut. If this happens during the Portal stage, quickly hold Down and press Start before he goes away and you get to challenge Smoke, a grey ninja who needs a bath!

Noob Saibot

No Noob sightings yet, but that's not to say he isn't in there. In the arcade version you had to win fifty matches in a row, playing against a second player at least part of the time. However, in the home versions of *MKII* the win streak counter resets to 00 just after it reaches 49. Is it still possible to get Noob?

DEATH AT A GLANCE

OR, 373 WAYS TO HURT SOMEBODY REALLY BAD

		SNES	GENESIS	GB	GG
BARAKA					
	Blade Fury:	3 BA,B	3 BA,A	n/a	n/a
	Blade Swipe:	BA + Y	BA + X	n/a	n/a
	Blade Spark:	1/4 circle BA,Y	1/4 circle BA,A	n/a	n/a
	Double Kick:	3 X (0)	2 Z (0)	n/a	n/a
	FATALITY 1:	4 BA,Y (0)	4 BA,X (0)	n/a	n/a
	FATALITY 2:	BA,F,D,F,B (0)	BA,F,D,F,A (0)	n/a	n/a
	PIT FATALITY:	2 F,D,X	2 F,D,Z	n/a	n/a
	FRIENDSHIP:	BL,U,2 F,X	BL,U,2 F,Z	n/a	n/a
	BABALITY:	3 F, X	3 F, Z	n/a	n/a
JAX					
	Ground Pound:	hold A 3 sec,rel	hold C 3 sec,rel	hold B 3 sec,rel	hold II 3 sec,rel
	Backbreaker:	BL in mid-air (0)	BL in mid-air (0)	BL in mid-air (0)	BL in mid-air (0)
	Sonic Wave:	1/2 circle BA,X	1/2 circle BA,Z	F,D,A	D,BA,II
	Grab:	2 F,B	2 F,A	2 F,B	2 F,I
	Super Slam:	throw & tap Y	throw & tap X	throw & tap B	throw & tap I
	FATALITY 1:	4 BL,B (1)	4 BL,A (1)	——	——
	FATALITY 2:	hold B,3 F,rel B (0)	hold A,3 F,rel A (0)	hold B,3 F,rel B (0)	hold I,3 F,rel I (0)
	PIT FATALITY:	2 U,D,A	2 U,D,C	2 U,D,A	2 U,D,II
	FRIENDSHIP:	2 D,2 U,A	2 D,2 U,C	2 D,2 U,A	2 D,2 U,II
	BABALITY:	hold BL,D,U,D,U,A	hold BL,D,U,D,U,C	hold BL,D,U,D,U,A	hold BL,D,U,D,U,II
JOHNNY CAGE					
	Flame (low):	1/2 circle F,B	1/2 circle F,A	n/a	n/a
	Flame (high):	1/2 circle BA,Y	1/2 circle BA,X	n/a	n/a
	Low Blow:	B + BL	A + BL	n/a	n/a
	S. Uppercut:	BA,D,BA,Y	BA,D,BA,X	n/a	n/a
	Shadow Kick:	BA,F,A	BA,F,C	n/a	n/a
	FATALITY 1:	2 F,D,U (0)	2 F,D,U (0)	n/a	n/a
	FATALITY 2:	2 D,2 F,B (0)	2 D,2 F,A (0)	n/a	n/a
	PIT FATALITY:	3 D,X	3 D,Z	n/a	n/a
	FRIENDSHIP:	4 D,X	4 D,Z	n/a	n/a
	BABALITY:	3 BA,X	3 BA,Z	n/a	n/a
KITANA					
	S.W. Punch:	1/2 circle BA,Y	1/2 circle BA,X	F,BA,B	F,BA,I
	Fan-Swipe:	BA + Y	BA + X	BA + B	BA + I
	Fan-Lift:	3 BA,Y	3 BA,X	3 BA,B	3 BA,I
	Fan-Throw:	2 F,Y + B	2 F,X + A	2 F,B + A	2 F,I + II
	FATALITY 1:	hold A,2 F,D,F,rel A	hold C,2 F,D,F,rel C	——	——
	FATALITY 2:	3 BL,X (0)	3 BL,Z (0)	3 BL,A (0)	3 BL,II(0)
	PIT FATALITY:	F,D,F,X	F,D,F,Z	F,D,F,A	F,D,F,II
	FRIENDSHIP:	3 D,U,A	3 D,U,C	3 D,U,A	3 D,U,II
	BABALITY:	3 D,A	3 D,C	3 D,A	3 D,II
KUNG LAO					
	Hat Throw:	BA,F,B	BA,F,A	n/a	n/a
	Bullet Kick:	D + X (at top of jump)	D + Z (at top of jump)	n/a	n/a
	Teleport:	D,U	D,U	n/a	n/a
	Whirl. Spin:	hold BL,2 U,A (tap A)	hold BL,2 U,C	n/a	n/a
	FATALITY 1:	3 F,A (1)	3 F,C (1)	n/a	n/a
	FATALITY 2:	hold B,2 BA,2 F,rel B	hold A,2 BA,2 F,rel A	n/a	n/a
	PIT FATALITY:	3 F,Y	3 F,X	n/a	n/a
	FRIENDSHIP:	3 BA,D,X	3 BA,D,Z	n/a	n/a
	BABALITY:	2 BA,2 F,X	2 BA,2 F,Z	n/a	n/a
MILEENA					
	Roll Attack:	2 BA,D,X	2 BA,D,Z	2 BA,D,A	2 BA,D,II
	Sai-Throw:	hold X 2 sec,rel	hold Z 2 sec,rel	hold B 2 sec,rel	hold I 2 sec,rel
	Teleport Kick:	2 F,A	2 F,C	2 F,A	2 F,II
	FATALITY 1:	hold X 2 sec,rel (0)	hold Z 2 sec,rel (0)	hold B 3 sec,rel (0)	hold II 2 sec,rel (0)
	FATALITY 2:	F,BA,F,B (0)	F,BA,F,A (0)	——	——
	PIT FATALITY:	F,D,F,A	F,D,F,C	F,D,F,A	F,D,F,II
	FRIENDSHIP:	3 D,U,X	3 D,U,Z	3 D,U,A	3 D,U,II
	BABALITY:	3 D,X	3 D,Z	3 D,A	3 D,II

RAYDEN	Shock:	hold Y 5 sec,rel (0)	hold X 3 sec,rel (0)	n/a	n/a
	Light. Bolt:	1/4 circle F,B	1/4 circle F,A	n/a	n/a
	Flying Thun.:	2 BA,F	2 BA,F	n/a	n/a
	Teleport:	D,U	D,U	n/a	n/a
	FATALITY 1:	A 5 sec,rel,tap BL (0)	C 5 sec,rel,tap BL (0)	n/a	n/a
	FATALITY 2:	hold Y 8 sec,rel (0)	hold X 8 sec,rel (0)	n/a	n/a
	PIT FATALITY:	hold BL,3 U,Y	hold BL,3 U,X	n/a	n/a
	FRIENDSHIP:	D,BA,F,X	D,BA,F,Z	n/a	n/a
	BABALITY:	2 D,U,X	2 D,U,Z	n/a	n/a
LIU KANG					
	Bicycle-Kick:	hold A 5 sec,rel	hold C 5 sec,rel	hold A 3 sec,rel	hold II 3 sec,rel
	F. Ball (low):	2 F,B	2 F,A	D,F,B	D,F,I
	F. Ball (high):	2 F,Y	2 F,X	2 F,B	2 F,I
	Flying-Kick:	2 F,X	2 F,Z	2 F,A	2 F,II
	FATALITY 1:	hold BL,360 BA (1)	hold BL,360BA (1)	———	———
	FATALITY 2:	D,F,2 BA,X (0)	D,F,2 BA,Z (0)	D,F,2 BA,A (0)	D,F,2 BA,2 (0)
	PIT FATALITY:	BA,2 F,A	BA,2 F,C	BA,2 F,A	BA,2 F,II
	FRIENDSHIP:	F,3 BA,A	F,3 BA,C	F,3 BA,A	F,3 BA,II
	BABALITY:	2 D,F,BA,A	2 D,F,BA,C	2 D,F,BA,A	2 D,F,BA,II
REPTILE					
	Acid Spit:	2 F,Y	2 F,X	2 F,B	2 F,I
	Force Ball:	2 BA,Y + B	2 BA,X + A	2 BA,B + A	2 BA,I
	Invisibility:	hold BL,2 U,D,Y	hold BL,2 U,D,X	hold BL,2 U,D,B	hold BL,2 U,D,I
	Slide:	BA + BL + B + A	BA + Z + C	BA + B + A	BA + I + II
	FATALITY 1:	2 F,D,X (0)	2 F,D,Z (0)	———	———
	FATALITY 2:	2 BA,D,B (3)	2 BA,D,A (3)	2 BA,D,B (3)	2 BA,D,I (3)
	PIT FATALITY:	D,2 F,BL	D,2 F,BL	D,2 F,BL	D,2 F,BL
	FRIENDSHIP:	2 BA,D,A	2 BA,D,C	2 BA,D,A	2 BA,D,II
	BABALITY:	D,2 BA,A	D,2 BA,C	D,2 BA,A	D,2 BA,II
SCORPION					
	Spear:	2 BA,B	2 BA,A	2 BA,B	2 BA, I
	S. Takedown:	1/2 circle BA,A	1/2 circle BA,C	———	D,BA,II
	Air Throw:	BL (in mid-air)	BL (in mid-air)	BL (in mid-air)	BL (in mid-air)
	Decoy:	1/4 circle BA,Y	1/4 circle BA,X	D,BA,B	D,BA,I
	FATALITY 1:	hold BL,2 U,Y (2)	hold BL,2 U,X (2)	hold BL,2 U,B (2)	hold BL,2 U,I (2)
	FATALITY 2:	hold Y,D,3 F,rel Y (0)	hold X,D,3 F,rel X (0)	———	———
	PIT FATALITY:	D,2 F,BL	D,2 F,BL	D,2 F,BL	D,2 F,BL
	FRIENDSHIP:	2 BA,D,A	2 BA,D,C	2 BA,D,A	2 BA,D,II
	BABALITY:	D,2 BA,X	D,2 BA,Z	D,2 BA,A	D,2 BA,II
SHANG TSUNG					
	1 Flame:	2 BA,Y	2 BA,X	2 BA,B	2 BA,I
	2 Flames:	2 BA,F,Y	2 BA,F,X	2 BA,F,B	2 BA,F,I
	3 Flames:	2 BA,2 F,Y	2 BA,2 F,X	2 BA,2 F,B	2 BA,2 F,I
	MORPHS				
	Baraka:	2 D,A	2 D,C	n/a	n/a
	Jax:	D,F,BA,X	D,F,BA,Z	D,F,BA,B	II 2 sec,D/Right
	Johnny Cage:	2 BA,D,B	2 BA,D,A	n/a	n/a
	Kitana:	3 BL	3 BL	3 BL	II 2 sec,D
	Kung Lao:	BA,D,BA,X	BA,D,BA,Z	n/a	n/a
	Liu Kang:	BA,2 F,BL	2 BA,2 F,BL	2 BA,2 F,BL	II 2 sec,Left
	Mileena:	hold Y 2 sec,rel	hold X 3 sec,rel	hold B 2 sec,rel	II 2 sec,U
	Rayden:	D,BA,F,A	D,BA,F,C	n/a	n/a
	Reptile:	BL + U,D + Y	hold BL,D,U,D + X	hold BL,U,D,U	II 2 sec,U/Left
	Scorpion:	hold BL,2 U	hold BL,2 U	hold BL,2 U	II 2 sec,D/Left
	Sub-Zero:	F,D,F,Y	F,D,F,X	F,D,F,A	II 2 sec,Right
	FATALITY 1:	hold X 2 seC,rel (1)	hold Z 2 sec,rel (1)	———	———
	FATALITY 2:	hold BL,U,D,U,A (0)	hold BL,U,D,U,C (0)	hold BL,U,D,B (0)	hold BL,U,D,I (0)
	PIT FATALITY:	hold BL,2 D,U,D	hold BL,2 D,U,D	hold BL,2 D,U,D	hold BL,2 D,U,D
	FRIENDSHIP:	2 BA,D,BA,X	2 BA,D,BA,Z	2 BA,D,BA,A	2 BA,D,BA,II
	BABALITY:	BA,F,D,X	BA,F,D,Z	BA,F,D,A	BA,F,D,II
SUB-ZERO					
	Ground Freeze:	1/4 circle BA,A	1/4 circle BA,C	D,BA,A	D,BA,II
	Deep Freeze:	1/4 circle F,B	1/4 circle F,A	D,F,B	D,F,I
	Slide:	BA + BL + B + A	BA + Z + C	BA + B + A	BA + I + II
	FATALITY 1:	hold B,2 BA,D,F (6)	hold A,2 BA,D,F (6)	———	———
	FATALITY 2:	2 F,D,X (2)/F,D,2 F,Y (0)	2 F,D,Z (2)/F,D,2 F,X (0)	2 F,D,A,F (2)/D,2 F,B (0)	2 F,D,II (2)/F,D,2 F,I (0)
	PIT FATALITY:	D,2 F,BL	D,2 F,BL	D,2 F,BL	D,2 F,BL
	FRIENDSHIP:	2 BA,D,X	2 BA,D,Z	2 BA,D,A	2 BA,D,II
	BABALITY:	D,2 BA,X	D,2 BA,Z	D,2 BA,A	D,2 BA,II

KEY:

U: Up
D: Down
F: Forward
BA: Back
BL: Block
rel: Release
sec: seconds
( ): Number of spaces to stand back while doing a fatality (* 1 space = 1 character width; 0 means "stand close")
1/4 circle BA: Quarter-circle back — or: down, down/back/back.
1/4 circle F: Quarter-circle forward — or: down,down/forward,forward
1/2 circle BA: Half-circle back — or: forward, forward/down, down, down/back, back
1/2 circle F: Half-circle forward — or: back, back/down, down,down/forward,forward
hold BL,360 BA: This refers to Liu Kang's first Fatality. It means: hold the Block button and move the D-Pad in a counter-clockwise motion. If you broke down the motion, it would look like this: up, up/left, left, left/down, down, down/right, right, right/up, up — if you're facing right.

- Don't use the punch buttons during a winning round, or Fatalities and Babalities won't work at all.
- Pit Fatalities must be executed next to your opponent, and can only be done on the Pit II and Kombat Tomb stages (Kombat Tomb only in Game Boy and Game Gear versions).
- n/a = The following characters are not included in the Game Boy and Game Gear versions: Johnny Cage, Baraka, Rayden, and Kung Lao.
- All Genesis moves are written for a six-button controller.
- Remember to hold Block while inputting a Fatality that involves pressing Up. If you don't, you jump and mess up the Fatality.
- To avoid confusion, the 1 and 2 buttons on the Game Gear are labeled I and II. This should help distinguish these buttons from other numbers.
- — = Not all Fatalities have been confirmed for Game Boy and Game Gear. At time of print we have found some Babalities to work, as well as Pit Fatalities at the Kombat Tomb stage. Also, each character only has one normal Fatality in the hand-held versions of *MKII*.

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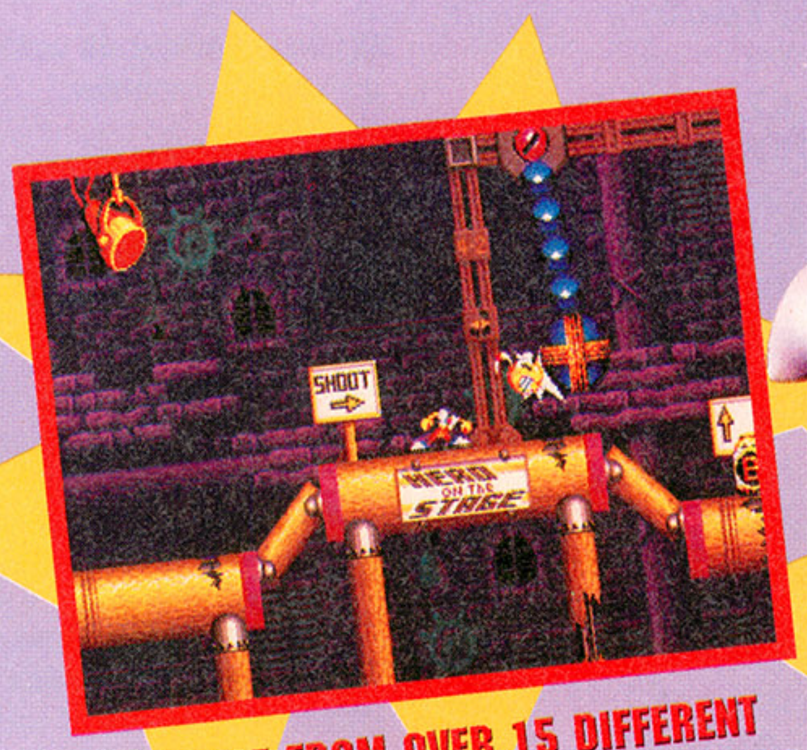

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MOVE 'EM OUT! USE YOUR HANDY **SLAMMER HEAD** TO REALLY GET THINGS ROLLIN'.

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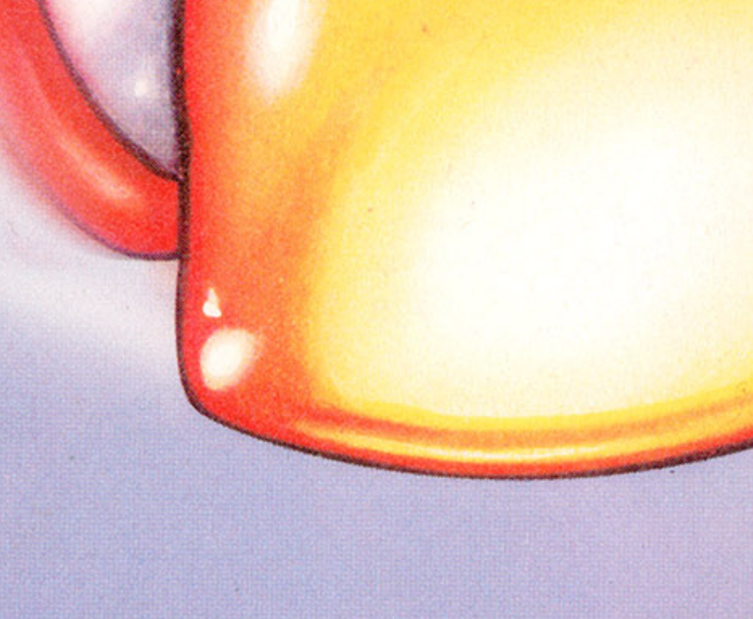

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HOOP IT UP! NOGGIN'-KNOCK YOUR BEST SHOT IN THE HEAD-BOPPIN' SPECIAL BONUS ROUND!

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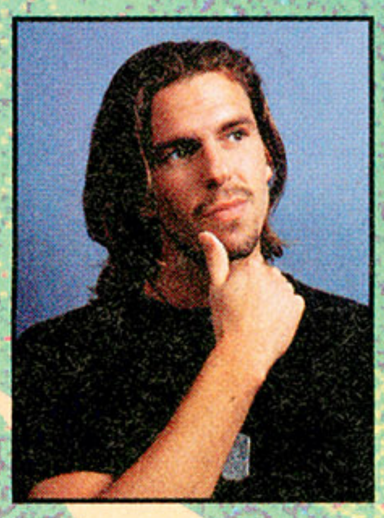
BOMBS AWAY! SUPER BOMBERMAN 2

Battle Mode Survival Tips



Are you a dud at Super Bomberman II? Let Mike Salmon show you some strategies you're sure to get a big bang out of.

Reviewed on page 86

More than a sequel, more than a game, *Super Bomberman II* is the ultimate thinking man's chess. Four minds in a battle of wits to see which of the four won't be blown to bits! Blow your friends to smithereens, capture the Bomberman trophy, and the spoils of victory are yours for the taking.

You've got ten unique battlegrounds, each with their own tricks for victory. Follow this guide, keep a cool head, watch your step, and you, too, can be Bomberman Supreme. I spent many hours suffering while my bumbling Bomberman was bested again and again. Not anymore! After figuring a few little tricks and strategies I am no longer the doormat other bombers wipe their feet on. I am now among the bomber elite; I can play with the big boys. I am one with my Bomberman alter ego, and I am ready for battle. Are you? **GP**

TOP 10

Here's today's top ten list according to the home office in Boomtown!

Llate night with Super Bomberman II

10 **THE SKULL:** this nasty icon turns you into "Bizarro Bomberman", and you never know exactly what it does. It can do good things like make you invisible, but it can also make you a slow walking suicide machine!

9 **SUPER FLAME:** this one doesn't appear too often but it makes your bombs explode larger to further endanger your opponents and yourself. If you see it, pick it up, but don't forget you have it or you can be caught in your own shrapnel!

8 **CRAZY BOMB:** looks like a Hershey's kiss, jiggles like jello, has the same results as normal bomb, but watch out! No one knows where that kiss is gonna land. Use this only in a last ditch, live or die emergency!

7 **MADONNA:** This pop icon is easy to pick up and hard to get rid of! If you really find her in this game, unplug your machine and throw it out the window, quick! Or you might end up hanging out with Sean Penn!

6 **POWER BOMB:** makes your bombs explode from wall to wall in four directions. This can be a deadly addition to your arsenal and, if used properly, can be your ticket to victory. Once again, make sure your butt doesn't get toasted, too!

5 **FLAMES:** increases the range of explosion on your bombs. Each one you pick up adds one more square to your range. Knowing your bombing range at all times is vital to any good bomberman. Pick these up whenever you can!

4 **BOOTS:** give the bomberman speed. Each time you pick up a boot icon you get faster. Pick up as many as you can, and you can run circles around your opponents, making it nearly impossible for them to trap you.

3 **BOMBS:** what would a bomberman be without bombs? Allows you to drop more than one bomb at a time. Each icon you pick up adds one to the total of bombs you can drop at one time. Pick them up and pick them up often.

2 **BOMBS:** what would a bomberman be without bombs? Allows you to drop more than one bomb at a time. Each icon you pick up adds one to the total of bombs you can drop at one time. Pick them up and pick them up often.

1 **GLOVE:** the coup de grace of all icons allows you to throw bombs over walls. Get this icon early and trap your opponents with well placed tosses. Risk your life for this icon; it's a must have.

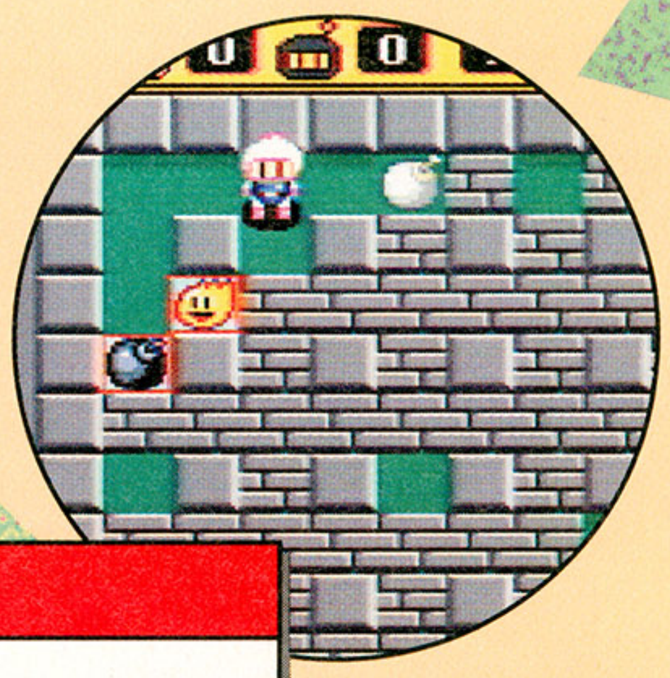
Round and round it goes, where it lands nobody knows. When tossed, the crazy bomb bounds around until it settles on a place to land. Problem is, no one knows where that is, including you.

Power bombs let you light up the field and catch your foes off guard. Just don't forget where you put it!

Bombs, bombs, and more bombs. The more bomb icons you collect, the more you can decorate the field with your fire-power.

GETTIN' THE ICONS

What are the most useful icons that any Super Bomberman can pick up? What are they good for?



Place your bomb so you get at least two walls knocked down per bomb. Keep bombing the walls around you until you've got a sufficient number of icons, then go nuke your foes!

INFO

SNES

PUBLISHER
Hudson Soft

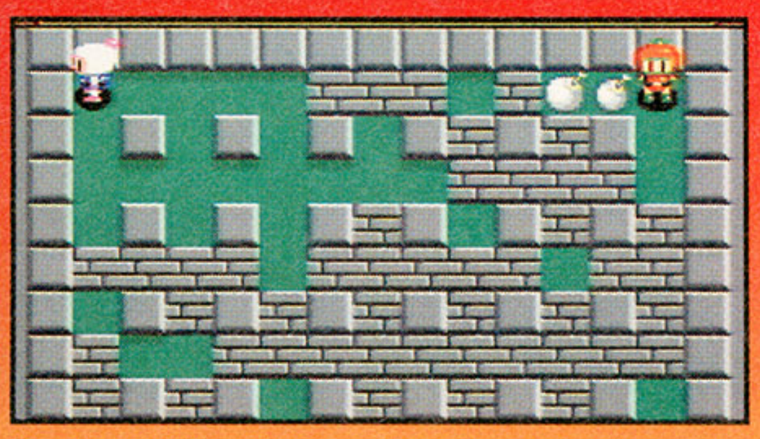
DEVELOPER
Hudson Soft

SUGG. RETAIL
$59.95

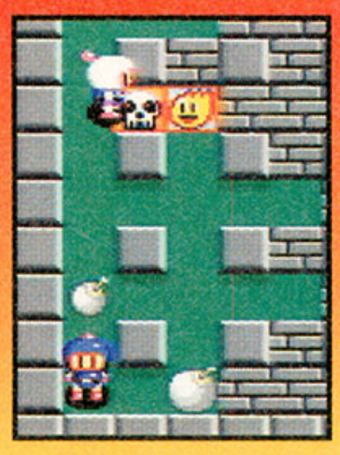
GENRE
action/strategy

CAREFULLY PLANNED CHAOS

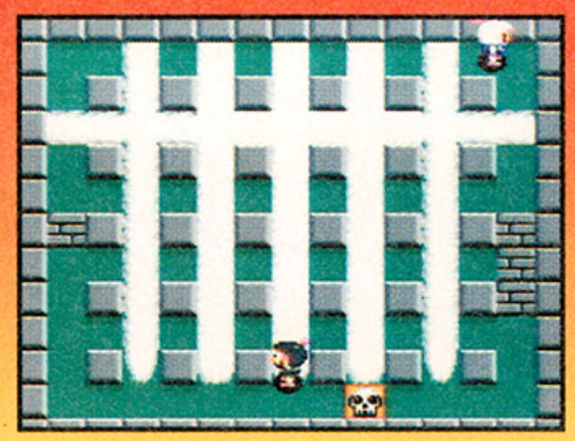
Stage one attack plan (although this works well on every stage).



You've got the glove and you've got a few bombs. Trap your helpless opponent with a barrage of bombs tossed over the wall. One down, two to go.



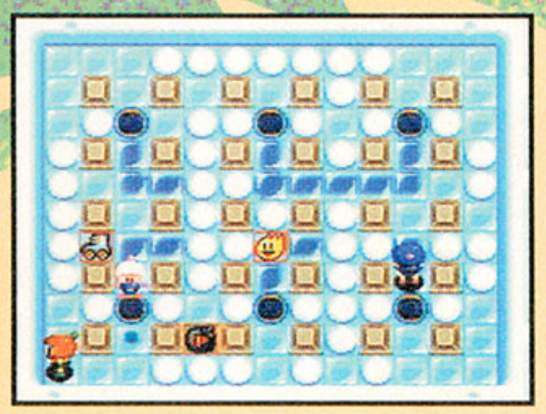
Catch your opponent in a corner, surround him with bombs, clear out and watch him struggle. Two down, one to go.



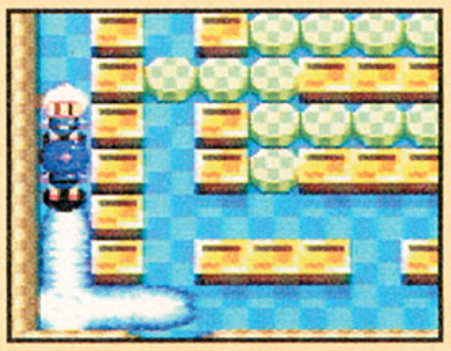
It's one on one. Bomberman vs Bomberman. Drop a row of bombs in each intersection, duck into a safe corner and watch the screen light up like a fireworks show. Unless your opponent is as wise and steady as you, he's a part of the show.

KNOW YOUR BATTLEGROUND

A quick tip for each stage that helps you dominate no matter where you're bombing — know what makes every stage different and learn to use it to your advantage.

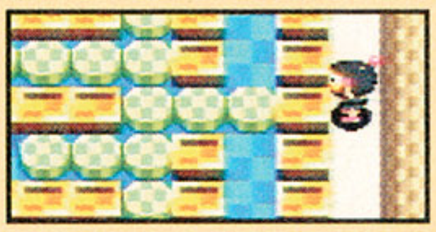


This icy stage is my least favorite, but if you stay under the ice you're safe. Best path to victory is to drop a bomb, go under, come out, drop a bomb and repeat. It's quite random but it's safe and chances are your opponents will knock off each other and themselves trying to manuever above the ice.



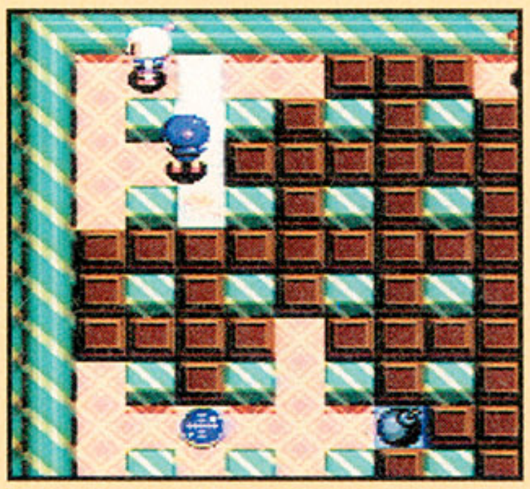
In stage three take advantage of pushing your opponent. Let him drop a bomb, run over and push him into his own bomb, then clear out before you join him in Bomberman heaven.

Also in stage three: if you have a power bomb, super flame, or several flames to your normal bomb, you can trap your opponent in one of the long hallways, where he can't escape your powerful bomb.



Light up the fields of stage four with well-placed bombs. Place your bombs close enough to the fire wall and you can very easily strike down three unsuspecting foes with one bomb!

After clearing out some of the foliage on stage five, start dropping your bombs on the red dots, which sends flames everywhere. Make sure you have an escape route or it's suicide.



Lay bombs near the blue and red transport holes on stage six and you can catch your unsuspecting opponents off guard.

On stage seven, run over the numbers until you get a five, then use your speed to trap your slower opponents.

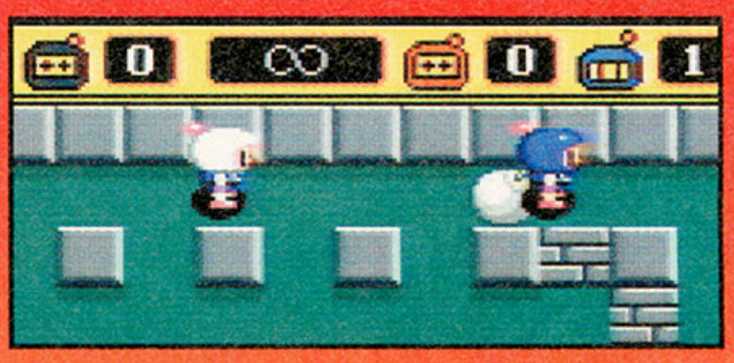
For stage eight get to the controls of the conveyor belt before the enemy, wait for them to drop a bomb on the belt, then speed it up. Switch directions and watch them explode on their own bomb!

On stage nine, get the kick icon and use the arrows to attack your opponent from around a corner. He can't get to you and you can trap him with a wall of bombs.

On stage ten, use your jumping Super Bomberman to sneak up on opponents and trap them. Remember to look before you leap or you could end jumping into an opponent's trap.

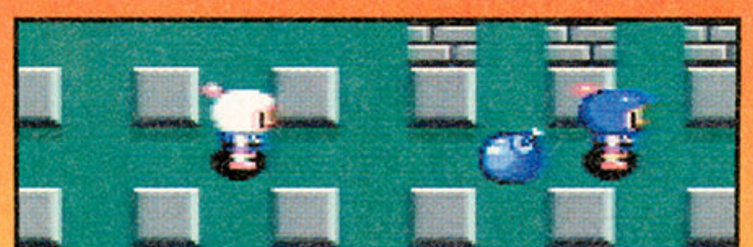
ONE ON ONE

Only two bombermen remain and, with these tricks, you're the one to take home the Bomberman trophy.



If you have the kick icon, drop a bomb. Count to three, then push it towards your foe. It explodes about three squares away, giving your enemy no time for escape.

If you have the glove, toss the bomb on your opponent's head. It knocks him dizzy and by the time he recovers, it's too late.



Play a defensive offensive if you have the kick icon. Wait for your opponent to try bombing you, then run up to his bomb and shove it back at him. Keep doing this 'til he ends up a victim of his own bomb!

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WHAT kind of ANIMAL are you?

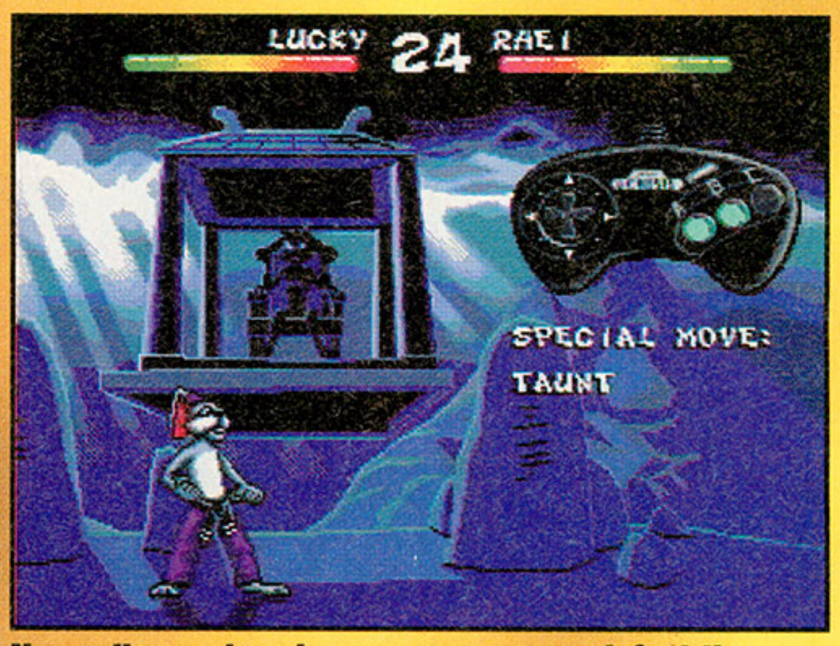
BRUTAL: Paws of Fury

***So many fighting games, so little time. Jeff Lundrigan scratches behind the ears of those cute, fuzzy, fighting warriors of* Brutal.**

Deep in the heart of every beast that walks the earth lies the urge to enter a tournament of the greatest fighters of all time — right? Must be true, 'cause the Dali Llama is holding a contest, and only the best are invited to join. How can you get in on it? Well, just take a listen....

Herein you'll find passwords and secret moves for roughly half the characters in the game — well, all right, exactly half! We've come up with five passwords for each character — four so you can use as many of the moves as you'd like — and a fifth that gives you the rank of Grand Master with access to all that character's moves.

However, keep in mind as you play that *Brutal* is paced differently from most fighting games. You can't just mash the control pad; it takes a steady hand to get the moves off. Anyway, sit back, relax, and get ready to knock the stuffing out of a few critters! **GP**



Normally, you're given moves as you defeat the opponents. This is still the best way to learn them, since timing is critical, but you can use the lists below and cheat if you feel compelled to do so.

IVAN THE BEAR

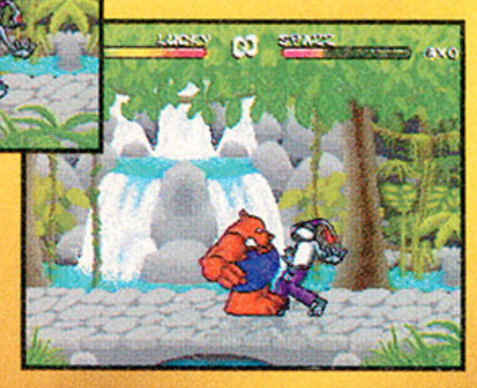
Ivan is big and slow, but he's also incredibly strong! Three punches from his massive fists are enough to topple just about any opponent, so Ivan makes a good character for all beginners.

F2T!3PGDAIAAACEEAK:
Taunt
F2T!3PEHAQAAACEGMK:
Big Belly Attack
F2T!3PGHAYAAACEK0L:
Earthquake
F2T!3PELBAAAACESNK:
Strength of the North Kata
F2T!3PGPB2CAACESRN:
Grand Master

TAUNT: A+B, then release. All characters can Taunt. It recharges your energy bar (yay!) but leaves you standing there defenceless (boo!). When an opponent taunts you, smack 'em down hard!

BIG BELLY ATTACK: Back, back, down, down, back, back. Ivan charges clear across the screen and slams the opponent with his massive bulk! Ouch!

STRENGTH OF THE NORTH KATA: Hold A for two seconds, B, B. Long name, smashing move! After two walloping punches, Ivan follows up with a Big Belly Attack — do it in close and no one can stand against it!



EARTHQUAKE: Down, back, down, down. Ivan leaps into the air and hits the ground so hard it shakes! This hurts the enemy no matter how far away they are — cool!

INFO

SEGA CD

PUBLISHER
Gametek

DEVELOPER
Gametek

SUGG. RETAIL
$59.95

GENRE
fighter

KUNG FU BUNNY

Agility, speed, and three different versions of the same kick. Kung Fu Bunny takes some patience to master, but his devotion to his art can pay off big time.

F2T!3PPCAAIAQACEEJK:
Taunt
F2T!3PBIBEFAACEGEK:
Hi Flash Kick
F2T!3PDIBMFAACEKSL:
Flash Kick
F2T!3PBMBUFAACESEM:
Double Flash Kick
F2T!3PCMBYFAACESJM:
Grand Master

TAUNT: A+B, then release. The Bunny makes a "bring it on big guy" sort of gesture.

HI FLASH KICK: B, B, while holding forward. The Bunny flips right over and cracks his opponent across the bridge of the nose — how unkind!

FLASH KICK: C, C, while holding B. This is basically the same move, it's just a little more powerful and easier to do.

DOUBLE FLASH KICK: Back, back, C, back, down. The Bunny flies clear across the screen, kicking everything in his path — woo-hoo! It's best to hang back a bit, since it takes a second or two to pull this one off correctly.

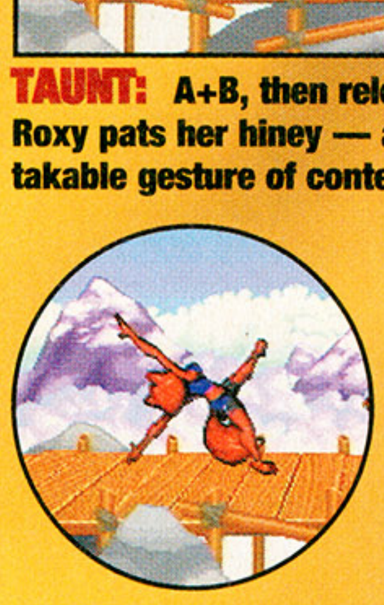
TAUNT: A+B, then release. Roxy pats her hiney — an unmistakable gesture of contempt.

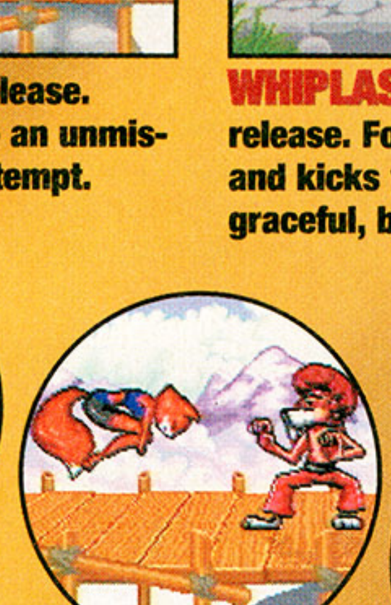
WHIPLASH KICK: B+C, then release. Foxy whips her legs over and kicks you in the head — graceful, but really mean!

FOXY ROXY

She's fast, she's lean, she's frightenin'! If you like speed, you're gonna love Foxy!

F2T!3PGCAIAAACEESJ:
Taunt
F2T!3PEGAQAQACEG1L:
Whiplash Kick
F2T!3PGGAYBQACEKKM:
Spinning Attack
F2T!3PFKBEBQACESCM:
Rolling Attack
F2T!3PGOBYCAACESMM:
Grand Master





SPINNING ATTACK: Back, back, C. Watch on in horror as Roxy cartwheels across the screen, laying waste to all who would oppose her — you gotta like this girl!

ROLLING ATTACK: Hold down for two seconds, then A, A while still holding down. With the agility of certain hedgehogs, Roxy rolls into the opponent, knocking him down.

KENDO COYOTE

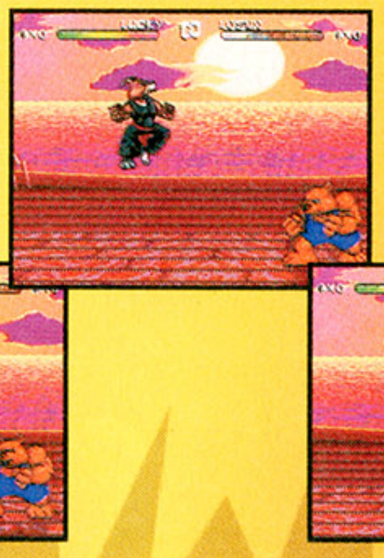
Combining skill and power, Kendo is a master warrior. His moves are strong, and he's quick too.

F2T!3PGBAIAAACEE4J:
Taunt
F2T!3PFFAUAAACEGPK:
Slam Punch
F2T!3PGFAYAAACEKYL:
Headbutt
F2T!3PGNBYAAACESJM:
Cannonball
F2T!3PGNB2AAACESNM:
Grand Master

TAUNT: A+B, then release. "You! You can run, but I know where you park your car!"

SLAM PUNCH: Back, forward, back, forward. Got to put it all into one blow — this heavy punch can knock an opponent silly!

HEADBUTT: B+C, then release (stand very close). This is a real insult — slammed in the head a half-dozen times, then thrown in the air. When Kendo doesn't like a person, he really doesn't like them!



Cannonball: Forward, down, back, B, B. "I want you, coo-coo!" — oops, sorry... Anyway, this is Kendo's ultimate move. Up in the air, and down into a world of hurt for the other guy.

WIN EVERY EA GAME FOR A YEAR!

Whop, whop, whop, whop! Ratatatatatatat! Ka—BOOM! Keep your head down, there's a helicopter heading your way. And it's a a great big whoppin' Mohican. To celebrate the coming of this awesome flying machine, Electronic Arts is giving away a ton of games...

FIRST PRIZE
Win every Electronic Arts game for a whole year!

10 RUNNER UP PRIZES
Win your choice of EA game.

HOW TO WIN

Winning is easy, anyone can do it, just follow these simple steps...

1. Take a look at the poster inside this month's issue (between pages 32 and 33). Look at it for hours on end until you see the image and the code word in the bottom right corner (or until your eyes flake out).

2. Write a description of the picture and the secret password on a postcard (or the back of an envelope). Also remember to include the system you own and the EA game you want to win — sorry but EA doesn't make any handheld games.

3. Drop the postcard into the mail and address it to: I Can't See Clearly Now!; P.O. Box 29364, Greensboro, NC 27429.

4. Buy every single copy of *Game Players* for the next three months (or just the December issue, if you're tight-fisted) to see if you've won.

It's as simple as that.

RULES

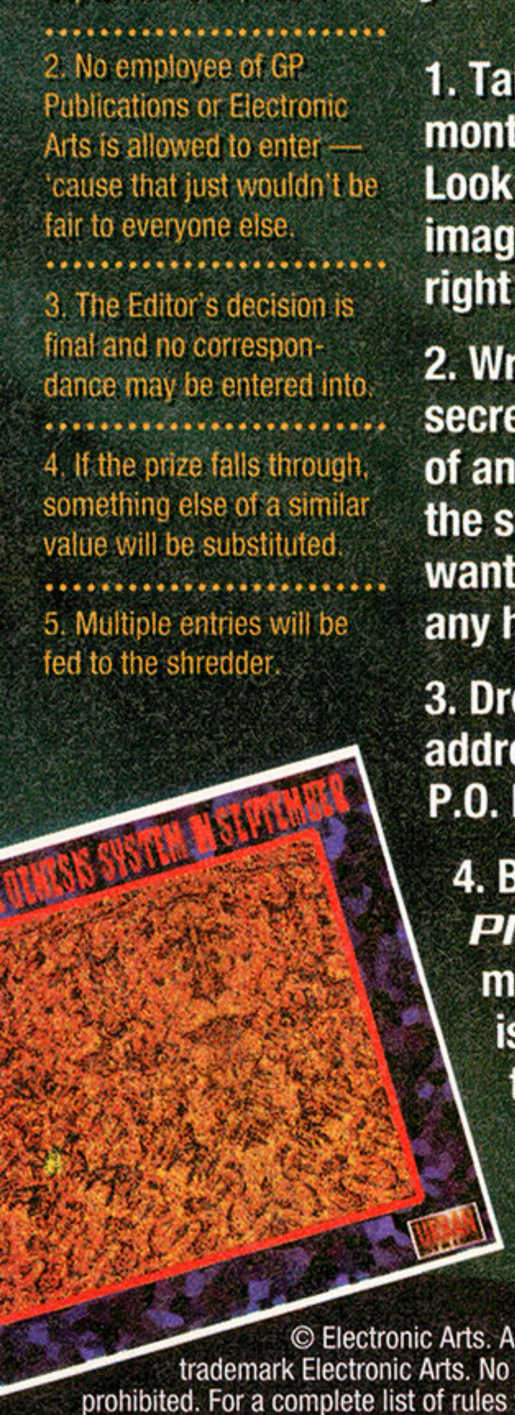
1. Entries must be on a postcard or the back of an envelope and be in our office no later than September 30th, 1994.

2. No employee of GP Publications or Electronic Arts is allowed to enter — 'cause that just wouldn't be fair to everyone else.

3. The Editor's decision is final and no correspondance may be entered into.

4. If the prize falls through, something else of a similar value will be substituted.

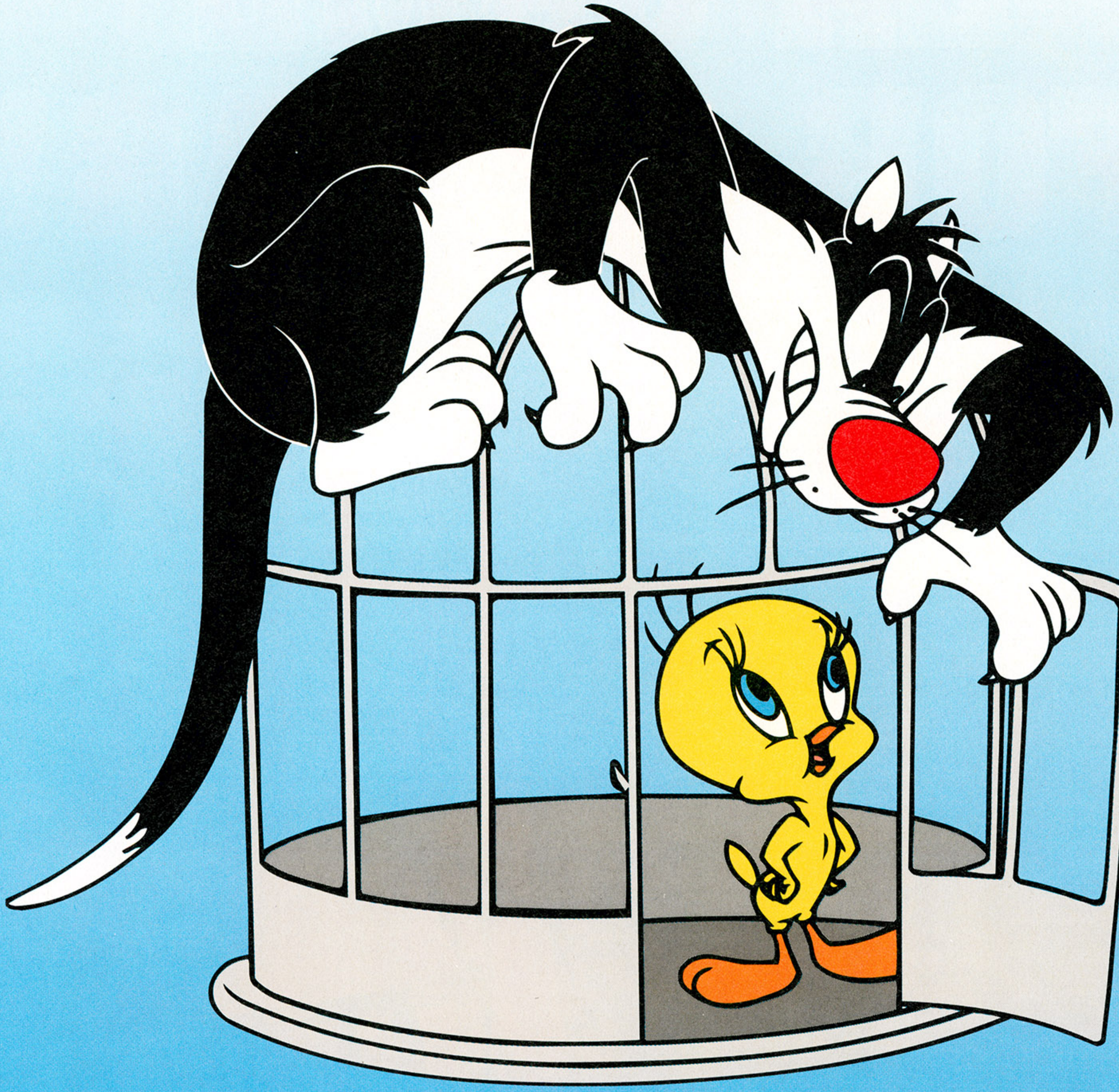
5. Multiple entries will be fed to the shredder.



URBAN STRIKE IS HERE...
...well, almost. Watch next month's issue for the full review.

© Electronic Arts. All rights reserved. *Urban Strike* is a trademark Electronic Arts. No purchase necessary. Void where prohibited. For a complete list of rules write to the address above, enclosing your name, address, age, and telephone number.

Sylvester and Tweety in Cagey Capers



"BAAD OL' PUTTY TAT!"

Sylvester is at it again! His favorite meal (Tweety) is so close he can taste it – but there's a slight catch. He has to get past Granny, Spike, Hippety Hopper the Kangaroo and more to get his paws on Tweety. It's amazing what this cat will do for a bite to eat.

- Use helpful Acme items like pogo sticks, binoculars, and superhero suits to avoid trouble.
- Full animation and cartoon like graphics and voices bring this hysterical "Toon" adventure to life!
- Multiple levels of difficulty adjust play for all ages and abilities!
- Use Sylvester's patented evasion maneuvers to hide from Tweety's protectors!
- Grab items found in the background to make difficult, but climbable stacks!

TIME WARNER INTERACTIVE

Time Warner Interactive, Inc.
675 Sycamore Drive
Milpitas, CA 95035-0782

A TECMAGIK Production

GENESIS™

LOONEY TUNES

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

OFFICIAL SEGA™ SEAL OF QUALITY

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

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The Death and Return of SUPERMAN

So you want to save the world, huh? Well, let Mike Foster show you the exacting ins and outs of being a big time superhero.

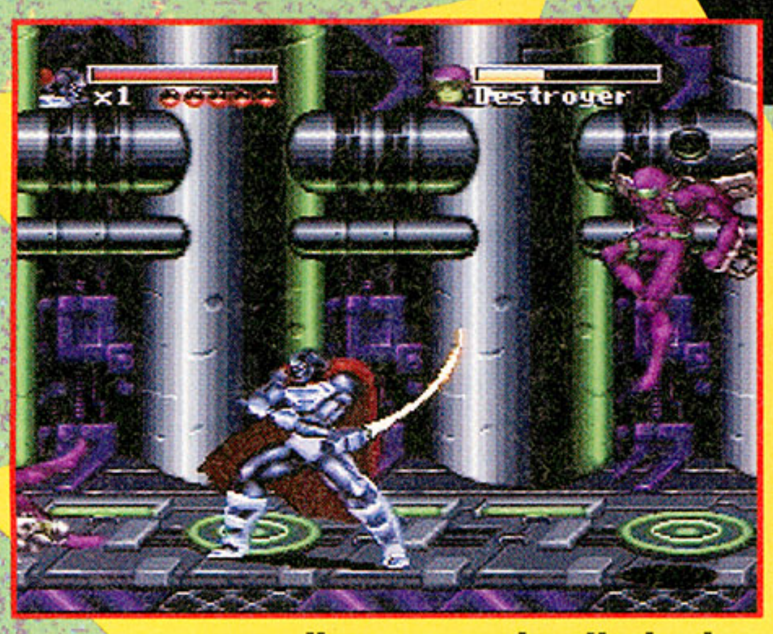
Reviewed: 7#8, Score: 69%

DC Comics shocked the world when it announced it would kill off its most famous hero. Superman would meet his match and perish. Alas, you can't keep a good man down. He returned, bringing four new supermen with him. The Cyborg, the Metropolis Kid, The Man of Steel, and the Last Son of Krypton, each claiming to be the new heir to the throne. But Superman reclaimed his title and made Metropolis safe once again.

This game is straightforward and, at the same time, diverse. One minute you're flying through the air at high speed, shooting robot probes and the next you're punching it out with Doomsday. But never fear, everything you need to know is here. Read on, fellow heroes. **GP**

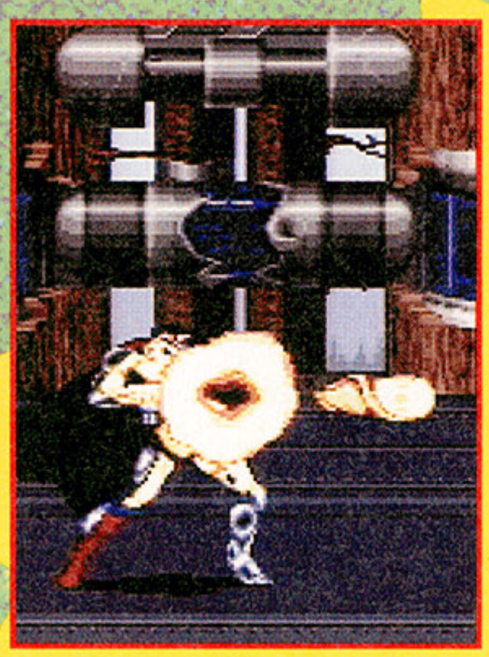
Types of Attacks

You have five excellent attacks to choose from.



Use your combo attack when fighting at close range.

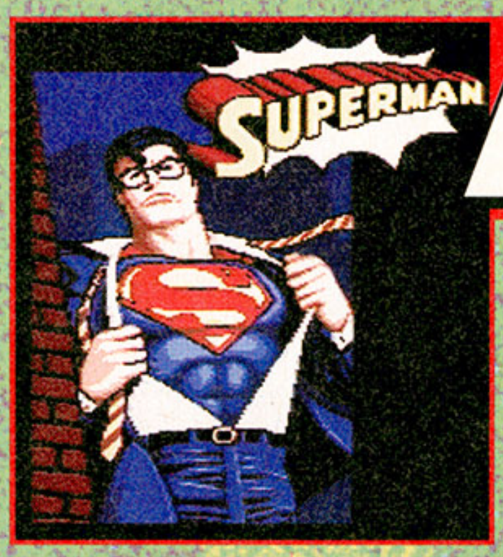
The flying kick is great for those fast-moving targets.



Missile and firing attacks only stun your opponents, they won't do any damage.

If you walk into your opponent, you can pick him up and throw him in four different directions. This attack is a lifesaver when faced with more than one adversary.

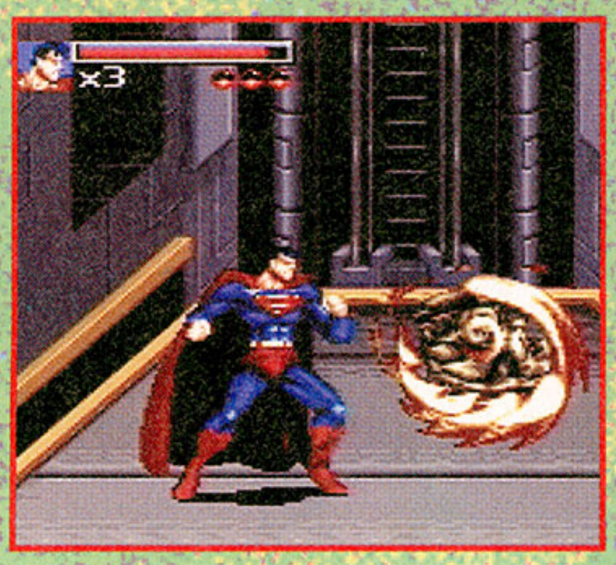
This is the attack to end all attacks. It destroys everything on the screen except a boss.



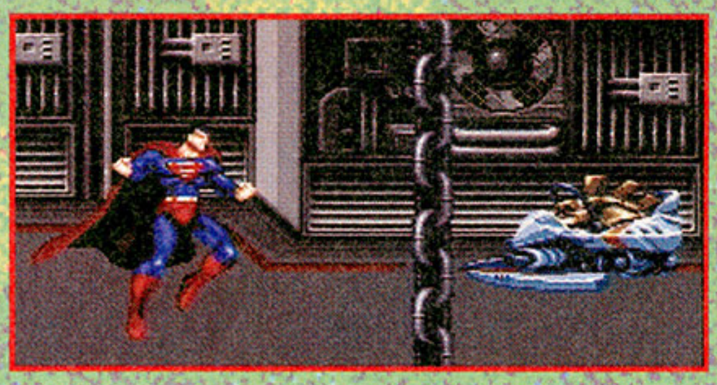
Level 1

Is it a bird? Is it a plane? No, it's you — and it's time to kick butt!

