

GAMERPRO

#1 VIDEO GAME MAGAZINE

The Death and Return of Superman

From Comics to Cart

FREE

ProStrategy Guide
The Death and Return of Superman
(Super NES)
The Incredible Hulk
(Genesis)

Mortal Kombat II

SNES, Genesis, Game Gear, Game Boy

ProReviews!

Heart of the Alien
Blackthorne • Primal Rage
Mega Man V (Game Boy)
Mighty Morphin' Power Rangers

PreViews!

Revolution X and MORE!

An IDG Communications Publication

September 1994
\$4.95 Canada \$5.95



ART©1994 DC COMICS

Showstoppers:
Summer Consumer
Electronics Show!

Virtua Racing Deluxe (Sega 32X)
Killer Instinct (Nintendo Ultra 64)
Earthworm Jim • Contra: Hard Corps
Donkey Kong Country • The Lion King



**The Sony
PlayStation**



PAINT THE TOWN RED!!



SPIDER-MAN® VENOM™

MAXIMUM CARNAGE™

SEPTEMBER 16

SUPER NES® GENESIS™

LIMITED EDITION RED CARTRIDGE while supplies last



ROOFTOP RUMBLE!



VENOM™ CLEANS UP CENTRAL PARK!



THE LONG ARMS OF THE LAW!



GIVE ME LIBERTY OR GIVE ME CARNAGE™!



EAT PUMPKIN, WEBSLINGER!



CAPTAIN AMERICA™ THROWS HIS MIGHTY SHIELD!



CARNAGE™ RULES???



TM & © 1994 Marvel Entertainment Group, Inc. All Rights Reserved. Nintendo, Super Nintendo Entertainment System and the official seals are registered trademarks of Nintendo of America, Inc. © 1991 Nintendo of America, Inc. Sega & Genesis are trademarks of Sega Enterprises, Ltd. All Rights Reserved. Carnage™ Rules Published By We Get Sued For Our Music/Chrysalis Music (ASCAP) Green Jelly appears courtesy of Zoo Entertainment. (P) 1993, 1994 BMG Music. All Rights Reserved. Acclaim is a division of Acclaim Entertainment, Inc. © & © 1994 Acclaim Entertainment, Inc. All Rights Reserved. Screen shots shown are from Super NES™ version.

Acclaim
entertainment, inc.

GAME GENIE

HOT GAME GENIE PRICES!

FOR
 Genesis™ Super NES™ Game Gear™ **\$34.99**
 Game Boy® NES® **\$29.99**
Manufacturer's suggested retail prices. Actual prices may vary.

THE LATEST CODES FOR THE HOTTEST GAMES!

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

SUPER NES™

SUPER STREET FIGHTER II™ Game	DD47-8DD1	<i>Some special moves can be done in the air</i>
	D002-EDD5	<i>No charging required for some special moves</i>
	3C10-7467 + 3C10-74A7	<i>Don't take damage except from throws or grabs—both players</i>
	1077-7F61	<i>Dizziness doesn't last</i>
	CB17-8FAD + 7D17-84DD	<i>Every hit sets opponent on fire</i>

NBA JAM™ Game†	D6ED-3DC8	<i>"Juice" mode</i>
	D8E8-C718	<i>All players have super dunk ability</i>
	D6E2-CFC8	<i>All players always "on fire"</i>
	D6EC-CF38	<i>Shot success percentages displayed for non-dunk shots</i>

† VERSION WITHOUT CHARLES BARKLEY

PIRATES OF DARK WATER™ Game	DD82-14AF	<i>Infinite time</i>
	4F82-17AF + D583-1DDF	<i>Energy bar refills itself about every 15 seconds</i>
	C280-1F6F	<i>Infinite lives</i>

KEN GRIFFEY JR. PRESENTS MAJOR LEAGUE BASEBALL™ Game	DFC3-170F	<i>1 ball and then you walk</i>
	CBB3-1D2D	<i>Can't walk a batter</i>
	C2BE-179D	<i>Can't strike out</i>

GAME BOY®

XENON 2™ Game	FA4-16D-4C1	<i>Infinite energy</i>
	FA2-EBF-4C1	<i>Infinite lives</i>
	C96-DBC-6EE	<i>Money doesn't go down</i>

DONKEY KONG™ Game	009-4DF-3BE	<i>Infinite lives</i>
	00C-34F-E6E	<i>Infinite time</i>

GENESIS™*

SUPER STREET FIGHTER II™ Game	M27T-AA86	<i>MASTER CODE—MUST BE ENTERED</i>
	AC5A-CAB2	<i>Some special moves can be done in the air</i>
	CMNT-DTWC	<i>No charging required for some special moves</i>
	AKKA-CA2L	<i>Don't take damage except from throws or grabs—both players</i>
	RHEA-C6ZN	<i>Dizziness doesn't last</i>

FATAL FURY 2™ Game	AG3A-AAD2	<i>Player 1's health starts at 1% in 1P and Vs. games</i>
	AG3A-AAEJ	<i>Player 2's health starts at 1% in 1P and Vs. games</i>
	AG3A-AAGA	<i>Player 1 needs to win 1 round to win a match</i>

PIRATES OF DARK WATER™ Game	ACJA-AADC	<i>Don't lose any health from falling off screen</i>
	P57T-AA2J	<i>Don't take any damage from most enemies</i>
	ACET-B688	<i>Infinite projectiles (daggers, arrows)</i>

GAME GEAR™*

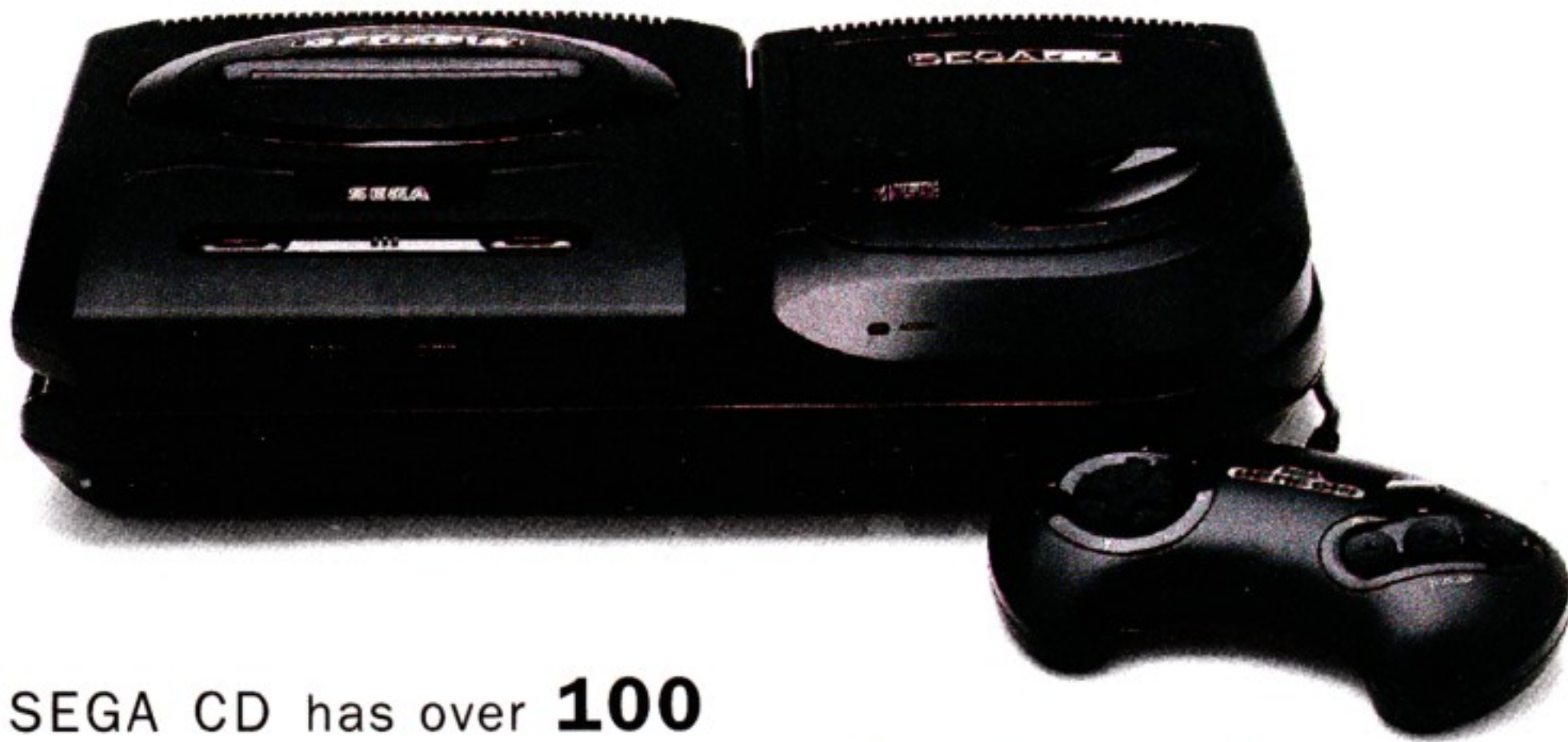
RIDDICK BOWE BOXING™ Game	993 6EF 803	<i>Start with stats at max power</i>
	C94 EAB 2A2	<i>Take less damage</i>
	022 EEF 80E	<i>Start as the 2nd rank fighter</i>

NES™

CHIP 'N DALE RESCUE RANGERS 2™ Game	GXKZKTVI	<i>Almost infinite lives</i>
	IEOYZILA	<i>Start with 5 hearts</i>
	OXUNGIVK	<i>Infinite credits</i>



you'll get. Old waiting for someone to top SEGA CD.



SEGA CD has over **100**
outrageously **great games**
— and **no waiting!** Sports, Action, Fighting,
TruVideo™, Adventure, RPG — what more could you want?
(Alright, we'll even throw in Sewer Shark.™)

SEGA CD has **32-bit** compatibility (if you're wise enough to add a Genesis 32X™).

So it has the technological muscle to deliver the
kind of intense, epic, **next-GENERATION**
gaming experiences you've been waiting for — on CD!

SEGA™

**[HAVE FUN NOW,
while you can
still chew your food.]**



sega!



SEGA CD™



Lilil Devil

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

PC CD-ROM



PC FLOPPY

PHILIPS MEDIA

GAMEPRO

Publisher **Bruce W. Gray**

Editor-in-Chief **LeeAnne McDermott**

Executive Editor **Wes Nihei**
Managing Editor **Janice Crotty**
Assistant Managing Editor **Kathy Skaggs**
Senior Editors **Andy Eddy**

Senior Associate Editor **Chris Strodder**
Associate Editor **Lawrence Neves**
Copy Editor **John Fisher**
Editorial Interns **Paul Curthoys**
Allan McGraw
Jennie Wuest

Director of Creative Services **Francis Mao**
Associate Art Director **Janette Harms**
Senior Designer **Teresa Hill**
Design Associate **Charmaine Conui**
Production Manager **Patricia Ferguson**
Assistant Production Manager **Susanna Johnson**
Production Coordinators **Alex Lai**
Vincent F. Burns

Marketing Director **Debra Vernon**
Marketing Manager **Valerie Hennigan**
Marketing Specialist **Donna Deuell**
Marketing Associate **Cindy Penrose**

Director of Manufacturing **Fran Fox**
Manufacturing Specialists **Cathy Theroux**
Jill McWilliams

Circulation Director **Holly Klingel**
Subscription Manager **Marcia Newlin**
Fulfillment Specialist **Randy Randolph**
Newsstand Sales Specialist **Shawne Hightower-Fisher**
Circulation Coordinator **Amy Nibbi**



President and Founder **Patrick Ferrell**
Executive Vice President **John F. Rousseau**
COO/Senior Vice President **Bruce W. Gray**
Human Resource Director **Christine Y. Yam**
Executive Assistant to the President **Rebecca Patton**
Executive Assistant to the E.V.P. **Lonnie M. Forbes**

Controller **Carmen Mangion**
Senior Accountant **Laura Rosenga**

Operations Manager **Jeannine C. Harvey**
Supervisor Office Services **Lesieli Friesen**
System Specialist **Salvatore Conigliaro**
Receptionist **Pamela Raass**
Facilities Coordinator **Sam Grimaldo**

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

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

Member  **BPA CONSUMER MAGAZINES**

Volume 6, #9; September Issue; **GAMEPRO** (ISSN 1042-8658) is published monthly for \$24.95 per year by Infotainment World, Inc., 951 Mariner's Island Blvd., Ste. 700, San Mateo, CA 94404; An IDG Company: The World's Leader In Information Services On Information Technology. For subscription problems only: (303) 786-7459. Second class postage paid at San Mateo, CA, and at additional mailing offices. **POSTMASTER:** Send address changes to GAMEPRO, P.O. Box 55527, Boulder, CO 80322-5527. **Change of Address:** Please send old label and new address to GAMEPRO, P.O. Box 55527, Boulder, CO 80322-5527. **Foreign and Canadian orders must be prepaid in U.S. dollars on a U.S. bank and must include \$20/year additional postage. Canadian GST# 131 304 347**

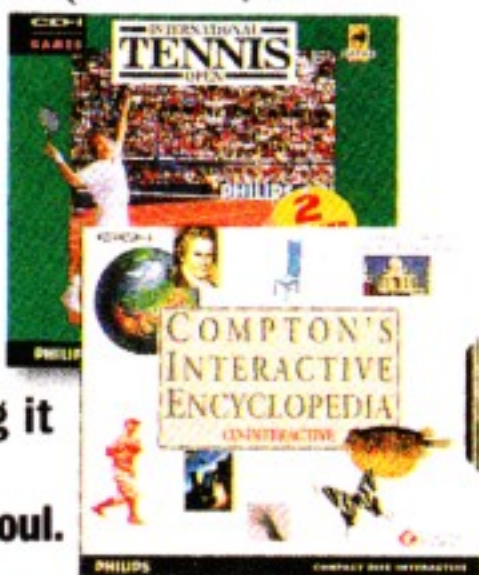
Advertisement



NOW **\$299.99** Now you can experience all the thrills of CD-i with-

out having to sacrifice a lot of dead presidents. Just buy the Magnavox 450 CD-i, starting at \$299.99* and you'll be able to torment your nervous system with hundreds of interactive games, audio CDs, photo CDs, and movies. Plus, each 450 CD-i comes packed with Compton's Encyclopedia and 2-player International Tennis Open (that's a \$200

value, free). So, pick up the Magnavox 450 CD-i. Because just sitting there coveting it can't be good for the soul.



CD-i

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

FEATURES



30 Mortal Kombat II: The Kombat Kontinues
Can MK II for SNES, Genesis, Game Gear, and Game Boy beat the arcade version?

77 Cover Feature: The Death and Return of Superman
All the super moves to help the Man of Steel beat his greatest foes.



CES Showstopper - Primal Rage

48 Rocket Science Blasts Off!
Rocket Science has a new way to make games. Check out Loadstar, Cadillacs and Dinosaurs, and Darkride.



CES Showstopper - Killer Instinct



CES Showstopper - Earthworm Jim



CES Showstopper - Lion King



36 Showstoppers: The Best from the Summer Consumer Electronics Show
The top games and hardware from SCES.

52 The Making of The Mask
T•HQ unmasks The Mask.

PROSTRATEGY

77 ProStrategy Guide: The Death and Return of Superman (SNES) and The Incredible Hulk (Genesis)

Maps, special moves, hidden power-ups, and tactics for beating all the archvillains and bosses in both games.

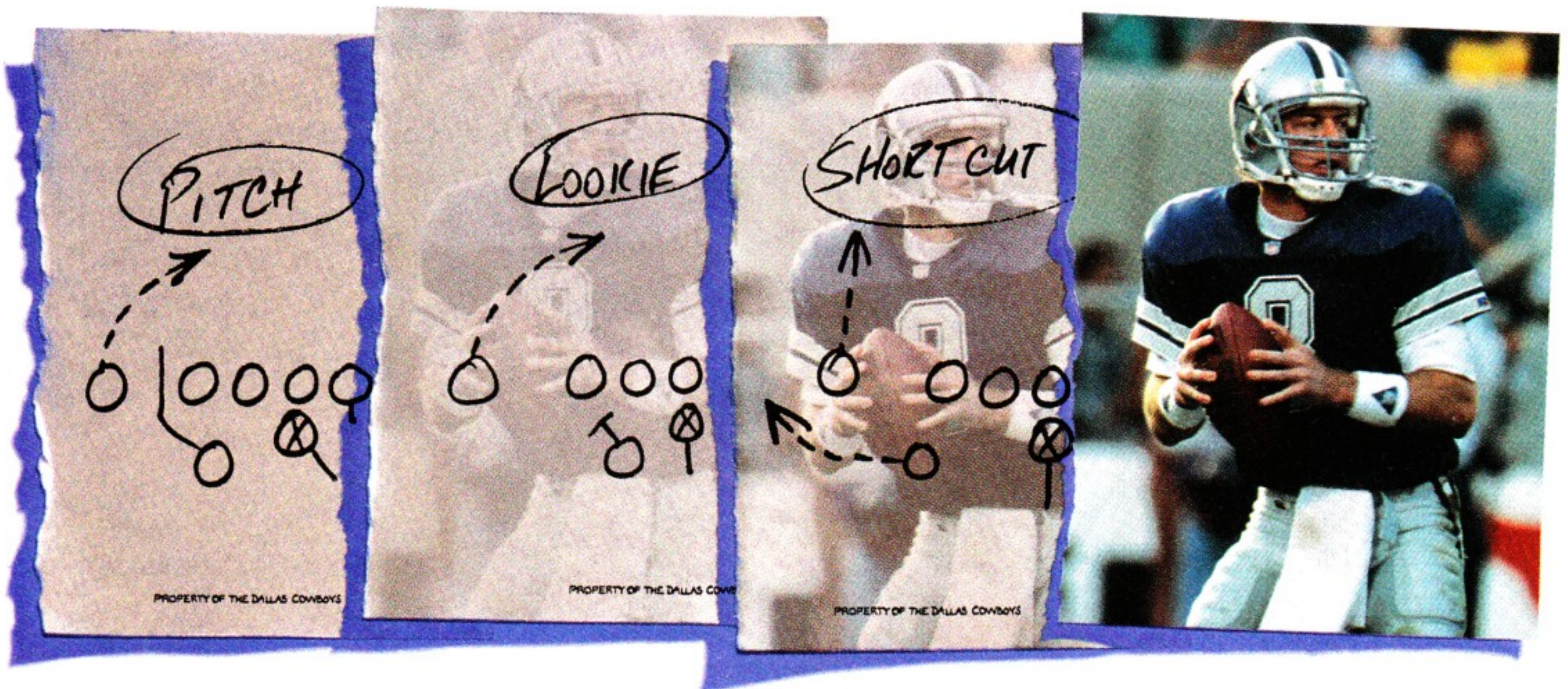


140 SWATPro
Secret weapons and tactics from the GamePros.

148 Fighter's Edge
Virtua Fighter's Special Attacks.



You can't get your hands on Troy's playbook, but you can get your hands on a few key pages.



Troy Aikman NFL™ Football™

Like Page 7, Troy's "Pitch", the play that turned the Bills into four-time losers. And Page 21, Troy's favorite—"Lookie", the one that's made a lot of NFL cornerbacks consider a career change.

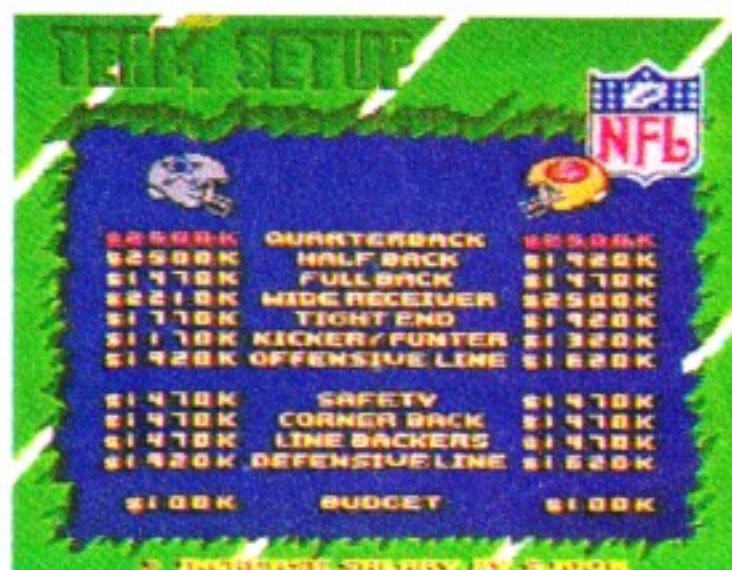
With Troy Aikman NFL™ Football™ you get the best of Troy's favorite Superbowl winning, defense-spinning, top secret, confidential, straight-from-the-Cowboys-playbook plays.

And if Troy's favorites on top of more than 50 offensive configurations aren't enough for you, with Troy Aikman NFL Football you can custom design your own plays. Even custom design your whole team. A unique reserve budget, "Team Setup", lets you allocate team funds. So if you want a grind-it-out ball-control offense, invest in a monster line and a power fullback. You want a smothering defense, throw your linebackers a couple mill.

Troy Aikman NFL Football gives you everything you need to build a winning team. Especially Troy's exclusive straight-from-the-Superbowl-champion-Cowboys'-playbook plays.



You don't just get any offense, you get Troy's offense, with Troy's favorite plays. Now you're headed for the Super Bowl!



Only Troy's game lets you control your team's budget. Beef-up your offensive line, secondary or any other position—just like the pros!



TRADEWEST



Troy Aikman NFL™ Football™ ©1994 Leland Interactive Media, licensed to Tradewest, Inc. by Leland Interactive Media. Sega™ and Genesis™ are trademarks of Sega Enterprises, Ltd. all rights reserved. Nintendo™ and Super Nintendo™ are registered trademarks of Nintendo of America. Jaguar™ is a registered trademark of Atari Corporation all rights reserved. NFL™ is a registered trademark of NFL Properties, Inc. and the National Football League.

Available on Genesis, SNES, (Coming soon on Jaguar, PC-CD Rom, Mac CD ROM)

PROREVIEWS

56 Genesis

- 56 Ballz
- 58 The Jungle Book
- 60 Art of Fighting
- 62 World Heroes
- 62 Combat Cars

64 Sega CD

- 64 Heart of the Alien
- 66 Brutal
- 68 Battlecorps

72 Super Nintendo

- 72 Blackthorne
- 74 Bubsy II
- 76 Mighty Morphin' Power Rangers
- 93 Pocky and Rocky 2
- 94 World Heroes 2
- 96 Pac-Man 2: The New Adventure
- 98 Shien's Revenge
- 98 Speed Racer

102 3DO

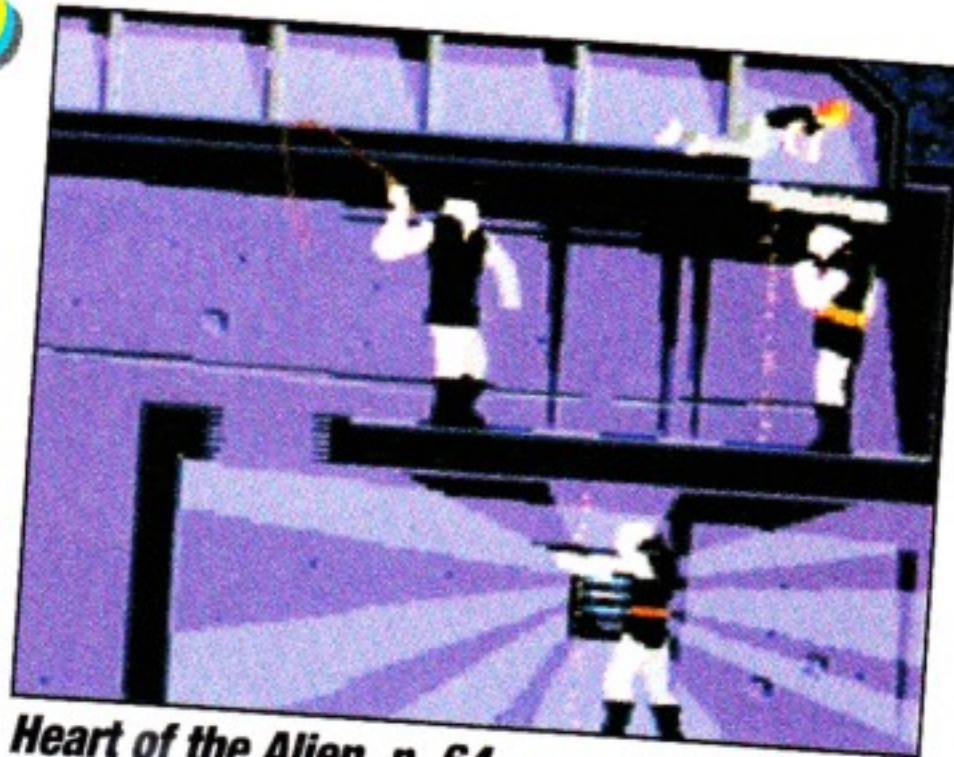
- 102 Shock Wave Invasion Earth 2019
- 104 Gridders

106 Jaguar

- 106 Wolfenstein 3d

108 CD-i

- 108 Hotel Mario
- 108 Mega Maze



Heart of the Alien, p. 64



Mighty Morphin' Power Rangers, p.76



Donkey Kong, p. 132



Sonic Spinball, p. 136



Revolution X, p. 24

110 Neo-Geo

- 110 Fighter's History Dynamite/Karnov's Revenge

116 The Sports Pages

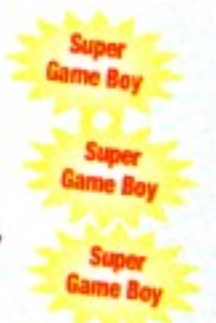
- Troy Aikman NFL Football (SNES)
- Hardball '94 (Genesis)
- World Championship Soccer II (Genesis)
- FIFA International Soccer (Sega CD)
- NBA Action Starring David Robinson (Game Gear)
- Lamborghini American Challenge (Game Boy)

124 Role-Player's Realm

- Shining Force II (Genesis)
- Dungeon Master II: Skullkeep (Sega CD)
- Vay (Sega CD)

130 Game Boy

- 130 Mega Man V
- 132 Donkey Kong
- 134 seaQuest DSV
- 134 Taz-Mania



136 Game Gear

- 136 Sonic Spinball
- 138 Dynamite Headdy
- 138 The Jungle Book

DEPARTMENTS

- 12 Letter from the GamePros
- 12 The Mail
- 16 GamePro Gallery
- 20 Cutting Edge
Sony's bid for high-end gaming: The PlayStation!
- 24 Hot at the Arcades
Revolution X and Primal Rage

154 GamePro Labs

JVC's X'Eye Sega-compatible unit, Vivid 3D sound-effects system, and Arcade Pro dual controller

156 Buyers Beware!

Information for savvy consumers

158 Overseas ProSpects

Wildtrax (Super Famicom)

160 ProNews

Super Street Fighter II Turbo for...3DO!

166 Index of Advertisers

STARE INTO THE DARKNESS.

THE SHADOW MASTER™ HAS ARRIVED. ALONG WITH HIS MINIONS. NINE OF THE VILEST, CRUELEST CHARACTERS EVER TO INHABIT A FIGHTING GAME. AND YOU'VE GOT TO GET THROUGH THEM, TO GET TO HIM.

THE DOUBLE DRAGONS ARE ON YOUR SIDE. AND YOU CAN GO HEAD-TO-HEAD, FIGHT TOURNAMENT STYLE, OR BRAVE THE QUEST MODE.

CLAW, SCRAPE AND BLAST YOUR WAY TO THE SHADOW MASTER. THEN, STARE INTO THE DARKNESS.



Trigger Happy Jawbreaker Sickle Blade Icepick Sekka Countdown Bones

DOUBLE DRAGON V™. THE SHADOW FALLS™. IN STORES EVERYWHERE.

Double Dragon is a trademark of Technos Japan Corporation. Double Dragon V™, The Shadow Falls™, The Shadow Master™ ©1994 Leland Interactive Media. Licensed to Tradewest, Inc. by Leland Interactive Media. Nintendo, Super Nintendo Entertainment System, Super NES® and the Official Seals are registered trademarks of Nintendo of America Inc.® 1991 Nintendo of America Inc.® Sega™ and Genesis™ are trademarks of Sega Enterprises, Ltd. All rights reserved. Jaguar™ is a trademark of Atari Corporation. All rights reserved. ©Tradewest 1994.

AN ANCIENT CLAN WITH THE **POWER** TO TRANSFORM INTO FEARFUL **MONSTERS** STANDS POISED TO DESTROY ITSELF FOR A GODDESS WHO WILL GRANT THEIR **EVERY WISH**...

ONE **HERO** MUST FIND THE **SIX KEYS** TO BANISH HER FOREVER....

HIS **DANGEROUS QUEST** IS CALLED...

BREATH OF FIRE



ARRRGHH!! ONE FALSE MOVE AND WE'RE HISTORY. TOAST. END OF STORY. **GAME OVER!!!**



SQUARESOFT

SUPER NINTENDO
ENTERTAINMENT SYSTEM

SHOULD HE ATTACK WITH A BAND OF **EIGHT** VALIANT WARRIORS OR SHOULD HE PULL UP HIS ASBESTOS UNDERWEAR AND SET FORTH ALONE KNOWING HIS NEXT STEP MAY BE THE LAST??

WILL OUR HERO SURVIVE?
ONLY YOU HOLD THE ANSWER...

YOU THINK THIS IS
JUST A GAME?!

BREATH OF FIRE,
A RED-HOT 12-MEG
EXTRAVAGANZA FROM
SQUARESOFT.
"WHAT RPG FAN CAN'T
GET EXCITED ABOUT
A GAME LIKE THIS?
...COULD EASILY END
UP BEING THE BEST
RPG OF THE YEAR."
GAME PLAYERS-
MAY '94

3/4-BATTLE PERSPECTIVE!
ANIMATED MONSTERS!
NOW YOU'RE PLAYING
WITH FIRE!!!



Is Nintendo Relaxing Its Standards?

During the past year, the debate over violence in video games raged. In light of Congressional hearings and an outcry by the California Attorney General, Nintendo was quick to tout its efforts to temper violent content in games – a sharp contrast to its main competitor, Sega. The prime example was *Mortal Kombat*: The red blood in the arcade and (via code) the Genesis versions of *Mortal Kombat* became gray sweat in the SNES release.

With *Mortal Kombat II*, another violent arcade hit, poised for home systems in September, will Nintendo again take the high road?

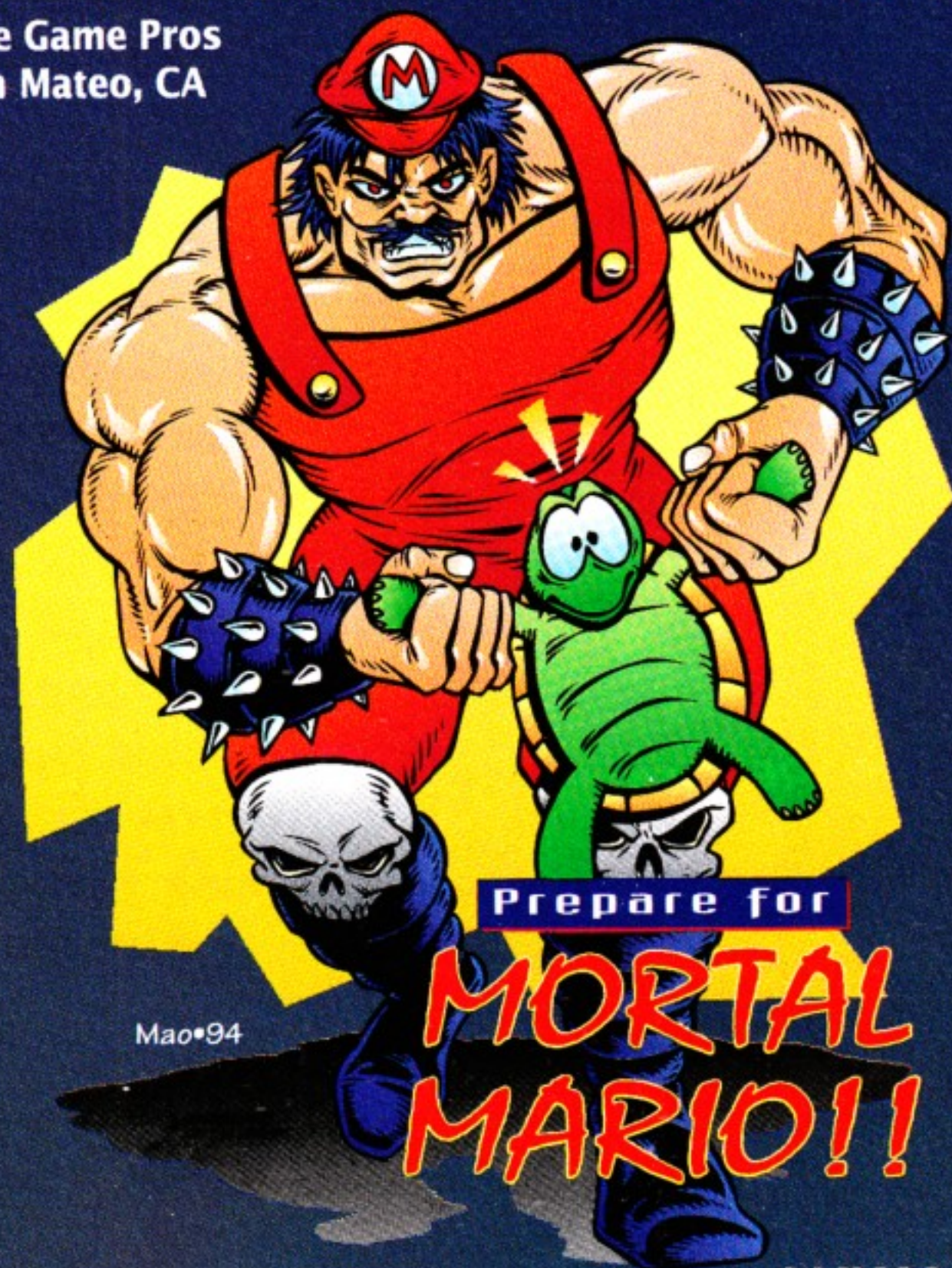
Recent developments show a change in attitude. Notably, the first Nintendo Project Reality game is named *Killer Instinct*. In the past, Nintendo's game-content guidelines prohibited "death" and "kill" in game titles.

What's more, a call to Nintendo's customer-service line revealed that the SNES version of *MK II* will "match" the arcade version with minor differences. Yes, Fatalities will appear – and you won't have to use a code to see them. Apparently, because the game is scheduled for release before the video game industry association, the Interactive Digital Software Association (IDSA), initiates its ratings system, Nintendo will label the package with information about the violent content.

It's likely that, with IDSA ratings just around the corner, Nintendo is relaxing its internal standards to let the rating board make the call. But it's more likely that Nintendo heard the outcry from gamers (read "consumers") over last year's pacified *MK* release. Game players everywhere expressed their opinions with phone calls and letters, but they expressed their buying preference with their wallets – the Genesis version outsold the SNES cart by a wide margin.

Nintendo may have realized that informing consumers is better than restricting a product. At least, it's soon going to find out.

The Game Pros
San Mateo, CA



GamePro Readers Speak Out!

A Pro's Challenge

I'm a girl, and I like to play video games, including fighting games and sports games. I think there should be more games with girls in them. And I don't mean games with girls as background characters or games with only one girl, which is the case with the *Street Fighter* series. Girls like the same games boys do, so how about more girl heroines!

Tacara Aspden
Newport, MI



Gina Mazzone is a great game player in Brooklyn, New York, who wants to know what happened to the "Ask the Pros" department. It's alive and kicking in our other magazine, SWATPro!

Fightin' Words

I'm responding to a letter from Kirt S. in your June issue. I admit that fighting games can get lame and old, but they're really good when you compete against a friend.

Chris Stout
St. Louis, MO

I don't know why anybody likes fighting games. They're all the same – beat up one character, then go beat up another one. Face it, these games are dumb.

Charlie Olmstead
Littleton, CO

Lance Boyle replies:

You may think they're "dumb," but just so you know, our mail suggests that gamers love their fighting games! We get far more questions and comments about the SF and MK games than all the others put together.



Mortal Kombat master Billy Brennan of Long Beach, New York.



While every other consumer-electronic product bends over backward to become more user-friendly, video games go the opposite way. Accessing their best features requires obscure, secret, finger-twisting key combinations – give me a break! I can't go to the arcade and challenge people, because some little kid who has nothing better to do than hang out at the arcade all day is going to blow me away with all these ridiculous moves I don't have time to learn. Most fighting games have stupid "fireballs," "dragon" punches, and other garbage that has nothing to do with realistic fighting. The ideal game should go from brain to on-screen action without thinking about the controls. The difficulty should be in faking, the psychology of competition, and timing, not executing complex moves.



One of those "stupid" Fireballs.

I want my opponent to be equally unencumbered by the controls – what's the sport in beating someone who can't do the moves? The goal of designers should be to stick to one button press per move. And list the moves on the machine! Magazines shouldn't have to explain the basics, just the advanced strategy.

Pete Rihaczek

Are there any fighting games for the NES?

Shawn Burton

Bro' Buzz replies:

How about a little Turtle action? Try *Teenage Mutant Ninja Turtles: Tournament Fighters*, which came out last December.



Fightin' fury on the NES.

In *Mortal Kombat*, what is Raiden saying when he does his Superman move?

Rod Kellogg
Detroit, MI

The Unknown Gamer replies:

Acclaim's programmers say the noises Raiden makes are just random sound effects that mean nothing.



Precise move, random sounds.



Cart Queries

Are there any RPGs available for the Game Gear?

Tuan Vo
Lethridge, Alberta, Canada

Manny LaMancha replies:

Defenders of Oasis and *Dragon Crystal* are two already available. We had a Pre-View of Sega's *Shining Force* for the Game Gear in last month's issue.



Defenders of Oasis, a top Game Gear RPG.

What constitutes a role-playing game? Would *Jurassic Park CD* or *Mansion of Hidden Souls* be RPGs?

Scotty Martinez
Littlefield, TX

Lawrence of Arcadia replies:

Traditionally RPGs contain three elements – the ability to build up your stats through game play, a diverse range of weaponry and spells, and a fantasy or historical setting. A good RPG will also have lengthy

conversations with other characters and a deep, well-rounded story line. Neither *JP* or *Mansion* would qualify.



Secret of Mana, a classic RPG.

I was checking out the tunes in *Sonic 2* for the Genesis. The Sound Test mode lists a mystery tune, #10, that I didn't recognize. Also, I've heard about some secret zone called the Hidden Palace. Do you know anything about the strange song or the secret zone?

Oswald Cuervo
Piscataway, NJ

Andromeda replies:

These are two of the questions we get asked most frequently. Both tune #10 and the Hidden Palace Zone were in early preview versions of *Sonic 2*, but they were taken out of the final game that was released in November '92.



The long-lost Hidden Palace Zone.

In your February issue, you answered a reader's letter asking about Krayt Dragons in Super Star Wars for the SNES. You said they don't appear in either the game or the movie, but you're wrong. In the film, when C3-P0 and R2-D2 land on Tatooine, they abandon their escape pod and separate. C3-P0 then walks past the huge skeleton of a dead Krayt Dragon.

Jayce Dulberg

Captain Squideo replies:

Nice knowledge, Jayce! The Force is definitely with you. For the record, live Krayt Dragons are never seen in the game or movie.



The Force is with this gamer, too. Meet Erick Deal of Cincinnati, Ohio.

The Magazine Biz

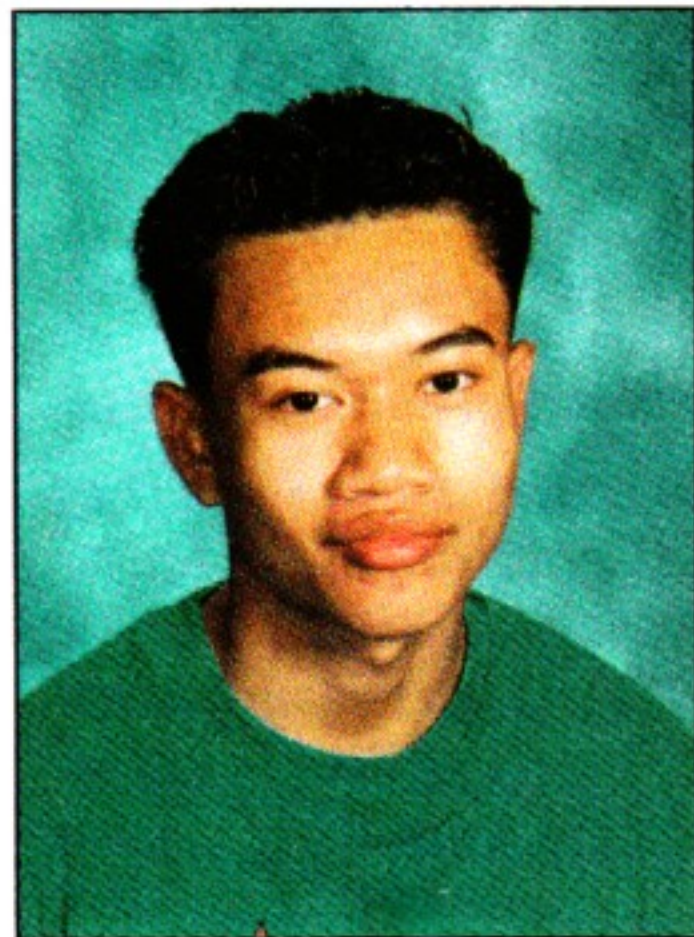
How do you choose which codes to put in your "SWATPro" section? Please tell us so we know what to send in.

Danny Hiney
Yelm, WA

The King Fisher replies:

We have four main criteria for choosing the tips and codes in "SWATPro." First, the tip must be clearly and completely explained (be sure to say what the trick does and what system the game is for). Second, it must be a tip we haven't published before. Third, it must be for a current game (it doesn't have to be brand new, just available in most stores). Finally, be sure to address your envelopes to

"Secret Weapons" at GamePro and include your name and address with your tip.



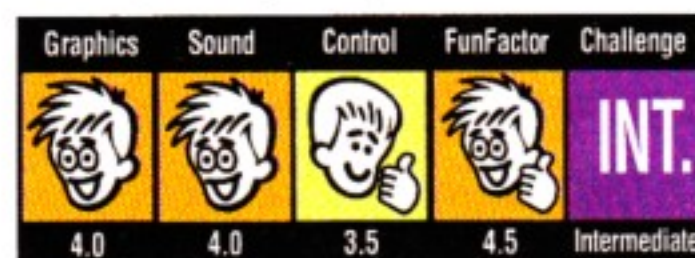
If you want NBA Jam tips, see 15-year-old gamer Danny Soth of Seattle, Washington.

Did you ever review Landstalker for the Genesis? In what issue?

Michael Pass
Durham, ME

Monty Haul says:

Scary Larry reviewed it in Role-Player's Realm back in November 1993. Check our January index to find out when games were reviewed during the past year.



Scary Larry's ratings for Sega's Landstalker.

Find the 5.0s

Shawn Camp asked in your April issue if you'd ever given a game all 5.0 ratings in the Expert challenge category. You did, for Fatal Fury 2 for the Neo-Geo, in your March '93 issue.

Larry Wolfer
Hazleton, PA

Another game with an "awesome challenge" and 5.0 ratings was Gates of Thunder for the TurboGrafx. Look in the July 1992 issue.

Levi Grooms
Seaman, OH



games - Bill Walsh College Football and Joe Montana's NFL Football. Just arrived is FIFA International Soccer, while Formula One World Championship races onto store shelves later this month.



Walsh is a winner on the Sega CD.

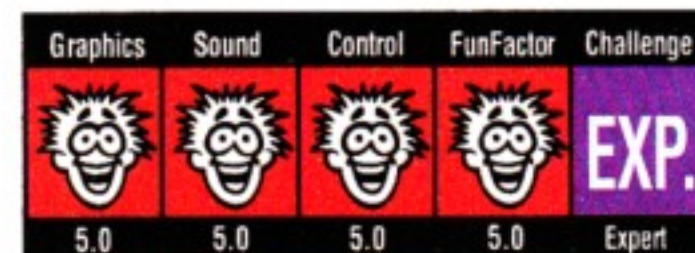
Last Words

I've noticed many "Versus" games that match up two similar movie characters in one game: Alien vs. Predator, Robocop vs. Terminator, etc. I thought of a few that might be cool and humorous: Jaws vs. Ecco the Dolphin, Beavis and Butt-Head vs. Wayne and Garth, The Pink Panther vs. Chester Cheetah, Donkey Kong vs. King Kong, The Jetsons vs. The Flintstones, Socks (Clinton's cat) vs. Millie (Bush's dog).

Unknown
Long Island, NY

World Heroes 2 for the Neo-Geo got all 5.0s and an Expert challenge rating in your September '93 issue.

Alex Soash
Oakdale, MN



World Heroes 2 for the Neo-Geo scored with Scary Larry!

Let's Get Technical

How long will the battery last in Sonic 3 and other games with a battery backup?

Kory Kinnick
Kennewick, WA

Kamikaze replies:
Approximately three years.

Are there any Sega CD sports games?

David Overstreet
Roanoke, VA

Ben D. Rules replies:
There aren't as many on the Sega CD as there are on the 16-bit systems, but you can find a few good ones. Check out the award-winning NHL Hockey '94, the awesome Prize Fighter, or two gridiron

Oops!
In our July issue, we listed the wrong Sega rating for Fatal Fury 2. The actual rating is MA-13.

Whaddaya Think?
This is your magazine, so tell us what you'd like to see in it. Send your suggestions to:
GAMEPRO Magazine
Dear Editor
P.O. Box 5828
San Mateo, CA 94402
Sorry, but no art can be returned, and we cannot send personal replies to your letters.



T w o ' s c o m p a n y .

GAMEPRO GALLERY

Pick of the Month



Jim Harris, St. Augustine, FL

GamePro Gallery Prize



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



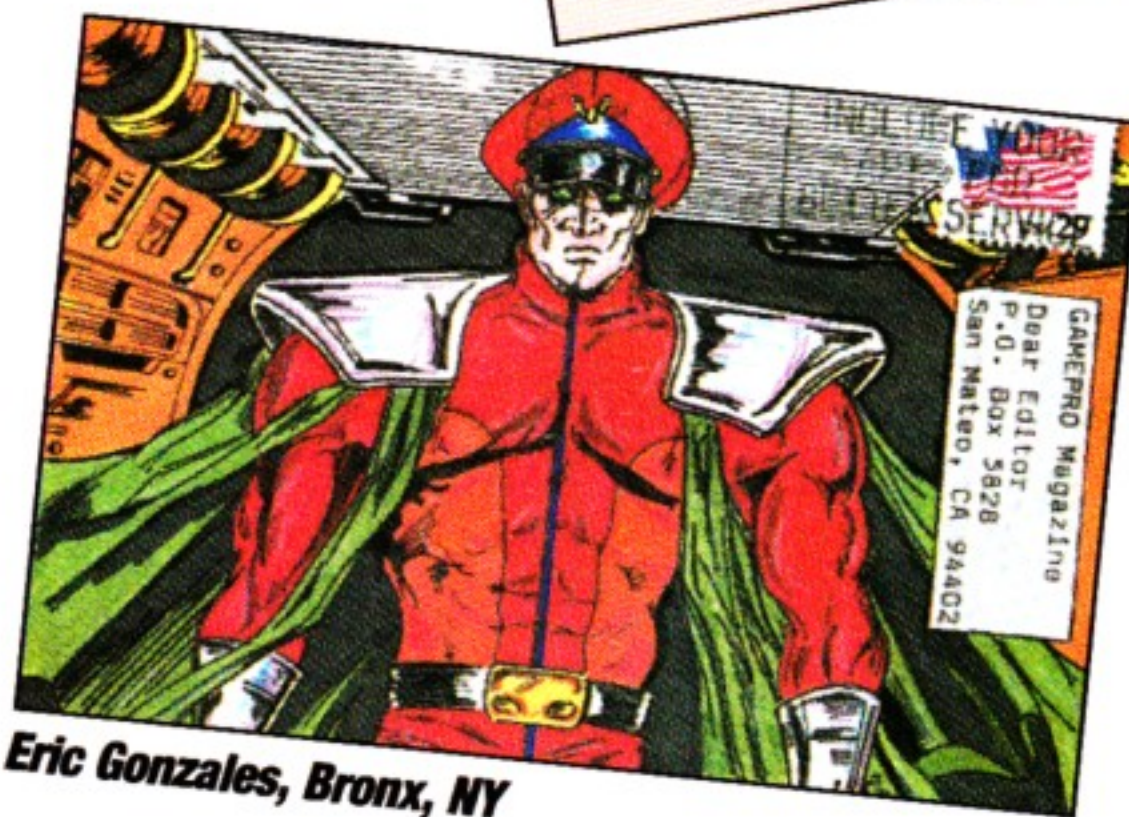
Jeremy L. Smith, Bear Creek, WI

The Samurai Art Contest!

Here is one of the first entries for GamePro's Samurai Art Contest! This work of art (and thousands of others) is eligible to win a Samurai Shodown arcade machine, home versions of Samurai Shodown, and more. The August 31, 1994, deadline is approaching fast! Check out the rules printed in the last issue and get your entries in quickly. We'll announce the winners in our November issue.



Michael Agneta, Drexel Hill, PA, Age 17



Eric Gonzales, Bronx, NY



Dennis Chalon, Hollywood, FL



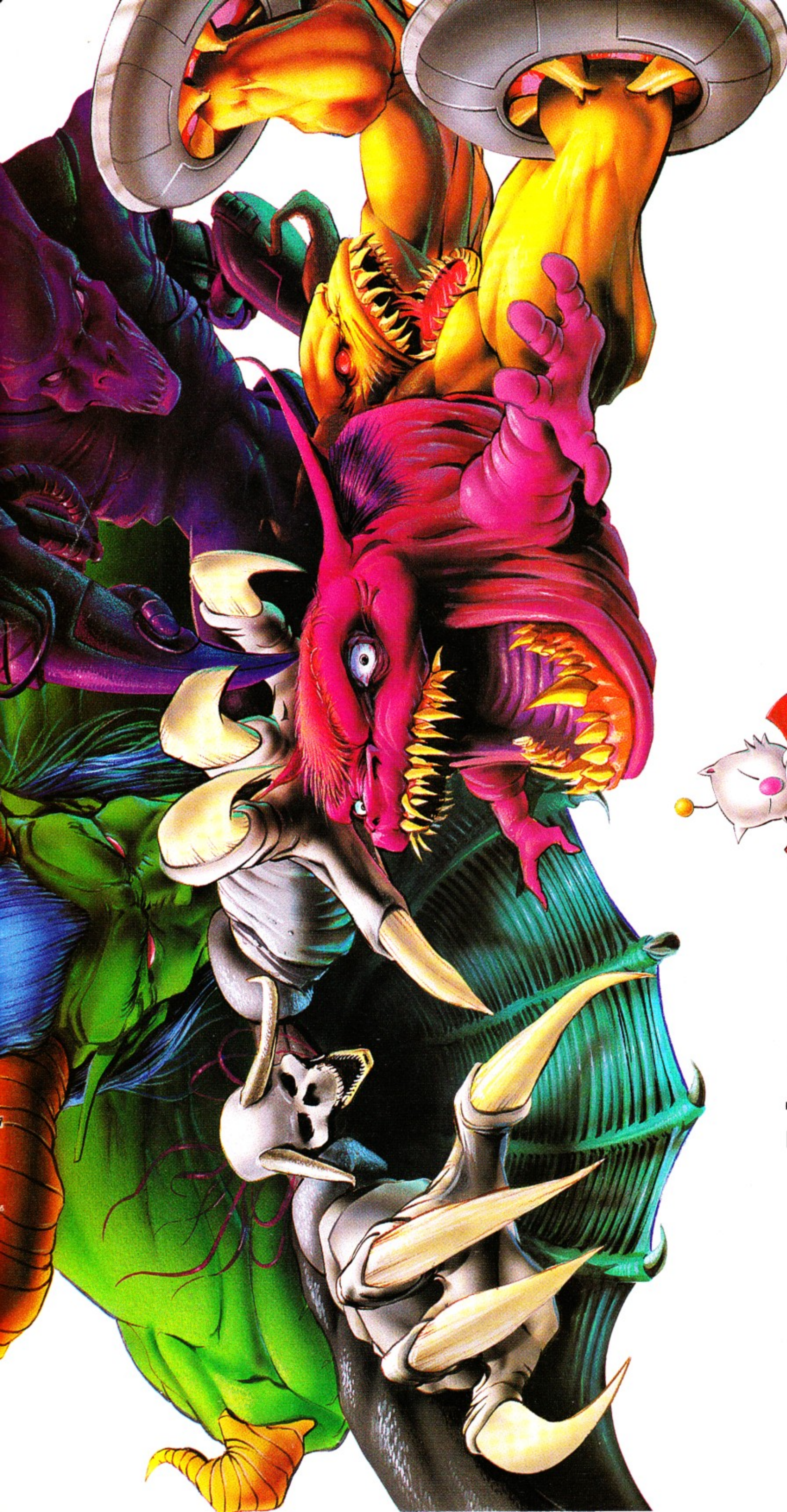
David Chia
Port Hardy, B.C., Canada



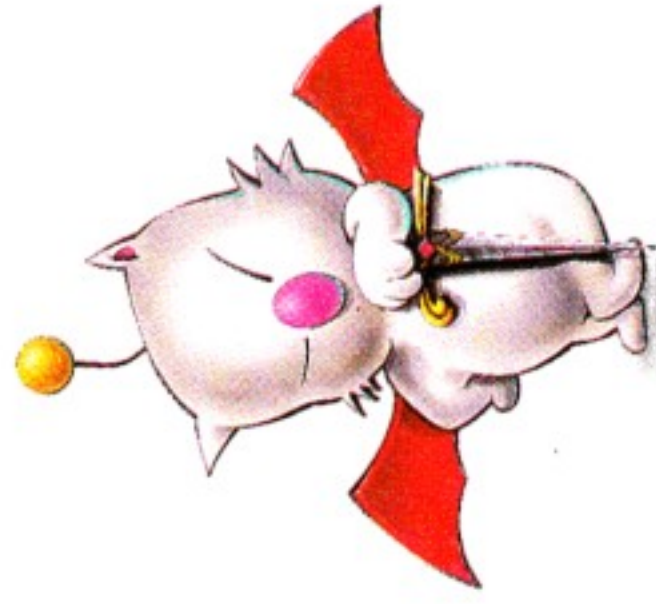
Fred Bovenkerk, Brampton, Ontario, Canada



Ian De Los Santos
Delano, CA



T h r e e ' s a c r o w d .




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



©1994 Square Co., Ltd. Squaresoft® and Final Fantasy® are registered trademarks of Square Co., Ltd. Nintendo, Super Nintendo Entertainment System and the Official Seal are registered trademarks of Nintendo of America Inc. © 1992 Nintendo of America Inc.

FINAL FANTASY III





The woman of their dreams
is now a virtual reality.

WEIRD SCIENCE

They've got a PC genie who can
get them anything they want.

Saturdays 10 PM/9 Central

USA[®]
NETWORK

THE CUTTING EDGE

Taking You into the Technology of Tomorrow



By The Trackman in Japan and Peteroo



Sony is getting ready to play games. The CD-ROM-based PlayStation is set for release in Japan in November '94 and in the U.S. in 1995.

The PlayStation should be a reliable piece of hardware, thanks in part to Sony's links with LSI Logic in the U.S., one of the leading companies that designs semiconductors. The PlayStation should pack major game-playing muscle.

