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# Game Players

## SEGA•NINTENDO

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THE ULTIMATE GUIDE TO VIDEO GAMES

21 pages of Strategy & Tactics!

## SUPER STREET FIGHTER II

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JULY 1994
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# IN THIS LEA
# PLAYERS ARE
# (KIND OF LIKE
# THAT CA

It's a bird. It's a plane. (Actually, it's the Worm's new lid. We also threw in Mullin's flattop, Grant's goggles, KJ's goatee, and more. You'll see.)

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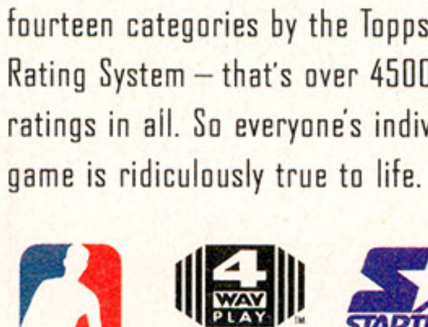


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# WELCOME TO *GAME PLAYERS*

When it came to finding a game to put on this month's cover, we didn't have to think very hard. It was June '93 when we put the last *Street Fighter II* games on our cover. A year later, and here we are with *Super Street Fighter II,* a title that's certain to keep the fighting-game genre alive and kicking for some time yet. Capcom has defined a game style that's as popular today as it was three years ago when the first *Street Fighter* games appeared in the arcades. In our interview you can find out what the next step is.

It's not all *Street Fighter* though. We've got a bunch of hot exclusive previews in Ahead of the Game this month (page 26). You can't miss the new Michael Jordan game *(what a license!)* which we first reported back in March. Plus, there's *Urban Strike* and *Stunt Race FX,* both promising new titles.

Before I go, what do you think of the new look of the magazine? This month we've changed the type of paper and the binding. Write and let me know what you think of this and other changes.

*— Mark, Editor*

## COLOR KEY

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

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

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The fight of the century is about to take place — but which brawler is gonna come out on top? Catch our interview with Capcom's senior VP on page 22, then read the slammin' review on page 36.


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Hot news includes details of new developer Rocket Science and pics of Super Game Boy screens. Plus the cast is set for the new *Street Fighter* movie!

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*Don't miss our exclusive* **SUPER METROID** *codes on the pull-out card.*

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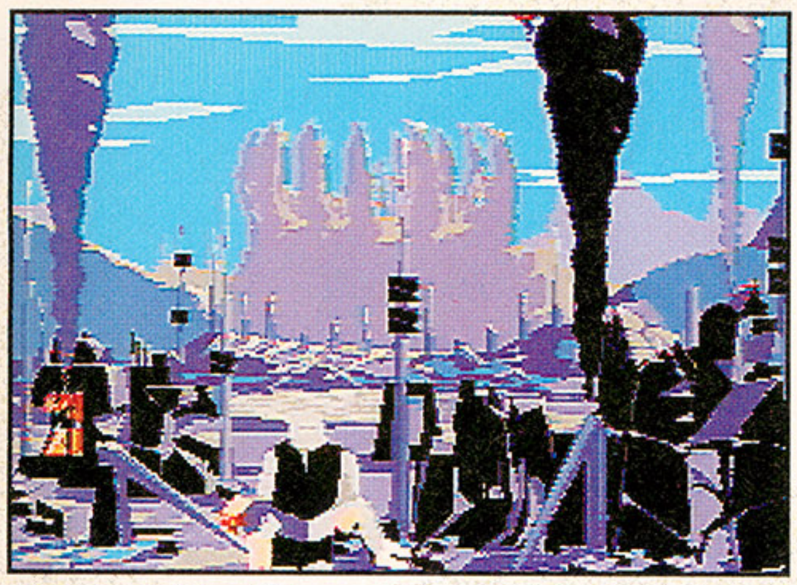
Now you can get your favorite game magazine (at half the price) *and* a ton of free gifts. Check it out.



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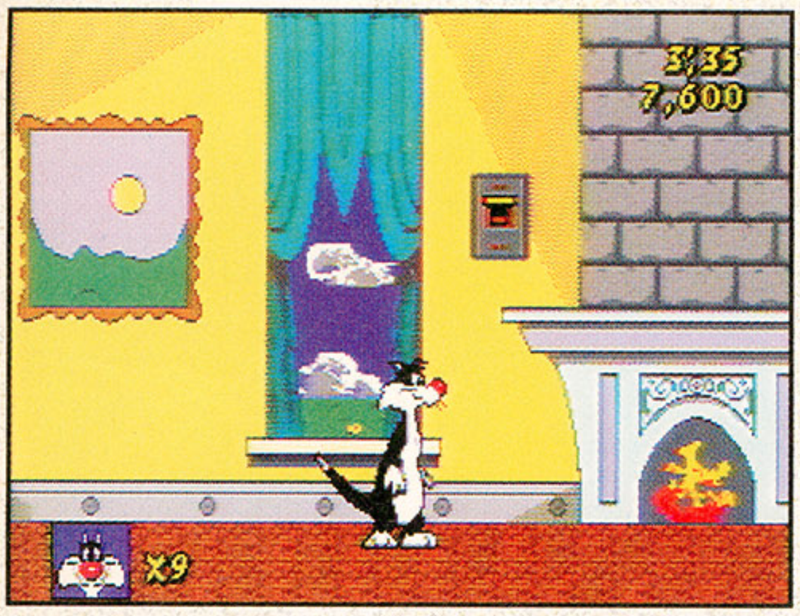


Play cat and mouse and *win!* We declaw ***Sylvester & Tweety*** *(page 114)*

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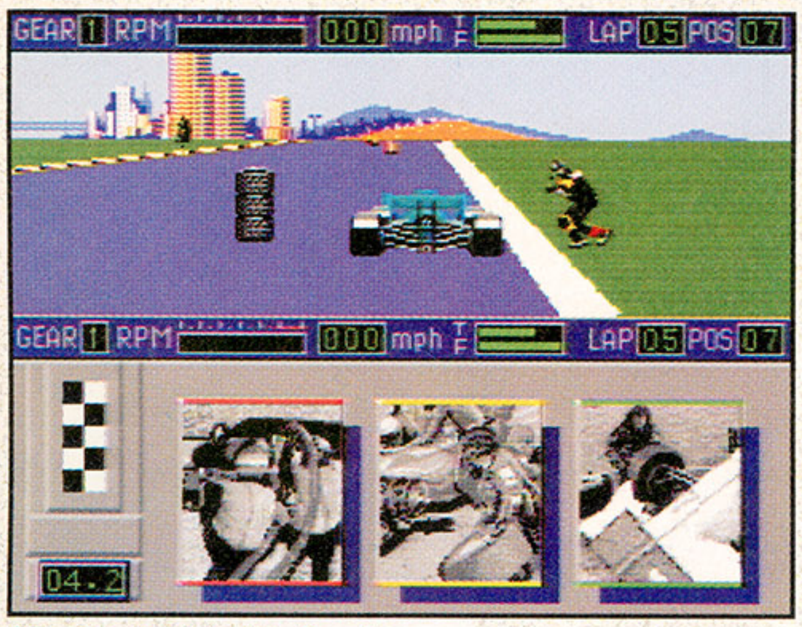
Spend your money wisely! Check out what we thought of games released over the last six months.

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# JULY 1994

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___Eternal Champions™(1145) ___Sub-Terrania™(1551) ___Gunstar Heroes™(1077) ___Sonic Spinball™(1537) ___Chakan the Forever Man™(1047)

___Shinobi III: Return of the Ninja Master™(1136) ___Dr. Robotnik's Mean Bean Machine™(1706) ___The Ren & Stimpy Show™ presents Stimpy's™ Invention (1068)

**ALL REQUESTS MUST BE POSTMARKED BY OCTOBER 15, 1994**

Please allow approximately 8 to 12 weeks for delivery. Offer not valid in combination with any other Sega offer. Void where prohibited. Valid in the USA and its territories only. All games listed are either not rated or are rated for general audiences, with the exception of Eternal Champions (MA-13).

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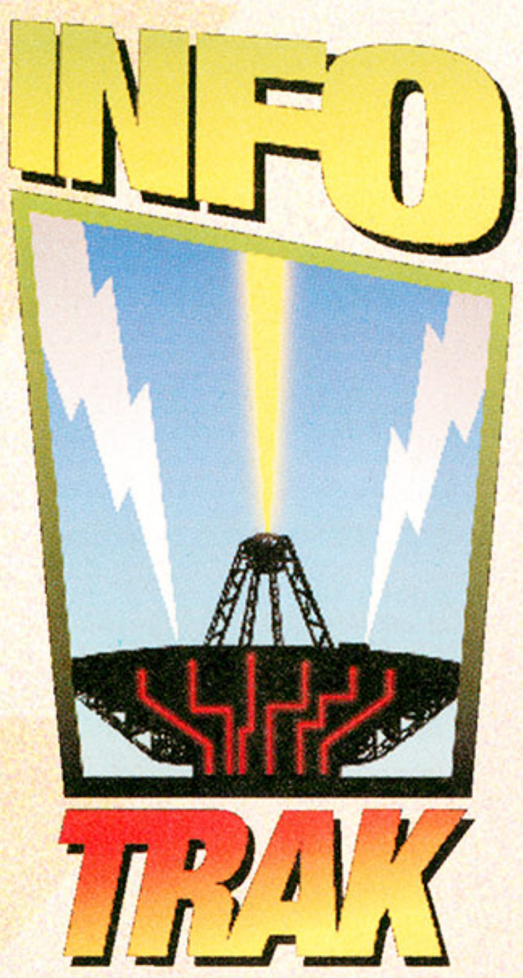



*New developers and new games being developed. Film is being developed for new films. Check out the news and see what develops.*

# It Takes a Rocket Scientist...

***Cadillacs and Dinosaurs* is based on the comic-book series, which in turn spawned the Saturday morning cartoon.**

Some new guys on the Sega CD development block have brains *and* a sense of humor. Collectively known as Rocket Science, the California-based game designers want simply to produce the world's best Sega CD games. And to do it, they've brought together the best minds from three separate industries.

Movie fans are familiar with Ron Cobb's work if not his name. Cobb's expertise at designing sci-fi atmospheres for such movies as *Alien* and *The Abyss* is what made those projects successful. Now he's designing sophisticated gaming worlds the like of which have never been seen.

The Rocket Science technical wizards are responsible for some of the biggest advancements in video-handling technology in the past decade. Right now they're concentrating on Rocketvision, which speeds up the frame rate of the Sega CD games to something that approaches the speed of light — well, how does 60 fields per second sound? They promise players used to painful access times won't believe their eyes.

Lastly, the Rocket Science game designers are led by Brian Moriarty and David Fox, both formerly of LucasArts. It's their job to turn this artistic concept and technical marvel into a cohesive game — and the pair should have no trouble pulling it off.

Rocket Science has three games in the works, all planned for release by the end of the year. *Loadstar: The Legend of Tully Bodine* is a cross between *Star Wars* and *Smokey and the Bandit* — really! You play Bodine, a smuggler with a shipload of "semi-legal" camels to deliver to Mars. *Cadillacs & Dinosaurs: The Second Cataclysm* is an action game based on Mark Schultz's surreal comic-book series. The object here is to race through the jungle in a bid to restore natural balance to the world before outlaws ruin everything. And *Darkride* introduces Rocketvision in a cross between a rollercoaster ride and a strategy adventure. Stay tuned for more news!

***Loadstar* boasts great sci-fi graphics and an exciting action-adventure plotline.**

## AT THE WIRE

• As we said in our preview this month of *F-1 World Championship: Heavenly Symphony*, the title was just too Japanese for the U.S. market. Well, we were right — it will be subtitled *Beyond the Limit* for North American and European markets.

• Four years ago, the Nintendo booth at CES had 96 licensees. This year, the number had been whittled down to 34.

• Kemco's *Top Gear 3000* for SNES should be out in November.

• Activision has hired the screenwriter of *Demolition Man* to write and develop a "cyber-themed" game series. Peter Lenkov plans a game that might eventually become a TV or movies series of its own.

• Accolade has changed the name of its *Juggernauts* to *Cybernauts: The Next Breed* because of licensing problems. The change won't affect the game's September release.

• Although it was supposed to launch this past spring, the 3DO's European release has been pushed back until September. Marketing problems are cited.

* What's this we hear about *Jurassic Park 2* being out for SNES even before the sequel starts filming? That's the rumor from Ocean.

• Tom Kalinske, president of Sega of America, was named "Good Scout of the Year" by the Boy Scouts of America.

• Peripheral company STD has changed its name to Interact Game Products to reflect changes in the marketplace.

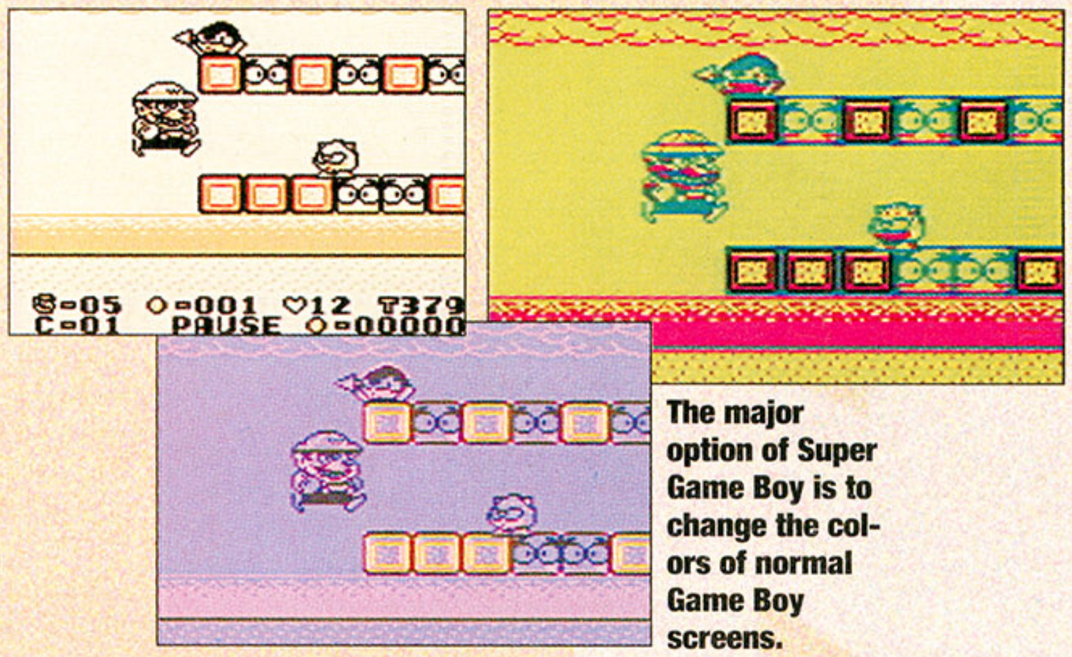
# Super GB Screens

Nintendo's Super Game Boy — an adaptor that allows you to play Game Boy titles on your Super Nintendo — went on sale last month. Trying to decide whether to invest the $60? Here's what it lets you do.

The best thing about the Super Game Boy is that you can finally play your favorite Game Boy titles on a big screen (it's not the fill size of your monitor, but it's close). No more squinting, no more glare off the screen. It also gets rid of the persistence-of-vision and blur that have plagued the games since Day 1.

Secondly, you can add color to the game screens. Now don't think that this is *Mario Paint!* and you're going to be able to color the characters the way you wish. You also can't suddenly turn a Game Boy title into a 16-bit color-fest. However, you *can* scale the colors so that the screens are tinted within a certain color range. Here are a few pictures to show what the machine can do.

**It's not that super, but it's a nice peripheral for Game Boy freaks.**




**The major option of Super Game Boy is to change the colors of normal Game Boy screens.**

# Special-Interest Shows Announced

All you AD&D and strategy fans should start saving for the 1994 GEN CON Game Fair, a four-day multimedia event attended last year by more than 20,000 people. This year's show will be held in Milwaukee on August 18-21.

Special events of GEN CON include 1,000 computer, video, arcade, adventure, military, strategy, board, miniatures, role-playing, and VR games. In addition to $10,000 in prize giveaways, "Star Trek: The Next Generation" featured actors Majel Barrett Roddenberry and John de Lancie will be on hand. Call 414/248-3625, ext 424 for more information.

You might also want to watch for the Global Virtual Reality Show, the first permanent VR exhibit in the U.S. The Manhattan show includes products from more than 50 leading manufacturers and hands-on displays, and weekly workshops will be held as well. Global VR is sponsored by AIG-Advanced Applications, publishers of *Virtual Reality Systems* magazine. A location for the show has yet to be announced, but organizers hope to open doors some time in October.

## Sega Attends CES After All

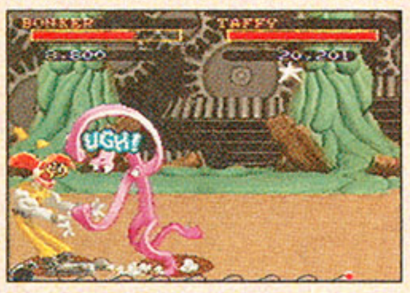
They were. Then they weren't. Then they did. The folks at Sega had planned to pull out of Summer CES to hold their own sales show in sunny Orlando. And while that meeting for buyers proceeded as planned, Sega decided to make an appearance at CES after all.

It certainly wasn't the usual big splash, but Sega had a large press room with product displays, game machines, meeting rooms, and — important for us — press kits with all the scoop on the latest games. We'll have the full report on CES in our September issue.

# New *Clay Fighter* Featured at Blockbuster Tournament

A new version of Interplay's *Clay Fighter* series is a highlight of the Blockbuster Video 1994 World Game Championship. *Clay Fighter Tournament Edition*, a 24-meg brawler, is part of the three-week, in-store play at participating Blockbusters worldwide. For now, the game is also for sale only in Blockbuster stores.

During the three-week competition, contestants (20-years-old or younger) play a different game each week for either SNES or Genesis. One high-scorer for each format has the chance to advance. Final competition will he held in the Fort Lauderdale Convention Center August 19-21.



***Clay Fighter Tournament Edition* is a 24-meg feat of clay that includes the familiar fighters along with increased speed and elimination tournaments for up to eight.**

# Mega Man Goes Genesis!

We told you last month, and our suspicions have been confirmed — there's a super-duper *Mega Man* heading out to all you Genesis players.

*Mega Man: The Wiley Wars* is a compilation title that contains all three original *Mega Man* games, but enhanced for 16-bit play. It was the big news for Capcom during CES — well, except for that little *Super Street Fighter II* we're featuring on the cover this month (see review on 36).

Capcom's other upcoming titles include *Bonkers* for SNES, which features Bonkers D. Bobcat in a "crime-fighting escapade," and *Mega Man V* for Game Boy, an adaptation of the NES game. See Ahead of the Game for more Capcom previews.

# Cast Set for SFII Movie

Everyone has known about Jean-Claude for months, but most of the additional cast for the *Street Fighter II* movie has only just now been set. The flick is planned for a November release, making the post-production turnaround *very* fast.

Joining Jean-Claude Van Damme as Guile will be Raul Julia (*The Addams Family*) as M. Bison, Ming Na Wen as Chun Li (a part originally scheduled for Joan Chen), Wes Studi (*The Last of the Mohicans*) as Sagat, Byron Mann as Ryu, Grant Bush as Balrog, Peter Tuiasosopo as E. Honda, Richard Jay as Vega, and Miguel Nunez as Dee Jay. Still uncast is the key role of Ken, as well as Blanka, Cammy, Dhalsim, Fei Long, T. Hawk, and Zangief.

The big news, however, is a *new* character named Captain Sawada (to be played by Kenya Sawada), who's Guile's second in command of the U.N. Forces. Capcom is considering adding Captain Sawada to an upcoming *Street Fighter* game.

news INFOTRAK

# THIS JUST IN

### JIM LEE DESIGNS BOX FOR *BLACKTHORNE*

Comic-book artist Jim Lee, president and founder of WildStorm Publications, will design the cover art for Interplay's *Blackthorne*. Lee's titles include *WildC.A.T.S.*, *Stormwatch*, and *Deathblow*, as well as *X-Men #1*, the best-selling comic book ever.

### NEW DEVELOPER FOR PROJECT REALITY

Scottish development company DMA Design, the designer of the *Lemmings* games, has been signed by Nintendo to develop new titles for Project Reality. There are no details yet, but the new games will be exclusive to Nintendo formats. This may leave the PS-X out in the cold — and the *Lemmings* computer games were released by Sony-owned Psygnosis.

### SEGA SIGNS DEAL WITH MGM

Sega has joined forces with movie studio MGM to produce a series of interactive video games, TV shows, and movies. First up is *Batman Forever* for 32X and Saturn.

Although the companies will release original products, many will probably be based on 1995-96 MGM and United Artists' movie releases. It's a non-exclusive agreement, so both companies can also work with other organizations.

### EUROPEAN RATINGS GO INTO EFFECT

While the U.S. waffles over an industry-wide rating system, Europe already has one in place. Established by the European Leisure Software Publishers Association, the ratings divide games into categories suitable for ages 3-10, 11-14, 15-17, and 18 and up.

### ACCLAIM FOREVER

Acclaim has signed with Warner Brothers to develop and publish the coin-op and cartridge formats of *Batman Forever*, the third in the blockbuster series. The arcade version will be Acclaim's first release using Sega's Titan technology. The video games include SNES, Genesis, and Sega CD games; Sega itself is releasing 32X and Saturn versions through its new collaboration with MGM.

### SONY READY FOR 32-BIT GAMES

Sony Corporation of America has established a new division — Sony Computer Entertainment of America — tol market hardware and software for the PS-X. Sony Computer will also handle third-party videogame software licensing in the U.S.

The 32-bit PS-X is scheduled for release in Japan this November; then in the U.S. during 1995.

INFOTRAK news

# THIS JUST IN

## *STAR WARS* BACK IN THEATRES?

With buzz continuing about a new *Star Wars* trilogy, it looks like there *will* be *Star Wars* movies in theatres soon — but they're the original three movies.

George Lucas and his Industrial Light and Magic technicians had gone about as far as they could with optical printing and digital computer animation. But *Terminator 2* and *Jurassic Park* rewrote the rules. Now Lucas wants to update the movies' special effects and release them to theatres at two-month intervals.

## SOFTWARE WATCHDOG ON THE LOOSE

Interactive Digital Software Association (IDSA) is a new trade association organized to serve as a central place from which the computer and video-game industry can work. Charter members include Acclaim, Atari, Capcom, Crystal Dynamics, Electronic Arts, Konami, Nintendo, Philips, Sega, Sony, Viacom, and Virgin. Though an acting CEO has been named — Jack Heistnd, senior vice president of EA — location and staffing are still being decided. Game ratings are a primary concern of the organization.

## MULTIMEDIA COMPANIES JOIN

Three Time Warner game and multimedia units have announced plans to integrate. Time Warner Interactive Group, Atari Games Corp., and Tengen will now operate under the common name Time Warner Interactive. The new company will develop and publish interactive consumer entertainment from coin-ops to cartridge formats, as well as CD-ROM titles and TV applications.

## HERE ON GILLIGAN'S ISLE

Sherwood Schwartz, creator of the '60's sitcom "Gilligan's Island," is currently writing the movie version with his son. TV watchers might remember that there have already been at least three small-screen movie reunions, including the "classic" *Harlem Globetrotters on Gilligan's Island*. Another of Schwartz's series, "The Brady Bunch," is also headed toward the silver screen, with "Hill Street Blues" cop Betty Thomas directing and Michael McKean playing a villain.

## HOLY BAT-CASTING!

Tommy Lee Jones will play Harvey "Two-Face" Dent in *Batman Forever*. Producers searched for an unknown to play Robin, but choices have narrowed to Chris O'Donnell (*The Three Musketeers*) and Leonard DiCaprio (*What's Eating Gilbert Grape?*).

# Kreativity Kookin' at Konami

**Contra: Hard Corps is the first Genesis version of the top action series, which began years ago on NES. This time there are *four* fighters from which to choose. But it looks like there are still plenty of aliens around to fight!**

**After a long dry spell that's had its fans clamoring for games, Konami has a *stack* of new titles ready for release before the end of the year. Whether you're a cartoon fan, an action freak, or a shooter devotee, there's something in the lineup for you. The titles include:**

• ***Animaniacs*** — based on the top-ranked Fox cartoon. Yakko, Wakko, and Dot go on a merry chase through six different movie sets in this light-hearted adventure. Available in November for SNES and Genesis.

• ***Batman: The Animated Series*** — This 16-meg game brings the Dark Knight from Fox's cartoon to an eight-level game filled with all Batman's most dangerous foes. Available for SNES in November.

• ***Biker Mice from Mars*** is a racing game with the fab threesome and their enemies on a 30-course trek. There's a demolition mode in addition to standard one- and two-player Toon racing. Available in November for SNES.

**The possum's back in *Sparkster*.**

***Animaniacs* is based on the top-rated TV cartoon.**

• ***Contra: Hard Corps*** is only the second 16-bit version of Konami's long-running hit — and it's the first for Genesis. The 16-meg action game gives you four characters from which to choose. Available in September; also for Game Boy.

• ***Lethal Enforcers II: Gunfighters*** — takes Konami's light gun out of the gritty city streets and into the Old West, where gun-slingin' was a little more accepted. Available in November for Genesis, SNES, and Sega CD.

# *Wall Street Journal* Shows Generation Gap

*The Wall Street Journal* may know business, but it sure doesn't know gamin'! In a May 10th article, staff reporter Jim Carlton explored the burning question of why women were hooked on *Tetris* instead of other video games. Excuse me? Didn't they cover this ten years ago?

A doctor quoted in the story used the "hunter-gatherer" theory; women don't like action games because they never had to kill to survive. Nintendo's Howard Lincoln said he'd like to find "the female ingredient" in the game, although that would be no guarantee of a game's success. A psychiatrist warned that Game Boy play, including *Tetris*, can result in "driven, pleasureless participation that excludes socializing and other creative forms of relaxation.

The only source in the entire story who didn't end up sounding like a throwback to "The Donna Reed Show" was *Tetris*-designer Alexey Pajitnov who calmly stated that "When I designed the game, I did not have women in mind."

## SOFTWARE ETC.'S TOP TEN LIST

*based on unit sales for April*

| | | |
|---|---|---|
| 1 | ***Super Metroid*** | Nintendo of America for SNES |
| 2 | ***World Series Baseball*** | Sega of America for Genesis |
| 3 | ***NBA Jam*** | Acclaim for Genesis |
| 4 | ***NBA Showdown '94*** | Electronic Arts for Genesis |
| 5 | ***Star Trek*** | Sega of America for Genesis |
| 6 | ***NBA Action '94: Hosted by Marv A*** | Sega of America for Genesis |
| 7 | ***Ken Griffey Jr.:Major League B/ball*** | Nintendo of America for SNES |
| 8 | ***FIFA Soccer*** | Electronic Arts for Genesis |
| 9 | ***Dark Wizard*** | Sega of America for Sega CD |
| 10 | ***Tomcat Alley*** | Sega of America for Sega CD |

## WISH List

### Games *We* Wanna See in Development

***The Crow*** — We're not pleased that they're already planning a sequel to Brandon Lee's final film, but video-game possibilities are massive.

***Final Lap*** — Remember this Turbo Grafx-16 racing game? Simulation *and* adventure, it was a great twist.

***Charlie and the Chocolate Factory*** — You may know it as *Willy Wonka*. It's got chocolate. It's got Oompa-Loompas. Therein lies a game.

***Highlander*** — After *Highlander 2*, we hesitate to mention it. But done *right*, it would be the ultimate RPG.

***The Mask*** — We bow to the inevitable. Jim Carey's already gettin $7 million for the sequel, and we'd rather see this one than *Ace Ventura*.

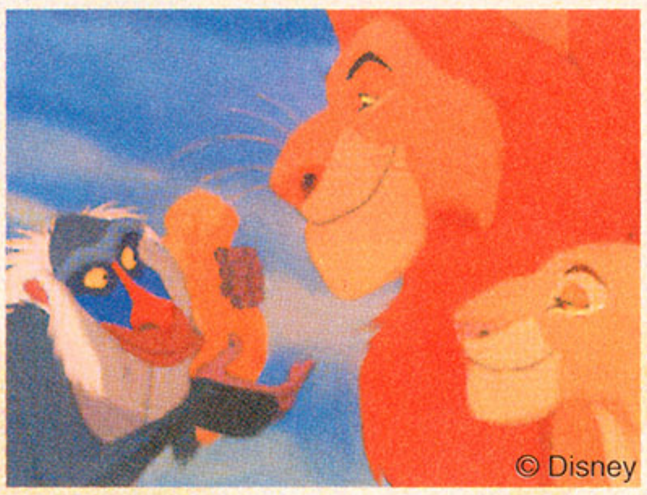
**Lethal Enforcers II puts you in a saloon instead of a subway.**

• ***Sparkster*** — Everybody's favorite possum takes to his rocket-pack once again. This time he's got a new look, new techniques, and new battles to fight. Available in September for Genesis and October for SNES.

• ***Tiny Toon Adventures*** — There are three new *Tiny Toon* games in the pipeline. ***TTA: Wacky Sports Challenge*** (SNES/November) is a one- or two-player sports action game with a dozen events ranging from hang-gliding to bungee-jumping. ***ACME All-Stars*** (Genesis/September) puts Buster and his pals on the basketball court and soccer field. And ***Wacky Sports*** (Game Boy/October) expands of some of the sub-games in other *TTA* titles for more realistic sports action.

In addition, look for ***Snatcher***, Konami's first RPG, available in November for Sega CD; and the sports sim ***Soccer***.

# *Lion King* Right on Schedule




***The Lion King* just opened at a theatre near you. And you can buy the SkyBox card set, too, in either a 90-card series sold in eight-card sets or a premium 50-card set sold in a tin for $18.99.**

Despite rumors to the contrary, Virgin Interactive's *The Lion King*, the video-game adaptation of Disney's new cartoon feature, is proceeding on schedule and should be released during the holiday season.

"Both Disney and Virgin are very excited about the project," says Elizabeth Olsen, public-relations manager for Virgin. "Early progress looks terrific."

*The Lion King* is only one of Virgin's two big cartridge releases planned for the next six months or so. Development also continues on *Dinoblaze*, which should hit early in 1995. "*Dinoblaze* features charismatic original characters," Olsen says, "and I'd certainly like to see it do great and wonderful things."

## Blood in *M.K.II*?

**Now that Nintendo is rethinking its stance on video-game violence (since it has to comply with an industry-wide ratings system anyway), we called Acclaim to find out if the SNES version of *Mortal Kombat II* would have blood in it. A spokesperson for the company wouldn't *confirm* our suspicions, but she didn't *deny* them either. Evidently, the verdict is still out. Stay tuned for updates.**

## BABBAGE'S TOP TEN LIST

*based on unit sales for May (all formats)*

| | | |
|---|---|---|
| 1 | ***NBA Jam*** | Acclaim for Genesis, SNES, and Game Gear |
| 2 | ***NBA Showdown '94*** | Electronic Arts for Genesis |
| 3 | ***World Series Baseball*** | Sega of America for Genesis |
| 4 | ***FIFA International Soccer*** | Electronic Arts for Genesis |
| 5 | ***Star Trek: The Next Generation*** | Spectrum HoloByte for Genesis and SNES |
| 6 | ***Wario Land: Super Mario Land 3*** | Nintendo of America for Game Boy |
| 7 | ***NBA Action '94: Hosted by Marv Albert*** | Sega of America for Genesis |
| 8 | ***Tomcat Alley*** | Sega of America for Sega CD |
| 9 | ***Sonic the Hedgehog 3*** | Sega of America for Genesis |
| 10 | ***Ken Griffey Jr.: Major League B'ball*** | Nintendo of America for SNES |

## Prove You're the Best

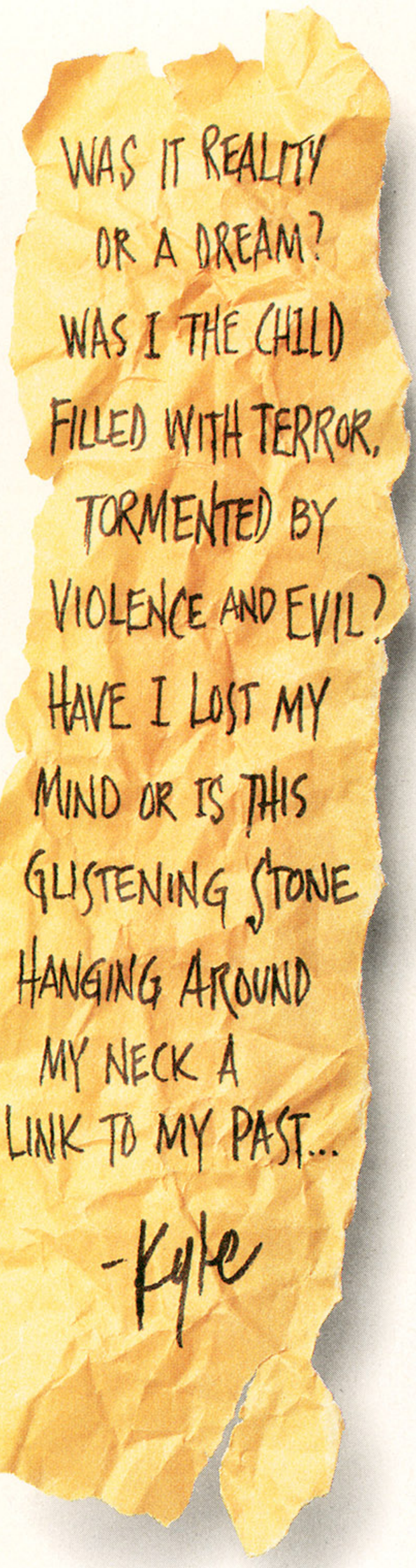
Do you think you're the best game player in town? In your state? In the whole U.S.? Here's your chance to prove it!

Nintendo's PowerFest '94 is now underway, its object to find the best Nintendo player in the country. Competition began in May, but it doesn't conclude until November, so there's plenty of time to show your stuff. Every contestant can play one of the dozens of games making up the PowerFest for free, and you can play as many times as you wish. Top scorers at each competition win an official Nintendo jacket and a trip to San Diego's Sea World for the grand championship in November.

To see if PowerFest '94 is coming to a city near you, call 800/255-2700.

## THE HOT NUMBER 40

**Number of megabytes in the Genesis version of *Super Street Fighter II*. The SNES game punches in at 32-megs — which, ironically, may end up costing Capcom more than the Genesis game. Sega gives price breaks to publishers when they buy the chips; Nintendo doesn't.**


BLACKTHORNE™

Interplay™ CHAOS STUDIOS

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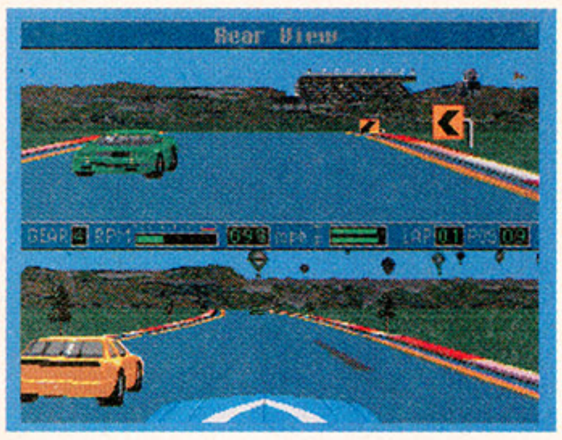
Negotiate every mile of Mario's career, from the slide turns in a sprint car, through the drafting in a stock car, to the precise handling of Indy car racing. Without so much as smelling a fume.

# FOLLOW IN
# TIRE T
## (YOUR CHOICE OF SPRI

Mario Andretti was recently named Driver of the Quarter Century. Now you can mirror the legend's career and take Driver's Ed from the man himself.

Right out of the box, use the rookie setting. Work your way up through sprint and stock to the big bucks in Indy cars. Just like Mario.

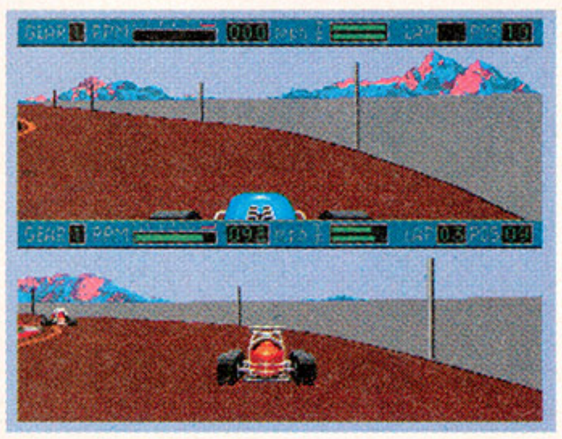
EA SPORTS, the EA SPORTS logo, "If it's in the game, it's in the game," and Mario Andretti Racing are trademarks of Electronic Arts. "Arrivederci Mario" used courtesy of Arrivederci, Inc. and Mario Andretti. The Videogame Rating Council, its rating system, symbols and indicia are trademarks of Sega of Am




Mario Andretti has always pushed technology to the limit. Mario Andretti Racing is no exception. Nobody else gives you 3 kinds of racing. 15 different race-tracks and no loss of speed when you're one-on-one against an opponent.

# ANDRETTI'S RACKS.

## , STOCK OR INDY TREAD)



Andretti likes to see everything on a track. No wonder his game has more views than anybody else's: nose cam, chase car cam, overhead map, rear, competitor and full or split screen. Oh yeah, and instant replay anytime you want.

It's Mario's retirement year. He's the only driver in history to win in five different decades. From the 1950s into the 1990s, if it's in Mario Andretti's career, it's in Mario Andretti Racing.

EA SPORTS™

IF IT'S IN THE GAME
IT'S IN THE GAME™

ARRIVEDERCI
MARIO
1994

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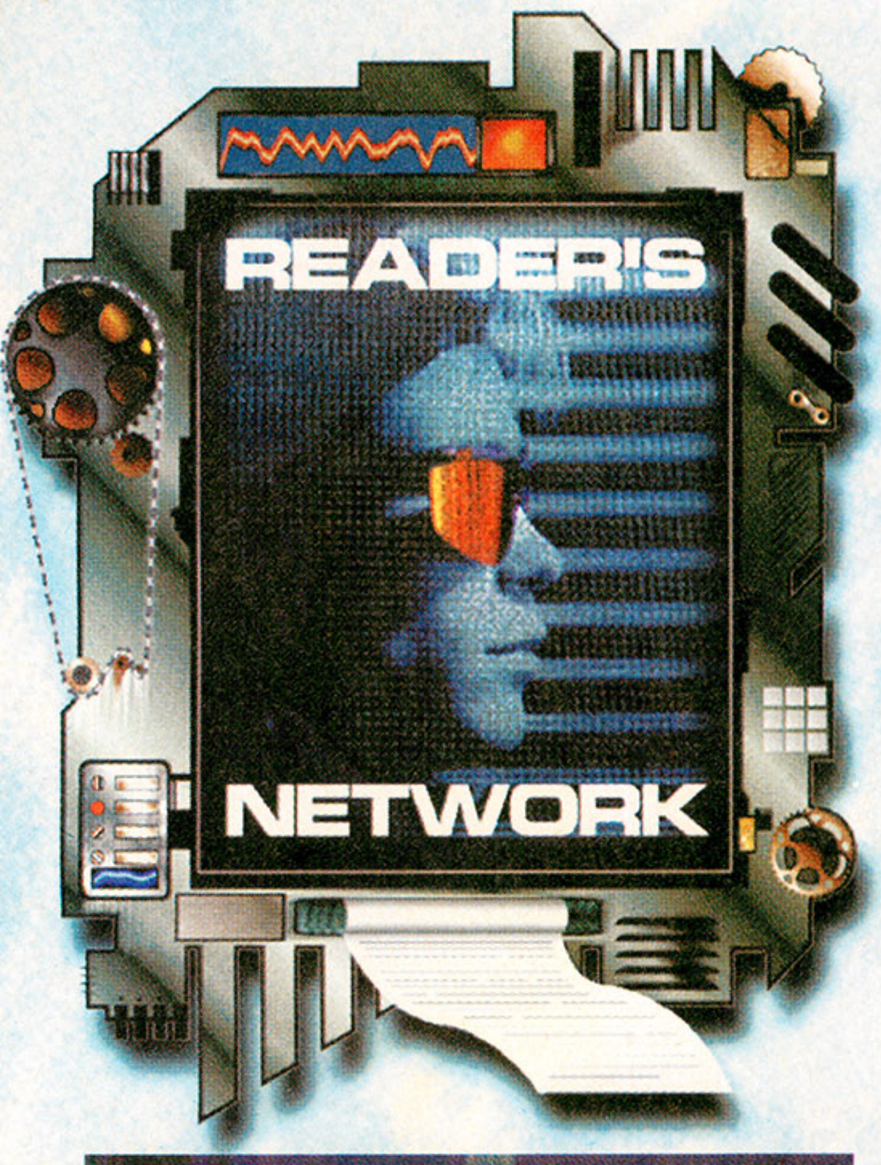



***We're an equal opportunity network. Not only do we not know what you look like — we don't care! We love you for your minds, so share your opinions on the mag, on the industry, on the general state of the 1990s.***

## A BRIEF HISTORY OF TSUNG

I want to know why Shang Tsung was old in the first *Mortal Kombat*, and young in *Mortal Kombat II*?

*Ryan Surmik*
*Covington, GA*

***CHRIS:** Shang Tsung did lose those wrinkles in a hurry, didn't he? He's got his good buddy (actually, his master) Shao Kahn to thank for that. To make up for his failure in* Mortal Kombat, *Tsung proposed a plan to lure the warriors of the Earth Realm to Shao Kahn so he could destroy them. Shao Kahn made him young again to help him out. Actually, all this is depicted in the game's intro screens if you just let it sit there long enough. Or you could just wait and see the movie.*

## FRAZZLED!

I just recently purchased a Genesis. Now I've found out that there's a *new* Genesis! Not only that — now Sega is coming out with a very expensive 32-bit component. So are the folks at Nintendo.

How am I supposed to keep up? Rob a bank? Hold up a convenience store? These systems are not cheap. Don't these guys have any compassion? Do they need money that badly?

The super-systems sound great on paper, but they're too expensive. I wish they'd make modules that would upgrade the existing 16-bit systems instead. Looks like I better find a good arcade and bring some quarters... if the games aren't up to 75 cents a pop yet.

*Glenn Turner*
*Long Beach, CA*

## FLATTERY GETS YOU NOWHERE

Is there any chance for a boy that tries hard in school to win a Genesis with *Eternal Cham-pions*? If there is, I'll send you my report card.

*Hodges Pone*
*Greensboro, NC*

Your magazines are things of beauty. The graphics are gorgeous. Heck, I adore it. I adore you all. I love you guys. In fact, I love you so much I know you'll buy me a Genesis and Sega CD. All because you're such nice people. I know you'd love to buy me a Game Genie for my new Genesis. You'd love to buy me a whole Sega library, too, and hook me up to the Sega Channel. Yes, you're excellent. And I'm such an admiring fan.

*Bailey Webster*
*Aroostook, New Brunswick*

***Sniffle. Sniffle. We're touched — really we are. We love you guys, too. But we're not that gullible. Take your subtle boot-licking to a different magazine. But let us know if it works!***

*Uh, we hate to be the ones to tell you this, but it's evidently been awhile since you've been in an arcade. Take a few more quarters than you planned on, OK?*

## A REVEALING SECRET....

Here's one for your "strange but true" department: I noticed in *Secret of Mana* that every once in a while, monsters like the Mystic Book flip open to a two page picture of a naked woman. Nothing compromising is shown, but I really won-

## ENOUGH ALREADY!

The lazy days of summer are here; we've seen the signs. You know, roller-blading in the office, dive-bombing visitors with toy airplanes, the general lack of new video games. The pickings are lookin' mighty slim for the next month or so — and you guys aren't even sending me vacation postcards. I guess I'll just have to work on my summer goal — surpassing Vince's Pez collection. Feel free to help.

And speaking of that Matthews boy, several of you pointed out that Vinnie was wrong when he said in these pages that the Jaguar could process 35 million sprites per second — it's actually 850 million. Vince has no head for figures (math ones, anyway), and blames this mistakeon an anonymous gamer. Just call him... well, just call him Steve Jarratt.

## THE BURNING QUESTION — MAY

**How influenced are you by the ads and commercials you see for video games? Have you ever bought a game because of its ad campaign? Were you pleasantly surprised, or did you get burned?**

### BUYER BEWARE!

I never did, and I will not buy a game because I saw a great advertising campaign for it — although that might be a reason to go to a store and look more closely at it. Normally, I read the back of the boxes first, and if I like what I read, I ask the clerk in the store to show me the instruction manual. After that, I make the decision to buy the game or leave it in the store. This method has saved me a lot of money.

*Henning Thiel*
*Beaverton, OR*

### IN *GP* WE TRUST

All the advertising these companies put out is annoying! I don't give a rip how much advertising goes out about a game. If the game's fun, it's fun. All the advertisement I need is coming to me monthly in *Game Players*. If your reviews and ratings interest me, then I rent the game. If I enjoy it, then I'll blow the $60 bucks and buy it.

*Mo*
*Grants Pass, OR*

### READ ALL ABOUT IT

I like Sega's cool commercials, but come on! The true way of advertising is in magazines! Still, I usually buy a game only because I've seen some scenes in it or I've rented it.

*Adam Henderson, 11*

### X-TREMELY DISAPPOINTING

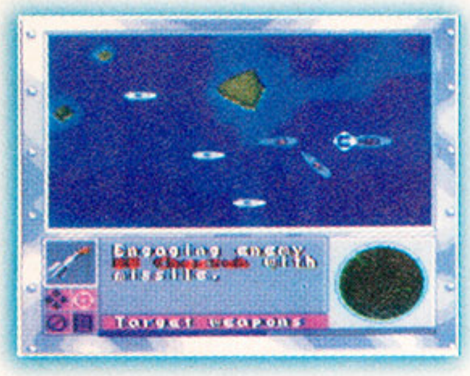
I bought only one game because of its advertising campaign — *X-Men*. On the ad, you see all the higher levels, but not the really cheap first three. The game was good for the first month or so, but after that, it started to suck. The reason I played it after that was because clipping my toenails seemed too glamorous.

*Philip Fitzpatrick*
*Brandon, Manitoba, Canada*

# CLEAR ALL DECKS! SUPER BATTLESHIP IS NOW IN PORT!

**For the store nearest you or to buy, call**

**800-234-3088**



*Battle on island chains, coastlines and seaports!*

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

Super Battleship™ is the all-new video version of the classic naval warfare strategy game. But now, your battle comes screaming to life on your video screen. You'll command entire fleets, hunt down enemy ships on the run and use a whole new impressive array of weaponry to defeat your enemy through several different engagements.

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

*All new weapons and ships!*

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

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

MB Milton Bradley

SUPER BATTLESHIP™

MINDSCAPE FROM THE SOFTWARE TOOLWORKS

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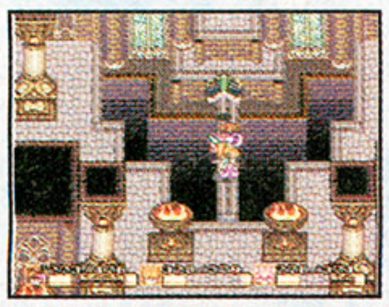
der how this got by Nintendo's goody-two-shoes censors. Hmm....

*Jason Hubred*
*Montevideo, MN*

**JEFF:** *The Mystic Book in question is a National Scar. Several readers spotted the "centerfold," but it doesn't open to this page often, and if you kill the Book quickly you'd probably never see it — which may explain how it got by Nintendo. On the other hand, maybe it just wasn't that big a deal. It isn't very revealing. In fact it's kind of cute.*

Look for the National Scar in the Grand Palace. They flip open when casting a spell, occasionally revealing a surprise for the watchful. *VA-VA-VOOM!*



## PLAY MISTY FOR US

We don't usually take up room that's rightfully yours, but we have a very special postcard to share. A lot of you are Mistys — fans of Comedy Central's "Mystery Science Theatre 3000." If you're not, you would be if you weren't deprived.

Well, as we reported months ago, Universal was going to make an MST3K feature... *was*. Now it's chickening out, and Mike and the 'Bots need *your* help. Send a postcard to Casey Silver; President of Worldwide Production; Universal Studios; 100 Universal City Plaza; Universal City, CA 91608. Tell him you'd enjoy seeing MST3K in a theatre. Remind him of your favorable demographics. Mention that your mom dated his boss, Tom Pollack, in college. Explain that you helped kill *Last Action Hero*. And tell him Leslie sent ya.

## THE PEN PAL CONNECTION

**Stop! Look no further for the perfect pen pal — I'm he! I'm 15 and like everything except school and Tonya Harding. I have a Genesis and like any game. If you don't write, I'll wither away and become a blood-hating senator. Aagh! Write now!**
**Shawn Daly; 104 Carlson Parkway**
**Cedar Grove, NY 07009**

**I'm a 26-year-old game fanatic! I own an NES, SNES, Game Boy, Genesis, and Sega CD. I'd like other gaming fanatics to write and share tips or just converse.**
**Zane Woodall; P.O. Box 1392**
**Yadkinville, NC 27055**

**I want to have a pen pal to write to and talk about tips, codes, and new games.**
**Natalie Brouillette**
**17528 Diversion Drive**
**Baton Rouge, LA 70817**

**My best friend and I would like to talk to a person who can exchange tips with us.**
**Pany and Jackie**
**1918 Hendrix Street**
**Cornelia, GA 30531**

**I'm 14 and looking for pen pals to exchange tips on Genesis.**
**Glen E. Broussard**
**4116 R Townhouse Road**
**Richmond, VA 23228**

**I'm ten, short, skinny, and pretty smart. I love SNES and like to ride my bike, bowl, swim, and play basketball, softball, and soccer.**
**Adam Lucido**
**2231 St. Francis Court**
**Portales, NM 88130**

**I own an NES, Game Boy, and Genesis and would like to have pen pals to exchange tips. I'm 13 and happy to receive letters.**
**Steven Nunez; 27 Rush Street**
**Port Jefferson, NY 11776**

**I'm looking for a female 9-11 to share Genesis tips or just talk. I'm 11 and in the sixth grade.**
**Jessie Heller**
**6001 South Cliff Avenue; Apt. 312**
**Sioux Falls, SD 57106**

**I'm 13 and would like to be a pen pal and share tips about Genesis games.**
**Brian Lytle**
**819 Beverly Ave.; Largo, FL 34640**

**I'm 10 and would like someone 8-12 to swap tips with me for Game Boy or just be pen pals.**
**Timothy Latshaw; 9389 Merrill Dr.**
**South Dayton, NY 14138**

**I'd like to get in touch with somebody who has tips for Genesis or Sega CD or be pen pals. I'm 11.**
**Zachary Lawrence; P.O. Box 7531**
**Mammoth Lakes, CA 93546**

**I'm 11 and would like to get in touch with anyone with a Sega. I'd prefer a girl, but a guy's OK.**
**Anthony DeLaCaupa**
**584 Rambleton Drive**
**Vacaville, CA 95688**

**I'm 11 and have a Genesis and SNES. I like RPGs (especially *Secret of Mana* and the *Final Fantasy* series). I also like comics (especially Spawn and Spider-Man).**
**Mike Smith; Starbuck Road**
**RR3 Box 3032; Fort Ann, NY 12827**

**I want a pen pal between 10-13 who loves video games, sports, and music. We can talk about anything. I just moved and need a friend. Don't be shy!**
**Kip Reed; 228 West Walnut**
**Monrovia, CA 91016**

**I'm a 14-year-old boy who's a Genesis, SNES, Sega CD, and Game Gear fanatic. I like sports and racing games the most — anything but movie games — uggh! If Beavis and Butt-head get on your nerves, too, write:**
**Morgan Cohen**
**5 Cedar Grove Parkway**
**Cedar Grove, NJ 07009**

**I'm interested in having a pen pal around 13 who loves all games.**
**Michall Clutter**
**3045 East Avenue, #H-6**
**Lancaster, CA 93535**

**Single male, 10, would like to trade tips on NES and Game Boy or to just be pen pals.**
**Andy Beaugez**
**9316 Dogwood Avenue**
**Ocean Springs, MS 39564**

**I want to get a pen pal. I'll write back to each person.**
**Sherri Darden; 2987 Buffalo Road**
**Smithfield, NC 27577**

**I'm 15 and will talk to anybody about Genesis, SNES, or Game Gear games. We can trade codes or just rap about games.**
**Mike Zemball**
**8668 Madison Ave.**
**Jacksonville, FL 32208**

**I'm 12 and am looking for a pen pal who plays Genesis and NES, and who likes to talk about other stuff. I prefer a girl 11-13.**
**Eric J. Pendleton**
**130 Beech Hill Road**
**Rockport, ME 04856**

## A FRIEND INDEED

I don't think ads or commercials persuade me to buy things as much as magazine reviews — especially yours — and my friends. You know, people you can trust.

*Clinton Ecker*
*Wichita, KS*

## SENSE & SENSIBILITY

I think it depends on the ad — whether it catches your eye or makes you want to turn the channel or flip the page. I've never bought a product advertised just because it's on TV; I don't think they tell you the full truth. But if the ad catches my eye (it would have to be *darn* good), I would rent the game as a tryout or ask a friend if he has it.

*Mike Wagner*
*Yorba Linda, CA*

## BURN THIS

I think that everyone who is interested in video-game systems is greatly influenced by the companies' ads and commercials. I bought a game just from the information I saw on TV and in magazines. *I got burned!* The game was *nothing* like the company had advertised. So I suggest to anyone who's thinking about buying a game just on advertising influence alone — *don't do it!* Wait for the inside scoop from friends or other people who have already bought the game. It's definitely better to wait for the OK signal than to be out 50 bucks!

*Ami Moore*
*Mooresville, NC*

## THE NUMBERS GAME

Before I buy a game, I read your magazine. I only buy games you rate over 82%. That way I don't waste money. I save and buy good games.

*Ryan Steele*
*Green Bay, WI*

## TOO COOL TO FOOL

I *am* really influenced by the ads that are shown on TV, in magazines, and on billboards. One time I saw the ad for *Street Fighter II Turbo*, and it looked cool, so I rented it to see if it were any good. It wasn't all that cool as it said in the ads. Good thing I didn't buy it!

*James Yamamoto*
*Fontana, CA*

## JULY

**_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 so they won't rely on big licenses instead of big game play?**

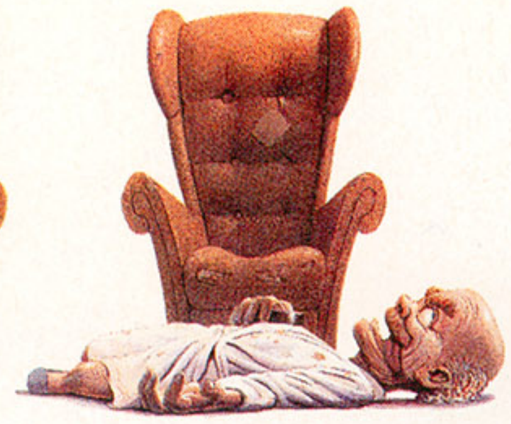
PLAYED FIRST GAME OF EQUINOX.

AFTER YEARS OF PRACTICE, STILL TRYING TO CONQUER THE THIRD DUNGEON.

HAD TO SKIP GRADUATION CEREMONY, BUT FINALLY CONQUERED THE THIRD DUNGEON.

STILL LIVING AT HOME, NO JOB, NO FRIENDS, NEVER KISSED A GIRL, BUT FINALLY DEFEATED THE GREEN BLOBS IN THE FIFTH DUNGEON.

HAVING TROUBLE SEEING THE SCREEN, AND NEED TO TAKE NAPS BETWEEN DUNGEONS, BUT YOU CAN NOW GET TO THE SIXTH DUNGEON WITH EASE.



CAN'T SEE THE SCREEN, CAN'T HEAR THE SOUND EFFECTS, CAN'T WORK THE JOYSTICK AND HAVING CHEST PAINS AT THE THOUGHT OF THE EVIL EMPRESS. FEELING THE END IS NEAR, YOU VOW TO SOMEDAY COMPLETE YOUR QUEST AS YOU BEQUEATH YOUR JOYSTICK TO YOUR GRANDSON.

WELCOME TO THE 7 DUNGEONS OF GALENDONIA, AN UNDERGROUND WORLD FULL OF GHOSTS, BATS, BLOBS, AND EVIL WOMEN. THEY ALL WANT TO KILL YOU, BUT DON'T TAKE IT PERSONALLY.

YOUR JOURNEY TO RESCUE SHADAX WILL SPAN OVER 450 SECRET CHAMBERS. WITHOUT YOUR MAGIC DAGGER, IT WILL SPAN ABOUT TWO SECRET CHAMBERS.

AFTER A LONG, BLOODY BATTLE WITH BOSS CHARACTER SUNG SUNG, YOU'VE EARNED A STRING FOR GLENDAAL'S HARP. IT'S A SMALL REWARD, BUT AT LEAST YOU'RE NOT DEAD.

YOU'VE SURVIVED TO DO BATTLE WITH SONIA, THE EVIL EMPRESS. NOTHING CAN STOP YOU NOW, EXCEPT THE GIANT BLOOD-SUCKING BAT THAT WANTS TO GNAW ON YOUR NECK. GOOD LUCK.

(sure, it's just a game.)

SONY IMAGESOFT

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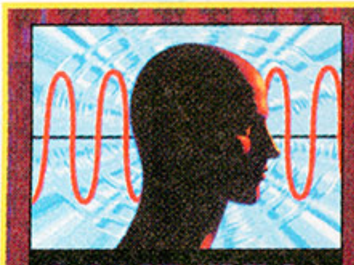


## GAME IDEA OF THE MONTH

## FUNNY BUSINESS

*Psycho Guys* is set in 2033. Nickelodeon has taken over almost all of Viacom. Not sated with firing John K. and ruining *Ren and Stimpy*, Nick has taken over all cartoons with integrity.

Beavis and Butt-head are now clean-cut schoolboys who laugh this way — "Ho! Quite humorous!" Aeon Flux wears a basic jumpsuit that reveals nothing at all. Duckman has a nuclear family. Sensing the universe is in danger, the aging Spumco Team goes to work and creates the *last* cartoon characters with soul — Roman, Norad, and Traxl, the Psycho Guys. You control all three Psycho Guys through the wasteland of unfunny cartoons, beating up Smurfs and Tiny Toons as you go. Every world has a different goal: find B&B's idiot laugh, get back Bart Simpson's skateboard, kill Scooby-Doo. You fight the hideously evil computerized Vanessa Coffey at the end.

*Ethan Poschman*
*Fresno, CA*

## IT'S SQUIRRELY!

My game idea is about a group of squirrels who each get unique powers after eating special acorns. Grandpa, the leader, has magic power and can control wind and lightning. Chip, the youngest, has the power of a ninja. Loni, the only girl, has the power of flight and fire. Tim, who is named after me, has the power of strength.

*Timothy Nelson*
*Andalusia, AL*

## REAL LIFE

I think there should be a game of reality — nothing like this princess and magic stuff. The game should be like this: You can choose to be a boy or girl. Then your girlfriend or boyfriend breaks up with you over a stupid rumor and ends up going out with the head cheerleader or the star quarterback. You end up going out with the president of the chess club. Then you go through five levels of hell just to try to get him or her back. The only way you lose is if the principal or your parents catch you spreading rumors.

*Christopher True*
*Sharon, MA*

## BORN IN BABYLONIA

In *Curse of the Mummy's Tomb*, you're Howard Carter, and you have just discovered King Tut's tomb and his treasures. But while in his tomb, you're sent back to ancient Egypt by the curse. In ancient Egypt, people are trying to kill you, and you must find the sacred tomb to be sent back to the 21st century.

*Vincent Monfred*
*Astoria, NY*

## HEAR ME ROAR

My idea is *Mega Woman*, a whole new series from *Mega Man*. The characters are different and a lot harder. Your enemies are Nuke Woman, Volt Woman, and Spear Woman. Instead of fighting Dr. Wiley, you fight his daughter, Weaseleta, and her terrifying teddy.

*T.J. Windsor*
*Toronto, Ontario*

## THE AD GAME

My game is *Commercial Crasher,* and in it you get to mess up the commercials you hate. In Round 1, for example, you must run through the streets avoiding ambulances to get to the "I've fallen, and I can't get up" lady's house in time to push her down the stairs. You fight your way through annoying commercials while beating up advertising agents. In bonus rounds, you play Bop-a-Cher. If you lose, you're strapped in a chair and forced to watch infomercials for the entire rest of your life.

*Louis Semento*
*New Rochelle, NY*

## JUST JUAN MORE

Think back to the day of the Wild West, with sheriffs, gunfights, and lots of tequila. Think of all the poor, innocent worms who gave their lives so our heroes could have tequila. In *The Adventures of Jose the Tequila Worm*, you must get out of the tequila factory without getting smushed, smashed, or stepped on. You also have to stay completely sober or else take the plunge into the tequila bottle.

*Matt Price*
*Northridge, CA*

## I CALLED THE WITCH DOCTOR

*Tombs of Terror* comes with a color scanner that lets you put in pictures of yourself and the other players. Then you and your friends, who were resting peacefully in the cemetery, are turned into crazed zombies by a mad voodoo witch doctor. This ticks off you guys, and you invade his castle to make him undo the spell he cast. First, though, you must get past his teams of zombie guards. Once you defeat the doctor, you get his book of spells and find the doom spell that vanishes him into the abyss of the Death Dimension.

*Tom Flowers*
*Oil City, PA*

## GAME PLAYERS' GAME PLAYERS

In *The Quest for More Readers*, you can choose to be Billy, Chris, Doug, Jeff, Jonathan, Karie, Leslie, Mark, Patrick, or Vince. In each level, you must rate games, answer questions, and get the magazine ready for printing in a certain amount of time. Get ready fast enough, and you can add more pages and jack up the price! Bonus levels include judging envelope art. But watch out! If you don't meet your deadline, you lose fans. Lose too many, and you end up scrubbing toilets at *EGM*.

*Kyle Beidelschies*
*Tiffin, OH*

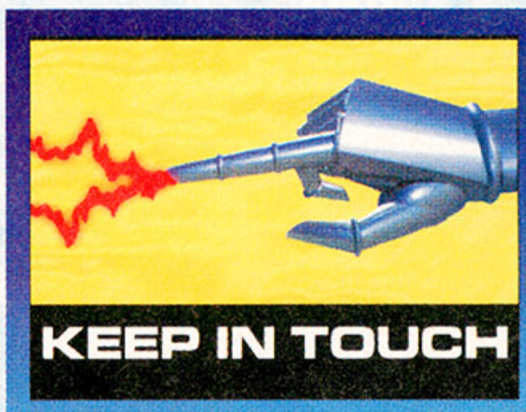
In *Nightmare at Game Players*, you would be working at night reviewing *Splatterhouse 3*, *Mortal Kombat*, *S.F.II*, and *Castlevania: Bloodlines*. All of a sudden, the games start lighting up and all the bad guys come to life. You have to go around the building where you work and use cameras and controls and other stuff you find in the games to kill all the bad dudes.

*Josh Yarger*
*Lincoln, NE*

In my *Game Players* video game, you could choose to be Chris, Doug, Jeff, or any of the other writers. And you have to get through other video-game stages. The bosses would be people you gave bad reviews to.

*Anne Rogers*
*Houston, TX*

***And apologies to the guy who sent us the great* Game Players*/Barney game. Sorry, my computer dumped it out of my hard drive a week after I dumped the letter into the recycling bin.***



## KEEP IN TOUCH

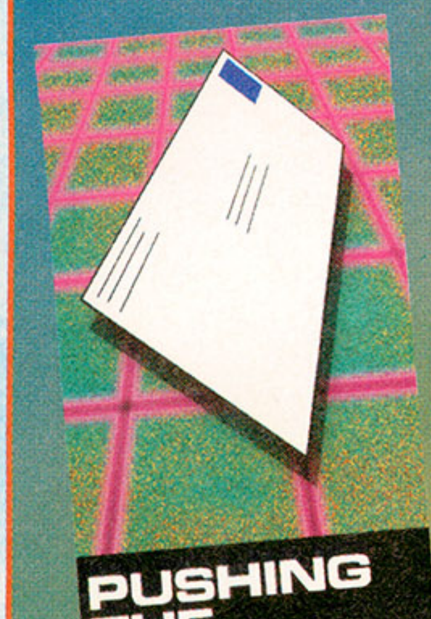
**Make yourself heard! If you've got a suggestion or observation about video-gaming, an answer for the Burning Question, ideas or art, tips or gripes, you've come to the right place! You can reach us any time — 24 hours a day, 365 days a year! And remember, published readers get a *Game Players* T-shirt.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

**Write to:**

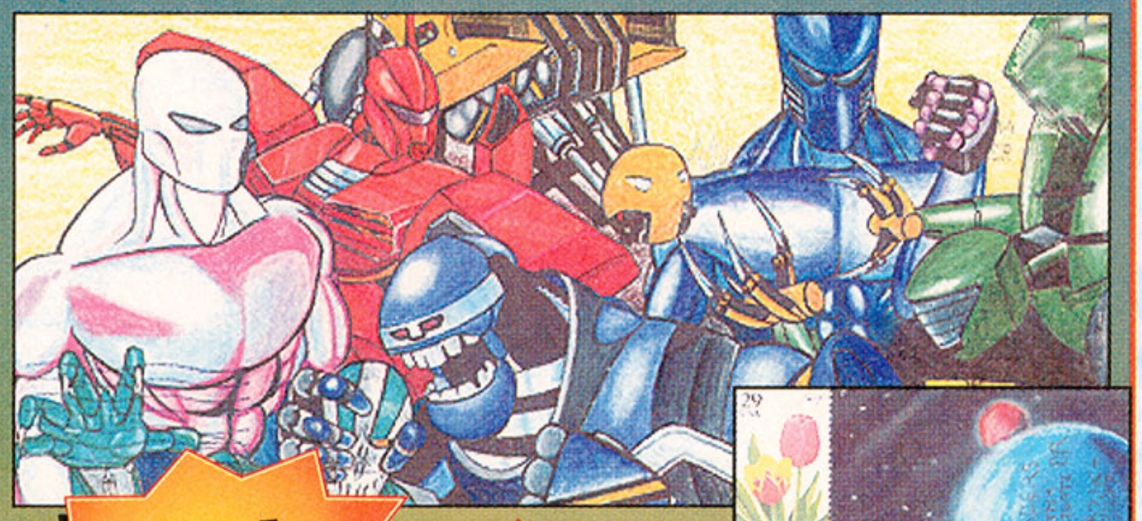
*Game Players* Readers' Network
1350 Old Bayshore Highway
Suite 210
Burlingame, CA 94010

**In a hurry?** Fax us at: 415/525-3876

# PUSHING THE ENVELOPE



PUSHING THE ENVELOPE



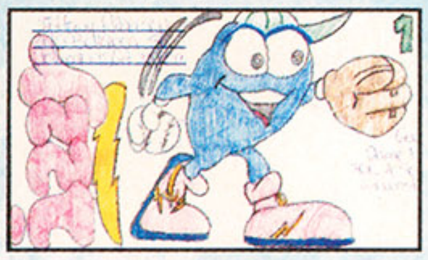
IT'S A TIE!!

Luke Williams of Beloit, WI

E than Newton of Baytown, TX

## CARRY THE TORCH

I think they should make a game about Izzy, the Altanta Olympic mascot. The object of the game is



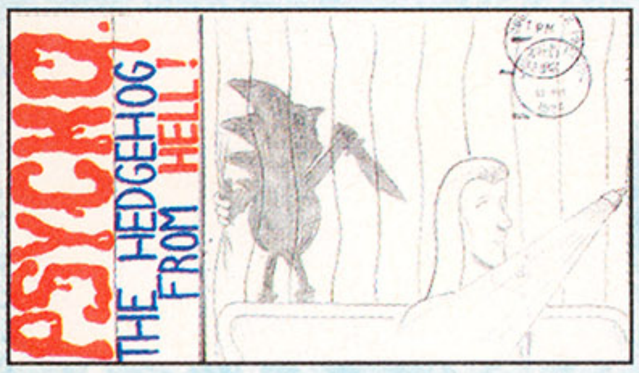
to find the missing yellow Olympic ring. Izzy would go through sports such as swimming or bike racing. He would have to win the gold medal to go the next level. One-ups would be lightning shoes.

*Tiffany Alberson*
*Columbus, GA*

## GET A RUSH

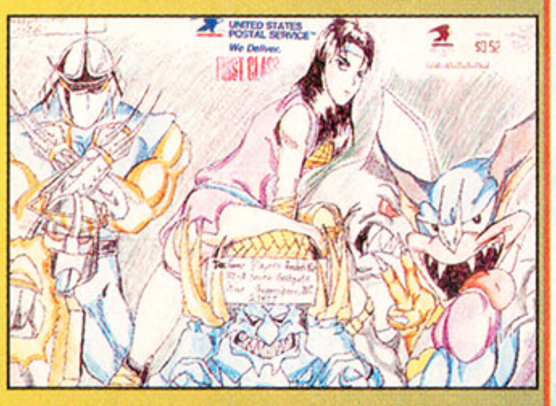
In *Limbaughstein-3D*, political media magnate Rush Limbaugh would roam the halls of WABC radio armed with his microphone, gunning down major figures of the "dominant liberal media." He must gather plates of food to sustain his energy. The bosses are his major critics, such as Speaker of the House Tom Foley. A friend could join you in your fight as well by playing Rush's conservative assistant, Bo Snerdley.

*Lee Lewis*
*Pearl, MS*




Jason Psutka, 25, of Lubbock, TX

Chris Dao of Yarmouth, Nova Scotia



Merv Spicer of Carnegie, OK

Priscilla Hamby of Victoria, TX

Jared Bourne of Calgary, Alberta

Duane Montgomery of Lucasville, OH

## Attention Game Designers!

**Ethan Poschman wins for originality and a twisted sense of humor. For his stamp, paper, and brain power, he wins a fabulous Game Genie for his choice of system. You can be a winner, too! Send your game ideas to the Readers' Network — pronto!**

## ATTENTION ALL ARTISTS!

**In our first-ever tie, Ethan Newton and Luke Williams *both* got famous! Everything good that happens to them from now on is because of us. You, too, can earn 15 minutes of fame with the help of *Game Players*. Just send your best drawings or envelope art to the Network, and we'll print the best of 'em. Oh, yeah, the winner gets a Game Genie, too, for his or her choice of system.**

HAD TO MISS YOUR GRANDFATHER'S FUNERAL, BUT YOU FINALLY CONQUERED THE EVIL EMPRESS.

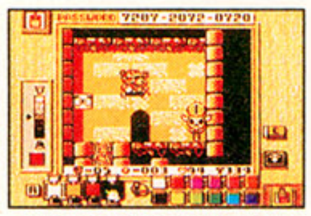
HE WOULD HAVE WANTED IT THAT WAY.

DONKEY KONG
Super GAME BOY
SUPER NINTENDO
SUPER NINTENDO
SUPER NINTENDO
DONKEY KONG
GAME BOY
DONKEY KONG
TM
PUSH START
©1994 DK Nintendo
POWER
TETRIS 2

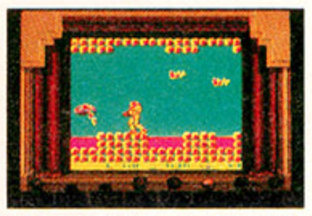
# It's like Game Boy on steroids.

## Now play your Game Boy games in color on Super NES.

Imagine this. You're playing all your favorite Game Boy® games on a giant 26-inch screen. And everything's in color--colors you've chosen yourself. And even though they're Game Boy games, you're playing them through your Super NES®.



CHOOSE THE COLORS.



PICK THE BORDERS.

You're thinking, whoa, these Metroid hatchlings just quadrupled in size and they're purple! Is this really happening?

Yup. It's **Super Game Boy®.** And you don't have to be a super genius to figure it out.

Just put your favorite Game Boy game into the Super Game Boy accessory, stick the Super Game Boy into your Super NES and **ta-dah!** The most excitement your TV has had since it got cable.

CRANK UP THESE CLASSICS ON SUPER GAME BOY AND THEY BECOME ALL-NEW BATTLES.

So now you've got **a whole new game library** for your Super NES for about the price of a single Super NES game! And it's all so huge and in color. What could be cooler?

Uhhh... nothing. Super Game Boy is pretty much the **coolest thing ever.** So get one. And while you're there, pick up new Donkey Kong™, the first Game Boy game to take full advantage of the amazing and mystical powers of Super Game Boy. But don't make Mario yellow. We heard he hates that.

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Super GAME BOY® ACCESSORY

# An Audience with Ryu's Boss

***Although Joe Morici, senior vice president of Capcom, is busy getting ready to launch* Super Street Fighter II, *he always has time for* Neil West.**

**Capcom was one of the first Nintendo licensees when the company was founded back in 1985, and it has remained a consistent force in video games ever since. The *Mega Man* games used to be its flagship titles, but the little android got kicked off the top of the heap by a little license known as *Street Fighter*.**

In the past two years, tournament-fighting games have dominated the market, and that's all thanks to the incredible success of *Street Fighter*. As the latest game in the series, *Super Street Fighter II*, is ready to go on sale, Joe Morici, senior vice president of Capcom, tells *Game Players* what makes the series great.

**Joe Morici, senior vice president of Capcom.**

## The *Street Fighter* Series

**GP: *Street Fighter II* is now in its fourth incarnation on home formats. Why has the series lasted so long, and do you think game players are as hungry for *Super SFII* as they were for the original?**

***Morici:*** *I wish I could tell you what makes a hit game — I'd be a multi-millionaire if I could! But whatever it is,* Street Fighter II *has it. It has that amazing ability to let players relate to one or more of the characters. Players could really get into the action, kicking or punching with real-time reflexes. There are a lot of moves to learn, and the two-player mode makes for a great challenge.*

**GP: So when do we finally get to see *Street Fighter III*?**

***Morici:*** *At this point, I'm not at liberty to say when* Street Fighter III *will come out — or even what systems it will be available on. The truth is that we still haven't decided. The* Street Fighter *movie with Jean-Claude Van Damme will be out in December, and it should be awesome. And we have the Game Gear launch of* Super SFII *after the SNES and Genesis games. All this is giving us quite enough to worry about. Expect the coin-op* SFIII *game sometime in the future, but we're not sure when that will be.*

## *Street Fighter's* Rivals

**GP: Fighting games were *the* thing in 1993. Did *Mortal Kombat*, *Eternal Champions*, and the rest ride your coattails to success?**

***Morici:*** *We can take the majority of the credit for making one-on-one fighting games so popular. The home version of* Mortal Kombat *didn't really play as well as ours. Acclaim did a wonderful job of marketing the game, and the coin-op game was very strong — and continues to be — just like our* Street Fighter *series is still strong. But I'm not sure how big* M.K. *would have been had we not set the pace.*

*Overall, there will always be trends in the video-game business that other people clone and play Follow the Leader. In the past, there were different games that became leaders — such as* Double Dragon *for example. There will be others in the future. But we can take the credit for bringing the fighting game to the forefront of gaming.*

# The Future of Gaming

**GP: Capcom recently started working with Sega as well as Nintendo. Since Nintendo has signed a deal with Williams and will almost certainly be releasing an *M.K.* game for Project Reality, we're hearing that you're working on a *S.F.* game for Sony's PS-X. Do you see the PS-X as coming out on top of PR??**

***Morici:*** *I think that Nintendo, Sony, and Sega will be the predominant players in the video-game market over the next few years — I really do. But I do think that Sony has the best shot, as long as the PS-X is properly marketed and that Sony gets the right people. And if they don't market it like they tried to push Betamax in the early '80s. I think there's room for three platforms to make it big. I'd rather have just one, to tell you the truth, but there's room for three.*

**GP: Would you *really* prefer just one platform? It'd make life a lot simpler, but innovation comes about because of competition between platforms.**

***Morici:*** *Well, I don't know if a single platform is automatically a good thing. As a software designer, it makes it a lot easier if there's just the one platform to design for. But philosophically, I'd probably agree with you that competition does keep people on their toes. I believe that competition's always good. I mean, it's easy for me to take the selfish point of view, and that's as a game designer, it's easier for us to develop for just the one system.*

**GP: When you talked about which systems you felt would become the next standards, you didn't mention Jaguar or 3DO. Do you not think these machines are contenders?**

***Morici:*** *I think Atari has a great system in Jaguar, but I don't think the company has the support from the software community — I think Atari's burned too many bridges in the past. So even though I think it's a wonderful piece of hardware, I don't think I know of any major software publishers who are supporting it at this point. Atari needs this support desperately, but I don't think it's going to get it.*

**GP: What about 3DO?**

***Morici:*** *The reason I think 3DO will have trouble in the future is that I don't think the people there are sure what they want it to be. They made a mistake strategically early on by trying to be a box on top of the TV that does everything — play music, TV, videos, games, etc. At the price, the consumer doesn't want that. They're not ready for it yet.*

**GP: Yeah. I guess a lot of the general public still has a problem programming a VCR, without a four-in-one thing to confuse them.**

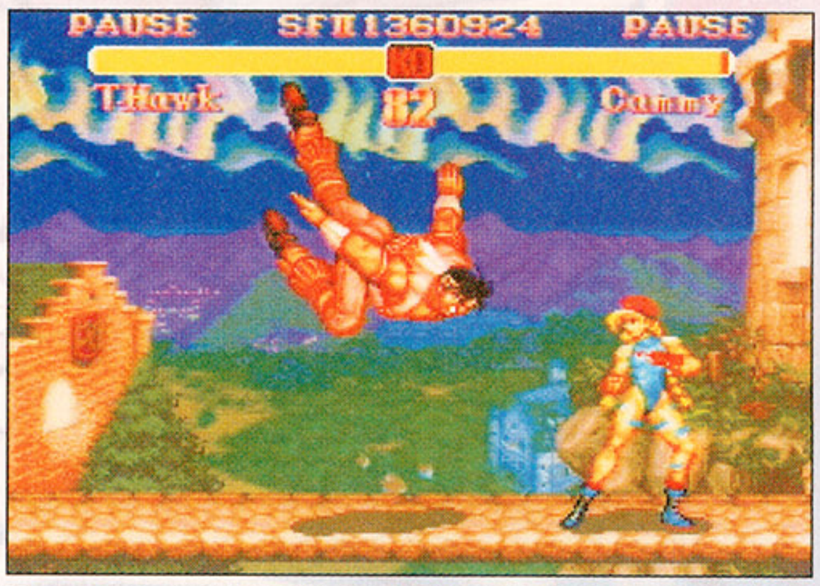
***Morici:*** *Exactly. They're just not ready for a system such as 3DO, and that's the reason 3DO won't make it.*

**GP: So we're left with the big three: PS-X, Saturn, and Project Reality. How do you assess the strengths and weaknesses of each system? Take the PS-X. Although Sony is keeping technical specifications pretty much to itself, the rumor around the industry is that the PS-X offers the hottest hardware of the three. Is this true?**

***Morici:*** *I've seen the PS-X hardware, and not that I'm really technical — I'd never pretend to be! — but it looks* phenomenal. *It does seem to have the edge over the other two as we know them. It does look* really *good.*

**GP: It's safe to assume that Saturn's hardware will be based on the Model 2 arcade board used in *Virtua Racing* and *Virtua Fighter*. How does what you've seen of the PS-X stand up to these coin-op titles?**

***Morici:*** *They're fairly equivalent. Not being a programmer, it's hard to tell what might be possible with a system, but yes — what I saw on the Sony was up there with* Virtua Racing *and* Virtua Fighter. *The only thing Sony has to make sure of is that it markets the PS-X effectively and has plenty of decent games available when it's launched.*




**You can bet that *Street Fighter II* will be making an appearance on Saturn, Project Reality, and maybe Sony's PS-X as well.**

**GP: Sony's already started handing out development kits, yet the PS-X isn't supposed to be launched for another year. Does this give the third-party designers time to come up with the killer games the system needs to make it?**

***Morici:*** *I would say yes, this is without a doubt enough time. My guess is that in Japan some developers are already working on PS-X games.*

**GP: And can you confirm that the PS-X will launch with a version of *Street Fighter*.**

***Morici:*** *No, I can't confirm that yet.*

**GP: When *can* you confirm it?**

***Morici:*** *Hopefully within the next few months.*

**GP: Moving on to Saturn — Sega's the current powerhouse, and the Saturn's based on existing coin-op hardware so Sega already has games designed and development teams who know how to get the best out of the machine. Yet some people think the PS-X will be bigger.**

***Morici:*** *It will be interesting to see what happens. But think what Sega's done in just the last three years. Its launch of Sega CD showed the public what a CD could do in the entertainment — and not just the music — fields. This has to help them.*

**GP: And what are Project Reality's chances?**

***Morici:*** *It has all the potential in the world to be a huge success... if Nintendo can successfully bring that kind of technology out at a reasonable price.*

**GP: Do you think Nintendo can carry it off?**

***Morici:*** *Nintendo has the money and the resources to make it work — it's just a matter of how quickly the company can do it, and how far a head-start Sega and Sony get.*

**GP: What's your opinion of the "stop gap" 32-bit add-ons Sega and Nintendo are releasing? Is this providing means for a smooth transition to the "next level," or merely muddying the waters of new technology?**

***Morici:*** *I don't know if "muddying the waters" is the right phrase. I think it's just a matter of them not being ready to move onto 32-bit yet. The new technology's not quite there, and they're wanting to squeeze as much as they can out of the 16-bit market.*

**GP: Which do you think will be more successful in the future — CDs or mega-carts?**

***Morici:*** *CDs. I think people have become used to handling CDs with music and will happily get used to having games on CD. It's just a matter of getting over the teething problems of the lag-time involved in getting the information off the disc. I'm sure this problem can be solved with technology — and then nothing can stop the CD format taking off and setting the standard for years to come.*

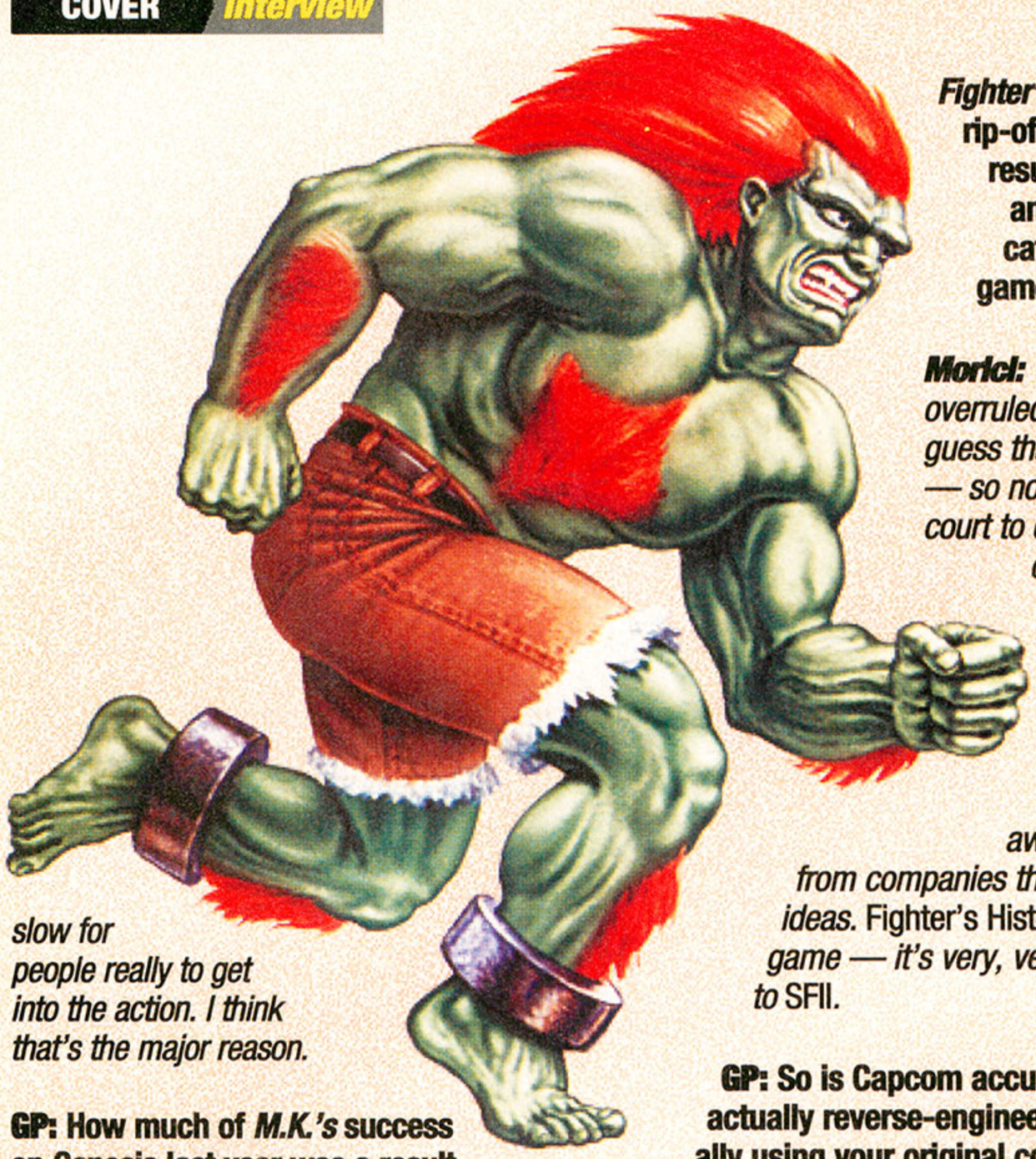
**GP: Do you think the one-on-one fighting genre has much more life in it? Or will 1994-95 see a new style of game rise to the top?**

***Morici:*** *Well, there will always be fighting games — it's just that they'll become more sophisticated as more powerful technology and CD formats make digitized graphics a practicality. I think you're gonna see some phenomenal fighting games in the future... games in which you're able to "become" the characters a lot more so than you can with games today.*

**GP: So why do you think *Virtua Fighter* — a technically outstanding game — and seemingly the logical step for fighters to take after *SFII* and *M.K.* — hasn't done as well in the arcades as everyone thought it would?**

***Morici:*** *It's because underneath the graphics, it's a pretty basic game. OK, so it's a unique idea to see the polygon graphics of the different game characters. But the movements are really not fast enough and interactive enough to give the impression to the game player that they're actually reaching out and becoming part of the action. You don't feel that it's you that's actually kicking and punching.*

*At this stage of coin-op technology, the reaction time in* Virtua Fighters *is just a little too* →



*slow for people really to get into the action. I think that's the major reason.*

**GP: How much of *M.K.'s* success on Genesis last year was a result of Genesis' *SFII* taking so long to appear? Does Capcom consider *M.K.* a hit by default?**

***Morici:*** *The problem was that while the original intent was to release the Genesis* SFII *in May 1993 — three to four months prior to* M.K. *— we weren't happy with the finished product. So we took a calculated risk and delayed releasing the game until we were happy with it. As a result, the game shipped in September, and we went head-to-head with* M.K. *Had we been able to get it out on time, I'm sure that we would have been able to put a big, big dent in the success that Acclaim enjoyed with* Mortal Kombat.