Remember you're Superman, so you can fly. Press the B button twice to soar above these lightning fields.



This little fellow is called Tick. Once he starts spinning get out of his way.



Use that flying kick here to take out the ship. Then you can pick it up and throw it at your nearest target.

Keep your cool! Just get in tight and don't let up. Don't waste your special attacks here.

SNES

INFO

PUBLISHER
Sunsoft

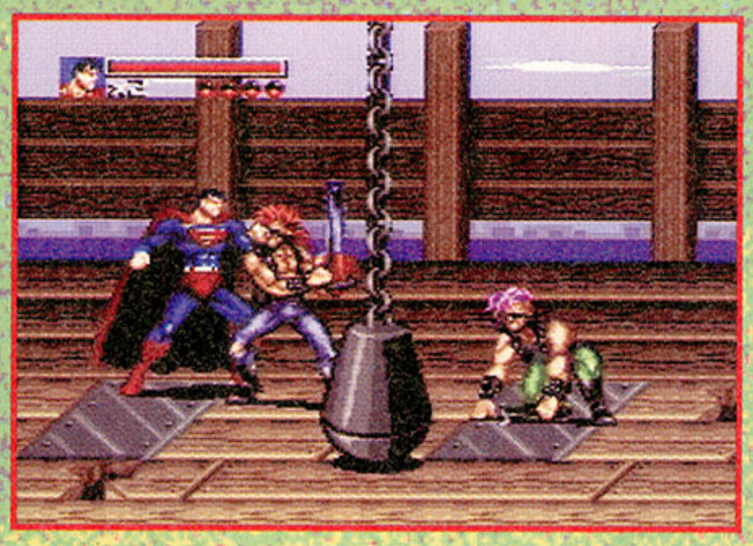
DEVELOPER
Blizzard

SUGG. RETAIL
$60 - $70

GENRE
action/fighter

LEVEL II: DOOMSDAY

It's Saturday night! Got your date for the Wrecking Ball?



Keep your eyes on this wrecking ball. It moves from front to back and always seems to be right where you are.

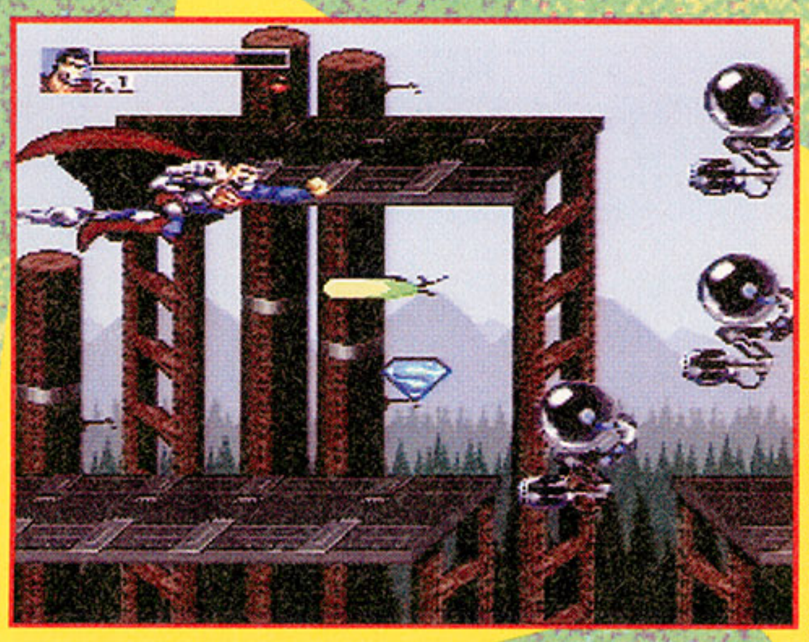
You can't attack this guy head on. Use your flying attack to knock him off the bike.

When you throw your opponent into the background, you destroy a section of it. Check all the possibilities on every level. In these walls you find special attacks, power-ups, and one-ups.

Push Doomsday to the far right or left of the screen and keep punching even while he's down.

Some screens have surprises up high. It's a good idea to check all the way up to the top.

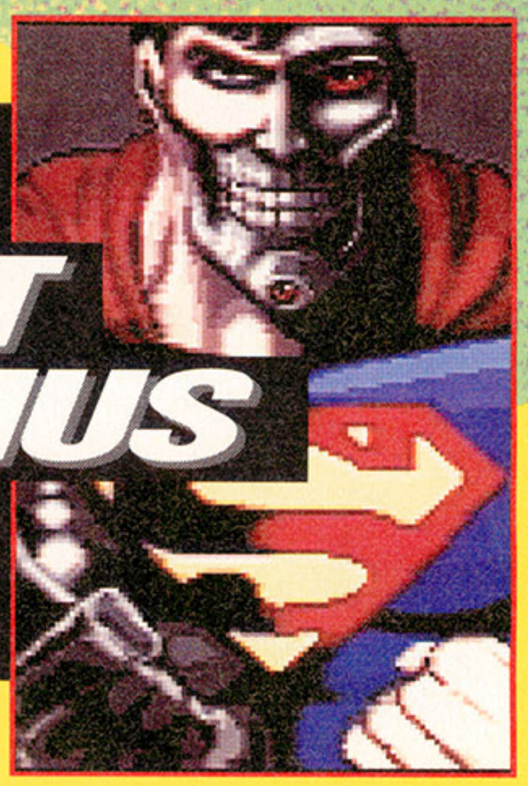
Don't panic when Doomsday gets back up. It's all part of the plot. The titans deliver the final blow that kills them both.



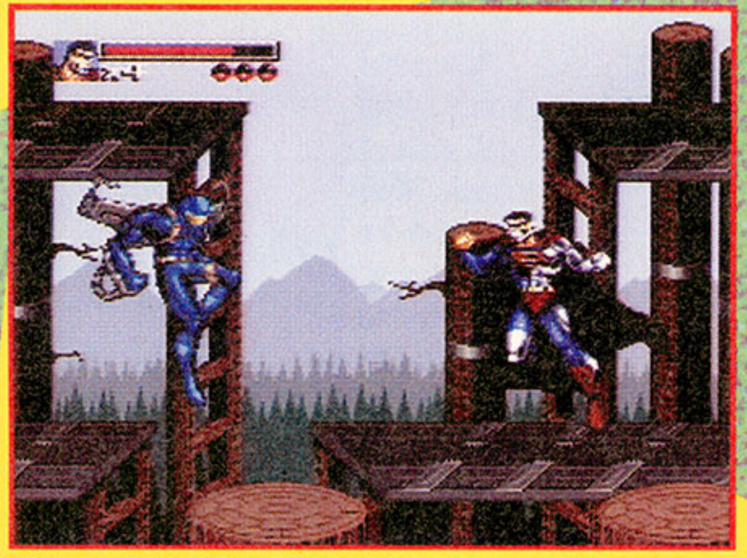
If you destroy all four robots in every other group, you'll get a power-up. Without them you can't survive.

LEVEL III: ASSAULT ON CADMUS

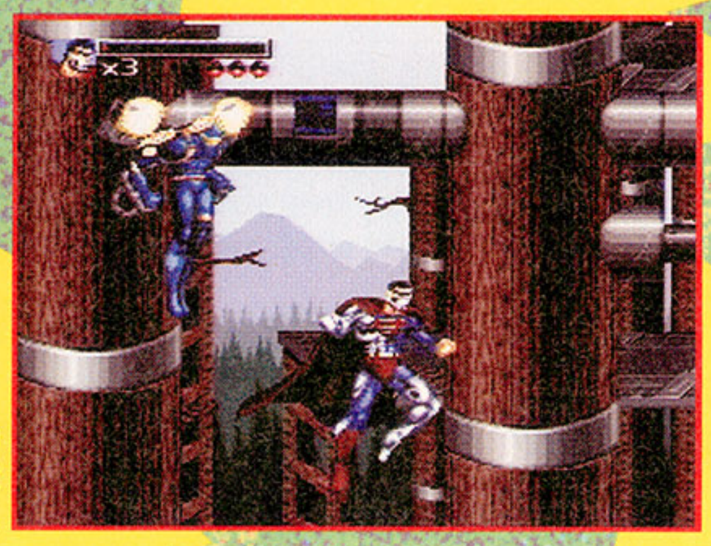
These guys ain't C3PO or R2D2 and they ain't here to make your day any easier, either.



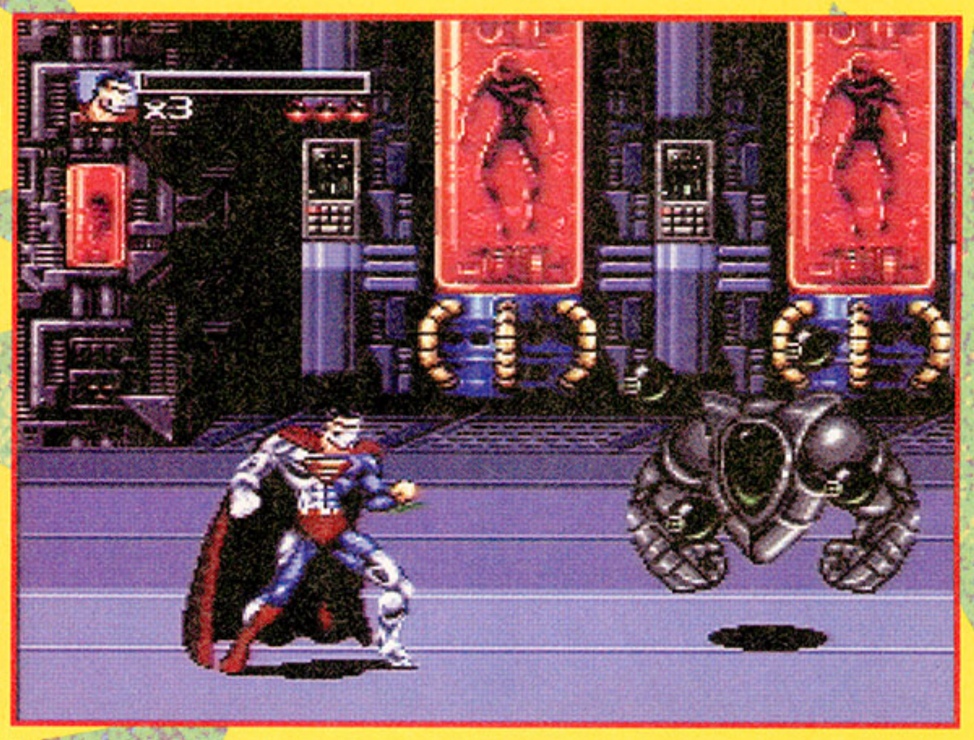
Keep moving to avoid the laser fire. When it stops, move in with quick punches, then make a hasty retreat.



Take out the Elite first. He moves fast and can do a lot of damage from the air.



It's better to attack the flying enemies from below. Come at them from underneath. That way it's easier to avoid their weapons.



LEVEL IV: THE LAST SON OF KRYPTON

Just 'cuz you're paranoid doesn't mean they're not after you!

If you throw enemies off the roof you buy yourself a little time, but the enemy comes back without suffering any damage.

Just like level two, throw your opponents into the background and check the skies for goodies.

That hammer's got one helluva reach. Try to bring him down using your flying kick. If you get too close you're a goner.

Use your special attacks to weaken the Man of Steel.

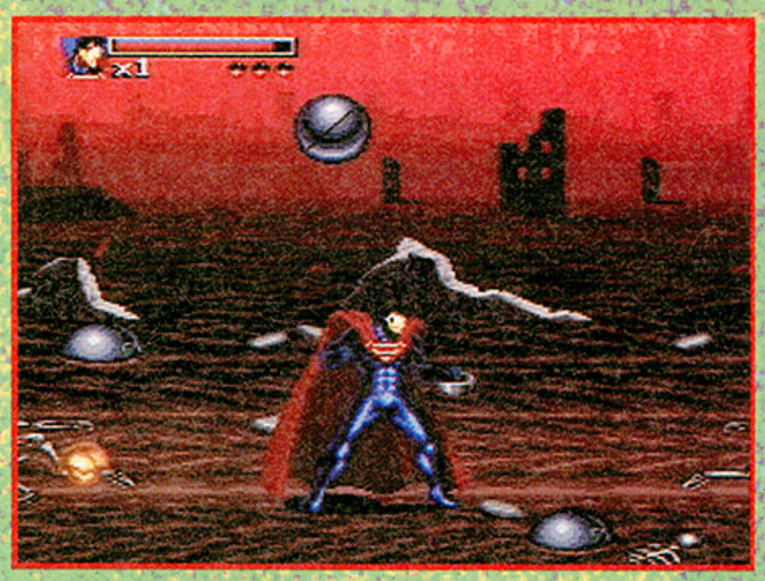
LEVEL V: AMBUSH AT COAST CITY

How could those warbots know you were into recycling?

Just like level three, shoot all four of every other group of targets to get power-ups.

Don't attack the warbot head on. Use a back-to-front approach. If you don't, he reels you in and does some major damage.

The road to success is lined with despair and landmines. Watch your step.



These bombs drop rapidly. Watch the shadows to avoid them. If one hits you, you're gonna be down a while.

Stand behind the landmine and let it do some of the work. Then use that all-powerful flying kick to defeat the deadly Cyborg.

LEVEL VI: THE METROPOLIS KID

Does it feel like you've gone through all this before?

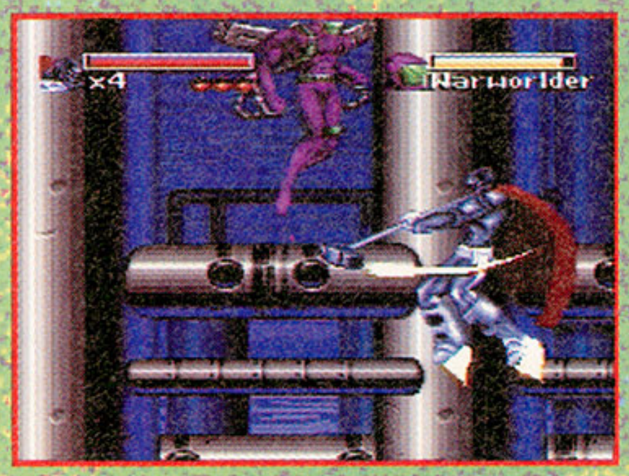
This level should look familiar by now. Use what you have learned wisely.

Same old boss, same old plan of attack. Hint: If he knocks you down, press B twice to fly out of reach. If you just try to get up, you've had it.

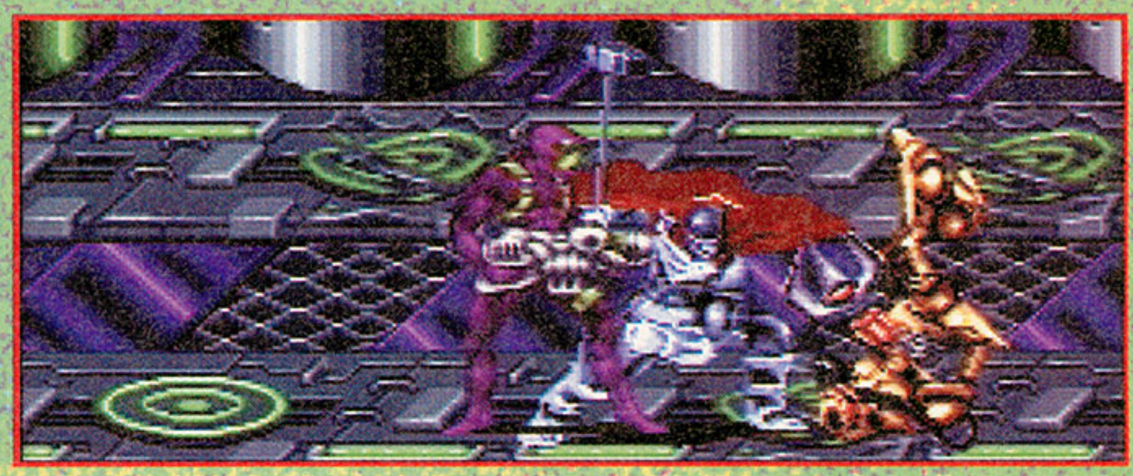
This shooter is just like the others, except it comes after the boss. Be prepared!

LEVEL VII: STEEL REIGN

If I had a hammer, I'd ring it in the morning, I'd ring it in the evening.



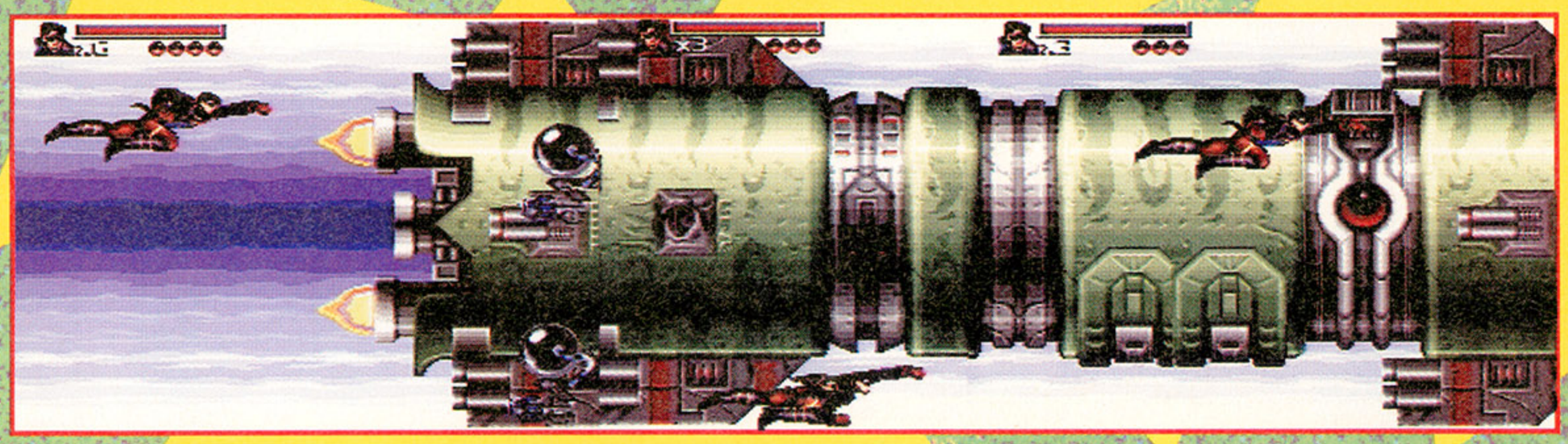
Make use of your hammer's long reach, especially on those flying warworlders.



There's no boss here, just a bunch of uglies. Use your grab and throw attacks to take out the disks on the floor. Once they're all destroyed they can't create any more monsters.

LEVEL VIII: METROPOLIS GROUND ZERO

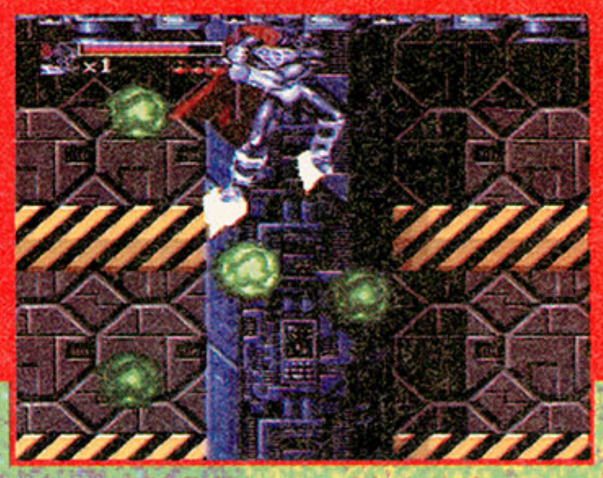
If you've got the time, we've got the fear.



Take out the rockets first, then the guns. The closer you get to your target the faster you shoot. If you've got three or more lives, it's easy. Just get in tight and keep shooting. This stage is really short.

LEVEL IX: ASSAULT ON ENGINE CITY

Follow the bouncing ball... or is it the other way around?



There's a safe spot in the green orbs. Wait as the board advances, then get out quick.

These flying orbs are the only things that attack you. But they're fast and they can turn around and follow you.

LEVEL X: THE RETURN OF SUPERMAN

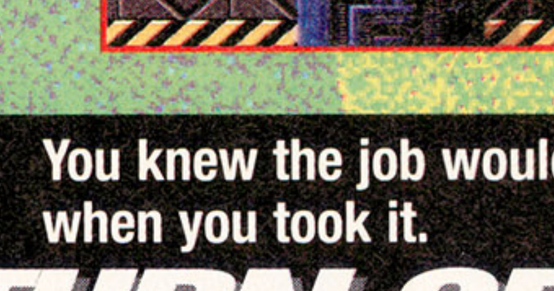
You knew the job would be tough when you took it.

The Eradicator gives his life (or so it seems) to convert the Cyborg's energy into a form that returns Superman back to full strength.

These aliens replicate faster than rabbits. Take those red disks out or you'll be up to your ears in nasties.

This boss is too much of a piece of cake to be on the ninth level. Take out the top gun and then the bottom gun. Attack the top of the head last. Ignore the firing orbs, they do minimal damage.

Use all your special attacks here to weaken him as much as possible. But be warned! This Cyborg has his special attacks, just like you.



The flying kick won't work here. If you take to the air he'll use his bombs to bring you back down. This requires a fast dodge and punch strategy. Once he's down, the earth is safe again.

Brains over Brawn?

YOU CAN BE A BRAIN LORD WITH OUR HELPFUL HINTS!

One day we heard a snap from inside Doug Brumley's head as he was playing this game. He's been comatose ever since, but fortunately he took plenty of good notes.

SNES

INFO

PUBLISHER
Enix

DEVELOPER
Produce

SUGG. RETAIL
$69.99

GENRE
RPG/action

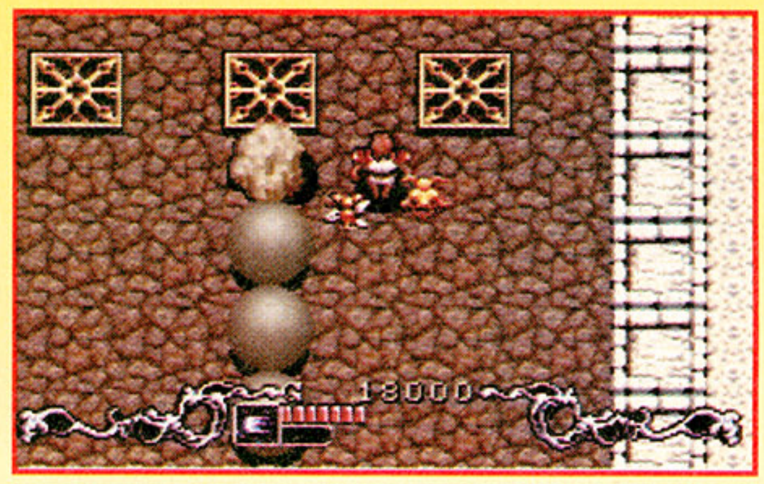
***Brain Lord* reviewed: 7#8, score: 78%**

So, you think *Brain Lord* is just another RPG? Well, think again (and I mean *think!*). Sure, you've got your compulsory storyline involving demons and dragons, and there are plenty of enemies just waiting to experience the business end of your weapons. But you won't make it too far in this game without some serious brain power (or a little help).

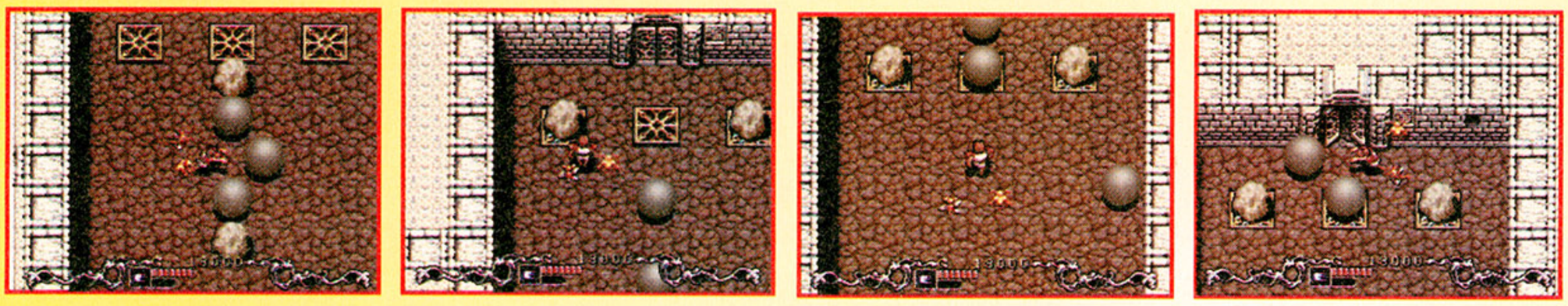
Being killed by a sword-bearing cyclops is no fun, but it sure beats being stumped by a puzzle. For that reason the following strategy focuses mainly on the hints and solutions you need to get past the tricky parts and straight to the heart of this adventure. Have fun! **GP**

Tower of Light

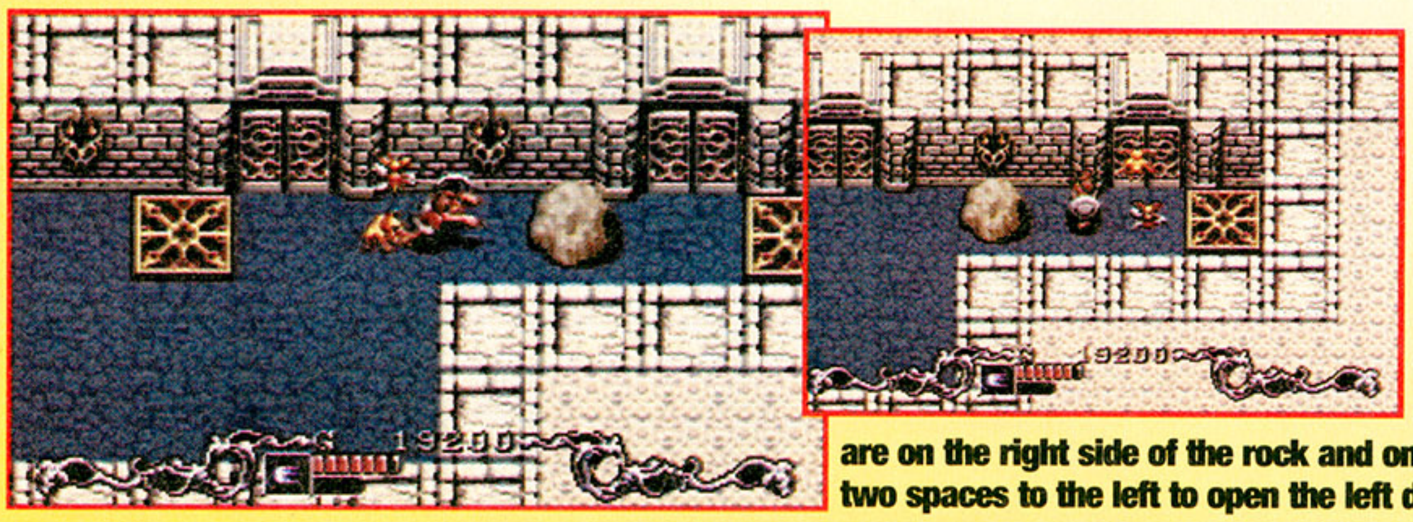
Starting to feel a little bit like Sisyphus?



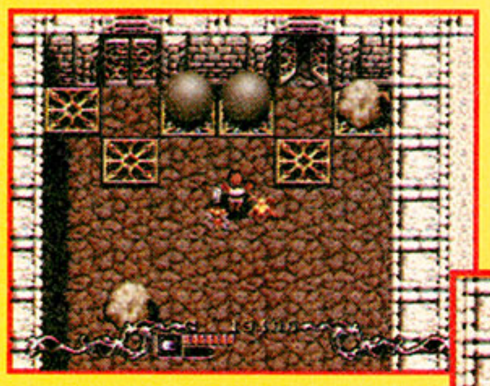
You won't go too far in the Tower of Light before you run across some simple puzzles involving rocks and squares. But your first real test comes near the end of the second floor, just after you use the third floor key.



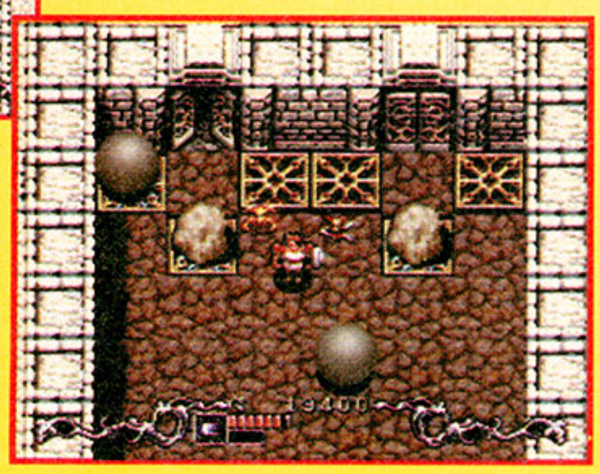
First push the middle ball to one side, then put a rock on the right and left squares. Finally push the remaining two balls straight up, shoving away the last one to get through the door.



On the Tower's third floor you encounter this snafu. To open the left door (it's a healing room!), push the rock two spaces to the right, walk through the door, then immediately exit the room. You are on the right side of the rock and only need to push it two spaces to the left to open the left door.



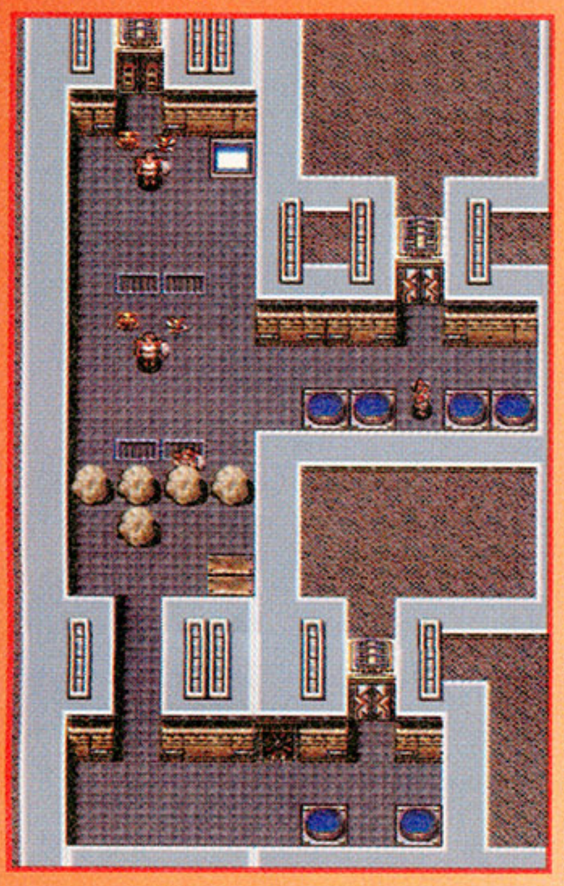
The trick to this room is knowing which squares activate which doors. The easy way to get into the right-side door is to push both balls straight up, then move one rock onto the top right square.

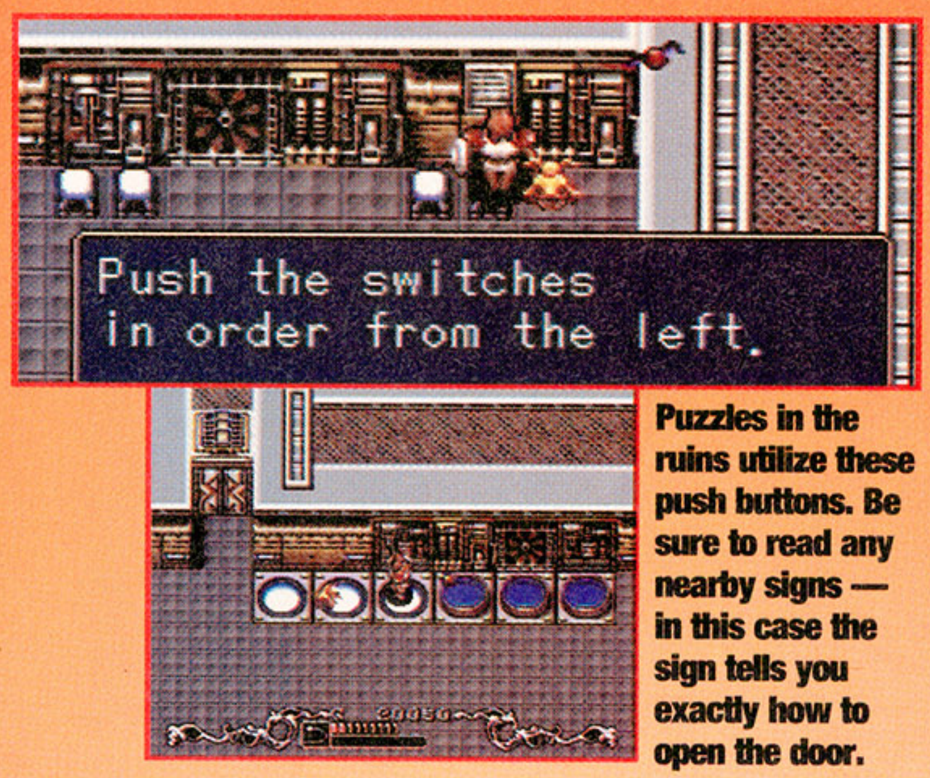


Get to this treasure chest by shooting it with arrows or magic (that's right, I said *shoot* it!). Solid ground fills the void and you can walk right up to it. Watch out for the rolling red balls, though.

The Ruins

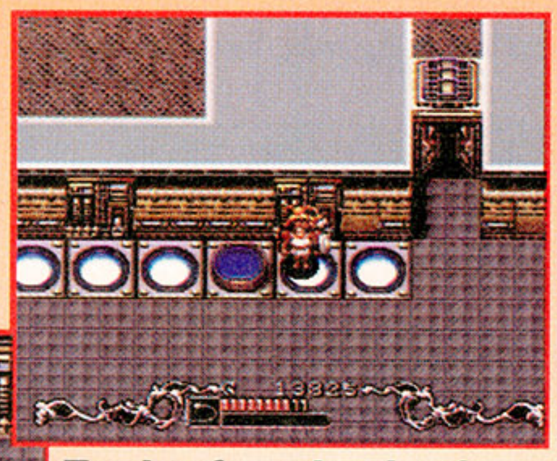
Button, button — who's got the button?



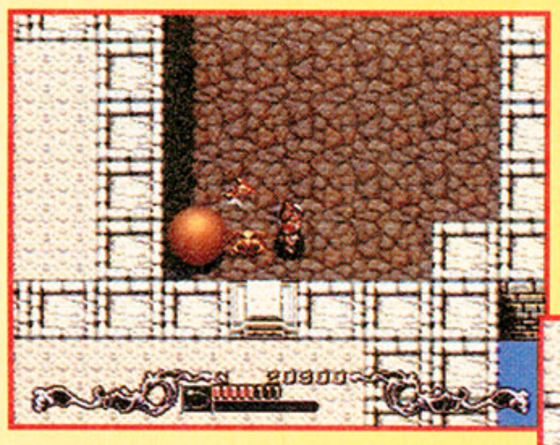


Puzzles in the ruins utilize these push buttons. Be sure to read any nearby signs — in this case the sign tells you exactly how to open the door.

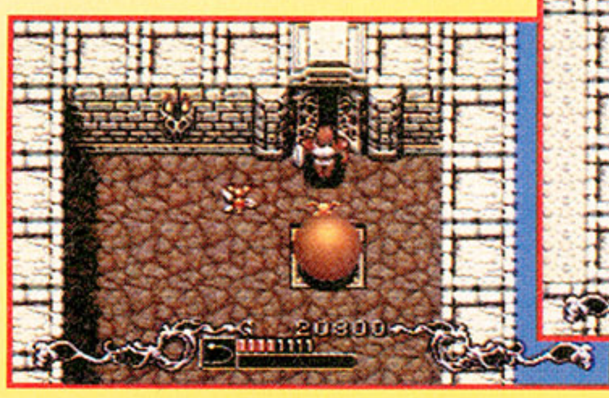
At the northwest corner of level two you find this room. You must push two rocks down into the bottom section to open that door before you can get into the upper right door.

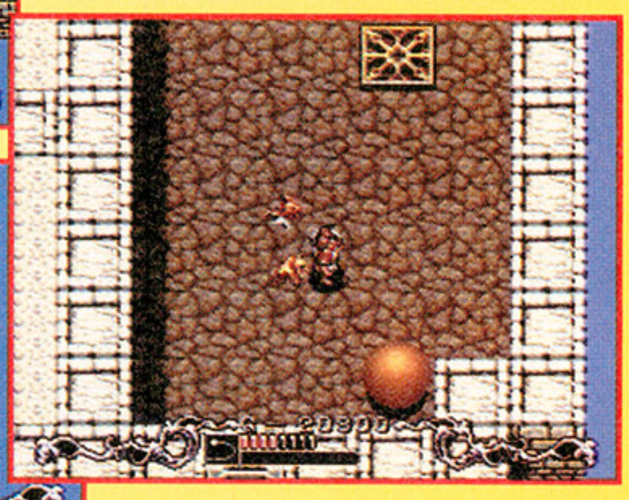


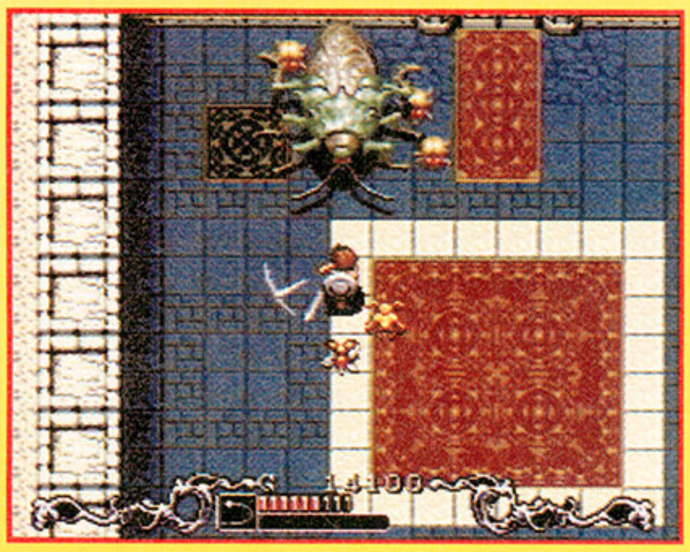
The clues for each series of buttons become increasingly obscure. I still don't understand this one, but trial and error found that you must push down (in this order) buttons 1, 2, 3, 6, 5.



The Crossroads Key admits you to this room. Red balls follow you, so lure the ball to the back right corner, then from the middle of the room draw the ball towards the square. Make sure you're pushing against the door when the square is depressed.





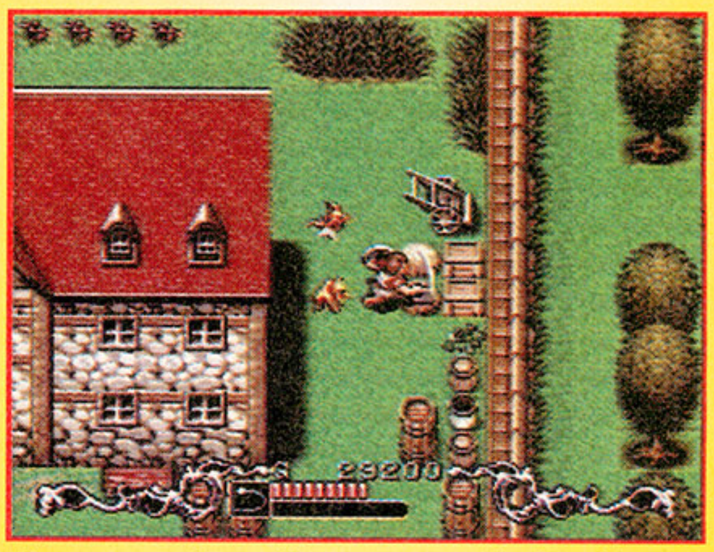


Now you've finally made it to the fourth floor. The Sky Room holds your toughest battle yet. Stay near the white tiles and swat away at the roach as he leaves the corner. Try to avoid the little pests and keep replenishing your health with cheese and apples.

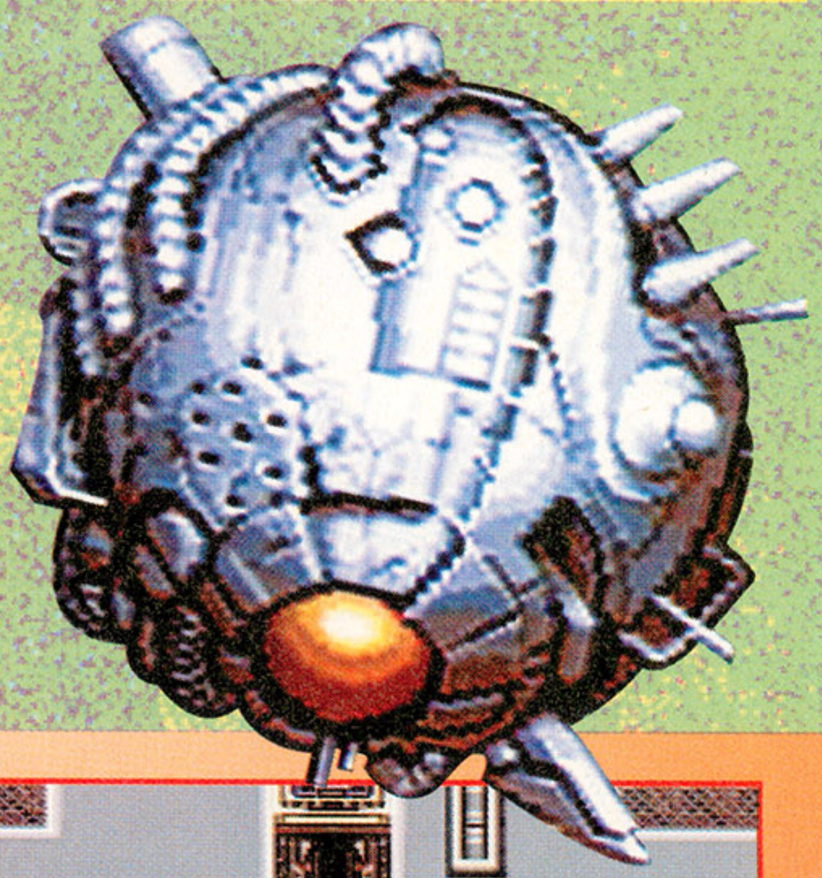
Back in Arcs

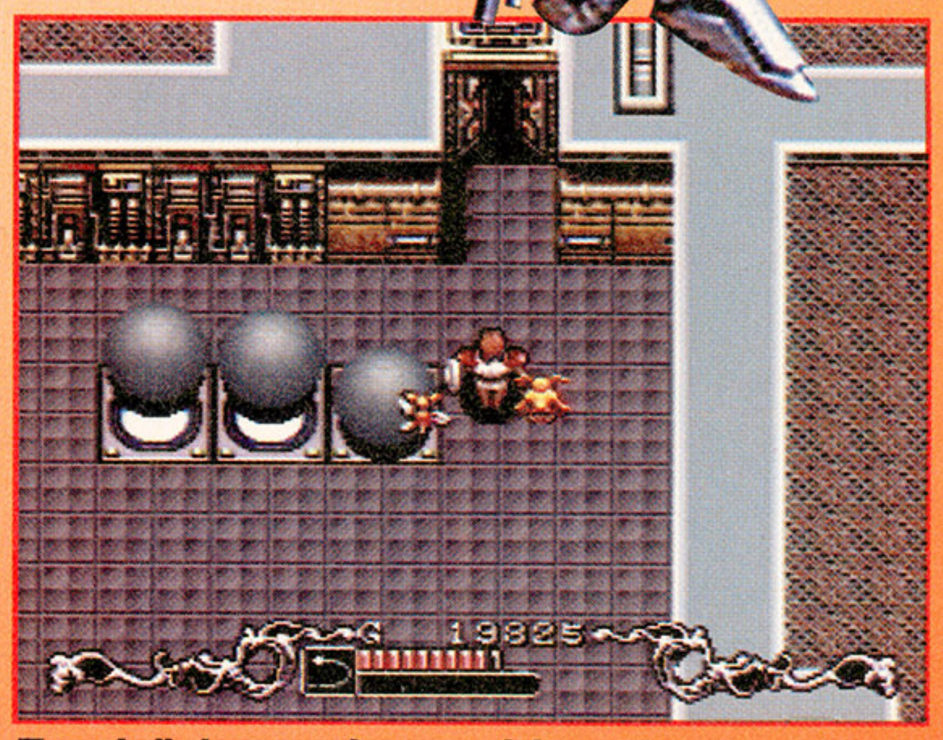
Cheap scales and a mean axe can make you a star!

After warping back to Arcs with the Dragon Scale, you learn the price has dropped. But you have to sell it anyway to continue.



Buy an axe from the weapons dealer, then use it to bust open jars and boxes around town. With patience you can find quite a few helpful items.

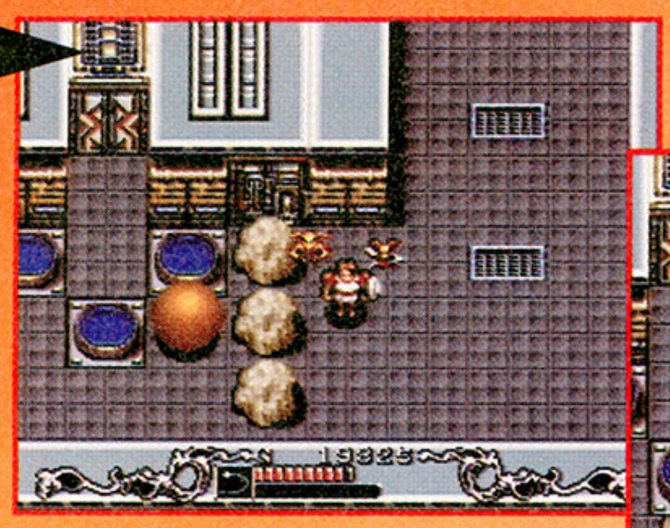


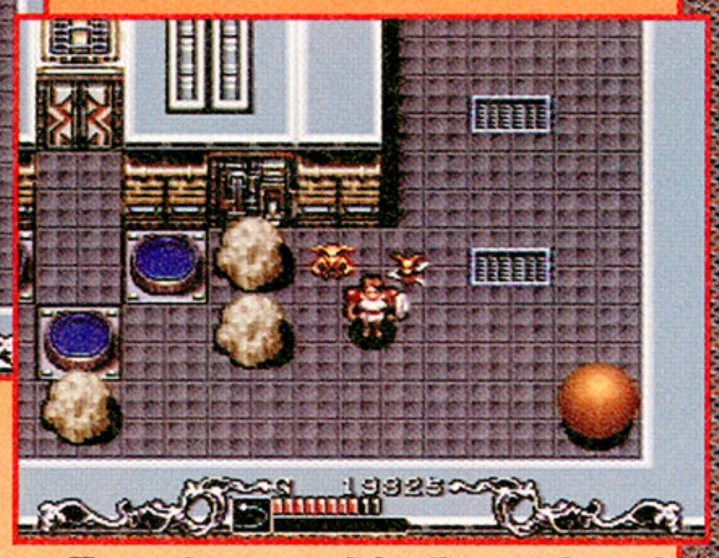


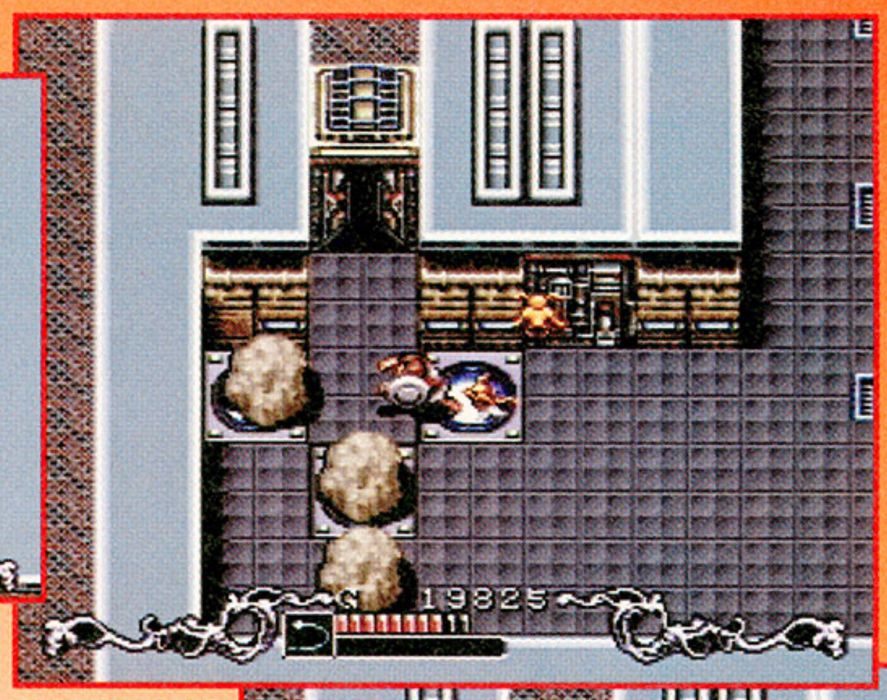
These balls keep moving up and down once you push them. You need to get them in close synchronization, then go push against the door.

Level continued on page 60

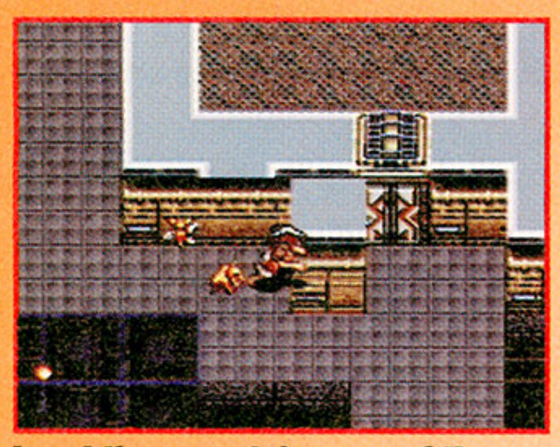
continued from page 59



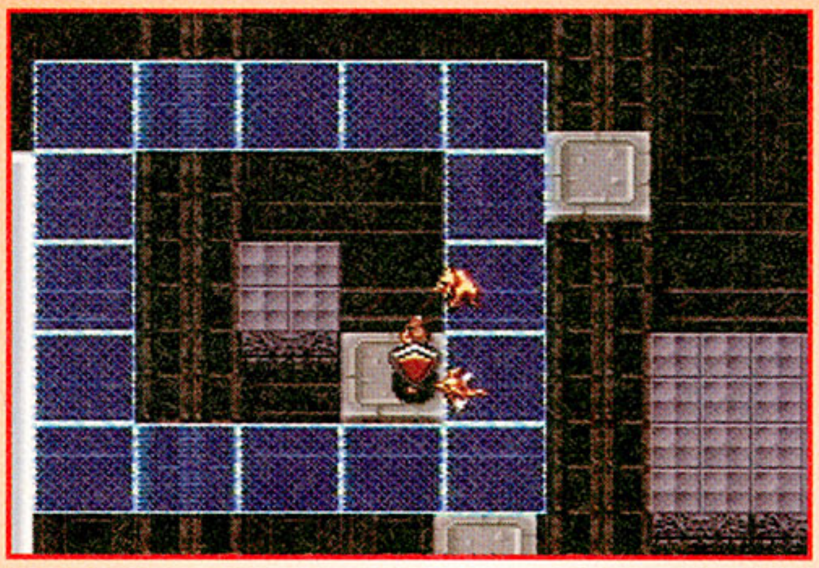




The next room contains three rocks and one red ball. Push the bottom rock two spaces to the left and lure the ball down and to the right. Move the top rock all the way to the left and the middle rock two to the left to hold down buttons. Finally, draw the ball left to the rock, then up onto the switch.

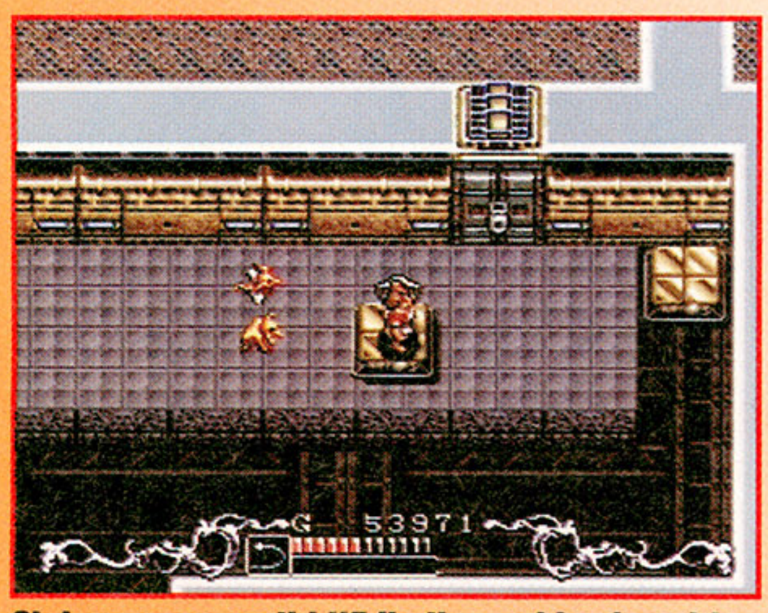


Level three contains one of the most difficult puzzles in the game, until you discover the trick. Push the left pillar next to the right one to trigger the door.

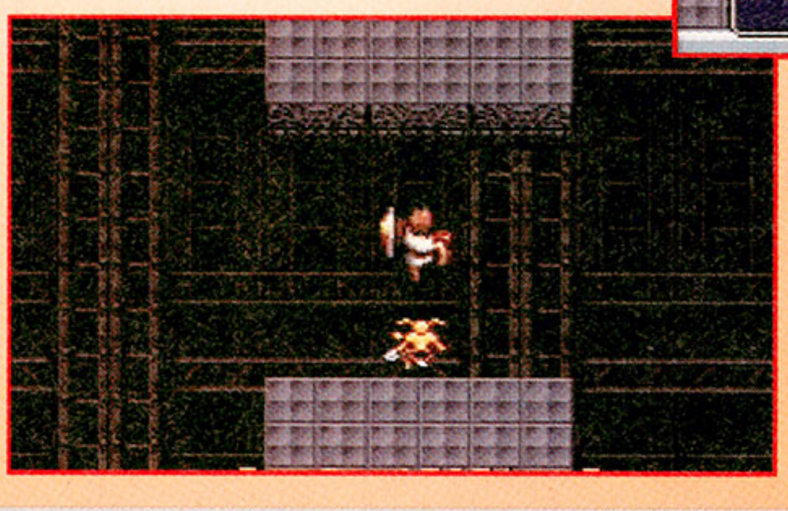


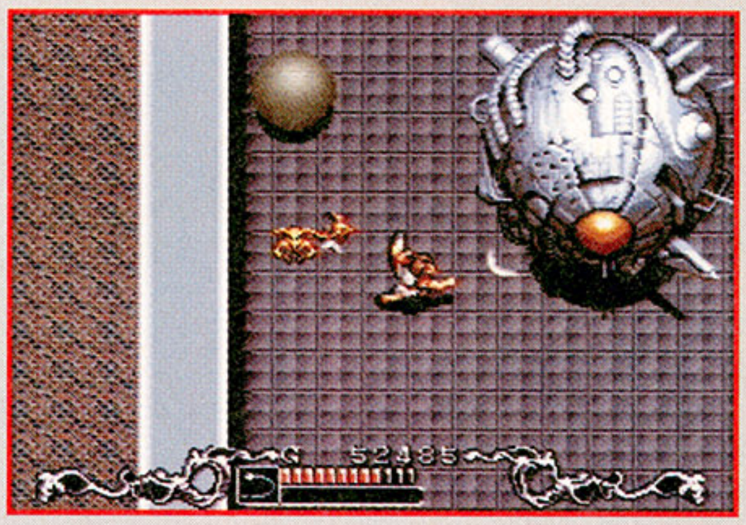
The jumps required on level three of the ruins are the most frustrating part of the game. The key is to be patient and wait until the timing between two moving platforms is right. If you fall, you lose one increment of health and have to start all over.

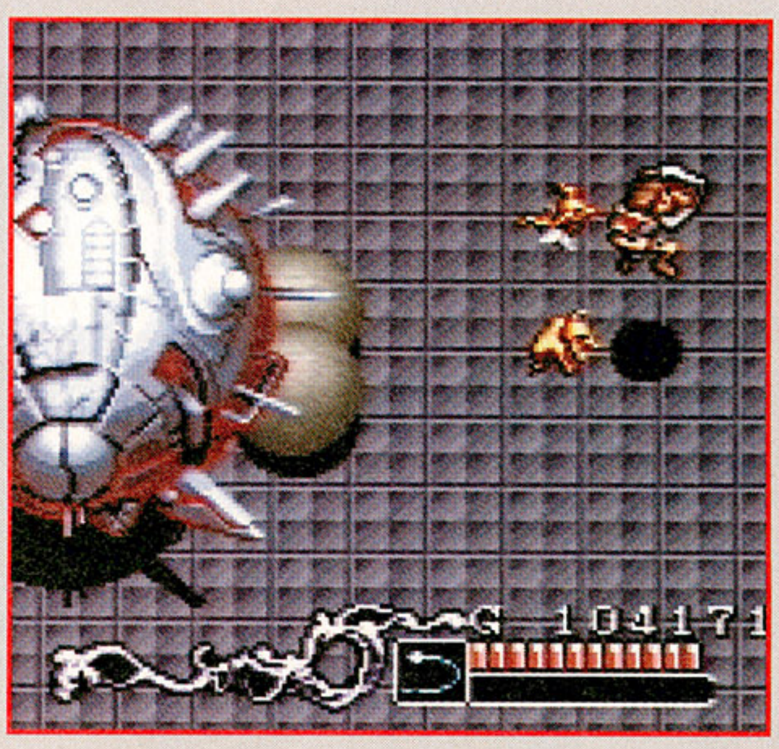
When you reach the Eyesight Lab you're given a warning. Check your x-ray glasses and you'll see that you can walk right across the middle.