The Brains To Do It

The PlayStation CPU is built around a 32-bit RISC microprocessor that consists of three high-performance subsystems integrated onto a single chip. A microchip delivers fast processing power, a 3D geometry graphics engine produces three-dimensional geometric graphics, and a decompression system produces full-motion video. Sony calls it a "system on a chip," and the PlayStation blazes along at 500 MIPS (million instructions per second). Yes, that's fast!

Moreover, the PlayStation won't cash in all its chips on the CPU. There's a separate 3D graphics engine that can generate lifelike, three-dimensional images at 360,000 polygons per second, and it can move up to 4000 two-dimensional sprites in a field.

PlayStation players will see high-speed simultaneous movement of characters and high-quality backgrounds with 3D computer graphics generated at 60 fields per second—that's TV quality!

The controller is a real



Sony's PlayStation goes head to head with 32- and 64-bit game systems in 1995.



The memory slot sits just above the controller port.

SONY PlayStation



The CD-only PlayStation loads discs from the top.



Memory cards will enable you to save characters and games...and possibly enable game designers to create new challenges, too.



Sony doesn't care if you've only got ten fingers!

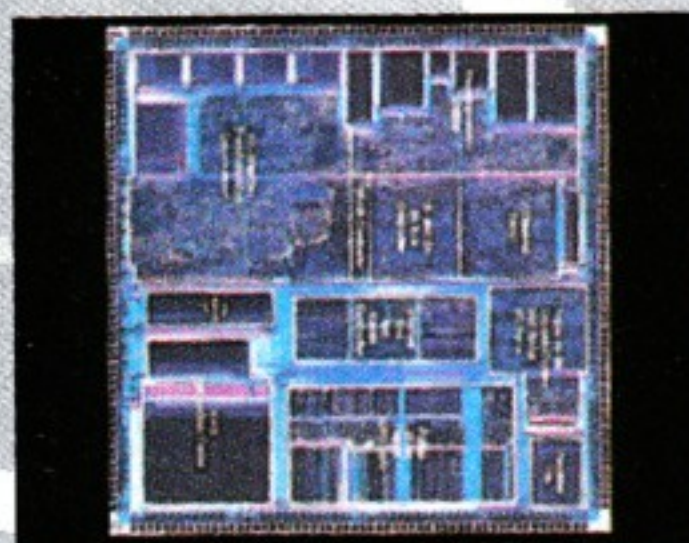
finger flipper, featuring ten top-mounted buttons and four (two-by-two) forward-mounted buttons. For some games, a PlayStation joypad uses two sets of directional controls!

The memory system consists of external memory cards that can be plugged into

the console just above the controller ports. Game data and characters are saved to the card, which is interchangeable between PlayStations. Now you can save a really strong football team or store a Schwarzenegger-type fighter, then pocket it to kick butt against a pal's creations. Unfortunately, this setup may also be a bit scary, since reportedly the PlayStation itself lacks game memory.

Software in Supply

PlayStation CD software is looking good, too. In Japan



The PlayStation's "CPU on a chip" contains three subsystems.

Sony announced 164 companies as signed developers—Namco, Konami, Capcom, Acclaim, Electronic Arts, Bandai, and even Tengen made the list. Sony's promised 82 titles for '95, but no release dates were available at press time. What's certain is that Namco's Ridge Racer driving game will be bundled with the PlayStation. Other games in the works are Parodius by Konami, Race Drivin' by Tengen, and A IV by Artdink, better known in the U.S. as A-Train by Maxis.

Sony, No Baloney

With an initial sales goal in Japan of 3 million units by 1996, Sony is set to fight it out against Sega's Saturn, Nintendo's Project Reality, 3DO, and Atari's Jaguar. Get ready, 'Pros: '95 should be a very interesting year. **G**

HELMUT VON POINTENEGGER
HERE...

'ZE BADDEST **STREET RACER**™ OF 'ZEM ALL!

I PACK 'ZE STRONGEST PUNCH & 'ZE HEAVIEST 'VEAPONS!



I'M MEAN!
I'M NASTY!
I'M GONNA 'VIN!



JOIN ME AND MY
SEVEN ARCH
ENEMIES IN 'ZE
BEST FOUR
PLAYER RACING
GAME FOR
SUPER NES!



GET **STREET RACER**™
GO 'VILD!

NOW, GET OUT OF MY 'VAY!



AVAILABLE THIS FALL FOR
SUPER NINTENDO®
ENTERTAINMENT SYSTEM

For More Information Call:
UBI Soft (415) 332-8749

© 1994 Vivid Image © 1994 UBI Soft. Super Nintendo is a registered trademark of Nintendo of America Inc. © 1994 Nintendo of America Inc.

Blisters anyone?

Introducing 6 new scorchers
for the Super NES.

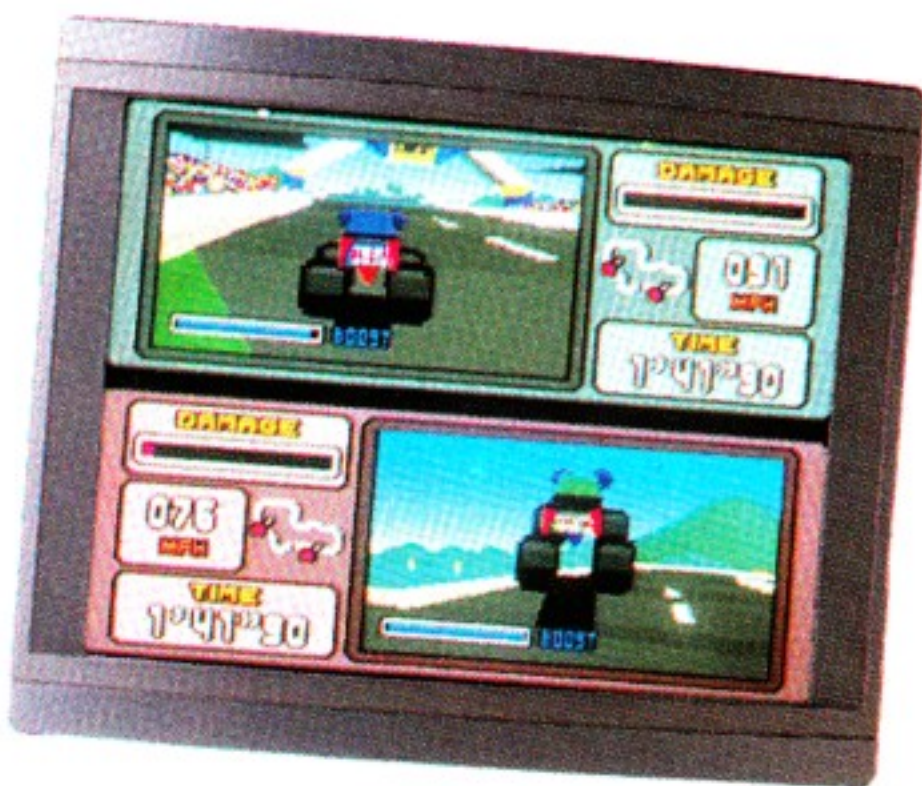




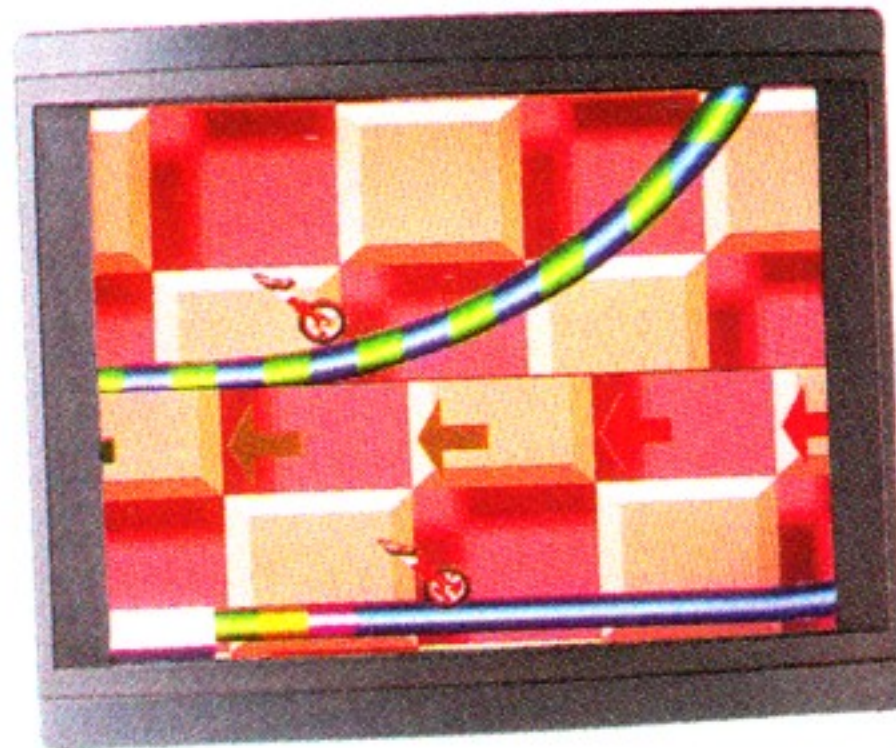
It's 32 MEGS, unbelievably detailed, with totally natural movement in 3 dimensions. It's **Donkey Kong Country**.[®] Coming this November. The first video game fully designed on SGI super-computers. So pound your chest and pick flies off a loved one...this one's a monster!



The sequel to the biggest selling game in the universe as we know it now comes to 16-Bit. **Tetris 2**![™] With 2-player Tetrocity and plenty o' bombs. So grab a friend and blow him up!



24 Tracks, 3-D action and the high-octane power of the next generation Super FX Chip. **Stunt Race FX**.[™] If you don't know how to drive, you've come to the right place.



You're out of control. Your path is full of obstacles. No, it's not the road to higher education. It's **Uniracers**.[™] Coming this October. A one-wheeled, one-of-a-kind race game, brought to life with the latest 3-D SGI technology.



Our #1 boxing hit is back this October and bumped up to 16-Bit. **Super Punch-Out**![®] With more whacked-out opponents than you can shake a fist at. All pumped up HUGE to get totally in your...OOFF Ow! ARGH! Fuuh! OOF!...well, you get the picture.



16 MEGS of fantasy adventure makes **Illusion of Gaia**.[™] a must for any Zelda fan. It's out this September. And if you think it's hard to pronounce, just try getting through it before the next millennium.

SUPER NINTENDO
ENTERTAINMENT SYSTEM



HOT AT THE ARCADES

Arcade ProReview



By Boss Music

Alright! A great gunnin' game from the same sharpshooters who brought us T2! Revolution X is the best mow-em-down since the invention of the lawn mower, and not only because it has tons of secrets – and Aerosmith!

A New World Order?

Three players can team together to join the revolution and stop New Order Nation from un-corrupting America's youth. That's right, NON takes to sex, drugs, and rock 'n' roll like a machine gun takes to bullet-proof vests. Fear not, you and Aerosmith will fight for everyone's right to party.

The gunplay-based game play straps you into first-person, autoscrolling action that moves both in 3D and horizontally. You begin by crashing an Aerosmith gig at Club X, but NON terrorists kidnap the band – Steve, Joe, Brad, Tom, and Joey. After busting out of the club, you must track down Aerosmith's hot-rod car. Then



In Revolution X, music is the weapon, violence the reward!

Arcade Game Profile Revolution X (By Midway)

Rev X is not a revolution in gun games, but it's definitely the best one yet.

Graphics	Sound	Control	FunFactor	Challenge
5.0	5.0	5.0	4.5	Intermediate

you choose from four pathways: an Amazon rainforest, a chemical factory, a runaway bus, and a maze. The game concludes when you meet a leather-clad femme fatale, the leader of the New Order Nation.

PROTIP: Shoot the bridge in the Amazon scene to drop the worm boss into the pit.

PROTIP: Small crates can have big rewards. When you see one, shoot it to grab the power-ups. Let your friends worry about the enemies!

PROTIP: In the maze, look for a map on one of the walls that will show you the best route.

PROTIP: You must rescue all the members of Aerosmith to get the best ending – a special concert featuring the entire band!

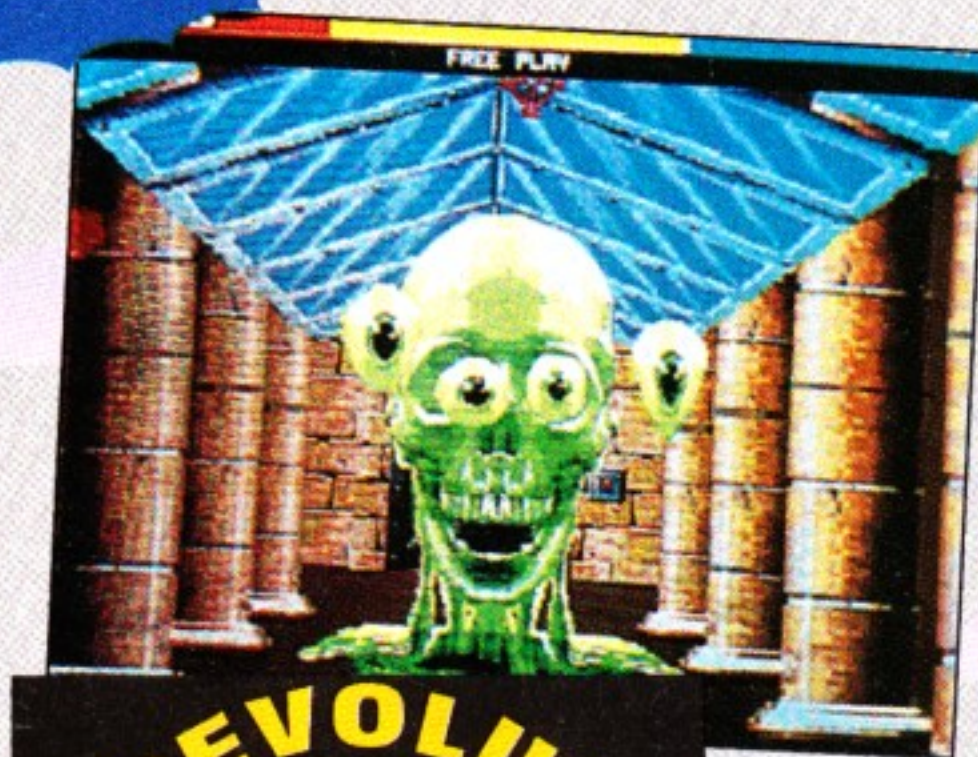


Aerosmith has been kidnapped, but you can save them. It's time to join the revolution!

Music Is the Weapon

The straight-up shooting places bullets and bombs (in the shape of CDs, hee hee) at your disposal. Power-ups are pure dynamite: Laser Discs double your bomb power, the Super Gun sets the screen on fire, and the Shield protects you from damage.

Unlike other shooting games, Rev X features user-controllable path selections. In the maze, a CD-style interface appears at path junctions, enabling you to go left, right, back, or forward. Another exciting aspect is the number of secret items buried in the game. Shooting into the back-



PROTIP: Shooting background objects can sometimes help you defeat an enemy or rescue a hostage.



ground at key points can reveal some great bonuses. Rev X is purported to contain more secrets than any previous Midway game – if this is true, that's a lot of secrets!

Rock 'n' Roll

Revolution X's graphics are just short of nuclear. Sharp, digitized characters and scenery complement huge explosions. Aerosmith's cameos between levels serve up 15 seconds of decent-quality full-motion video.

The music? Well, it's Aerosmith! A concert full of great tunes and the sounds of



Revolution X's sharp graphics are truly nuclear!

shrapnel will rock your arcade.

Revolution X is a definite must-play – at least once. It doesn't last too long the first time through, but the replay value will rocket if you try to find all the secrets. **G**



By Slasher Quan

Thundering straight out of Jurassic Park but taking on the fierce qualities of Mortal Kombatants, the deadly dinos of Primal Rage are coming. Rage is a slick one-on-one brawler that will grab you with its awesome character animation, and it may keep you around to pull some crazy ten-hit combos and a few gnarly Fatalities, too.

Primal Pix

This side-view street fight doesn't present a revolutionary new perspective, as Virtua Fighter did. It will raise the bar for digitized graphics, though. While the version we tested was a bit rough around the edges, the seven prehistoric beasts have a stunning stop-motion look to their digitized movements. Couple this with some rad hand-drawn backgrounds and great cinema, and you have pix that might make Mortal II look like it was fashioned by grade-

schoolers with Crayola markers. (Okay, that's overkill, but then so is this game!)

Game play mixes Street Fighter II with MK and adds a twist. Your four-button attack layout is like a scaled-back SF, except you do special moves by holding down two buttons and then doing the controller motion. There are a ton of combo possibilities, and — joy! — you can do both two-in-one combos and air juggle combos. There's even a combo meter to report the number of hits per combo and the amount of damage.



Choose from seven beasts: Sauron, Talon, Armadon, Chaos, Diablo, Vertigo, and Blizzard.

The GoreFactor for Rage is definitely a 5.0. Atari promises several Fatalities, and the middle-of-the-match action features spouting geysers of blood, an occasional chunk of flesh, or a stray human consumed for bonus life.

Big, Dumb, and Clumsy?

As outrageous as all this sounds, Rage may have to work its way up the fighting-game food chain. The near-final preliminary version we saw had only seven characters, and two of them were palette-swap duplicates (in other words, exactly the same as their twins except for special moves and skin color). The dinos didn't feel as responsive and smooth as characters in other fighting games (imagine a semi-sluggish arcade version of Clay Fighter).



Sauron's Primal Scream can put a dent in anyone's armor.



Blizzard ices the enemy so they can't move. Is he really Sub-Zero in a gorilla costume?

Even if Primal Rage doesn't improve before release, it should make a major gash into the coin-op revenues of Midway, SNK, and Capcom. If Time Warner Interactive adds real polish and shine, look for Rage to consume its competitors in one chomp and take on Sega and Nintendo for dessert. **G**

Primal Rage
By Atari Games/
Time Warner Interactive
Available August



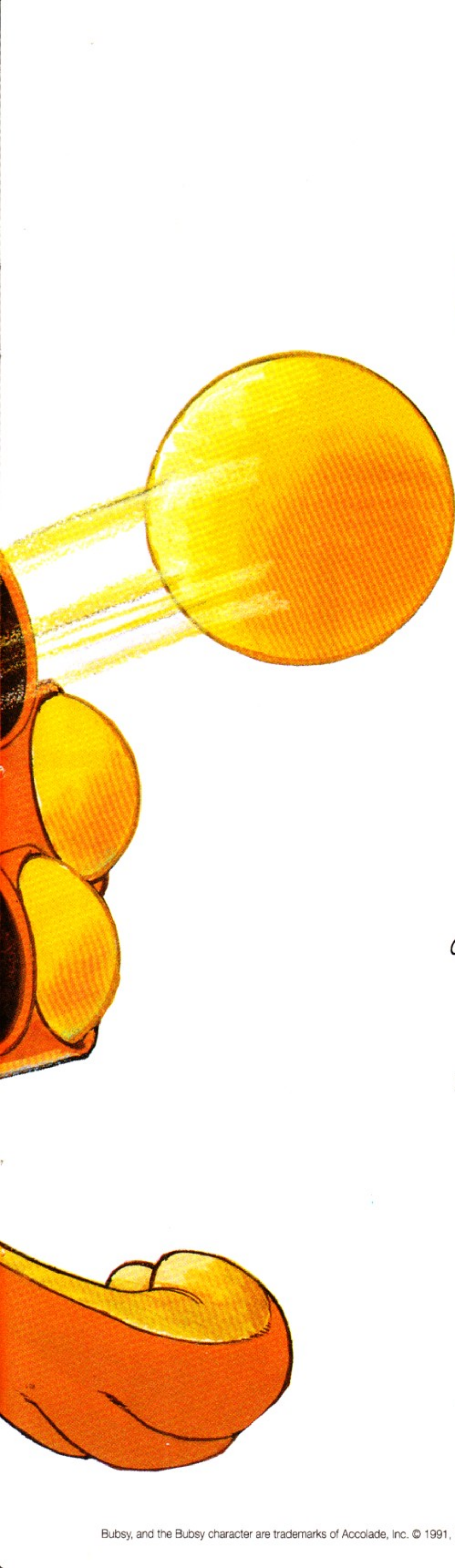
Stop-motion puppets filmed a frame at a time account for the intense 3D realism of the raging dinosaurs.



Blizzard puts all his primal rage into a vicious uppercut.



**"ONE FALSE GRUNT, PIG LIPS,
AND YOU'RE BACON BITS."**



*Ultimate Capitalist Boar Oinker P. Hamm
Is Stealing History.*

*One Bobcat Must Battle Through Five Worlds
To Stop The Evil Swine.*

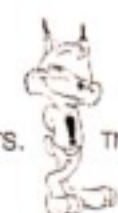
It's Gonna Take Guts.

It's Gonna Take A Whole New Way Of Playing.

It's Gonna Take One Buff Bobcat.

BUBSY II

HE'S WAY TOO COOL TO JUST RUN AND JUMP.
COMING OCTOBER 15TH.





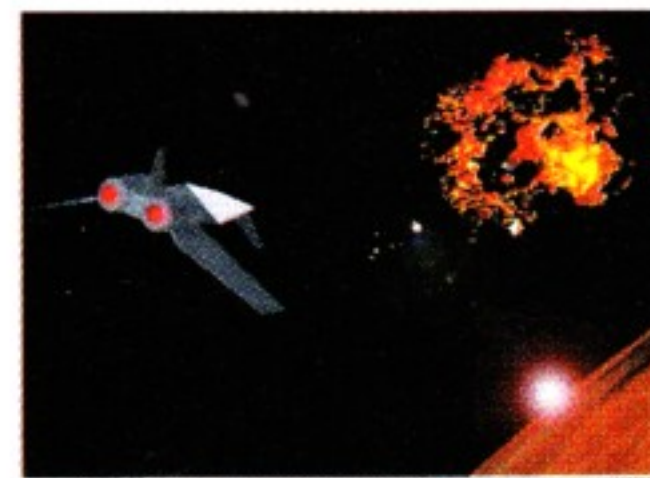
TEMPEST 2000™
Atari



THEME PARK™
Ocean



BATTLEWHEELS™
Beyond Games



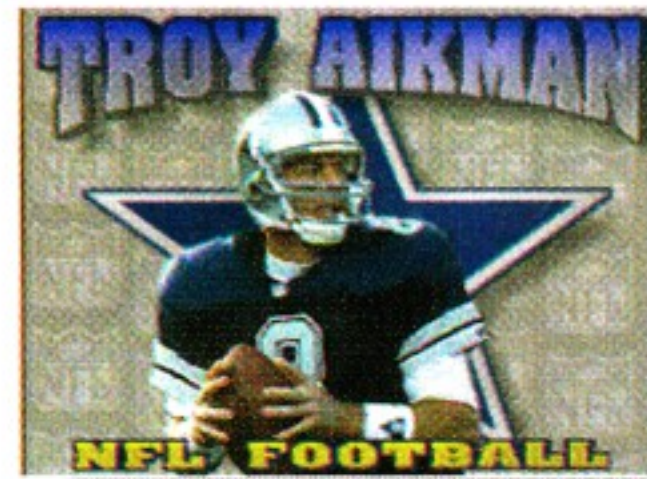
BIOS FEAR™
ASG Technologies



BRUTAL SPORTS FOOTBALL™
Telegames



HARD BALL III™
Accolade



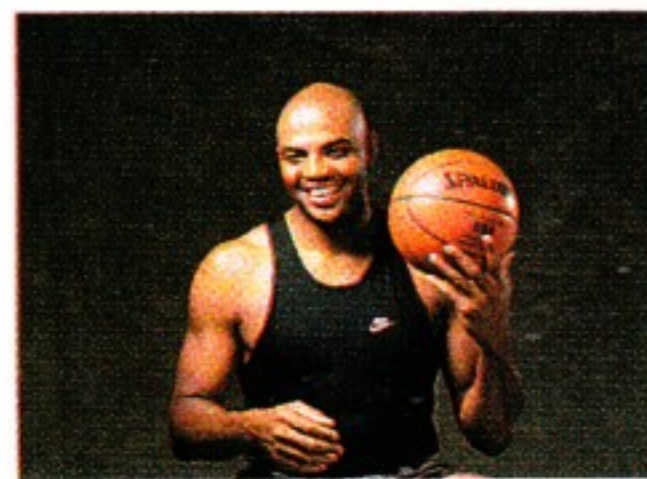
TROY AIKMAN FOOTBALL™
Williams Entertainment



ULTIMATE BRAIN GAMES™
Telegames



CLUB DRIVE™
Atari



BARKLEY BASKETBALL:
SHUT UP AND JAM!™
Accolade

LET



SYNDICATE™
Ocean

GAMES



WOLFENSTEIN 3D™
Id Software

This is just the beginning for the Atari Jaguar 64-bit system. There are a ton of new games on the way for '94 designed to harness Jaguar's insane power. A power that's rapidly making other video game systems history.

Experience sports games so intense you'll feel the turf burn, combat games that'll drain pints of your blood, and dizzying virtual reality games like Doom and Alien vs Predator. Can you stomach a few thousand body blows? You'd better because in Ultra

ATARI and the Atari logo are the registered trademarks of Atari Corporation. Jaguar, Kasumi Ninja, Club Drive, Checkered Flag, Tempest 2000 and Battlezone 2000 are trademarks of Atari Corporation. All rights reserved. TINY TOON ADVENTURES, characters, names and all related indicia are trademarks of Warner Bros., licensed to Atari Corporation © 1993. Alien and Predator™ & © Twentieth Century Fox Film Corporation. All rights reserved. Used under sublicense from Activision. Charles Barkley's likeness and name are used under license by Accolade, Inc. Shut up and Jam! is a trademark of Accolade, Inc.



RISE OF THE ROBOTS™
Time Warner Interactive



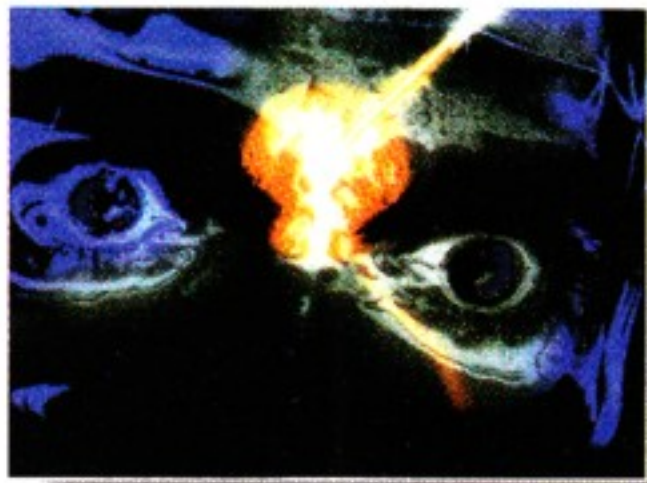
ROBINSON'S REQUIEM™
Silmarils



PINBALL FANTASIES™
21st Century



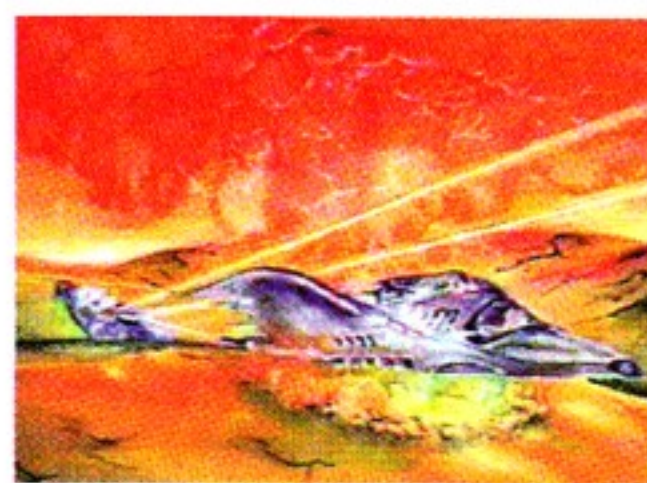
ULTRA VORTEX™
Beyond Games



FLASHBACK™
US Gold



HOSENOSE AND BOOGER™
ASG Technologies



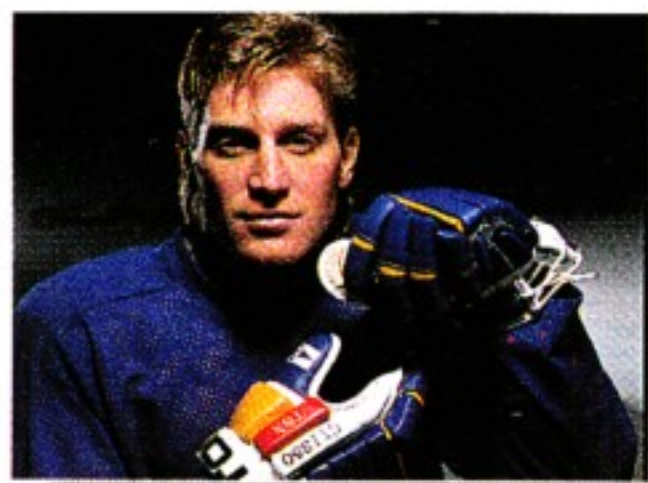
AIR CAR WARS™
Midnight Software



ARENA FOOTBALL™
V-Real



DOOM™
Id Software



BRET HULL HOCKEY™
Accolade



BATTLEZONE 2000™
Atari



DRAGON'S LAIR™
Readysoft

THE BEGIN.



DOUBLE DRAGON V:
THE SHADOW FALLS™
Williams Entertainment



ASSAULT™
Midnight Software



DUNGEON DEPTHS™
Midnight Software



KASUMI NINJA™
Atari

Vortex, Kasumi Ninja and Double Dragon V, we've taken brawling to the 64th level.

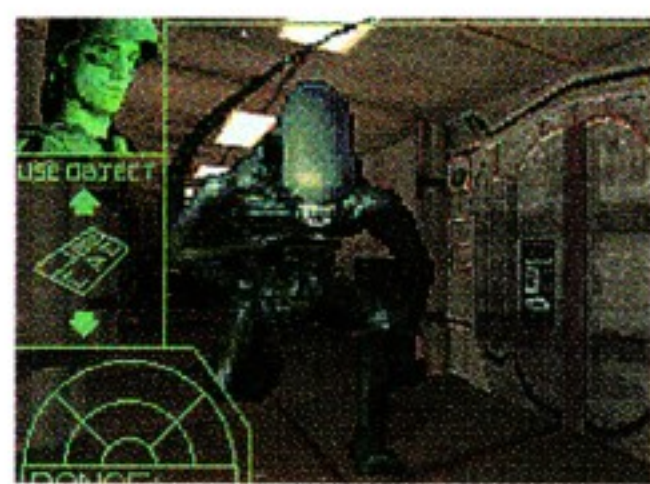
What makes Jaguar games so awesome? The raw power of 64-bit technology that adds CD-quality stereo sound, 16 million colors, and incredible 3D animation. No wonder it was voted the best hardware system in Europe and America. And it's the only system made in America.

This is just a preview of what's to come. The Atari Jaguar. 64 bits. Do the Math.

© 1994 Accolade Inc. Brett Hull Hockey is a trademark of Accolade, Inc. and is officially licensed by Brett Hull and the National Hockey League Players Association. NHLPA is a trademark of the National Hockey League Players Association and is used under license by Accolade, Inc. Logo and name © 1994 NHLPA. Doom™ Copyright © 1993 by Id Software, Inc. All rights reserved. All other trademarks and copyrights are the properties of their respective owners.



CHECKERED FLAG™
Atari



ALIEN VS. PREDATOR™
Atari



INTERACTIVE MULTIMEDIA SYSTEM

PREVIEW



By Scary Larry

Last year's hottest game returns for round two as Mortal Kombat II hits the shelves for the SNES, Genesis, Game Gear, and Game Boy in September. We'll have a blow-by-blow on the game, including the *GamePro* ratings, in our next issue. In the meantime, check out some of the moves and Fatalities!

The Gang's All Here

Arcade authenticity was Acclaim's numero uno goal this time around, right down to every last pixel and sprite. We just received the games, and our first look indicates the graphics are far superior to last year's MK releases and closely match the arcade graphics (especially the SNES version). The SNES's sounds are also close to arcade quality.

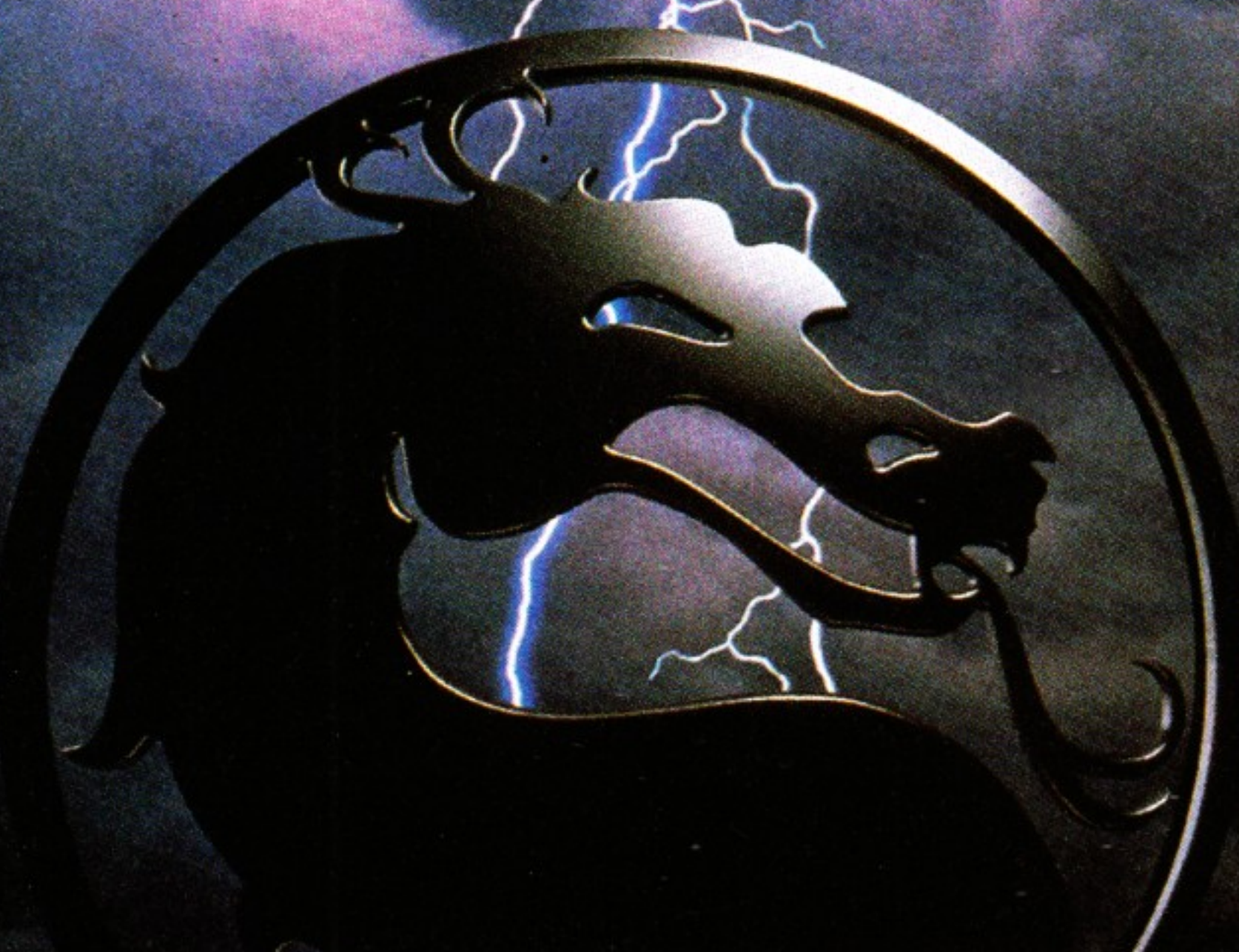
Of course, the biggest news for SNES gamers is that the SNES version contains all the arm-ripping, torso-tearing action of the arcade game. No wimping out this time! Nintendo will also place a notice on the front of the box that warns against sale to minors. Yeah, right! Who won't get their hands on this one?

Even better news for MK II fans: At press time, the execution of all the moves in the 16-bit games is identical to the execution of the arcade moves. If you're a Mortal maniac, you're not even gonna need the manual as you rip into every one of the possible 62 Fatality, Babality, and Friendship moves. And you won't need any secret codes to reach the arcade game play.

If there's a downside to this wave of MK II games, it's the loss of four players in the handheld versions. Don't bother to look for Baraka, Kung Lao, Johnny Cage, and Raiden on the Game Gear and Game Boy – they didn't make the final cut. You can only cram so much onto a handheld cart.

Get Over Here!

Next issue, Slasher Quan will bust loose on the games and give you the final word on playability, speed, secret characters, what moves made it and what didn't, as well as the best strategies for the game. In the meantime, it sure looks like this is the MK II home gamers have been waiting for. **G**



MORTAL KOMBAT II

For the Super Nintendo, Genesis, Game Gear, and Game Boy

Liu Kang



Kang counters with a fierce bicycle kick!



Liu Kang knows his way around a Match!



On the small screen, the action plays larger than life!



Even in black and white, the game's alright!

Fatality



Liu Kang's Dragon the competition around with his juiced-up Fatality.



Kitana



The fans love Kitana, and she loves the fans!



Ah, Kitana. She'll lift you up... and lay you out!



She's fan-tastic, even on the Game Gear!



Kitana is no kitten, as she shows with this flying punch!

Fatality



You'll be head over heels (or vice versa) when you see Kitana's head-lob fatality!



Some kisses last a lifetime. Unfortunately, this lifetime is about to expire with a bang!

Kung Lao



Now you see him, now you don't. King Kung gets busy with the warp move!

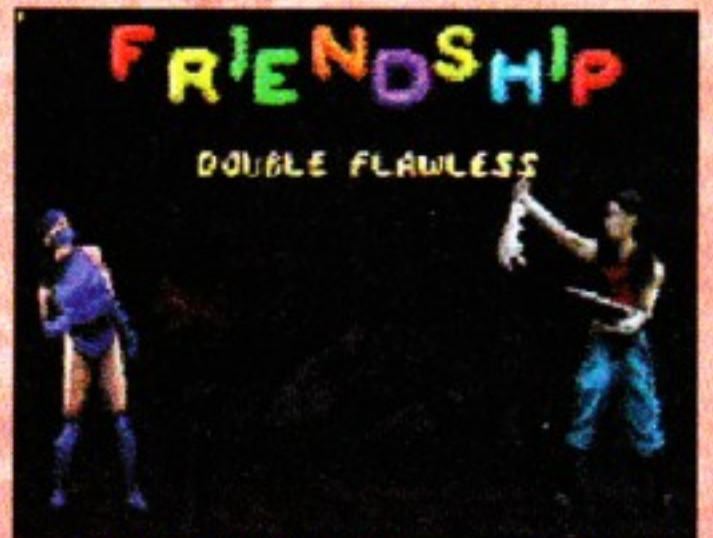


When Kung Lao starts spinnin', you'd better stop grinnin' because his Hat Spin is devastating...and deadly!

Fatality



Kung Lao's opponents are divided about which is better, his body-split fatality...



...or his Friendship!

Reptile



When the Spit hits the fan, Reptile's around!



Reptile's Bubble is nothing but trouble!



Reptile's no skimpy snake on the Game Gear! Check out his moves!



Reptile's an acid-kicker who slings Spit like a pro!

Fatality



What's for lunch? Looks like another head-burger. Watch out for Reptile's Head Snack move.



You won't even see what hit you when Reptile disappears and decapitates you!

Raiden



Raiden does the Superman from anywhere on-screen now.



Raiden's shocking new hold really burns the opponent up!

Fatality



Raiden tears through the whole body to find enlightenment.



He brought his Kidd with him!

Sub-Zero



Subbie can still throw ice with the best of 'em...



...but now he ices the ground, too! Chillin'!



The slide still suckers 'em in and bowls 'em over!



It's gonna be hard to tell the palette-swap ninjas apart.

Fatality



Sub-Zero's making up for his old Spine-pullin' Fatality by selling Sub-Zero dolls!



Or is he? This fatality is not very ice...er, nice!

Johnny Cage



Johnny's repertoire includes a shadow Punch. Take that, Ryu and Ken!

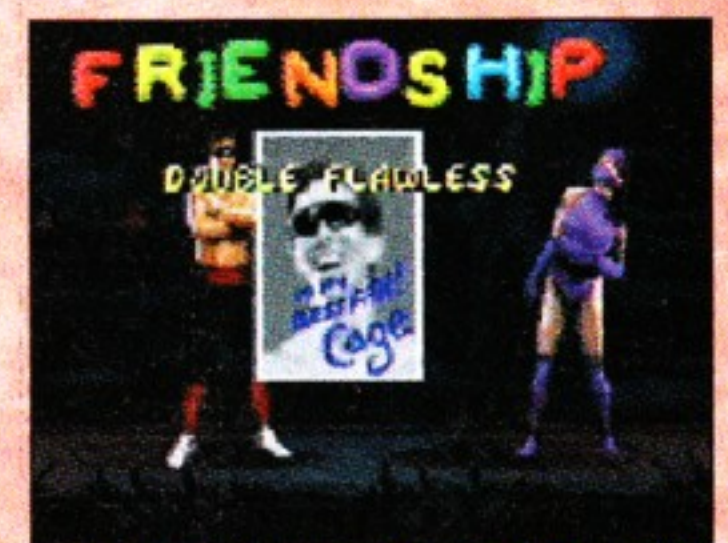


He adds some spark to his Green Flame.

Fatality



Johnny's back tearin' torsos...



...and signing autographs!



Baraka



Never, ever, EVER ask Baraka to play Scissors and Stones with you.



Watch out for the blade when Baraka backs up!

Fatality



There's no reason to lose your head over the loss to Baraka... but he feels differently!



See? What a nice guy! When the scars heal, you can open it!

Shang Tsung



This guy's a one-move wonder. It's fireball fiesta time with Shang!



But then again, he can shoot them fireballs out in threes!



Even on the small screen, it's a Shang-high!



Tsung looks a little pale on the Game Boy.

Fatality



Shang specialty? Filet of Soul with this life-sucking fatality!



The Tsung also rises! It's the Rainbow Friendship!



Jax



Jax attacks like a flash! His head-whompin' will catch you off guard!



No one's gonna surf this Wave!



Ouch! That's gotta hurt! Watch out for the old grab-and-punch!



Jax delivers a large punch on the small screen.

Fatality



Hey, wait! I'm unarmed!



What is the sound of one hand clapping? One head popping?

Scorpion



He's back, and he brought his harpoon with him.



Some fancy footwork strengthens Scorpion's gallery of moves.



Scorpion still rocks on the small screen. And he doesn't have very far to Teleport.



Scorpion. Or Sub-Zero. Or Reptile. Who knows? It's hard to tell.

Fatality



He's still settin' 'em on fire!



Alright, mister, was that last move really necessary?

SPECIAL PREVIEW MORTAL KOMBAT II

Mileena



Mileena knows a woman needs to roll with the punches to survive. So she rolls. And punches. And survives.



Somebody's gonna have to explain that heel mark in the forehead to the missus when they get home!



Try these on for Sais! Mileena throws the Ice Sais on the Game Gear.



You never know whether she's comin' or goin'!

Fatality

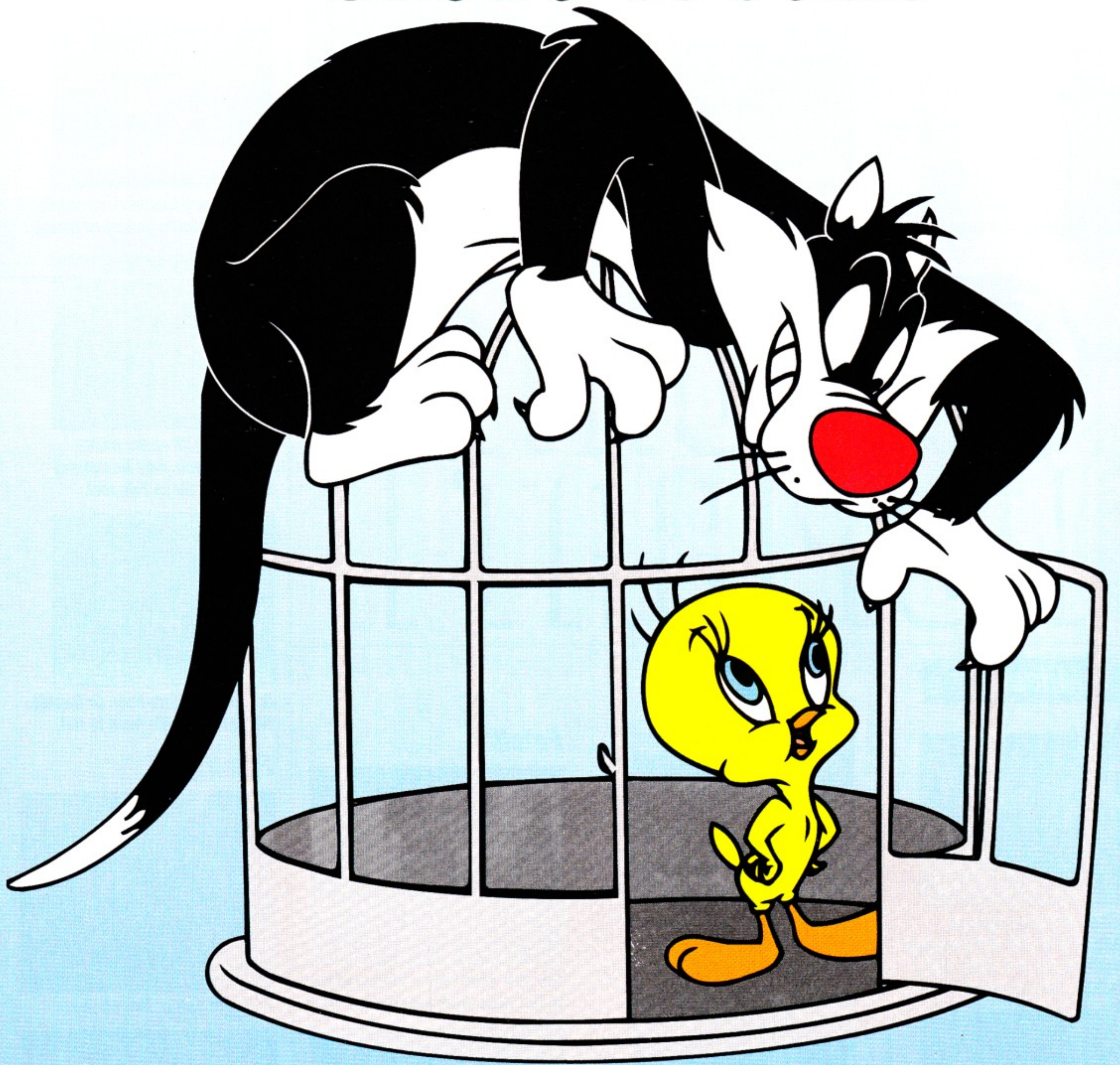


She was Miss Ginsu 1979, and this is the move that won her the title!



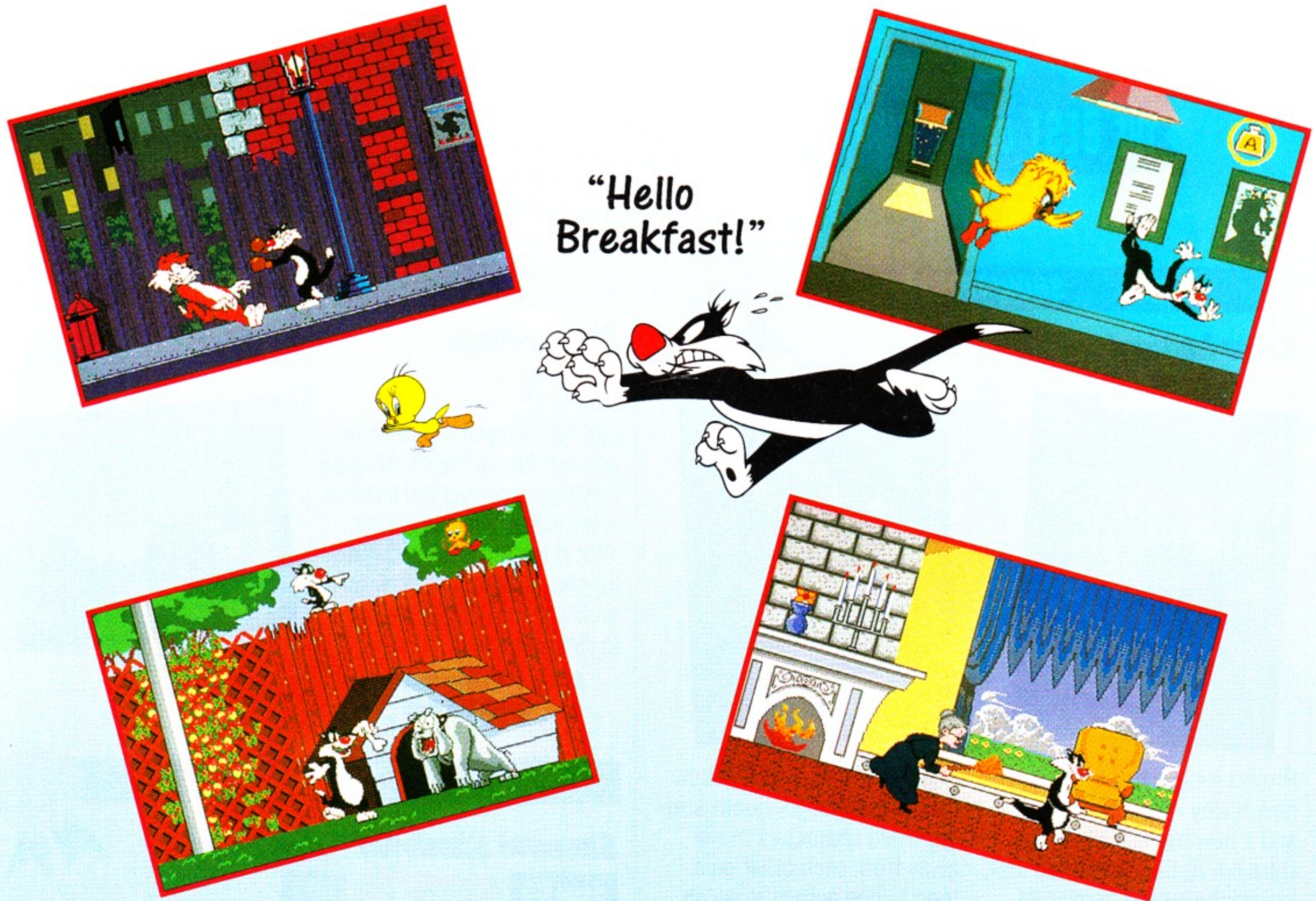
Now that's what I call all-you-can-eat ribs!

Sylvester and Tweety IN CAGEY CAPERS



"BAAD OL' PUTTY TAT!"

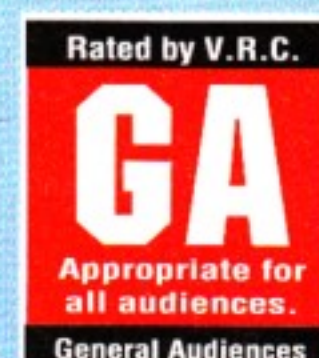
Sylvester is at it again! His favorite meal (Tweety) is so close he can taste it – but there’s a slight catch. He has to get past Granny, Spike, Hippety Hopper the Kangaroo and more to get his paws on Tweety. It’s amazing what this cat will do for a bite to eat.



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



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



LOONEY TUNES, CHARACTERS, NAMES AND ALL RELATED INDICIA ARE TRADEMARKS OF WARNER BROS. © 1994 SEGA AND GENESIS ARE TRADEMARKS OF SEGA ENTERPRISES, LTD. ALL RIGHTS RESERVED. THE VIDEO GAME RATING COUNCIL, ITS RATING SYSTEM, SYMBOLS AND INDICIA, ARE TRADEMARKS OF SEGA OF AMERICA, INC. © 1993 SEGA. © 1994 LANCE INVESTMENTS LTD. TECMAGIK IS A TRADEMARK OF TECMAGIK, INC. ALL RIGHTS RESERVED. MANUFACTURING AND DISTRIBUTION LICENSED EXCLUSIVELY TO TIME WARNER INTERACTIVE, INC.

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

CES

THE BEST OF THE SHOW

The Best from the Summer Consumer Electronics Show!

By The GamePros

SCES is usually the last opportunity for game companies to showcase their wares before Christmas, but this year's show had some noteworthy absentees. Even though several major game companies chose not to have full-blown displays (such as Sega) and some chose not to attend at all (including Electronic Arts), we examined and played some very good stuff. Here's what made the final cut as the highlights from the show. **G**

SHOWSTOPPER

CES

Killer Instinct

Nintendo Ultra 64



Project Reality has a harsh new reality – Killer Instinct – and a new name – Nintendo Ultra 64. At CES, Nintendo displayed the arcade version of the Ultra 64 with Killer Instinct. Instinct mixes Street Fighter II and Mortal Kombat action with fighters that can use either controller motions or tapping moves, as well as a combo system that enables you to do both SF two-in-ones and MK juggling all in one

combo! Killer's 64-bit effects include perfectly smooth scaling when characters move away from each other on a long bridge across a chasm and the appearance of background rotation when fighters move around an arena. Nintendo staffers also said you'd be able to throw foes through windows and doors to fight in hidden areas.

By Nintendo
Available Fall '94 in Arcades
Available Fall '95 for Ultra 64

BEST SUPER NES

CES

Mortal Kombat II

Super NES

Mortal Kombat II turned out to be a killer in more ways than one! See the Special PreView on page 30.

By Acclaim
Available September



SHOWSTOPPER

CES

Primal Rage

Arcade

CES isn't the place to see coin-ops, but Primal Rage's dinosaur fighting action had 'em lined up in the aisles. See this issue's "Hot at the Arcades" and watch for our upcoming strategy guide on this game – it has the Rage to dethrone MK II.

By Time Warner Interactive
Available Now



BEST SEGA CD

CES

Samurai Shodown

Sega CD

Super NES

3DO

Three versions of Samurai Shodown were sharpening their blades at CES. This hot arcade fighting game is due out this year for the SNES, Sega CD, and 3DO. The Sega CD version was a knockout! Each game will be a direct port from the Neo•Geo arcade game, featuring 12 fierce weapon warriors in one-on-one blade-to-blade fighting action. Samurai Shodown II? SNK wasn't at CES to say.

Sega CD:
By JVC
Available Fourth Quarter '94

Super NES:
By Takara
Available November

3DO:
By Crystal Dynamics
Available December



Samurai Shodown for the Sega CD.



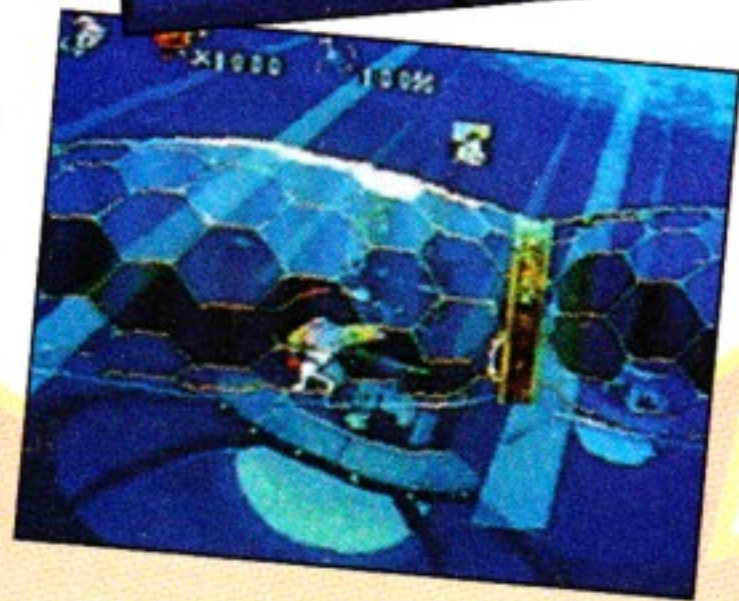
Samurai Shodown for the 3DO.