**GP: And now you're releasing *Super Street Fighter II* almost at the same time as Acclaim's shipping *Mortal Kombat II*. Which game do you think will come out the winner in the heated sales race?**

***Morici:*** *Our game will be on sale in July.* Mortal Kombat II, *as I understand it, won't be released until August or September. So we'll have a big window in which to put together a very solid marketing push.*

*I have to give Acclaim a lot of credit for its marketing effort — the company's always been good at this. But we've learned a lesson from them, and I think this year we have everything planned... everything's ready to go. This will give us an edge, and we can put a big dent into the* M.K.II *sales and take a lot of dollars out of the marketplace while we have it to ourselves.*

## Legal Entanglements

**GP: Capcom recently had a legal dispute over Data East's *Fighter's History*. Capcom said that *Fighter's History* was a direct rip-off of *SFII*. What's the result of this legal action, and what are the implications for the video-game industry?**

***Morici:*** *The court has basically overruled our injunction — I guess that's what you'd call it — so now we're going back to court to defend our position in claiming that the game was substantially similar in all aspects to our* SF *game. We think it's very, very critical that we take away the precedent from companies that are stealing our ideas.* Fighter's History *isn't just a fighting game — it's very, very substantially similar to* SFII.

**GP: So is Capcom accusing Data East of actually reverse-engineering *SFII* — of actually using your original code — or just borrowing heavily from *SFII's* style?**

***Morici:*** *At this point I really can't say too much, but if you look at the games together, you'll realize that they're very, very close. I'm not sure if they just watched ours or how they did it — but the movements of the characters and their special moves and powers are very similar to what we did with* SFII.

**GP: Is *Fighter's History* an isolated case? Or do you feel all fighting games are just as guilty of copying *SFII's* style?**

***Morici:*** *No, no — we have no problem whatsoever with* Mortal Kombat, Eternal Champions, *or 99 percent of all the other fighters. All these games have their own characters, their own moves, and their own style — they're really quite different from ours. It's just that with* Fighter's History *we really felt that they'd directly copied our product. And we don't feel they should get away with it.*

**GP: If the decision goes in Capcom's favor when the October trial is concluded and the court then forces Data East to remove *Fighter's History* from sale and pay compensation, couldn't it spark off a whole load of similar lawsuits? People might really start to think twice before they go ahead and design games of a similar genre to existing games. If developers are scared of building on another game's success, it could be very bad for the industry.**

***Morici:*** *I don't think so. I think there will always be set genres of games. I don't know how different you can make them, but I do know that designers needn't directly copy another.*

## On Video-Game Violence

**GP: Capcom has committed to a video-game ratings system as an on-box information guide — as a way of giving concerned parents guidance as to a game's content. Why do you prefer this approach to the problem instead of censorship or strict age-checking at point of purchase?**

***Morici:*** *I just feel that problems in the past stem from parents not getting involved and having no information to help them decide what they think is suitable for their children. A visual logo giving an idea of what the game inside is likely to contain might make some parents think twice about the sort of game their children are playing.*

*As to what these warnings or ratings should say, we're prepared to be a part of whatever rating system is decided upon — we figure it makes sense.*

**GP: What's it like working to the guidelines on violence set by Nintendo and Sega?**

***Morici:*** *Nintendo has always had very strict guidelines as to what could be released, and the company's made us change many different things that have come over in our games from Japan. You've got to remember that what's acceptable over there sometimes isn't acceptable over here, and vice versa. So Nintendo has always been... I'm not sure that "difficult" is the word, but...* restrictive *as to the degree of violence and graphic representations in our games. Sega has not really been that restrictive — it's a lot more lenient.*

**GP: Do you think games will become more explicit as technology enables more sophisticated graphics?**

***Morici:*** *I can't really see things getting any worse over the next year or so — certainly no worse than a lot of games that are already available on the PC CD platform where they have some really graphically violent games. I don't think console games will* ever *get to that extent — the two are very different markets.*

## And Finally...

**GP: What's this we hear about *NBA Jam* being "the most successful coin-op in the world"? Has it really broken the records set by *SFII*?**

***Morici:*** *No, no!* NBA Jam *did very well. I'm not knocking the game, but it has* not *done as well as* Street Fighter.

**GP: Finally, then, *Mega Man* and *Street Fighter* have both been crucial to Capcom's success. But if Mega Man and Ryu were arguing over a parking space and came to you — who'd get it?**

***Morici:*** *(laughing) My personal opinion is that Mega Man would probably get it — he's got lasers! With his power, he'd have to win.* **GP**

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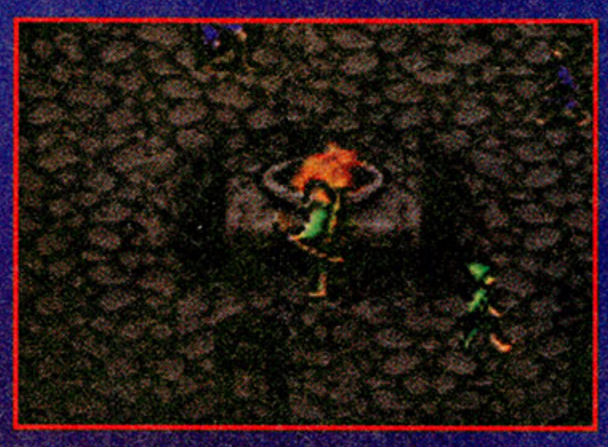

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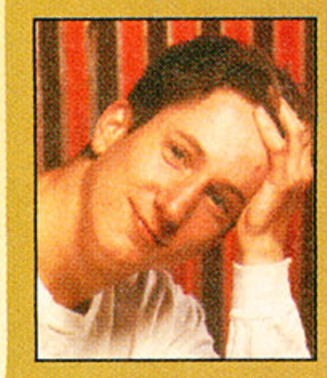
# AHEAD of the GAME

## DON'T TAKE ANY CHANCES



Playing it safe seems be the motto game developers are sticking to this year. All we're seeing are sequels, sure-fire license deals, and traditional game play in what should be the golden age of 16-bit gaming. You can sure see the trend in this month's batch of Ahead of the Game.

If you talk to the designers themselves, they tell you that their cautious attitude is because only a few *big* games sold significant numbers during 1993. Anything vaguely innovative (in other words, anything that didn't subscribe to the standard formula of success) sat on the shelves going stale. We buy into that theory... to a point. Some of our favorite games, such as *E.V.O.*, and *Super Black Bass* didn't sell in huge numbers. But other great, low-profile games, ranging from *Rocket Knight Adventures* to *Lufia*, managed to find an audience. Wouldn't Digicel have impressed audiences even if it hadn't been wrapped around *Aladdin*? Word of mouth counts for just as much as advertising. That explains why audiences stayed away from both the movie and game versions of *The Last Action Hero.*

As Saturn, Project Reality, PS-X, and other new systems get closer to launch dates, surely some *new* games will emerge. Until then, take comfort in the fact that even if you're not seeing anything innovative, at least the same old action game or brawler is the result of years of practice. You can bet the games featured here will all be slick and professional.

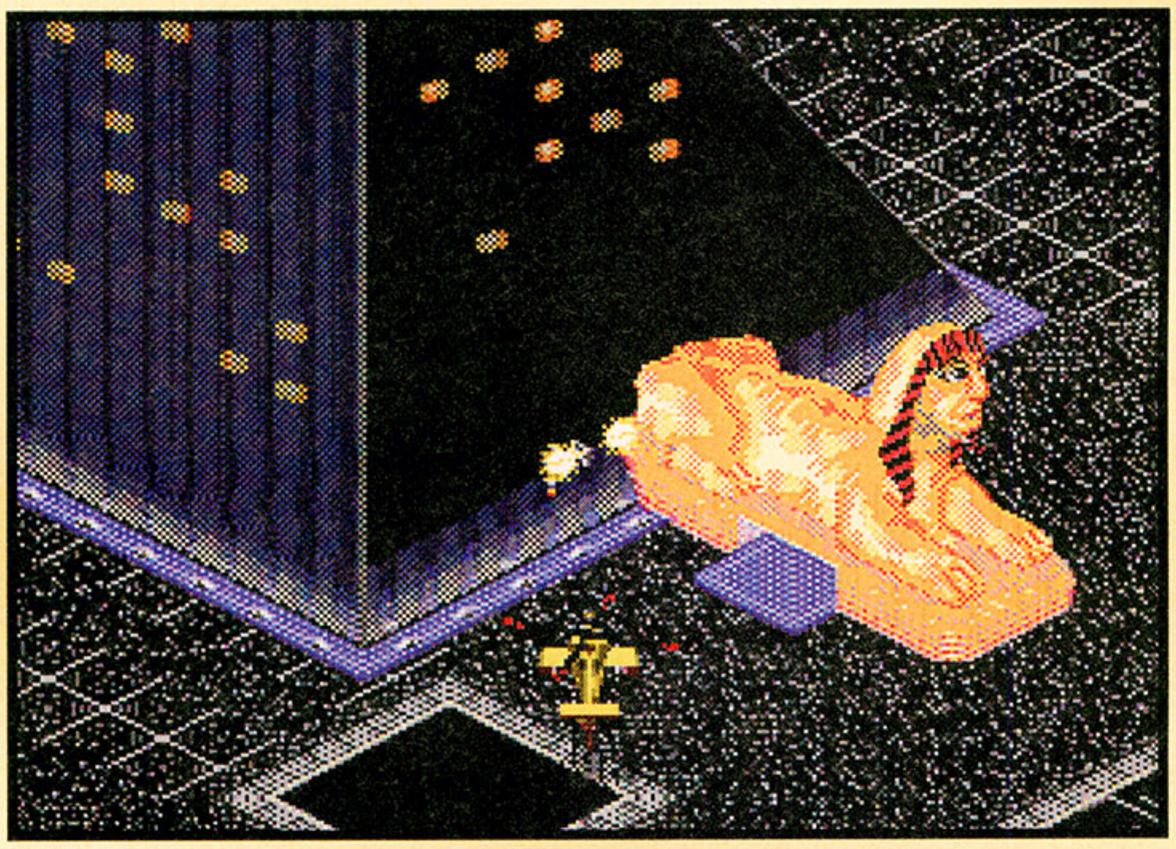
But come on, industry, let's see what you can *really* do. Take some chances — and credit us gamers with some intelligence. We'll find the ground-breaking games if only you'll put them out.

***— Neil West, live from the holodeck***

# Urban Strike

### *Third strike and you're...* lucky

| GENESIS info | |
|---|---|
| PUBLISHER | Electronic Arts |
| DEVELOPER | Granite Bay/Foley |
| DATE | September |
| GENRE | shooter |

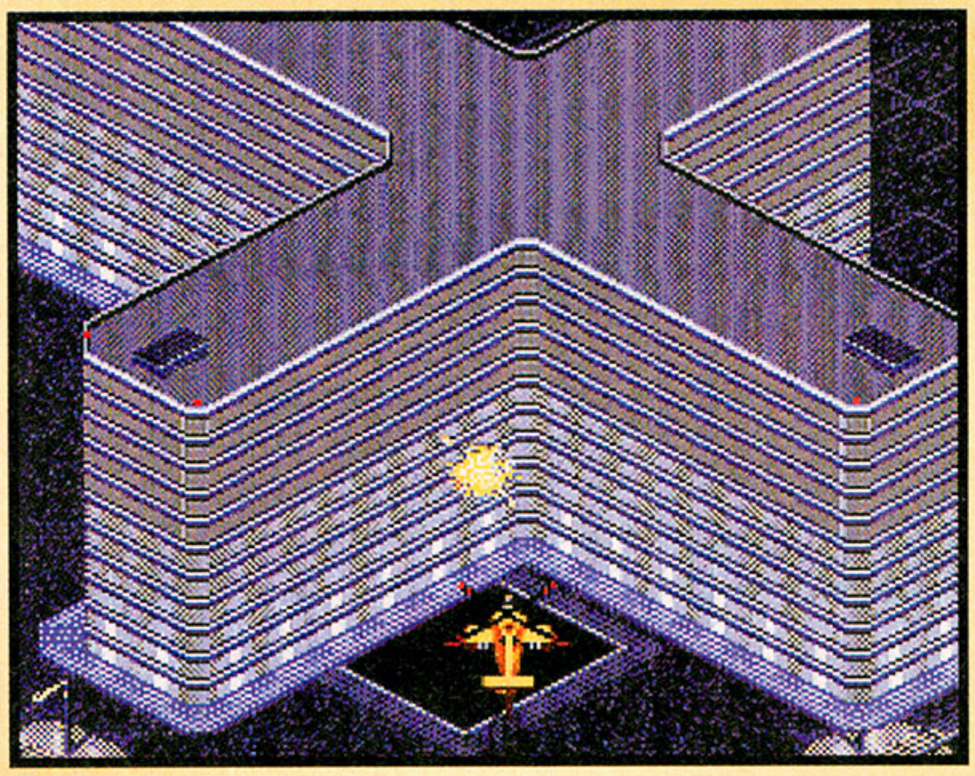


**Las Vegas' Luxor Hotel has been open less than a year, but that's more than enough time to give EA's developers a chance to get it into the game. It cost more than $300 million. Let's blow it up.**

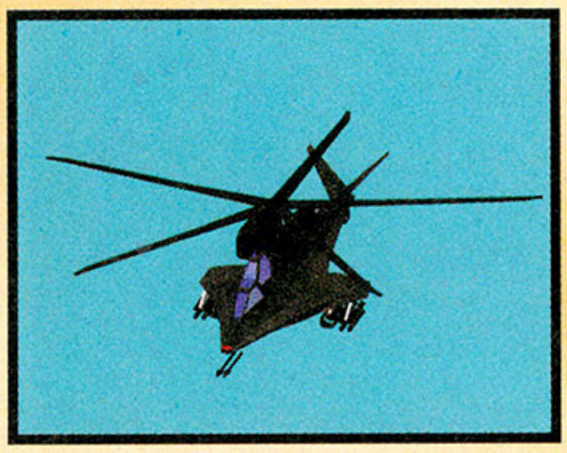
First came the desert, then there was the rumble in the jungle. But now Electronic Arts is bringing helicopter action to your own backyard — if you live in the city, that is.

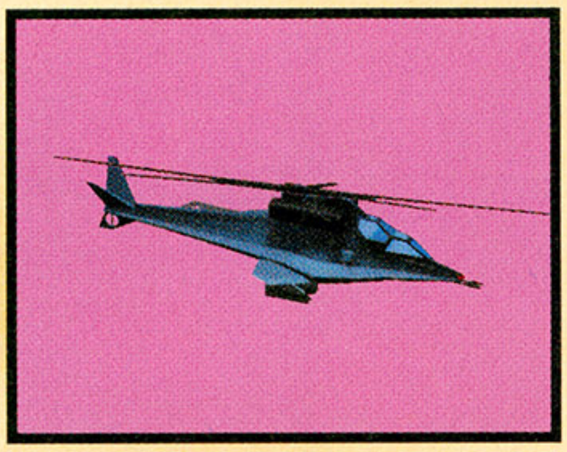
The year is 2006 A.D., and the United States has become the battleground in *Urban Strike,* the third in EA's ultra-successful *Strike* (following *Desert Strike* and *Jungle Strike)* series. A power-hungry telecommunications mogul is plotting to take over the world, but he's obviously forgotten that you're a helicopter pilot and all-round hero. Your familiar role is to lead a United Nations task force as a multi-national army is assembled to confront the threat of the evil John Smythe, who has amassed a similarly strong force of skilled soldiers and devastating weaponry.

So there's the plot — what about the action? EA has beefed up the game by adding a few new elements to the traditional mix. The bad news is that there's nothing in *Urban Strike* to convert anyone who's not hooked on the originals. But since plenty of gamers loved *Desert Strike* and *Jungle Strike,* you can expect *Urban Strike* to be just as big a hit.

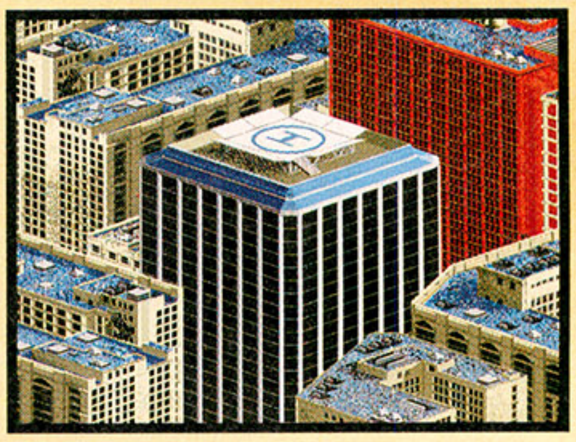


**Another Las Vegas hotel, the MGM Grand, is the biggest hotel in the world. Unfortunately, the on-foot portion of the game doesn't include a tour of MGM's indoor amusement park.**





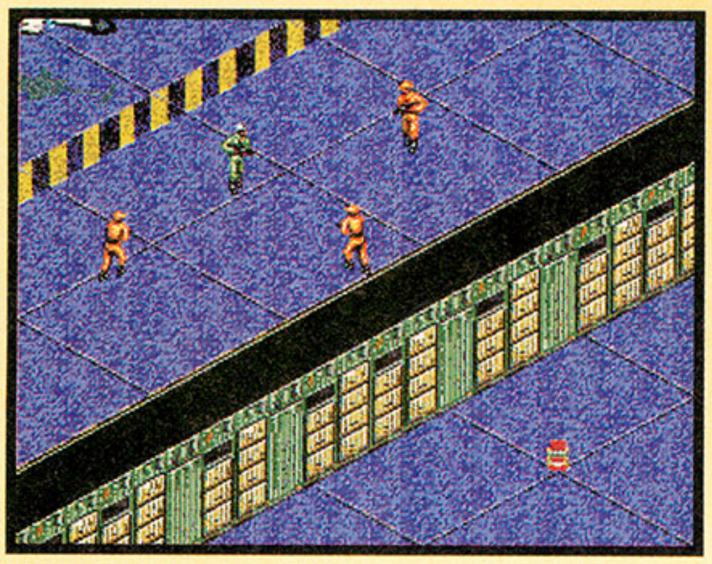
**Your new weapon of destruction in all its glory. In the year 2006 A.D., we'll all drive these and have infra-red cameras for eyes. Maybe.**



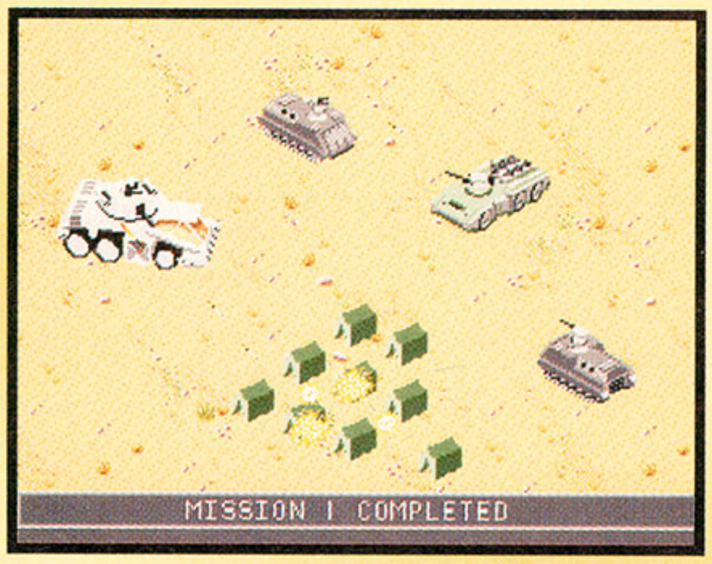
**Manhattan's famous skyline is kind of tough to recognize. Maybe the reason New York is the City That Never Sleeps is because of death-dealing helicopters.**

Here's one big addition: This time you can get out of the chopper and mix it up a little in a tank or even on foot. The game's set in a dozen big cities such as New York, Washington, D.C., Las Vegas, San Francisco, and so on. When ultimate chopper-mounted firepower isn't enough to do the job, you take to a three-quarter view of the terrain on foot. You must locate enemy control panels, often within a time limit, and activate (or deactivate, as the case may be) them in order to advance. In one city, a bomb may need to be defused; in another, you may need to open a remote-controlled door to release some prisoners. Just make sure that before you start cutting any wires or entering codes, you've talked to all the right people and gotten the right info.

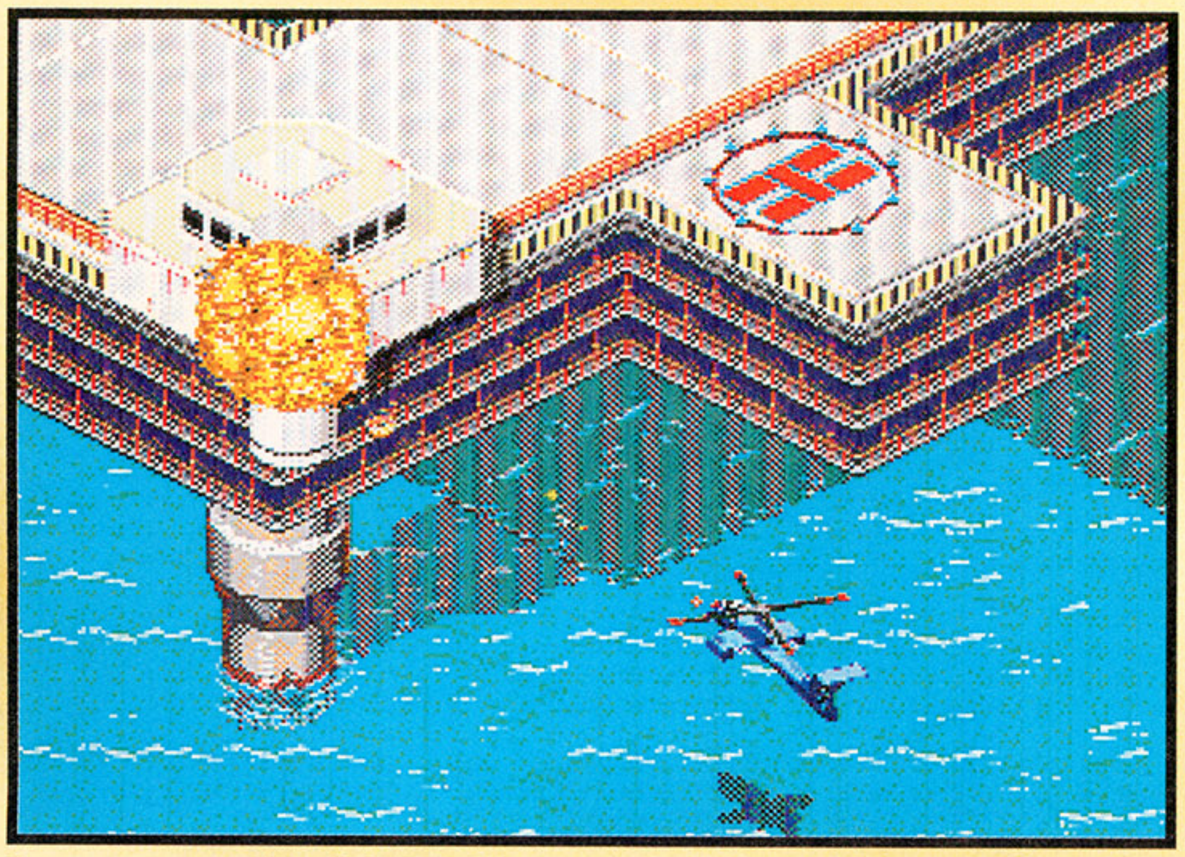
Another subtle difference is the inclusion of a more adaptable winch. In previous *Strike* games, items were forgotten once winched aboard — there was never any need to put them down again. This has all changed, and you must now make sure your winchman is up to the job if you're gonna succeed. Often items need to be moved from location to location (maybe an island of stranded POWs could use a powerboat) or simply kept out of harm's way for a while. Either way, your winch proves to be just as important as any number of hellfires.



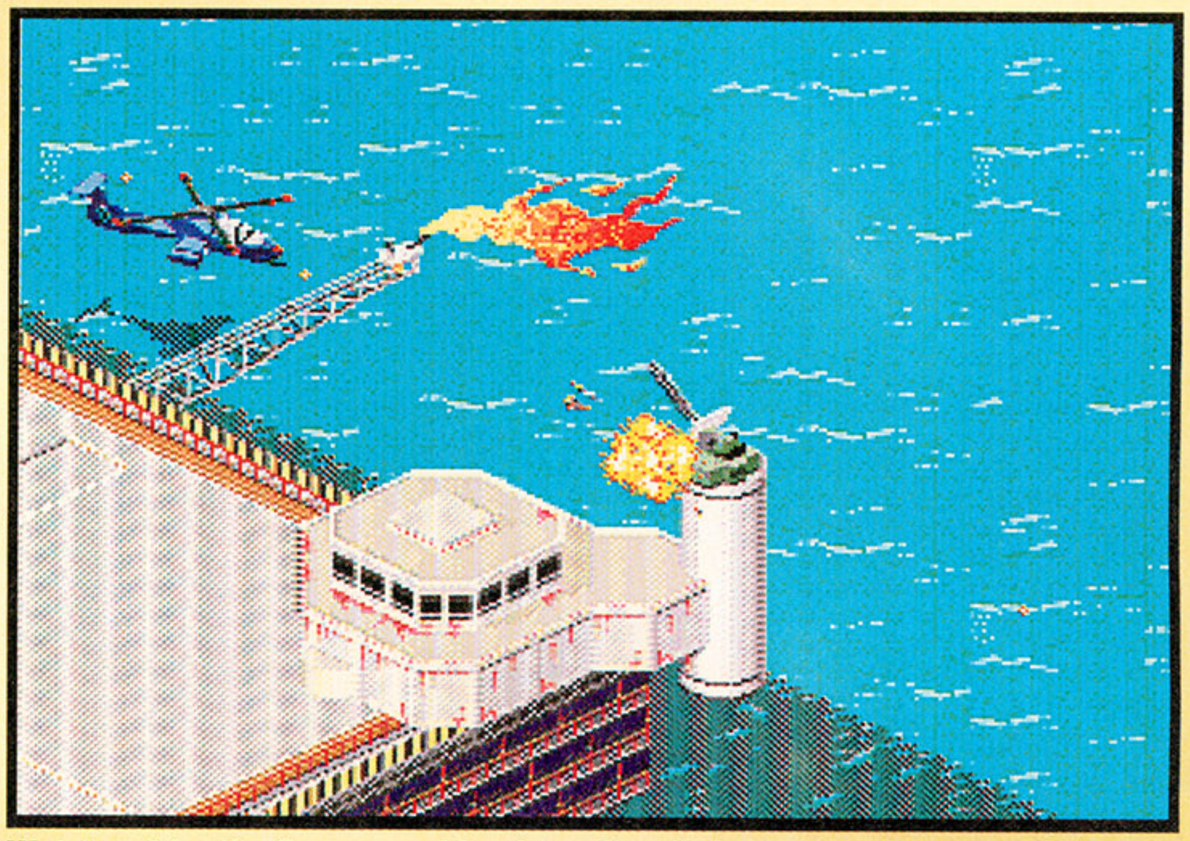
**One welcome addition is that you can get out of your chopper and take on the bad guys face to face.**




**One mission down — bunches to go.**

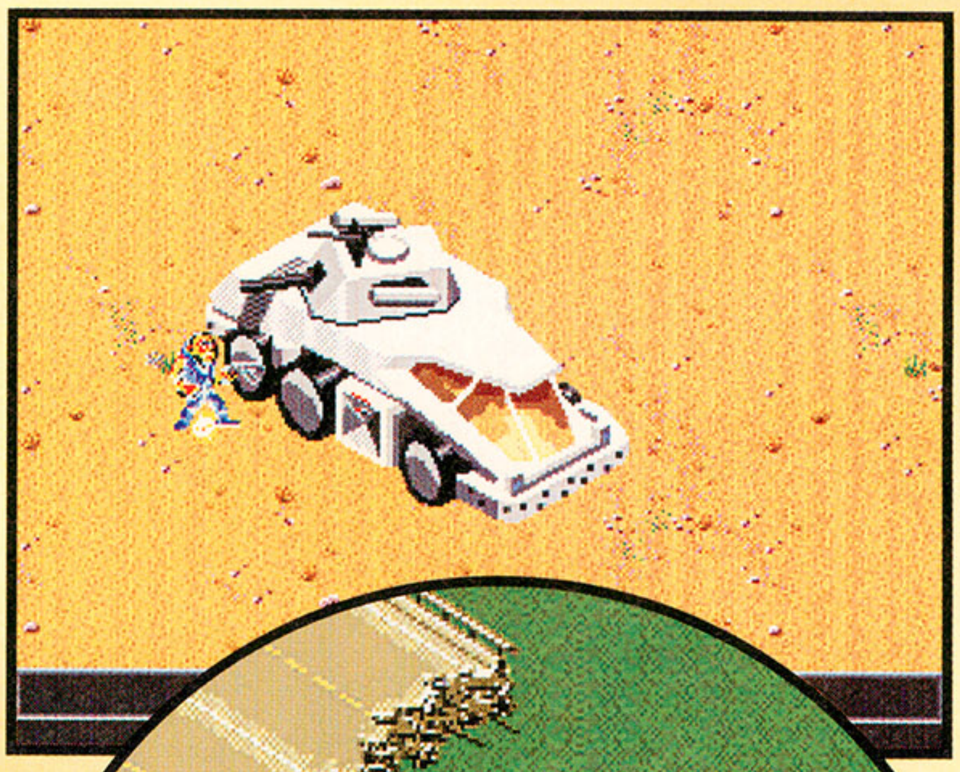


**As you can see, the oil rig is a big installation. The evil John Smythe uses these rigs as secret off-shore bases. You'll be a hero if you blow them to smithereens.**

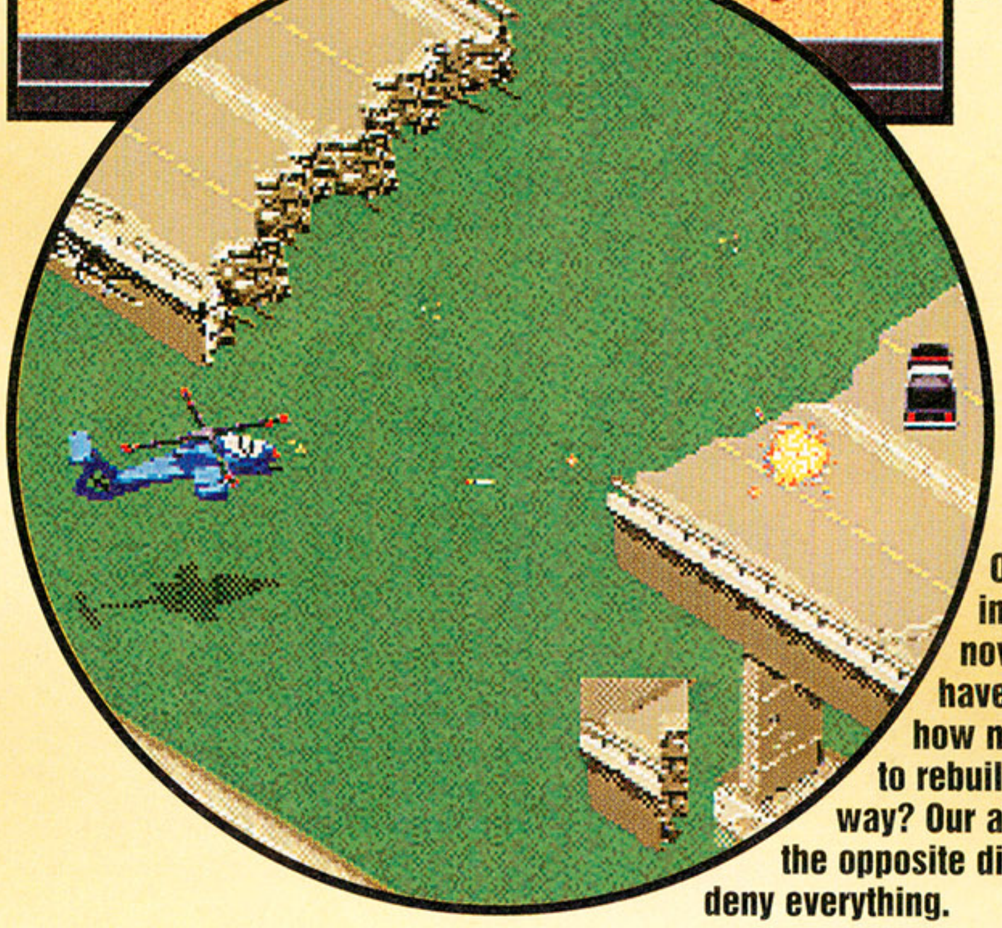


**Watch out for the flames gushing from the oil rig — they can mess with a helicopter's gas tank before you can say "bang."**

*Urban Strike* also has a 50% larger play area, a new ground-attack vehicle to pilot, the option of piloting a slower, transport-chopper, tougher opponents in the form of beefed-up computer intelligence, and new collectable power-ups (including a long-overdue smart bomb). It all adds up to a game that fans of *Desert/Jungle Strike* should love. SNES fans will have to wait their turn — the Super Nintendo version won't be released for several months yet.



**Of course, for a whole new Strike adventure, you're gonna need new vehicles and enemy installations. This all-terrain tank is one you get to drive.**

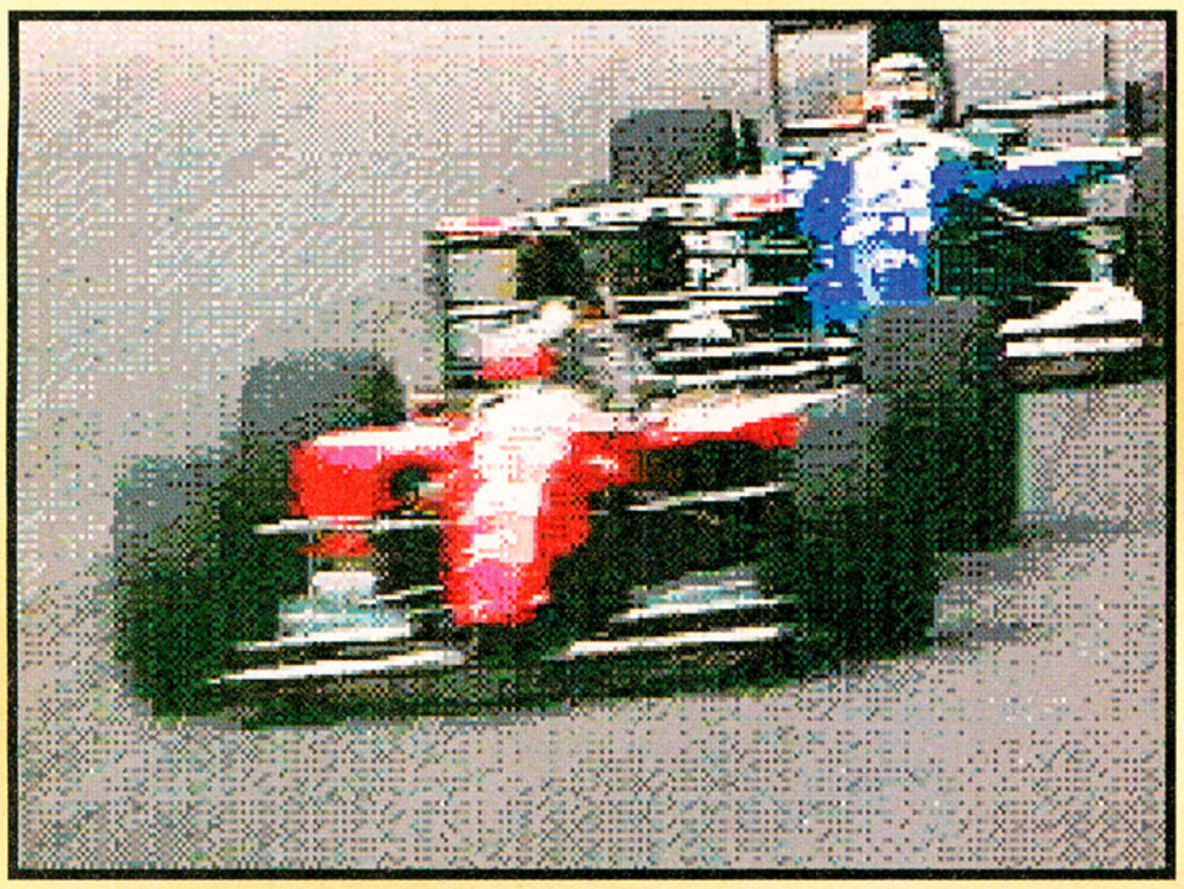


**Oops. You're in trouble now — do you have any idea how much it costs to rebuild a highway? Our advice: Fly in the opposite direction and deny everything.**

# AHEAD of the GAME

# F-1 World Championship: Heavenly Symphony

**One weakness in Heavenly Symphony is that you have only the traditional in-the-cockpit perspective, instead of the variety found in games such as Virtua Racing.**



**CD technology means a much more realistic sim — complete with video footage.**

***Grand Prix racing is now available for your CD, thanks to Sega.***

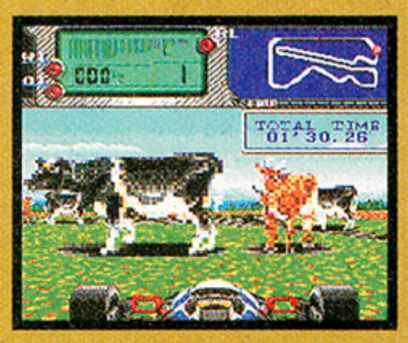
Through the years, Genesis players have been able to pilot some top-notch driving sims: *Super Monaco GP* and *Virtua Racing* from Sega of America, *Formula One* from Domark, and *Lotus Turbo Challenge* from Electronic Arts, to name a few. But Sega CD players have been left pounding the sidewalk in search of a good foot-flooring racer. However, if *F-1 World Championship: Heavenly Symphony* can fulfil the promise made by its amazing visuals, CD fans may leave all the other sims in the dust.

Making use of Sega CD's custom sprite-scaling and rotating hardware, *Heavenly Symphony* (The name's obviously very Japanese. There could be a title change before its U.S. release) should be a visual treat. The emphasis is on realism — every track on the Formula One world circuit re-created down to the last detail. There are also 25 different cars to drive, each accurately reflecting the strengths and weaknesses of its actual counterpart.

In addition to the standard game mode in which you join a race team and tour the world circuit racking up championship points, there's another — more bizarre — way to play. In the " '93 F-1" mode, real events from the 1993 tour are reconstructed in front of your eyes.

## TAKING THE SCENIC ROUTE

**The experimental racer can take the occasional opportunity to explore — whether intentionally or otherwise.**




**Eek! You've skidded straight off the track and into a field full of cows! When in doubt, just keep your pedal to the metal.**

**Whoops! Highly expensive helicopter/F-1 racer collision imminent! Did you remember to mail in your insurance renewal?**

**SEGA CD info**

| | |
|---|---|
| PUBLISHER | Sega of America |
| DEVELOPER | Sega of Japan |
| DATE | September |
| GENRE | driving sim |

**The Kyalami International Circuit in South Africa is only one of the meticulously detailed F-1 tracks re-created for Heavenly Symphony.**

**This place is the pits! When you pull into a pit stop, you're told that your brakes are on — take off the hand brake before screeching back into action.**

**When your opponents' cars are close, you can really see the full benefit of the Sega CD's custom graphic chips.**

**Cutting corners too tightly may result in a faster racing line, but it also ruins your tires. Can you afford the risk?**

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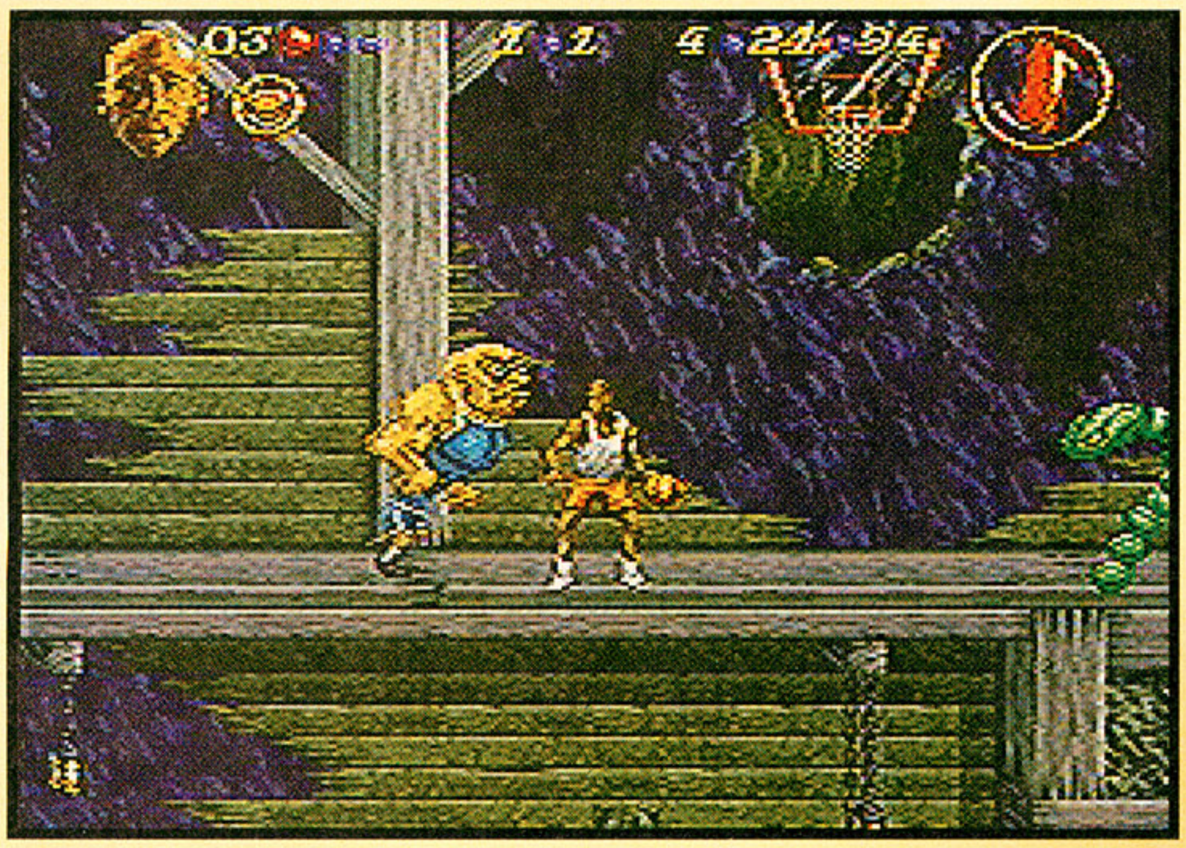
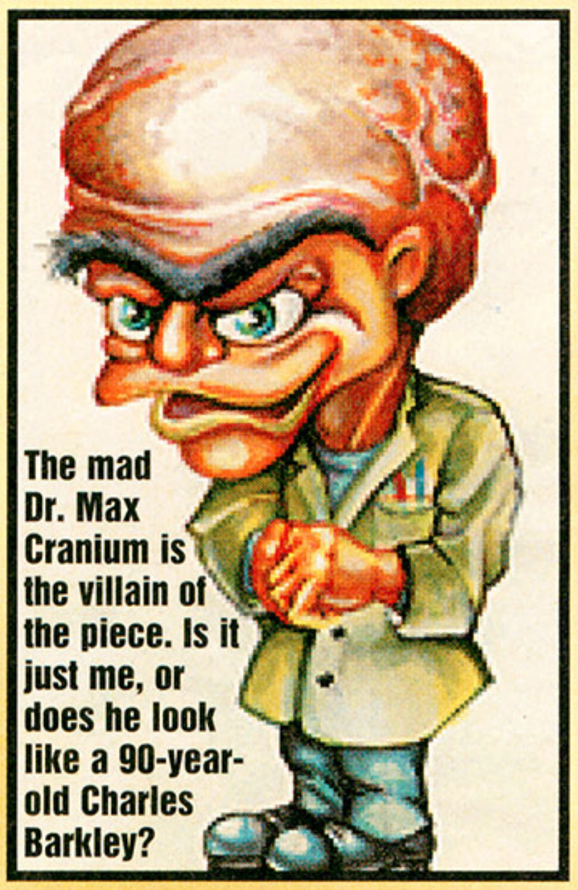
# AHEAD of the GAME



I thought Larry Bird had retired! Oops! Sorry — this is a different Jordan enemy.



The mad Dr. Max Cranium is the villain of the piece. Is it just me, or does he look like a 90-year-old Charles Barkley?

# Michael Jordan: Chaos in the Windy City

***If may not be a sports title but there's still a ton of baseball in this action game***

**SNES info**

| | |
|---|---|
| PUBLISHER | Electronic Arts |
| DEVELOPER | Electronic Arts |
| DATE | October |
| GENRE | action |

Electronic Arts, which signed an exclusive deal with Michael Jordan more than three years ago, must have shuddered when the star athlete retired from basketball last year. But Jordan's defection hasn't stopped EA. A minor-league baseball simulation? I think not. Only *action* could fill his large-sized Air Jordans. Side-scrolling action.

OK, OK, stop laughing. EA is hoping that the platform action game *Michael Jordan: Chaos in the Windy City* will be a companion piece to its *Shaq Fu*, a fighting game starring Shaquille O'Neal. And the two games are just intriguing enough to prove the company right.

As action games go, *Chaos in the Windy City* is looking good.

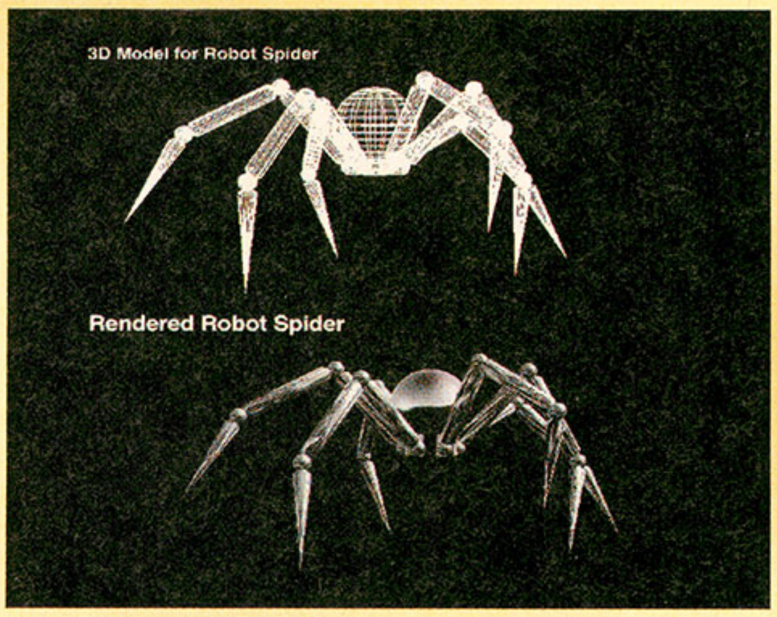
Here's the plot: Jordan has turned up for a friendly game of hoops with a group of his friends, only to find out they've been kidnapped. He must now enter a fantasy world (consisting of five stages set in and around Chicago), find his friends, and confront the evil mastermind behind the scam.

Naturally, Jordan is armed with a basketball. When you collect any of eight different power-ups, however, his ball transforms into weapons such as ice-balls, flame-balls or bomb-balls — each suitable for specific challenges he encounters along the way.

Rendered enemies (in 3-D!) such as giant spiders, ghouls, and hoods stand between Michael and his friends, and there are the usual mid-level and end-of-stage bosses. The occasional basketball net provides Jordan with opportunities to collect power-ups; they also act as checkpoints from which you can restart if you lose all your lives.

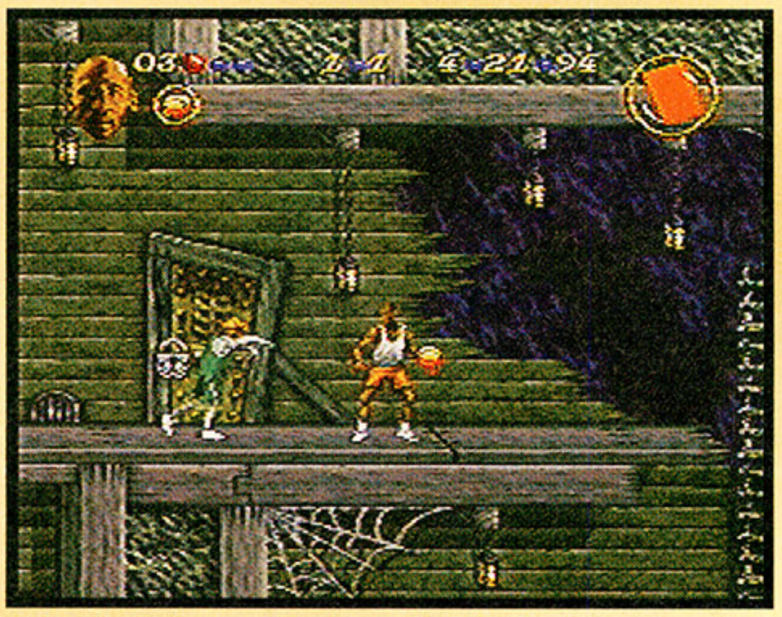
The scenes look gritty, but the game itself might be geared toward younger players. But since Jordan is a hero to all ages — and since EA can usually be depended on for a solid action game — *Chaos in the Windy City* is one you definitely need to watch.

Jordan's expressions indicate your health status. From toothy grimace, to, well, non-teethy grimace, the famous mug runs the gamut of expressions.




Here's that 3-D rendering process. The top diagram shows the wire-frame model; the bottom, the same spider after the rendering process.

You find occasional hoops throughout the game. Slam-dunk a couple of balls (you have an unlimited supply) to win power-ups.



Take that! One well-placed basketball is enough to take care of even the most undead of the undead zombies.

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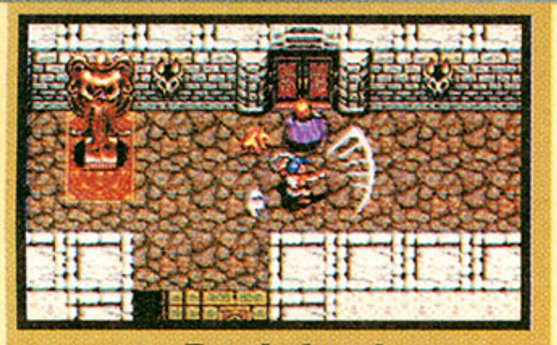


## Brainlord

Enix/SNES

Enix is well-known for its excellent RPGs, and guess what — here's another! It's not the *Dragon Warrior V* we've been hoping for, but it looks promising nonetheless.

## Dungeon Master II: Skullkeep

JVC/Sega CD

There are lots of places to go and lots of beasties to kill for those who didn't get their fill in *Dungeon Master*. Choose from an array of characters to build your four-member party.

## Dynamite Headdy

Sega of America/Genesis

*Who* is Dynamite Headdy, you ask? Right now, just an up-and-coming Mega Drive cart in Japan. But whisper the name in Sega's U.S. offices, and folks get awfully edgy. Look out, Sonic!

## Justice League

Genesis/Sunsoft

Here's what you've been begging for — tournament fighting with DC characters. Think of the awesome match-ups: Flash vs. Batman! Superman vs. Darkseid! And those graphics look *hot*!

# THE GREAT CIRCUS MYSTERY

## Starring Mickey and Minnie Mouse

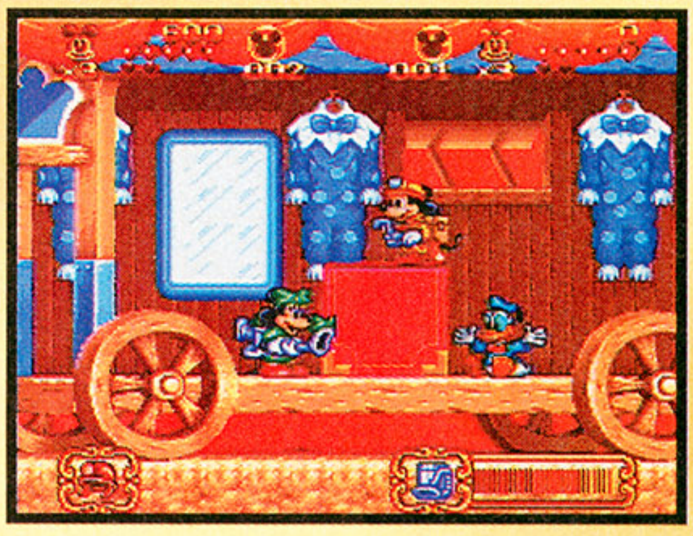
### *Why? Because you* like *him*

**SNES info**

| | |
|---|---|
| PUBLISHER | Capcom |
| DEVELOPER | Capcom of Japan |
| DATE | September |
| GENRE | adventure |

Although Capcom has released an Epcot Center-full of Disney adaptations (*Mickey Mousecapade*, *Chip 'n' Dale*, *DuckTales*, *Aladdin*, and so on) over the years, its newest is the long-awaited 16-bit follow-up to 93's popular *The Magical Quest Starring Mickey Mouse*.

A simultaneous two-player game, *The Great Circus Mystery* is a graphically delightful platform romp that has Mickey and Minnie Mouse trying to discover what's happened to the traveling circus that visited their town.



**As in any good Disney game, expect a few familiar faces to make cameo appearances. Here's our favorite pants-less duck.**

Entering a fantasy world, players must explore a number of levels, battling through bad guys and bosses on the trail of the evil forces that have taken over the circus.

**Mickey disappears behind a makeshift curtain for a quick change of clothes. Minnie tactfully turns her back.**

As in *The Magical Quest*, *The Great Circus Mystery* lets Mickey and Minnie change powers by changing costumes. Alternating among a cowboy, a mountain climber (complete with grappling hooks), and a Ghostbuster of sorts, players temporarily disappear behind a red curtain to change clothes as the adventure unfolds.

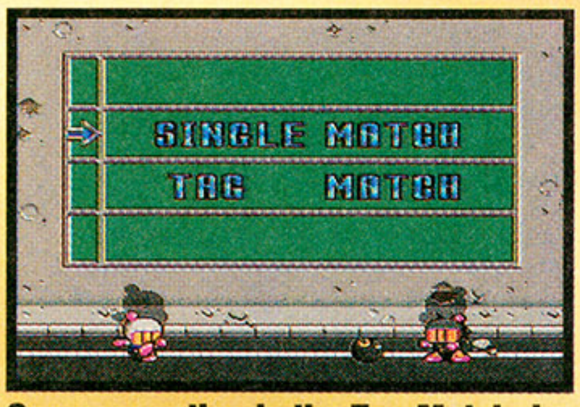
*Castle of Illusion*, *Magical Quest*, and *Aladdin* have already proved that Disney games aren't just for kids. This one, too, looks like it should appeal to gamers of all ages.

# SUPER BOMBERMAN 2

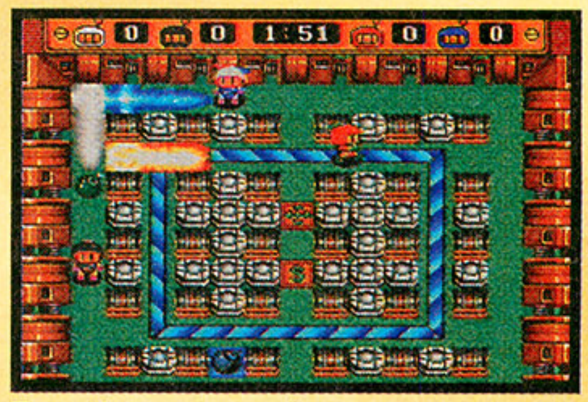
### *Explosives for you and your friends*

One of the best multi-player games in a year with a *lot* of multi-player games was '93's *Super Bomberman*. It didn't look like that much — you try to blow up blocks and other players as you uncover power-ups on a tight little grid — but plug in four players, and you've got yourself some gamin'!

*Super Bomberman 2* builds on the success of the original with more of the same, plus some tweaks to game play. There are new levels to the last-one-alive-wins Battle Mode, including an ice world in which players skid until they hit a wall and a world in which certain bombs can turn at 90-degree angles. Players can also pick up and run with bombs before throwing them. Bombs are also color-coded when they're dropped, so you can plot revenge on the player whose bomb killed you.




**One new option is the Tag Match, in which you battle it out in pairs rather than every bomberman for himself.**




**Tour the maze center on a conveyor belt. Hop on, cruise by a bomberman, drop a bomb, then make your escape.**

**In Ice World, you can't stop sliding until you hit a wall, block, power-up, player, or — most annoying — unexploded bomb.**

Sure, it's guaranteed to turn best friends into enemies, but it's all part of the bomb-foolery.

**SNES info**

| | |
|---|---|
| PUBLISHER | Hudson Soft |
| DEVELOPER | Hudson Soft |
| DATE | July |
| GENRE | action |

# STUNT RACE FX

## *Zoomin' into the future with a new FX chip*

Bolt a turbo-charger onto the back of your car. Fast? Yep. That's *Stunt Race FX.*

Bet you thought *Star Fox* had the first Super FX chip. Well, Argonaut's original FX chip design was scaled back before it was put in *Star Fox* to keep down the cost (each chip costs about $20). *This* is the original, and it should radically improve the SNES game speed.

But this time around the FX chip competes with Sega's VPC chip, which brought dizzying speeds to *Virtua Racing*. The unfinished *Stunt Race FX* we saw at Winter CES, was *dangerously* slow.

Yet *Stunt Race FX* was designed by Shigeru Miyamoto, who's behind the *Mario* games. Miyamoto has developed much more than a dune-buggy racing game. *Stunt Race FX* may not be as intense as *Virtua Racing*, but it has almost unheard-of depth of play. There's neat stuff around every corner, it's got personality... the game just fits together well. It's that extra dimension that's going to keep *Stunt Race FX* near the head of the pack.

**The controls and on-screen information are simple and direct.**

**We're not yet sure if *Stunt Race's* dune buggies will have wheel-axles — the extra graphics may not be worth the trade-off loss of speed.**

**Once you're at the wheel, expect the usual driving around tracks and making it to check points before time runs out.**

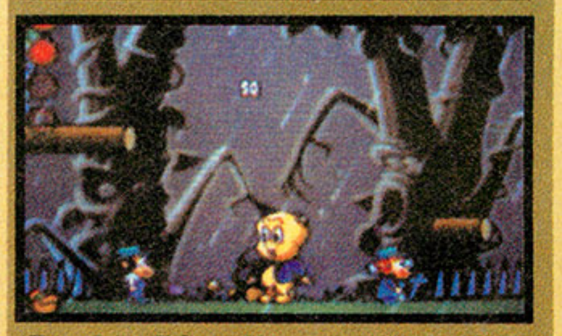
**SNES info**

| | |
|---|---|
| PUBLISHER | Nintendo of U.S. |
| DEVELOPER | Argonaut |
| DATE | August |
| GENRE | racing |

## *Maximum Carnage*

SNES/LJN

You can choose to be Spider-Man or his arch-nemesis Venom in this SNES cart. We sneaked an early peek during CES, and it looked hot! Check it out for yourself in our next issue.



## *Porky Pig: Haunted Holiday*

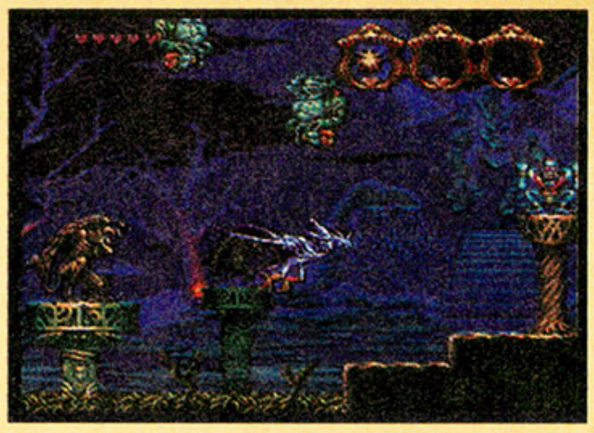
SNES/Sunsoft

Our favorite porcine makes his video-game debut! This chubby, pink unlikely hero must muster up enough courage to... uh, fight some bad guys. Will he succeed? Only time will t-t-t... only time will t-t-t... we'll have to wait and see.

# DEMON'S QUEST

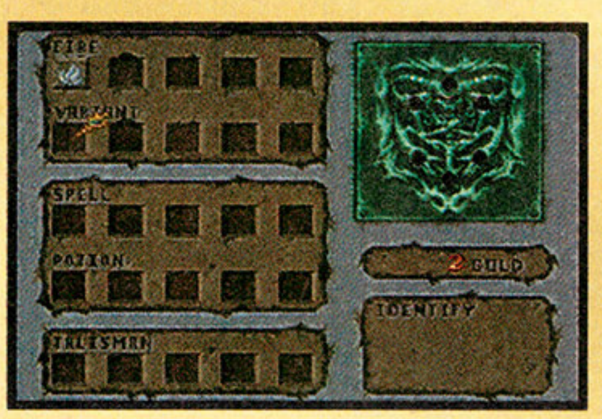
## *There's no keeping a good gargoyle down*

Seeing a game in development at Capcom is a big occasion because most of the company's titles are designed in Japan and shipped to the U.S. when they're finished. Here's a welcome exception, however — *Demon's Crest*, an action-adventure a spokesperson for Capcom describes as a cross between *Gargoyle's Quest* and *Super Ghouls n Ghosts*.



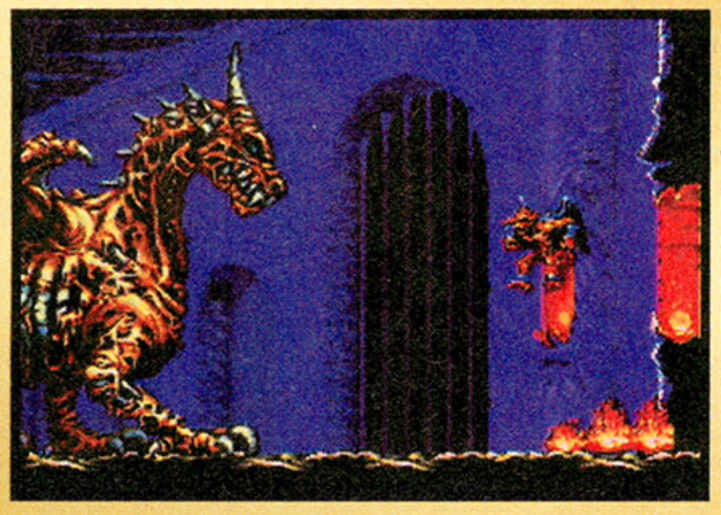
**A demon's work is never done. The medieval atmosphere is reminiscent of Capcom's *Super Ghouls n Ghosts*.**

Filled with wildly gothic atmosphere, *Demon's Quest* is a 12-meg game starring Firebrand, the star of Capcom's *Gargoyle's Quest* RPGs. This time Firebrand must collect six scattered gems that are needed to reconstruct a magical crest. It sounds like another RPG, but Capcom promises a much more action-oriented game. Firebrand is a demon in disguise this time — he can transform himself into five other demonic incarnations to perform specific duties.




**Your inventory's bare early on, but soon you're up to your horns in spells, potions, weapons and transforming power-ups.**

For example, if Firebrand comes to a wall too high for him to climb, he must find the correct power-up to change him into a scaling demon before he can advance. It sounds like a nice twist on a tried-and-true formula — and there's mood galore thrown in for good measure.



**A dragon stalks across the floor on the scent of our hero. Barbecued demon, anyone?**

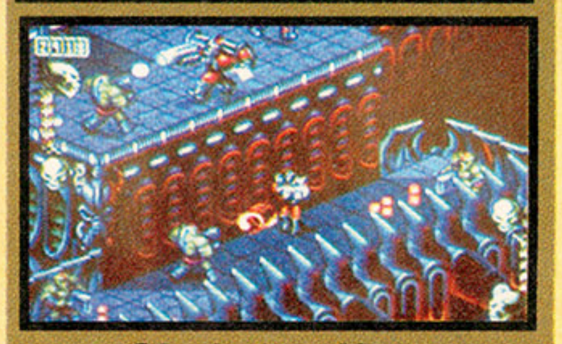
**SNES info**

| | |
|---|---|
| PUBLISHER | Capcom |
| DEVELOPER | Capcom of Japan |
| DATE | October |
| GENRE | action |

## *Shien's Revenge*

Vic Tokai/SNES

It's an unholy ninja war, and *you're* invited! This first-person action game lets you grab your shurikens and chuck 'em at anything that moves. You can also attack with a more boring knife.



## *Skeleton Krew*

Core/Genesis

Join the Skeleton Krew and get *paid* to wear a kooky exo-skeleton and shoot at tons of monsters with really big guns. Nice work if you can get it. August release.

# WORLD CHAMPIONSHIP SOCCER™ II

No bruised shins. No lame refs.

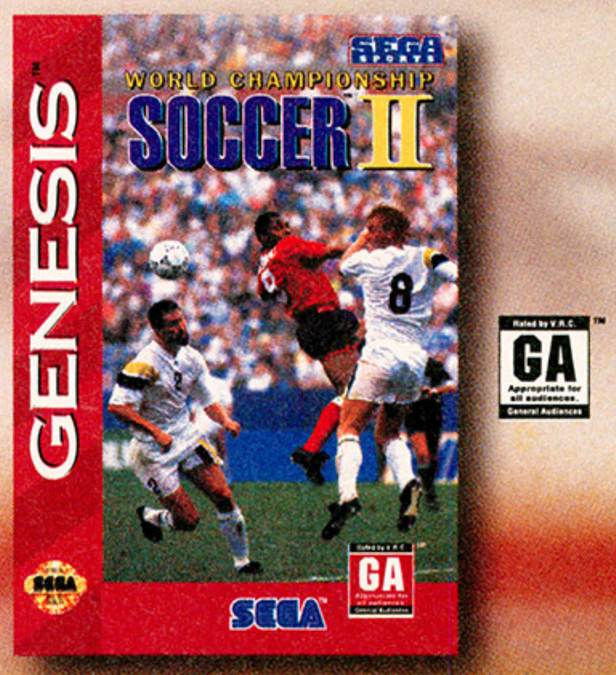
No butter-fingered keepers.

Otherwise, the real thing.

You now control the fate of 32 teams from 32 countries. Who will be world champion?

You have 8 professional offensive and defensive formations to choose from. Your opponent doesn't have a chance.

Instant replay confirms it. The Brazilian forward just fired the game winning goal.




SEGA SPORTS™

MULTI-PLAYER™ TEAM PLAYER ADAPTOR

OFFICIAL SEGA SEAL OF QUALITY

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# REVIEWS

***Stop! We said STOP! Don't spend that hard-earned cash on a game until you've read what we think of it. Over the next 57 pages, we give you the low-down on all that's hot... and not!***

**OPINION**
What sort of game is it? What's it got that others haven't?

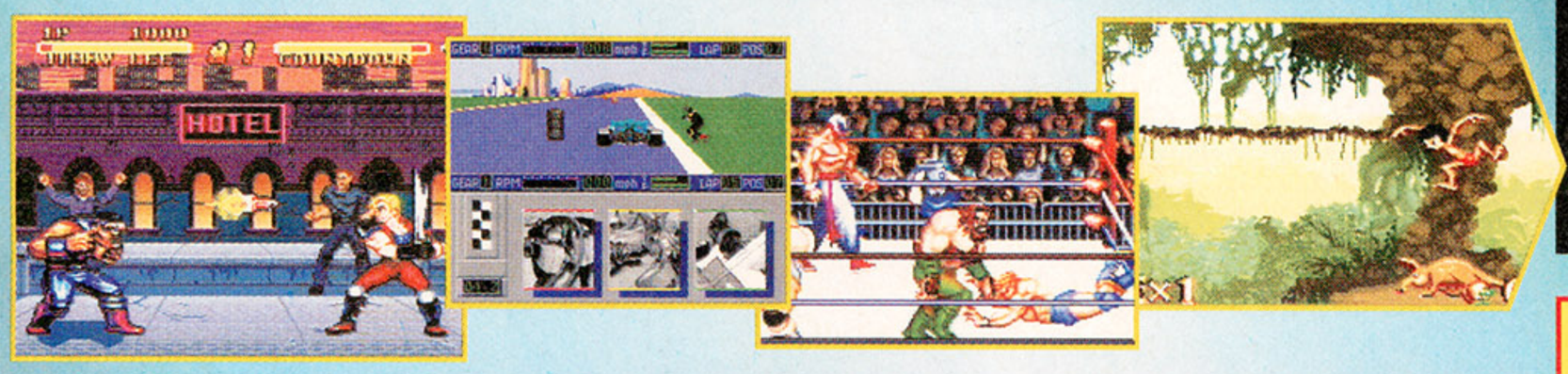
**REVIEWER**
We *always* tell it like it is. We're never swayed by the amount of ad bucks a company spends.

**GAME SCREENS**
We capture the action at all the best moments so you know *exactly* what's going on.

**INFO BOXES**
Is the kind of game you're interested in?

## THE GAME PLAYERS ULTIMATE AWARD

We give an **Ultimate Award** to any game or piece of hardware that scores 90% or more. It's an award that really means something — we see so many games that it's damn hard to please us.

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## MEET THE TEAM

**They're back... with a *vengeance!* Meet the toughest, meanest, harshest bunch of reviewers in the known universe. Now wouldn't you just want to take these folks home to meet your mom?**

Doug Brumley

Jonathan Gagnon

Jeff Lundrigan

Mike Foster

Vince Matthews

Chris Slate

Karie Ward

Trent Ward

## OUR SCORING SYSTEM

***Where the pedal meets the metal***

**Graphics:** How fast do things move? How good does the game look? Even on Game Boy, graphics are important.

**Music & Sound FX:** So do you wanna turn the volume up... or off?

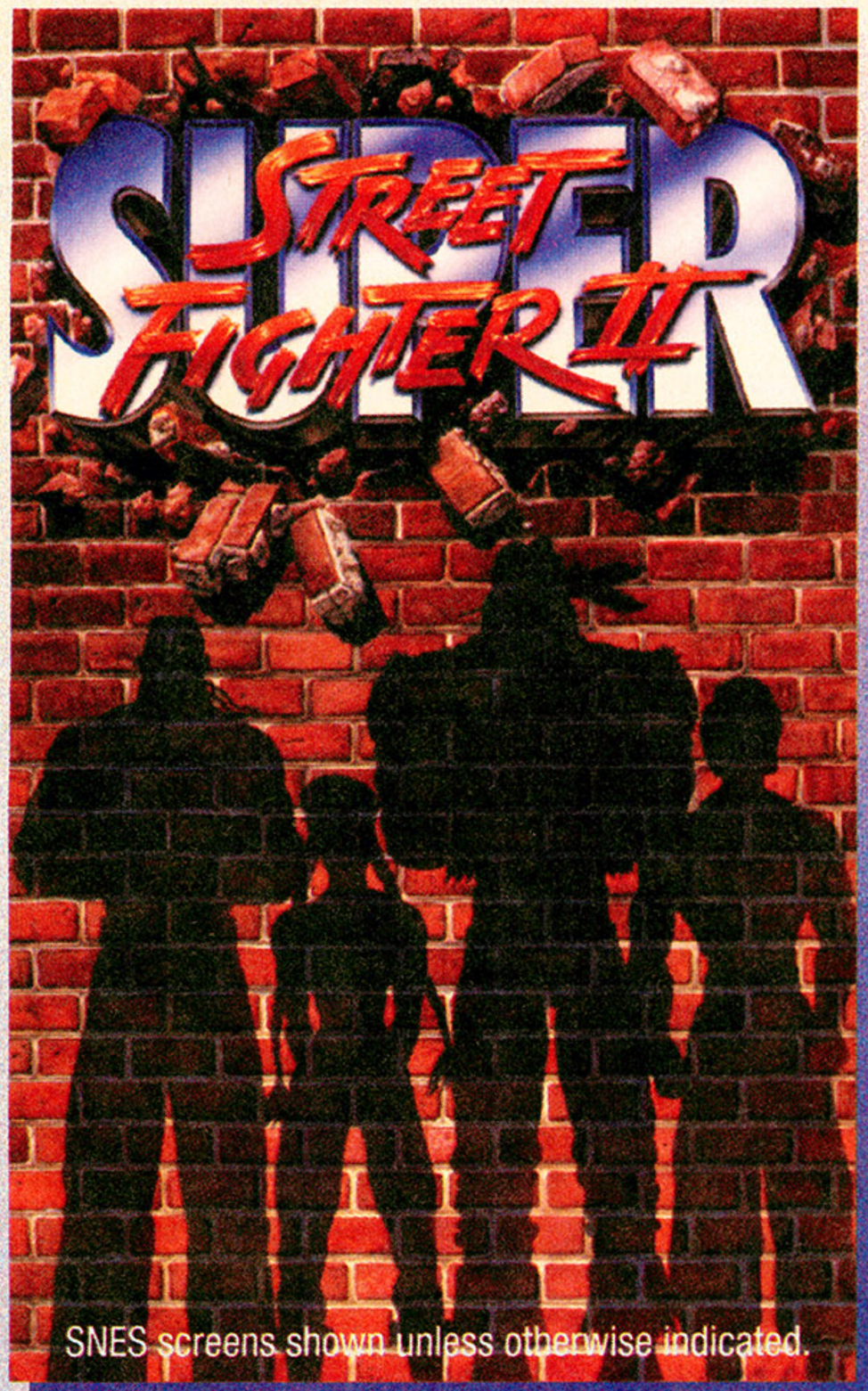
**Bells & Whistles:** In a market crowded with games that are all the same, it's the extras that often set a title apart.

**Control:** Are controls well set up? Does your character respond well? Is there a cool interface?

**Replay Value:** Are you gonna play the game over and over again?

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

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




SNES screens shown unless otherwise indicated.

**Publisher & Developer:** Capcom • available July • $60-70

***Fireball-Chuckin', Sonic-Boomin' Chris Slate hits the streets once again to check out Capcom's latest fist-fest.***

As soon as some of you turned to this page, you screamed, "Yeah! *Super SFII!!*" But many of you moaned, "Not another *SFII* game! Where's *SFIII?*"

Sure, the *Street Fighter* series could've used an official sequel by now, but it's not worth harping on. After all, *Super SFII* is a great game — easily the best *Street Fighter* cart to date! So quit yer belly-achin' and pull your *gi* back out of the closet. *It's Street Fightin' time!*

Four new fighters make their debut in *Super SFII:* Cammy, Fei Long, Dee Jay, and Thunder Hawk. And each has his or her own stage. This pushes the total number of characters to a massive 16 — the most ever in a fighting cart! There are a few new moves thrown in for the original warriors, as well as different-colored stages and uniforms. When you add these features to the game's many new play modes, you've got one super *Super SFII.*

Chun-Li has taken a backseat to Cammy, thanks to the new character's overwhelming support from her fans.

Even if you've played the earlier *SFII* games to death, you'll have fun mastering the new characters. But are four characters enough to warrant shelling out for a new game? That's the big question. Still, if you're the person on the planet who doesn't yet own a *SFII* game, this is the one to get... that is, unless Capcom decides to bring home *Super Street Fighter II: Turbo* (shudder). In any case, the *SFII* series is still the best in the biz. **GP**

## SNES info

| | |
|---|---|
| GENRE | fighting |
| PLAYERS | 1, or 2 competitive |
| LEVELS | 16 tournament areas |
| DIFFICULTY | adjustable |
| SAVE FEATURE | none |
| MEGS | 32 |

## GENESIS info

| | |
|---|---|
| GENRE | fighting |
| PLAYERS | 1, or 2 competitive |
| LEVELS | 16 tournament areas |
| DIFFICULTY | adjustable |
| SAVE FEATURE | none |
| MEGS | 40! |

# THE SIDEWAYS PROGRESSION

Many long years have passed since that first *Street Fighter* hit the arcades — but there hasn't been an *official* sequel since *Street Fighter II* two summers ago. Still, Capcom gets a little closer each time....

## ARCADE

*Street Fighter:* You could choose only Ryu or Ken in the original version. Maybe that's why *SF* didn't do half the business its sequel did.

*Street Fighter II:* It's the one that officially started the dynasty. It smashed coin-op records and changed the face of video games.

*Street Fighter II: Champion Edition:* This first upgrade to *SFII* allowed you to play as the bosses or fight Same Vs. Same.

*Street Fighter II: Turbo:* Basically, this one's just a faster version of *SFII: CE.* There are sight graphics changes, such as different-colored uniforms.

*Super Street Fighter II:* Four new characters and stages are added, along with a few new moves for the older guys. It's .slower than *SFII: Turbo,* though.

*Super Street Fighter II: Turbo:* Turbo speed is back, along with new attacks. Mysterious Akuma also makes his debut. Could a coin-op *SFIII* finally be next?

## SNES

*Street Fighter II:* For a while, Super Nintendo had a monopoly on the

# MEET THE NEW GUYS

**Four new contenders join the dozen original *SF* World Warriors. Each has his or her own supply of moves and tricks, but are they enough to capture the championship?**

## Fei Long

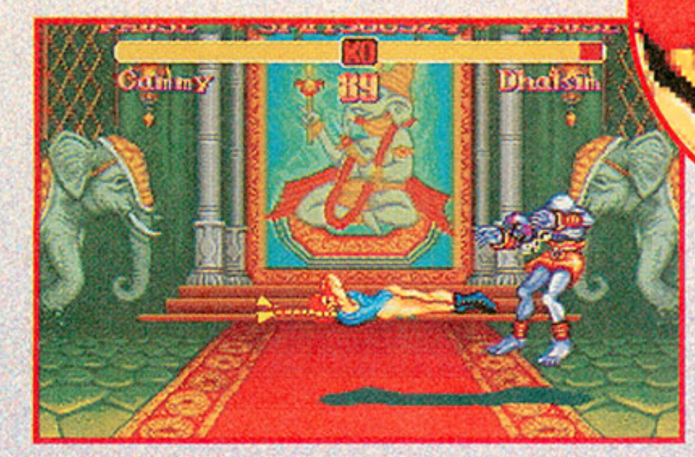
*Formerly a movie action star, Fei Long has temporarily left his acting career for the more demanding role of World Warrior. Watch out for those kicks!*

Most of Fei Long's maneuvers, like **Rekka,** seem to be based on Bruce Lee's moves.

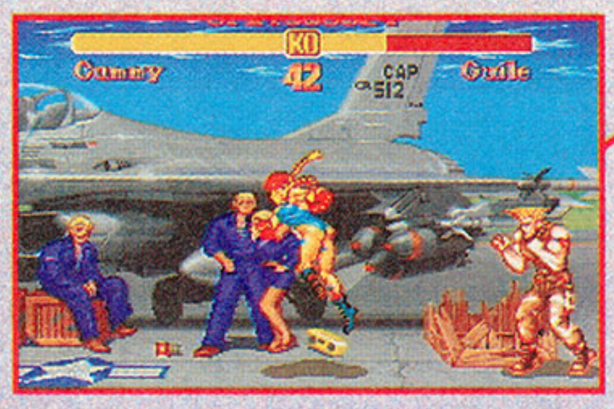
Whoa! Ryu and Ken's Dragon Punches are against some tough competition as far as the **Rising-Dragon Kick** is concerned!

## Cammy

*The youngest World Warrior at 19, Cammy's also a British Special Agent. Her mission — terminate the bosses in the world tournament.*



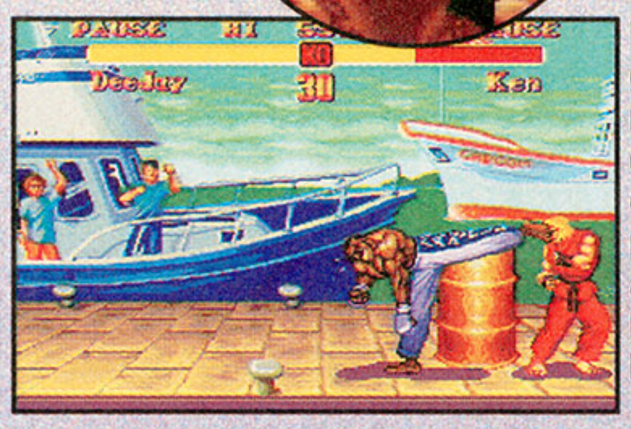

The **Cannon Drill** is just as feisty as M. Bison's Psycho Crusher, but it's performed feet first!



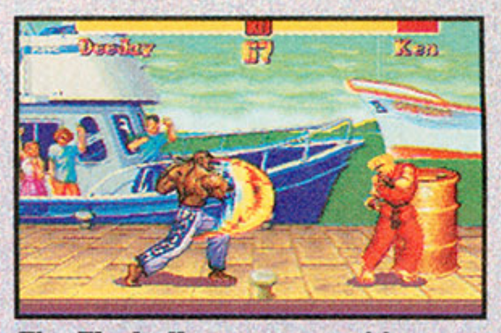

The **Spinning Knuckle** is good for close-quarters combat.

## Dee Jay

*The Jamaican kickboxer really packs a wallop. When he's not kicking the crap out of people, he's scratching records and hitting the dance floor. What a guy!*



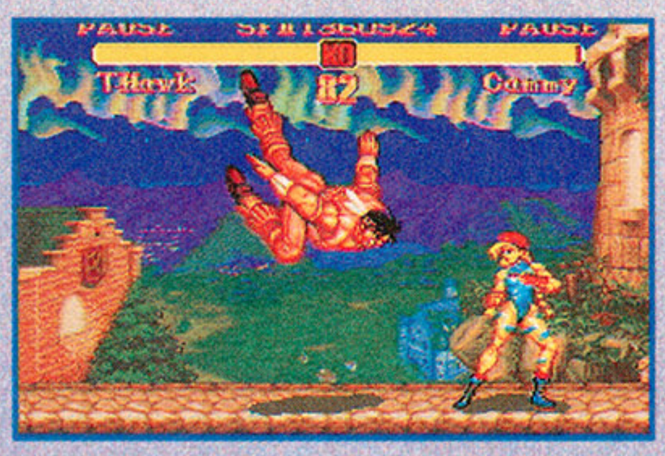

Dee Jay is a great mid-range fighter, darting in quick with powerful attacks like the **Double-Dread Kick.**



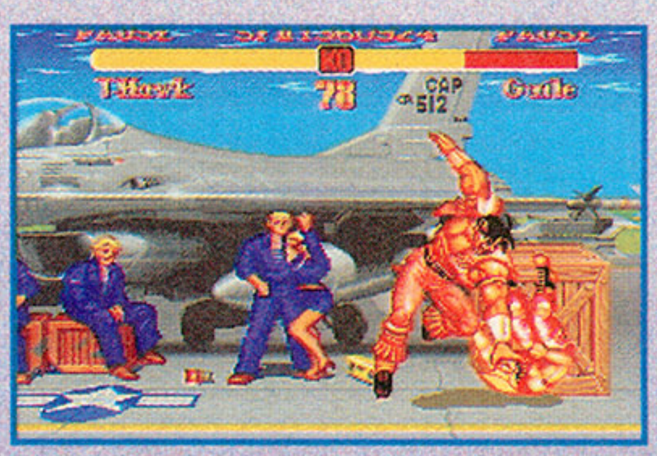

The **Fireball** maneuver adds a much-needed distance attack to Dee Jay's arsenal.

## Thunder Hawk

*Hawk is usually a pretty sociable guy, but piss him off and he goes berserk! Now he fights to regain his family's homeland.*




Don't go up in the air against the **Storm Hammer.** Bad things, man.




Thanks to **The Hawk,** T. Hawk rules the skies *offensively* as well.

# OF STREET FIGHTER

*Street Fighter* series with this first translation of the arcade legend.

*Street Fighter II: Turbo:* With the announcement of the forthcoming *SFII: Special Champion Edition* for Genesis, Nintendo pleaded for a newer version to keep up. Capcom complied.

*Super Street Fighter II:* The latest and greatest home *Street Fighter* game to date. The graphics and sound notch out the Genesis version.

## GENESIS

*Street Fighter II: Special Championship Edition:* Sega sweated out the SNES's lead with the promise of a better version, only to have *SFII: Turbo* hit for SNES at the same time.

*Super Street Fighter II:* This latest version hits at the same time as the competition, but the SNES version is still slightly better.

*Super Street Fighter II:* This latest version hits at the same time as thecompetition, but the SNES version is still *slightly* better.

## OTHER SYSTEMS

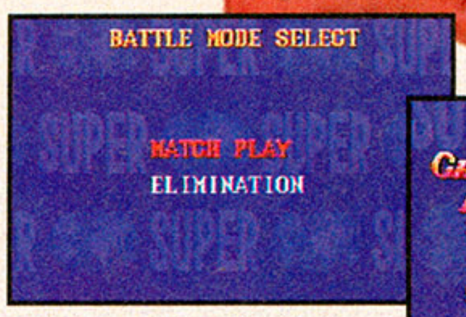
The original *Street Fighter* was the first game for the failed TurboGrafx CD-ROM, and *Street Fighter II* followed on the Japanese version (PC Engine CD-ROM). There was also a PC version of *SFII.*

## THE FUTURE

*Street Fighter III:* Will we ever see it? Rumors circulate that a new SF project is scheduled to hit simultaneously with the *Street Fighter* movie (it started filming last spring). Please! No more upgrades!!

## MULTIPLE MODES

One of *Super SFII's* best additions is its many play modes.




Pick your favorite fighters in the Group Battle to form an unbeatable team!

The Super Battle mode pits you against the world — literally!

Your goal isn't just to win in the Time Challenge mode — it's to win as quickly as possible! You even get a peek at the Capcom staff records!

You and your friends (or hated enemies) can get together and fight it out in the Tournament.

Of course, the tried-and-true Vs. Battle is included for wild one-on-one action!

## RATINGS

### GRAPHICS

**10**

- The backgrounds are very detailed and well animated.
- Characters have colorful shading, smooth animation, and cool designs.

### MUSIC & SOUND FX

**9**

- When a guy gets hit, it's like you hear lightning hit a tree. No bleeps or blips.
- No new music, but what's here is really good.

### BELLS & WHISTLES

**10**

- You've got a whopping 16 different characters!
- New backgrounds, moves, and combos add even more!

### CONTROL

**9**

- Attacks can be pulled off quickly and smoothly with a little practice.
- Some moves — such as Zangief's Spinning-Piledriver — are still difficult.

### REPLAY VALUE

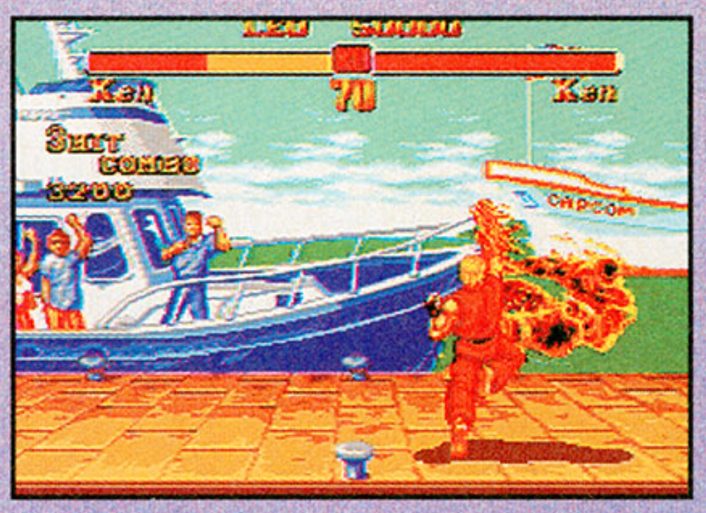
**9**

- Newcomers will be enthralled with the tons of challenges *SSFII* has to offer.
- Fans who wore out other *SFs* will play as long as new fighters stay interesting.