Oh boy, more math! While the problem's not too difficult, make sure you read the sign outside the control room door before entering or you have to backtrack to get the clue.







Before you enter the laboratory, equip the boomerang and make sure you've got plenty of cheese. Once inside, shoot at the mechanical orb while the red dot is showing — but don't linger. After tossing a few boomerangs, move to the perimeter of the room as far away from the boss as possible. Counteract the tug of the orb's magnetic pull by pushing in the opposite direction and repeatedly jumping.

THERE GOES THE NEIGHBORHOOD.

BATTLETECH®
A GAME OF ARMORED COMBAT

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GENESIS™

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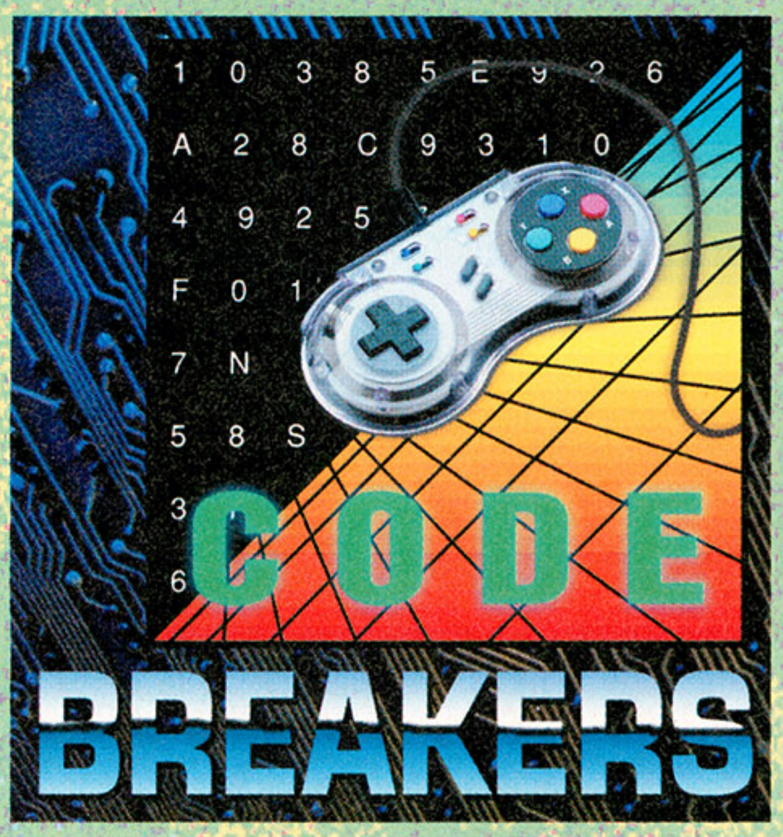
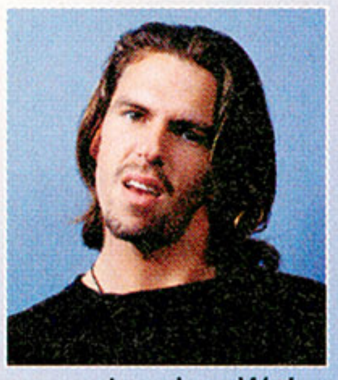


After spending months trying to break his bank card code, Mike Salmon settles down to bring you codes that aren't a federal offense, at least not yet.



Hey there! This month we're bringing you codes that can make *anybody* look good. After endless hours of deciphering some atrocious handwriting, and awful spelling, I'm ready to bring you the newest codes. We've got codes from other readers and codes from us here at ***Game Players.*** The only code we haven't broken is our code of ethics, but we're working on it.

I haven't opened this much mail since I started paying my credit card bills on time, and I'd forgotten how long it takes to open that much. I don't mind opening the mail — it makes me feel needed, but I'd appreciate a little better penmanship. Hey guys, it's hard enough trying to break the codes on new games without having to call in handwriting experts to figure out if the word was "the" or "timelessness".

Without further ado, here's the codes...Enjoy and keep sending in those codes!

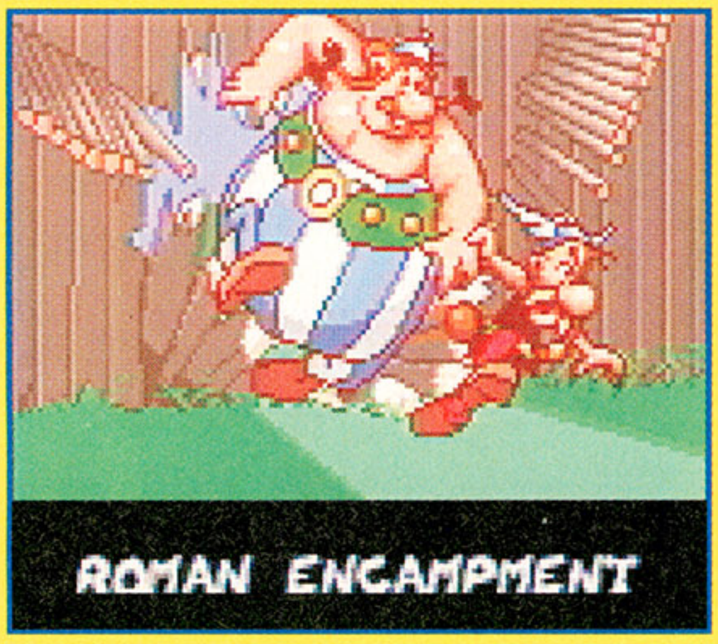
— Mike

READER TIPS

ASTERIX AND THE GREAT RESCUE

Sega of America for Genesis

Mathieu Michaud of **Matane, QB** has all the passwords you ever wanted for *Asterix.*



Put in INSULA for the Password.

Put in CONDOR for the Password.

Put in VIENNA for the Password.

Put in AVALON for the Password.

Put in DULCIS for the Password.

MORTAL KOMBAT

Acclaim for Sega CD

Even More Mortal Kodes

Just when we thought we knew all the codes to *Mortal Kombat,* you guys found even more. For all of you Sega CD Mortal Kombatants, the codes seem to be the same as the Genesis version. We've also included a quick reminder of the DULLARD code for those who forgot or weren't paying attention.

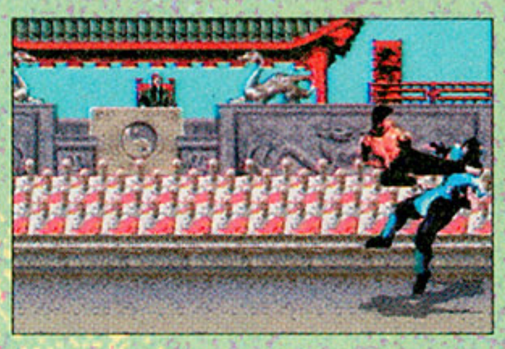
At the options screen press Down, Up, Left, Left, A, Right, and Down (DULLARD). Voila, cheat enabled option appears.

Now you see the full cheat options, play around and see what floats your boat.

Everyone Lui Kang Tonight

Turn your brutal warrior into a dancin' fool. **Joe Hampel** of **Wisconsin** sent us this trick that works only when you are Lui Kang or Johny Cage.

Pound your opponent until you see "Finish Him" then move to the other side of the screen.



Hold start and do a 360 on the D-pad, then do a flying kick into your dazed opponent.

While he/she is down walk onto him and keep pressing in that direction and Lui Kang starts to do a little shuffle dance of death. Besides the obvious enjoyment of dancing on your opponent's corpse, you also get fatality points!

GAME GENIE CODES

Galoob Toy for Genesis

Head to Head!

Use your Game Genie to make your *Mortal Kombat* characters into fighting heads. You can thank **Brad Meyers** of **Virginia** for this useless, but visually entertaining code. Enter the Game Genie code **BBCA-AA24** and go head to head in *Mortal Kombat!* Why, you ask? 'Cause you can, that's why!

Morphing Kombat

Ric Nigel of **Baltimore, MD** tells us if you pick Sub-zero as your character and use the Game Genie code **4WXA-AC32**, you can morph into Goro and find a new arena! Do a slide kick and turn into Goro! Once you turn into Goro don't press any attack buttons, lose the fight and you find a new arena!

Now You See 'Em, Now You Don't

You already know how to make the fighters lose their bodies; now make them completely invisible! Enter **9VDT-AE9Y** and they disappear! Thanks to **Joey Bellrose** of **Nashua, NH** for that code.

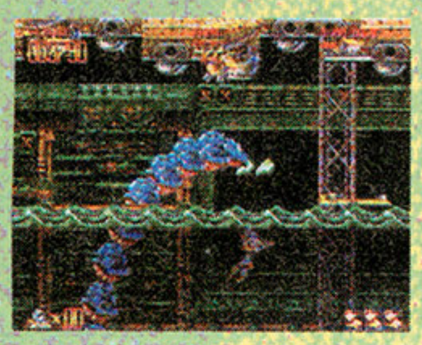
Don't Look Now, But Here Comes *MKII*

Got all those codes? Good, 'cause *MK II* is here and there will be tons of new codes for that one, so hang on and help us find all the *MK II* codes we can. Anyone who can provide us with some kool kodes will be stylin' in one of those official ***Game Players*** T-shirts (chicks dig 'em!).

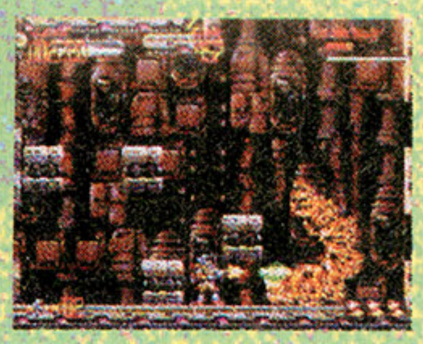
MEGA TURRICAN
Data East for Genesis

Mega Codes
We're giving you the keys to *Mega Turrican.* With these codes you can move around as you please.

Having trouble with this Boss? Just skip him and move on to the next level by pausing the game and pressing: Right, Left, Down, Right, B, then unpause.



Wanna get out of the water and go back to a level you know? Just pause the game and press: Right, Left, Down, Right, A, then unpause.

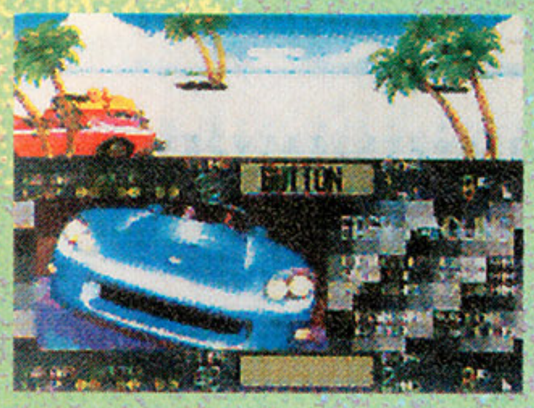


Need some extra energy to tackle this boss? How about unlimited energy? To get this, pause the game and press: A, A, A, B, B, B, A, A, A, then unpause.

If you want to play the game with the controls being reversed (press right and go left, etc.) pause the game and press: **Up, Up, Down, Down, Left, Right, Left, Right, A, B,** then unpause. That code may be a bit useless and real frustrating, but it *is* a code.

OUTRUNNERS
Data East for Sega CD

New Wheels
We've got the formula for success in this racing game. Just use this simple code and you can trade in your car for a Virtua Formula Racer.



At the car select screen press: Left, Right, Left, Right, B, C, A.

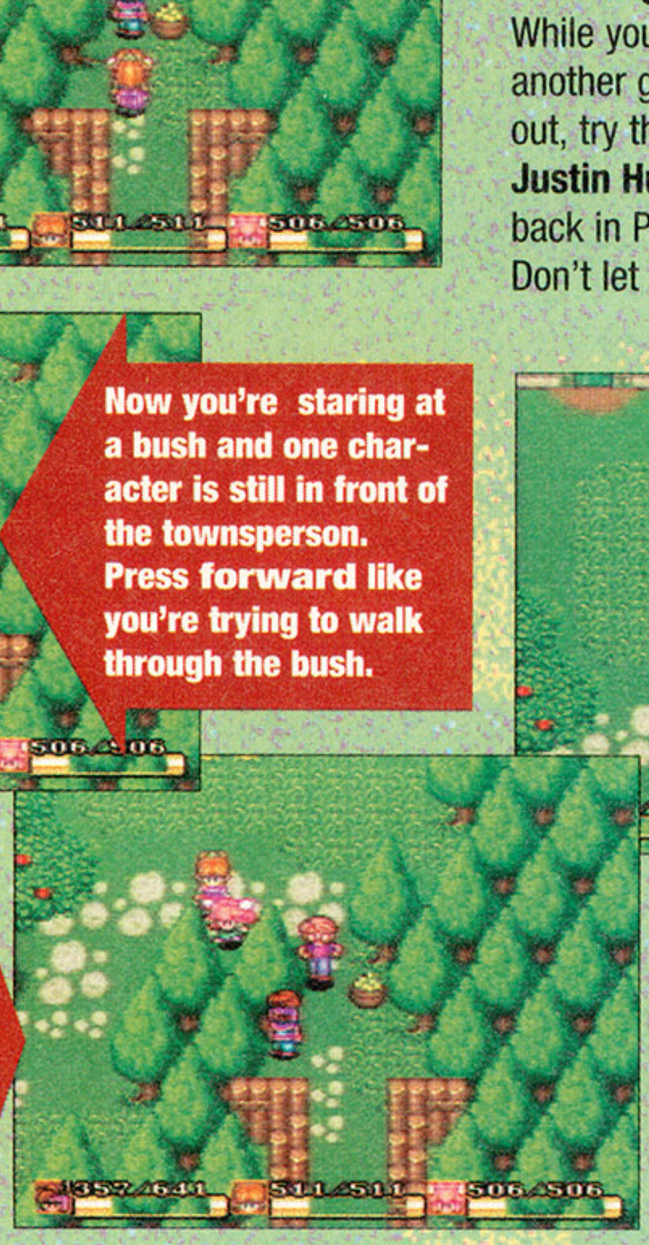
Now you can select the car of your dreams. Now you've got no more excuses for lackluster last place finishes.

SECRET OF MANA
Squaresoft for SNES

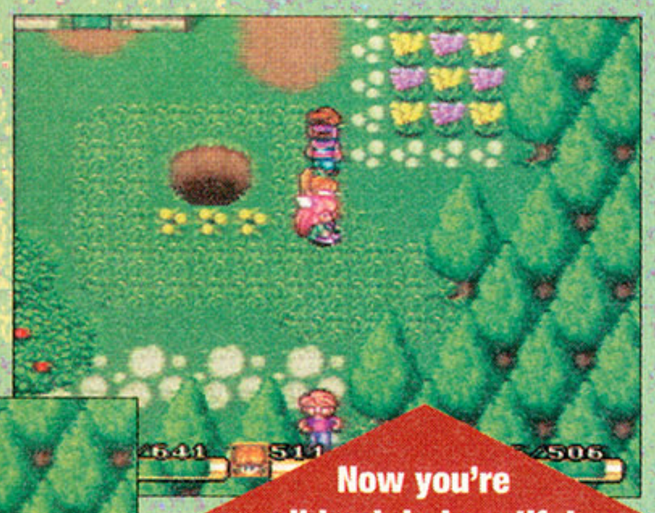
Getting Back In Patos
While you're sitting around waiting for another game of *Mana's* quality to come out, try this little secret brought to you by **Justin Hutchison** of **Virginia.** You want back in Patos, but they won't let you. Don't let that stop you!

At this spot press Down once, then press Top Left once.

Now you're staring at a bush and one character is still in front of the townsperson. Press forward like you're trying to walk through the bush.



You're still stuck in the bush but your friends have made it through. Press select to switch characters.



Now you're all back in beautiful Patos. Make sure you have a flamie drum before attempting this or you'll be stuck in Patos.

READER TIPS

REN & STIMPY:VEEDIOTS
T.HQ, inc. for SNES

Joel Maas of **Riverfalls, WI** says 'Use this stage select code and you have the key to Veediot Land!'

When the *Veediots!* is fading in press L,R,A,L,R, L, B,R,X

You see a number at the bottom of the screen, press select to go through all the possible stages and press start when you choose your destination.

Veediot Land Guide

#	
1.	Boy Who Cried Rat
2.	Part 2
3.	Boss
4.	Part 3
5.	In The Army
6.	Part 2
7.	Part 3
8.	Boss
9.	Stimpy's Invention
11.	Marooned
12.	Part 2
13.	Part 3
14.	Part 4
15.	Boss
16.	Stimpy's Invention Part 2
17.	Part 3
18.	Part 4
19.	Part 5
20.	Receive Log for girls
21.	Receive visible Log
22.	Receive Sgt. Log of the Yukon
23.	Receive Log from Mars/credits
24.	Demonstration of In the Army
25.	Demonstration of Stimpy's Invention
26.	Demonstration of Marooned

Go straight to your favorite sections, like "Marooned" or any other.

"Look A Lot Like Lurch™"

Win a Trip to Hollywood!

So you think you gotta look good to make it in Hollywood? Wrong-ola! Get yourself looking ghastly and you'll be packing your bags for a wild trip to Hollywood . . . you know . . . movie stars, Tinsel Town, nice tan, love-ya-babe!

Ocean of America's sending the lucky winner of its "Look A Lot Like Lurch" Contest on a star-studded trip for four to Paramount Studios!

All you gotta do to enter is make yourself up to look like Lurch and take a picture of yourself. Staple the picture to a 3"x5" piece of paper with your name and address on it and send it to:

"LOOK A LOT LIKE LURCH" CONTEST
Ocean of America, Inc.
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We'll even give you a hand: Inside every package of the Addams Family® Values video game for the Super NES, there's a free "Look A Lot Like Lurch" Monster Makeup Tips poster PLUS an order form for a FREE Collegeville/Imagineering™ Makeup Kit!

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- **Trip for four to Hollywood**
- **VIP visit to Paramount Studios**
- **An Addams Family® Fun Pack**
- **A library of Ocean video games**

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© 1994 Ocean of America. No purchase necessary. Contest expires June 30, 1995. Entries must be postmarked by June 30, 1995. All entries must include photograph. Limited one entry per person. Illegible or incomplete entries will be disqualified. Winners will be notified by registered mail. Prizes are not transferable. Grand prize winner must complete travel before December 1996, with Saturday night stay over. Personal expenses, transportation between the winner's home and airport, meals and any taxes and gratuities, if applicable, are the sole responsibility of the winner. Employees of Ocean of America, its suppliers, affiliates and the immediate families of each are not eligible. Judges decisions are final. Contest is open to residents of the US and Canada. Void were prohibited, taxed or restricted by law. Taxes on prizes, if any, are the sole responsibility of the winners. Sponsor not liable for late, lost, postage due or misdirected mail. To request Winners' List, available after August 15, 1995, send a self addressed stamped envelop to: Lurch Winner's List, Ocean of America, Inc., 1855 O'Toole Avenue, Suite D–102, San Jose, CA 95131. All federal, state and local laws and regulations apply. Winners' names, likeness and prize information may be used by Ocean of America, Inc. for any advertising or promotional purposes without further compensation. Not sponsored by Nintendo of America. ® and © 1994 Paramount Pictures. All rights reserved. The ADDAMS FAMILY is a Registered Trademark of Paramount Pictures. Ocean of America is an authorized user. © 1994 Collegeville/Imagineering.

FIGHTERS HISTORY

Data East for SNES

Who's The Boss?

Well, it's not Tony Danza! You can be the boss of your choice in *Fighter's History* if you use this valuable code.

Now you can take control of either boss character. That's right! You can be Karnov or Clown in your quest for victory.

At this screen press R, R, Up, Up, Top Left, Top Right.

Hey, you can even fight Karnov against Clown to find who is the most boss Boss.

READER TIPS

DRACULA

Sony Imagesoft Inc. for Sega CD

Ted Austin of **Bonita, CA** says 'Get yourself 99 bloodsucking lives with this handy code:'

When screen says "Beware" press A, Left, Up, C, A, Right, Down.

When the screen turns gray at top and bottom, press start.

Pause (start)+A release, Start+A again. There you have it! 99 lives and you're on your way.

GAME GENIE CODES

Galoob Toys

More bonus codes for you game Swamie's. Try these codes and see if your gaming wishes come true.

SNES

● **F1 Redline Racer**

C98E 6FDF — Always in first place.
CBC5 D70F — **EEC5 D7AF** — Instant 255 mph speed— best to get into 6th gear before you activate this code—then you can go as fast as 357 mph.
3CAA AF04 — Infinite special fuel.

GENESIS

● **Pirates of Dark Water**

ACET-B65Y + **AC6A-K686** — Infinite food on pick-up.
P57T-AA2J — Don't take any damage from most enemies.
ACEA-B66C — Infinite stone elixirs on pick-up.

GAME GEAR

● **Riddick Bowe**

993 6EF 803 — Start with stats at max power.

GAME BOY

● **Wheel of Fortune**

5A5-60E-F76 — 60 seconds to choose to spin, buy, or solve.
00A-AAF-193 — Infinite time.

SUPER STREET FIGHTER II

Capcom for SNES

Have Your Opponents Seeing Double!

In Group Battle you can pick your favorite fighter more than once. Just press **L, R, L, R, C, R, R, L,** now you should be able to assemble an army of Thunder Hawks or any other character.

YOUR GOLDEN OPPORTUNITY

We wanna give you guys a brand spanking new controller so we spoke to ASCiiWARE to persuade them to give away one of their cool controllers to the person who provides us with the best Codebreakers tip every month. Starting next issue, we'll announce a winner who receives his or her controller from ASCiiWARE. So, if you want to be a contender for this competition, remember to include the system you own, and the controller you want to win (from those shown alongside).

What a slick stick! The Fighter Stick takes the pain out of getting through those games.

Now you've got no excuse not to win! The asciiProgram controller is the ultimate in controller action.

GIVE US A HAND

You've gotta be a real game addict to discover those secret tips and tactics — that's why we're so smart. But we want every game code we can get, and we can't do it all on our own. We're giving away a T-shirt for the best reader tips and you get your name in print, too. So, if you've discovered a cheat, get it down on paper and get it straight in the mail to us at: Codebreakers; ***Game Players;*** 1350 Old Bayshore Highway; Suite 210; Burlingame, CA 94010.

GAME PLAYERS 9010

Uh oh... look out. It's that crazy old Luckster, Jeff Lundrigan. He's lucky, and he's CrAzY! That ain't right! What's he think he's doin'?

AGAIN AND AGAIN AND AGAIN AND...

The time has come, oh great teeming masses, to discuss the FAQs of life. FAQ is a term used on the Internet that stands for Frequently Asked Question — when I get enough letters from people who are stuck in a certain game, I print the answer, and the letters die down. This lasts for about three or four months, then I can usually count on more letters coming in, asking the same questions all over again.

I only repeat myself when under stress. So, this month, I dig deep into the trash can and pull out the ten or so most Frequently Asked Questions of the Great Lucky One:

— Jeff

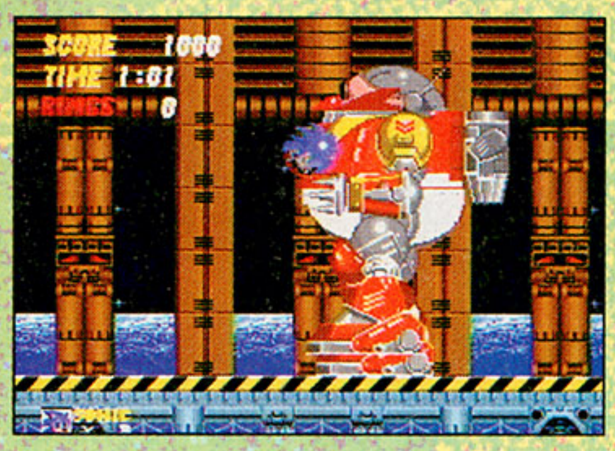
SONIC 2

Sega of America for Genesis

How do you beat Dr. Robotnik's Death Egg Machine?

June '93, vol. 6, no. 6, p.34. *This was our first combined Sega-Nintendo issue, and the first issue I ever handled reader mail. I get a lot of letters about* Sonic 2, *which is understandable since it came as the pack-in for a lot of new Genesis owners. Trouble is, I'm still getting mail for it!*

Robotnik's arms swing back and forth as he walks. Jump and spin into the machine while the arms are even, so you can avoid the spikes. After two or three hits, he jumps away and aims a target grid at you — stand in the corner and rev up a spin dash, then release when the grid turns red. Next, dodge his arm when he fires it at you, then wait for him to jump and target you again. After that shot, he'll begin walking again, and you can jump attack him some more. Twelve hits, and he's down!



Jump attack so you hit Robotnik while his arms are even — you don't want to let your blue hide get impaled on those spiky hands!

Charge up a spin dash when Robotnik's target grid settles on you, then release it just before he fires.

All that's left to do is dodge his arm when he fires it at you, and the cycle starts again. It is possible to hit him while he's firing his arm like this, but you've got to be very good (or just lucky) to make it work!

MORTAL KOMBAT

Acclaim/Arena for SNES and Genesis

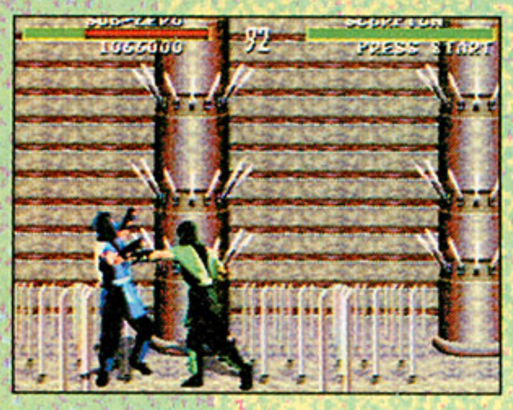
How do you find Reptile?

December '93, vol. 6, no. 12, p. 28. *The decision to put Reptile into* Mortal Kombat, *followed by putting more hidden stuff into* MKII, *has spawned a whole generation of gamers who do nothing but work out bizarre reasons why there must be even more hidden stuff! Worse, it seems that if they can't actually find it, they make something up. For the record, there is no Ermac (a shorthand term for "error macro," a debugging routine in the original* MK *arcade machines), there's also no Nimbus, Lockjaw, or anyone else — just face it and get on with your lives.*

Reptile lives in the bottom of The Pit, and SNES players can find him there during any one-player game. Genesis owners have to wait until a Pit round when they see some odd shadows flying across the moon — it doesn't happen often, but if it's any consolation, that's the way it works in the arcade version too. Score a double flawless victory without blocking, then do your finishing move. Voila, it's Reptile! Whew!

Reptile drops down and taunts you occasionally, but his words are vital clues.

At the Pit, score a double flawless victory, without blocking, and do your finishing move.



You wind up in the bottom of the Pit, fighting Reptile. He's tough, but you get ten million points for beating him!

SUPER METROID

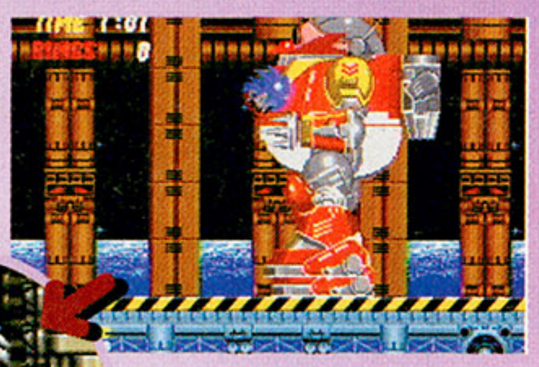
Nintendo of America for SNES

When you enter the wrecked ship from Crateria, how do you get out of the room with the statue? The metal door is locking you in!

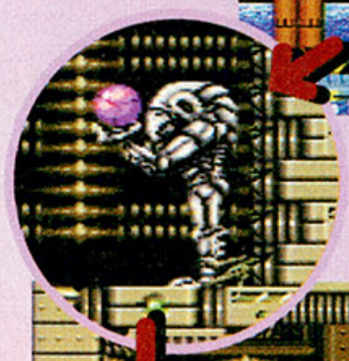
Micki Blankenship
Pickaway, WV

Ok, ok — just trying to see if you're all paying attention. This is a new frequently asked question, but so many folks need the answer that I know I'll be getting letters for months.

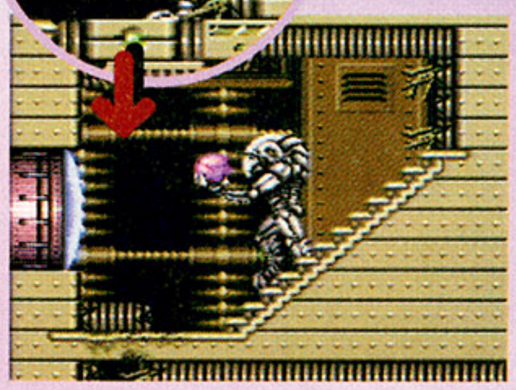
Anyway, to get around this room, jump into the hands of the statue and roll into a ball — the statue comes to life and carries you back across the deadly spikes, then down into a hidden room.



Looks like a dead end. Oh where will I go? What will I do?



Hop into the hands of the statue and roll into a ball...



... the statue comes to life and carries you away!

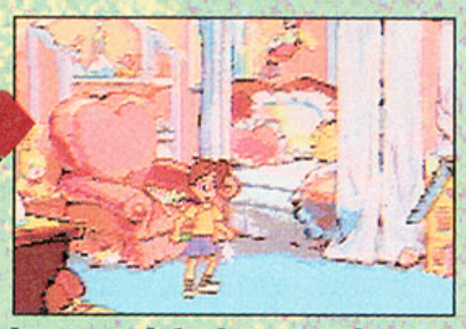
THE ADVENTURES OF WILLY BEAMISH

Dynamix for Sega CD

How do I get past the "Babysitter from Hell?"

October '93, vol. 6, no. 10, p. 18. *Nothing beats good ol'* Willy Beamish *for consistency. Although it doesn't generate a huge volume of mail, I continue to get a steady flow of questions month after month, with seemingly no end in sight.*

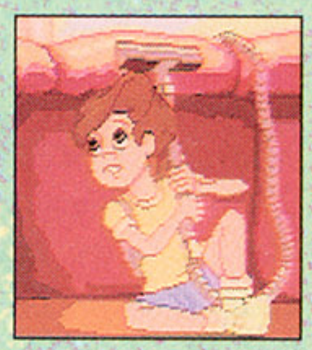
First, run upstairs to the bathroom and get the hairspray out of the cabinet under the sink. Then go to your sister's room and get the dead mouse off the floor. Run back down the stairs, avoiding the bat that the babysitter turns into — you can slow it down with the hairspray. Then go to the living room and duck behind the couch — the vacuum cleaner has been left there. Toss the mouse on the coffee table, and when the bat goes for it, suck her up with the vacuum cleaner.



In your sister's room, her cat has been busy, and there's a dead mouse on the floor. Better grab that too.

Run to the bathroom and grab the hairspray out of the cabinet. You can use this to slow the babysitter/bat thing down.

Head down to the living room and hide behind the couch where the vacuum has been left. Throw the mouse on the coffee table, and suck up the babysitter when she goes for it.

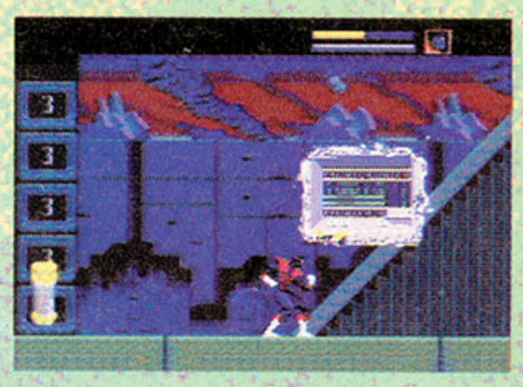


X-MEN

Sega of America for Genesis

After you defeat Mojo, how do you reset the computer?

October '93, vol. 6, no. 10, p. 16. *At the time, everyone was playing* X-Men, *and they were all getting stuck in the same place. Judging from the letters I get, you're all still getting stuck, and no wonder either — this is a real doozy. The category is "Most Obscure Solution Ever In a Console Game." And, the winner is:*



To "reset the computer," you have to actually hit RESET on the Genesis — just trust me and do it.

After defeating Mojo and destroying the computer console, take your hot little hand off the control pad, reach out, and hit the RESET button on the Genesis! Now I ask you, who thinks this stuff up?

ANY GAME

Any Company for any system

Do you have any codes that might help me get through [insert name of game here]?

This is the most frequently asked question I get, but it's one I never answer. Games are designed to be beaten by skill. If you're stuck and need a hint, I'm glad to help. Sure, maybe I could give you a code, but that's like cheating and that'd haunt you for the rest of your life? Ok, ok — didn't think so. Hey folks, I promise that every code we find, we'll print. Asking for a code that doesn't exist won't make one magically appear. More important though, this ain't Codebreakers. Bug Chris, bug Mike, but quit bugging ol' Lucky for codes!

LUCKY'S Helpers Here's what you guys have found...

SHADOWRUN

Sega of America for Genesis

I'm stuck. Where is Aragorn, and how do I "attain wisdom" so I can talk to Frosty. I've searched everywhere! I've been playing every day since I got it five weeks ago. However, I have found some neat stuff to help others:

1. Join the Mafia. The Mafia discount at the Crime Mall puts the buying price of Light Combat Armor even lower than the selling price — unlimited nuyen!

2. Even if a character has 20 clips, you can still trade clips to them. Give all your clips to one person, then go into a store and buy 20 more and give them to the same person. Everyone can carry 50 clips if you want them to — no more ammo shortages. Be careful though — some actions, such as manual reloading, can reduce your clips back to 20.

3. For every run you complete for Caleb Brightmore, you get a bonus five Karma. It's a good idea to take a bunch of easy jobs to build your Karma up.

4. Another good Karma technique is to get into a corporate building, set off the alarm, then waste guards — lots 'o Karma and lots 'o fun (or am I just as twisted as everyone says I am).

Garth Yotter
Mogadore, OH

Well, who would have thought you could make money in a Crime mall?

You've got a ways to go before you find Aragorn. First, you've got to find Stark, your brother's best friend and a member of his ill-fated strike team. He's wounded and holed up in a Native American healer's lodge in the wilderness between the Salish-Shidhe and the Sinsearach. You need to find your way through some caves, but the location is actually shown on the map in the back of the instruction booklet. Once you've found him, you have to make a run on Fuchi HQ in Penumbra to find him a new heart. Once he's healthy again, he points you on another run to Hollywood Correctional so you can rescue Ilene. After that, you... well, anyway, you get the general idea.

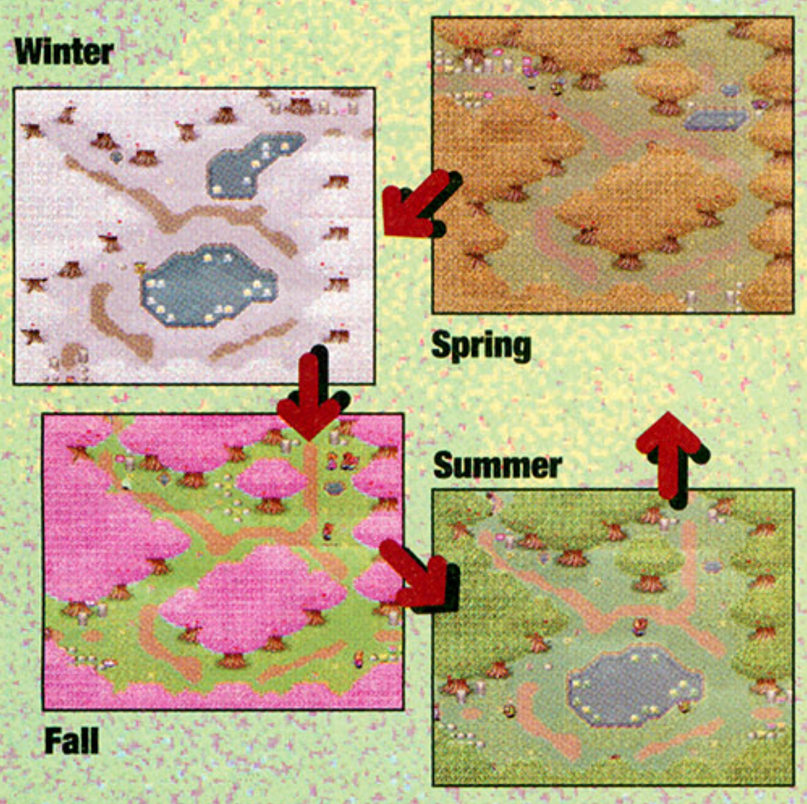
Once you've found Stark a new heart, he sends you to rescue Ilene. She tells you how to find Aragorn, but getting him out of Mitsuhama in the Penumbra District is no easy trick.

SECRET OF MANA

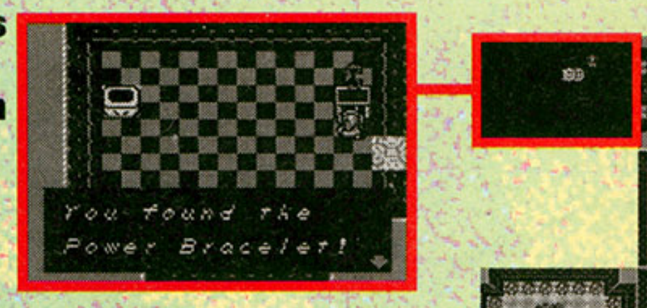
Square Soft for SNES

Can you tell me how you "walk the seasons" at the Moogle Village?

March '94, vol. 7, no. 3, p. 84. *This is another answer that generated some controversy. It seems there's two ways to look at this: either the pink area is Spring (the trees are starting to bud), and the area opposite is Fall (the trees are a darker shade than Summer, which means the leaves are starting to turn), or the pink area is Fall (the leaves have already turned) and the area opposite is Spring (the color represents new growth). Not that any of this really matters, because you still have to walk the areas counter clockwise. The only reason anyone would care is to figure out how fair the Moogles' clue turns out to be. Squaresoft's own hint book says that the seasons have to be walked backwards, but then their diagram has the pink and green areas reversed! My head is starting to hurt thinking about this, so make up your own minds, just be sure you walk 'em counter clockwise.*



"Walk the seasons" in a counter-clockwise direction, then go back to the southwest area (could be Spring, could be Fall — who knows?) to find the Sprite Village.



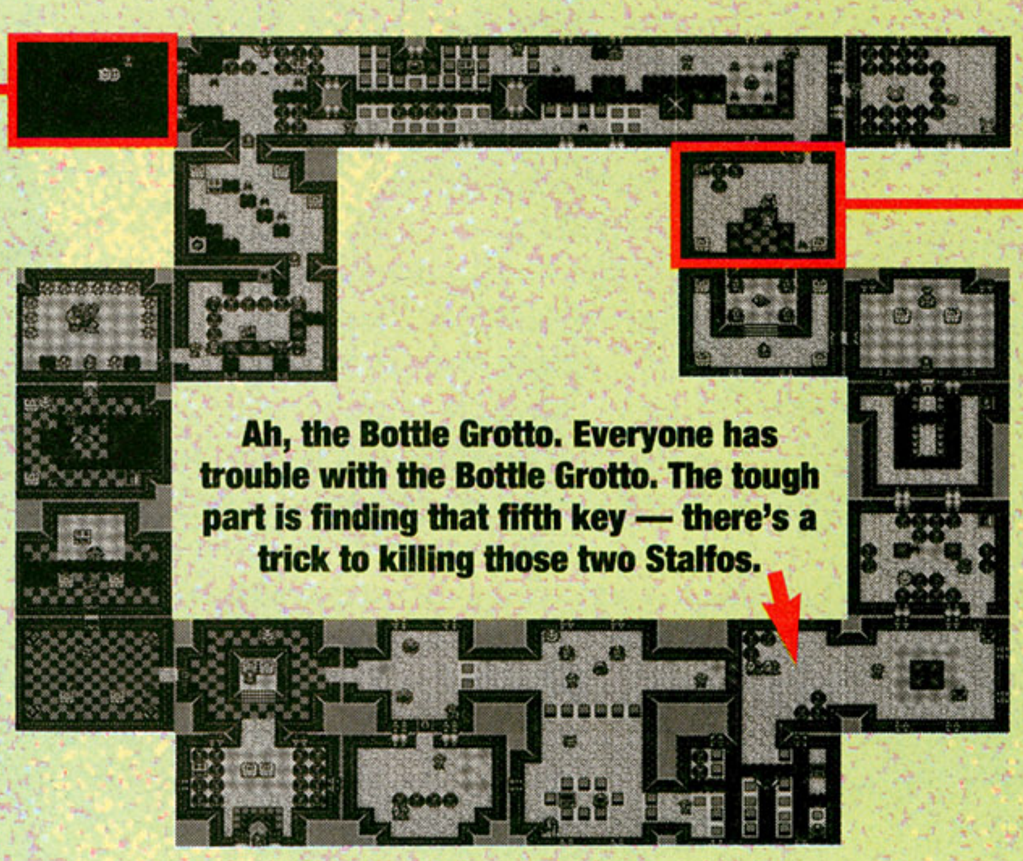
When you reach this room, use fairy powder to light both burners. That kills the ghosts and lets you grab the power bracelet.

LEGEND OF ZELDA: LINK'S AWAKENING

Nintendo of America for Game Boy

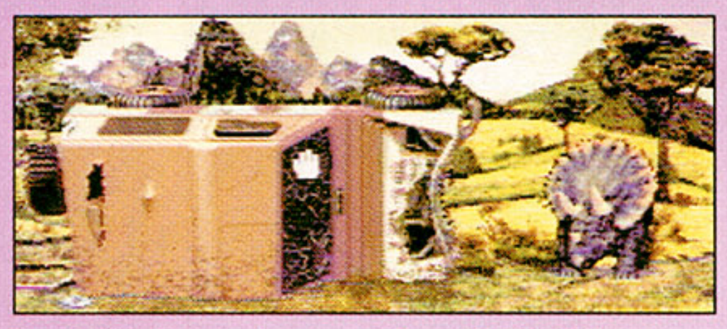
Where can I find the Nightmare key in Bottle Grotto, the second dungeon? How do I defeat the boss of the Bottle Grotto?

February '94, vol. 7, no. 2, p. 90. *At the time, I said that there were only four small keys for five doors. Turns out I was wrong — doesn't happen often, but when it does, I 'fess up. You find the fifth key by killing a pair of Stalfos: walk around them so they're directly behind you, charge up your sword and do a spin attack. You should hit and kill them, and the fifth key appears.*



Ah, the Bottle Grotto. Everyone has trouble with the Bottle Grotto. The tough part is finding that fifth key — there's a trick to killing those two Stalfos.

To find the Nightmare Key, kill the rabbit-like Pols Voice first (you have to pick up a jar and toss it at him), then kill the bat, then the hooded Stalfos. The Nightmare Key is yours!



Honk the jeep's horn, wait until the trike attacks the jeep and turns to you, then honk it again. After it attacks the second time, honk it a third time, grab the medical injector that pops out of the jeep, and heal the sick triceratops to the left — fast!

Once you've grabbed the crowbar, head back to the other two trikes. Look at the tree (you have to wait until the adult trike moves a little), then get a branch and feed it to the baby trike behind you. It moves and lets you get to the small metal box containing the triceratops key.

JURASSIC PARK

Sega of America for Sega CD

How do I find the crowbar?

April '94, vol. 7, no. 4, p. 84. Why do I keep getting letters on this? I was the guy who reviewed Jurassic CD, ***and since I knew this was a tough spot I went ahead and gave a tip as part of the review, then also gave the full answer in that month's 27407 column. The next month I wound up cranking out a strategy article on the game (I was starting to see raptors in my sleep by then) and since I was still getting letters on it, I covered it again. It's a tough spot though, so one more time:***

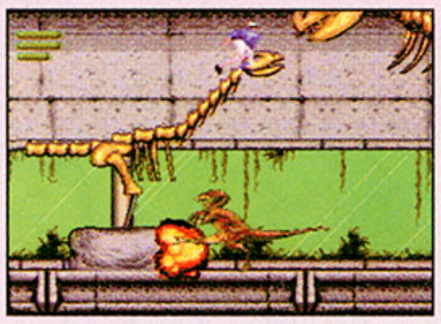
If you honk the jeep's horn, the healthy triceratops charges at it, then turns towards you. Before it can charge, honk the horn again — the trike should attack the jeep again, and a few items spill out of the back. Once again, wait until it's facing you, then honk the horn a third time. The last item to come out of the jeep is the medical injector. Pick it up fast and use it on the sick triceratops, who should get up and walk away. Now you can grab the crowbar.

Sega of America for Genesis

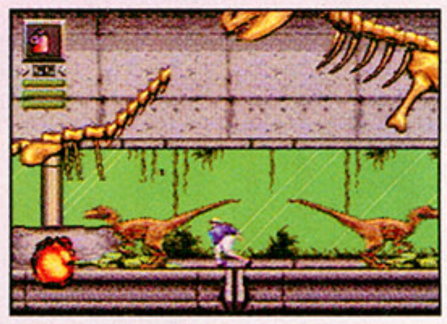
When you play as Dr. Grant, and you reach the Visitor's Center, how do you beat the two raptors? When you play as the Raptor, how do you defeat Dr. Grant?

November, '93, Vol. 6, no. 11, p. 32. *This has become the "question that would not die." I received roughly a thousand letters asking this when the game first came out, which tapered off to a few hundred after I answered it. Been more than a year now since that game hit the shelves, and I still get a couple dozen a month.*

Whether you're Grant or the raptor, you can't attack the enemy directly. Take your frustration and rage out on some innocent mounted fossils:



Have Grant jump to the head of the brontosaur skeleton, then drop between the two raptors — don't touch 'em! Throw grenades at the base of the skeletons, and they fall on the raptors.



When playing as the raptor, claw attack the base of the smaller, left-hand skeleton that Grant is standing on. The skeleton collapses, and Grant runs away. Bye, bye Grant — hello mainland!

REVENGE IS SWEET... THEY AREN'T!!

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SEGA CD™

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

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Deadly.
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No Remorse.
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CD Sound!
Animation!

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Our games go to 11!

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REVIEWS

Hold it right there! You don't wanna drop all your bank on a game your little sister could beat with one drool-covered hand tied behind her back, do you? We didn't think so. Read on, and find out what's hot and what's snot, OK?

OPINION
The real deal! Why *you* better get this game... or not!

REVIEWER
You can trust the guy in this photo. Really! He can't be bought by the big game developers.

GAME SCREENS
There aren't any better action shots on the face of the Earth. Word! Check 'em out and you just gotta agree!

INFO BOXES
Does this game go... or does it blow?

THE *GAME PLAYERS* ULTIMATE AWARD

See this? Know what it means? Any software or hardware that rates this has scored 90% or more and is definitely worth your time and money. We don't give this award to just any game! You can trust us!

review SNES

R-TYPE III: The Third Lightning

Publisher: Jaleco • Developer: Irem • available August • $59.95

SNES info	
GENRE	shooter
PLAYERS	1
LEVELS	5
DIFFICULTY	hard
SAVE FEATURE	unlimited continues
MEGS	16

Back into space he goes! **Jeff Lundrigan** braves the lethal spaceways to make the universe safe for all creatures.

HOLD YOUR BREATH!
Through thick and thin, getting there is all the fun!

For some reason, this *R-Type* likes to hem you in and squeeze you. But hey, narrow tunnels and narrow escapes are two things every good shooter should have.

Well, here we go again. *R-Type III* is the latest (and with the breakup of Irem America, probably the last!) in a long and noble line of games that stretches back to the dawn of the NES. There's a story behind it somewhere, but don't worry your head about it — we all know it doesn't matter.

This latest *R-Type* has a couple of new features. First, you've got a choice of three different force weapons, each of which has a different effect on the power-ups you are able to pick up during the game.

exists is so you can blast everything in sight. Man, it's easy to forget what an experience this kind of game is! My shooter skills have decayed a little in recent years, but after about five minutes they came right back.

Once in a while, *R-Type III* gives us a break from that boring old left-to-right scrolling and screws it top-to-bottom — woo! Notice you can also shoot backwards.

And this isn't just the best shooter to come along lately. Hell, it's the only shooter to come along lately, so that ain't saying much. This is one of the top shooters ever! Some of the areas, enemies, and bosses are so fiendish and challenging, you might just find yourself (ulp!) using your brain once in a while! If you gotta go, you might as well go with a great big bang.

If you've been pining for all the lost shooters, you're in for a treat. Sure, the action is as tedious as you remember, and yes, you want to pull your hair out after fighting through the same area over and over for an hour, but the game is liberally dotted with continue points, which make it as painless as it can get. And hey, this ain't exactly brain surgery, you know? Lighten up and fire away! GP

And, like you'll remember from all the other *R-Types*, you can fire single shots or charge up the weapon for one enormous blast!

The big blast comes in especially handy against bosses, most of which are big and nasty — just like a good boss should be.

RATINGS

GRAPHICS	8
	+ What can I say — this shooter has smashing graphics. Simply smashing!
	– A standard two-point deduction for looking like every other shooter.
MUSIC & SOUND FX	7
	+ Wow, this game has the standard outer space shooter soundtrack.
	– Darn, this game has the standard outer space shooter soundtrack.
BELLS & WHISTLES	8
	+ Three different kinds of "force weapons," and lots of power-ups.
	– There ain't nothing exactly new about a shooter, now is there?
CONTROL	8
	+ You get to move up, down, left, right, and shoot at everything — it's easy!
	– Well, that little "force weapon" of yours could be easier to grab on to.
REPLAY VALUE	8
	+ If you can play it once, you can always play it a thousand times.
	– You gotta get past playing through it once, before you get to play again.
OVERALL	83%

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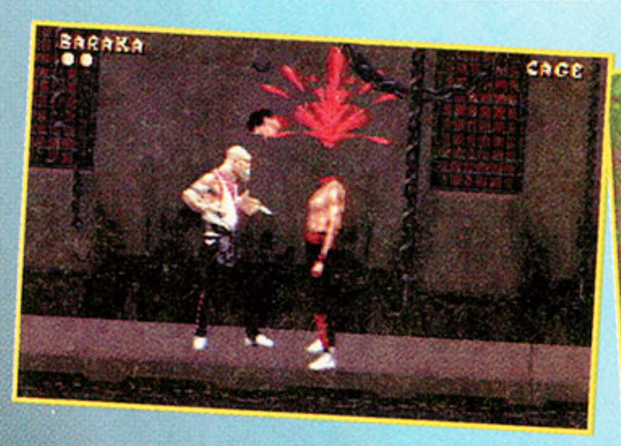
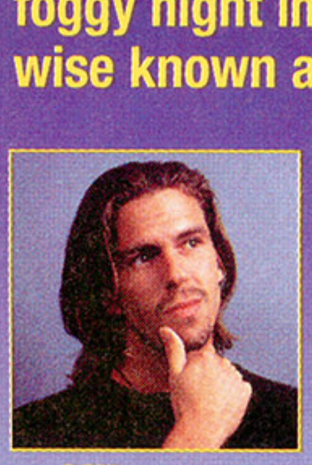


MEET THE TEAM

Who knows what evil lurks in the hearts of this motley crew? Well, the Shadow might, but he ain't talkin'! Let's just say that you wouldn't want to meet any of these villians on a cold foggy night in San Francisco, otherwise known as Baghdad by the Bay!

Doug: Mild mannered Mob hit man.

Jeff: The Body Count is in da house.


Mike: Hot-wiring Ferraris is his specialty.

Vince: Aka: Vinny, the Grinning Blade.

Chris: Forged first hall pass at the age of 6.

Trent: The Happy Homocidal.

Mark: Aka: The Shropshire Slasher.

OUR SCORING SYSTEM

Really tough, but really honest!

Graphics: This is the reason we have eyes. Does the game make you wanna pop 'em, or just drop 'em?

Music & Sound FX: Does it scream like a Marshall stack or does it sound like one of your Mom's records?

Bells & Whistles: These can make or break a game. Has it got what it takes?

Control: If you can't make the game do what you want it to, what good is it?

Replay Value: Does the game become a Frisbee after one play or is it a keeper?

Overall Score: Here's the straight stuff:

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

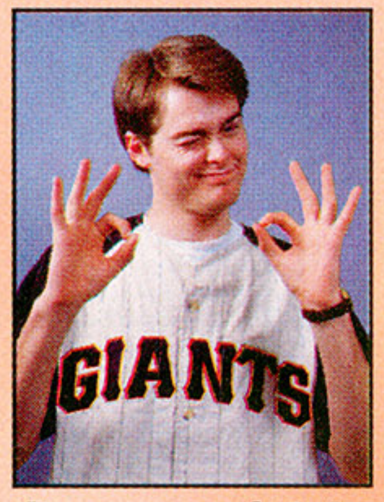
SNES review

Publisher: Interplay • **Developer:** Blizzard • available late September • $54.95

Blackthorne

SNES info

GENRE	action/strategy
PLAYERS	1
LEVELS	17
DIFFICULTY	medium
SAVE FEATURE	password
MEGS	8



*We sent **Chris Slate** to destroy the evil Ka'dra'suul empire, and he gunned down all the hostages instead. He claims it was a mistake, but he just won't stop giggling...*

What's that? You liked *Prince of Persia,* but it just wasn't violent enough? Then Interplay's got just what you need: *Blackthorne.* Its got the same smooth-movin', ledge climbin' action that made *Prince* a hit, plus mutants, an apocalyptic storyline, and one bad-ass shotgun. Sounds fun? It is!

You're Kyle Blackthorne, son of King Vlaros and heir to the Androthi throne. When you were just a child, you escaped Sarlac and his evil Ka'dra'suul warriors by

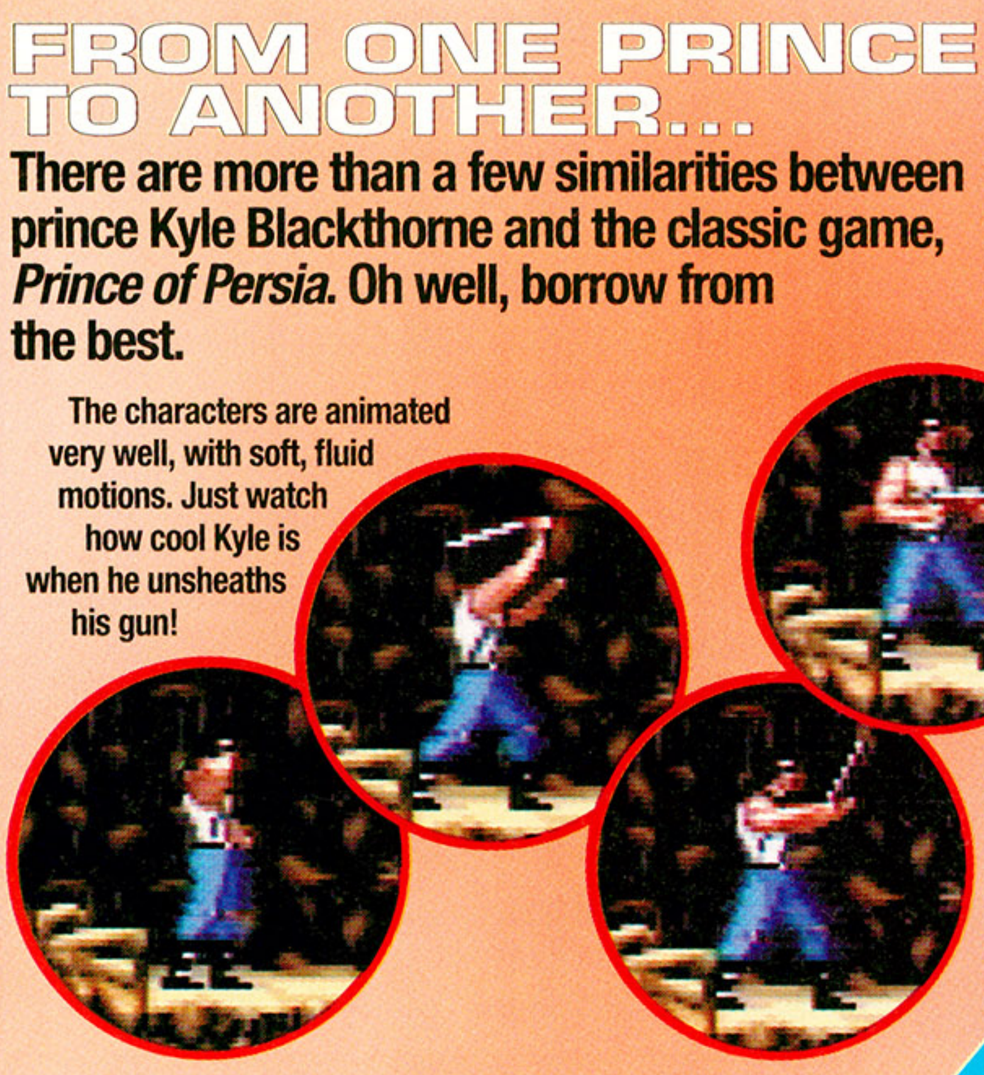
SHOOT, ER... SAVE THE HOSTAGES!

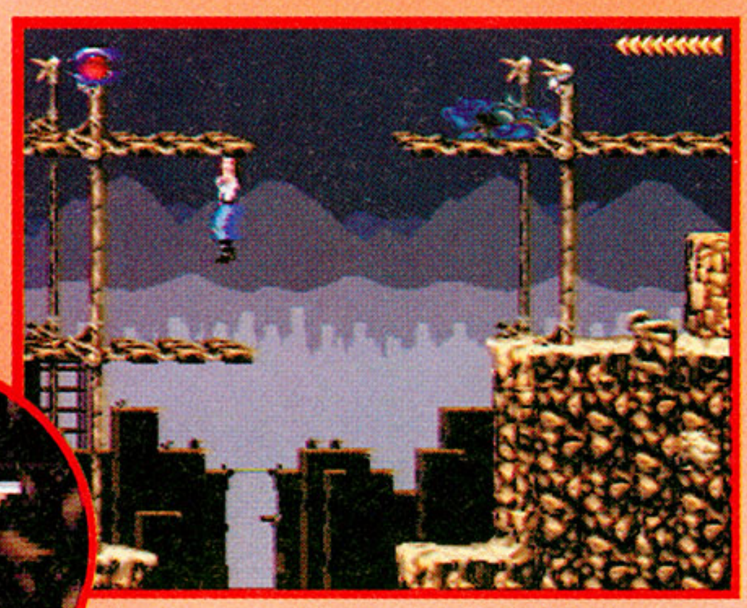
The Androthi people have been made slaves by their evil Ka'dra'suul oppressors. Still, that's better than a bullet in the head!