BEST GENESIS - TIE



Earthworm Jim

Genesis Super NES



A little earthworm crawls into a strange spacesuit and becomes Earthworm Jim, a ragin' super-hero equipped with a powerful laser blaster. EJ's creator, David Perry, created Disney's Aladdin, which used the Digicel technique of turning cell-based drawings into game animation. Now Perry's at Shiny Entertainment, where he's refined Digicel into Animation. EJ will feature intense run-n-gun action, serious sound effects, and strange characters like Princess What's-Her-Name and Major Mucus.

By Playmates Toys
Available October

BEST GENESIS - TIE



The Lion King

Genesis Super NES

The Lion King is the latest collaboration between Disney Software and Virgin Interactive Entertainment. As Simba the lion cub, players relive the events of the movie and try to avenge the murder of Simba's father at the paws of the nasty Scar. The 24-meg cart includes Elton John's movie score, 2000 frames of animation created by Disney artists, and a cool 3D wildebeest stampede. Simba even grows from innocent cub to King of the Jungle as the game progresses.

By Virgin
Available Fourth Quarter '94



BEST 3DO



Gex

3DO

Gex, a gecko lizard, is caught in the Media Dimension, where cheesy movies and second-rate TV shows rule; a wicked Western world and bad kung fu theater are among the weird videoscapes. To fight past the TV bad guys, Gex pulls a roundhouse tail attack, whips a gelatinous tongue lash, and hurls fireballs. Of course, his suction-cup paws enable him to cling to any surface. And no, he doesn't wear a T-shirt!

By Crystal Dynamics
Available November



GRAPHIC ACHIEVEMENT



Donkey Kong Country

Super NES

Donkey Kong's swinging back into action in a game that utilizes a hot new rendering technique to create outta-this-world graphics. Nintendo's teamed up with Rare and Alias to create this hop-n-bop platform-style adventure with more than 90 levels. A 32-meg cart, the game is a multiscrolling romp through jungles, caves, and a mine. The 3D-rendered graphics are fab, and the tunes sound great too.

By Nintendo
Available November



BEST JAGUAR

CES

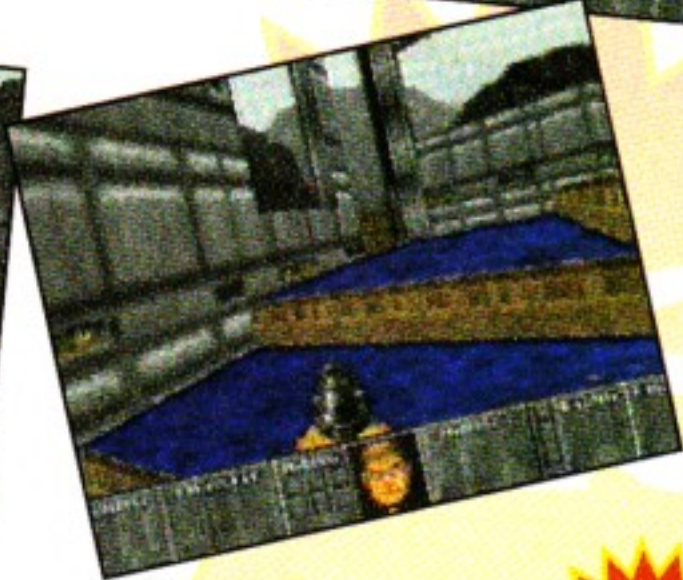
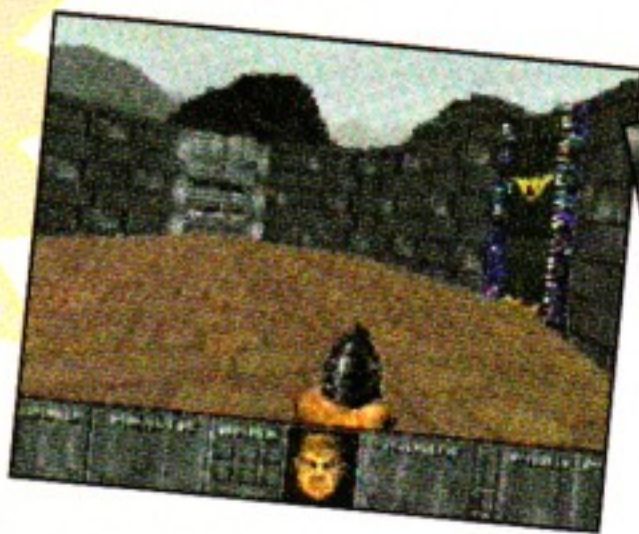
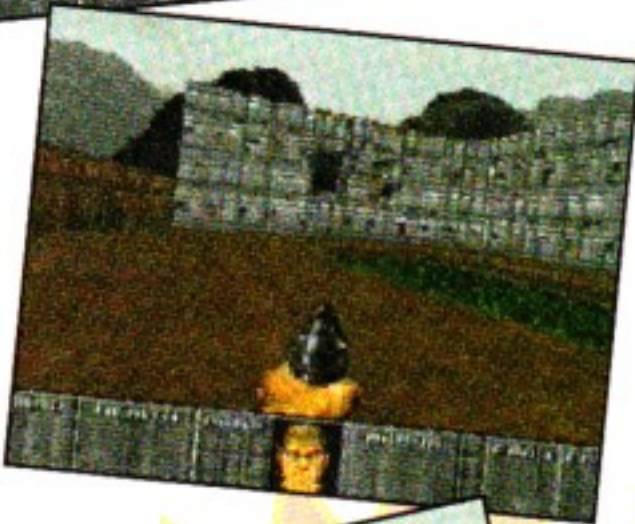
Doom

Jaguar

Fans of first-person-perspective gun games probably have scoped this game already in PC format. It's Wolfenstein-style: All you see is your gun hand as you shoot and slither through a labyrinthine, futuristic outpost on a moon of Mars. The prelim Jag version was cookin' at the show, but the big question is whether it will contain the PC game's gore factor.

By Atari

Available Fourth Quarter '94



BEST GAME GEAR

CES

Sonic the Hedgehog: Triple Trouble

Game Gear

Sonic's busy trying to be the king of the video game sequel wars. In this new handheld adventure, the speedy hedgehog stars with sidekick Tails in a one-player romp through six zones of standard Sonic-style fun. Per usual, Sonic's grabbing Rings and Chaos Emeralds. You play as Sonic or Tails, each with different abilities (Tails can fly). Sonic also squares off with two new characters, Knuckles and Nack the Weasel.

By Sega

Available Fall '94



BEST CD-i

CES

Burn Cycle

CD-i

CD-i is tryin' hard! Burn Cycle is a dark, dangerous mystery game set in a cyberpunk futuristic city. You've got a computer implant in your brain and must figure out how to get it out...and why it's there. This disc's going to be R-rated.

By Philips

Available December



BEST SUPER GAME BOY

CES

Donkey Kong Land

Super Game Boy

Donkey Kong's coming to the Super Game Boy in an action/adventure cart that utilizes the same Alias Research technology as Donkey Kong Country. The cart stars Donkey Kong and his faithful sidekick, Diddy Kong, in a hop-n-bop romp against a crew of alligators called the Evil Kremings.

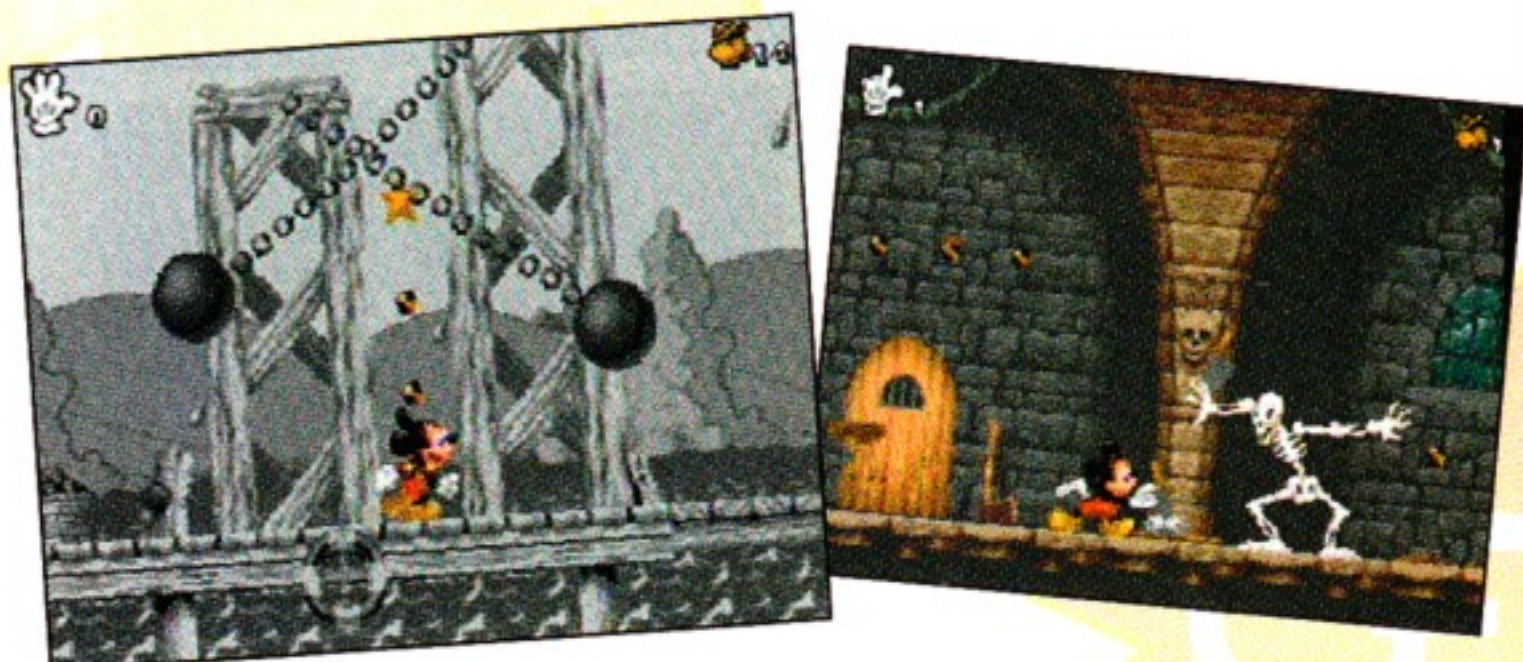
By Nintendo

Available November



Mickey Mania: The Timeless Adventures of Mickey Mouse

Genesis Sega CD Super NES



Disney and Sony Imagesoft are bringing Mickey Mouse's 65-year film career to video games with Mickey Mania, a game that takes players through seven of Mickey's film landmarks. Mickey Mania has three different game-play mechanics: traditional side scrolling, a race around a cylindrical playfield, and an out-of-the-screen 3D perspective. Mickey Mouse isn't just for kids – the cart offers challenges for players of all ages.

By Sony Imagesoft
Available November



Looney Tunes Hoops

Super NES

Sunsoft's first sports game is a wacky two-on-two street-basketball game starring famous Looney Tunes characters like Yosemite Sam, Wile E. Coyote, and Tweety. Each hoopster has the expected basketball skills, plus the ability to perform unexpected gags. Marvin the Martian, for instance, whips out his famous Disintegrator Gun, while Wile E. can slip an Acme Portable Hole onto the court. The 16-meg side-view action promises to be hilarious. Boomshakalaka!

By Sunsoft
Available December



Super Return of the Jedi

Genesis Sega CD Super NES



The acclaimed trilogy comes to an impressive end with this thrilling 16-meg action/adventure cart. This 19-level game follows the movie plot, taking you to Jabba the Hut's lair, the forests of Endor, and the Death Star. Glorious Mode 7 flying sequences, John Williams's powerful music, and the ability to play as Leia and an Ewok (in addition to Luke, Han, and Chewie) make this game the most eagerly awaited space adventure in the galaxy.

By JVC
Available November



Super Punch-Out

Super NES

Super Punch-Out is finally here after a six-year wait. Based on the classic coin-op, Super sports full-screen animated boxers from around the world. You're the transparent challenger who works through the Minor, Major, and World circuits using body blows, head shots, and the super uppercut. Every fighter has different weaknesses, from the Canadian Bear Hugger to that ultimate California hard body, Super Macho Man.

By Nintendo
Available October



Contra: Hard Corps

Genesis



The Contra corps is back with maximum firepower! The side-scrolling battle against invading aliens takes place across 11 brutal stages. You can pick from four characters, including a werewolf and a robot. The game play is nonlinear, so you plot your Contra squad's path of destruction. The ending is different



according to your decisions. It's Contra, it's cool. The only question is, where's the SNES version?

By Konami
Available September



Legends of the Justice League Task Force

Genesis

Super NES

Arcade



tion and detailed superhero backgrounds, such as Gotham City and Metropolis, make this an eye-catching fighter.

By Sunsoft
Available December



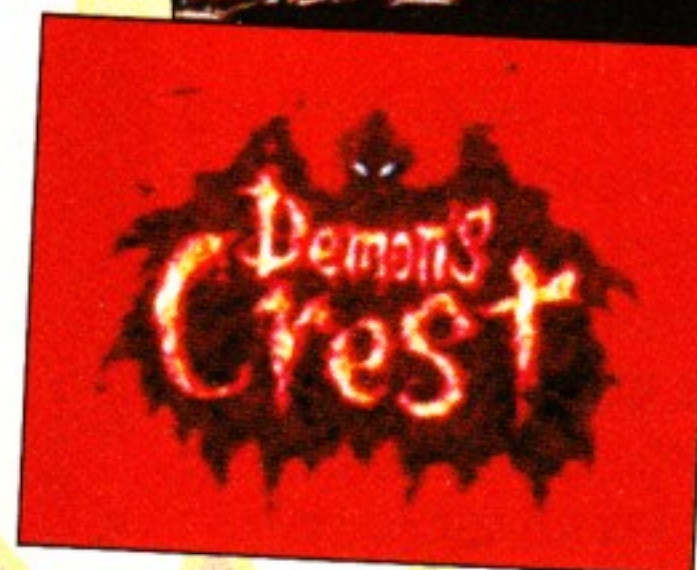
Here's a side-view fighting game with a twist: good guys vs. good guys! Match up Batman, Superman, Flash, Aquaman, Wonder Woman, Green Arrow, and three other DC Comics legends in ten levels of two-player head-to-head combat. This 16-meg game also presents a mystery: Which heroes are clones created by the evil Darkseid? Fluid anima-

Demon's Crest

Super NES

Fans of Capcom's classic Super Ghouls 'N' Ghosts will recognize the haunted settings and ghostly enemies in this side-view action/adventure game. Also reminiscent of Gargoyle's Quest, Demon's Crest stars Firebrand, a hideous flying gargoyle who's attempting to retrieve lost jewels from seven stages of the underworld. During his search, Firebrand can morph into other forms, spit fire, and perform a wicked head butt. A battery backup rounds out this good-looking 12-megger.

By Capcom
Available October



Mega Man X 2

Super NES



Mega Man's back for his sixteenth video game adventure. The heroic little 'bot is set to battle yet another horde of

super robots that want to control the universe. A sequel to last year's SNES hit, the game utilizes a new chip technology that Capcom says will enhance the graphics and game play. Look for side-view play that's similar to the last game, but with new weapons, new enemies, and other mega-nificent surprises.

By Capcom
Available December

CES

QUICK HITS

Mega Man: The Wily Wars Genesis



Capcom's put three of the best Mega Man adventures (Mega Man, Mega Man 2, and Mega Man 3) into one Genesis cart. Each game boasts enhanced graphics and possibly some enhanced game-play features. They're classics worth rediscovering.

By Capcom
Available October

Road Rash 3DO



EA wasn't at CES, but Road Rash was. RR features the same type of ride-em, fight-em action that blazed on the Genesis. The 3DO version offers cool digitized action graphics and awesome video sequences. Could be a video biker's heaven.

By Electronic Arts
Available Now

X-Men Super NES



Wolverine, Cyclops, Gambit, Beast, and Psylocke are coming to the SNES. With the help of their superhero abilities, the

famous five will battle eight supervillains, including Magneto and Apocalypse. It's the first of two planned X-Men games, so stand by for great beat-em-up action and huge sprites.

By Capcom
Available December

Batman: The Animated Series

Super NES



The Dark Knight was lookin' good in the cart on display at CES. This 16-meg action cart features the graphic style of the TV cartoon show, with impressive animation thrown in as well. Batman will beat 'em

up across eight stages as he chases the Joker, the Penguin, and Catwoman.

By Konami
Available October

The Punisher Genesis



Based on the arcade game, The Punisher is a side-scrolling 16-meg action cart with six levels. The two-player game stars Frank Castle, a.k.a the Punisher, who's waging war against the Kingpin. As the Punisher, players battle using special attacks and a variety of weapons.

By Capcom
Available November



Animaniacs

Genesis Super NES

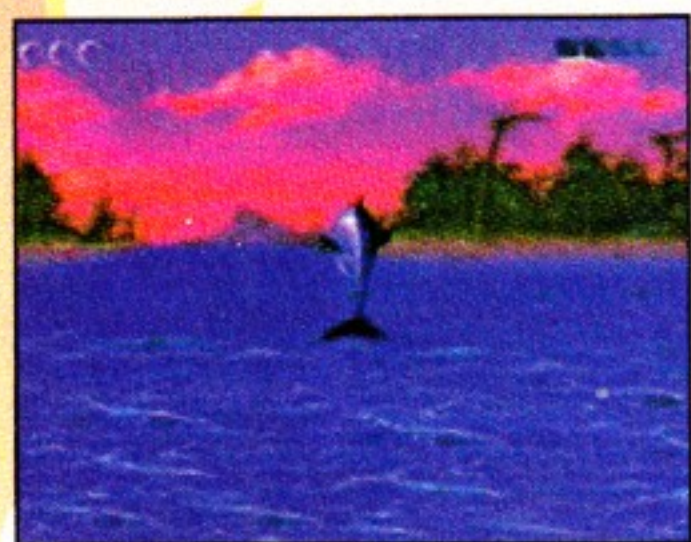


The Animaniacs – Yakko, Wakko, and Dot – are at your beck and call as you wade through five movie studios littered with traps, tricks, and brainteasers. You can switch among the trio at any time to use their individual skills in a race against the clock to collect priceless movie relics.

By Konami
Available November

Ecco: The Tides of Time

Genesis



Gamedom's favorite dolphin, Ecco, is back in an even bigger and better adventure with more than 25 levels. New features include 3D travel scenes, new friends for Ecco, and the ability to morph into different crea-

tures. The graphics are breathtaking, but bring along your motion-sickness pills.

By Sega
Available Fall '94



Boogerman

Genesis



Booger Meister has snatched the Crystal Fuse, but never fear – Boogerman is here! The chase crosses more than 20 levels and features hand-drawn characters in one of the grossest games ever. Boogerman's body functions are his weapons in this pick-n-flick adventure.

By Interplay
Available Fourth Quarter '94

Street Racer

Super NES



Super Mario Kart meets Mad Max in this arcade-style, no-holds-barred racing game. Street Racer has options galore: eight cars, eight bizarre drivers, eight hazard-filled courses, multiple weapons, and four-player simultaneous racing. Mode 7 technology adds excitement to the colorful behind-the-racers graphics.

By UBI Soft
Available November

Sylvester & Tweety

Super NES



Sunsoft's Sylvester adventure mimics the cartoons with frantic cat-n-bird chases against the clock, Looney Tunes-style graphics and music, and signature voices. The three episodes (Granny's House, Planes 'n'

Trains, and Fairy Tales) feature cameos from Granny, Spike, and other familiar characters.

By Sunsoft
Available November

Vortex

Super NES



Nintendo's Super FX chip, last seen in Star Fox, comes to Vortex's polygon-filled universe. While piloting a huge robot, you can morph into a jet, tank, or mechanical walker and fire rockets, cannons, and lasers as you go. The behind-the-vehicle view rotates 360 degrees to the accompaniment of a sizzling soundtrack.

By Electrobrain
Available Now

Wild Guns

Super NES



Two rootin' tootin' bounty hunters blast gun-totin' robots in this Western-themed sci-fi shoot-em-up. The two-player simultaneous action is fast and furious, and the first-person perspective makes the shootin' even more intense. Not only can you waste enemies, you can put holes in virtually every on-screen item.

By Natsume
Available November

NEW SYSTEMS NEW GAMES

Here's a rundown on games in the works for the 32X and the Saturn.



Clay Fighter II will debut on the 32X.



Alien Trilogy uses an incredibly realistic new rendering technique.



Sega's 32X Virtua Racing Deluxe boasts all-new tracks.



SF II for the 32X will include digitized sequences from the upcoming movie.



MK II and NBA Jam will be big titles for the 32X.



Star Wars Arcade is one of Sega's first 32X games.

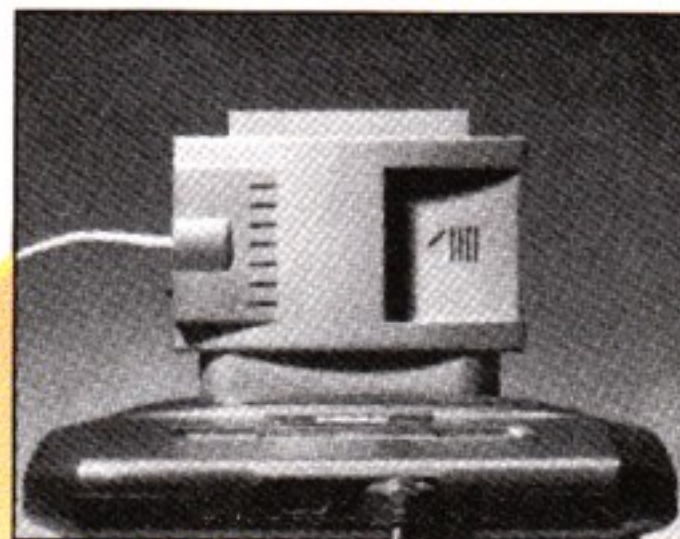
For the 32X...

After Burner by Sega
 Alien Trilogy by Acclaim
 Clay Fighter II by Interplay
 CyberBrawl by Sega
 Doom by Sega
 Fahrenheit by Sega
 Golf Game by Core Design
 Golf Magazine Presents 36 Great Holes Starring Fred Couples by Sega
 Metal Head by Sega

Midnight Raiders by Sega
 Mortal Kombat II by Acclaim
 NBA Jam by Acclaim
 Soul Star by Core Design
 Star Wars Arcade by Sega
 Stellar Assault by Sega
 Street Fighter II by Capcom
 Super Motocross by Sega
 Super Space Harrier by Sega
 Tempo by Sega
 Virtua Fighter by Sega
 Virtua Racing Deluxe by Sega

HARDWARE HIGHLIGHTS

Catapult Modem



Catapult is developing a modem for the SNES and Genesis that'll enable you to play against anyone with a similar modem. Catapult also plans to set up other great features like on-line help, e-mail, and more. Better yet, the unit will retail around the \$60 range.

Available January '95

Jaguar CD and Atari Modem



More peripheral news from Atari, and this time they're pulling out all the stops. The company plans to release the Jaguar CD and an inexpensive voice/data modem that lets you battle across the phone lines and hear what the other person is saying. The CD will retail for \$199.95.

Available Christmas '94

For the Saturn...

Alien Trilogy by Acclaim
 Castlevania by Konami
 Cybersled by Namco
 Minnesota Fats Pool by Data East
 Mortal Kombat II by Acclaim
 NBA Jam by Acclaim
 Parodius by Konami
 Ridge Racer by Namco
 Star Blade by Namco
 Street Fighter (no version announced) by Capcom

Batter Up!



Batter Up is an interactive bat that works with a variety of baseball games (such as World Series Baseball for the Genesis). You swing, and the bat hits the ball on-screen! Batter Up looks like a hit!

Available September

Video Jukebox



The Video Jukebox enables players to store up to six games in one unit. Players can then switch from game to game. Keep them in the Video Jukebox and choose what you want to play, when you want to play it.

Available October

Aura Interactor



This virtual-reality vest rocks! Strap on the Aura Interactor or attach it to the back of a chair. It acts as a huge speaker for your video games, allowing you to feel every shot, every hit, and every scream as if you were in the game.

Available Now

You Guys Finally Made It To Sega. What Do You Say?

It's about time... so chill!

Sounds like a sweet deal!

Sounds great! ...How 'bout a hug?



The mayhem continues as this carnival-gone-bonkers takes their hugely successful show to your SEGA™ GENESIS™ System. They'll be kicking and screaming all the way as Bad Mister Frosty and the malleable mob smack it out in Clay Fighter™, the hilarious head-to-head action fighting game. Let the clay fly as huge clay animated characters come to life in this major 16-Meg cart.



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

Sega and Genesis are trademarks of Sega Enterprises, Ltd. All rights reserved.

ClayFighter™

Thank you
very
much!

No
crybabies
allowed!



Staggering graphics, amazing digitized sound and voices, and mind-boggling hidden moves and combos will knock your socks off! And the Tournament Mode will let you work all the kids on the block.

So, invite Bad Mister Frosty, Ickybod Clay, Helga and the rest of the gang over for a thrashin', bashin', non-stop brawl on your SEGA™ GENESIS™ system.

Interplay™

Interplay Productions, Inc.
17922 Fitch Avenue
Irvine, CA 92714
(714) 553-6678



VISUAL
CONCEPTS

© 1994 Interplay Productions, Inc. and
Visual Concepts. All rights reserved.
Clay Fighter is a trademark of
Interplay Productions, Inc.





STOP PLAYING GAMES. GET



Panasonic presents the R·E·A·L™ 3DO™ Interactive Multiplayer™. More powerful, more colorful, more versatile than ordinary systems.

Warning. You may experience motion sickness. Be advised. Your heart rate may exceed normal levels. Caution. Play at your own risk. Hey, we're talking the R·E·A·L 3DO system, baby. The most intense, realistic system currently known to man. We're talking up to 50 times more power than ordinary PCs and video game systems. Photo realistic picture quality with up to 16 million colors. Custom multimedia architecture that takes interactivity to a whole new



Dozens of mind-blowing titles and more are on their way.

dimension. The R·E·A·L 3DO system even plays audio CDs, photo CDs and soon video CDs.* This is the one system that makes it all feel real.

Don't believe us? Pop in one of dozens of 3DO titles. Like Road Rash™: Blood of the Couriers. Whoa! What's this! Suddenly, you're on a high-tech motorcycle. As you speed through the squalor of decaying cities, you spot him. Too late. Instantly, some bozo is in your face. Bang! He nails you. You're sliding down the street and finally your rash-covered body comes to a halt. You dust yourself off, get back on your bike, and the nightmare continues. If this game was any more real, you'd have motorcycle tracks on your back.

So stop playing games. Start playing for real. To connect with the dealer nearest you, call: **1-800-REAL-3DO.**

* With optional adapter.



REAL.

Panasonic®
just slightly ahead of our time.®

3DO, the 3DO logos and Interactive Multiplayer are trademarks of The 3DO Company. The Electronic Arts logo is a trademark of Electronic Arts, Inc.

SPECIAL FEATURE



By Bro' Buzz



It doesn't take a rocket scientist to figure out that compact discs will have a major impact on electronic gaming in the very near future. But Rocket Science Games isn't wasting any time. All RSG games will be CD-ROM only, beginning with *Loadstar: The Legend of Tully Bodine*, *Cadillacs and Dinosaurs: The Second Cataclysm*, and *Darkride*. All three are scheduled to be released in September for the Sega CD and the PC CD-ROM.

The Right Tools

An intriguing mix of Hollywood and hardware, Rocket Science Games is guided by the belief that creative people make creative games. Peter Barrett, a Rocket Science cofounder, is the creator of Cinepak, the first video-compression tool to achieve full-motion video on CD-ROM. Cinepak is used by Sega, Atari, and 3DO; Barrett himself ported the Cinepak to those systems. At each company's development lab, he saw how cartridge and CD games are created. A computer scientist and game player, he realized developers were using outdated development software.

Sega 32X? Saturn? Sony PlayStation? "The platform almost doesn't matter," says Barrett. "Rocket Science is set up with the tools to create



Peter Barrett, cofounder, believes Rocket Science is poised to become a premiere game company.

games for any platform whenever we want to...and it makes economic sense."

Software tools are a subject Barrett knows something about. He's created a veritable game developer's tool chest that, he believes, positions Rocket Science as a leading games company of the '90s. One tool, Game Composer, assembles video, sound, and programming to create a master scheme. Another, Game

Compiler, retrieves information from that blueprint and uses it to create games for any CD platform.

Creative Minds

For Steven Blank, cofounder and CEO, refining the design process means creativity can come to the forefront. "The best games are the result of individual effort rather than organized efforts on a massive scale," he says. "Our notion was to form a production studio for games – in

fact, if you take a look at our staff, we could very well be making movies."

Check out the company roster and its credits, and you catch Blank's drift: Mike Backes (*Jurassic Park*, *Rising Sun*), Ron Cobb (*Alien*, *The Abyss*), Brian Moriarty (*Loom*, *Beyond Zork*, *Trinity*), Richard Cohen (*Terminator II*, *Total Recall*), Mark Sullivan (*RoboCop 2*, *Backdraft*), David Fox (*Zak McKracken and the Alien Mindbenders*), and David Nakabayashi (*Jurassic Park*, *Ghost*).

Rocket Science sounds like everything but the game business as usual. The concept looks great on paper, but what really counts is how the products look and play!

LOADSTAR

THE LEGEND OF TULLY BODINE

Based on a science-fiction movie script by Ron Cobb, conceptual designer for *Alien*, *Loadstar* promises high-speed sci-fi action, sort of *Star Wars* meets *The Little Engine That Could*.

As Tully Bodine, veteran skipper of a futuristic rail vehicle called *Loadstar*, you engineer a harrowing escape from

a 22nd-century Moon base. Your assignment: Get a cargo of contraband camels off the moon! Dodge rival truckers and avoid hotly pursuing laser-toting police vehicles. The full-motion, full-screen video stars actors Ned Beatty (*Deliverance*, *Network*) and Barry Primus.

Rocket Science already has the game's second and third parts in the can. It could be the only time you'll ever see a camel in a pressure suit!



Police SAPs try to stall your illegal passage.



Loadstar's action takes place along the rail lines of the Moon.



Rocket Science plans to make Loadstar a visual tour de force.



Loadstar uses a revolutionary morphing technique that turns still shots into on-screen movement.



Barry Primus and Ned Beatty star in Loadstar.

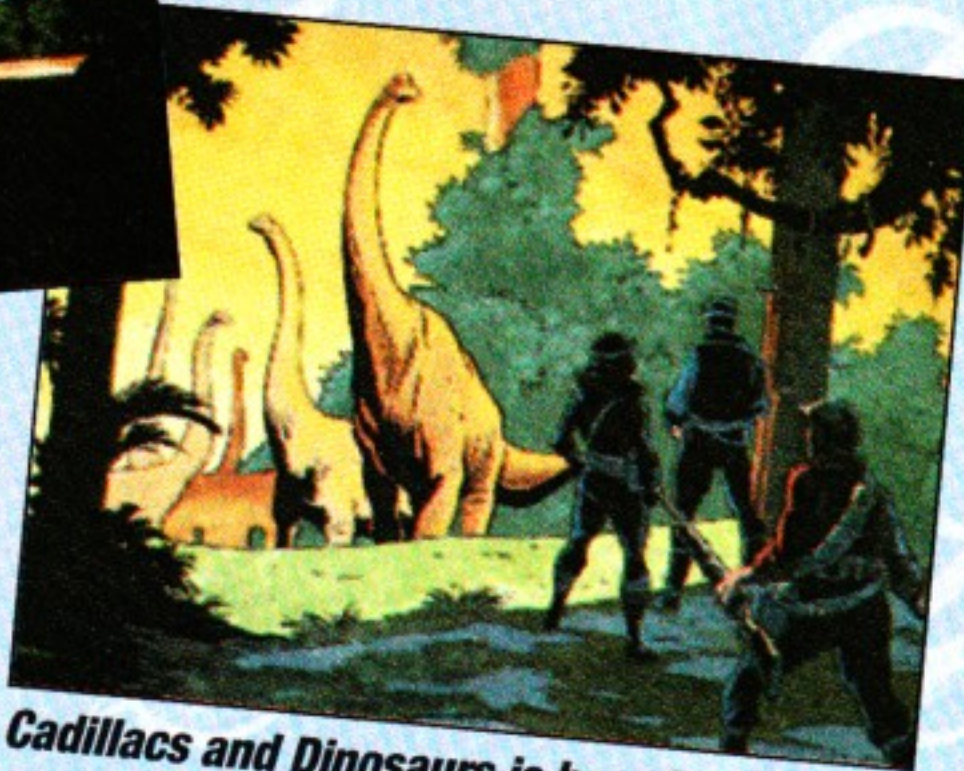


Every vehicle, structure, and device in Loadstar was painstakingly created by Ron Cobb, conceptual designer for Alien.

Cadillacs AND DINOSAURS

Cadillacs and Dinosaurs is based on the soon-to-be classic graphic novel by Mark Schultz, who is also the game's design consultant. Comic fans know the story: It's 600 years in the future. Humanity went mental several centuries back, so now dinosaurs coexist with

humans in a desperate struggle for survival. You power a '53 Cadillac through ten postapocalyptic levels as Jack "Cadillac" Tenrec. Ride and shoot through jungles teeming with predators and poachers to restore the planet's natural balance and stop the Second Cataclysm. The Caddy's cool, but the dinos look way cooler.



Cadillacs and Dinosaurs is based on the graphic novels by Mark Schultz.



Cruise a '53 Caddy through a futuristic dinosaur world.



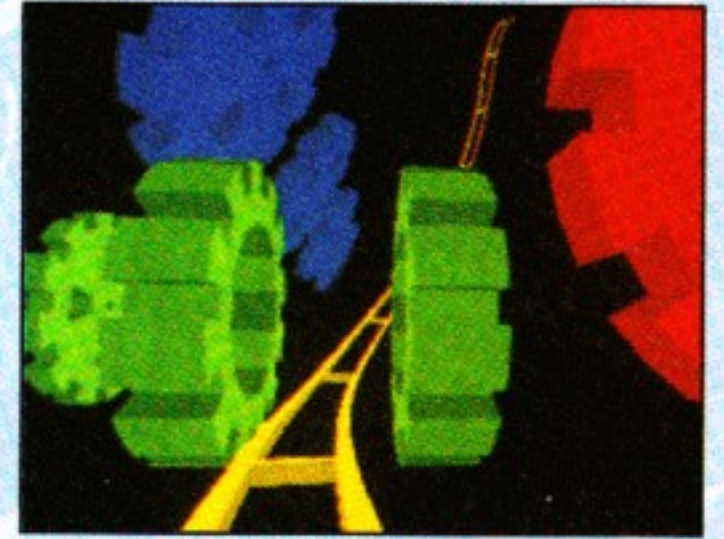
Defeat will usually mean death by dinosaur.



Jack "Cadillac" Tenrec and Hannah Dundee come to life.

DARKRIDE

Professor Moriarty is the main bad guy, but Darkride is hardly elementary. It's set in the Victorian era of Sherlock Holmes, where Moriarty has created...a virtual-reality machine!



Darkride transports you to a weird virtual-reality puzzleland.

But the evil doctor isn't playing games. You're forced into VR to wrestle with roller-coaster visuals and other imagination-bending conundrums. Says Barrett at Rocket Science, "There are places that will genuinely make you motion sick. We can only view them for short periods at a time here."

It's Rube Goldberg meets M.C. Escher meets Edgar Allan Poe. If you don't know who those guys are - whoo, boy, are you gonna freak on Darkride! **G**



Rocket Science wants to preserve the unique 2D comic book look in "2.5D."

NOT FOR WIMPS!

Get ready to fight your way to the hottest selection of fighting game titles with Real Deals at Software, Etc. See stores for coupons.



INTERACTOR VIRTUAL VEST
From Aura Systems, Inc.

Don't just play the game. Be a part of it! Feel the excitement of the on-screen action as the intensity adjusts from a feather touch to virtual pounding. Works with your favorite video game system, regular TV, VCR and music CD's.



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

SOFTWARE ETC

Offers valid 9/14/94 through 10/4/94

FACTOID
The first released issues of Maximum Carnage cartridges are red.

SEGA GENESIS



MAXIMUM CARNAGE
from Acclaim.

Free Kombat Kit with purchase of Mortal Kombat II or Maximum Carnage



SEGA GENESIS



MORTAL KOMBAT II
from Acclaim.

MORTAL KOMBAT II

Acclaim MIDWAY

FACTOID
Did you know there are three hidden characters in Mortal Kombat II?

BLOOD CURDLING ACTION

FIGHTING GAME SECRETS: BLACK BELT EDITION
From Brady Games

This sensational almanac provides the moves, hints, tricks and basic strategies for the 15 top fighting games.



ONLY \$9.99

FACTOID
A Super Street Fighter II movie is planned for Holiday '94.



**It's A
Real
Prize
Fight!**

Knock OUT CONTEST

You've never had it so easy. We ask the questions AND give the answers. Check GamePro Magazine, the Software Etc. Knock Out Flyer or any Software Etc. Sales Associate for any and all answers. (As if you don't know.)

Do it. Send it. Win it!

All the completed entries get entered into a big-time drawing for huge stuff like this:

GRAND PRIZE

Mortal Kombat II Arcade Game

SECOND PRIZE

5 winners. Library of hottest fighting video games.

THIRD PRIZE

20 winners. Library of fighting game books from Brady Games.

FOURTH PRIZE

50 winners. Subscription to GamePro Magazine.

FIFTH PRIZE

100 winners. GamePro t-shirts.

Entries Due By October 15, 1994. Slam On Your Thinking Helmets And Get To It.

1. What character in Mortal Kombat has four arms? _____
2. How many hidden characters in Mortal Kombat II? _____
3. What date does Mortal Kombat II go on sale? _____
4. What famous fighting game is the subject of a movie planned for Christmas '94? _____
5. What page is the Software Etc. advertisement featured on in the September issue of GamePro? _____
6. How much money do you save at Software Etc. when you reserve a video game in advance? _____
7. What Super Nintendo product(s) are featured in the ProReview in the September issue of GamePro Magazine? _____
8. What does a 12 month subscription of GamePro Magazine cost? _____
9. What color is the cartridge for the first released issue of Maximum Carnage? _____
10. What new book from Brady Games features the Top 15 fighting games? _____

Tell Us A Little About Yourself:

Name: _____ **Age:** _____

Address: _____

City: _____ **State:** _____ **Zip:** _____

Phone: _____

Mail Completed Entry To:
GamePro Magazine, Software Etc. Promotion, P.O. Box 5959, San Mateo, CA 94404

ABBREVIATED RULES

No purchase necessary. (Although we wouldn't mind.) One person, one entry. No duplicated entries. If they're late, incomplete or misaddressed you lose. Void where prohibited. Participation is open only to residents of the United States. (You could smell that one coming.) For official rules, visit a Software Etc. Store or send your request to: Marketing Dept., 7505 Metro Boulevard, Minneapolis, MN 55439.

PRIZES

Drawing is random. Odds depend on eligible entries received. (You do the math.) We'll call or write if you're a winner. If you win we can use your awesome image and name for all the normal stuff. Winners pay all taxes. (Uncle Sam always wins.) GamePro will print a list of all winners. No prize exchanges, transfers or substitutes. (They don't get any better than this pal.)

ELIGIBILITY

Employees of Infotainment World, Inc., Software Etc., and all participating vendors, their subsidiaries, affiliates, advertising agencies, their immediate families and pets are not eligible.

LIABILITIES

Infotainment World, Inc. and Software Etc. are responsible for the whole enchilada. All decisions about this contest are final. (Why? Because we said so.) Infotainment World, Inc., Software Etc. and participating sponsors assume no liability resulting from the use of any prize. (Play nice.)

THE MASK

SPECIAL FEATURE



By Manny LaMancha

GamePro unveils the video game development secrets behind *The Mask*, T•HQ's latest video game – and the summer's most flexible movie.

The *Mask*, New Line Cinema's summertime release, is the latest movie to morph from the big screen to the video game screen. The movie has a lot going for it – it's based on the Dark Horse comic, stars multi-talented Jim Carrey of *Ace Ventura: Pet Detective* and TV's *In Living Color*, and boasts stunning special effects created by Industrial Light and Magic (ILM), the wizards who worked their graphic magic on blockbusters like *Jurassic Park* and *Terminator 2*.

The game, however, must overcome the weak reputation of its developer, T•HQ, whose other movie licenses, *Home Alone* and *Wayne's World*,



In the game, *The Mask* will be able to morph into a gas cloud to get through the sewer level.



The *Mask* winds up to swing at an enemy.

resulted in only average video games. The good news is that even in its early state of development, *The Mask* looks like it might pull T•HQ up to respectability.



When *The Mask* gets wound up in the movie, he spins like a tornado. T•HQ has tried to match the movie's effect in its animation.

A Mask-erade Ball

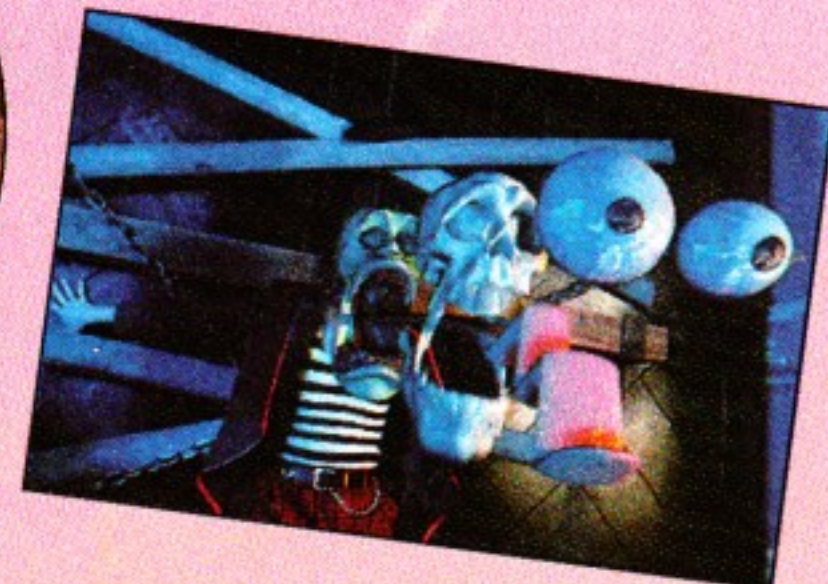
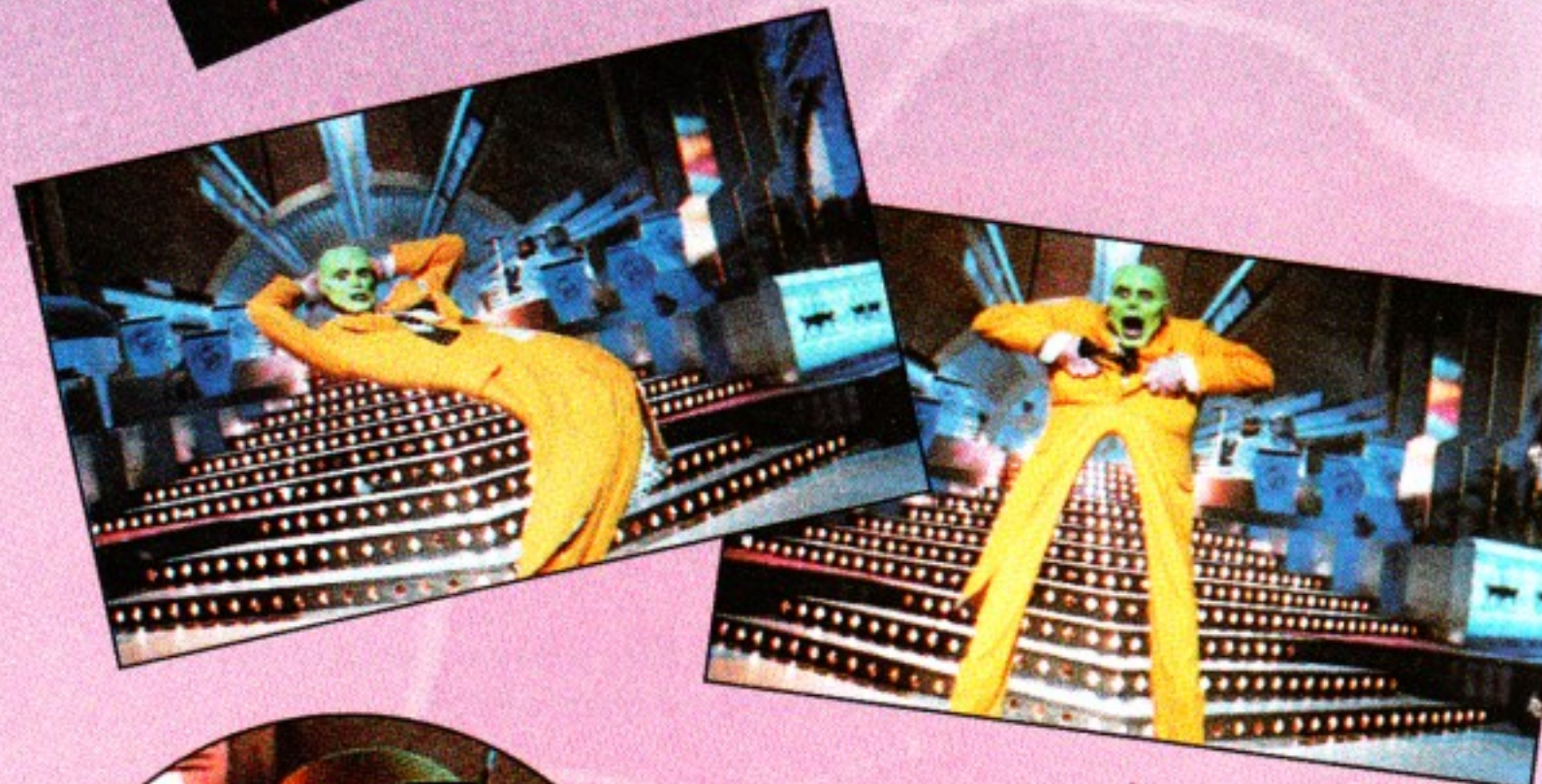
California-based T•HQ has all the movie materials it needs from New Line Cinema to create SNES and Genesis games that parallel the film's story line and snazzy special effects.

The game's story line will generally match the movie: Timid bank employee Stanley

Ipkiss discovers an ancient Nordic mask that amplifies the subconscious emotions of the wearer. Stanley, transformed into a wild green-faced character by the mask, thwarts crime boss Dorian Tyrel as he tries to take over New Edge City.



Morphing into different characters is the key to the action in the movie and the game.



In the movie, The Mask character is flexible – literally – and according to SNES project leader Jerome Strach, the plot is, too. T•HQ will be adding new elements to the game, such as other characters that don the mask.



A compilation of the elements that make up the score bar, shown at the bottom. The score bar shows your health, available energy for morphing, current morph type, number of lives, and points as a quantity of money.

Morph for Your Money

The games are currently planned for 16 megs on the Genesis and 12 megs on the

SNES. Although the games will be large, they won't use extensive digitized graphics; in fact, the game's Mask character has the cartoony look of the comic book rather than the movie.

But don't worry, says T•HQ, the game will have all the frenetic, kinetic energy of



Blowing the horn becomes a valuable tool in the game.

Carrey's film character to give it some humor and intense graphics. Stanley will slide into scenes and morph into many strange forms. T•HQ's artists will use video from the film to hand-animate the spectacular transformations Stanley undergoes in the movie, such as when he morphs into a tornado. According to Strach, each level also will be filled with bizarre enemies, which are a result of the Mask's psychological effect on its wearer.

Lifting the Mask

GamePro will unveil more of The Mask in a future issue. Stay tuned, because hiding behind The Mask may be T•HQ's new face. **G**



The face on the score bar graphically demonstrates the player's damage level. It tells you when you pick up money.

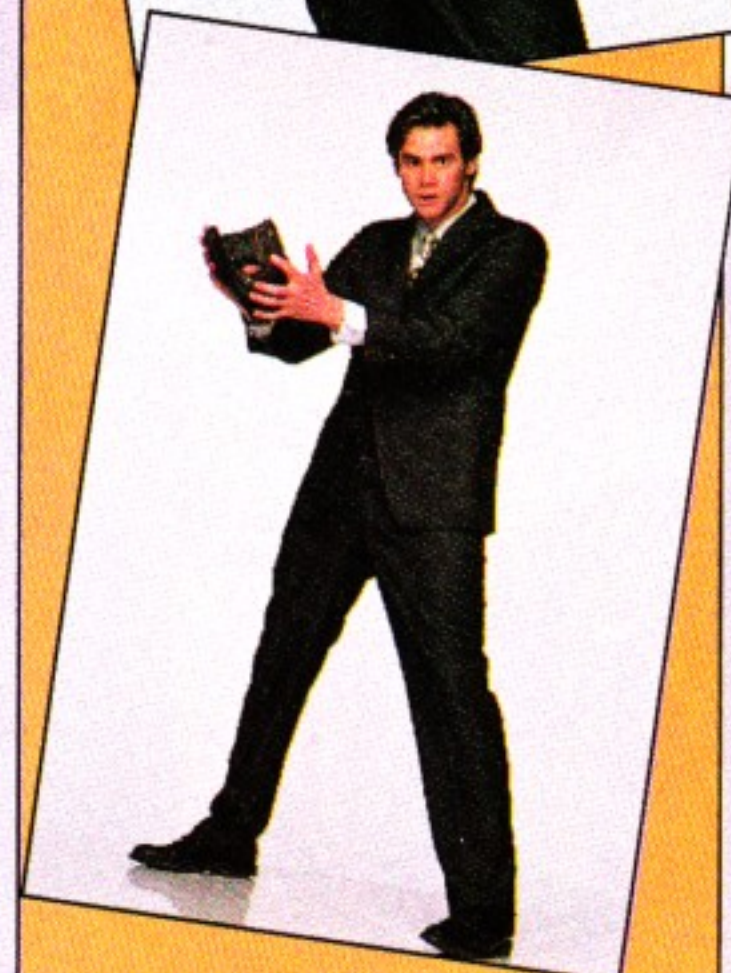


The right hardware sure comes in handy when you're outnumbered.



The game animates The Mask's memorable slide into and out of scenes.

Carrey-ing On: Movie Morphs to Video Game



Jim Carrey's movie antics are prime video game material. Comedian Richard Jeni, who plays Carrey's bank coworker in the film, told *GamePro* that "hanging around Jim makes you feel...normal." Steve "Spaz" Williams, ILM's chief computer-graphics animator, calls Carrey "a biological cartoon."

So, with deep roots in fantastic characters, is Carrey a video game fan? Carrey says he was never into video games – that is, until he got *into* video games – literally. During the Utah shooting of his next film, *Dumb and Dumber*, Carrey tried *Virtuality*, a virtual-reality machine, and was really hooked. It's fitting, somehow: Both virtual reality and Jim Carrey put a different bent on reality.



SCENES FROM THE MOVIE



things to do with your quarters after you've got our games:



1 Buy some thumbpads.



2 They make great shades
(no UV rays at all.)

3 You could build a scale model of Elvis.
(that's his dimple.)



get true
arcade action
 at home
 (and keep your
 quarters.)



Hidden Bosses in Fighter's History!
 To find them, call the Data East Tipline!
1-900-454-5HELP
 For hints & tips on all Data East games!
 .95 first minute/.75 each additional minute.

DATA EAST
 it's gonna be
 one **hot** summer.



Genesis



By Scary Larry

With a ton of fighting games choking the video game scene these days, a new fighter really has to have something special to keep it alive. Ballz has three things going for it: innovative graphics, great sound, and a sense of humor.

Havin' a Ballz

PF Magic is new on the video game scene, and Ballz is its ticket to the big time. You play in a high-tech arena run by the Jester, a maniacal cross between Shang Tsung and Bozo the Clown. He has a slew of wacky warriors, from a headstrong rhino to a jaw-cracking kangaroo. Each fighter has their own set of regular and special moves, and they all possess the ability to morph into another character.



PROTIP: Repeatedly pressing Button A during a grapple

Genesis Game Profile

Ballz

(By PF Magic)



You need something special to survive in the fighting game arena today. Ballz has a new look and great humor but stunted game play. Hey, two out of three ain't bad.

arena today. Ballz has a new look and great humor but stunted game play. Hey, two out of three ain't bad.

Graphics	Sound	Control	FunFactor	Challenge
4.0	5.0	4.0	5.0	INT.

\$59.95
16 megs
Available September
Fighting game

2 players
(more with modem)
13 fighters
Multiple views

makes a fighter do their special move. Continue pressing A after the special move is completed, because some fighters, like Divine, will repeat the move.



PROTIP: Use flying kicks or punches to close the distance between fighters when you're across the screen.



PROTIP: Use the Taunt (Buttons A, B, and C simultaneously) to weaken stronger enemies before you make a hit.

You also have a cyclone or explosion attack that damages your opponent even if they block. Along with an anti-aerial attack (which prevents enemies from attacking with flying kicks), the game has a balance unseen in more well-known "quickie" fighting games (like the original Mortal Kombat for the Genesis).

A Different Kind Of Fighter

The graphics break new ground, though they are a bit, well...sphere-oriented, let's say. Every fighter is a configuration of different-sized balls, but they all move with such fluidity and ease that you soon forget they're just 2D

circles. The fighters even scale in and out of the background, an effect that is accomplished better than it was in the Fatal Fury series. One drawback with the graphics is the lack of background detail, which remains a dull constant amid the other fireworks.

The Way the Ball Bouncez

Ballz takes the increasingly routine genre of fighting games and gives it a new bounce, injecting a wicked sense of humor into the action. The screen in the background flashes some of



only the **RUDE** survive

The sound is a funky mix of great music and hilarious sound effects. For instance, when Divine goes into her Spanking move, each character squeals out a different cry of pain. The high-tech disco deserves radio play.



PROTIP: When a fighter goes into a cyclone or explosion attack, move away and attack when they're dizzy (after they complete the move).

the best put-downs ever seen in a game. And yes, Slasher, there are combos in this game, making it a complete fighter, not just a breezy imitator. You gotta hand it to PF Magic – it's brand new, but it just smashed Ballz over the fence for a grand slam. **G**



Some Ballz-y Special Moves

The Spanking

Divine



Press Button A when in close.

The Tee Off

Kronk



Press Button B when in close.

The Grab Pole

Yoko



Press Button C, then Up twice.

Self Destruct

Boomer



Press Right, Down, Left, and Up in one continuous motion and press Button A.

Cyclone

Bruiser



Press Right, Down, Left, and Up in one continuous motion and press Button A.

Pummel

Crusher



Press Button A when in close.

Beach Ballz

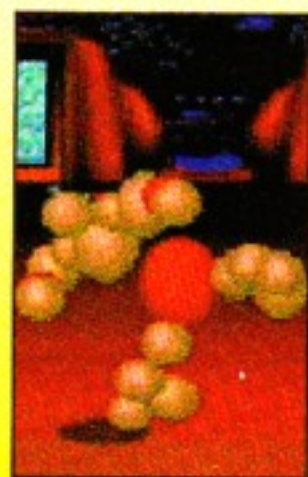
Turbo



Press Button A when in close.