**OVERALL 98%**

The new scoring system includes bonus points during the match for various situations, including first attack, two-hit combo, three-hit combo, and recovery.

The original World Warriors sport hot new looks this season! Ryu in green? (Genesis screen shown)




The old crew's also working on new, more deadly attacks. Check out this flaming Dragon Punch!! (Genesis screen shown.)

## RATINGS

### GRAPHICS

**9**

- Again, great backgrounds — very cool backdrops for the action.
- There's a lot of variety (and size!) in the different characters.

### MUSIC & SOUND FX

**8**

- Terrific sound effects, and the music really fits the action.
- The inferior sound chip on the Genesis pulls it a little below SNES.

### BELLS & WHISTLES

**10**

- Sixteen characters gives you more brawlers than in any other fighting game.
- Again, new options and features add even more to an already classic game!

### CONTROL

**8**

- Most moves can be easily pulled off once you've got the controls down.
- Playing with the three-button Genesis pad sucks — invest in the six-button.

### REPLAY VALUE

**9**

- If brawlin' is your thing, you've got plenty of brawlin' to do.
- Again, it's no sequel; just an upgrade of previous *SFII* games.

**OVERALL 96%**

Ever raced through a 3D plasma tube? Yeah? Well have ya ever bungie jumped into a pool of snot? OK tough guy, how many times have you been able to obliterate the screen in 64 directions? What about finding weapons that toast half the screen? Can you perform crazy acrobatics to avoid certain death? How many games have you played with exploding organs? Ever seen a queen with a slug of a butt? Well then, let Earthworm Jim™ whip some life into your Sega™ Genesis™/Super Nintendo®. And get ready to EAT DIRT! (Warning: If you like cheesy puzzle games this ain't for you!)

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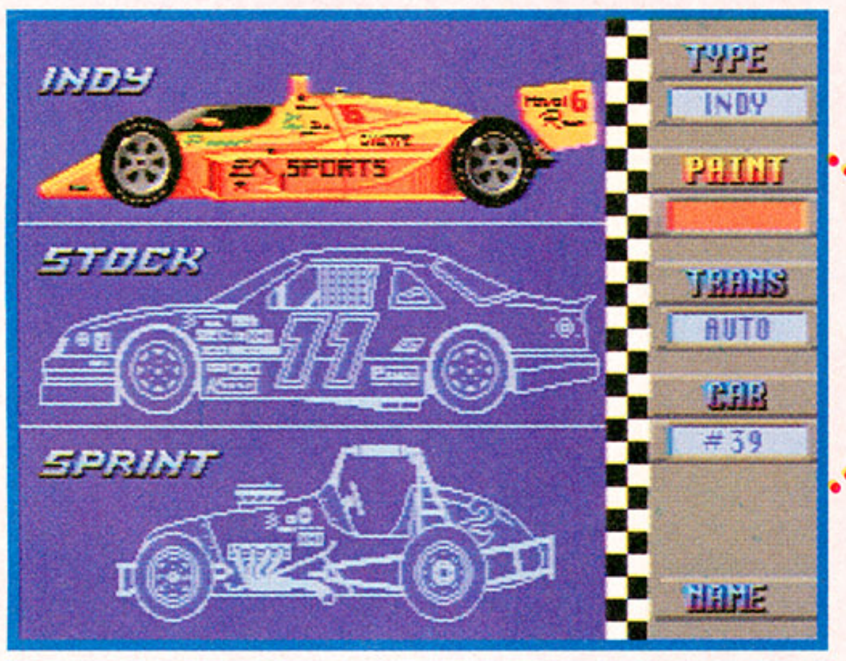
Playmates Toys, Inc. 16200 Trojan Way, La Mirada, CA 90638 Tel. (714) 739-1929 Earthworm Jim™ © 1994 Shiny Entertainment, Inc. All Rights Reserved.

# Mario Andretti

*After a full day burning up* Mario Andretti *tracks,* **Doug Brumley** *blames us for the speeding tickets he picked up cruising home at unheralded speeds.*

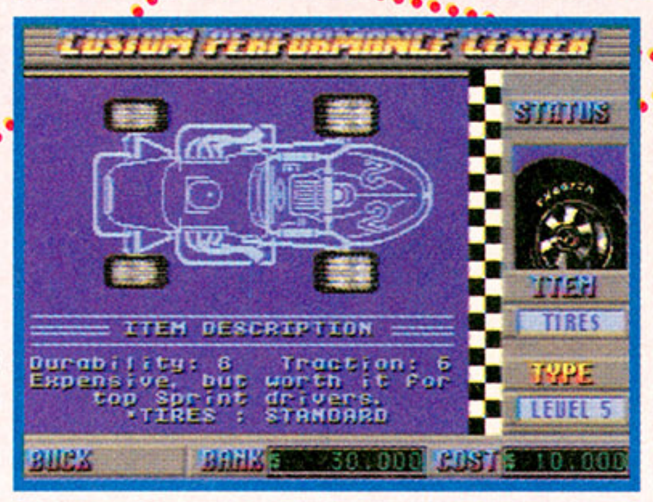
So you've got a craving to put the pedal to the metal? Then race over to pick up *Mario Andretti Racing!* It breaks new ground by packing three types of racing — sprint, stock, and Indy — into one cart. While it doesn't offer the most realistic video-game version of any of the three, the mere fact that all are included, and that the differences of each are captured, makes this one unique.

Emulate Andretti in the game's career mode, in which you earn better equipment and a chance to move to the next level of racing for victories. The first stop is the sprint car circuit — you negotiate dirt tracks as those patented sprint cars slide around the corners. Once you're successful, you can eventually try to earn your keep in the world of stock cars, where you feel the effects of draft-




Pick your car style, then slap on a fresh coat of paint for that smooth, professional look.

Take a few practice laps around the track with professional instruction from Andretti himself.

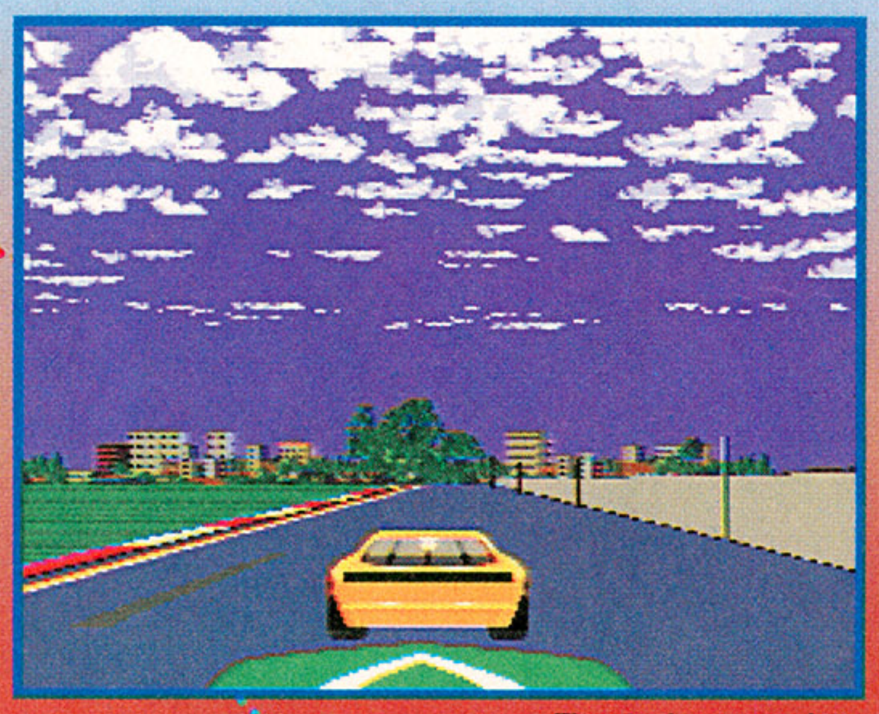



When you've got some winner's money in your pocket, invest in the best tires you can afford, then move on to other items.

It's the sole intention of the 27 computer drivers to beat you to the winner's circle. Each competitor has his or her own artificial intelligence profile that determines the racing style.

## HIT THE ROAD!

**Three different cars. Three different styles.**



The sprint car mode captures the sport's unique sliding sensation as you round each turn. If you don't handle these loose cars correctly, you find yourself spinning up a lot of dirt.

The stock car race lets you take advantage of drafting, a technique in which you closely follow a car to decrease your vehicle's wind resistance, increasing your speed.

Be extra-cautious when commanding an Indy car — they're more prone to spin out, especially when you've run on one set of tires a *little* too long.

**Publisher:** Electronic Arts • **Developer:** High Score Productions • now available • $59.95

# RACING

## GENESIS info

| | |
|---|---|
| GENRE | racing |
| PLAYERS | 1, or 2 competitive |
| LEVELS | 15 tracks |
| DIFFICULTY | variable |
| SAVE FEATURE | battery backup |
| MEGS | 8 |

An added bonus is the variety of views you can access as you speed around the track. A chase-camera view, a rear view, and an overhead perspective are among the five different angles.

Pull into the pits when your tires are worn and you're low on fuel. Your pit crew does its work and sends you back onto the track in no time.

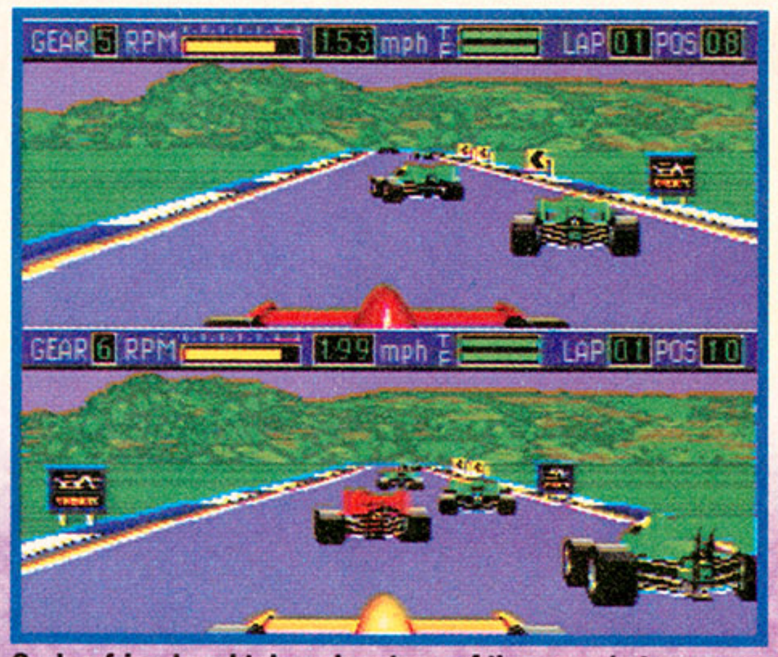
ing and G-forces that want to feed you to the wall.

You get to guide million-dollar cars through chicanes and hairpin turns in your final destination, the Indy circuit. Equipment prices increase dramatically as you jump from one brand of racing to another. It's critical that you continue to upgrade your engine, tires, pit crew, and brakes as frequently as possible if you want to remain a top contender.

Other game options include a single race in which you pick any of the three car types and any available track, and circuit mode in which you compete over a multi-track circuit for any type of racing you choose. A battery backup lets you pick up where you left off in both circuit and career modes. Plenty of other features — such as a wide selection of camera angles — round out the game and make *Mario Andretti Racing* an appealing ride for any die-hard racing fan. **GP**

## A SECOND OPINION

While *Andretti* has some of the neatest car-customizing and driving tips I've seen in a while, it still moves more like *Test Drive* than *Road Rash*. The Indy portion is probably the best part of the simulation — and it should be, considering it's where Andretti earned his reputation. But the game isn't as smooth or fast as the top-notch *F-1 Grand Prix*, and it lacks the graphic zing of other EA titles. So while there are bunches of options here, *Andretti* left a bland taste in my mouth. — ***Vince***




Grab a friend and take advantage of the game's two-player split screen, which gives both racers an equally good look at the action.

## RATINGS

**GRAPHICS** — 7

↑ Bits of digitized video are thrown in, and the landscape scrolls smoothly by...
↓ ...but the graphics aren't *that* impressive, and the car movements are choppy.

**MUSIC & SOUND FX** — 6

↑ Some digitized voices break up the monotony of the roaring engines.
↓ While the music is OK, the sound effects lack variety and realism.

**BELLS & WHISTLES** — 9

↑ The game's strong point offers choices from car color to camera angle.
↑ Three types of cars, 15 tracks, and a career mode multiply the fun.

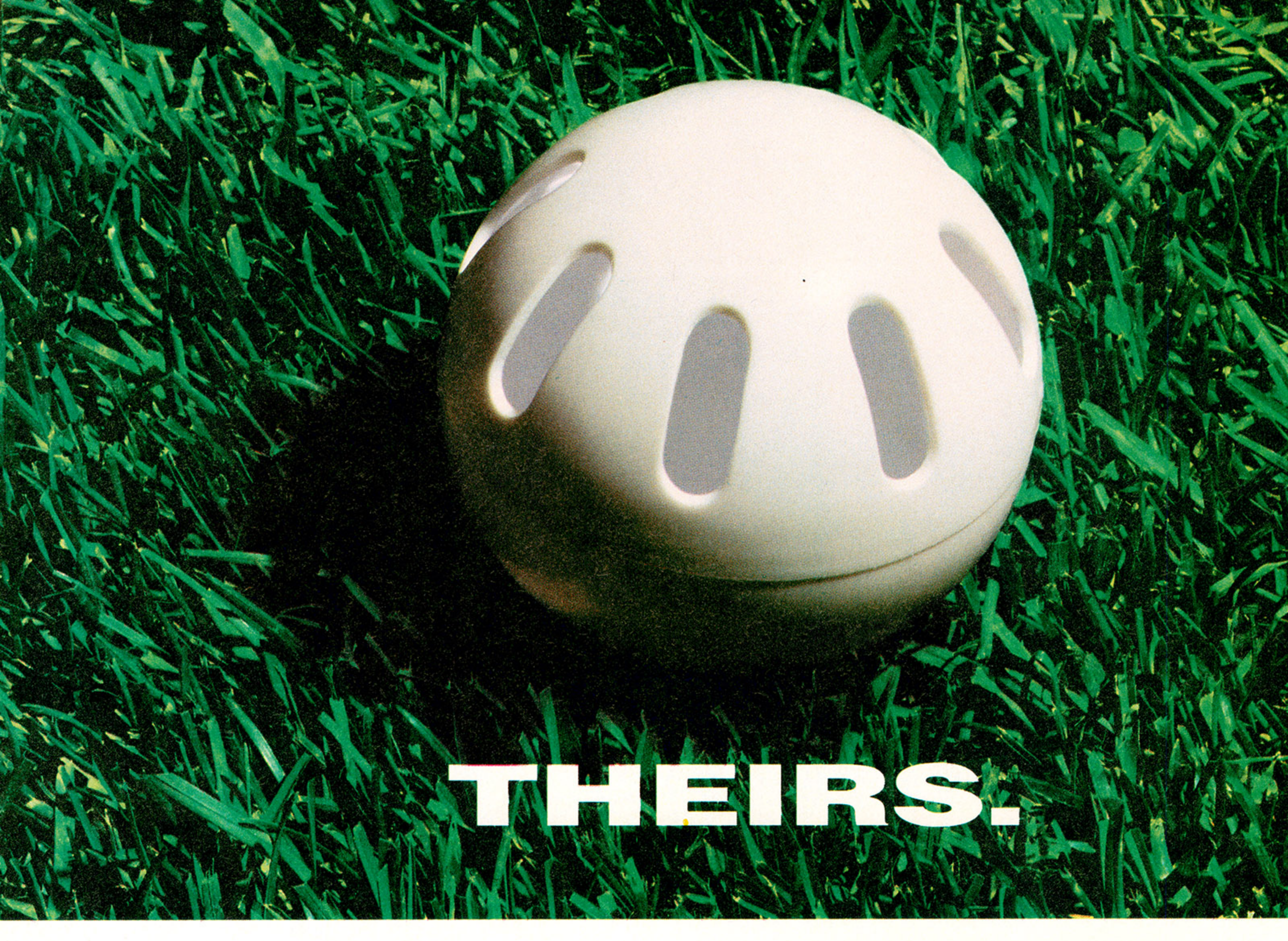
**CONTROL** — 8

↑ Each car has unique characteristics, and thus controls very differently.
↓ Mastering the sprint cars and their sliding turns takes quite a bit of practice.

**REPLAY VALUE** — 8

↑ One game with three types of racing makes for plenty of flag-to-flag action.
↓ Even "pro" mode isn't a challenge once you learn the tricks of the trade.

**OVERALL 77%**

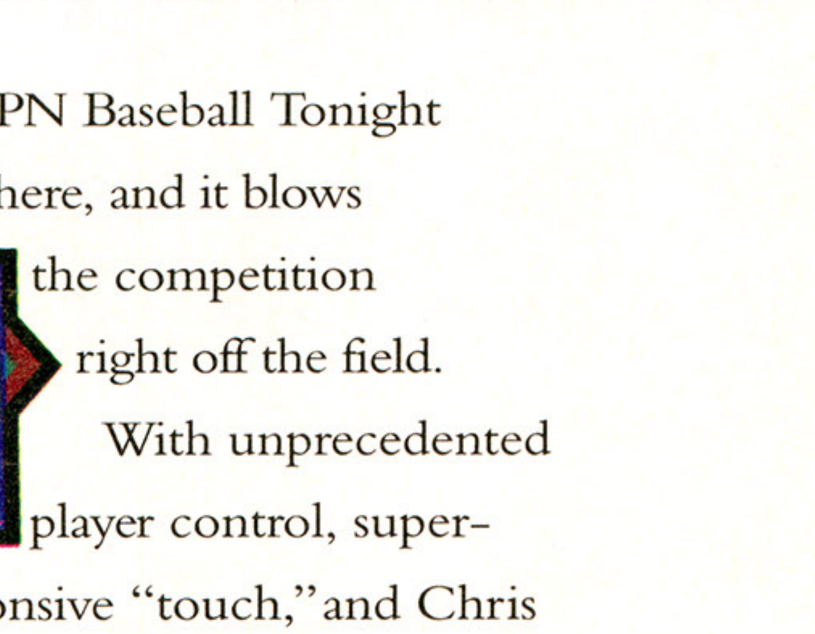


# THEIRS.

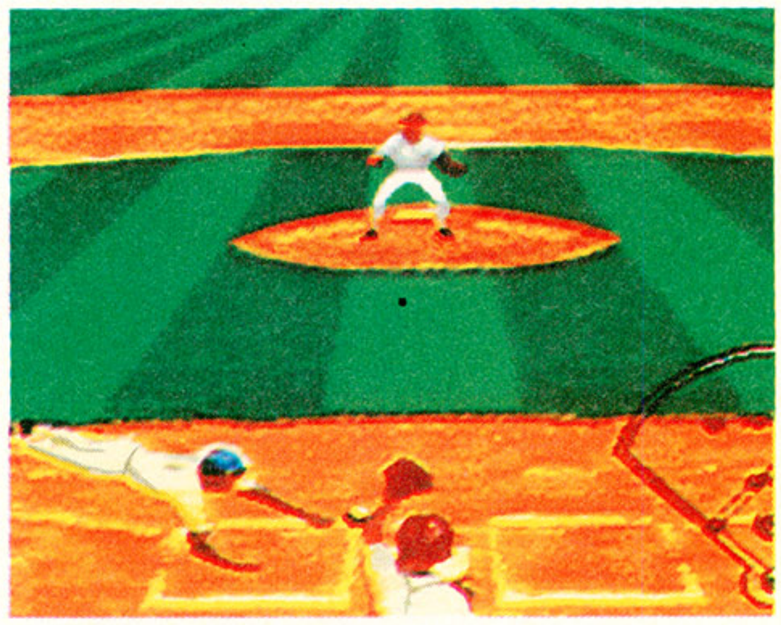
ESPN Baseball Tonight is here, and it blows the competition right off the field.

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

We started by filming real baseball players against a blue screen. Then we digitized the footage. The result is an arcade-style experience with the smoothest, most realistic player movement you've ever seen.



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



"TELEVISED BASEBALL" PERSPECTIVE WITH INSTANT REPLAYS AND HIGHLIGHTS.

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

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

You've got all 28 Major League teams,

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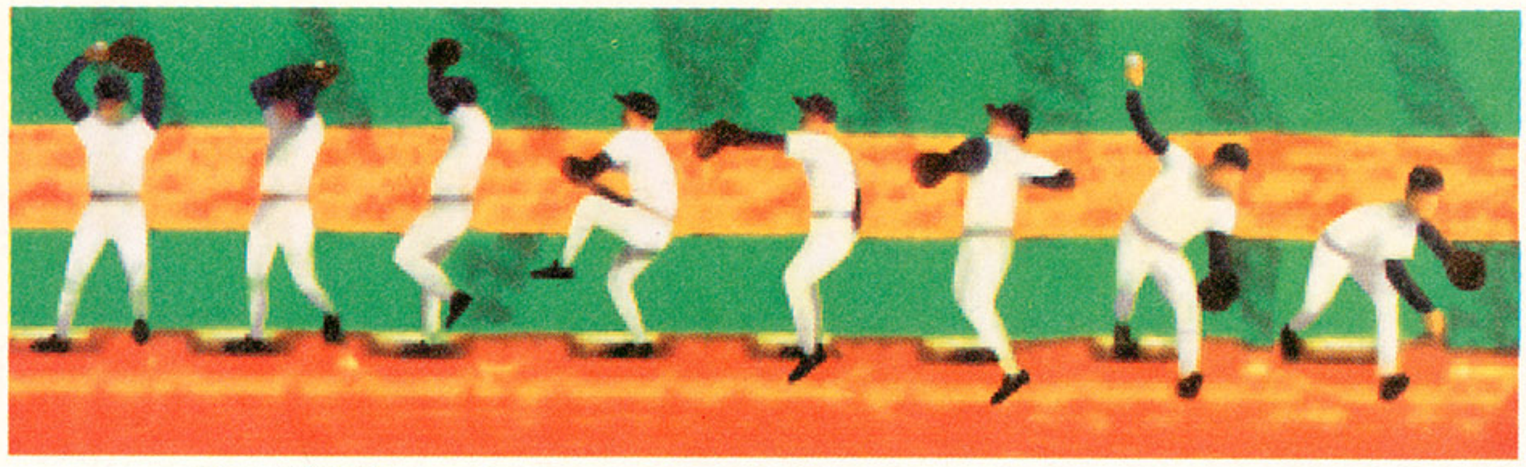
# OURS.

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



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

You'll hear digitized sound effects with crowds that actually respond to the action on the field. Sound realistic? Of course it is--it's got ESPN's name on it. So if you've been playing those other baseball games, put them away. You've had enough practice.

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

**EVERYTHING ELSE IS JUST PRACTICE.™**

SONY
IMAGESOFT

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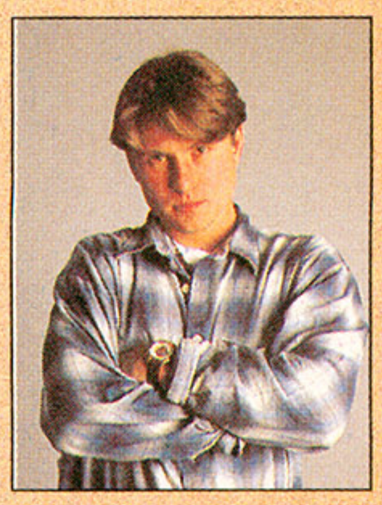
# Asterix AND THE GREAT RESCUE

**Publisher & Developer:**
Sega of America •
now available • $59.99

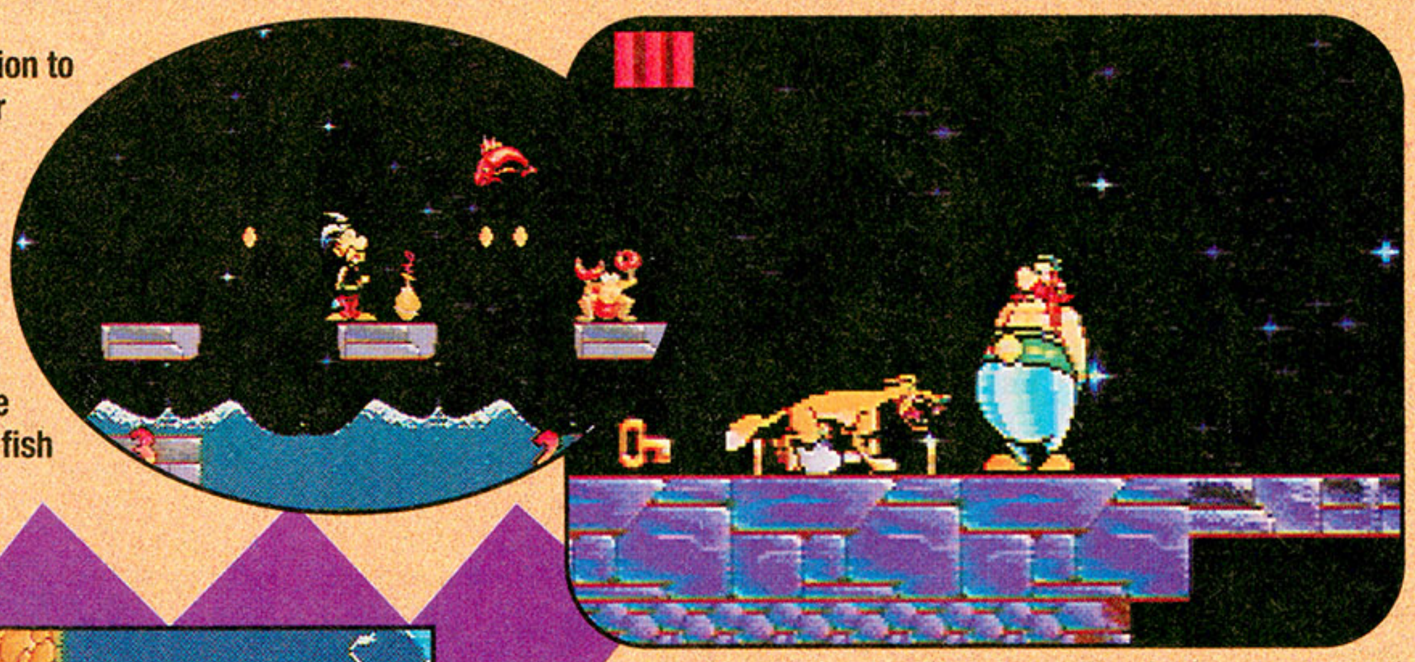


***Although Jonathan Gagnon has forgotten much of his high school French, he was heard muttering "zut alors!" as he played this new game.***

Welcome to 50 B.C., as the Romans have just invaded Gaul — all of France, that is, with exception of a tiny, stubborn village. The only way for the assailants to crush the village is to kidnap a druid named Getafix, whose magic is keeping the town from Roman clutches. But no sooner has the deed been done than Asterix (along with his companion, Obelix) is on the case.

As either Asterix or Obelix, you must complete six grueling levels to reach Getafix. You pick up special items along the way such as fireballs, clouds, and disguises, but you can activate them only by drinking a bottle of potion.

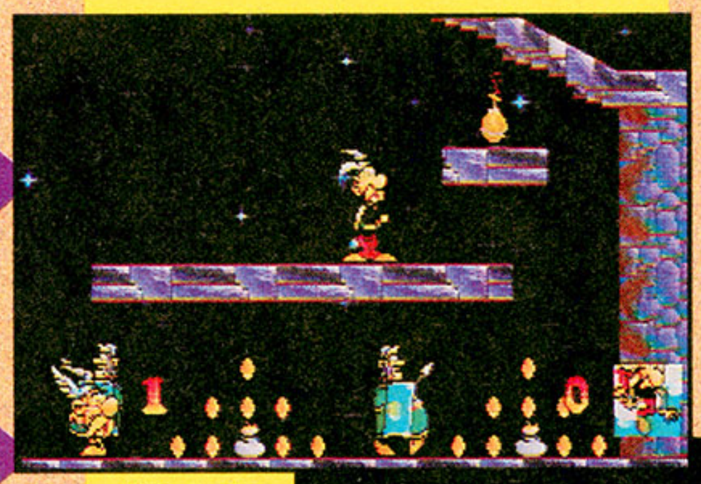
Although the graphics in *Asterix* are good, the game itself isn't particularly exciting. One problem is that the characters' striking range is very limited — you need to be right on top of your enemies to punch them. There are a lot of secret rooms to uncover, which helps make the game more enjoyable. So while you may not want to pay more than a sou or two for this one, it would make a great rental. **GP**



Grab the potion to activate your fireball weapon, then use it on the crabs. Look before you leap — there are jumping fish around!

Punch the dog first, then snag the key.

Look everywhere for secret hiding places. This hole leads to a bunch of goodies that are yours for the taking.



This potion blows up the block that prevents the platform from rising.

## GENESIS info

| | |
|---|---|
| GENRE | action |
| PLAYERS | 1 |
| LEVELS | 6 |
| DIFFICULTY | medium |
| SAVE FEATURE | password after each level |
| MEGS | 16 |

## RATINGS

### GRAPHICS

**7**

↑ Cuddly cartoon characters help make the game fun to play.
↓ The backgrounds could really use more detail.

### MUSIC & SOUND FX

**6**

↑ Good sound effects, especially when you hit the enemies.
↓ The music gets on your nerves right from the start — turn it off!

### BELLS & WHISTLES

**6**

↑ It helps that you're able to choose your character, and there are lots of clues to figure out.
↓ But you've seen it all before.

### CONTROL

**6**

↑ It's a little jerky, but it responds well overall.
↓ It takes time to get used to flipping through menus and choosing weapons.

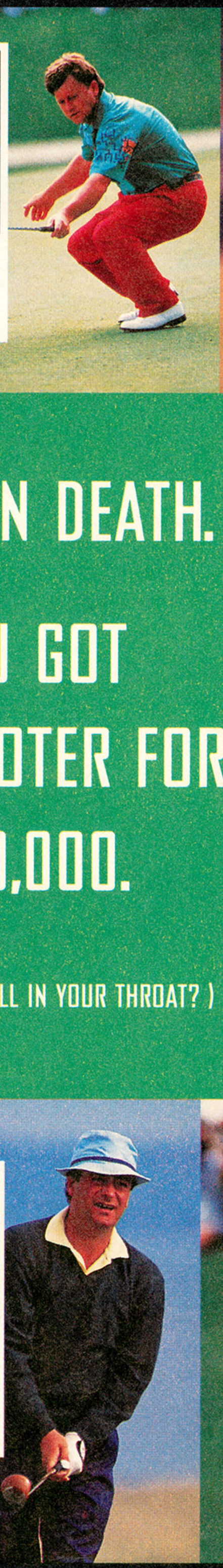
### REPLAY VALUE

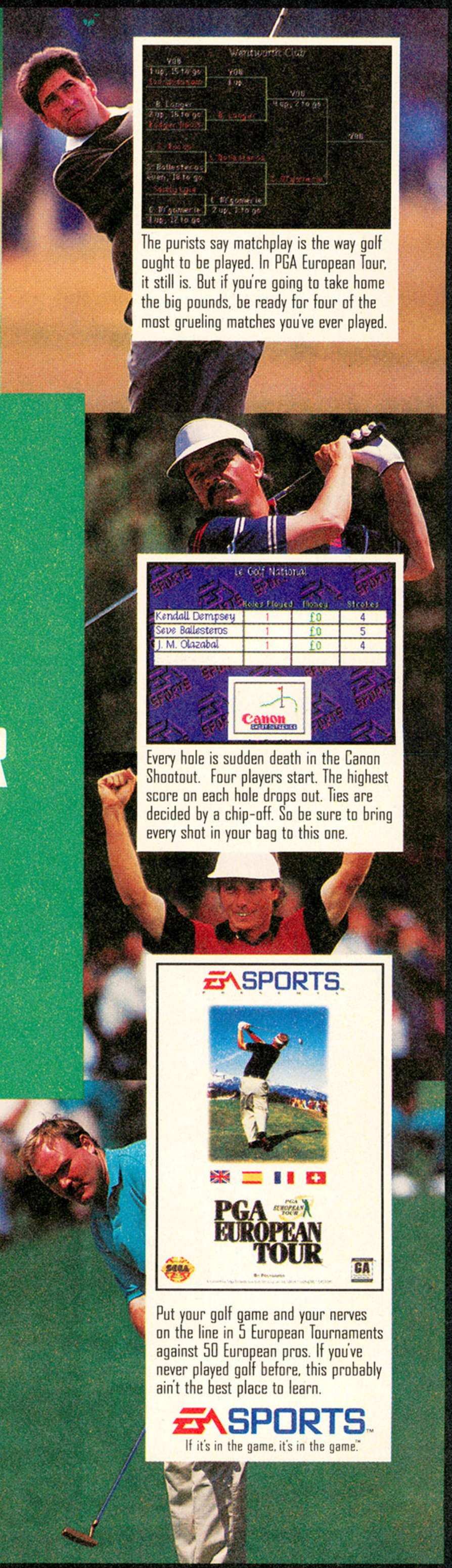
**5**

↑ You've got two characters and a lot of secret hiding places...
↓ ...but that might not be enough to entice you to return to Gaul.

**OVERALL 61%**

Europe is known for great courses. And PGA European Tour puts you on 5 of the best. But don't expect many breaks from the weatherman. It can get downright nasty across the pond.






The purists say matchplay is the way golf ought to be played. In PGA European Tour, it still is. But if you're going to take home the big pounds, be ready for four of the most grueling matches you've ever played.



# SUDDEN DEATH.

# YOU GOT A 6-FOOTER FOR £20,000.

( THAT A GOLF BALL IN YOUR THROAT? )




Every hole is sudden death in the Canon Shootout. Four players start. The highest score on each hole drops out. Ties are decided by a chip-off. So be sure to bring every shot in your bag to this one.

These guys play like the real guys. Seve is up and down from everywhere. Langer is his steady self. And you'll have to come out of your shoes to keep up with Woosie. If it's in their game, it's in ours.

Put your golf game and your nerves on the line in 5 European Tournaments against 50 European pros. If you've never played golf before, this probably ain't the best place to learn.

EA SPORTS™
If it's in the game, it's in the game.™

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# Heart of the Alien: Out of This World 2

*Publisher:* Virgin Interactive • *Developer:* Interplay • July • $62.99

***Still dripping with that darn acid, Karie Ward stops running from the shadow beasts long enough to fill you in.***

One of the most amazing games in recent years is comin' around again. Yep, *Out of This World* is back, but this time it's on CD... along with its sequel, *Heart of the Alien!* In the new game, you continue the twisted adventures Lester began in the original. Actually, this time around you play Lester's strange buddy-character, and you must rescue Lester before he falls prey to the devious plans of your mysterious, somewhat evil brethren. To succeed, you must master your only weapon, a power-charged whip that gets you out of jams in a way Indiana Jones only dreams about.

*Heart of the Alien* is filled with the same brilliant images that made the first game such a smash, and it runs just as smoothly, too, with only the slightest access-time slowdowns. Be warned, however: The difficulty level in *Heart of the Alien* is *far* greater than *Out of This World*, and it will almost certainly cause you brain-melting frustration at one point or another. Control can also be the source of a little hair-pulling, as you watch your character repeatedly die because you weren't standing at the correct spot at the correct time. Luckily you have not only unlimited continues, but a password feature as well.

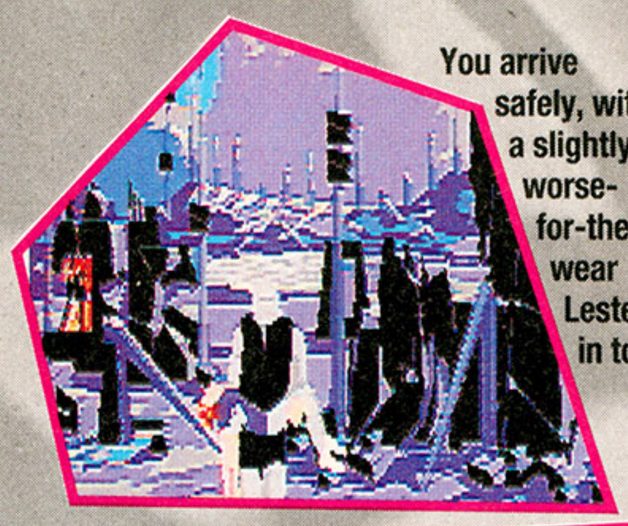
## SEGA CD info

| | |
|---|---|
| GENRE | action/strategy |
| PLAYERS | 1 |
| LEVELS | not applicable |
| DIFFICULTY | ultra challenging |
| SAVE FEATURE | lot o'passwords |
| MEGS | not applicable |

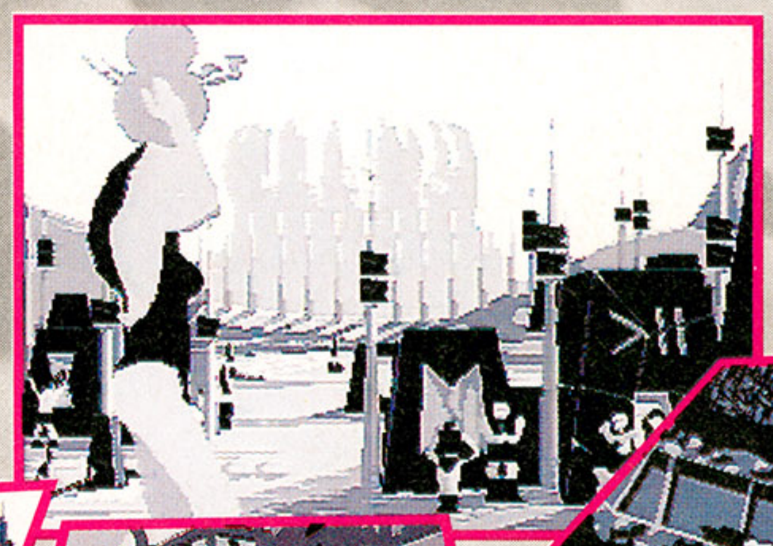
Despite the rather dated graphics (remember when they were awe-inspiring?), *Heart of the Alien* is a fast-paced head-scratcher that will keep strategy fans up late at night for weeks on end. Unfortunately, its advanced difficulty and somewhat strained control probably means beginners should stay away. But if you're up for a hot challenge — and you don't mind screaming at your monitor — here's your heart's desire. **GP**

## HOW IT ALL BEGAN

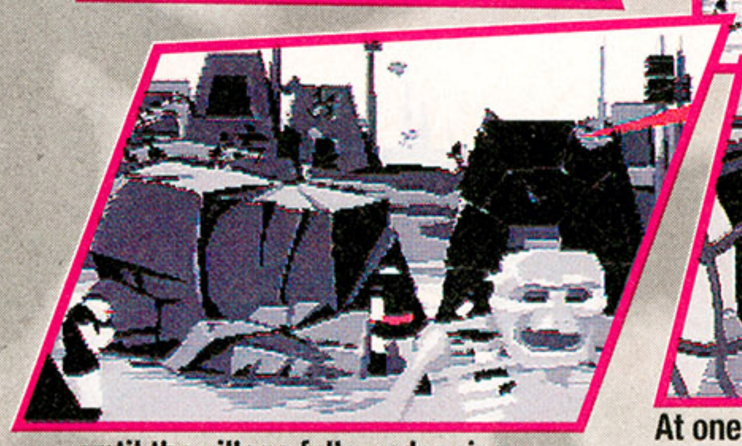
***Heart of the Alien* picks up where *Out of This World* left off. Didn't play? Don't worry! Flashback sequences make everything clear.**



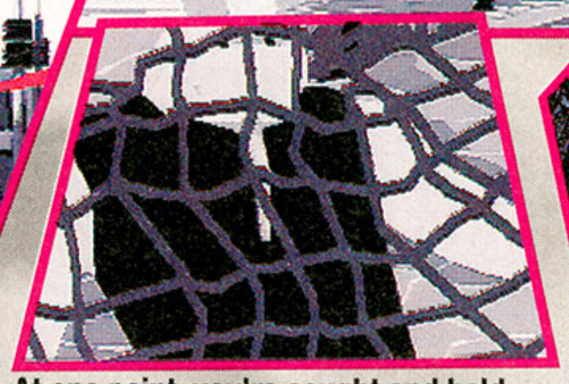
You arrive safely, with a slightly worse-for-the-wear Lester in tow.



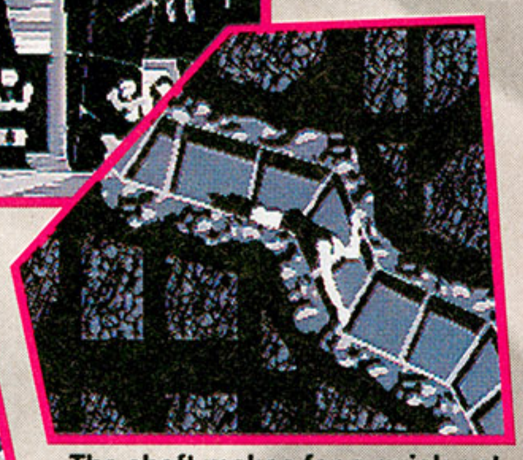
Everything is fine...



...until the village falls under siege.



At one point, you're caught and held captive — temporarily, of course.



The shaft makes for a quick getaway! But now, Lester's nowhere to be seen. Your quest begins!

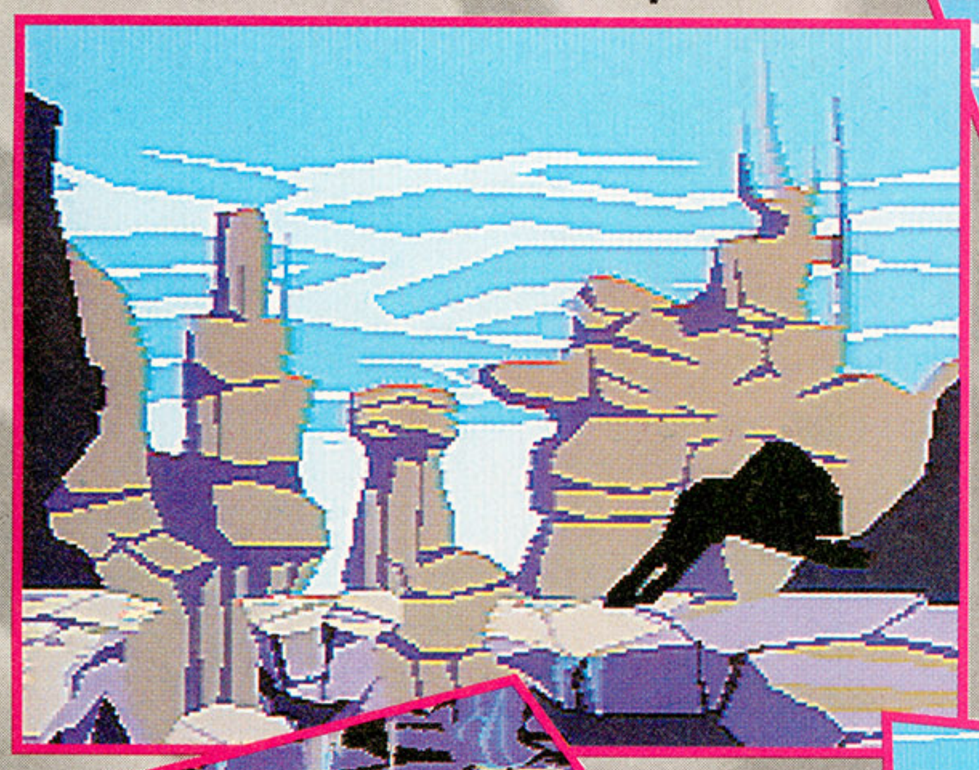
## A SECOND OPINION

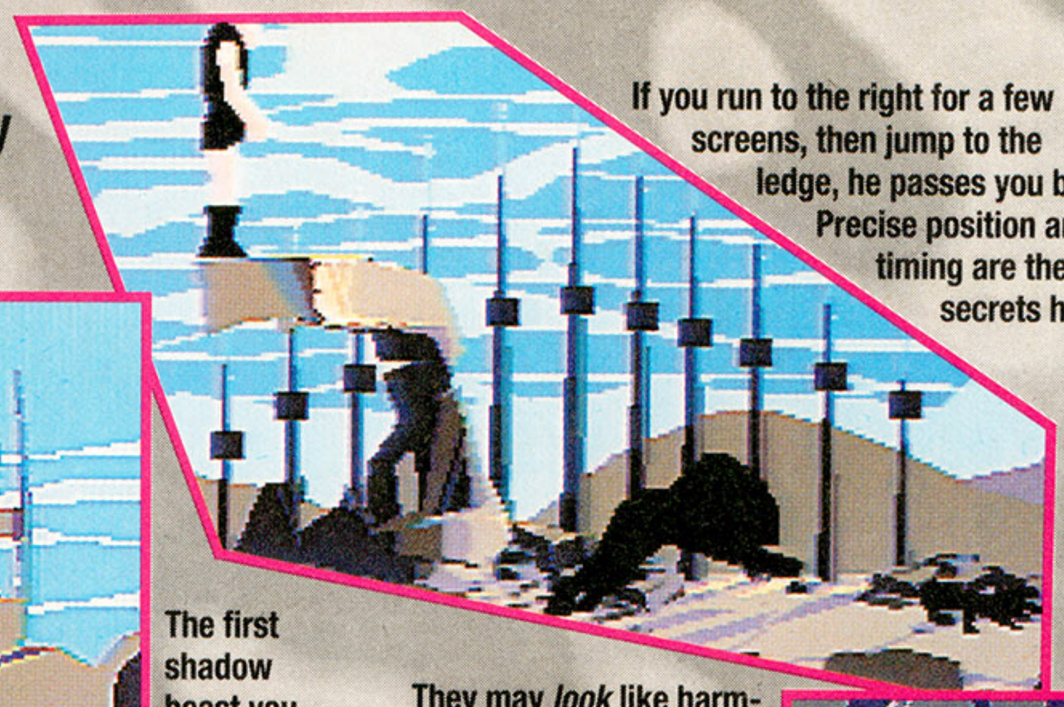
Karie would have hit this one right on the nose — except the Buddy doesn't *have* a nose! Ha. Ha, ha. Huh. But seriously, folks, I was a major fan of *Out of This World*. Few games have twisted my cortex into as many knots, and I loved the cool music and storyline. It's great to see that the sequel measures up. And since both games are included on this one CD, you can see what you missed if you're unfamiliar with the series. Buddy's back, and hell has come with him!

***— Jeff***

## NO WAY OUT!

**This game doesn't even have an easy beginning! Here's how to survive those first few deathtraps.**



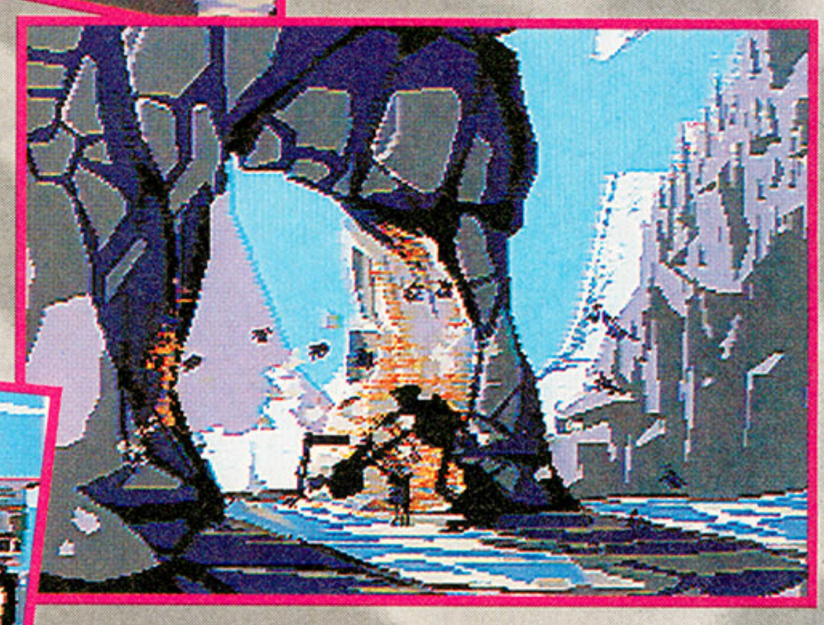


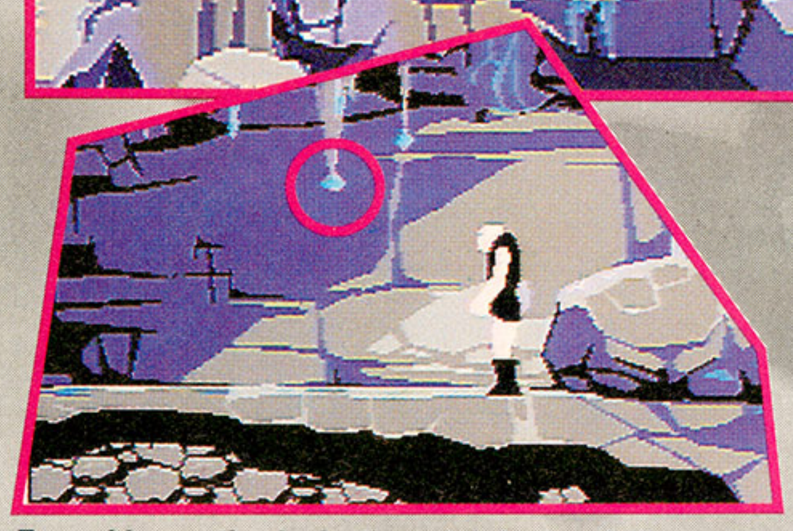
If you run to the right for a few screens, then jump to the ledge, he passes you by! Precise position and timing are the secrets here!

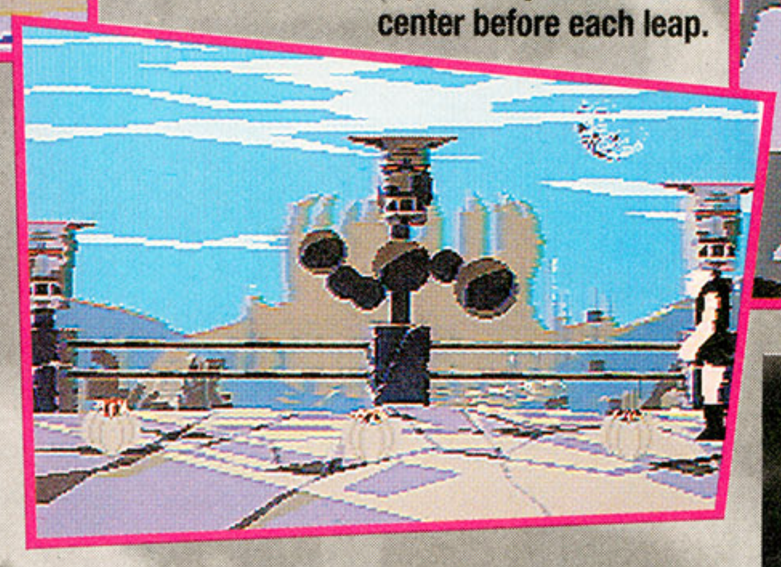
Death by acid just ain't a pretty sight.

The first shadow beast you encounter is just as nasty as he looks.

They may *look* like harmless shrubs, but you wind up fertilizer if you're not super-careful. The long jump (C button) works fine, but take 'em one at a time, and position yourself dead center before each leap.







To avoid an untimely death, watch for two falling acid droplets on this stalactite. As soon as the second one drops, press A and push Left to slip through.

## MORE FOR YOUR MONEY!

**Shell out Sega's (ahem) everyday low price for *Heart of the Alien*, and *voila*....**

Look familiar? It should! The full, souped-up version of *Out of This World* is included on the CD with *Heart of the Alien*.

Beware! These stalactites serve as warnings for spots that require a little more brainpower. When one shows up for no apparent reason, you'd better look before you leap!

## RATINGS

### GRAPHICS

**7**

↑ You get the great visuals and virtua-type motion that made the first title a hit!
↓ There's little improvement in detail — a real disappointment.

### MUSIC & SOUND FX

**7**

↑ Good sound and music throughout, which heightens the whole eerie effect.
↓ But it needs a great big dose of original sound effects.

### BELLS & WHISTLES

**8**

↑ Great storyline mixed with real brain teasers!
↓ Argh! Sometimes those brain teasers are a bit *too* abstract.

### CONTROL

**6**

↑ There's smooth arcade-style control...
↓ ...but sometimes it seems nearly impossible to get your character to do what you want.

### REPLAY VALUE

**8**

↑ Game play's great! The extra challenge makes success *extra* rewarding.
↓ After you play the whole thing once, you probably won't want to do it again.

### OVERALL 79%

*Three men enter the peaceful 21st century, bringing with them relics of a brutal past. One cop. One criminal.* ***Chris Slate.*** *Who will get who first?*

# Demolition MAN

© 1993 Warner Bros.

***Publisher:*** Virgin Interactive • ***Developer:*** Alexandria • available July • $69.99

Unless you missed the block-buster movie (and haven't eaten at a Taco Bell in the past year), you know the story: Ace cop John Spartan (a.k.a. the Demolition Man) is brought out of cryogenic sleep to track down Simon Phoenix, who's single-handedly turning 21st century San Angeles into a war zone. What follows is a rather expensive rampage, as the two destroy city blocks trying to get at each other.

The game *Demolition Man* begins just as the movie does, re-enacting Spartan and Phoenix's climactic final battle back in the 20th century — the one that earns them both a cryogenic prison term. As Spartan, you even get to play the scene in which you leap out of a police helicopter tied to a bungee cord! What follows then is ten levels of blasting and bombing as you take out anything and everything between you and the murderous Simon Phoenix. The game stays true to the movie, giving you lots of windows and other breakables to smash as you blow away the bad guys.

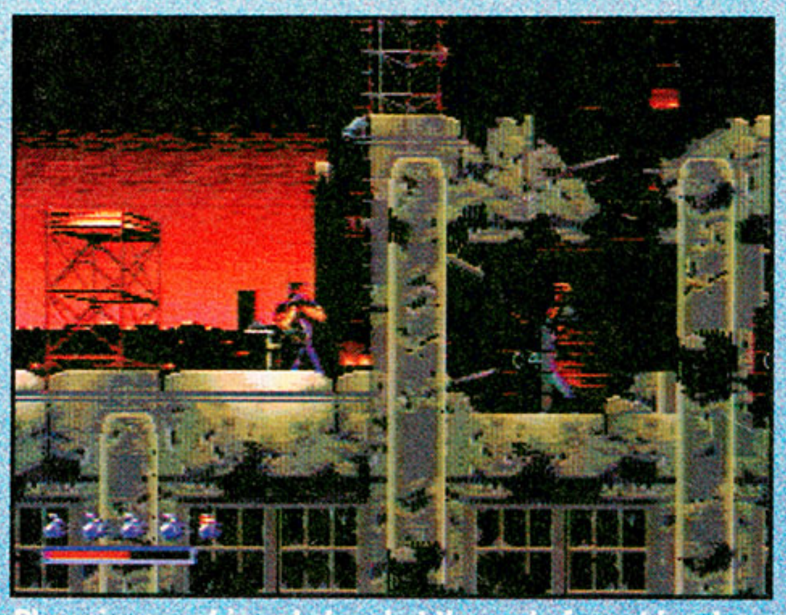
*Demolition Man* also features two different perspectives to keep the game play varied — you've got side-scrolling scenes as well as overhead stages with action similar to Acclaim's *Smash TV* or Sega's classic *Alien Storm.* In these overhead rounds, you must rescue innocent hostages while mowing down wave after wave of senseless bad guys. A must!

While *Demolition Man* isn't perfect, it's one of the few movie-licensed video games that actually holds true to the film on which it's based — probably because the movie itself was little more than a video game with speech. Even if you were too young to catch the R-rated movie, check out *Demolition Man*, at least long enough to bungee-jump from the helicopter! **GP**

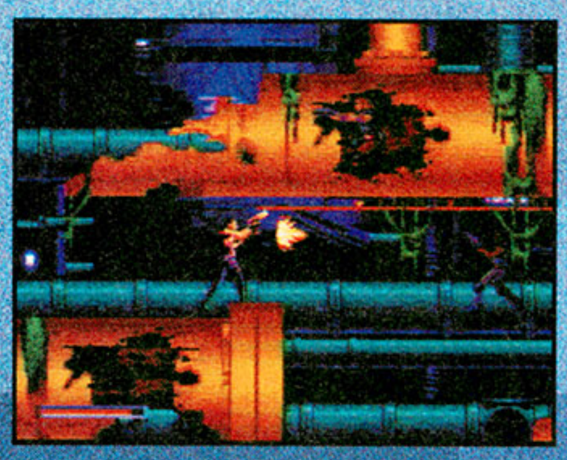
## WHEEEEE!

**It's the little things that make *Demolition Man* a good game.**

From muzzle flashes to the bungee-jumping, *Demolition Man* is some kind of ride!



Phoenix rears his ugly head at the end of most levels, taunting you until you finally reach him, only to have him run away to the next level.



It's easy to get lost in the pipe maze. Unfortunately, the way most of the levels are laid out, you can get lost in *any* of them.

## GENESIS info

| | |
|---|---|
| GENRE | action/shooter |
| PLAYERS | 1 |
| LEVELS | 10 |
| DIFFICULTY | medium to hard |
| SAVE FEATURE | none |
| MEGS | 16 |

## RATINGS

### GRAPHICS

**7**

↑ The details — like the muzzle flash when Spartan shoots — are really great!
↓ Some scenery looks flat, and it's hard to tell what and where some things are.

### MUSIC & SOUND FX

**7**

↑ A fine supply of gun noises, plus that Stallone "grunt."
↓ Most music is average, but who can hear it underneath all the explosions?

### BELLS & WHISTLES

**7**

↑ Bungee-jumping off rooftops in the first level is great!
↑ Overhead-view stages add variety to the game play.

### CONTROL

**8**

↑ Spartan's many controls in both overhead and side-scrolling scenes are tricky to learn, but they work great.
↑ Just hold down Shoot for rapid-fire!

### REPLAY VALUE

**8**

↑ Ten levels give players a lot — this game's no cake walk!
↑ Two different perspectives also keep the action fresh a little longer.

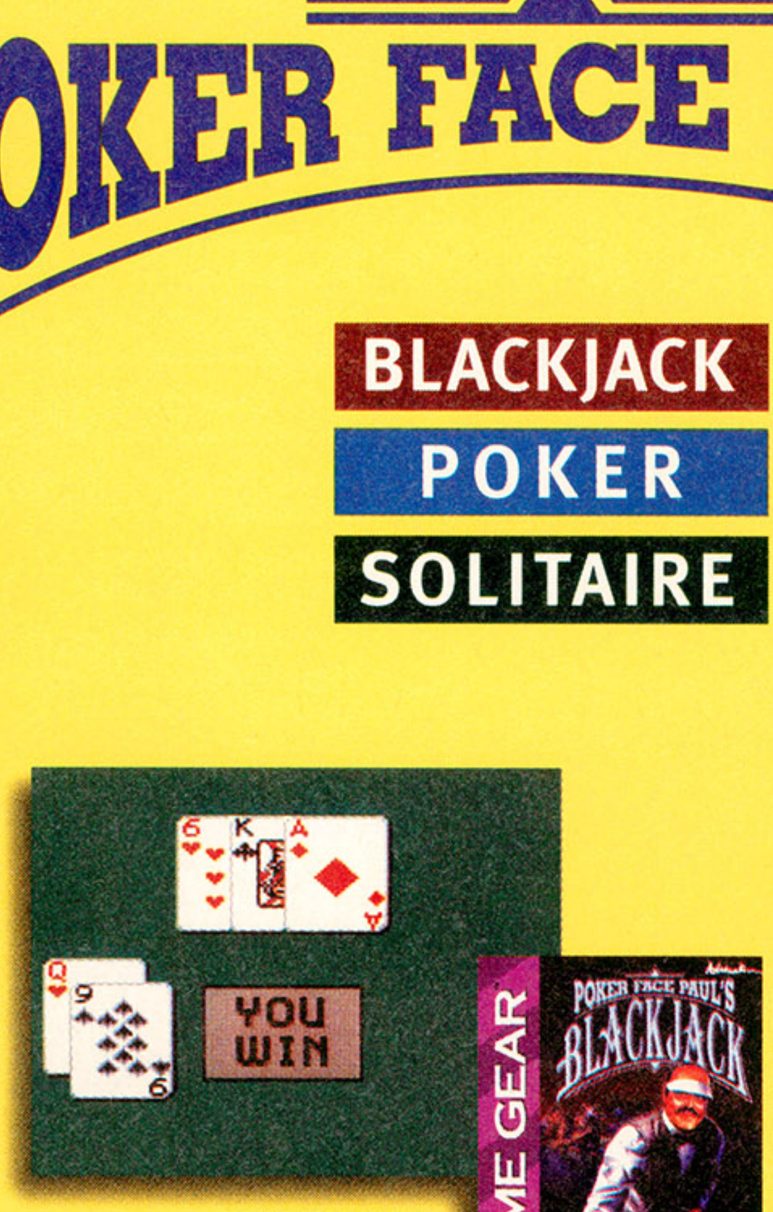
**OVERALL 78%**

# POKER FACE PAUL'S™

BLACKJACK

POKER

SOLITAIRE

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*Hit. Stand. Double down. Different rules for each casino. You pick the city. Losing streak in London? Try Vegas. The weather's better anyway.*

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Realistic. Addictive. Play them.
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DON'T JUST SIT THERE

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**POKER** ◆
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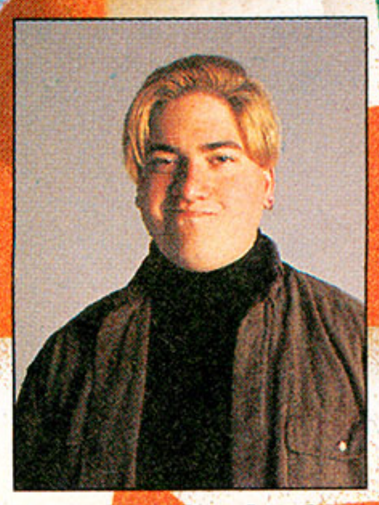
# Revengers of Vengeance

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

*Publisher:* Absolute • *Developer:* Extreme • July • $49.95

## SEGA CD info

| | |
|---|---|
| GENRE | fighting |
| PLAYERS | 1, or 2 competitive |
| LEVELS | 3 game modes, 10 fighters |
| DIFFICULTY | medium |
| SAVE FEATURE | battery backup |
| MEGS | not applicable |



***He kept calling it "Avengers of Venice," but then Trent Ward recently suffered a head injury falling from Venum's dark tower.***

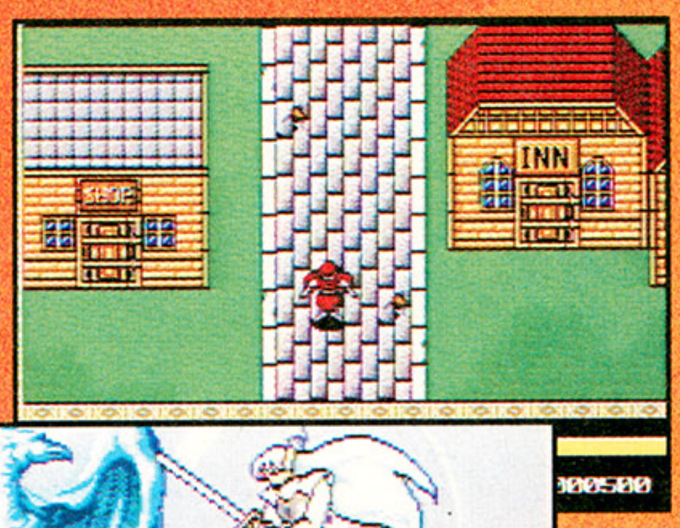
So you've been looking for something new in fighting games? Then the offbeat *Revengers of Vengeance* may be just what you need. While it may not be the best example of a brawler, its unique approach is worth a second glance.

*Revengers* is split into three different play modes, each serving up the standard beat-'em-up with a different twist. In the Tournament mode, you have the best-two-of-three fight, with both one- and two-player options. The characters are pretty impressive specimens, ranging from a giant rhino-man to a fully armored weapons-master. Each fighter has plenty of unique special moves, using the same basic techniques we've seen before.

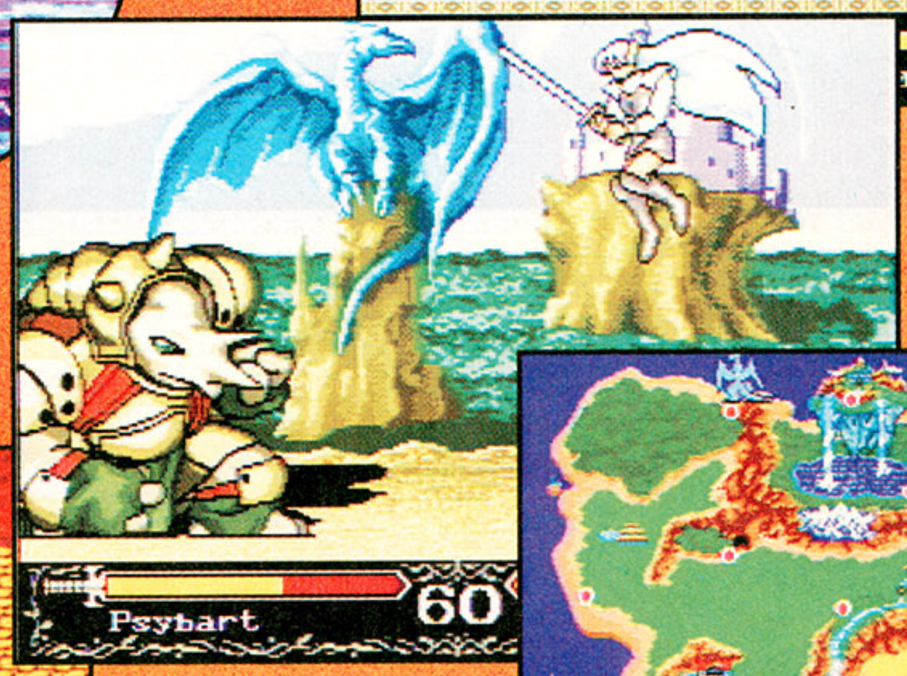
The second mode, The Arena of Death, is probably the weirdest mode. In it, players can modify the game's existing characters, then place them in the pit where the computer controls them as they fight one another. The final mode, The Quest to Destroy Venum, puts you in a role-player complete with experience points, shops, and the all-important training gym.

Without all the extras, *Revengers* wouldn't be that great. But with them, it's really in a category all by itself. If you're not a perfectionist about the way your games play, give this one a try. **GP**

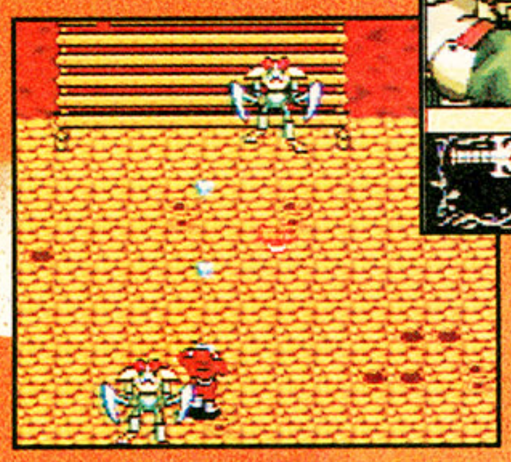
Venum's dark tower is perfect for the new home-owner... it's dark, dank, *and* oppressive.




You can do all the usual role-playing stuff in town — buy stuff, rest, drink some cola... you know how it goes.

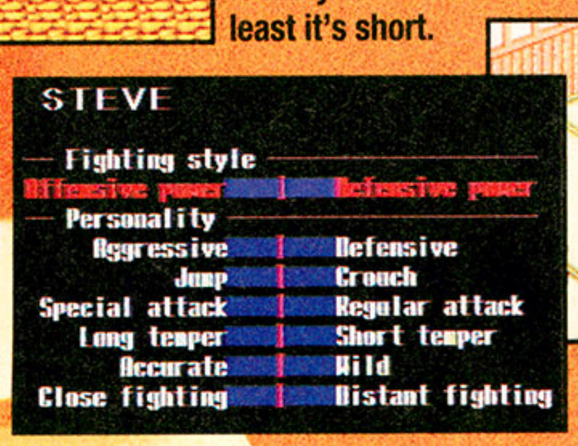



The fighting scenes move quickly and have cool character concepts. Take a look at the *size* of that guy!

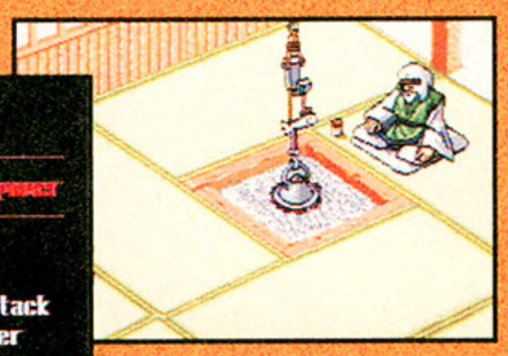


The guild lets you go on one of these "quests" *if* you pay them enough. The shooting is fairly difficult — but at least it's short.

Go to this map screen when you're ready and take on some of the other fighters for experience and cash.




Putting together a character for the Death Duel can be fun, but the fight itself leaves a lot to be desired, since the computer controls everything.



Each character has his or her own reason for hating Venom (besides his name). These great intro animations apprise you of the unfolding story.

## RATINGS

### GRAPHICS

**7**

↑ Intros and characters are both large and detailed...
↓ ..but town and shooting areas aren't 16-bit caliber, much less CD quality.

### MUSIC & SOUND FX

**8**

↑ Pleasant soundtrack changes from scene to scene, rarely getting repetitive.
↓ Oh, man — do you ever get tired of hearing those fighting FX over and over.

### BELLS & WHISTLES

**8**

↑ There are lots of ways to play, and you can save progress in most of them.
↓ Some of the ideas are pretty hokey and don't really add much to game play.

### CONTROL

**7**

↑ The controls are similar to most fighting games, so they're easy to learn.
↓ There's a deadly delay between moving the controls and character reaction.

### REPLAY VALUE

**9**

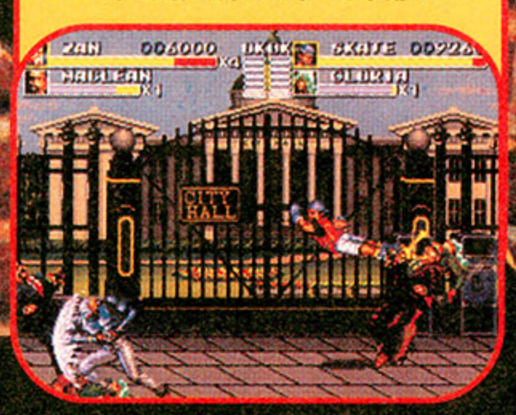
↑ It's a game you'll want to beat in several modes, with every character.
↓ After you strip away all the flash, it's still just a fighting game.

### OVERALL 69%

# STREETS OF RAGE™ 3

**Go electro!** Mr. X's minions meet their match in Dr. Zan's electrifying Robotic Reach!

**Lift-off!** Use Skate's shreddin' airborne rollerblade spin-attack to Battle the 'Bots!



**Axel and Blaze are back** and getting their kicks with all new Martial Arts Moves!

It's an all-out turf war featuring MORE weapons, MORE moves and MORE outRAGEous action than ever before. Mr. X has hatched the ultimate evil plot–but what he didn't count on was a bone-crunching counterattack from Blaze, Axel and Skate, together with an all-new character, Dr. Zan...and a surprise helper! It's 24-megabits full of jump kicks, power-slams and spin punches set to thrashing digital sound and plasma-pumping music!

## HIT'EM LIKE A TON O'BRICKS!

AND TAKE BACK THE STREETS WITH SEGA GENESIS™

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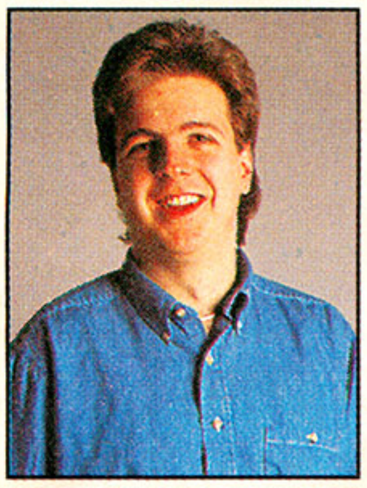
# TIME TRAX

**Publisher:** THQ
**Developer:** Black Pearl
now available • $59.95



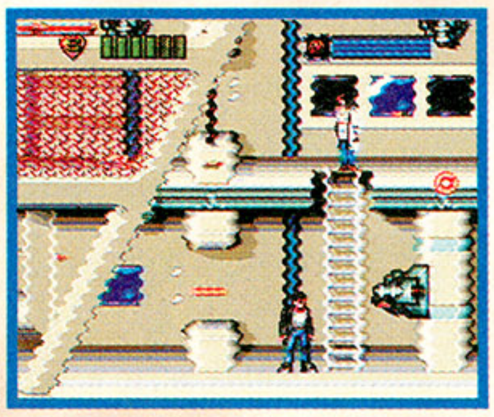
***Although* Time Trax *may look worth the journey, Mike Foster warns not to let appearances deceive you.***

The criminals of 2193 A.D. have moved to 1993, and you're the "fugitive retrieval" expert whose job it is to bring them to justice.

You'd think the show *Time Trax* was tailor-made for a game, but the outcome is only average. The levels look wonderful, but they're *very* short even before you take one of the shortcuts.

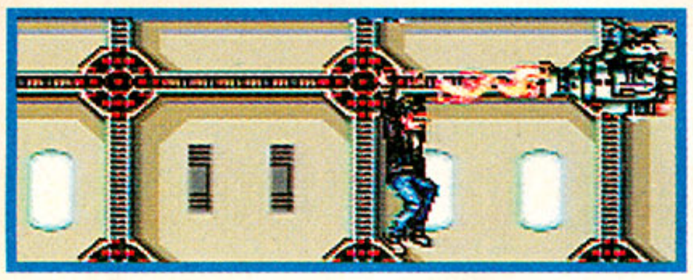
All isn't lost, however. You can attack either with your martial-arts prowess or stun criminals with your PPT (Pellet Projection Tube). You also have an interesting skill called "Time-Stall" which allows you to slow down everything down around you.

I'm a big sci-fi fan and I love the show, but the game is disappointing. If you want a quick thrill, take a ride with *Time Trax*. But if you prefer long and exciting games, take another trip. **GP**



Use your time-stalling ability to get past laser fire and through the lab doors. Use your PPT to destroy the lasers before you advance.

This boss is a piece of cake as long as you have three health units left. Get in tight and keep punching.

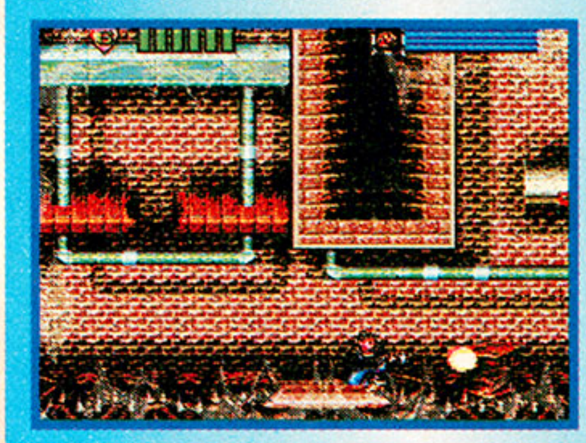


Perfect your climbing skills before taking on this boss. Your PPT won't work, so keep kicking.

## SUPER SHORTCUT!

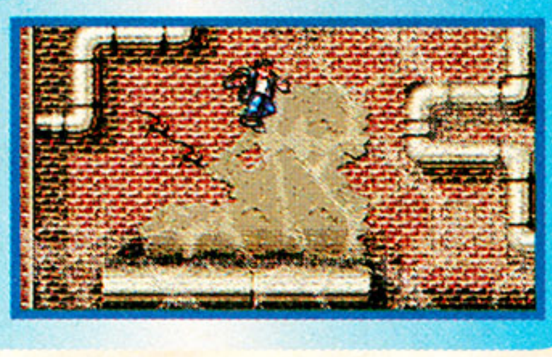
**If you're itchin' to get your hands on that first boss, here's a quick way to get there.**

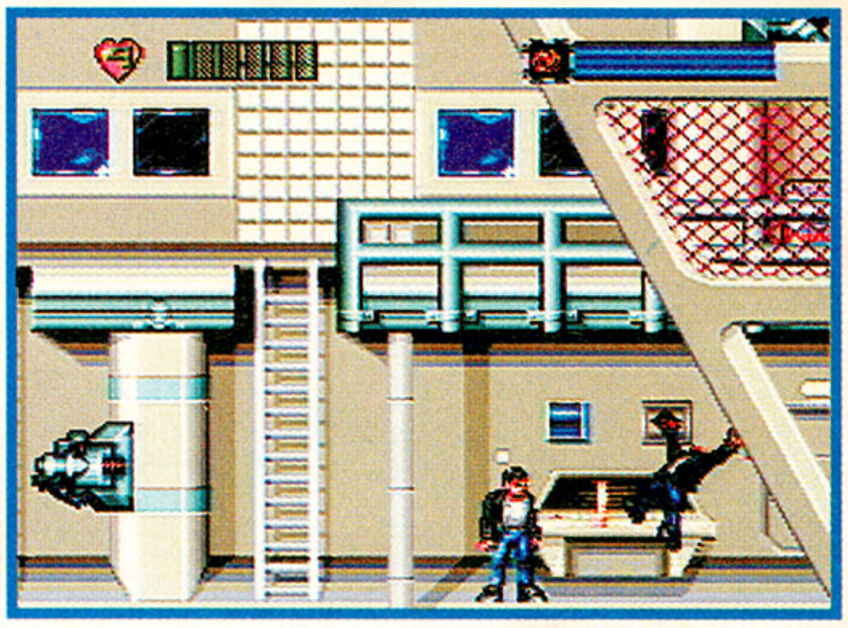
Kick this barrel until it falls.



Blast it with your PPT until it explodes.

The hole's a third of the way across. Press Down and B and you're own your way!





Try to arrange hand-to-hand combat when possible. Enemies defeated at close range drop coins so you can increase your score.

## GENESIS info

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

## RATINGS

### GRAPHICS

**7**

↑ The graphics are clean and smooth, with no noticeable flicker.
↓ The game could have used some animated scenes.

### MUSIC & SOUND FX

**6**

↑ You'll recognize the actual music from the show...
↓ ...but the same refrains play through every level.

### BELLS & WHISTLES

**7**

↑ Hidden rooms, cool fighting moves, and awesome time-stalling ability.
↓ No save features, passwords, or bonus stages.

### CONTROL

**7**

↑ Control is easy, and characters respond quickly to your directions.
↓ Jumping and grabbing takes a lot of practice.

### REPLAY VALUE

**6**

↑ The hidden rooms and shortcuts make it worth another go.
↓ After you've found them all, the thrill is gone.

### OVERALL 67%

# VAY

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Deadly.
No Fear.
No Remorse.
...and it's coming
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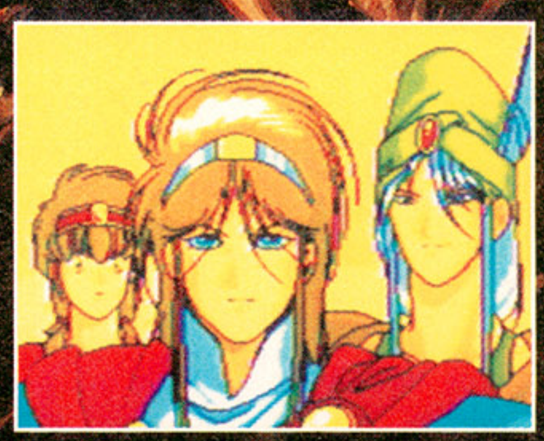
Awesome Role-Playing!
CD Sound!
Animation!



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WORKING DESIGNS

*Our games go to 11!*

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# Side Pocket

*Publisher & Developer:* Data East • now available • $39.95

***After hustling the whole staff in Nine Ball, Doug Brumley realized he'd better give back the cash — or risk spending the weekend tied up in the warehouse.***

While millions flock to local pools for a refreshing dip this summer, others are immersing themselves in another type of pool. Billiards has already made several forays into the game market, but *Side Pocket* is the first available for Game Gear. The game faithfully parallels its predecessors, but the smaller screen makes the precise game of pool more difficult than it should be.

Hardcore billiard players will probably be disappointed by the simplicity and lack of diversity in *Side Pocket*. 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. And while the usual draws, follows, and other spins are available, the reactions of the object balls are occasionally unrealistic, and cutting a ball at the correct angle can be quite difficult.

If you're looking for realistic pool action, you'd be better off sticking with a wooden cue and some green felt — or at least a 16-bit portrayal of the sport. But if you're ready to trade in a dark, smoky pool hall for the sunshine and breeze that can accompany portable gaming, give *Side Pocket* a shot. **GP**

## GAME GEAR info

| | |
|---|---|
| GENRE | simulation |
| PLAYERS | 1, or 2 competitive |
| LEVELS | 5 classes in tourney mode |
| DIFFICULTY | easy to medium |
| SAVE FEATURE | none |
| MEGS | 2 |

## NINE BALL, BACK POCKET

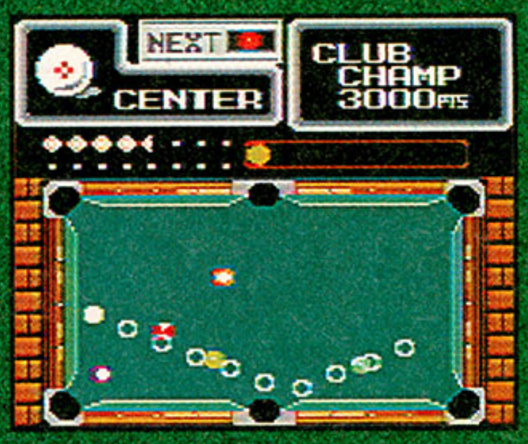
**The challenge is playing pool on a screen smaller than the triangle used to "rack 'em up."**

There's no scoring in the easy one- or two-player Nine Ball games. The object is to sink the Nine Ball, but you must first hit the lowest-numbered ball on the table.

Trick shots range from simple to almost impossible — and there are a whopping 19 of them to keep you occupied. The ones that look the most intimidating usually turn out to be the easiest.

You can sink balls in any order in the one-player Pocket game, but you get more points (and climb the ladder of success faster) if you sink several balls in a row, or drop them in numerical order.

Several special bonuses pop up in certain pockets during the Pocket game — you get extra points if you sink a ball in one of them.




A row of blinking circles shows the path the cue ball will take. The direction of the object ball after the collision, however, is for you to determine.

## RATINGS

### GRAPHICS

**6**

- Too much detail given to women and venues. Hey — I'm here to play pool.
- Simplistic, small table graphics lead to missed shots.

### MUSIC & SOUND FX

**6**

- The bluesy tunes are a nice accompaniment as you run the table...
- ...but their simplicity quickly reminds you that you're playing Game Gear.

### BELLS & WHISTLES

**7**

- There are four modes of play, including 19 trick shots for you to try.
- More billiard games would've been nice — especially Eight Ball.

### CONTROL

**6**

- You can put all types of English (spin) on the cue ball.
- Lining up shots is often quite difficult, and there's a limit to the cue's precision.

### REPLAY VALUE

**6**

- Multi-player involvement and interesting trick shots keep you chalking up.
- The one-player tournament is really too easy.

**OVERALL 62%**

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

# LUNAR™

## THE SILVER STAR

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

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WORKING DESIGNS

*Our games go to 11!*

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*Publisher:* Malibu • *Developer:* Halestorm • now available • $29.95

# Sports Illustrated for Kids
## THE ULTIMATE TRIPLE DARE

**GAME BOY info**

| | |
|---|---|
| GENRE | action |
| PLAYERS | 1 |
| LEVELS | 3 sports |
| DIFFICULTY | hard |
| SAVE FEATURE | none |
| MEGS | 2 |

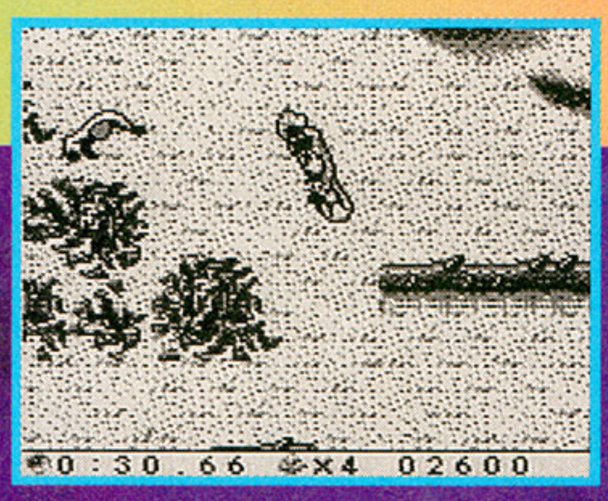
***If a sports title comes along, Doug Brumley won't be far behind. But he plans to keep his distance from this one.***

What do snowboarding, skateboarding, and mountain biking have in common? Well, besides drastically raising your health-insurance, they're all activities included in *SI for Kids: The Ultimate Triple Dare.*

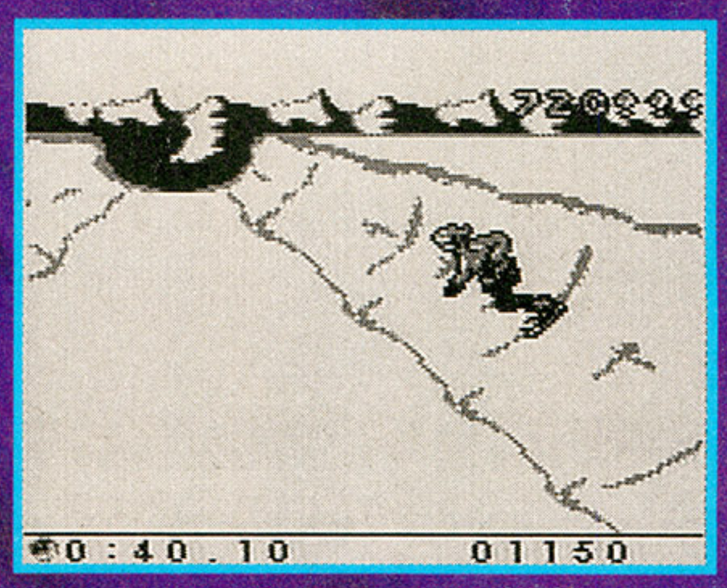
Each sport is represented by two events — for example, snowboarding is split into downhill and halfpipe. And each of the six events has three progressively difficult courses for you to conquer before you become the "hotshot" in that event. For the ultimate challenge, put your acquired knowledge and skill to the test in the all-encompassing triathalon.