FROM ONE PRINCE TO ANOTHER...

There are more than a few similarities between prince Kyle Blackthorne and the classic game, *Prince of Persia*. Oh well, borrow from the best.

The characters are animated very well, with soft, fluid motions. Just watch how cool Kyle is when he unsheaths his gun!





You can expect to do a lot of climbing in *Blackthorne.* Watch your step — you can't fall very far without taking damage!

Mine Area This first area is fairly simple, and serves mostly as a training ground.

Tree Area The Androthi prisoners take up arms to help rebel against the Ka'dra'suul, so you'll want to think twice before shooting your friends.

A TREACHEROUS TREK TO SARLAC

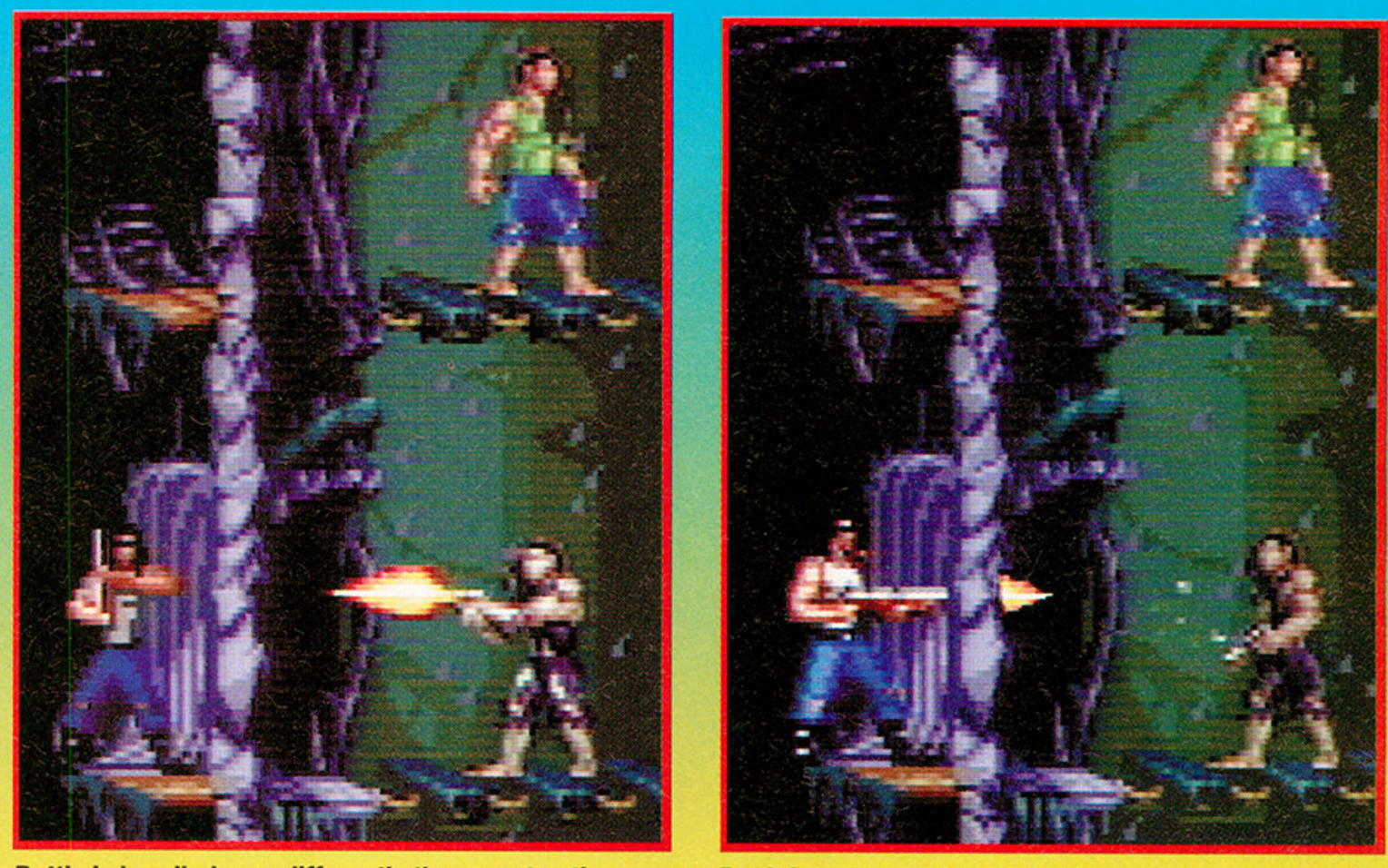
There are 17 levels in all, split between four major areas. Let's take a closer look...

fleeing to the Earth realm. Now, after years of training, you've returned to your home world of Tuul to free your people and destroy the Ka'dra'suul.

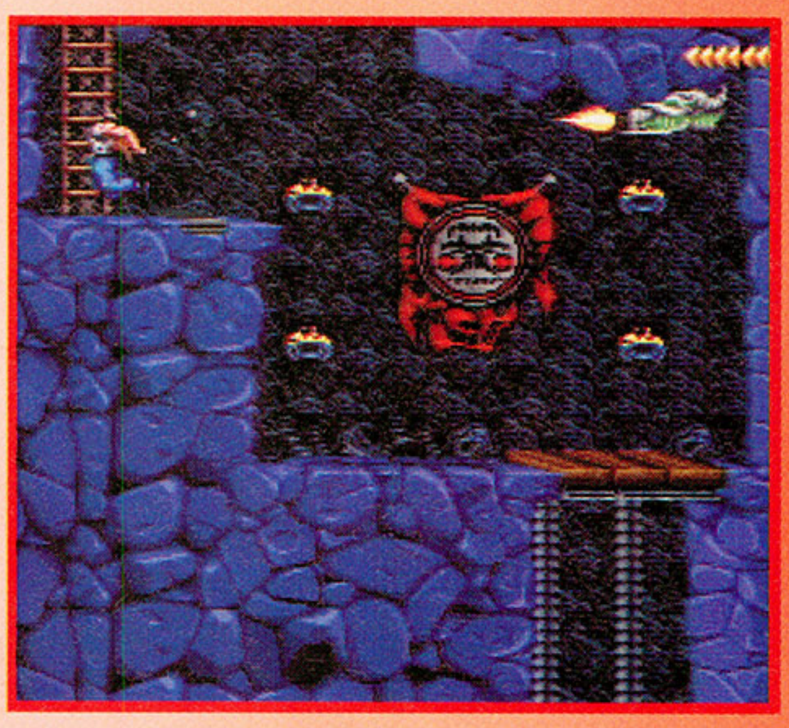
Originality and a unique idea or two are always welcome, but they're not always needed to make a good game — if they were, video gaming would have died out years ago. *Blackthorne* basically does what *Prince* did — but better. Each level is a puzzle, and you can only pass by finding the right items and using them in the right places. Lots of bad guys have been thrown in to give *Blackthorne* twice as much action as there was in *Prince*, along with traps and other dangers.

And (shhh!) you can even blow away Androthi prisoners — your own countrymen! But, uh... you wouldn't do that. It's wrong. I mean, those guys are chained to a wall and helpless... and they help out by giving you advice, weapons, and other items. You wouldn't harm 'em (giggle!).

So, if you enjoyed *Prince of Persia*, then you're going to enjoy seeing a great game taken to an even greater level. And if you haven't played *Prince*, then you're going to be really be amazed at the concepts behind *Blackthorne*. So lock, load, and don't take any prisoners (not even the ones you've been sent to rescue!). **GP**



Battle is handled very differently than most action games. Duck into the shadows to dodge enemy gunfire, then strike as soon as your opponent lets his guard down.



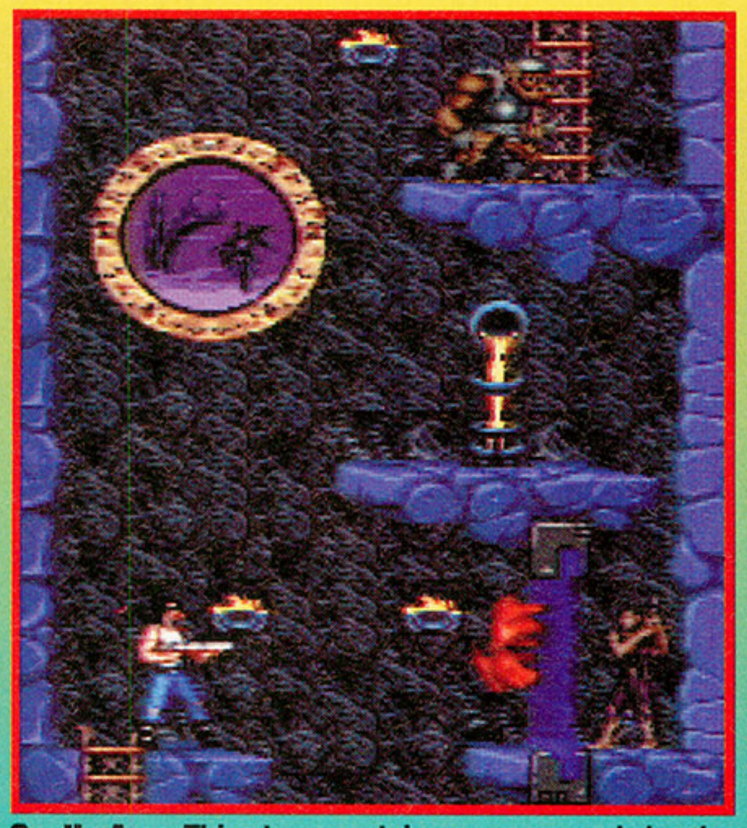
Watch out for deadly traps like this one. Step on the metal plate, and a cannon pops out to blow your head off!

A SECOND OPINION

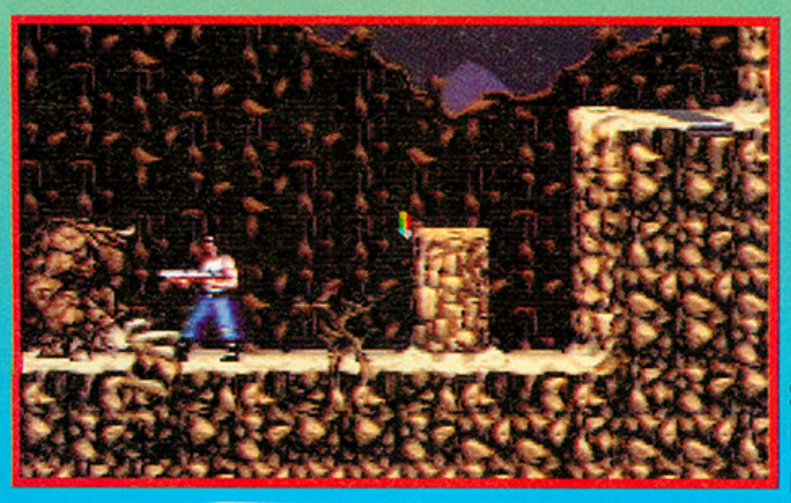
Blackthorne really is just like *Prince of Persia* with shotguns. It's also very, very cool.

The controls are super-smooth. You can forget the arcane, finger-twisting exercises of, say, *Flashback*, but don't let the easy first levels fool you — this is a tough challenge.

This isn't just *Prince of Persia* with more violence (try playing the Sega CD version of *Prince)* but it's disturbing that you can shoot helplessly chained prisoners. Still, from the graphics to the moody soundtrack, this is a solid winner. ***— Jeff***



Castle Area This stage contains one more sub-level than the others, where Kyle's ultimate battle with Sarlac takes place.



Sand Area Treacherous cliff-sides and inhospitable Rock Beasts cause the most problems in this stage.

RATINGS

GRAPHICS

8

- Colorful, detailed backgrounds make *Blackthorne* a great looking game.
- The character animations are very smooth — not the best, but good!

MUSIC & SOUND FX

9

- The sound effects are done very well, from shotgun booms to crushing falls.
- The subtle soundtrack really adds a mysterious, ominous atmosphere.

BELLS & WHISTLES

8

- A variety of monsters, weapons, and locations help keep *Blackthorne* fresh.
- The game deserves a slight slap on the wrist for ripping off *Prince*.

CONTROL

8

- Not the quick-action game that most gamers are used to, but it works well.
- You can do a no-look, behind-the-back shot! Little things count, man!

REPLAY VALUE

8

- Seventeen mind-numbing levels keep you playing for a fairly good while, but...
- ...each stage is basically the same, with the pieces in different places.

OVERALL 87%

SNES review

Publisher & Developer: Namco • available September • $59.95

PAC MAN 2

SNES info

GENRE	adventure/arcade
PLAYERS	1
LEVELS	one little Pac world
DIFFICULTY	medium
SAVE FEATURE	password
MEGS	12

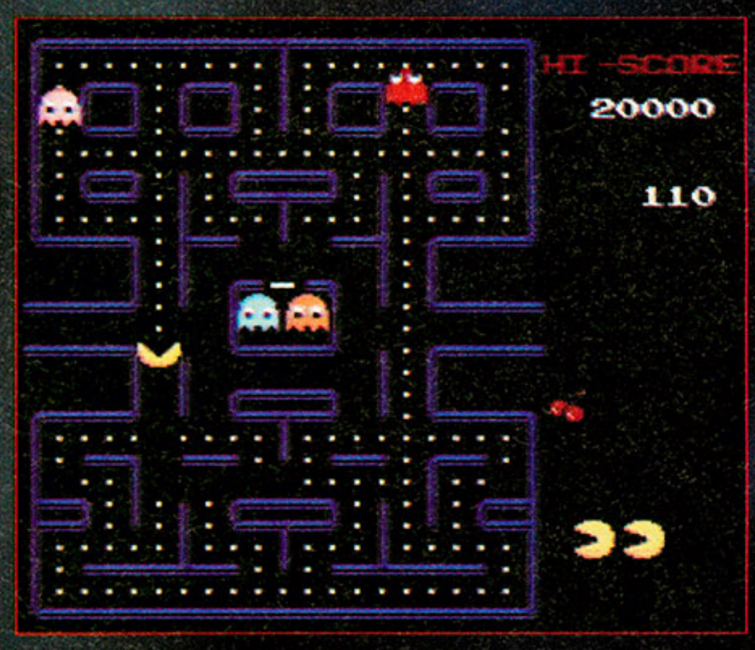
After spending a couple days serving Mrs. Pac Man, Mike Salmon is willing to give her the house and the Mercedes just to get the heck out of Pac land!

Welcome to Pac Land! You have a Pac wife and some Pac kids and, after playing this game awhile, you want to pack your bags and find a Pac attorney. In *Pac Man 2: The New Adventures*, you run around fetching milk, flowers, etc. for your little family, but *Mrs. Pac Man* is never happy. That miserable wench keeps sending you out for something else. What, doesn't she have legs? This is the '90's! When does *Pac Man* get to watch football or play golf?

When I started playing *Pac Man 2*, I thought it was the cutest little game, but the control system annoyed me and Pac's tyrant wife renewed my fear of marriage. *Pac Man 2* is a children's game, at best. However, the confusing control set-up leaves most kids bored and frustrated, much like I was. You don't get to move Pac Man around — instead, you point him in the direction you think is best and help him along with a sling-shot. The klutz is constantly running into things that you could avoid if you could control him, but you can't, so you suffer severe frustration trying to guide Pac around.

There is no Pac bar to visit if you tire of being the family provider, but you can always go to the old arcade, blow the dust off good ol' *Pac Man*, and start munching. I hadn't played *Pac Man* (the arcade game) since I was in fifth grade. Back then I was known as the '*Pac Man* King of Kalamazoo!' This section of the game was a trip down memory lane trying to match my old high scores, only to find out my reflexes are half of what they used to be.

The most enjoyable parts of this game are when Pac gets knocked silly, whether it's a skateboard in the head, a door in the face, or a spider on the nose. These little scenes, plus the chance to play *Pac Man* (the arcade game) almost made this game enjoyable. Almost! *Pac Man 2* is no step forward, graphically or in any other sense. The controls leave you pulling your hair out, but it's a cute kid's game that requires a heck of a lot more patience than I have. **GP**

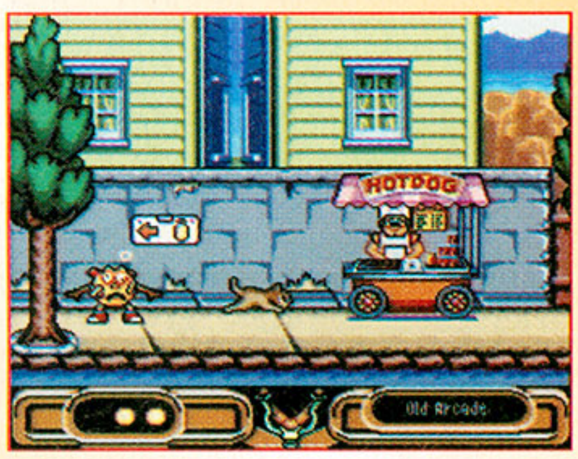


If you missed the arcade smash, here's your chance to play again! But don't spend too much time in the arcade or you've got hell to pay when you return home.

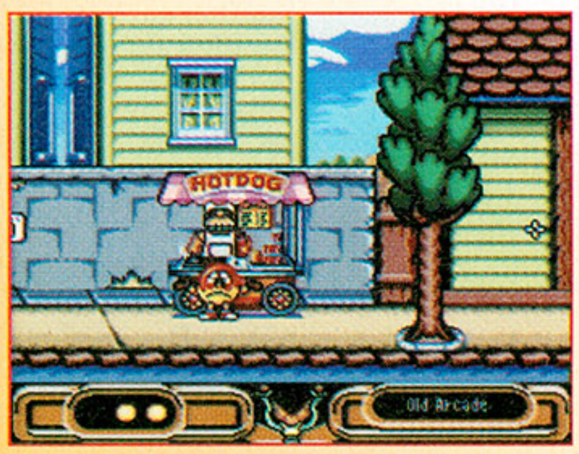
DANGER IN PAC LAND

Danger lurks around every corner, especially for poor klutzy Pac.

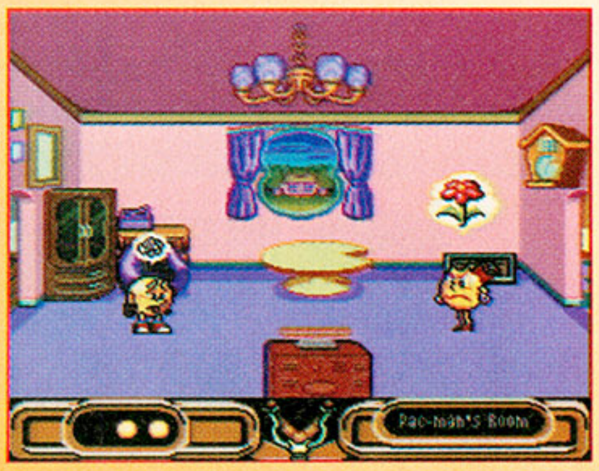
Watch out for that do — Ooh that's gotta hurt!



First the cat steals your hot dog, now he's left you cut and confused.



"I said no Ketchup and extra relish— Errr... now I look like a half-coated M&M."



And when you come home from a day of abuse, get ready for more.

RATINGS

GRAPHICS

6

↑ Good expressions on Pac's face add some much-needed humor.
↓ Was this game made in the 80's with the original *Pac Man?* It could've been.

MUSIC & SOUND FX

5

↓ Pac's little groans are awfully cute but that's certainly not digitized voices.
↓ I didn't expect any grandiose musical score here, and I was not let down.

BELLS & WHISTLES

6

↑ You can play *Pac Man* and *Mrs. Pac Man* during the game!
↓ I have a feeling that every expense was spared for this game.

CONTROL

5

↓ You go crazy trying to maneuver Pac around with pointers and sling-shots.
↓ The pointers and sling-shot can cause many *Pac Man* accidents.

REPLAY VALUE

6

↑ You can always go back to better your scores at the old arcade.
↓ Pac's world is small, unfriendly, and really only worth one visit.

OVERALL 61%

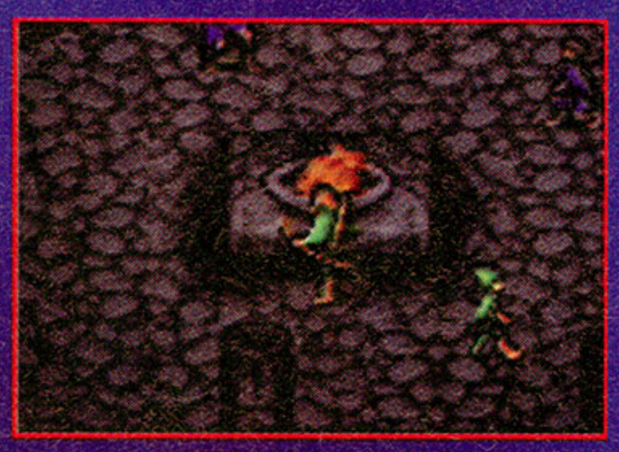
YOUR WITS BETTER BE AS SHARP AS YOUR DAGGER.

THE LORD OF THE RINGS™

J.R.R. Tolkien's epic saga, The Lord of The Rings™, comes to life on your Super Nintendo Entertainment System. As Bilbo Baggins, you'll join The Fellowship in their quest to find the one ring that has the power to destroy Middle-earth. You'll match your wits, your strength and your cunning against the evil Lord Sauron and his sinister servants.

If you are one of the millions who have read the classic trilogy, or if you're new to The Shire, you'll be captivated by this ultimate fantasy adventure role-playing game. There is nothing like it on earth.

- The largest use of rotoscoping in any SNES game ever produced– thousands of frames of rotoscoped animation.
- Each character has his own unique personality and decision-making skills.
- First action adventure RPG with multi-player real-time combat.
- Friends can join the play or leave the game anytime, without interrupting or restarting.



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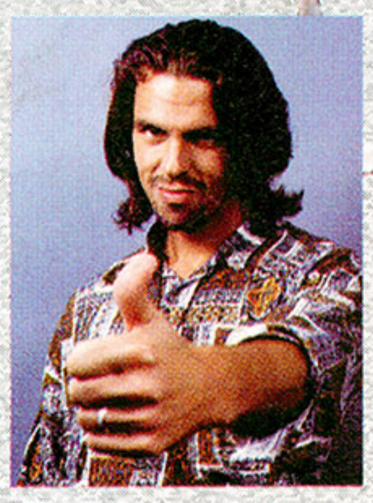
Interplay

17922 Fitch Avenue
Irvine, CA 92714 (714) 553-6678

Publisher & Developer: Gametek • available now • $59.95

BRUTAL
PAWS OF FURY



Da Plane, Boss! Da Plane! ***Mike Salmon*** *arrives at the small island vowing victory and looking to accessorize!*

SEGA CD info

GENRE	fighting
PLAYERS	1 or 2
LEVELS	10 different fighters
DIFFICULTY	medium
SAVE FEATURE	password
MEGS	16

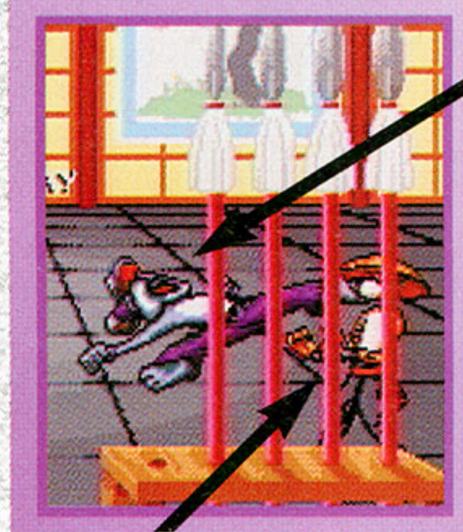
Ever been drop-kicked by a 300 pound bear or karate-chopped by a mystical llama? Well, here's your chance. You've been invited to a small island to battle for the Belt of Heaven (gee, I hope it goes with my new shirt). You travel to various scenes en route to your final confrontation with the Dali Lama himself.

There's no blood, there are morals, and you have to earn your moves one belt at a time. There's no double-death-blood-guts-decapitate options, all you can do is beat your opponent senseless with a combination of kicks and punches not nearly violent enough to be blamed for some kid going on a tri-state murder rampage. Yet I still came back for more! Maybe a solid game with good graphics, a good story, and fast action is more important than the amount of blood on the screen... *Naah!*

The road to the Dali Lama is a ho-hum ride only kept interesting by the belt system and scenery changes. In *Brutal* each time a fighter gains a belt he or she learns a new move. The progressive belt idea is a dandy; I kept playing just to see what other moves I could get under my belt. I might as well have kept these moves under my belt however, 'cause no matter how wonderful these moves are in practice, in a fight against your computer they're about as useful as that McDonald's sign that reads, "Braille Menus Available" (think about it). There simply isn't enough time to pull off any of the moves, except for the useless "taunt" move. This sensationally stupid move allows you to point a finger at your opponent until he whacks you on the head knocking you senseless and leaving you on the ground — though it does help you revitalize your character when you're running low on health. If the whizzes at Gametek can add to the moves, the characters, and make the special attacks workable, they could very well overtake *MK* and *MKII* as the most popular fighting game... *Naah*, gotta add some blood too! Lots of blood! Because, as every one of you out there knows, blood sells!

GET TO KNOW THEM!

Here's a look at some cartoon characters who take themselves very seriously. Pick one, and prepare to get Brutal.

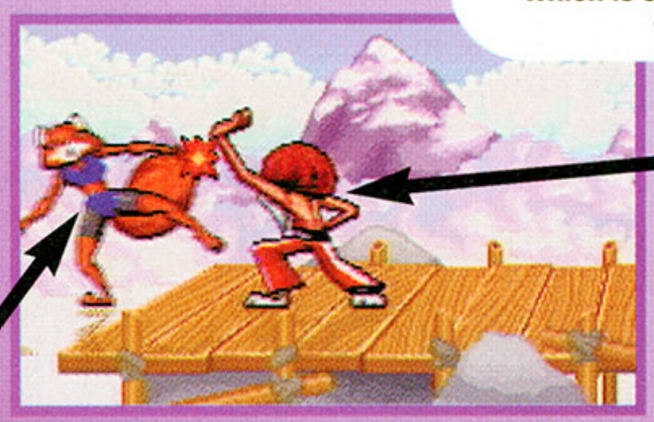


Even loveable ***Bugs Bunny*** can't pull off a back kick like ***Kung Fu Bunny***. This thoughtful bunny has broken his vow of non-violence to partake in the competition! Careful with this waskelly wabbitt or he breaks more than vows!

Soap Opera star ***Kendo Coyote*** looks to send ***Rhei Rat*** to a "general hospital" with a powerful chop to the head!

This rat usually fights for money, but at this competition he's fighting for respect, which is something he won't show you when you're down!

Tai Cheetah may be on the receiving end of this blow, but give this wise teacher an opening and he closes the book on you!

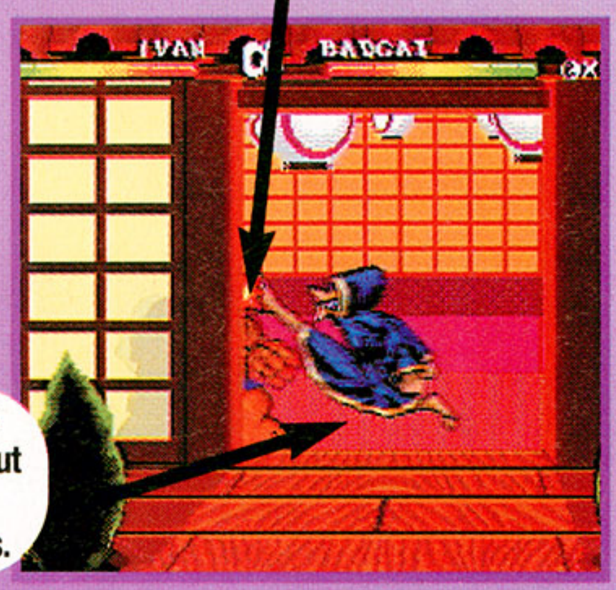


Beware of ***Prince Leon the Lion***. One royal uppercut can put you over the edge.

Foxy Roxy may be falling for ***Prince***, but she's not likely to do the same for you unless you watch out for her high flying moves.

Ivan Bear may not be the prettiest fighter but his brute strength carries him through most matches.

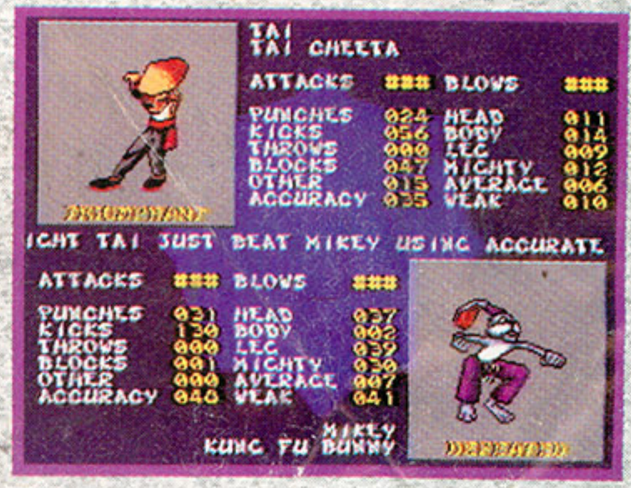
The Big Guy, The Boss, The Head Honcho, The Big Cheese, ***The Dali Lama***. The road stops here! Ya gotta beat the master to get the Belt of Heaven!



The ***Pantha*** may look like he's wearing a bathrobe, but take this cat lightly and you're sent to the showers.

A *Brutal* blow to the legs sends any opponent to the ground. Keep them on the ground with mighty back kicks and mighty punches.

Time to learn the "taunt" move. Trouble is, it's not a lot of use in battle... though it does help revitalize your character.



Want to know exactly how you lost or won? After each match, get a detailed rundown of all the action.

The Dali Lama is one tough (and ugly) opponent, but once he is finally defeated there is really no need for the solo player to continue. If, however, you've got a friend you really want to knock the snot out of, the head-to-head fights never grow old.

Overall I was quite impressed, frustrated, intrigued, confused, amused, and undecided about *Brutal*. All I know is I spent enough time playing this stupid game to lose my tan, my girlfriend, and most of my patience. As usual, those are all the signs of a good game. So if you're afraid the ozone layer's gone, and you'd prefer that your girlfriend was too, get *Brutal*, tell her to pay for her own damn movie, and give this game a rent! **GP**

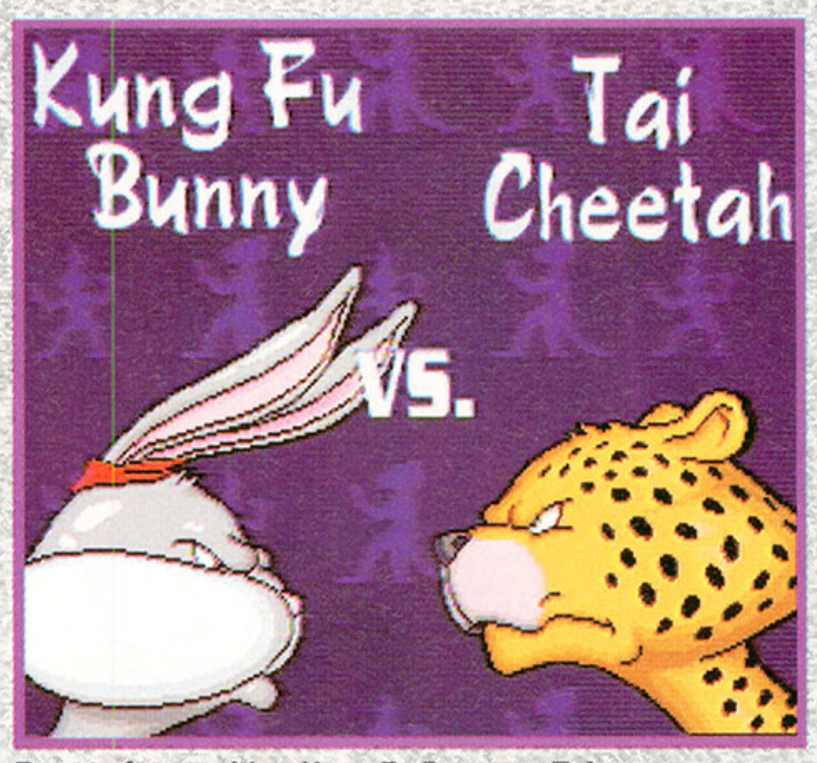
In two player mode you can choose from 10 different scenes to fight in, each with their own little twists.

Don't quit the day job! The *Brutal* gang could be the worst lip-synchers since Milli Vanilli. Enjoy, er, this and other outakes from the Fun Room.

A SECOND OPINION

Well Mike cerainly seemed to enjoy the game. Let me step in and say that I found *Brutal* to be one of the most innovative and just plain fun fighting games ever. Sure, it's difficult to pull off the special moves, but with just a little practice, you'll soon be using them like a pro. The graphics are solid, and the soundtrack is simply unbeatable. If you're a fighting game fan — and not quite as bloodthirsty as our buddy Mike — then go to the nearest store and demand your own copy of *Brutal*.

— Trent



Face to face, neither Kung Fu Bunny or Tai Cheetah Bunny blinks an eye as they stare each other down just prior to the fight.

RATINGS

GRAPHICS

9

↑ The backgrounds are rich in detail; animation is top-notch.
↓ More background interaction would be a pleasant change.

MUSIC & SOUND FX

8

↑ CD-quality music and sound give this game a polish most games don't have.
↓ High-pitched 'Keeyaps!' and other sound effects can get a bit annoying.

BELLS & WHISTLES

8

↑ Belt system, fight stats, and mental make-up are the icing on the cake!
↓ Too few belts, and useless moves, like the "taunt", leave you wishing for more.

CONTROL

7

↑ Six-button pad gives full control of moves, kicks, and punches.
↓ Nearly, if not impossible, to play on a three-button control pad.

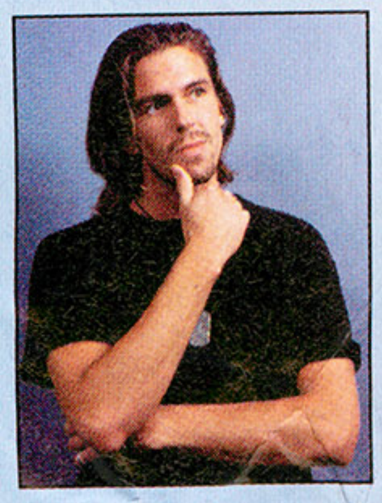
REPLAY VALUE

6

↑ You won't put down the controller until you've bested the Dali Lama.
↓ The solo player is likely to use the disk as a frisbee after beating it.

OVERALL 77%

Publisher & Developer: **PF.Magic • available September • $59.95**

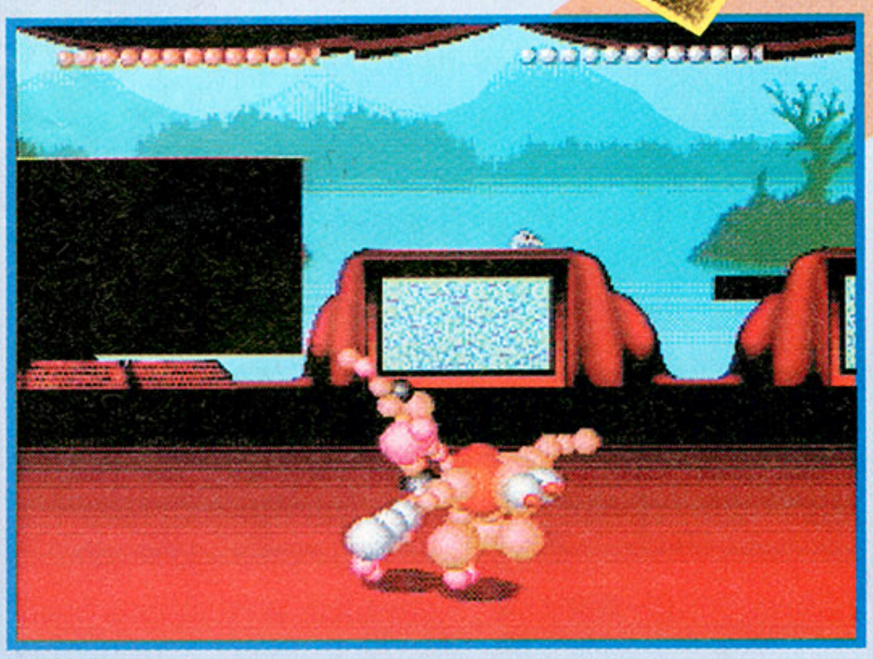


Can* Ballz *be the fighting game worthy of "Mad" Mike Salmon's valuable time? (It's not like he has anything better to do).

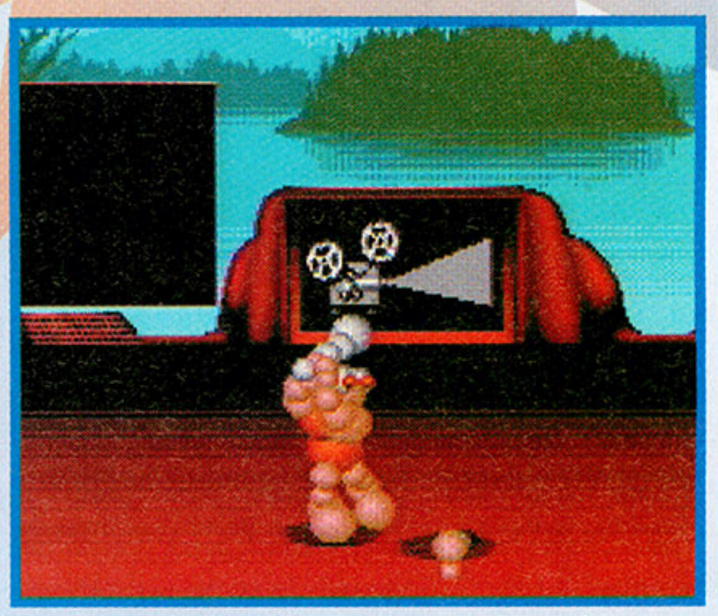
BALLZ

GENESIS info

GENRE	fighter
PLAYERS	1 or 2
LEVELS	15 different characters
DIFFICULTY	varying
SAVE FEATURE	none
MEGS	16



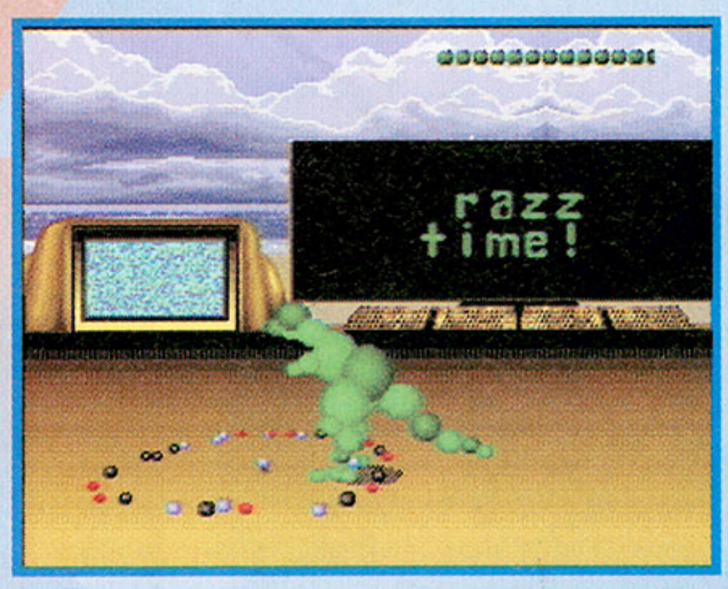
Divine gives Stoney a good spankin'.



Fore! Keep your head up or become Stoney's favorite golf ball!

Every game promises exciting new elements, but few deliver. However, *Ballz* appears to have incorporated some new ideas that make it a notch up on 2D fighter games: it's 3D, which makes it at least 1D better than the other games!

Unfortunately, it's one thing to have *Ballz* and another thing to know what to do with them. The characters in *Ballz* are all comprised of different sized balls (hence the name), which makes all of the characters look like the Stay Puff Marshmallow Man (hardly an imposing figure for a fighting game).



He's no Barney, but T-rex shows a few good moves of his own after he crushes an opponent.

As with other fighting games, each character has his or her own set of signature moves. What makes it different though, is that in *Ballz* the moves are breaches of etiquette rather than acts of violence. These rude dudes do it all: loogie launching, cutting the cheese, whacking each other with baseball bats — all of which are things you shouldn't do at the dinner table! *Ballz* keeps you hooked on the action with an 'attitude board', which taunts, informs, and gives this game a unique look.

With all its brashness and attitude, *Ballz* comes on strong, but after a few plays the originality soon dries up and the marshmallow characters' jerky movements start to wear thin. If you're a little deranged (like myself), or if you just want to cop an attitude and release some tension, drop a sixty spot, get some *Ballz*, and become King of the Rude Marshmallow Men. **GP**

Be careful who you abuse. Don't clown around too much with this joker or he'll get the last laugh!

Oh, sweet victory! The 'attitude board' enables you to rub your opponent's face in the mud.

RATINGS

GRAPHICS

6

↑ 3D graphics look hot and Zoo TV in the background adds depth to the game.
↓ Get some chocolate and graham crackers — it's time for some smores.

MUSIC & SOUND FX

7

↑ Pumping techno-style music screams a very heavy attitude...
↓ Unfortunately, it keeps screaming it over and over and over...

BELLS & WHISTLES

9

↑ Victory dances and taunts let you savor each victory.
↑ You can morph into other characters in the middle of a battle.

CONTROL

6

↓ Special moves are hard to pull off.
↓ The screen rotates while you're playing and it makes it kinda hard to tell whether you're coming or going.

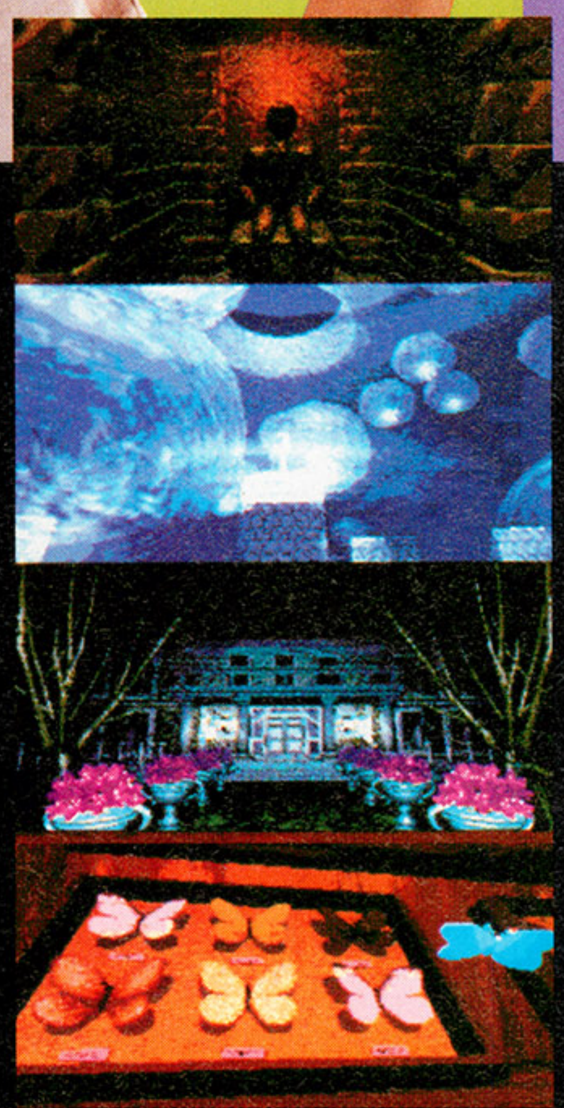
REPLAY VALUE

7

↑ You'll soon be able to buy AT&T edge cards to increase the list of fighters.
↓ If you've seen one Marshmallow warrior, you've seen them all.

OVERALL 73%

Meet Our Soul Survivor.



Our guy looks like he made it through **MANSION OF HIDDEN SOULS** with hardly a scratch. His wired jaw works pretty well and his new dentures are shiny white. The large bald spot on the back of his head doesn't seem to bother him. All of his organs, as far as we know, are original and still in the same places. And we don't hear him complain about the hair that won't stay down or the hands that won't close. Of course, we don't know anything about his mental state.

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The new arrival has disappeared.

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GAME BOY *review*

Publisher: Nintendo of America • *Developer:* Nintendo of Japan • available now • $39.95

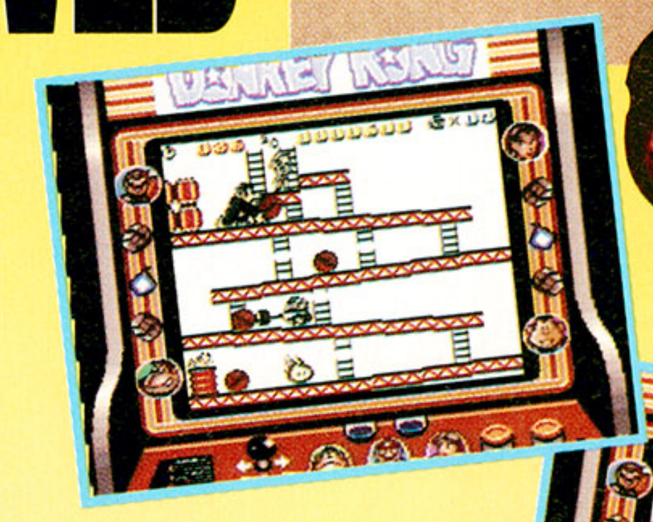
DONKEY KONG

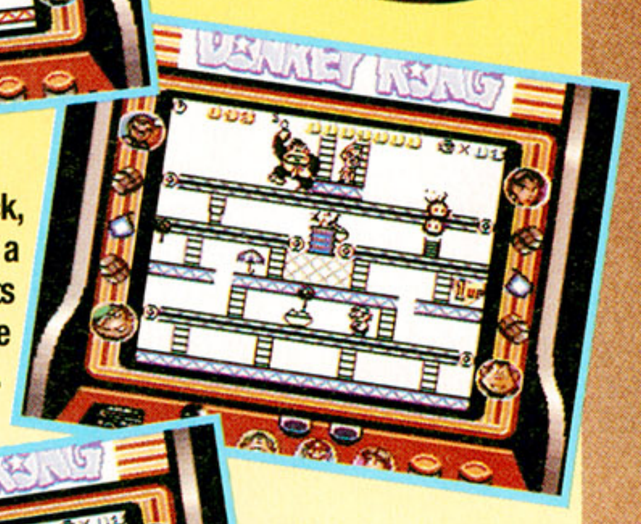
He thought he had kicked the addiction. Then Doug Brumley got his hands on this game, and it just started all over again....

The title screen takes full advantage of the Super Game Boy's color capabilities, but you only get four color stages for the majority of the game.

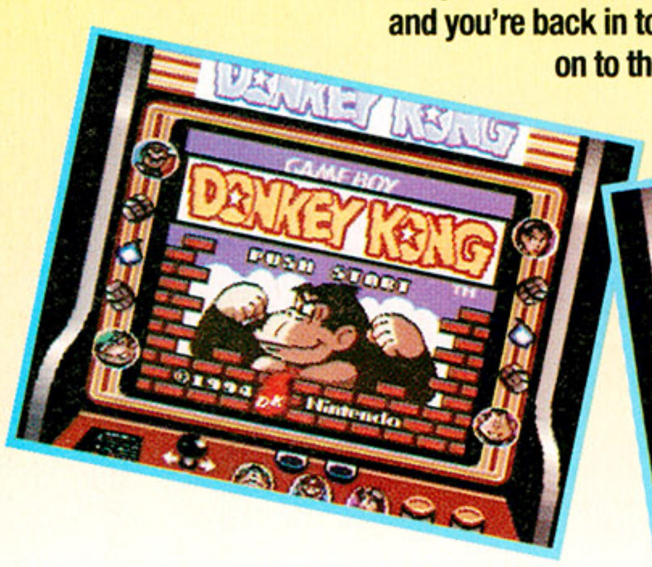
NEW AND IMPROVED

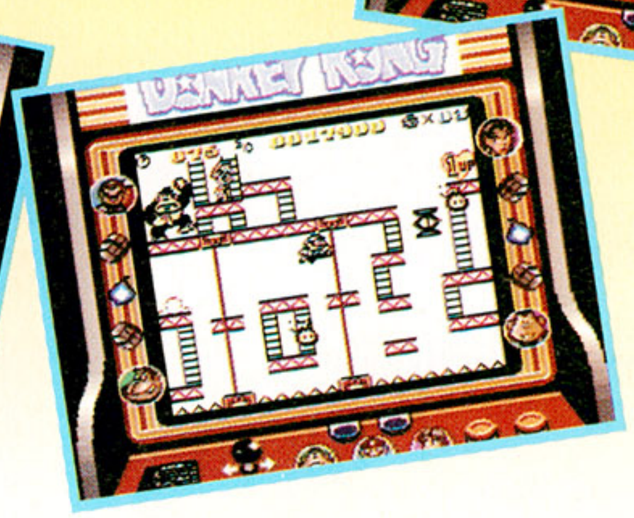
Oddly enough, the four levels that made up the original arcade *Donkey Kong* are now only the tip of the iceberg in the 101 level Super Game Boy version.





Ahhh. The memories just come flooding back, don't they? Jump a few barrels, hammer a couple of fireballs, undo a half dozen rivets and you're back in top form; ready to move on to the remaining 97 levels.



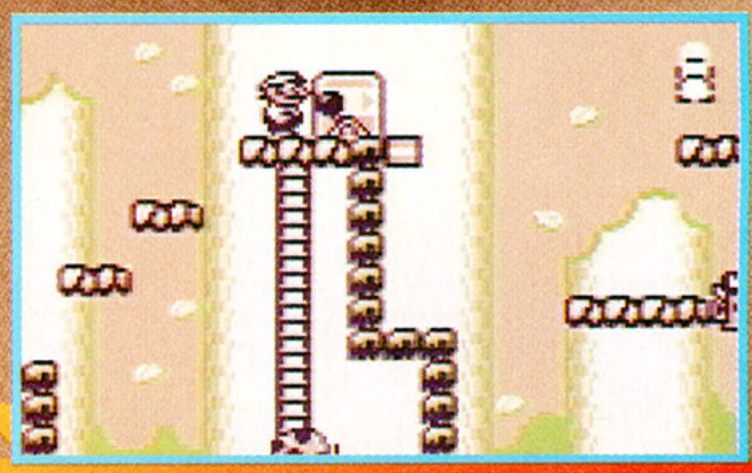


GAME PLAYERS ULTIMATE

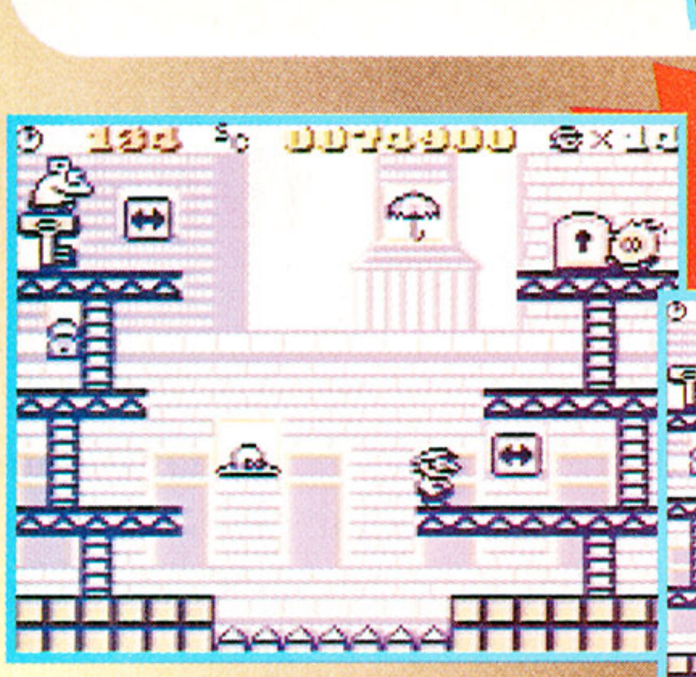
Mario's come a long way since those vintage arcade days when he first began scaling girders and trying to wrestle Pauline from *Donkey Kong's* meathooks. A dozen Mario games later, he's come full circle and is facing off with his original foe, and is much wiser for the journey.

Everyone's favorite plumber needs all the tricks and techniques he's acquired in the 13 years since *Donkey Kong* hit the arcades because the new release isn't just a straight coin-op transfer. Once you make it past the four levels in the arcade version you've still got nine lengthy stages of mind-stumping puzzles and skill-testing action ahead of you.

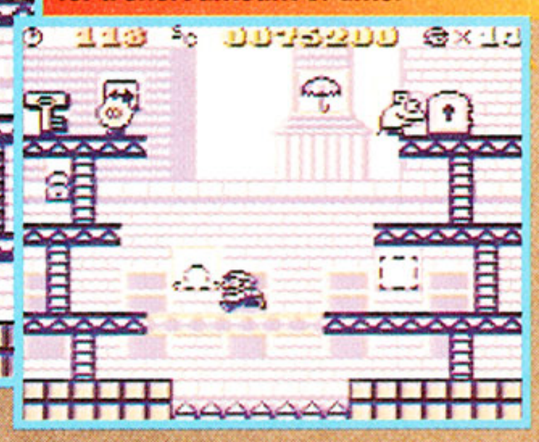
Besides being an exciting and entertaining game, *Donkey Kong* is also the first title to make full use of Nintendo's new Super Game Boy. Don't expect the game to graphically rival NES games, but Game Boy players should be impressed by full-color title screens and a unique screen border that resembles the *Donkey Kong* arcade machine. Fortunately you don't have to put quarters in this one. **GP**

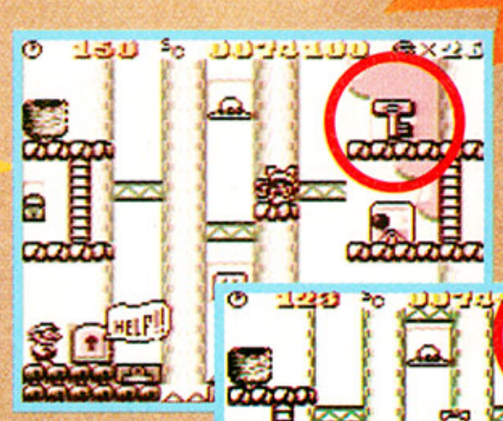


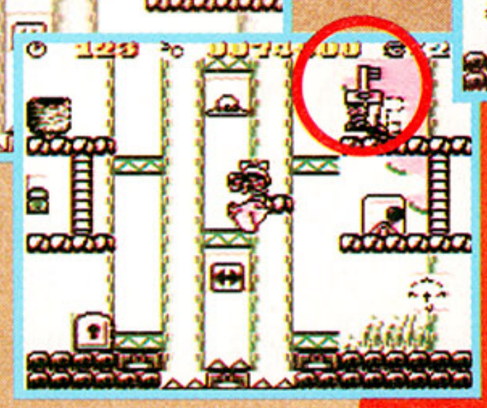
There are plenty of switches for Mario to flip, but be careful — while they may do something to help you, you must flip them in a certain order or at the right time to be truly beneficial.

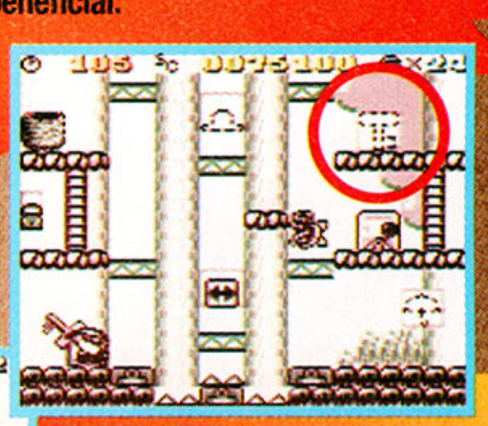


Periodically Mario runs across icons that enable him to place ladders or platforms somewhere on the level for a short amount of time.







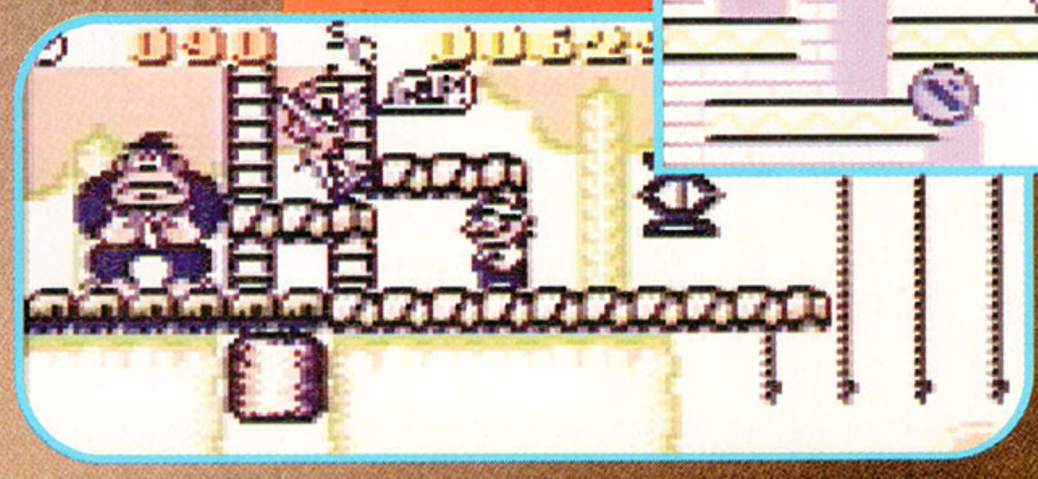


In most of the levels you must retrieve a key to unlock the door behind which *Donkey Kong* is holding Pauline. Getting the key to the door usually presents the biggest problem since you can only let go of it for a few seconds.