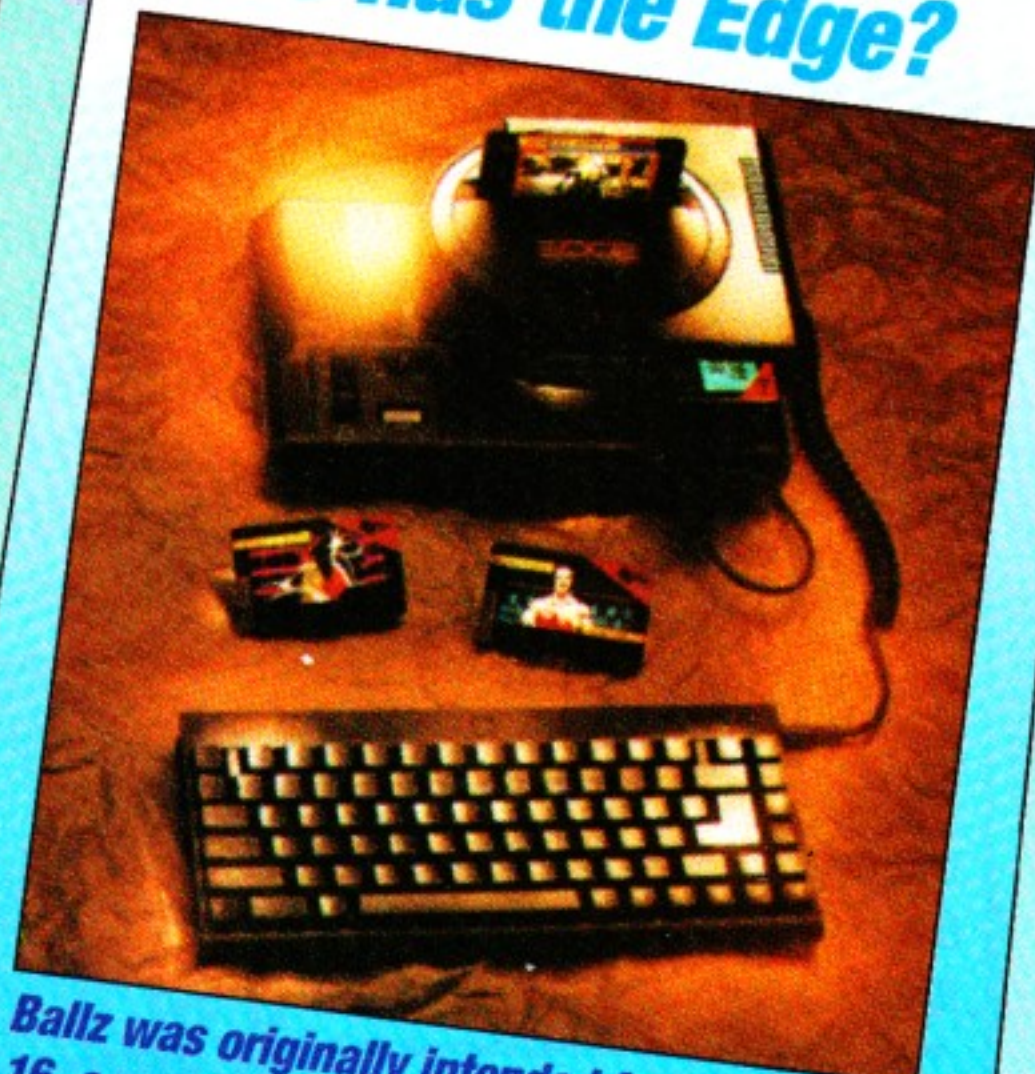
Flying Somersault Kick

Tsunami



Press Away twice and Button A.

Who Has the Edge?



Ballz was originally intended for the Edge 16, a modem system that allows you to play against an opponent over phone lines. The Edge should be available by Christmas (see "Cutting Edge", GamePro, September '93). It won't be long before you'll see the light at the Edge of the tunnel.

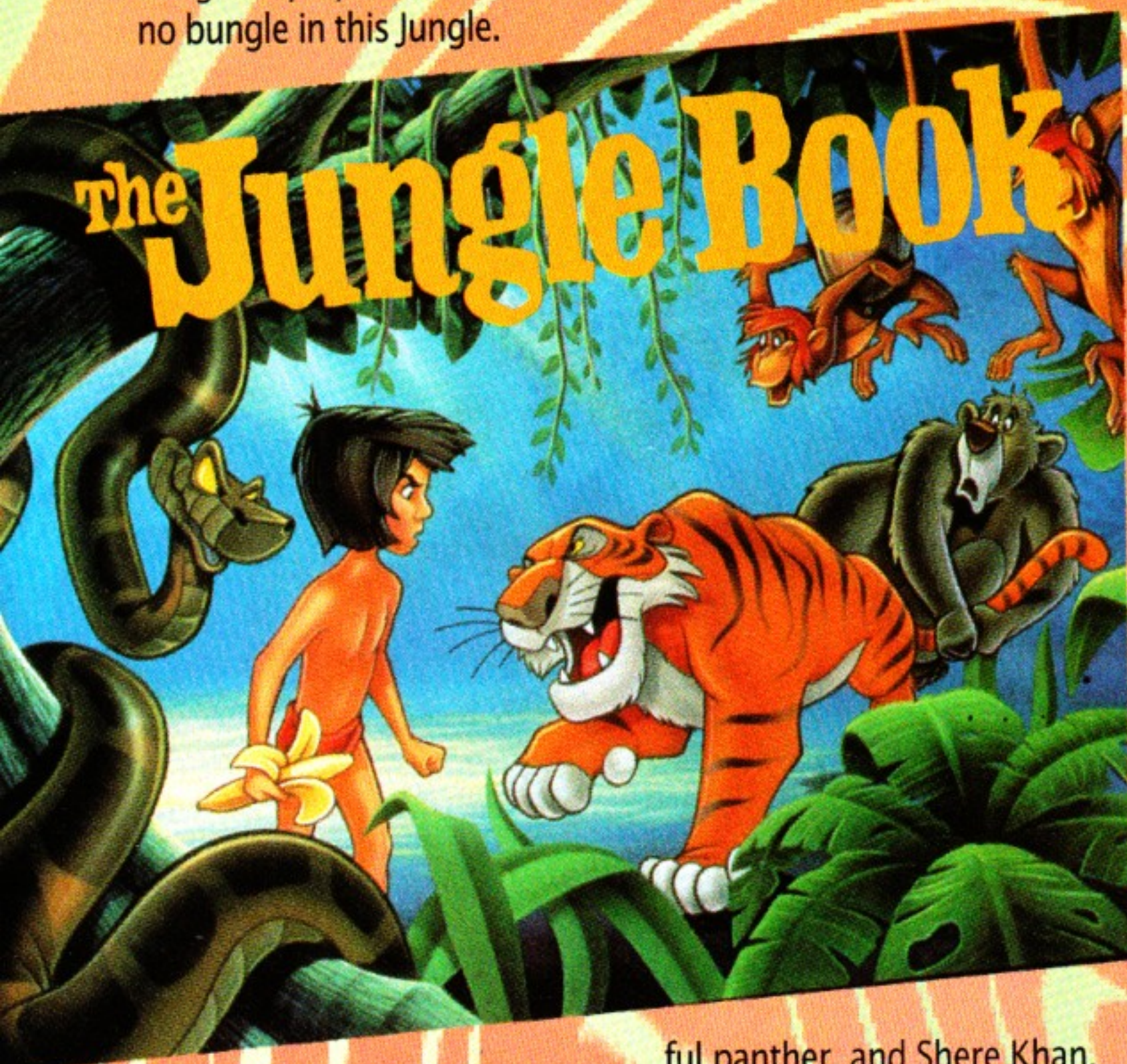
Genesis



By Bonehead

If you haven't already bounced around the SNES and NES jungles with Mowgli, then you'll definitely want to see what he's up to on the Genesis. This game is similar to those well-crafted versions in theme, but the game play is faster. There's no bungle in this Jungle.

strongest to younger players and fans of Disney's classic animated film. Once again, youthful Mowgli is hopping and bopping his way through India in search of civilization. Along the way he runs into aggressive monkeys, scorpions, Kaa the hypnotic snake, King Louie, Bagheera the help-



Welcome to The Jungle

Like the other versions, the Genesis game will appeal

ful panther, and Shere Khan, the deadly final feline.

This cart relies less on the vine-swingin' action that dominated much of the SNES version. Instead, the game play includes river rides, encounters with jumbo elephants, and some interaction with



PROTIP: In the Kaa the Snake chapter, Kaa's hypnotic beams loop around after you. Jump past them and keep firing at Kaa's head.



PROTIP: Gems are often hidden among leaves. Jump everywhere and watch for telltale glimpses.

Baloo, who was virtually absent from the SNES game (the boisterous bear is still underused, however). Everything is slightly speeded up on the Genesis, making it Virgin's most entertaining version yet. Mowgli performs his many jumpin', climbin', banana-throwin', and swingin' moves with aplomb, but the controls are sometimes imprecise. For example, he sometimes steps off a ledge when you only want him to turn around.



PROTIP: You can ride on the turtle, but the stones will give way if you stand on them.

Shere Magic

The graphics will enthrall you. Unlike most of the SNES game, which was filled with dense, green foliage, this version appears to be set in the savanna, so it's brighter and more airy. The characters are as appealing as ever, expressing

their personalities with individual movements. Fans of the flick will love watching Shere Khan on the prowl or Kaa in the trees.

The music creates the right mood for the game – tropical and fun. That "Bear Necessities" song is still here, but it's not as dominant as it was on the SNES. Squawks and howls from jungle enemies further enhance the action.



PROTIP: Enter every hut in the Tree Village and jump around. You'll snag unseen goodies.



PROTIP: The Witch Doctor monkeys are only vulnerable when they turn their shields sideways.

Jungle Hook

The animation will draw you in, and the game play will keep you going, but the lack of continues or passwords might drive you bananas. With 15 levels, this long game will require long hours. Fortunately, there's enough spirit and imagination here to make you want to "reread" this Book over and over again. **G**

Genesis Game Profile
The Jungle Book
 (By Virgin)

GA The best of the Jungle Books, this Genesis version is colorful, charming, and long. Swing along with Mowgli and the rest of Disney's movie gang.

Graphics	Sound	Control	FunFactor	Challenge
4.5	3.5	4.5	4.5	ADJ.

\$69.99
 16 megs
 Available now
 Action/adventure

15 chapters
 Side view
 Multiscrolling

Mowgli's Many Moves



**LIST THE FIVE MOST
DESPICABLE
LOWLIVES
YOU CAN THINK OF:**

- ① _____
- ② _____
- ③ _____
- ④ _____
- ⑤ _____

**NOW SAY A
PRAYER
FOR THEM**

**SHAQ-FU. YOU'LL GET YOURS
OCTOBER 28** 



Genesis



By Scary Larry

Neo•Geo games like Fatal Fury and World Heroes have enjoyed much success on 16-bit systems, largely because of good port-over programming. Although none have been as hot as their 100-megashock cousins, some have been warm and some have been cold. Art of Fighting is a popsicle.



PROTIP: In a one-player game, you have to obtain the Super Death Blow through training. In a two-player game, you come equipped with it. Wipe out an opponent right from the start!

Art Corny

The graphics are clean but unimpressive. All the fighters and backgrounds move with agonizing slowdown, so you'll appreciate the sights even less.

The music and sound are the most feeble, ear-gouging, nails-on-a-blackboard annoying effects to be found in a game to date. You probably never thought you'd see the day when you'd miss Lee's maniacal screeching and Jack's heavy grunts.

Controlling the moves is no artwork, either. By the time you execute most moves, the other player has executed

you. The special moves are also a port from the Neo•Geo game, so if you played it, you won't have to figure out too much on your own.

Ryo



The Haow Ken



The Kinjikuda



Super Death Blow

ART OF FIGHTING

This Old Art Of Mine

Art of Fighting hasn't changed much since its 1992 debut on the Neo•Geo.

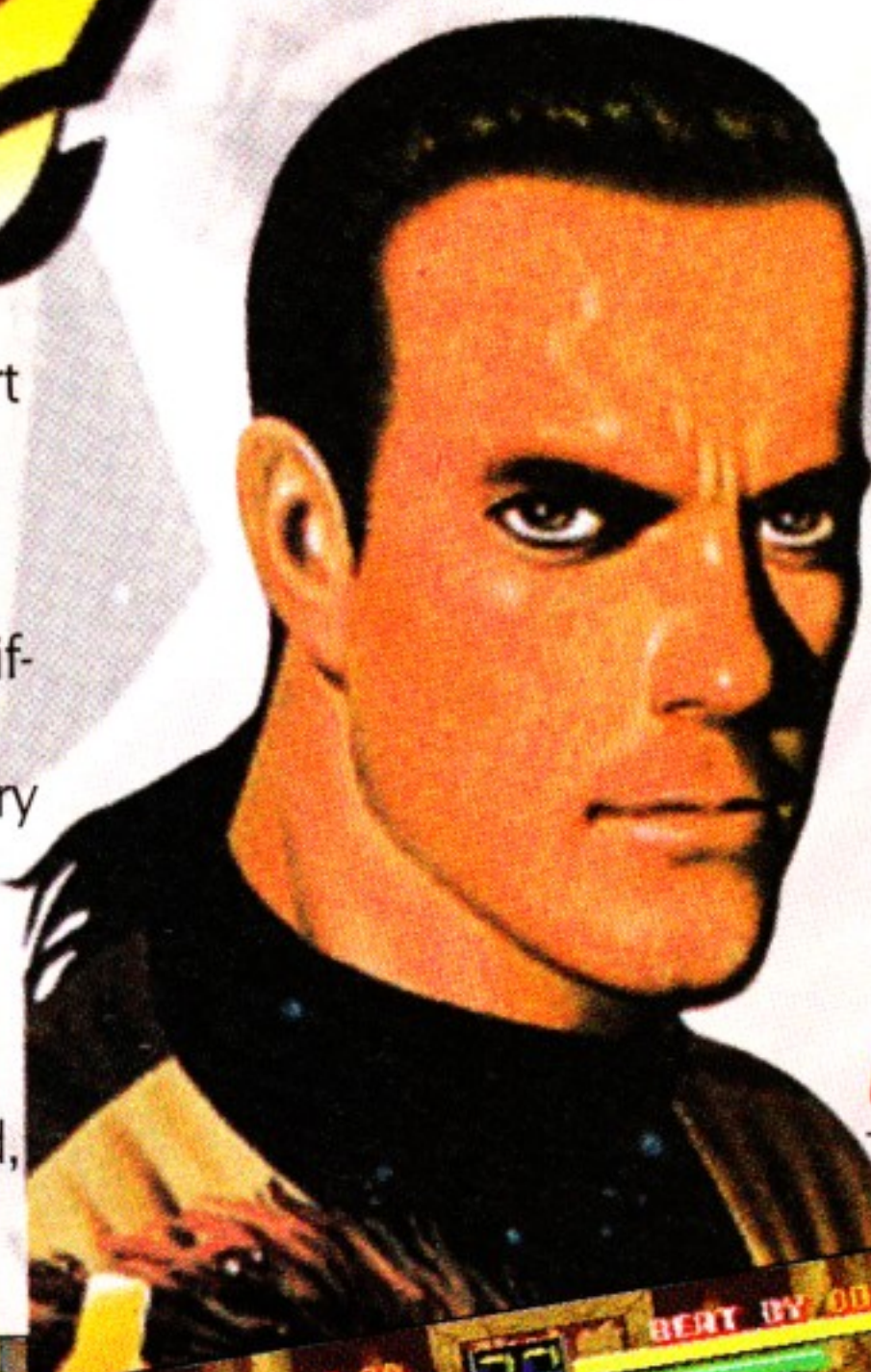
You still fight against a crew of hard-hittin' heavies who have information on your kidnapped sister. You can still choose to

be Ryo (the brother) or Robert Garcia, a family friend who wants to see the bosses of South Town go downtown.

Playing through several different scenarios like bars, back alleys, and the obligatory brawl in front of the fighter jet, you face each of South Town's gang members in a two-out-of-three match. You can also play against a friend, choosing from all of South Town's prized pugilists.



PROTIP: Make sure you're pretty close to your opponent when coming in with a kick. Regardless of form, a lot of times your move ends up short, and your computer opponent will show no mercy.



Open Art Transplant

There's nothing new in AOF, placing this title in the doldrums alongside other lackluster fighting games. You've either seen it, done it, or not cared about it a million times before, and the same can be said about this sojourn through South Town. This game rests somewhere between a rock and an Art place, and has "Rental" written all over it. **G**



Boys will be boys, and girls will be...pretty tough, actually!

Genesis Game Profile
Art of Fighting
 (By Sega of America)

Rated by V.R.C.
MA-13
 Mature Audience

Art of Fighting has finally made it to the Genesis, and the faithful who have waited to see it will be disappointed. This translation is no work of Art.

Graphics	Sound	Control	FunFactor	Challenge
3.0	1.5	2.5	2.5	INT. Intermediate

\$59.99
 16 megs
 Available September

Fighting game
 2 players
 Side view

they've got
claws
they've got
venom
they've got
teeth
you've got
BANANAS?

But don't worry. They're not the kind of bananas you cut up in cereal. They're the kind that can cut down a man-eating tiger, spit-ball hurling snake, ballistic bat, crazy ape, or totally mental, maniac monkey. In the new video game, *Disney's The Jungle Book*, a banana can save your butt...and really mess up someone else's. You'll fire off your favorite fruit through 11 different play levels*. Plus 5 wild bonus rounds. With characters and songs straight from the Disney movie. *Disney's The Jungle Book* even features movie-like super-smooth animation. From Virgin and Disney, the same companies that created *Aladdin* for the Sega™ Genesis™ System. So make like a banana...and split for your nearest video store.

Available for all your favorite game systems.

Disney's

The Jungle Book



Virgin
Disney
SOFTWARE

*Number of levels and bonus rounds vary according to game system. Screenshots taken from Sega™ Genesis™ version. Other versions may vary. © The Walt Disney Company. © 1994 Virgin Interactive Entertainment, Inc. All rights reserved. Virgin is a registered trademark of Virgin Enterprises, Ltd. Sega and Genesis are trademarks of Sega Enterprises, Ltd.



By Slo Mo

World Heroes is a veteran fighting game that's trying to bust from the Neo•Geo and arcades to the Genesis. The cart's not bloody, but it certainly gets bloodied in the process.

World Gone Mad

The setup's simple: The eight original WH brawlers participate in best-two-out-of-three matches. Victors fight a mystery being (who's really no mystery to Neo•Geo fans), Geeguse.

WORLD HEROES



PROTIP: Quick, repetitive attacks enable you to whip through CPU chumps. Try Dragon's Hammer Flurry (rapidly press A).

Your arsenal of hand-to-hand moves and special attacks looks good on paper and in the original arcade version, but they're underwhelming here. Speed (specifically, the lack thereof) kills this game. Compared to other fighting games, WH moves very slowly.

Additionally, the CPU challenger is a cheesemeister's dream. Use a quick repetitive attack that foes can't break in on, such as Dragon's

World Heroes (By Sega)				
Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
2.5	3.0	3.5	2.5	Adjustable
\$54.99	16 megs	Available now	Fighting game	2 players Side view Sega rating: MA-13



Genesis

Hammer Flurry, and you can bull your way to the championships, even with the skill setting on Hard. Two-player action is a must...if you must play the Heroes.

The graphics are mediocre. The sprites suffer from the Genesis Blurs, which you can overlook in other games when the action's lively enough. You

often lose your characters in the garish background colors.



PROTIP: Be wary of anything that looks lethal in the background.



PROTIP: Launch a long-distance special attack at your peril!

The audio is severe. The music kicks, but there's too much reverb. The effects sound like someone talking and gargling water simultaneously.

What in the World...?

If you like to beat up on a poor, defenseless CPU, go ahead and play these Heroes. If not, there's a good Neo•Geo game called World Heroes. **G**



By Captain Squideo

If you played last year's MicroMachines, you'll recognize the kiddie-style game play of Combat Cars. Veteran 16-bit drivers will probably want some more intense action, but young gamers may like it.

Kombat Kids

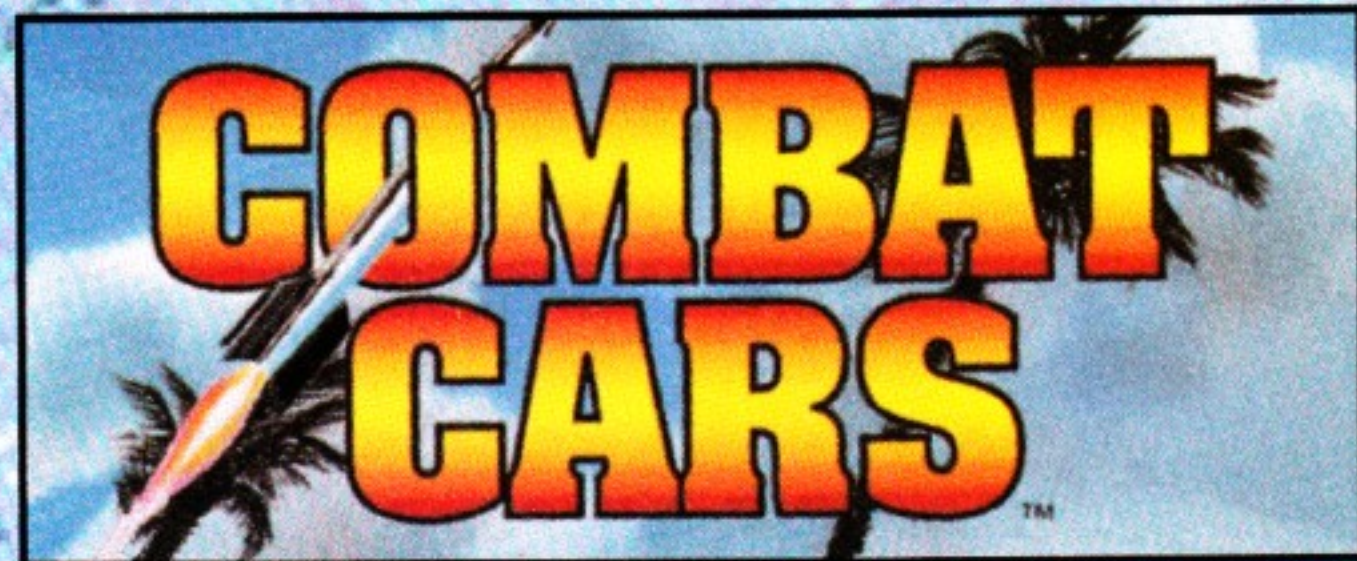
Combat Cars tries to be a kind of Mutant League Racing with alien competitors and no-holds-barred racing. Choose from eight strange drivers with bizarre idiosyncrasies; ratings in Handling, Top Speed, and Acceleration; and a unique weapon. Win races, and you earn money to spend on your car and weapons.

Controlling your car is no easy feat, even at the Easy setting. Your car turns so quickly that the slightest touch on the controller sends you weaving off the track. Using all the weapons effectively is even harder.



PROTIP: Practice sliding into turns and accelerating halfway through to get ahead.

While the concept of armored racing cars is attractive, the graphics and sounds aren't. The overhead view puts you so far away that you're never truly involved in the action. The 24 tracks don't have much entertaining detail.



PROTIP: Andrew Alien's Missile-Zs home in on enemies, but be careful not to run into cars as they spin out in front of you.



PROTIP: If it's reckless speed you want, choose Mekmac. With a 21 IQ, this stud has the highest combined Top Speed and Acceleration ratings.

Also, you'll wish for a map so you can anticipate upcoming turns. The sounds, meanwhile, are barely average. With no voices, droning techno music, and typical sound FX, you might as well crank up your own tunes.

Learner's Permit

Young drivers might be intrigued for a while. But anyone with a driver's license will want to wait for Rock 'N' Roll Racing, which comes to the Genesis next month. **G**

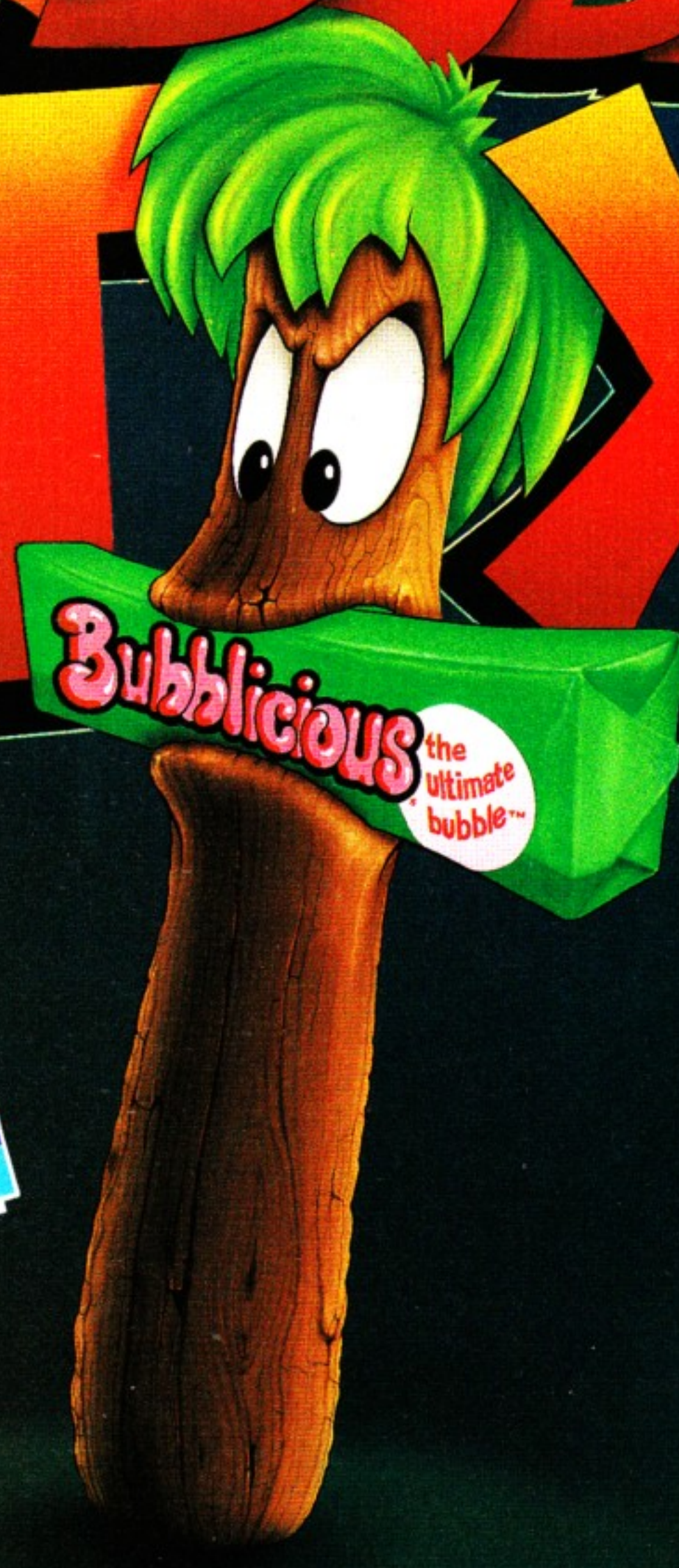
Combat Cars (By Accolade)				
Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
3.0	2.5	2.5	3.0	Adjustable
\$39.95	8 megs	Available now	Auto racing	24 tracks Overhead view Multiscrolling Sega rating: GA
				2 players

A STRATEGY ADVENTURE

Win a
SEGA CD
WITH
Bubblicious
AND **BUBBA[®]
STIX[®]**



BUBBA 'N' STIX



See Packs of Bubblicious Gum for details



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



The Videogame Rating Council, its rating system, symbols and indicia are trademarks of Sega of America, Inc. © 1993 Sega.

Available on
GENESIS™

Exclusively distributed in North America by
TENGEN



Core Design, Inc. 2737 Polk Street, Suite 3, San Francisco CA 94109

Bubba 'N' Stix © Core Design Limited. Sega and Genesis are trademarks of Sega Enterprises, Ltd. All rights reserved. Screen displays shown are from Sega Genesis version. Sega does not endorse and is not affiliated with the Bubba 'N' Stix promotion.



By Scary Larry

There's so much to like about this new CD game from Virgin. Heart of the Alien, the sequel to last year's smash Out of This World, has action, adventure, and an intriguing story line...but better yet, it has the original Out of This World game as well, so you won't miss a beat.

You Gotta Have Heart

Heart of the Alien continues where OOTW left off: The Alien, referred to as "Buddy" in the manual, is lifting an unconscious Lester from the getaway Pterodactyl. You have to guide Buddy through the tyrannical prisons of the ruling aliens (everything is explained in exquisite, detailed cut scenes that appear throughout the game) to locate Lester and your pet Beast. You also have to find your whip, which can be powered up and used as a gun and a shield generator.

Life's tough on this planet, as you'll soon find out. Buddy has to wade through angry guards, acid-dripping caves, poisonous gases, and more.



PROTIP: Let flying animals, such as these white cave bats, swoop past you before you proceed.



PROTIP: Whenever you're in an elevator, watch for poisonous gases streaming from vents in the wall. Don't forget that you control the elevator.

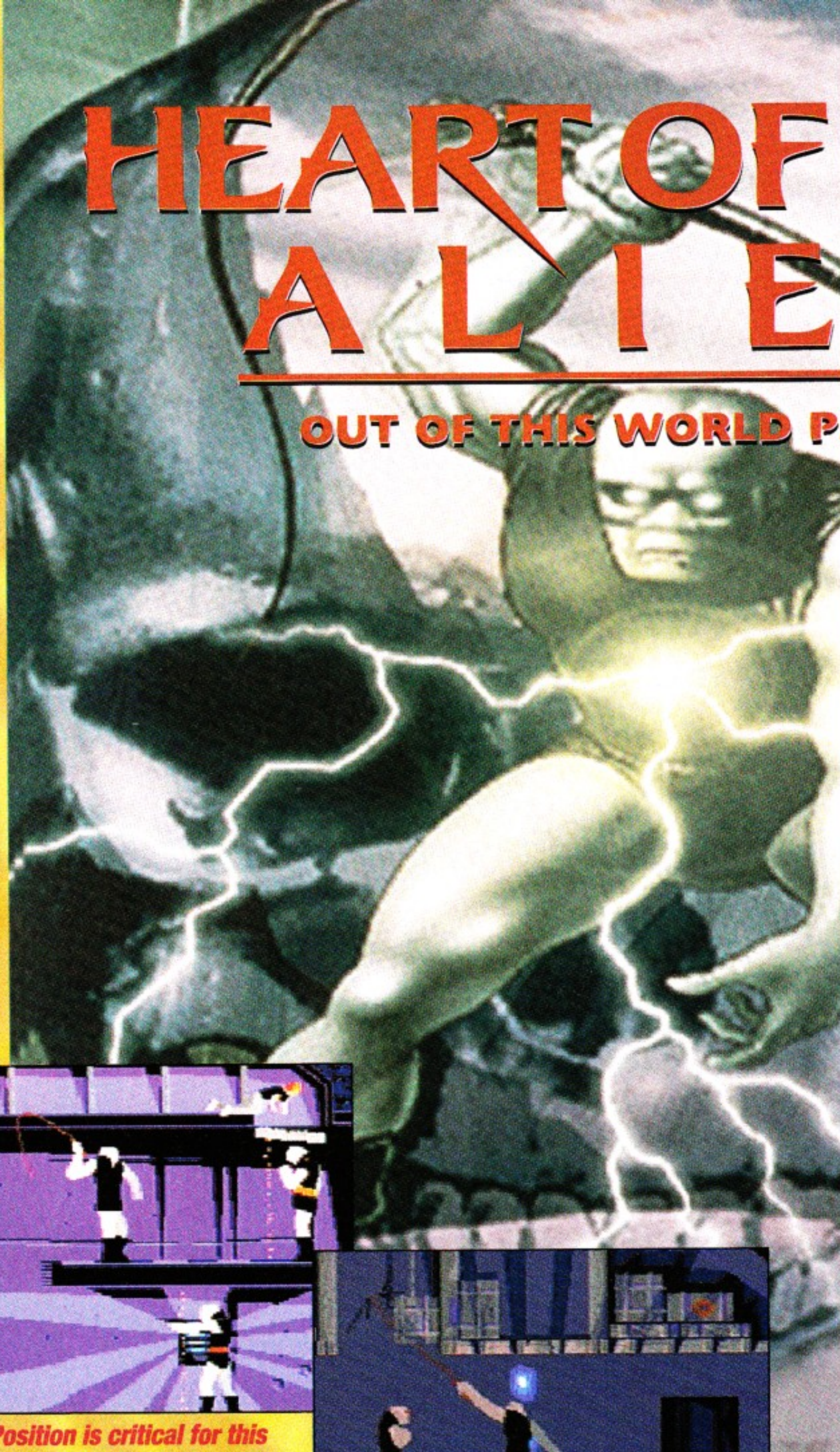
You'll swing, jump, run, and fight your way through more than 70 scenes, each with an unusual twist. Getting into the prison is just as hard as getting out, especially since controlling Buddy can be frustrating at times. Some moves have to be timed expertly, and if they miss their mark, it's back to the password screen. Practice and patience will strengthen this Heart.



PROTIP: Position is critical for this area. Stand here and whip upwards. The grate will fall on the guard, and Lester will join you.

HEART OF ALIEN

OUT OF THIS WORLD PART 2



PROTIP: Look for help from above.

Heart-Stopping Action

The graphics in Heart of the Alien are polygon based, just like those in its predecessor. And like OOTW, the action has a certain style that more "realis-

tic-looking" games can't reproduce. You'll enjoy watching it as much as playing it. The animated sequences are so beautiful that you'll swear you're

Sega CD Game Profile Heart of the Alien (By Virgin)



The sequel to Out of This World not only lives up to its predecessor, it surpasses it. HOTA has thrills, chills, and many, many spills, and you won't dare put it down until it's done.

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.5	4.0	5.0	INT.

\$62.99

CD
Available August
Action/adventure

1 player
Side view
Multiscrolling
Passwords

LIFE'S TOUGH, EVEN FOR ALIENS



THE N

PART II



PRO TIP: Look for discolorations on the floor. They usually signify a trap.



PRO TIP: You must find two parts to a bomb. They're on separate floors, two levels apart. When you have both pieces, blow up the energy machine that's on the floor between them.



PRO TIP: Use your whip to latch onto everything, including hapless guards hanging from the ceiling.

slaughter and capturing the joy of the escaping prisoners.

Heart Attacks

Although just as rich in situational riddles as OOTW (for example, you have to collapse a grate on a guard's head to release Lester), the game relies more

heavily on running and jumping skills – and less on



PRO TIP: It's not necessary to kill every guard.

seeing a movie trailer, not a cut scene in a video game.

Audio doesn't suffer on this CD either. Clear, well-placed sound effects, such as thuds, groans, and alien screams, pound through your TV, lending to the overall realism of the game. The music enhances every scene, adding terror to the village



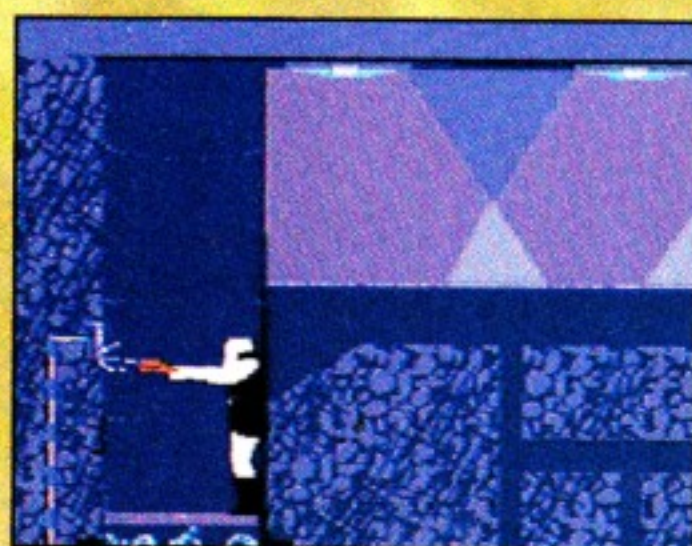
GET THE POPCORN!



Great cinematics enhance the game. Check out these movielike sequences!

thinking skills. Even though there's a lot to this game, it seemed shorter than OOTW. Maybe that's just because you don't want it to end.

The inclusion of the original game on this disc makes a good argument for purchasing a Sega CD. You'll see a good movie, play a good game, and get a healthy dose of heart-stopping alien action in Heart of the Alien. **G**



PRO TIP: Shoot any pulsating energy boxes you see. They usually turn off something critical somewhere else.



Sega CD



By Scary Larry

A new fighter has to be something special to survive. On one hand, Brutal has several features that make it unique. But on the other hand, Brutal is ultimately just another average fighter.

Strange Bru

Now that we've seen fighting games made with robots, clay, turtles, and even balls, it's only natural that somebody turned to the jungle for inspiration. Brutal uses a variety of kombat krittters to spark some interest in a jungle jam. Each character has deep roots in real martial arts ideology (for instance, Kung Fu Bunny is characterized as Right Thinking), and this



PROTIP: Keep your opponent in the corner and repeatedly nail them with leaping kicks. They have to come up for air eventually, and when they do, you'll be there to nail 'em.

attention to martial arts detail is evident throughout.

Each of the ten fighters has their own regular moves, but special moves have to be earned. You can play against the computer, where the object is to fight until you reach the Dali Llama, or against a friend, where you fight in a best-of-three match.



PROTIP: Mix up your attacks. Use a fierce punch at the end of a series of kicks and vice versa.



PROTIP: Use the special moves you've acquired as soon as the match starts. Most opponents will be unprepared.

Control is a problem. In the regular mode, the game is so slow, it's hard to tell whether you're playing or watching the slo-mo replay. In faster modes, the moves are difficult to pull off in comparison to other games (like MK's Sub-Zero moves).

Lookin' for a Fight

The game's graphics deliver but don't dazzle. Each character is well drawn and has cute, cartoony reactions to hits, but the backgrounds often get in the way of the action. This effect is intentional, but after a while it detracts from the



fight and leaves you frustrated that you can't see what's hitting you.

The sounds are good and deliver some jacked jungle jams. Brutal's music is a house sound that's been around, but you'll groove. The sound effects are typical roars, groans, and smack attacks.

Martial Laws

Additional perks include outtakes of eliminated scenes, detailed bios on each character, and a Brutal band that cranks the tunes. But these perks don't pop when compared to the game's flaws - somebody's got to be Brutal about this. **G**



PROTIP: You can knock your opponent off the edge of this bridge.



The Brutal band rocks!

Sega CD Game Profile

Brutal

(By Gametek)

MA-13 Another day, another fighting game. Although Brutal has a few things that set it apart from the herd, the herd eventually catches up with its lackluster game play.

Graphics	Sound	Control	Fun factor	Challenge
				INT.
4.0	4.0	2.5	3.5	intermediate

\$62.99
CD
Available now
Fighting game

2 players
Side view
Passwords

Brutal's Funniest Home Videos



Brutal's designers left in outtakes that illustrate both early concepts and design flaws. They'll be interesting if you want to design or produce video games!

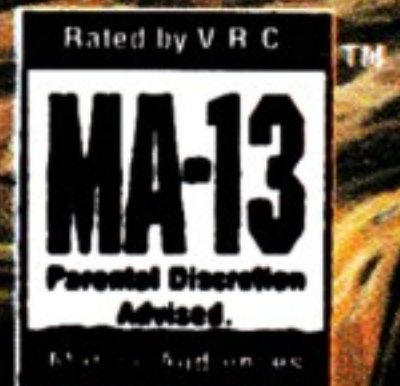


Alien.
Deadly.
No Fear.
No Remorse.
...and it's coming
to your SEGA-CD™

Awesome Role-Playing!
CD Sound!
Animation!



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



Our games go to 11!



Sega CD



By Captain Squideo

You've probably seen this style of game before, but rarely has it been so intense. An exciting reworking of the MechWarrior theme, Battlecorps brings explosive entertainment to the Sega CD.

Hide and Seek

Battlecorps stars huge walking tanks and legions of trigger-happy enemies, all of 'em shooting it out on weird alien moons. You get three different two-legged, twin-cannoned machines to choose from, each with six different armaments and ratings in Speed, Armor, and Power. Then you set out on an inside-the-cockpit game of hide-and-seek, with radar displays pointing you in the right direction. Your targets are the mechanized warriors and weapons-laden fortifications hidden among fields of fire, behind stone pillars, and around the corners of twisting mazes.

The controls are the weakest part of the game. Starting, steering, and stopping your Bipedal Attack Machine requires too many button presses to quickly track moving targets. Fortunately, select-

ing and firing weapons is a much smoother process, and you can even shoot in one direction while walking in another. If you choose the correct long-range or close-in weapon for each situation, you'll be able to blast away with satisfying accuracy.



PROTIP: Stick near the rocks so they can provide cover for you. Don't parade down the middle of the path in search of enemies.



PROTIP: Radar outlines the shortest, not necessarily the safest, route to the enemy. Shortcuts sometimes lead you through fiery fields.

BATTLECORPS



PROTIP: Your first barrage will sometimes partially destroy enemies; a second round finishes 'em off.

Graphical Glory

The graphics grab you immediately. You look out upon strange, imaginative landscapes reminiscent of last year's Stellar-Fire for the Sega CD. Good scaling and rotation fully immerse you in the intense battles. Although a

few of the enemies are sometimes hard to see against the desolate backgrounds, they burst into a gratifying shower of exploding pieces when you blow them up.



PROTIP: In the early levels, use the orange marker along your gunsight to set your path.

The sounds are superior. Cool guitar-dominated music plays throughout the game. The music changes for each

level and effectively drives the action. Adding to the sonic details are sound FX like your own walker charging ahead and impressive explosions.

Battle Score!

Exciting game play, attention-grabbing graphics, dynamic sounds – Battlecorps enlists 'em all! Players of all skill levels will find this game irresistible. Forward, march! **G**



PROTIP: Switch to rapid-fire short-range weapons when enemies get up close and personal.



PROTIP: For beginners, Jack Cutter has the most balanced ratings.



PROTIP: Ration your strongest weapons. Don't waste powerful Triple Mortars on mines when Twin Cannon shots will do.

Sega CD Game Profile

Battlecorps

(By Core Design)

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

Battlecorps effectively reworks an old theme. The inside-the-cockpit shooting action on alien worlds explodes into fast, frenetic fun.

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.5	3.5	4.0	ADJ.

\$49.95
CD
Available now
Action/adventure

1 player
13 missions
First-person view
Multiscrolling

PUSH YOUR SEGA CD™ TO THE MAX!



FLYING NIGHTMARES

Based on the elite "Flying Nightmares" Marine Harrier squadron, this game really pushes the envelope of CD technology.

Everything is state-of-the-art: Stunning 3D texture-mapped graphics. Intense full-motion video sequences. Internal, external and missile camera angles. Plus the hottest CD-quality sounds and special effects.

It all adds up to the most exciting combat flight simulator on Sega CD. Imagine the power under your command: Harrier jump jets that can turn on a dime and stop dead in midair. Laser-guided missiles, cluster

bombs and radar-jamming pods.

It's enough to make your heart pound and palms sweat.

It'll also strain your brain. This just happens to be one intelligent action-adventure game as well.

FLYING NIGHTMARES. Pushing CD technology – and you – to the max.

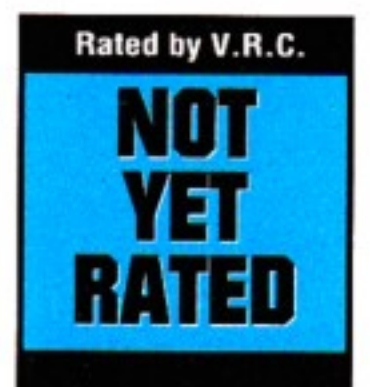


This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA CD™ SYSTEM.



Sold exclusively in America by Time Warner Interactive, Inc. Phone 408-473-9400 for ordering information.

SEGA and SEGA CD are trademarks of Sega Enterprises, Ltd. All rights reserved. Published by Domark Software Inc. Programmed by Panelcomp. Graphics and sound by the Kremlin. Flying Nightmares: ©1994 Domark Software Inc. All rights reserved.



A CLOSED DOOR LIES AHEAD. BEHIND IT, KILLERS COULD BE WAITING TO SHOOT YOU DOWN LIKE A DOG. OR BLAST YOU TAKE ANOTHER STEP, YOU'LL WISH YOU HAD EYES IN THE BACK OF YOUR HEAD. **ZERO TOLERANCE.** THE FIRST 360 DEGREE,

Zero Tolerance is a trademark of Accolade, Inc. and Technopop, Inc. ©1994 Technopop, Inc. All rights reserved. Sega and Genesis are trademarks of Sega Enterprises, Ltd.



FROM THE SIDES. OR, THE COLD-BLOODED SWINE, DRILL YOU IN THE BACK. BEFORE YOU
3-D, FIRST PERSON SEARCH AND DESTROY MISSION ON SEGA. **COMING OCTOBER 5TH. ZERO TOLERANCE™**





By Scary Larry

Imitation has always been the sincerest form of flattery, and some companies flatter more than others. If you thought that James Bond: The Duel complimented Rolling Thunder, or Alfred Chicken reemphasized elements from Super Mario Brothers, then you'll recognize Blackthorne. It's Flashback with an attitude.

Back in Black

Many years ago, your father, the King of the Androthi, sent you to Earth to save you from the hands of Sarlac, the cruel goblin warrior who enslaved the Androthi to work in his mines. You play as Blackthorne, the king's son, ready to avenge his people against Sarlac and kick some goblin butt.



PROTIP: Don't just blindly leap across gaps. Hang from the edge to see if there are any areas below worth exploring.

Super NES Game Profile

Blackthorne

(By Interplay)

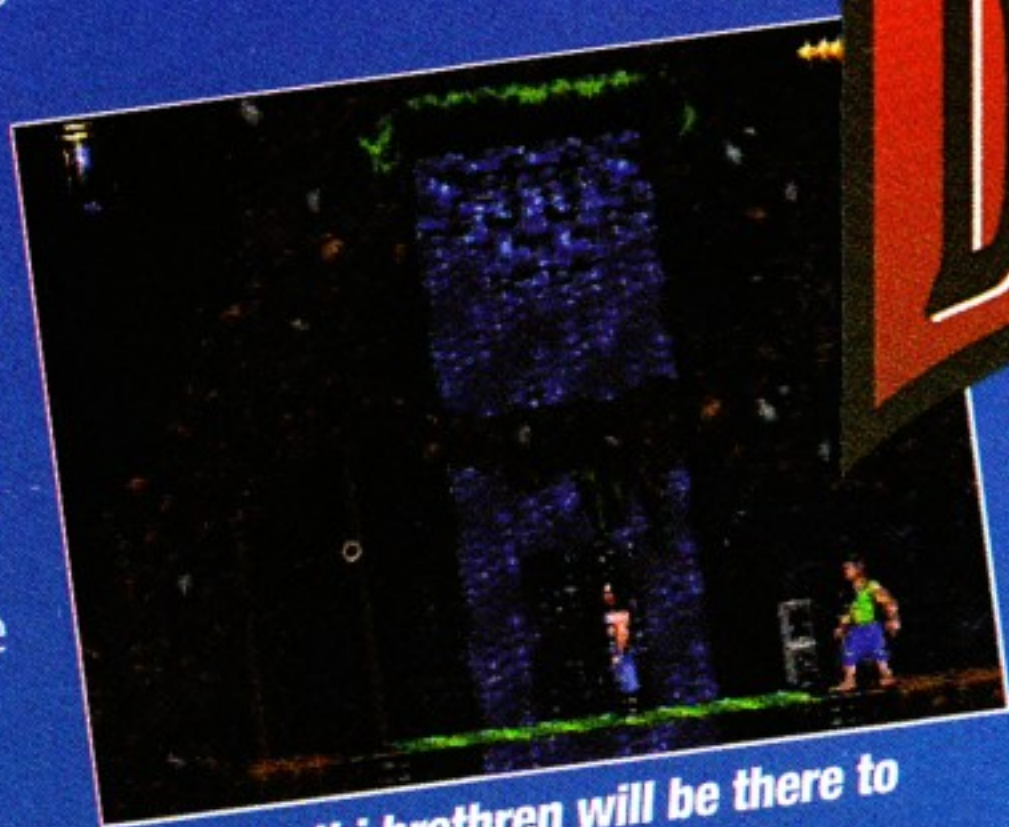
Similar in style to Flashback, Blackthorne offers more action and requires a little less thinking. If you're a platform player, then Blackthorne will quench your thirst.

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.5	4.0	5.0	INT.

Price not available
8 megs
Available September
Action/adventure
1 player

4 levels
Side view
Multiscrolling
Passwords

BLACKTHORNE



PROTIP: Your Eilrathi brethren will be there to assist you.



PROTIP: To time shots correctly, wait until you hear your opponent cock his gun, then nail him.



PROTIP: Look behind waterfalls for passages.

You scale through various locales (mostly dark and dreary looking), wasting Goblins and Overseers while collecting clues from the Androthi. You have to find items like security keys, elevator-call switches, and Levitators to progress to the next level. You're armed with a goblin-wastin' shotgun, but soon you collect more effective weapons and bombs, which you need to blow up

Laser Field Generators and take out guards. Controlling the various armaments is quick and effective.



PROTIP: Watch for door triggers on the floor, like this one beneath the plants at the beginning of the second stage.

Dancin' in the Dark

The graphics in Blackthorne are 3D: dismal, dark, and detailed. You'll have to increase the brightness on your TV to really appreciate the cool backgrounds. The enemies and guards are all splendidly illustrated and humorous in their



PROTIP: Aim a Wasp Bomb through the small open hole just to the left of this Laser Shield Generator.



PROTIP: Watch for metal plates in the floor in this level. They trigger ceiling guns.

actions (they chuckle with sinister glee when they shoot you). Your character looks very much like the rest of the Androthi (who all look like they're from the Fabio fan club), but he's detailed enough that his shotgun-pumping motion looks realistic.

The sounds are equally fantastic, with plenty of foreboding music and sound effects. There's not a lot of intrusive music, which is a plus, but then again, there's no speech either, which might've intensified the drama.

Bet on Black

Blackthorne delivers high-energy action above all else. There's also an inherent amount of puzzle-solving and backtracking, but nothing too involved. Who cares that Blackthorne also reminds you of Prince of Persia? For platform enthusiasts who can't get enough of the good stuff, Blackthorne scratches that action itch. **G**

Baseball so real it's unreal.

Tecmo® 16 bit Sports games are unmatched in the true-to-life control you have over every aspect of the game.

But we don't have to tell you that.

You've already played Tecmo® Super NBA® Basketball™ and Tecmo® Super Bowl.™

But just in case you've been on an extended vacation to *never-never land*,
We'll show you.



You have complete control over batting order



Team control modes include Coach, Computer, Manual and Skip



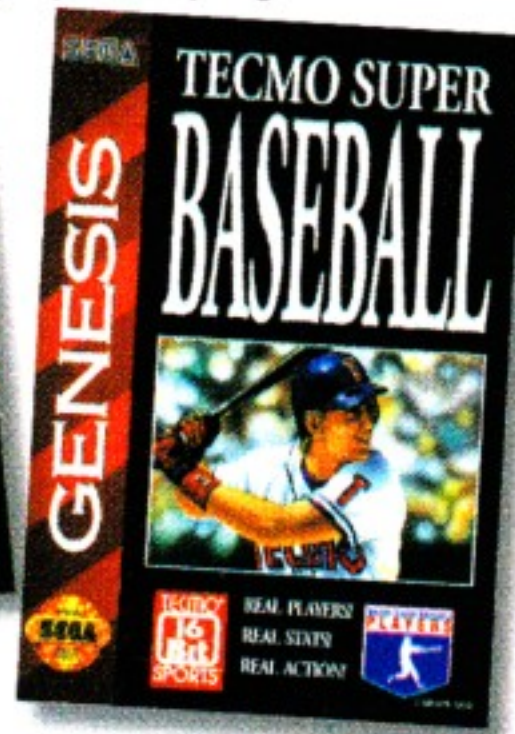
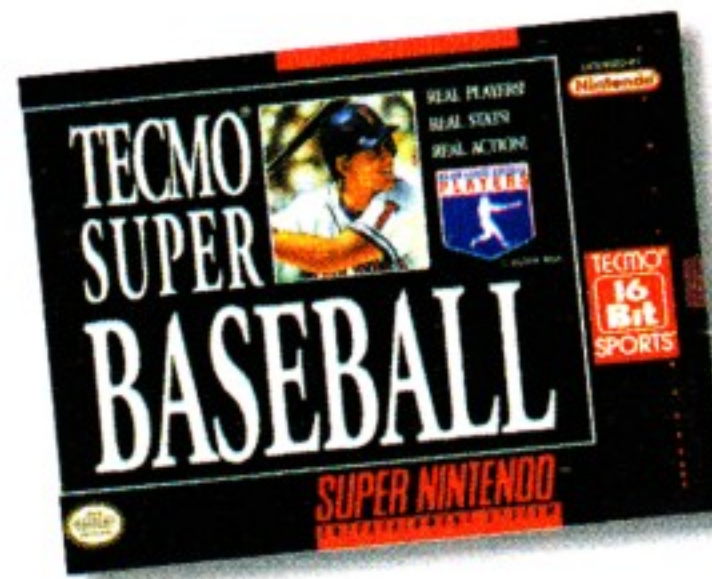
Season Schedule displays games played, in progress and to be played



Select a Pinch Hitter with all pitcher stats displayed



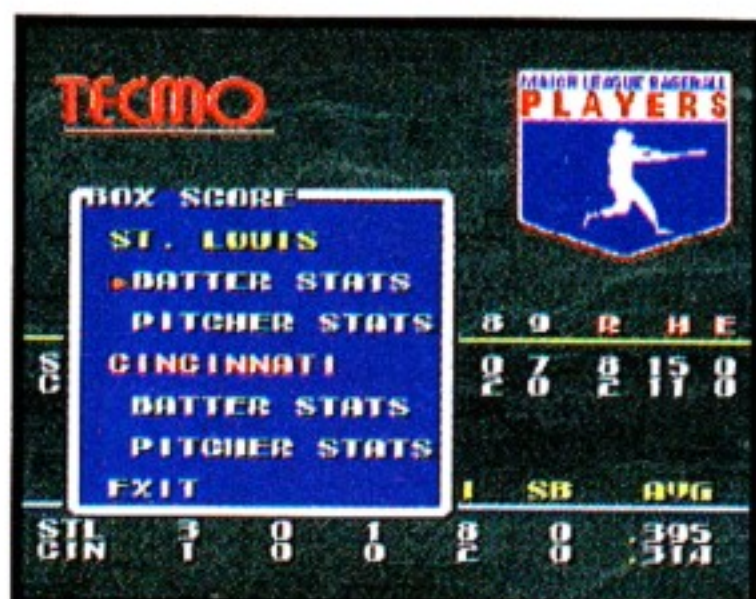
Select your swing, give a sign or use Manager options



Select your pitch, choose your defense or use Manager options



Change your defensive formation for any situation



All the game stats you could want, with battery back-up!



Comprehensive stats for all 700 MLBPA players



Regular, Reduced and Short seasons

We would show you more but *we'd need our own magazine.*

TECMO® SUPER BASEBALL™



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



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

Officially Licensed by the Major League Baseball Players Association.

© Tecmo, Ltd. 1994 TECMO® is a registered trademark of Tecmo, Inc. Licensed by Sega Enterprises Ltd. for play on the Sega™ Genesis™ System. Sega and Genesis are trademarks of Sega Enterprises Ltd. Licensed by Nintendo for play on the Super Nintendo Entertainment System. Nintendo, Super NES and official seals are registered trademarks of Nintendo of America Inc. The videogame Rating Council, its rating system, symbols and indicia are trademarks of Sega of America, Inc. © 1993 Sega

Tecmo, Inc. • 19260 South Van Ness Avenue, Torrance, CA 90501

Phone (310) 787-2900



© MPBPA MSA





By The Unknown Gamer

Bubsy II tries to claw its way to the top with more of the game play that made the original a scream. Add some unusual new features, and this cat's not what you expected at all.