Unfortunately, knowledge and skill are extremely hard to come by in *SI for Kids*. Tough events are further complicated by poor control, with most challenges nearly impossible for the younger market the game targets. **GP**

## SNOWBOARDING

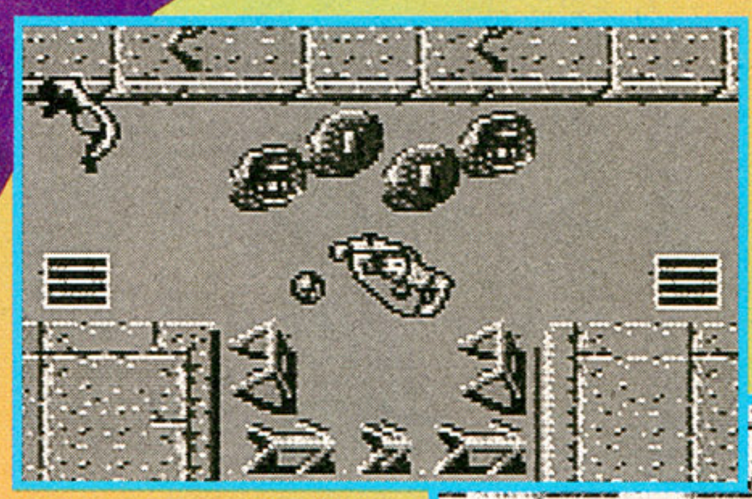



Shred your way to the finish line during the *downhill*, but be on the lookout for snowball-firing brats and rude snowmobile drivers.

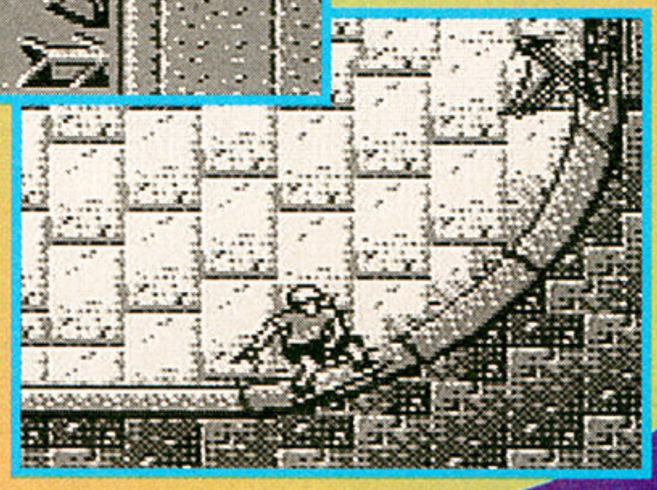



With a little practice in the *halfpipe*, you can pull off 720s and rack up major points

## SKATEBOARDING

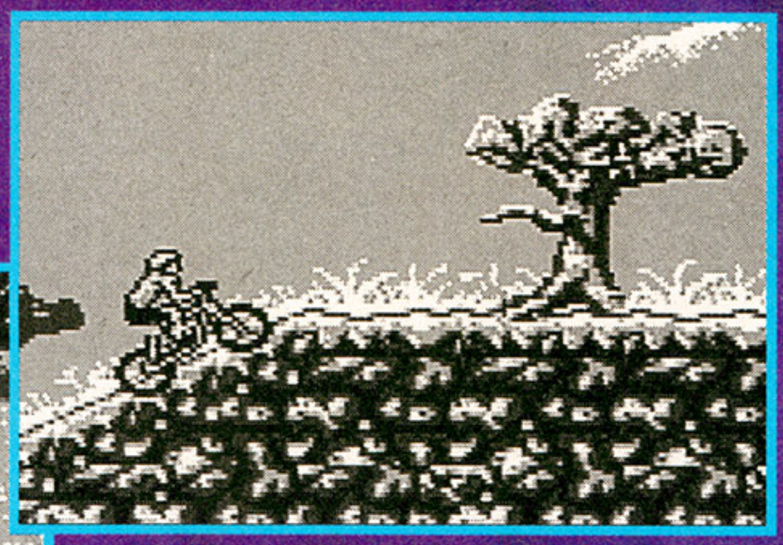


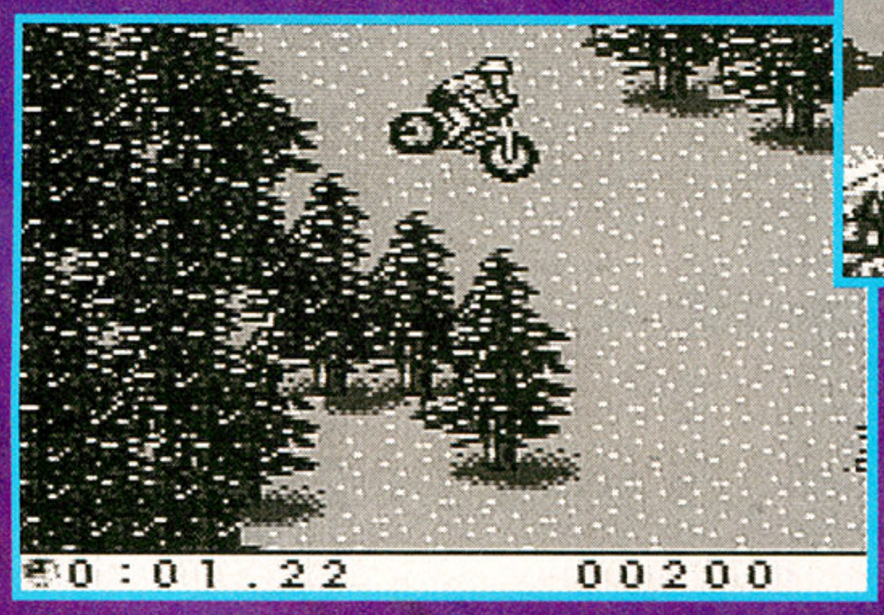
The game's control flaws really show up in the *urban* event, making tricky downtown streets even more treacherous.



This *halfpipe* event takes you flag-gathering through catacombs — it's not nearly as simple as its snowboarding counterpart.

## MOUNTAIN BIKE RACING






You almost always make it to the finish line in the *trail* event... *if* you pedal as fast as you can and avoid a few low branches.

The *mountain* event requires quick reflexes as you speed past trees, but you'll get blisters on the B button as you try to pedal uphill.

## RATINGS

### GRAPHICS
**5**
- ↑ The intro and menu graphics are above average...
- ↓ ...but the action is often small and below par.

### MUSIC & SOUND FX
**5**
- ↑ Sure, the soundtrack is kind of catchy...
- ↓ ...but the sound effects are practically non-existent.

### BELLS & WHISTLES
**5**
- ↑ Six events based on three sports and spread over 18 courses provide variety.
- ↓ More options — especially a skill setting — would have been nice.

### CONTROL
**4**
- ↑ Control isn't as good as it needs to be as you race the clock on tricky courses.
- ↓ You need the reaction time of light to avoid some obstacles.

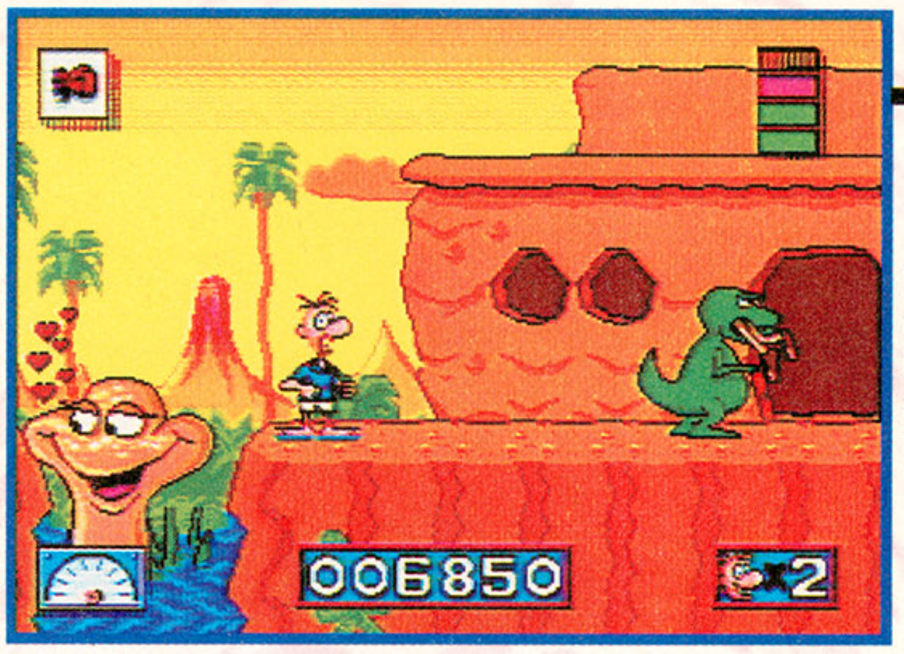
### REPLAY VALUE
**4**
- ↑ You may start to see some positive results after *a lot* of practice.
- ↓ Younger players will quickly become frustrated, then bored.

**OVERALL 45%**

**Publisher:** Electronic Arts • **Developer:** RealTime • now available • $49.95

# NORMY'S Beach Babe-O-Rama

***Babes! The beach! A tan! Vince Matthews was quick to sign on, but he ended up wanting to kick sand in Normy's face.***



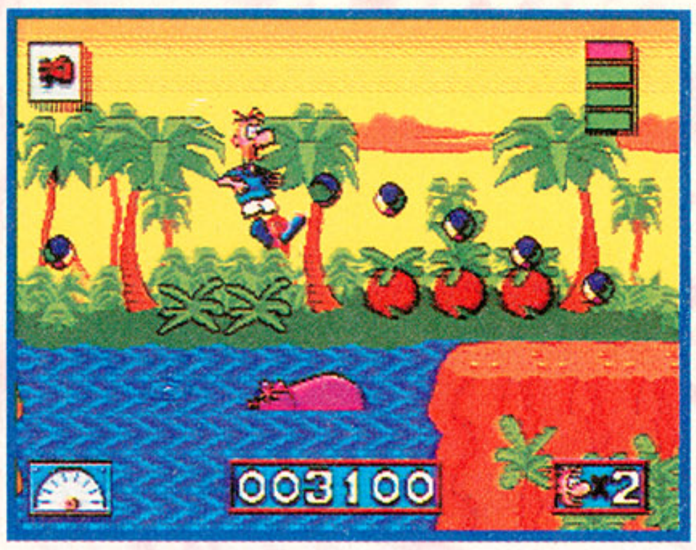

Normy's main concern in pre-historic times are green Barney lookalikes.

The video-game business is a funny animal. Case in point: *Normy's Beach Babe-O-Rama*. This title is the video-game equivalent of a trashy paperback that you take to the beach because you don't care if it gets wet or sandy. Or think of it as fast-food gaming, a little limp and only lukewarm, but cheaper than a real sit-down meal.

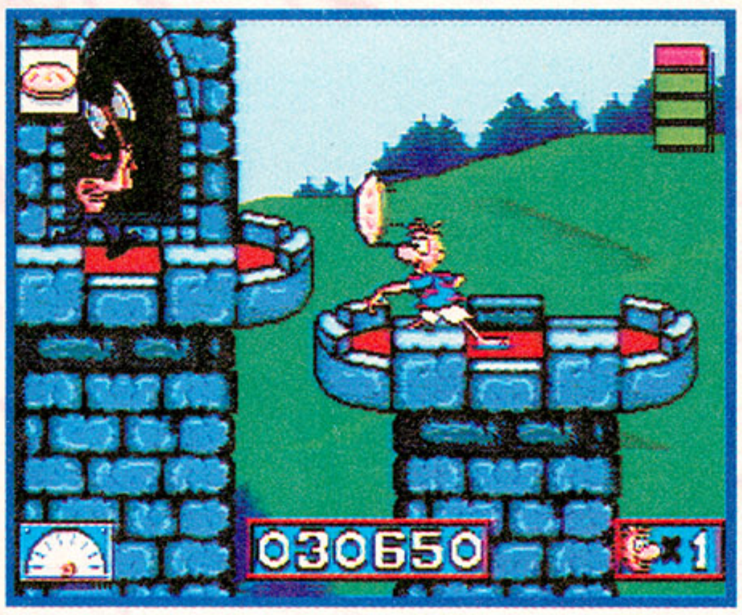
So here's Normy, your average side-scrolling action game. In this one, you travel through time in search of hijacked beach babes. Aside from the West Coast surfing humor sprinkled throughout the adventure, there's not much that sets *Normy* apart except that it has the word "babe" in the title. Does the world really need another average side-scrolling action game? Not necessarily — especially if it's this one. **GP**

When Normy swigs some Time and Space lotion, off he goes into the wild blue yonder in search of honeys.

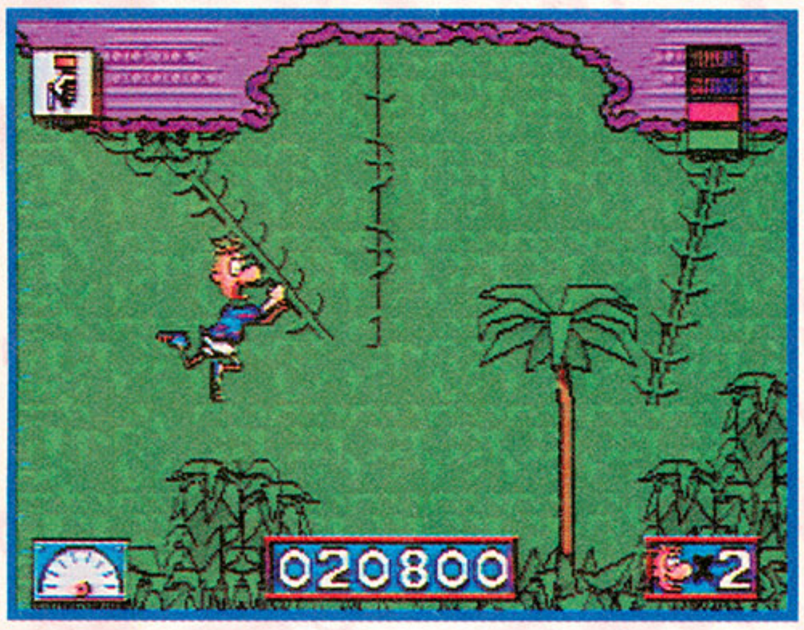
Tongue-in-cheek, campy humor helps pull this game just above average. Here, Normy passes the time with some paddleball.




Normy hops from left to right in every level, picking up beach balls and encountering enemy after enemy.




You'll probably find the popular cream pie to be Normy's most useful weapon.




When Normy's not running from left to right, he's swinging from left to right. Pitfall Normy, lost in the jungle, searching for babe-age.

## GENESIS info

| | |
|---|---|
| GENRE | action |
| PLAYERS | 1 |
| LEVELS | 29 |
| DIFFICULTY | medium |
| SAVE FEATURE | none |
| MEGS | 16 |

## RATINGS

### GRAPHICS — 5

↑ The cartoony characters are colorful, and there's a variety of enemies.
↓ However, the cartoony graphics also make a weak game look weaker.

### MUSIC & SOUND FX — 5

↑ There's one catchy number.
↓ But I couldn't hum it ten minutes later, so you have a general idea how much of an impression it made.

### BELLS & WHISTLES — 4

↑ There's a nice wacky arsenal.
↓ All Normy does, though, is walk from side to side and pick on hapless victims. The dash move is a Sonic rip-off.

### CONTROL — 3

↓ Normy's movements are sluggish, and he sometimes gets hung up on walls.
↓ His arsenal responds poorly; enemies are on top of you before you can react.

### REPLAY VALUE — 5

↑ Don't think of it as aggravating — think of it as challenging.
↓ Once you run out of continues, you start all over again. Oh joy.

**OVERALL 54%**

Got a good bunter like Nixon or Butler? Choose natural grass to slow the ball down and give opposing third basemen headaches.

SUPER NES

Thanks to full roster manipulation, you're the manager. Pencil Molitor in at third and put Olerud in the DH slot. Have Dibble come in to close. It's all up to you, skipper.

SEGA GENESIS

Hey—You'd sweat too if you had to throw to this guy.

# DON'T JUST

# BOX SCORES.

SEGA GENESIS

Blauser anchors the infield. Carter delivers the clutch hit. And Rickey wreaks havoc on the basepaths. It's like your baseball card collection has suddenly come to life.

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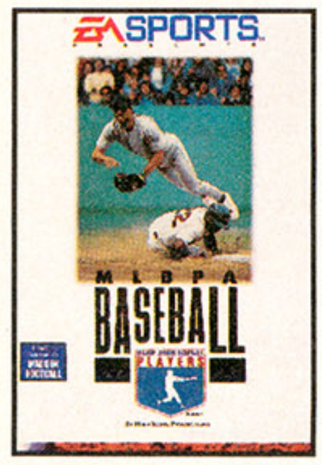
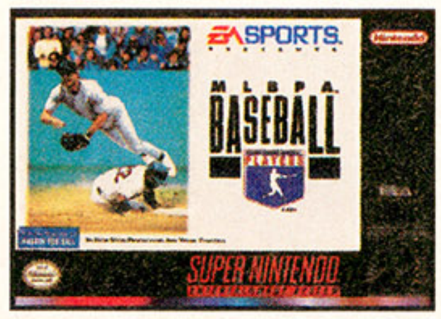
Defense is based on last year's fielding percentages and other skill ratings. Which means Larkin has great range at short. Whiten packs a cannon in right. And some guys are better off being used as pinch hitters.

Pitchers like Orel Hershiser are rated for velocity and endurance. So if your guy is bringing 98-mph heat, he might not last nine.

# READ THE CAUSE THEM.




You rob Tony Gwynn of a triple. Ring up Rafael Palmeiro with a wicked curve. Even take Randy Johnson deep. (No, you're not dreaming.) Welcome to MLBPA™ Baseball. It's from the makers of John Madden Football.™ And it's the most playable baseball game ever for Super NES® and Sega™ Genesis™.




Pick-off plays. Atlanta fans doing the Chop. Even the occasional pickle. If it's at the ballpark, it's here.

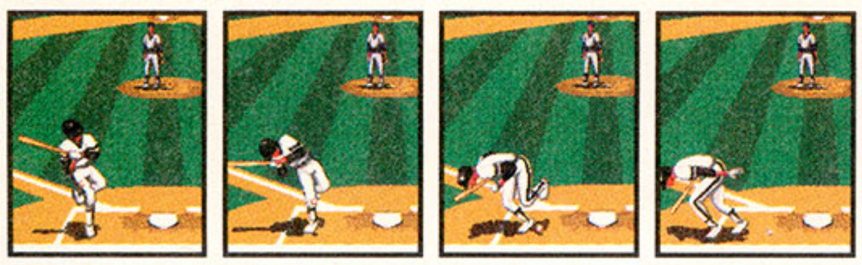
EA SPORTS™

If it's in the game, it's in the game.™

SEGA GENESIS

SUPER NINTENDO ENTERTAINMENT SYSTEM

SEGA GENESIS



Sooner or later you're going to get beaned. While you're walking it off, go to instant replay and have another look at what hit you.

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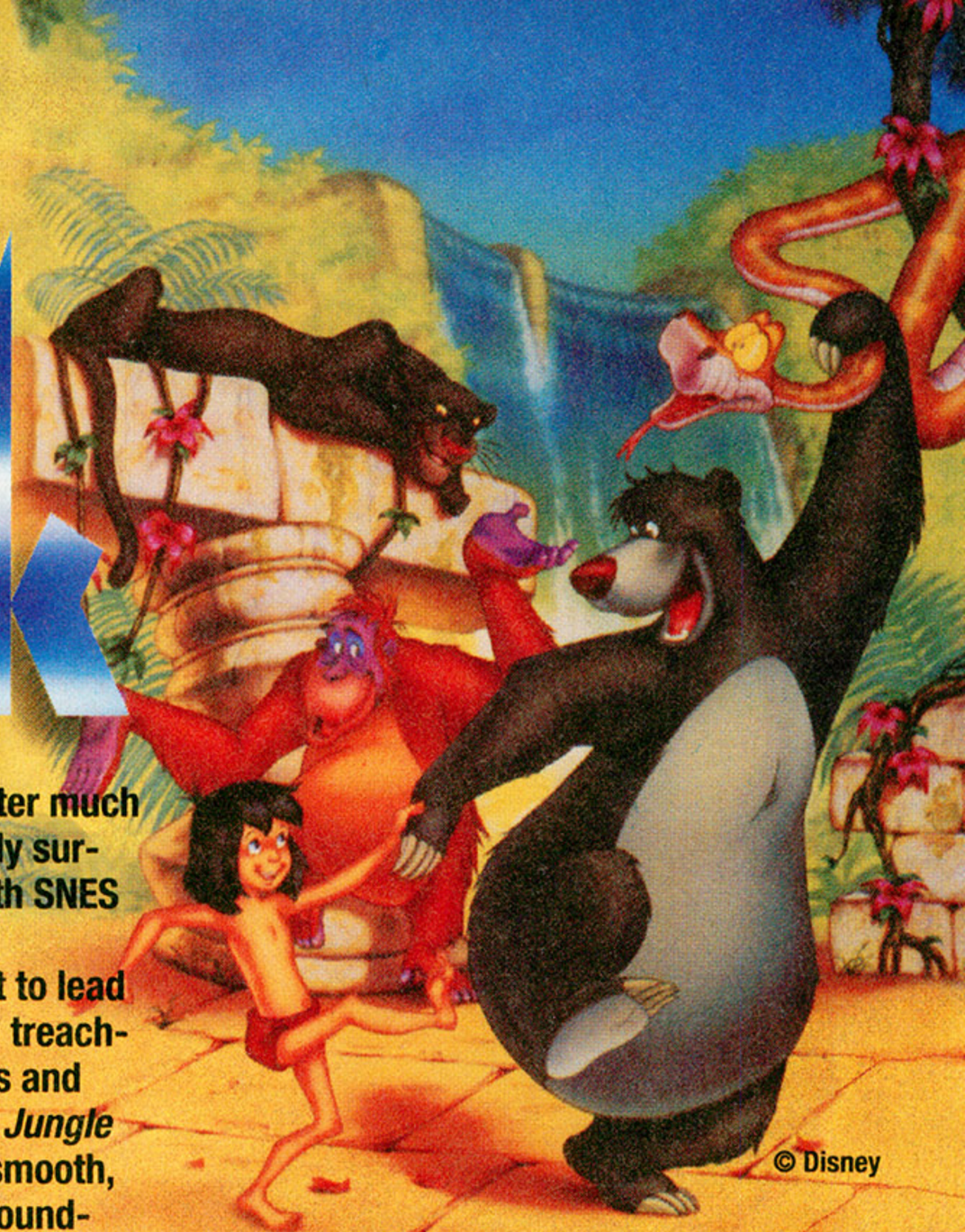
SPECIAL *review*

# the Jungle Book



© Disney

***After seeing Mowgli ink his own lucrative book, movie, and video-game deals, Doug Brumley is sure that being raised by wolves isn't all that bad.***

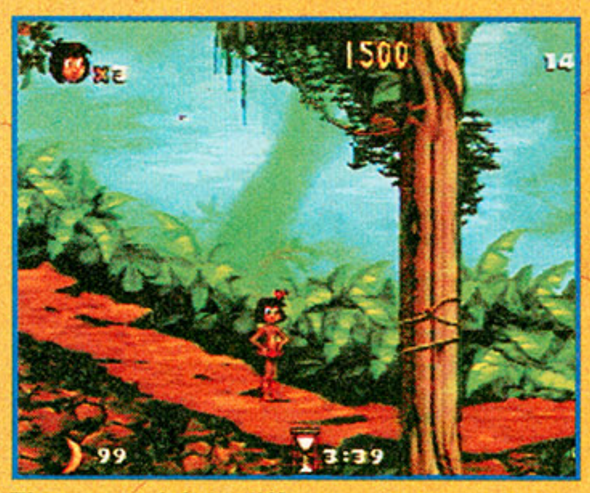
You know the story by now: Boy is raised in the jungle by wolves. Man-hating tiger poses threat to boy. Boy must leave wolves and return to the safety of mankind. No, this isn't the latest cover story for *The National Enquirer* — it's the plot of Kipling's children's classic, which became Disney's popular animated movie. Now after much delay, *The Jungle Book* has finally surfaced in video-game form for both SNES and Genesis.

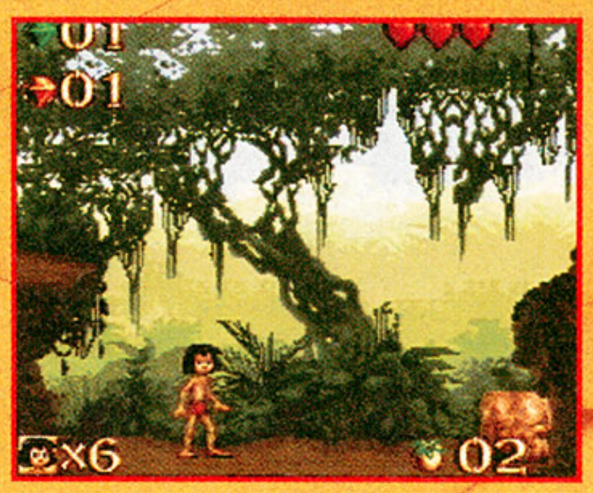
In both formats, you attempt to lead young Mowgli safely through ten treacherous levels, swinging from vines and hurling fruit along the way. Both *Jungle Books* delight your senses with smooth, detailed graphics and a catchy soundtrack. And both versions offer three variable difficulty settings as well, allowing you to progress at your own speed. The Genesis version, however, surpasses the SNES version in playability, with its wider variety of weapons and better all-around layout and trimmings.

But no matter which version you play, you'll certainly be impressed by the dazzling graphics as well as solid game play. Both versions suffer from a hint of monotony — you may tire of running, swinging, and searching through each level against extremely similar jungle backgrounds. But all things considered, while the SNES and Genesis *Jungle Book* carts may not be quite the crowd-pleaser that Virgin's *Aladdin* was, Disney fans will find there's still a lot *The Jungle Book* has in store for them. **GP**

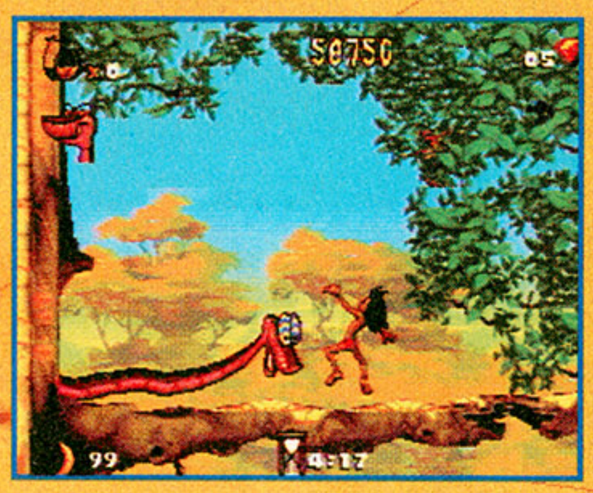
## COMPARING APPLES TO BANANAS

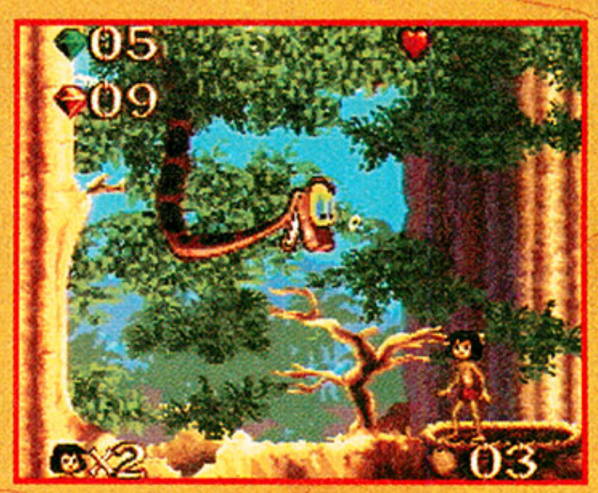
**Sure, both the SNES and Genesis versions have the same title, but don't let that fool you. They're different games, with variations including level content and available weapons. Here's a quick side-by-side comparison of the two, followed by more focused look at each individual game. Genesis game screens are shown on the left in blue, SNES screens on the right in red.**




The most visible difference between the versions doesn't take long to discover. The graphic emphasis as well as the screen layout — from the health meters to the points collected — gives each game a distinct look.




Most stages in the two games are quite different, but there are a few places where they intersect. A prime example is this battle with Kaa the snake.

Collect at least ten gems in the Genesis game to advance to the next level. Find all 15 to reach a bonus stage.

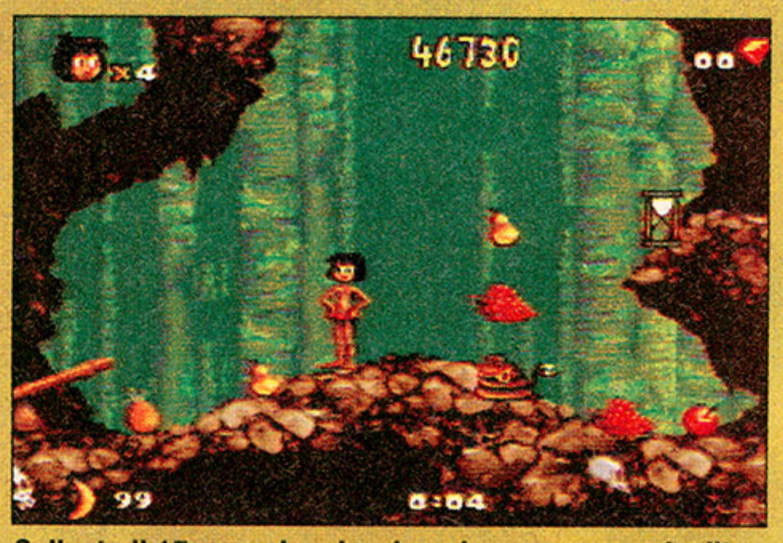
Collect as many red and green gems as you can in the SNES version. You get continues for enough red gems, and a bonus round for enough green ones.

The Genesis version of *The Jungle Book* uses Mowgli's color-filled head as an indicator of his health...

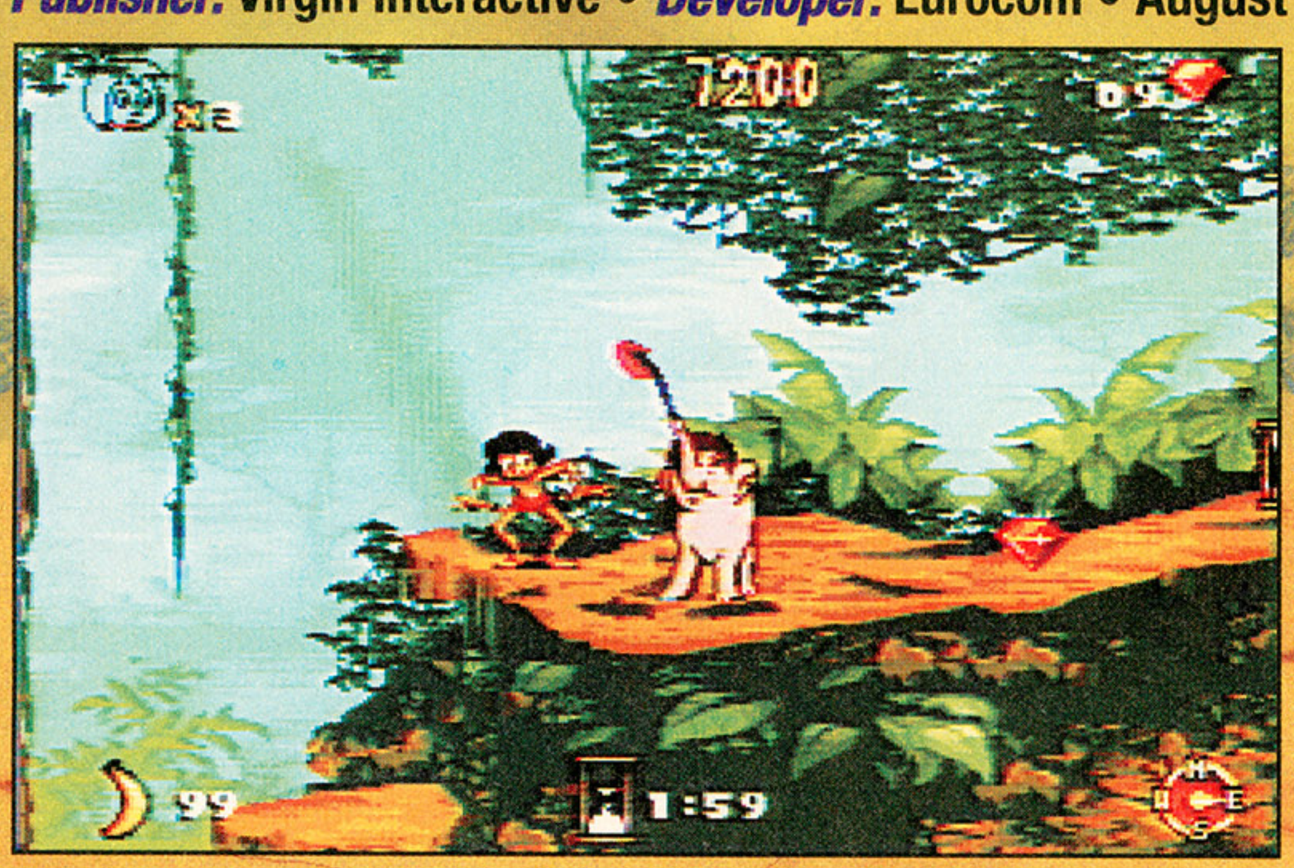
...while the SNES version has the more frustrating method, allowing only four hits — each marked by a heart. Contact with the weakest of enemies still costs you a full heart.

# Genesis: Trust in Me

**Publisher:** Virgin Interactive • **Developer:** Eurocom • August • $69.95




Collect all 15 gems in a level, and you can spend a little time in a bonus level full of points and power-ups.



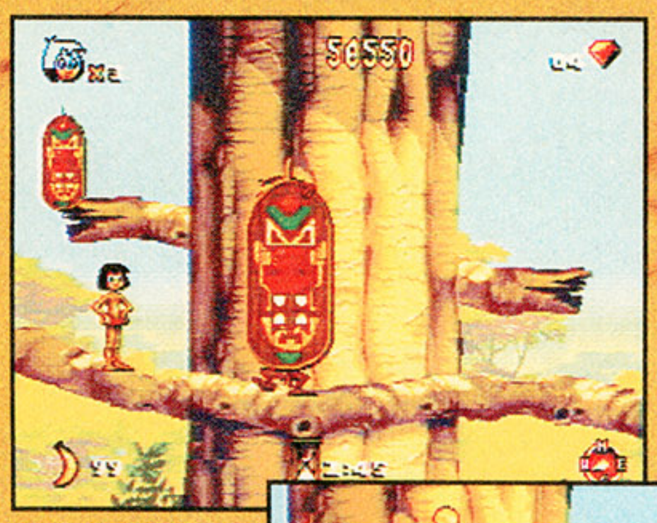

Colonel Hathi's son is stationed throughout each level, just waiting to save your progress with a flag. When Mowgli loses a life, you resume from the last checkpoint you crossed.

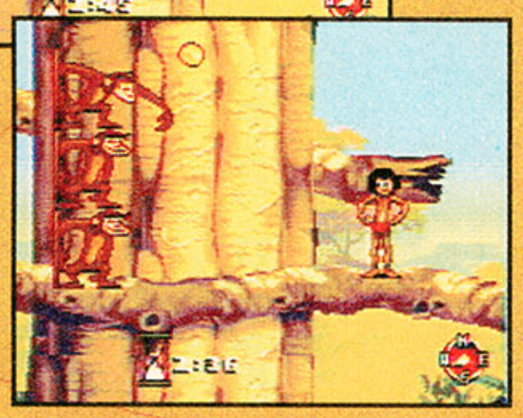
## GENESIS info

| | |
|---|---|
| GENRE | action |
| PLAYERS | 1 |
| LEVELS | 10 |
| DIFFICULTY | 3 skill levels/easy to medium |
| SAVE FEATURE | none |
| MEGS | 16 |

Mowgli has a voracious appetite. Fortunately you also earn big points for these juicy fruits.

Another unique Genesis feature is a compass located somewhere in the level that, once picked up, leads you to the next nearest gem.



This witch doctor looks rather intimidating — until the shield turns to expose nothing more than a little monkey business.

## THAT'S WHAT FRIENDS ARE FOR

**What would *The Jungle Book* be without Mowgli's buddies and enemies? From Baloo to Shere Khan, they're all here... and in the SNES version, too!**

Mowgli's pals Baloo and Bagheera are always around to keep the man-cub from jungle dangers.

King Louie is one of the not-so-friendly boss types you run across in your journey.

## RATINGS

### GRAPHICS

**9**

- Detailed backgrounds and characters make it a joy to watch as well as play.
- The colors are more vibrant than the smooth and blended SNES version.

### MUSIC & SOUND FX

**9**

- The toe-tappin' soundtrack is great and includes the movie songs "I Wanna Be Like You" and "Bare Necessities."
- Jungle sounds finish the atmosphere.

### BELLS & WHISTLES

**7**

- Variety of weapons, enemies, and secrets keep action from being shallow.
- Adjustable difficulty is really the only useful option.

### CONTROL

**9**

- Mowgli swings on vines like he were raised in a jungle or something.
- Sometimes it's difficult to get Mowgli to fire diagonally.

### REPLAY VALUE

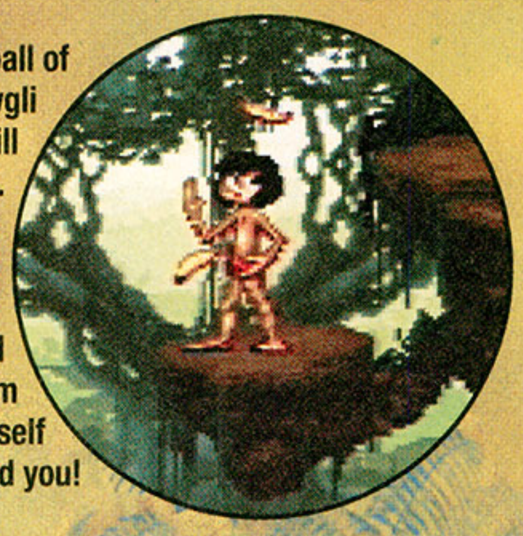
**8**

- You play time and time again just to look at the graphics.
- You may eventually tire of jumping from platform to platform.

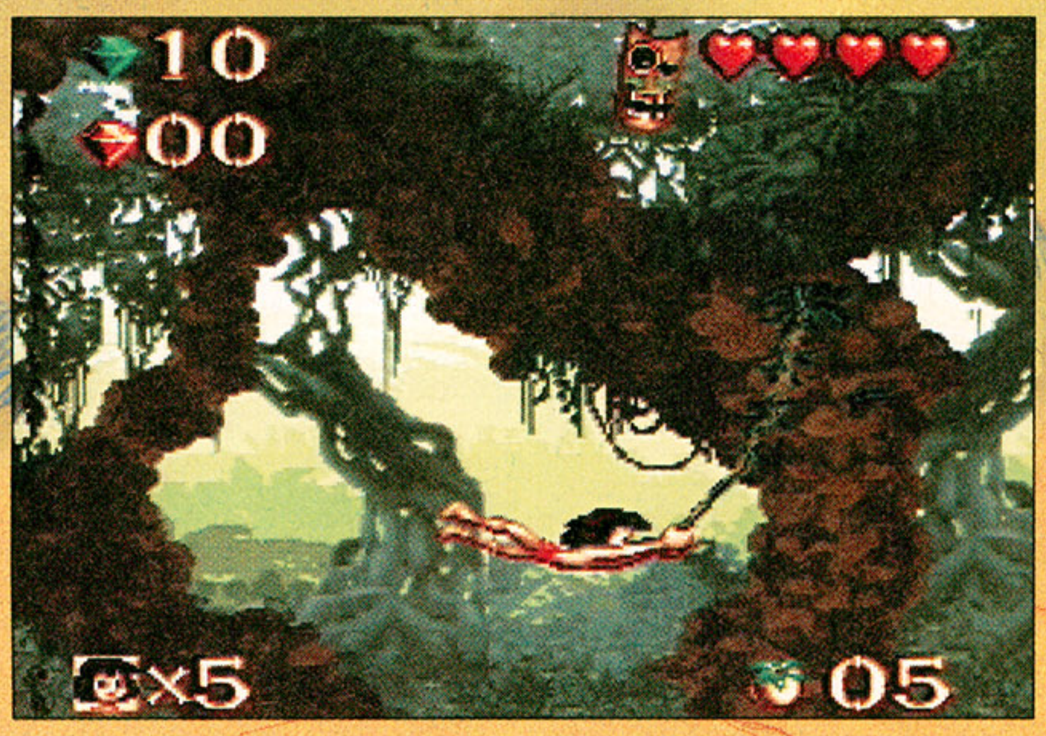
**OVERALL 89%**

# SNES: The Bare Necessities

**Publisher & Developer:** Virgin Interactive • August • $69.95



A real ball of energy, Mowgli won't stand still for a second. Put down the controller, lean back for a while, and watch him entertain himself — and you!

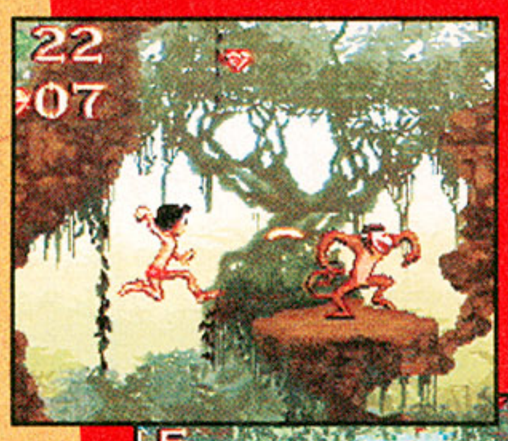


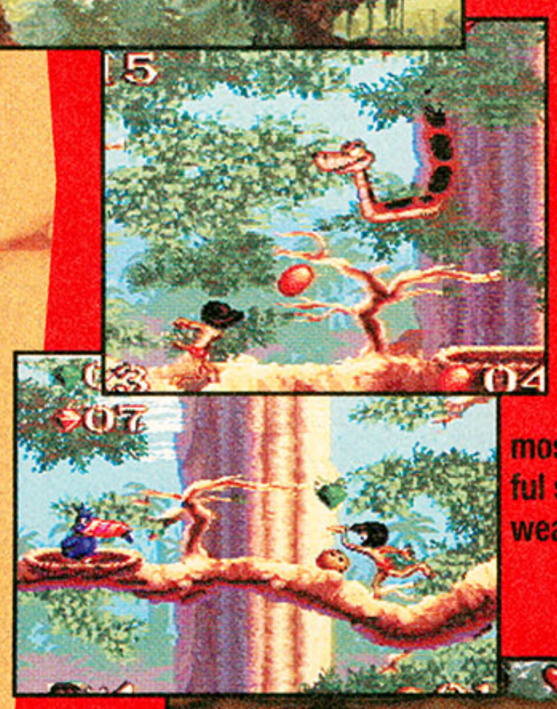

The animations of Mowgli as he swings on vines are some of the game's best. Tarzan, eat your heart out!

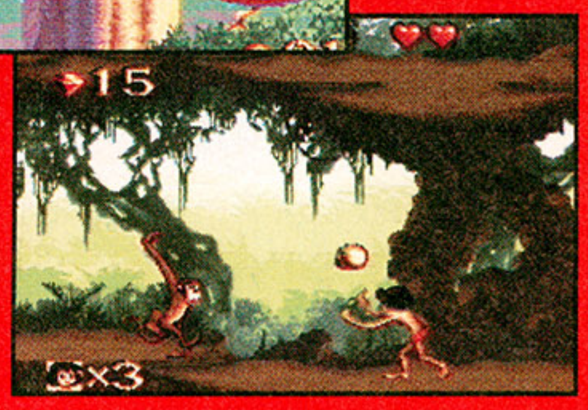
Don't forget that Mowgli's not limited to shooting bananas and other weapons at his foes. This game fulfills yet another criteria on the action game checklist — you can jump on top of enemies to kill them.

## FOOD FIGHT!

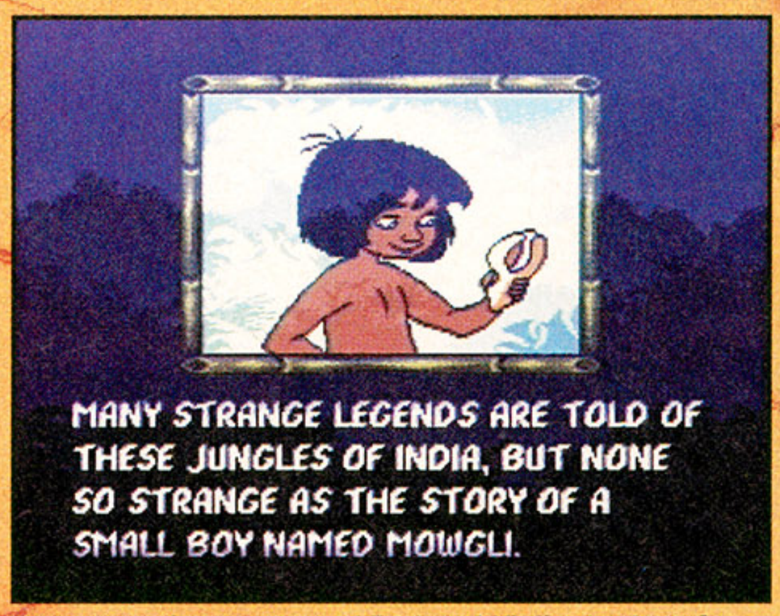
**When Mowgli faces his foe, his only hope is to fend them off with the nearest piece of fruit.**




Besides unlimited bananas to throw, you can use mangos as homing missiles, and you can bowl coconuts along the ground. But grenade-like papayas are the most bountiful special weapons.




In case you've never read Rudyard Kipling's *Just-So Stories* or missed the movie versions, you're filled in on Mowgli's story as soon as you pop in the cart.

Mowgli never really dies in either version — after all, this *is* a Disney game. Instead he's escorted off-screen by two stretcher-toting monkeys.

### SNES info

| | |
|---|---|
| GENRE | action |
| PLAYERS | 1 |
| LEVELS | 10 |
| DIFFICULTY | 3 skill levels/medium to hard |
| SAVE FEATURE | none |
| MEGS | 16 |

## RATINGS

### GRAPHICS

**9**

- ↑ Nice shading and multiple scrolling backgrounds give the screen depth.
- ↓ The graphics aren't quite as crisp and defined as the Genesis version.

### MUSIC & SOUND FX

**9**

- ↑ The two tunes from the soundtrack, along with the funky jungle beats, complement the great graphics.
- ↑ Again, the jungle ambiance is nice.

### BELLS & WHISTLES

**6**

- ↑ Baloo, King Louie, Kaa, and Shere Khan are all included.
- ↓ The weapons are more limited than in the Genesis game.

### CONTROL

**8**

- ↑ Mowgli is very responsive, and you can even control him in the air.
- ↓ You can't shoot diagonally, and catching swinging vines can be tough.

### REPLAY VALUE

**8**

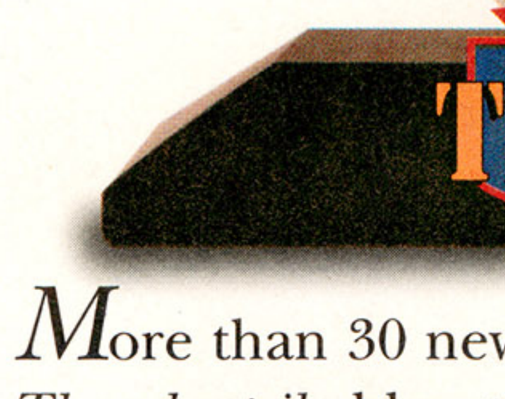
- ↑ There are ten levels of action and plenty of hidden surprises.
- ↓ This version's difficulty may lead to frustration, especially for young players.

**OVERALL 84%**

# Sega CD Product of the Year

More than 30 new Sega CD titles were launched last year. *AH-3 Thunderstrike* blew them all away to capture the 1993 Sega CD Product of the Year award. Enlist now and see for yourself what all the thunder is about.

**Best Sega CD Shooter**

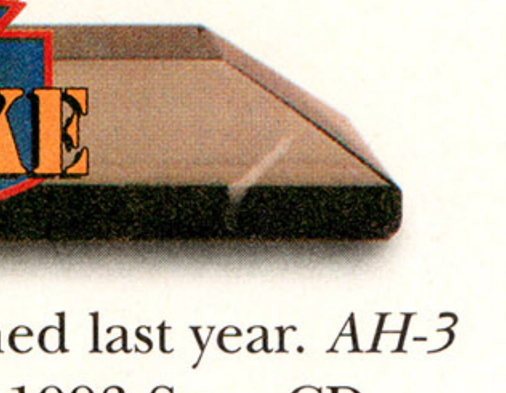


"Games like (*Thunderstrike*) are the reason I bought a CD ROM . . . 3D first person perspective, scaling, digitized graphic and excellent sound . . . Perfection."

***Die Hard Game Fan, October 1993.***

SEGA CD™

**Editors Choice Award**



"Thunderstrike has got to be seen to be believed! Excellent scrolling, sound effects, weapons and superb gameplay will set the standards...

***Electronic Gaming Monthly, November 1993.***

JVC
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# newsletter exclusively for subscribers

# MS. PAC-MAN

**Publisher & Developer:** Namco • now available • $29.95

***Karie Ward** gets the fever all over again when she tries a new, miniaturized version of the 80s classic.*

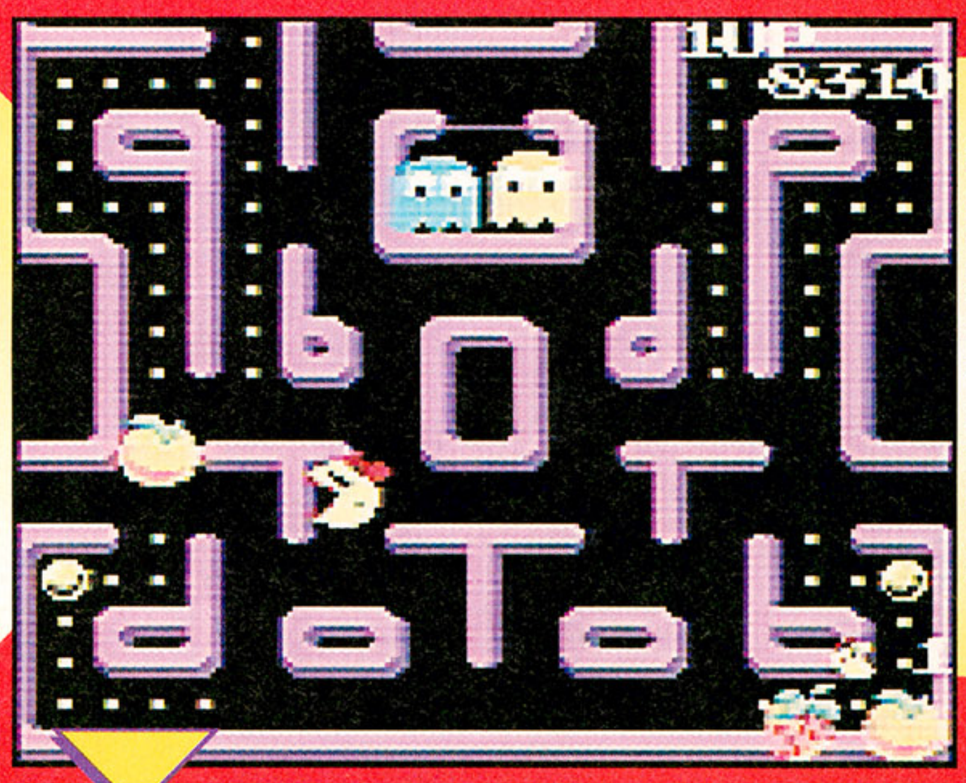
Who's the greatest pellet chomper of 'em all? Pac-Man, of course. And he and the missus are at it again in the Game Gear version of the coin-op classic. The new cart looks and plays just like the original — but is that good or bad? Well, only *you* can decide.

It's difficult to rate a game like this. For what it *is*, it passes the test with flying colors. Those of you who can remember "Pac-Man Fever" (go ask your mom or dad) and all the hype of that era might get a real kick out of seeing the little gal outrun those nasty ghosts. Again. If you liked it then, you'll like it now.

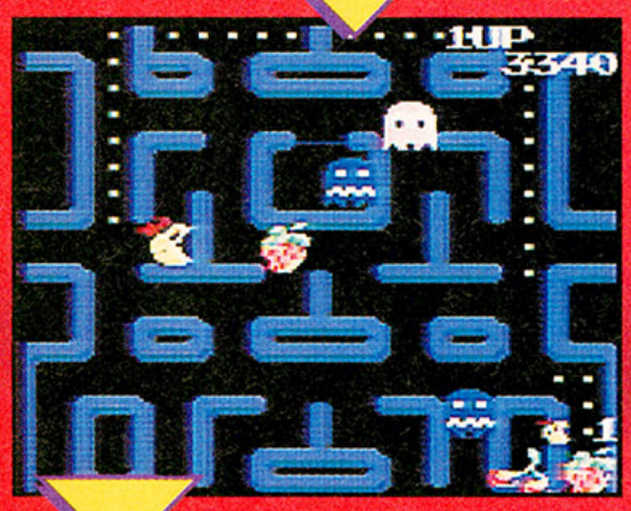
However, if you're sitting there wondering *what* pellets and *what* ghosts, then you probably won't be very amused by this blast from the past. You don't get high-tech weapons, special moves, or blood codes. You just guide a little yellow spot with a little pink bow as she eats power pellets and minds her own business. *Ms. Pac-Man* scores big points in the nostalgia department, but it just can't compete in the modern gaming world. **GP**

## THE KEY TO SUCCESS? TIMING!

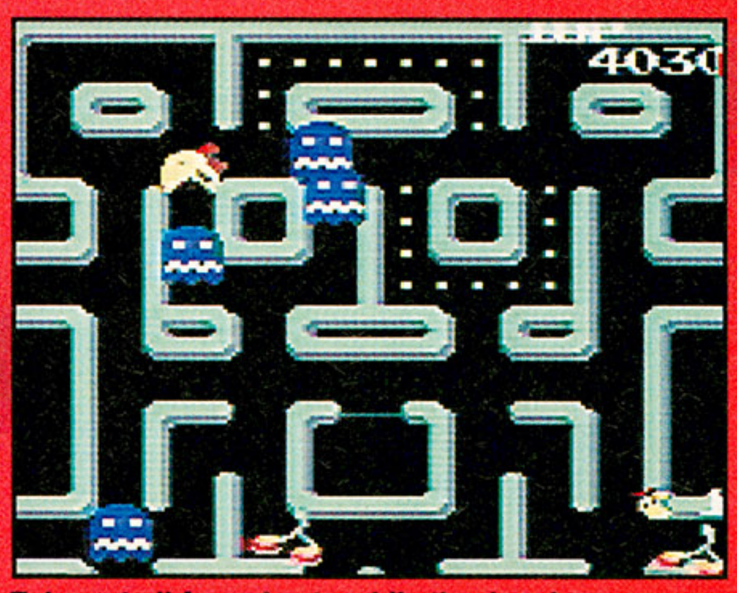
Here's a sure-fire way to clear a screen: Think of the board as four separate sections and try this in each.



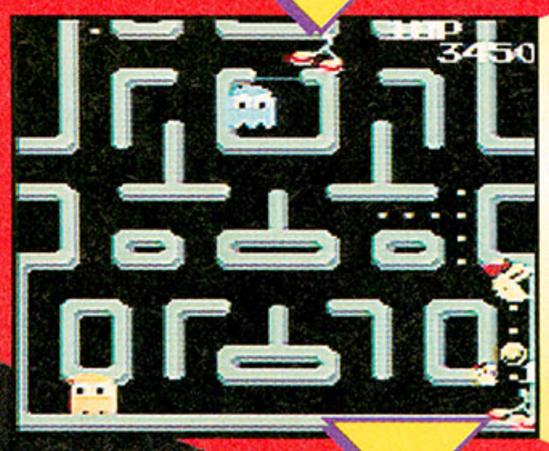
Since ghosts are released one at a time, use this opportunity to go through and eat the pellets in the center of the maze. (Save those corners!)



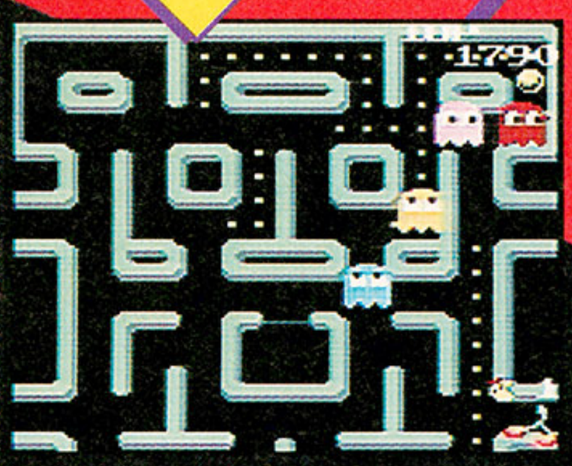
The bonus food items are tempting — and if you can grab them, fine — but don't interrupt your pattern to go after them!



Take out all four ghosts while they're close together, hit those last few spots you missed, and pick up an easy 2000 points! Do this four times on each board and you're set!



When you've cleared as much as you safely can, go sit by a power pellet (the big one in the corner) and wait. The ghosts will come to you.



By the time the ghosts reach you, the ghouls have gathered into a big bunch. At the last possible second, eat the power pellet!

## GAME GEAR info

| | |
|---|---|
| GENRE | arcade action |
| PLAYERS | 1, or 2 alternating |
| LEVELS | 4 mazes |
| DIFFICULTY | adjustable |
| SAVE FEATURE | none |
| MEGS | 1 |

## RATINGS

### GRAPHICS

**6**

↑ It looks *exactly* like it did at my sixth-grade slumber party.
↓ But unfortunately that was on an Atari 2600!

### MUSIC & SOUND FX

**6**

↑ You'll recognize all the sounds and tunes.
↓ Game Gear is capable of much more — why not use it?

### BELLS & WHISTLES

**6**

↑ Hey — it's a real blast from the past, man!
↓ Uh... and it probably should have stayed there.

### CONTROL

**6**

↑ All moves are controlled by the directional pad.
↓ Movement is too fast and jerky to slip through tight turns and tunnels.

### REPLAY VALUE

**6**

↑ Adjustable difficulty adds more depth and challenge.
↓ No save feature — you win in one sitting or not at all.

**OVERALL 60%**

*Publisher & Developer:* Natsume • now available • $69.95

# NATSUME championship WRESTLING

The graphics aren't the best in the world, but the game plays great once you've mastered the timing on grapples.

***GP World Champion Chris Slate** pulls his tights out of retirement to go for the Natsume title. But will the fans still chant "Go, go, Golden Boy"?*

So there's no WWF or WCW license.... So it wasn't a big arcade hit before coming to Super NES.... So I don't wear pants when I pretend to be Bubsy (Uh — forget that last remark). *Natsume Championship Wrestling* is nonetheless a *very* strong contender in the sweaty, surly world of video-game wrestling. The programmers behind it know what we've been saying for years: It's not the hype, it's the *game*.

In *NCW* you choose from 12 brawlers, each with a nice supply of moves (the game has more than 50 attacks). On the down side, characters have virually no physical variety — many competitors look almost identical. *NCW* doesn't have the sport's trademark glitz, either. Where are the gimmicks? The masked man? The fancy costumes?

Still, the game play is great, and the two-player Vs. mode is excellent. You can also play with up to four people with a multi-player adaptor. That's a lot of gamin'! If you're a wrestling buff — or just like beating the tar out of people — then you'll love *NCW.* It won't blow you away at first, but there's great action packed into this little cart. **GP**

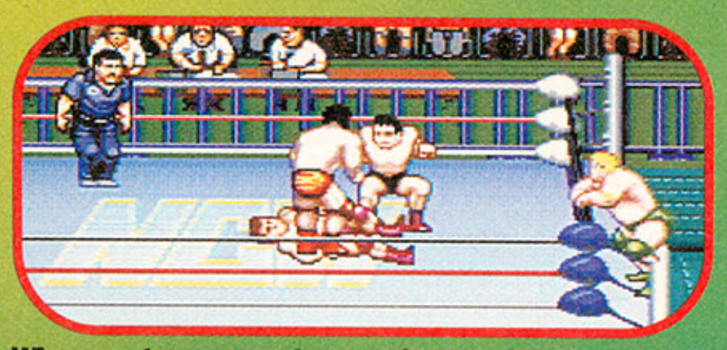
You can select one of a dozen characters, but they all look pretty much the same. Each has his own strengths, though.

Although you can go outside the ring, you can't pull off any moves other than a simple punch or kick from the sides, only from the front.

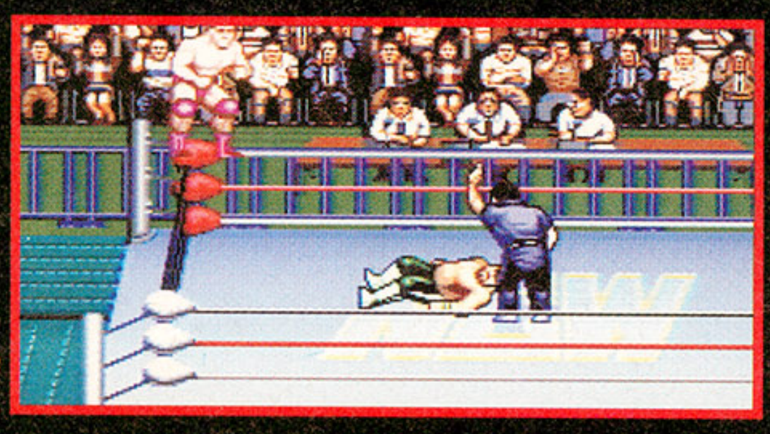
## DOUBLE TEAM 'EM!

**A cornered animal, uh, usually calls on a friend for help.**

If you try to pin an opponent near his corner, his partner comes in and stomps on you. It's not nice, but your team can do it, too.



When you tag your partner, you've got about ten seconds before he must leave the ring. That's ten seconds to team up to kick the crap out of your opponent!



Only a few wrestlers can leap from the top turnbuckle — but it's a devastating maneuver for those who can.

## SNES info

| | |
|---|---|
| GENRE | action |
| PLAYERS | 1-4, w/ multi-player adaptor |
| LEVELS | 5 play modes |
| DIFFICULTY | three skill levels |
| SAVE FEATURE | none |
| MEGS | 16 |

## RATINGS

### GRAPHICS

**5**

- The overall graphics are average, with small characters.
- There's little variety, with only one ring and largely identical characters.

### MUSIC & SOUND FX

**5**

- FX are average, but fairly hard-hitting, especially when you slam onto the mat.
- Standard Japanese game Muzak doesn't do much for action in the ring.

### BELLS & WHISTLES

**7**

- There's lots of ways to play, from Round Robin to tag-team.
- There aren't any chairs or anything outside the ring.

### CONTROL

**8**

- The wrestlers respond smoothly, and the button combos are well laid out.
- Varied attacks let you experiment with neat combos and other strategies.

### REPLAY VALUE

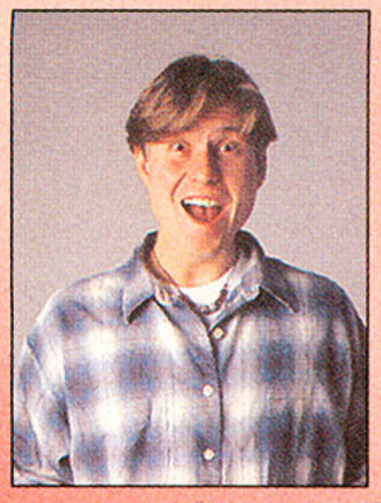
**8**

- It's got flaws, but the action on the mat more than makes up for them.
- Multiple play modes and three skill settings keep the game alive even longer.

**OVERALL 84%**

# BONK'S ADVENTURE

**Publisher & Developer:** Hudson Soft • now available • $49.95

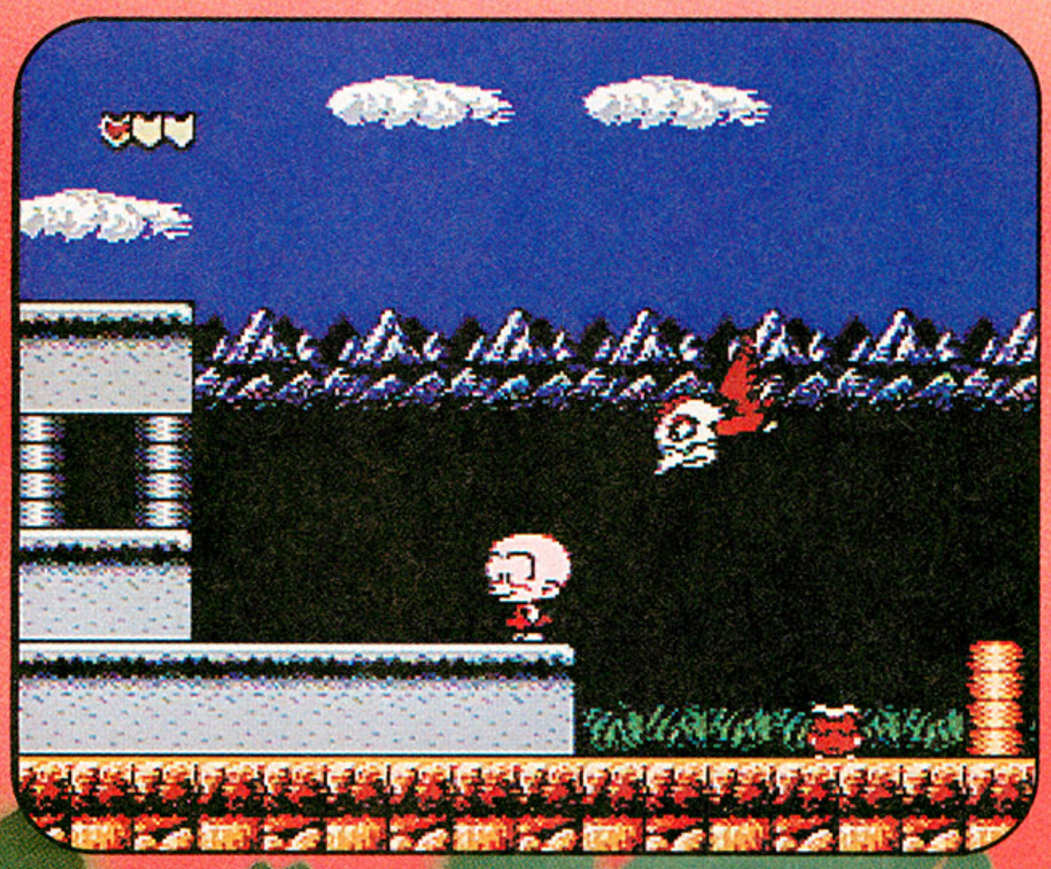


*Although **Jonathan Gagnon's** seeing more hair in the sink than he used to, he still enjoyed Bonk, a solid little character with a solid little game.*

Our hard-headed hero has taken his sweet time traveling to the NES system, but the good news is that *Bonk's Adventure* is a terrific translation of the original TurboGrafx-16 version. The storyline is even the same — you travel through different levels to reach King Drool and save the Moon Princess.

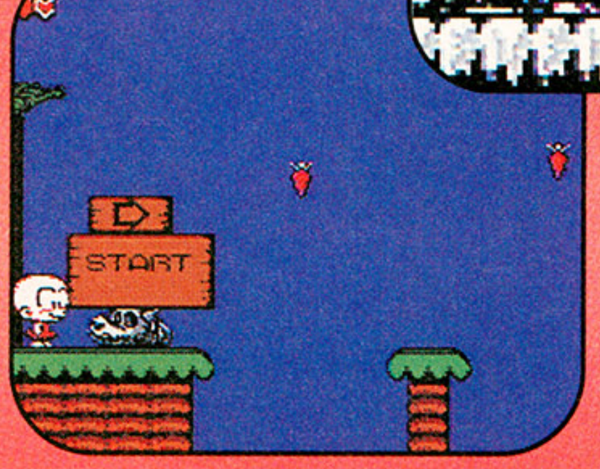
Hudson Soft has done a commendable job in adapting all the original game's techniques and making *Bonk's Adventure* a winner. You've still got your mid-air spins, wall bites, and, of course, plenty of bani-bana flowers and bonus levels.

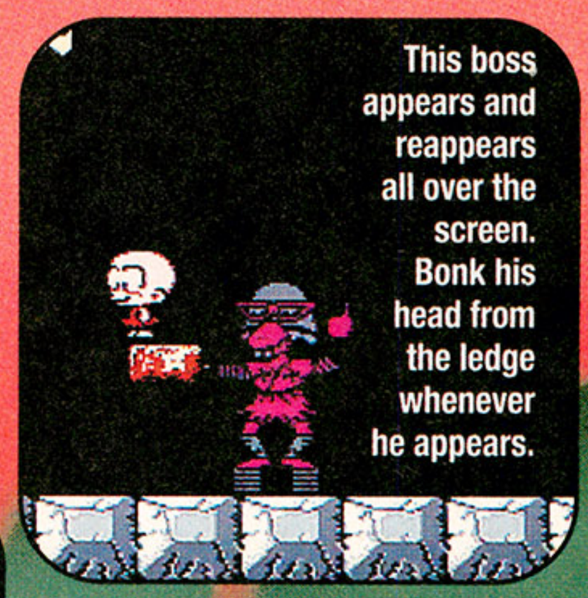
There's no way the NES graphics could compete with the 16-bit processor in the TurboGrafx-16, but they manage to hold their own. The plentiful bosses and special items make *Bonk's Adventure* exciting and fun to play. So whether you're a Bonk fan or not, expect a head-banging good time. **GP**



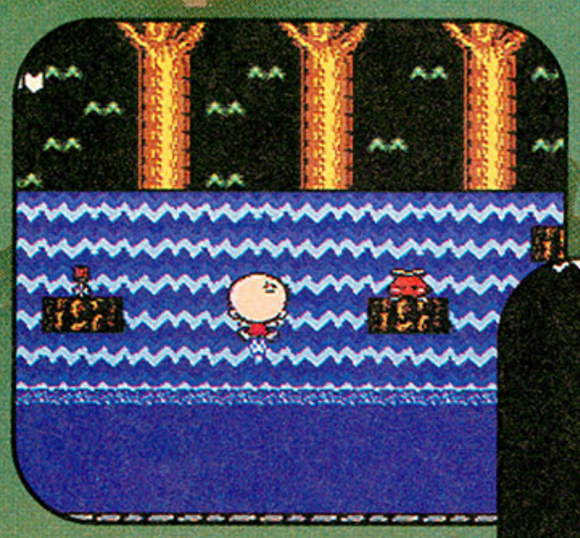
These birds swoop down and peck at your shiny bald head. Jump into their bellies to make them crash and burn.

Be on the search for small flowers. Grab 'em and gain access to special bonus stages.



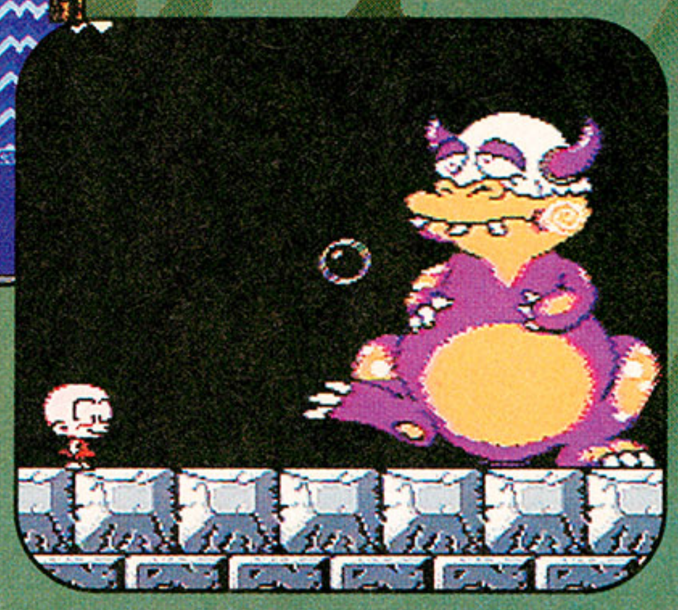



This boss appears and reappears all over the screen. Bonk his head from the ledge whenever he appears.

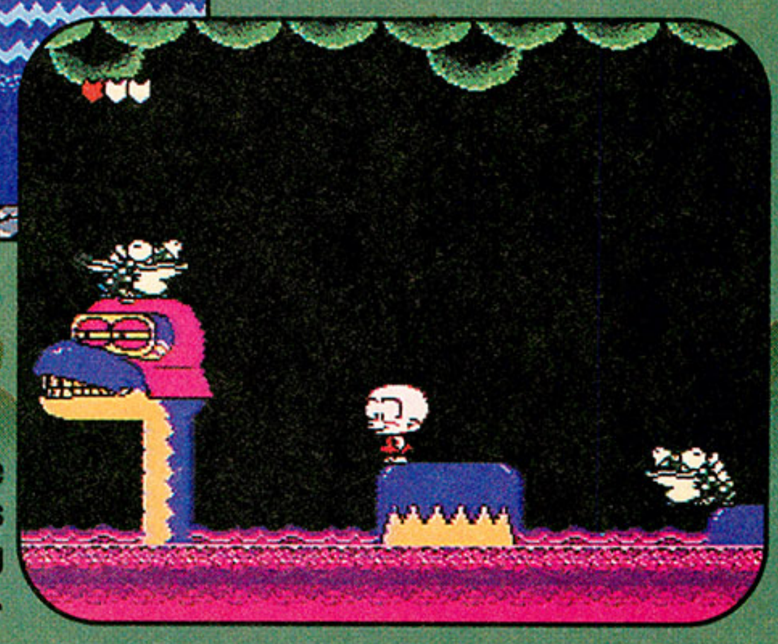


Use the wall-climbing technique to swim upstream.

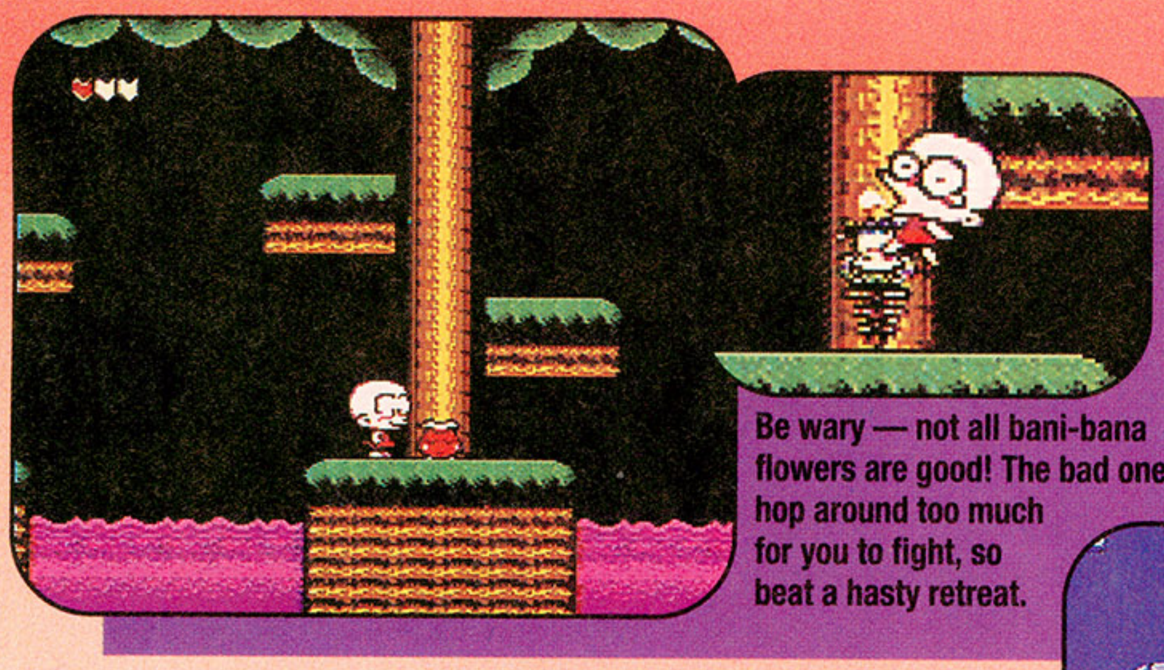
Wait for the electric fish to jump, then grab the bani-bana flower.



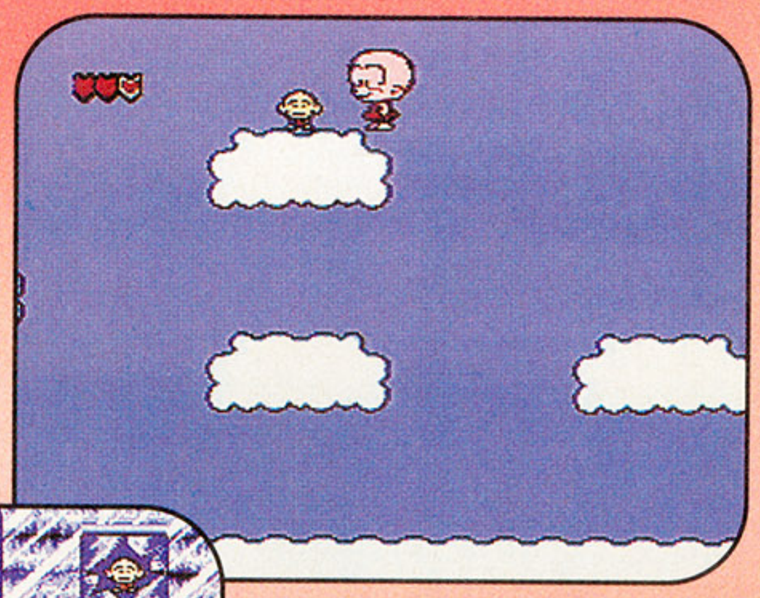
Remember this boss? Hop on his shoulders, then head-butt his noggin from the air or below his chin.



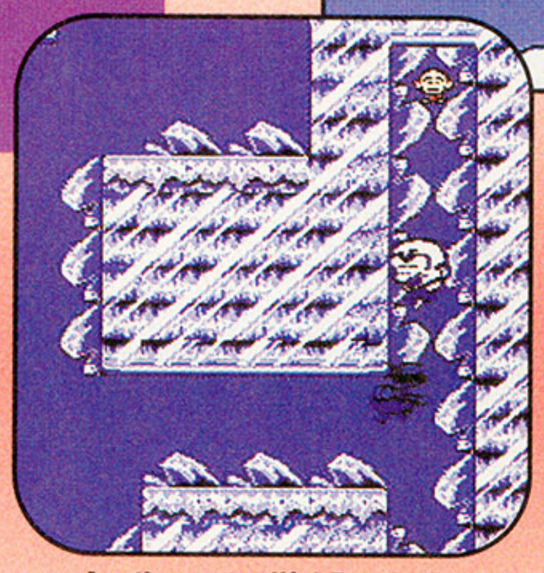
Jump on the back of the dragon to get across this screen. Knock out the flying frogs by bonking their bellies.



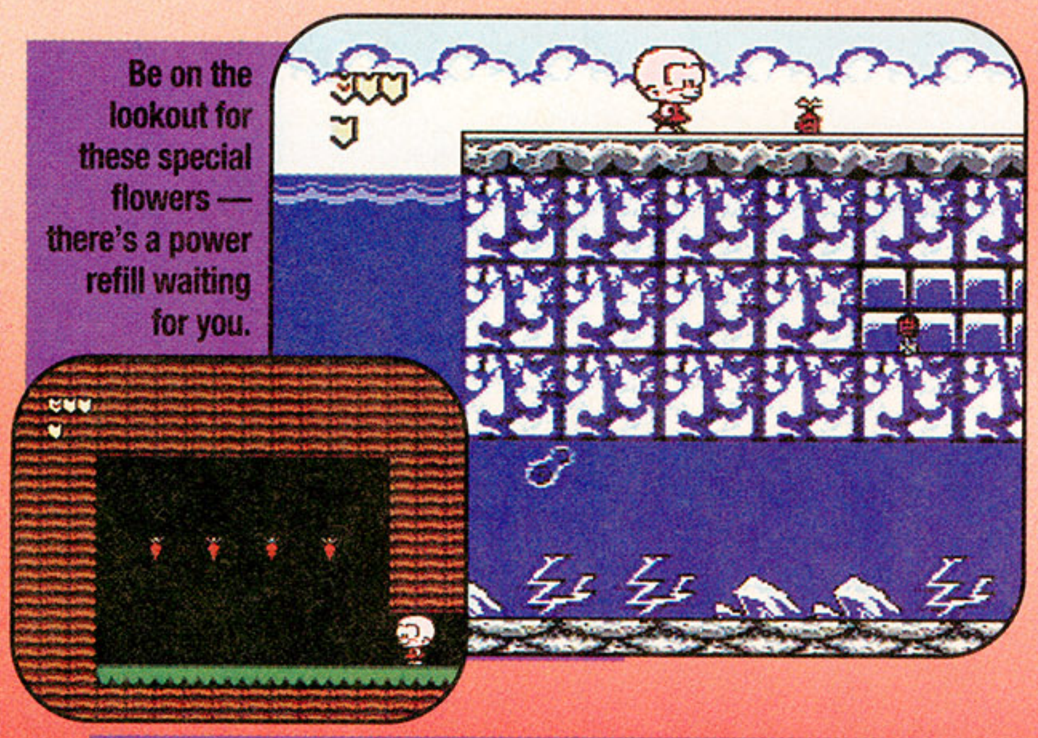
Be wary — not all bani-bana flowers are good! The bad ones hop around too much for you to fight, so beat a hasty retreat.



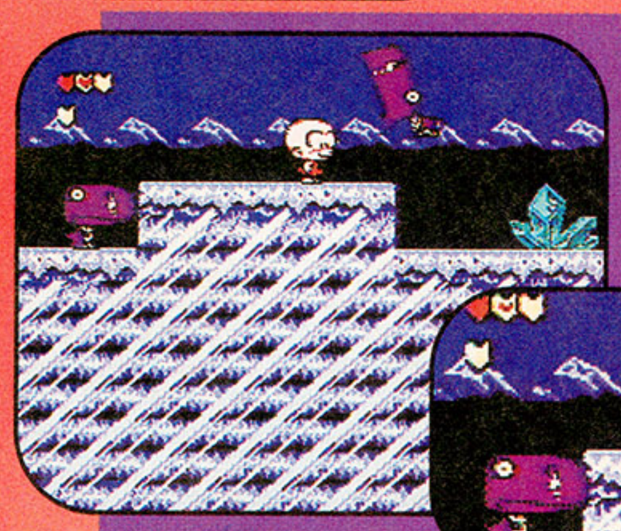
You can reach this extra life by bouncing off a bird. Or if you're hungry, try eating a piece of meat, which enables you to jump higher.



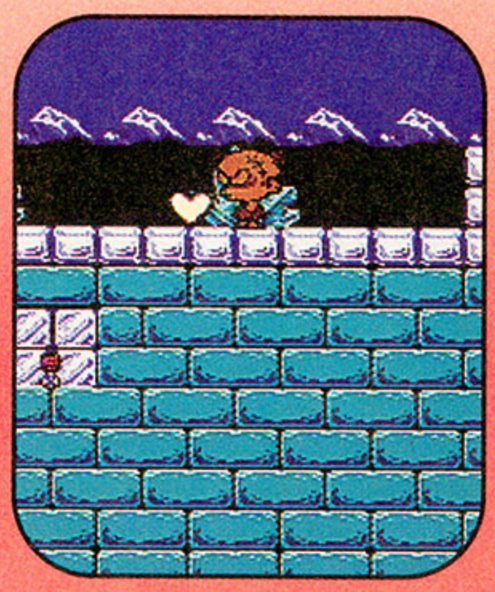
Another extra life! But don't grab it before you kill the turtle, or you risk injury.



Be on the lookout for these special flowers — there's a power refill waiting for you.



Your best bet is to avoid these big-headed dinosaurs. It takes lots of hits to kill them, and if you miss, you probably end up in their Bonk-crushing jaws.



Don't overlook any bani-bana flower. Many hide items such as this heart, which increase your life gauge. And by the way, you can get to the small flower (and thus the bonus stage) by bonking the blocks with your head.

## NES info

| | |
|---|---|
| GENRE | action |
| PLAYERS | 1 |
| LEVELS | 5, w/ additional secret stages |
| DIFFICULTY | medium |
| SAVE FEATURE | none |
| MEGS | 3 |

## RATINGS

### GRAPHICS

**7**

↑ Colorful cartoony graphics make it a blast to play.
↓ Some screens need better background color and detail.

### MUSIC & SOUND FX

**6**

↑ The music adds a lot to the cutesy atmosphere of the game.
↓ But Bonk lends himself to great sound effects, too — and they're not here.

### BELLS & WHISTLES

**7**

↑ You've got all the original head-butting techniques and bosses.
↓ Regular enemies need more variety, and there could be more bonus stages.

### CONTROL

**8**

↑ There's good response — especially with jumping.
↓ It takes some time to master the mid-air spin.

### REPLAY VALUE

**8**

↑ How can you not play this game over and over?
↓ If you've played it on a different system, you might get bored.

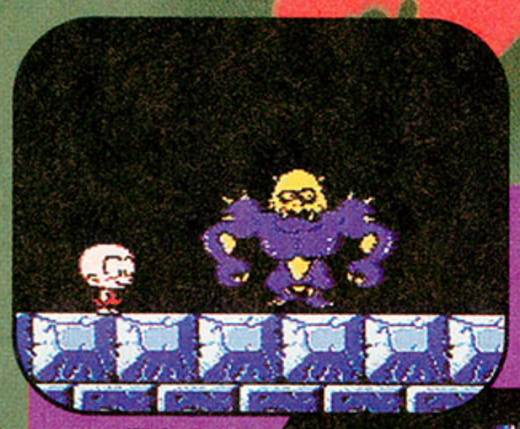
### OVERALL

**87%**

## A SECOND OPINION

I agree totally with Jon. Bonk is the *man,* and *Bonk's Adventure* is a solid side-scrolling action with an attitude. Sure, it's still the same old *Bonk*, but who cares? Certainly not game-hungry NES fans.

Anyone who hasn't sung the praises of Bonk just doesn't know what he's missing. This strange little character in a strange prehistoric world is a little outdated, but younger players have to start somewhere! So grab some aspirin and show the enemies the true meaning of "killer headache." — ***Vince***



This boss means business! When you see him about to toss a rock your way, step aside, then bonk him on the head when the coast is clear. Make sure you clear his spikes!