GAME BOY info

GENRE	action
PLAYERS	1
LEVELS	101
DIFFICULTY	medium to hard
SAVE FEATURE	battery back-up
MEGS	4

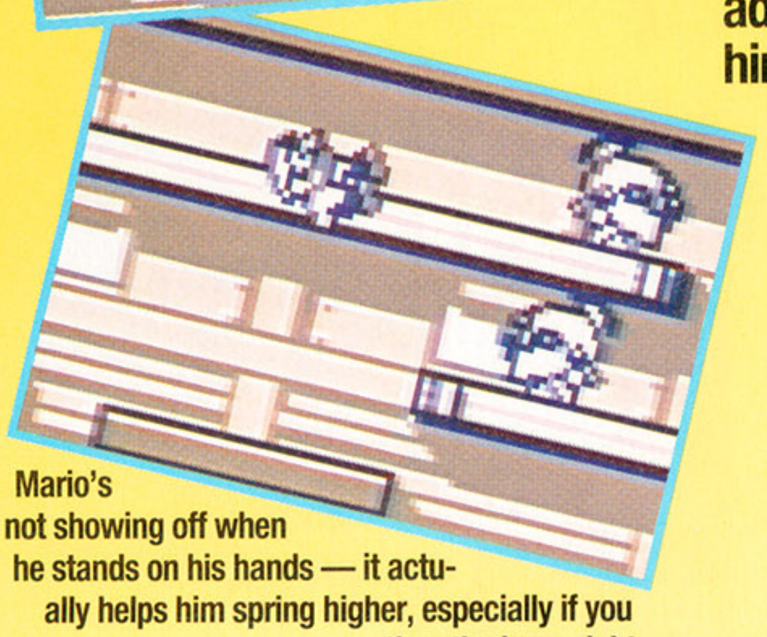
Every few levels you encounter *Donkey Kong* and you have to either safely reach the top platform or hit him three times with various objects.



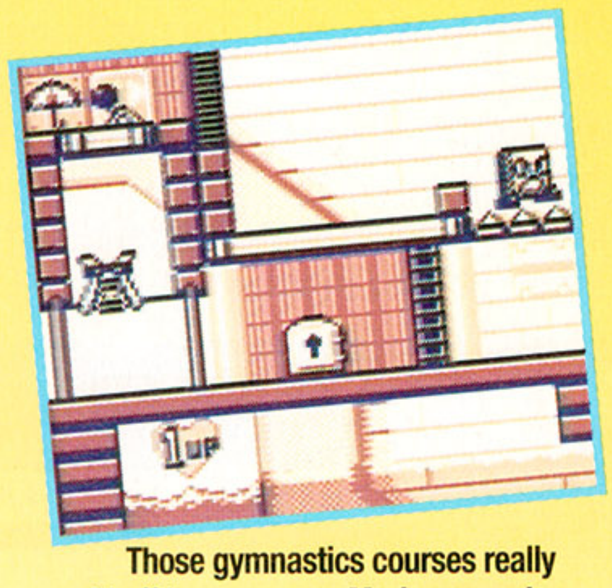
SAME OLD MARIO, BRAND NEW TRICKS!

A few new maneuvers have been added to Mario's repertoire, preparing him for the trying series of tasks ahead.

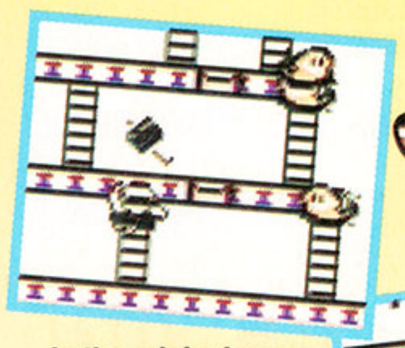
A high-flying backflip gives Mario the extra lift he needs to clear enemies or reach higher platforms.

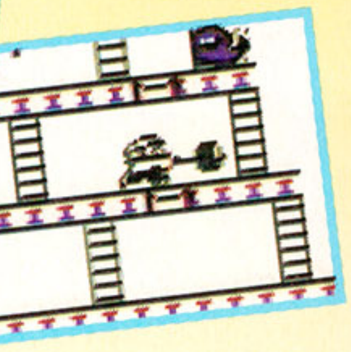


Mario's not showing off when he stands on his hands — it actually helps him spring higher, especially if you time the jump right.



Those gymnastics courses really paid off because now Mario can swing on lines, gain momentum, and propel himself skyward.





In the original game, Mario was stuck with a hammer until it ran out. Now he can throw it away or even toss it up a level and go get it.

You can really rack up on extra men in the bonus stages. Get there by collecting the items Pauline has scattered throughout each level.

A SECOND OPINION

Just where in the heck has that wacky monkey been? I've really missed him! *Donkey Kong* is easily one of the greatest game characters of all time, and his return to the game screen is long overdue. I agree totally with Doug, but probably would have rated this title even higher. My only complaint with *Donkey Kong* is directed at Nintendo. Why not put a game this great on a 16-bit format? What a great companion it would have made to the upcoming *Donkey Kong Country!* — **Vince**

RATINGS

GRAPHICS

7

↑ Nice animations and a splash of color almost make you forget you're playing a Game Boy title...
↓ ...but the 8-bit graphics remind you.

MUSIC & SOUND FX

8

↑ Those of you who are nostalgic will love the beeps and boings of the original.
↓ The game has come a long way since 1981 — why not update the sound FX?

BELLS & WHISTLES

9

↑ Brain-teasing levels and Mario's added moves take *DK* to new heights.
↑ Auto battery back-up and three save slots guard your progress.

CONTROL

9

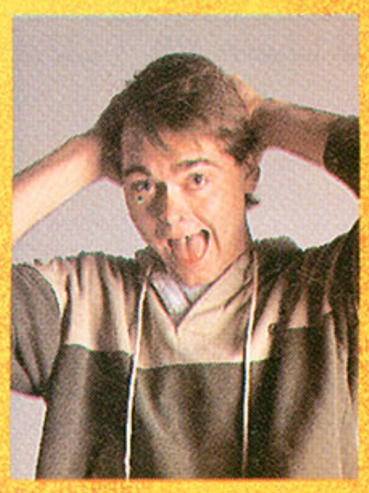
↑ Sorry, folks, but you won't be able to blame your mistakes on control.
↑ Even Mario's new combination maneuvers are easily accomplished.

REPLAY VALUE

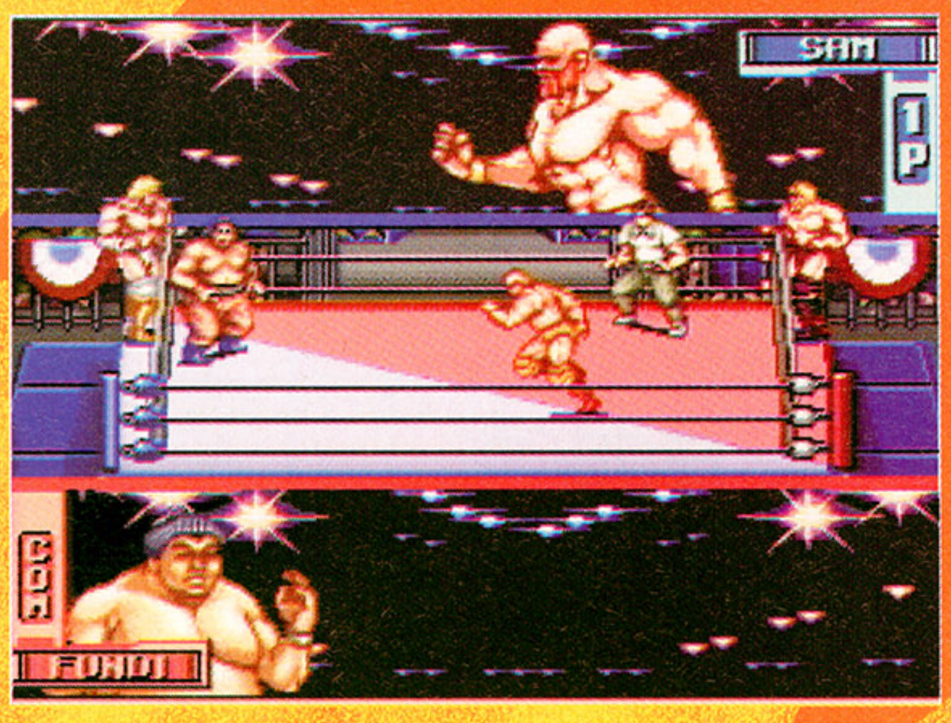
9

↑ You stay entertained with 101 challenging levels ahead of you.
↓ As with all action games, it loses some of its appeal once you beat it.

OVERALL 93%



Stepping into the ring, it all came back; a putrid, swirling whirlwind of sweat and warm booze. The stained mat baked under the hot lights, and somewhere in the distance the crowd chanted ***Chris Slate*** *over and over...*



The fighting is pretty standard for a wrestling game: plenty of moves, fight outside the ring, bounce off the ropes, blah, blah, blah. But where's the fun?

Publisher & Developer: Jaleco • available November • $59.95

Hammerlock

With the surging popularity of *Street Fighter*-type fighting games, there has also been an increasing number of professional wrestling titles. Wrestling carts have had their share of excellent games. And, sadly, there are also those that drag along behind the rest, like toilet paper stuck on the shoe of a great game.

Hammerlock tries to be original. The screen is split into three horizontal portions, with close-up screens of the action above and below the playing area. But ultimately, the same feature that makes the title unique ruins the game play. The playing area is too small, and the huge animations surrounding the action constantly disorient the player.

The playing area even shifts positions around the screen to accommodate larger animations during certain moves — a total distraction!

In the game's favor, it does boast four different play modes: Exhibition, Champion League, Tournament, and Top Ranking matches. You can also choose between singles and Tag-Team competition, four difficulty levels, six different time limits, and the game is 4-player compatible. And even though none of the wrestlers are particularly interesting, you do get 12 of them.

But despite all those bells and whistles, this game falls flat on its face. If you're looking for a new wrestling cart and you've already beaten *Slam Masters*, *Natsume Championship Wrestling*, and all the old *WWF* games, then wait for the new *WWF Raw* from Acclaim (November) or even *WCW* from FCI (October). *Hammerlock* just sucks. **GP**

SNES info

GENRE	action
PLAYERS	1 or 2
LEVELS	n/a
DIFFICULTY	adjustable
SAVE FEATURE	none
MEGS	16

RATINGS

GRAPHICS

4

↑ The close-up animations give the game a unique (albeit useless) angle.
↓ The action portion of the screen is really incredibly small.

MUSIC & SOUND FX

3

↓ The sound FX are average. The crowd sounds like a guy blowing thru a tube.
↓ There isn't any music at all during the (and I use the term lightly) action!

BELLS & WHISTLES

6

↑ Four play modes, a lot of characters, and other options help ease the pain.
↓ Unfortunately, none of that stuff does anything to change the action in the ring.

CONTROL

3

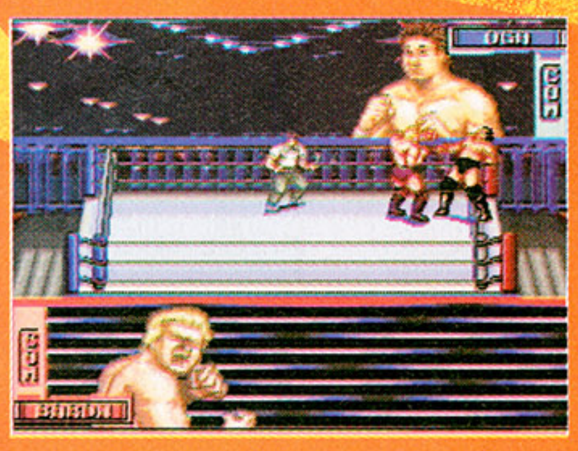
↓ Awkward, frustrating. You get the hang of it, but it's still wonky.
↓ The characters are small and roughly animated; no 'connection' to the action.

REPLAY VALUE

4

↑ If other wrestling games were too fun, this one is what you're looking for.
↓ If the action isn't there in a fighting game, there's no reason to come back.

OVERALL 40%



Ugh! I have to squint just to see the action in the ring! I wish these cinemas weren't in the way.

Around the World in 3 Moves

In the heat of the action, the screen gets a mind of its own. It's like trying to play during an earthquake!

Wha...?! The screen just shifted and I lost my place!

AAR-RGGHH!! Not again! Stay still, screen! I'm trying to play a game here!

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SUPER BOMBERMAN II

Publisher: Nintendo of America • **Developer:** Hudson Soft • now available • $45.95

***He came, he saw, and, as his time ran out, Mark Higham was really blown to kingdom come by* Super Bomberman II.**

Unbelievable!!! Watch out, 'cuz this game is contagious. If you're not careful you could blow your T.V. set right out of your living room. What would your parents say?

In this sequel you've got to work fast, but not too fast — neatness counts. You've only got a short time to drop your bombs, run away, and blow up treasure chests. Inside these chests there are many helpful items, such as power-ups, bombs, and even skates to make you go faster. Sounds simple, right? NOT!!!

Here's the bad news — you're not alone. There are creatures with magnets and Easter Island-esque statue heads that pose a great threat to you. Trap them and then blow them to smithereens. But don't forget, neatness counts — if you get too sloppy, you could get terminated. Now here's the good news — if you get them before they get you, you get to waltz through the castle doors and to the next level. But watch out for the bosses; they're big, they're bad, and they've got a serious attitude.

The concept of this game is quite simple and I liked how easy it was to pick up on the play. The upbeat tunes and eye popping graphics will keep you on the edge of your couch, begging for more. But I warn you now, don't get carried away, 'cuz your neighbors just might not understand.

By far the best feature about this cart is the multi-player capability. In this mode, it's every man, or in this case, every bomber man for himself. There are additional icons, such as a glove to catch and throw bombs, and a boot to kick 'em. This mode is simple and fun; it's survival of the fittest. If it seems like the walls are closing in on you, that's because they are.

SNES info

GENRE	puzzle/action
PLAYERS	1 to 4
LEVELS	many
DIFFICULTY	medium
SAVE FEATURE	password on every level
MEGS	8

You've got to think fast and watch your back, get them before they get you, and win a cool little trophy. **GP**

RATINGS

GRAPHICS

7

- The explosions and flames are brilliant. The fountains are a nice touch.
- Some of the characters are too small and some icons could be easier to ID.

MUSIC & SOUND FX

8

- The tunes are very cool . I also liked the "Wahoo" from Super Bomber Man .
- If you've heard one explosion, you've heard 'em all.

BELLS & WHISTLES

9

- The multi-player ability makes for sure-fire fun.
- Round up three friends and have a four way Super Bomber Palooza.

CONTROL

7

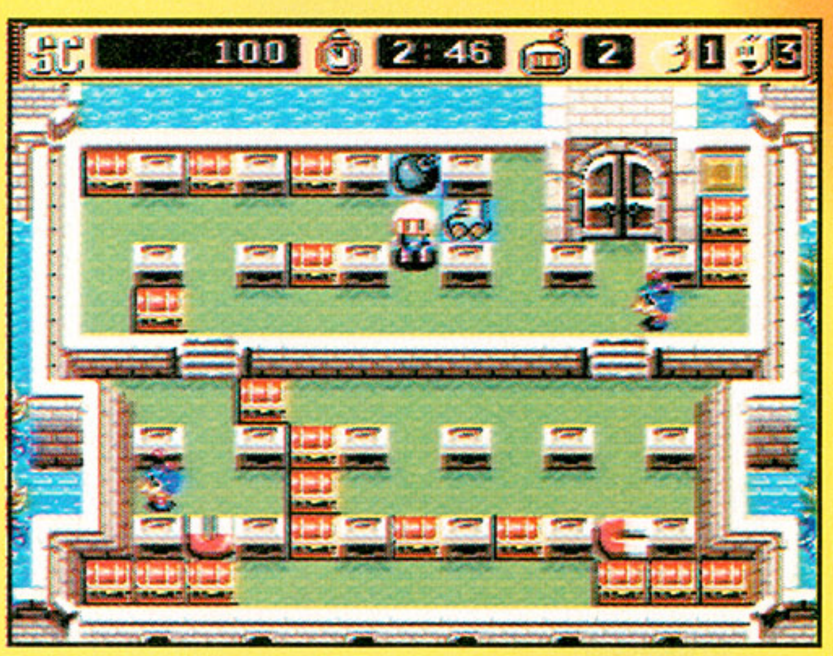
- The movement is very easy to get a hang of — it's also smooth and reliable.
- Dodging bosses can be a tricky affair, and I wish the skates were a little faster.

REPLAY VALUE

9

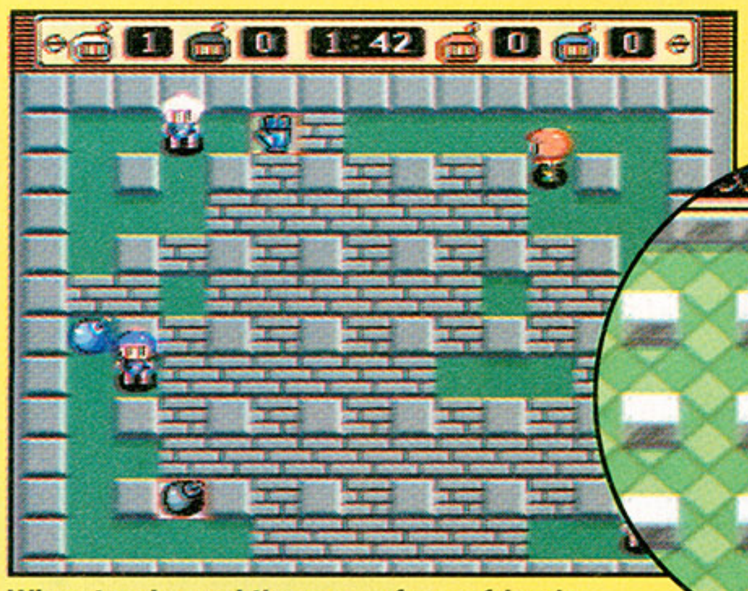
- It's challenging and fun - just try to finish it in one sitting.
- If you're not patient, you could get blown away.

OVERALL 86%

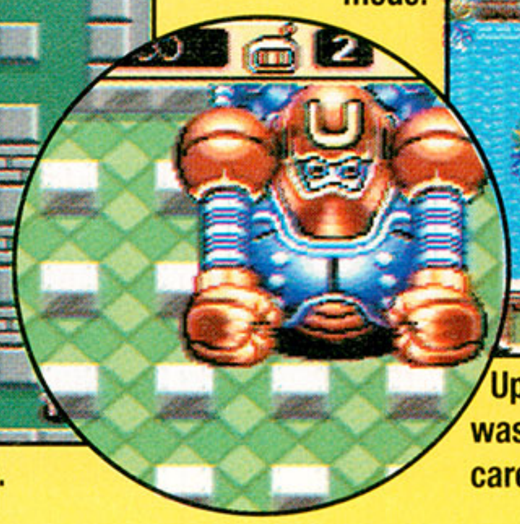


Feel the need for speed? Try these skates on for size.

Watch your step, these bosses are very crafty.



Win a trophy and the envy of your friends.



Go for the glove in the multi-player mode.

Up on the rooftop, there's no time to waste. Take no prisoners, just take care of business.

R-TYPE III: The Third LIGHTNING

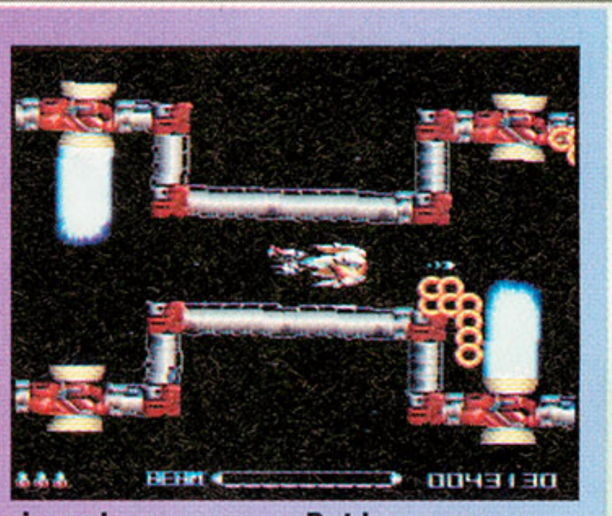
Publisher: Jaleco • **Developer:** Irem • available August • $59.95

SNES info	
GENRE	shooter
PLAYERS	1
LEVELS	5
DIFFICULTY	hard
SAVE FEATURE	unlimited continues
MEGS	16

Back into space he goes! ***Jeff Lundrigan*** *braves the lethal spaceways to make the universe safe for all creatures.*

HOLD YOUR BREATH!

Through thick and thin, getting there is all the fun!



For some reason, this *R-Type* likes to hem you in and squeeze you. But hey, narrow tunnels and narrow escapes are two things every good shooter should have.

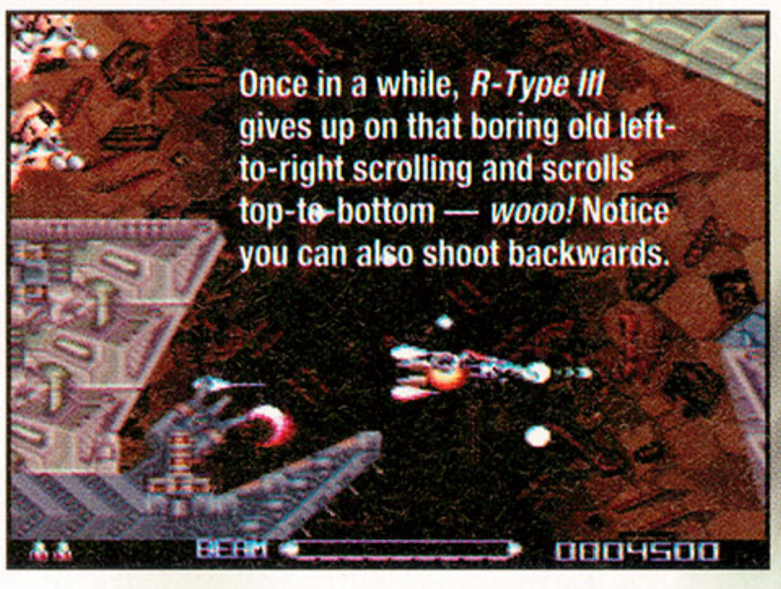
Well, here we go again. *R-Type III* is the latest (and with the breakup of Irem America, probably the last) in a long and noble line of games that stretches back to the dawn of the NES. There's a story behind it somewhere, but don't worry your head about it — we all know it doesn't matter.

The only reason this game exists is so you can blast everything in sight. Man, it's easy to forget what an experience this kind of game is! My shooter skills have decayed a little in recent years, but after about five minutes they came right back.

And this isn't just the best shooter to come along lately. Hell, it's the only shooter to come along lately, so that ain't saying much. This is one of the top shooters ever! Some of the areas, enemies, and bosses are so fiendish and challenging, you might just find yourself (ulp!) using your brain once in a while! If you gotta go, you might as well go with a great big bang.

If you've been pining for all the lost shooters, you're in for a treat. Sure, the action is as tedious as you remember, and yes, you want to pull your hair out after fighting through the same area over and over for an hour, but the game is liberally dotted with continue points, which make it as painless as it can get. And hey, this ain't exactly brain surgery, you know? Lighten up and fire away! **GP**

This latest *R-Type* has a couple of new features. First, you've got a choice of three different force weapons, each of which has a different effect on the power-ups you are able to pick up during the game.



Once in a while, *R-Type III* gives up on that boring old left-to-right scrolling and scrolls top-to-bottom — *wooo!* Notice you can also shoot backwards.

And, like you'll remember from all the other *R-Types*, you can fire single shots or charge up the weapon for one enormous blast!

The big blast comes in especially handy against bosses, most of which are big and nasty — just like a good boss should be.

RATINGS

GRAPHICS

8

↑ What can I say — this shooter has smashing graphics. Simply smashing!
↓ A standard two-point deduction for looking like every other shooter.

MUSIC & SOUND FX

7

↑ Wow, this game has the standard outer space shooter soundtrack.
↓ Darn, this game has the standard outer space shooter soundtrack.

BELLS & WHISTLES

8

↑ Three different kinds of "force weapons," and lots of power-ups.
↓ There ain't nothing exactly new about a shooter, now is there?

CONTROL

8

↑ You get to move up, down, left, right, and shoot at everything — it's easy!
↓ Well, that little "force weapon" of yours could be easier to grab on to.

REPLAY VALUE

8

↑ If you can play it once, you can always play it a thousand times.
↓ You gotta get past playing through it once, before you get to play again.

OVERALL 83%

Blisters anyone?!

Introducing 6 new scorchers for the Super NES.

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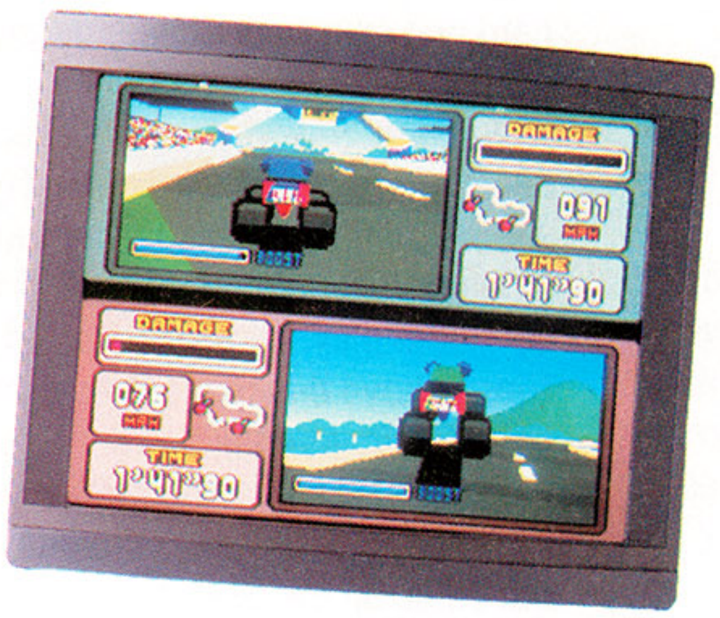
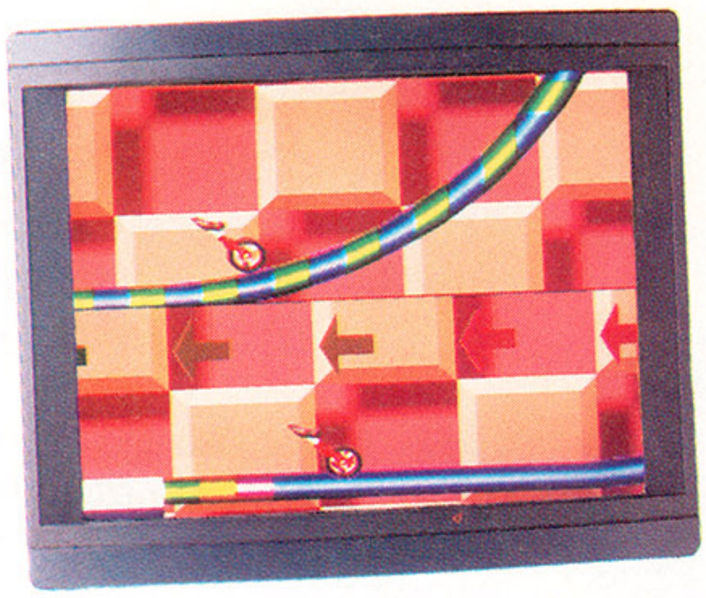
Original Tetris concept, design and program by Alexey Pazhitnov. **© 1993,1994 Enix/Quintet. Licensed exclusively to Nintendo.

It's 32 MEGS, unbelievably detailed, with totally natural movement in 3 dimensions. It's **Donkey Kong Country.®** Coming this November. The first video game fully designed on SGI super-computers. So pound your chest and pick flies off a loved one...this one's a monster!

The sequel to the biggest selling game in the universe as we know it now comes to 16-Bit. **Tetris 2™*!** With 2-player Tetrocity and plenty o' bombs. So grab a friend and blow him up!



24 Tracks, 3-D action and the high-octane power of the next generation Super FX Chip. **Stunt Race FX.™** If you don't know how to drive, you've come to the right place.



You're out of control. Your path is full of obstacles. No, it's not the road to higher education. It's **Uniracers.™** Coming this October. A one-wheeled, one-of-a-kind race game, brought to life with the latest 3-D SGI technology.

Our #1 boxing hit is back this October and bumped up to 16-Bit. **Super Punch-Out!!®** With more whacked-out opponents than you can shake a fist at. All pumped up HUGE to get totally in your...OOfF Ow! ARGH! Fuuh! OOF!...well, you get the picture.

16 MEGS of fantasy adventure makes **Illusion of Gaia™**** a must for any Zelda fan. It's out this September. And if you think it's hard to pronounce, just try getting through it before the next millennium.

SUPER NINTENDO® ENTERTAINMENT SYSTEM

Publisher & Developer: Namco • available September • $49.95

STARBLADE

Another lone starship against an army of invading alien craft? Hmm, maybe Jeff Lundrigan should be in on this. Whoa! That was quick!

Brief Me!

Way-cool briefing screens give the game lotsa atmosphere.

The game manages a few bells and whistles. The intro briefings have some very official sounding voice-overs — just wish that cool, commanding voice would send you on a few more missions.

Starblade's biggest claim to fame in the arcades, near as I can tell, was that you could play it on this funky curved screen that made it easier to pretend it was 3D. This version for Sega CD doesn't come with a screen, naturally, but it's notable for a couple of reasons.

First, it replaces the filled-polygon spaceships of the arcade with wire-frame outlines. Even though I didn't care for it at first, this keeps the machine from working too hard and speeds up the game, so once you get into it they work just fine.

Second, *Starblade* comes hard on the heels of the similar and much-hyped *Rebel Assault*. They both share the same 'fly along a track and shoot at stuff that flies by' game play, although at least *Starblade* tries to have this make sense: you're not the pilot on your ship, just the gunner. *Rebel Assault*'s flashy intro screens and digitized movie footage were impressive, but while all the bells and whistles are nice, believe it or not, *Starblade* actually plays better. The game doesn't set its sights too high, it just does what it's supposed to: be fast, challenging, and fun.

However, there's one big problem: the game is short! Sure, it's a decent challenge, but it only has about two stages. That's a shame, because it turns what would have been a great title into one that's just so-so. **GP**

SEGA CD info

GENRE	shooter
PLAYERS	1
LEVELS	2
DIFFICULTY	medium
SAVE FEATURE	none
MEGS	n/a

They're Coming In Too Fast!

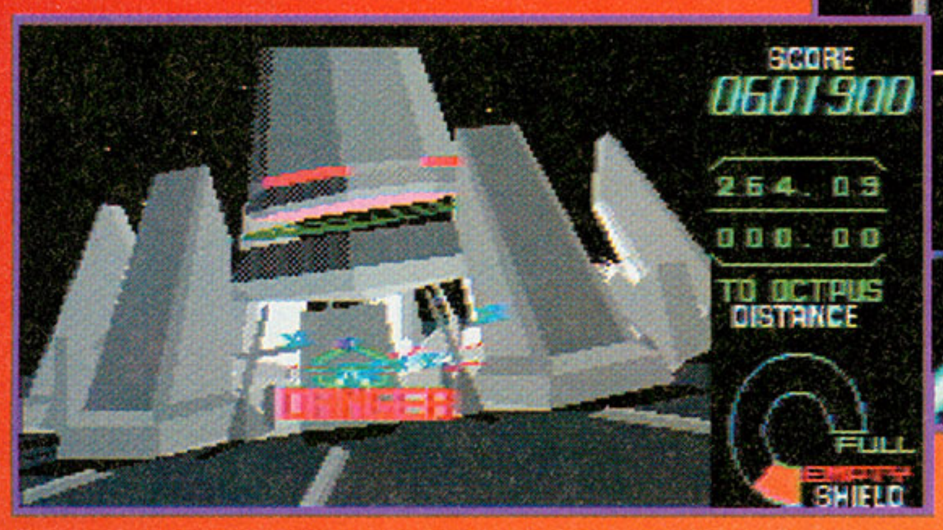
There are enemy wireframes all over the place.

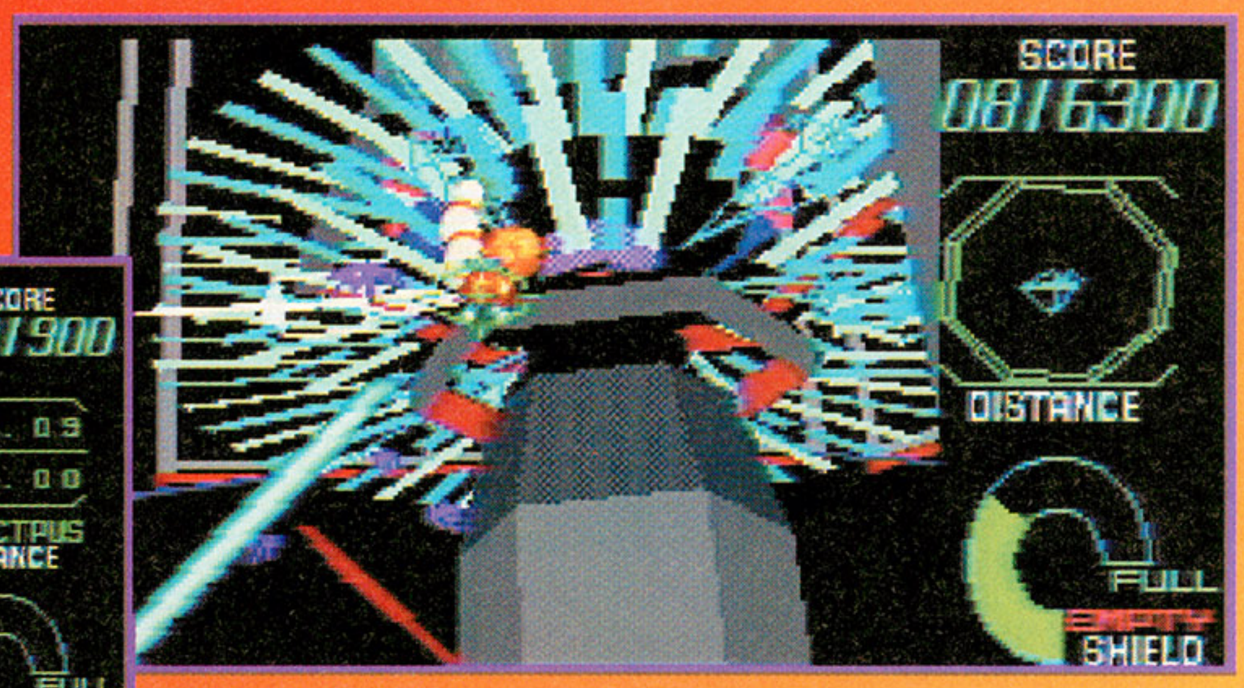
Most of the enemies look like these: ship-shaped wireframe models. It's a little confusing every now and then, but since they're always moving against the background — and moving fast — it's not a big deal.

Some of the larger targets are filled polygon jobs. These big cruisers take a lot of firepower to bring down, but if it smokes, you can kill it!

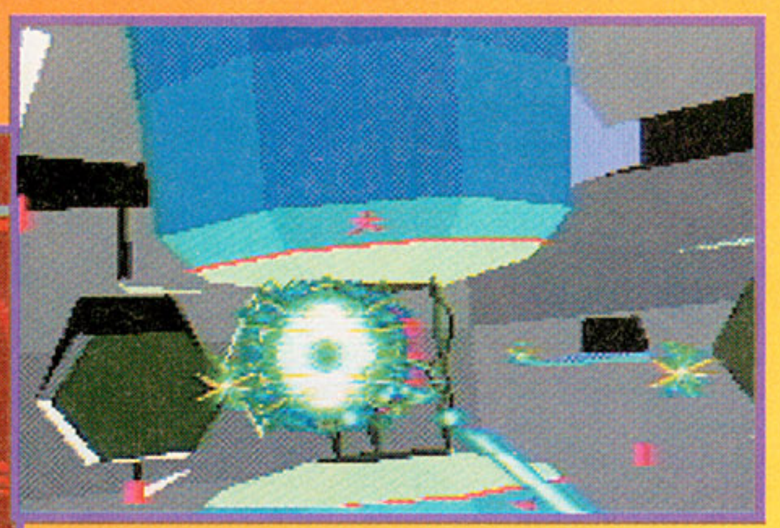
Core Smashers

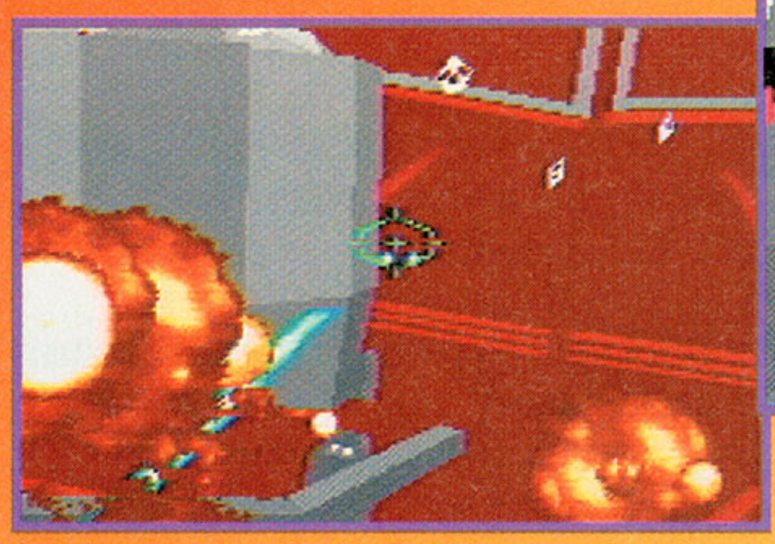
Lots of little things to shoot, and a couple of big ones.





Both sections of the game end with you flying into a large station or planet and destroying the weak inner core — one more time, wish there were a few more to destroy!



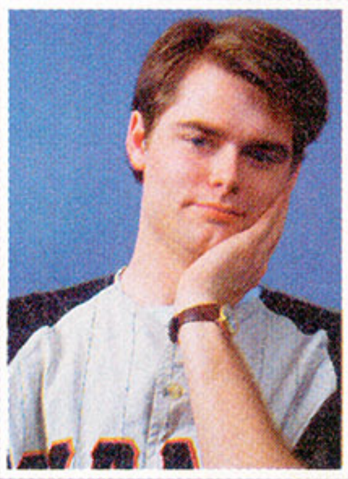


Gotta hand it to 'em though, they blow up real good!

A Second Opinion

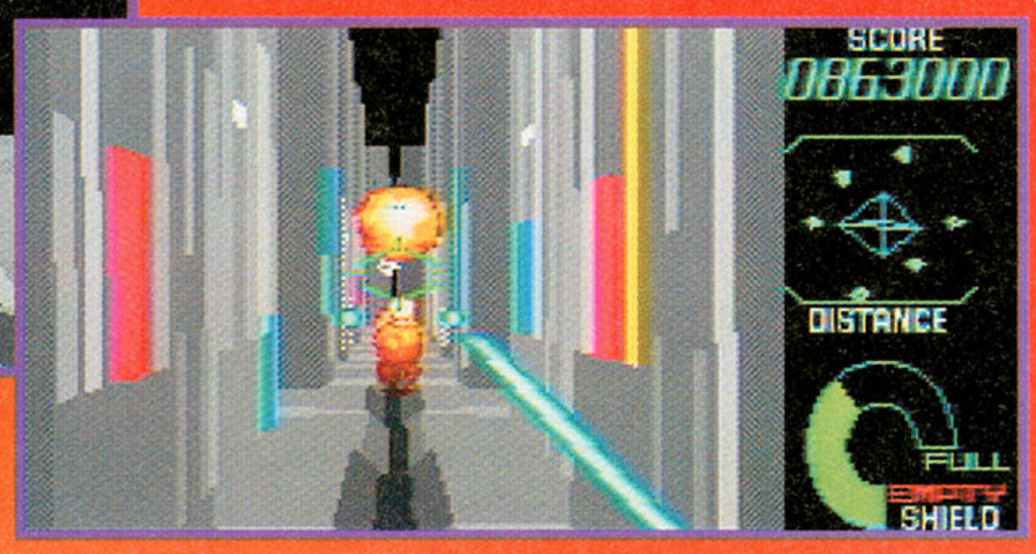
I agree with Jeff, mostly. *Starblade* runs smooth despite the rough look of the wire-frame graphics, but the game is too short. Another thing that annoys me is that you can't control the direction of your ship. True, the Sega CD probably couldn't handle a true "fly anywhere you want" approach, but that's no excuse because the arcade version was the same way. All those fancy rotating graphics are just window dressing for what's essentially a boring "point and shoot" yawner of a game.

— Chris



Don't waste your ammo on this purple assault ship. He's completely invincible until the very end of the game.

One of the coolest things about the game are the swirling, looping manuevers your ship makes — it's total vertigo city!



Ratings

GRAPHICS

8

- It moves fast and frightening, just like you'd expect a fighter to fly.
- The wireframes are a cheat and they can be confusing at times.

MUSIC & SOUND FX

7

- You got your cool voice-overs and lots of great battle sounds.
- I think there might be some music but you'd hardly notice.

BELLS & WHISTLES

6

- There are moody intro briefings and a great cinematic ending.
- Actually, that's just about all the extras you're gonna get.

CONTROL

8

- You've got a fire button and a control pad. They both work. Any questions?
- Might have been interesting to have made this one *Menacer* compatible.

REPLAY VALUE

5

- It's a tough, challenging game, that could have been addictive.
- Hey! Whattaya mean, the game is over? Hey man, I feel cheated!

OVERALL 70%

Publisher: Kemco • *Developer:* Kemco of Japan • now available • $62.99

CRAZY CHASE

After spending too much time on Klown Planet, Doug Brumley decided to drop everything and commit the rest of his life to making peoples' days just a little bit brighter.

SNES info

GENRE	action
PLAYERS	1
LEVELS	5
DIFFICULTY	easy
SAVE FEATURE	none
MEGS	8

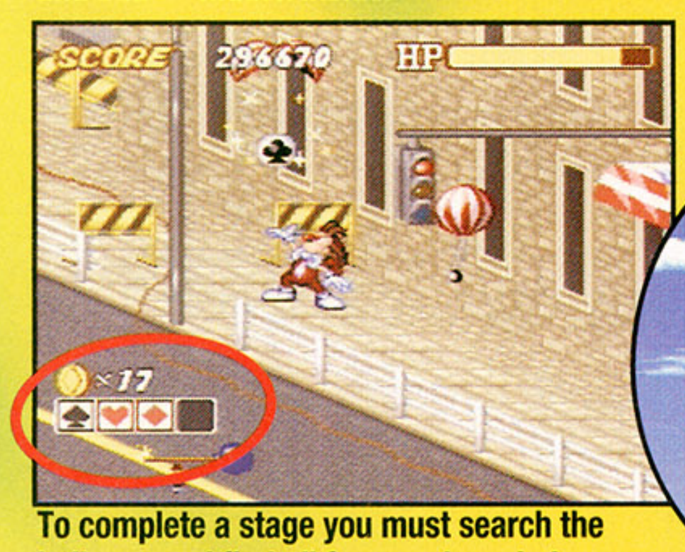
When you feel like saving a princess in your spare time, you've got a wide selection of games to choose from. Get ready to add one more title to that collection with *Crazy Chase* from Kemco. While its premise may lack originality, the game's design certainly breaks from the traditional mold of left-to-right platform action games.

As clumsy Kid Klown, you answer the call from King Klown to save his beautiful daughter, Princess Honey. The King's royal decree appealed to the bravest hero on Klown Planet, but he was busy and Honey's hope for rescue fell upon Kid's scrawny shoulders. Honey's captor, the evil space pirate Blackjack, is no master of coordination himself, but his wide array of traps and explosives could be enough to keep Kid from reaching his goal. In each of five stages, Kid must race against a lit fuse to the bomb that awaits at the end of the level, gathering power-ups, coins, and the four all-important card symbols along the way. Balloons suspended over the path hold the various items and a simple tug on the string reveals the hidden contents, but if Kid doesn't get all the cards, it's back to the beginning again.

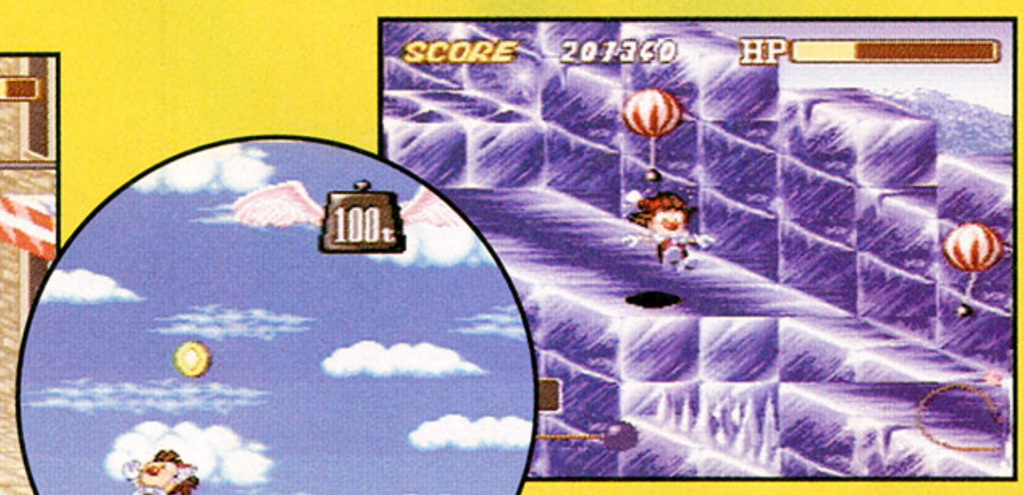
Each of the five stages has completely different settings — from city streets to a haunted cave — and the presentation of those stages is what makes *Crazy Chase* unique. Moving from the top right of the screen to the bottom left, the scrolling perspective keeps a smooth-moving and comically animated Kid in the center of the action. Each level presents new challenges but on the whole the game is not that difficult. With the disappointing small sum of five stages, *Crazy Chase* leaves players wanting more. **GP**

As Kid, you must run downhill, dodge hundreds of tricky obstacles, and pull on balloons which have surprises — both good and bad — hidden inside.

Kid's whacky animations keep the game light–hearted and enjoyable, but these can get a bit old after awhile.



To complete a stage you must search the balloons and find all four card symbols before reaching the end.



Some areas that appear to be deadly actually send you to a bonus stage where you can earn power–up items like super shoes.

RATINGS

GRAPHICS

8

- ↑ Smooth, cartoon–style graphics definitely entertain you.
- ↓ Diagonal screen orientation makes jumping for balloons difficult.

MUSIC & SOUND FX

8

- ↑ Humorous sound effects add to the comical tone.
- ↑ Different tunes for each level help set the overall mood.

BELLS & WHISTLES

7

- ↑ There are bonus stages that help break up the monotony.
- ↓ But there's not much more involved than running and jumping.

CONTROL

7

- ↑ The Kid performs his limited number of moves well.
- ↓ Game perspective can make jumping for balloons tougher than it should be.

REPLAY VALUE

3

- ↓ While each level has new challenges, the game still gets a bit repetitive.
- ↓ There just aren't enough levels — I was ready for more.

OVERALL 66%

NOT RATED

XXX

IT IS .....

4X

INTER·ACTIVE SLOW MOTION

Slow Motion: The world only Inter-active 4X slow motion and Flash 2X slow mo allows continued gameplay and maneuver without interruption from annoying "Start" and "Pause".

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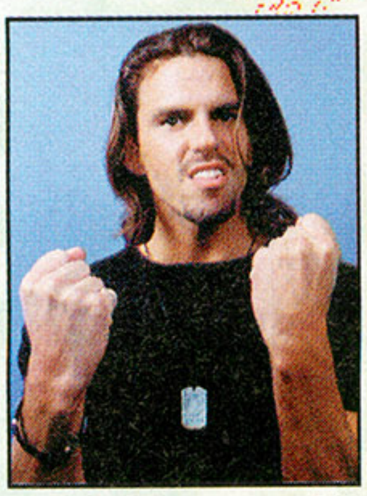
Publisher & Developer: Sunsoft • now available • $39.95

TAZ-MANIA



Since Mike Salmon goes into a spinning rage whenever he doesn't get his way, we thought spending a little time with Taz would be just the ticket. We were completely wrong.

GAME BOY info

GENRE	action
PLAYERS	1
LEVELS	5
DIFFICULTY	medium
SAVE FEATURE	password
MEGS	2

Get used to timing your jumps onto moving objects, but don't take too long or you're out of time and back in the zoo.

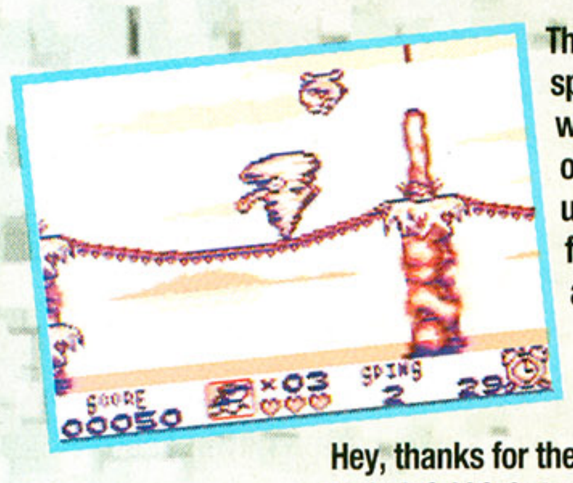
Taz has escaped from the ACME zoo, but now he appears to be stuck in *Super Mario* Land. The once ferocious Taz has been reduced to jumping on the heads of fish and collecting jewels and hearts. The devil I remember was a gluttonous, spinning maniac; if some fish got in this big guy's way he'd simply down it, no tartar sauce or nothin'. The kinder, gentler Taz is running for his freedom and you're at the controls. Controlling this race-against-time is a tedious, frustrating task that can keep many Game Boy players busy for hours. Then again, reading 'War & Peace' can keep you busy for hours, but it doesn't mean you're going to enjoy those hours.

Taz-Mania is a blatant *Mario* clone, but in its defense it's still a solid game. *Taz-Mania* is nothing new, but if you're gonna copy a game, *Mario Bros.* is a pretty damn good game to copy. Problem is: *Taz-Mania* doesn't have the depth, hidden levels, or power-ups of a *Mario Bros.* game. Taz is a loveable little devil whose wacky expressions give this game a touch of original shine.

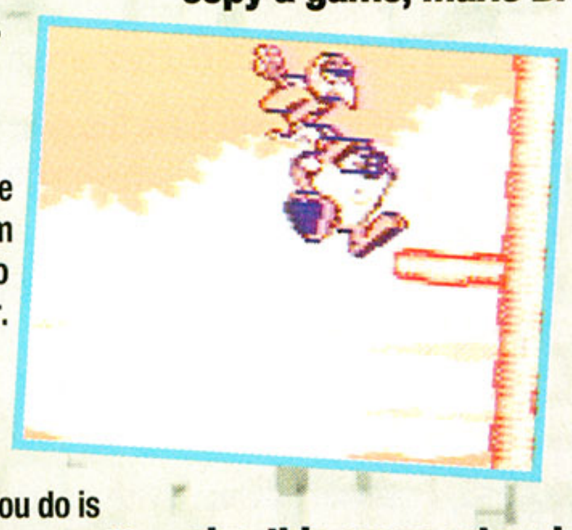
The most challenging part of *Taz-Mania* is strict time constraints. It takes most players quite a while to get down fast enough to clear a level. This is the most frustrating part of a very frustrating game. Just when you see the end of a level and you have one more jump to make — BEEEEP — the timer goes off and it's back to the beginning again.

Just a word of advice to any who might play this game — throwing the Game Boy will in no way help you clear a level (I know, I tried).

If you've got a tattoo of Taz on your inner thigh, then this could be the pocket game you've been looking for to keep you busy enough so that you don't continue marking your body with cartoon characters. However, if you're looking for an original game to keep your Game Boy in use, Taz isn't the answer. Despite it's lack of originality, and depth, *Taz-Mania* presents a good enough challenge to keep you occupied for at least a couple of road trips. **GP**

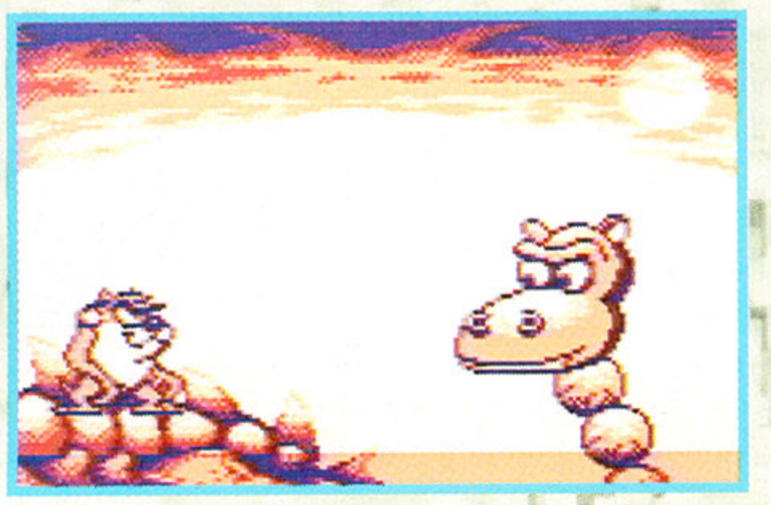


The infamous tornado spin (Taz's only weapon) sends you on a wild ride that usually ends by falling off a ledge.



Hey, thanks for the lift! Use the helpful birds to get from one platform to another.

The useless section award goes to this one! All you do is spin as fast as you can till you reach your next island. It's not hard, and it's quite pointless.



Aaah! This Boss is big and goofy, but you better write down your password cause it takes more than one try to best this Dino!

RATINGS

GRAPHICS

6

↑ Taz has never looked better on a two inch screen (he's kinda small, though).
↓ It's Game Boy so the graphics obviously aren't that stunning.

MUSIC & SOUND FX

5

↓ Why waste valuable chip space with little beeping annoying melodies?
↓ Using your walkman is your only hope of being aurally pleased by this game.

BELLS & WHISTLES

6

↑ Taz on the mining cart is a good touch; infinite continues are necessary.
↓ The only real bells and whistles on this game are the music and sound effects.

CONTROL

7

↑ Taz does what you tell him, even though it usually gets him killed.
↓ The spinning Taz is nearly impossible to control and costs you valuable time.

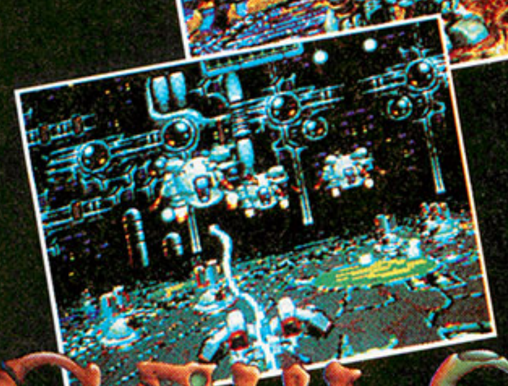
REPLAY VALUE

8

↑ You feel like you are always one more play away from making the next level.
↓ It's gonna take at least a couple hours to get to that next level. Depression!

OVERALL

69%



2 COSMIC GIANTS TO HAVE IN YOUR SIGHTS

SOULSTAR

BATTLECORPS

THE BIOSPHERE IS HEATING UP IN SOULSTAR, AND WITH OVER 40 EXCITING MISSIONS TO CONQUER ACROSS 6 PLANETS, YOU'LL NEVER COOL DOWN IN THIS AMAZING 3-D SHOOTER.

" Fans of the Galaxy Force series of games will be pleased to see the creation of this great looking CD!"
Electronic Gaming Monthly, April 94

" The use of three different vehicles, a good behind-the-spacecraft perspective, 3-D graphics and dramatic music intensify the action."
GamePro, CES Showstoppers, April 94

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Game Fan, April 94

TAKE CONTROL IN THIS HI-TECH, TACTICAL BLASTFEST THAT KEEPS ON BLASTING. KEEP THOSE PLASMA CANNONS CHARGED OR YOU'LL NEVER MAKE IT THROUGH THE MULTITUDE OF 3D TERRAINS - TO THE CYBER-PSYCHOTIC BOSS ON THE TERRIFYING 13TH LEVEL.

" The first Core game is an incredible mech simulation game entitled Battlecorps "
Electronic Gaming Monthly, April 94

" The control in Battlecorps is awesome ... This gives the game a very realistic feel."
Game Fan, February 94

NYR
Not Yet Rated

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COME ON, YOU

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newsletter exclusively for subscribers

Publisher: Acclaim • *Developers:* SNES: Sculptured S/w; Genesis: Probe

'Blood, sweet blood, must have the blood, tell me where all the blood is...' Aw geez, someone hold ***Jeff Lundrigan*** *down while we get his medication....*

Mortal

GENESIS info

GENRE	fighting
PLAYERS	1 or 2
LEVELS	12 opponents
DIFFICULTY	adjustable
SAVE FEATURE	none
MEGS	24

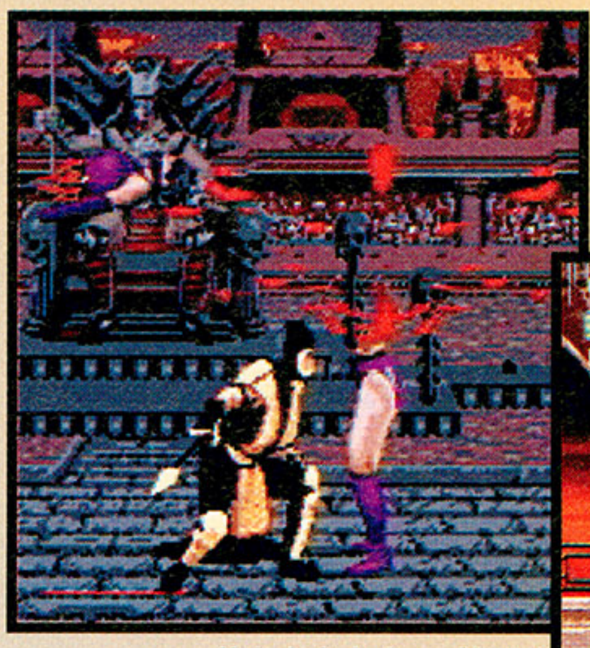
SNES info

GENRE	fighting
PLAYERS	1 or 2
LEVELS	12 opponents
DIFFICULTY	adjustable
SAVE FEATURE	none
MEGS	24

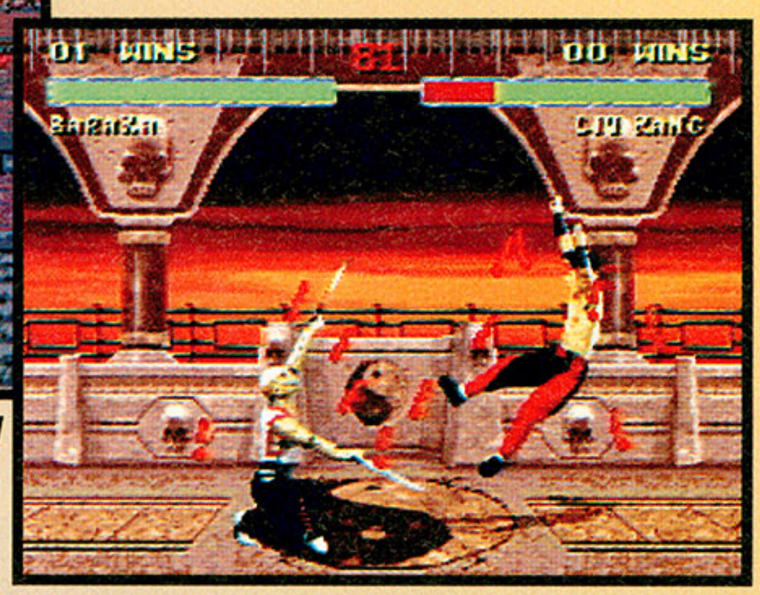
YES! It's heeeere! And it's as meaty as you could want. I'm not going to waste a lot of time — if you've been near an arcade in the last year you know it, you've seen it, you need it to live!