Cat Scratch Fever

Bubsy still has the same sarcastic, highly amusing chip on his furry shoulder, and this humor sets him apart from other cute, furry game stars.

In this game, Bubsy's trying to rescue the bobcat twins, Terry and Terri, from Oinker P. Hamm. He has to enter the Amazatorium, the ultimate amusement park, and roast Oinker P. and his henchmen in five hop-n-bop platform-style



PROTIP: Proceed cautiously when you're jumping or gliding quickly. You're in danger of landing in water or a bottomless pit. Bubsy can't swim unless he dons a Dive Suit, and you often won't have time to get into the suit.

levels. A confusing range of game-play options ultimately boils down to one-player, two-player cooperative, or two-player competitive modes. You can also choose among three difficulty levels or the Grand Tour mode, which combines the three difficulty levels and all the other modes. Experienced gamers should take the Grand Tour.

Cat's Meow

The straightforward action is similar to the first game – Bubsy simply maneuvers from one end of a level to the other. Each is populated by Oinker's porcine pack and boasts a theme. Some levels shine, like the Music area, while others, like the Space Wreck, are less charming and original than levels in the first Bubsy.

Bubsy II moves away from traditional linear platform action by letting you play each world

BUBSY

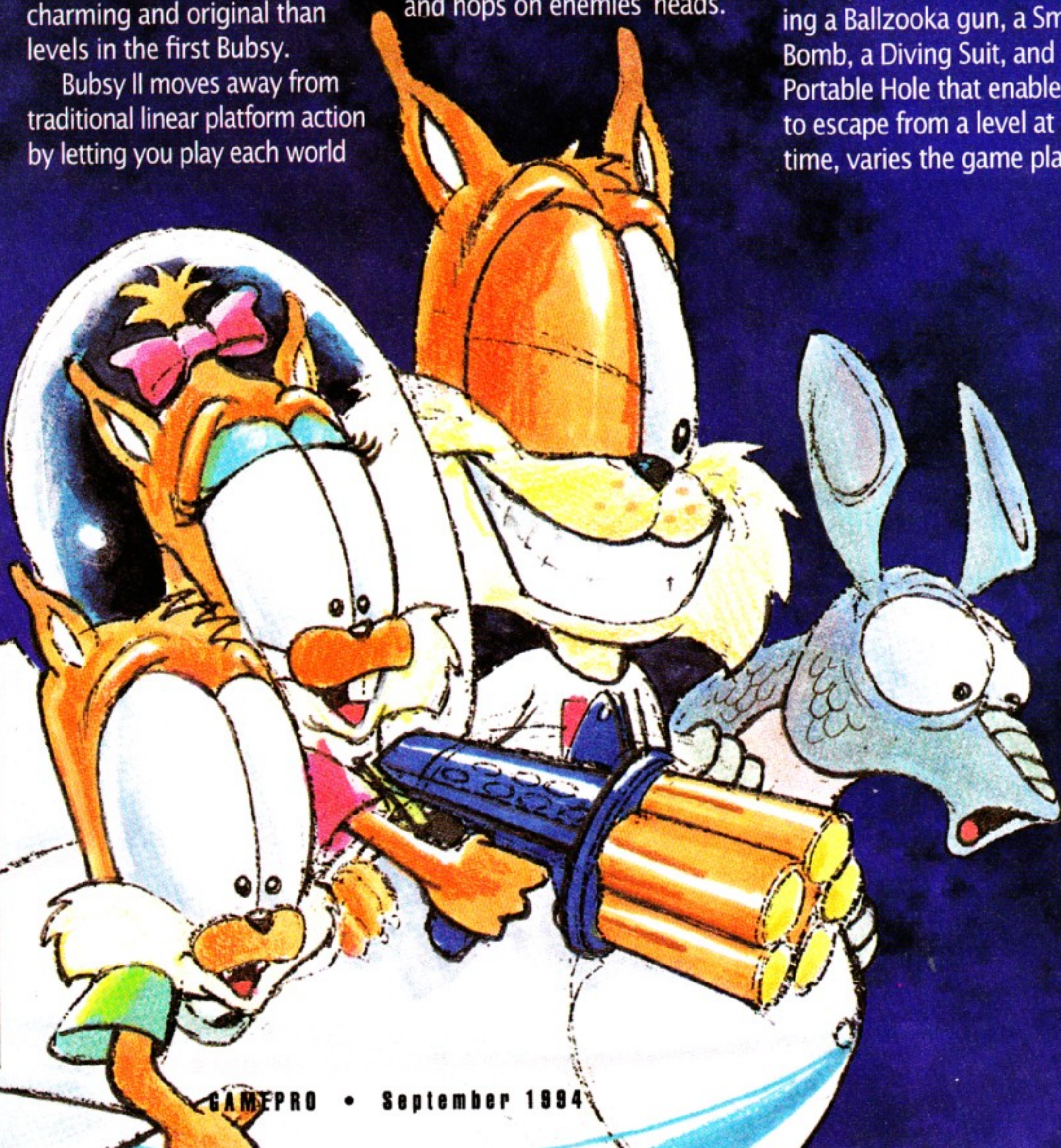
randomly. This approach is different but confusing. In the Grand Tour, for example, you must beat all five worlds at the easiest challenge level, then all five at the intermediate level, and so on. It gets confusing, however, when you return to a world you've completed and find it in its original condition. You can replay it, but there's no reason to – just move on.

On each level, Bubsy collects Marbles and power-ups and hops on enemies' heads.



PROTIP: Look for Lion signs in the Egypt world. Press Up when you're standing in front of them, and different helpful things will happen, like torches lighting or doors opening.

A bevy of new options, including a Ballzooka gun, a Smart Bomb, a Diving Suit, and a Portable Hole that enables you to escape from a level at any time, varies the game play.



Super NES Game Profile

Bubsy II (By Accolade)

Bubsy's personality is still the top draw in Bubsy II, a new kind of adventure that's a definite change of pace for the irascible feline.

Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
4.0	4.5	4.0	4.0	Adjustable

\$69.95
16 megs
Available October
Action/adventure

2 players
5 worlds
Side view
Multiscrolling

GAMEPRO
PROSTRATEGY
GUIDE

**Maps and
Play-Throughs for
Both Games**

THE DEATH AND RETURN OF

SUPERMAN

**SUPER
NES**

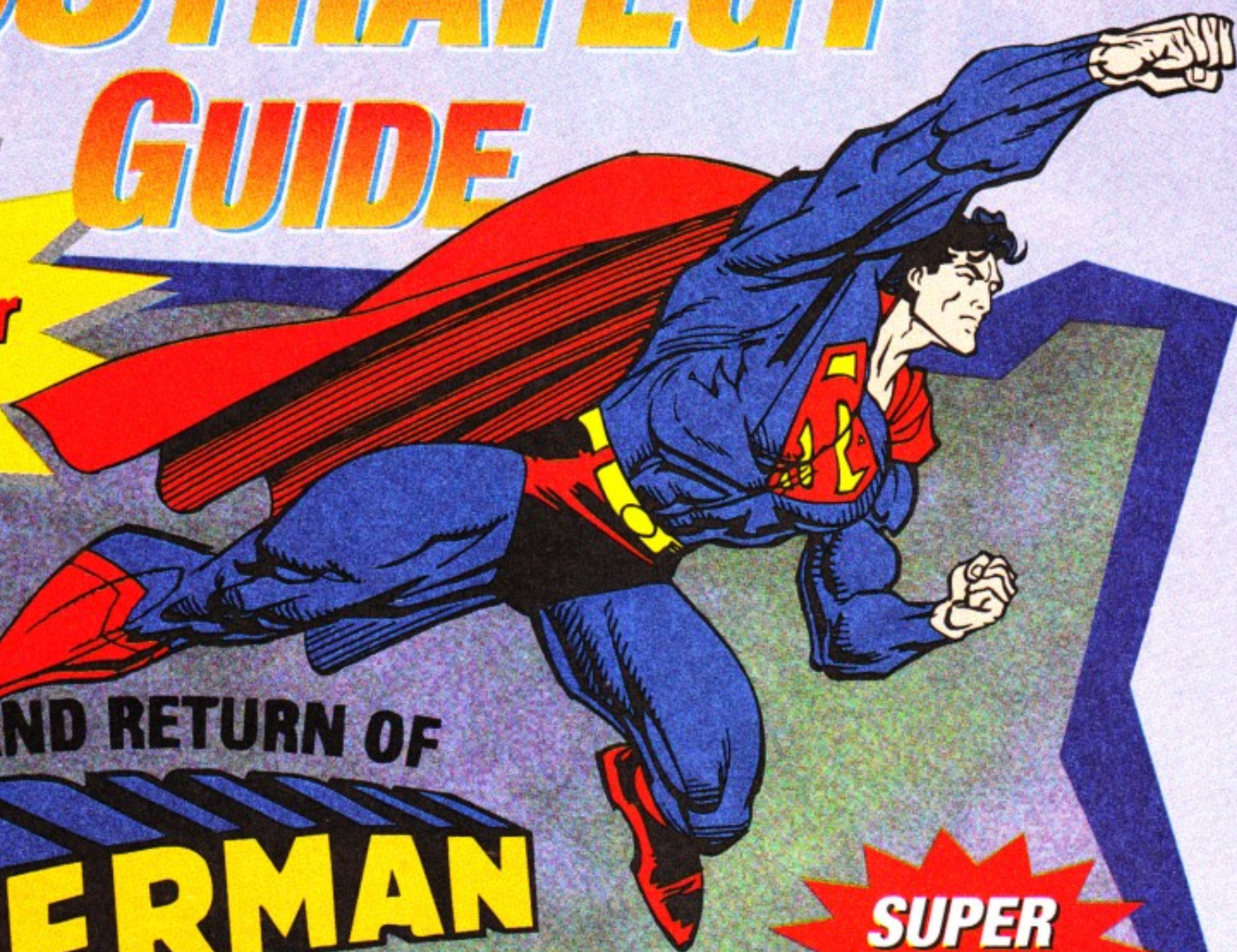
**How to Beat
All the Archvillains
And Bosses**

**Heroic Special Moves,
Awesome Techniques,
And Hidden Power-Ups**

**THE INCREDIBLE
HULK**

**MARVEL
COMICS**

GENESIS



THE DEATH AND RETURN OF SUPERMAN

STRATEGY GUIDE

Super NES

MAN OF STEEL

The Man of Steel, a.k.a. John Henry Irons, a former special-weapons designer for Westin Technologies. The Man of Steel has pledged his life to carrying on Superman's legacy of justice.



Body Slam



The Body Slam is decisive and effective. Grab your opponent, press Toward and Button Y.

Overhead Body Slam



To perform the brutal Overhead Body Slam, grab the enemy, press Away, then hit Button Y.

Body Slam



To Body Slam your opponent, grab them, then press Toward and Button Y.

Over-the-Shoulder Toss



Grab your opponent, then press Away and Button Y to do the Over-the-Shoulder Toss.

CYBORG

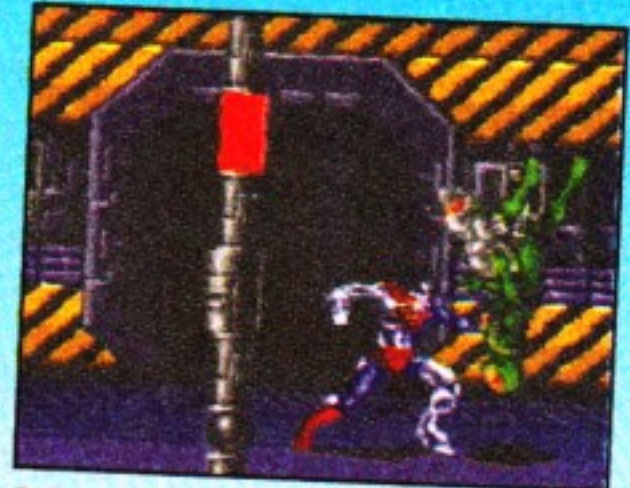
He's half-man, half-machine. Cyborg's organic parts match Superman's, but his metallic parts appear Kryptonian in origin. Is this Superman rebuilt?

Overhead Body Slam



To execute this vicious slam, grab the enemy, then press Away and Button Y.

Pile Driver Slam



Pile-drive your opponent! Press Toward, then hit Button Y.

SUPERBOY

Created within the genetic tubes of the Cadmus Project, SuperBoy claims he's a teenage clone of Superman.



Rolling Throw



To execute the Rolling Throw, grab the enemy, then press Away and Button Y.

Overhead Body Slam



To slam the bad guys, grab your opponent, press Toward, then hit Button Y.

THE ERADICATOR

Regenerated within the Fortress of Solitude, The Eradicator is Superman reborn...or is he?

Overhead Slam



To slam your enemy to the turf, grab them and press Away and Button Y.

Back Breaker



A superhero's work is back-breaking - for the bad guys! To execute the Back Breaker, grab them, then press Toward and Button Y.

Level 1

Clawster

BOSS



Clawster is the easiest boss to defeat. He isn't very quick, but his punches deliver a wallop. You can punch or throw this beast around with some immunity, but Superman's Diving Punch is the quickest way to destroy him – it protects you while you're airborne.

Level 2

Doomsday!

BOSS



For your first encounter with Doomsday, use Superman's Diving Punch for the best results. If Doomsday starts to get the better of you, use your Ground Thump – it gives you time to regroup. Avoid going toe-to-toe with him – you're sure to lose. Unlike Clawster, Doomsday will scurry away after you defeat him.

Heavy Metal



You'll find these falling wrecking balls at the beginning of Level 2. To avoid 'em, look for their shadows on the ground.



Doomsday Cometh



Use the same tactics you used in your last encounter with Doomsday for a quick victory – Diving Punches and Ground Thumps.



But wait! Doomsday has one final surprise for you. It's an uppercut – and now you're both out. This signals the death of Superman. Doomsday is here!

Level 3

Sentinel

BOSS



While the floating suit of armor might not pose much of a threat on its own, the four spheres around it do. Scrap this heap o' tin using Cyborg's Diving Punch. If Sentinel gets the advantage, stun him with your Cyborg Grenades or Special Ability. Then continue your assault.

Power-Ups



At the beginning of Level 3, Cyborg dogfights some airborne 'bots. The 'bots attack in groups of four, all following the same path. Stay to the left of the screen to increase your chances of taking out these metal monsters. Destroy all the 'bots, and you'll earn a Life Bar power-up. There are two power-ups in the game: the blue Superman shield which replenishes your life bar and a red/yellow Superman shield that replenishes your Special Attacks.

Take Out the Air Support



You'll square off against both airborne and ground-based enemies throughout the game. Eliminate airborne threats before you go after ground troops.

Hidden Power-Ups



After you clear an area of enemies, search for hidden power-ups. Be sure to check out the sky above, too.

Doomsday Is Outta Here



FEARING THAT DOOMSDAY MIGHT SOMEHOW REAWAKEN, THE CYBORG HURLES HIS BODY INTO DEEP SPACE.

After defeating Sentinel, Cyborg finds Doomsday, who's healing after destroying Superman. Rid the world of Doomsday forever by tossing his body deep into space. Could Cyborg be Superman, returning as part machine, part man?



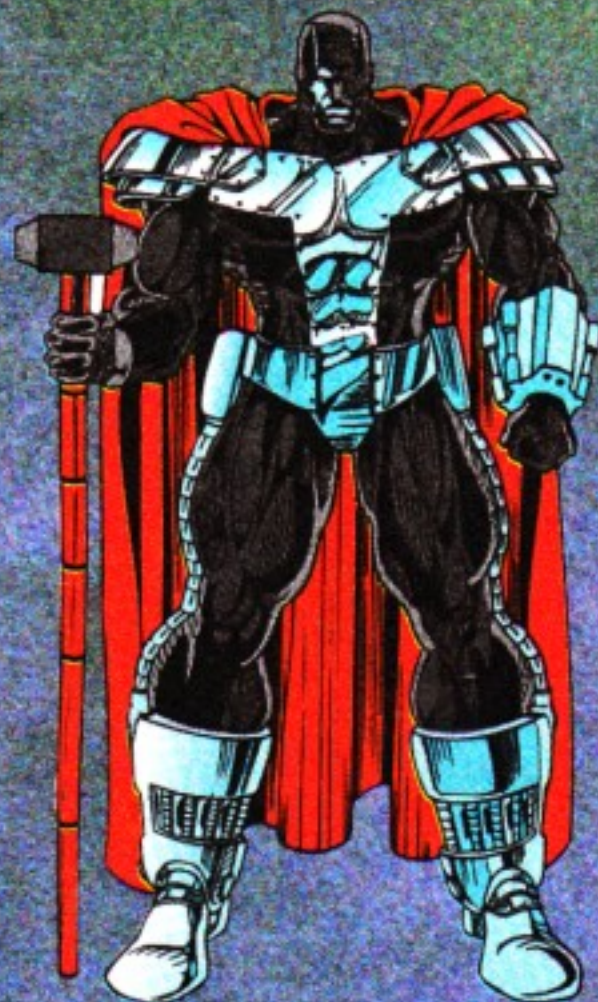
Level 4

THE DEATH AND RETURN OF SUPERMAN

The Man of Steel **BOSS**



There's no quick and easy way to beat the Man of Steel Boss. Use a combination of all your attacks and keep moving. If you stay in one place too long, Steel's hammer will put a hurtin' on you.



More 'Bots



The airborne 'bots in Level 5 attack with the same patterns. As in Level 3, destroying four 'bots gets you a Life Bar power-up. These 'bots attack faster, so beware. Be alert as you're preparing to collect your hard-earned power-ups, too—the 'bots will usually attack at that location.

STRATEGY GUIDE

Super NES

Level 6

Cyborg Again! **BOSS**



Some cyborgs never learn! Beating Cyborg Boss in round two involves a straightforward combination of SuperBoy's Diving Punch, followed up by the Special Attack when Cyborg's life bar is low.

Get the 1-Up



Fly to the top of the brick building at the beginning of Level 4 to collect the 1-up hidden there.

Airborne Enemies



Airborne enemies can fire only at a downward angle, so use this tactic when you're taking on multiple bogies: Eliminate enemies at the highest altitudes first, then work your way down. Hang out a couple of seconds after you down one of these fly-boys to ensure that no one else comes up to take their place.

Exploding Balls



When the exploding balls begin to fall from the sky, move in the same left or right direction they're moving in. Their pattern is usually two balls to the right, two balls to the left, and so on. Just keep moving—if you stand still, they'll nail your noggin.

Level 5

Cyborg **BOSS**



Defeating Cyborg Boss is pretty straightforward. Use the Eradicator's Diving Kick to wear this villain down, and when Cyborg's life bar is low, follow that move up with your Special Attack. Clean and simple.

Traffic Control



The easiest way to remove riders from their vehicles is with your Special Ability. Knock the driver from the vehicle to bring them down to earth. Then you can rough them up a bit and even throw their crashed vehicle at them.

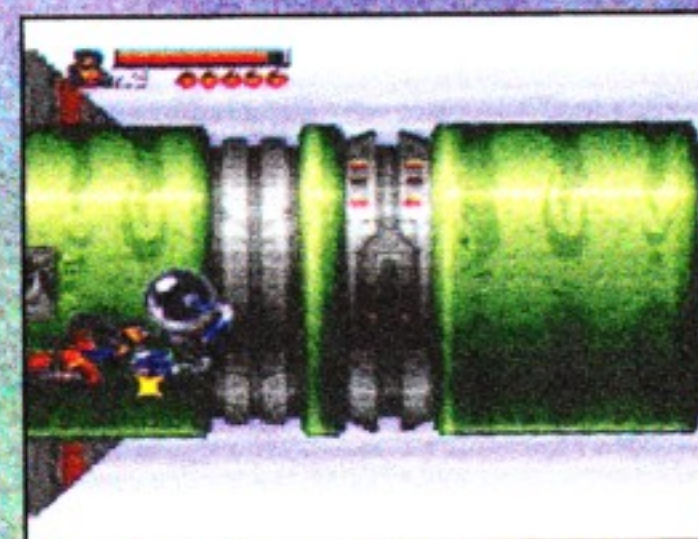
Beware of Mines



Land mines buried throughout the game can cause unexpected damage. They look like half-spheres sticking out of the ground. Eliminate the mine and the enemy by drawing the enemy toward the mine or throwing the scum onto it.

Level 8

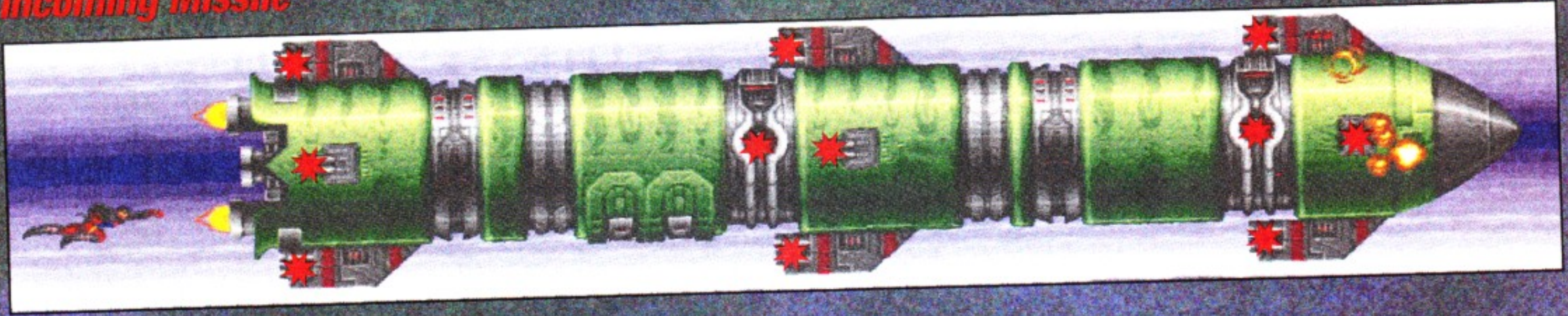
'Bot Attack



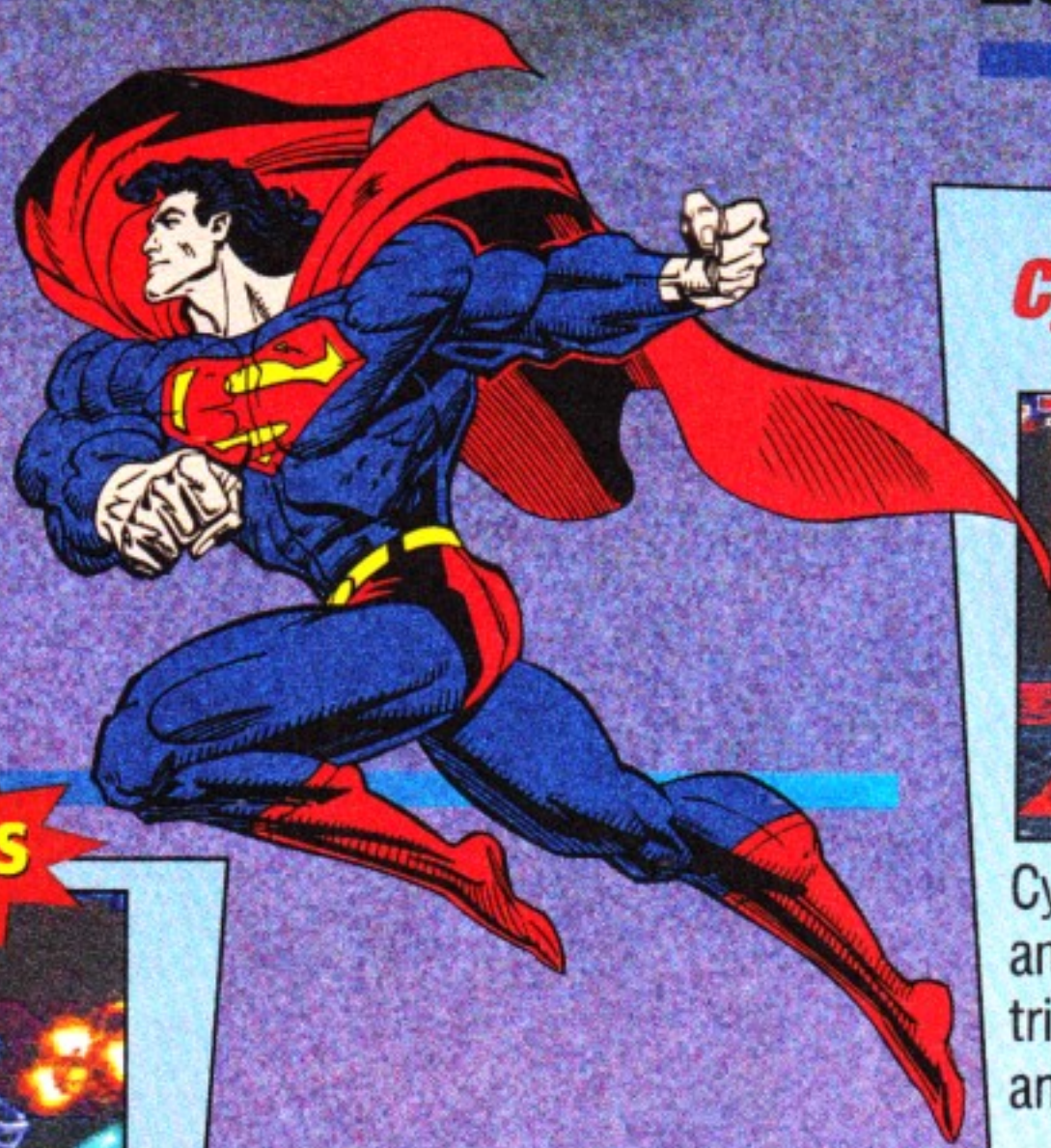
Pairs of these air 'bots attack when you're attempting to take out the missile. For every pair you destroy, you receive a Life Bar power-up.

Level 8

Incoming Missile



★ = Blast these points to destroy the missile



Level 10

The Return of Superman

Cyborg Brought to Justice



Cyborg confronts Superboy and the Man of Steel. He tries to destroy the duo with an energy blast.



The blast knocks the Man of Steel into Superboy, and the energy causes them to morph...



...and Superman is reborn.

Level 9

BOSS



Give this boss a makeover by destroying the gun above his head first, then going for the one below his head. Take out the energy beam coming from his eye to finish him.

Electric Gates



Wait until the high-powered gates deactivate, then proceed through them one at a time. If you try to go through more than one gate at a time, you'll end up barbecued.

Avoid Trouble



Destroy the three spheres shaped like a triangle as quickly as possible when they start harassing you. They tend to distract you or fire at you, often knocking you into harm's way.

Cyborg

BOSS



For the final confrontation, Cyborg Boss brings a new weapon to bear...the Cyborg Grenade. Don't give him the opportunity to use 'em if you want to survive this final confrontation. Stand on one of the teleport pads, then do Superman's Dive Punch. This move should be all that's necessary, but if you have some Ground Thumpers left, use 'em. Once this one's over, it's over! Or is it? Cyborg appears to be defeated, but he rises once again. Deliver a mighty uppercut to destroy Cyborg, save Metropolis, and ultimately the world.

THE INCREDIBLE HULK

STRATEGY GUIDE

MARVEL COMICS

Genesis

LEVEL 1

City and Construction Site

THE BASICS

Pick Your Battles



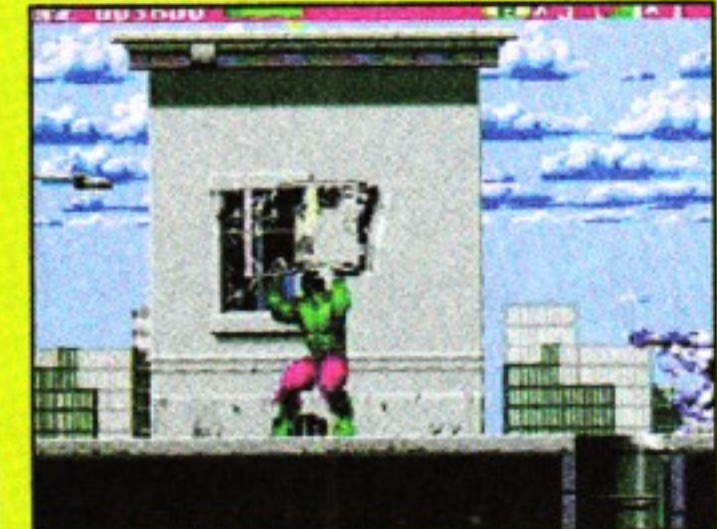
Don't stop to defeat every enemy you encounter. Often it's safer and easier to leap over them and then head on.

Toss 'Em



Use enemies as weapons. Toss them into each other to destroy them more quickly.

Climb to New Heights



Lift phone booths, boxes, rocks, and other obstacles to use as platforms to reach higher ledges.

Easy Disposal



Knock vulnerable enemies into the water or off ledges to quickly dispose of them. Just tossing 'em as you walk by is the easiest way to do this.

Punch Out



Stand on top of obstacles and let enemies leap at you. To take them out, punch them as they leap.

Abomination Attack



Crouch and wait for this Abomination to charge you whenever you encounter him. Then punch him. He'll be momentarily stunned, and then he'll go after you again. Repeat this attack pattern until he kneels and gives up.

Take a Shortcut



Use this tunnel at the bottom of the first water area to take a direct shortcut to the sewer area.

Transform to Get the Time Coin



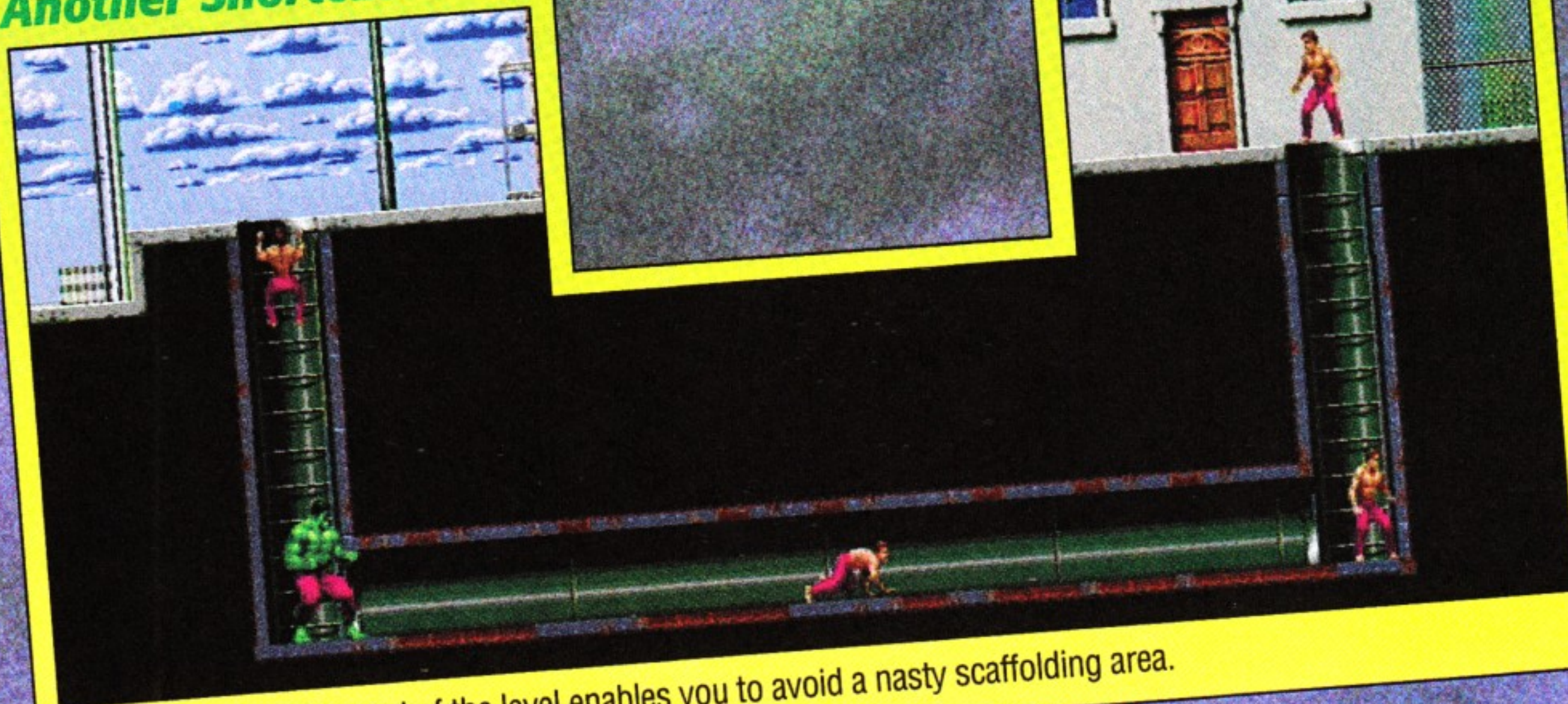
Just above the place where you first encounter water is a small tunnel to the left. Transform into Bruce Banner and crawl into it to find a Time Coin.

More Time Coins



Use this and other phone booths to reach Time Coins sitting on top of buildings in this level.

Another Shortcut



This shortcut near the end of the level enables you to avoid a nasty scaffolding area.

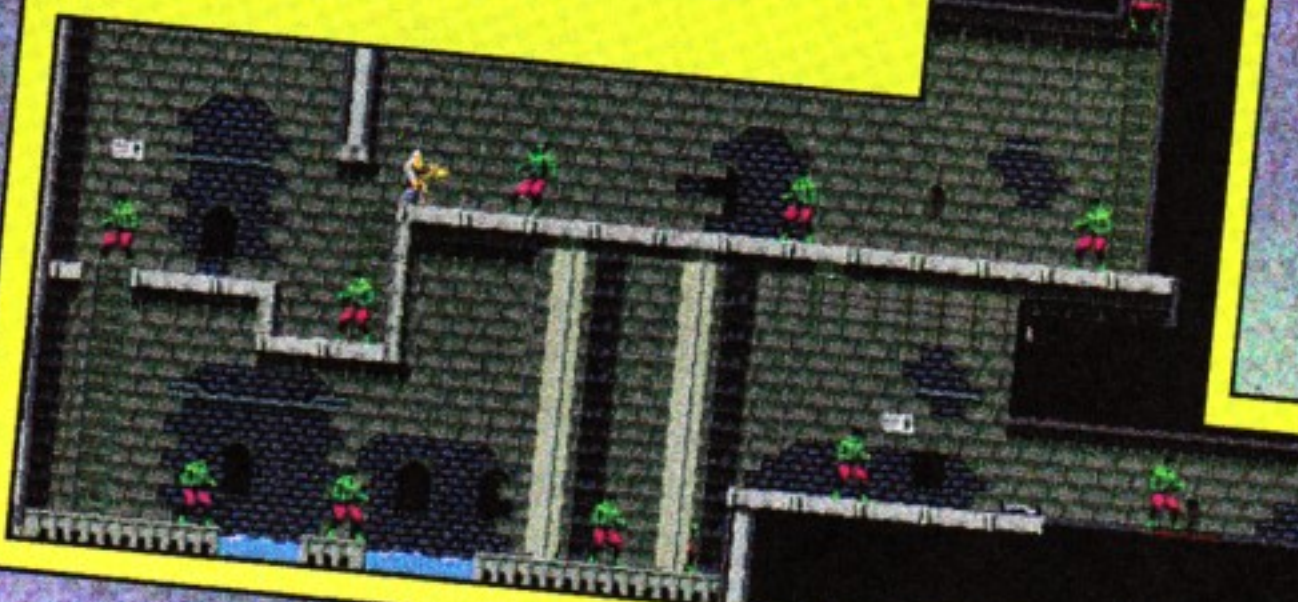
Super Power-Ups



From just above the first cannon on the scaffoldings, jump left, then walk along the lower ledge, and you'll drop to a rooftop that's hiding an Energy Capsule and Time Coin.

A Fork in the Road

When you reach this point in the level, you can choose to go up via the scaffoldings or down via the sewer. Overall, the sewer's an easier route.



Defeat Rhino



To defeat Rhino, crouch down and Uppercut him as he charges. He'll reel back, then charge again. Leap over his second charge, then turn and repeat this tactic until you subdue him.

THE INCREDIBLE HULK

MARVEL COMICS

Genesis

LEVEL 2

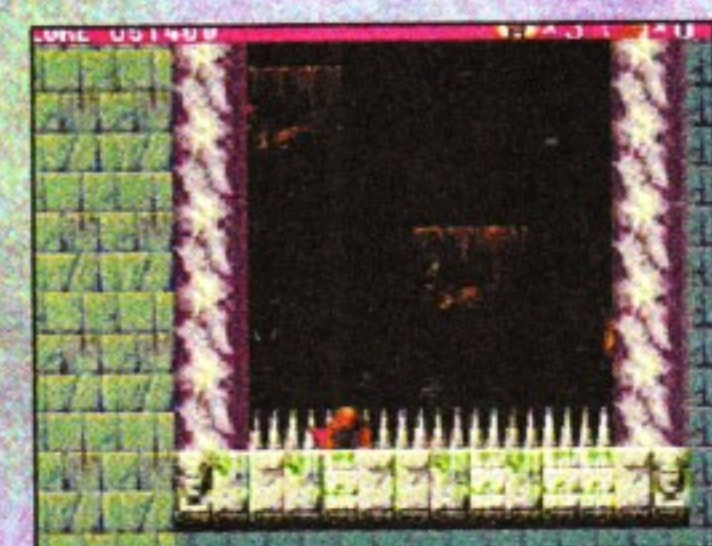
Tyrannus's Labyrinth

Rock Climbing



Carry the first rock you find up to this platform. Use the rock to reach a difficult ledge on the left. Break through the blocks on the platform to reveal a Continue Coin and a Time Coin.

Booby Trap



When you reach this series of stone Faces, don't hit the middle one or you'll drop to your doom.

Energy Power-Ups



The Labyrinth is filled with Jars that hold power-ups. Break all the jars to gather the capsules but time it so you break them when you really need them.

Open Sesame



Punch rock Faces in the Labyrinth to reveal hidden passages and open doors.

The Great Escape



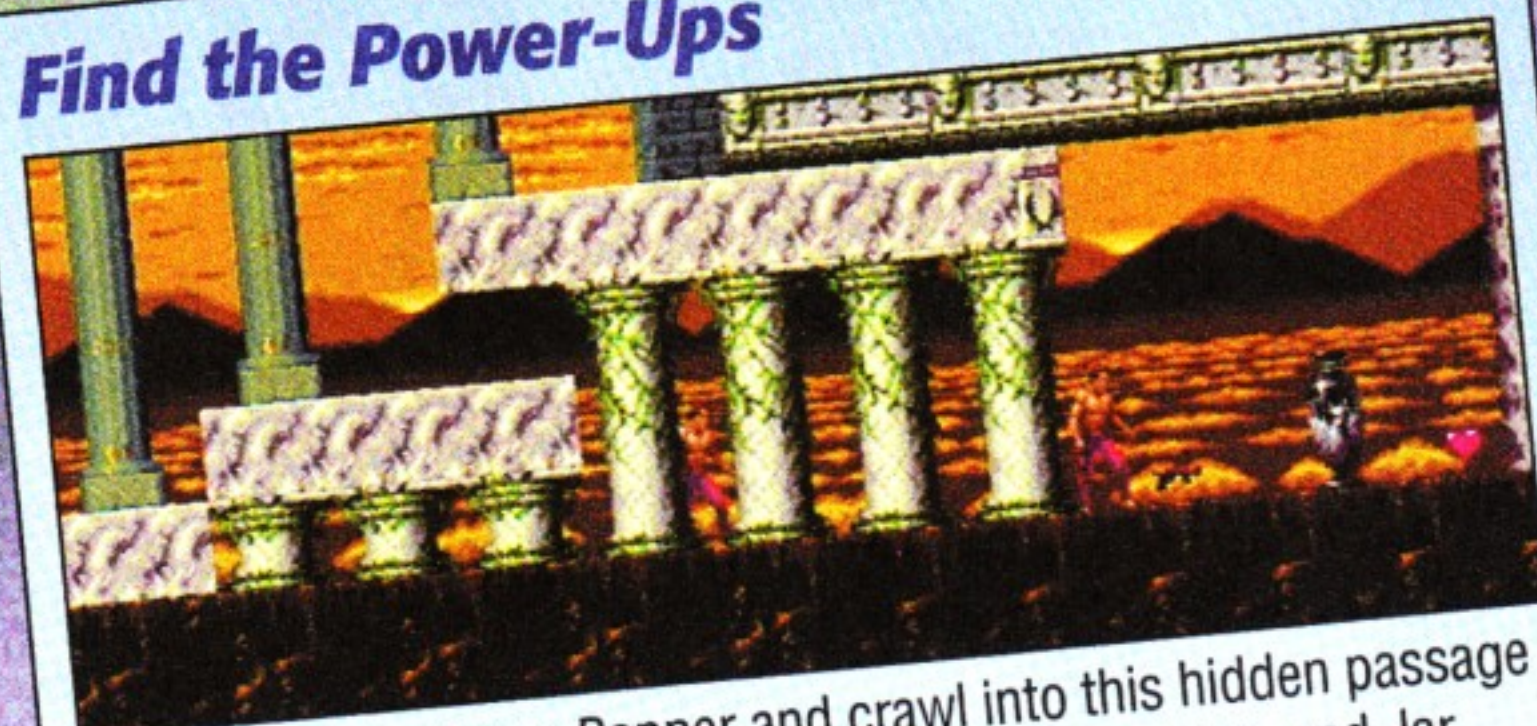
To escape from the repeating maze in the Labyrinth, leap up and to the left just past the three stone soldiers that are lined up in a row. You'll enter a secret passage.

Keep Climbing To Find Power-Ups



After you pass this giant stone statue, you'll reach an area where you can climb vertically by leaping on platforms. On the top-left platform, break through the blocks to find an Energy Capsule and a Time Coin.

Find the Power-Ups



Transform into Bruce Banner and crawl into this hidden passage near the beginning of the level. Inside is a Gun, 1-up, and Jar.

Defeat Tyrannus



Leap and hit Tyrannus when he's not tossing puffs of magic. Stand directly under him to avoid taking hits.

Create a Bridge



Break through the blocks that obstruct this passage to snare the Jar inside. Then walk through the wall to the right to find a hidden Face. Punch it to create a bridge higher up that you need to proceed. But first grab the Continue, or you won't be able to get it!

Exit Stage Right



When you reach the point shown in the screen, go up and to the right and break through the blocks. Punch the stone Face inside the secret room and then head down and to the right.



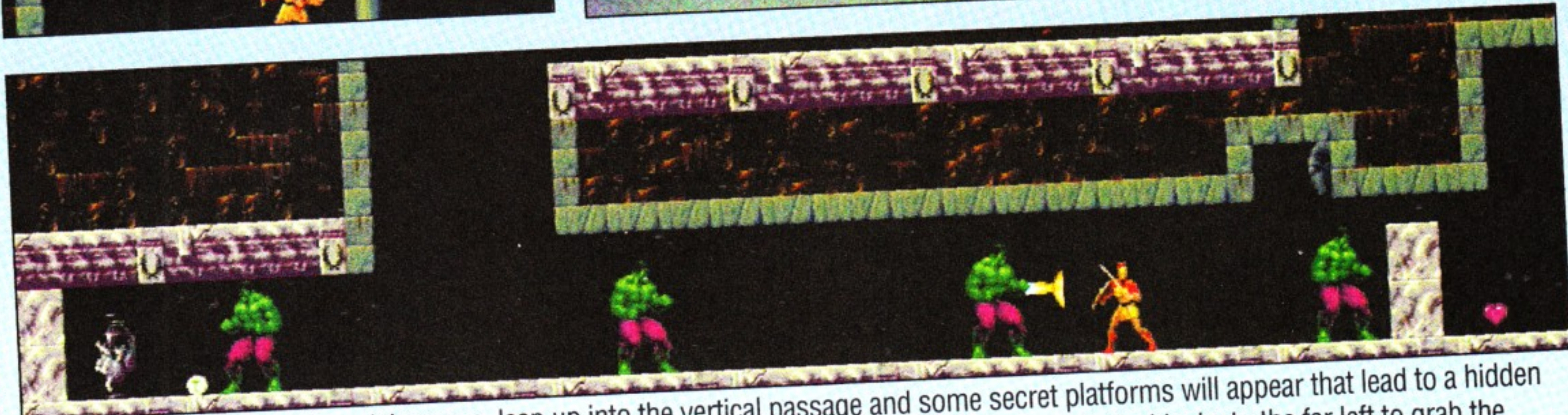
A-Mazing 1-Up



Super Hulk Gets the 1-Up



A 1-up sits on the ledge just above you when you reach this stone statue. Grab the Energy Capsule first so you have enough Super Hulk energy to leap to the platform.



When you reach this section of the maze, leap up into the vertical passage and some secret platforms will appear that lead to a hidden stone Face. Pound it to reveal another Face at the other end of the passage, then break through the blocks to the far left to grab the power-ups. Proceed right, break the second Face, and snag the 1-up.

THE INCREDIBLE HULK

MARVEL
COMICS

Genesis

LEVEL 3

Leader's Fortress

Destroy the Lasers



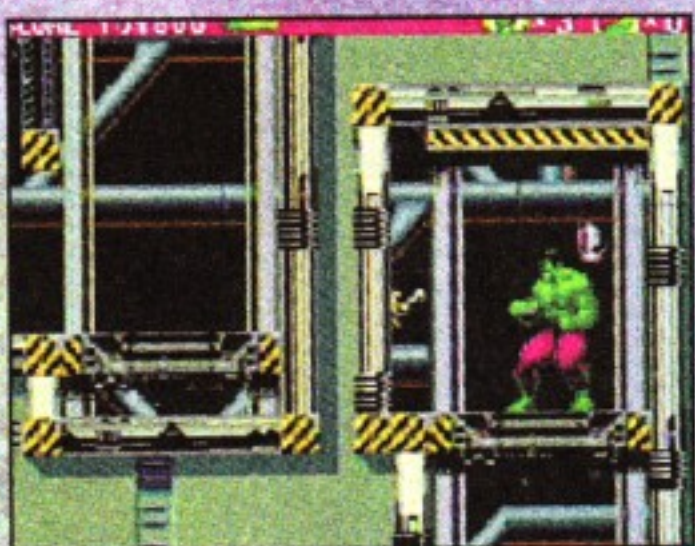
The laser guns in Leader's Fortress are deadly. Jump and punch them three times to destroy them.

Break Down Doors



Power through these metal walls in the Fortress with a few blows of your mighty fists.

Switch On



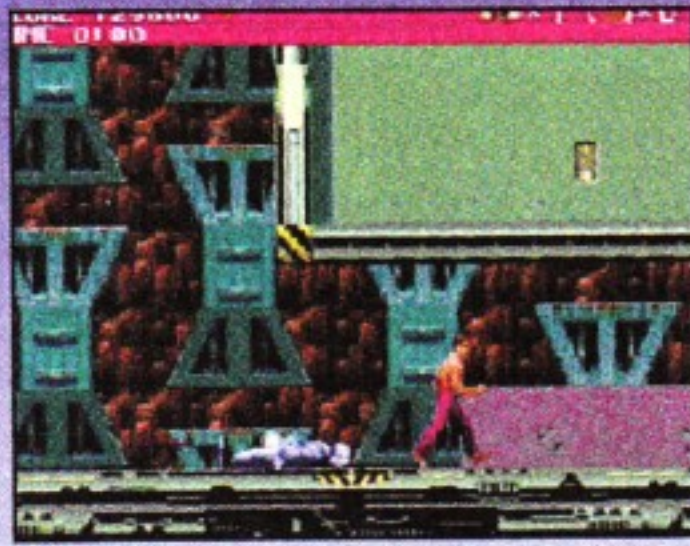
To navigate the final passageways of this level, you simply need to search for the switches that release the doors. They're easy to find.

What's Behind Door Number Three?

Break through the metal door that leads to this corridor, then climb down and head left into the passageway. You'll find a Time Coin and Energy Capsules hidden inside.



Absorbing Man



This is the game's toughest boss. Grab every Time Coin you can find in the level – you'll need every second to beat him. Once he appears, wait until he almost stops swinging his ball and chain, and then dart in and deliver an Uppercut or punch him. Repeat this attack and try to outlast his four incarnations.

Going Up?



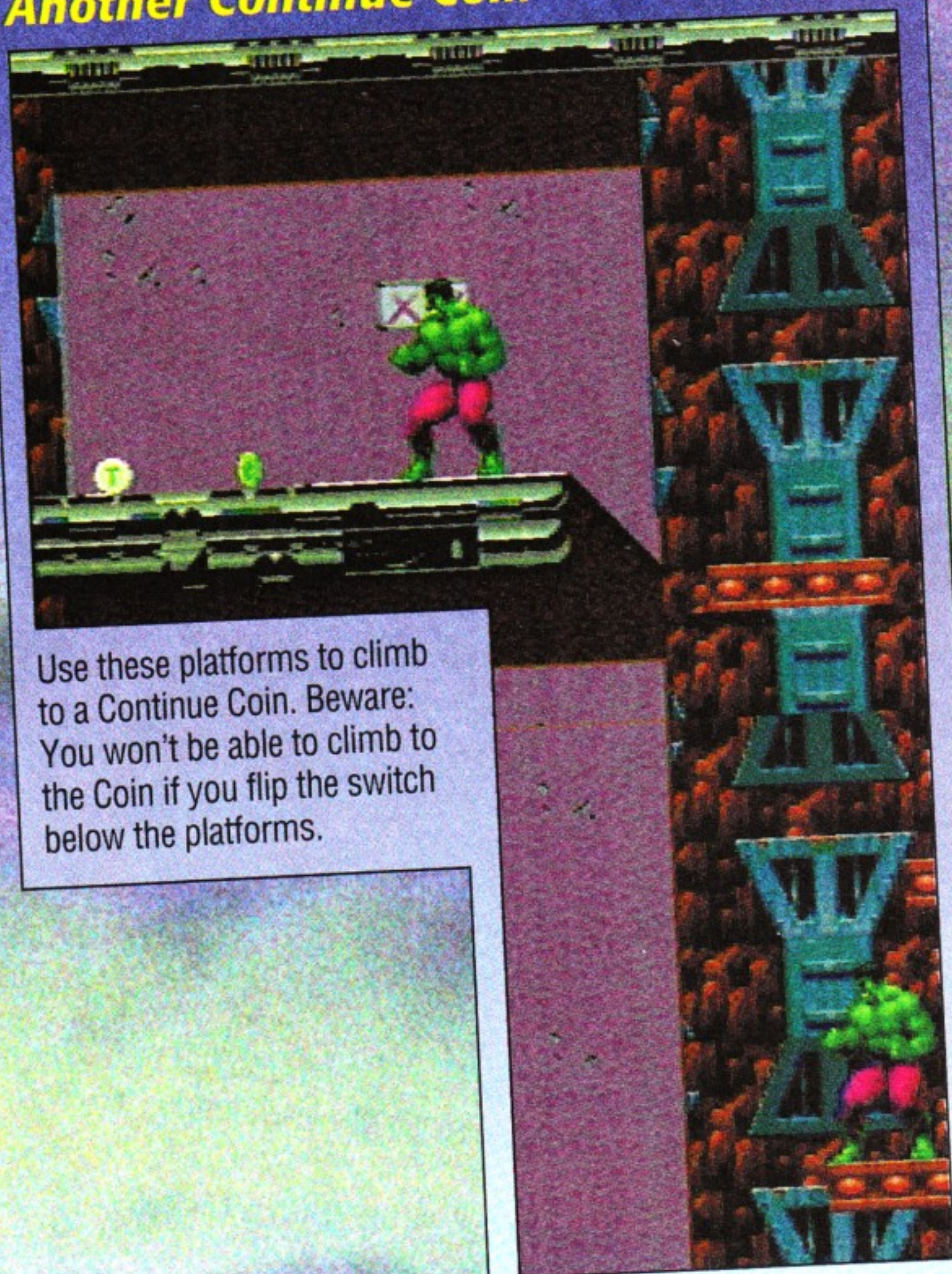
It'll drive you nuts, but use these revolving platforms to climb to the top of this corridor. At the top left is an Energy Capsule. To the right is a 1-up. Hit the switch so you can stand on the platform to reach the 1-up.

Take It to the Top



Hit the first switch you reach in this level, then jump on the first elevator and ride to the top. Break through the blocks to find a 1-up and Time Coin.

Another Continue Coin



Use these platforms to climb to a Continue Coin. Beware: You won't be able to climb to the Coin if you flip the switch below the platforms.



THE INCREDIBLE HULK

MARVEL
COMICS

LEVEL 4

Leader's Interior

Genesis

Look Out Below!



This level threatens you with many traps and nasty projectile-throwing enemies.

Open Wide



When you reach dead ends, punch the tonsil-like things hanging from the ceiling.

Kidney Surprise



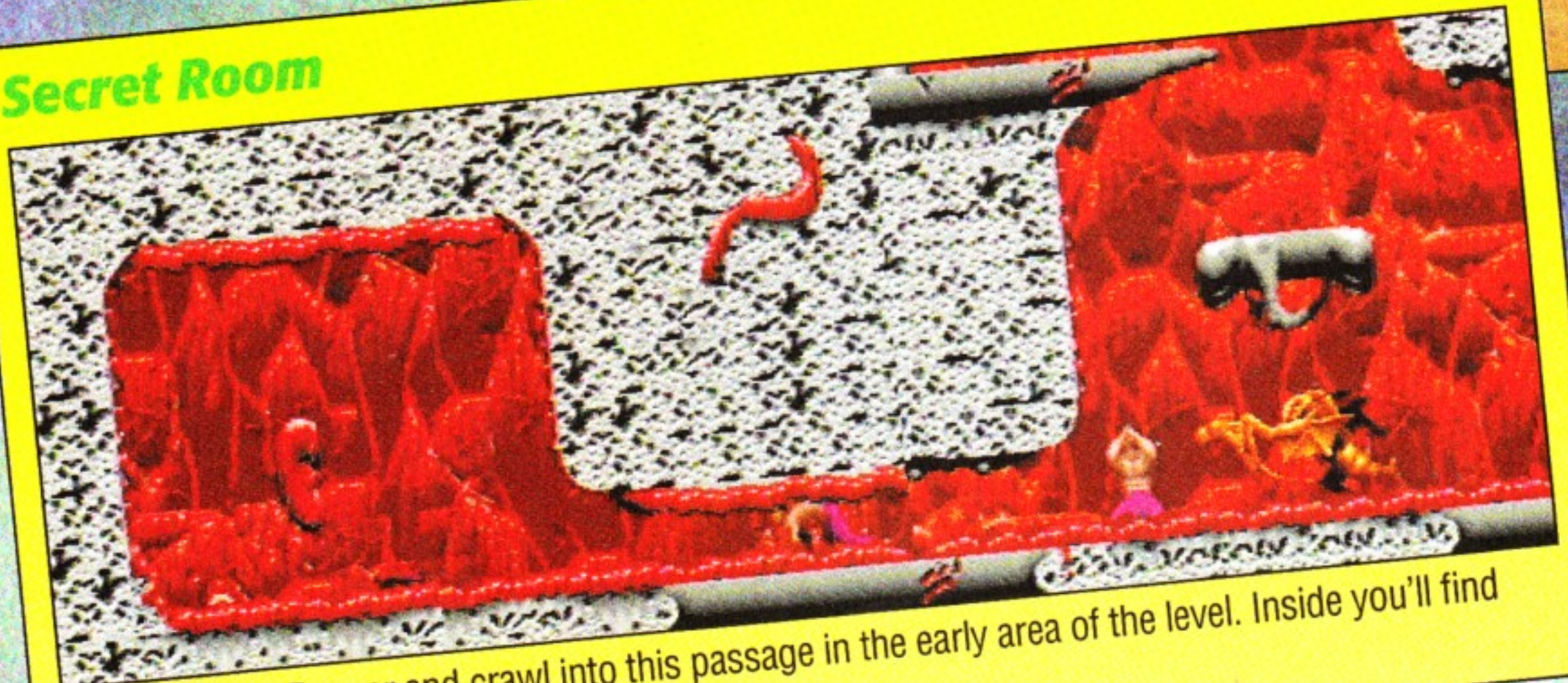
Punch kidneys for health power-ups.