***Billy Moon** didn't need to flex his muscles to discover that this* **Hulk** *is another feeble side-scroller.*

**Publisher:** U.S. Gold • **Developer:** Probe • August • about $40

# THE INCREDIBLE HULK

## GAME GEAR info

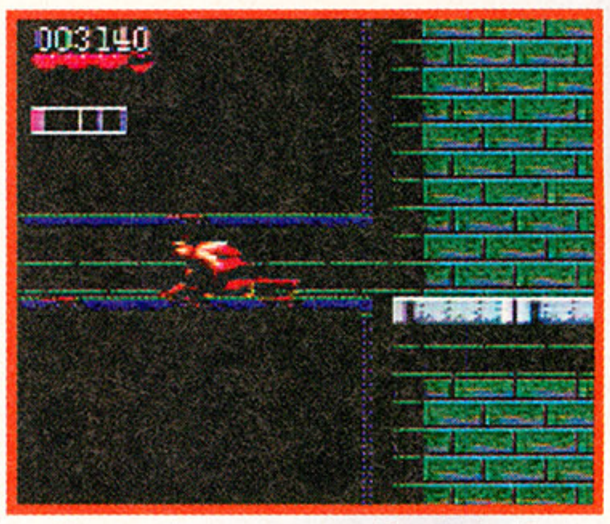
| | |
|---|---|
| GENRE | action |
| PLAYERS | 1 |
| LEVELS | 5 |
| DIFFICULTY | medium |
| SAVE FEATURE | none |
| MEGS | 4 |

As a rule, comic books lend themselves well to video-game translations. After all, the good guys and bad guys are already set, the storylines written, and one or more characters with weird and distinguishing superpowers are established. In the best superhero games (i.e., *X-Men* for the Genesis), designers make good use of the characters' powers and put them in an interesting enough situation that the cart becomes a mega-hit. In the worst of the lot, though, greedy nitwits settle for guaranteed sales from an already devoted fan base and merely paste our beloved hero's face in Generic Game #34, resulting in mild profits and angry gamers.

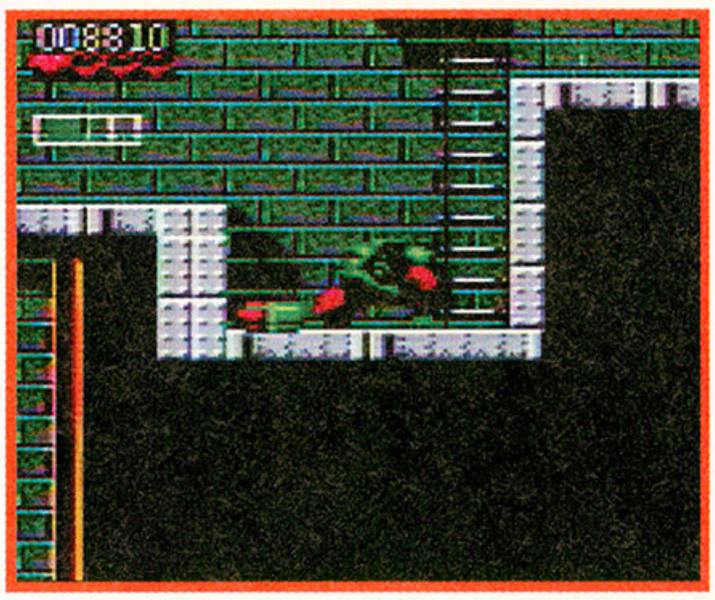
Unfortunately, *The Incredible Hulk* definitely falls into the latter scenario. Admittedly, the Hulk's powers are generic to begin with, but there's no excuse for putting him in such a lame game. All you do is walk around punching folks while collecting power-ups that keep you from dying, with the ultimate goal of reaching (and defeating) several intense bad guys. Oh, yeah — *that's* inventive!

The sad thing is that *The Incredible Hulk* isn't even a *good* generic game. He has several "special" moves, but a lot of them (admittedly, as in some other action games) are position-dependent, so what you do depends mostly on how close to the enemy you are. There aren't any cool boards or bosses, the music and sound effects are pretty poor, and so on, and so on. *The Incredible Hulk* is just no good. **GP**

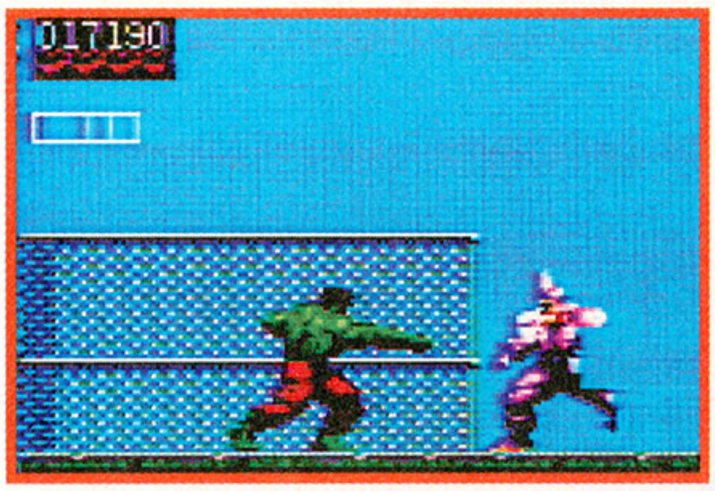
You begin in Super Hulk mode, and as long as you stay green, you can take on these little punks with no problem.




Avoid reverting Dr. Banner — it's sure to mean your untimely demise — unless you need to fit through small passageways.




Gamma capsules help you maintain your Hulk status. If you collect enough, you won't suddenly find yourself facing large bazookas as a mere human.




Rhino is the first boss. Get in his face as soon as he appears and punch viciously until you've taken him out.

If you get lost, look for something to break. Punching this wall, for example, makes the chandelier fall, which knocks out the platform below, opening a trap door.

## RATINGS

### GRAPHICS

**7**

- Cut scenes are killer, and the Hulk/Bruce Banner transformation looks good.
- Most bad guys and backgrounds aren't nearly as interesting.

### MUSIC & SOUND FX

**5**

- The music is slightly above average for this system.
- The sound effects are either cheesy or non-existent.

### BELLS & WHISTLES

**3**

- If you look hard, there are a couple of cool moves.
- But everything else is generic, generic, generic.

### CONTROL

**5**

- A simple game with simple controls.
- You can't call on most special moves at will — different stuff just happens when you get close.

### REPLAY VALUE

**3**

- There's no save feature to let you come back to a game in progress.
- You don't want to play through the *first* time, much less come back.

**OVERALL 43%**

review GAME GEAR

# C.J.: Elephant Fugitive

**Publisher & Developer:** Codemasters • now available • $28.75

***Uh, she once packed a trunk and... uh, she likes peanuts, so... uh, Karie Ward has lots in common with this hip star.***

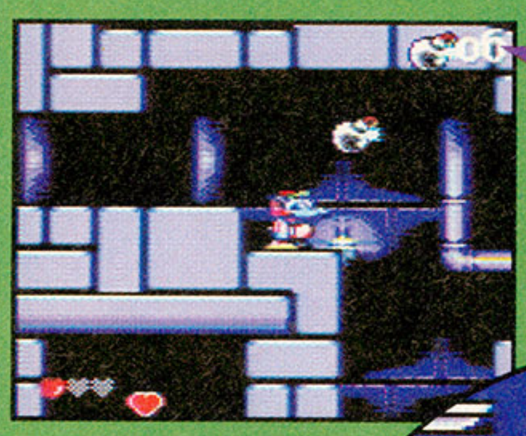
Let me present the hippest, hottest, and most headstrong little pachyderm ever to grace the video screen: Mr. Columbus Jumbo Elephant, also known as C.J.! Give the guy a big welcome — the poor guy deserves it! C.J. has been ripped from his African homeland and put on display at a London zoo. The other animals may accept their imprisonment, but C.J. wants to go home, and he wants to go *now.*

As you guide C.J. back to Africa, you can keep the enemies at bay with an endless supply of projectile peanuts. If that doesn't work, try those handy explosives. Oh, and since big guys fall hard, you'd better grab that umbrella to parachute from high places. Once you've armed C.J., he's outta there!

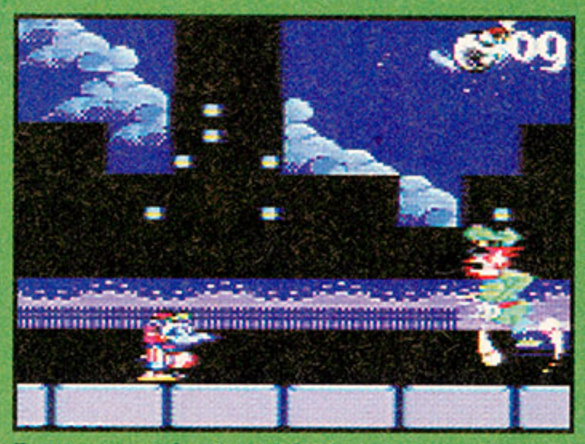
Sound good so far? That's just the beginning! *C.J.: Elephant Fugitive* is more than a catchy title — the game moves right along, with sharp graphics, smooth control, and a unique storyline that keeps you comin' back. Game Gear fans shouldn't let this one pass them by! **GP**

## GAME GEAR info

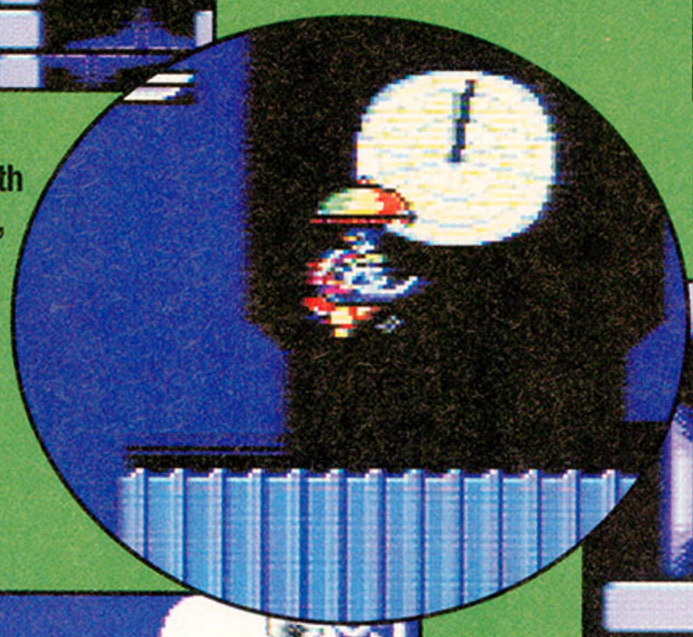
| | |
|---|---|
| GENRE | action/adventure |
| PLAYERS | 1 |
| LEVELS | 6, each with 3 stages |
| DIFFICULTY | easy to medium |
| SAVE FEATURE | none |
| MEGS | 3 |



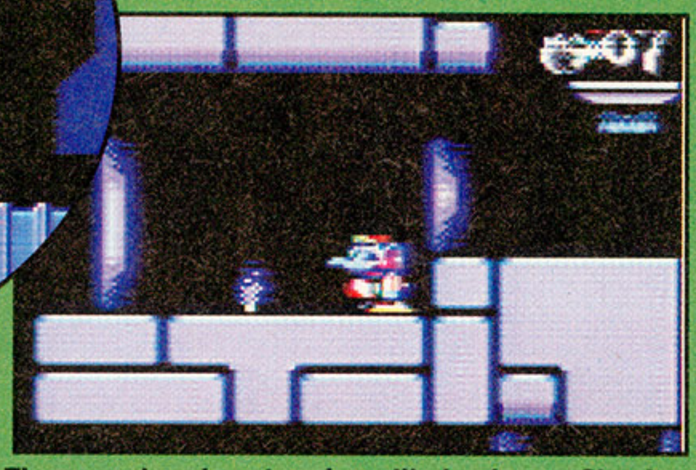
Don't run out of ammunition! You need explosives to beat the bosses, so don't waste 'em on the weak, peanut-level enemies.



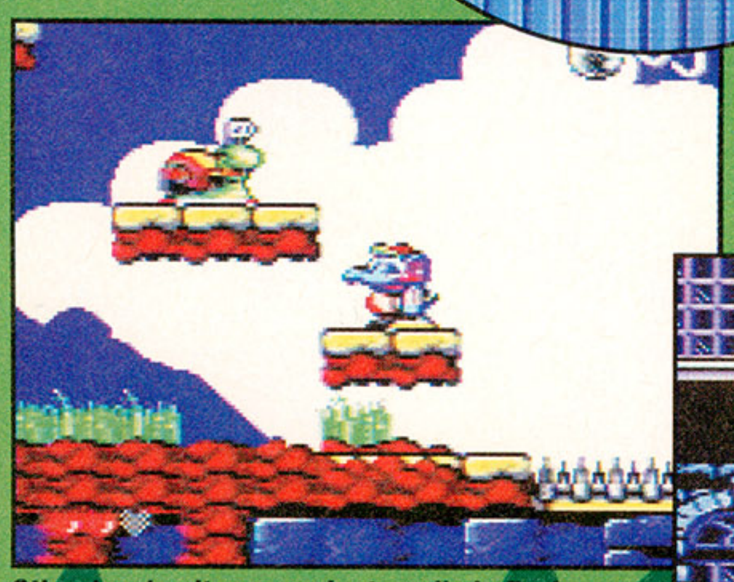
Bosses are fast and furious! Keep on the move and keep on blastin' 'em. (Remember: Game Over equals Start Over!)



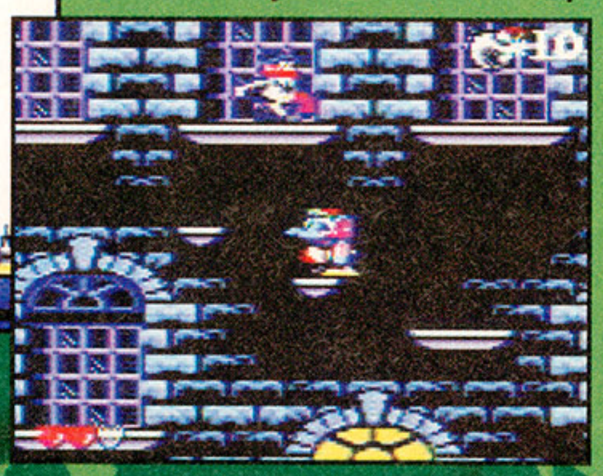
Equipped with an umbrella, C.J. survives even the longest, hardest falls.



There are handy extras in unlikely places. Check every twist and turn — especially underground.



Other levels pit you against snails in Paris, yodelers in the Swiss Alps, pizza-hurlers in Rome, and mummies in Cairo!



Your adventure begins in London, where you dodge dangerous businessmen, flying briefcases, and dive-bombing pigeons!

## RATINGS

### GRAPHICS

**8**

↑ There's great quality and detail, even with the Game Gear's color palette.
↓ C.J. is too small — he's lost in the background instead of the main focus.

### MUSIC & SOUND FX

**5**

↑ Catchy tune.
↓ That's about it.

### BELLS & WHISTLES

**7**

↑ Great game concept! Very unique story with a very positive message.
↓ Should have stuck with non-violence — explosives are out of character.

### CONTROL

**8**

↑ No sludge motion, jerky movement or overly touchy directional pad.
↓ You sometimes fall through ledges for no apparent reason.

### REPLAY VALUE

**8**

↑ Increasing difficulty and scene variety keep you motivated and ready for more!
↓ No continue feature? Auto deduction. Who wants to have to win in one sitting?

**OVERALL 76%**

**Publisher:** LJN • **Developer:** n/a • now available • $39.95

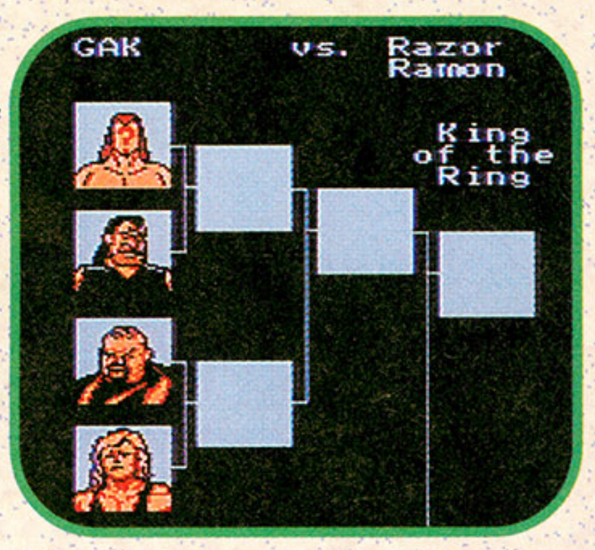
# WWF KING of the RING

***Although he claims he doesn't even like wrestling, Billy Moon sure knows how to sling around the lingo.***

To be honest, I wasn't looking forward to playing *WWF: King of the Ring*. I'm not much of a pro wrestling fan. It's a "sport" that's a little too silly for my taste, even if the WWF franchise hadn't seemingly already been milked for all it's worth. Besides, it's an 8-bit game — not exactly the mark of quality these days.

But while *King of the Ring* isn't exactly the greatest game ever, it exceeded my expectations by leaps and bounds. Yeah, it's a basic fighting game, but a good one. You won't find any new and exciting moves here, but you've got all the old staples of gratuitous violence (body slams, drop-kicks, and so on) readily available, and they work smoothly. The whole King of the Ring tournament concept adds an interesting twist to single-player games, and the two-player version is just as much fun. All in all, it's a solid effort. **GP**

Not only can you choose from a multitude of WWF heroes, but you also have the option of creating your own customized fighting dude.




The *King of the Ring* option puts you in the midst of a cool single-elimination tournament.

## NES info

| | |
|---|---|
| GENRE | action |
| PLAYERS | 1, or 2 competitive |
| LEVELS | not applicable |
| DIFFICULTY | adjustable |
| SAVE FEATURE | none |
| MEGS | 4 |

## RATINGS

**GRAPHICS** — 7
- ↑ The characters aren't bad for an 8-bit game.
- ↓ Backgrounds are mundane, and wrestlers fade out in the heat of action.

**MUSIC & SOUND FX** — 6
- ↑ The music is decent, although a little boring.
- ↓ There aren't nearly as many sound effects as there should be.

**BELLS & WHISTLES** — 6
- ↑ There are plenty of moves for a two-button controller.
- ↓ But all the maneuvers are fairly standard fare.

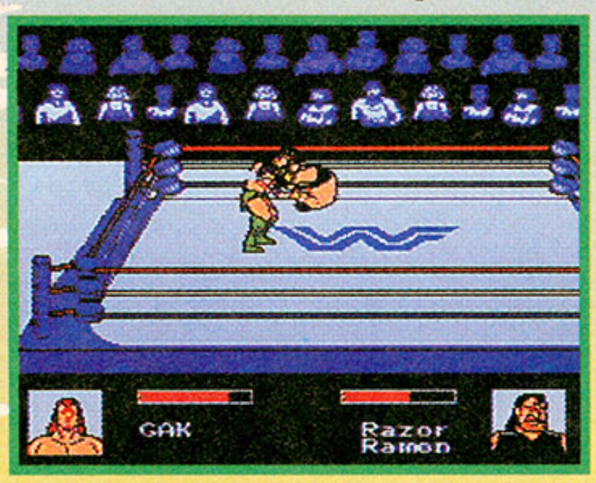
**CONTROL** — 7
- ↑ The design makes good use of a limited number of buttons.
- ↓ You don't have enough control over grappling.

**REPLAY VALUE** — 6
- ↑ As with most fighting games, the two-player game can last forever.
- ↓ The single-player game may end too quickly for some.

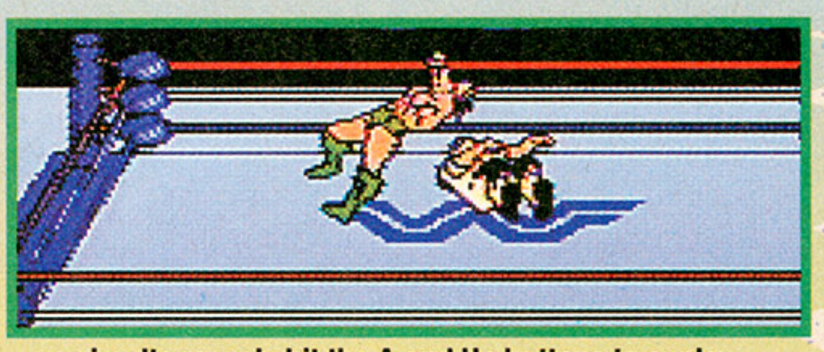
**OVERALL 68%**

## GET THE MOVES, MAN

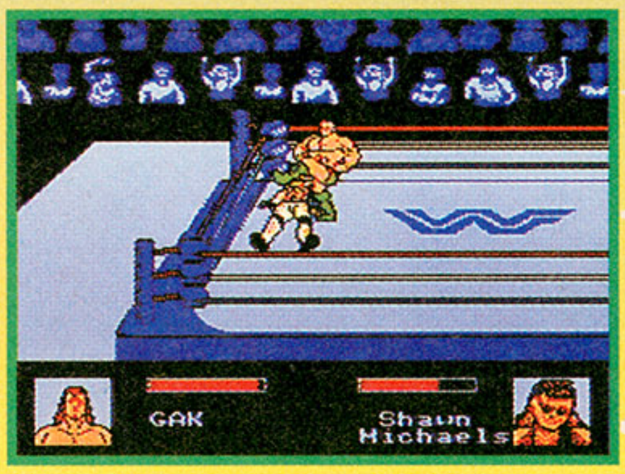
**Work up a sweat with these cool maneuvers.**



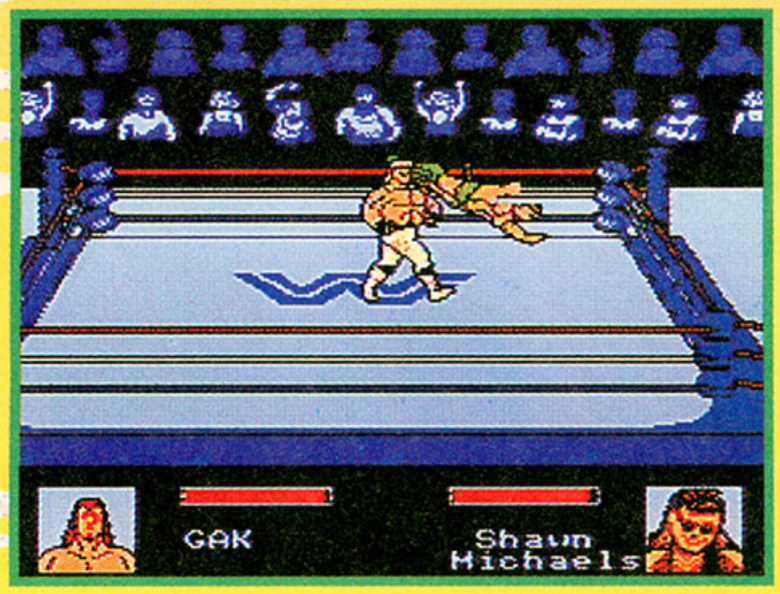

To avoid spending a lot of time grappling, tap the B button to break free and body-slam your opponent...



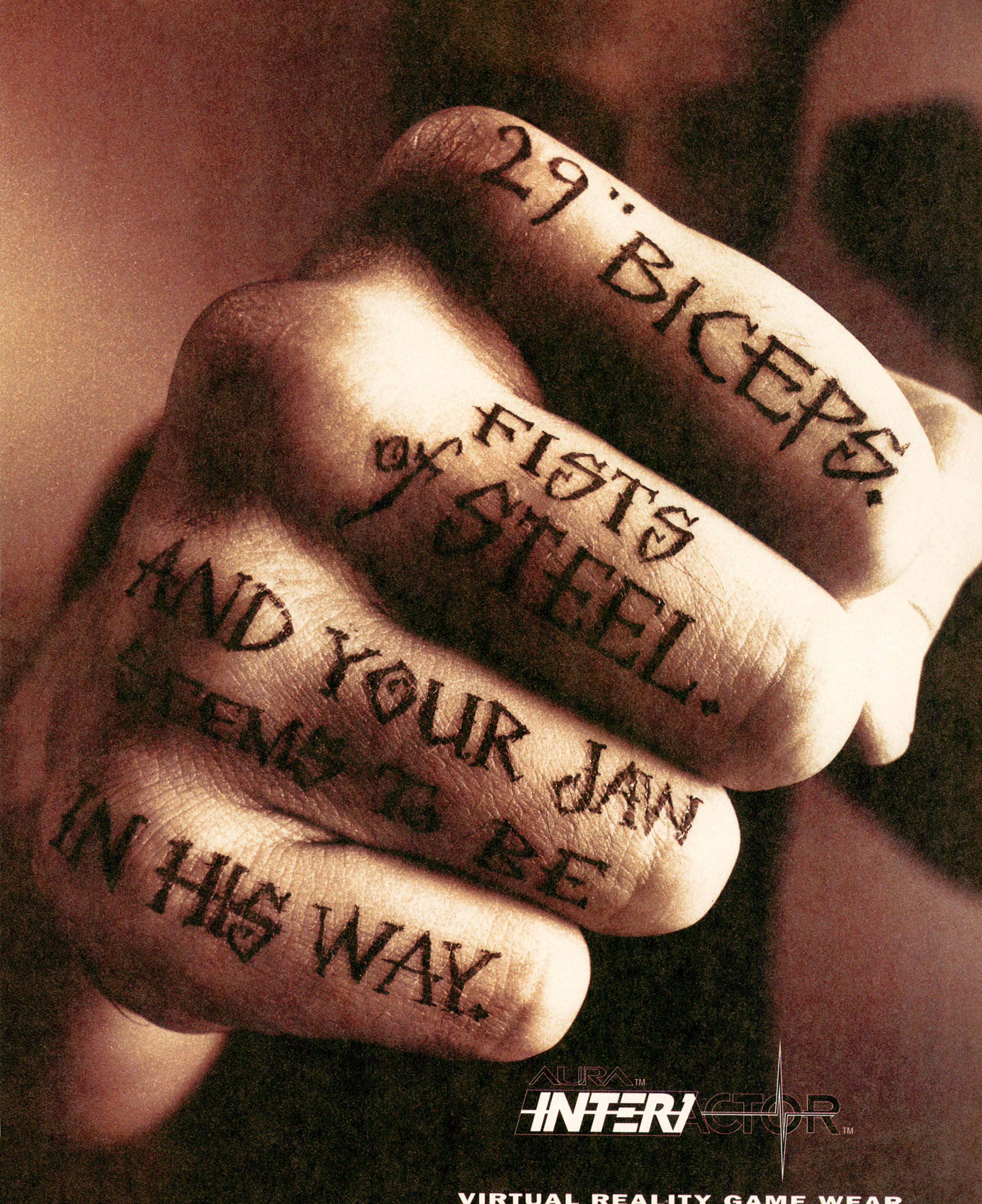
... or simultaneously hit the A and Up buttons to suplex the bad guy.




Above all else, remember all is fair in wrasslin'. Make sure you kick the man when he's down.




You can run across the ring and bounce into the ropes by hitting the A button and either Left or Right. Then hit the B button to perform a flying drop-kick on the return journey.


29 BICEPS.
OH, FISTS OF STEEL.
AND FOUR EYES TO SEE
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VISUAL CONCEPTS

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*Publisher:* Sega of America • *Developer:* Viacom • now available • $49.95

# DRACULA UNLEASHED

| SEGA CD info | |
|---|---|
| GENRE | graphic adventure |
| PLAYERS | 1 |
| LEVELS | not applicable |
| DIFFICULTY | medium |
| SAVE FEATURE | up to eight saves, any time |
| MEGS | not applicable |

***Horror fan Jeff Lundrigan was foaming at the mouth to review this one — it turned out to be slightly anemic, but nourishing.***

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

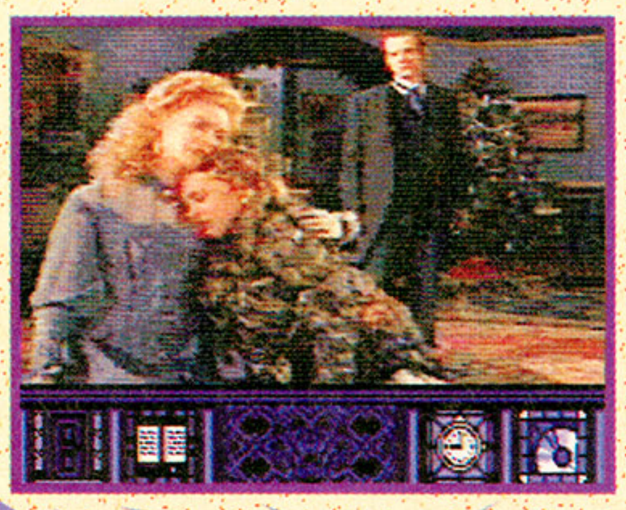
Most games with digitized video ain't much — bad dialogue, worse acting, and a crummy interface that's somebody's lame idea of "interactive." *Night Trap* is a good example. Regardless of its notoriety, as a game it doesn't fly. *Dracula Unleashed* has some of these problems (bad acting and dialogue), but the interface isn't any worse than most graphic adventures. I have to admit that I got bitten.

The search for Dracula sends you around London, dropping in to visit various characters, picking up clues and items (*Dracula Unleased*, like *Sherlock Holmes: Consulting Detective*, was developed by Viacom, so they had Victorian sets and costumes lying around). The main problem is that the game is played in real time, and you're allowed to bring only one item to a location. So unless you're at the right place at the right time with the right thing in your hand, you won't get anywhere.

Funny thing is, though, you don't really mind that much. *Dracula Unleashed* isn't a great game, but its cheesy atmosphere is hard to resist, and it's just good enough to make it worth wading through. **GP**

Oops! Looks like you missed something. I don't know about you, but I don't want my girlfriend equipped with fangs!

You meet characters from Stoker's *Dracula*, including Van Helsing, the Harkers — even Renfield.



But you've got other problems, such as protecting your fiancee, Annisette, and her best friend, Juliet.

## GET A CLUE!

**Most clues aren't tough to put together, but guessing which item might work (and where) can be a pain.**

If you don't give this rose to Mina on the second day, your mistake doesn't surface for two more days!

He's *heeeere!* Back from the dead (again) and looking uglier than ever. Hey, bud — it takes more than a bad actor wearing tons of makeup to stop *me*!

## RATINGS

### GRAPHICS

**7**

↑ The digitized video looks better than most.
↓ The rusty-screen-door-o'vision strikes again!

### MUSIC & SOUND FX

**7**

↑ Nice use of *Carmina Burana* on the soundtrack.
↓ That's the only music you really ever notice.

### BELLS & WHISTLES

**7**

↑ A decent mystery, plus a severed head and women with fangs — *cool!*
↓ You'll hate walking into the same place ten times with different items.

### CONTROL

**7**

↑ It's easy to get around London, and other functions are easily accessed.
↓ The game desperately needs a better, more efficient way to use items.

### REPLAY VALUE

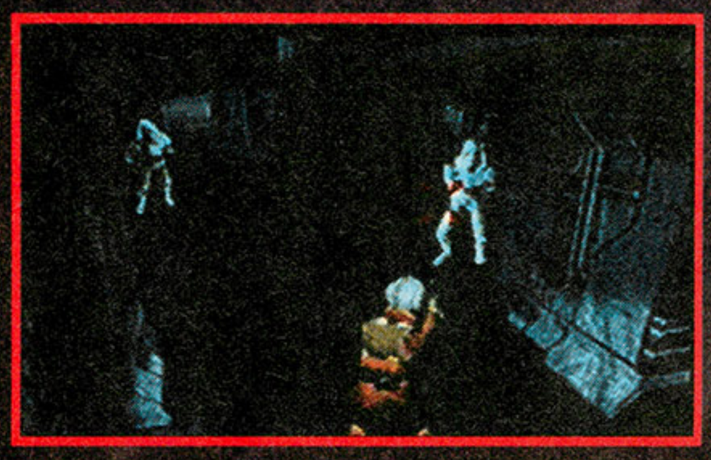
**8**

↑ You're gonna have to play this over and over to solve it, which isn't *painful*.
↓ Then again, you can get stuck and frustrated almost as easily.

### OVERALL 75%

STRAP

YOURSELF

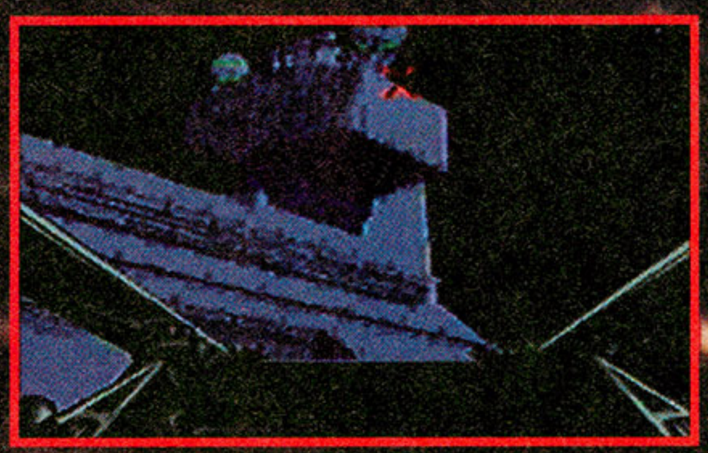


IN

FOR

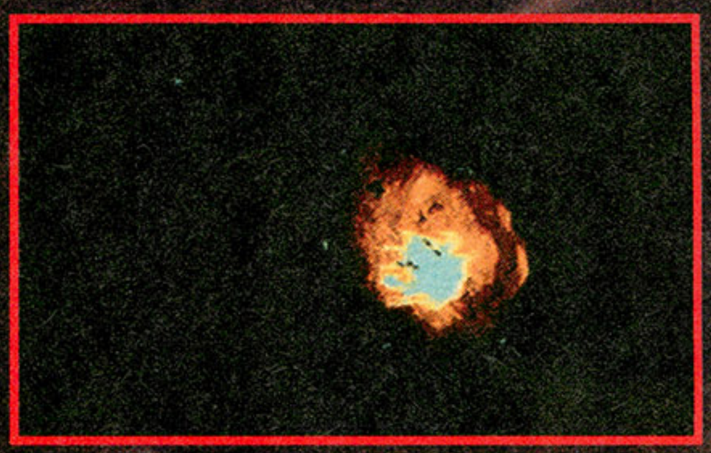
THE

FLIGHT



OF

YOUR



LIFE.

In a far away galaxy filled with digitized cinematic sequences and SFX from the original Star Wars trilogy, you take control of the flight stick in four specialized Rebel ships. Use the Force to blast TIE fighters, AT-ATs, Super Star Destroyers, Imperial Droid Units...and ultimately obliterate the evil Empire with a do-or-die trench-run on the Death Star.

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

# SATURDAY NIGHT SLAM MASTERS

## ARE YOU READY TO SLAM?!?

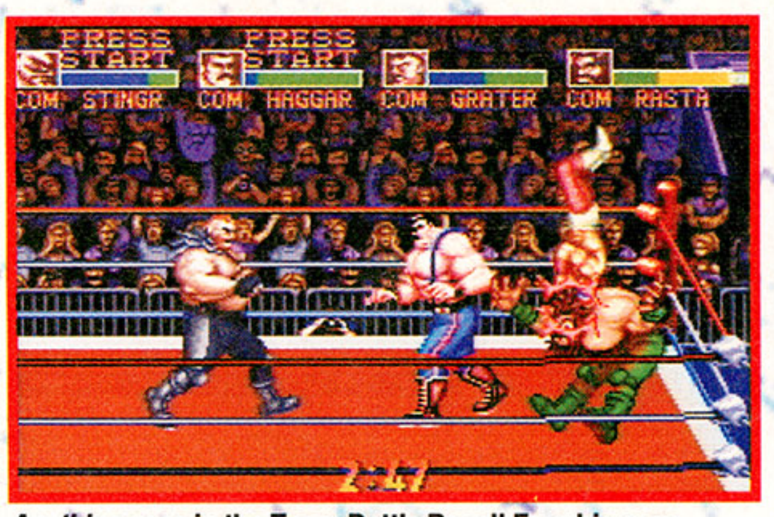
**As with most of the graphics in this great-looking game, the ring is *huge!* But it can barely contain the action when the huge wrestlers go at it.**

***"Are you ready to SLAM?!? SLAM! Dut-duh-duh, dut-duh-duh, let the boys be boys!" — Chris Slate said over and over... until we had to bludgeon him.***

Are you ready to SLAM?!? Capcom's *Saturday Night Slam Masters* has finally made the move to Super NES, and fans of the hit coin-op are in for a treat. I mean, it *is* from Capcom, right?

For those of you who didn't catch it at the arcade, *Slam Masters* is exactly what you'd expect a Capcom-made wrestling title to be — *Street Fighter* in a ring. While the game has been tailored so it vaguely resembles pro wrestling (i.e., you can pin, bounce off the ropes, and so on), the fighting is closer to *SF*, with wild, unrealistic attacks, many of which are even executed with the same button combinations as *SF* moves.

Another major difference from other wrestling games is how fast the matches go. Again as in *Street Fighter*, a handful of



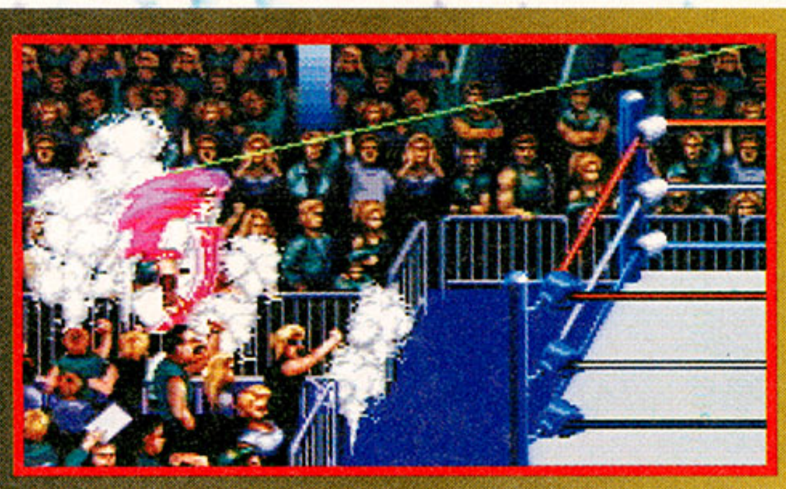

*Anything* goes in the Team Battle Royal! Four big guys layin' a big-time whoopin' on each other.... There's a tear in my eye.

You can also choose to go for the title in Singles competition. Still, that gives you only two different play modes, less than a lot of other wrestling titles.

Choose among ten different characters in the Singles mode. You can't choose Scorp or Jumbo — they're saved as your final two opponents.

## THE GLITZ, THE GLAMOUR

***Slam Masters* succeeds in capturing the wild and crazy pageantry of professional wrestling. In fact, it even goes a little overboard....**



Laser-light shows accompany each wrestler as he makes his way into the ring. It's neat at first, but you're soon wailing on the buttons to skip to the action.

If you're losing the fight, duck outside and grab a chair, bottle, or bucket to even things up.

**Publisher & Developer:** Capcom • now available • $50-60

## SNES info

| | |
|---|---|
| GENRE | action |
| PLAYERS | 1-4, w/ mulit-player adaptor |
| LEVELS | 2 play modes |
| DIFFICULTY | 8 skill levels |
| SAVE FEATURE | none |
| MEGS | 24 |

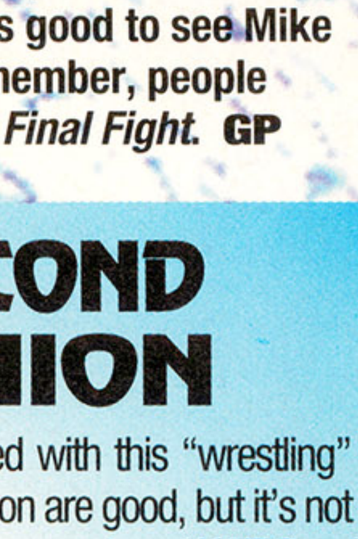
well-placed blows are all it takes to win. And if you can avoid taking any damage, you even hear "Perfect!" just as in... well, you know.

All of this is fine, of course, because the action is great — unless you're some kind of wrestling "purist" (if there *is* such a thing) who wants the action exactly like on TV. My only real complaint is *Slam Master's* difficulty. Sometimes you initiate a grapple before your opponent does. Sometimes everything goes great and you pull off a bunch of moves in a row. But the more likely case is that there's no consistent way to sneak in a move before your opponent grabs you and beats the tar out of you. On higher difficulty levels, you'll be pulling out your hair.

But aside from the rough spots, *Slam Masters* is still a really good game that fans of both *Street Fighter II* and Acclaim's *WWF* series will enjoy. And the two- and four-player Vs. modes will have you bouncing off the ropes for hours. Besides — it's always good to see Mike Haggar in action. Remember, people elected him *mayor* in *Final Fight*. **GP**

## A SECOND OPINION

I was mildly disappointed with this "wrestling" game. Graphics and action are good, but it's not as true to the sport as sims such as *WWF Royal Rumble*. And there's no wearing down of opponents in *Slam Masters* since it takes only a few moves to win a match. Many of the special moves are impressive, but winning a grapple — a requirement for the special moves — is often difficult. So if you're looking for a game that realistically imitates the questionably realistic "sport" of pro wrestling, check out some other sim.

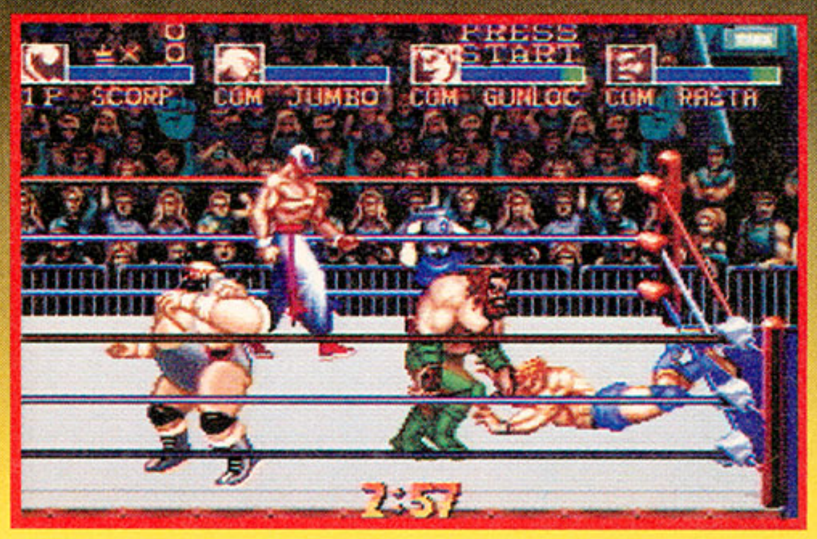


*— Doug*

# THE BIG DAWGS

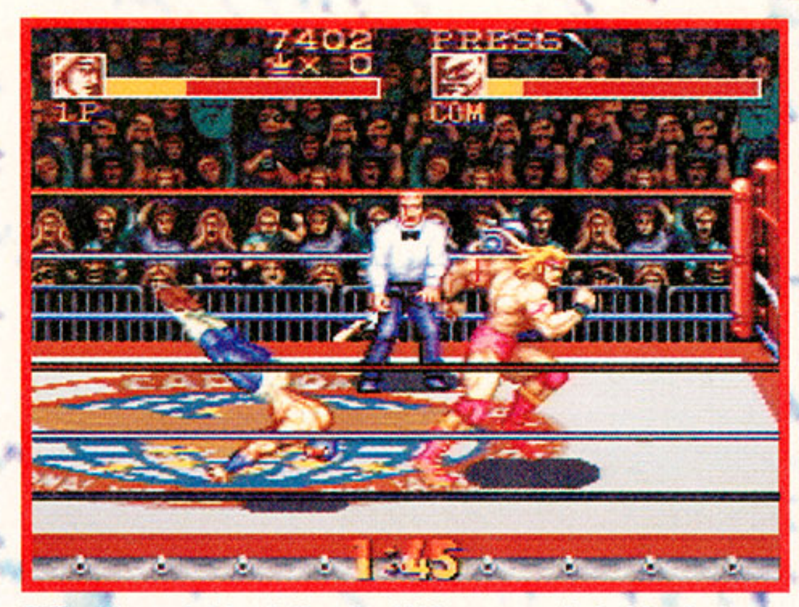
**Scorp and Jumbo. We saved the best for last.**

You can choose to be Scorp and Jumbo in the Team Battle Royal — man, are they *mean*.




Although Jumbo wears a really goofy hat, he's one tough sucker once he steps inside the ring. And Scorp's Super Slam knocks foes cold.

You can climb up on top of the turnbuckles — even the bottom ones! — to give your opponent a nasty splash. Be sure to taunt him before you leap.




Biff with a mighty clothesline! When grapple holds elude you, go for the ol' stick-'n'-move" strategy.

Uh... I'm not going to point out again how much this game borrows from *Street Fighter II*.

## RATINGS

**GRAPHICS** — 9
- ↑ Detailed graphics and a crowd of fans that really looks like a crowd of fans.
- ↑ No flicker or slowdown, even with four huge characters brawling at once!

**MUSIC & SOUND FX** — 8
- ↑ The crushing attacks sound great — almost identical to *Street Fighter*.
- ↓ Most tunes sound alike, with only a couple that stand out.

**BELLS & WHISTLES** — 7
- ↑ You can hit the ring with up to three other people!
- ↓ But Single Match and Team Battle Royal are still the only two ways to play.

**CONTROL** — 6
- ↑ It feels and plays much like your standard *SFII* or *Streets of Rage* game.
- ↓ It's hard to win grapples consistently, especially on the harder skill settings.

**REPLAY VALUE** — 7
- ↑ Two- and four-player Vs. modes keep you brawling.
- ↓ A solo player can only up the difficulty after mastering (or quitting) the tourney.

**OVERALL 85%**

# It's Shocking.

ocean
Ocean of America, Inc.
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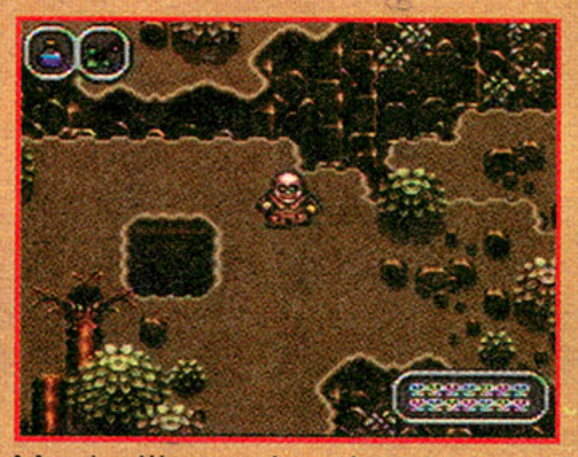
The new arrival has disappeared.

# IT'S JOLTING.

Evil nanny, Debbie Jellinsky, has stolen Baby Pubert and only you, Uncle Fester, can save him. Team up with your crazy clan and track down the little one and your wicked bride through 42 levels of outrageous role-playing adventure—Addams Family® style!



Movie-like animation creates graphics so brilliant and detailed, you don't just play Fester, you are Fester.

# IT'S REVOLTING.

As Fester, you'll venture through mysterious gardens and goon-infested swamps. And use your bag of goodies and Addams charm to gather clues from your zany relatives, and con Debbie's "loyal" friends into helping you out—for a price!

It's endless Family adventure with challenging puzzles, word games and spooky mazes at every turn.

# IT'S AN ADDAMS.

It's a jolt of electrifying role-playing fun only the Addams Family can deliver. And with a little family advice, and lots of Addams cunning, you'll be able to rescue Pubert and put Debbie where she belongs... in the hot seat!

To solve this mystery, you'll need to use your stash of secret keys, spider eyes, headless teddy bears and magic potions.

# AND IT'S A SCORCHING DEAL.

## MORE SHOCKING FAMILY VALUES AND UP TO $2.50 BACK!

Now and through the end of the year, when you purchase Ocean's "Addams Family Values" video game, AND rent Paramount Home Video's "Addams Family Values" videocassette from your local video retailer, you can receive up to $2.50 cash back. See inside video game package for details.

# STREETS

## GENESIS info

| | |
|---|---|
| GENRE | action |
| PLAYERS | 1, or 2 cooperative or Vs. |
| LEVELS | 7 |
| DIFFICULTY | 3 skill levels |
| SAVE FEATURE | none |
| MEGS | 24 |

***Jeff Lundrigan curls up with a warm cup of cocoa and his good pals, Axel and Blaze, to discuss moral imperatives — and rip out some guts.***

Axel and Blaze are back! In a nutshell, that's *Streets of Rage 3*, the third chapter in the most carbon-copy, gosh-darn-don't-change-anything- as-long-as-it-sells -series of games this side of *Street Fighter II*.

But just like *Street Fighter II*, that doesn't mean *Streets of Rage 3* is bad. The first game was great, and Part 2 was more of the same. This one is easily the best yet — it's just that it's *even more* of the same.

Along with lots of background animation and detail to hold your attention, there are a few new moves, a power meter so you can use special moves without draining life, and a

GAME PLAYERS ULTIMATE

## Who's Got the Moves?

**You'll recognize most of these maneuvers, but there are a few pleasant surprises.**

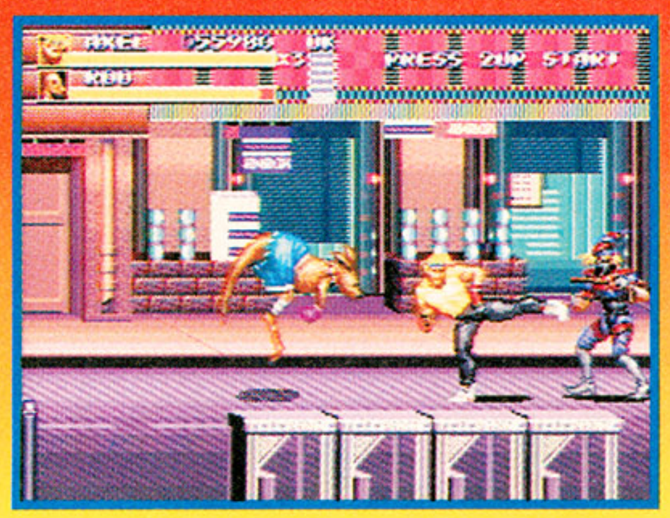
***Axel***: A two-fisted brawler with fire at his fingertips. His body slams and flaming roundhouses let him handle anything that comes his way.

***Maze***: She's quick, deadly, and takes no prisoners. You'd say she was graceful... if you could speak through that mouthful of broken teeth!

***Slate***: Son, aren't you a little young to be playing with the big boys? Not when he can skate over your face and pound your skull to hamburger!

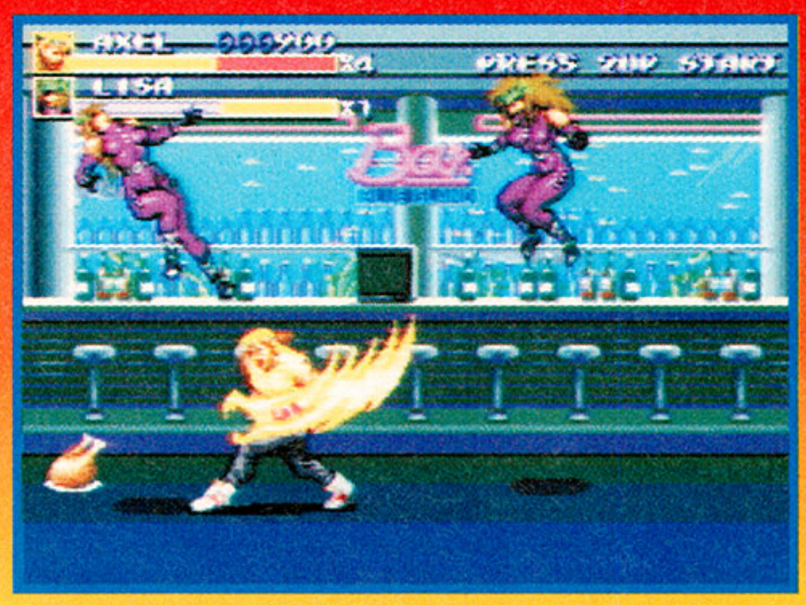
## Bring 'Em On; Cut 'Em Down!

**The third game in the series gives you a more challenging crop of bosses.**




Bruce and Roo are among the stranger bosses you've ever met. But rest assured, no kangaroos were harmed in the making of this game.

What's this? An evil twin? A robot double? Better call Nancy Kerrigan and ask her about Double Axels.




Remember the two female judo experts who guarded the boss at the end of *Streets 1*? Meet Mona and Lisa, queens of the disco and a *tough* double boss!

*Publisher:* Sega of America • *Developer:* Sega of Japan • now available • $59.99

# of RAGE 3

new character named Zan that replaces the wrestler Max.

Yet a big flaw in the series has always been that the games were short and easy. At 24 megs, *Streets of Rage 3* finally has some staying power! You get seven (count 'em, seven) levels of steadily increasing challenge — not to mention that with four characters and three difficulty levels, there's always a new way to challenge yourself.

Here's the bottom line: If you've never taken Axel for a spin and want to give it a 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 a flaw in the game, it's that there's not *more* than just more of the same. **GP**

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

***Zan:*** The newest teammate is a robot from the neck down. I'd say he had an electrifying personality, but that would be tacky....

Sure, you can handle a double boss, but how about a *triple*? Meet Yamato — he's three times the man you are!

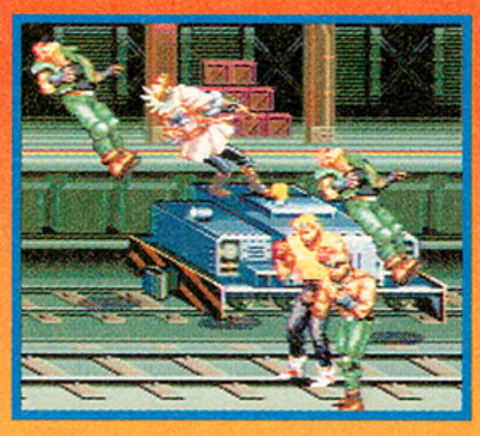
## Great Overflowing Cool Stuff!

At 24 megs, there's more room for neat touches than ever before.

There's nifty background animation everywhere. Watch the kitty pop from the trash can when you body-slam someone.

Getting stuck in a disco is my idea of hell, but I guess if you can beat the crap out of everyone inside, it wouldn't be too bad....

Watch for the railcars that zip through the subway. If you're faster than your enemies, though, a train smashes them flat!



Oh, and one item for film lovers — the ninjas who inhabit the subways are all named after Japanese action stars: Mifune, Chiba, and Kosugi!

## A SECOND OPINION

I've gotta go with Jeff here. *Streets 3* is a smokin' hot side-scrolling brawler. But so were the first two. I'm really getting tired of big-name games dwindling over time simply because the developers fail to keep them fresh... Sure, a lot of effort was put into this game — it looks great! — but it's still the same action. At least the 1,001 versions of *Street Fighter* still use the roman numeral II. When a company goes up a whole new *digit*, you expect more.

***— Chris***

## RATINGS

### GRAPHICS

**9**

↑ Smooth animation and good use of Genesis color.
↓ Uh — haven't we seen most of this stuff before?

### MUSIC & SOUND FX

**8**

↑ Kickin' soundtracks have always been the trademark of *Streets*.
↓ Gotta admit, though, some of this music just ain't up to snuff.

### BELLS & WHISTLES

**9**

↑ In *spades*! Way-cool fighting moves — heck, cool stuff happening *all over* the screen.
↓ How about some *new* fighting moves?

### CONTROL

**8**

↑ A six-button pad makes it easy — give it a 9.
↓ With a three-button pad, it's still good, but not great — give it a 7.

### REPLAY VALUE

**8**

↑ Seven tough levels, four characters to master, and three difficulty levels to put 'em through.
↓ Why do I have such deja vu?

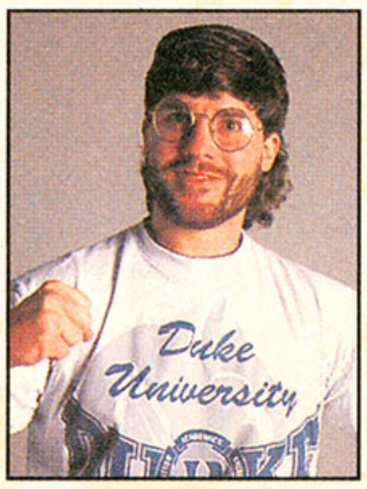
**OVERALL 90%**

# STAR TREK: The Next Generation

**Publisher:** Sega of America •
**Developer:** Spectrum HoloByte
• now available
• $59.99

## GENESIS info

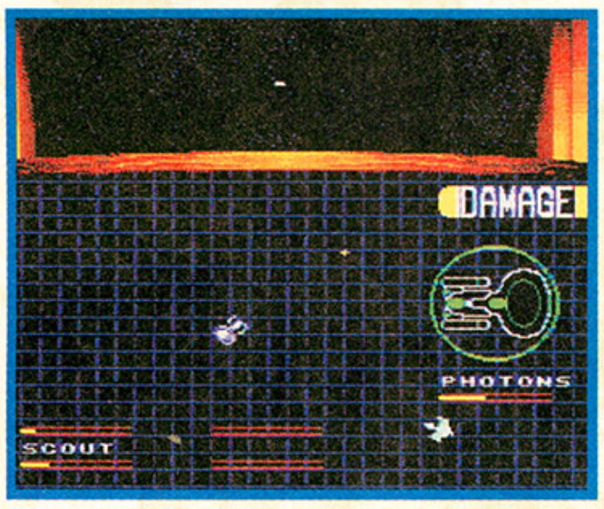
| | |
|---|---|
| GENRE | action-strategy |
| PLAYERS | 1 |
| LEVELS | not applicable |
| DIFFICULTY | medium |
| SAVE FEATURE | multiple game saves |
| MEGS | 16 |



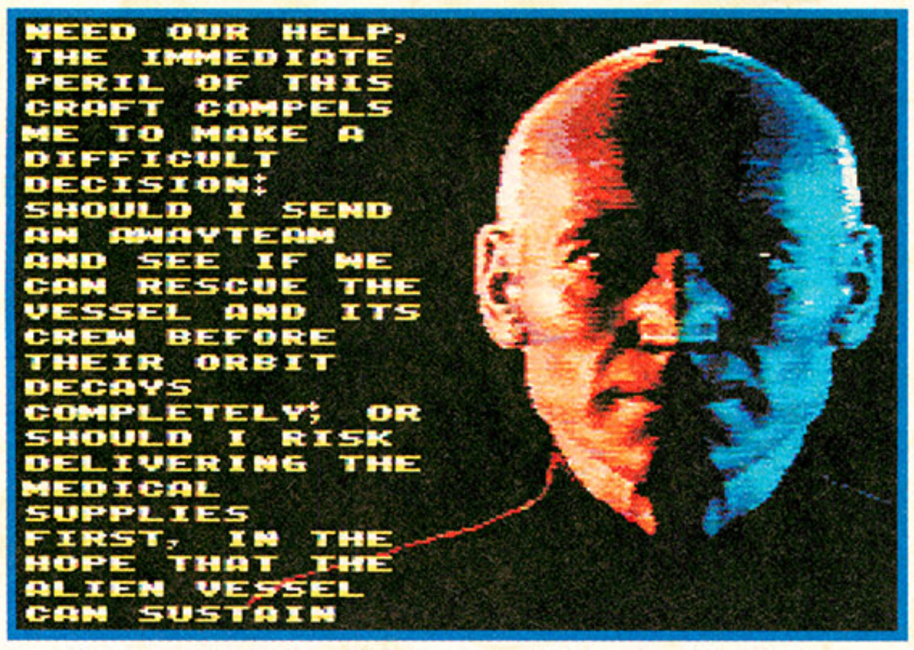

*With his phaser set on "stun," **Billy Moon** held back the rest of the team so he could be the one to review this enterprise.*

## Echos from the Past

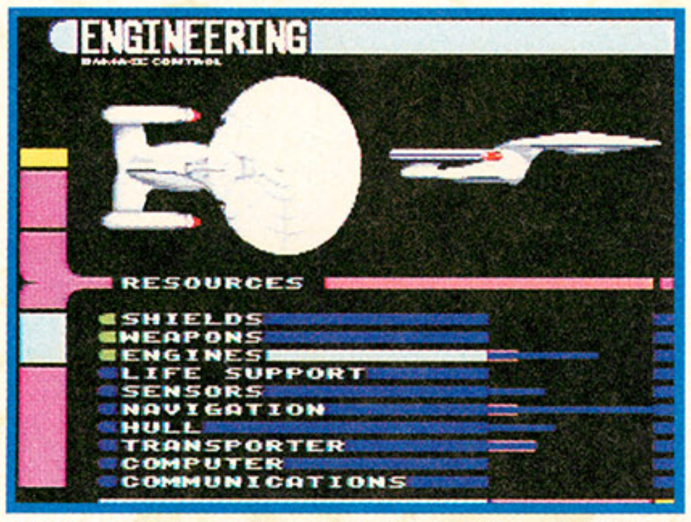
Just as in the TV series, the "correct" way to deal with the bad guys involves a stern discussion and a request for an apology.




Fortunately for war-mongers, you can ignore the politically correct solution and blow away the Romulans in a phaser-fest. You get a reprimand, but that's a small price to pay.




If you forget your mission objective or destination, head to the ready room for a briefing from Captain Picard.

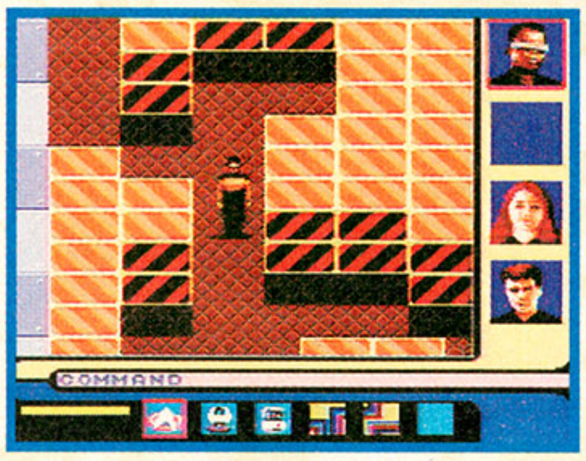



When you make ship repairs after an intense battle, concentrate on the engines and navigation systems. Both must be working for you to go anywhere, but the other stuff can be fixed en route.

This attempt at adapting the *Star Trek* saga for Video-Game Land really captures the spirit of the late, lamented TV series. As commander-in-chief of the entire *Star Trek* universe, you're granted control of almost every conceivable option of the *Enterprise*, from chatting with Romulans to reading a computer essay on warp-field operations. Sure, you can scrap with some interstellar bad guys, but much of the game is devoted to Away Team missions to rescue wimpier Federation members — just like on TV.

At the same time, certain concessions have been made to keep traditional video gamers interested. There's not tons of violence, but you get plenty of opportunity to blow up stuff — there's more here for action fans than most die-hard Trekkers.

Yet while this is easily my favorite computerized *Trek* outing, a few flaws keep it from a better rating. Most annoying is the sometimes tedious nature of the Away Team missions. This could easily be overlooked if it were a minor portion of the overall game, but the missions are such an integral part of the adventure that more time should have been spent on their presentation and content. Overall, however, this is a good effort that goes out of its way to satisfy both Trekkers and the rest of you people. **GP**




Away Team missions can be tedious. If you find yourself lost in the corridors of some godforsaken alien ship, you might want to beam back aboard the *Enterprise* to regroup.

## RATINGS

### GRAPHICS — 7

↑ The bridge, the crew, and the communications close-ups are all well done.
↓ But the Away Team scenery is really pretty basic.

### MUSIC & SOUND FX — 7

↑ The FX are generally cool, and the original music fits the mood.
↓ The adaptations of actual TV music are cheesy.

### BELLS & WHISTLES — 8

↑ There are lots of places to go, and a computer bank of interesting *Trek* info.
↓ Away Team missions can be long and tedious.

### CONTROL — 7

↑ Bridge control — especially when engaged in battle — is easy.
↓ Trying to control all four crew members of the Away Team can get silly.

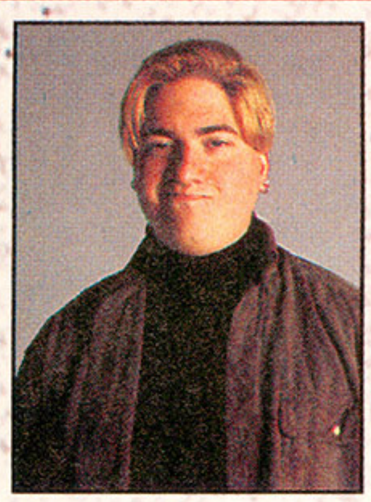
### REPLAY VALUE — 8

↑ This *Star Trek* universe is big, and game play can be addictive.
↓ When you finish the game, you're gonna toss it in a drawer.

### OVERALL 81%

**Publisher & Developer:** Sega of America • now available • $24.99

# Gambling Fever!



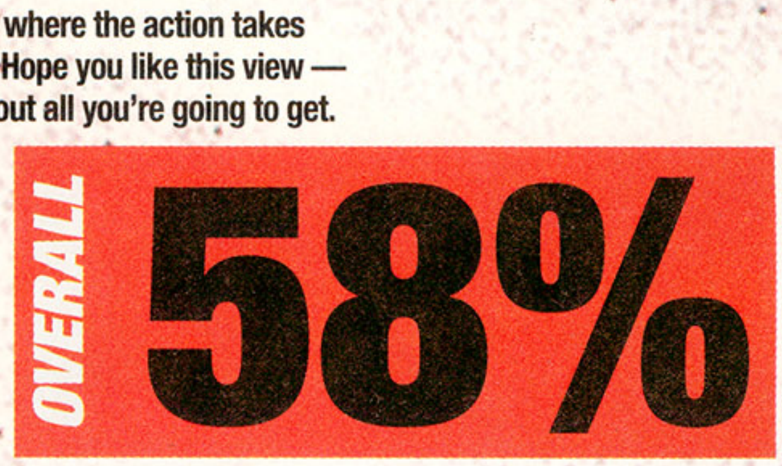
***Trent Ward takes a look at two new gambling games that just aren't worth betting on.***

## POKER PAUL'S BLACKJACK

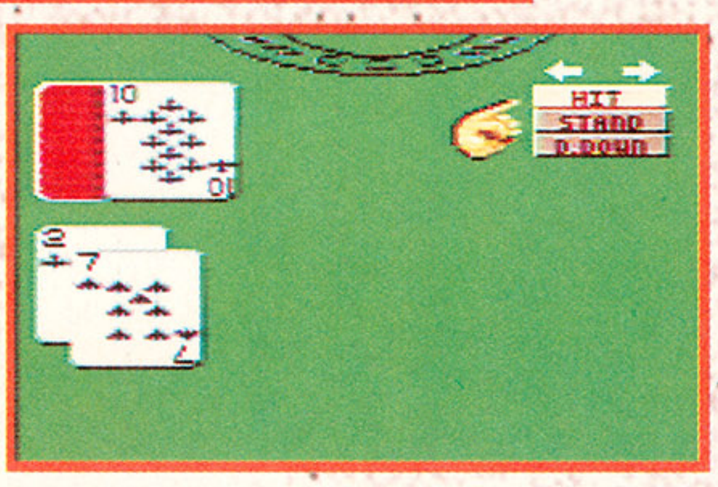
Get ready to go for Twenty-One! You take on the dealer in one of four different gambling meccas, each with its own set of rules. Beat the dealer, and you win a lot of cash. Lose, and you'll wish you hadn't cashed in that bus ticket.

*Poker Paul's Blackjack* is really a few years behind the times. The weak graphics look like something from an Atari 2600, and the sound is best when it's absent. The control is excellent, but what hurts the game is its lack of invention — there's no adventure feature, no new opponents saved for the very end, no goal to reach except compiling a whole bunch of cash. It may be about your only chance to gamble while you go, but it's not worth the cash even for hard-core blackjack fans. **GP**

You can play in one of four glitzy gambling capitals.




You seem to have plenty of different options, but somehow the game's always the same.




Here's where the action takes place! Hope you like this view — it's about all you're going to get.

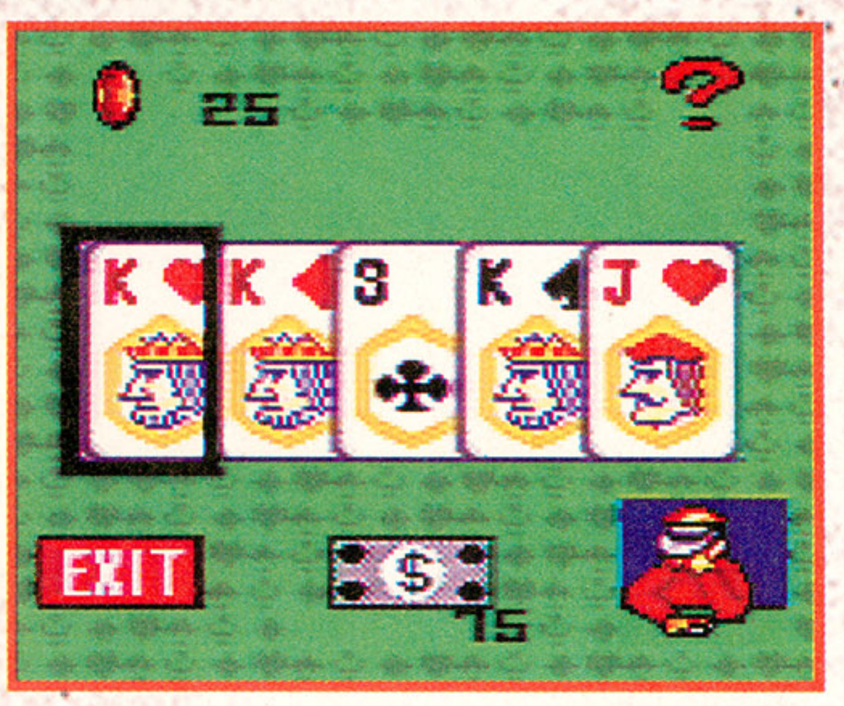
**OVERALL 58%**

## POKER PAUL'S POKER CHALLENGE

But if blackjack's not quite your scene, take a look at this other entry into high-stakes gambling, *Poker Challenge*. In this one, you choose from either Video Poker or Five-Card Stud to try and win some serious moola. Watch out, though — your opponents would love to leave the building with all your money. Keep an eye on your cards and your betting smart.

Here again, *Poker Challenge* doesn't really have the power to be a worthwhile cart. The graphics are deplorable — grainy graphics aren't acceptable on Game Gear any longer, and you can barely make out what the cards are. The sound and music are equally as tiring. It's easy to control and the game play isn't bad, but I don't recommend this one to anyone who's not a complete Five-Card Stud fanatic. **GP**

You've got more choices than in *Blackjack*, but not *many* more.




Here's the Video Poker screen. Drop in those coins and get to playin'!

**OVERALL 59%**

Your "human opponents" in Five-Card Stud aren't as smart as they look.

### GAME GEAR info

| | |
|---|---|
| GENRE | simulation |
| PLAYERS | 1 |
| LEVELS | not applicable |
| DIFFICULTY | easy |
| SAVE FEATURE | none |
| MEGS | 1 |

*Publisher:* Electronic Arts • *Developer:* Origin • now available • $54.99

# WING COMMANDER

***If there's one thing Jeff Lundrigan** likes to do, it's fly around and blow stuff up.* Wing Commander *lets him — in spades.*

## SEGA CD info

| | |
|---|---|
| GENRE | simulation |
| PLAYERS | 1 |
| LEVELS | varies with mission success |
| DIFFICULTY | medium |
| SAVE FEATURE | save after each mission |
| MEGS | not applicable |

YES!! It's about time! When it hit PCs three years ago, *Wing Commander* was *the* breakthrough game in space flight simulation. The SNES version (released in early 1993) used a lot of Mode 7 shortcuts, and frankly it wasn't that good. The CD game may have take more than another year and some fancy technology, but friends, this is *Wing Commander* gold!

But that doesn't mean it's perfect, OK? The ships are blocky, and the slowdown can be *awful* at times. As a pure flight sim, it's not in the same league as, for example, *AH-3 Thunderstrike* — but then *Thunderstrike* doesn't have a story or characters, and it never lets you enter a decent dogfight.

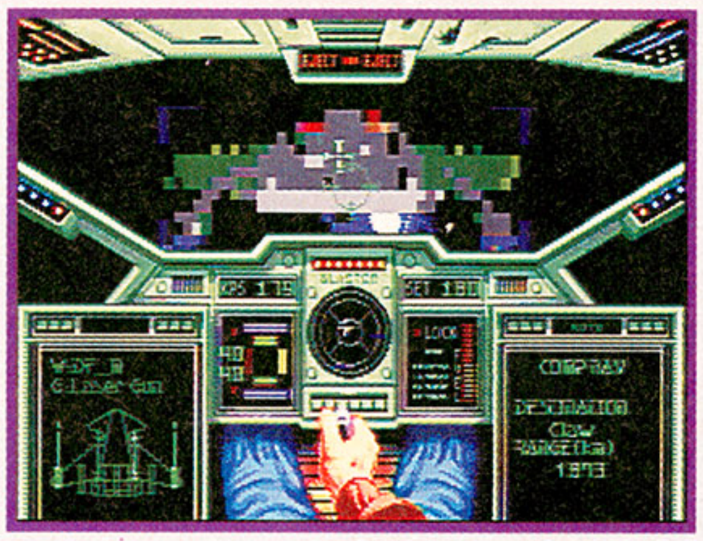
That's what makes *Wing Commander* fly — it follows a script, and the story is different depending on how well you fly. You meet all your wingmen (they talk to you, too, thanks to CD-ROM), and if they die, you attend their funerals.

Even better, there are a few aces among the nameless enemy pilots who gladly show you a thing or two about space combat. So if you're itching for a good dogfight, look no farther. This is the one. **GP**

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

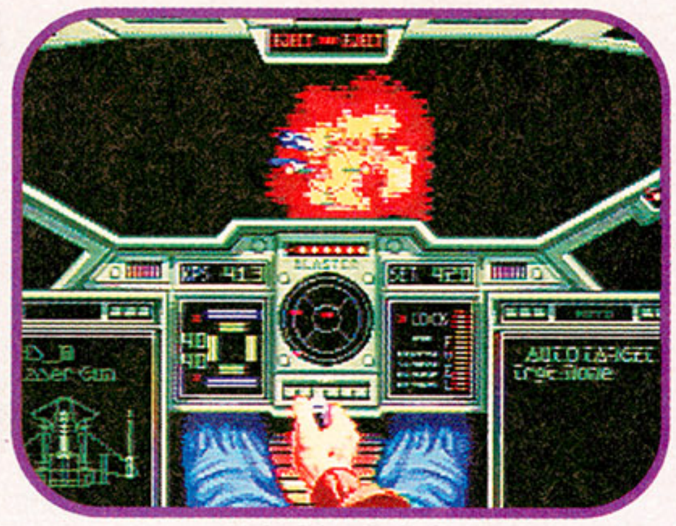
On the up side, plenty of cinema sequences keep you interested when you're not flying. Every mission begins with a briefing and ends with a, uh, debriefing.

Meet the other characters in the bar between missions — they give you plenty of helpful advice.



One of the worst things about *Wing Commander* is the ship graphics. They're OK when you're zooming by at high speed, but take a look at the *Tiger's Claw* as you approach for a landing. Ugh!

The dogfights are the best thing in the game. Your enemies, the Kilrathi, like to shout insults over the radio — and you can shout 'em right back!



Take that, furball!

## RATINGS

### GRAPHICS

**7**

↑ Nice cinema sequences, and when things move, they really *move*!
↓ When you hit a slowdown, those ships look mighty pixilated!

### MUSIC & SOUND FX

**9**

↑ Great music, digitized speech, and *loud* explosions.
↓ Um, how can you *hear* an explosion in space?

### BELLS & WHISTLES

**8**

↑ You've got some cool characters, a definite storyline, and great dogfights!
↓ There are dumb characters, too, and the story should affect the game more.

### CONTROL

**8**

↑ The controls on a six-button pad work fine... once you get used to them.
↓ A three-button pad makes things a lot tougher.

### REPLAY VALUE

**8**

↑ There are different missions every time depending on how well you fly.
↓ But most missions boil down to fly out, blow up something, and come home.

OVERALL **82%**

**Publisher & Developer:** Capcom • now available • $45.95

# WIZARDRY

## Heart of the Maelstrom

### Welcome to Your Nightmare!

**These monsters make your life a living hell. Know thy enemy well!**

These lady stingers are easy to defeat. Let your fighters do the work and save your spells.

Monsters sometimes attack in groups. Don't be suckered into attacking only the one in front — dangerous monsters often stay in back.

If you haven't reached a high level when you see this guy... RUN!!! He can paralyze members of your party, and it takes either a fourth-level spell or a high-priced trip to the temple to cure them.

Stop and listen to G'bli Gedook — he has valuable insight regarding your quest.

At least one member of your party has to get out of combat alive or no one can be revived.

***Mike Foster** advises potential players to drink a patience potion before tackling this role-playing monster!*

Designers of role-playing games always face a tough choice: Do you sacrifice graphics for adventure, or the other way around? Well, the *Wizardry* series always chooses the former. They're adequate at their best and horrendous at their worst — everything that takes place out of the maze is simply text. So if the graphics are so bad, how about the adventure? This is where *Wizardry* really shines. There are enough puzzles here to keep you busy for hours. It's not just a hack-and-slash game; it takes a lot of pondering to get out alive.

In *Heart of the Malestrom*, evil mage Sorn has created a vortex deep in caverns beneath Llygamyn. She's also imprisoned the gatekeeper — the one person capable of stopping her. Your brave party of adventurers must survive the dangers of the caves to rescue him. You need strength, intelligence, and, above all, patience.

*Wizardry V* 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. If you want pictures and fancy trimmings, check out RPGs such as *Lunar: The Silver Star* or *Shining Force*. But *Wizardry V* is also a solid choice, a complex adventure that will leave you screaming and tearing out your hair for days on end. **GP**

This riddle is easy — just think of your favorite neighborhood blood–sucker (the name begins with "V").

Ironose holds the, uh, *key* to your success. Be sure you have gold with which to barter.

### SNES info

| | |
|---|---|
| GENRE | RPG |
| PLAYERS | 1 |
| LEVELS | 8 |
| DIFFICULTY | hard |
| SAVE FEATURE | battery backup, 1 save slot |
| MEGS | 8 |

### RATINGS

**GRAPHICS** — 3
- ↓ Journey with me, if you will, back to the days of 8-bit gaming.
- ↓ Graphics? What graphics? The game's almost all text!

**MUSIC & SOUND FX** — 5
- ↑ The sound effects that are in there aren't bad.
- ↓ But there weren't enough to make a real judgment.

**BELLS & WHISTLES** — 7
- ↑ There are multiple character classes, good puzzles, and a save feature.
- ↓ There's no animation or exciting visuals, and you can save only one game.

**CONTROL** — 9
- ↑ Menus are well laid out and easy to access.
- ↓ It takes a little time, however, to learn the layout.

**REPLAY VALUE** — 8
- ↑ There are enough variables to keep you interested for another try.
- ↓ The puzzles and problems are always going to be the same.

**OVERALL 70%**

# Double Dragon V:

*Publisher:* Williams Entertainment
• *Developer:* Leland Interactive
• August • $50-$60

***When Chris Slate heard the Shadow Master was back, he grabbed his red leather suit and headed to Metro City. "He's still got my pen, dammit!" he said.***

Things are looking grim for the unsuspecting residents of Metro City. They've been through bad times before: On more than one occasion (about four times, in fact) the Shadow Master and his ruthless gang have threatened to reduce the city to rubble. Thankfully, Billy and Jimmy Lee, the *Double Dragon* brothers, have always been there to save the day. But this time the Shadow Master is taking a more subtle approach in extracting his revenge — he's poisoning the city's water supply with the deadly shadow plague!!

When *Double Dragon V* begins, the Shadow Warriors (including evil clones of Billy and Jimmy Lee), each armed with a canister of the plague, have been sent to different areas throughout the city. If you choose to be Jimmy or Billy, your job is to

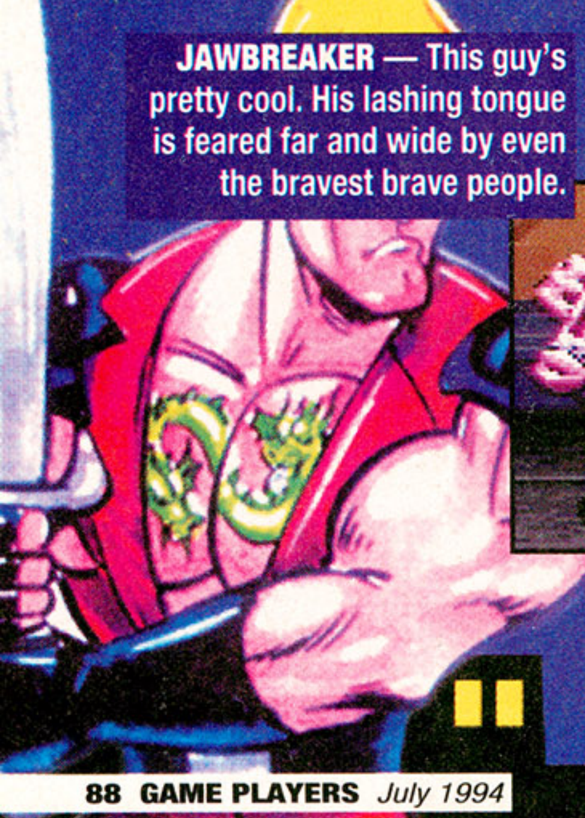
## The Movers and Shakers of Metro City

There are a dozen reasons not to hang out in dark alleys.

**SICKLE** — Sorry, but this guy just looks *silly.* I mean, that purple spandex and those goofy wings really look ridiculous.

**JIMMY LEE** — One-half of the infamous *Double Dragon* brothers. Jimmy's the one who can't remember the Code of the Dragon.

**BILLY LEE** — Jimmy's brother is the one who runs over people with his bike while reciting the Code of the Dragon.



**JAWBREAKER** — This guy's pretty cool. His lashing tongue is feared far and wide by even the bravest brave people.

**ICEPICK** — Hmmm... he has an iceball that stops enemies cold, and a slide-kick, too. Seems like... seems like... oh, never mind.

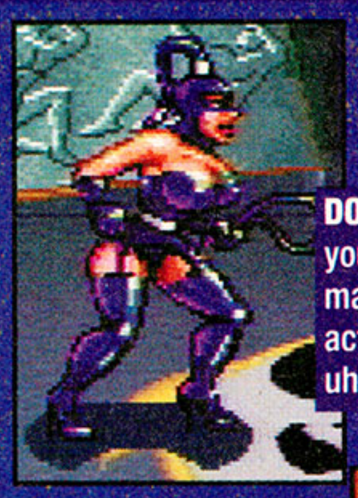
**BLADE** — Blade's a good all-round fighter, with moves such as a Torpedo and a Blade Shishkabob to back him up.

**BONES** — He may not pack that big a punch, but he's definitely one of the coolest *looking* characters. And he can toss his head.

**TRIGGER HAPPY** — This NRA poster boy has, among other things, a Rocket Uppercut and a Forcefield similar to Blanka's shock attack.

**SEKKA** — You'll think she's tough, but then she starts jumping on your head like Chun-Li. She even steals her Spinning Bird-Kick!

**COUNTDOWN** — He's got a few special attacks that are just a little *too* special. Morphing into a rocket? *Please.*



**DOMINIQUE** — Whoa! Would you look at *that!* Ahem! Guys may find her the *best* character, thanks to her special, uh... endowments.

**SHADOW MASTER** — Here's the big ugly causing all the trouble. But I'd love to see him kick the brothers' butts. Yeah, I'm sick.

## A SECOND OPINION

While I agree that there are a lot of different elements to *Double Dragon*, I think Chris' rating is way too high. Its deficiencies in graphics, sound, and game play just don't measure up to other brawlers on the market. Sure, it has some great characters, and even some pretty cool moves. But what difference does it make if you can't tell what's going on or pull any of the moves? Take it from me, there are better ways to spend your time than with this yawner of a cart.

***— Trent***

# The Shadow Falls

track them down. If you select a Shadow Warrior, your job is to defeat the other warriors and earn the right to be the Shadow Master's second in command.

What all this boils down to is another *SFII* beat-'em-up that takes place at 12 city locations. You can choose from ten different fighters (12 with a special code) from the *Double Dragon* cartoon and toy line.

While *DDV* is fairly good, it doesn't rank up there with fighting-game heavy hitters. The graphics are rough in places, and so is the overall action. There are some great perks, though, such as the ability to adjust your character's strengths, weaknesses, and special moves. This allows you to customize your fighter to fit your own style,or to be a better match with your next opponent.

All-in-all, *DDV* is a nice little brawler that's better suited for younger players who aren't "desensitized" by the blood in *Mortal Kombat II*. It doesn't follow the earlier *Double Dragon* games, but after the last couple, that's a bonus. **GP**

## SNES info

| | |
|---|---|
| GENRE | fighting |
| PLAYERS | 1, or 2 competitive |
| LEVELS | 12 tournament areas |
| DIFFICULTY | 4 skill settings |
| SAVE FEATURE | none |
| MEGS | 24 |

## Pick 'n' Choose

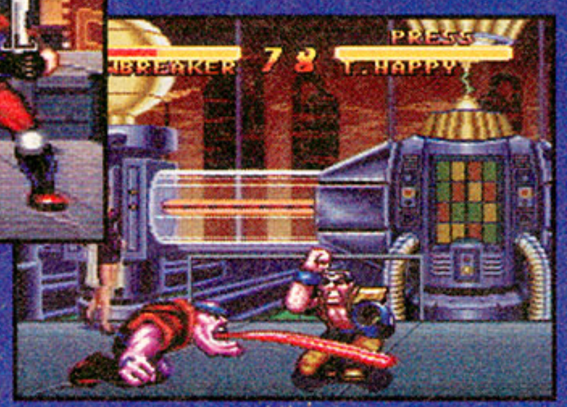
**You can't just plug the cart in and start fighting — you've got decisions to make.**

Choose from ten different characters, or a dozen if you use the special code. Yep, we used it. But you'll have to wait 'til next month to learn it. Nyah, nyah!

After picking your character, assign him or her attributes that reflect your own fighting style.

There are 12 different battlegrounds, each with cool looks and animation.

Countdown says "Forget that kung-fu crap!" and launches a rocket. I guess *somebody* doesn't know the Code of the Dragon.




Eew! That's pretty nasty, Jawbreaker. But for some strange reason, subtly intriguing....

## The Quest Mode

**You face a dangerous quest in the Quest mode. Well, what did you expect?**

If you choose either Billy or Jimmy Lee, your job is to find and beat up all ten Shadow Warriors before they unleash the virus.

However, should you decide to abandon that sissy Code of the Dragon and pick a Shadow Warrior, your quest is to defeat all the other combatants and claim your place at the Shadow Master's side.

## RATINGS

### GRAPHICS

**6**

↑ Backgrounds look and move great, and there are a lot of them.
↓ But characters aren't well animated, with jerky movement & choppy attacks.

### MUSIC & SOUND FX

**7**

↑ I always push for a fierce soundtrack in fighting games, but this one is tough enough for the game's younger look.
↓ Some voices and FX are muffled.

### BELLS & WHISTLES

**8**

↑ There's a good supply of options, play modes, codes, and other extras.
↑ Customizing each character before fighting is a great new idea.

### CONTROL

**5**

↑ It doesn't borrow button combos from *SFII* as heavily as most fighting games...
↓ ...but some of the new combinations are a real pain to whip off in combat.

### REPLAY VALUE

**6**

↑ You can uncover a lot of different secret moves.
↓ The action isn't anything you haven't seen or played many times before.

**OVERALL 74%**

## PELE'S BACK — ALREADY!

The plastic cartridges of the original *Pele!* haven't even cooled yet, but already a sequel is in production. *Pele's World Tournament Soccer* for Genesis (also from Accolade) hopes to improve on a disappointing *Pele!* by using World Cup competition as a model. Twenty-four teams compete in nine cities across the U.S. New features such as four-player play (with multi-player adaptor), and a kick meter should give this 16-meg sim more of a kick.