GAME PLAYERS ULTIMATE

And you won't be disappointed. *MKII* is as close an arcade translation as we've ever seen, and there's no bad news for SNES owners this time around. Get this, *Nintendo let Acclaim keep the blood!* I guess after Nintendo got their butts kicked last Christmas, they decided that a strong moral stance isn't really worth losing money over after all — at least not that much money! So, you can look forward to every body-bursting moment of the arcade version in all its messy glory, no blood code required.



Huh, huh, huh — *Mortal Kombat* is cool.



But of course, what makes *MKII* such a smashing sequel isn't just the extra gore. Every aspect has been revamped and overhauled, from the genuinely creepy backgrounds to a whole mess of new characters and moves — it plays more like a horror movie than a video game, and it reads like a shopping list: fatalities, babalities, friendships, hidden characters — look out, the cool meter has gone off the dial!

You might note that the SNES version has a slight, if definite edge over the

Every single character from the arcade is here, 12 characters in all — that's five more than the original *Mortal Kombat!*

Drop In On Shao Khan

Just a little mountain hideaway, deep in the wasteland.

SNES or Genesis?

We put 'em head to head!

Genesis on the right, SNES on the left. Fewer colors and details on Genesis, which you might expect, but the SNES plays better too — the difference is minimal, but if you have to choose....

• now available • SNES: $74.95; Genesis: $64.95

Kombat II

Genesis version — a surprise. Although you'd probably expect the SNES version to look better, it plays better, too (my favorite Kung Lao flip-back-lightning-kick-forward trick was nigh impossible to pull off on the Genesis). But we're splitting hairs. Whatever system you own, this is a must have this season — finish him! **GP**

Rated by V.R.C.
MA-17
Parental Discretion Advised.
Mature Audiences

MAY NOT BE APPROPRIATE FOR PLAYERS UNDER **17** YEARS OF AGE. PARENTAL DISCRETION ADVISED

RATINGS

GRAPHICS

9

↑ Good as we've ever seen on Genesis — not much different from the SNES!
↓ ...well, ok, to be perfectly honest with ya, it's not *quite* that good.

MUSIC & SOUND FX

9

↑ Killer tunes and sound effects sound just like the arcade.
↓ Hey, isn't that an old *Pac-Man* riff? Sounds a little twangy, doesn't it?

BELLS & WHISTLES

10

↑ Here's a game that's got it all — yeah, rip his head off!
↑ Kitchy, kitchy koo! Get up and fight, ya' big baby!

CONTROL

9

↑ Snap 'em right out, especially with a six-button pad.
↓ *Weeeell,* some of these combos don't work so hot.

REPLAY VALUE

9

↑ Why are you still reading this? It's time to get a move on!
↑ Drop this magazine right now and start hunting for stuff, ya' lousy bums!

OVERALL 92%

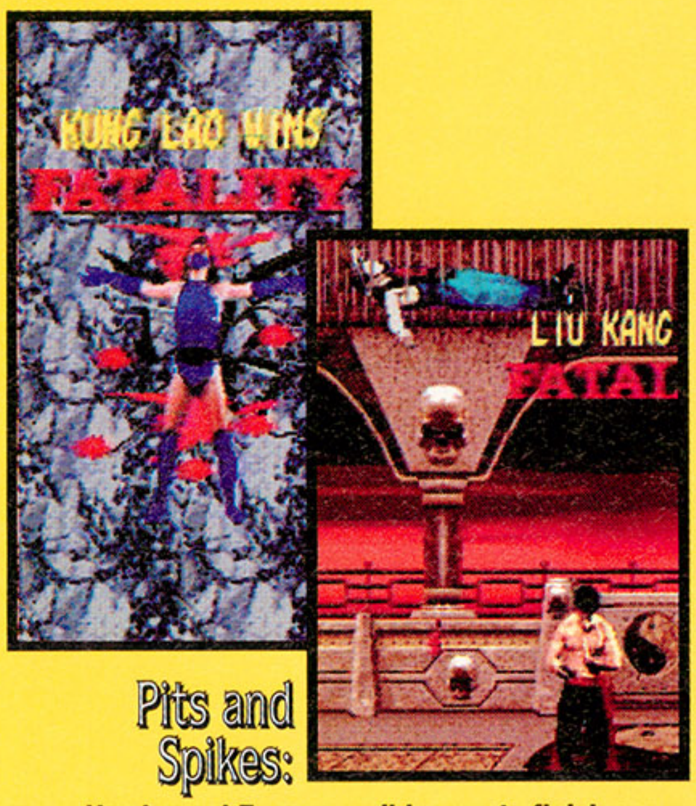
FINISH HIM!

***MKII* has four, count 'em, *four* ways to shove your enemy into the next life.**

Fatalities: Yup, these are the moves that put *MK* on the map and set Senators' teeth on edge — you know 'em, you love 'em!

Friendship: Friendship? Well, I guess even a hideous other world creature can be kind once in a while.

Babality: Ok, now you've just gotten silly! It started off as a nice little fighting game with a little blood and some nice hidden things to find, but now it's just silly — clear off, go on, clear off!



Pits and Spikes: Hey boyee! Every possible way to finish a guy off is here, including dumpin' 'em into the pit and throwin' 'em up on the spikes — yikes!

RATINGS

GRAPHICS

9

↑ The blood is exactly the right color — at last!
↓ The animation could be just a little smoother, however.

MUSIC & SOUND FX

9

↑ Every bone-crunching sound hits right on the mark, and the music kicks!
↑ Hey, like even the voices are kool!

BELLS & WHISTLES

10

↑ Babalities, friendships, tons 'o hidden stuff — woo hoo!
↑ It's about time Nintendo coughed up a little blood!

CONTROL

9

↑ Slick, responsive, and all the arcade moves work (well, almost)!
↓ It's a really big drag that I don't have three hands!

REPLAY VALUE

9

↑ Keep digging, there's more stuff to find — then invite a friend!
↑ Nintendo has really made a definite leap over the original!

OVERALL 95%

*Not the kool, kalm, kollected type, **Jeff Lundrigan** takes a krack at two more portable versions of the latest gore fest.*

Hand to Hand Kombat

GAME BOY & GAME GEAR info

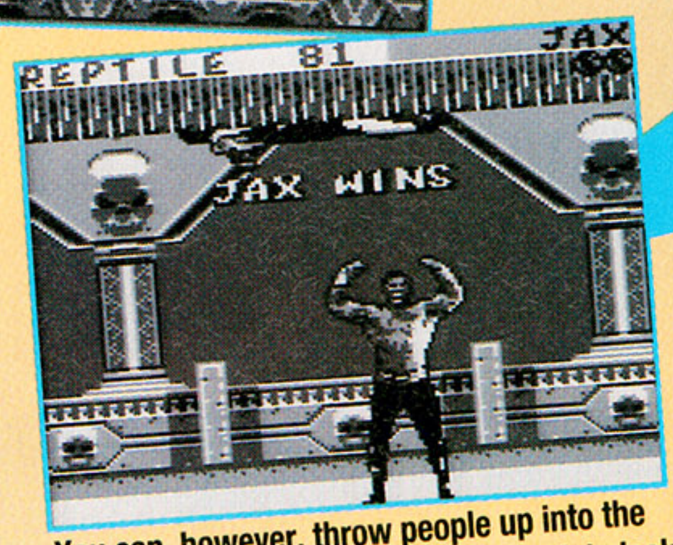
GENRE	fighting
PLAYERS	1
LEVELS	10 opponents
DIFFICULTY	medium
SAVE FEATURE	none
MEGS	Game Boy: 2; Game Gear: 4

Publisher: **Acclaim • *Developer:*** **Probe • now available •**
Game Boy: $34.95; Game Gear: $44.95

Somebody please beat me and rip out my spine — it would be less painful than having to play the Game Boy version of this any longer. Drained of blood, with only two backgrounds, eight of the characters, and maybe half the frames of animation, the words "cut down" don't even begin to describe it.

Four characters are missing, which you can understand given the limitations on a hand held system, until you see who didn't make the cut: Johnny Cage (OK, no great loss), the popular Raiden, and two of the more interesting new guys, Kung Lao and Baraka. Also, the control is so awful we can't even confirm whether half the finishing moves work. Be afraid, be very afraid. **GP**

This is the Pit II. When you're not in the Tomb, you're fighting here — boring! It doesn't seem as if you can dump anybody in there either — double flawless boring!



You can, however, throw people up into the spikes in the Tomb. Notice the complete lack of blood dripping from the ceiling.

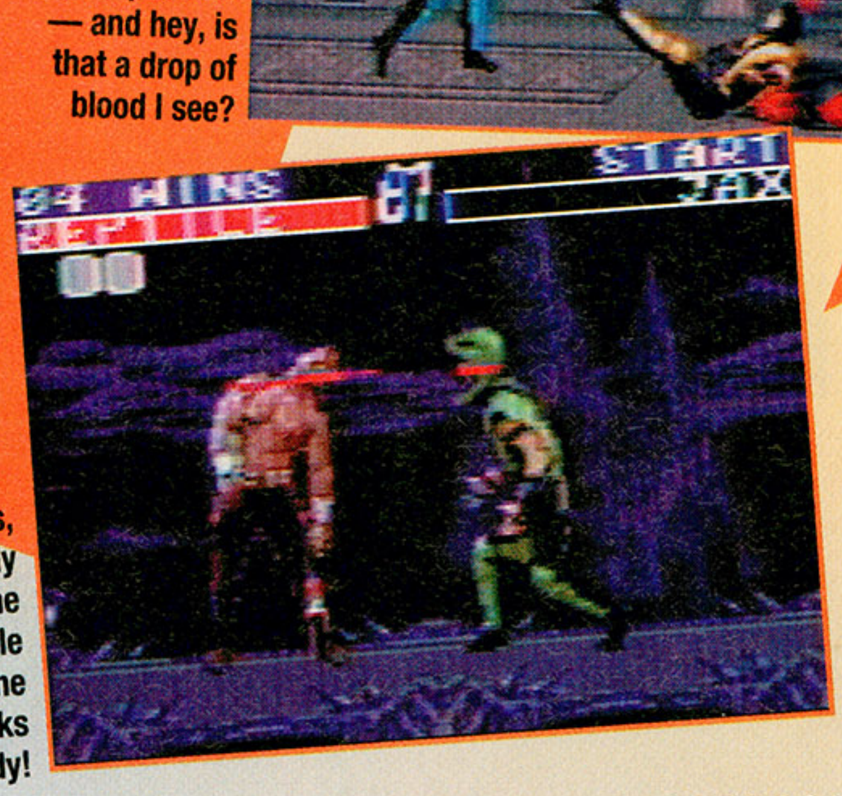
This is the Kombat Tomb — hope you like it, because you're going to see a lot of it.

OVERALL 40%

The Game Gear version isn't much better than the Game Boy — the same characters are missing, and there's still only two backgrounds — but at least it's in color, and you get a little spray of blood every now and then. It's worth noting that even though the animation is even jerkier than on Game Boy, somehow the control is better.

The idea of a portable horror show is extremely appealing, but we'll all just have to face it together: neither hand held *MKII* has much to recommend it, and there's no reason to bother checking out either version unless you're an absolute die hard *Mortal* addict who needs a quick and dirty fix. Sorry, but that's just the way it is. **GP**

The Game Gear version actually looks slightly better than these pictures — and hey, is that a drop of blood I see?



In both hand held versions, each character seems to only have one fatality (plus the spike one). Oh, and Reptile doesn't eat your head in the Game Gear version, he sucks in your whole battered body!

And what am I doing fighting Kintaro in the Kombat Tomb? Where's the roar of the crowd? Guys, this isn't funny anymore!

OVERALL 45%

LIST THE FIVE MOST DESPICABLE LOW LIFES YOU CAN THINK OF:

1. _____
2. _____
3. _____
4. _____
5. _____

NOW SAY A PRAYER FOR THEM

SHAQ-FU. YOU'LL GET YOURS
OCTOBER 28

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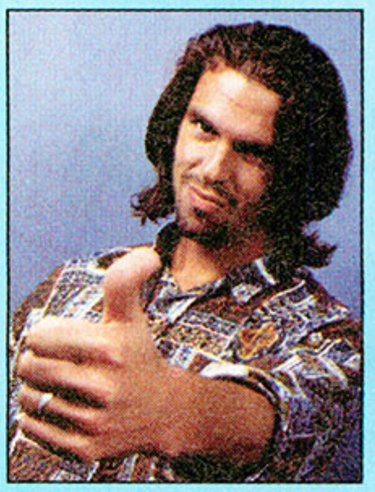
DUNGEON MASTER II: SKULLKEEP

Publisher & Developer: JVC • now available • $49.95

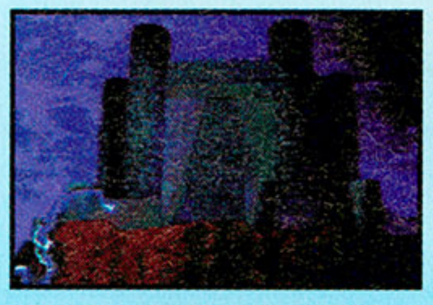


We wanted to put our best man on the newest RPG for Sega CD, but he wasn't available, so we sent Mike Salmon deep into the dark caverns hoping he'd stay there for a while!

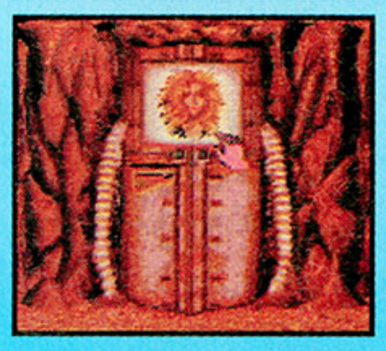
You are Torham Zed, a young soldier, sent by your Uncle Mylius to find the four keys of Skullkeep so you can reassemble the Zo Link, which is a plane-traveling machine, before the enemy does. Fail, and the world is destroyed; succeed, and you enjoy the benefits that come along with saving the world — "Torham Zed, you just saved the world; what are you going to do?" "I'm going to Disneyland" — Wake up! It ain't that easy.

In *DM II* you assemble a party of up to four and make your way towards the gates of Skullkeep. Unfortunately, you can't generate new characters. You have to choose from the ones already in the game, which I don't like. *DM II* is loaded with caverns, gardens, monsters, haunting music, sharp graphics and the ever-annoying control problems. *DM II* can't decide if it's a true strategy-riddled RPG or a reflex-based action game. If it would have chosen one or the other this could have been a much more enjoyable game. *Skullkeep's* biggest flaw is its battle controls. The 3D perspective is great while adventuring but once a battle begins so does the frustration — you must maneuver a jumpy little cursor around to different characters' weapons while the beasts pummel you with precise attacks — aargh! Also, you only have time to attack with two characters and you spend half the battle turning around trying to find the monster who is carving your party up like a Thanksgiving turkey.

DM II is an entire fantasy universe featuring both indoor and outdoor scenes for you to venture into. With hundreds of puzzles and monsters, there is plenty to be done in this adventureland. Is it worth spending the time playing with the clumsy controls? I say yes. With the very limited number of decent RPG's that are out there right now, *DM II* is one that's well-worth playing. **GP**



Behold the gates of Skullkeep! 'Cause it takes you countless hours to see them after the intro!

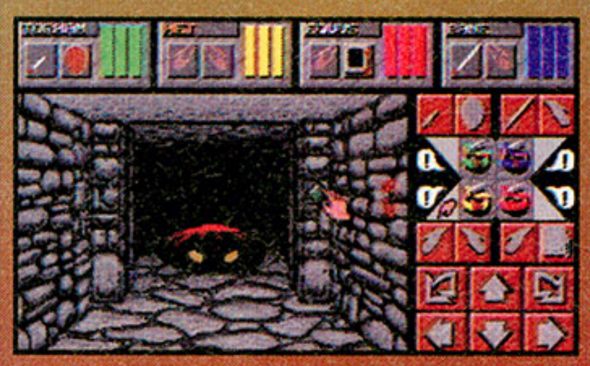


Ding! Time to get this warrior out of the freezer and into your party. Make sure you choose the right ones 'cause once you choose you're stuck with 'em till you (gulp!) die.

Check out your character's wardrobe, weapons, and status with this info screen! This is where you drink potions, save games, and rest your tired party.

FEAR THESE FOES!

This is a look at just a few of the unfriendly beasts you are sure to run up against. Be ready to attack or they make soup with your bones.



Don't sit there! That's no bean bag chair! Lunge and thrust your two front characters against this low-level but formidable foe and watch him turn to dust.

You could catch some mighty big fish if you were using this worm for bait, but be careful or your place on the food chain could be changed.

RATINGS

GRAPHICS

7

↑ Sharp graphics on intro screens show you how great CD games could be...
↓ Fuzzy, flat graphics show you how far below expectations CD games are!

MUSIC & SOUND FX

8

↑ Somber, tension building score gives nightmares that make you jump.
↓ The music and effects are wonderful, but there just ain't enough.

BELLS & WHISTLES

8

↑ Killer intro, good storyline, and all the fixin's for a great game!
↓ Like most CD games, it promises the world and gives you Rhode Island!

CONTROL

5

↓ When is somebody going to devise a proper control set-up for an RPG game?
↓ Trouble, trouble, trouble. I think you get the picture.

REPLAY VALUE

7

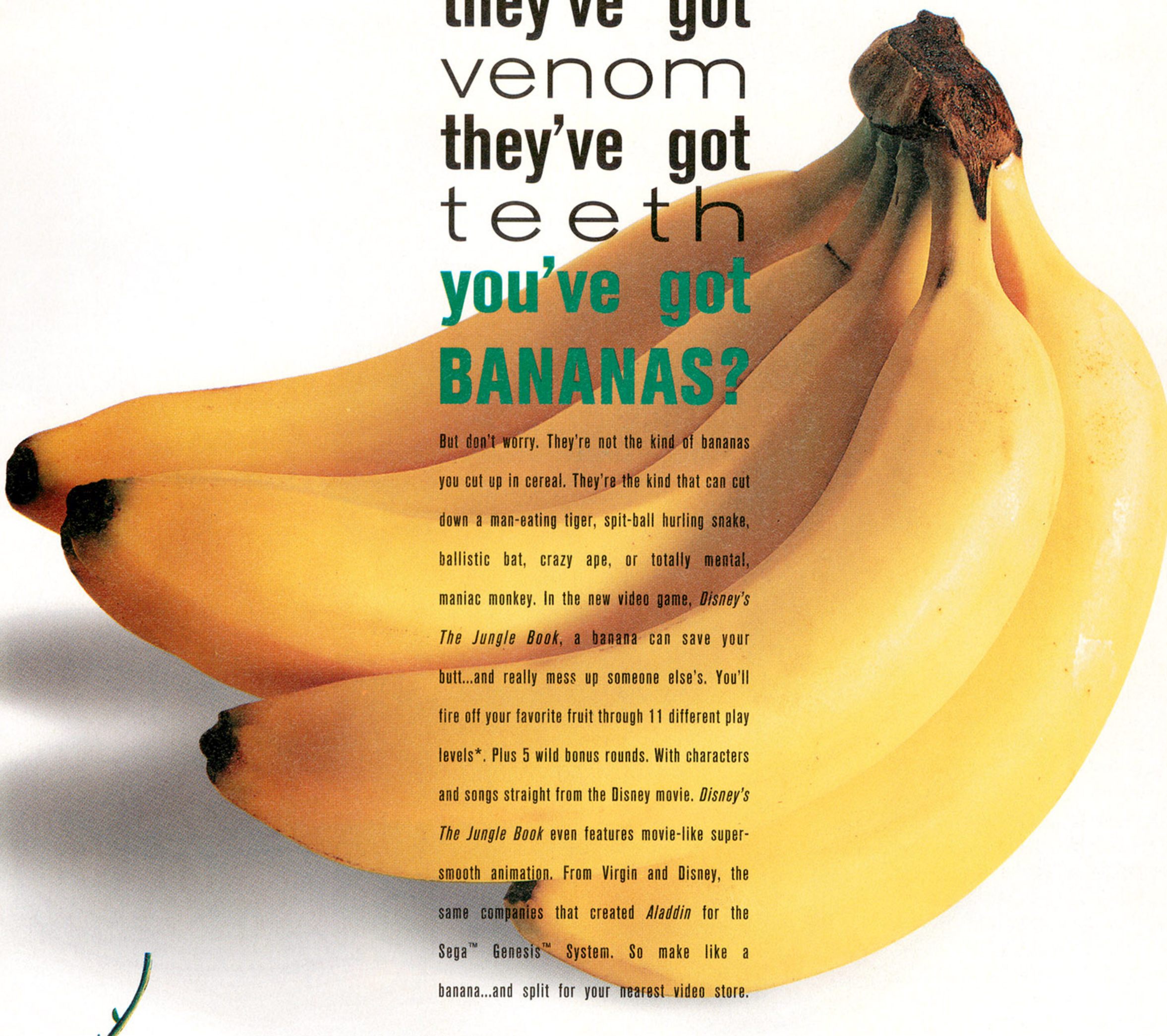
↑ The most extensive RPG world for Sega CD keeps 'em coming back.
↓ Control frustration keeps some players away from this one.

OVERALL **74%**

SEGA CD info

GENRE	RPG
PLAYERS	1
LEVELS	n/a
DIFFICULTY	medium
SAVE FEATURE	1 save slot
MEGS	n/a

they've got
claws
they've got
venom
they've got
teeth
you've got
BANANAS?

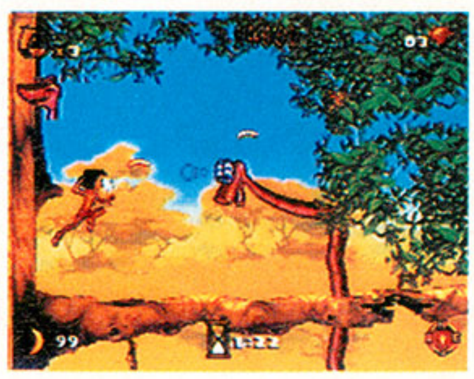


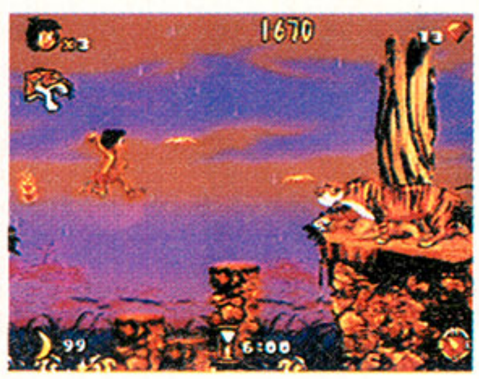
But don't worry. They're not the kind of bananas you cut up in cereal. They're the kind that can cut down a man-eating tiger, spit-ball hurling snake, ballistic bat, crazy ape, or totally mental, maniac monkey. In the new video game, *Disney's The Jungle Book*, a banana can save your butt...and really mess up someone else's. You'll fire off your favorite fruit through 11 different play levels*. Plus 5 wild bonus rounds. With characters and songs straight from the Disney movie. *Disney's The Jungle Book* even features movie-like super-smooth animation. From Virgin and Disney, the same companies that created *Aladdin* for the Sega™ Genesis™ System. So make like a banana...and split for your nearest video store.

Available for all your favorite game systems.

Disney's

The Jungle Book

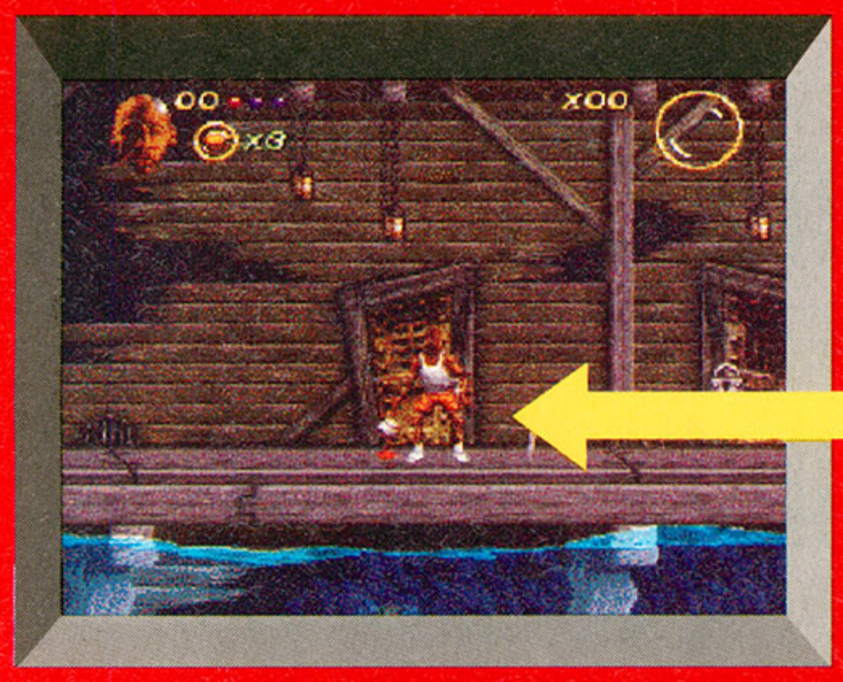




Virgin

Disney Software

*Number of levels and bonus rounds vary according to game system. Screenshots taken from Sega™ Genesis™ version. Other versions may vary. © The Walt Disney Company. ©1994 Virgin Interactive Entertainment, Inc. All rights reserved. Virgin is a registered trademark of Virgin Enterprises, Ltd. Sega and Genesis are trademarks of Sega Enterprises, Ltd.



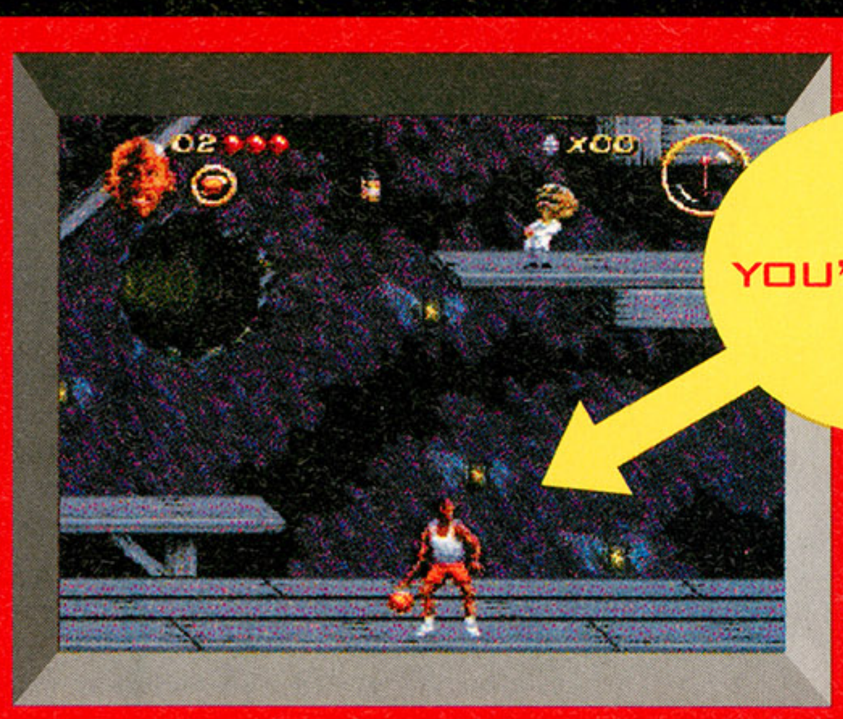
YOU START HERE.

Watch out for the slime. Slime multiplies when you hit them.

You better eat your Wheaties® for a power-up.

Don't fall in the water, danger lurks there.

Don't just cruise the boardwalk-find the keys and enter the spooky doors.



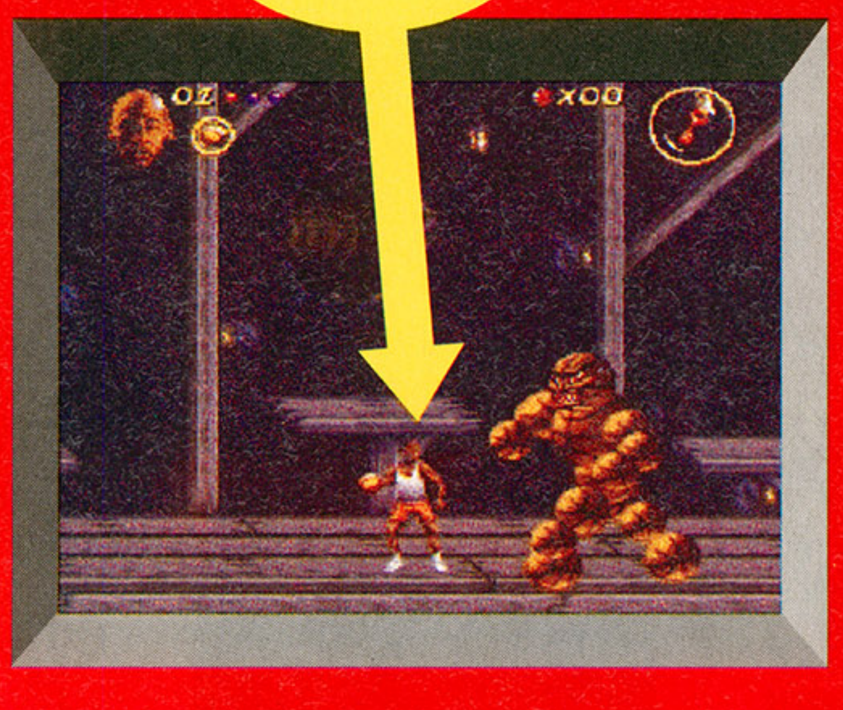
YOU'RE HERE.

Michael's new arsenal includes 7 powerballs [fire, ice, and earthquake to name a few].

Beware the evil Dr. Max Cranium and his army of henchmen.

Enchanted high tops make you invincible.

YOU'RE HERE.



Collect gold and silver coins to gain an extra chance.

YOU'RE HERE.

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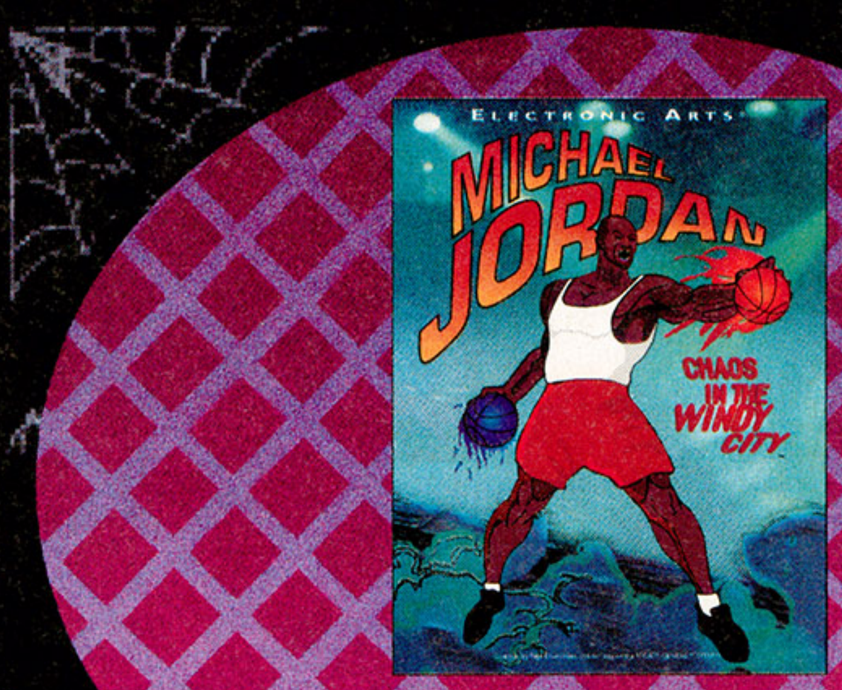
YOU'RE HERE.



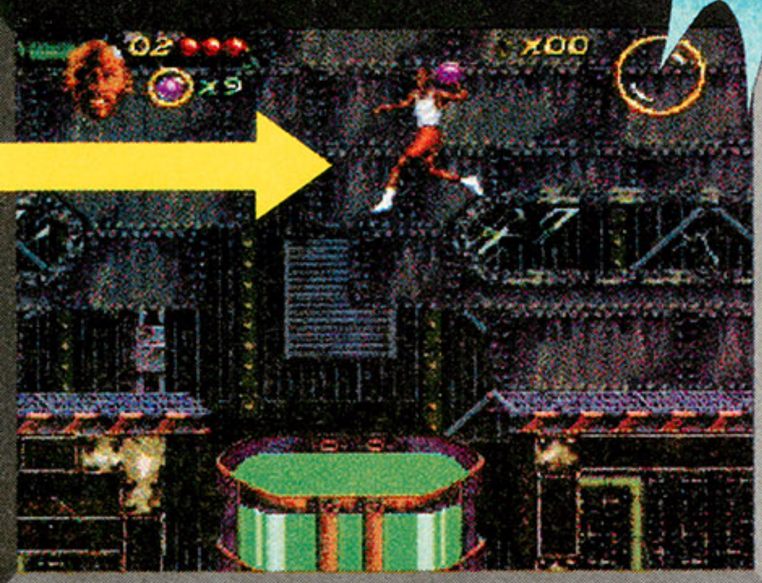
MICHAEL JORDAN: CHAOS IN THE WINDY CITY
COMING SOON FOR SEGA™ GENESIS™
AND SUPER NES®

Don't turn your back on those pesky skeletons.

YOU'RE HERE.

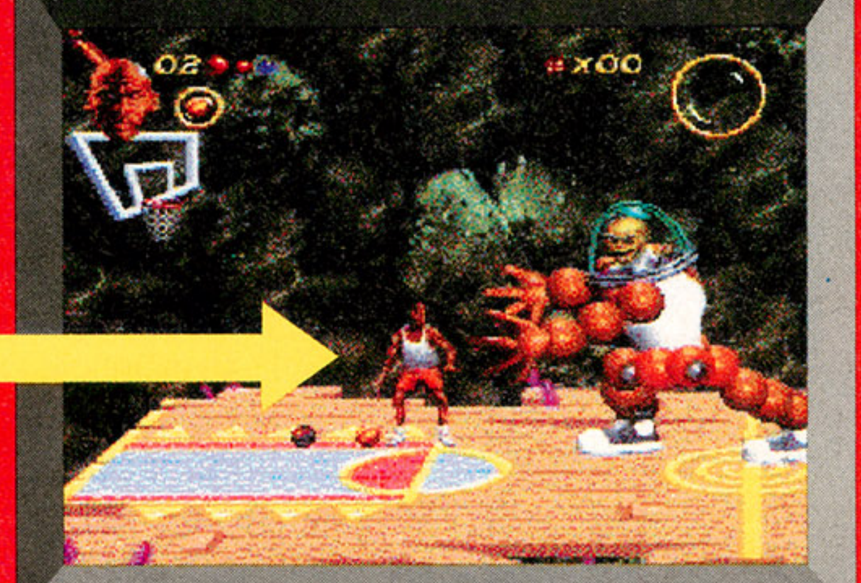
Beware the mechanical eels. Especially near water.

YOU'RE HERE.



25 intense levels in six different Chicago locations.

BUT YOU MAY NEVER GET HERE.



ELECTRONIC ARTS®

IF IT'S IN THE GAME... HEY, YOU'RE IN THE GAME!

When the St. Louis Cardinals swing through San Francisco to take on the Giants, many of them have plans that involve more than a trip to the ballpark. The folks at Electronic Arts have been happy to welcome the Cardinals into their offices to test out the new products, meet game designers, and earn bragging rights. This marks their third off–day visit to the offices since last summer.

SCORE CARD

Step Up to the (Portable) Plate — Again!

Play ball, Game Gear fans! The second portable baseball game from Sega Sports is due to be released this month. Titled *World Series Baseball '95*, the game features baseball's new six division alignment and the updated 1994 opening day rosters. A new behind-the-pitcher perspective gives the game a different look.

Keep an eye here for the full story.

GP Sports

Game Players — Doug Brumley, Editor

Troy Aikman NFL Football

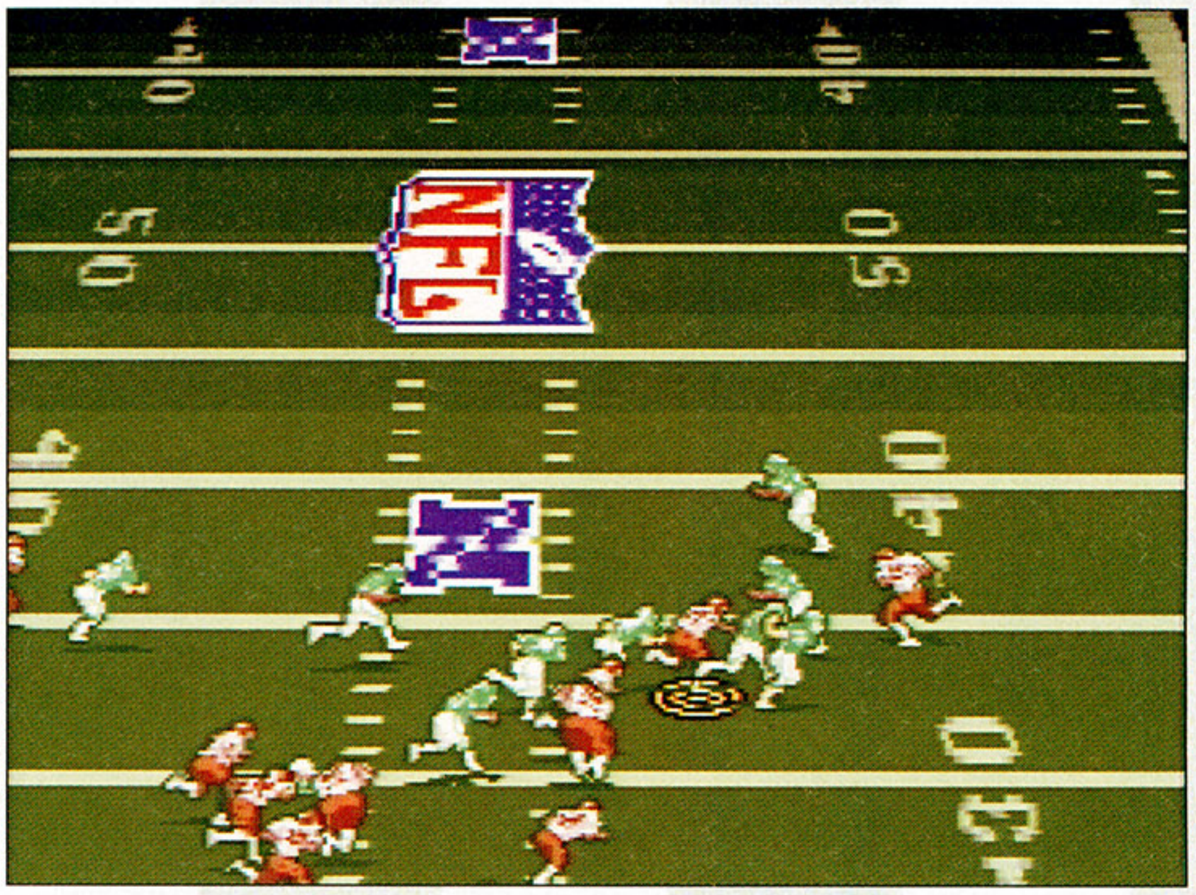
With the success Troy Aikman's had lately, you wonder if his feet are still touching the ground. After all, who wouldn't be flying high following back-to-back Super Bowl victories? With two fingers now occupied with championship gold, Troy and his Dallas Cowboy teammates will begin working on the remaining digits when the new season kicks off this fall. In the meantime the '93 Super Bowl MVP has been lending his talent to the development of his self-titled SNES cart, *Troy Aikman NFL Football.*

Lackluster graphics and choppy animation give the game a poor first impression, when in fact this game does a lot of things better than other football simulations on the market. The standard features like one– or two–player single–game and seasonal play are included as well as a playbook stuffed with 54 offensive plays and 27 defensive alignments. Unique features include three design-your-own-play slots, three plays that Troy handcrafted himself for the game, and the ability to customize a full-season schedule. Troy gives his analysis of the match-up before each game, at which point you can manipulate your budget to improve your team in certain areas. Each win brings a bonus you can distribute among your team to solidify the weaker positions. There aren't specific players from the NFL, but all the teams and logos are included.

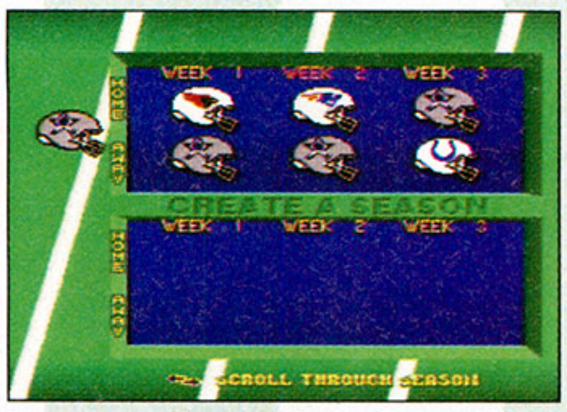
Troy Aikman NFL Football also succeeds at including subtle bits of the game's realism that other games often miss. For example, if a quarterback is hit while in the throwing motion it is almost certain that he'll fumble. The game also includes intercept and jump buttons which enable your defenders to attempt pick–offs or simply knock down a pass. Where the game falls short is in its presentation. Poor graphics and sound effects (Who plays "Charge!" at a football game anymore?) could turn off many players who could potentially like what's at the heart of this game.

With superior titles such as *Madden '94* already filling the store shelves, *Troy Aikman NFL Football* lacks the total package necessary to rival the leaders in the field.

A poor interface makes the unique play-designing feature more difficult than it ought to be, but practice has you cranking out plenty of game breaking plays.



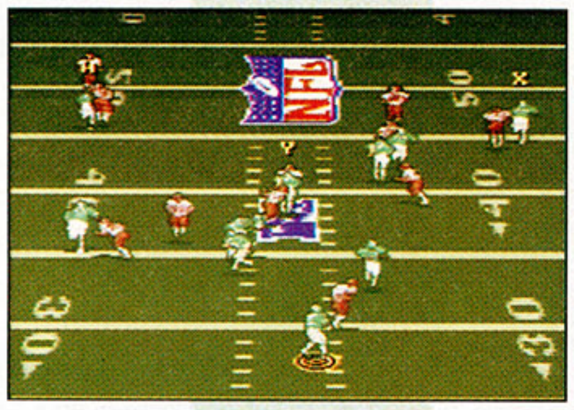
Choppy animation can create a few control problems when it comes to judging those all-important tackles, spins, and jumps.



The game gives you the option of reliving the '93–'94 season or customizing your own. Whaddya mean "weak schedule"? A win is a win in my book.

SNES info

PUBLISHER	Williams Ent.
DEVELOPER	Leland Int. Media
SUGG. RETAIL	$60-65
RELEASE DATE	October

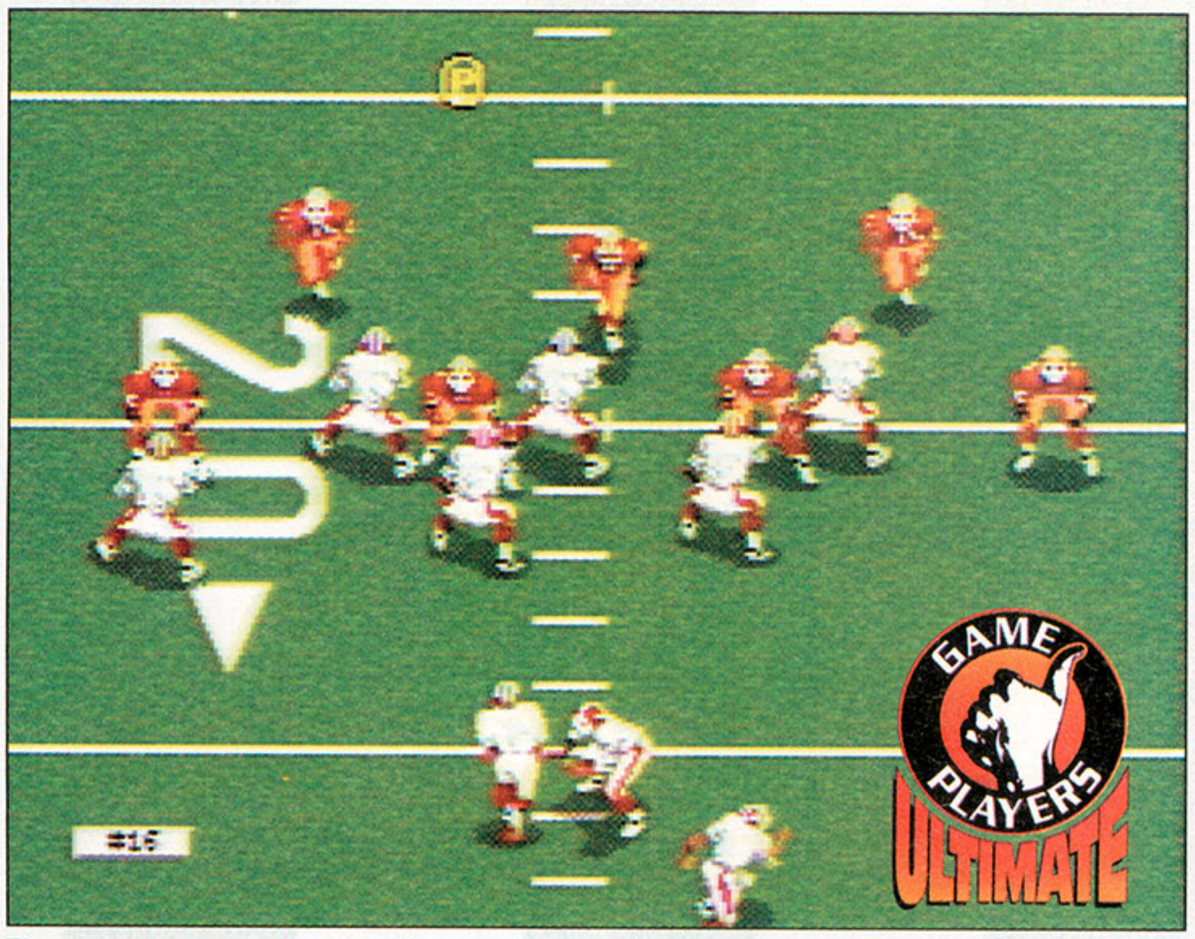


Passing couldn't be simpler. Snap the ball, let your receivers run their routes, and then push the X, Y, or A button to throw to the corresponding player.

RATINGS

5	GRAPHICS
6	MUSIC & SOUND
9	BELLS & WHISTLES
7	CONTROL
7	REPLAY VALUE

OVERALL 73%



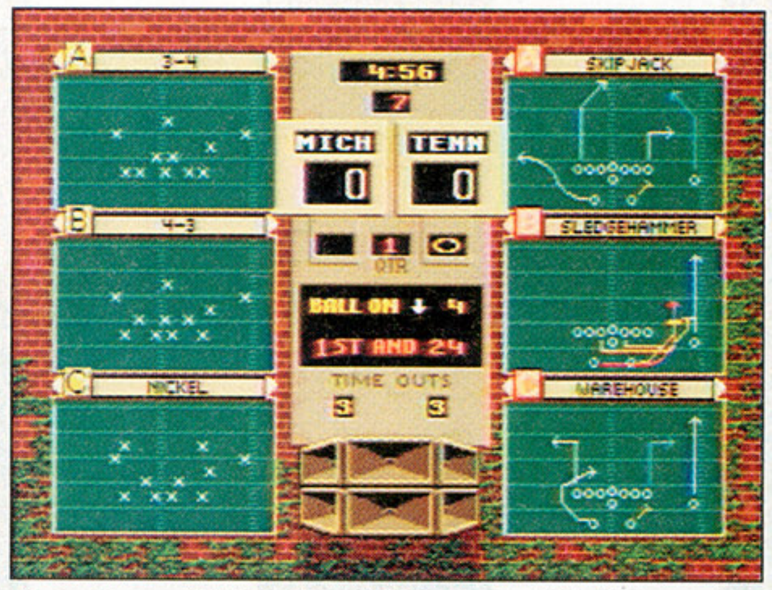
The camera view automatically zooms in on the play so you can watch from any of six perspectives and get in close after a handoff or pass.

College Football's National Championship

If you're counting the days until the NCAA institutes a tournament to decide the college football national championship, stop holding your breath and pick up Sega Sports' *College Football's National Championship* for Genesis.

Players of *NFL Football '94 Starring Joe Montana* are going to find *College Football* surprisingly familiar — in fact the game uses the exact same design, plays, and interface — with college football teams instead of professional squads. Up to four players can take the field simultaneously in any possible cooperative or competitive combination with a Team Player adapter, choosing an exhibition match, a 4-, 8-, 16-, or 32-team tournament, a division challenge, or a race for the number one spot in the country. A talkative play-by-play announcer, authentic school fight songs, and a roaring crowd provide the game with solid sound, while crisp graphics with smooth animations make it visually more impressive. Precise controls enable you to easily perform passes, spinning cutbacks, and diving tackles.

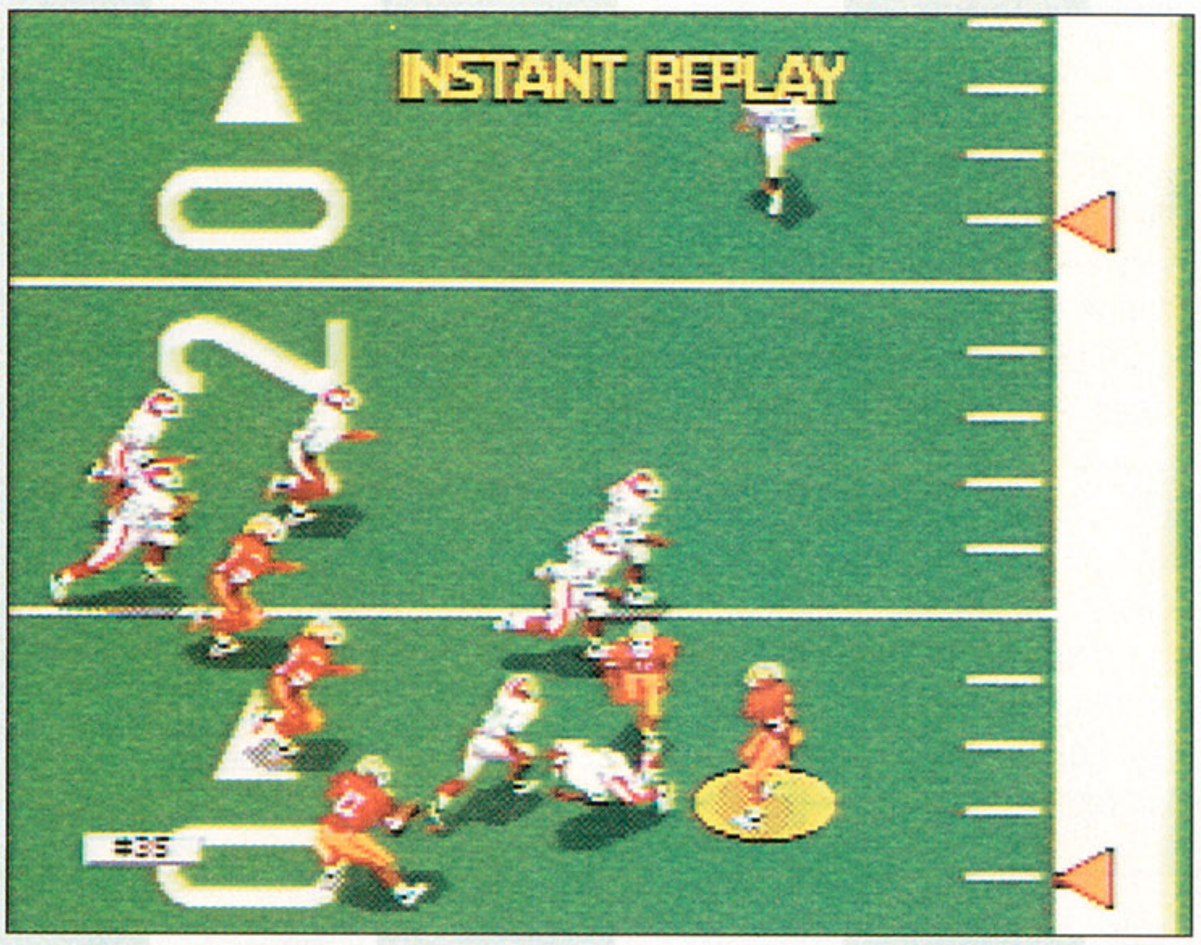
Thirty-two big-name college football teams from around the country have made the cut, yet even with the team logos and fight songs the game doesn't quite have the college football atmosphere of *Bill Walsh College Football.* The playbook is practically a direct copy of *NFL Football '94's* with different names



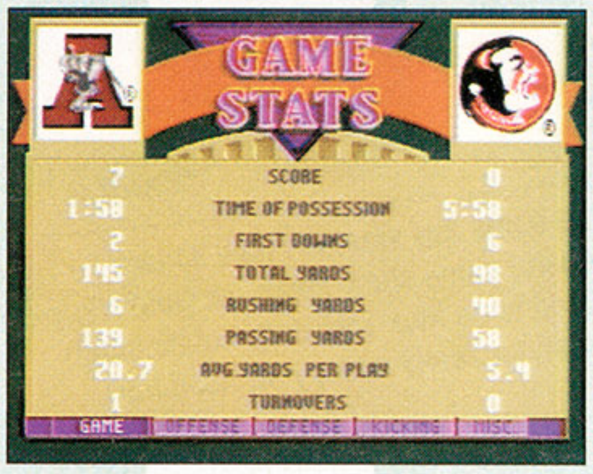
If you're an *NFL Football '94* fan, you definitely see some similarities when you open this playbook. Each choice has several sub–choices, so a little indecisiveness results in a delay-of-game penalty.

(for example, "halfback pass" is now called "Sweetpea"). Most schools don't have many of the option plays that are so popular in college, but schools such as Nebraska that have made a living on the option do have a wider selection of those plays. You know you're playing a college game when that 25–second play clock continues to run out before your team can even get as far as the line of scrimmage.

If you're a college pigskin fan who's looking for an enjoyable football game, you can stop right here. Not only are the graphics, sound and control great, but the game is also challenging enough to keep you clinging to that controller (there are three levels of difficulty). If you already own *NFL Football '94 Starring Joe Montana* you won't find enough new features in *College Football* to merit its purchase, but every video game sports fan — and even fans of any good game — should have these two titles in their library.



An arsenal of moves keep the defenders falling at the feet of your runners. The spin move and speed burst are the most advantageous, but beware the fumble!



The game keeps an impressive array of team and individual statistics, and a record book (with battery) files your most impressive feats, so your friends will really know who's Numero Uno!

The race for the number one slot gives you a 12-game schedule — six home, six away — to make your way to the top of the charts based on ranking and score differential.

GENESIS info

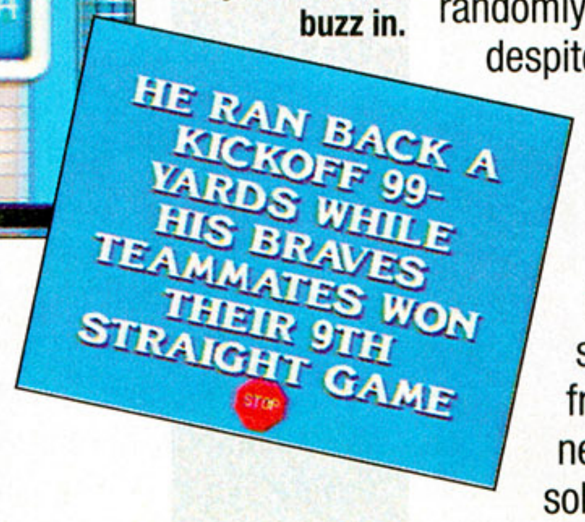
PUBLISHER	Sega of America
DEVELOPER	Sega of America
SUGG. RETAIL	$64.99
RELEASE DATE	now available

RATINGS

9	GRAPHICS
9	MUSIC & SOUND
8	BELLS & WHISTLES
8	CONTROL
9	REPLAY VALUE

OVERALL **91%**

See your name in lights and select one of the many sports-related characters to represent you.



The stop sign gives everyone a chance to read the question, then the nine-second timer begins and you're free to buzz in.

After you buzz in, it's time to begin the fairly laborious process of typing in your answer. Don't worry about proper phrasing — the game starts your answer out in the form of a question for you.

Jeopardy! Sports Edition

Besides being popular parting gifts for the less fortunate *Jeopardy!* contestants, the *Jeopardy!* home-game series has enabled players to take their shot at one of the country's most popular game shows. But why is a *Jeopardy!* game lurking in the sports section, you may ask? Because it's comprised solely of sports categories, that's why!