The Tooth Hurts



Creep up to the edge of the spiked traps and then leap over them.

Secret Room

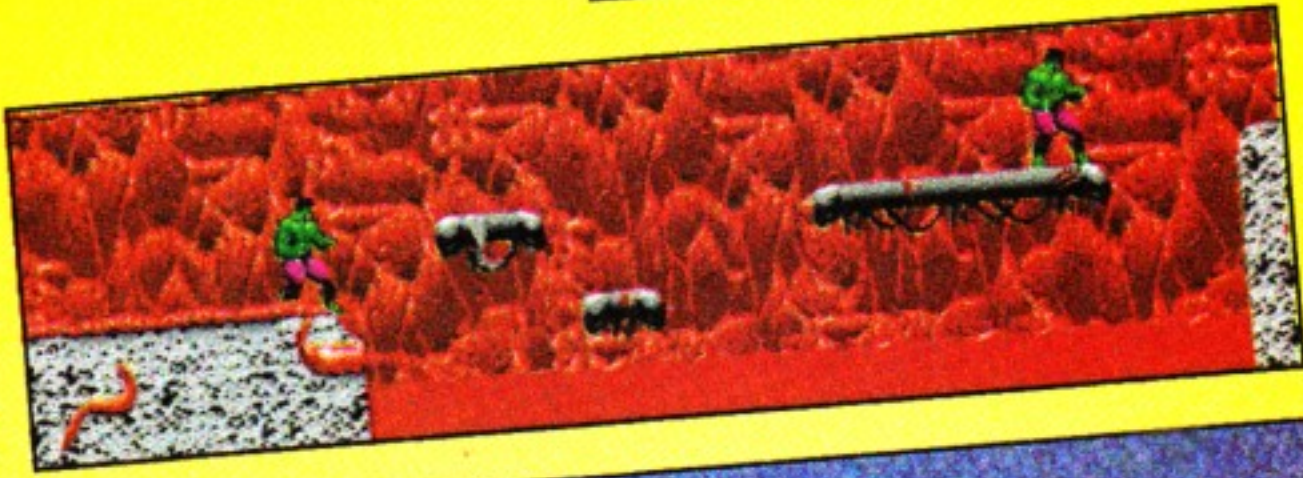


Become Bruce Banner and crawl into this passage in the early area of the level. Inside you'll find some hidden power-ups.

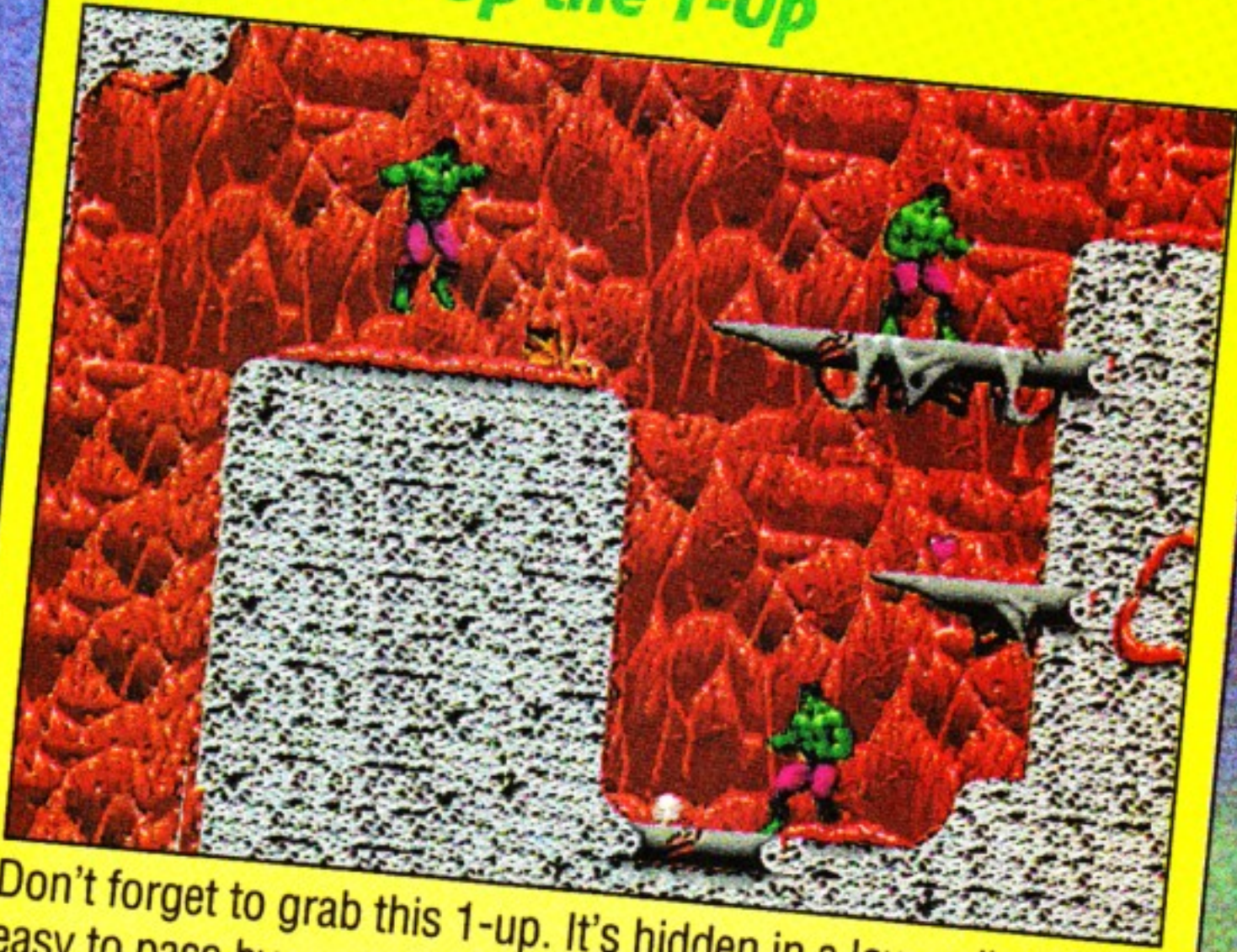


Bridge over Troubled Waters

When you reach this tonsil, hit it. It makes platforms appear over a lava lake that you'll have to cross further on.

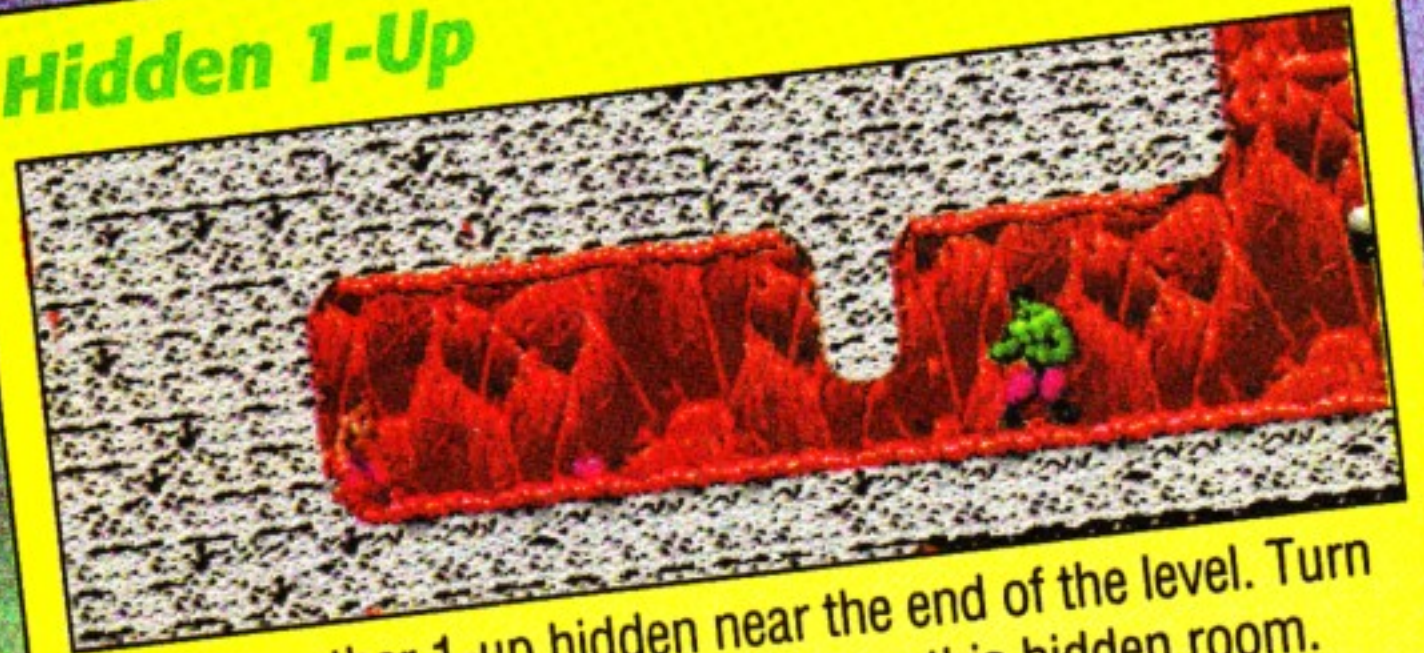


Don't Pass Up the 1-Up



Don't forget to grab this 1-up. It's hidden in a low gully that's easy to pass by.

Hidden 1-Up



There's another 1-up hidden near the end of the level. Turn into Bruce Banner and then crawl into this hidden room.

Transformation Capsule



Grab the Heart and put it on the edge of the platform. Then you can leap to the higher ledge and grab the Capsule hidden in the gully to the right.

Defeat Leader's Brain



To take out Leader's Brain, just creep in under him and crouch. Repeatedly Upper-cut him until he's toast.



THE INCREDIBLE HULK

MARVEL COMICS

LEVEL 5

Final Confrontation

Genesis

Destroy the Lasers



This time around, it takes four punches to destroy the deadly laser guns.

Dangerous Droids



Watch out for the homing droids in this level. Throw another enemy into them to destroy them.

Bust Through for The Power-Up



Break through this metal panel to snag the two capsules inside and reach an important switch.

Don't Get Dumped



At the beginning of the level, you'll have to cross these nasty rotating platforms. If they dump you, you'll land on the electrical platforms.

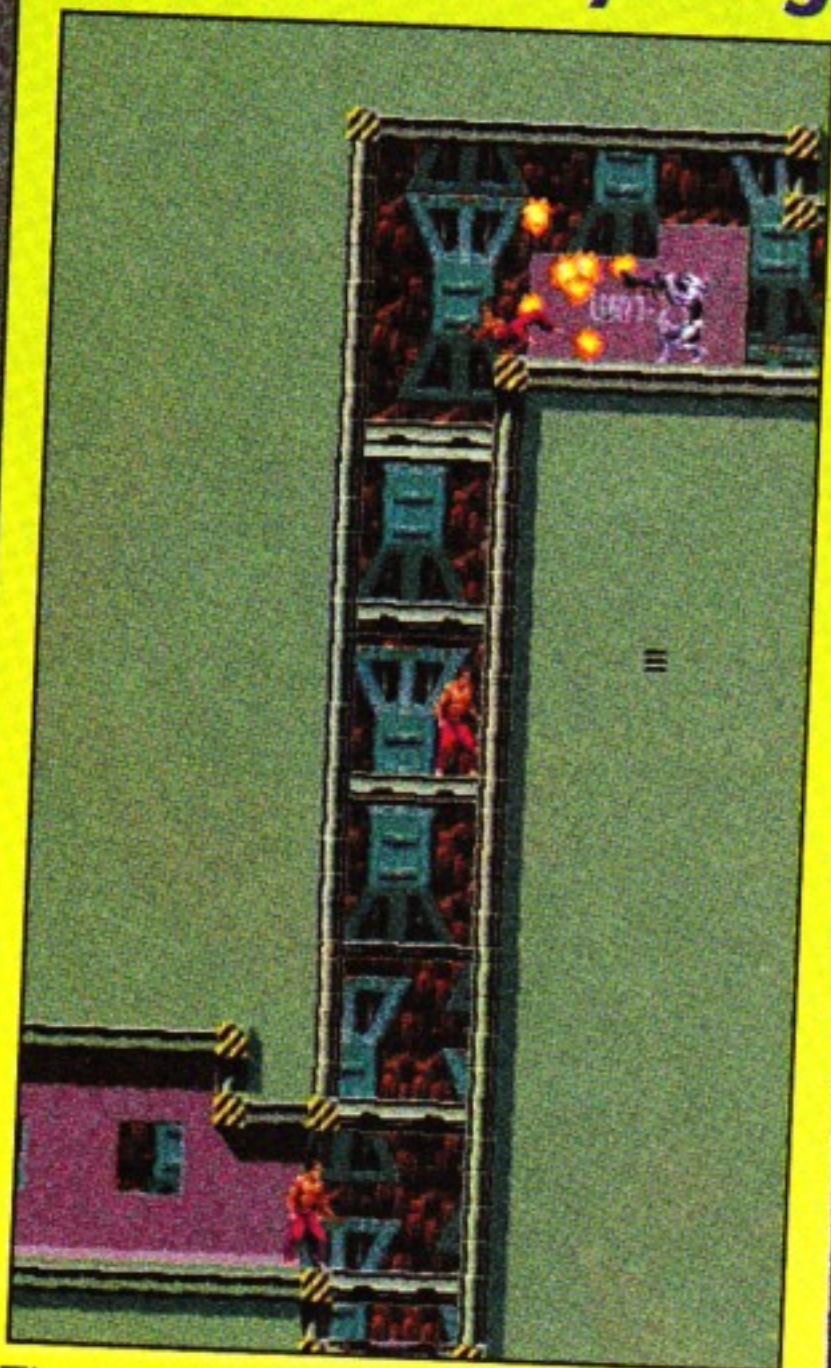
Don't Get Electrocuted



When you can't jump over the electrical panels, wait until they stop flashing and then quickly walk over them. Or transform into Bruce Banner, who can cross them without taking damage.



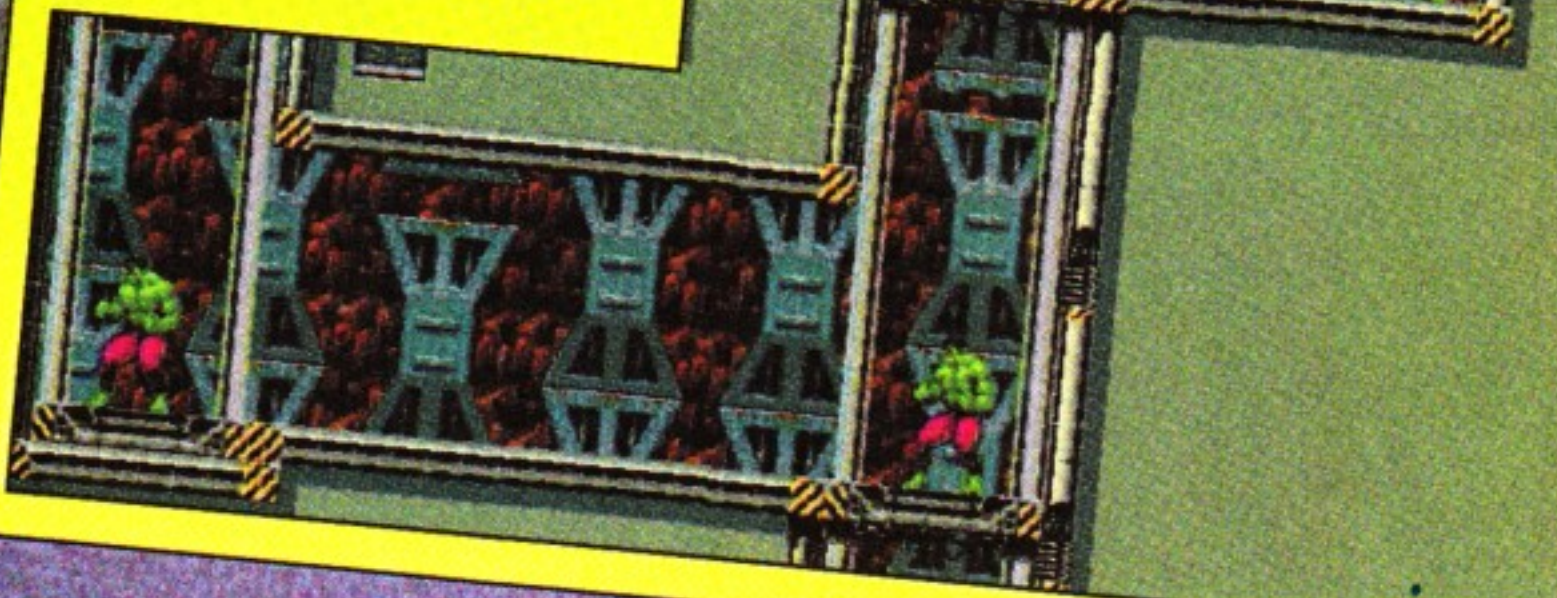
Timing Is Everything



These rotating platforms are a pain. An electrical panel at the bottom will cook your goose, and a bazooka-toting enemy at the top will pick you off like a sitting duck. It takes perfect timing.

Another 1-Up

When you reach this area, go up and to the right, grab the 1-up, and hit the switch. Then proceed back down and to the left.



Don't Hit the Switch



The switch at the beginning activates the electrical panels in this corridor. Don't touch the switch if you don't want to deal with the panels.

Final Boss: Leader



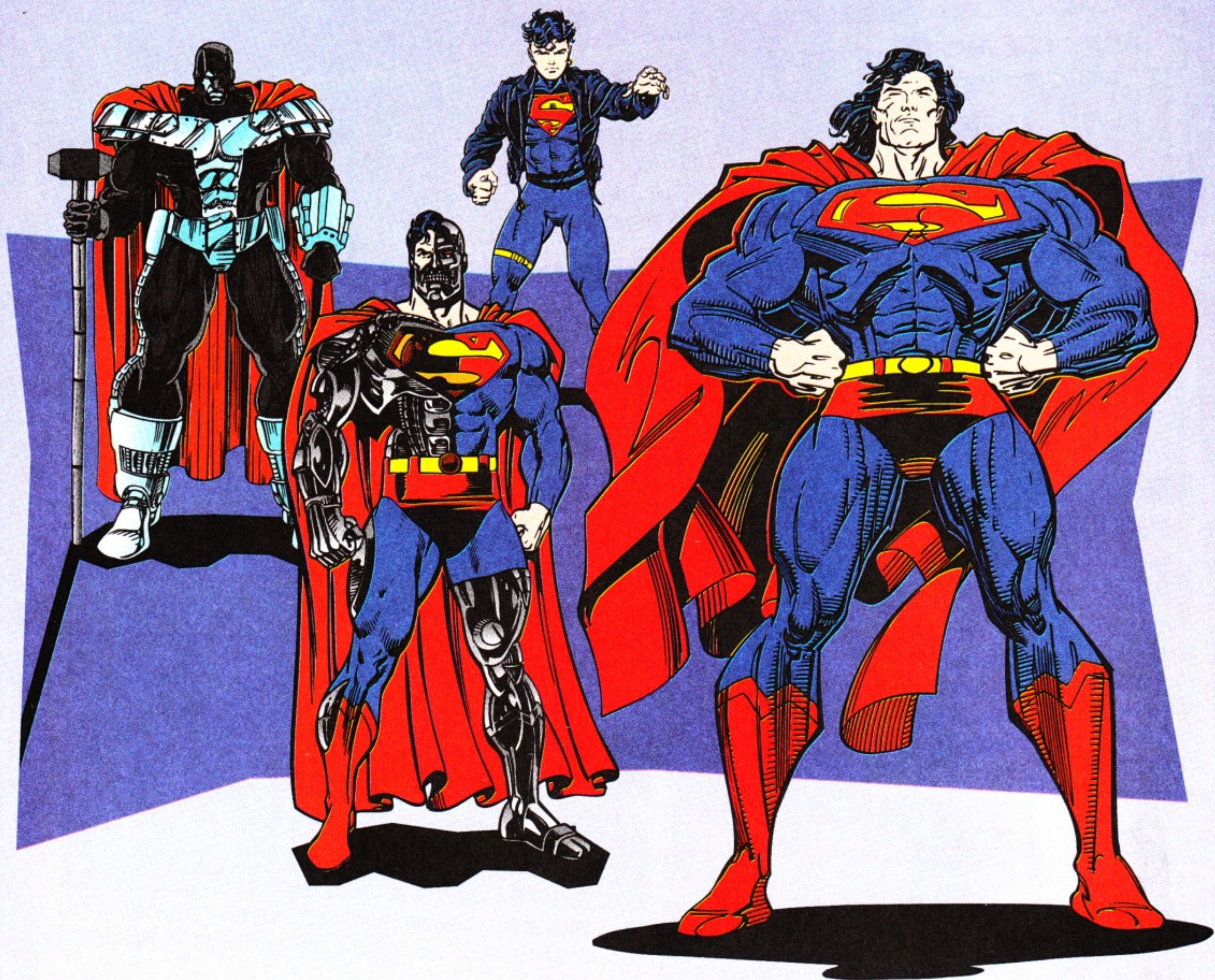
All you have to do is uppercut Leader, and he's done for.

Don't Get Crushed



Watch out for these falling boxes. If one lands on you, you'll instantly lose all your energy. Destroy enemies before you try to walk under the boxes, or they'll push you under the box.





PROREVIEW

Super NES



By Toxic Tommy

Pocky and Rocky 2 is like Hello Kitty on the warpath. Exquisitely rendered cutesy cartoon characters based on Japanese mythological critters race around in a murderous 3/4-overhead-view shooter. Like its predecessor, Pocky & Rocky, P&R 2 is offbeat, off-the-wall, and outtasight!

Pocky's Road

This game is sweet but deadly. Pocky is a plucky little girl hero who definitely plays with a full deck...of magic cards. She maniacally sails them at the sinister minions of Dynagon, an evil demon dude who's... right, kidnapped the Princess. One or two players guide Pocky and her spunky friends through seven sizzling levels against an aggressive horde of kamikaze creatures.

Pocky's definitely the star, but don't fret, Rocky fans, the rascally raccoon is here, leaf tossing and all. In fact, this time Rocky and any one of six CPU-controlled companions –



PROTIP: Take the left path in Stage 2 to find a power-up Shrine with a 1-up for sale.



PROTIP: Attack Canimal in two steps. Stand on his shield side and hit the shield. When it's destroyed, attack him from the side. If you must, you can stand facing him toe-to-toe to fire cards, but avoid his daggers.

including Tengy the flyer, Digger the mole, and Ottobot the missile shooter – automatically accompany you in single-player mode.

Pocky's compadres add nifty strategy to the game. Each friend follows you automatically, but only one can tag along at a time. Moreover, changing partners requires finding a special icon. Your little friends automatically toss stuff at enemies, but you can also toss your bud like a living



PROTIP: Need treasure chest keys? Bomber Bob and Little Ninja can help.

missile! Additionally, Pocky can magically enter any character's body to perform specialized actions. For example, Bomber Bob/Pocky lifts boulders to

reveal items, and Little Ninja/Pocky picks locks. You orchestrate the action with crisp controls. The heroes wheel and deal 360-degree destruction on a dime.



PROTIP: When you ride Mad Dog in Stage 5, be sure to time your lateral movement so that you can grab Coins when you destroy an enemy.

PROTIP: Coins disappear when they stop bouncing.

PROTIP: Boxes of Surprises for sale in the power-up Shrines can be a good buy for the money.

Graphics To Kill For

Natsume's cast its magic spell over the visuals again. As in P&R, the P&R 2 Japanese fantasy creatures look picture perfect. Even the tiniest animals and items display precise detail.

Partner Power!

Use Magic to fuse with your companion for special abilities.



Rocky/Pocky: Find hidden objects.



Little Ninja/Pocky: Open treasure chests without keys.



Bomber Bob/Pocky: Lift large rocks.



Tengy/Pocky: Fly to out-of-reach areas.



Scarecrow/Pocky: Hold and release B to jump high.



Digger/Pocky: Dig under enemies. Find money.



Ottobot/Pocky: Toss rocks and fly.

The audio doesn't fare as well. The effects are minimal. The Japanese-sounding tunes range from folksy to technofunk, but it's strictly sushi-bar stuff.

Cute but Cocky!

Pocky & Rocky 2's visuals may be too cute and too Japanese for some tastes, but the tough action speaks a universal language – hardcore shoot-em-up! Pocky and Rocky are "2" much! **G**

Super NES Game Profile Pocky and Rocky 2 (By Natsume)

Pocky and Rocky are back for more thumb-rocking shooter action in mystic Japan, and this time they've brought some cool friends.

Graphics	Sound	Control	FunFactor	Challenge
4.5	3.5	4.5	5.0	ADJ. Adjustable

\$66.95
12 megs
Available August
Action/adventure
2 players

9 stages
3/4-overhead view
Multiscrolling
Passwords
Tutorial stage



By Gideon

Tell me if you've heard this before:

"The best fighters from around the world have gathered for an all-out slugfest to determine the greatest fighter of all time!" Sounds like the premise behind every fighting game ever made, right? So what sets World Heroes 2 apart from other fighters? Its size. Takara packed a whopping 24 megs into WH 2 – and brought a superior arcade translation to the SNES for even more to enjoy.



PROTIP: If you're caught in a defensive crouch, stay crouched and then jump backwards to make more room before going on the offensive.

The Attack Pack

WH 2 has already proved its worth in the arcades with its excellent graphics, smooth game play, and extensive fighting moves and characters. The SNES game brings home all that and more. It fea-



tures all eight characters from its predecessor and eight new fighters from different time periods. You can also select the two bosses, Dio and Neo Geeguse, for head-to-head action. Throw in a choice of each character's native scenario to play on, plus eight different Death Match settings, and you have a monster of a game that uses every one of its 24 megs.

The premise is simple, if not original: Play solo and defeat every other fighter in a best-of-three side-view match, and



PROTIP: Each hero has long- and short-range attacks. Long-range attacks take more time to execute and are less effective in close combat.



PROTIP: Don't be deceived by a "big" fighter's size. All the big fighters have a fast move that enables them to catch up to their speedier, smaller opponents.

you become World Champion. Or grab a buddy and just bust heads on-screen. Each fighter's moves are easily executed, and they stay tightly in sync with the on-screen action. A detailed Options menu enables you to customize the fighter's power and speed, change the joypad's button configuration, and set time limits for each match.

Feels Like the First Time

WH 2 is so faithful to the arcade graphics that you have to look closely to see what (if anything)



PROTIP: Jump over an opponent after they execute a special move so you can attack from their other side.

was lost in the conversion. The intensely detailed backgrounds are excellent, and the characters move just as fluidly as they did in the arcade game.

The digitized soundtrack is tack sharp. You even hear Janne's bizarre hyena giggle after she wins a match!

World Class

Although it's tough to dethrone the reigning champs, Street Fighter II and Mortal Kombat, World Heroes 2's quality and attributes place it in their league – not with all the minor-league imitators out there. Arcade fans won't be disappointed, and newcomers will see what all the fuss is about. **G**



All the graphic punch of the arcade version is faithfully brought to the SNES by 24 megs of 16-bit muscle!

Super NES Profile World Heroes 2 (By Takara)

World Heroes 2's 24 megs of horsepower make it a faithful arcade translation. If you liked the Neo-Geo original, you'll love playing this one at home.

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.0	4.5	4.0	ADJ.
				Adjustable

\$69.99
24 megs
Available September
Fighting game

2 players
16 characters
Side scrolling

Split Personality



Neo Geeguse transforms into any of the 16 fighters during his bouts.

THE FUTURE IS IN GEORGE'S HANDS!



Space Pirates are attacking and it's up to George Jetson to save the day! His Pneumo-Osmatic Precipitator (P.O.P. for short), allows him to collect items, fight the bad guys and even climb up walls. Hang on for futuristic laughs and thrills in the cosmic comic adventure of a lifetime!

- Nine huge stages of incredible comic action!
- 8 Megs of excellent cartoon quality graphics!
- Use the P.O.P. to climb up steep walls and across ceilings in your search for pirates (and a burger or two!)
- Based on the hit Hanna-Barbera television show!

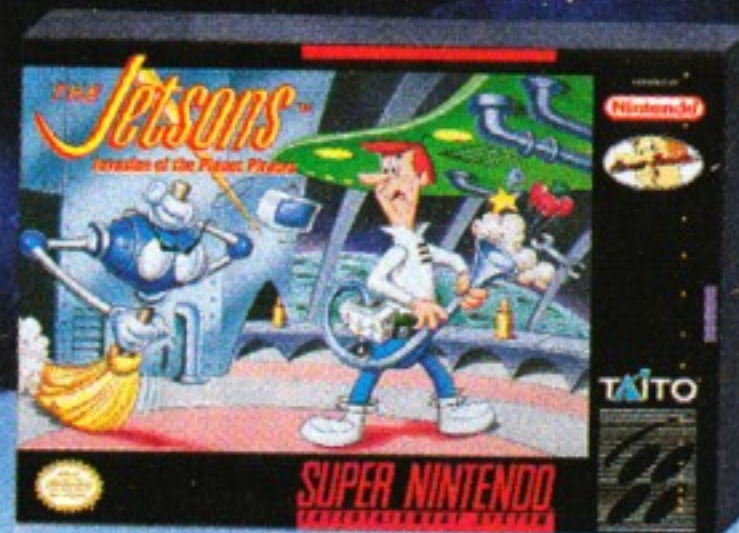
PLAYER # SC 37880
STAR 23 TIME 293



PLAYER # SC 28900
STAR 2 TIME 292



PLAYER # SC
STAR 23 TIME



THE Jetsons™



TAITO™

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



Super NES

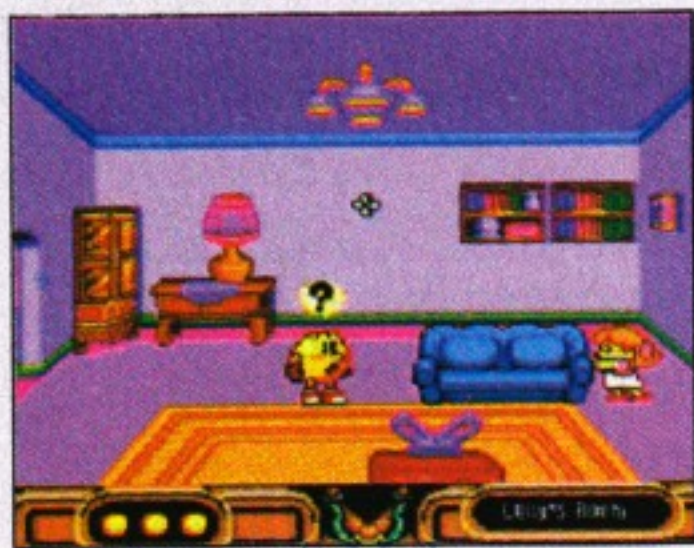


By The Unknown Gamer

Think you know just what to expect from Pac-Man? Then Pac-Man 2 will surprise you. It's an altogether different adventure for the well-rounded hero. Parts of it are very entertaining, but you'll also find yourself wondering what ever happened to good old-fashioned Pac-Man.



PROTIP: Sometimes the only way to get past obstacles is getting Pac-Man good and mad by tagging him with the Slingshot.



PROTIP: To grab the first piece of the cartridge, shoot the door of the house just past the mean dog. Go inside, and you'll soon figure out the rest.

Meet the Man

Pac-Man 2 is part graphic adventure, part action/adventure, and even part traditional Pac-Man. As Pac-Man, you roam through the colorful streets and countryside of Pac-Land, performing various chores doled out by Ms. Pac-Man. For example, as his first mission, Pac-Man must hunt down a bottle of milk for baby Pac.

To complete each chore, Pac-Man has to perform various tasks in the correct order. Sound familiar? Here's the twist: Pac-Man has a mind of his own and walks around free of your control. You can make him look in certain directions,



PROTIP: To get the Milk, go to the post with the empty bottle, stand in front of it, and hit the crow with the Slingshot. The crow'll fly down and knock the bottle off the post. Grab the bottle, milk the cow, and be on your way.



PROTIP: To get over these ledges on the mountaintop, hit Pac-Man with the Slingshot just before you reach the ledge.

and you can turn him into Super Pac-Man, but other than that, he's surprisingly independent. At times, he even gets depressed and refuses to do anything you want! Your main

A Familiar Cast of Pac-Characters!



source of control is your trusty slingshot. You use it to fire at anything and everything on-screen. When you tag different objects, all kinds of things happen, enabling Pac-Man to complete his chores.



PROTIP: If Pac-Man gets depressed, cheer him up with an Apple, a drink of Water, or even a dance with his Dog.

comes in handy when he needs to chomp on his arch-enemies, the ghosts.

Attackin' Pac

Pac-Man 2's very innovative in its use of an established character who really has a personality of his own. In terms of the controls, however, the game is frustrating because Pac-Man doesn't always respond well. Although this adds to the illusion of Pac-Man being his own little guy, it's very annoying.

Bright, colorful graphics capture the Pac-Man-esque mood nicely. Pac-Man's charming animations and reactions to events are very amusing. The tunes are cool, incorporating sounds of the original game and squeaky voices.



PROTIP: For a little déjà vu, go into the Arcade and play the original Pac-Man. If you grab all three pieces of the cartridge, you can play Ms. Pac-Man, too!

Hit and Miss

Overall, Pac-Man 2's original game play will entertain you. Unfortunately, repetitive events and frustrating controls make you wish for the simplicity of the original game. But hey, the original game's in there too, so check it out. **G**

PAC-MAN 2 THE NEW ADVENTURE

Super NES Game ProFile

Pac-Man 2: The New Adventure

(By Namco)

Pac-Man 2 blasts from the past with some surprising additions that make it an all-new game. Although not always fun, it's intriguing and original.

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.5	3.0	3.5	INT.

\$39.95
12 megs
Available October
Graphic adventure

1 player
Side view
Side scrolling
Passwords

THE DEATH AND RETURN OF

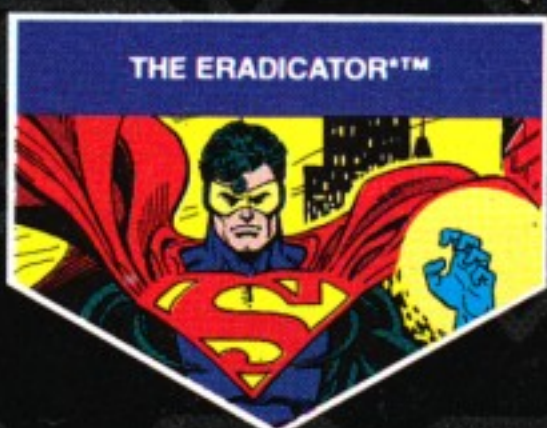
SUPERMAN™



THE CYBORG™



SUPERBOY™



THE ERADICATOR™



THE MAN OF STEEL™



The Super NES Game from Sunsoft™
Available Now!



SUPER NINTENDO
ENTERTAINMENT SYSTEM

™ Sun Corporation of America. © 1994 Sun Corporation of America. All Rights Reserved. Nintendo, Super Nintendo Entertainment System and the Official Seals are trademarks of Nintendo of America Inc. © 1991 Nintendo of America Inc. *Superman and all related characters and elements are property of DC Comics TM & © 1994: All Rights Reserved.



By Manny LaMancha

If there's one thing that's all too common, it's games that are all too common! Few companies take chances with new developments these days. Vic Tokai goes for something new with Shien's Revenge, but the game's not the groundbreaker it's hoping for.



Aska and You Shall Not Receive

Shien's Revenge is fairly unique because it's a first-person hack-n-slash that shows only your hand in front of you - like Wolfenstein 3-D. You throw stars and wield a sword through different time periods to save your fellow ninja, Aska.



PROTIPS: Defense is the key to surviving. Always protect yourself from shots before you attack.

Control is tough. When your sword makes contact, it locks up momentarily, seriously impeding smooth game play. Using the control pad is also a hurdle, especially when you have to quickly move from edge to edge. Using a SNES Mouse helps the control, but it's not perfect either.

Shien's Revenge (By Vic Tokai)

Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
3.5	4.0	3.0	3.0	Adjustable

\$49.99
16 megs
Available October
Hack-n-slash

1 player
6 levels
First-person view
Side scrolling



Super NES

Graphics and sound also suffer from relative mediocrity. Vic Tokai took advantage of the SNES's scaling abilities, but characters look very pixelated up close. The audio is repetitive, but the stereo effect is a nice touch.



PROTIPS: Save your magic for opportune times, like when a lot of adversaries are on-screen. Magic uses up one life, and you don't want to waste any.



PROTIPS: Golden characters take precedence because they offer helpful bonuses. Find an opening and release the bonus on-screen, then retrieve it later. Don't miss bonuses obscured by the scenery.

It's No Fun Being A Ninja...

Be warned: Shien's Revenge is a very difficult game. When you have multiple attackers on-screen, you can't react quickly enough to protect yourself. But you want to like SR because it throws something fresh into the hack-n-slash ring. Vic Tokai gets credit for a good try. Unfortunately, the game play problems put up too much of a wall, and ultimately Shien doesn't get around it. **G**



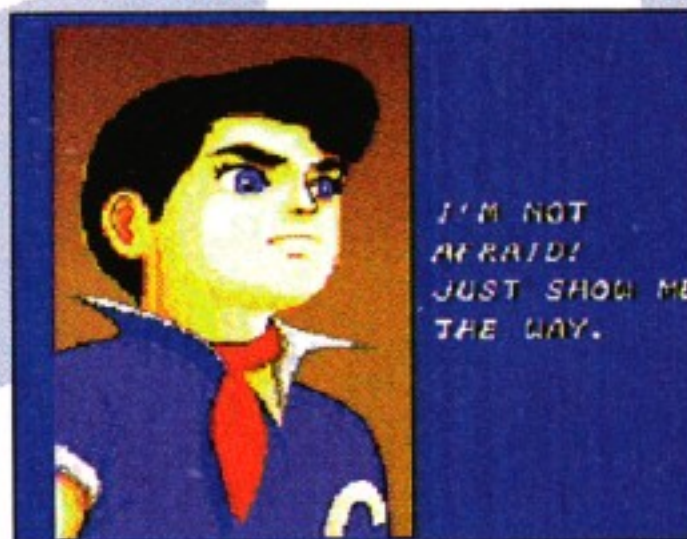
By Quick-Draw McGraw

Our daring young hero is back, and this time he's not on MTV. Speed Racer is like two games in one: intense high-speed racing and average hand-to-hand combat. They balance each other out to add up to one decent cart.



A Little of This, A Little of That

Along with Spridle, Trixie, and the famous GO team, you travel the World Race Circuit and use your driving skills and a few hidden weapons to defeat all the classic Speed Racer villains in behind-the-car races. On alternating levels, you'll street-fight your way through a mediocre side-view adventure. After defeating the game, you can play as the mysterious Racer X.



Go, Speed Racer, go!



PROTIP: Take out bad guys at the beginning of each race with your Chopper Blades.



PROTIP: The side-scrolling levels are long, so grab every green flag you can find to keep your energy up.

Whether it's jumping over boiling lava pits or making hair-pin turns, the Mach 5's responsive controls will help you get power-ups and keep you on the road. The controls for the action/adven-



ture sequences, however, are painfully slow by comparison.

Sounds Like a Winner

As soon as you start this game, you'll notice that every sound effect was taken directly from the cartoon. All the familiar background music is here, including the unforgettable theme song.

The graphics are uneven. The racing simulation is realistic, with fine detail of every jump and turn, but the rest of the game's graphics are dull and not very creative (hey, just like the cartoon!).

Poor graphics and action on the side-scrolling levels hurt the overall look and feel of this cart, but the racing levels are second to none for challenging fun. If you're a fan of the cartoon series, this cart is definitely for you! **G**

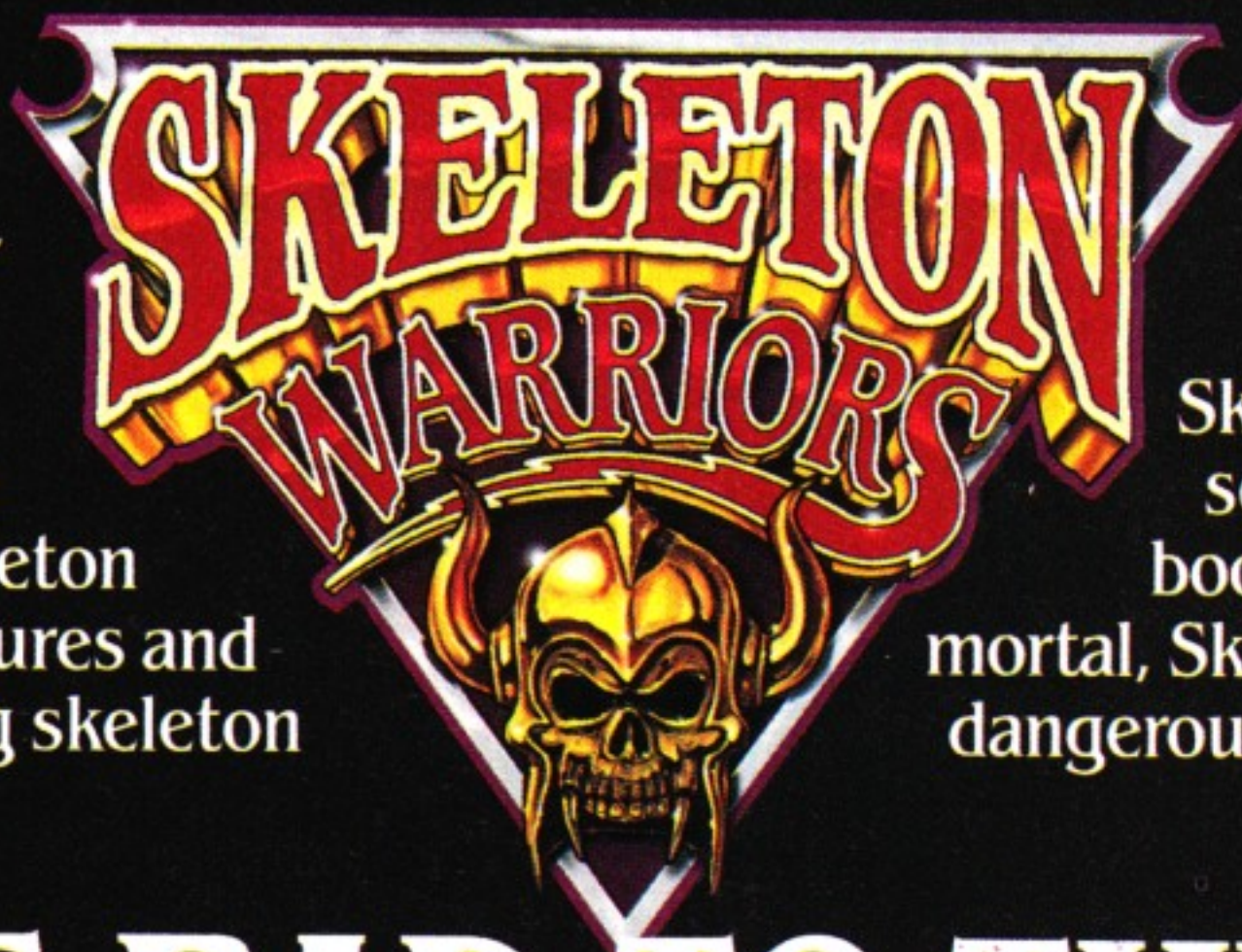
Speed Racer (By Accolade)

Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
3.5	4.0	3.5	3.0	Adjustable

\$64.95
16 megs
Available now
Racing/action

1 player
7 levels
Multiple views
Passwords

It's bone-chilling excitement when barbaric fantasy, futuristic technology and awesome firepower unite in the most fantastic action adventure line ever. Behold—The Skeleton Warriors™! These action figures and accessories have terrifying skeleton



detailing, metalized body armor and bone-crushing, spring-loaded weapons. Watch for the Skeleton Warriors™ animated series and upcoming comic book—or else! And remember mortal, Skeleton Warriors™ aren't just dangerous. They're bad to the bone.

THEY'RE BAD TO THE BONE.



©1994 Landmark Entertainment Group. All Rights Reserved. Skeleton Warriors™ and associated trademarks and copyrights are owned by Landmark Entertainment Group.

Playmates®

MARKO™

You're really having fun now!

Take a good look at Marko. You're going to see lots of him everywhere: on your Genesis™, Game Gear™, Sega CD™ and Super NES®.

He'll take you on an amazing new adventure that's HUGE. With the hottest graphics. The coolest sounds. The smoothest animation.

You'll think you're playing inside an actual cartoon! What's it all mean? You'll have fun, fun, fun 'til your daddy takes your game machine away.

DOMARK®

Exclusively sold in America by Time Warner Interactive
675 Sycamore Dr., Milpitas, CA 95035
408-473-9400



Roam through city streets, construction sites, sewers, the circus and forest in a quest to defeat the mad Colonel Brown who's dumping toxic waste! Marko's only weapon is his amazing soccer ball, which he uses to knock out gangs,

dogs, sludge monsters and other nasties. Just as in soccer, Marko can't use his hands. He's got to use his head, bicycle kick, knee tap and foot dribble to control the ball.



Genesis, Game Gear and Sega CD are trademarks of Sega Enterprises, Ltd. Super NES is a registered trademark of Nintendo of America, Inc. MARKO: TM & © 1994 Domark Group, Ltd. All rights reserved.

Now for play on your Genesis™, Game Gear™ and Sega CD™. Coming soon on Super NES®!



3DO



By Atomic Dawg

Shock Wave's tough adversaries and first-rate graphics make it a decent 3DO shooter. Controlling an F177 all-atmosphere space fighter, you rocket in and out of the atmosphere to take on ten stages of first-person-perspective air-to-air and air-to-ground combat.

Strange Invaders

Shock Wave's alien hordes don't overwhelm you with superior technology as much as they wear you down with sheer numbers. Their bizarre insectoid vehicles include spider walkers and supply ships with flapping wings. The game won't fry your fingers, but don't expect any breaks; you usually must destroy every bad guy on a level to meet mission objectives.



PROTIP: If you have shield strength to spare, ramming a foe is acceptable in a pinch.

Your arsenal contains the basics, but it's enough to get the job done. The controls respond instantly – using laser blasters and guided missiles should be a no-brainer for shooter aces. The F177 control panel features cool-looking readouts, but you only use the weapons-energy meters, shield strength, and fuel gauge.

The Earth is due for a Shocking development!

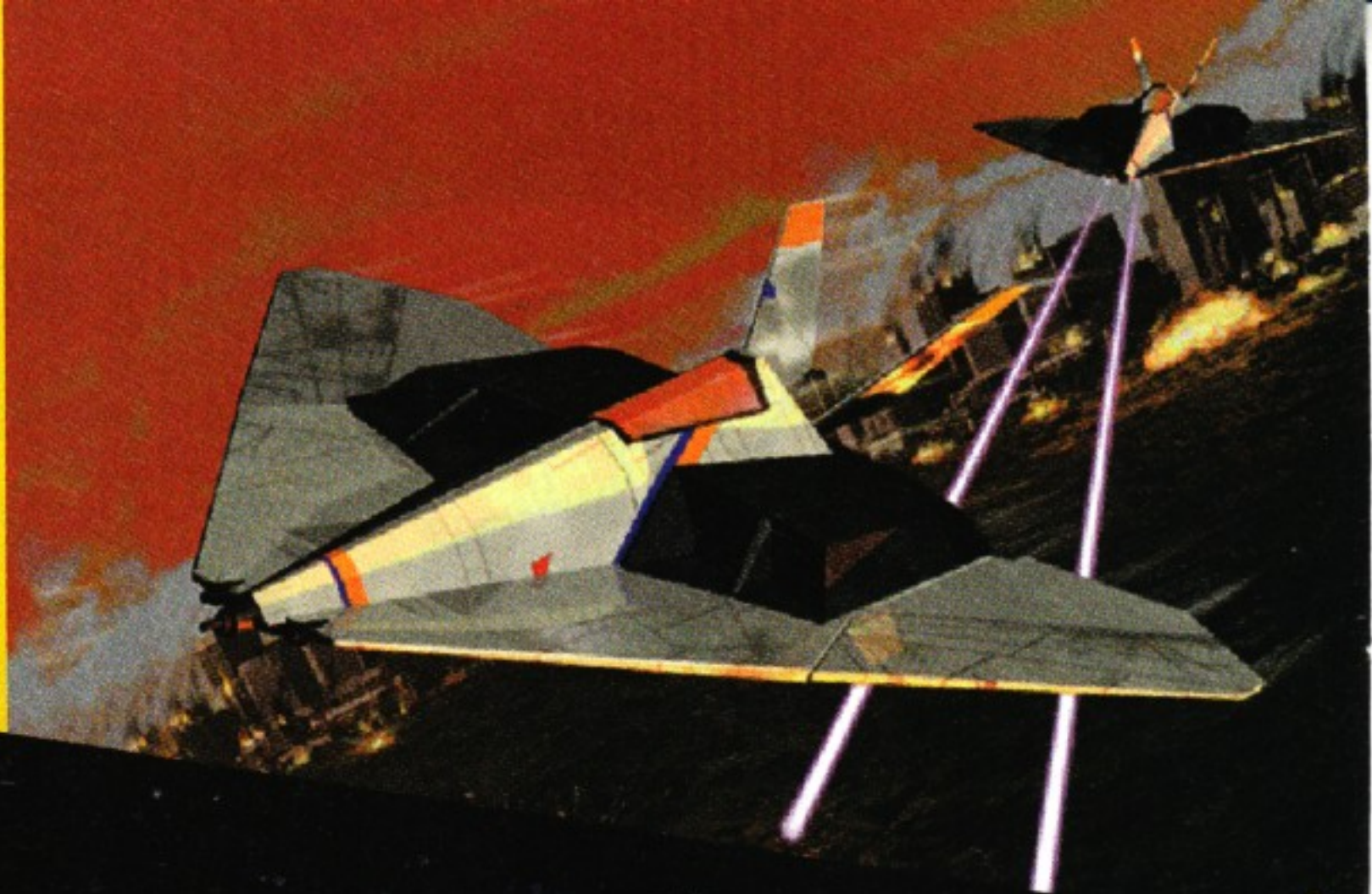
Vicious Visuals

Shock Wave has great live-action video, computer-generated animated graphics, and texture-mapped polygons. The story sequences will make sci-fi hardware fans drool. The polygon-based in-flight and combat visuals feature quick scaling and wild rotation. The audio's a mite sparse, with crystalline CD voices. Effects are limited to the constant, muted hum of your jet engines, your shots, and hits on your jet.

Shock Wave's downsides



PROTIP: Some Refueling Drones are good for two fill-er-ups.



SHOCK WAVE™

INVASION EARTH: 2019



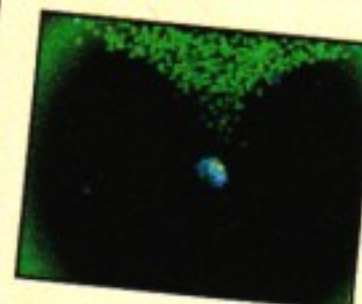
PROTIP: You can outrun any alien interceptor.

have more to do with your friends than your foes. The F177 must be a low-level fighter, since it hugs the ground like you're flying in a box. Although lateral movement isn't as constricted, friendly fire always brings you down when you stray off the predetermined flight path.



Newscasts can appear at the most inopportune times!

Sometimes Mission Control and your fellow flyers pop onto your radar display and calmly say "You're doing just fine,"



Alien invaders have come from who knows where to do who knows what!

even though the ETs are dusting your butt. And TV reporters flash on-screen with news even when you're in a dogfight and you need your radar.

Regarding Wave

Although a little more attention should've been paid to the aforementioned details, this disc puts up a good fight. Shooter vets eager to cut another notch into their 3DO will be in for a Shock. **G**

3DO Game Profile
Shock Wave
Invasion Earth: 2019
 (By Electronic Arts)

Shock Wave won't send a shock wave through the shooter world, but it's a serious workout just the same.

Graphics	Sound	Control	FunFactor	Challenge
4.5	3.5	4.0	4.0	Adjustable

Price not available
 CD
 Available now
 Shooter

10 levels
 1 player
 First-person view
 Two-position save

Get today's awesome, totally cool music. Free!

Music by:

Bizarre Inc • The Connells

Culture Beat • Exposé

His Boy Elroy • Inclined

Kris Kross • October Project

Rozalla • Zhané.



Get a Free CD or cassette when you buy 2 Pilot pen packs!

Get this free CD or cassette of "Music you wanna have" when you buy any 2 specially marked Pilot pen packs. Choose from any of these totally cool pens and highlighters: Pilot's Better Ball Point; Better Retractable; Precise V5 and Spotlifter Supreme. Get the details wherever you see a Pilot pen display. Follow the simple instructions printed on the pack. That's all there is to it.

You end up with the best pens you can buy and an awesome CD or cassette you don't buy.



Offer expires March 31, 1995 and is good while supplies last.

\$50.00 Bonus



Receive a \$50.00 Bonus when you sell back 25 or more Genesis and/or Super Nintendo cartridges. This coupon must be included with your cartridges. No copies accepted. Limit 1 coupon per package. Limit 1 coupon per customer per month. Cartridges must be received by 9/30/94.