### SCORE CARD

**WORLD CUP YIELDS A BAKER'S DOZEN**

You don't need to be a rocket scientist to determine what sport has dominated GP Sports over the past few months. With World Cup '94 well under way, soccer has been the bandwagon of choice for game designers and publishers. In the past eight issues alone, I've reviewed *13* different soccer sims. If you're feeling more confused than ever about buying soccer games after the three we feature this month, turn to Now Playing for capsule reviews. Personally I'd put my money on EA Sports' *FIFA International Soccer* for SNES and Genesis.

# GPsports

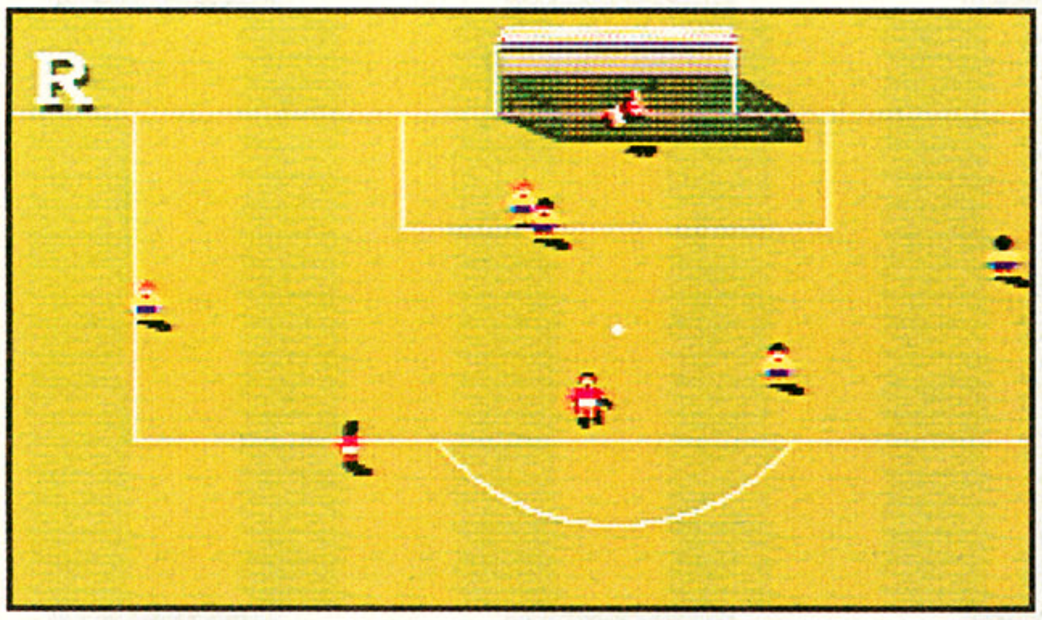
*Game Players* — *Doug Brumley, Editor*

# Don't Be Fooled by Championship Soccer

**GENESIS info**

| | |
|---|---|
| PUBLISHER | Sony Imagesoft |
| DEVELOPER | Sensible Software |
| SUGG. RETAIL | rental only 'til '95 |
| RELEASE DATE | now available |

Prepare yourself. You're about to witness the tiniest soccer players you've ever seen. But don't let their size mislead you — it's sure not an indication of the fun *Championship Soccer* has to offer. And cheer up, SNES fans... there's a version for you that's also available now.

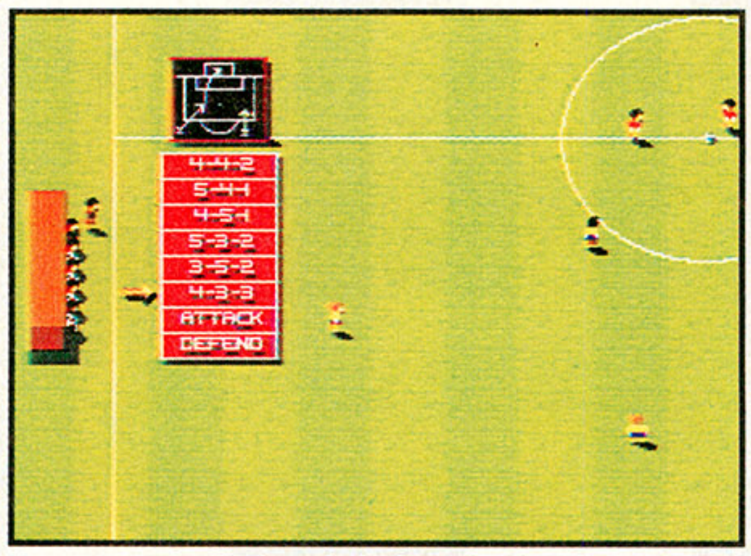



**Relive your shining moments with an actual-speed replay that follows each goal.**

After you choose to play with either national, club, or custom teams, you select Friendly (single match), League, or Tournament play, then pick the squad (or squads) you wish to control. You won't be wowed by the graphics or sound when you take the field, but the tight control and overall playability captures your interest. The small player size limits detail, but animations such as headers and slide-tackles are clearly distinguishable.

The action is fast paced and moves very 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. As far as bells and whistles are concerned, *Championship Soccer* offers a team-customization feature which allows you to change everything from players' names to the colors of their uniforms. You can save your changes — and your progress through league or tournament play — with a battery backup.

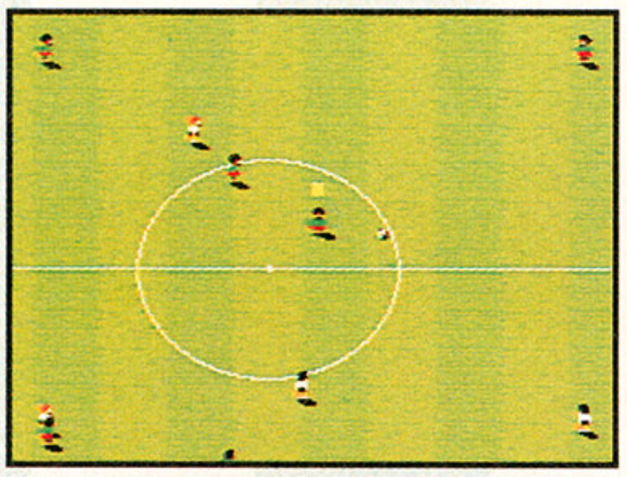
**For a more exciting and hands-on approach, customize teams' names and uniform colors.**




**You can go to the bench during play breaks and change your formation or substitute players.**

Choices for game length range from three to ten minutes, and there's also an option that alters the weather depending on the month in which a game's played. And don't forget that two-player competition!

*Championship Soccer*'s simple name and graphics could easily mislead you if you just glanced at it instead of sitting down and playing a few games. Both the Genesis and SNES versions are available on a rental-only basis until early 1995, so invest the few bucks, take this one home, and experience the fun for yourself.



**Slide-tackles are the best means of taking the ball, but they occasionally result in the distribution of a few brightly colored cards.**

**RATINGS**

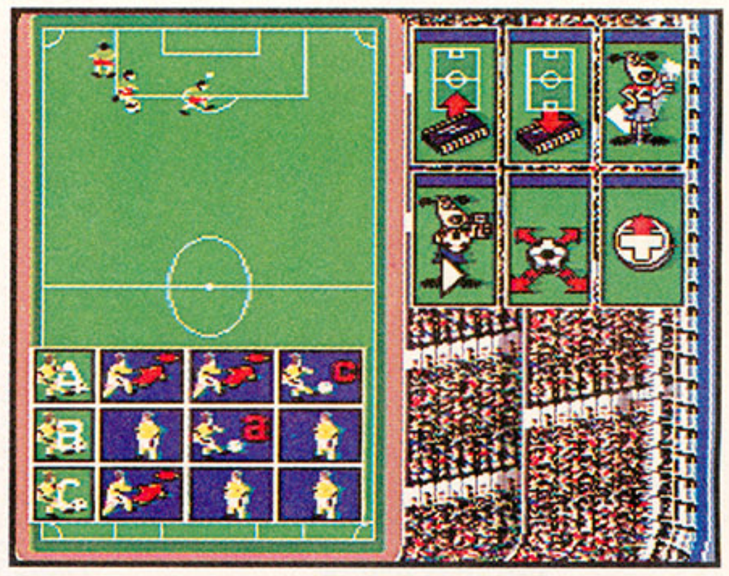
| | |
|---|---|
| 6 | GRAPHICS |
| 7 | MUSIC & SOUND |
| 8 | BELLS & WHISTLES |
| 9 | CONTROL |
| 8 | REPLAY VALUE |

**OVERALL 82%**

# World Cup USA '94

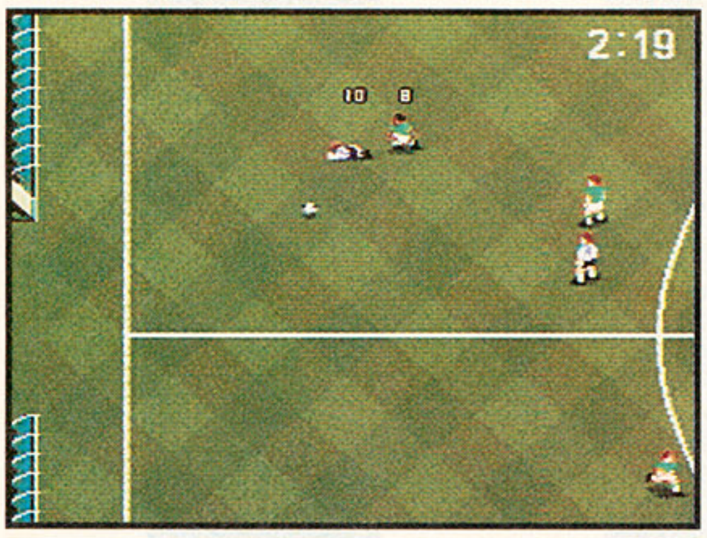
| SNES info | |
|---|---|
| PUBLISHER | U.S. Gold |
| DEVELOPER | Tiertex |
| SUGG. RETAIL | $60-65 |
| RELEASE DATE | now available |

With goals few and far between, consider yourself lucky if you're hauled down in the penalty area. A point-blank penalty shot is a great opportunity to score.



A neat aspect is the game's special-play editor, which lets you set up strategies off throw-ins and corner kicks, then save them for use in games.

As you read this, the most-watched sporting event in the world is occurring on U.S. soil. This month-long event, soccer's World Cup, has been responsible for a surge of interest in the sport across the nation and, as any player has certainly noticed by now, an incredible number of soccer video games. From *FIFA International Soccer* to *Pele!*, the games were inspired by the event, but none was an officially licensed product of it. Enter U.S. Gold's new *World Cup USA '94*.



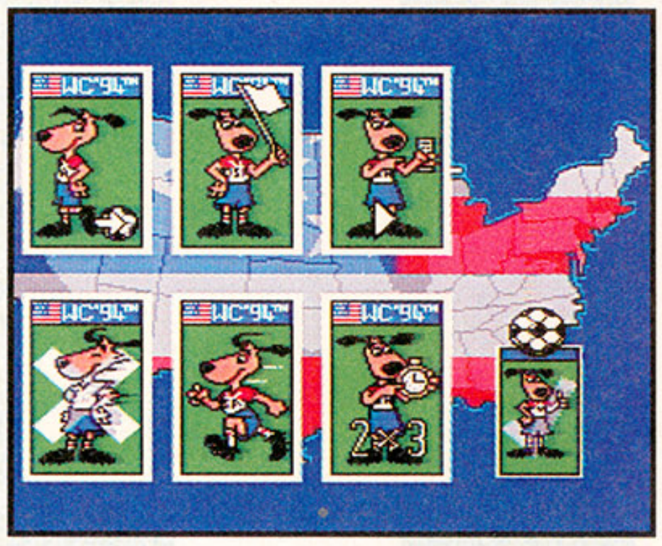

How about a foul, ref?! The computer defenders victimize your players — usually without reprimand. No wonder soccer fans riot so often.

Containing all 24 World Cup qualifiers, the sim is geared toward a wide range of skill levels. Icon-based menus should make getting started easier, but the confusing and complex icons leave you scrambling for the instruction manual more often than not. *World Cup* is full of options and extras — just about everything is adjustable. You can edit and save special plays and formations, determine how much "glue" you want the ball to have (how close the ball sticks to the feet of the players), control the time of the halves, and decide the overall speed of the players. You can even customize the World Cup to include any of eight other popular teams that didn't make the cut for this year's tourney (did you hear that, England?).

The game becomes less user-friendly when kickoff rolls around. The rapid pace and incredibly aggressive computer opponents make for frustrating games in which you're reduced to kicking away the ball before an opposing defender hauls you down and takes it from you. And for all its options, no feature allows you to adjust the skill level to make the contests more evenly matched!

The players' fast pace — even on the slowest setting — contributes to missed tackles and overrun balls as you hurry to make a play. A slower pace would give you more time to plan strategy and crack the computer's tough defense. You might want to recruit a friend for a more balanced two-player competitive match.

*World Cup* is packed with options and tries to adapt itself to a variety of skill levels. Beginners can forget about the special plays and formations and go straight to the action, and advanced players may want to spend the majority of their time developing the perfect corner-kick strategy. The most important part of the game — the actual game play — unfortunately takes a back seat to bells and whistles.



Here's a lot more of Striker than you'll ever want to see. The World Cup mascot, who prompts a Barney-esque annoyance, appears in all the icon-driven menu selections.

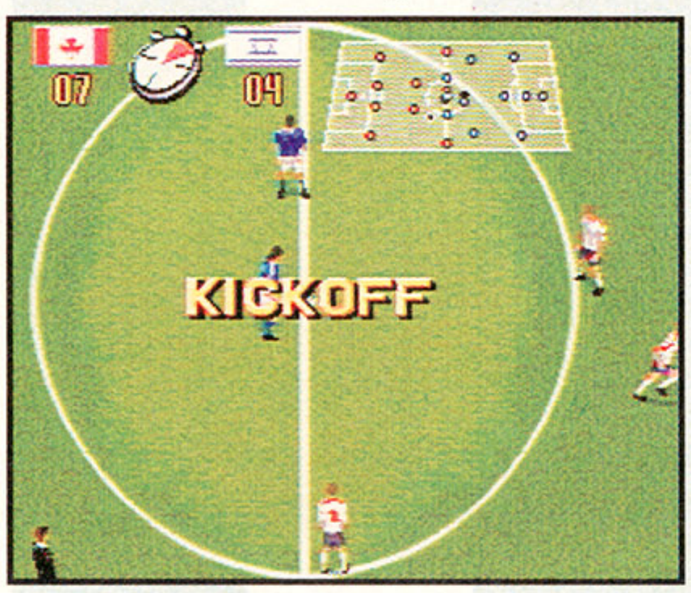
**RATINGS**

| | |
|---|---|
| 7 | GRAPHICS |
| 8 | MUSIC & SOUND |
| 9 | BELLS & WHISTLES |
| 7 | CONTROL |
| 5 | REPLAY VALUE |

**OVERALL 70%**

# Champions World Class Soccer

| GENESIS info | |
|---|---|
| PUBLISHER | Flying Edge |
| DEVELOPER | n/a |
| SUGG. RETAIL | $49.95 |
| RELEASE DATE | now available |

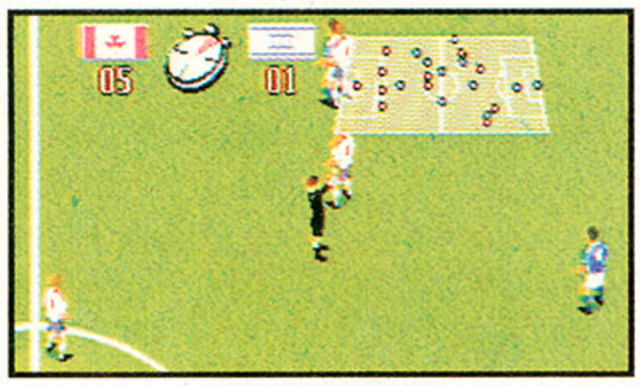



The horizontal field view offers a tight — yet adequate — view of the action. An optional radar in the upper-right corner helps you locate teammates.

When Acclaim's *Champions World Class Soccer* came in for SNES several months ago, I was impressed with its realistic soccer "feel," accurate control, and smooth game play. Its only real drawback was a lack of bells and whistles. So how would the Genesis version (from Acclaim's Flying Edge division) compare? Well, like the SNES version, there aren't any extras, but that's not all that's missing — many elements that made the SNES version such solid entertainment are gone this time.

These goalies aren't the brightest guys you'll ever meet. They're suckers for diagonal shots.

You won't find the smooth-moving graphics, and while the character animations (including their detail) are still quite impressive, they're very choppy. The choppiness also leads to problems with control, which is already hampered by a reaction delay after the push of the button and the on-screen action. The controls, however, are relatively easy to master, and it's not difficult to score. In fact, *Champions* may be too easy to keep most players interested. Oh, yeah — the crowd sounds are reminiscent of the noise you hear when you hold a shell to your ear, only it gets louder when a team threatens to score.



Penalty calls are rare, but just when you least expect it... a yellow card!

The game offers 32 teams representing countries from across the globe, each with its own skill levels in speed, offense, and defense. You can select your team's formation before each game from a slim list of four, and you can elect to control your goalie or let the computer handle him. The announcer would replay key footage following each half in the SNES game, but not here, and you can't modify teams or substitute players in this version, either.

Pick the club from a field of 32 variously skilled teams that best suits your style of play.

If you're a SNES owner looking for a taste of soccer realism, take a look at *Champions World Class Soccer*. But Genesis owners should be aware that the version for their system is an evil twin.

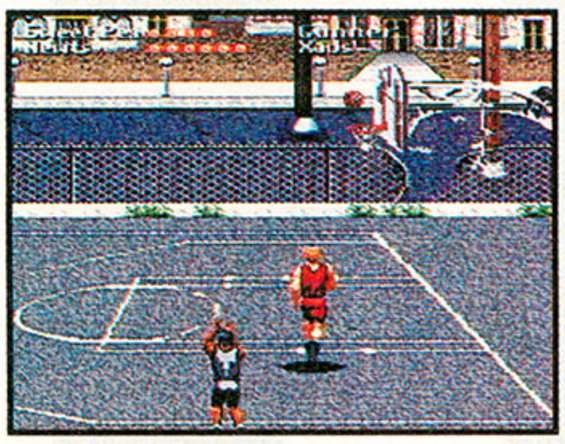
**RATINGS**

| | |
|---|---|
| 7 | GRAPHICS |
| 5 | MUSIC & SOUND |
| 5 | BELLS & WHISTLES |
| 6 | CONTROL |
| 6 | REPLAY VALUE |

**OVERALL 57%**

# Barkley: Shut Up and Jam!

When a game pops up on both the Super Nintendo and Genesis systems, it's seldom the identical game. Control variations are often a big factor, as in *NBA Jam*, or the entire game may be significantly different, as in *The Jungle Book* (OK, it's not a sports game, but Mowgli sure has the makings of a track star). *Barkley: Shut Up and Jam!* follows the pattern, since the SNES version shows improvement over its Genesis predecessor (April sports, 7#4, 56%).



Almost all your shots hit nothin' but net or are *way* off the mark.

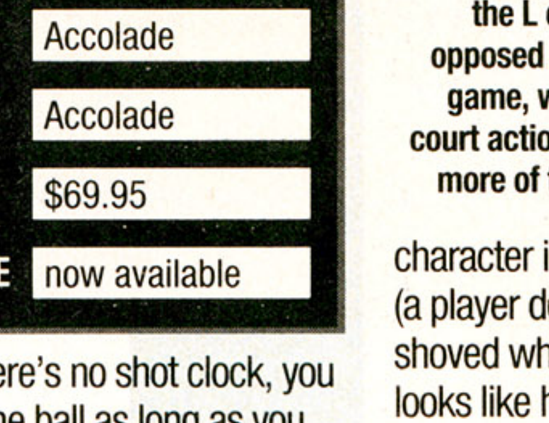
The premise is the same: 16 hard-nosed streetball players gather for a two-man, rough-and-tumble tournament staged on courts in eight American cities. Poor artificial intelligence and jerky control took most of the fun from the Genesis game. The SNES *Barkley* resolves the AI problem, but control difficulties still arise.

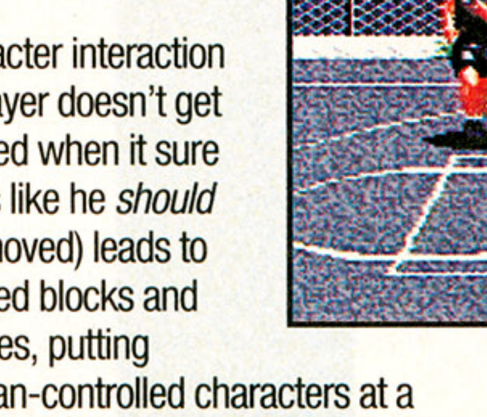
**SNES info**

| | |
|---|---|
| PUBLISHER | Accolade |
| DEVELOPER | Accolade |
| SUGG. RETAIL | $69.95 |
| RELEASE DATE | now available |

Since there's no shot clock, you can still hold the ball as long as you want, but more aggressive defenders often shove you down and convert the basket while you dust yourself off. This increased computer intelligence also shows up in the much more difficult one-player tournament mode. Although they're nothing to write home about, the graphics and sound are above average.

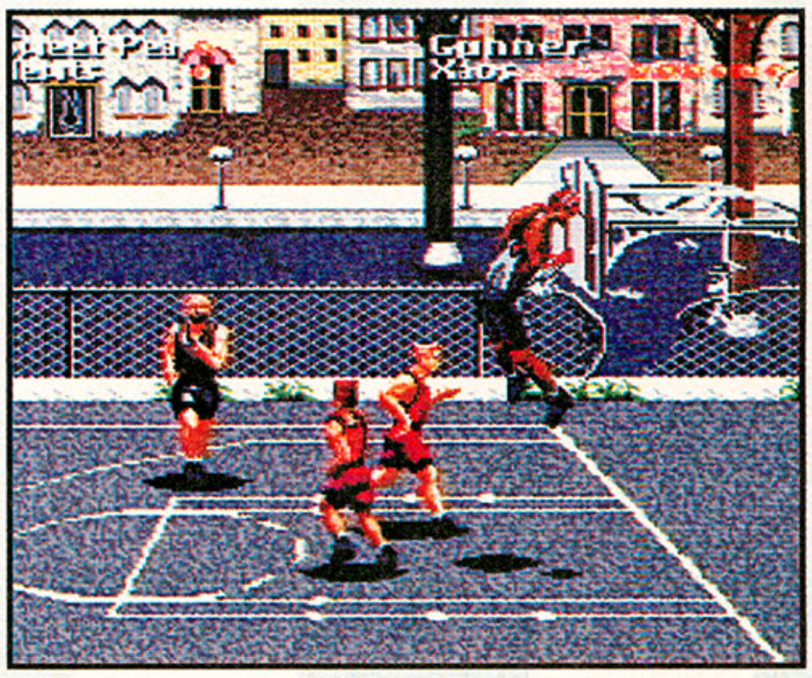
Bad control doesn't hurt your offensive game, but it does hamper your defensive efforts. Jerky player movements and poor character interaction (a player doesn't get shoved when it sure looks like he *should* be shoved) leads to missed blocks and pushes, putting human-controlled characters at a massive disadvantage when facing the computer. At least the SNES control layout is good — the L and R buttons make it easy to use turbo in conjunction with other buttons, much like *NBA Jam*.



You go from city to city in Tournament mode, challenging tough two-man teams. Your final stop — should you continue to win — is a face-off with Sir Charles himself inside a Phoenix arena.

So while it's not the best basketball game you'll play, *Barkley* certainly has more appeal now than it did for Genesis.



In the SNES *Barkley*, your turbo meter begins to refill once you release the L or R button, as opposed to the Genesis game, where your on-court actions earned you more of the good stuff.

**RATINGS**

| | |
|---|---|
| 6 | GRAPHICS |
| 7 | MUSIC & SOUND |
| 7 | BELLS & WHISTLES |
| 6 | CONTROL |
| 7 | REPLAY VALUE |

**OVERALL 63%**

# WIN! The Ultimate Gaming Rig!!

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**You have the POWER.** In this contest you don't rely on the luck-of-the draw. You determine if you win or not. You win by outscoring others in a game of skill. Can you solve the puzzle below? Then you have what it takes. It looks simple, but it's only the start. Each of five more puzzles gets a little harder. But this time it's all up to you. Stay in to the end with the highest score and the gear is yours. With whatever options you want. Do you have what it takes? Then play to win!

**Video Game Contest.** Play on the high-tech cutting edge with this line-up: Super NES with Super Scope, Sega Genesis with CD-ROM and Menacer, Panasonic 3DO and Atari Jaguar (not shown). Get all four or trade the ones you don't want for CASH! Bonus options include: Sega Virtual Reality Helmet, 33" monitor, $1,000 in games, cash, accessories and more!

**Media Rig Contest.** The Ultimate Gaming Environment, 40 inch monitor, 130 watt receiver w/ Dolby Pro Logic Surround Sound, Infinity speakers, subwoofer, CD player, graphic EQ, dual cassette and laser disc. This rig will blow you away (literally!)!! You'll not only see but feel it too!

### We're talkin' GAMING HEAVEN!

**Directions.** Fill in the Mystery Word Grid with words going across that spell out the Mystery Word down the side. Hint: use the Mystery Word Clue.

**In the future.** There will be four more puzzles at $2.00 each and one tie-breaker at $1.00 which will be sent to you by mail. You will have 3 weeks to solve each puzzle. We don't know how many will play but typically 61% will have the highest score possible score to Phase I, 43% to Phase II, 36% to Phase III, and 32% to Phase IV. The tie-breaker determines the winner. If players are still tied they will each receive the grand prize they are playing for.

## Mystery Word Grid

| | | | | | |
|---|---|---|---|---|---|
| | | | | S | ___ |
| | | E | | | ___ |
| E | N | T | R | Y | W ___ |
| | T | | | | ___ |
| | | | | M | ___ |

MYSTERY WORD

### WORD LIST and LETTER CODE chart

| | | | |
|---|---|---|---|
| ENTRY .....W | CHASE.....G | WINGS .....P | STORM .....E |
| MAJOR ....H | MICRO.....M | DREAM.....R | NINJA.....B |
| METER .....F | QUEST.....O | TURBO .....T | RULER.....S |
| RANGE ....A | TOWER .....J | FLINT.....U | HEAVY.....Z |

**MYSTERY WORD CLUE: WORLD RULERS HAVE IT, IT COMES OUT OF AN OUTLET AND IN THIS CONTEST YOU HAVE IT!**

**Yes!** ENTER ME TODAY, HERE'S MY ENTRY FEE:

- ☐ ($3.00) Video Game Contest
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***A few readers called me out over a* Double Switch *letter in May, in which I identified Corey Haim as Corey* Feldman. *To the various Corey fans out there (all three of you), I apologize. Actually, it wasn't a mistake. I honestly thought the two were interchangeable. Haven't they been joined at the hip since '88? Oh, well... on with the games!***

## YOUNG MERLIN

Virgin Interactive for SNES

How do I get the gate to stay open in the caves under the Rainbow World? When I step off the button, the gate closes. My mirror image doesn't keep it open, either.

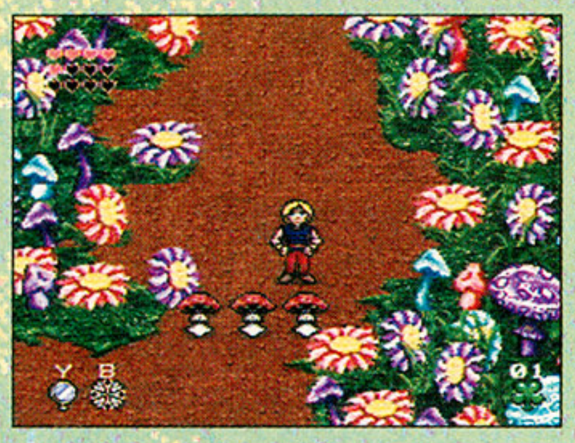
Dean Perry
Bronx, NY

***You need the Time Stop spell to keep the gate open. First, kill the big spider in the caves — actually, you've got to blast its egg sac. Get the wooden heart it leaves behind, then find the area with three mushrooms guarding a small yellow flower.***

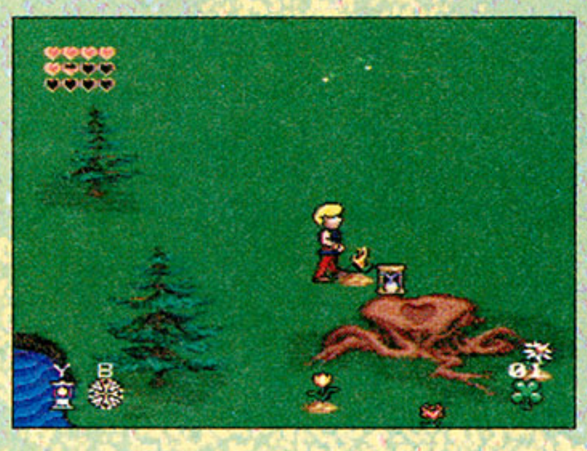
***Blast the mushrooms with the snowflake, get the flower, then take the heart and flower back across the Rainbow Bridge to the mystic stump in Pinedale. The combination of heart and flower gives you the Time Stop, which in turn keeps the gate open.***

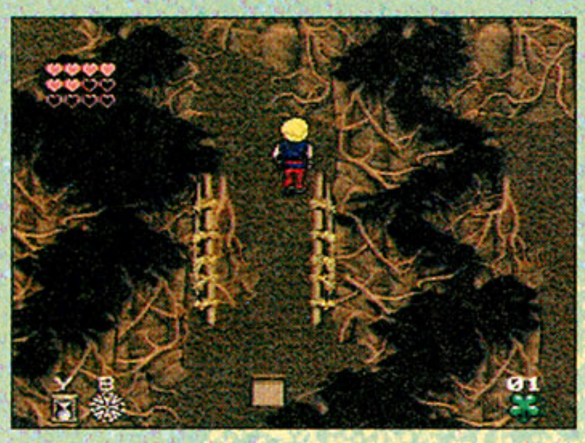
**First destroy the big spider's egg sac. Use the mirror to draw off the little spiders, freeze everything with the snowflake, then blast the sac — while it's frozen — with the silver star.**

**Grab the wooden heart left behind when you destroy the egg sac.**



**Look for these three mushrooms (take the tunnel from the area with the love-struck flower gnomes). Destroy them with the snowflake, then get the flower they guard.**





**The flower and wooden heart give you the Time Stop spell, which you can use to get past the gate.**

# LUCKY'S Helpers

**Here's what you guys found this month...**

## CLAY FIGHTER REVISITED

Interplay for SNES

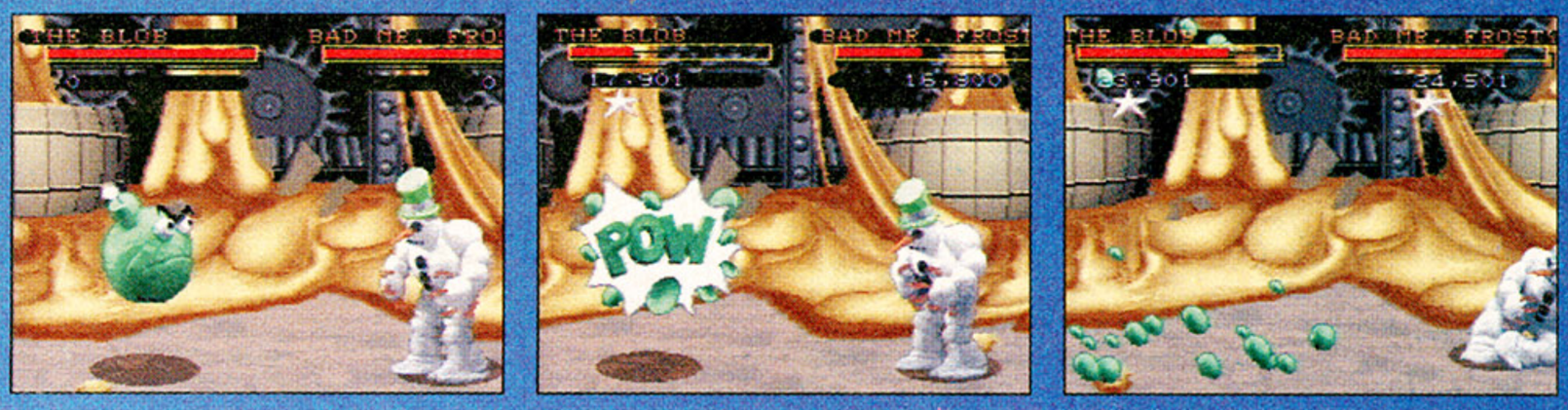
Shame, shame, and *double* shame! I'm responding to Richard's question on how to do the Blob's "Bomb" attack. You told him it wouldn't work in the final version, and now Richard and everybody else is going to grow up and kill people with rubber chickens because *you* said they couldn't do the "Bomb" attack! *This is a job for Game Genie!*

Input 6280-DD6F, start the game, and choose the Blob. Now do a half-circle toward and hit medium punch (X). KABOOM!

Travis "The Lemon Merchant" Korzen
Dumfries, VA

**Use this Game Genie code: 6280-DD6F.**

***Hey, this trick is no lemon! However, I don't know how useful an attack this is — exploding does as much damage to the Blob as it does to his opponent!***




**Now when you fight as the Blob, make a half-circle toward and hit the X button — BOOM! Goo galore!**

## JURASSIC PARK

Sega of America for Sega CD

I've found a way to get unlimited gas canisters for the grenade gun! Go to the third door on the right in the Visitor's Center (the Game Warden's office). But don't go in! There's a black key-card reader to the door's right. Insert the T-Rex CD, then enter the Game Warden's office. Open the locker

**First, get the Tyrannosaur CD from the Dilophosaur nest.**

**Head for the Game Warden's office found in the Visitor's Center and use the CD on the lock to the right — you should hear a chime if you do it correctly.**

## DRACULA UNLEASHED

Sega of America for Sega CD

I keep getting killed by Anisette at the end of the first day in *Dracula Unleashed*. She becomes a vampire and then kills me during a street scene. Is there anything I don't have that I need to be able to prevent her from becoming a vampire, or is there a place I must go to stop her from killing me? I'm stuck — please help me get past this.

Peter Magulak
Middlesex, NJ

***To save Anisette, go to the Hades Club after 2 p.m. and have a chat with a very drunk and raving Andrei Stransokowski. Next, go to Holmwood's house. After talking to Mrs. Holmwood about Andrei, she gives you a package to deliver to the Harkers. Take the package to Harker's office — make sure that you get there before 5 p.m. or the office is closed — and he gives you a small crucifix. Now you can go visit Anisette with the crucifix "In Hand." You won't get to see how it works, but the cross protects her from Dracula, and more importantly, keeps her teeth away from your neck!***

**It's kind of odd, but saving Anisette begins by speaking to Stransokowski in the Hades Club after 2 p.m.**

**Go see Mrs. Holmwood. She talks about Stransokowski and gives you a package.**

**Go to Harker's *office* by 5 p.m., and make sure you've got the package In Hand. Harker gives you the crucifix.**

**Now when you go see Anisette with the crucifix In Hand, she's well protected from passing vampires.**

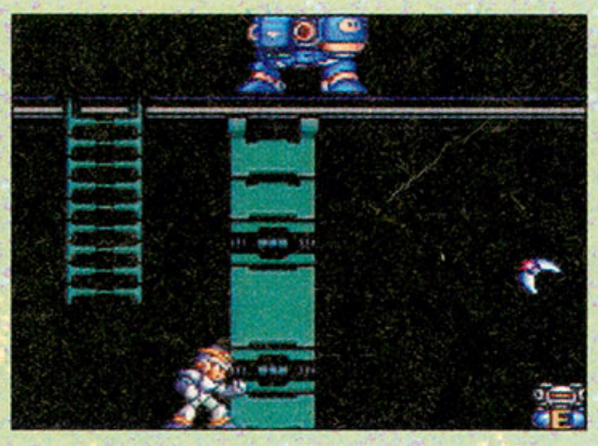
## MEGA MAN X

Capcom for SNES

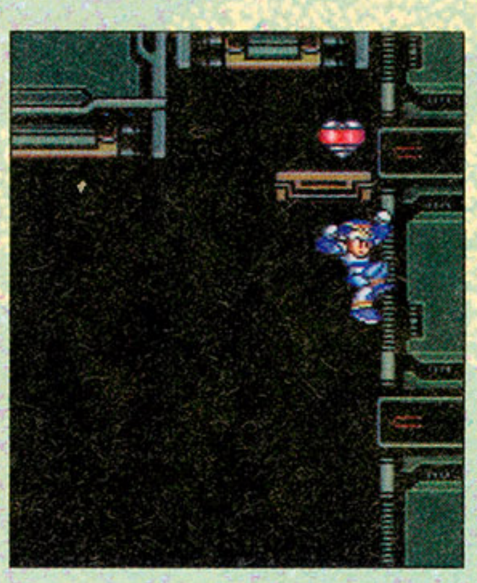
I really need help. There's a sub-tank at the beginning of the Spark Mandrill stage and a heart tank on a ledge farther into the stage. I can't get to either of them! They're the only things I have left to get, and it's driving me crazy! How do I do it?

Marja Roemer
Binghamton, NY

***You're having the same problem with both items. Once you've beaten Sting Chameleon and won the Boomerang Cutter (B. Cutter), you can use this weapon to grab items. Fire the B. Cutter through the wall the sub-tank is behind, and —*** voila! ***— the blade carries the tank back to you! You get the heart tank the same way, but it's a lot tougher to reach. Climb the wall until you're just under the tank's ledge, then throw the B button. Cutter off-screen to the right. If you're in exactly the correct spot, the blade catches the tank as it circles back on-screen. You may have to try this several times before you can get it to work. When our own Chris Slate played through, it took him a half-dozen tries — and he's a*** real ***professional!***



**Use the B. Cutter to grab objects that are behind walls or are otherwise out of reach.**



**To grab the heart tank, slide down the wall just a bit, then fire the B. Cutter off-screen to the right. You must be in just the right spot!**

— there's an unlimited supply of canisters, although you can carry only 50 at a time.

Doug Girard
Trumbull, CT

***Wow! This should make getting past the strike team at the end of the game a gas-powered breeze!***

**Now instead of just two gas canisters in the locker, there's an unlimited supply! *Yee-haw!***

## SONIC THE HEDGEHOG 2

Sega of America for Genesis

In the April '94 Readers' Network, Ana Leistner was complaining that you couldn't use Tails to win *Sonic 2* with the Debug (stage-select) option.

Ana, before you enter your code, go to the Player Select menu and select "Tails Alone," *then* put in the Debug code: sound test 19, 65, 09, and 17 (in that order). Hold A and press Start when beginning the game. Win the game, and Sonic gets stuck flying the plane! Ha, ha!

Tom Derby
Jamestown, NY

***It's watchdogs like you who make our job that much easier.***

**The trick is to select "Tails Alone" *before* entering the Debug code.**

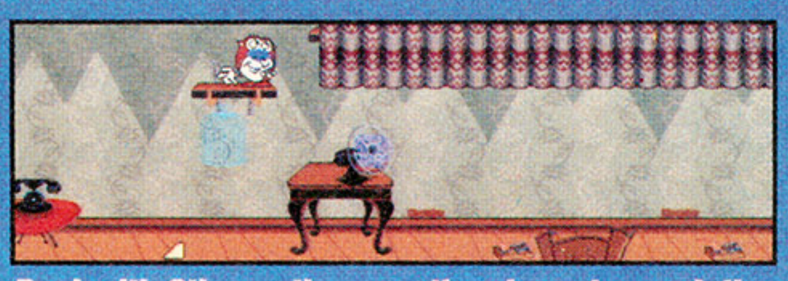
## THE REN AND STIMPY SHOW: VEEDIOTS

THQ for SNES

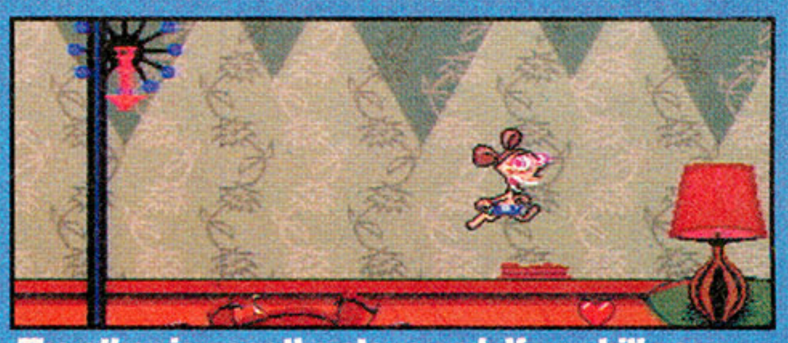
There are two one-ups to be found in the first level — one is behind the long curtain halfway through the stage, and the other one is after all the mousetraps at the end. If you collect them both, then kill yourself, you gain one life. You can do this many times to max out on lives.

Frank Koza
Oliver, PA

***Who said R & S have only nine lives and asthma? They have*** lots ***of lives and asthma!***



**Deal with Stimpy, then use the phone to reach the windowsill. There's a one-up behind the curtain.**



**The other is near the stage end. If you kill yourself now, you can grab both lives again and survive even longer!**

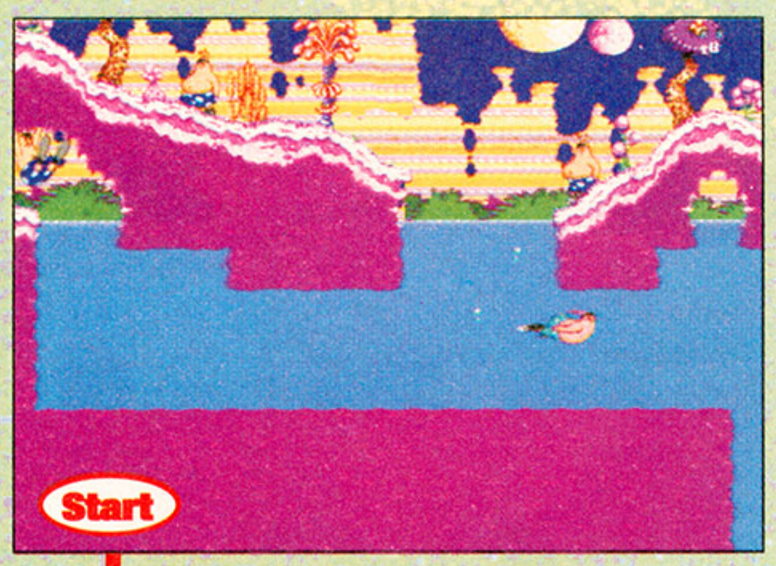
## TOE JAM & EARL 2: PANIC ON FUNKOTRON

Sega of America for Genesis

I made it to the 16th level, and I bottled all the humans. But I can't find the rocket pad to advance to the next level. The green arrow that tells where the rocket is points down to a pond, but when I swim into it, still no rocket pad. Can you help?

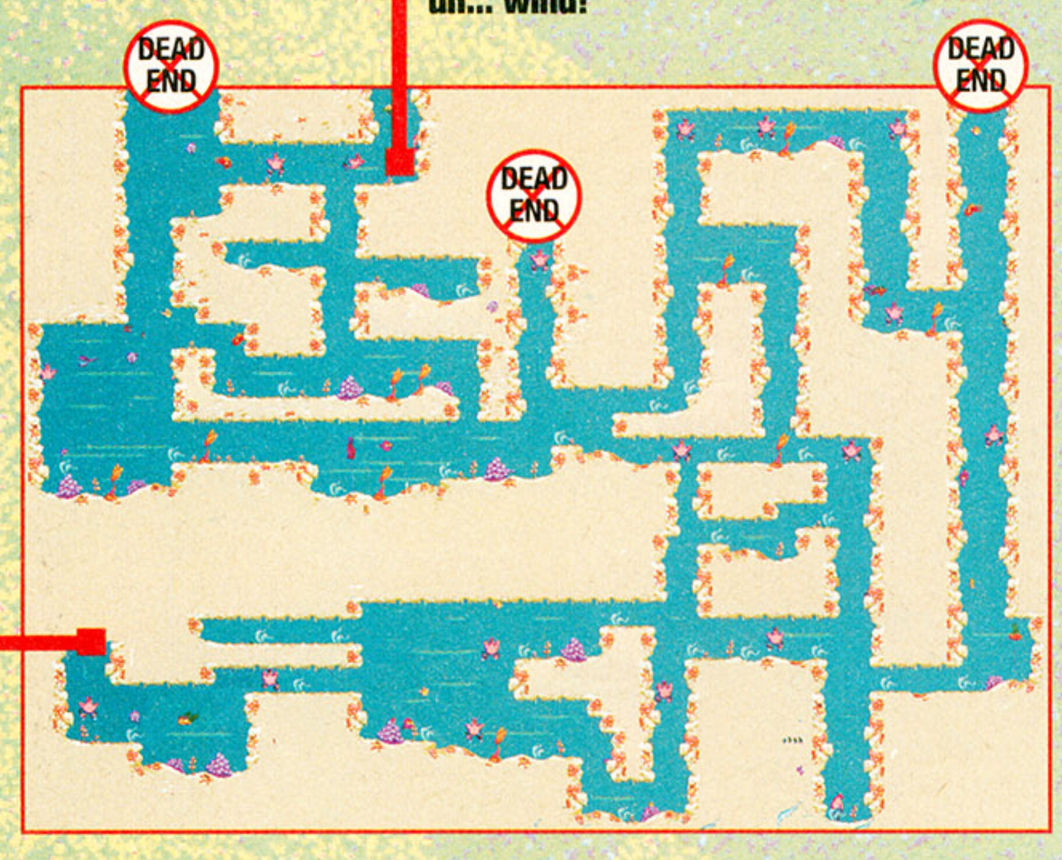
Maclorio Martinez
Huntington Park, CA

*No sweat — read the map!*




**After bottling all the Earthlings, hop into the water and swim — swim, big Earl, swim like the, uh... wind!**

**The caves are convoluted — most paths lead to dead ends, although you can find a few goodies in the deadest of dead-ends!**



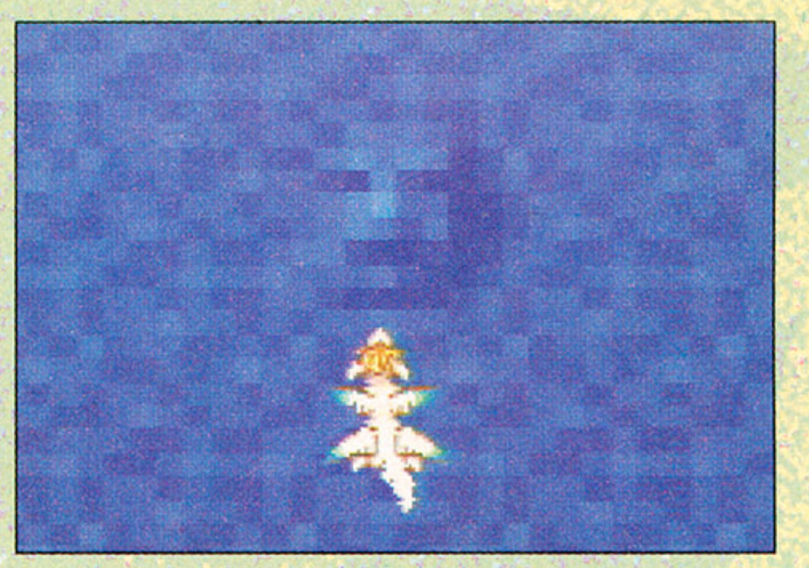

## SECRET OF MANA

Square Soft for SNES

One day I decided just to fly around on Flammie, and I came across a face in the ocean. I tried landing on it, but it doesn't work. I'm going crazy trying to find out what to do. Please help!

John Tyberghein
Farmingdale, NJ

***If you look closely on the map of the world, you notice a small, dark dot west of Ice World — it's so small you can easily miss it, although many readers have stumbled on it. According to Ted Woolsey at Square Soft, this is the result of, "...a graphic artist that went haywire." In other words, it's an Easter Egg with no purpose other than to catch your attention and drive you nuts. Sorry, folks.***



**Hey! A face in the ocean? What can it mean? Nothing, friends — absolutely nothing.**

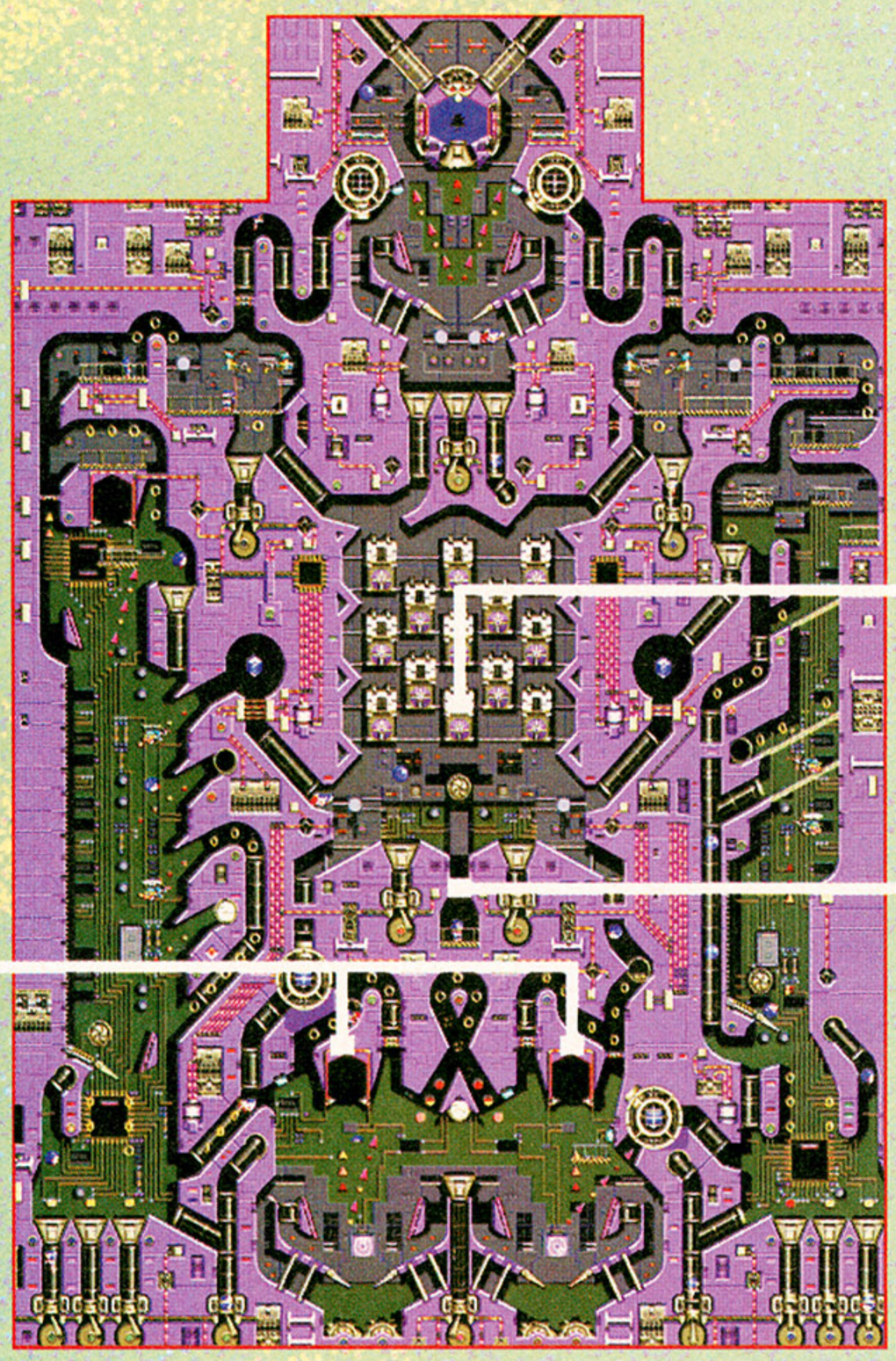
## SONIC SPINBALL

Sega of America for Genesis

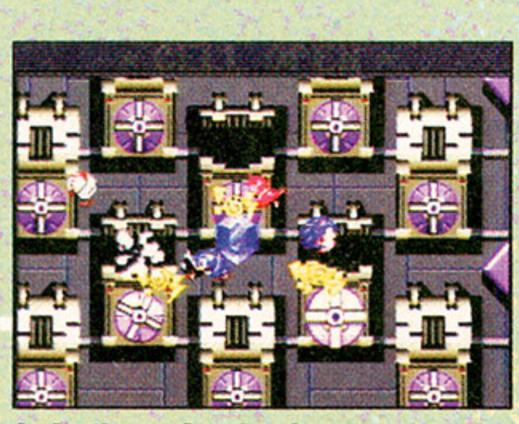
I'm having trouble locating the fifth emerald in "The Machine." I've gotten the ones in the shafts, the animal prison, and on the right side of the right shaft. Where's the fifth one?

Willy Rodriguez
St. Paul, MN

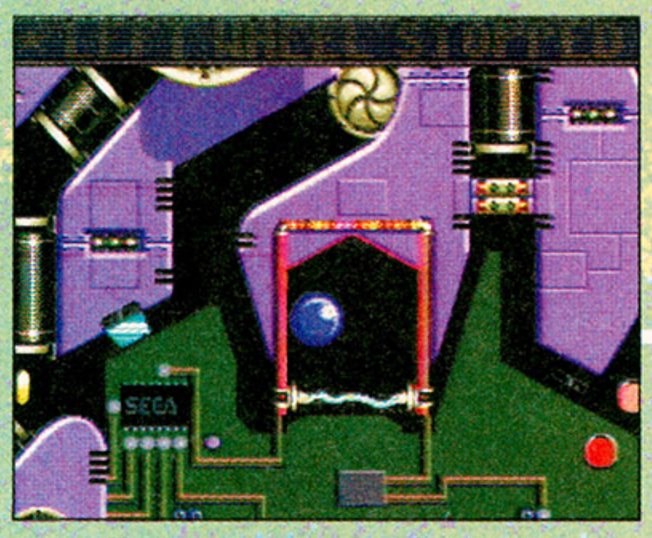
***Well, you were all really good last month, and a promise is a promise.***



**Welcome to the Machine! Note the emeralds at the top of the long chambers to the right and left — the one on the left is especially tough to reach!**



**The most difficult emerald to find is in the animal prison — crack open the middle cell to free the emerald inside, then drop to the bottom of the field to grab it.**



**Use the power chamber to stop the wheels to the left and right, then grab the emeralds inside.**

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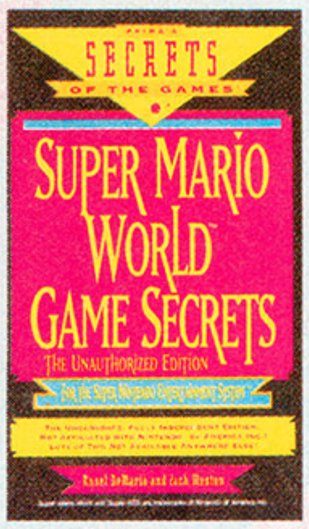


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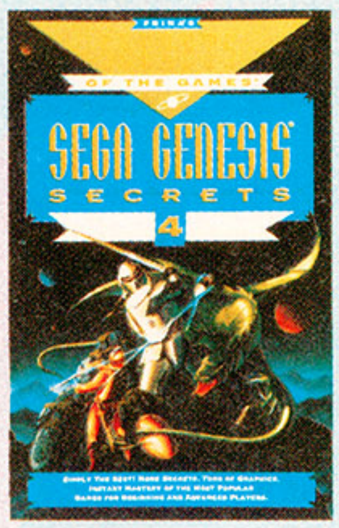


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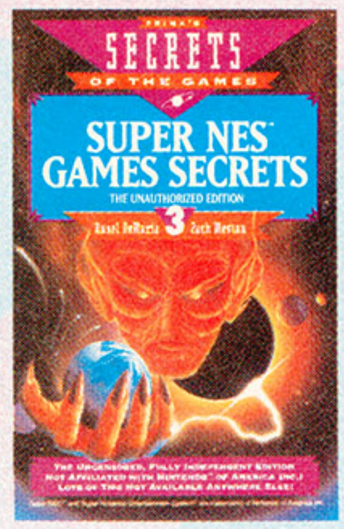


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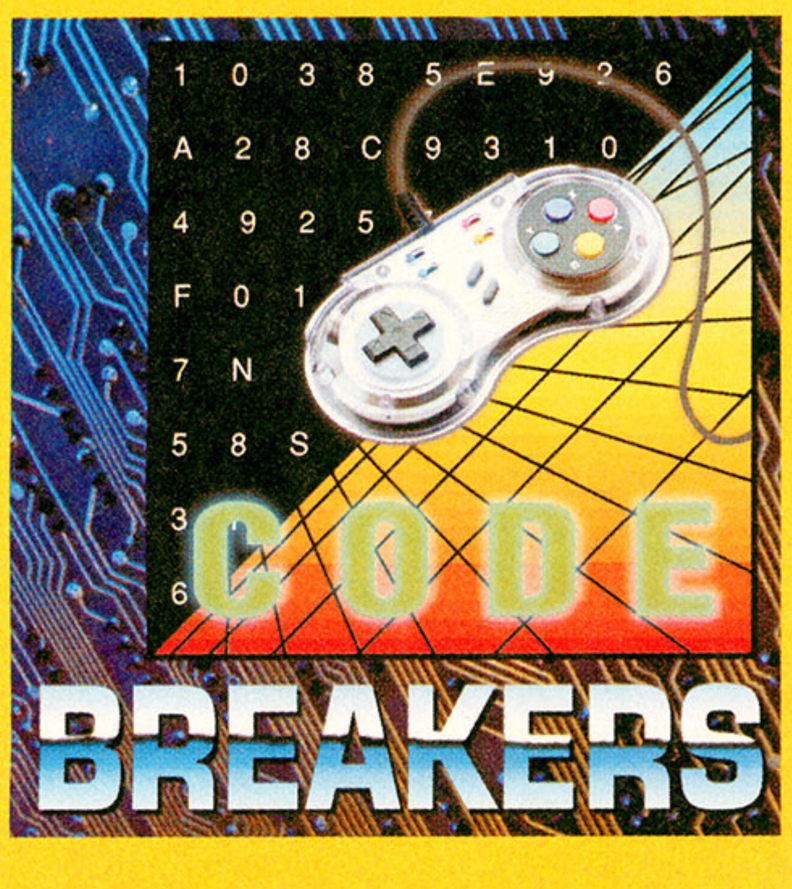



***We pulled Chris Slate out of the mounds of mail he's been receiving long enough to let him write this column, then we shoved him back in again.***

Hello again! This month we're serving up an extra large helping of Codebreakers. Why? Because you've told us to, that's why. After all, this is *your* magazine.

But now that I've done you a favor, how about doing the same for ol' Chris? Please (oh, god — *please!*) do not send me the following codes:

- *Sonic 1* Stage Select,
- *Mortal Kombat* blood and DULLARD codes,
- or any *NBA Jam* trick that you saw printed in our last three issues.

I love to open your mail... *really*... but when half of it is stuff we've already used, it takes us that much longer to open the other letters. That's time I could be using to find *more* codes for you guys.

Thanks a bunch, and keep on sendin' in those great *new*, tricks! *Vive la Codebreakers!*

**— Chris**

# READER TIPS

## METAL COMBAT
Nintendo of America/SNES

***Paul Rivas from Ann Arbor, MI*** shows how to change codes.

**Press L,A,B,L on Controller 1 at the Title screen.**

**If you entered the code correctly, you can enter any name you wish for your character.**

## PRIZE FIGHTER
Sega of America/Sega CD

### The Making of *Prize Fighter*

Here's a code to see a two-minute color film on the making of *Prize Fighter*. Thanks go to ***Les Meade*** **of** ***Morehead, KY***

**Go to the Options screen. Press and hold (in order) A, B, C, and Right, then immediately let go. This should work with either disc.**

## FIFA INTERNATIONAL SOCCER
Electronic Arts/SNES

### Eight Kickin' Codes

- **Super Kick** (press **B**, **A**, **B** eight times): This code increases the size of your power bar by 25% so you can perform bigger kicks, passes, and shots. It shows up when you win with Italy, France, Spain, Belgium, or the Netherlands.

- **Invisible Walls** (press **Y** three times, **X**, **A** three times, and **B**): The ball can't go out of bounds — it bounces back if shot over the line. This code appears if you win with England.

- **Crazy Ball** (press **X**,**A**,**B**,**Y** two times, then **B**,**A**,**X**): Ball physics are strange, so you get an unbalanced soccer ball. You learn this code after winning with Germany.

- **Crazy Curve Ball** (press **B**,**A**,**R**,**B**,**Y**,**L**): Aftertouch is exaggerated. This code appears after winning with the USA team.

- **Super Goalie** (press **A** five times, then **Y** five times): Turns up the goaltender's attributes. This code shows up when you win with Australia,

**Enter these codes at the Game Setup/ Options screen. You get them when you win the championship with certain teams (press Start after the "congratulations" message to see them).**

## DOUBLE DRAGON V: THE SHADOW FALLS
Williams Entertainment/SNES

### All the Special Moves

The game won't be out until next month, but we thought you'd like a jump on the competition. Next month we'll supply all the secret tricks,



**BILLY LEE**

| | |
|---|---|
| F, DF, D+P | Dragon Uppercut |
| F, F+LP | Lunge-Strike |
| D, DB, B+P | Dragon-Spin |
| B, F+P | Dragon Projectile |



**DOMINIQUE**

| | |
|---|---|
| F, DF, D+K | Ponytail Bolt |
| D, DB, B+K | Spin-Kick |
| D+MK | Stiletto Kick (while jumping) |
| D, D+LK | Slide-Kick |

**JIMMY LEE**

| | |
|---|---|
| F, DF, D+P | Dragon Uppercut |
| B, F+P | Dragon-Fire |
| F, F+LP | Lunge-Strike |
| D, DB, B+P | Dragon-Spin |

**SICKLE**

| | |
|---|---|
| F, DF, F+K | Air Buzzsaw |
| D, DB, B+P | Ground Buzzsaw |
| B, F+P | Helicopter-Spin |
| D, DF, F+P | Energy Blade |

**BONES**

| | |
|---|---|
| B, F+P | Head-Throw |
| D, DB, B+P | Eye-Zap |
| F, DF, D+K | Gun Shot |
| F, F+MK | Vertebrae-Strike |
| F, F+MP | Arm Hammer |

**ICEPICK**

| | |
|---|---|
| D, DB, B+LK | Pole Vault |
| F, F+MP | Hammer Head |
| D, DF, F+P | Ice Dagger |
| B, F+P | Iceball |
| tap LP | Hack-'n'-Slash |

Cameroon, Greece, Japan, Mexico, Rep. Ireland, Russia, Scotland, Sweden, or Switzerland.

• **Dream Team** (press **A** twice, **B** twice, **Y** twice, and **X** twice): Makes the user's team unstoppable by turning up all its attributes. You get this code after winning with Bulgaria, Canada, Morocco, Nigeria, Romania, Saudi Arabia, or South Korea.

• **Super Offense** (press **R** five times, **L**, then **R**): Turns up the attributes for the user's team. You get this code after winning with Argentina, Brazil, or Columbia.

• **Super Defense** (press **L** five times, **R**, then **L**): Turns up the defensive attributes for the user's team. You get this code when you win with Bolivia or Norway.

## MLBPA BASEBALL
Electronic Arts/SNES

### Still More Codes!

*Try on these for size:*

**PWRP** (Power-Pitching): Adds 40 mph to the top end of whatever the pitcher was capable of throwing before.

**PWRHT** (Power-Hitting): This maxes out everyone's power on every swing.

**RBBR** (Rubber Field): Increases the bounce of balls hit on the ground. It's even more exaggerated on astro turf — lots of ground-rule doubles.

**ZZNG** (Turbo-Throwing): Doubles the throwing speed of the player.

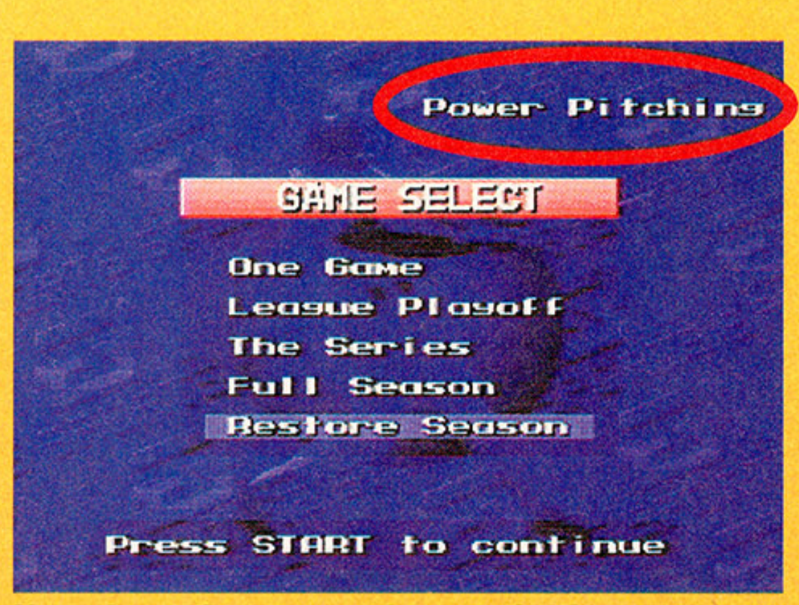
**XXXX** (Simulation Mode): The computer is tougher.

**BRRR** (Ice Field): No color change for the field, but there's no ball physics — it keeps rolling until someone picks it up.

**NNTH** ("The Challenge"): It sends the user into the ninth inning with the home team down 4 to 0.

**VRRRM** (Hyper-Running): This doubles the running speed of the players.

**To turn on these codes, go to the password screen and enter the given password. Re-enter the password any time you want to turn off the code.**




**If you input the password correctly, the power-up is displayed above the Game Setup menu when you exit the password screen.**

such as the codes to get Dominique and the Shadow Master, as well as how to give yourself more attribute points. Stay tuned!

**KEY:** **D=Down** **B=Back** **K=Kick** **M=Medium** **DF=Down Forward** **F=Forward** **P=Punch** **L=Light** **H=Hard** **DB=Down Back**

**SHADOW MASTER**

| | |
|---|---|
| F, DF, D, DB, B+P, K | Teleport |
| B, F+P | Rushing Blade |
| B, F+K | Ground Fireball |
| D, DF, F+P | Shadow Fire |

**BLADE**

| | |
|---|---|
| B, F+K | Spin-Kick |
| B, F+P | Torpedo |
| tap LP | Blade Shish-Kebab |
| F, F+P | Slide-Stab |
| D, DB, B+MP | Blade Ripper |

**TRIGGER HAPPY**

| | |
|---|---|
| D, DB, B+K | Drill Shot |
| B, F+P | Cannon Blast |
| D, DB, B+MP | Explo-Punch |
| tap LK | Forcefield |
| F, DF, D+P | Rocket Uppercut |

**COUNTDOWN**

| | |
|---|---|
| D, DB, B+HP | Flame Thrower |
| F, F+K | Rocket-Dive |
| B, F+K | Breaker-Spin |
| B, F+P | Eye-Laser |
| F, DF, D+K | Missile Shot |

**JAWBREAKER**

| | |
|---|---|
| D, DB, B+P | Yell Projectile |
| B, F+P | Biscuit Spit |
| F, F+LP | Flying Head-Butt |
| F, DF, D+K | Ground Fireball |
| F,F+HK | Bulldog Shake (if close) |
| F, F+HP | Chew & Spit (if close) |

**SEKKA**

| | |
|---|---|
| D, DB, B+P | Claw Roll-Attack |
| F, F+HK | Foot-to-Head Attack |
| B, F+HK | Flying Hand-Stab |
| D, DB, B+K | Claw-Spin |
| D, D+LK | Flying Grinder |
| D+MK | Bounce-Kick (if jumping) |

# READER TIPS

## TMNT: TOURNAMENT FIGHTERS
Konami/SNES

### Secret Power Gauge

This code gives you a power gauge in the Story Battle mode. Thanks go to ***Daniel Gladow from Emporia, KS.***

**Press Up, Left, Down, Right, X, Y, B, A, X, Y, B, A, and X on Controller 2 at the Title screen.**

**Hurrah! It works!**

## KENDO RAGE
Seta/SNES

Here's the stage collect, provided by ***Xhafer Husen of Sterling Heights, MI***

**When the words "Game Start/ Configuration" appear, press X,Y,A,B,X,Y,A,B, then push Start.**

**If you entered the code correctly, a Stage Select screen appears!**

# READER TIPS

## GRINDSTORMER
Tengen/Genesis

Unlimited Continues come courtesy of ***Gerald Joves*** from ***Redmond, CA***

**Hold A, B, and C at the Title screen while pressing the Start button 100 times. Next, release the buttons and press A.**

**Now select the credit limit and switch to "Free Play" for unlimited continues!**

## SUPER EMPIRE STRIKES BACK
JVC/SNES

### Super Codes

Input these codes at the Title screen before the demo appears:

| | |
|---|---|
| Game Credits | **A,B,A,B,A,B,A,B** |
| High Scores | **A,A,B,B** |

*Antoine Lambert*
*Candiac, Quebec*

## SUPER METROID
Nintendo of America/SNES

### Recharge Energy and Weapons

To recharge all your energy (even your reserve tanks), first make sure you have at least ten missiles, ten super missiles, 11 power bombs, and your current energy is below 50. Morph into a ball and hold the **L** and **R** buttons and **Down** on the controller. Continue to hold those buttons, then press the button to lay down a power bomb — continue to hold that button, too. After the bomb explodes, you should float into the air and a ball of light should surround Samus, returning all your energy. Cool.

*Manny Carreon of Phoenix, AZ*

Pause the game and go to the Samus screen. Highlight only the Charge Beam and one other beam, and turn off all other weapons. Return to the game and select your power bombs, but don't place any. Now charge up your beam. As soon as it's powered-up, a devastating new weapon is activated! Try doing this with each of the beams for different results. Now nothing can stop you!

*Jeremy Bean of Rockwell City, IA*

## STREETS OF RAGE 3
Sega of America/Genesis

### Stage Select and Hidden Character

We're still lookin' for hidden stuff in this hot new brawler, but take a look at these two great codes.

**For a Stage Select, highlight Options and push Start while holding Up and B.**

**Enter the Options menu, and you see a new addition — Stage Select! Now fight where you want!**

**You've fought the kangaroo, but now you can be the mighty marsupial! Press Start at the Title screen while holding Up and the B button.**

**Now when you go to choose your character, you can pick Roo! He's one fast, bouncy sucker!**

## KING OF DRAGONS
Capcom/SNES

### Same Character Code

Until now, you and your friend had to fight over the character you both wanted to play. No more!

**Wait for the Capcom logo to appear (just after you turn on the machine), then press Down, R, Up, L, Y, B, X, and A. You won't hear a chime or anything, so you just have to wait and see if you entered the code correctly.**

**When you get to the Character Select screen, you can both pick the same guy!**

## SUPER METROID
Nintendo of America/SNES

### Items and Different Endings

There are tons of different items to find throughout the vast catacombs of planet Zebes (with the exception of Tourian). Here — for those of you who are still looking — is how it breaks down:

| | |
|---|---|
| Special Items | 16 |
| Energy Tanks | 14 |
| Reserve Tanks | 4 |
| Missiles | 46 (x 5 = 230 max) |
| Super Missiles | 10 (x 5 = 50 max) |
| Power Bombs | 10 (x 5 = 50 max) |

There are also three different endings to *Super Metroid* — the one you get depends on how quickly you complete the game. Here are the requirements:

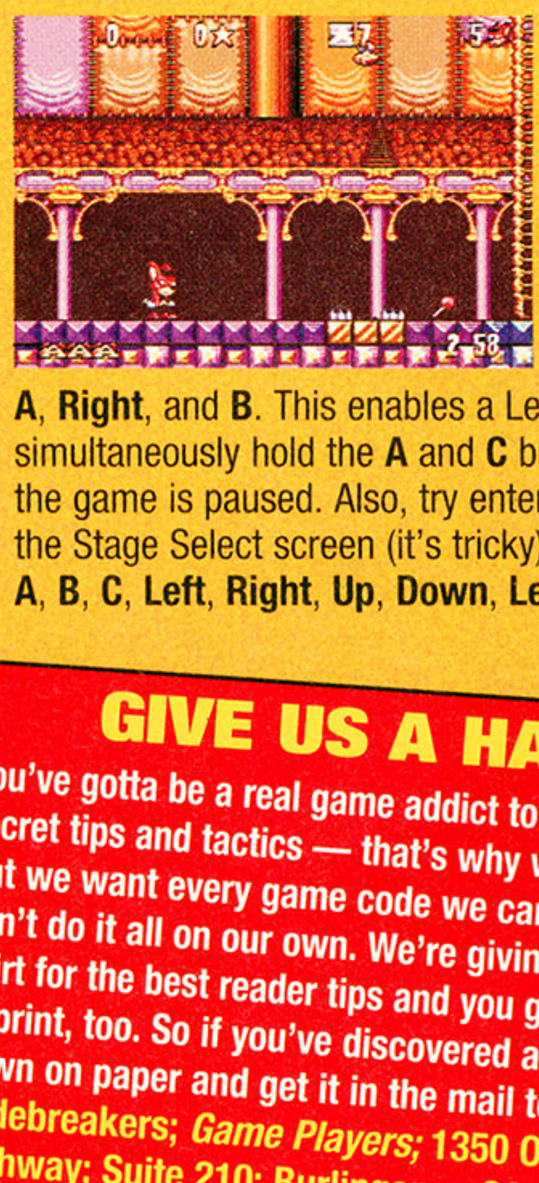
| | |
|---|---|
| Ending 1: | 3 hours or less |
| Ending 2: | 3-10 hours |
| Ending 3: | more than 10 hours |

## AERO THE ACRO-BAT
Sunsoft/Genesis

### Codes, Codes, Codes!

Here they are, the most convoluted codes in the world!

**Stage Select:** Input this code at the Start/Options screen: **C**, **A**, **Right**, **Left**, **C**, **A**, **Right**, and **Left**.




Then begin a normal game and press **Start** to pause at any time. Now enter this code: **Up**, **C**, **Down**, **B**, **Left**, **A**, **Right**, and **B**. This enables a Level Select if you simultaneously hold the **A** and **C** buttons when the game is paused. Also, try entering this code at the Stage Select screen (it's tricky): **Left**, **Right**, **A**, **B**, **C**, **Left**, **Right**, **Up**, **Down**, **Left**, and **Right**.

## 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 in the mail to us at: Codebreakers; *Game Players;* 1350 Old Bayshore Highway; Suite 210; Burlingame, CA 94010.**

OFFICIAL

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# The 20 Toughest Trouble Spots in Star Tropics II

Part Two

**INFO**

**NES**

*PUBLISHER*
Nintendo of America

*DEVELOPER*
Nintendo of America

*SUGG. RETAIL*
$39.99

*GENRE*
action/adventure

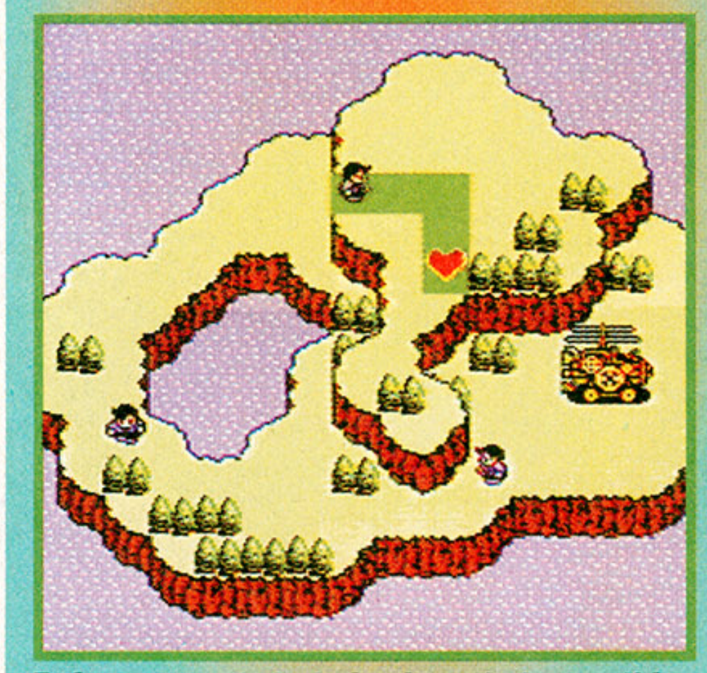
***Despite hours spent in sultry paradises with* The Jungle Book *and* Star Tropics, *Doug Brumley still has no tan and has sworn off bananas. Go figure.***

Last month we held your hand through the first five stages of *Zoda's Revenge: Star Tropics II*. Undoubtedly you've forged ahead on your own a bit in the past 30 days, but we're still here to help if you've hit another stumbling point.

The following four pages take you through the game's final ten toughest trouble spots — right up to the final battle with Zoda himself. For now, we join the game already in progress, with Mike in Renaissance Italy. **GP**

## #11 A Three Hour Tour

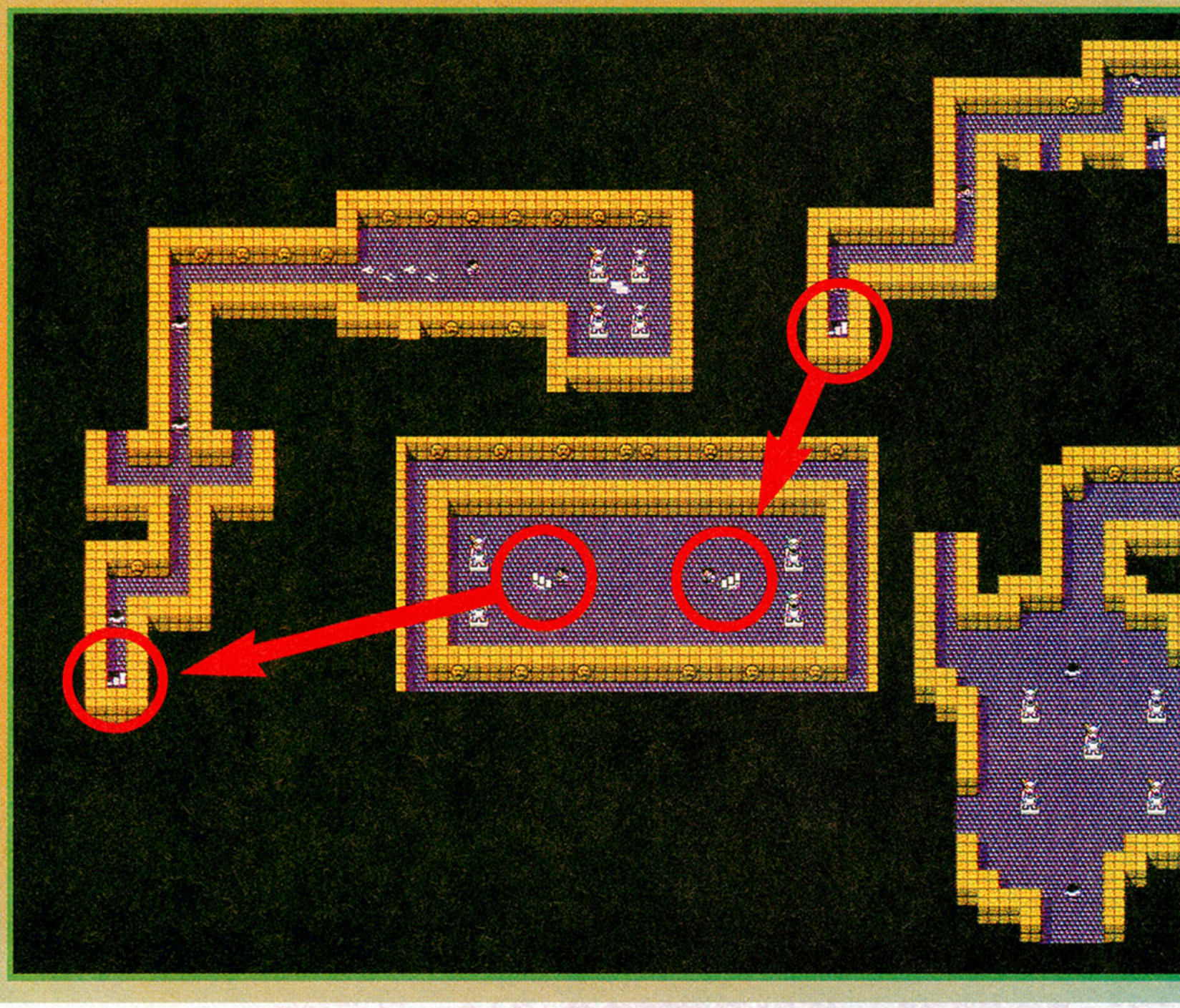
**When you break Leonardo da Vinci from the plaster mold, he offers you his flying machine to help you find the tetrad. Your first stop is an uncharted desert isle — but is there more to this place?**



**Before you get started, why not stop on this island for a little rest, relaxation — and a big ol' heart to refill your health meter.**

## #12 It's A-Mazing

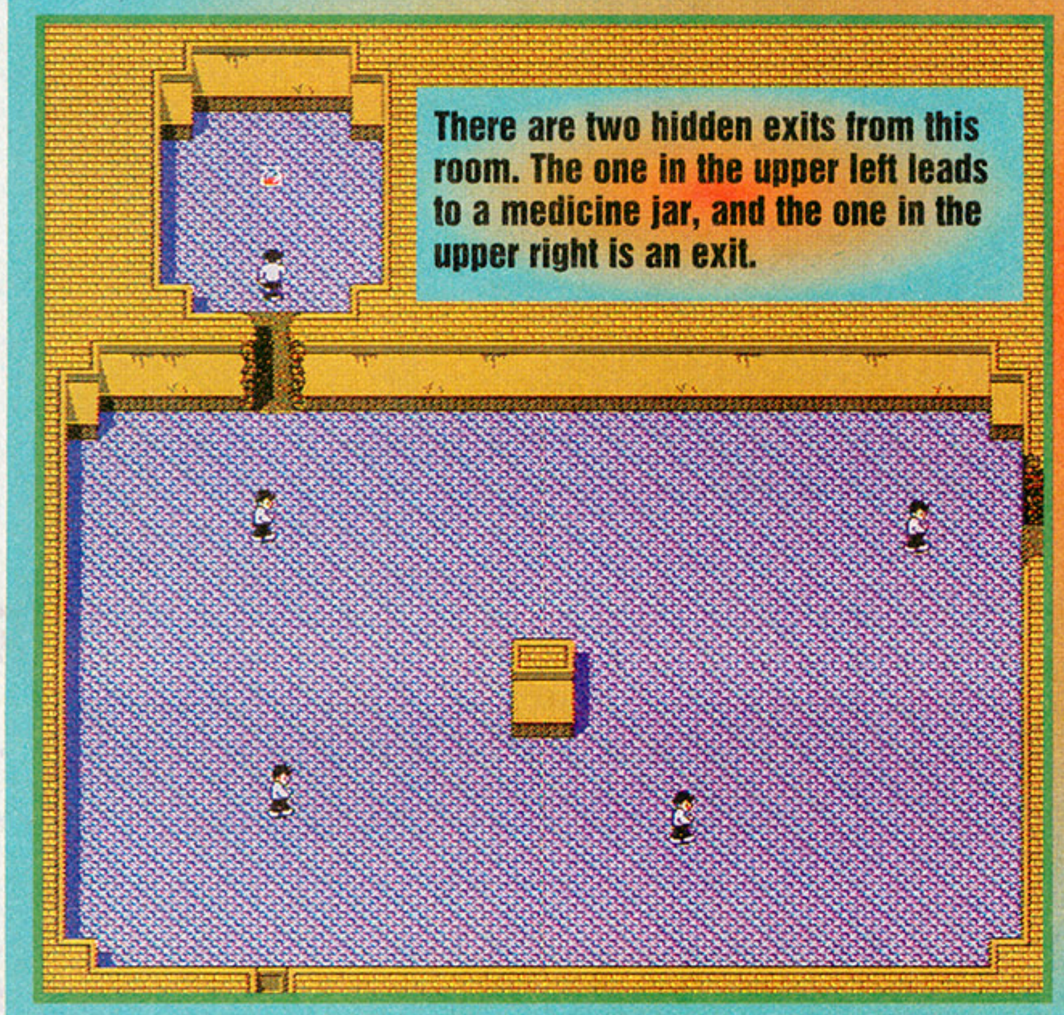
**Lost in the Italian castle? Don't despair — this lighted path shows you the shortest route to the tetrad.**



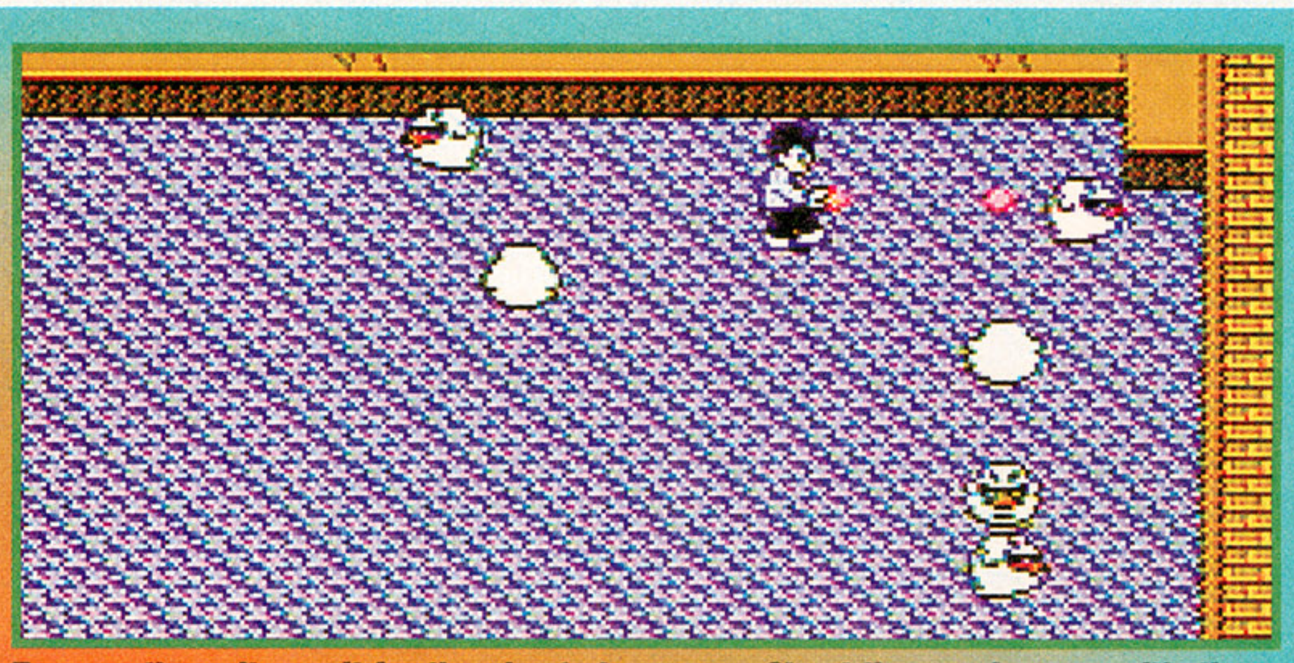
**The castle can be quite confusing, so don't stray off this path. If you fall through a hole in the floor, fight the enemies, find your way out, and resume your trek.**

## #13 A Ghost of a Different Color

**You find Mike in another castle — in Transylvania, of all places — as you enter Chapter 7. A large room with no apparent exits awaits.**

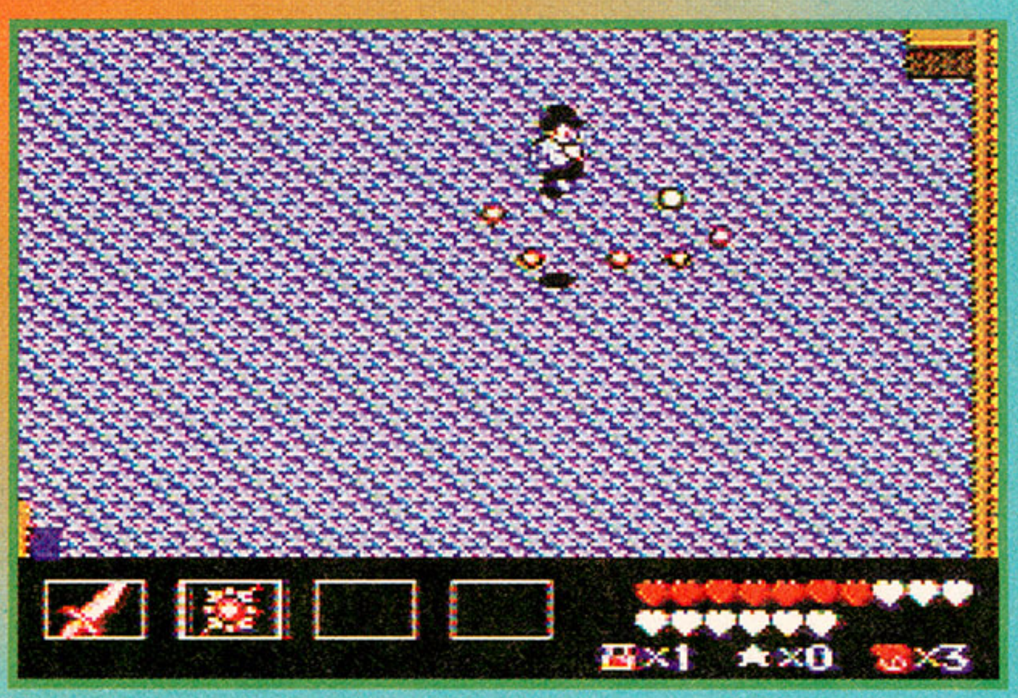


There are two hidden exits from this room. The one in the upper left leads to a medicine jar, and the one in the upper right is an exit.