Jeopardy! Sports Edition for Genesis provides the perfect exercise for your brain, with the classic twist of phrasing your answers in the form of a question. *Jeopardy! Sports Edition* is also available for SNES, Game Gear, and Game Boy (check them out in the sidebar below). Up to three players can compete simultaneously with three participants sharing two joypads. With realistic studio representation and Alex Trebek's digitized voice, this is as close as most are likely to get to the *Jeopardy!* set. Control can't be bad since your only actions are buzzing in and typing your responses. The process of inputting your answers is not only a bit time consuming, but also requires you to spell proper names correctly (Was that Havlicek or Havlacheck?). The categories range from the simplicity of 'Golf Clubs' to the sheer obscurity of 'Jersey Numbers.' Categories and clues are randomly picked, and despite the wide number of clues the game contains, it's not uncommon for you to encounter the same category and clues from one game to the next. The game attempts to solve this by enabling you to draw another random selection of categories if you're not pleased with the ones you're dealt.

Jeopardy! Sports Edition's main drawback, as in other *Jeopardy!* carts, is the length of time it takes to play a complete game. Computer opponents often buzz in only to answer "XXX," which not only wastes time but also resets the nine-second timer when the question reappears for the other contestants. So make sure you carve out a good bit of time if you're planning to play *Jeopardy!* — it certainly takes longer than the 30-minute running time of the TV show. But if you're trying to settle that bet with a friend who claims to know more about sports than anyone on the planet, pick up the well designed *Jeopardy! Sports Edition* and put your computer money where your mouth is.

GENESIS info

PUBLISHER	GameTek
DEVELOPER	GameTek
SUGG. RETAIL	$59.95
RELEASE DATE	now available

The game board is an exact replica of the one on TV. Simply move the cursor to the category and clue of your choice.

RATINGS

8 GRAPHICS
7 MUSIC & SOUND
6 BELLS & WHISTLES
8 CONTROL
6 REPLAY VALUE

OVERALL 71%

THIS IS JEOPARDY!

So you've read the Genesis review of *Jeopardy!* Sports Edition, but with versions also available for SNES, Game Gear, and Game Boy you're probably wondering what sets them apart. The SNES offering is an almost exact replica of the Genesis game, down to the same categories and questions. A slow moving cursor lengthens the time it takes to enter an answer — the only obvious difference between the two. The Game Boy and Game Gear titles differ considerably, with both portable versions featuring the same overall design. Only two players — not three — take their places on-screen, again with customized names and your choice of representative characters. The Game Boy version has little in the way of graphics and sound; its wacky animations and very challenging clues are its highlights. The Game Gear version does its best to humble your sports I.Q., and it fares better than Game Boy in the areas of graphics and sound.

The Game Boy version takes a more generic game show approach (that's supposed to be Alex Trebek?), but its tough questions really make your head hurt.

The Game Gear game is designed much like the Game Boy version, but Alex's digitized voice and color graphics add to the festivities.

SNES rating: 70%
Game Gear rating: 68%
Genesis rating: 66%

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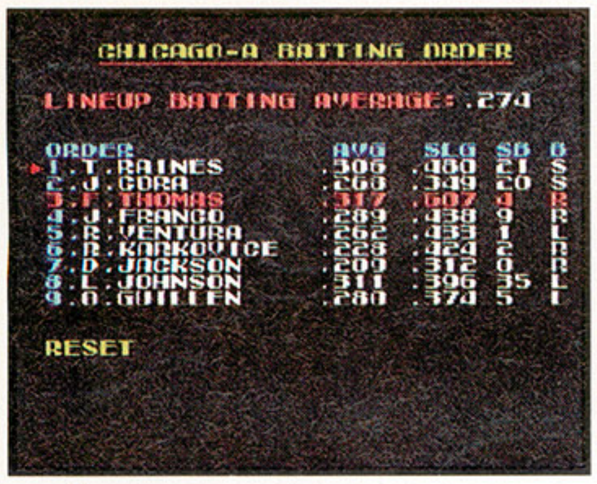
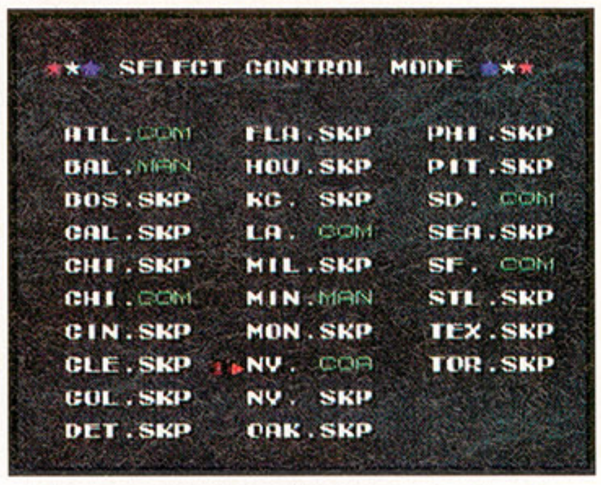
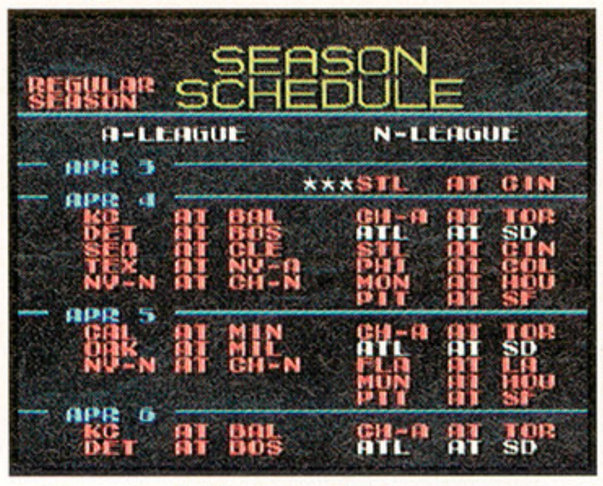
We'll show you.



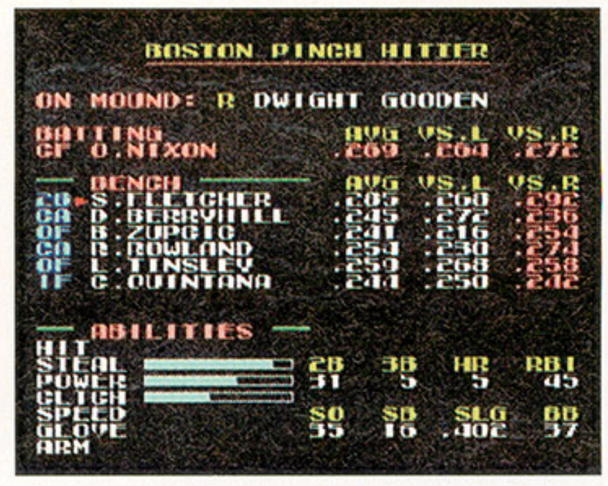
You have complete control over batting order



Team control modes include Coach, Computer, Manual and Skip



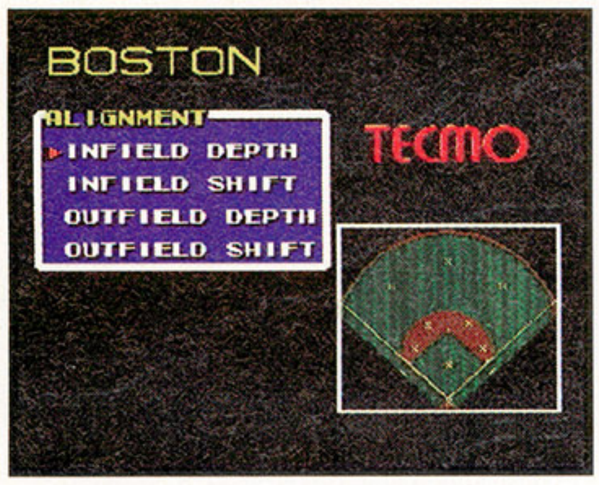
Season Schedule displays games played, in progress and to be played



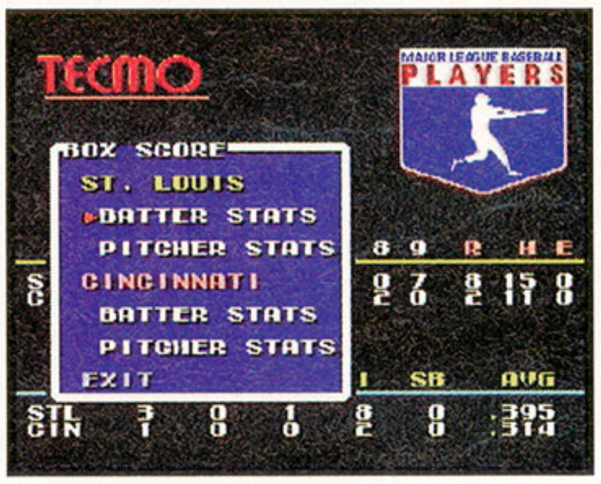
Select a Pinch Hitter with all pitcher stats displayed

Select your swing, give a sign or use Manager options

Select your pitch, choose your defense or use Manager options

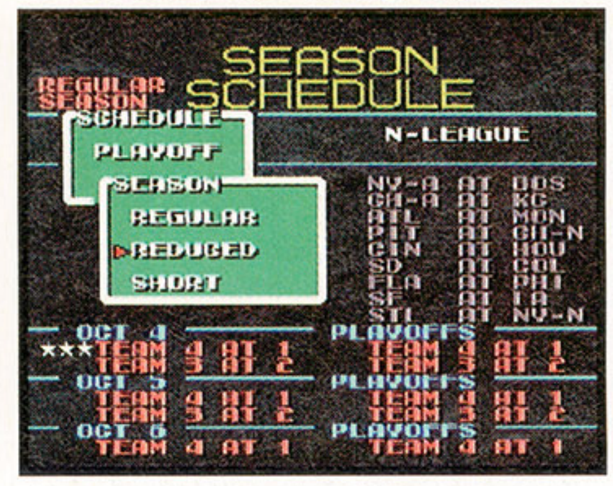


Change your defensive formation for any situation



All the game stats you could want, with battery back-up!

Comprehensive stats for all 700 MLBPA players



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

NOW PLAYING

Cash burning a hole in your pocket, but you don't know how to spend it? Check this out and you'll never waste a penny. Here's an at-a-glance view of more than 160 games from the last six months.

Aladdin
Capcom for SNES; review, 7#1; strategy, 7#2
This is the one *without* Digicel animation, but who cares? It's got smooth moves, tons of personality, and a final boss that's *better* than the Genesis version. Its only drawback is that it's too short and easy.

Overall: 85%

• Alfred Chicken
Mindscape for NES, review, 7#8
Unlike that famous old Southern gentleman, Mindscape didn't do chicken right. Poor graphics and a one-hit-and-you're-dead mistake factor make this a takeout order that would be best to forget.

Overall: 64%

An American Tail
Hudson Soft for SNES; review, 7#5
This is another average action game with a sweet cartoon character. The game's simplicity, brevity (only five levels), and familiarity should make it an OK choice for kids, though.

Overall: 55%

Asterix
Electro Brain for SNES; review, 7#6
Based on a French comic strip, this platform action game is filled with great graphics and a humorous storyline. Go grab some magic potions and get ready to crack some heads.

Overall: 76%

Asterix and the Great Rescue
Sega of America for Genesis; review, 7#7
As either Asterix or his pal Obelix, you must complete six grueling levels to reach Getafix. You can pick up special items, but they're activated only by drinking a bottle of potion. Great graphics can't save limited play control.

Overall: 61%

Barkley: Shut Up and Jam!
Sport Accolade for Genesis and SNES; sports, 7#4, 7#5
An aggressive *NBA Jam* lookalike that's unfortunately shackled by poor control and choppy graphics. Horrible artificial intelligence and the lack of a shot clock make this a bench-warmer.

Genesis: 56%; SNES: 63%

Bart & the Beanstalk
Acclaim for Game Boy; review, 7#4
The designers of this action game took a standard story, plastered the Simpsons faces on boring characters, then threw in some of the show's running jokes. This is plain *Bor-ring!*

Overall: 35%

Bart Vs. the World
Flying Edge for Game Gear; review, 7#3
The twisted humor of other Simpsons games just isn't here and the action segments could be from any old game. Ignore it for the home, but if you're off to the beach, pack it along with your sun cream.

Overall: 62%

Bartman Meets Radioactive Man
Flying Edge for Game Gear; review, 7#3
Radioactive Man is in limbo and only Bart can rescue him in this four-level action game. It's full of frustrating jumps, and there are no passwords.

Overall: 44%

Black Bass Lure Fishing
Hot-B for Game Boy; review, 7#5
An utterly hopeless fishing simulator. Sub-standard graphics and absolutely appalling game play make it confusing and boring. Stick with *Super Black Bass* for SNES instead.

Overall: 32%

Bonk's Adventure
Hudson Soft for NES; review, 7#7
A terrific translation of the original Turbo-Grafix-16 version. You've still got your mid- air spins, wall bites, and, of course, plenty of bani-bana flowers and bonus levels.

Overall: 87%

Brett Hull Hockey
Sport Accolade for SNES
This game's got a lot of features — from customized team skills to variable-length seasonal play. Al Michaels calls every play, but poor control holds it back.

Overall: 76%

• Bubba 'n' Stix
Core for Genesis, review, 7#8
Let's get one thing straight: this cart is definitely *not* 'Close Encounters of the Third Kind'. This is wild, whacky mayhem at its best! Help save the earth today!

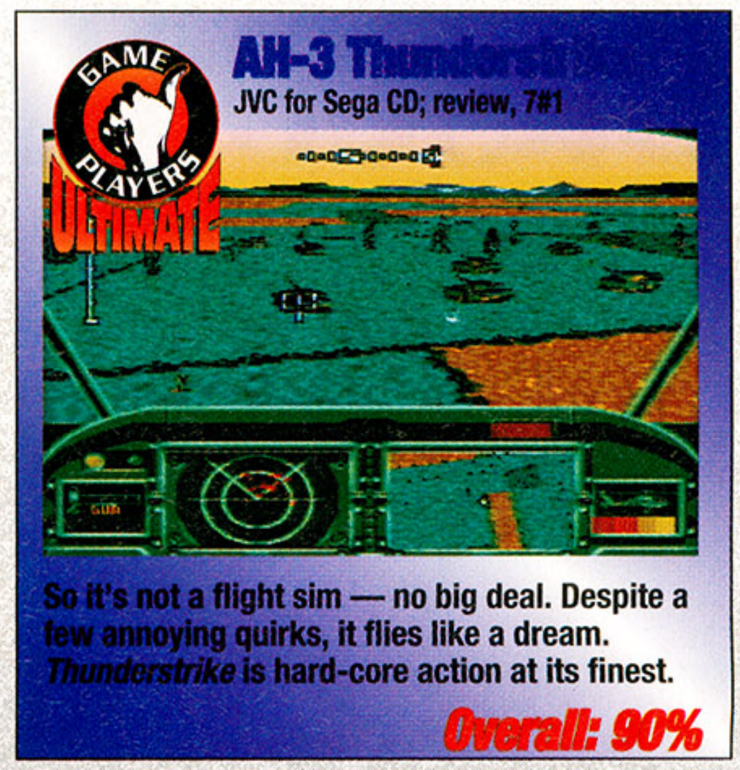
Overall: 77%

Bubble and Squeak
Sunsoft for Genesis; review, 7#4
The goofy duo sets out to rescue the threatened Grooleans — with a little help from you. This 4-meg adventure packs a punch in graphics, control, and fun. Bet you haven't seen the last of this pair!

Overall: 79%

Bugs Bunny Rabbit Rampage
Sunsoft for SNES; review, 7#3
Our beloved bunny is in danger from a lunatic animator who's throwing him into one misadventure after another. Inconsistent technical quality and over-used sound effects are a drawback.

Overall: 75%



Choplifter III
Extreme for SNES; review 7#3
Our boys have been captured by the enemy and it's your job to get them back. This action/shooter features some big "boss" weapons and great backgrounds.

Overall: 78%

CJ: Elephant Fugitive
Codemasters for Game Gear; review, 7#7
Guide the headstrong pachyderm back to Africa, keeping enemies at bay with an endless supply of projectile peanuts. Sharp graphics, smooth control, and a unique storyline keeps ya comin' back.

Overall: 76%

• Clay Fighter Tournament Edition
Interplay for SNES, review, 7#8
A rehash — albeit an excellent one — of *Clay Fighter.* If you let *Clay Fighter* slip by you the first time, then you should definitely get your hands on this.

Overall: 88%

Claymates
Interplay for SNES; strategy, 7#3
A decent game that bears more than a passing resemblance to *Sonic the Hedgehog.* The shape-changing nature of the main character pulls it above average.

Overall: 62%

Columns III
Vic Tokai for Genesis; review, 7#6
This puzzle cart has it all — up to five-player simultaneous action (provided you have a multi-player adaptor), bad guys, bosses, spells, and tons of secret weapons! Clear jewels from the screen in this gem of a game.

Overall: 87%

Dark Wizard
Sega of America for Sega CD; review, 7#6
It sounds like a traditional role-player, but *Dark Wizard* is really more of a war game and is best suited to players who like their games heavy on the strategy.

Overall: 76%

• The Death and Return of Superman
Sunsoft for SNES, review, 7#8
Superman's return from the dead may have most gamers wondering 'Why did he bother?' in this repetitious comic-book style game.

Overall: 69%

Demolition Man
Virgin Interactive for Genesis; review, 7#7
You get ten levels of blasting and bombing in

What YOU think

Why in the world did you give Eternal Champions one of the best ratings ever? The graphics are impressive for a dump like this but if you beat the first guy and lose at the second guy, you must go back to the first guy. In my opinion, I'd give it 30%

— Jason Velez, New York, NY

• Aladdin
Sega of America for Genesis; strategy, 6#11 and 7#2; Game Gear review, 7#5

One of the best action games *ever,* this one has incredible graphics and animation (thanks to Virgin's Digicel process), tons of humor, and, of course, great action.

Overall: 95%; Game Gear: 94%

• Brain Lord
Enix for SNES, review, 7#8
This game is kinda like a wrestler with brains. You know, massive strength, lightning speed and a violent disposition coupled with a brain that can do more than just string simple words into sentences like: 'Me hungry. Eat now.' This hybrid might be facing an uphill battle in the stores, but it's definitely worth a look-see!

Overall: 78%

• Breath of Fire
Square Soft for SNES,review, 7#8
You and your band of adventurers search the land for the seven Goddess Keys in an RPG that some players may find to be too short, but packed with fine features.

Overall: 87%

Castlevania: Bloodlines
Konami for Genesis; review, 7#2; strategy, 7#3 and 7#4
A little rough around the edges, but still a great first outing for the series on Genesis. You'll be eager to beat it a third or even a fourth time. Falls a little short of the SNES version, though.

Overall: 88%

Championship Soccer
Sony Imagesoft for Genesis; sports, 7#7
The action is fast-paced and moves smoothly around the field. Skills such as passing and shooting require only the touch of a button, but can be made more difficult by increasing the skill level. Both SNES and Genesis versions are available only for rental until 1995.

Overall: 82%

Champions World Class Soccer
Flying Edge for Genesis; sports, 7#7
The game offers 32 teams representing countries from around the globe. Unlike the SNES version, there's no announcer replaying key footage between halves, and you can't modify teams or substitute players either.

Overall: 57%

Chip 'n' Dale Rescue Rangers 2
Nintendo of America for NES; review, 7#3
All you'd expect from a Capcom/ Disney collaboration — a great mystery-solving plot, some top graphics, and it's very easy to control. The game play's simple, but hard bosses more than compensate for it.

Overall: 84%

SPECTRE

ENTER THE CYBERWAR

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CYBERSOFT

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this game, adapted from the1993 action movie. With action in both side-scrolling and overhead styles, the game play is varied, with some spectacular stunts such as bungee-jumping from a helicopter!

Overall: 78%

Desert Speedtrap Starring Road Runner and Wile E. Coyote

Sega of America for Game Gear; strategy, 7#6

Plenty of levels to explore, but they don't change all that much. And Wile E. Coyote doesn't appear nearly enough. The graphics are good, but everything from control and music to sound effects are average.

Overall: 53%

Dig & Spike Volleyball

Hudson Soft for SNES; sports, 7#6

A fairly fun game to play, but it grows stale after a while. It's one of those games that really needs multi-player compatibility.

Overall: 64%

Dinobasher

Codemasters for Game Gear; review, 7#6

This stars a surprisingly likable character in a cartoony atmosphere. It plays well and may interest you at first, but it's not a strong enough game to hold your attention for long.

Overall: 56%

Dr. Robotnik's Mean Bean Machine

Sega of America for Genesis; review, 7#3.

The best puzzler for the Genesis — so far. You line up rows of falling colored beans into groups of four — complete a group and you send a clear bean to your opponent's side.

Overall: 86%

Double Dragon V: The Shadow Falls

Williams Entertainment for SNES; review, 7#7

This is a nice little brawler that's better suited for younger players who haven't been "desensitized" by the blood in *Mortal Kombat II*. It's adapted from the TV cartoon instead of the earlier *Double Dragon* games, but that's a bonus after the last couple!

Overall: 74%

Double Dribble: The Playoff Edition

Konami for Genesis; review, 7#4

Konami beefed up the players but took out the classic dunk screens found in the original arcade, NES, and Game Boy versions. It just doesn't look like a game designed by people who know basketball.

Overall: 58%

Dracula Unleashed

Sega of America for Sega CD; review, 7#7

The search for Dracula takes you around London, dropping in to visit various characters, picking up clues and items. Its cheesy atmosphere makes this sequel of sorts to *Dracula* to resist.

Overall: 75%

Dragon's Revenge

Tengen for Genesis; review, 7#4

It may look like a great pinball game, but the flipper controls and shot angles are rough around the edges. Even the graphics aren't up to Tengen's earlier pinball efforts.

Overall: 46%

Dune: The Battle for Arrakis

Virgin Interactive for Genesis; review, 7#3

Military simulation and strategy fans are going to stay up all night playing this one. The difficulty level is perfect — really challenging, but not too hard.

Overall: 87%

Eternal Champions

Sega of America for Genesis; strategy, 6#11, special section, 6#12

A nine-fighter tournament game that takes the best qualities of the leading fighting games and adds new features. *Man!*

Overall: 97%

ESPN "Baseball Tonight"

Sony Imagesoft for SNES; sports, 7#6

The "Baseball Tonight" theme music, sampled voices, and rotoscoped graphics give this a great first impression, but once you sit down for a session or two, you find it just doesn't live up to your expectations.

Overall: 68%

• Eye of the Beholder

Capcom for SNES, review, 7#8

A brand new copy of an old, tired idea, complete with a clumsy fighting system and lacking any kind of auto-mapping feature. If your ancestors had fought this way, you wouldn't be here now.

Overall: 63%

F-1 Pole Position

Ubi Soft for Game Boy; review, 7#6

This one's got lots of bells and whistles, including an option for simultaneous play with four players via the Game Link video cables. But with that exception, it's a mediocre game.

Overall: 58%

• Fatal Fury 2 (MA-13)

Takara for Genesis, review, 7#8

What's this? Another 'world tournament' fighting game? Tell you what: if you're totally addicted to fighting games, go out and buy it. You won't be disappointed. If you're not among the 'gotta have it' crowd, don't worry. Someone will release another cart just like this one soon.

Overall: 81%

Fighter's History

Data East for SNES; review, 7#6

Seven nations and lots of walks of life are represented in this fighting game. However, it's so similar to *Street Fighter II* that there's a trial starting October 1.

Overall: 83%

Fire Striker

DTMC for SNES; review, 7#6

Designed around a *Zelda*-like map screen, the game boards are a combination of *Breakout* and pinball. While it doesn't have much in the way of graphics, music, or sound effects, this is unexpected fun.

Overall: 69%

Flashback

U.S. Gold for SNES; review, 7#3

An adventure with *incredible* graphics. This is a great challenge, loaded with realism. Fans of *Prince of Persia* will love this.

Overall: 88%

The Flintstones: The Treasure of Sierra Madrock

Taito for SNES; review, 7#4

This beginner-level cart has all the elements of a good adventure — and a few surprises to boot. Advancing through each stage is very much *Mario*-style, with lots of bonus boards and special screens.

Overall: 71%

Formula One

Tengen for Game Gear; review, 7#6

You can customize your tires, wing angle, and so on to suit conditions on a particular track in this game, but you can in others, too, so there's not much here to set it apart from the pack.

Overall: 54%

Fun 'N' Games

Tradewest for Genesis; review, 7#6

An edutainment program that brings music and art to your TV screen. You can create a spectacular masterpiece, compose a thrilling score, or abandon the arts entirely for more traditional arcade mayhem.

Overall: 86%

Genghis Khan II: Clan of the Gray Wolf

Koei for Genesis; review, 7#4

Koei returns to Asia for another epic strategy. Unify Europe and Asia and take on the computer or a pal in one of four different scenarios. It's complex, but rewarding.

Overall: 78%

Goofy's Hysterical History Tour

Absolute for Genesis; review, 7#3

Some refreshing elements make this a better-than-average action game — just. The incredible number of precise jumps required is maddening.

Overall: 58%

GP Rider

Sega of America for Game Gear; review, 7#6

The diverse scenery keeps this game moving. Unlike the most recent *Road Rash* outing, the characters and scenery move by quickly enough to maintain the realistic "feel" of a racing game.

Overall: 78%

Grindstormer

Tengen for Genesis; review, 7#5

This game is so generic it should come in a plain white box with "Shooter" written on it! It has no originality, no new twists, and nothing you didn't see years ago.

Overall: 58%

Hardball III

Sport Accolade for SNES; sports, 7#4

Plenty of options make this enjoyable for stat-minded rotisserie players and recreational sports fans alike. More than 650 major league players and authentic ballparks add realism.

Overall 87%

• Hardball '94

Accolade for Genesis, sports, 7#8

This is actually kind of a 1994 statistical update for *Hardball III*, but, if you're one of those people who sits for an entire summer baking your brains out in the bleachers, this cart is what you're looking for.

Overall: 85%

Heart of the Alien: Out of This World 2

Virgin Interactive for Sega CD; review, 7#7; strategy 7#8

This CD is packed to the brim with the original *Heart of the Alien* game and this all-new sequel. This time you're Buddy and must rescue Lester from your mysterious brethren. The graphics are dated, but the game is so difficult that it keeps you going for hours.

Overall: 79%

Heimdall

JVC for Sega CD; review, 7#5

Befriend a bunch of Vikings and retrieve three weapons stolen from the gods. This is an RPG for beginners — search through rooms, kill monsters, and acquire some treasure.

Overall: 64%

FIFA International Soccer

Elec. Arts; SNES, sports, 7#1, Genesis, sports, 7#5

EA's first soccer sim definitely scores, with detailed and diverse animation, stellar sound effects, a truckload of options, and — most importantly — easy-to-master game play that's totally true to the sport.

SNES: 87%; Genesis: 93%

The Incredible Hulk

U.S. Gold for Genesis; review, 7#5

Another side-scrolling action game, this time featuring the Marvel Comics' star we all know and love. Tiny characters and boring combat moves don't make this anything special.

Overall: 50%

International Tennis Tour

Taito for SNES; sports, 7#6

A wide variety of playing options (particularly the Championship mode in which you're a touring professional) offer a lot of on-court action. A depth-perception problem makes it difficult lining up a shot.

Overall: 76%

Jammit

Virgin Interactive for Genesis; review, 7#5

A solid action-based basketball game that would have been more impressive if *NBA Jam* hadn't come along. Eight unique play modes set it apart from the rest. Available for SNES.

Overall: 72%

The Jetsons: Invasion of the Planet Pirates

Taito for SNES; review, 7#4

Its graphics are the only thing that recommend this game. Although some traps seem entertaining at first glance, the control is too

What YOU think

Your review of Shadowrun was way off target — do Jeff and Chris have the mental capacity to enjoy a long and difficult game? I like it because you can't beat it in five days and you have to use your mind — plus you still get to smash 'em, kill 'em, and stomp 'em.

— Steve Harris, Corpus Christi, TX

From the moment the clutch engages and your V-twin roars off the line, you'll feel your pulse begin to accelerate.

Through the straight-away in a heartbeat, you attack the first chicane at 190 mph. Sporting a serious 45-degree lean, one knee kissing the tarmac, the other hugging your seat, you blow past your fellow rocketeers in a dizzying smear of leather and steel.

And in a rare moment of extreme clarity, you become one with the bike...

Suzuka 8 Hours. Not for the faint of heart.

Tune your machine to your own specifications, from class to color, tranny type to handling ability.

Linear and precise controls means your bike executes rider input instantly—one mistake and SPLAT!!!

Redline your pulse against a buddy in an 8-hour tour of Japan's most renowned race track.

Suzuka 8 hours™

SUPER NINTENDO ENTERTAINMENT SYSTEM

Official Nintendo Seal of Quality

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unmanageable. Even on the easy level, it's too hard for the young audience it targets.

Overall: 51%

Jim Power: The Lost Dimension in 3-D

Electro Brain for SNES; review, 7#3

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

Overall: 76%

Jimmy Connors' Tennis

Ubi Soft for Game Boy; sports, 7#5

This tennis sim takes you through 16 venues, including Grand Slam events like the Australian Open and Wimbledon. But player movement is slow and choppy.

Overall: 65%

Joe & Mac 2: Lost in the Tropics

Data East for SNES; review, 7#5

The original was a ho-hum side-scroller, but this has some good additions. There's a non-linear map screen, and you can take a break from battling the dinos by visiting two fun-filled villages.

Overall: 69%

Joe Montana's NFL Football

Sega of America for Sega CD

Large characters and guttural sound effects set this game's gridiron atmosphere, but slow animation and choppy game play keep it from putting up many points on the fun scoreboard.

Overall: 73%

The Jungle Book

Virgin Interactive for Genesis and SNES; review, 7#7

Lead young Mowgli through ten treacherous levels, swinging from vines and hurling fruit. Detailed graphics, a catchy soundtrack and solid game play keep you riveted. The Genesis version surpasses the SNES one in playability with its wider variety of weapons and better all-round layout and trimmings.

SNES: 84%; Genesis 89%

Jurassic Park CD

Sega of America for Sega CD; review, 7#4; strategy 7#5

A graphic adventure instead of an action game, it takes place after the movie — you're back in the park to recover dinosaur eggs for future study. A good game, but kinda short.

Overall: 80%

Ken Griffey Jr Presents: Major League Baseball

Nintendo of America for SNES; sports, 7#6

A game that captures the fun that made baseball the national institution it is today. Responsive controls and entertaining game play are its solid foundation.

Overall: 90%

King of Dragons

Capcom for SNES; review, 7#4

This has the same basic game play as *Golden Axe*, but you don't collect magic to cast spells. Not enough hidden surprises, and the action doesn't vary much.

Overall: 57%

Knights of the Round

Capcom for SNES; review, 7#5

A medieval setting makes this fighting game more than just another *Final Fight*. Lush graphics, a wide variety of moves, and some unique features are guaranteed to keep you hooked to this.

Overall: 86%

Liberty or Death

Koei for SNES; review, 7#5

A strategy game set during the American Revolution that enables you to take the side of either the colonists or the British. It requires too much time and work to make much too little progress.

Overall: 68%

The Lord of the Rings

Interplay for SNES; review, 7#6

Ultra small graphics combined with a bland combat system really take the bite out of what could have been a great adventure. Tolkein fans may be the only ones who can make it past the looks and interface of this RPG.

Overall: 68%

The Lost Vikings

Interplay for Genesis; review, 7#3

The combination of fiendish puzzles, Viking humor, and rave music makes this strategy/action game too good for you to pass up. Great use of the six-button controller.

Overall: 84%

Lunar: The Silver Star

Working Designs for Sega CD; review, 7#2; strategy, 7#3 and 7#4

This may be the first "guilty pleasure" RPG: Its game play is good, but its goofy humor gives it that special something.

Overall: 75%

Mario Andretti Racing

Electronic Arts for Genesis; review, 7#7

This breaks new ground by packing three types of racing — sprint, stock, and Indy — into one cart. While it doesn't offer the most realistic video-game version of any of the three, the mere fact the differences of each are captured makes this one unique.

Overall: 77%

Mario's Time Machine

The Software Toolworks for SNES; review, 7#1

This edutainment game has good audio and visuals, but it's too short and highly linear. Most kids will play through it only once or twice. Best for family and classroom use.

Overall: 75%

Mega Man IV

Capcom for Game Boy; review, 7#3

Great graphics and terrific game play. If you can find the four letters B-E-A-T, then Mega Man's old friend Beat joins you for some top robot-kickin' action.

Overall: 86%

Mega Man's Soccer

Capcom for SNES; review, 7#5

A soccer game with a difference — special attack moves can turn the ball into a weapon-like projectile. Sluggish movement, tough defenders, and a lack of variety, however, leave you bored.

Overall: 54%

Mega Turrican

Data East for Genesis; review, 7#5

This is a shooter with lasting power. Fifteen horizontally and vertically scrolling levels, as well as a bunch of weapons and gadgets, keep your hands sweaty and your heart racing.

Overall: 88%

Metal Combat: Falcon's Revenge

Nintendo of America for SNES; review, 7#4

This light-gun game offers more than other Super Scope shooters. Each villain uses different battle strategies and has a unique weak spot. The taunting of the pilots enhances the neat storyline.

Overall: 92%

• Mickey's Ultimate Challenge

Hi Tech Expressions for SNES, review, 7#8

A multi-level game that Mouseketeers of all ages can enjoy, although, considering the subject matter, it willl probably be enjoyed most by the K through 3rd grade gang.

Overall: 71%

Microcosm

Psygnosis for Sega CD; review, 7#4

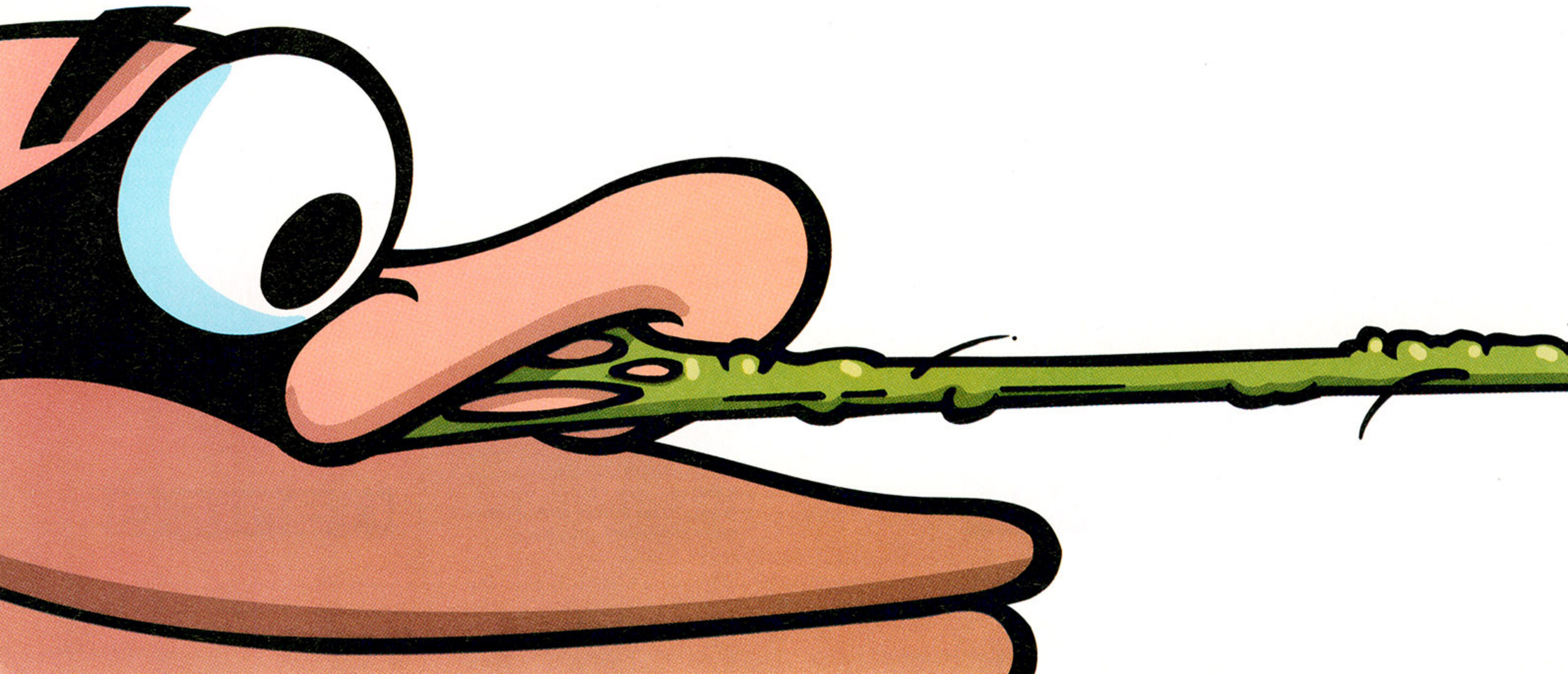
A not-so-hot shooter set inside the body of the president of the Cyber-tech company.

Mortal Kombat

[Genesis and Game Gear versions MA-13, Sega CD MA-17] Acclaim for SNES, Genesis, Game Boy, Game Gear, and Sega CD; strategy, 6#10; CD review, 7#5

Bone-crunching action — and blood for the Segans! — makes this one of the top fighting games. You'll love those finishing moves! The only difference in the Sega CD version is the addition of the trailer — what a big disappointment!

SNES: 90%; Genesis: 90%; Sega CD: 72%
Game Boy: 78%; Game Gear: 82%;



Graphics look good, but everything follows pre-set paths, and your own ship gets in the way more often than not.

Overall: 60%

MicroMachines

Codemasters for Game Gear; review, 7#6

One of the most unique racing carts around. You take control of a very small vehicle and dodge obstacles like cereal and pencil erasers while milk and syrup become road hazards. Bizarre! Also available for Genesis.

Overall: 85%

MLBPA Baseball

Electronic Arts for SNES and Genesis; sports, 7#4, 7#8

An arcade-style cart that focuses more on action than strategy. Large characters and fluid animations are a big plus, but tough control and a lack of options hold this one back.

SNES: 76%; Genesis: 77%

Mansion of Hidden Souls

Vic Tokai for Sega CD; review, 7#5

Rescue your sister by exploring a mansion for clues and hidden objects. This graphic adventure is big on bright and colorful visuals — and the game play's not bad, either.

Overall: 91%

Ms. Pac-Man

Namco for Game Gear; review, 7#7

Guide the familiar little pink-bowed yellow spot as she eats power pellets and avoids... well, you know. This scores big points in the nostalgia department, but it just can't compete in the modern gaming world.

Overall: 60%

Mutant League Hockey [MA-13]

Electronic Arts for Genesis; review, 7#5

There's always been roughness in the rink, but this game makes the National Hockey League look like a slumber party! Each of the 23 teams has its own arena that's filled with deadly obstacles and distractions.

Overall: 82%

Natsume Championship Wrestling

Natsume for SNES; review, 7#7

It may not have been a big arcade hit, but this is still a *very* strong contender in the sweaty, world of video-game wrestling. While there are none of the sport's trademark gimmicks, you get 12 brawlers and over 50 attacks.

Overall: 84%

NBA Action '94

Sega Sports for Genesis; sports, 7#4

Despite the small player size, this game does a very nice job of recreating the intensity of professional basketball. Fast action, solid control, and the soothing voice of Marv Albert combine to offer you a lot of arcade-style hoops entertainment.

Overall: 86%

• NBA Action Starring David Robinson

Sega of America for Game Gear, review, 7#8

This game was probably thought of by an optometrist, whose services you're going to need after straining your eyes trying to control your team, particularly on defense.

Overall: 64%

NBA Showdown '94

EA Sports for Genesis; sports, 7#4

It's the best yet in the long line of EA Sports baseball titles. Besides a faster game engine and a bunch of new player animations, the new hot streaks and on-the-fly offensive and defensive play-calling make this a must-buy for hoop fans.

Overall: 94%

NFL '94 Starring Joe Montana

Sega of America for Genesis; sports, 7#2

The addition of a SportsTalk play-by-play feature makes this fantastic simulation that much better. This game is practically perfect!

Overall: 93%

The Ninja Warriors

Taito for SNES; review, 7#4

A scrolling action game that's better than most because of its steady progression of varied and increasingly-difficult foes. The stages are long enough for you to feel like you've accomplished something.

Overall: 82%

Nobunaga's Ambition II

Koei for SNES; review, 7#5

Koei games are Koei games — you know that you're in for strategy-filled gaming sessions as soon as you load one up. This isn't one of the best games available, though, and it quickly gets frustrating.

Overall: 38%

Normy's Beach Babe-O-Rama

Electronic Arts for Genesis; review, 7#7

This is your average side scrolling game: Travel through time in search of hijacked beach babes. Aside from the West Coast surfing humor sprinkled throughout, there's nothing to set this apart from the pack.

Overall: 54%

Obitus

Bullet-Proof for SNES; review, 7#3

A repetitive adventure that's not worth taking out of the box. Where are all the puzzles and traps that you expect from an RPG?

Overall: 36%

• Outrunners

Data East for Genesis, review, 7#8

Out-dated poop. Ancient caca. To say anything more about this prehistoric auto racing cart would be a waste of our time, and yours.

Overall: 41%

The Peace Keepers

Jaleco for SNES; review, 7#4

Choose from four characters and lead a rebellion against a massive corporation. The formula is stale, but there's variety in the Story mode because it changes according to your character and route.

Overall: 78%

Pebble Beach Golf Links

Sega of America for Genesis; sports, 7#5

Graphically similar to *PGA European Tour*. While there's a wide variety of options such as Skins Match and Tournament play, there's only one choice of course.

Overall: 66%

5 of the hardest-hitting gridiron games you'll see!

A cracking selection! Oh, and don't forget to check out two arrivals in GP Sports, p106.

1. ***John Madden Football*** **95%**
   Electronic Arts for Genesis
   The grand-daddy of modern day football carts carts.

2. ***NFL '94 Starring Joe Montana*** **93%**
   Sega of America for Genesis
   If the realistic graphics aren't enough for you, check out the hot game play.

3. ***Madden NFL '94*** **89%**
   Electronic Arts for Genesis
   80 teams, great control, full-season play.

4. ***Bill Walsh College Football*** **96%**
   Nintendo of America for SNES
   This looks and feels like *Madden* but captures the essence of college football.

5. ***Sonic the Hedgehog 3*** **92%**
   Sega of America for Genesis
   A hard-hitting arcade transfer.

Pele!

Accolade for Genesis; sports, 7#3

Despite flaws in play control and perspective, *Pele!*'s fast action, seasonal-play option, and large character animations make it an enjoyable, though not top notch, soccer game.

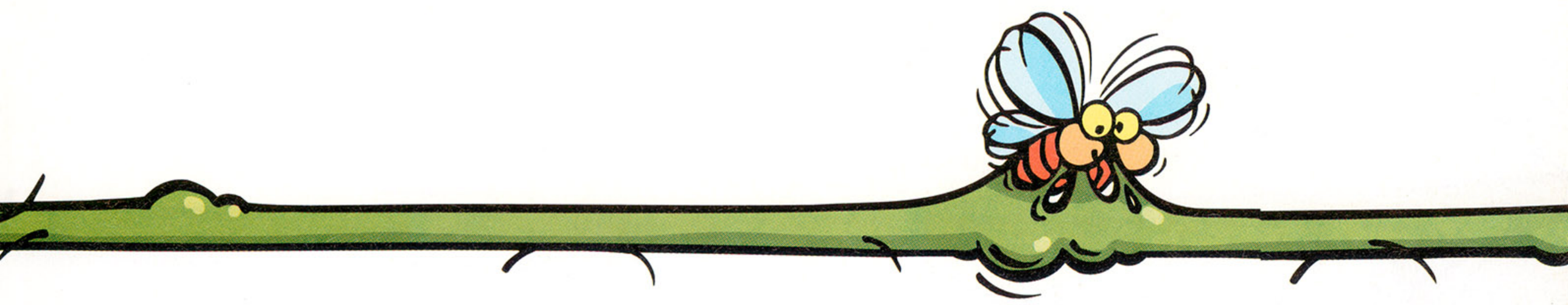
Overall: 71%

PGA European Tour

Electronic Arts for Genesis; sports, 7#5

This links sim offers incredibly realistic golf in line with the first two *PGA Tour* games. It's accurate even down to the frustration you usually experience when you play poorly.

Overall: 88%



PGA Tour Golf

Tengen for Game Gear; sports, 7#5

This golf sim puts four challenging courses in your hands and pits you against the top names on the PGA Tour. Good graphics, but the game play just isn't there.

Overall: 60%

Pinball Dreams

Gametek for Game Gear; review, 7#4

Most of the tables are badly designed, the shot angles are erratic, and the flipper control is sticky. There are three tables, but the graphics are really boring in each.

Overall: 55%

The Pirates of Darkwater

Sunsoft for Genesis and SNES; SNES review, 7#4; Genesis review, 7#5

Centered around the struggle for control of the mysterious planet Mer, this is another *Streets of Rage*-style fighting game with swords and TV-land characters.

SNES: 56%; Genesis: 55%

Poker Paul's Blackjack

Sega of America for Game Gear; review, 7#7

Weak graphics, poor sound, and lack of invention means there's no goal to reach except compiling a whole bunch of cash. Yawn.

Overall: 58%

Poker Paul's Poker Challenge

Sega of America for Game Gear; review, 7#7

Choose from Video Poker or Five-Card Stud to try to win some serious moola. Graphics are deplorable, and only card addicts will to want to play.

Overall: 59%

R.B.I. Baseball '94

Tengen for Genesis; sports, 7#4

Incredibly smooth animation make graphics this game's highlight, but poor game play and faulty computer intelligence pull the rug out from under it.

Overall: 72%

R.C. Pro Am II

Tradewest for NES; review, 7#6

There are 24 tracks and three types of courses in this addictive racing game. As you race you can pick up useful bonus items and money to soup up your vehicle. *Vroom!*

Overall: 87%

• Rebel Assault

JVC for Sega CD, review, 7#8

A big, beautiful eyefull of computer-rendered 3D graphics, digitized footage from the *Star Wars* films, and computer-rendered human actors make this a must-have for fans of the Lucas trilogy. The poor control interface, however, pretty much ensures that this is really just a graphics showcase.

Overall: 72%

Revengers of Vengeance

Absolute for Sega CD; review, 7#7

This one is split into three play modes, each serving up a beat-'em-up with a different twist. Characters are impressive, ranging from a giant rhino-man to a fully armored weapons-master. But strip away the flash, and it's still just a fighting game.

Overall: 69%

Rise of the Dragon [MA-17]

Dynamix for Sega CD; review, 7#6

Although this PC translation has its faults — it's not particularly challenging (with the exception of a few difficult, badly done arcade sequences) — on the whole the graphic adventure treats its drug-related subject matter in a mature, adult fashion.

Overall: 77%

Road Rash

U.S. Gold for Game Gear; review, 7#3

A racing game with personality, but aside from the fact that you can punch other riders, this doesn't really offer much that's different from other racing games.

Overall: 78%

Robocod

U.S. Gold for Game Gear; review, 7#3

This colorful action game is aimed at a younger audience. Unfortunately, the levels are long and tend to repeat themselves.

Overall: 45%

• Rocko's Modern Life

Viacom for SNES, review, 7#8

Cable TV finally does something right for a change! While the majority of the game is spent trying to keep Rocko's pet from self-destructing, this cart is certainly no dog! The only down side is that the game might be too tough for younger players (the majority of Rocko's fans).

Overall: 83%

Romance of the Three Kingdoms III

Koei for SNES; review, 7#4

Guide your monarch-in-the making to success by cultivating crops and training soldiers, thereby increasing your wealth and strength. And don't forget about defection, exile, rebellion, and loyalty — all factors in your reign.

Overall: 76%

Saturday Night Slam Masters

Capcom for SNES; review, 7#7

While this has been tailored so it vaguely resembles pro wrestling, the fighting is closer to *Street Fighter* , with wild, unrealistic attacks — many of which share the same button combinations as *SF* moves. The two- and four-player Vs. modes have you bouncing off the ropes for hours.

Overall: 85%

• Scratch Golf

Vic Tokai for Game Gear, sports, 7#8

A fast and fun cart for folks who want to get in a quick 18 during their lunch break. A unique overhead perspective and some snappy music doesn't help the hit or miss stroke adjustment controls, however.

Overall: 76%

Shadowrun

Sega of America for Genesis; review, 7#6; strategy, 7#7

Like most RPGs, you begin with nothing. But unlike most, you've got to work like a dog to build yourself up. It follows the terrific series from FASA, but it's not as good as it should be. Also available for SNES from Data East.

Overall: 62%

Side Pocket

Data East for Game Gear; review, 7#7

NHL Hockey '94

EA for Genesis and Sega CD; Genesis, sports, 6#11; Sega CD, sports, 7#3

This is the answer to a hockey fan's dreams — this cart features NHL and NHLPA licenses, much quicker goalies, and brand new offensive weapons. Icy bliss! (4-Way Play compatible.)

Genesis: 91%: Sega CD: 96%

5 of the best and fastest racers ever!

Get ready for turbo-charged action! You don't need a steering wheel, just grab your controller and GO!

1. *F-Zero* 95%

Nintendo of America for SNES

Smooth Mode-7 and intense racing action make this the best racer yet.

2. *Mario Kart* 94%

Nintendo of America for SNES

Take on the computer or a friend on racing circuits through Mario Land.

3. *Formula One GP* 90%

Tengen/Domark for Genesis

No other racer conveys speed as well.

4. *Virtua Racing* 85%

Sega of America for Genesis

Realistic conversion of the arcade hit.

5. *Top Gear 2* 85%

Kemco for SNES

64 international tracks, split-screen.

Nine Ball is the only common version of pool found in this simulation, which is rounded out with a unique game called Pocket and some trick shots. Lack of extras keep this one from sinking the competition.

Overall: 62%

Skitchin' [MA-13]

Electronic Arts for Genesis; review, 7#4

A racing game with an ultra-cool twist! You're racing on in-line skates and must grab the bumpers of passing cars to accelerate. If there are two of you on the same bumper, beat your opponent until he's road kill.

Overall: 77%

Soccer Shootout

Capcom for SNES; sports, 7#6

This offers fast-paced soccer action, but when compared to other simulations, it's in the middle of the pack.

Overall: 72%

SOS

Vic Tokai for SNES; review, 7#6

In this imaginative adventure game, you're practically a cast member in *The Poseidon Adventure.* Part action and part puzzler, the challenge here is to find your way out of the ship as well as rescue other survivors.

Overall: 75%

Space Ace

Absolute for SNES; review, 7#6

Awesome graphics abound, but the levels in this action game are short, and there's not much to do to get through them.

Overall: 72%

Spider-Man & X-Men in Arcade's Revenge

Flying Edge for Game Gear; review, 7#6

This action game improves on the Genesis one, but the control method means there are too many unwanted webs and not enough X-Men power. Backgrounds are detailed,and movement is smoother than usual.

Overall: 70%

• Spider-Man Venom Maximum Carnage

Acclaim for SNES, review, 7#8

A comic book that you can play! While the backgrounds tend to be a bit flat, the action is fast and furious, and the sound track by Green Jelly (Little Pig, Little Pig) is to die for!

Overall: 80%

Sports Illustrated for Kids: The Ultimate Triple Dare

Malibu for Game Boy; review, 7#7

Skateboarding, snow-boarding, and mountain biking are all included, but tough events and poor control make this nearly impossible for the young market the game is intended for.

Overall: 45%

What YOU think

Sonic The Hedgehog 3 *is not better than* Sonic CD. Sonic CD *has 21 levels over seven zones. Sonic 3 has a mere 12 levels over 6 zones and half of them are no fun. Three shields and the fact that Tails can fly are no big deal. In fact, the absence of Tails is another benefit of* Sonic CD.

— Shaun J. Smith, Redding, CA

Star Trek: The Next Generation

Absolute for Game Boy; review, 7#5

Take control of the *Enterprise* and save diplomats, deliver life-support systems, and battle the low-lifes of the universe. Action doesn't hold to the Prime Directive, but it's fun.

Game Boy: 75%

Star Trek: The Next Generation — Echoes from the Past

Sega of America for Genesis; review, 7#7

As commander-in-chief of the entire Star Trek universe, you're granted control of almost every conceivable option on the *Enterprise*, from mixing it up with Romulans to reading a computer essay on warp-field operations. This is easily the best of the *Trek* games, but the tedious nature of some Away Team missions keeps it from a better rating.

Overall: 81%

Star Trek: The Next Generation — Future's Past

Spectrum HoloByte for SNES; review, 7#5

This game gives you both the strategy and action of the popular series, and the designers have made sure the crew's goals and methods are square with Starfleet regulations.

SNES: 80%

Stellar Fire

Dynamix for Sega CD; review, 7#3

A tank simulation set across the five moons of the planet Arctura. Lots of variety from planet to planet, a sneaky bunch of bosses, and hot music, but the game is hard, and even the easy mode has more than enough enemies to keep you busy.

Overall: 82%

Stop That Roach

Koei for Game Boy; review, 7#5

This puzzle game lets you try to stop a horde of hungry roaches as they attempt to chow-down on your food. It's an average puzzle game at best, but you do get to squash some bugs.

Overall: 56%

Streets of Rage 3 [MA-13]

Sega of America for Genesis; review, 7#7

If you've never taken Axel for a spin and want to give it shot, *Streets of Rage 3* is the one to try. And you sure can't go wrong if you're already a fan. If there's one flaw, it's that you've already seen all that this game has to offer in previous outings.

Overall: 90%

Sub-Terranea

Sega of America for Genesis; review, 7#4

Pilot a craft through caverns as you rescue hostages, kill bad guys, and collect power-ups. It's mostly a shooter, but with puzzle elements thrown in for challenge. Still, it's nothing you haven't seen a zillion times.

Overall: 70%

Super Adventure Island II

Hudson Soft for SNES; review, 7#6

As in the previous games, you still run from left to right bashing little creatures. But this time around Master Higgens takes part in a non-linear RPG searching island paradises for his missing wife.

Overall: 84%

Super Alfred Chicken

Mindscape for SNES; review, 7#4

Play the part of fowl guy, Alfred Chicken, in a 21-level comedy action game. Puzzles and three Meka Chicken bosses stand between Alfred and the missing eggs he must collect. Also available for NES and Game Boy.

Overall: 84%

Super Battletank: War in the Gulf

Absolute for Game Boy; review, 7#4

Clear a path through hostile troops so that the Allied forces can assemble. What this game lacks in graphics, it easily makes up in involving strategy. (It's also available for Super NES, Genesis, and Game Gear).

Overall: 73%

Super Chase H.Q.

Taito for Game Boy; review, 7#6

Standard racing fare is livened up by some semblance of a plot in this. The object here is to chase down a car load of bad guys by reaching them before time runs out. It's slow-paced and easy, but the graphics are good.

Overall: 74%

Super Goal! 2

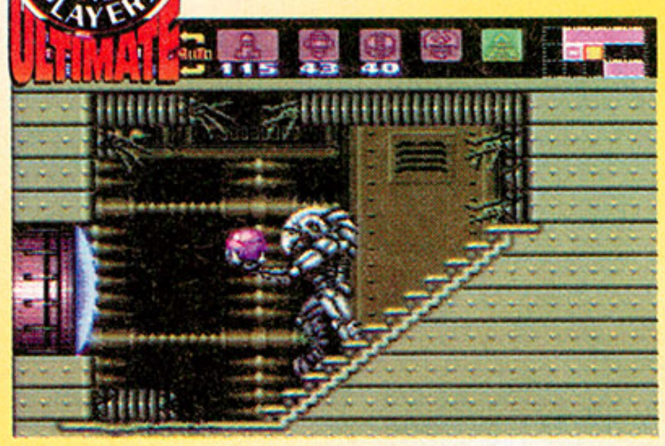
Jaleco for SNES; sports, 7#3

This isn't the *best* SNES soccer game, but it's one of the easiest to learn. *Goal!* fans will be pleased with the improvements.

Overall: 74%

Super Metroid

Nintendo of America for SNES; review, 7#5; strategy, 7#6



The wait was worth it — it's easily one of the best action-adventure games of all time. Really! Six massive zones and tons of hidden extras combine with smooth game play and state-of-the-art graphics and sound.

Overall: 97%

Super Loopz

Imagineer for SNES; review, 7#4

Form the most complex loop you can on a rectangular grid from a variety of random pieces. Strategy comes into play as you try to link pieces you've already positioned!

Overall: 88%

Super Pinball: Behind the Mask

American Technos for SNES; review, 7#4

Three real pinball machines were copied for

this game, and the entire playing field is always displayed — no scrolling and no disappearing balls! About as close as you can get outside an arcade!

Overall: 89%

Super Street Fighter II

Capcom for SNES and Genesis; review, 7#7

Four new fighters make their debut — Cammy, Fei Long, Dee Jay, and Thunder Hawk. Each has his or her own stage, pushing the total number of characters to 16! The action is the same, but the extras push this one close to perfection.

SNES: 98%; Genesis: 96%

Sylvester and Tweety: Cagey Capers

TecMagik for Genesis; review, 7#6

Take the role of Sylvester as he leaps, dodges, and scratches his way through six levels based on the greatest of this duo's cartoons. Fast-paced game play and incredible graphics and sound make this one a hit.

Overall: 88%

The Terminator

Virgin Interactive for Sega CD; review, 7#3

This is a pretty average platform game, but the CD-quality soundtrack and digitized cut scenes bring it to life.

Overall: 62%

• Shining Force 2

Sega of America for Genesis, review, 7#8

Two thumbs up for the sequel to *Shining Force!* There are more puns, neat weapons and hidden rooms to discover than before. The battle scenes still seem a bit repetitive, but, on the whole, here is a gem not to be missed!

Overall: 95%

Third World War

Extreme for Sega CD; review, 7#6

Rule the world in this resource management-style strategy game. Imagine *Nobunaga's Ambition* with a mechanized infantry. It's complex gaming, but great if you're into that sort of thing.

Overall: 74%

Time Trax

THQ for Genesis; review, 7#7

You'd think the show *Time Trax* was tailor-made for a game, but the outcome is only average. The levels in this action game look wonderful, but they're way too short.

Overall: 67%

What YOU think

I love Shadowrun for Genesis. You asked where the drama and action were and I think there's plenty of these factors — drama comes in when some of the females break down in tears and there's plenty of action in the form of shoot-outs in over half the game. It's great.