Send us your old cartridges

RECEIVE A CHECK BACK OR PURCHASE OTHER TITLES OF YOUR CHOICE

Used		SEGA CD		SUPER NINTENDO	
SEGA GENESIS Cartridges	Used	SHADOWRUN	44.95/24.00	EEN THE CAT	44.95/25.00
ABRAM'S BATTLE TANK	29.95/13.00	SHINING FORCE	39.95/20.00	EQUINOX	44.95/25.00
AL LANSER JR RACING	39.95/20.00	SHINOBI 3	34.95/15.00	ESPN BASEBALL	44.95/25.00
ALADDIN	39.95/20.00	SIDE POCKET	49.95/25.00	EVO	44.95/25.00
ARIEL LITTLE MERMAID	34.95/18.00	SKITCHIN'	44.95/25.00	EYE OF BEHOLDER	49.95/30.00
ASTERIX	34.95/16.00	SOLDIERS OF FORTUNE	39.95/20.00	F1 POLE POSITION	44.95/25.00
BARKLEY SHUT UP JAM	34.95/15.00	SONIC 3	34.95/15.00	F1 R.O.C.	44.95/22.00
BARNY THE DINOSAUR	34.95/15.00	SONIC SPINBALL	34.95/15.00	FATAL FURY 2	44.95/22.00
BART'S NIGHTMARE	34.95/15.00	SORCERER'S KINGDOM	39.95/20.00	FIEVEL GOES WEST	49.95/30.00
BATTLETOADS	39.95/20.00	SPEED RACER	49.95/30.00	FIFA INTL SOCCER	49.95/25.00
BEAUTY & THE BEAST	34.95/15.00	SPIDERMAN VENOM	49.95/30.00	FIGHTER'S HISTORY	49.95/30.00
BEST OF THE BEST	39.95/20.00	MAXIMUM CARNAGE	49.95/30.00	FINAL FANTASY 2	44.95/25.00
BILL WALSH F1B	29.95/13.00	SPIDERMAN X MEN	34.95/15.00	FIRESTRIKER	44.95/22.00
BLADES OF VENGEANCE	34.95/14.00	SPLATTERHOUSE 3	39.95/20.00	FIRST QUEEN	44.95/30.00
BOX LEG. OF RING	39.95/20.00	STAR QUEST	49.95/30.00	FIRST SAMURAI	44.95/22.00
BUSTER'S H. TREAS.	39.95/20.00	STAR TREK TNG	44.95/22.00	FLASHBACK	44.95/22.00
CAESAR'S PALACE	44.95/24.00	STAR WRESTLER II	29.95/12.00	GEMFIRE	44.95/22.00
CALIFORNIA GAMES	29.95/14.00	STREETS OF RAGE 3	44.95/25.00	GENGHIS KHAN 2	49.95/30.00
CAPTAIN AMERICA	29.95/13.00	SUB TERRANIA	39.95/20.00	GOAL	44.95/22.00
CASCADE	39.95/20.00	SUNSET RIDERS	39.95/20.00	GOOF TROOP	39.95/20.00
CASTLE OF ILLUSION	29.95/13.00	SUPER BATTLESHIP	44.95/24.00	GP 1	44.95/25.00
CASTLEVANIA BLOOD	39.95/20.00	SUPER BATTLETANK	39.95/20.00	HARDBALL 3	44.95/25.00
CHAMPIONSHIP POOL	44.95/24.00	SUPER STREET FIGHTER II	59.95/40.00	ILLUSION OF GALA	49.95/30.00
CHAMPIONS WORLD CLASS SOCCER	39.95/20.00	T2 ARCADE GAME	29.95/13.00	INCREDIBLE HULK	49.95/30.00
CLIFFHANGER	34.95/15.00	T2 JUDGEMENT DAY	39.95/20.00	ININDO	39.95/20.00
CLUE	39.95/20.00	TAZ MANIA	29.95/13.00	INTL TENNIS TOUR	39.95/20.00
COLLEGE FOOTBALL	49.95/30.00	TAZ ESCAPE MARS	44.95/25.00	JEOPARDY	49.95/25.00
COLUMNS III	34.95/15.00	TECMO MLBPA B'BALL	49.95/30.00	JEOPARDY SPORTS ED	49.95/30.00
COMBAT CARS	39.95/20.00	TECMO SUPER BOWL	39.95/18.00	JETSONS	44.95/25.00
COOL SPOT	34.95/15.00	TECMO SUPER NBA	34.95/15.00	JOE & MAC 2	44.95/25.00
DAVIS CUP TENNIS	39.95/20.00	TMNT HYPERSTONE	29.95/15.00	JOHN MADDEN '94	39.95/20.00
DEADLY MOVES	34.95/15.00	TOWN FIGHTER	44.95/22.00	JUNGLE BOOK	49.95/30.00
DEMOLITION MAN	39.95/20.00	TOEJAM & EARL 2	34.95/15.00	JURASSIC PARK	39.95/20.00
DESERT DEMOLITION	44.95/25.00	VIRTUAL BART	49.95/30.00	KAWASAKI CHALLENGE	44.95/22.00
DESERT STRIKE	34.95/15.00	VIRTUAL FORTUNE	59.95/35.00	KEN GRUFFY B'BALL	44.95/24.00
DINOS. FOR HIRE	29.95/13.00	WHEEL RACING	39.95/20.00	KING ARTHURS	39.95/20.00
DOUBLE DRAGON	34.95/15.00	WIMBLEDON TENNIS	39.95/20.00	KING OF DRAGON	44.95/22.00
DOUBLE DRAGON 3	34.95/15.00	WINTER OLY GAMES	39.95/20.00	KING MONSTERS	39.95/18.00
DOUBLE DRIBBLE	39.95/20.00	WORLD CHAMP SOCC.	39.95/20.00	KING OF MONSTERS 2	44.95/25.00
DRAGON BRUCE LEE	44.95/25.00	WORLD CUP USA '94	39.95/20.00	KNIGHTS OF ROUND	49.95/25.00
DUNE II	49.95/30.00	WORLD HEROES	44.95/25.00	LAMBORGHINI	39.95/20.00
DUNG & DRAGONS	44.95/24.00	WORLD ILLUSION	34.95/15.00	LAWNMOWER MAN	39.95/18.00
DYNAMITE HEADDY	44.95/24.00	WORLD SERIESBALL	44.95/25.00	LEGEND	49.95/30.00
ECCO THE DOLPHIN	34.95/15.00	WWF ROY. RUMBLE	39.95/20.00	LIBERTY OR DEATH	54.95/32.00
ESPN BASEBALL	39.95/20.00	X MEN	29.95/13.00	LORD OF THE RINGS	49.95/30.00
ETERNAL CHAMPS	34.95/15.00	YOUNG INDY	39.95/20.00	LOST VIKINGS	39.95/20.00
EVAND HOLY BOX	29.95/13.00	ZOMBIE ATE NEIGH	34.95/15.00	LUFIA	44.95/24.00
F-15 STRIKE EAGLE II	39.95/20.00			MARIO IS MISSING	34.95/15.00
F-117 NIGHT STRM	34.95/15.00			MARIO'S TIME MACH.	34.95/15.00
FANTASIA	29.95/13.00			MEGAMAN SOCCER	39.95/20.00
FATAL FURY	29.95/13.00			MEGAMAN X	44.95/22.00
FATAL FURY 2	44.95/25.00			METAL MARINES	44.95/22.00
FIDO DIDO	44.95/25.00			MICKEY'S ULT CHAL.	49.95/30.00
FIFA INTL SOCCER	44.95/22.00			MIGHT & MAGIC 3	54.95/35.00
FORMULA ONE	34.95/15.00			MLBPA BASEBALL	49.95/25.00
GAME GENIE WBK	34.95/16.00			MONOPOLY	49.95/25.00
GAUNTLET IV	39.95/20.00			MORTAL KOMBAT	29.95/13.00
GENFIRE	39.95/20.00			MVP BASEBALL	34.95/15.00
GENERAL CHAOS	29.95/13.00			NATSUME CHAMPIONSHIP	44.95/25.00
GENGHIS KHAN II	49.95/30.00			WRESTLING	44.95/25.00
GOOPY	39.95/20.00			NBA JAM	39.95/15.00
GRAND SLAM BASEBALL	44.95/25.00			NHL HOCKEY '94	44.95/22.00
GREATEST HEAVY	34.95/15.00			NINJA WARRIORS	44.95/24.00
GRINDSTORMER	39.95/20.00			NOBUN. AMBITION	54.95/32.00
GRINDSTAR HEROES	34.95/15.00			OPERATION EUROPE	54.95/32.00
HARDBALL '94	49.95/30.00			PAC ATTACK	44.95/22.00
IMPOSSIBLE MISSION	39.95/20.00			P.T.O.	49.95/25.00
INCREDIBLE HULK	44.95/28.00			VEGAS STAKES	44.95/22.00
ITCHY & SCRATCHY	44.95/28.00			VORTX	44.95/25.00
JEOPARDY DELUXE	44.95/25.00			WAIWALE GOLF	39.95/20.00
JEOPARDY SPORTS	44.95/25.00			WHEEL FORTUNE	49.95/25.00
JOE & MAC	39.95/20.00			WICKED 18	44.95/22.00
JOHN MADDEN '94	34.95/15.00			WIZARDRY 5	49.95/30.00
JUNGLE BOOK	49.95/30.00			WOLFENSTEIN 3D	44.95/24.00
JUNGLE STRIKE	39.95/20.00			WORLD CUP USA '94	44.95/25.00
JURASSIC PARK	39.95/20.00			WORLD HEROES	39.95/18.00
KICK OFF 3	39.95/20.00			WORLD SOCCER '94	44.95/22.00
KING SALMON	39.95/20.00			WWF ROY. RUMBLE	44.95/22.00
KING OF MONSTERS	39.95/20.00			X-KALIBER 2097	44.95/25.00
KING OF MONSTERS 2	44.95/25.00			YOSHIS COOKIE	39.95/18.00
LANDSTALKER	39.95/20.00			YOUNG MERLIN	34.95/15.00
LETH. ENFORCERS	49.95/30.00			ZELDA III	39.95/20.00
LIBERTY OR DEATH	49.95/30.00			ZOMBIES ATE NEIGH	39.95/20.00
LOTUS II	39.95/20.00				
LOST VIKINGS	39.95/20.00				
MARIO ANDRETTI RAC	39.95/20.00				
MEGA TURRICAN	39.95/20.00				
MIG 29	39.95/20.00				
MIGHT & MAGIC	44.95/24.00				
MIGHT & MAGIC 3	49.95/30.00				
MLBPA BASEBALL	44.95/25.00				
MONOPOLY	49.95/25.00				
MONSTERTRUCK WARS	44.95/25.00				
MORTAL KOMBAT	29.95/13.00				
MUTANT LEAG HOCKEY	39.95/20.00				
NBA ACTION '94	34.95/15.00				
NBA JAM	39.95/15.00				
NBA SHOWDOWN	34.95/15.00				
NFL FOOTBALL '94	34.95/15.00				
NHL HOCKEY '94	39.95/18.00				
NOBUN. AMBITION	49.95/30.00				
OPERATION EUROPE	49.95/30.00				
OUTRUNNERS	49.95/30.00				
P.T.O.	49.95/30.00				
PEBBLE BEACH GOLF	44.95/25.00				
PELE SOCCER	39.95/20.00				
PELE SOCCER II	44.95/25.00				
PGA TOUR GOLF II	34.95/15.00				
PGA EUROPEAN TOUR	49.95/30.00				
PHANTASY STAR II	34.95/15.00				
PHANTASY STAR III	34.95/15.00				
PIRATES DARK WATER	44.95/25.00				
PRINCE OF PERSIA	39.95/20.00				
QUACKSHOT	29.95/13.00				
QUAD CHALLENGE	39.95/20.00				
RADICAL REX	44.95/25.00				
RBI BASEBALL '94	44.95/25.00				
REN & STIMPY	39.95/20.00				
RISE OF ROBOTS	49.95/30.00				
ROAD RASH	34.95/15.00				
ROAD RASH 2	44.95/22.00				
ROBOCOP 3	34.95/15.00				
ROBOCOP VS TERM	44.95/22.00				
ROCKY W ROLL RACING	44.95/25.00				
ROM. 3 KINGDOMS 2	39.95/20.00				
ROM. 3 KINGDOMS 3	54.95/35.00				



3DO



By Earth Angel

Remember Klax? Gridders is a similar game, but it takes the puzzle genre to a new level by putting you in the middle of the action. Although the game isn't a champion, its 3D graphics and parallax scrolling make it a great change of pace for puzzle fans.

trap doors, diversion squares, and more - all of which you use to solve the puzzle.

As Zack, you navigate 36 grids to reach the basement of an evil corporation to disarm it. Giant Griddler blocks roll intermittently across each grid. You must avoid the Gridders, which will instantly squash you.

You Block Head

Gridders' graphics draw you in immediately, and they're certainly a first for puzzle games. The giant rolling blocks and 3D graphics are very realistic. The thud of blocks and scrunch sounds when Zack gets crushed add to the effect.



PROTIP: These Buddy blocks follow you around. Lure them wherever you want them to go by simply stepping near them.

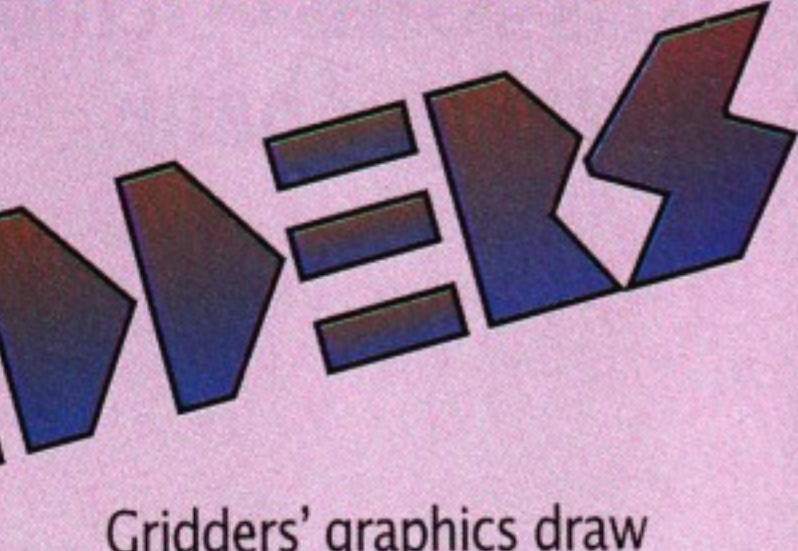


PROTIP: A clinking sound signals the appearance of a green pyramid key on-screen. Quickly switch to the large screen overview to find it.



PROTIP: Directional blocks change the route of the Gridders.

To escape each level, you must solve a puzzle and open the exit to the next level by finding the correct number of green pyramid keys. In addition to the crushing Gridders, there are elevator squares,



Zack's easy to control, and the game play, though complex and difficult in the more complicated levels, is easy to understand. The levels don't change after you play them. Once you've mastered each, it's no fun to try them again.

Try It, You'll Like It
Puzzler addicts shouldn't miss Gridders. It's a brain-busting new experience. G

Gridders By Tetragon				
Graphics	Sound	Control	Fun Factor	Challenge
4.5	3.5	3.0	4.0	Advanced
Price not available	36 levels			
CD	¾-overhead view			
Available September	Multiscrolling			
Puzzler	Save feature			
1 player				

Credit Card Orders (209) 432-2684

Titles in *ITALICS* are newer and may or may not be available. All Used Genesis, Sega CD & Super Nintendo cartridges must include box, instructions, maps, etc. We will deduct \$2.00 for each SNES cartridge without a cardboard insert and \$5.00 for broken CD cases. Cartridges without box, instructions, etc. will be returned at your expense. All used cartridges have a 90 day warranty and are subject to availability. Prices in this ad will be effective thru 9/30/94. We reserve the right to refuse any sale or purchase. Allow 40 days to receive orders placed with money orders and 60 days to receive orders placed with checks. NO COD's. Due to the nature of game cartridges, we are unable to give refunds. If we do not receive your package by 9/30/94 or your game titles are not listed in this ad, you will be paid from our current price list. To receive prices in this ad you must include the "Dept. # " from above on the OUTSIDE of your package. If you are unclear about any of our policies or procedures, please call. Call our FAXBACK Information system (209) 432-2644. Dealers/Video Stores welcome - Call or FAX (209) 432-2599.

Send \$1.00 for complete Buy/Sell Price List

ANNOUNCING
THE
PREMIERE
EDITION
OF



MONUMENTAL TRUTH

When Peter Parker was bitten by a radioactive spider, he gained the proportionate strength and agility of the arachnid. But his refusal to use his newfound abilities to help others resulted in the death of his beloved Uncle Ben. Realizing that with great power there must also come great responsibility, Peter vowed to atone for his mistake by using his spiderlike abilities to battle evil from that day forward!

Art by: BUTLER MILGROM

After the diabolical Green Goblin murdered his girlfriend, Gwen Stacy, Spider-Man savagely attacked the villain. But, despite what the Goblin had done, the web-slinger refused to kill his beaten foe!
AS SEEN IN: AMAZING SPIDER-MAN #122, July 1973

SPIDER-MAN

REAL NAME: Peter Parker
GROUP AFFILIATION: None
124

MARVEL, SPIDER-MAN, MARVEL CARDS and SUPERHEROES (as owned) are © 1994 Marvel Entertainment Group, Inc. All Rights Reserved. Distributed by Fleer Corp.

POWER RATINGS

STRENGTH
SPEED
DURABILITY
INTELLIGENCE
FIGHTING ABILITY
AGILITY



**MARVEL
CARDS**
UNIVERSAL
1994

AUGUST 1994

Jaguar



By The King Fisher

As "B.J." Blazkowicz, the Allies' star operative, you've been sent to infiltrate Castle Wolfenstein and uncover Nazi plans for Operation Eisenfaust. Unfortunately, something's gone wrong – you've been captured. In a desperate attempt to escape, you overpower a cell guard. Now, armed with a pistol and knife, you must escape from Castle Wolfenstein in the most thrilling game yet for the Jaguar.

Maximum Overkill

Wolfenstein 3d is a first-person, behind-the-gun game that's best summarized as total carnage. Using everything from a knife to a Gatling gun, you fight your way through six hellish levels of mazes, shooting past vicious SS troops and huge, armed mutants as you go.

The fast, intense action is slowed only by the Jaguar's cumbersome control pad. If you're used to Wolfenstein's simple button presses on the SNES, then it'll take awhile to get comfortable with the

Jaguar version. Once you do, though, you'll be able to shoot accurately and move efficiently.



PROTIP: Be sure to check the walls for secret passageways.



Wolfenstein 3d

A Sharp Shooter

Wolfenstein's graphics are smooth, sharp, and detailed. Everything from the white in the enemies' eyes to the sharpness of the tapestries on the walls is crystal clear. When you stare at a portrait of Hitler, the image has minimal pixelization, unlike the images on the SNES. The Jag graphics sizzle!



PROTIP: When you open a door to a room filled with troops, stay outside the room, close the door, and let 'em come to you. They'll approach one by one, and you can easily shoot 'em.

The music and sound effects make this great game even better. The music adds tension to the spine-tingling atmosphere, while the FX add minute details. You can even hear digitized sounds like SS troops identifying themselves



Oh, no – gun-totin' zombies!



PROTIP: The Gatling gun should be your weapon of choice. Not only is it quick and deadly, but ammo is readily available.



PROTIP: All the bosses are difficult to beat, and the best tactic is to hit and run. But before you go head-to-head with one of the mutants, be sure to find a stash of first-aid kits and ammo.

as "SS" and the yelps of attack dogs being shot. Wolfenstein is candy for your senses.

Blazing to Glory

When Wolfenstein 3d hit the PC market a few years back, it set a new standard for PC gaming. It was an awesome game, featuring hot graphics and killer sounds. The Jag version improves upon the PC formula, and that's great news for Wolfenstein fans and anyone who likes an intense, challenging game. The latest Wolfenstein 3d sets a new standard for Jag excitement. **G**



Here, puppy!



PROTIP: When you come up against several enemies, take out those with automatic weapons first, then the pistol-packing guards. With soldiers, first take out the ones in white uniforms, then those wearing blue, then brown.

Jaguar Game Profile Wolfenstein 3d (By Atari)

Wolfenstein 3d is the best Wolfenstein on any gaming platform, including the PC. If you want riveting action, intense graphics, lots of blood, and tons of glory, Wolfenstein delivers.

Graphics	Sound	Control	FunFactor	Challenge
5.0	4.5	4.5	5.0	Adjustable

\$59.99
2 megabytes
Available now
Action
1 player

6 levels
First-person view
3D multiscrolling
Save option

CALL GAMEPRO'S HOT TIPS HOTLINE!!

**NOW AVAILABLE
IN CANADA!
1-900-451-5552**

CALLS COSTS
\$1.49 A MINUTE
(CANADIAN)



1-900-860-TIPS



BONEHEAD



**SCARY
LARRY**

CALLS AVERAGE
THREE MINUTES IN
LENGTH AND COST
\$1.09 A MINUTE.
TOUCH-TONE PHONE
REQUIRED.

OPTION 1

GET A CLUE

The **Hottest** Weekly tips for
your favorite system!

OPTION 1 NINTENDO
1 TIP

OPTION 2 SUPER NINTENDO
3 TIPS

OPTION 3 SEGA GENESIS
3 TIPS

OPTION 4 SEGA CD/
ATARI JAGUAR
2 TIPS EACH

OPTION 2

HIT US WITH YOUR BEST TIP

Leave or pick-up some of
the **best** tips from the most
serious gamers around

OPTION 1 NINTENDO

OPTION 2 SUPER NINTENDO

OPTION 2 SEGA GENESIS

OPTION 3

SLAMMIN'

16-bit tip of the week!

OPTION 4

GAME GOSSIP

Get all the latest scoop!

OPTION 5

HOT SHOTS

Get classic tips and the latest low-
down from your favorite editors!

**Bonehead, Scary Larry,
Tummynator.**

TUMMYNATOR



Be sure to get your parents'
permission to use the Hotline
if you are under 18 years of
age. Messages subject to
change without notice. A ser-
vice of Infotainment World in
San Mateo, CA

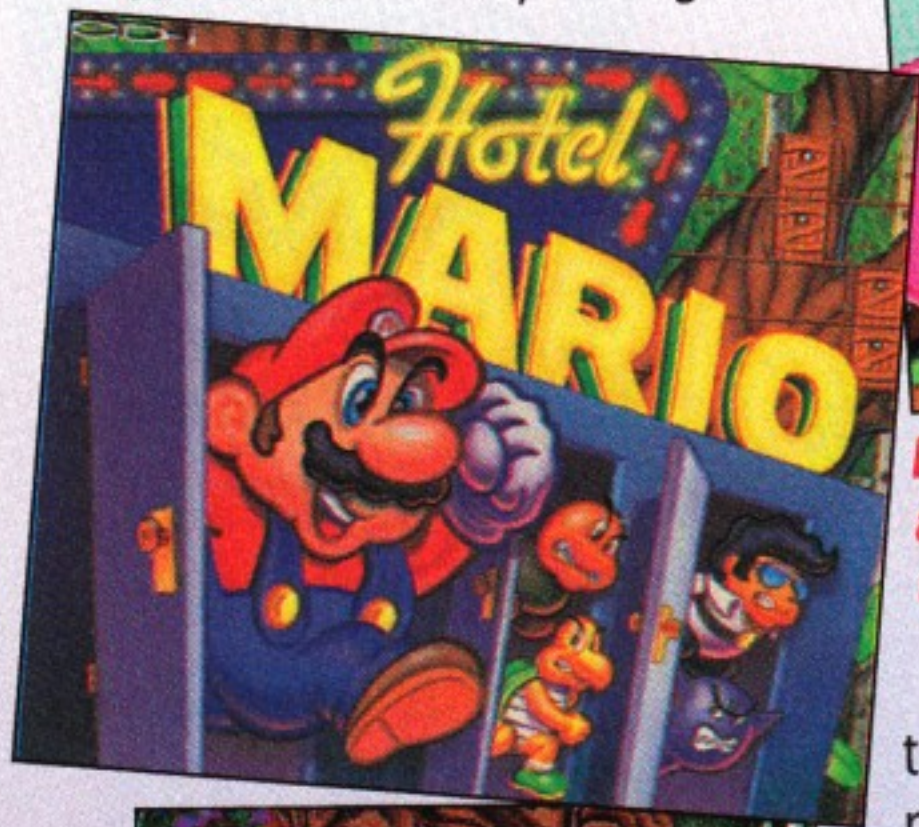


By Lawrence of Arcadia

Bowser's at it again, making life hard for people in the Mushroom Kingdom. This time, he's taken over all the hotels and transformed them into his own private resorts. But excitement isn't a resident at the Hotel Mario.

Open and Shut Case

This game is as basic as a hop-n-bop can get. As Mario, you take elevators to different parts of the hotels and close doors. Yup, that's it. You have to avoid an impressive array of MB enemies like Goombas, Koopas, bats, and mechanized monsters. Some elevators have clear markings that describe where they're headed. Others are anyone's guess.



PROTIP: Be careful when jumping. Make sure you're clear above and below.

The familiar controls will help you efficiently bop bad guys and hop around. The only intriguing aspects of this game are the well-fashioned

Hotel Mario By Philips				
Graphics	Sound	Control	FunFactor	Challenge
				BEG.
3.5	4.0	4.0	2.5	Beginner
Price not available	2 players			
CD	Side view			
Available now	Save feature			
Action				

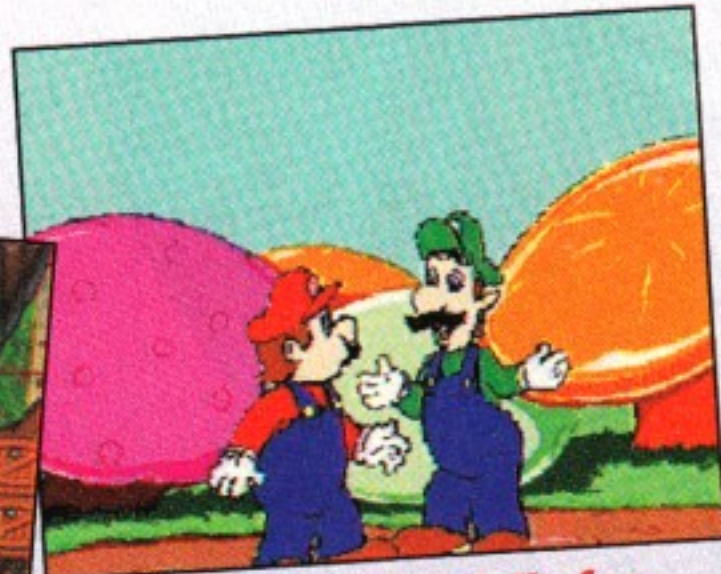


CD-i

animated sequences between rounds, which give the game a subtle interactive feel.

That Mario Magic

The graphics are topnotch in their illustration, but not in their presentation. You journey through the same hotel round after round (ten rounds per hotel), and the enemies don't really do anything except walk or fly around. When you finally move on to another hotel, you're stuck there for another ten rounds.



PROTIP: Listen carefully for audio clues during the animated sequences.

Good audio with clear, cartoony sound effects are peppered throughout the game. The voice-overs in the animated sequences are crystal clear, but the excessively cute music gets annoying.



PROTIP: Close some doors, reopen them, and step inside. Power-ups may await you.

This game is fun, but you'll soon be bored. Younger kids will need some adult guidance to overcome the tough challenge. Mario maniacs might want to check out this Mushroom Kingdom, even if they just end up watching the cartoons. **G**

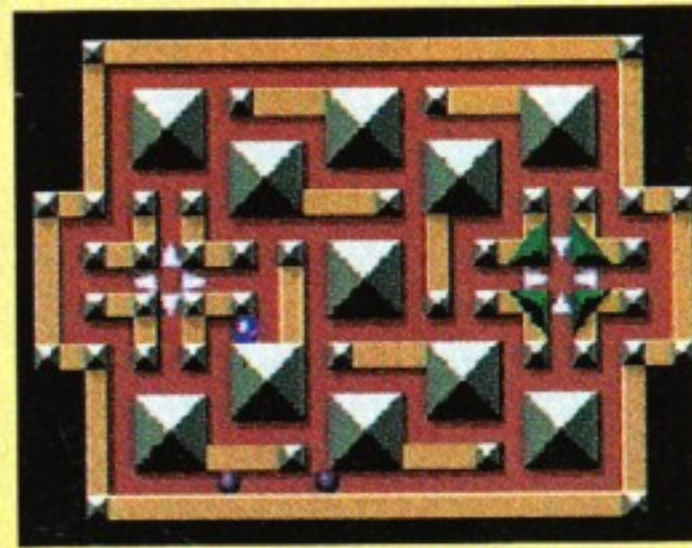


By Lawrence of Arcadia

Much like Hotel Mario, this game will numb action-minded gamers into senselessness within minutes, but it'll addict maze maniacs.

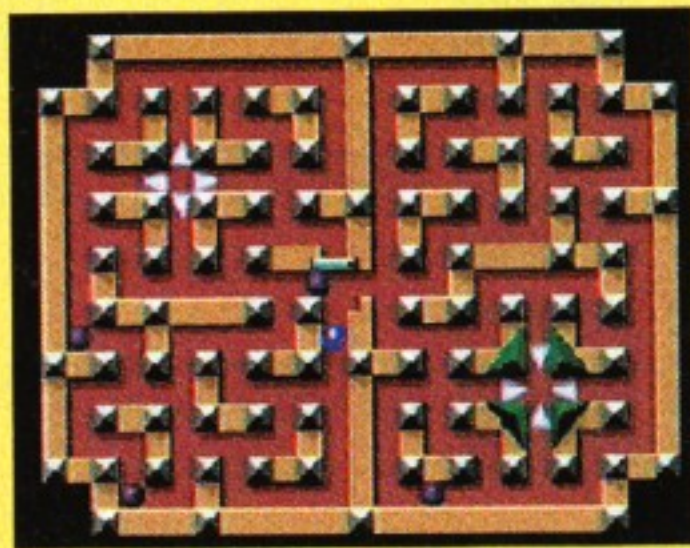
Trapped Like a Rat

Remember those old wooden labyrinths, the ones where you had to turn the platforms so the steel ball would avoid holes? The game play is a lot like that, except the labyrinth is on the computer screen and the steel ball is being tracked and mirrored by other balls – if they touch...kaboom!



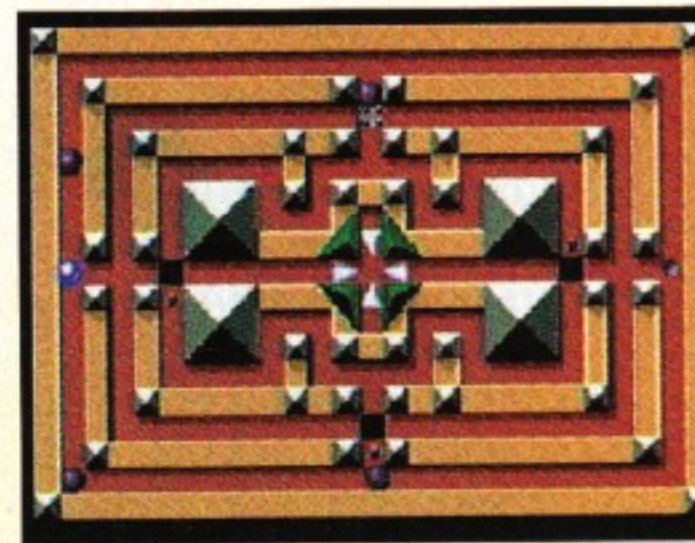
PROTIP: Sacrifice brown balls if they get in your way.

This puzzler doesn't look too exciting on the surface, and once you start playing, it doesn't look too exciting under the surface, either. You simply guide a ball through the maze toward a target, being careful not to touch other balls or obstacles like trap doors and electric sensors. At least the smooth controls make it easy to steer the ball.



PROTIP: Before swinging a door open or shut, check its hinges

to make sure you're on the side you need to be on.



PROTIP: If you're in a level where switches deactivate trap doors, keep drone balls on the switch. Switches are often on one side only – you can't return.



Foul Ball?

The graphics are standard, with nothing exciting in the background. The balls don't change color or spin around furiously; they just sit there until you move them. The many mazes are exactly the same in appearance, though they do get pretty intricate.

The sound is pretty listless as well, so don't expect Mozart to come streaming through the speakers. Better music might have raised the FunFactor.

A-Maze-ing Grates

The challenge is formidable and may be too much for younger players. This game is definitely for puzzle people with time on their hands. Although you may find yourself relaxing and enjoying this cerebral, sensitive game, you'll soon be wishing for some head-splitting, laser-blasting diversions. **G**

Mega Maze By Philips				
Graphics	Sound	Control	FunFactor	Challenge
				EXP.
2.5	2.5	4.0	3.5	Expert
\$49.95	1 player			
CD	Overhead view			
Available now	Passwords			
Puzzle game				

SEGA SPORTS PRESENTS



32 College Teams. 1 National Champion. Settle it on the field!



Exciting Play Modes:

- ★ Exhibition
- ★ 11 Game Regular Season
- ★ Race for #1 Ranking
- ★ National Championship Tournament

Great Collegiate Football Features:

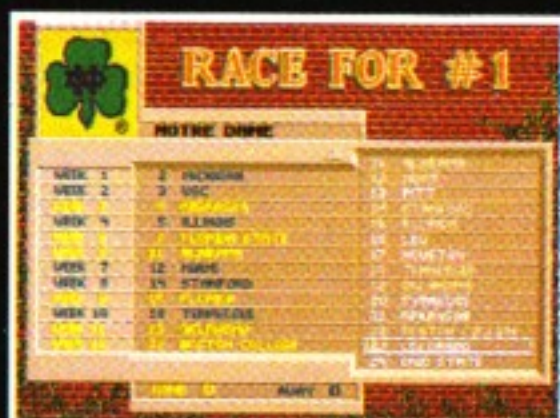
- ★ 2 Point Conversions
- ★ Wishbone/Option Offenses
- ★ College Playbooks
- ★ School Fight Songs, Logos, and Team Colors
- ★ 32 National Powers



Play the field! These are just two of the 32 collegiate powerhouses you'll meet from across the nation!



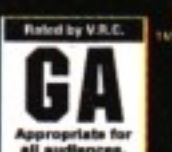
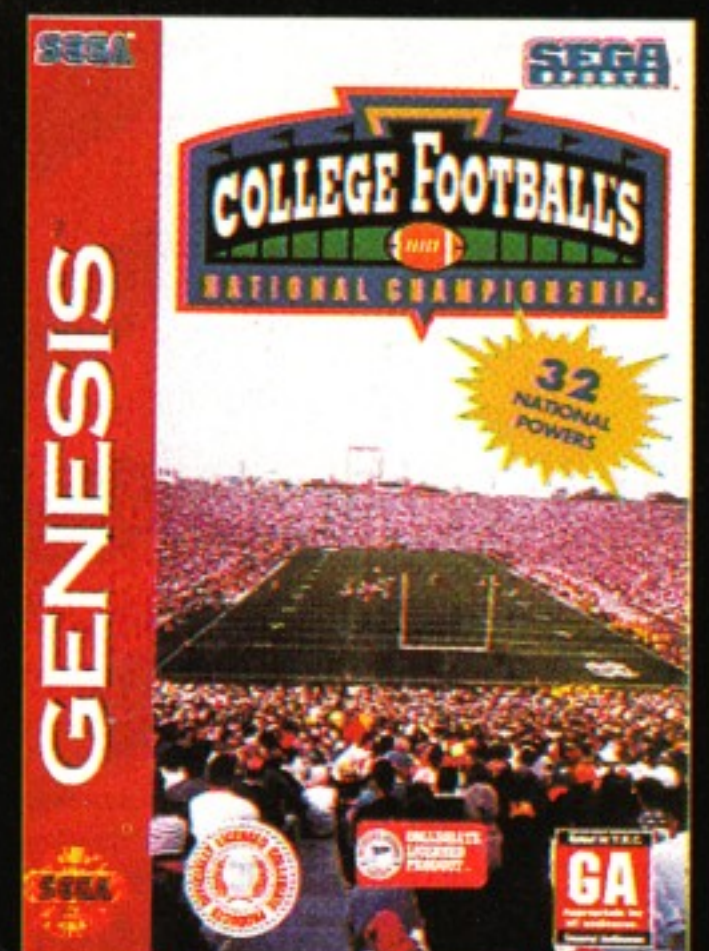
Nail 'em again! Michigan makes its move against Nebraska—and you relive it all on Instant Replay!



Race for the #1 ranking then go for gridiron glory in the National Championship Tournament!



Rev-up the rivalry when the Fighting Irish of Notre Dame take on the Trojans of USC!





By Slasher Quan

Ray. Karnov. Data East. SNK! Uh oh, could it be? Fighter's History has arrived for the Neo•Geo. The home version is entitled Karnov's Revenge, while the arcade edition is Fighter's History Dynamite (they're identical). You might like these Street Fighter II wannabes.

The Great Grapple reunites the greatest fighters in Data East's world. In addition to the original nine characters and two bosses, Dynamite adds two new characters for a total of 13 playable fighters. Also included are new combos, new graphics, new moves, faster action, and death moves.

Of the newcomers, Yung-

the corny vulnerable points that make the enemy dizzy if you hit them. The special moves are just like SF II's: a controller motion followed by a button press.

The action is considerably faster in this iteration, though not quite as speedy as SSF II Turbo. Combine the faster pace with cool air combos like Yungmie's kick/air fireball, and you

FIGHTER'S HISTORY DYNAMITE

acters are actually a bit bigger, resulting in impressive visuals. You'll like some of the new backgrounds and animations, but the design of the old characters is still unappealing.

Sounds? The music and voices are still pretty solid. However, you'll sometimes wonder what people are saying: Is Ray a chef throwing a "baked potato"?



Pick from 13 characters including two new challengers, Yungmie and Zazie.



The two bosses, Clown and Karnov, are now playable — and you don't need a code!



PROTIP: Ryoko's running grab moves, such as the Ippon Seoi, are great because you can grab them from close range — or from far away!

have a game that feels a notch better than its predecessor.



PROTIP: Try jumping in with Yungmie's Fierce Kick and then immediately two-in-one into the Aura Smash while still in the air. Experiment to turn this two-hit combo into a four-hit combo!



PROTIP: Playing as Jean is like using Guile in SF II. Not only is Jean's Bar Rose the same motion as Guile's Sonic Boom, Jean can follow it in to put pressure on the enemy!

mie is by far the coolest. She's a Korean tae kwon do artist who uses only her legs to attack, no matter what button you press! Also new is Zazie, a Kenyan karate kid. Zazie has fists of fury and some effective high-stepping hits.

Changes in History

FH Dynamite is not a six-button fighter; with the standard Geo controller setup, you get four buttons for two punches and two kicks. The game play is just like the original including



PROTIP: Fei Lin's Hakkaku Ken is a great attack to keep out jumping opponents.

SNK's Revenge

FH Dynamite/KR is a fun fighting game that uses speed and solid action to keep you occupied. But it still lacks the likable characters and deeper, more complex action of the six-button Super SF II Turbo. Light this one's fuse, play for a while, then get out of the way. **G**



Neo•Geo Game Profile Fighter's History Dynamite/ Karnov's Revenge (By Data East)

Dynamite's not a dud, but compared to Super SF II Turbo, it won't blow you away.

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	4.5	4.0	INT.
\$239	122 megs	Available now	2 players	Head-to-head fighting 13 characters Side view



SEGA SPORTS



Play like a champion.

NFL '95



COMING IN NOVEMBER

All new from SEGA SPORTS on Genesis™ and Game Gear™



Sega, Genesis, Game Gear, and Sega Sports are trademarks of SEGA. NFL team names, logos, and helmet designs are registered trademarks of the NFL and its Member Clubs. NFLPA logo 1994 NFLPA. The Video Game Rating Council, its Rating System, symbols and indicia are trademarks of Sega of America, Inc. 1994 SEGA. All rights reserved.

YOU CAN BE THE ALIEN.

Lunch. Toast. you from the inside out. The

Dogmeat. You're on the menu. The Alien eats Predator's razor-like mouth parts go for the crust.

A L I E N

It's one thing to be low man on the food chain in a 16 or 32-bit game. But in Jaguar's 64-bit system, it takes extremely fine tuned reflexes to stay alive. Give your reptilian hindbrain a workout. Be the



YOU'RE THE MARINE. YOU'RE THE ALIEN. YOU'RE THE PREDATOR. Be any one of them and fulfill your biological destiny; kill or be killed.



THE ALIEN LASHES OUT. His claw and tail strikes are beautiful and deadly. No such aesthetics apply to his acid-spitting. That's just plain sick.



YOU'RE JUST A CRYBABY WITH A SHOTGUN TO THE ALIEN. Texture-mapping heightens the claustrophobia of the airduct. Too Bad. Tell your therapist.



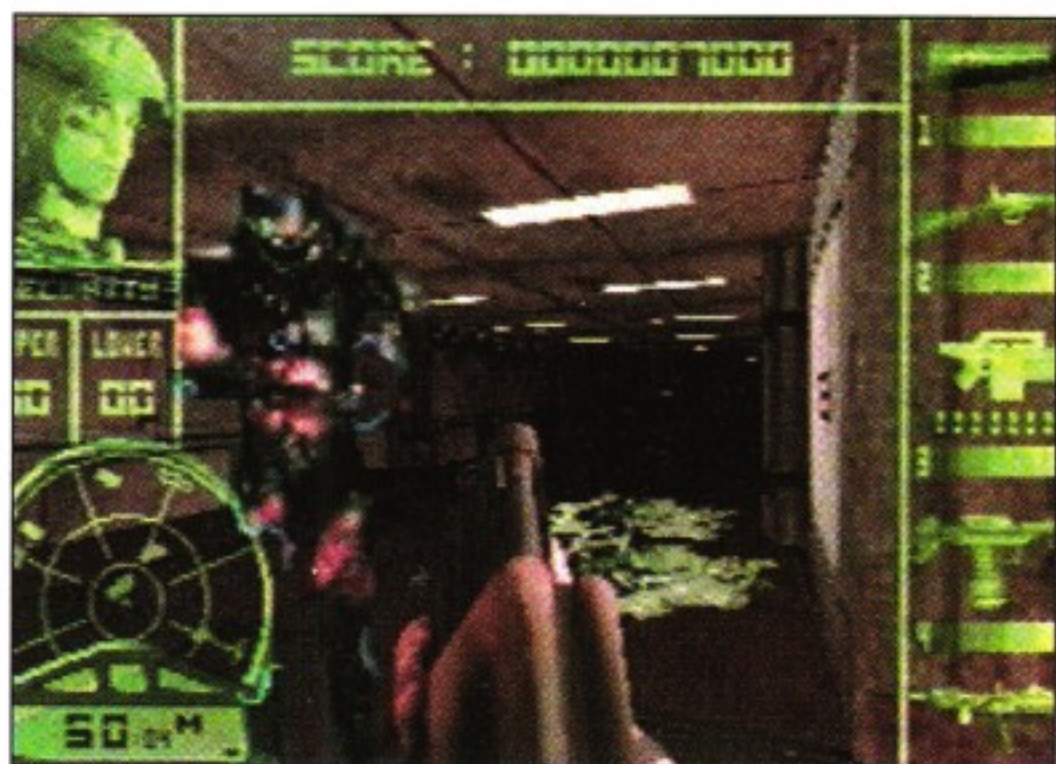
Game tips and hints: 1-900-737-ATARI. 95¢ per minute. If you are under 18, be sure to get a parent's permission before calling. A touch-tone telephone is required. USA only. Atari Jaguar information is available in the Atari Gaming Forum on CompuServe. Type GO JAGUAR to access this area 24 hours a day. Atari, the Atari logo, and Jaguar are trademarks or registered trademarks of Atari Corporation. All rights reserved. Alien and Predator™ & © Twentieth Century Fox Film Corporation. All rights reserved. Used under sublicense from Activision.

YOU CAN BE THE PREDATOR.

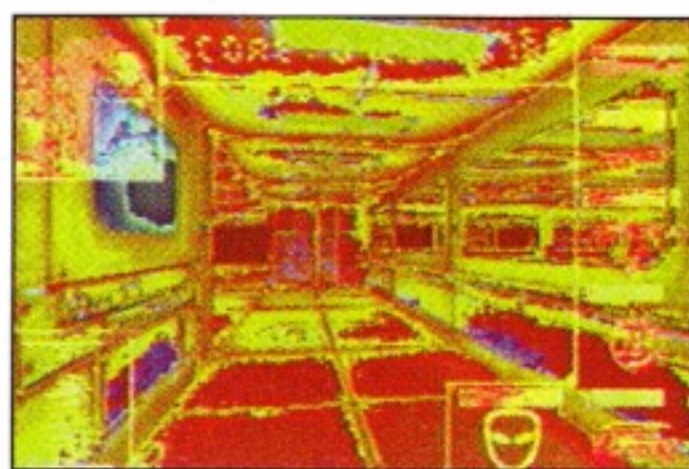
OR YOU CAN BE LUNCH.

PREDATOR

Predator or the Alien. Ancient animal senses exploit the high-resolution bit-mapping - *the better to see you*. Huge sound-sampling - *the better to hear you*. And unparalleled animation - *the better to come out of nowhere and eat you*. In a 64-bit environment, pure sensation can overwhelm. Keep a little blood in your adrenaline system, and maybe you'll survive. At least until dinner.



THE PREDATOR'S DISKS FROM HELL may outmatch your more conventional weaponry. Might be a good idea to keep your first-aid kit handy.



THE PREDATOR CAN SEE WHAT YOU CAN'T. Stay out of his view. Too many x-rays can be bad for you.



MARINE? SOLDIER-ON-A-STICK IS MORE LIKE IT. Your extraordinary bit-mapped image makes the shape of your skull look so very right to the Predator.

JAGUAR™

6 4 - B I T

DO+THE
MATH

INTERACTIVE MULTIMEDIA SYSTEM

GamePro



96 pages
\$12.95
8 X 9 3/4"

Code: Sonic 3

Sonic the Hedgehog 3 Official Power Play Guide

Simon Hill

This is the ultimate official strategy guide to the secrets behind Sonic The Hedgehog 3! Sonic 3 is the best of the series and this strategy guide will help you master every level! As Sonic continues his adventures, you can help him fight off all the menaces thrown at him by Dr. Robotnik. This guide includes over 4,000 screen shots to show you exactly what you need to do to win! A must have for Sonic fans!!

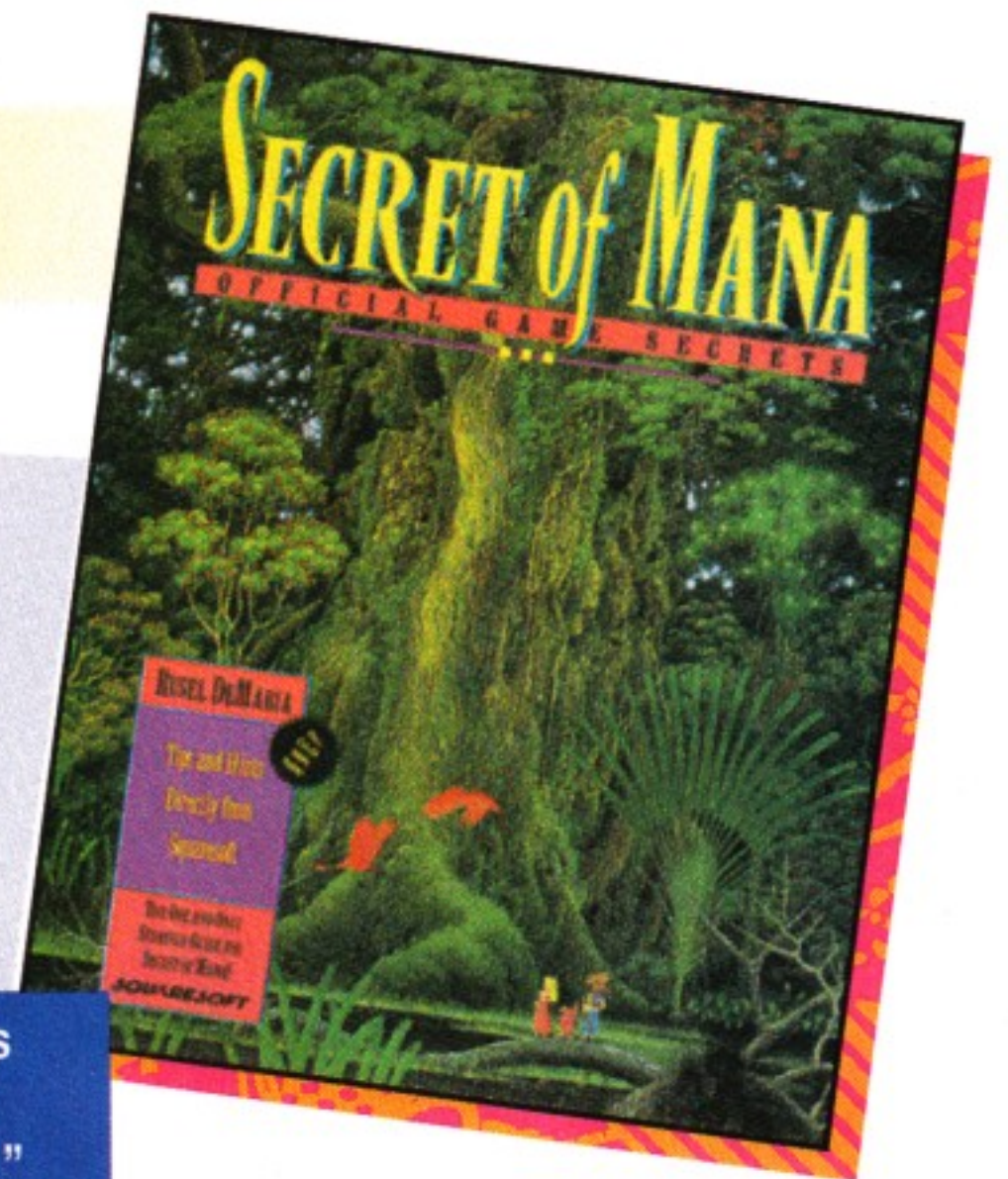
Secret of Mana Official Game Secrets

Rusel DeMaria

The one and only strategy guide for Secret of Mana! What is the secret of Mana anyway? What about the Mana Fortress? And the Mana Beast? This complete guide will answer all your questions with specific winning strategies and tricks. You will also find statistics on all monsters, weapons, items, and bosses along with full-color composite maps of major dungeons, castles, and caves!

165 pages
\$14.95
8 1/2 X 11"

Code: Mana



Sega Genesis and Sega CD Secrets, Volume 5

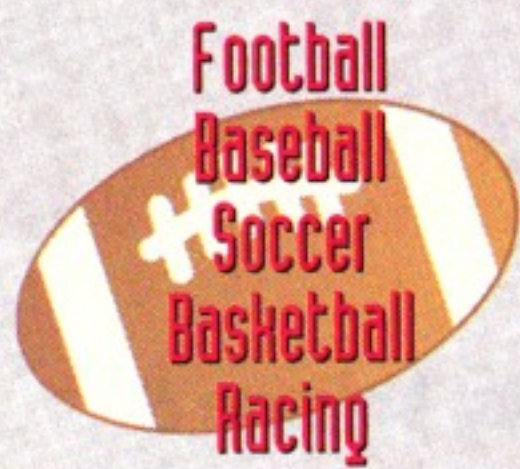


403 pages
\$12.95
5 1/2 X 8 1/2"

Code: BK-12C

Rusel DeMaria & Jeronimo Barrera

The best secrets for winning Sega Genesis and Sega CD Games. Using your Genesis, beat all your friends at Ecco the Dolphin, Battle Toads, X-Men, Road Rash, Chakan, Shining Force, Flashback, and Streets of Rage II. And for your Sega CD, become the expert at Black Hole Assault, Night Trap, Prince of Persia, Sherlock Holmes Consulting Detective, Wonder Dog, Time Gal, and much more!



The Sports Page

September
1994

Troy Aikman Drops Back To Pass...Touchdown!

Troy Aikman
NFL Football

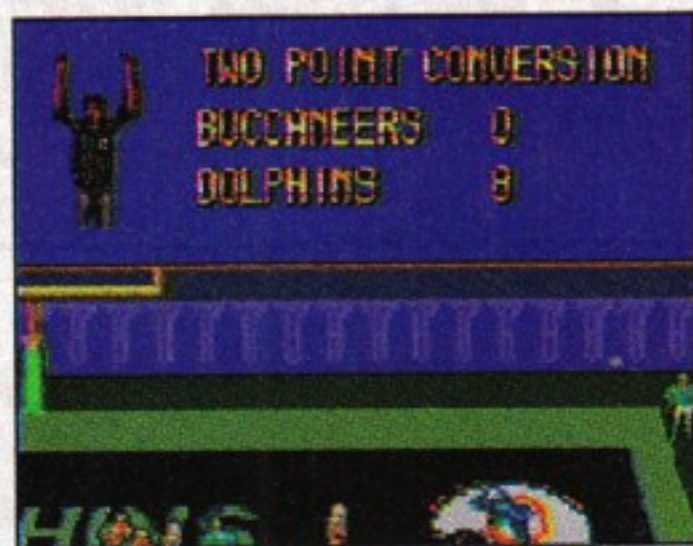


By Quick-Draw McGraw

What the Genesis did for Joe Montana, the SNES does for Troy Aikman. The All-Pro Super Bowl champ gets his shot at the video game market with Troy Aikman NFL Football, and he comes up a high-scoring winner.

So Many Options, So Little Time

Troy Aikman NFL Football is loaded with options and special features, such as five game-play modes (including one-player and two-player coach options), three difficulty levels, and six different field conditions (like mud, turf, and snow). Although you don't have actual NFL players, you do



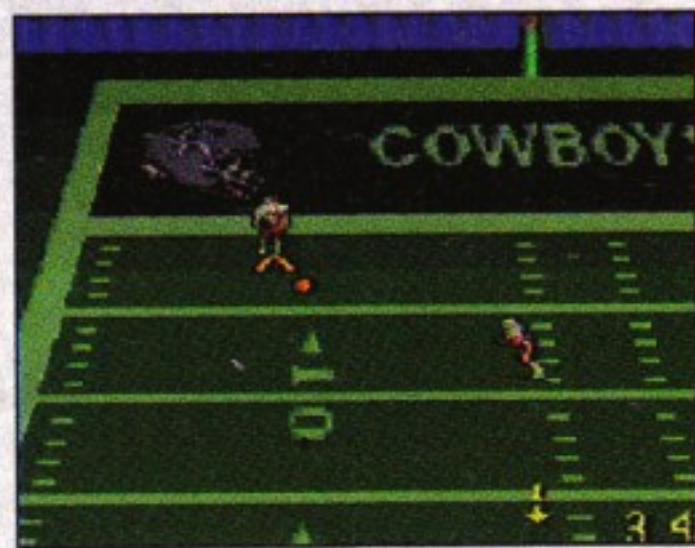
PROTIP: Aikman Football has the NFL's newest rule change: the two-point conversion. Use it before they change their minds!



PROTIP: If you know that you're going to be hit hard, dive forward so you can pick up an extra five or ten yards.



get all 28 NFL teams and their official logos, along with analyses based on the real-life performance of the teams. One '90s feature is the ability to buy a winning team: You can adjust your players' salaries, and the more you pay, the better they play.



This hang-time meter will tell you exactly how long your punt stayed in the air.



PROTIP: On defense, hit Button A to jump when a pass is near your defensive back. It's your best chance to make an interception.

Another great option is the ability to create your own offensive and defensive plays, a feature unique to this game. You can also



PROTIP: Before starting your game, create a few special passing plays that will bury your opponent.

choose from 81 of Aikman's favorites. Play your best offense during a preseason game, a full season with the actual '93-'94 schedule, or customize your own 16-game season and play all of your favorite teams!

Aikman-Style Football

Excellent controls intensify the smoothly paced, high-scoring, pass-oriented action. Unlike many other football carts, the play you choose will run the way it was diagrammed. Your ball carriers can effortlessly juke defenders with dives, spins, and other offensive maneuvers. Defensively, you can time your moves and leaps perfectly to make interceptions.

The game provides the traditional behind-the-QB view of the field, but the graphics are clustered and seem a bit out of focus, relying on boring colors.



PROTIP: Use the option play often. If you get in some trouble in the pocket, you can easily roll out and dish the ball to your halfback.



PROTIP: Considering the passing-oriented offense of this game, it's a good idea to increase the salaries of your QBs and wide receivers.

Poor voice-overs and sound effects diminish the overall feel of the game. Your best bet is to turn off the sound and listen to something else – there are no Super Bowl sounds here.

Good but Could Be Better

Although it lacks great graphics and noteworthy sound, Troy Aikman NFL Football does contain outstanding options and superb game play. It's just about everything you'd expect from one of the NFL's biggest superstars. **G**

Troy Aikman NFL Football By Tradewest

Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
3.0	2.5	4.0	4.5	Adjustable
Price not available	12 megs	Available October	Football	2 players Behind-the-QB view Multiscrolling Battery backup

Triple-A Hardball

Hardball '94 Genesis

By The King Fisher

Hardball '94 is Accolade's attempt to recapture the glory of the original Hardball game. Unfortunately, the competition's stiffer these days, and Hardball '94 comes up a bit short, though it does boast good graphics and lots of options.

Some Control Problems

A stadium full of options makes this game a contender. To start with, you choose from actual major-league players (with actual stats based on last year's performances) to fill your rosters. Although you don't have actual teams and logos, at least you get decent representations of all 28 ballparks.