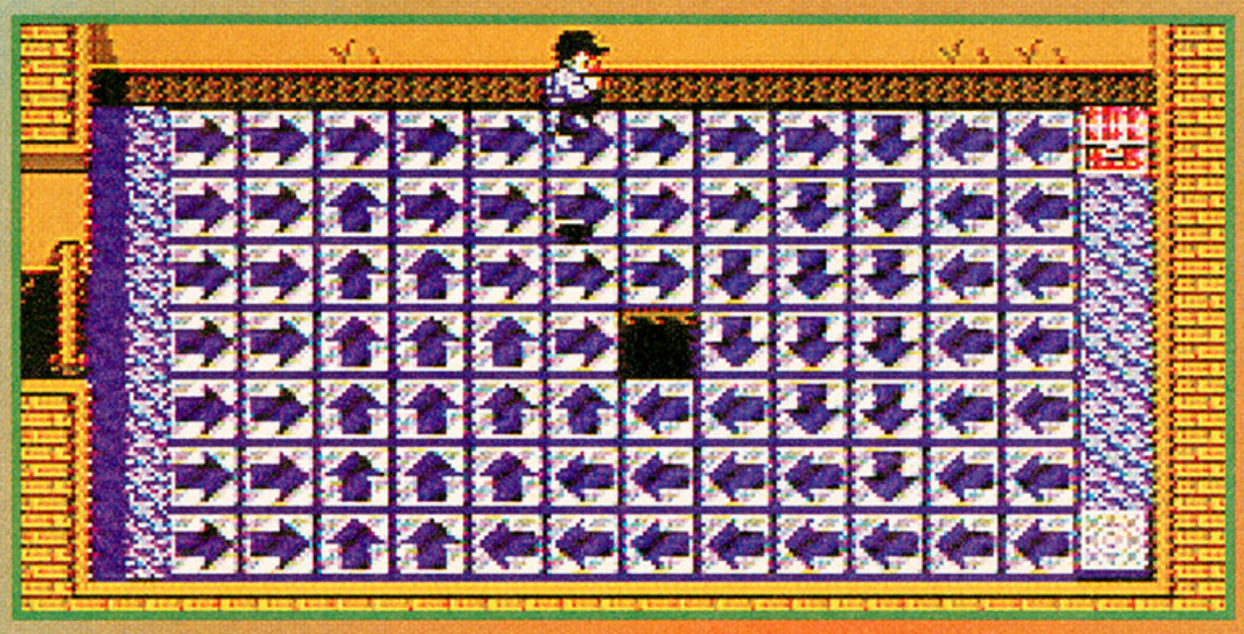
To open the exits, wait for the ghosts to appear. Shoot the purple one — it's the only one that takes damage, but the rest die when he does. The door then opens.

But that purple menace is tough to kill, so you probably won't be able to finish him off before the group disappears again. Watch out for the projectiles they fire as they vanish, then start firing as soon as they reappear.

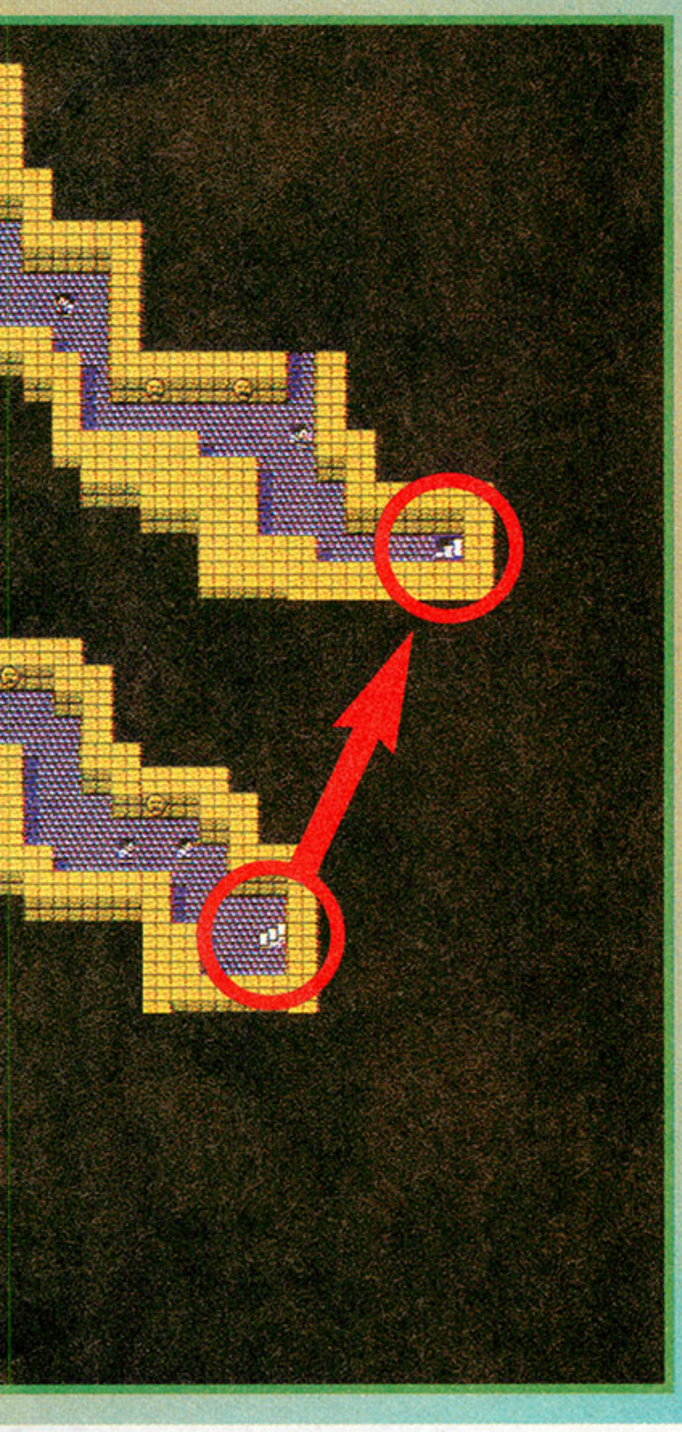



## #14 The Transylvania Express

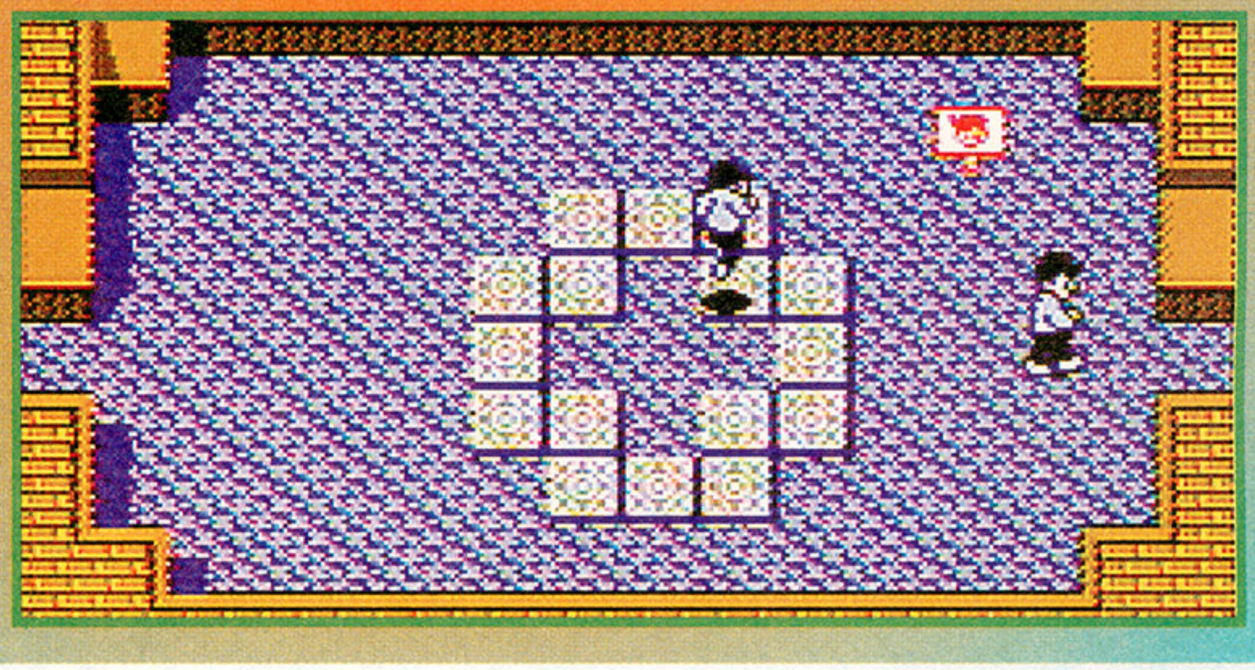
**There's nothing worse than wandering around aimlessly in a Transylvanian castle. If you're not careful here, you end up fighting a lot of extra enemies before you meet the boss.**



When you reach this room, be sure to jump to the right and get the three-way shot weapon. Then let the conveyors pull you through the hole in the middle of the room.

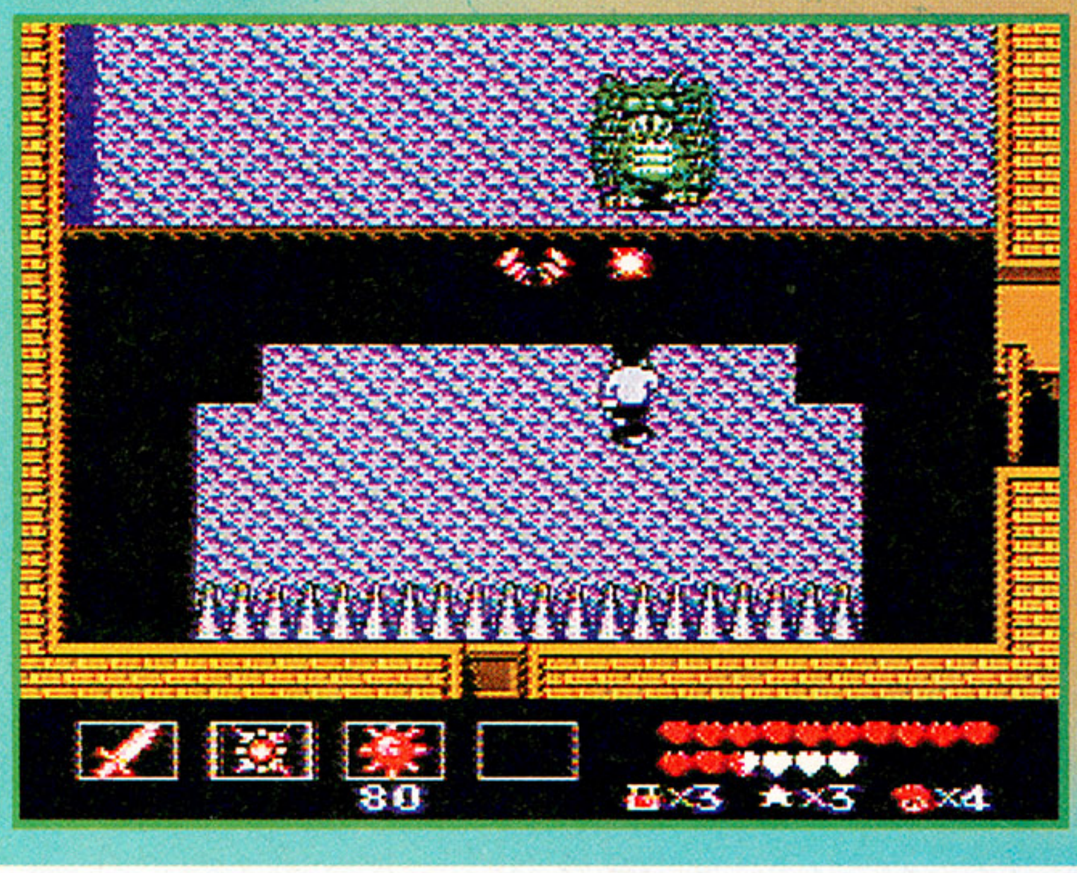


It's crucial that you push diagonally on your controller as you fall through the hole so you don't fall through the next hole in the middle of the next room. Go through the door to the right when you land — you're now about halfway through the castle.

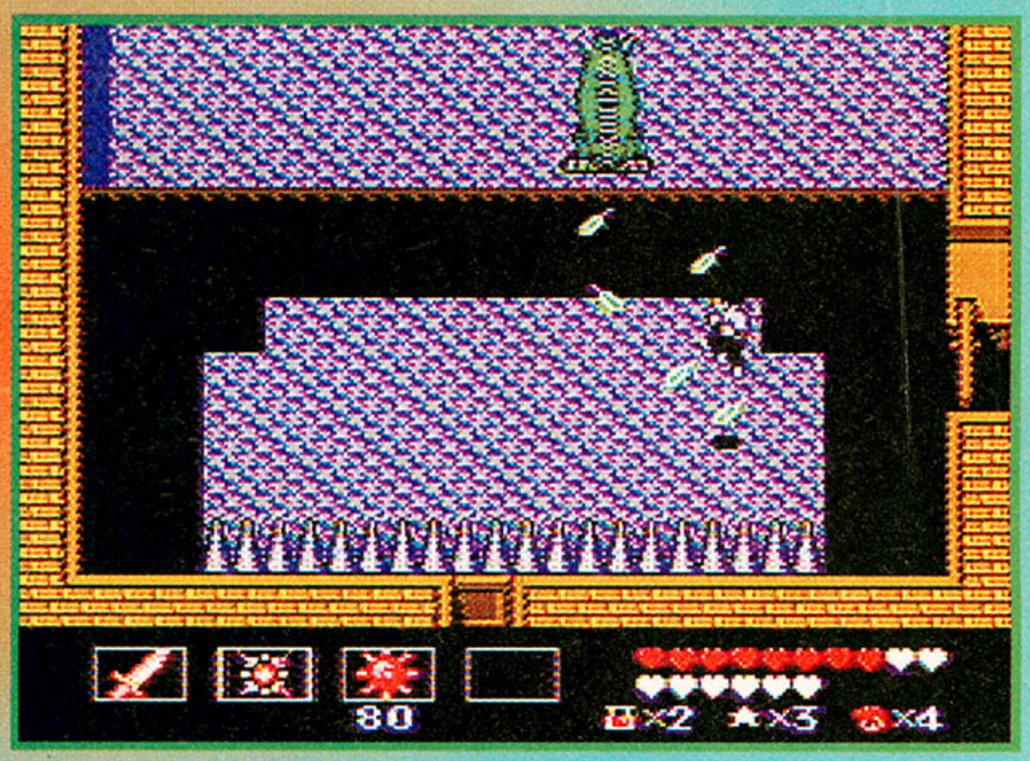


## #15 Birds of a Feather

**When you first enter the boss room, you face what appears to be Zoda. He's easily defeated in this form, but then he becomes a more formidable bird-like creature.**



**Fire away at the creature and the bats it sends toward you until you see the bird's wings unfurl.**



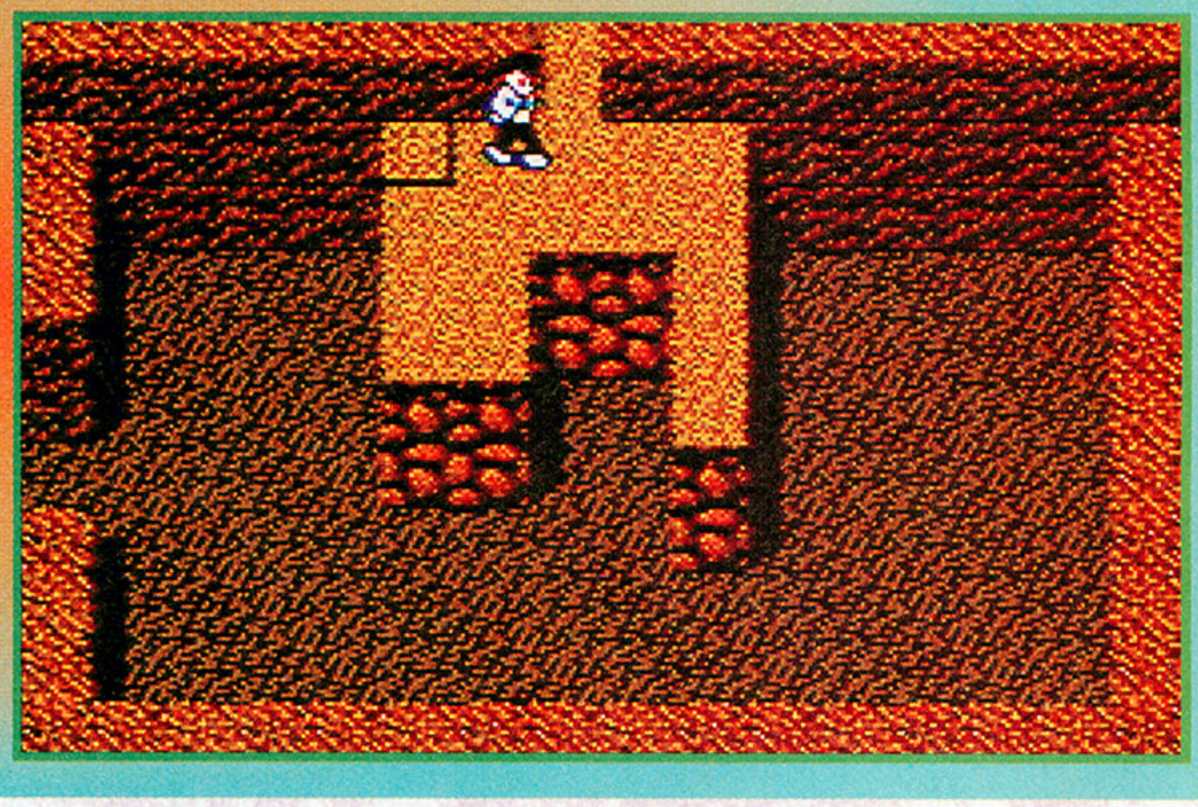
**The wind from the flapping wings forces you back toward the spikes. You must also avoid the flurry of feathers blown your way. When the wind stops, start firing again.**

## #16 An Egg-cellent Strategy

**Don't get a swelled head now that you're a knight of the Round Table. There's still a lot standing between you and that elusive final tetrad.**

**The first room you enter in the cave contains three hopping eggs. Kill two of them, then make sure you're standing in the upper-middle of the screen when you finish off the last one.**

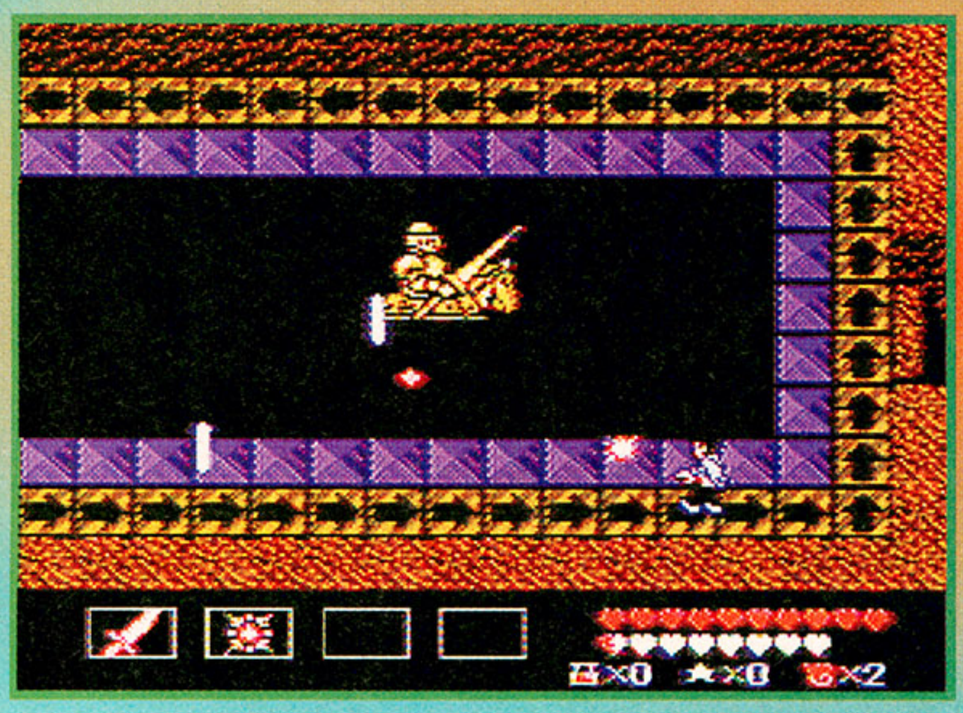
**You fall through the floor when all the eggs are disposed of. If you plan ahead, you can land on the raised platform and walk right through the door. Otherwise, it's the long way around.**

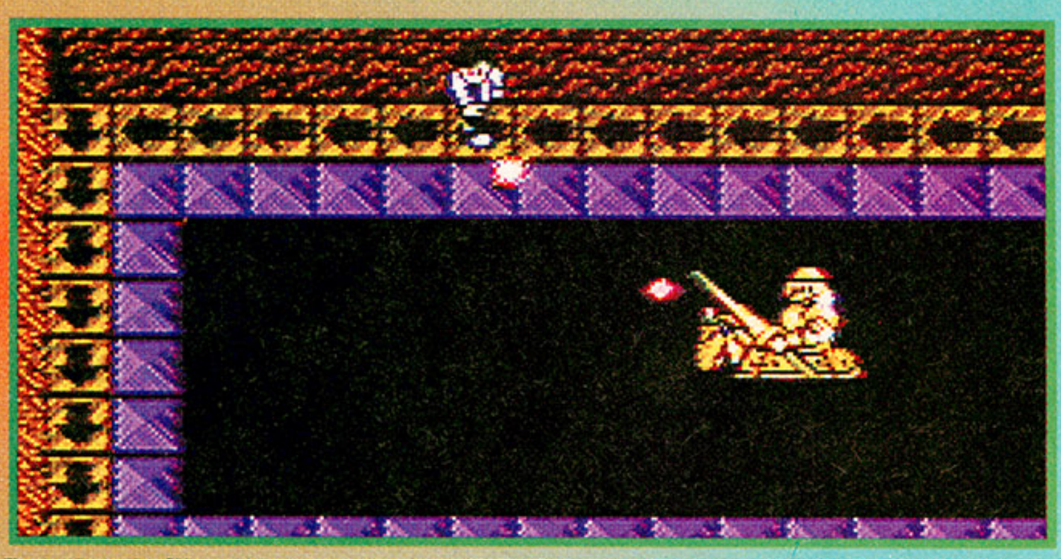


## #17 A Knight to Remember

**Have you ever had to fight a knight while you're cruising down a conveyor? Well, fortunately Mike's a quick study. There are two methods for survival — one riskier than the other.**

**If you're low on health and have some patience, you can stay in one corner, continually jumping against the pull of the conveyor and shooting diagonally at the knight when he comes near. It takes a while, but at least you won't take any damage.**



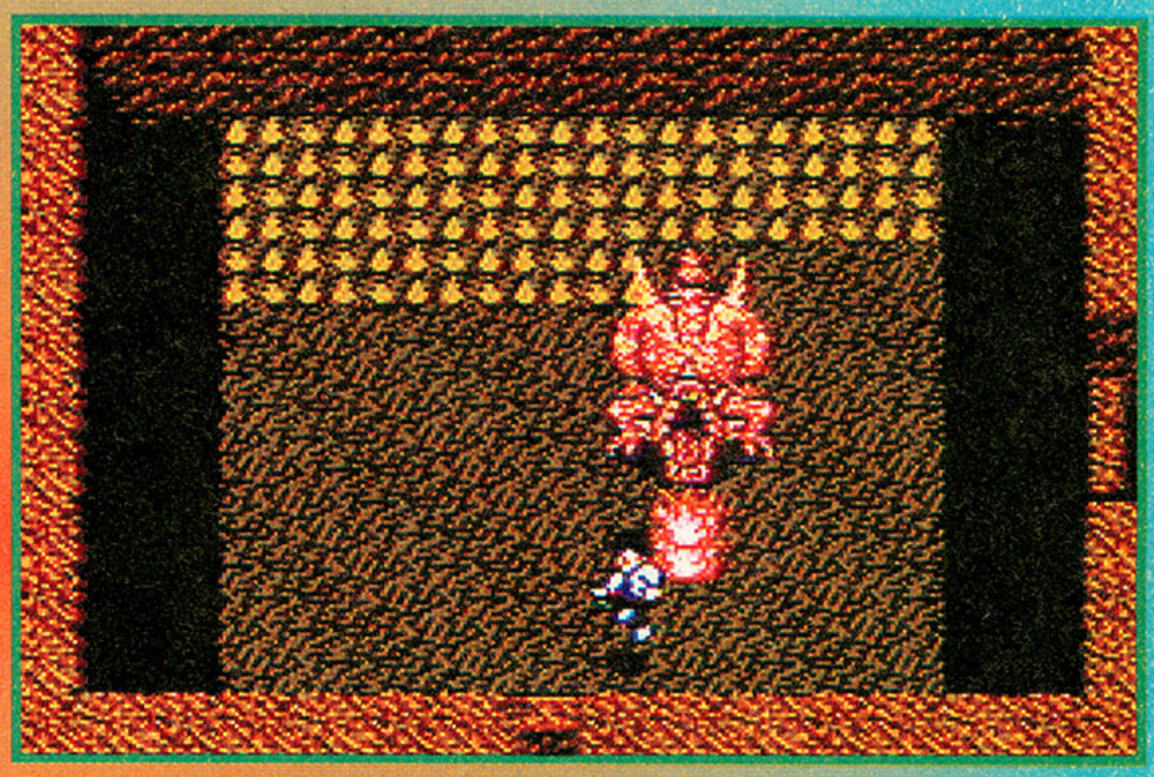


**But the thrill-seekers may want to try another method. Guide Mike so he's cruising along the top or bottom row of the conveyor in the same direction as the knight. Then blast him as the two are parallel. You do a lot more damage, but you might take quite a bit, too.**

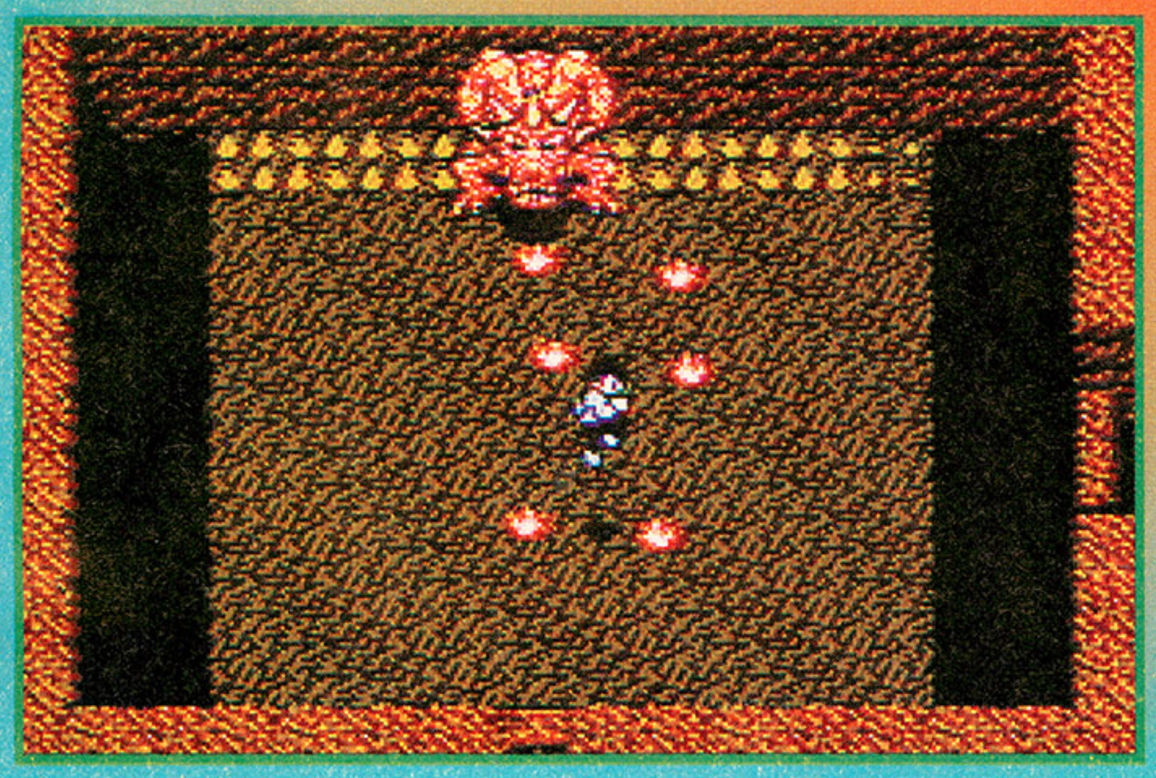
## #18 Enter the Dragon

**If the challenges in the cave weren't enough, this chapter climaxes in a battle with a fire-breathing dragon. Play it smart, and you've got the last tetrad. If you don't, you're gonna be char-grilled to perfection.**

**The dragon follows a pattern — learn it! Stand in front of him as he slowly approaches and continually jump and fire.**



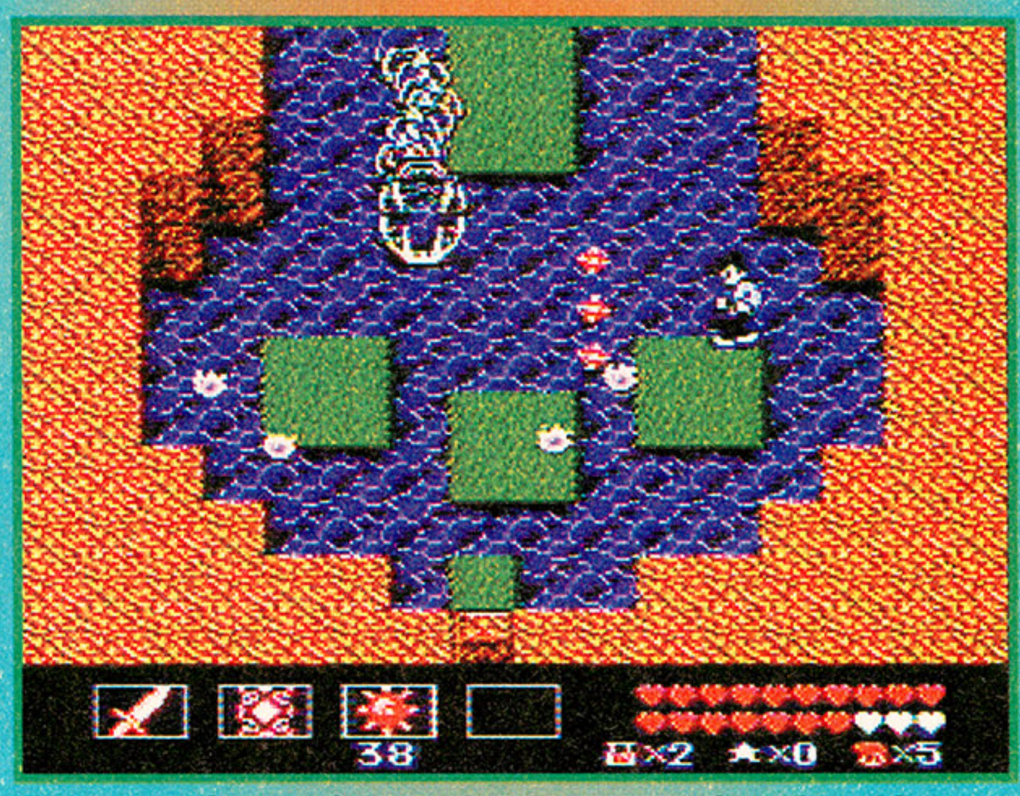
**The dragon's about to roast you when it lowers his head, so take a couple of steps to the right or left and wait for his little temper tantrum to end.**



**The dragon's most dangerous when he takes to the air. His tiny fireballs spread out, and they're hard to avoid even by jumping. Try to move from one side of the screen to the other to avoid being trapped, then start the cycle over again when he lands.**

## #19 Down by the C-Shore

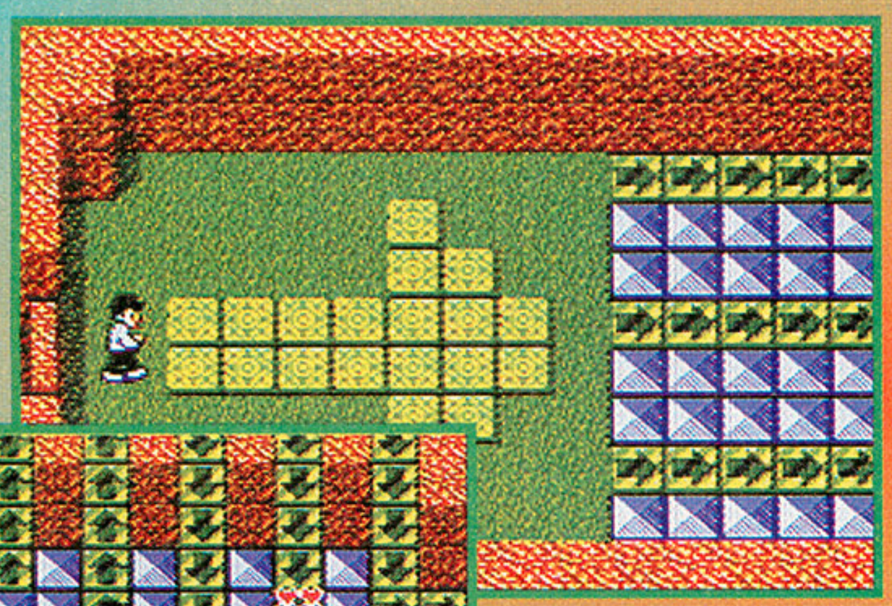
**Mike has all the tetrads, but now he's back on C-Island for a final showdown with the last alien clone, Zoda-Z. But first he's got to make his way through the island caves and a whole slew of enemies — including this serpent.**

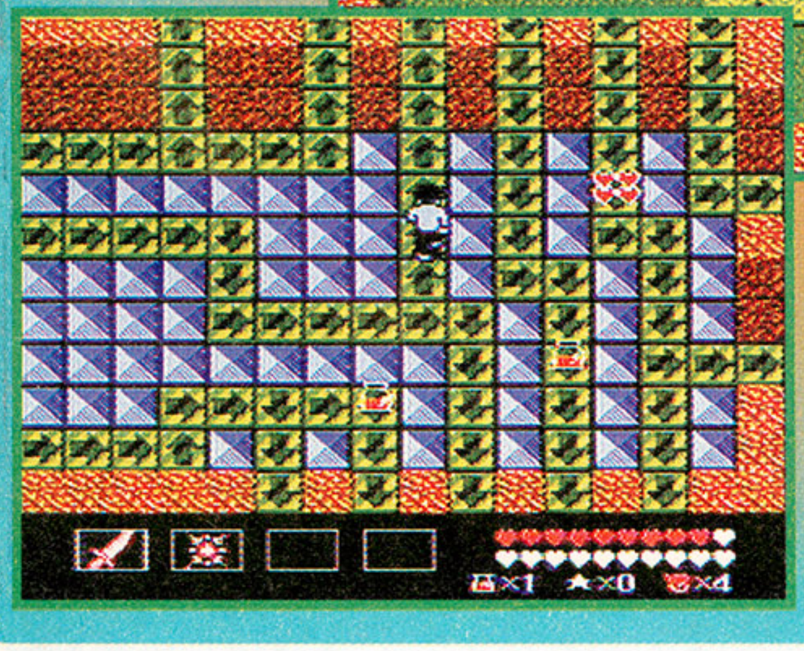



**The serpent is one of the easiest bosses you face. Lure him to one side, quickly move to the other, then shoot back toward him with the three-way shot weapon. Keep moving from one side to the other until he's history.**

## #20 An Apple a Day...

**You can stock up on health and medicine before you square off with all the bosses again (how original, huh?). There are three paths from which to choose, but one offers more than the others.**






**Mike faces a decision when he enters this room. Since the conveyors won't let you backtrack from one room to another, it's important that you choose the route with the most medicine. That path — as the large arrow on the floor indicates — is the one in the middle. It contains three groups of hearts and five jars of medicine if you follow the correct path. Make sure to go *up* when the path forks. It's a lot of work, but it's worth it. There are still legions of bosses to face!**

SNES strategy

# SPIKE M

## THE YOUNG AND THE DEATHLESS

**Trent Ward is just twisted enough to be the logical guy to lead you through Spike McFang.**

He's the coolest bloodsucker ever to hit gamedom. He's Spike, the hero of *The Twisted Tales of Spike McFang*. When his folks are kidnapped by zombies, Spike — along with the his friend Camelia, his newfound buddy Rudy, and the professor — must slog his way through thick jungle overgrowth and tread blazing yellow sands... difficult work for a young vampire.

One of the most difficult stretches in *Spike McFang* is the trek through Dracuman castle, a huge level in the middle of the game. There's a host of different enemies standing between you and your family reunion, all hoping to put you six feet under... again. This strategy guide will give you some basic tips for tackling the more hideous of these creatures, and their nimble mistress. **GP**

**INFO**

**SNES**

**PUBLISHER**
Bullet-Proof

**DEVELOPER**
Naxat

**SUGG. RETAIL**
$60-$70

**GENRE**
action/RPG

## GOOD FRIENDS ARE HARD TO FIND

**Reach out your hand, baby — these guys will be there for you.**

**Keep informed by calling the somewhat scatter-brained PROFESSOR by cellular phone. If you visit him in person, he fills your health bar to its maximum.**

**Obviously a refugee from Easter Island, STONEMAN, the book-totin' native, appears in the most unlikely of locations. Stop and chat with him so you can record your journey.**

**Maybe not *all* the Von Hesslers are parent-stealin' yucks. RUDY travels with you, determined to prove his father's innocence — no matter how many people he ends up smacking with his staff.**

**Though she's a real pain in the neck (Hmmm — wonder how many people have said that about Spike?), CAMELIA is a great fighter, and (grudgingly) a loyal companion.**

## IT'S ALL IN THE CARDS

**Once you've gotten the card box from that guy in tights, collect these dangerous escapees from a "Go Fish" game gone wrong.**

**The TOMATO JUICE CARD ain't no sippin' juice. This card's your best friend when you're hurt really badly.**

**The BIG TOMATO card acts as a quick pick-me-up when there's not blood around. Besides, it's more convenient on a road trip anyway.**

# MCFANG

## HAT'S ENTERTAINMENT

**They're what every well-dressed, zombie-hunting, parent-rescuer is wearing this season.**

OK, so Spike's REGULAR HAT is the bottom of the line. So what? It kills garlic, and it keeps ya lookin' sharp.

Now you're really stylin'. The FEATHER HAT uses a zig-zag motion to mop up bad guys in droves.

The LIGHTNING HAT is all business. Its fiendish attraction to those who wish you harm make it a sure favorite.

Movin' up in the world are we? Well, the Sneetches' favorite STAR HAT most assuredly helps you along your way.

Yeah, yeah I know — the CAPE'S not a hat. Well, it's still cool, and in addition to getting stronger with every level you achieve, it's also a real babe magnet.

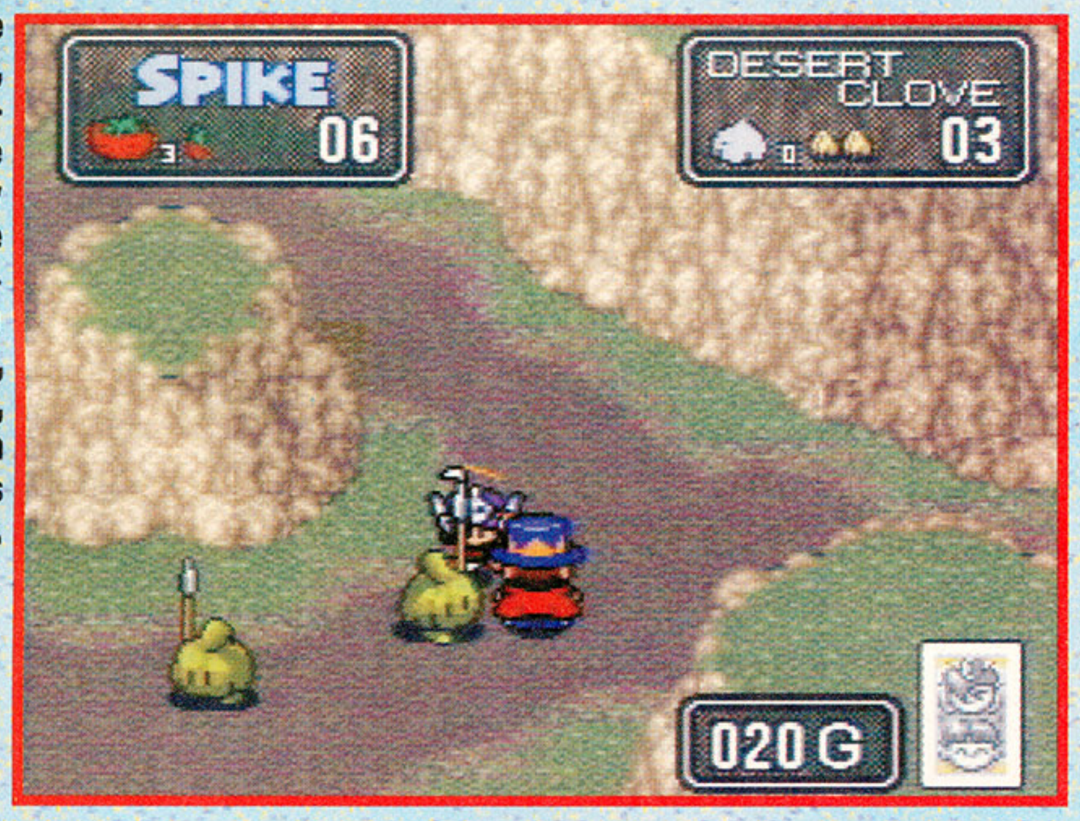
Sometimes cowardice is the better part of discretion. The TRANSPORT CARD takes you back to where you last saw the professor.

When you need to get through a couple of boards without fighting, the FLYING-HAT CARD is just the thing.

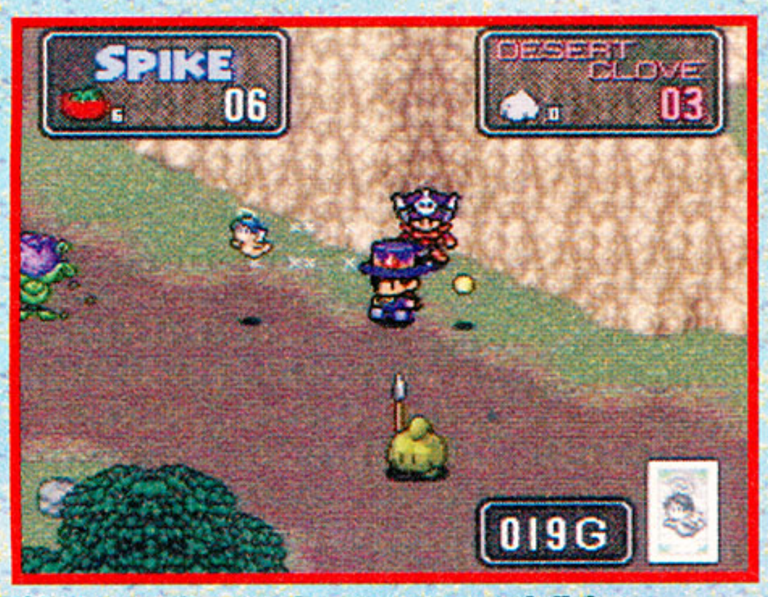
Warning! You can't attack when you're in hat form.

INVISICARDS can be worth their weight in gold when you're in a jam. Enemies walk right past your transparent frame!

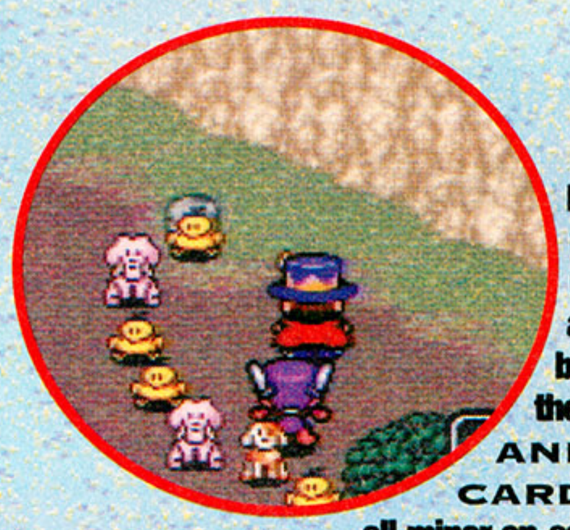
Nice as the company is, your companions are usually pretty lethargic. The COMPANION CARD, however, sends them into furious action.



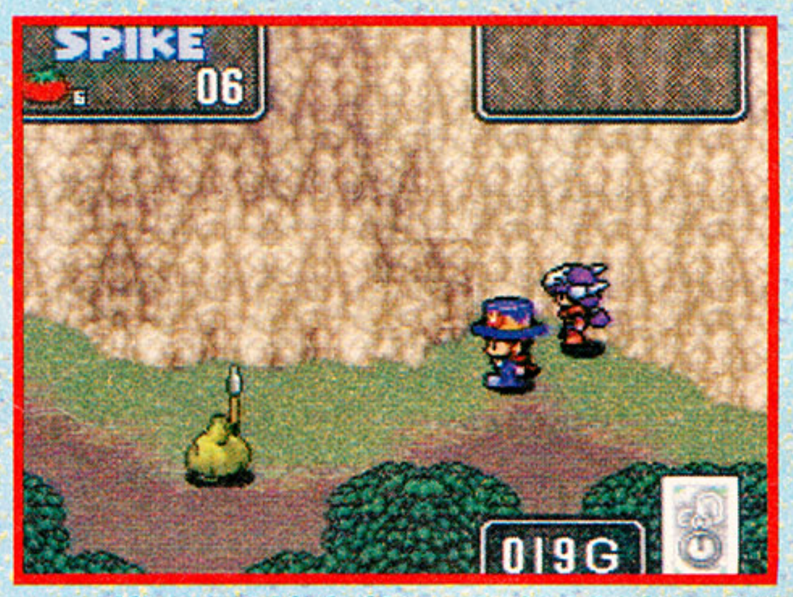
OK, enough with the defense. When you're in the mood to attack, send some of your cave-dwelling friends to the front with a BAT CARD.




If bats aren't enough, you may need divine intervention. The guy you call with an ANGEL CARD may not look like much, but he packs a devastating punch.



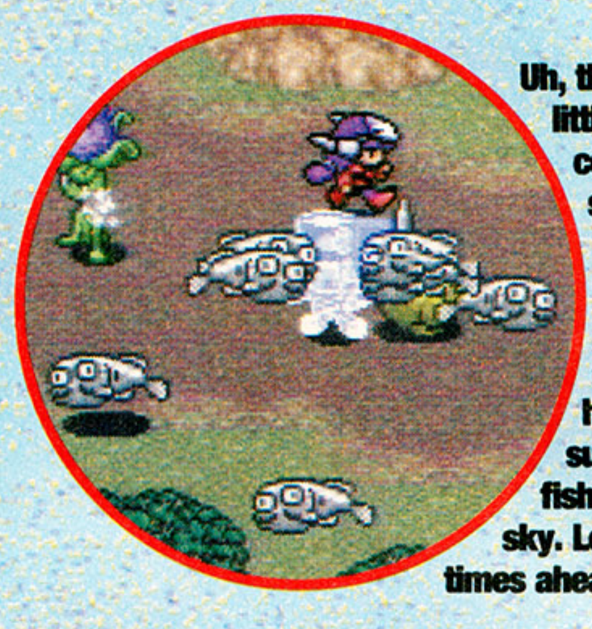
Not much use against bosses, the ANIMAL CARD turns all minor on-screen enemies into little duckies, bunnies, and so on.




Like some kind of transcendental referee, the TIME CARD freezes all creatures in their tracks. 'Cept you, of course.

A relic of the frozen north, the ICE CARD is pure devastation.

If they don't seem to mind the cold, give baddies a little heat. You might want some asbestos gloves when handling the FIRE CARD.



Uh, this one's a little weird. Not content with a simple tremor, the QUAKE CARD creates real havoc by summoning fish from the sky. Looks like bad times ahead, pharaoh.

# MAKES YOU HEALTHY, WEALTHY, AND WISE

**Grab this stuff to stay in the thick of things.**

Worth a half point or so on your health bar, this LITTLE TOMATO isn't much more than a veggie snack.

Aww-right — looks like that Miracle-Gro paid off. You get a full point on your health bar for a BIG TOMATO.

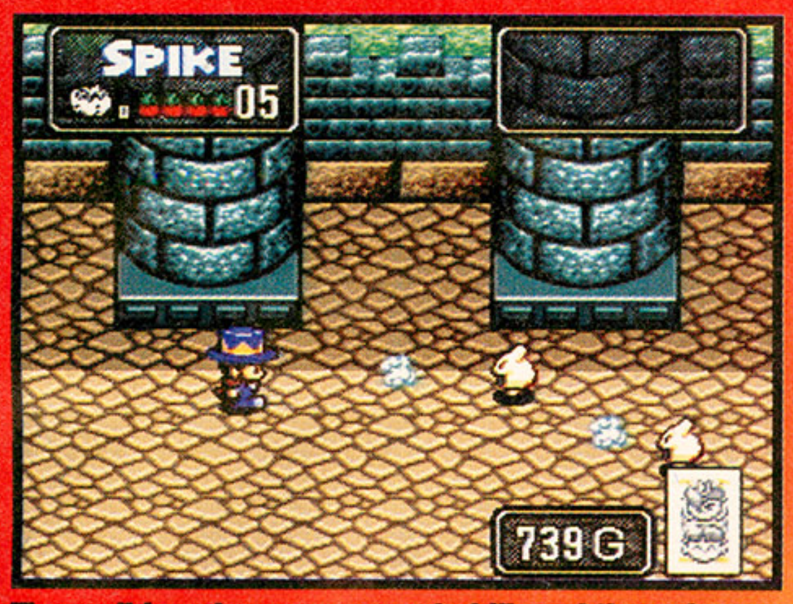
As we all know, a penny saved is a penny earned. The TINY COIN is worth one gold piece.

Each of the MEDIUM BAT COINS is worth ten gold pieces.

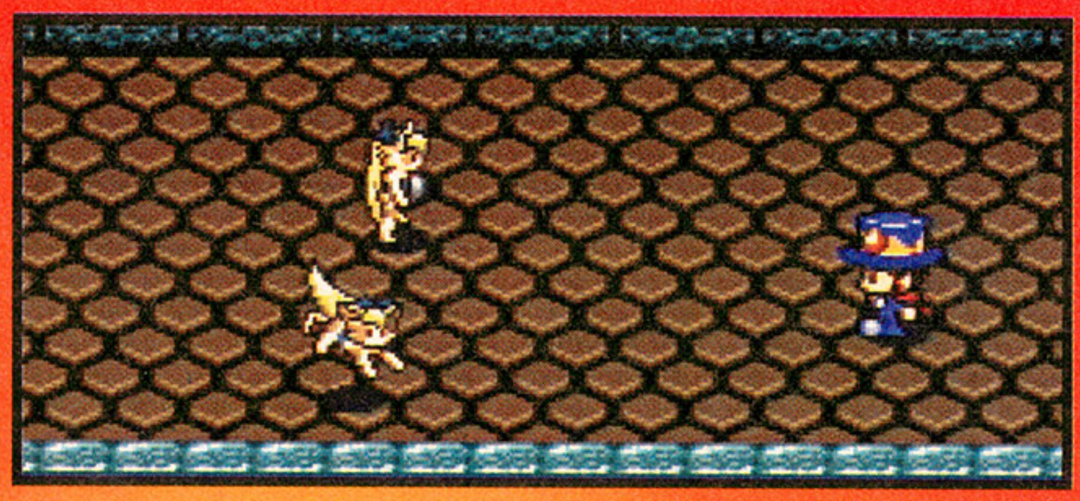
Now you're getting somewhere. The BIG COINS are worth 50 gold pieces, so a few of these monsters take you a long way.

# GETTING BY IN DRACUMAN CASTLE

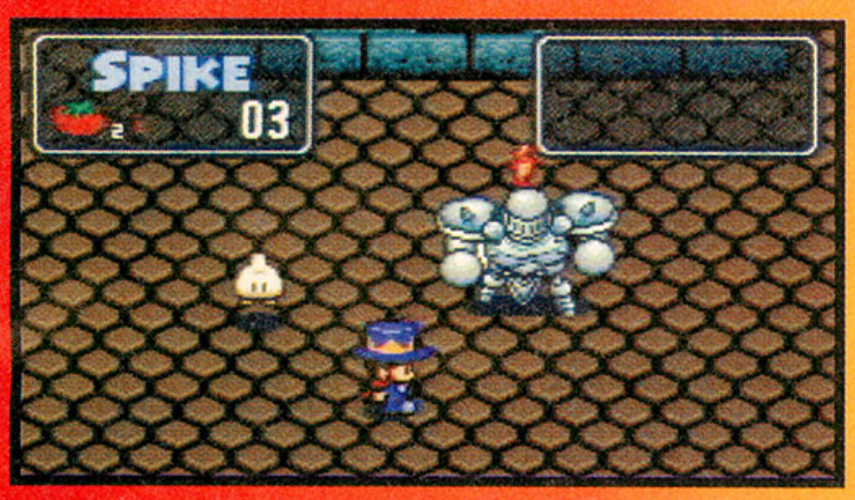
**Be patient in the castle and keep your health bar full. Oh — and wait until the last possible moment to make your move, you can keep from getting hit by the spear traps.**




The walking cloves are easy to kill, and they give up all kinds of goodies when they go. Careful though — their garlic breath can be deadly!

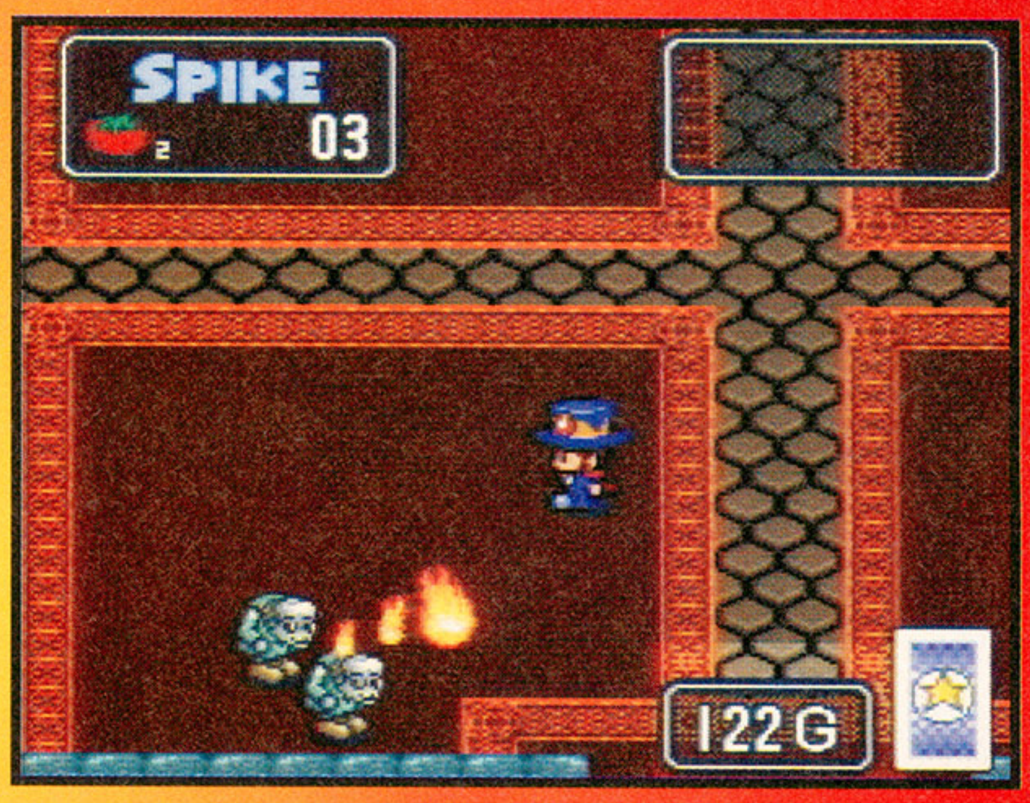


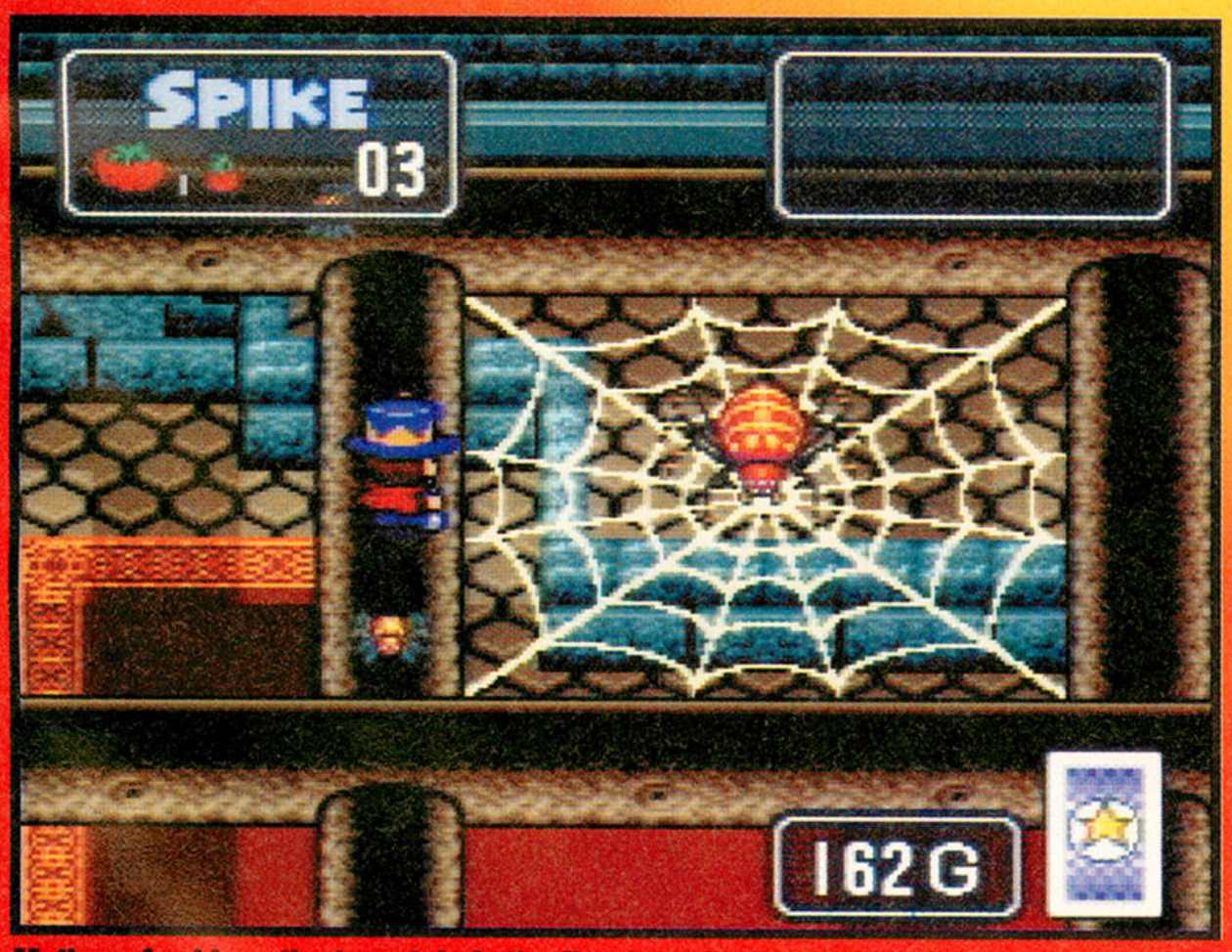
Armed with pitchforks and the dexterity of a tiger, the feline fighters are some of the craftiest foes you face. As if their speed wasn't bad enough, sometimes they carry bombs, too.



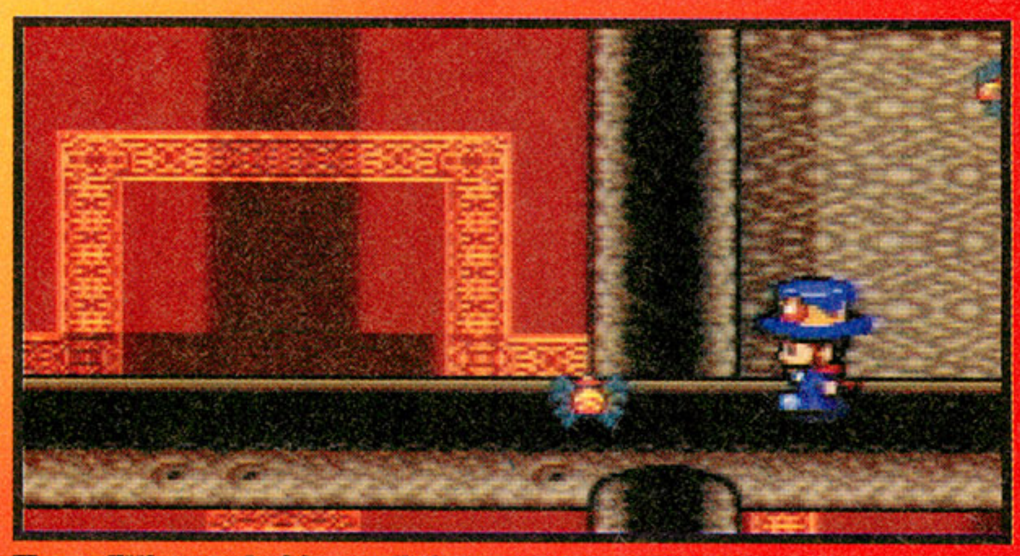

Looks like Igor has family! The fiery breath of the hunchbacks isn't easy to avoid, even if their diagonal pattern is. When one of them starts to smoke, you'd better get out of the way!

The knights, your toughest non-boss enemies, are mechanical monsters with a serious attitude. Watch for their rocketing gauntlets or you'll be back in your coffin — for *good*.

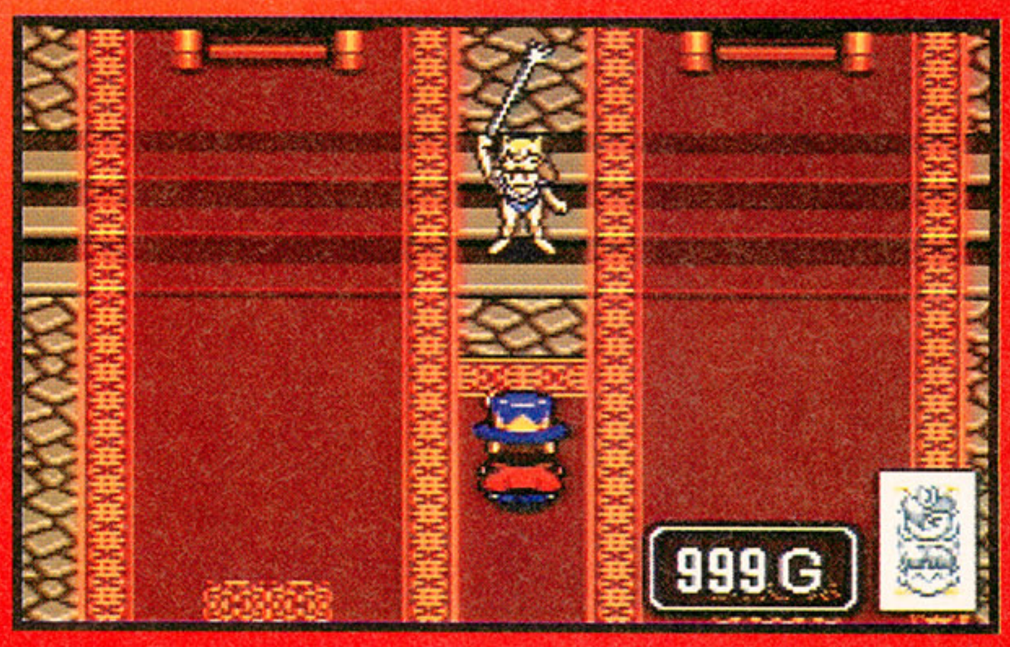



Mother of spiders, the tarantula is the first boss in the castle — and definitely the ugliest. To beat her and get the key, use hit-and-run tactics from the south side of the web. You *should* be able to get through the fight without taking any damage.



These little arachnids are little more than a nuisance. Stomp 'em, then move on.




Felina, put in charge of Dracuman castle by Hydra, is the leader of the feline fighters. She's tough, but you can beat her if you continually move behind her when she lands, then furiously attack.

# SHADOWRUN

## The Seattle Sourcebook

***Jeff Lundrigan plunges headlong into the teeming sprawl known as Seattle — and comes back with a road map to hell!***

Greetings chummers! The greater Seattle area's not as hip as it was in the late 20th century, but things have really picked up in the past few years since all the magic came back to the world in the Awakening.

But wait! I know what you're thinking. "Jeff," you're saying, "there's so much to see, and so many places to go — how *am* I going to get around?". Well, that's the beauty of it, my friends!

This guide lays out all the major areas for you, with every building clearly labeled. And there's more! Special points of interest — such as where to find good 'Runners, Johnsons, and contacts — are all here, too! So what are you afraid of? It's a tough world, but go on and get out there! **GP**

**INFO**

**GENESIS**

***PUBLISHER***
Sega of America

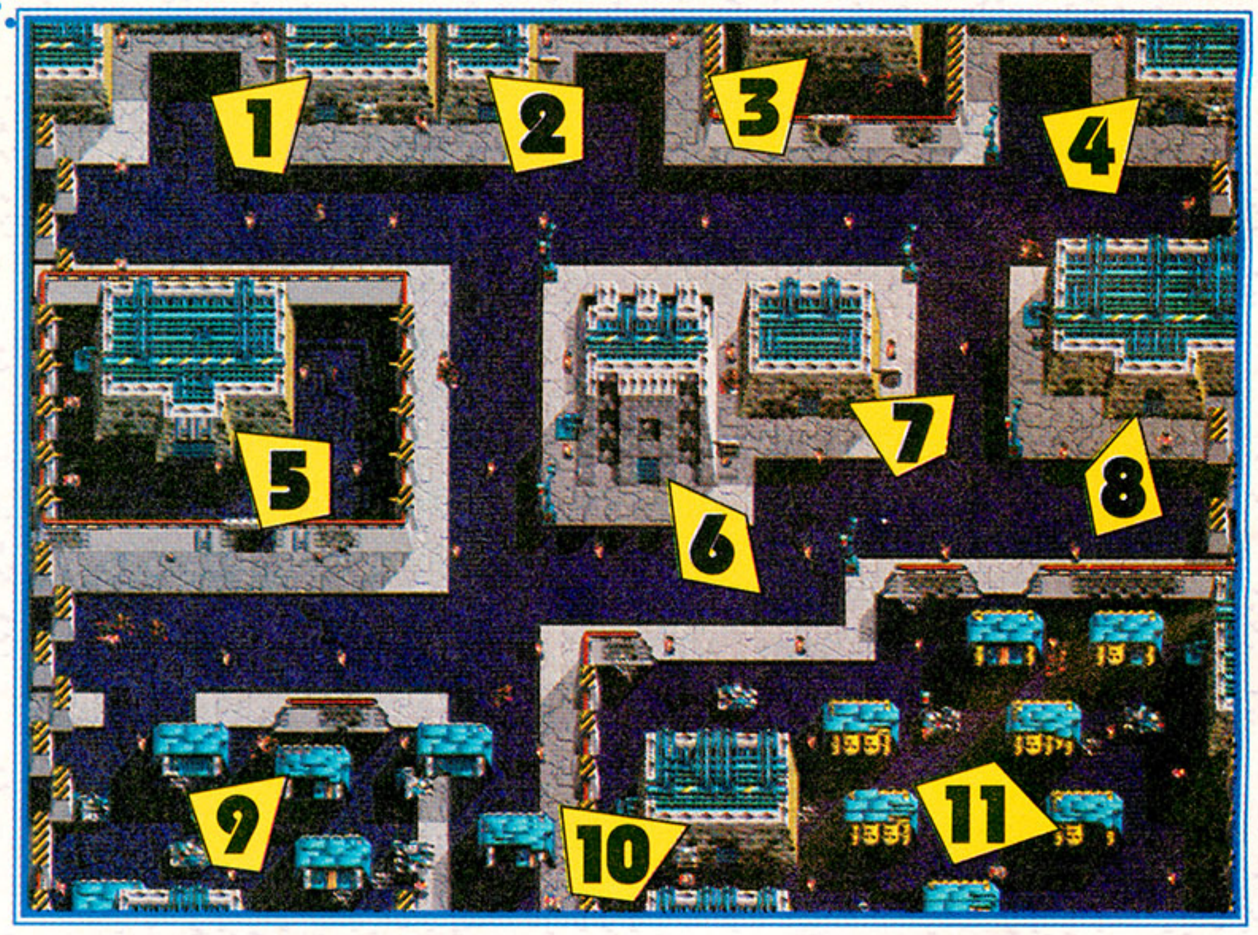
***DEVELOPER***
Sega of America

***SUGG. RETAIL***
$54.99

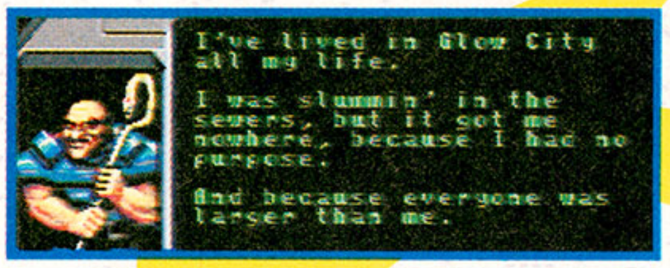
***GENRE***
RPG

## Redmond Barrens

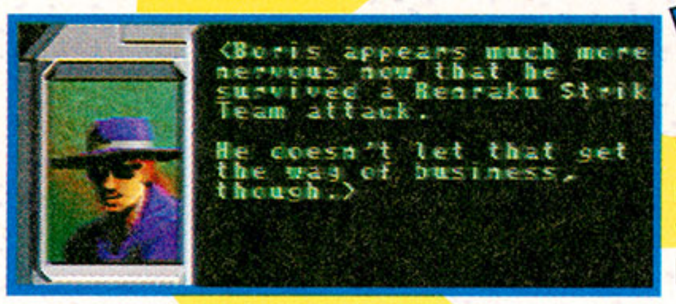
**Here's your starting place in the massive sprawl that is the greater Seattle area.**



**1** **THE JUMP HOUSE is home to a low-end, easy-run Johnson named Gunderson. He has a decker contact with some *sweet* ice-breakers! You can also find Ilene here after you break out of Hollywood Correctional.**




**2** **A not-so-hot Rat Shaman named Ricky lives in JACKAL'S LANTERN. He'll do for a start, though, and at least he comes cheap.**




**3** **You must visit BORIS' GREENHOUSE for info on your brother. Once you save Boris' butt, he also makes fake passports for you and supplies you with a low-end maglock.**

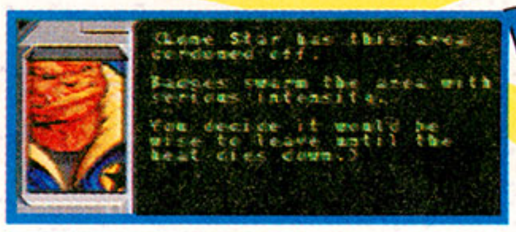
**4** **Take Gunderson's mission to clean up some ghouls and come to this ABANDONED WAREHOUSE — just be sure to save before you enter. Also make sure you've got a good weapon... and a first-aid kit!**

**5** **You need to run to HOLLYWOOD CORRECTIONAL to free Ilene. An ex-merc you can meet through Julius in the Matchstick Club can get you in.**

**6** **You start off in STOKERS COFFIN MOTEL, and at 20 nuyen a night, it's one of the cheapest places to stay.**

**7** **ARES WEAPON EMPORIUM sells the cheapest clips in the sprawl.**

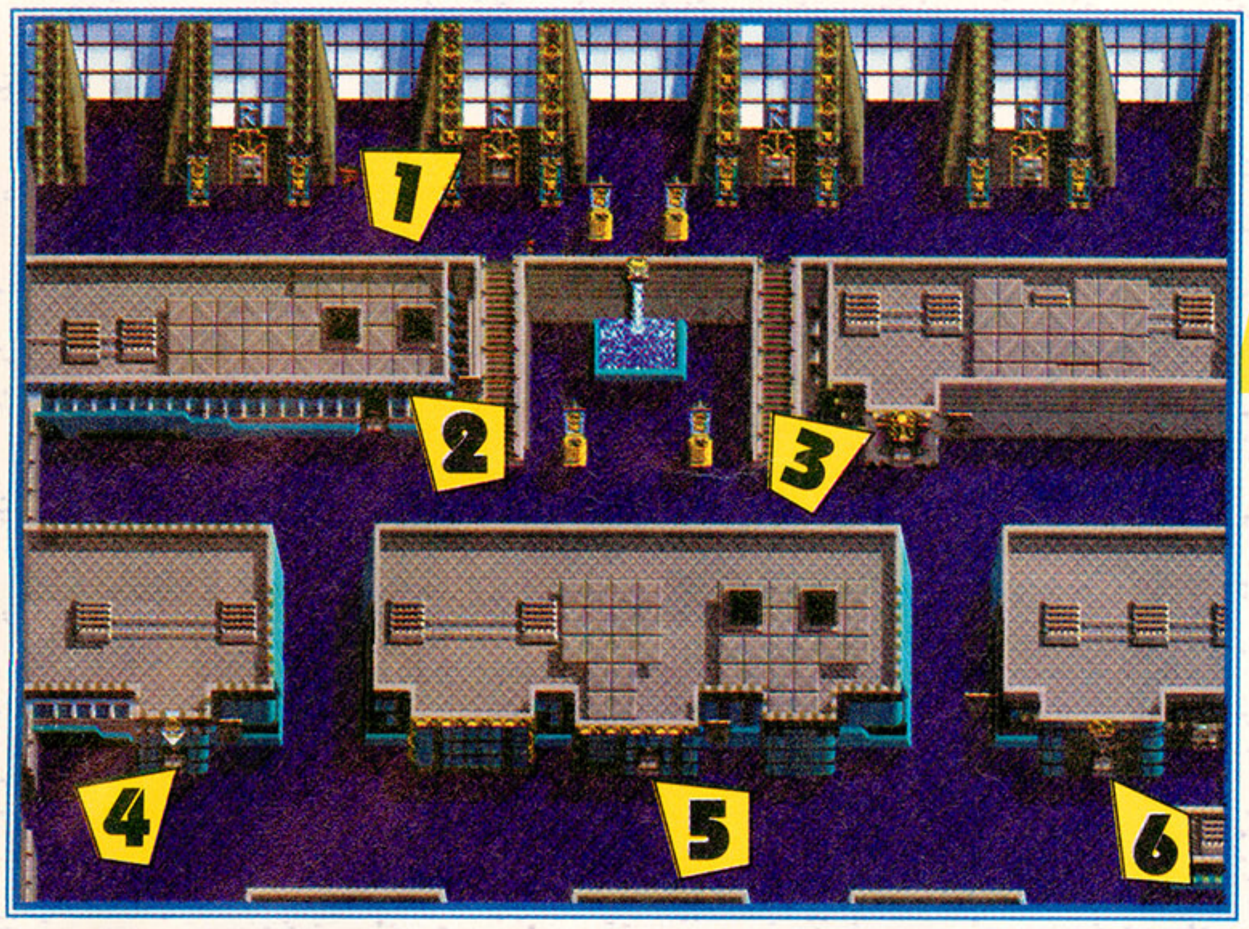
**8** **The already cheap prices for Cyberware at LITTLE CHIBA'S drop by half if you get chummy with the Yakuza boss of the Halloweeners!**



**9** **You can find Vigore in RAT'S NEST after he breaks from Pullyup. But talk to Gunderson first.**

# The Renraku Arcology

**It's not a place for claustrophobes. Renraku runs the place pretty tightly, but they've got items you can't get anywhere else.**




**1** Sooner or later, you'll need to come to the RENRAKU HQ for important pieces of the puzzle. It ain't easy — you need serious firepower and either a hot maglock or a good deck.

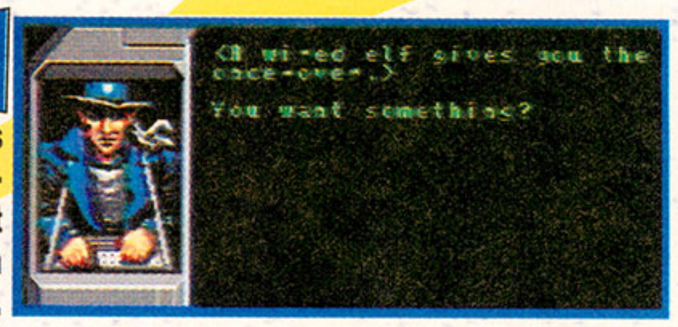
**2** There's nothing spectacular on sale at Ares Weapon World, and clips cost twice what they do in Redmond.

**3** You can pick up a datajack at WIREMASTERS for just a little more than you can at Chiba's.

**4** MERLIN'S LORE is the most so-so magic store in the game — average prices, average power spells.

**5** They've got decks and software at MICROTRONICS. You should upgrade your deck ASAP — you can't do much with the lousy one your brother left you.

**6** THE FRAG GRENADE is "Renraku's answer to a counter-culture." It costs 25 nuyen to get in, but it's home to Phantom, a half-decent decker.




# Downtown Seattle

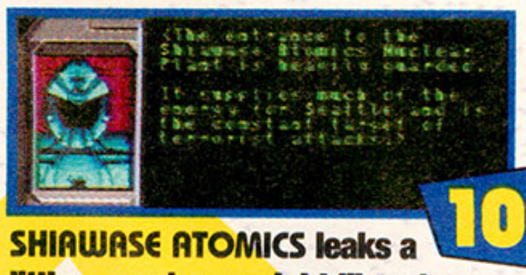
**Here's the center of a bustling — and occasionally deadly — metropolis.**

**1** THE SPACE NEEDLE is home to Trent, a decent mage. He can give a free contact as well.

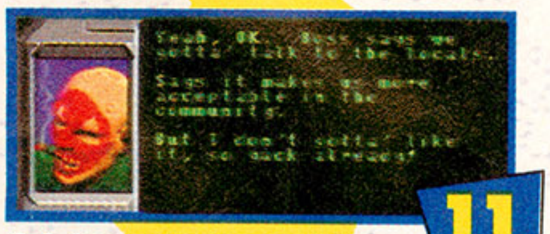
**2** GATES UNDERSOUND costs 75 nuyen a night — ouch!

**3** It's not their corporate headquarters; FUCHI INDUSTRIAL is just a regional branch.

**4** MITSUHAMA COMPUTER, however, *is* the corporate office.

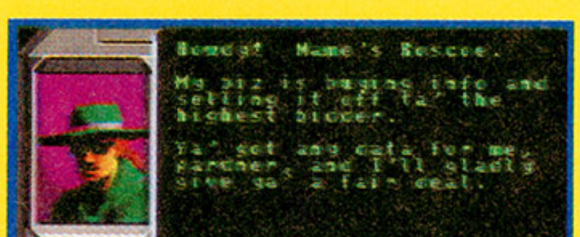



**10** SHIAWASE ATOMICS leaks a little — and you might liberate an employee or two — but there ain't much else here.

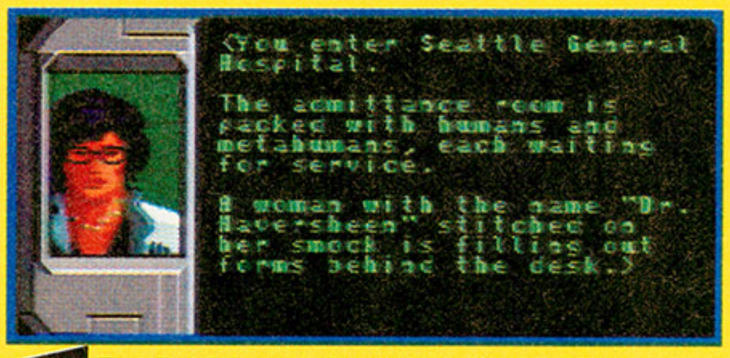



**11** Ask to see the boss at the HALLOWEENER DEN when your Reputation's at least five, then buy the game's best heavy combat armor directly from the Yakuza!

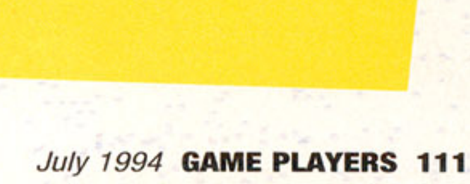
**5** It costs 150 nuyen just to get into THE MATCHSTICK! But it's home to Julius, a reliable mid-level Johnson, and Rianna, a top-of-the-line decker.




**7** ROSCOE'S is a fixer. Come here to sell the data you loot from corporate datastores. Note the vid-phone just outside — a convenient place to jack in, yes?



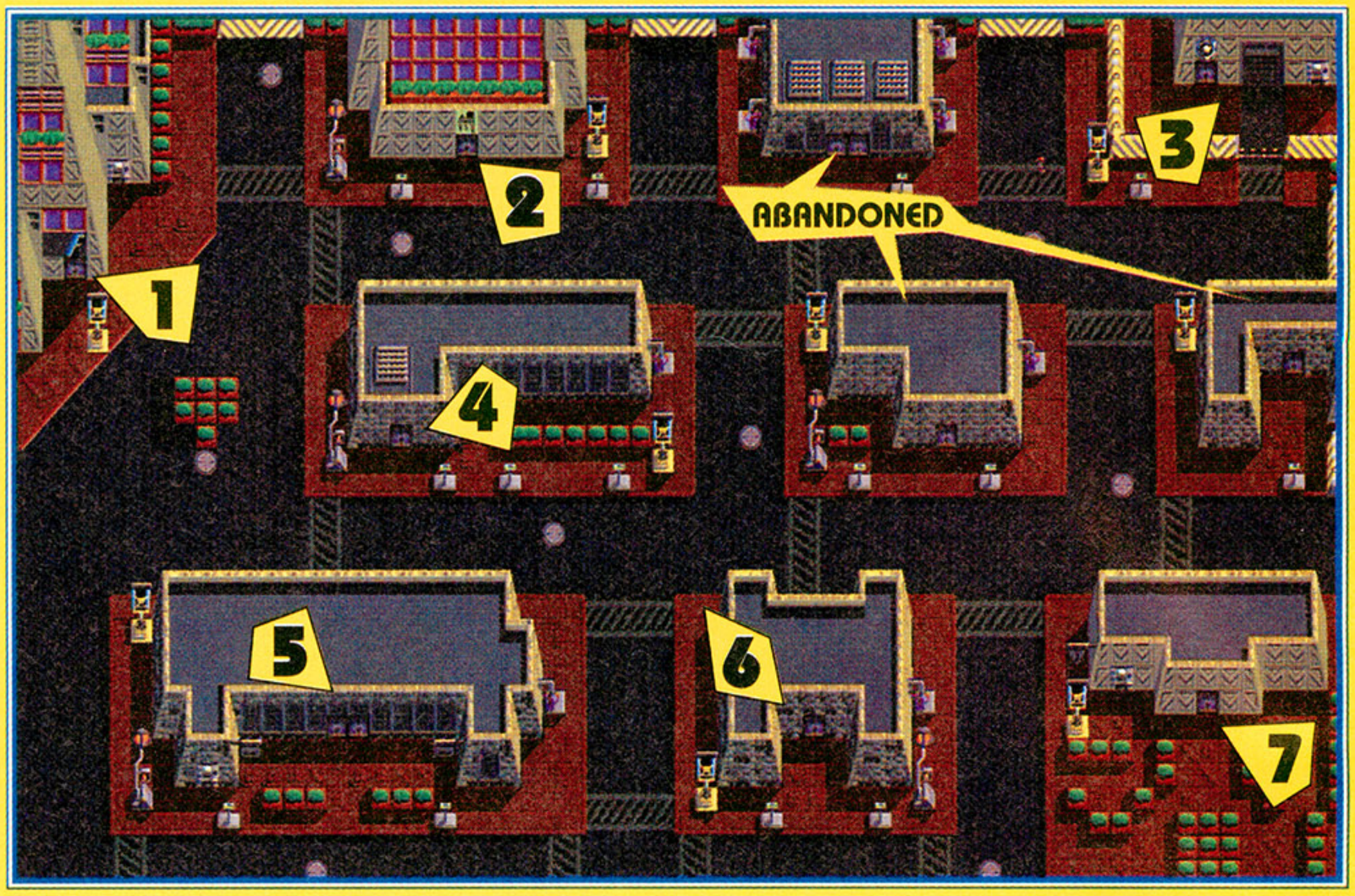

**8** The DocWagon drops you at SEATTLE GENERAL HOSPITAL, and it's also a good place for Cyberware.




**6** ICARUS DESCENDING has free admission. Caleb Brightmore works out of here — he's got top-level jobs, plus a couple of important contacts. In short, he's a wealth of information.