— Ben Vaughn, Washington, MI

Time Trax

THQ for SNES; review, 7#3

Battle through time and Washington D.C. in an attempt to subdue one of the future's worst criminals. Tons of hidden items, but most of the game is just run and shoot.

Overall: 62%

Tip Off

Ubi Soft for Game Boy; sports, 7#6

Even die-hard baseball fans are going to be disappointed with this. It has tons of play modes, but control is impossible. This should clear out its locker and hit the showers.

Overall: 34%

Tomcat Alley [MA-13]

Sega of America for Sega CD; review, 7#5

Stop an insane fighter pilot from covering major U.S. cities with chemical weapons. This is an airborne shooter rather than a flight sim. Sadly, the game play gets repetitive after a while.

Overall: 67%

Tommy Moe's Winter Extreme: Skiing and Snowboarding

Electro Brain for SNES; review, 7#3

An extremely realistic and fast ski and snowboarding simulation. Unfortunately, there are only so many times you can ski down a mountain before you get bored.

Overall: 77%

The Twisted Tales of Spike McFang

Bullet-Proof for SNES; review, 7#6; strategy, 7#7

A busy young vampire prince stars in this tongue-in-cheek RPG/action game. Controls are simple to learn, but the game's never too easy. Bosses are impressive, each with new weapons and attack patterns.

Overall: 85%

• Vay

Working Designs for Sega CD, review, 7#8

Here's another big RPG that is long on humor, contemporary cultural references, and wierd plot twists, but short on battle screens and character differentiation. It is fun, however!

Overall: 76%

Virtua Racing

Sega of America for Genesis; review, 7#4

The first Genesis cart to feature Sega's new DSP chip, this is a helluva racing sim. On the downside, it's short-lived with just three tracks — and it costs a staggering $100!

Overall: 85%

Virtual Pinball

Electronic Arts for Genesis; review, 7#4

You can design your own pinball machines, but you have very limited components, and construction is very cumbersome. Without great graphics to help out, you won't want to play the tables you create.

Overall: 44%

Wario Land: Super Mario Land 3

Nintendo of America for Game Boy; review, 7#6

Wario's first starring role is terrific! With a structure like *Super Mario World* for SNES, there's a lot of gaming going on, as you uncover tons of hidden rooms and discover bunches of secret items.

Overall: 88%

Sonic CD

Sega of America for Sega CD; strategy, 7#1

The more you play, the more you'll enjoy! Sure, it's the same old Sonic, but he's made it to the top for a very good reason. Our 1993 CD Game of the Year.

Overall: 91%

Wicked 18

Bullet-Proof for SNES; review, 7#6

The masochist designers of this golf game have you navigating through narrow canyons and attempting to reach greens perched on raised plateaus. Once you've learned the techniques to maintain a low score, you find it dull.

Overall: 67%

Wing Commander

Electronic Arts for Sega CD; review, 7#7

This is more than just a flight sim — it not only follows a script, but the story is different depending on how well you fly as well. All your wing men talk to you, and you even get to attend their funerals if they don't make it through a mission.

Overall: 82%

Winter Olympics

U.S. Gold for SNES and Game Boy

This officially licensed title of the Olympic Games is set in Lillehammer, enabling you to participate in events based on the same courses as the Olympic athletes. Difficult controls ensure this game's defeat.

SNES: 61%; Game Boy: 48%

Wizardry V: Heart of the Maelstrom

Capcom for SNES; review, 7#7

This is for avid AD&D fans who get bored with pretty RPGs and who long for the days of endless campaigns in dark musty dungeons. You get solid adventure that leaves you screaming

WildSnake

Bullet-Proof for SNES; review, 7#4

This *Tetris*-style puzzler has you lining up falling snakes of the same color so they consume the snakes on which they land. Every time a snake is eaten, the others wriggle into the empty space. This is a top puzzle game!

Overall: 93%

and tearing out your hair for days on end.

Overall: 70%

Wolfenstein 3D

Imagineer for SNES; strategy, 7#1

This PC cult favorite isn't *quite* the same on SNES (i.e., no blood, Nazis, or savage guard dogs). While changes will amuse some players, most will be frustrated by its poor graphics and watered-down "guts."

Overall: 47%

• World Champion Soccer II

Sega of America for Genesis, sports, 7#8

Now that the World Cup has come to the U.S., younger gamers might find this cart to be the perfect tool for vicarious participation in the world's most popular sport. Experienced gamers find it a bit boring, however.

Overall: 74%

World Cup USA '94

U.S. Gold for SNES; sports, 7#7

This is packed with options and tries to adapt itself to a variety of skill levels. The most important part of the game — the actual game play — unfortunately takes a back seat to bells and whistles.

Overall: 70%

• World Heroes 2

Takara for SNES, review, 7#8

Not your average, run-of-the-mill fighting game! This cart could give *MK II* and *SSFII* a run for their money. This is definitely an addictive game!

Overall: 85%

WWF King of the Ring

LJN for NES; review, 7#7

Yeah, it's a basic fighting game — but it's a good one. You won't find any new or exciting moves here, but you've got all the old staples of gratuitous violence readily available. All in all, a solid effort.

Overall: 68%

X-Kalibur 2097

Activision for SNES; review, 7#3.

A cross between an action game, a duel to the death, and the look and feel of *Blade Runner*. The levels are short and tough, so you can hack your way to the sub-boss pretty quickly.

Overall: 77%

Do you agree with our reviews? If not, we want to hear from you so we can add your comments to Now Playing. Write to: You Got it Wrong; *Game Players;* 1350 Old Bayshore Highway; Suite 210; Burlingame; CA 94010 and tell us what you think was wrong with the review, the score the game should have receive, and why. GP

World Series Baseball

Sega of America; Game Gear, sports, 7#4; Genesis, sports, 7#5

All the real players and logos are here, which — unlike the sport itself — is incredibly fast. The hits, throws, and runners all bring an excitement to the game that's often missing from the actual sport.

Game Gear: 86%; Genesis: 90%

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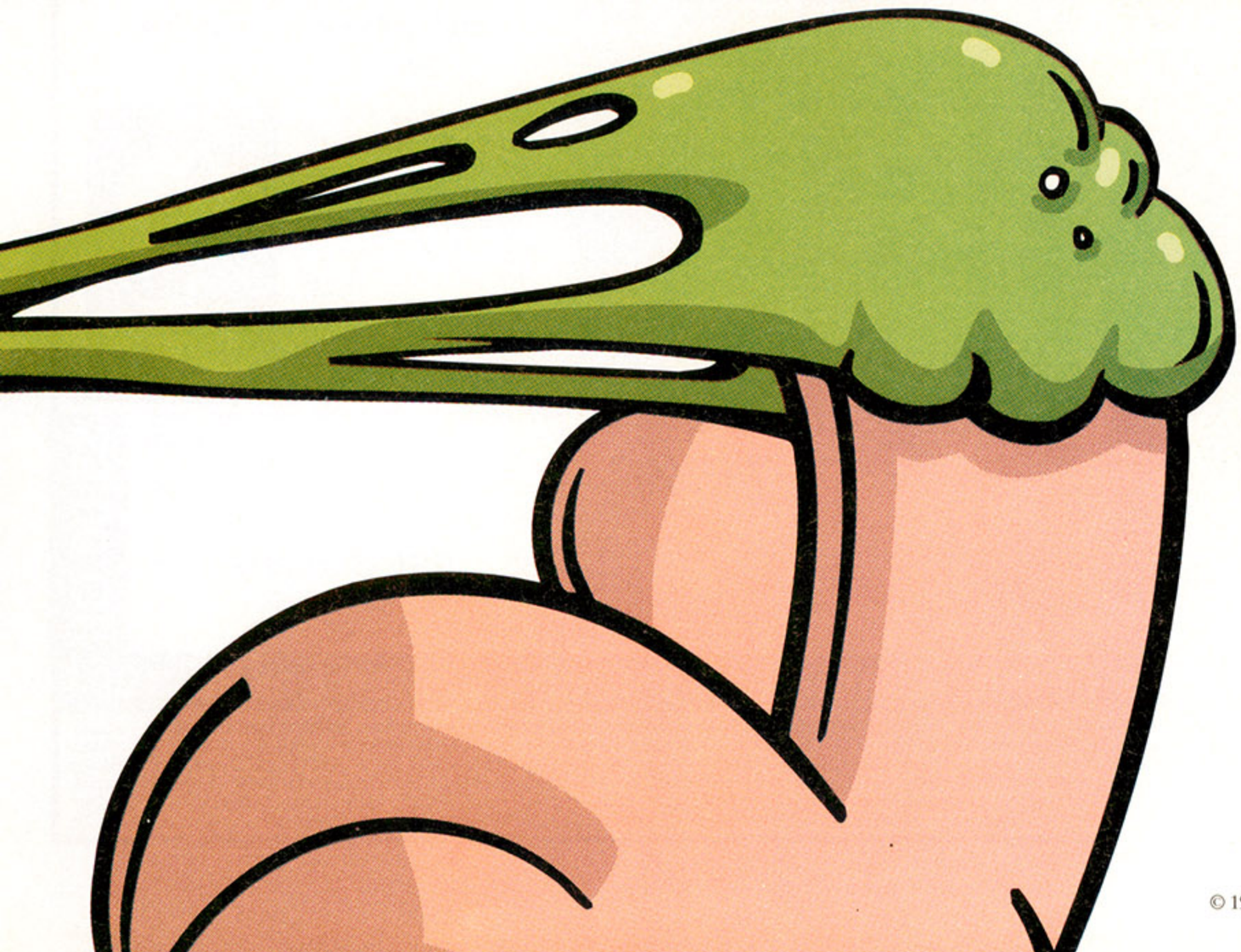

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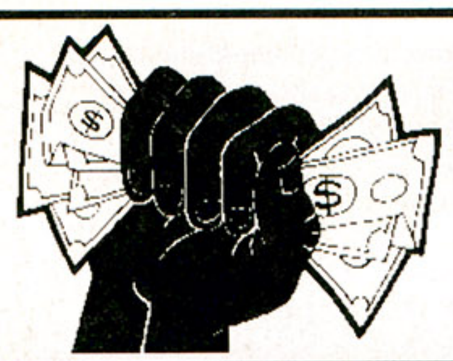

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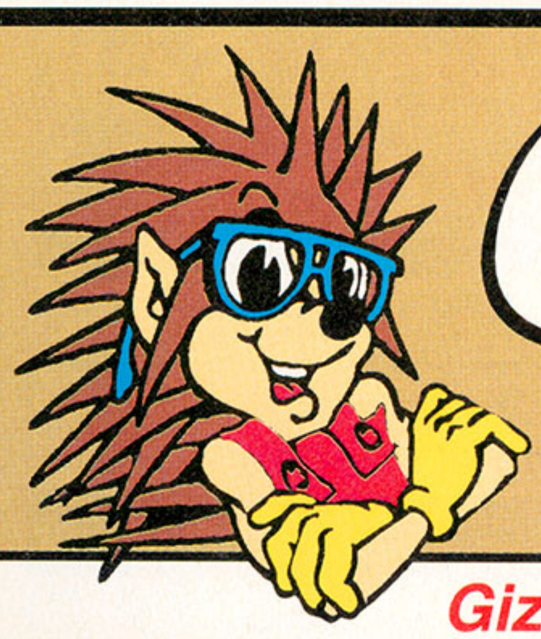

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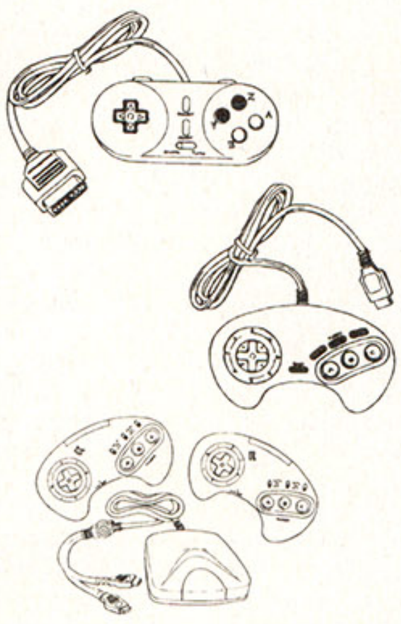

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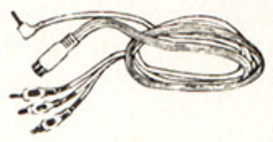

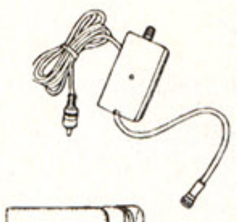

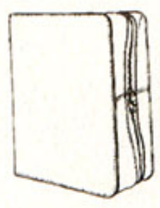

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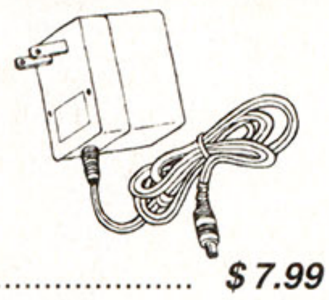

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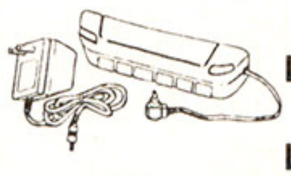

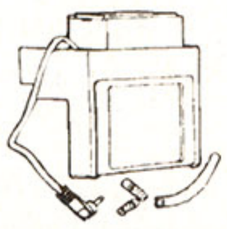

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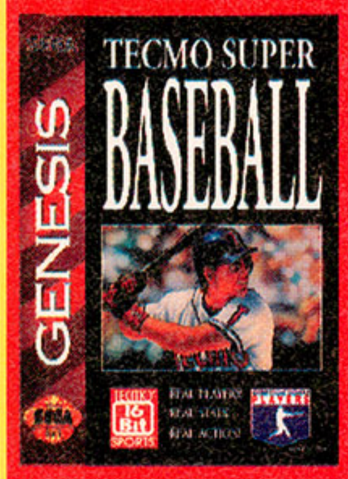

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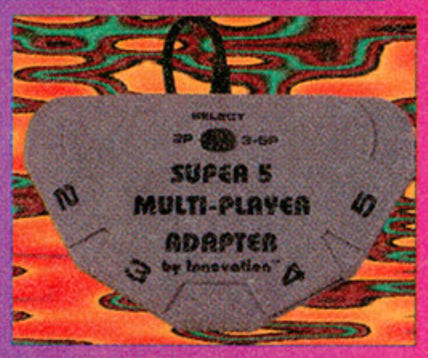

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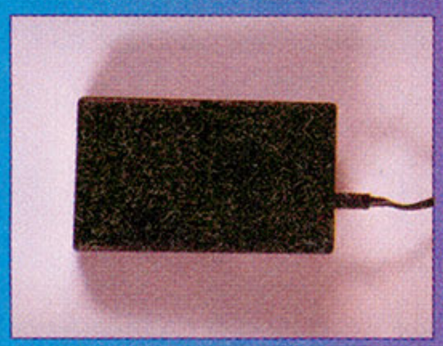

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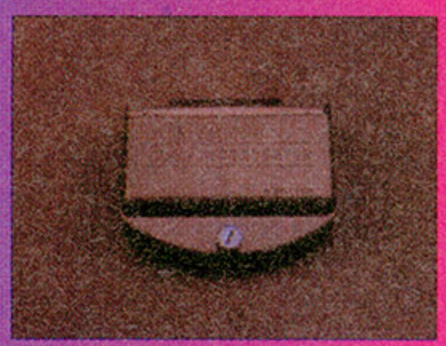

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$ 24	6 Button w/turbo
$ 48	6 Btn Stk w/trbo SN/GEN
$ 19	AC Adaptor
$ 79	Activator
$229	CD Player W/SwrShrk
$ 49	CDX Adaptor
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$ 20	Datel Converter
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$ 54	Game Genie
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$50	Dune Battle Arakis
$50	EA Sports Tennis
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$54	Fatal Fury II
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$51	FIFA: Intntl Soccer
$24	General Chaos
$48	Generations Lost
$49	Goofy
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$52	Home Improvements
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$54	Incredible Hulk
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$29	James Pond 3
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$53	John Maddon '94
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$39	Jungle Strike
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$53	King of Monsters 2
$53	LaRussa '95
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$57	Liberty or Death
$55	Lion King
$44	Lost Viking
$29	Lotus II
$48	Marko Soccerball
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$57	Might & Magic III
$53	MLBPA Baseball
$65	Mortal Kombat II
$24	Mutant League F-Ball
$35	Mutant League Hockey
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$50	NBA Showdown '94
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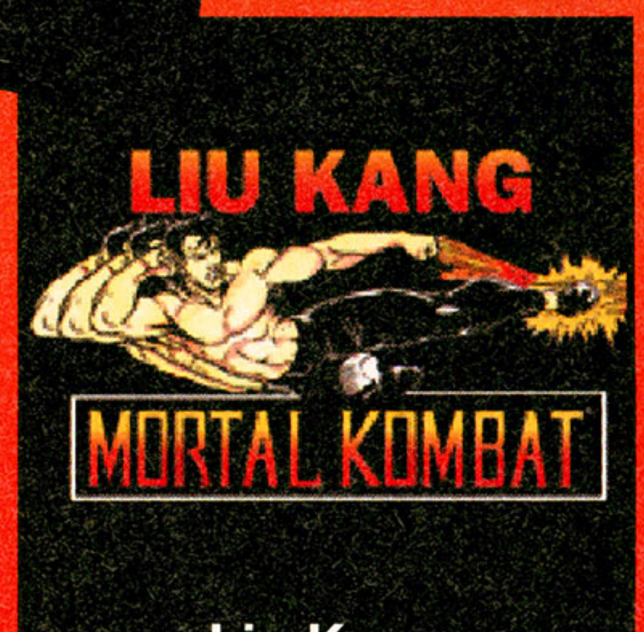

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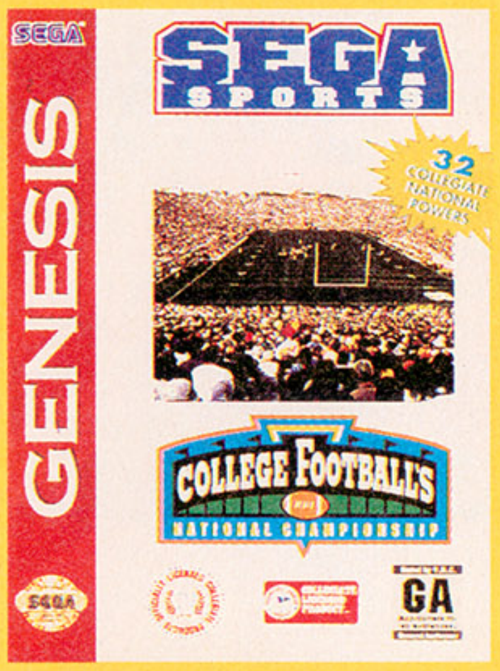

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Jelly Boy	$54
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Jungle Book	$56
Knights of Rnd Table	$56
Lester the Unlikely	$49
Lion King	$59
Mega Man X 2	$59
Michael Jrdn:Chaos	$54
Mickey Mania	$56
No Escape	$56
Pagemaster	$56
Porky Pig	$54
Ren & Stimpy 2	$52
Robo Trek	$58
Scooby Doo	$54
SeaQuest DSV	$56
Skuljaggers Revenge	$59
Sky Blazer	$52
Sparkster	$52
Spidrmn Max Carng	$62
Star Trek Next Gen	$59
StarGate	$62
Stone Protectors	$56
Super Advent Isle 2	$58
Super Return of Jedi	$62
Sylvester & Tweety	$58
The Mask	$54
The Tick	$56
The Shadow	$56
Time Cop	$56
Tom & Jerry:Chase	$56
True Lies	$59
Untouchables	$52
Virtual Bart	$57
We're Back	$42
X MEN	$59
Yogi Bear	$52

SNES SHOOTERS

Exo Squad	$52
Fire Striker	$52
Fire Team Rogue	$59
Galactic Defenders	$56
Lethal En wgn MA-17	$64
Metal Morph	$56
Soldier of Fortune	$56
Super Metroid	$56
Super R-Type 3	$54
Super Sonic Bltmn 2	$54
Super Turrican 2	$52
Tin Star	$54
View Point	$54
Vortex	$56
Wild Guns	$54

SNES KICK & PUNCH

Art of Fighting	$59
Brawl Brothers	$49
Clayfighter 2	$59
Double Dragon 5	$56
Dragon	$56
Fatal Fury 2	$59
Fighters History	$58
King of Monsters 2	$54
Mortal Kombat 2	$69
Peace Keepers	$54
Power Instinct	$54
Ranma 1/2:Hard Batt	$54
Samurai Showdown	$59
Shien's Revenge	$56
Super Street Fightr 2	$66
TMNT:Tournmt Fightr	$56
Ultimate Fighter	$54
WCW Super Brawl	$52
World Heroes 2	$59

SNES ROLE PLAYING

Breath of Fire	$59
Dragon Warrior 5	$62
DragonView	$59
Eye of Beholder 2	$69
Final Fantasy 3	$66
First Queen	$56
Golden Empire	$59
Illusion of Gaia	$59
Inindo	$56
King Arthur/Knit Just	$59
Lufia 2	$56
Might & Magic 3	$59
Obitus	$58
Runes of Virtue	$59
Shadow Run	$56
Ultima 7:Black Gate	$64
Unchrtd Wtr Nw Horz	$59
Wizardry 5	$59

SNES SPORTS

Bass Masters Classic	$54
Brett Hull Hockey 95	$59
Diamond Challenge	$52
ESPN Hockey	$56
Elite Soccer	$52
FIFA Internatnl Sccr	$52
Hammer Lock Wrstlg	$54
Hoop It Up!	$58
Ken Griffey Baseball	$49
MLBPA Grnd Bsbll	$62
Mega Man Soccer	$56
Power Pro Baseball	$52
Pro Sport Hockey	$54
Slam Masters	$59
Soccer Shootout	$56
Sterg End 2 End FB	$62
Super Bases Load 3	$62
Super Punch Out	$49
Super Sccr Champ 2	$52
TNN Bass Tournmnt	$52
Tecmo Hockey	$56
Tiger Mask Wrestling	$56
Tiny Toon Adv:Wild	$52
WWF:Raw	$62
Winter Extreme	$54

SNES SIMULATIONS

8 Hours	$52
Carrier Aces	$52
ESPN SpeedWorld	$56
Full Throttle Racing	$52
Michael A. Indy Car	$59
Spectre VR	$52
Star Fox	$46
Street Racer	$56
Super F1 2	$58
Top Gear 3000	$56
UniRacers	$54
Valkyrie	$54
Wild Trax	$56

SNES STRATEGY

ACME Animtn Fctory	$54
Animaniacs	$54
BreakThru	$46
Genghis Khan 2	$56
Jeopardy 2 (Deluxe)	$52
Metal Marines	$59
Mighty Max	$54
Operation Europe	$62
Pachi Slot	$52
Shanghaii 2	$44
SimCity 2000	$56
Wario's Woods	$54

SEGA MARS

Genesis 32X Systm	$149
College Football	$56
Doom	$59
Fahrenheit CD	$56
Golf Mag's 36 Grt Hls	$56
Midnight Raiders CD	$56
Star Wars Arcade	$59
Super AfterBurner	$56
Super Motorcross	$59
Surgical Strike CD	$56
Tomcat Alley CD	$58
Virtua Racing Deluxe	$59

3DO

11th Hour	$59
Clayfighter 2	$46
Doom	$52
Incredible Machine	$52
Jurassic Park	$52
Real Pinball	$52
Samurai Showdown	$52
Star Trek Next Gen	$54

JAGUAR

Jaguar System	$249
Barkley Bsktball CD	$52
Cannon Fodder	$54
Doom	$58
Flashback	$54
Theme Park	$54

GAME GEAR

Akira	$34
BreakThru	$38
GP Rider GA	$27
Lion King	$38
Mortal Kombat 2	$39
RBI 94	$32
Sonic Triple Trouble	$36
Star Trek Movie	$34
Super Battle Tank GA	$32
True Lies	$36
World Sers Bsball 95	$36

NEO GEO

Neo Geo Gold Sys	$569
Fatal Fury 2	$199
King of Monsters 2	$169
Samurai Showdown	$199
World Heroes 2 Jet	$199

HINT BOOKS

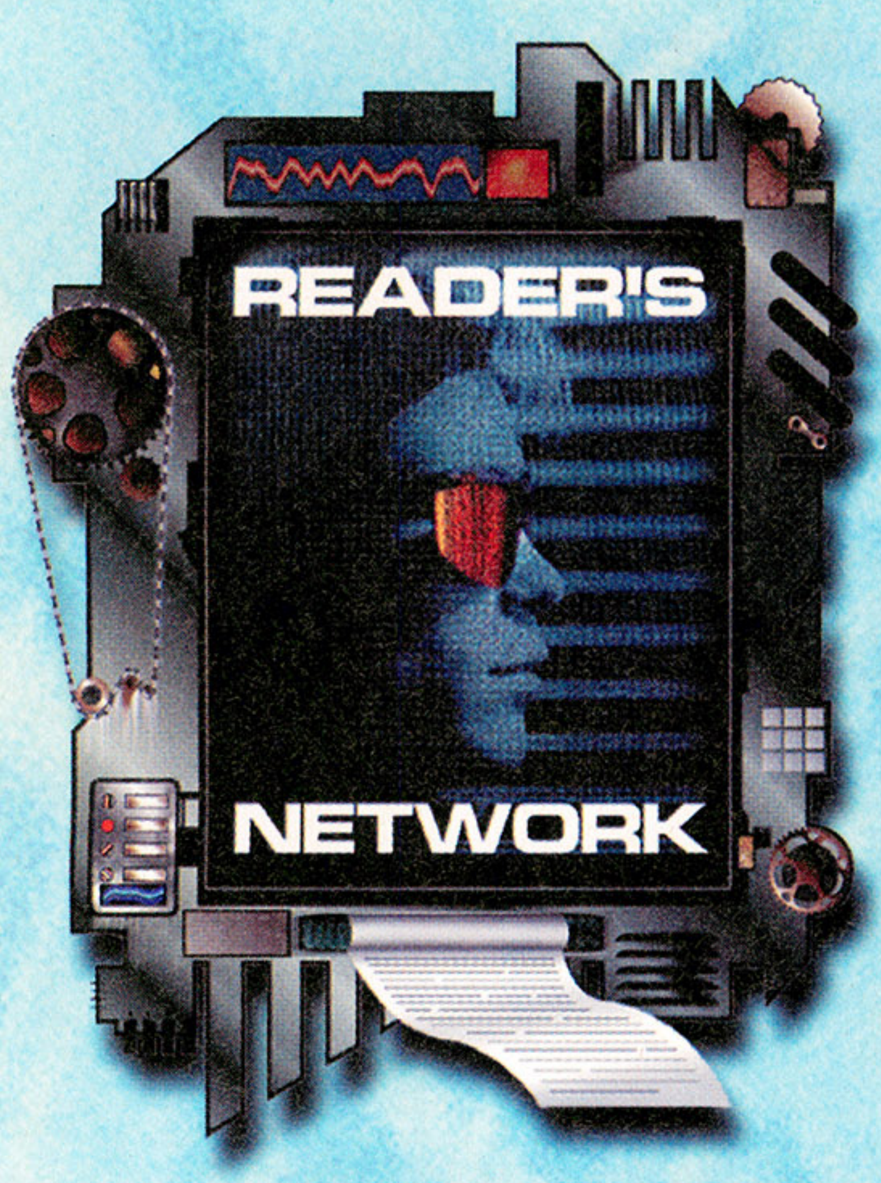
Gensis Secrt of Game	$6
Sonic Strategy Guide	$16
Turbo Grafx Secrets	$10

*FREE GAME OFFER

Buy 3 in stock Super Nintendo games and choose a 4th game from the list below. Offer subject to change or cancellation without notice. Valid from August 1st through September 30th or while supplies last.

Operation Logic Bomb (SNES), Power Movers (SNES), Redline F1 Racer (SNES), Tuff Enuff (SNES), George Foreman Boxing (SNES), NHL Player's Hockey '93 (SNES).

GPNS 994



God, we love you guys and, from the letters we've received, you love us, too. We want you to tell us what you love and hate about everything. Welcome to the hottest letters pages in the Universe!

WOMEN UNITE!

I don't think it's fair that there are hardly any girls in games. In the new *Super Street Fighter II* there are 16 fighters and out of16, only two of them are girls! It's not as if girls don't play these games too. It's just not fair.

Danielle Vallette
Wakefield, RI

MARK: *Talk to the game designers and they'll tell you that most game players are male. Judging by the results of the survey we ran back in our May issue, they might be right — over 90% of our readers are males. In that case, two females out of 16 is really pretty good. But it may be the case that few girls play games simply because so few games cater to them. Who can tell? A few years ago no games featured women, so things are getting better!*

STOP BUYING!

In your July issue, Glenn Turner said he thought too many publishers produce too many games. I agree completely. The problem is that publishers have too great a control over the market. My consumer brothers and sisters must fight back. We have a voice — the loudest voice — because we pay the salaries these people want. But we're not rich slobs with nothing better to do with our money than spend it on games. My suggestion is to buy only those games that you really want. Most can be beaten within a few days, especially with help from friends and game magazines. If you don't beat the game, re-rent it later. Share games, tips, and level playing with friends. Once you beat the game, leave it in the video store.

Lance Snead
Newark, NJ

MARK: *I don't agree that there are too many games out there — I think the problem is that the games are too similar. Nowadays it seems that people come up with a standard formula for side-scrolling action games and then just keep changing the sprites for different games. There are too few publishers who are trying to do anything new and exciting with the software — they just want to get the games onto the shelves. David Perry's* Earthworm Jim *is an excellent example of a great game that's really stretching the possibilities. Let's see more of the same.*

RPG CLUB

I'm a 14 year old girl and would like to start a SNES RPG club but I need your help. I'm looking for anyone aged 11-15, girl or boy, who loves SNES RPGs so we can exchange tips for games.

Sarah Collings,
4986 Bartlett Blvd; Mound, MN 55364

MARK: *Let me know how it goes.*

RIGHT OR WRONG?

I have one thing to say about your magazine — it absolutely rules. I have just have one question: I'm a SNES owner and I was wondering, why did *Super Street Fighter II* get a better rating than *Super Metroid?* I've rented *Super Metroid* twice and I already love it. I don't just think that it's Nintendo's best game ever but I think it's one of the best games ever made. But why did *Super Street Fighter II* get a better overall rating?

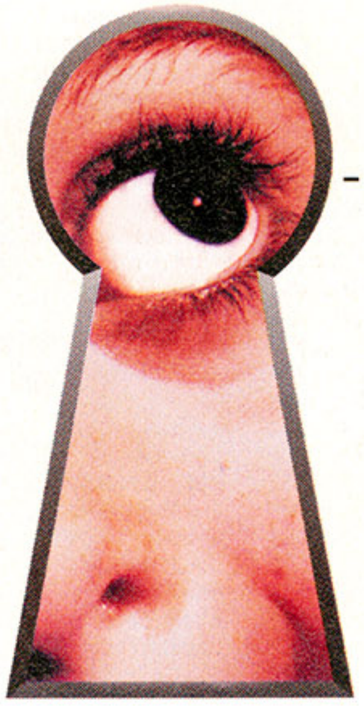
Joshua Greenquist
Elkhorn, WI

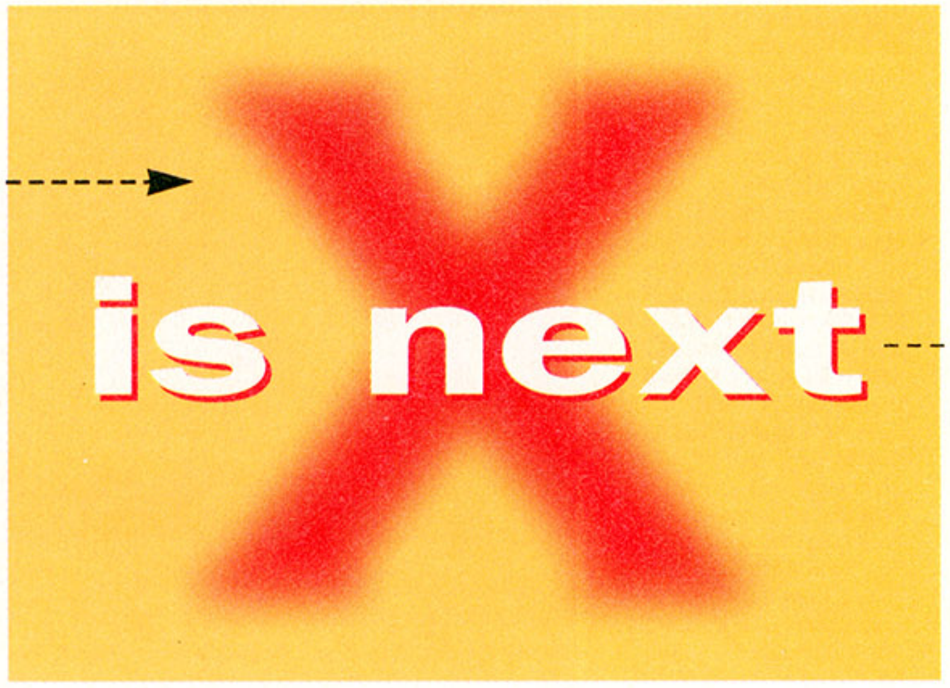
CHRIS: *Picky, picky! To be honest, Joshua, I reviewed both those games, and I actually liked* Super Metroid *bet-*

GIRLS, GAMES, AND GATHERINGS

We've had a smorgasbord of great letters this issue. You guys seem interested in absolutely *everything!* The hot topics this month are games for girls and the lack of variety in games. Do you think too many games are made for girls, or aren't there enough? If 90% of all game players are male, what's the point of writing games for girls — let me know what you think. Lance Snead complains that too many games are the same — where have we heard that before? After this year's summer CES, there's tons of new games coming — read through our CES report beginning on page 26 and make up your own mind. Hey, that's enough from me, now it's your turn...

— *MARK*





THE BURNING QUESTION

THAT FUNNY ADVERTISING GAME

E.V.O., Gunstar Heroes, and Rocket Knight were great, but their sales never hit the Big Time. How would you help publishers improve the visibility for low-profile games?

AD DOLLARS COUNT

The producers of cool games such as *Rocket Knight, E.V.O.* and *Gunstar Heroes* should come up with clever ads or ads that get people's attention. Sega's commercials really get your attention and more people should do ads like those. One example is *X-Men* for Genesis. It wasn't that great but the ads got me to go and rent it. They should also work with cereal companies and restaurants to help promote the games.

Kenny Zigler
WA

***MARK:** Sure, great ads work, but when they convince you to buy lousy games, don't you feel ripped off? Sunsoft and many other publishers already work with cereal companies to promote their games.*

WHAT A JOKE!

I believe that advertising is the key. I know many people don't care about advertising, but it helps. *Rocket Knight Adventures* did advertise, but it was more of a joke.

***MARK:** Advertising of any kind is a good thing — even if the game's no good. Sure ,you might not wanna buy the game but at least ads let you know what's coming up. To ensure you spend your money on the best games, you should always read reviews first.*

OCTOBER

The summer CES showcased tons of new games — but are they really new or are they the same games with different graphics? What can be done to inject new ideas into the game industry?

THE BURNING QUESTION

ter! Not because it's neccesarily a better-made game, but because I've always been a little partial to those big Nintendo adventure-type carts.

However,* Super Street Fighter II *was clearly the best home fighting game ever, so I decided to reflect that in the score by adding one percentage point to the 97% that I gave* Street Fighter II Turbo. *Also, remember that often you can't directly compare the ratings of games from different categories.* Super Metroid *was judged as an action/adventure title, while* Super Street Fighter II *was rated as a fighting game, which had to meet very different criteria. Bet you didn't think you'd get an answer this complicated, huh?

WE'RE DOING FINE

I'm glad you got rid of those silly staples. Those new pages don't smear after a lot of use (I've had black thumbs after reading for an hour or so). Also the new flat edge gives you a more comfortable grip. The only thing I would change is to get rid of the ads before the table of contents.

Rick Guyer,
Garnaville, IO

***MARK:** Thanks for your comments. What do the rest of you think about our new look? Write and let me know.*

QUESTIONS, SMUESTIONS

1. Will there be a home version of *Super Street Fighter II: Turbo?*
2. Tell me, will there be a *Mortal Kombat Vs. Street Fighter?*
3. Will there be an *Aliens Vs. Predator* game where you can be the *Aliens?*
4. Do you know if there will be a *Mortal Kombat II* for SNES?
5. Will Capcom make a *Street Fighter III* with new fighters?
6. Will there be an *Urban Strike* for SNES?
7. Will there be a *Mortal Kombat III* with new fighters?
8. Will there be an *Aliens Vs. Predator II?*

Andy Bullen
Middle Town, DE

***CHRIS:** My, my! Inquisitive sort, aren't you? OK, here we go:*
1. Not sure yet. Would that be good or bad? Hmmm.
2. Ha! No.
3. Nothing in the works currently, but that would be cool.
4. Uh... could be... look at page 90.
5. Sooner or later, there will be a Street Fighter III, *although no one's heard anything definite. Some rumors suggest we might see a coin-op version any month now.*
6. THQ is releasing the SNES version. Catch our news story on Page 8.
7. It's way too early for a firm announcement, but it's inevitable. If the Midway/Acclaim combination stays true to form, perhaps we'll see a coin-op version sometime in spring '95 with home versions hitting next as soon as next September.
8. A.v.P. 2? *Haven't heard anything, but there are numerous systems with games based on those characters on the way.*

GENESIS 32X
WELCOME TO THE NEXT LEVEL™

SUMO WRESTLER

GAME IDEA

I think there should be a new type of fighting game in the form of *Sumo Destroyer*. The idea would be to become the greatest sumo wrestler in the world. As in sumo wrestling, you have to knock your opponent out of the ring but in *Sumo Destroyer*, you knock them out with punches, kicks and special moves. Instead of a different ending for each player, you get different endings depending on how the player plays. If you win using cheap moves rather than fair play, you fail to prove that wrestling is an athletic sport.

Charles Fleck,
Jasper, IN

***MARK:** I don't think you've quite got the concept of sumo wrestling. We'll pass your ideas onto Capcom anyway.*

CAT CHAOS

In *Cat Chaos* you're a gerbil who's trying to save a female gerbil called Mary from a the mad scientist called Dr. Crazy Cat who captures Mary for a ransom of a lifetime supply of Whiskers cat food. You must collect cat food along the way to the lab and you must avoid obstacles such as frying pans and holes. Your enemies are skeletons, people and Sylvester the cat.

Jason Langlois,
Nunica, MI

***MARK:** This would make a change from the usual type of side of scrolling action game. Love the bit about Sylvester the cat.*

DOWN AND OUT

You're a bum living on the streets of New York. All you have is your clothes and a few rocks. You go around to late night talk shows and start throwing rocks and breaking windows. People come out to stop you and you must hit them with rocks and steal their money, keys, food etc. Then you've got to run off and sell these items. You die when people get mad and kill you!

Chad Jeffers,
Seguin, TX

***MARK:** Yo, I wouldn't want to be on your bad side!*

90210 MADNESS

In *90210 Tournament Fighter*, you fight against members of the *90210* cast and you fight in places like the Peach Pit, the streets of Beverly Hills or the houses of the cast. If you make it past Dillon, Steve, David, Brandon and Andrea, you fight the witch Brenda. Beat her and the show ends but fail and you must watch re-runs.

Jason Principe,
Ontario, Canada

***MARK:** A great game license, but I can't see the* **90210** *cast aggreeing to it!*

FISHY STUFF

My game is a fishing game where you play the fish. Dodge fish, hooks, crabs, lobsters and other big fish that try to eat you. You must try to get to one side of the lake and at the end of each level you have to fight bosses like Jaws, the Lochness Monster, an octopus, and a whale.

Daniel Morris,
Century, FL

ON THE RUN

GAME IDEA OF THE MONTH

My game is called *O.J. — I'm Innocent*. It would have levels which involve cleaning up evidence at the scene of the crime. When it's time for the trial, you'd have a driving chase on the highway — but watch out for bumps and drunken drivers because if you hit them then the gun might go off and the game is over. When you're in the driveway, try to hold out for as long as you can and attempt to make a deal. Once you're in court, plead "Not Guilty" and between sessions, try to bribe the judge or plead insanity. If you get off scot free then you've won the game. If you plead "Not Guilty" and lose, you do hard time for murder and get extra time for trying to bribe the judge — your cell mate is Mike Tyson!!!

Justin Brink
Omaha, NE

***MARK:** That's a killer game! Add tons of blood, some decapitation and a hidden knife for the ultimate thrill!*

He's A Winner!

Justin wins a Game Genie for his system. Next month we're offering a copy of *Super Street Fighter II* to the winner so get your ideas in now (and remember to include the system you own).

BLOOD AND GUTS

I like *Mortal Kombat* but I think it's stupid that the SNES version doesn't have blood. It's like someone cut half the game out. I first played it on a Genesis. We played with the blood code on and I assumed the SNES version would come with blood. I was disappointed when I discovered that it didn't have blood and had wimpy fatalities.

Adam Borge
Sterling, MA

***MARK:** Don't worry, Nintendo's changed its policy for* **MK II** *because so many of you love the blood and gore.*

FOR SALE

I have a complete set of 12 *Super Mario Bros.* figurines by Nintendo. They're all in mint condition in their original blister pack cards. I'd like to sell them for $75. If anyone's interested please let me know. Write to Mike Donohue, 305 Mayview Forest Drive, Cincinnati, OH 45215.

***MARK:** This is the last free ad we're gonna print!*

WHAT A RIP-OFF

I own both a Sega CD and SNES and I'm a huge fighting game fan. However, I'm getting tired of how Capcom and Acclaim are handling their titles. Sure, they're making money but I'd feel a lot better shelling out another $70 for *SFIII* rather than yet another *SFII* title. Each one blows the one before it away but we've all blown $210 on basically the same game. I'm getting tired of being taken to the cleaners looking for the best fighting game. Will Acclaim put out the *MKII* CD version at the same time as the cart or will they put out an alright cart version and then when the hoopla dies down, release a totally supreme CD version?

Paul Burnett,
Pouchkeepsie, NY

***MARK:** If you're already got* **SFII**, *there's no point in paying extra for* **SSFII**. *Like you, I wish Capcom would just go ahead and release* **SFIII**, *but it'll be a while before we see that. We spoke to Acclaim about a CD version of* **MKII** *and they said it's not in the works yet, but the 32X version should be out around Christmas. The 32X graphics and sound should be as good as the arcade game.*

MORE CODES

I've heard you can pick Sub-Zero, Shaquille O'Neal, and Michael Jordon for *NBA Jam*. Is it true? If so, can you tell me how to get them?

Ruben Diaz
Inglewood, CA

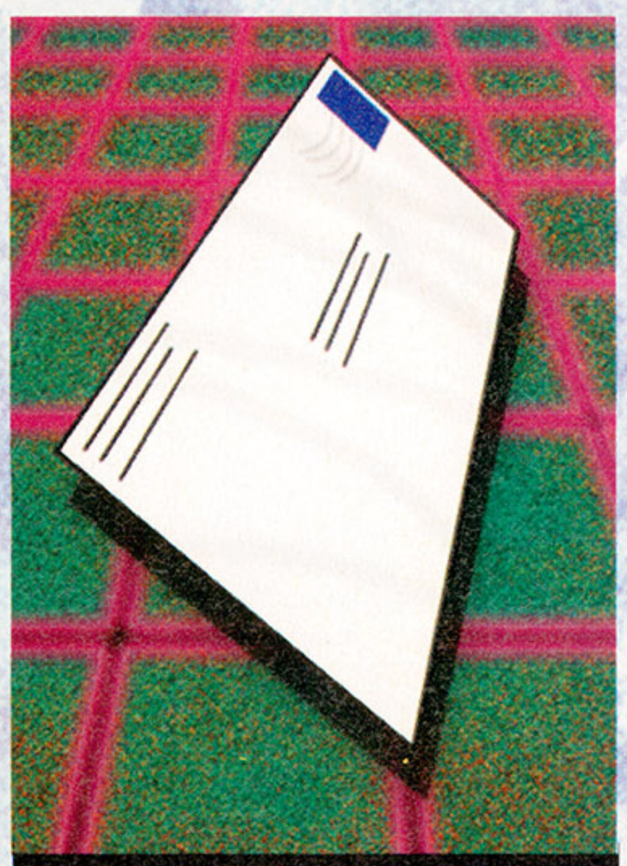
***MIKE:** With code-filled games like* **Mortal Kombat** *and* **NBA Jam**, *you can't ever say no, no matter how unlikely the possibility. It's safe to say that guys like Shaq, Jordan, and the hordes of other rumors we've received ranging from Beavis and Butthead to Darth Vader are definite no-shows.*

If you've got a suggestion or observation about videogaming, an answer for the Burning Question, ideas, tips or gripes, you've come to the right place! Write to the following addresses:

For game ideas, write to:
Game Ideas;
Game Players; 1350 Old Bayshore Highway;
Suite 210; Burlingame, CA 94010

To get into the Pen Pal section, write to:
Pen Pals;
Game Players; 1350 Old Bayshore Highway;
Suite 210; Burlingame, CA 94010

For general Network letters, write to:
Readers' Network;
Game Players; 1350 Old Bayshore Highway;
Suite 210; Burlingame, CA 94010



PUSHING THE ENVELOPE

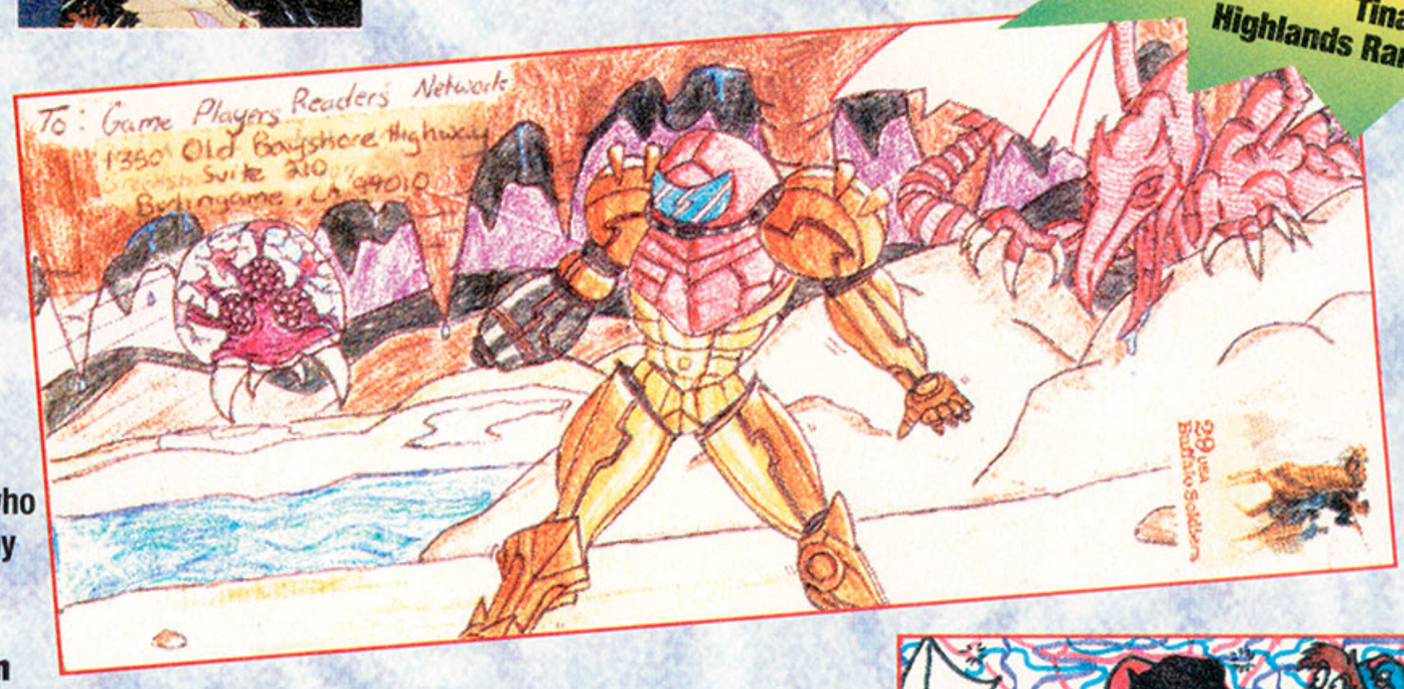
***Game Players** readers are a multi-talented bunch, as illustrated by this month's gallery of rad renderings, dynamic drawings and awesome art!*

Howdy, everyone! My name is Bill Donohue and I have the honor of selecting the best artwork from all of the wonderful stuff you guys send in. It's been said that a picture is worth a thousand words, and, with all the great drawings I've seen lately, it would take a complete issue of ***Game Players*** just to hold all the millions of words needed. So keep squeezing those ideas out of your heads and onto the paper, and maybe you'll see *your* stuff here someday! See Ya!

WINNER

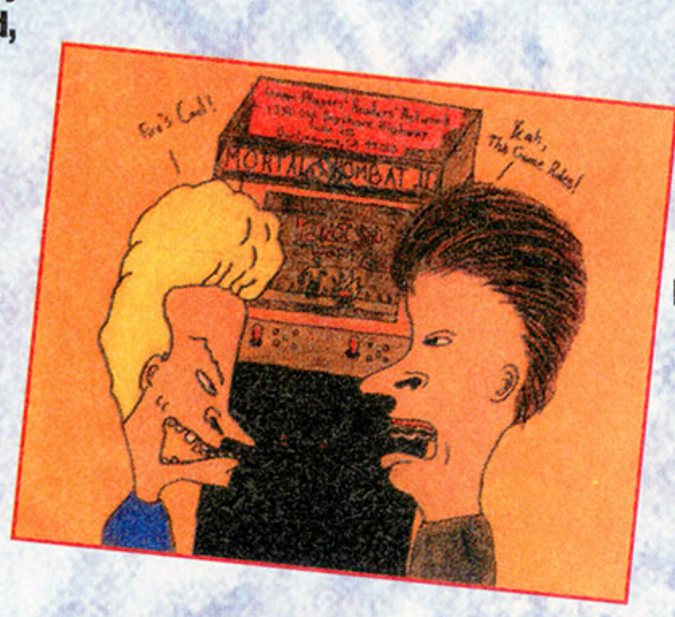
"I was in the right place, but it musta been the wrong time..."

Tina Del Rio
Highlands Ranch, CO.



"Okay, we'll put the monkey in the lamp and I'll sit on your shoulder!"
Mike Nici
Whitestone, NY.

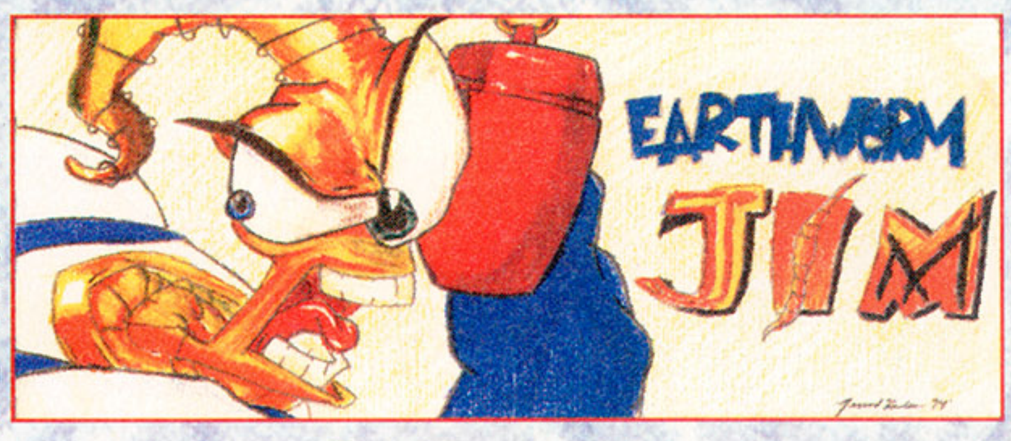
"Where's the wise guy who Super-Glued my wristbands?"
David Ter-Avanesyan
Long Island, NY.



"He was breakin' his jaw, breakin' his jaw!"
Keith Poplawski
Depaw, NY.

"Now I'll put suction cups on his feet and stick him to the car window."
Kristina Cline
Grandview, MO.

"I exercise to keep slim and then my hair starts going grey!"
Janise Arellano
Henderson, NV.



"The next guy who says I need glasses gets it right between the eyes!"
Jerrod Hudson
Arlington, TX.

"Whatta you mean, we need two E tickets for this ride?"
Emily Horenian
Dedham, MA.

Looks like another Maalox moment!
De Trong
Fort Smith, AR.

"That's the last time I have the chili for lunch!"
David Shaw
Cedar Falls, IO.

HEY!! READ THIS!!

Tina Del Rio has achieved her 15 minutes of fame! You could be next! Send your drawings to: **Pushing the Envelope; 1350 Old Bayshore Highway; Suite 210; Burlingame, CA 94010.** We print the ten best. Include your name, address, age, and the type of system you own on the back of your work. Every month, one lucky winner receives a 'mystery game'.

Back Talk

SITTIN' ON THE DOCK OF THE BAY

Yo! Here we are in our new offices by San Francisco Bay, and we're up to our butts in moving boxes, back issues of ***Game Players,*** computer cables, and take-out burger boxes. But it's great to be here! We're right on the bay, by San Francisco International Airport. All day long we can see huge jets gliding in for a landing, that is, when the fog isn't limiting our view to the three feet in front of our faces.

Everything is going great, as you could probably tell after reading this issue! We're right in the middle of a three-month revolution that we think is going to make ***Game Players*** the best darned video game magazine in the world! See ya!

IN YOUR FACE!!!

Okay, sit down, shut up and hang on. We're gonna fill you in on what's cookin' for the next issue of ***Game Players,*** and gang, it's gonna wax your clock.

As part of our campaign to make this magazine *everything* you want it to be, next month we're gonna put a few extras between the sheets for ya. Check it out. Would you believe we're gonna deliver a **Michael Jordan doorhanger** from Electronic Arts, plus a most heinous 32-page limited-edition **Vortex comic book!**

Next, for all you hedgehog fans, we're gonna do a *HUGE* feature on Sega's upcoming *Sonic and Knuckles* game. How huge, you ask? Let's put it this way: your mailman's gonna need a truss after this one!

And let's not forget about those six pages of *Shining Force* strategies. We do this for all of you out there who've just figured out how to plug the game machine into the TV and are ready to move on to turning the TV set on. Remember the 'ON' button.

So, here's yer options: you can stick with us and be a rude dude, or, you can read some other boring magazine like the dweebs! Later!

WIN A GAME!

Well, we almost got you last month — only a tiny handful of you managed to guess the right game so we're on the right track. Can you find this game screen anywhere in the magazine? Identify the game shown and write your answer on the back of a postcard. Then mail your entry to: Hard but Fair, *Game Players;* 1350 Old Bayshore Highway; Suite 210; Burlingame, CA 94010. The first entry we pick out of the hat on Friday, August 4th wins. Remember to include the system you own. All usual rules apply. We can finally reveal that the screen in our May issue was *Mortal Kombat.* We'll reveal the winners next month.

NAME IT YOURSELF, WISEGUY!!!!!

First there was 27407. Then there was 94010, but that sounded too much like 902 Oh No! So, since we don't wanna sound like yer Mom's favorite soap opera, we need a new name for our tips section. Now, we could name it something really bitchin' ourselves (after all, they do pay us the Big Money) but since we're giving you the answers to your questions, you can give us the name for this section. The coolest name idea gets a 'Mystery Game' from us here at ***Game Players.*** *Send your ideas to:*

The Name Game; Game Players;
1350 Old Bayshore Highway;
Suite 210; Burlingame, CA 94010.

PEN PALS

I'm 33 years old and interested in corresponding with someone in the NY area interested in video games, movies, sci-fi, and fantasy. A female is prefered.
Joel Ramos — 81 Orchard Street #15 NYC, NY 10002

I'm a 28-year-old female looking for those older players who love RPGs as much as I do. I'd like to just talk about games!
Tammy Fuller — 4026 Springfield St Kansas City, KS 66103

I'm a 26-year-old male. I'd prefer a female pen pal around my age or older. I'd like to hear a female point of view. I enjoy all Nintendo stuff. I also have a TurboGrafx-16 and TG-16 CD player.
Charles Volcher — 5862 Geremander Ave Realto, CA 92763

I'm a 24-year-old girl looking for the perfect pen pal. I'd like someone to talk to about anything, and they would understand. So if you feel like you're one of those people, write me — I'll answer all the letters I receive.
Heather-Marie Hendricks — P.O. Box 1539 Shingle Springs, CA 95682-1539

I'm 24, but a kid at heart. I'd just love mail from the younger folks 'cause, well, adults are *so* boring!
Helen Bryant — 3851 Wrightsboro Rd Augusta, CA 30909

I'd like to talk to anyone with a Genesis, about game tips, codes, games, and music. I'm 10.
Dan Watkins — 7390 Roper Tunnel Rd Trussville, AL 35173

I'm looking for NES players to share tips or be pen pals. I'm 22.
Mike Komo — 606 Oak Trail O'Fallon, MO 63366

I'd like to hear from other NES players to exchange tips, codes, etc. I'm into most games. I'm 22.
Jon A. Bowen — 3202 South Mason Apt. #M106 Taloma, WA 98409

I'm 20 and would like to get in touch with other Game Boy players. I like movies, music, and books.
Jennie-Rebecca Brown — 3426 East Benson Hwy #1, Tucson, AZ 85706

I'm 18 and I own SNES, NES, Genesis, Sega CD, Jaguar, Panasonic Real, and NEO-GEO, plus *Mortal Kombat II.* My favorite games include *Mortal Kombat, Samurai Showdown,* and *Dragon's Lair.*
Darren Smedick — 31 Bohemia Street Plainville, CT 06062

I'm 16 and a serious gamer. I own a Turbo Duo and would like some feedback from other games concerning hints and tips for the TG-16/Duo.
Charles Smith — 5405 Thornhill Court Knightdale, NC 27545

I'm 15, own Genesis, Sega CD, NES, SNES, Game Boy, and Game Gear. If you need any maps, codes, passwords, or tips, then please write me.
Jeremy Fraracci — 10002 Twin Lakes Drive Coral Springs, FL 33071

I'm 15 and have a Super NES and Game Boy. I'm interested in a pen pal (my age) who has a Sega system. I'm interested in hearing some of the feedback Sega players have about their systems.
Nels Nielson — Box 1362 Shuanavon, Sask. Canada S0N 2M0

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