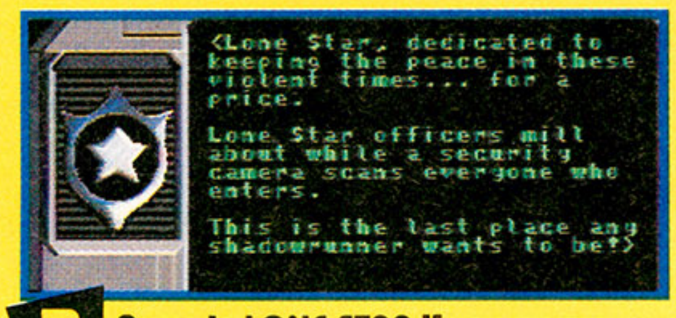
# The Penumbra District

**This is where the big corporations hang out — but then, so do the Eye-Fivers.**

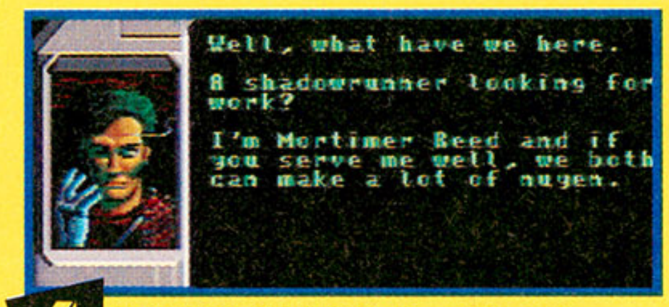


**1** **FUCHI HQ is a good place to pick up a spare heart — right?**

**2** **A quick survey of your Johnsons tells you that you need to come to MITSUHAMA to find Owlfeather's brother.**



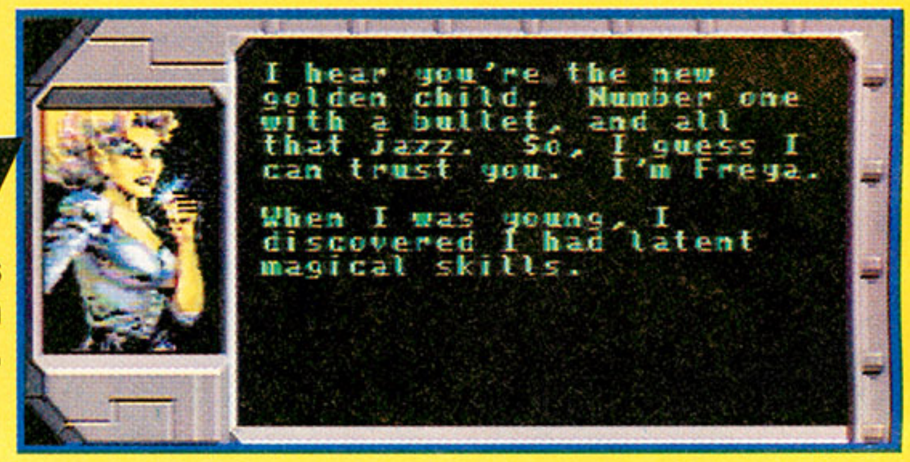

**3** **Come to LONE STAR if you wanna wind up in prison and pay a lot of fines. Otherwise, steer clear.**




**4** **THE BIG RHINO is the office of a Johnson named Mortimer. He may not pay well, but he knows a Corp Decker with some hot software. You can also find Marrs here — a troll who's cheap, dependable muscle.**

**5** **WYLIE'S GALA INN costs 50 nuyen a night.**

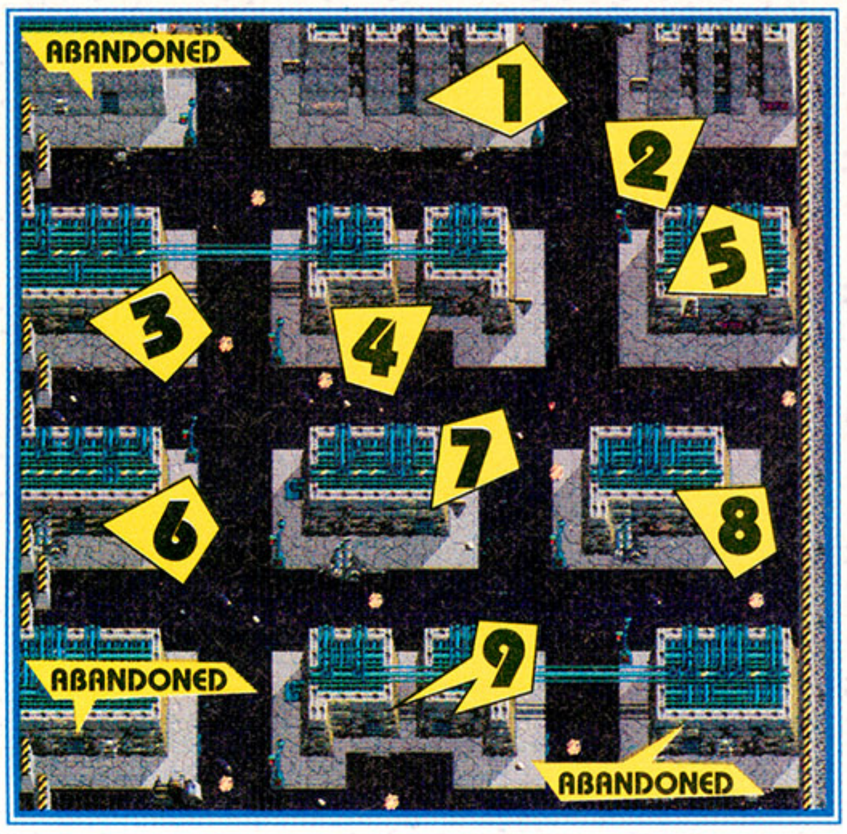
**6** **The EYE-FIVERS can put you in touch with a Mafia boss who gets you half price at the Crime Mall in Pullyup — cool! Note: You can be pals with either the Yakuza or the Mafia, but not both!**



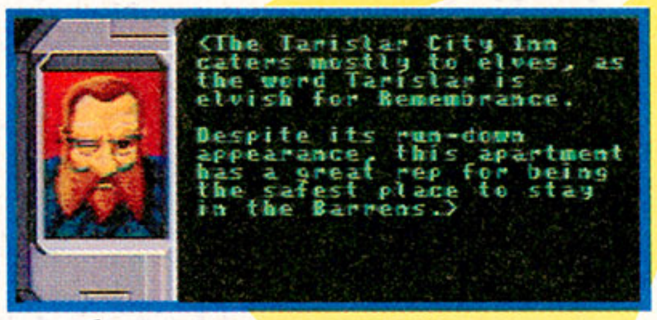

**7** **CLUB PENUMBRA is home to Freya, a top-flight mage.**

# Pullyup Barrens

**Run down and dangerous, the Pullyup is where the Mafia and a lot of other twitchy folks can be located.**

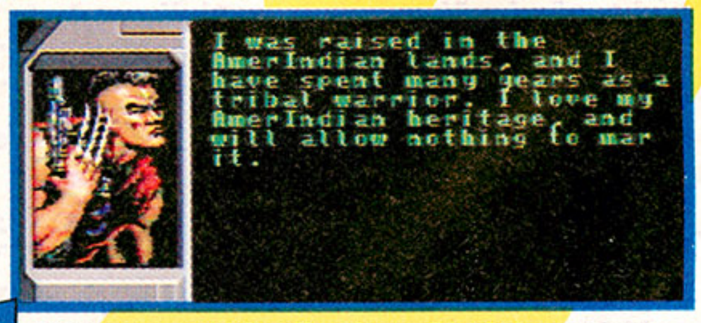


**1** **You can't get into the TARISLAR GARDEN APARTMENTS until right at the end of the game. Harlequin awaits!**




**2** **The TARISLAR CITY INN costs 30 nuyen a night. Come here to meet with Tabitha Shale.**

**3** **CRIME MALL is *the* place to shop! Here you can get weapons, decks, and software you can't find anywhere else... for a price, of course.**

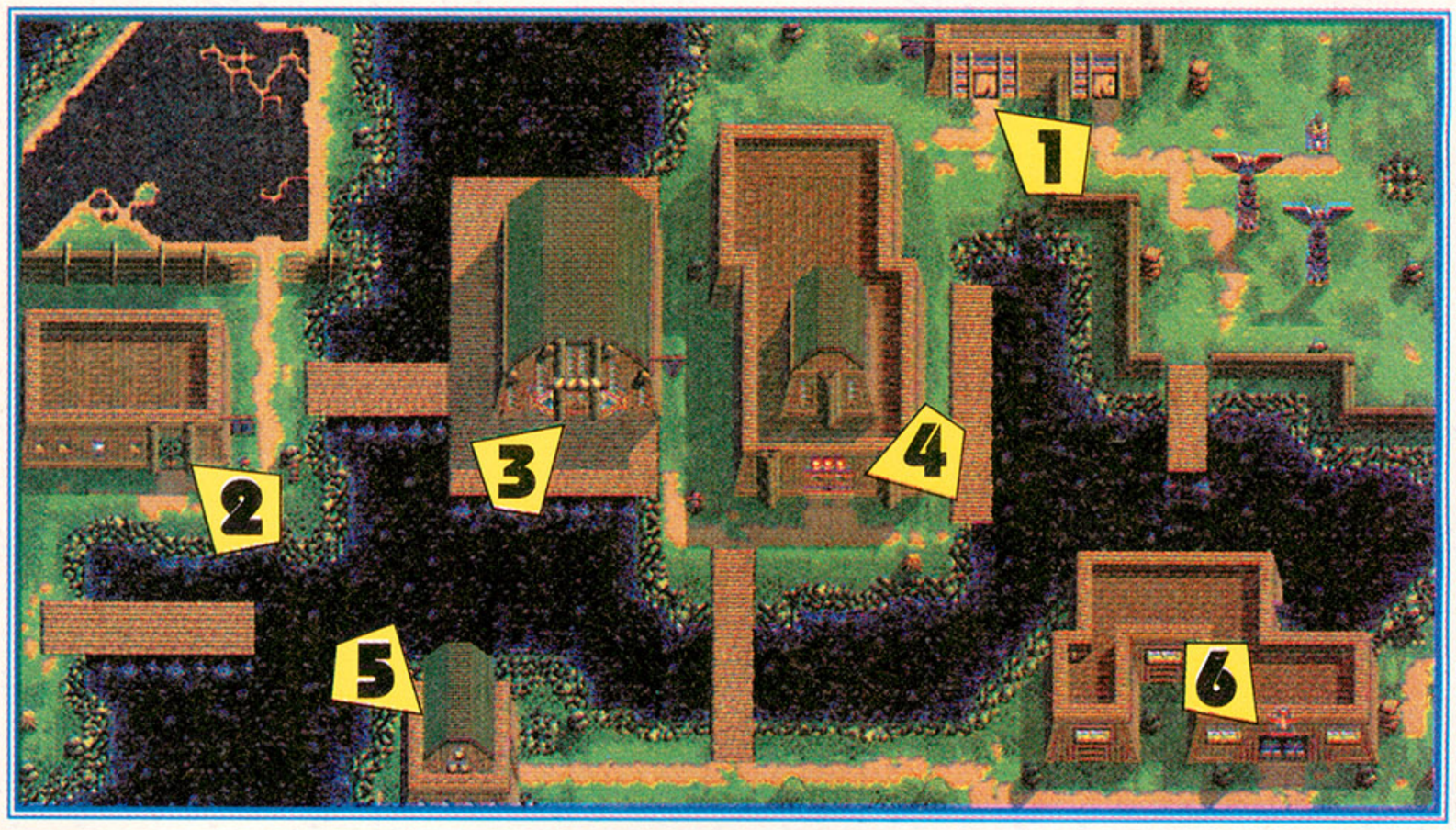


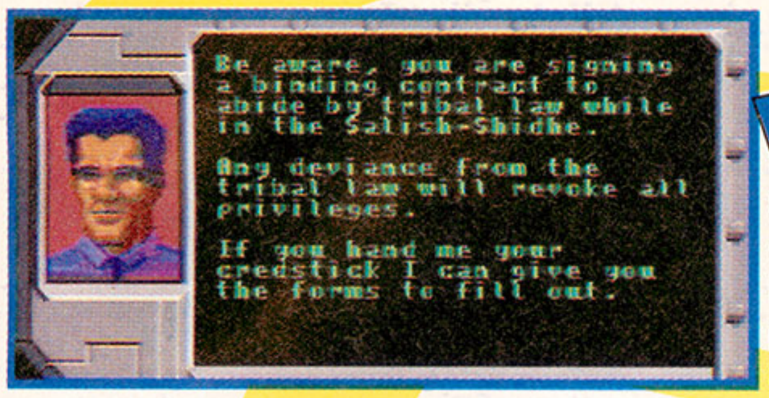

**4** **After you get him fixed up, Stark hangs out at UNDERGROUND 93, and he runs with you for free — after you pay up the 100 nuyen to get into the club, that is.**

# Council Isle

**It's your last stop before heading to Indian lands. Just watch for passing Wendigos!**

**1 The MEDICINE LODGE magic store is where you can find the "Most Wise One" — *after* you rescue Owlfeather's brother.**

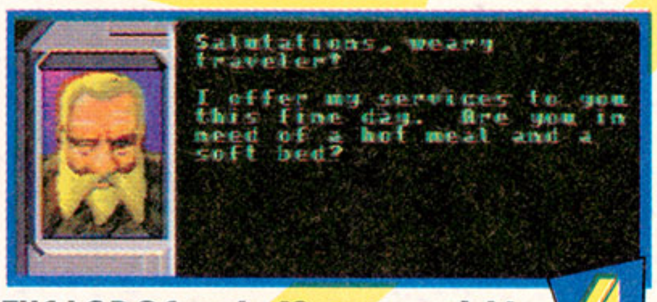



**2 Visit the PASSPORT OFFICE to get clearance to Indian lands — but that passport takes money and a clean record.**

**5 They'll show you around ORK EMBASSY — have fun!**

**3 FRIENDSHIP RESTAURANT is home to Walking Bear, one of the better mages — although not one of the prettiest.**



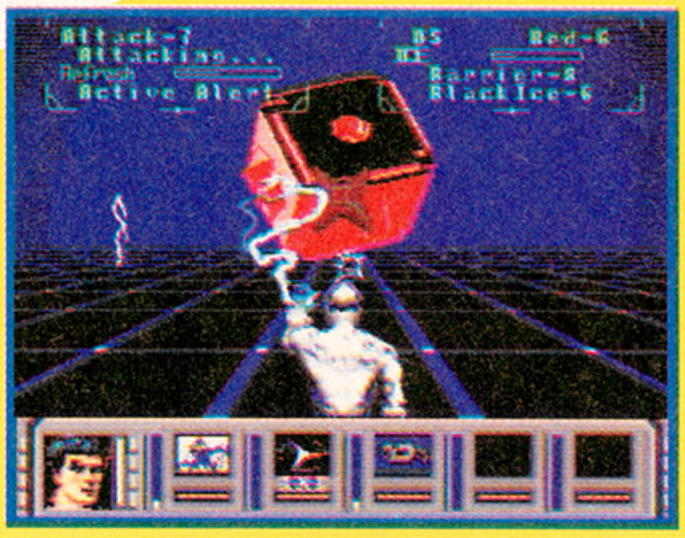

**THE LODGE costs 40 nuyen a night. 4**

**COUNCIL ISLAND HOSPITAL 6 is yet another source for over-priced cyberware.**

# Cyberspace

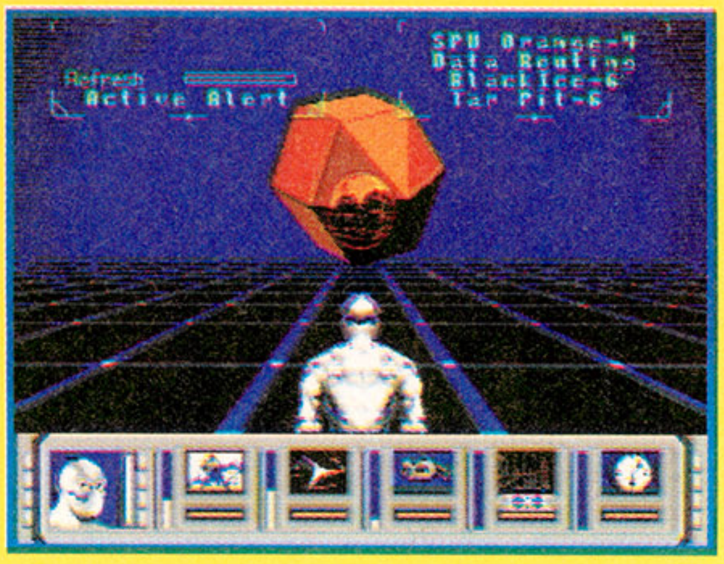
**It's not a place, but still worth covering. There are amazing decks at the Crime Mall, but the Sega CTY-360 from Renraku's does just fine. Get in touch with Mortimer's Corp Decker contact — 30 grand may sound steep, but Degrade 6 is a powerful hack!**

**5 You can't shop at ARES HQ!**

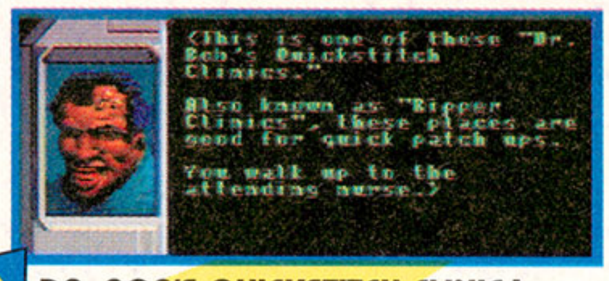



**BLACK ICE: Pump up your deck's Body and Evasion stats to the max, make sure you've bought a couple of levels of Response, and use Attack 6 or 7. With Degrade, you're always better than they are!**

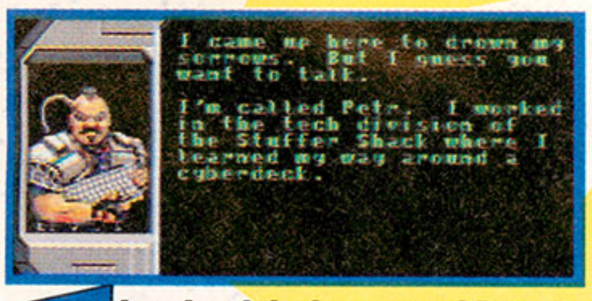
**TAR PITS: Keep your deck loaded with a couple of useless level 1 programs — Analyze or Sleaze — and try them first on any unknown ICE. It melts the program, but at least you won't lose anything important!**



**6 I hate places that call themselves a "shoppe," but RIANNON'S MAGIC SHOPPE has some *kickin'* spells. It's also the only place that sells healing foci.**




**8 DR. BOB'S QUICKSTITCH CLINIC has relatively cheap cyberware, depending on what you're looking for.**




**A suspicious Johnson named Vigore works out of THE WANDERER, and so does a 7 low-level decker named Petr. It's even odds that you'll get into a fight trying to get in!**

**Get protection from the orks at ORK TURF, and you can ride in a cab for free! 9 Their boss can also give you a good contact for dealing with Lone Star or getting into Hollywood Correctional.**

# For Puddy-Tats Only!

# Sylvester & Tweety: Cagey Capers

## GENESIS

INFO

**PUBLISHER**
TecMagik

**DEVELOPER**
Alexandria

**SUGG. RETAIL**
around $60

**GENRE**
arcade/action

***Cat lover Karie Ward would do anything to put an end to that horrid lisping canary. Let her start you on the path to ultimate feather-bashing.***

For years, Sylvester has been trying to nosh on that chubby yellow bird Tweety... with absolutely no luck. Now *Cagey Capers* lets you take control and turn the tide on that little menace.

Unfortunately, there's a host of "good" guys who stand between you and your snack. This guide shows you some of the best available hidey-holes and weapons in the first four levels. Now you too can feel the pleasure of hitting jut-jawed Spike with a mallet, or punching out that bird-stealin' feline Red. So grab your pogo-stick and spring into action. But remember — in a world as dangerous as yours, it's better to run away than to stand and fight. Good luck! **GP**

## GETTING STARTED

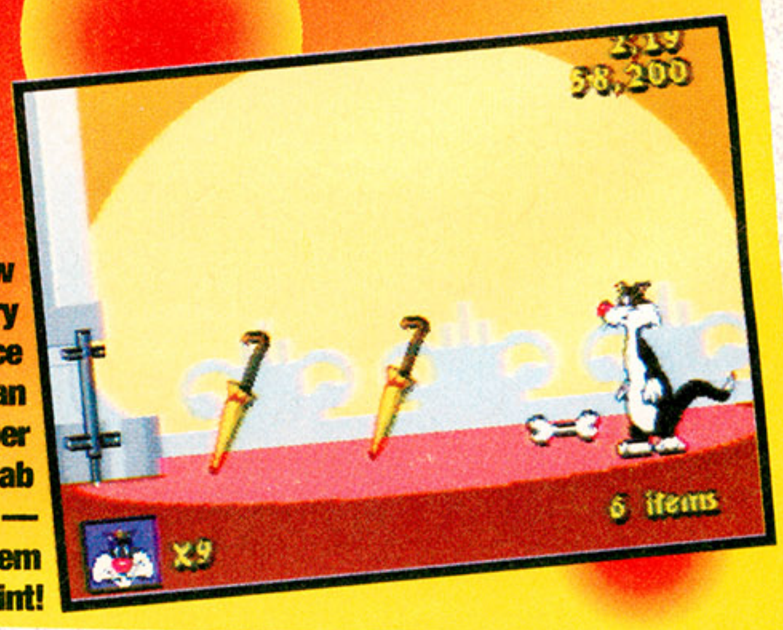
**Before you begin, have a firm grasp of all Sylvester's basic moves.**

**The TweetyScope can be used not only to pinpoint the location of your feathered friend, but also to spot obstacles and discern your most direct path.**

**The Action button is good for a lot more than scratching! In the correct situations, Sylvester can hit, climb, grab, or even control power switches. Try using this move to knock stacked items out of your way.**

**Perfect this jump or you'll never succeed. Running jumps are possible, but you won't get anywhere. Instead, go for controlled, (catlike) vertical leaps.**

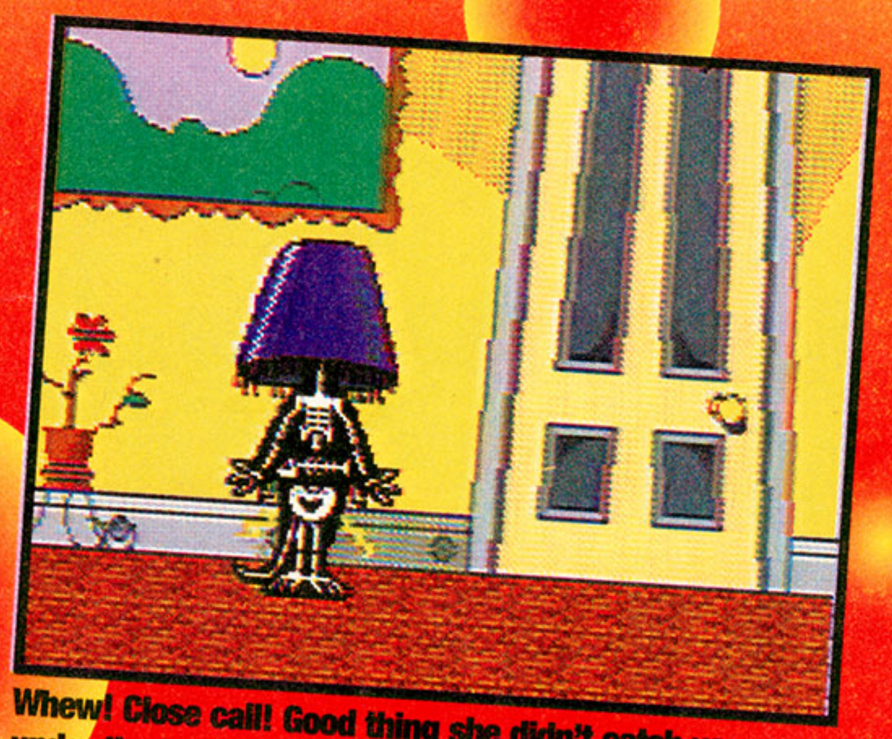
**Running saves you a lot of time — and quite possibly your life. If you don't have the proper equipment to thwart an enemy, just retreat.**




**Hit Start to view your inventory subscreen. Since you can hold an unlimited number of objects, grab all you can — you'll need them at some point!**

# DOMESTIC DEVILS

Better hide! That overprotective, Tweety-lovin' Granny sure swings a mean broom!



Whew! Close call! Good thing she didn't catch you under the lampshade. You clever thing....

To hide behind — or inside — an object, stand directly in front of it and press Up on the directional pad.

Those falls sure knock the life right outta ya! Use the umbrella to insure a safe landing.

The first switch in this level controls the fireplace. Turn it off *now* — when you fall down the chimney later, you'll be glad you did.

Rack up a big score by grabbing as many batches of catnip as possible. These bad boys cash in at a cool 1,000 points each.

These rare gems bring you back to full health — *if* you manage to grab one, that is. The nine lives you begin the game with must last the *entire* game, so, as always, die sparingly.

# DOMESTIC DEVILS II

As usual, Spike is lookin' to kick some cat butt. Keep *yours* out of his way.

Luckily, Spike *always* falls for the ol' bone trick. Grab it, access it through your inventory, give it a wiggle, then send them both on their way.

Another way to stop Spike is to knock him senseless — but be careful! He's stunned *just* long enough for your getaway.

An extra life is just a hop, skip, and claw away! Ride these balloons to the attic to find it.

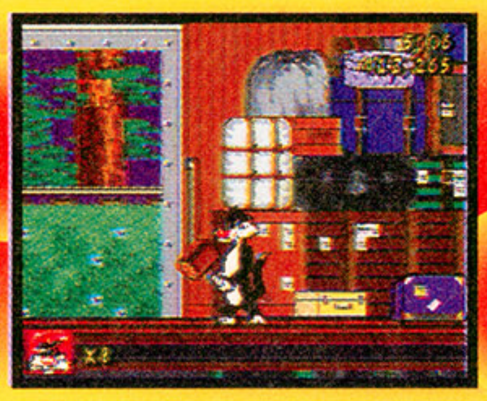
You can't avoid the power lines altogether, but you *can* avoid those deadly surges. Once you get the timing down, it's easy to run along and leap over the sparks as they approach.

You need every available box and barrel to claim final victory in this level. Shove them where you want them, then stack 'em up.

Boy, that Spike sure runs a lot faster than Granny! Good thing you hid in that empty trash can.

# MAYHEM EXPRESS

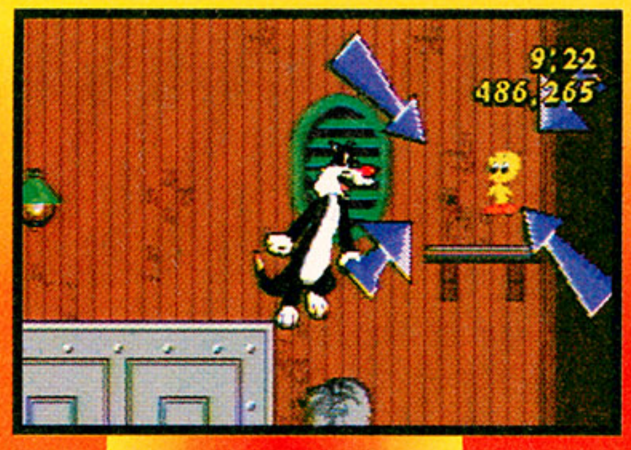
The mallet can be used to bash an enemy who's hot on your tail. Remember — it gives you only enough time to escape!



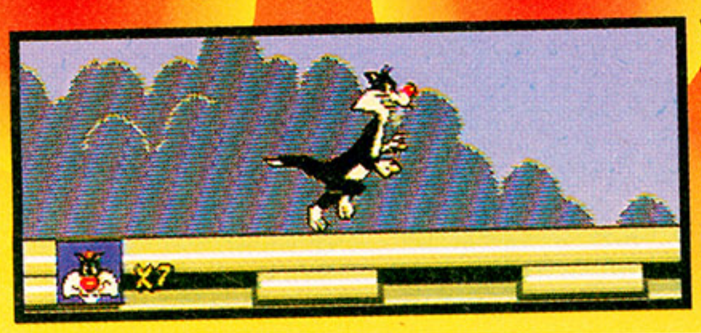
Though he may *look* like an overgrown mouse, this kangaroo packs a powerful punch and can be a real threat to your progress.

The pogo-stick makes you jump faster and higher than normal. You *must* have one to reach the final car, so be sure to grab it on the way.

Watch your step! An untimely error sends you right back where you started. Keep moving and jump over any suspicious spots.




The kangaroo can be your pal — *if* you take advantage of his strength and let him drop-kick you in the right direction.




You can't get through this level by walking! Tap the directional pad Forward twice to maintain the necessary momentum.

Stack and climb up the luggage to reach the train's higher levels. Props don't necessarily stand out, so always be on the lookout for useful items!

# BACK ALLEY BLUES

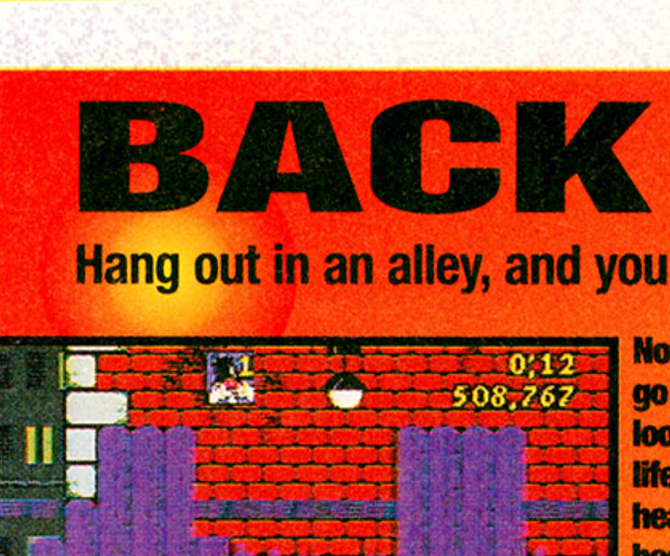
## Hang out in an alley, and you're sure to run into a few alley cats!

Now before you go running off, look for an extra life over your head right at the beginning of the level. Drag over some prop, climb up, and it's yours! Don't forget — you probably need it by now.



The next in a series of increasing tricky villains, Red is better, stronger, and faster than the other enemies you've seen. Be prepared....

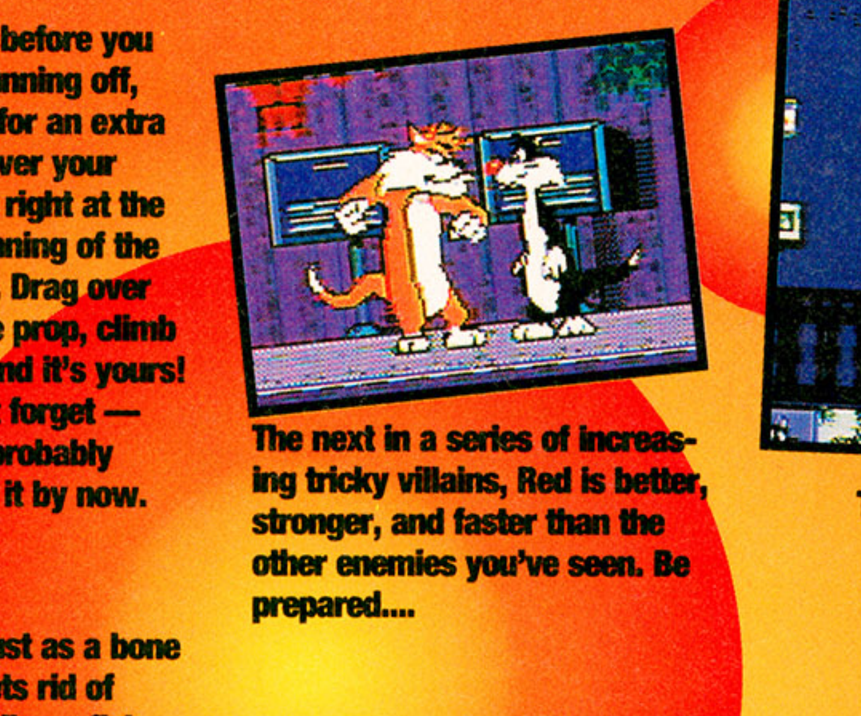
This clever disguise makes you completely invincible for a short period of time. Now you can settle the score!




Just as a bone gets rid of Spike, a fish gets Red of your back — *momentarily.*

These flagpoles make very nice trampolines, transporting you quickly from floor to floor.






Be sure to check out the shadows as you move along this sector. No, they don't do anything for you, but *somebody* took the time to put them there, and they're cool.

What's your hurry? Better let the steam die down before attempting to cross these pipes.

If you're lookin' to die, then step on one of these barbecue grills by all means. You lose one *entire* life for every wrong step!

*coming* **NEXT MONTH**

# COMIC CAPERS!

## MAXIMUM CARNAGE AND THE DEATH AND LIFE OF SUPERMAN

## Read all about them next month!

*Previews of upcoming comic licenses, all your comic book heroes, and more!*

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# 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.***

### ActRaiser 2
**Enix for SNES; strategy, 6#12**
The sequel to one of the first SNES games is as good as the first. The "Sim Village" aspects of the original are missing but demon-infested action stages are top notch.

**Overall: 85%**

### • 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%**

### The Adventures of Dr. Franken
**DTMC for SNES; review, 7#1**
Help green-skinned Dr. Franken search the world for pieces of his robot girlfriend. DTMC targets younger players, but they're the ones most likely to be frustrated by its lack of a password feature.

**Overall: 73%**

### 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%**

### 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%**

### AWS Pro Moves Soccer
**ASCII for Genesis; sports, 7#1**
Lots of extra features can't make up for the frustrating game play. It's got a low price tag, however, so if you can get used to the strange moves, it's a bargain.

**Overall: 60%**

### Barkley: Shut Up and Jam!
**Sport Accolade for Genesis; sports, 7#4**
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.

**Overall: 56%**

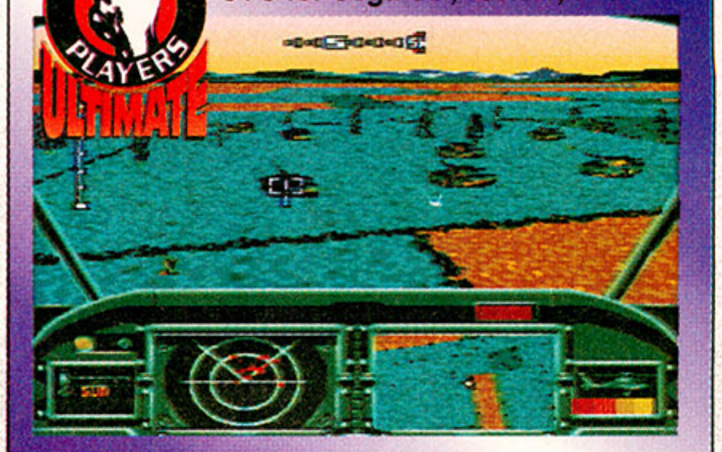
### Bart & the Beanstalk
**Acclaim for Game Boy; review, 7#4**
The designers of this action game took a standard story, plastered the Simpsons faces on boring characters, then threw in some of the show's running jokes. *Bor-ring!*

**Overall: 35%**

### Bart Vs. the World
**Flying Edge for Game Gear; review, 7#3**
The twisted humor of other Simpsons games isn't here and the action segments could be from any game. Ignore it for home, but pack it for the beach.

**Overall: 62%**

### AH-3 Thunderstrike
**JVC for Sega CD; review, 7#1**



**So it's not a flight sim — no big deal. Despite a few annoying quirks, it flies like a dream. *Thunderstrike* is hard-core action at its finest.**

**Overall: 90%**

### 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, either.

**Overall: 44%**

### Batman: The Animated Series
**Konami for Game Boy; review, 7#1**
There aren't many new action-adventures available for Game Boy, and this one's not bad. But you'll strain your eyes controlling these stiff characters.

**Overall: 70%**

### Beauty and the Beast: Belle's Quest
**Sunsoft for Genesis; review, 7#1**
Although it's easy, the graphics and well-crafted mix of problem-solving and arcade-action make this one worth your time.

**Overall: 83%**

### Beauty and the Beast: Roar of the Beast
**Sunsoft for Genesis; review, 7#1**
The graphics may be beautiful, but the controls are a beast! Combine that with its repetitive nature, and this game may have you pulling out your fur... er... hair.

**Overall: 51%**

### Black Bass Lure Fishing
**Hot-B for Game Boy; review, 7#5**
An utterly hopeless fishing simulator. Substandard graphics and absolutely appalling game play make it confusing and boring. Stick with *Super Black Bass* for SNES.

**Overall: 32%**

### 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%**

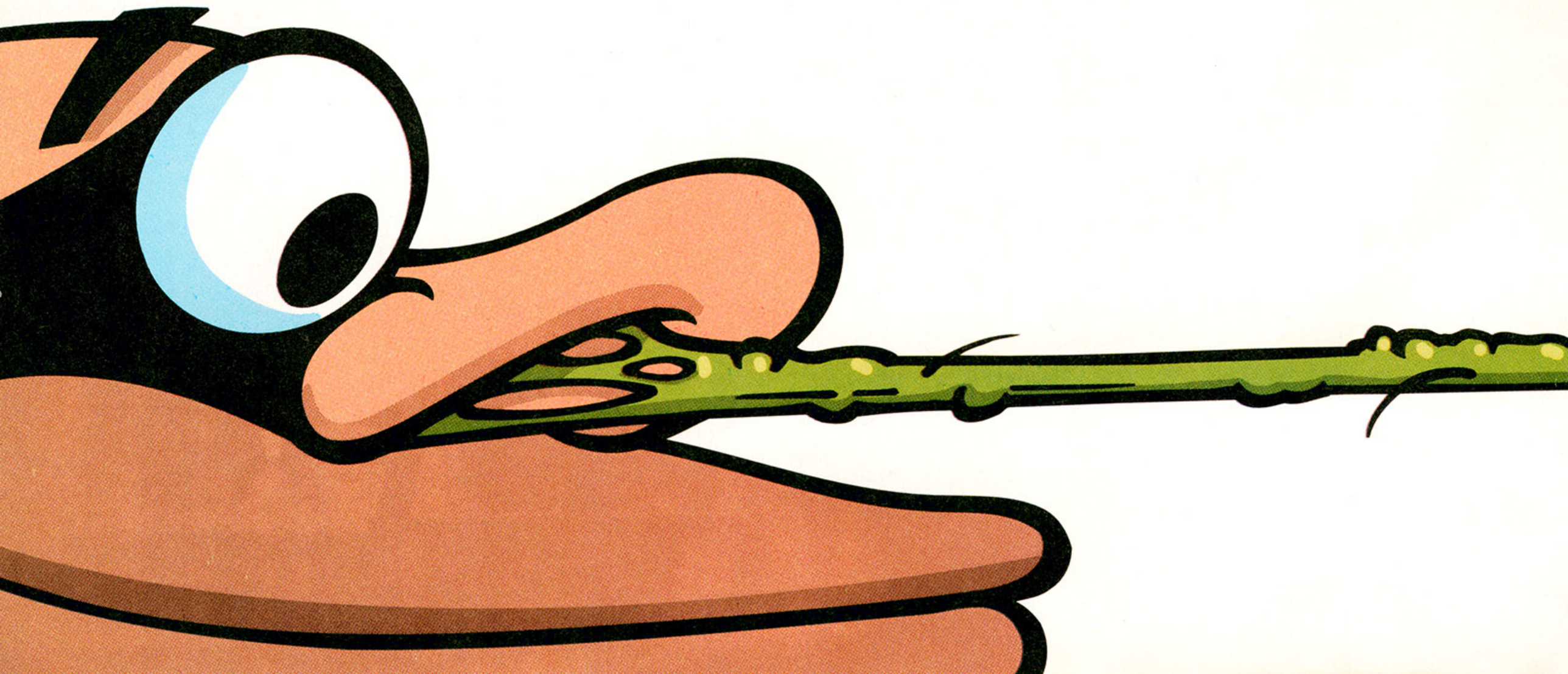
### Bubble and Squeak
**Sunsoft for Genesis; review, 7#4**
The goofy duo sets out to rescue the threatened Grooleans — with a little help from you. This 4-meg adventure packs a punch in graphics, control, and fun. Bet you haven't seen the last of this pair!

**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 overused sound effects are a drawback.

**Overall: 75%**

### 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%**

## Champions World Class Soccer

**Acclaim for SNES; sports, 7#2**
Realistic graphics and sound effects, combined with smooth control and accurate game play put this one among the soccer elite. The one drawback is its lack of options.

**Overall: 84%**

## 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%**

## Choplifter III

**Extreme for SNES; review 7#3**
Our boys have been captured by the enemies and it's your job to get them back. This action/shooter features some big "boss" weapons and great backgrounds.

**Overall: 78%**

## 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%**

## 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%**

## Dashin' Desperadoes

**Data East for Genesis; review, 7#1**
The whole goofy plot revolves around a couple of cowpokes competing in foot races, but it's still a pretty amusing game.

**Overall: 71%**

## Deep Duck Trouble

**Sega of America for Game Gear; review, 7#2**
Scrooge McDuck works with Donald and Huey, Dewey, and Louie to return a pendant to a mysterious statue. The graphics are great, and the action's fun for kids, too.

**Overall: 87%**

## Dennis the Menace

**Ocean for SNES; special section, 6#11**
An average side-scroller that uses a ho-hum movie license as its main pull. The graphics and game play are OK, but there are plenty of other action carts that deserve your gaming cash more. Also available for NES and Game Boy.

**Overall: 58%**

## • 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 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%**

## Double Switch [MA-13]

**Sega of America for Sega CD; review, 7#2**
If you don't have the patience to work through the same sequences a hundred times, it drives you crazy. On the other hand, it holds up pretty well as an interactive mystery.

**Overall: 71%**

## 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

**Virgin Interactive for Sega CD; review, 7#2**
*Dune* makes great strides in taking Sega CD into the "multimedia revolution," but the heart of it is a straightforward, overly linear adventure that just isn't fun.

**Overall: 65%**

## 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%**

## • 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%**

## FIFA International Soccer

**Elec. Arts; SNES, sports, 7#1, Genesis, sports, 7#5**

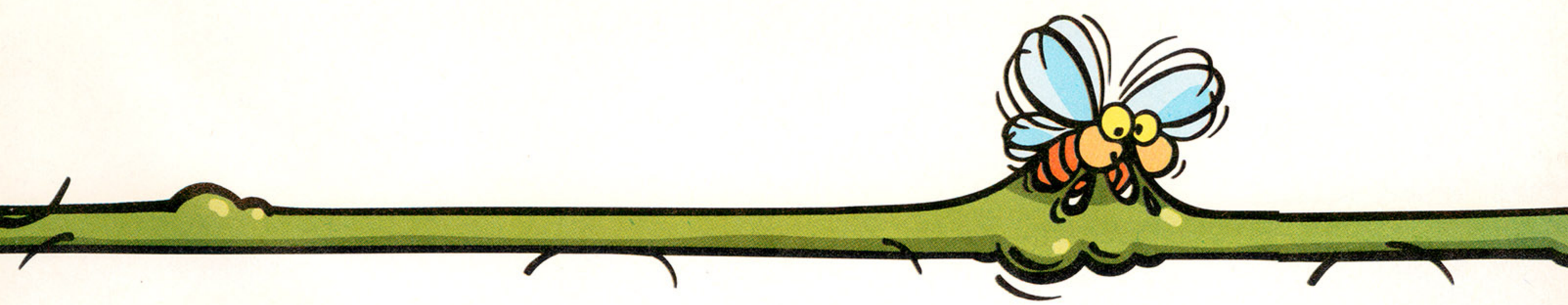
**EA's first soccer sim definitely scores, with detailed and diverse animation, stellar sound effects, a truckload of options, and — most importantly — easy-to-master game play that's totally true to the sport.**

**SNES: 87%; Genesis: 93%**

## • 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%**



## Fantastic Dizzy
**Codemasters for Genesis; strategy, 7#2**
The Mario of Europe stars in this side-scrambling adventure that's a kind of egg-cellent scavenger hunt. Colorful and cheerful, but a little basic for 16-bit.

**Overall: 73%**

## • 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**
Here's an edutainment program that brings the world of 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%**

## Gauntlet IV
**Tengen for Genesis; review, 7#1**
To update the arcade game, Tengen adds three new play modes and makes the game compatible with Sega's Team Player adaptor. It's *Gauntlet,* if you like that sort of thing.

**Overall: 80%**

## Genghis Khan II: Clan of the Gray Wolf
**Koei for Genesis; review, 7#4**
Koei returns to Asia for another epic strategy game. Your task is to unify Europe and Asia; you can 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%**

## Greatest Heavyweights
**Sega of America for Genesis; sports, 7#2**
Even harnessing the power and pride of eight of history's top fighters doesn't help distinguish this boxing sim from others. Its only bright spot is its compatibility with the Activator and Sega's six-button controller.

**Overall: 56%**

## 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%**

## Ground Zero, Texas [MA-13]
**Sony Imagesoft for Sega CD; review, 7#2**
Three million bucks of digitized video isn't impressive enough — you've gotta have good game play, too. Even if you like shooters, this one doesn't deliver.

**Overall 47%**

## Hardball III
**Sport Accolade for SNES; sports, 7#4**
Plenty of options make this one enjoyable for stat-minded rotisserie players and recreational sports fans alike. More than 650 major league players and authentic ballparks add to the realism.

**Overall 87%**

## 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%**

## High Seas Havoc
**Data East for Genesis; review, 7#2**
Emerald gems, a blue animal hero, and rolling hills? It may *look* like *Sonic,* but action fans will probably find that this little pirate adventure stands up on its own.

**Overall: 73%**

## • 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%**

## The Incredible Hulk
**U.S. Gold for Genesis; review, 7#5**
Yet another side-scrolling action game, this time with the Marvel Comics' star. 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%**

## James Pond 3
**Electronic Arts for Genesis**
Strategy and problem-solving make this more than the average action cart. With over 100 levels and plenty of hidden passages, this has incredible replay value.

**Overall: 74%**

## 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. Also 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 it. Although some traps seem entertaining at first, the control is too unmanageable. Even on 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 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%**

### Jurassic Park

**Ocean for SNES, NES, and Game Boy; special section, 6#12**

Dr. Grant loves dinosaurs — unless they're trying to eat him. So the paleontologist heads out for a little big game hunting — *biiggg* game.

**SNES: 88%; NES: 69%**
**Game Boy: 65%**

### 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%**

### 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%**

### Kirby's Pinball Land

**Nintendo of America for Game Boy; review, 7#2**

The popular pudgy hero stars in a solid little pinball game, with three different tables and enough bonus stages to keep you busy.

**Overall: 88%**

### NBA Jam

**Acclaim for SNES, Genesis, and Game Gear; SNES review, 7#2; strategy, 7#3**

**This sports cart has more action than most *action* games. It does everything right — and it does it with the blazing speed of an action play-off game.**

**SNES: 91%; Genesis: 87%**
**Game Gear: 83%**

### 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 keep you hooked to this.

**Overall: 86%**

### The Last Action Hero

**Sony Imagesoft for SNES; review, 7#1**

If dull, lifeless, and frustration-filled action games are your thing, *Last Action Hero* has what you're looking for. Quite frankly, it's a flop — just like the movie.

**Overall: 33%**

### The Lawnmower Man

**THQ for SNES; review, 7#1**

Players who crave VR excitement can satisfy their cyber-appetites with this one. Although it's no "complete" virtual world, it's about as close as you can find.

**Overall: 74%**

### Legend

**Seika for SNES; strategy, 6#12**

Two heroes try to keep an evil leader from taking over their land — whoa, sounds like an RPG to us! Its strength is in its moody good looks. But get used to those jump-kicks. You do them incessantly.

**Overall: 80%**

### Liberty or Death

**Koei for SNES; review, 7#5**

A strategy game set during the American Revolution that lets you 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%**

### Lufia & the Fortress of Doom

**Taito for SNES; review, 7#1**

From detailed graphics to immense size, *Lufia's* hot. If you think the age-old confrontation between good and evil has been done to death, give it a try. It's as good an RPG as you could hope for.

**Overall: 90%**

### 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'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 play. If you can find the four letters B-E-A-T, then Mega Man's old friend Beat joins you for some robot-kickin' action.

**Overall: 86%**

### Mega Man 6

**Capcom for NES; strategy, 7#1**

Dr. Wily's about to unleash a new crew of robot villains on a peaceful world, and only you-know-who can stop him. You've seen the framework before, but this is still the one.

**Overall: 88%**

## 5 of the Hottest Action Games of the Century

***Now here's a bunch of action games you just can't afford to miss...***

1. ***Super SF II*** **96%/98%**
   **Capcom for Genesis and SNES**
   Reviewed this month, it's a classic in fighting-game history.

2. ***Super Metroid*** **97%**
   **Nintendo of America for SNES**
   In our view, this is the best SNES action game ever — you can't miss it.

3. ***Mega Man X*** **95%**
   **Capcom for SNES**
   Tons of depth and loads of collectables and power-ups make this a blast.

4. ***Super Mario World*** **96%**
   **Nintendo of America for SNES**
   Colorful enemies and tons of secret items keep this a sure-fire favorite.

5. ***Sonic the Hedgehog 3*** **92%**
   **Sega of America for Genesis**
   The best of the *Sonic* series, packed with action and lots to keep you busy.

## Mega Man X

**Capcom for SNES; review and special section, 7#1**

It was a long time coming, but it's worth the wait. Here's a near-perfect cart with classic game play, excellent graphics and sound, and tons of hidden items and power-ups. Whew!

**Overall: 95%**

## 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%**

## 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%**

## 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%**

## 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. 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 control 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; sports, 7#4**

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.

**Overall: 76%**

## 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%: Game Boy: 78%**
**Genesis: 90%: Game Gear: 82%**
**Sega CD: 72%**

## 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%**

## 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 Showdown

**Electronic Arts for SNES; sports, 7#2**

The game's seasonal play feature, updated 12-men rosters, and trade-player option make this game a must-buy for basketball fans. It slam-dunks the competition.

**Overall: 87%**

## 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%**

## 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%**

## Secret of Mana

**Square Soft for SNES; strategy, 6#12**

Let's cut to the chase: Here's one of the best SNES RPGs ever. It's huge, and the graphics are lush and large. The arcade-style combat is smooth and challenging as well.

**Overall: 93%**

## NHL Stanley Cup

**Nintendo of America for SNES; sports, 7#2**

Its rough-around-the-edges quality and lack of an NHLPA license sends this hockey sim down to the minor leagues. And Mode 7 hinders the game play! Disappointing.

**Overall: 62%**

## 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 you're in for strategy-filled gaming sessions as soon as you load one. This isn't one of the best available, though, and it quickly gets frustrating.

**Overall: 38%**

## Obitus

**Bullet-Proof for SNES; review, 7#3**

A repetitive adventure that's not worth tak-

ing out of the box. Where are all the puzzles and traps that you expect from an RPG?

**Overall: 36%**

## Paladin's Quest

**Enix for SNES; strategy, 7#1**

If you like your RPGs big, don't miss this one. The familiar elements of combat, adventurers, puzzles, and magic are given a fresh twist that makes the game interesting for both novices and experts.

**Overall: 83%**

## 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%**

## 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 very realistic golf in line with the first two *PGA Tour* games. Accurate even down to the frustration you 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%**

## Pink Goes to Hollywood

**TecMagik for Genesis; review, 7#1**

Steer the Pink Panther across nine movie sets, each with its own Clouseau boss. Tongue-in-cheek instead of action-packed.

**Overall: 68%**

## 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%**

## Prize Fighter [MA-13]

**Sega of America for Sega CD; review 7#2**

Until you defeat it, it's a fun and unique boxing sim. But it soon becomes a mini-motion picture with a steep admission price.

**Overall: 67%**

## Pro Sport Hockey

**Jaleco for SNES; sports, 7#1**

This sim is unfortunately checked by weak game play. You've got large characters, but they're *sooo* slow — and there's limited shot selection, too. Bad ice.

**Overall: 49%**

## Ranma 1/2

**DTMC for SNES; review, 7#1**

*Ranma 1/2* is both a satire of *Street Fighter*-esque fighting games and an interesting competitor. It's *very* Japanese, but who could resist cuddling up in the ring with a panda?

**Overall: 84%**

## 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%**

## Ren & Stimpy: The Quest for the Shaven Yak

**Sega of America for Game Gear; review, 7#1**

Stop watching the re-runs and play this one! Sega's first R&S game is much fun, and it, like recent THQ games for Nintendo systems, ably captures the cartoon feel.

**Overall: 84%**

## The Ren & Stimpy Show: Buckaroo$

**THQ for NES; review, 7#1**

Even if this weren't a solid game based on real R&S cartoons, NES fans would still want to get their hands on it just because it's a new game for their system. But, hey — it's a good blend of action and puzzles.

**Overall: 75%**

## Ren & Stimpy: Stimpy's Invention

**Sega of America for Genesis; review, 7#2**

Even though it has its problems, it's still true to the cartoon — although it's way too short. Still, you'll really laugh at the variety of crazy, kooky moves the pair can pull off.

**Overall 78%**

## Riddick Bowe Boxing

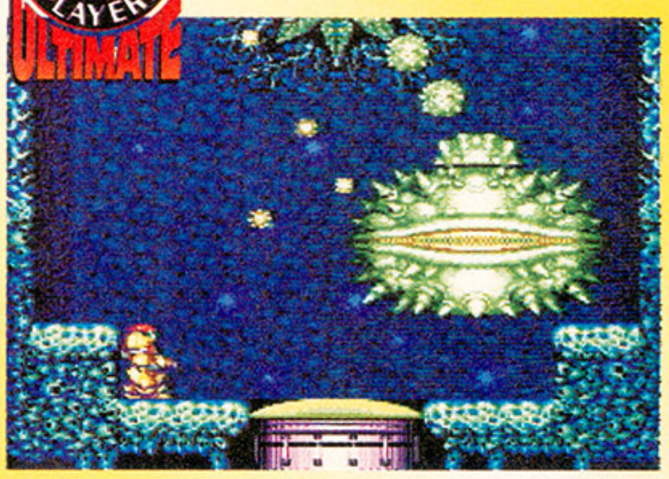
**Extreme for SNES; sports, 7#1**

The latest in a long line of average boxing simulations, *Bowe* isn't *bad* — it's just been done too often before. Create a fighter, then go for the title. Stop us if you've heard it all before.

**SNES: 53%; Game Boy 66% Game Gear: 58%**

## • 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%**

## • 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%**

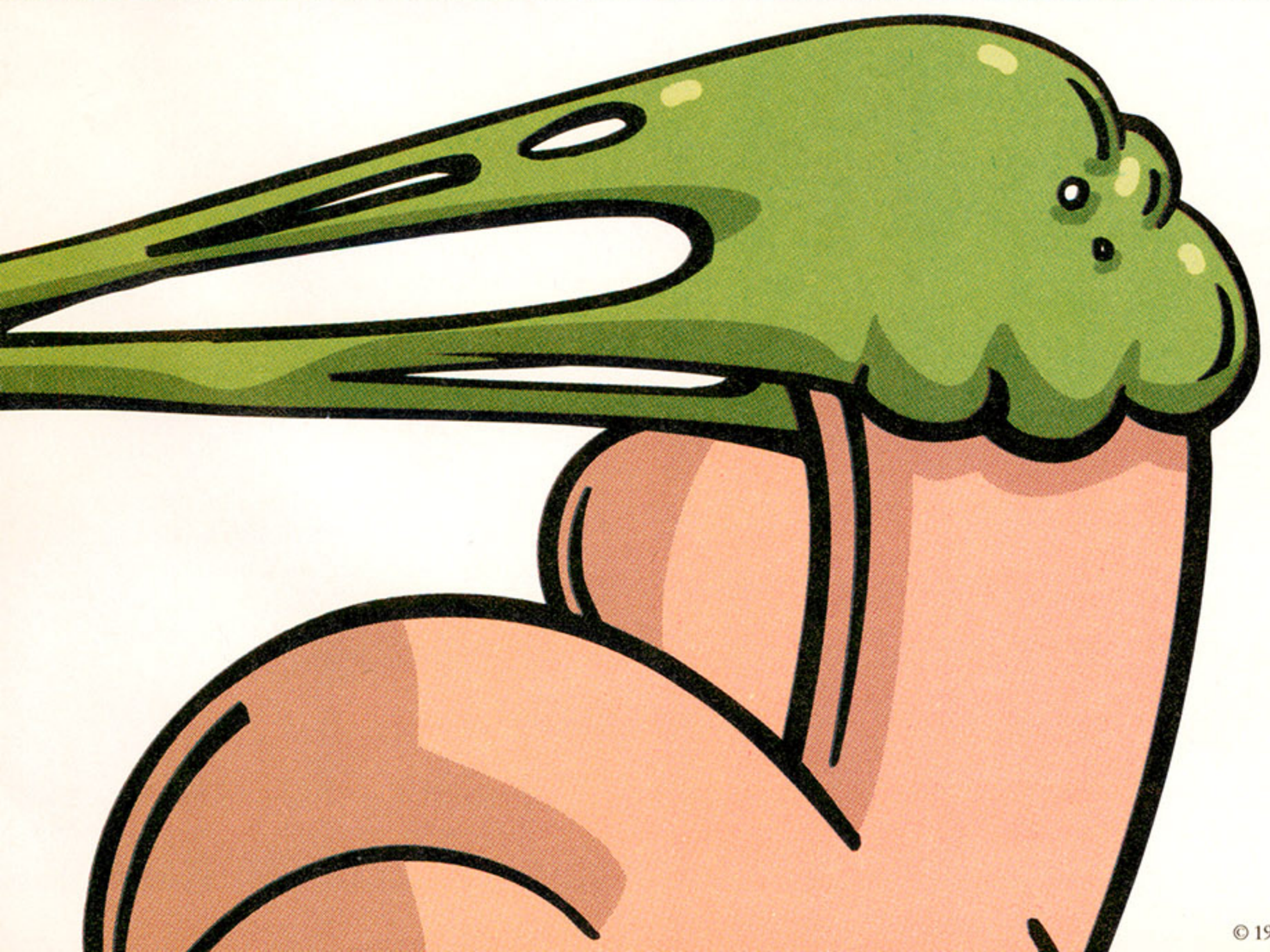
## Sonic CD

**Sega of America for Sega CD; strategy, 7#1**



**The more you play, the more you'll enjoy! Sure, it's the same old Sonic, but he's made it to the top for a very good reason. Our 1993 CD Game of the Year.**

**Overall: 91%**



## Sonic the Hedgehog 3

**Sega of America for Genesis; review 7#3; strategy, 7#4, 7#5**

**After a disappointing *Sonic 2*, this one really blasts onto the scene. Detailed modeling and amazing animation make it even better than *Sonic CD!* Blue lightning strikes!**

**Overall: 92%**

## 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%**

## 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%**

## The 7th Saga

**Enix for SNES; strategy, 6#8 and 7#2**

Another sprawling RPG from Enix, this one distinguishes itself because the game follows slightly different paths depending on which of the seven characters you choose — adding unheard of replay value!

**Overall: 88%**

## • Shadowrun

**Sega of America for Genesis; review, 7#6; strategy, 7#7**

Like most RPGs, you begin this with nothing. But unlike most RPGs, 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 have been. Also available for SNES from Data East.

**Overall: 62%**

## Side Pocket

**Data East for SNES; strategy, 6#12**

This is slick, with excellent graphics of both the table and the between-round babe. But despite its easy interface, it's not really a pool *simulation* — just a fun distraction.

**Overall: 87%**

## Silpheed

**Sega of America for Sega CD; strategy, 6#12**

This one's translated from the smash PC arcade shooter — and we mean "shooter." Invest in an auto-fire controller: You can't let up until Earth's back in friendly hands.

**Overall: 84%**

## SimAnt

**Maxis for SNES; strategy, 7#1**

Here's your chance to rule a colony of black ants — we know you've wanted to. Actually this PC translation takes you inside the hill, so to speak, to help your colony prosper. It's complex, yet still goofy enough to keep you coming back.

**Overall: 74%**

## 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%**

## Skyblazer

**Sony Imagesoft for SNES; review, 7#2**

The variety and solid play make this action game worth checking out. With few exceptions, each of the 16 areas has its own look and game play, and you can choose the order in which you want to take them on.

**Overall: 80%**

## • 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, you're practically a cast member in *The Poseidon Adventure*. Part action and part puzzler, the challenge 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 original, but the control method means there are too many unwanted webs and not enough X-Men power. Even so, backgrounds are detailed,and movement is smoother than usual.

**Overall: 70%**

## 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 — Future's Past

**Spectrum HoloByte for SNES; review, 7#5**

This game gives you both the strategy and action of the 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 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%**

## 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 Baseball 2020

**EA for Genesis; sports, 6#12**

Unlike the SNES version, this translation of the NEO-GEO robotic-baseball game uses "crackers" — land mines placed on the field. The graphics aren't much to rave about, though.

**Overall: 64%**

## Super Battletank: War in the Gulf

**Absolute for Game Boy; review, 7#4**

Clear a path through hostile troops so the Allied forces can assemble. What it lacks in graphics, this makes up in strategy. (Also available for SNES, Genesis, and Game Gear).

**Overall: 73%**

## Super Battletank 2

**Absolute for SNES; review, 7#1**

Who says sequels aren't better than the original? This has more of everything! Still, the action gets repetitive after the first eight-to-ten missions.

**Overall: 72%**

## • Super Chase H.Q.

**Taito for Game Boy; review, 7#6**

Standard racing fare is livened up by some semblance of a plot. 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 Empire Strikes Back

**JVC for SNES; strategy, 6#12**

This *Super Star Wars* sequel boasts the same fantastic graphics and movie-quality soundtrack of the first. You go from Hoth to Degobah to Cloud City until you take on Darth Vader mano-a-mano.

**Overall: 85%**

## 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 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 Putty

**U.S. Gold for SNES; review, 7#2**

Its repetitive nature keeps it from being truly outstanding, but it's still a top effort. Turned by a wizard into a ball of blue clay, you can also transform into a range of creatures.

**Overall: 77%**

## • 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%**

## 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%**

## Tetris 2

**Nintendo of America for NES; review, 7#2**

It's got bombs, all right — a great big one that goes off when you first hit the power switch. A disappointing attempt for puzzle fans who have waited for this sequel.

**Overall: 52%**

## • Third World War

**Extreme for Sega CD; review, 7#6**

Rule the world in this resource manage-

### 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%**

ment-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 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 a die-hard baseball fan is going to be disappointed with this. It has tons of play modes, but the control is impossible. *Tip Off* should clear out its locker and hit the showers.

**Overall: 34%**

### TMNT III: Radical Rescue

**Konami for Game Boy; review, 7#2**

Konami proves that there's still life in the hard-shelled quartet. This time around, the Turtles have acquired their own special moves — and with an improved half-man/half-cyborg Shredder on the loose, they're *really* necessary.

**Overall: 86%**

### TMNT: Tournament Fighters

**Konami for Genesis and SNES; SNES strategy, 6#10; Genesis review, 7#1**

The Turtles are all grown up — but still looking for a good brawl. The SNES version gives you ten fighters to the Genesis' eight, and its graphics are much better, too. There's one clear winner even before the fighting starts.

**SNES: 92%; Genesis: 69%**

### 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%**

### Total Carnage

**Malibu for SNES; review, 7#1**

This game is all about staying alive while shooting everything in sight. Sure, it's a generic arcade-action premise, but if your trigger finger is itchy, here's the scratchin' it needs.

**Overall: 77%**

### Turn and Burn

**Absolute for SNES; review, 7#1**

This isn't as detailed as most PC flight sims, but it's still a great effort. Arcade fans should take note, however, that this is a "real" combat game, not a standard blast-'em-up.

**Overall: 82%**

### • 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%**

### 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 great racing sim. On the downside, it's a short-lived game 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%**

### • 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 atop raised plateaus. Once you've learned the techniques to maintain a low score, you may search elsewhere for greener grass.

**Overall: 67%**

### Wimbledon

**Sega of America for Genesis; sports, 6#12**

*Feature-filled* tennis. You can alter the color of the ball, give it a 3-D look, test the flight path of every serve ... oh, yeah, you can actually *play* the game, too.

**Overall: 81%**

### 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%**

### Wolfenstein 3D

**Imagineer for SNES; strategy, 7#1**

This PC cult favorite isn't *quite* the same on SNES (i.e., no blood, Nazis, or savage guard dogs). While changes will amuse some players, most will be frustrated by its poor graphics and watered-down "guts."

**Overall: 47%**

### World Soccer '94: Road to Glory

**Atlus for SNES; sports, 6#12**

This has just about every feature you could wish for — even an indoor soccer mode! Graphics aren't great, but the number of options and fantastic replay make it a treat.

**Overall: 81%**

### WWF: King of the Ring

**LJN for Game Boy; strategy, 6#12**

This has only one purpose: to pit wrestler against wrestler, with no holds barred. If your heart races at the sight of a beautiful body slam, here's your key to hours of fun.

**Overall: 73%**

### WWF: Rage in the Cage

**Arena for Sega CD; review, 7#2**

This is basically just the same great game Acclaim's been tweaking for years — but a CD version should have been a lot better. You get good game play, but not the feeling of being at a match or in the ring.

**Overall: 85%**

### 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 through to the sub-boss pretty quickly.

**Overall: 77%**

### Young Merlin

**Virgin Interactive for SNES; strategy, 6#12**

If you're looking for a game that's both different *and* good, check out this sleeper. Part action, part RPG, and part puzzler, every part of *Young Merlin* looks great and plays even better.

**Overall: 88%**

### Zombies Ate My Neighbors

**Konami for SNES and Genesis; SNES strategy, 6#7; Genesis strategy, 6#12**

A video-game adaptation of just about every B movie ever filmed, you need a warped sense of humor to enjoy killing with a weedeater, but we do. More than 40 levels keeps you busy. Make sure you tell Tongue Jr. we said hi.

**SNES: 85%; Genesis: 85%**

### Zool

**Gametek for Game Gear; review, 7#2**

*Zool* has all the hidden rooms and secret places of a *Sonic* game — if only it had the graphics and game play to match. The little alien deserves a better game.

**Overall: 65%**

**Do you agree with our reviews? If not, we want to hear from you. 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**

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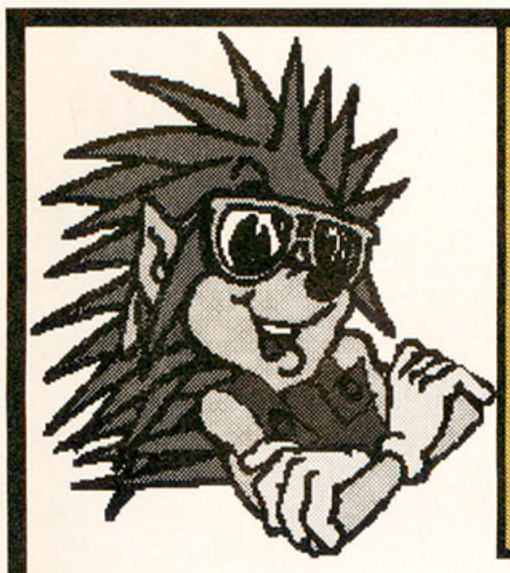

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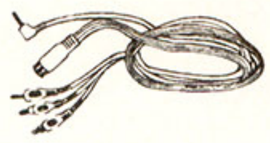

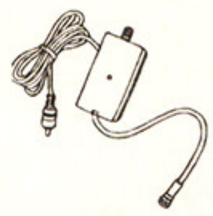

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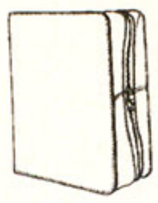

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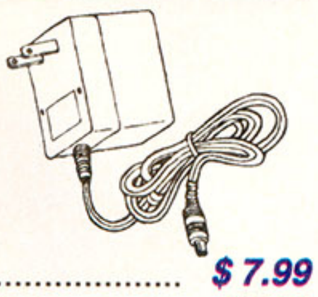

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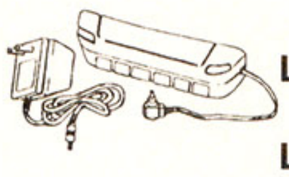

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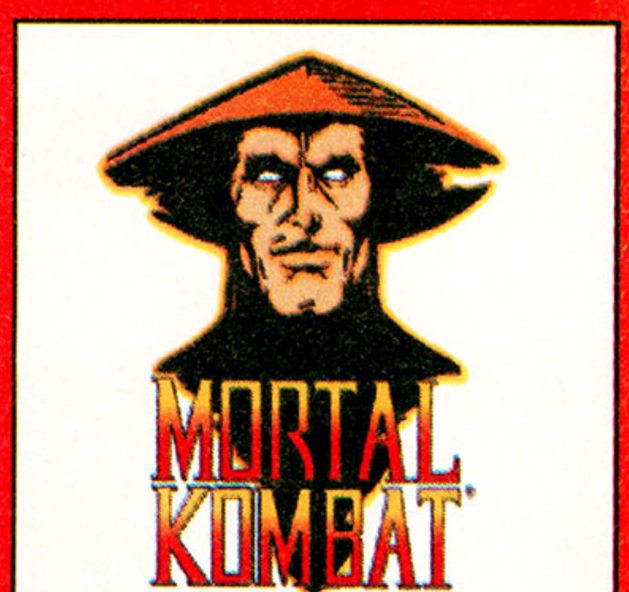


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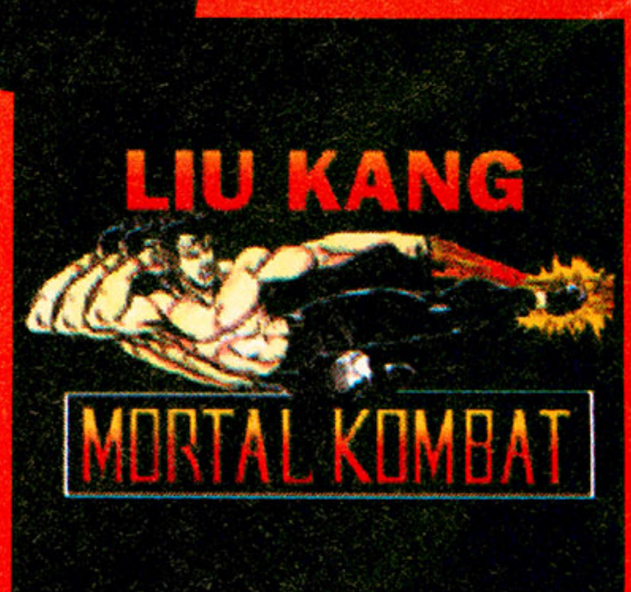


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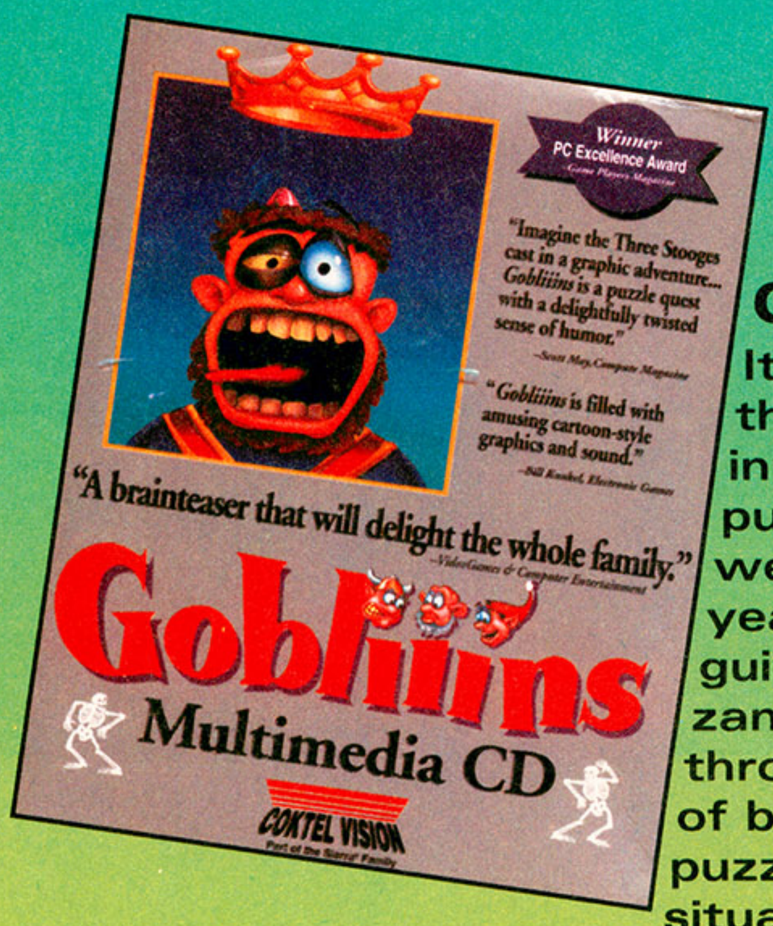


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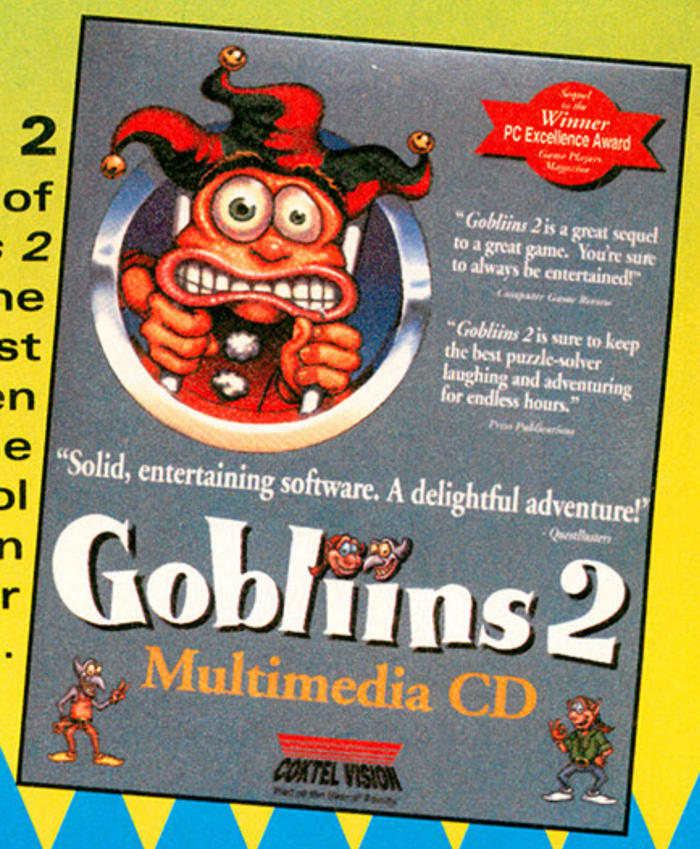

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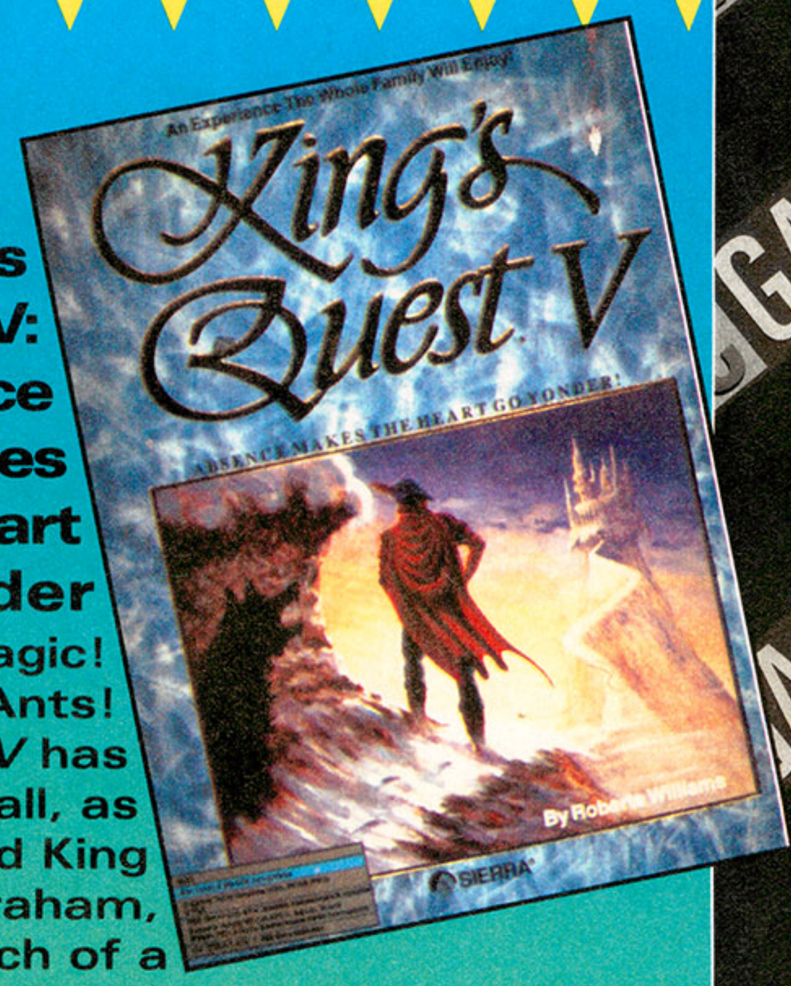


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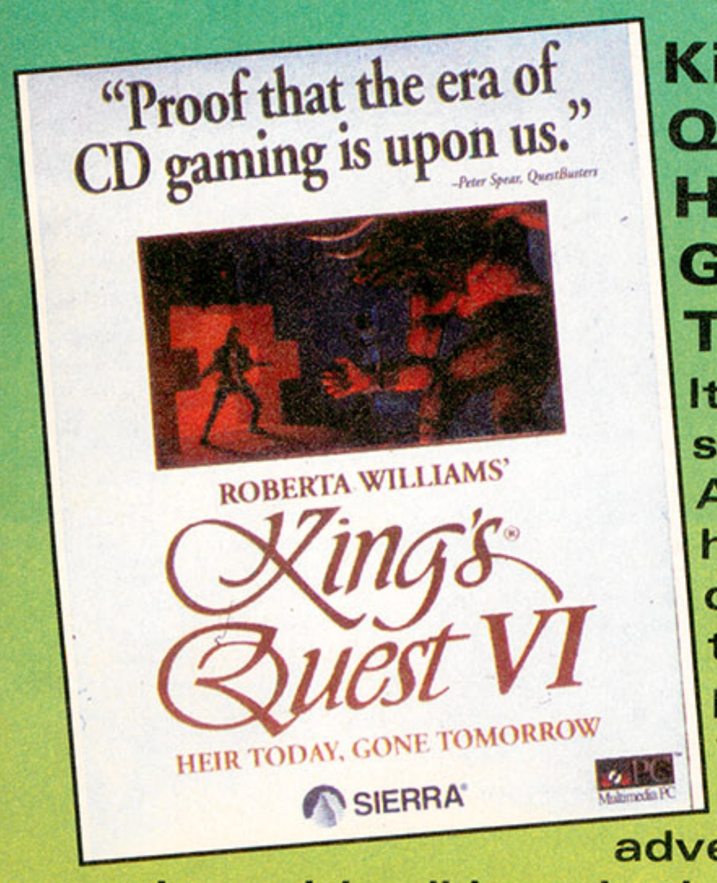


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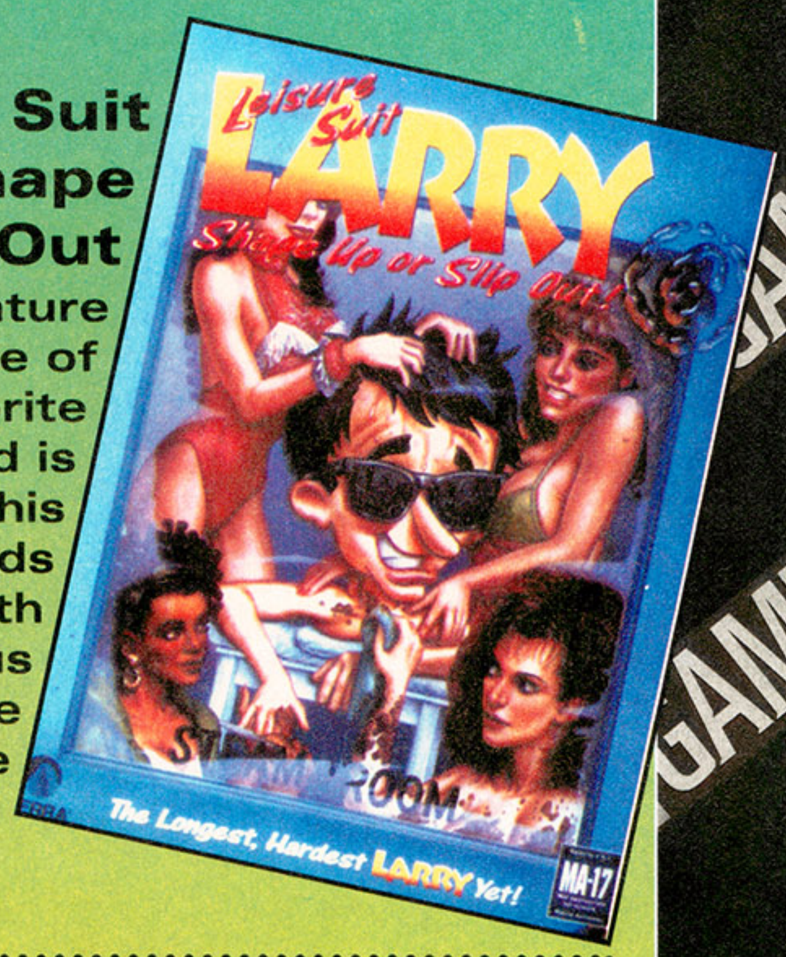


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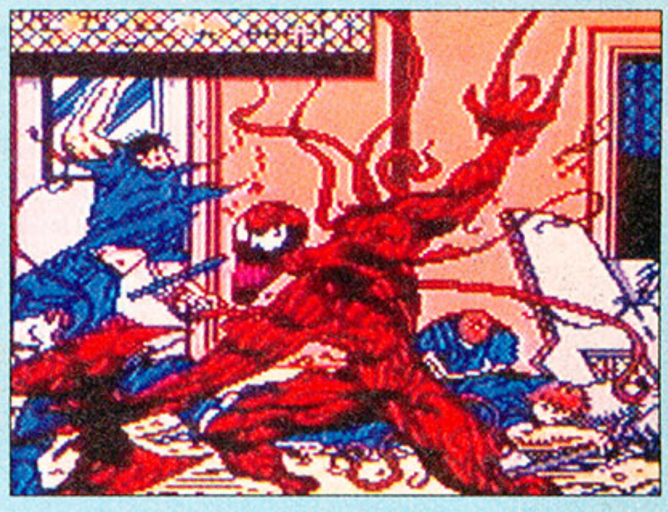
# Back Talk

***Don't go — not yet! We've got something more to tell you. We've got all this hot info that wouldn't fit in anywhere else.***

## A MARVEL-OUS ISSUE NEXT MONTH

We've got a dynamite cover lined up for next month's issue. With the release of *The Death and Life of Superman* and *Spider-Man and Venom: Maximum Carnage,* we're running hulking reviews of both games. But that's not all — we've also got a big feature looking back at comic-book translations from the past and previewing those still to come. Plus we're talking to Marvel about its decision to head up a video-game division. To celebrate all this comic madness, we're getting a Marvel artist to draw next month's cover. Copies will be selling out all over, so get down to your newsstand early (alternatively, guarantee your copy by subscribing — see page 64).



Don't miss out on next month's comic capers.

## YOU GET WHAT YOU ASK FOR

*We've analyzed the first of our reader survey results, and what interesting reading they made! We know, for instance, that most of you want to see more strategies and tactics. We also know that 55% of you want to see more reviews and previews — we'll be doing both in the future. Winning the trophy for "Insignificant Fact of the Month" is the revelation that on average, you let six of your friends read the magazine — that means we've got almost 1.5 million readers — wow! We'll be bringing you more details as soon as they're available.*

## CALIFORNIA, HERE WE COME

Be thinking about us when you wake up Sunday, June 11th — we'll be blubbering our way onto an airplane as we leave beautiful North Carolina for the West Coast. We're heading to California — *for good!* To keep on top of all the latest games, we want to be around the people that make them. Since most software publishers are based on the West Coast, we're moving from North Carolina to go and be with them. For us, that means traipsing all our games, equipment, clothes, TV sets, cars, (everything except the dust around the office door) across the country. For you, that means even more news about forthcoming games, and exclusive reviews on all the very best of them. To make sure we get your mail, be certain to send it to our new address: 1350 Old Bayshore Highway; Suite 210; Burlingame; CA 93010. In the meantime, we've got one more issue to put together before we leave beautiful North Carolina for good — wish us luck!

## A SIZZLING SUMMER

The year's hottest games were on display at this year's Summer CES held on June 23rd-25th. Not only imminent summer releases, but a whole gang of top games still in development were there. To make sure we got our hands on the best of the games and can bring you all the latest news, four of the GP team wore out valuable shoe leather wandering around the show. Mark, Vince, Jeff, and Chris all headed to Chicago for the year's premier gaming event — *though they didn't have much luck finding another purple dragon!*

Just try keeping these guys down.

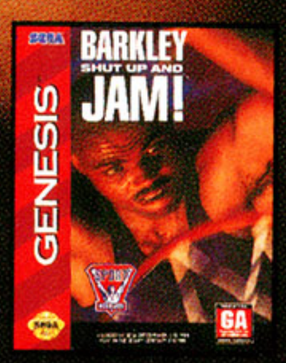
**We made it harder last month, but tons of you are still getting it right — so we're making this one *really* tough! Can you find this game screen anywhere in the magazine? Identify the game shown and write your answer on the back of a postcard. Then mail your entry to: Harder the Better, *Game Players;* 1350 Old Bayshore Highway; Suite 210; Burlingame, CA 94010. The first entry we pick out of the hat on Friday, August 19th wins. Remember to include the system you own. All usual rules apply.**

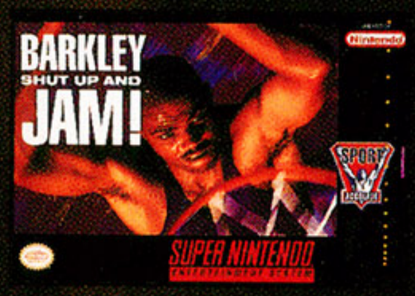
# Quit *crying* about getting hacked,

# or how your *shoes* hurt,

# or how you *can't* shoot *outdoors.*

# Just *shut up* and jam.

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