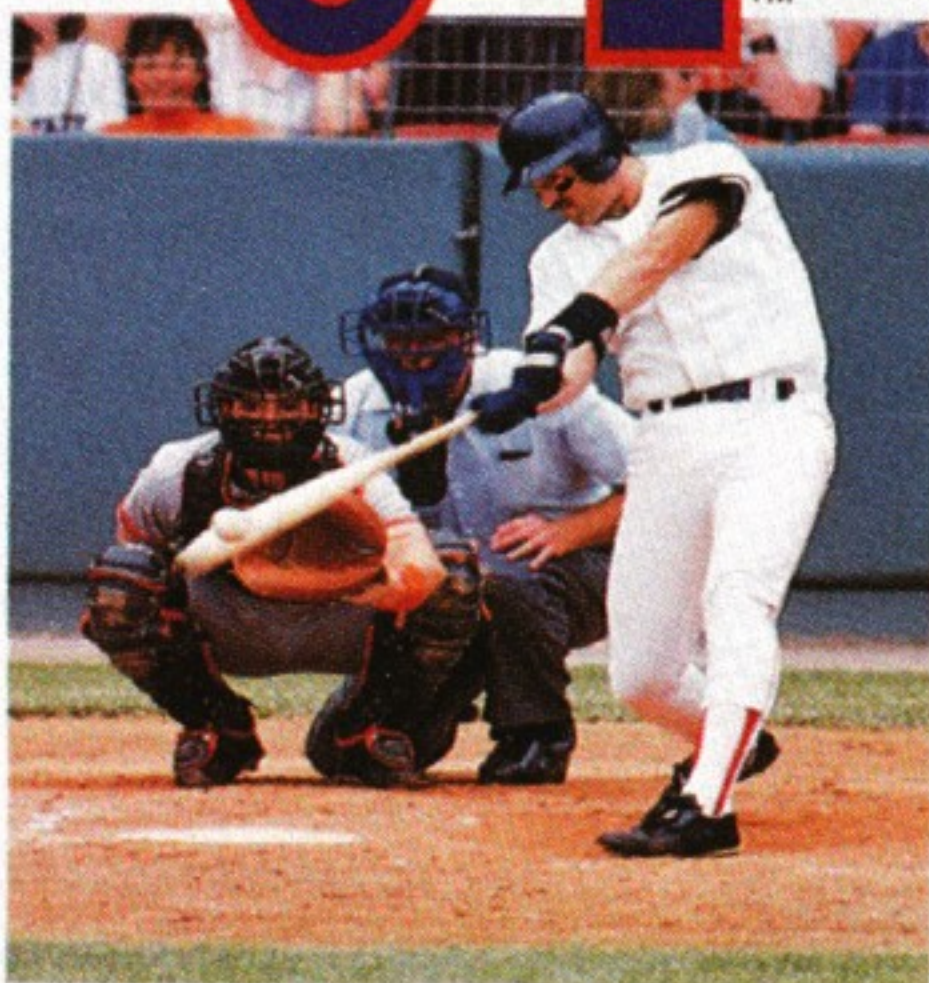
You can select many different offensive plays, such as a hit and run, and different defensive alignments. Pitchers can throw curves, off-speed pitches, and more, and batters have three kinds of swings: power, contact, and bunt.



On the top, Hardball III. On the bottom, Hardball '94. On the surface they're similar, but the HB '94 players have smoother motions.

Baseball requires three basic skills: hitting, pitching, and fielding. The latter is Hardball '94's major (league) shortcoming. You'll

HardBall '94



be frustrated with outfielders who seem to bumble over each other. Imagine the feeling when you're down by a run and an opponent scores from first because your outfielders can't get a handle on the ball. Pitching is realistic, hitting is easy, but the minor-league outfield antics will drive you crazy.



PRO TIP: With runners on base and less than two strikes against you, select the Power option and swing for the fences. With two strikes, select the Contact option, which gives you a better chance of putting the ball into play.

Looks Good

While the behind-the-catcher graphics don't measure up to

intense games like World Series Baseball, they hold their own and will be familiar to anyone who's played Hardball III. The only notable improvement over past



He's safe! Check out those cool cinematic sequences that appear when there's a close play on the base paths.



In Hardball '94, you can play a full season or just exhibition games. You can even take batting practice if you need it.

Hardballs is the fluid movement of pitchers and batters. As in previous versions, this cart also has cool cinematic clips of close plays on the base paths.



PRO TIP: When bringing in your relievers, try to pick a pitcher who has a different repertoire of pitches. You don't want your opponent getting used to one style of pitching, do you?



PRO TIP: One of the best ways to advance a runner with less than two outs is to lay down a sacrifice bunt. While the batter may be thrown out at first, the base runner will easily advance into scoring position.

The great sound effects will make everything from the crack of the bat to the crisp speech of the ump calling a strike sound like a trip to the ballpark. Ever-present organ music pops up in tense moments, and familiar Hardball themes play at the title screens.

A Solid Performer

Major-league players, stats, and plenty of options make this cart a solid game. Is it worth the price if you've already got Hardball III? No. But if you're a first-time buyer who's looking for a well-rounded baseball game, Hardball '94 will score for you. **G**

Hardball '94 By Accolade				
Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	4.0	4.0	Intermediate
\$69.95	2 players			
16 megs	Multiple views			
Available now	Save feature			
Baseball	Sega rating: GA			

Solid Soccer from World Championship II

World Championship Soccer II Genesis

By Athletic Supporter

World Championship Soccer II adds some good features to an already-strong soccer video game. Despite its fun, quickly moving game play, it's still not great enough to rank as champion.

High Scores

Sega Sports has added some new options to its sequel to WCS, the best of which are the new World Cup pairings. Sixteen teams qualify for the '94 World Cup and meet up in Tournament or Exhibition play. You also get eight additional teams from the '86 and '90



PROTIP: To score on a corner kick, hit Button C to drill the ball across the net toward a teammate.



PROTIP: An alternative corner kick uses Button A, which is a softer pass toward a teammate.

Cup, all with speed, offense, and defense rankings based on real-life performances. Other additions include more formations and strategy options, as well as four-player play.



PROTIP: When dribbling down to the goal, fake a move to one side so the goalie comes toward you, then kick to the other side.

This game has fantastic controls. Not only do the players respond almost immediately to your commands, but you can control the flight of the ball during shots on goal and passes to teammates. Like most multiplayer sports games, however, coordinat-

ing the different players during group play is difficult.

Good Show

The graphics barely improve on the original. The players are larger and a little more detailed, but they all still look almost identical.

The sound is slightly above average. WCS II gets high marks for crowd reactions on diving saves, but the soundtrack should be removed from the field.

Still, it's fun to play, and though not among the elite soccer carts in terms of graphics and sounds, WCS II is solid. **G**

World Championship Soccer II By Sega Sports				
Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
3.5	3.5	4.5	3.5	Adjustable
\$54.99				4 players (using Team Player)
8 megs				Side view
Available now				Passwords
Soccer				Sega rating: GA

FIFA Is CD Champ!

FIFA International Soccer CD

By Athletic Supporter

How do you improve on the best soccer cart? You don't! Thank goodness EA Sports didn't mess with FIFA International Soccer for the Sega CD. Like the excellent SNES and Genesis versions before it, this FIFA has it all: superior graphics, the coolest crowd noise, and truly realistic soccer action.



PROTIP: When you're on defense, and racing toward the ball, press Button C for an extra burst of speed.



PROTIP: On corner kicks, aim for the back post. When the ball is airborne, move a player into position for a shot. Press Button C quickly to catch the keeper off guard with a one-touch shot.

Super Soccer

The CD version pulls slightly ahead of previous versions with the addition of new video highlights from past World Cups. The game is basically the same, however, featuring the same wide range of options, including 48 international teams, three play modes, the ability to change team formations, and four-player control via the 4 Way Play adapter.

The controls are the weakest part of this game. Occasionally,

the players respond sluggishly, and you can't control the ball's flight on shots or passes, a common feature of soccer carts. It's also difficult to coordinate players in the four-player game setting.



PROTIP: If it's late in the match and you're ahead, change your formation to "sweeper" and your strategy to "all-out defense" to counter any offensive push by your opponent.

Get Your Kicks

The excellent sound effects have a definite European flavor. Instead of the typical musical soundtrack, the disc roars with realistic crowd chanting and singing, just like the kind you'd hear at World Cup matches.

The graphics are almost as impressive. Although the players are small, they sport realistic movements. EA also added great touches like crowd action and sideline advertisements.

If you already have the Genesis FIFA, save your money because there aren't enough changes to justify the CD price. If you don't have any FIFA games yet, get the CD, because FIFA is still the World Cup champion. **G**

FIFA International Soccer By EA Sports				
Graphics	Sound	Control	FunFactor	Challenge
				ADV.
4.5	5.0	3.5	4.5	Advanced
\$59.95				¾-side view
CD				Multiscrolling
Available now				Battery backup
Soccer				Sega rating: GA
4 players (using 4 Way Play)				

2 COSMIC GIANTS TO HAVE IN YOUR SIGHTS

SOULSTAR

BATTLECORPS



THE BIOSPHERE IS HEATING UP IN SOULSTAR, AND WITH OVER 40 EXCITING MISSIONS TO CONQUER ACROSS 6 PLANETS, YOU'LL NEVER COOL DOWN IN THIS AMAZING 3-D SHOOTER.

" Fans of the Galaxy Force series of games will be pleased to see the creation of this great looking CD!"
Electronic Gaming Monthly, April 94

" The use of three different vehicles, a good behind-the-spacecraft perspective, 3-D graphics and dramatic music intensify the action."
GamePro, CES Showstoppers, April 94

" If you've been waiting for another great shooter for your Sega CD, better dust it off. Soulstar is coming."
Game Fan, April 94



TAKE CONTROL IN THIS HI-TECH, TACTICAL BLASTFEST THAT KEEPS ON BLASTING. KEEP THOSE PLASMA CANNONS CHARGED OR YOU'LL NEVER MAKE IT THROUGH THE MULTITUDE OF 3D TERRAINS - TO THE CYBER-PSYCHOTIC BOSS ON THE TERRIFYING 13TH LEVEL.

" The first Core game is an incredible mech-simulation game entitled Battlecorps "
Electronic Gaming Monthly, April 94

" The control in Battlecorps is awesome ... This gives the game a very realistic feel."
Game Fan, February 94



Available on
SEGA CD



Exclusively distributed in North America by
TENGEN



CORE DESIGN, INC. 2737 POLK STREET SUITE 3 SAN FRANCISCO CA 94109

Soulstar/Battlecorps © Core Design Limited. Sega and Sega CD are trademarks of Sega Enterprises, Ltd. All rights reserved. Screen displays shown are from Sega CD version.

THE VIDEOGAME RATING COUNCIL, ITS RATING SYSTEM, SYMBOLS AND INDICIA ARE TRADEMARKS OF SEGA OF AMERICA, INC. © 1993 SEGA.

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

NBA Action Doesn't Score Any Buckets

NBA Action
Starring
David Robinson



By Bacon

Weakly related to NBA Action '94 for the Genesis, this cart brings five-on-five hoops to the Game Gear. If you like concentrating on strategy and player stats, then NBA Action might fit the bill. But it certainly won't make your adrenaline roar.

Air Ball

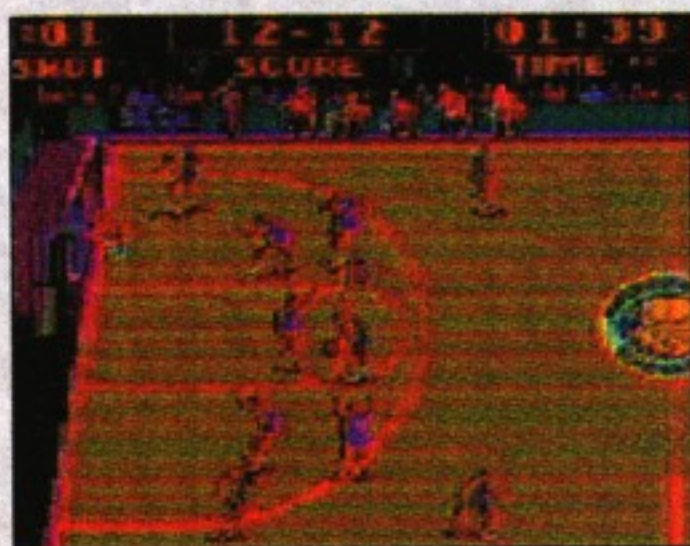
Initially, the number of options will impress you. You choose from all 27 NBA teams and their rosters, take on a 26- or 82-game season, and work toward the play-offs. Standard features like substitutions round out the game.

The good vibes fade quickly. David Robinson appears in the title screen, but he isn't much of a factor elsewhere. Even worse, the slow game play doesn't exactly pin you to your seat. When a player goes up for a well-animated dunk, you'll have enough time to catch a quick snooze. The controls perform their simple func-



PROTIP: For a quick bucket against the slow-to-react CPU, pass quickly around the court. A gaping hole in the defense will open up in no time.

tions adequately, but there's not much work for them – you can't even pump fake.



PROTIP: If a defender steps in front of you, don't drive into him or you'll get called for charging. Instead, roll off the defender by heading left or right, then quickly move by him.

Short on the Action

The graphics really strain your eyes. Unless you have a microscope handy, the tiny sprites blur into one shapeless blob as soon as players bunch together. If Sega hadn't crammed an entire half court worth of action onto the screen, you might be able to keep track of your player long enough to enjoy tackling this challenging



PROTIP: Don't blindly pass to an off-screen player, or you'll just toss the ball out of bounds. Have a receiver in your sights.

game. The lackluster sound (crowd roars sound like radio static) buries this game for good.

Good basketball games do exist for the Game Gear, so for now, stick with NBA Jam. **G**

NBA Action Starring David Robinson By Sega Sports

Graphics	Sound	Control	FunFactor	Challenge
2.5	2.5	3.0	3.0	INT.
\$34.99		¾-overhead view		
4 megs		Side scrolling		
Available now		Passwords		
Basketball		Sega rating: GA		
2 players (using Gear-to-Gear cable)				

Advertisement

Live-Action Players Entertain And Teach All At Once!

Learn Poker From The Best In The West.

Sit down at the Cowboy Casino. And play high-stakes poker against five wise-cracking card sharps. **Your opponents are tough.** A mean Cowboy. Cunning Riverboat Gambler. Sneaky Bandito. Sarcastic Dude. A crazy Prospector and his mule. They insult you. Show no mercy. Make you laugh at your mistakes. **But Ace the bartender's your edge.** He teaches you the odds. When to open, raise, check,

fold or bluff. Plus winning strategies for Five-Card Draw...Five and Seven-Card Stud...and Texas Hold 'Em. Hundreds of action scenes, great graphics and sound make this game a sure bet. **Call**

1-800-357-5238 now for names

of IntelliPlay® dealers, and

get Cowboy Casino in your choice of Multimedia PC or 3DO.

And start playing to win.

IntelliPlay®



Published by Intellimedia Sports, Inc., Two Piedmont Center, Suite 300, Atlanta, GA 30305. Phone (404) 262-0000. Fax (404) 261-2282. IntelliPlay is a registered trademark of Intellimedia Sports, Inc.

The Multimedia PC logo is a certification mark of the Multimedia PC Marketing Council, Inc. 3DO and the 3DO logo are trademarks of The 3DO Company.

INTRODUCING VIVID3D. THE ULTIMATE IN GAME SOUND.

Get ready for the most realistic game adventure ever. The VIVID 3D™ sound enhancement system from NuReality transforms ordinary game sound into an amazing 3D sound experience. ★ What does "3D sound" mean? It means game sounds come alive all around you. It means you feel like you're in the front

row of a live concert.

It means you'll never

listen to your games

the same way again.

According to

Electronic Gaming

Monthly magazine,

the VIVID 3D "rede-

fines sound as we

know it." ★ The

VIVID 3D is easy to

hook up to any

Nintendo, Sega or



similar game system. You can also attach it to any computer equipped with a sound card. Thanks to award-winning* SRS (•)® sound enhancement technology, the VIVID 3D creates dynamic 3D sound from

only 2 speakers. ★ For a store near you, call NuReality at **800-501-8086**. Why just play games,

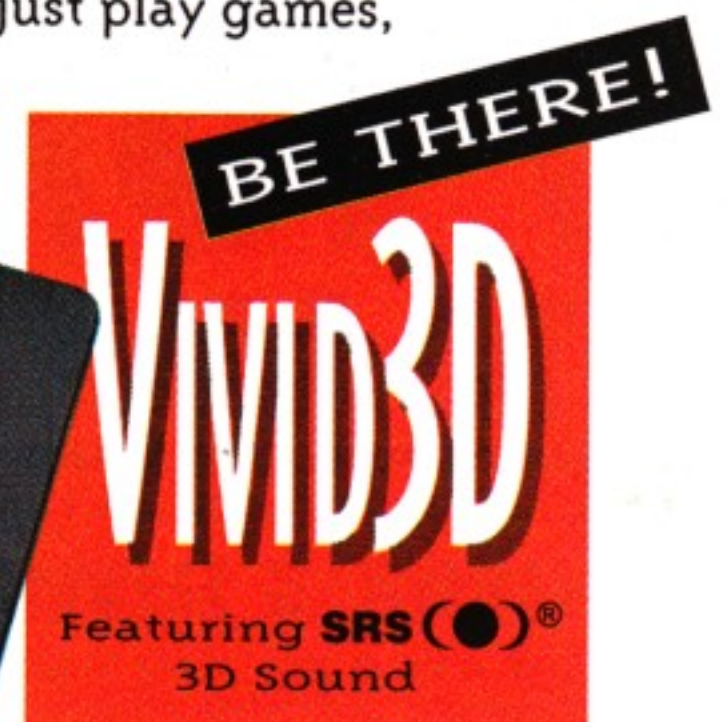
when you can be there? ★ NuReality, 2907 Daimler St.

Santa Ana, CA 92705-5810. Telephone: (714) 442-1080,

Fax: (714) 852-1059.



NUREALITY



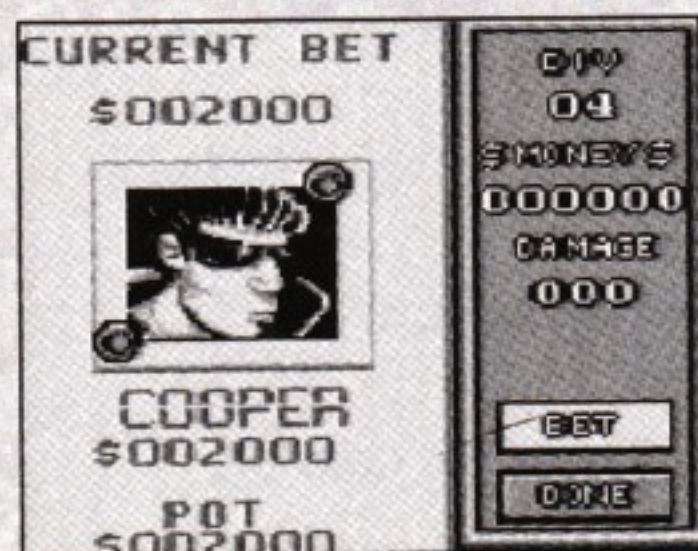
* SRS (•) technology won the prestigious "Ultimate" award from *Game Players* magazine in July 1993. © 1994 NuReality. All rights reserved. SRS (•) is a registered trademark of SRS Labs. All product names are trademarks or registered trademarks of their respective holders. G2

Lamborghini Races to The Finish...Eventually

Lamborghini American Challenge Game Boy

By Manny LaMancha

Titus has a history of developing racing games that goes back to early efforts like Crazy Cars for the PC. Now it's taking a run at the portable market by releasing Lamborghini American Challenge for the Game Boy. While the



PROTIP: Don't bet so high that you scare off the other drivers from putting money into the pool.



action and details aren't great in this crosscountry competition, the enormous variety of races (48!) will keep you trying for the winner's circle.

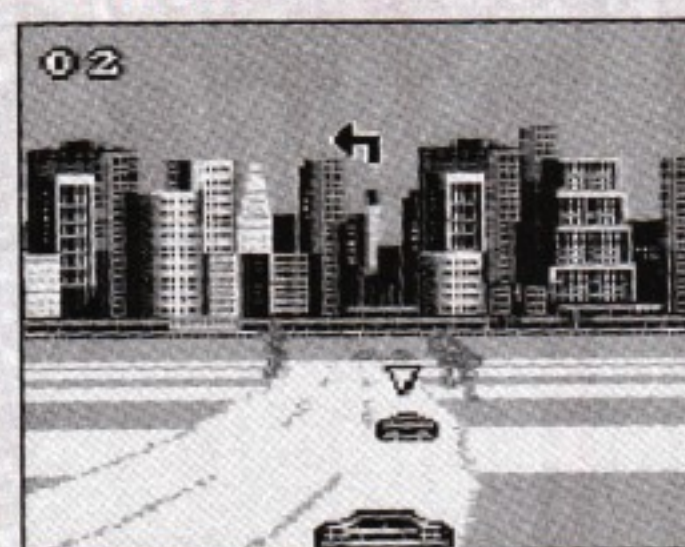
Drive You Crazy

Driving one of the hottest cars ever made, you start with light-weight races in such cities as Miami, Boston, and Memphis. Your goal is simple: Avoid other cars that can slow and damage

your car, then intelligently mete out your winnings to buy the improvements that'll help you battle the advancing competition. The controls are smooth and efficient,



PROTIP: When the cop car gets in front of you, you can avoid a confrontation if you hold out in a side lane, then cut across to the far lane as he approaches.



PROTIP: You start with one Turbo Boost, which should be saved for when you're running second in a high-stakes race.

so you should be able to make the necessary upgrades for the tough races later on.

The behind-the-car graphics don't break new territory; they give you the feel but not the flavor of where you're racing, which eventually gets monotonous. The accompanying audio is extremely repetitive, and the laborious whine of your Lamborghini will drive you nuts.

Wheelin' Around

If this one had cruise control, you'd probably turn it on and leave. For its sheer number of races, LAC may be worth the price of admission, but veteran racers may find that it's just middle-of-the-road racing action. **G**

Lamborghini American Challenge By Titus

Graphics	Sound	Control	FunFactor	Challenge
3.0	3.0	4.0	3.5	ADV. Advanced
\$29.99		1 player		
1 meg		Behind-the-car view		
Available now		Passwords		
Auto racing				

Advertisement

WE PAY TOP DOLLAR FOR YOUR GAMES!

CALL NOW FOR CURRENT PRICING!

(716) 874-8974

10 AM-5 PM EASTERN TIME

HERE'S HOW IT WORKS:

Call us with a list of your games in alphabetical order. We'll give you a price for each game or a package price for all. Keep in mind that you will be paid more for your games if you have the instruction book and the box for each. You'll get an authorization number over the phone which guarantees our quote for seven days. Pack up the games and send them to us right away by registered mail or U.P.S. with the authorization number on the label. We'll send you a check on the same day we receive your games. That's it!

Our address is: CAMBRIDGE/AMHERST
2558 Delaware Avenue, Buffalo, New York 14216

STANDARD DISCLAIMER STUFF:

We have the right to refuse any purchase. The games sent to us must be in good working condition and free of physical damage or we will return them to you at your expense.

BEST PRICES IN THE COUNTRY - UPDATED DAILY!



STILSON

Video JUKEBOX™ VJ

NETWORKED MULTI-CARTRIDGE DOCK

**Rack & Stack
Jack!**

**Breaking News
from Silicon
Valley!
Video JukeBox
Ready for
Prime Time!**

**Releases for Sega
Genesis, SNES, & Atari
Jaguar Soon!**

Sega Genesis version of the Video Jukebox shown in photograph.

This radical new technology utilizes nuclear radioactive electrolytic cell micronization covered with a silicon outer shell with a 6 cylinder overcam suspension!

HUH?

Just pullin' yer yank, man. The Video JukeBox™ (nick-named the "VJ") really uses a crankin' computer-driven, silicon-based ASIC that allows you to switch between 1 and 6 carts on the fly. But wait, there's more! You can attach more than one VJ together to hold 12, 18—up to 36 carts! The more VJs you snag, the more of your games are networked! Killer!

Once the carts are jacked-in, you'll never have to rip 'em out. A black steel outer shell to match your stereo makes it durable with a kick-butt look! A quality product at an excellent price, would not you agree? No

doubt... at \$49.99, even your mom will bark for one! Convincing her or the old man should be easy... just tell 'em it'll keep your carts off the floor, so any paralysis resulting from slipping on your carts and doin' a half-ganor into the TV would be indubitably impossible!

Grab a VJ, or two or three... at Babbages, Electronic Boutique, Software, Etc. and other popular hang-outs near you. For other store locations, pick up the portable and call!

**If you're thinking \$200,
try this radical price:**

\$49.99!

ASG.
Eating the Rules.



**ASG
Technologies,
Inc.**

for store locations
near you, call:
(408) 247-9373

1601 Civic Center Dr., Suite No. 203
Santa Clara, CA 95050

Role-Player's Realm

The Monthly Guide to the World of Role-Playing Games · September '94

Shining Force II

GENESIS

By Scary Larry

Another day in the dungeons, and this one is a little drearier than the rest. Shining Force II gathers the team where the first Shining Force left off, and not much has changed since then. In this case, RPG is starting to stand for Routinely Played Game.

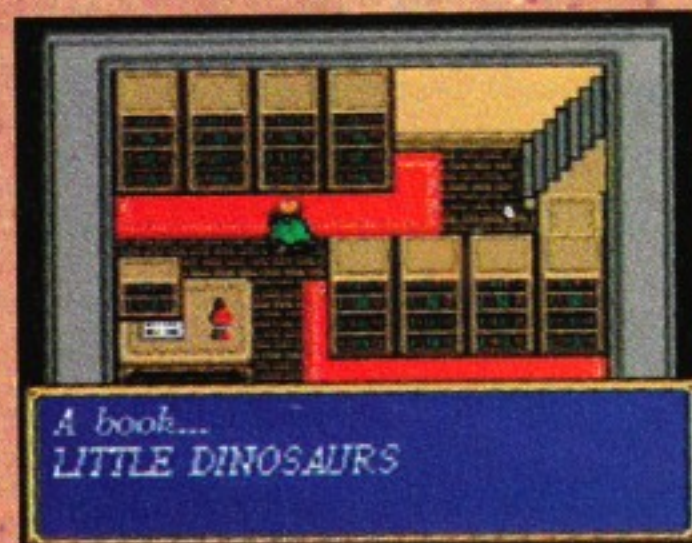
Not So Shining

The citizens of Granseal have been preparing for something that smells like war, looks like war, but isn't really war; it's just some monster unrest on the outskirts of town. Nevertheless, you and your buds decide to investigate, and with the help of your teacher, Astral the Wizard, you're on the road to fame and glory.



PROTIP: Search everywhere and taste everything.

You begin under inconspicuous circumstances, just chumming around with your centaur friend and a female priest, when the king falls ill



PROTIP: Reading the titles in the bookshelves will sometimes uncover clues...and sometimes they're just meant to be funny.

and you rush off to help. From there, it's your standard monster bash with things that slither, crawl, bite, and fly.

You start off at a low level and build up your characteristics through battle. The battle in this RPG is hex based, meaning that you're only allowed a certain number of moves before the enemies close in. This annoying holdover from the pen-and-paper RPGs may seem fair to some, but it's slow and cumbersome work for action-oriented video game players.



PROTIP: Sometimes the only way to gain access to a room or upper floor is by asking around or talking to someone.

Bright Lights, Big Deal

The graphics are divided between a fairly clear overhead view and an awesome 3/4-overhead battle view. The



PROTIP: Before leaving the castle, check this storeroom in the lower left portion of the castle for supplies.



PROTIP: Position your fighters with their backs to ledges so that enemies can't sneak up from behind.



PROTIP: Sarah is mainly a healer, so don't send her into the fray to fight.



PROTIP: Use common Cents when fighting with the Centaur. Heal him the minute his health goes below six marks.

monsters and action in the 3/4 view look good and move smoothly, but you have precious little time to enjoy the graphics before you're laid out in ye olde coroner's office.

The music is peppy, upbeat...and totally out of place. If you think you should hear sword-slinging sounds in a heated battle, then look (and listen) elsewhere.

You control characters using a standard menu-driven RPG interface. The menus sometimes confuse you with their lightning-fast appearances, and generally there are too many menus and too few battle options.

A Shine a Dozen

This RPG is way too familiar. The cuteness and elvishness of this game will really annoy you after a while, and that's not the half of it. The game progresses at a pace that would slow the Road Runner down. If you're looking for something special in the Genesis RPG arena, don't use the Force, Luke. **G**

Shining Force II (By Sega of America)				
Graphics	Sound	Control	FunFactor	Challenge
				INT.
4.0	2.5	2.5	3.0	Intermediate
\$79.99	16 megs	Available now	RPG	1 player Battery backup Sega rating: MA-13

Dungeon Master II: Skullkeep



By Peteroo

You know how it is with most of these video game monsters: They're dumb as dirt. You meet 'em and right away they want to pull your heart out of your chest and eat it in front of you. No retreat, no parley, no common sense. Evidently none of 'em have a missus at home and an 80-pound bundle of monster joy on the way.

Well Dunge

So it's a decidedly odd (yet pleasant) sensation when you open your first locked door in this game and discover that the critter on the other side turns turgidly around after taking a beating...and runs away. As a matter of fact, he runs you right into two waiting monsters.



PROTIP: *Dungeon Master's character selection had a neat little trick: Two of the most powerful characters weren't on display in the Hall of Champions, but they were hidden from view behind secret doors. We can't confirm that's the case here...but we wouldn't be surprised if it were true again.*

You wouldn't expect it from DM II at first; it looks like part and parcel of the original game. You still recruit party



PROTIP: *Do not venture lightly into combat. There's bound to be more than appears at first glance. Watch your back and flanks and don't let yourself be cut off.*

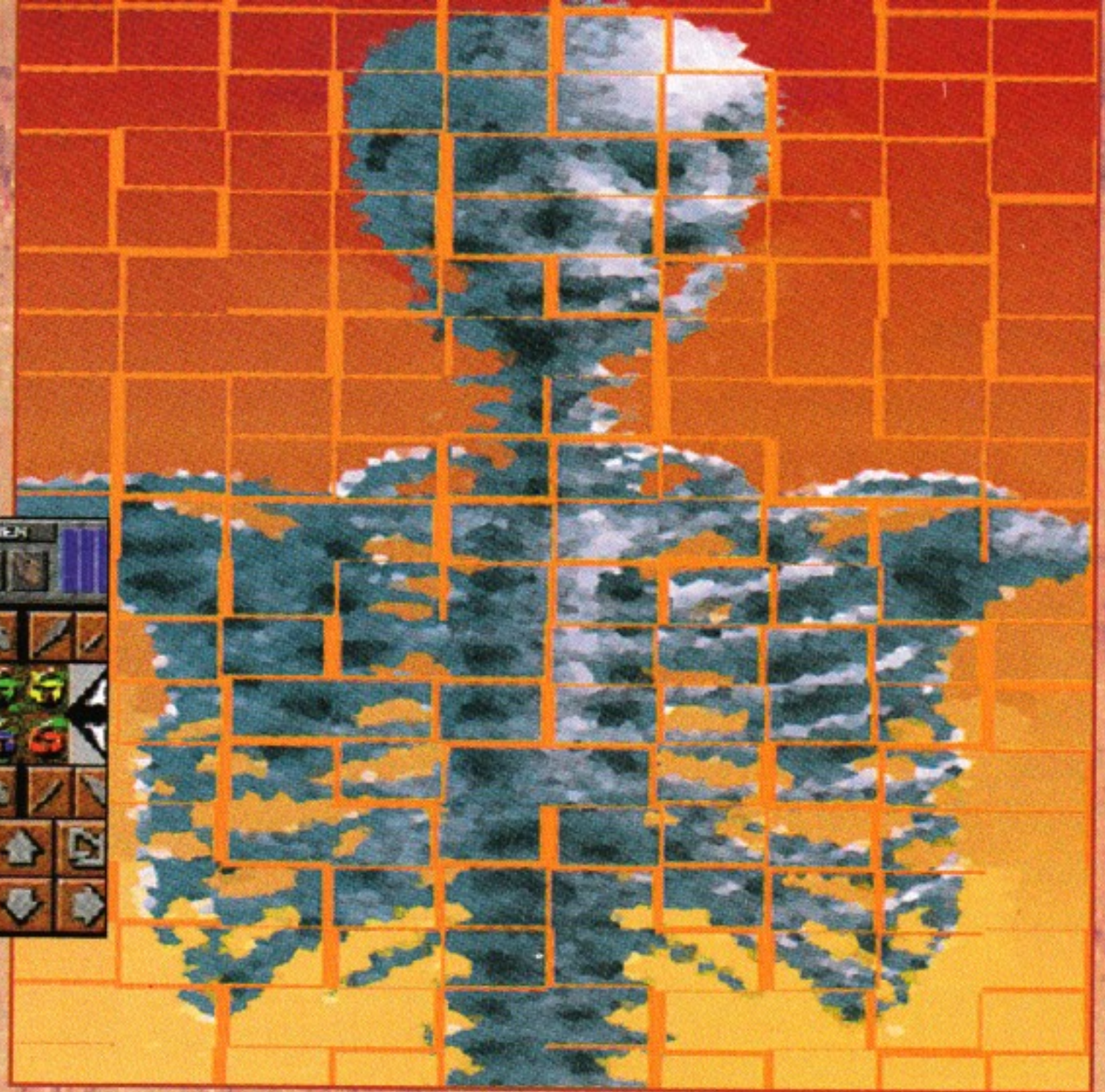
members from a Hall of Champions – only this time, the candidates are hibernating. The screen layout and the point-and-click icon interface are pretty much identical to that of the original Dungeon Master. The graphics have improved a notch, both in detail and spot animations (like wind-blown curtains).



PROTIP: *Don't be intimidated by large stubborn objects in your path. They can be moved.*



PROTIP: *Can you do the Dungeon Master Two-Step? This time-honored method of hitting and moving, hitting and moving in a rough circle around your target works here, but you'll need to be especially quick on the draw.*



Fight for Freedom

In combat, freed of the narrow confines of the corridors, the monster appeared to be practicing the old Dungeon Master Two-Step, a hit-and-run technique much beloved by DM and Eye of the Beholder players. Essentially, he turns your own tactics against you. Dungeon Master II: Skullkeep makes you think. Indeed, it requires that you think. It's almost like playing against another person.

Now, it's not entirely paradise. Much like Eye of the Beholder, the controls make this would-be-intuitive game feel like work. DM II is playable with the standard Genesis controller, but the old joypad wasn't really made for lugging a cursor around the screen – a mouse would be ideal.



PROTIP: *Carefully choose your three party members. You'll want a nice mix of talents, and it might even pay to make several different trips through the vault with a notepad to catalogue their abilities, skills, and locations before making your final selection.*



PROTIP: *Those torches on the walls aren't just for show. Grab 'em. You can never have enough torches in your inventory.*



PROTIP: *Once you climb out of the Hall of Champions, you'll be in a two-room suite with a locked door...and the key is nowhere in sight. Look under the bag in the alcove behind the sun picture in the corner.*

It's a Keeper

DM II also carries over a few annoying conventions from the original DM, such as the need to maintain light sources and supplies of food, as well as knocking off hit points when you run into the walls – as though this little accident was a form of combat. You won't care, though. Although there are other standard RPGs around, there's nothing like Dungeon Master II. **G**

Dungeon Master II: Skullkeep (By JVC)				
Graphics	Sound	Control	FunFactor	Challenge
4.0	3.0	2.5	5.0	Advanced
\$49.95		1 player		
CD		First-person view		
Available July		Battery backup		
RPG		Sega rating: MA-13		

Vay



By Peteroo

If books were video games, we'd never learn how to read. Most of what passes for "writing" in home-system games is only a couple of notches up from "See Spot run. Run, Spot, run." And, at its worst, the prose...well, let's just say it barely passes for English. Which makes Vay, in its quiet way, almost revolutionary.

Any Vay You Want It

In this Working Designs translation of the original Japanese RPG for Sega CD, you actually



PROTIP: Don't run from combat if you're close to winning but appear to have dead characters. As long as you win, those "dead" characters will survive the ordeal with 1 HP.

look forward to talking to people – not simply to see what they have to say, but how they say it. It's always in an interesting, intelligent way. From the flourish with which the hero swears revenge at the outset, to the boyish goofiness of the first of his three sidekicks, to the exquisite villainy of the baddies, Vay is a joy to play...and to read.



PROTIP: Having trouble getting past Fortress Galin? You need to recruit Pottle, who'll tell you about a secret passage from the village of Smythe. Without him, all you can do is listen at the door.

A particularly good bit involves the enemy commander Sadoul – whose mixture of wit and lackadaisical evil recalls Alan Rickman's performance in *Robin Hood: Prince of Thieves*. It's not really literature

PROTIP: Make certain the party is well equipped and up to at least Level 5 or 6 in experience before you take on Sadoul's giant mantis at Fortress Galin. This "boss" takes off hit points in huge chunks.

Vay (By Working Designs)				
Graphics	Sound	Control	FunFactor	Challenge
4.0	4.5	4.0	4.5	BEG. Beginner
\$54.99		1 player		
CD		Angled-down view		
Available June		Battery backup		
RPG		Sega rating: MA-13		

Advertisement



(you wouldn't buy it if it were a book, and you can't really quote it without sounding silly), but it's mature and serious enough to acquire its own urgency, and funny in a way that even adults will appreciate.



PROTIP: The Sage's cave is a sprawling place with monsters (invisible until combat starts) liberally distributed around the landscape. Some out-of-the-way stairways, however, seem to speed up the process.

The Hard Vay

The writing also elevates the game to unexpected heights. Without the splendid dialogue, Vay would be a rather pedestrian RPG with some nice graphics and CD-specific



PROTIP: Ah, but where to find Pottle? Your first destination should be the old Sage's cave to the south. To find its entrance, bear to the right of the path after you clear the first village.

presentational touches. The intro's a well-done cartoon in the classic Japanese anime style, and you're treated to cut-scene animations throughout. But the story is nothing out of the ordinary: Invincible troops turn up, slaughter the king and queen, and make off with the prince's new bride. We haven't heard this one before, have we? The road to revenge crosses a large countryside with thimble-sized characters, little villages that seem to consist entirely of strip

malls and loads of Phantasy Star-style combat, which isn't really combat, but something resembling the Hokey Pokey.



PROTIP: Don't turn up your nose at freebies. Many of the shops in towns along your route contain chests that you're free to sample. It feels a bit like shoplifting, though.



PROTIP: The tunnel into Fortress Galin is rough going as the zombies and skeletons are a notch up from the goblins and gelatin

molds you've fought so far. Be sure you're all up to full strength (stay at the inn in Smythe) and well supplied in healing stuff before setting out.



PROTIP: Don't feel limited to the castle at the start of the game. An advisor will suggest you raid the vault before venturing out of doors, though there's little to uncover there. Remember, you can always come back later.

Play Like the Prose Do

You'll tolerate Vay's lack of originality for the promise of its prose. Developers, take a lesson. This, and not sound and graphics, is the sophistication that CD games have been so lacking. The rest of you, just sit back and enjoy. **G**

Advertisement

GENESIS 32X

WELCOME TO THE NEXT LEVEL™

U.S. GOLD®

P R E S E N T S

MARVEL
COMICS

THE INCREDIBLE

THULK™

HE'S BIG... HE'S MEAN... HE'S GREEN...
AND HE'S GONNA...



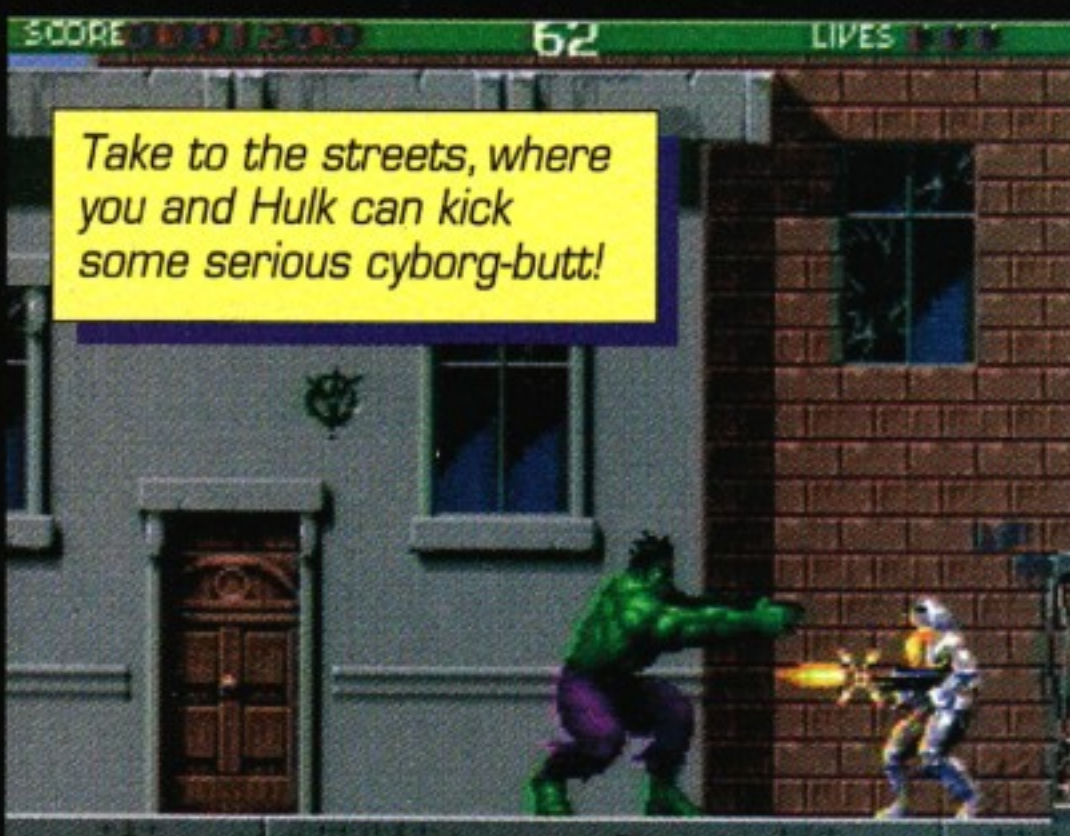
...SMASH, BASH, CRASH, AND TRASH EVERYTHING IN MY PATH!

HEY, SURE HULK GETS A LITTLE CRANKY, BUT SO WOULD YOU IF YOU WERE BLASTED BY GAMMA RAYS THAT TURNED YOU INTO A HUGE, POWERFUL, GREEN CREATURE EVERY TIME YOU GOT A LITTLE TICKED-OFF.

SO COME ON, GIVE HIM A HAND BATTLING SOME REALLY NASTY CLASSIC MARVEL VILLIANS... LIKE RHINO, TYRANNUS, ABSORBING MAN AND HULK'S GREATEST ARCH VILLIAN, THE LEADER! HULK WILL PROVIDE THE BRAUN, YOU PROVIDE THE SKILL AND BRAINS FOR HOURS OF THE MOST HULKED-OUT ACTION YOU'LL EVER BE A PART OF.

Oh... oh, it looks like the Leader has given mild mannered Bruce Banner another migraine... and you know what that means!

AAAAAAAARRRRRRRRGGGGGGHHHH!!!!



Take to the streets, where you and Hulk can kick some serious cyborg-butt!

Travel high above the city with Hulk and help him put a serious hurt on Rhino and his henchmen!

**WOOMP!
THWAAP!**



Teleported deep into the heart of The Leader's lair, you and Hulk face off against his Bio-Tech Mutants.

**COME ON...
IF YOU THINK YOU'RE
TOUGH ENOUGH!**

Available for Sega™ Genesis™, Game Gear™
and Super Nintendo Entertainment System®



© 1994 Marvel Entertainment Group, Inc.
All rights reserved. Sega, Genesis and Game Gear are trademarks for Sega Enterprises, Ltd.
Super Nintendo Entertainment System and the Official Seal are registered trademarks of
Nintendo of America Inc. © 1991 Nintendo of America Inc. © 1993 U.S. Gold, Inc.



Super Game Boy



By Scary Larry

The Mega Man series hasn't hit a snag yet. But after 15 MM titles, Capcom was due to trip sooner or later. There's nothing terribly wrong with this game, but there's little to recommend unless you're a dedicated fan of the Man.



PROTIP: Keep your cannon charged as you climb up ladders. You never know what's waiting on the other end.

find enough P-Chips. Called the Mega Arm, it reels bosses in so you can whack them into submission. Also, instead of Rush, you have Tango, a ferocious furball feline who turns into a buzzsaw and attacks everything on-screen. It's helpful in some situations, but this new addition to the Mega menagerie doesn't really spice things up. Tango purrs more than he roars.



PROTIP: When you're low on energy and facing a crowd of enemies, use Tango to reclaim the upper hand.

The music is also the same. Every tinny note of the Mega theme is played over and over again. There's nothing here that you haven't heard, so don't work yourself up for an orchestra when all you're gonna get is an organ grinder.

Like everything else, the controls will be familiar to MM fans. However, you might experience some difficulty using the Super Game Boy. It's tricky to get a SNES joystick to execute the moves that are so simple on a normal Game Boy.

Let's Mega Deal

Mega Man has enjoyed success with its tried-and-true game play, but MM V is only for the hardcore Mega Man fan. Anyone else looking for some good side-scrolling action may find this title too tame. If this cart's the last Mega Man for the Game Boy, it's a sad tribute to the classic series. **G**



You the Man

Once again you star as the Mega hombre in the kind of side-scrolling action that's been done to death. This time there's an alien armada headed toward Earth, and it's up to you to track them down in their fortresses, defeat the

standard lineup of motorized, mechanized Mega enemies, and kick their bug-eyed butts back to the Milky Way.

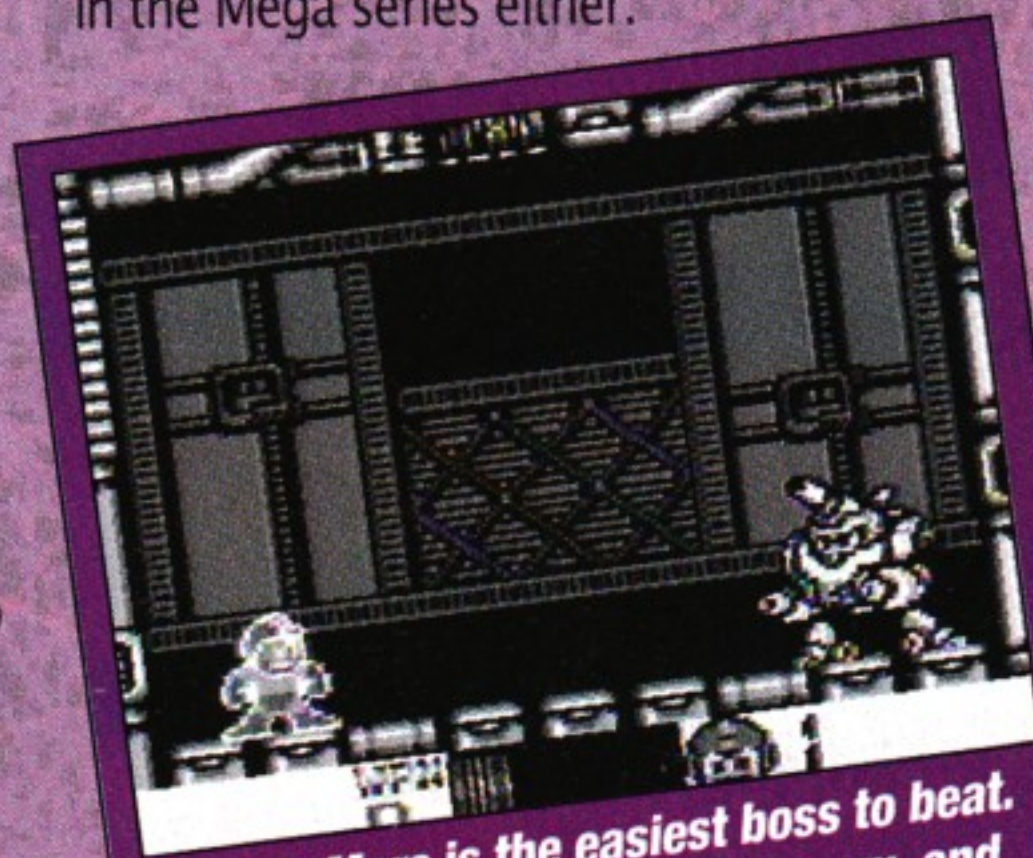
Some changes have come to the MM world. While you still have your Mega Buster cannon, which you can power up for a more forceful blast, you also get a new weapon if you



PROTIP: Shoot these missiles before they launch, or they'll come back down on your head.

Scene It Before

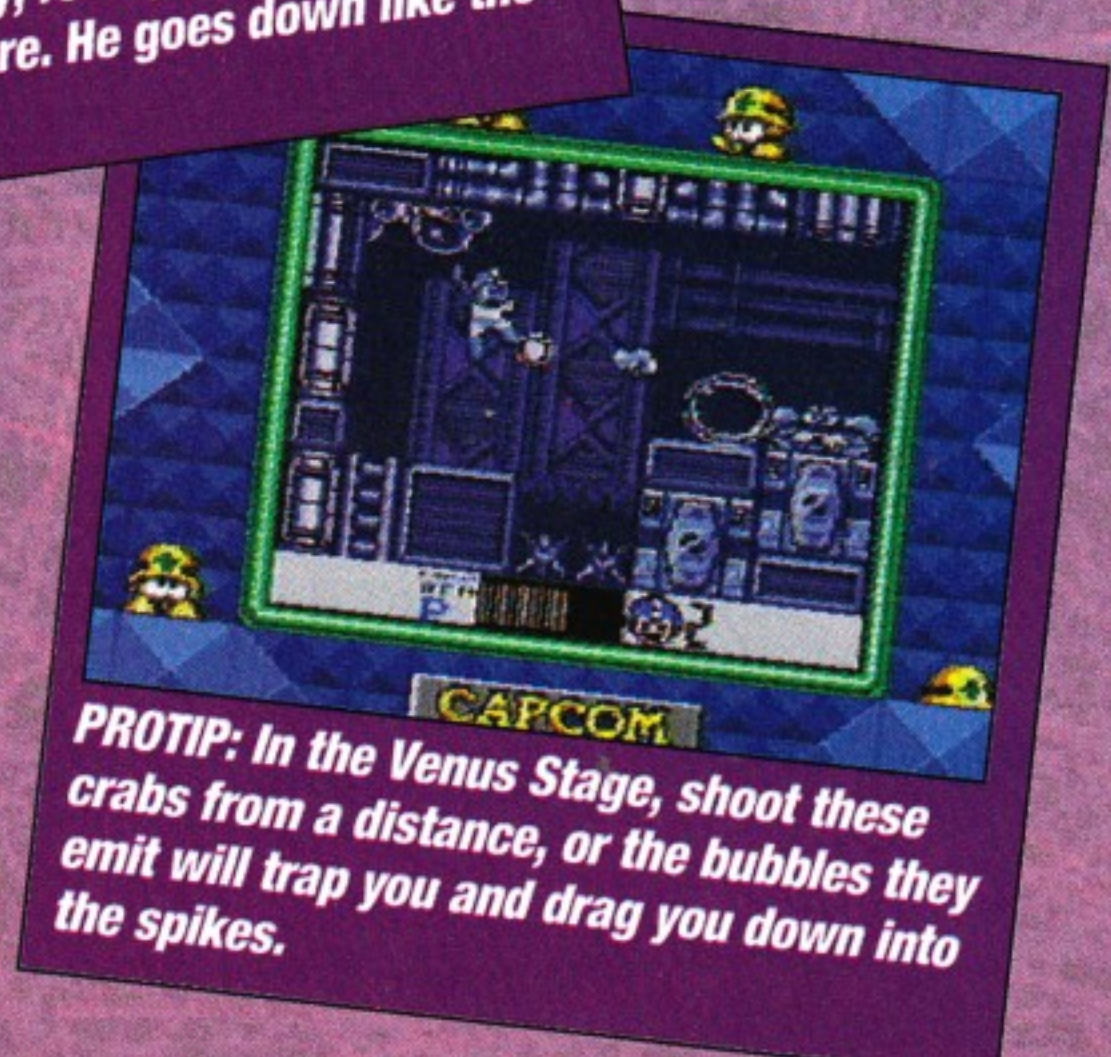
Unfortunately, everything you whack looks like it's been whacked before. All the enemies and backgrounds are disappointingly familiar, and the bosses don't break any ground in the Mega series either.



PROTIP: Mars is the easiest boss to beat. Just shoot away, refill your energy, and shoot some more. He goes down like the stock market.



PROTIP: Sometimes powering up the Mega Buster isn't beneficial. Gauge your enemy to see if quick, short bursts of power are better than one big blast.



PROTIP: In the Venus Stage, shoot these crabs from a distance, or the bubbles they emit will trap you and drag you down into the spikes.

Game Boy Profile
Mega Man V
 (By Capcom)

Capcom's first Super GB game, Mega Man V is an average rehash of past Mega Man titles. There's nothing super, or even mega-nificent, about this one.

Graphics	Sound	Control	FunFactor	Challenge
3.5	4.0	2.5	4.0	Intermediate

Price not available
 4 megs
 Available now

Action/adventure
 1 player
 Passwords

VIDEO GAMES ARE

LIKE UNDERWEAR.



YOU GET ATTACHED

TO THE GOOD ONES,

BUT EVENTUALLY

YOU HAVE TO

CHANGE THEM.



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

WHERE THE CHALLENGE NEVER ENDS.



By Scary Larry

This game is frightening, because it's probably one your parents remember playing! Donkey Kong is back with a '90s twist. The game that debuted Mario for Nintendo now debuts the Super Game Boy as a must-have peripheral!

Apes of Wrath

There are two games in this cart. The first is the traditional Donkey Kong game from the arcades, where you rescue the fair Pauline (the home girl before Princess Toadstool) from a rampaging ape. The other game is a very interesting Mario-type adventure where you rescue Pauline over and over again from the big ape, unlocking doors and figuring out puzzling levels while avoiding friends of the Kong-ster. If at first you don't succeed...well, that's what the battery backup is for.



PROTIP: Use the Key to knock out enemies.

Game Boy Game Profile Donkey Kong (By Nintendo)

Now this is what the Game Boy was made for! Donkey Kong adds a '90s twist to the game that debuted Mario.

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	4.5	5.0	Intermediate

\$29.95
4 megs
Available now
Action/adventure/puzler
1 player

10 stages
Side view
Multiscrolling
Battery save

DONKEY KONG



PROTIP: Moving levers will cause certain floors to appear and disappear. Use this knowledge to trap enemies.

In the puzzler, Mario won't grow bigger, shoot fire, or sprout a tail as he did in previous adventures. This time you log in with your noggin to get from level to level. Some of the puzzles are downright nasty, and considering the depth of the game (ten levels with multiple minilevels), you'll face a whole lot of monkeying around. Playing either the action or puzzle game, you'll go ape over the controls, which are simple and effective.

It Had To Be Hue

The real argument here is whether you should play this good-looking title on a regular Game Boy or on the new Super Game Boy. The Super Game Boy colors the game with a four-hue palette, which

adds immensely to the graphics. Although the graphics aren't bad for a Game Boy game, they shine on the SGB when compared to the small green-screen machine. You even get the original Donkey Kong cabinet to surround the picture on the SGB!



PROTIP: A long fall will eliminate Mario, while short falls make him dizzy and vulnerable. Always look before you leap.



PROTIP: Stay in the corners when Donkey Kong's throwing the barrels, then jump up and brain him - Three barrels will do the trick.



PROTIP: Jump while throwing the Key to hit heights higher than Mario can reach. Then use ladders and such to reach your goal.

Monkey Business!



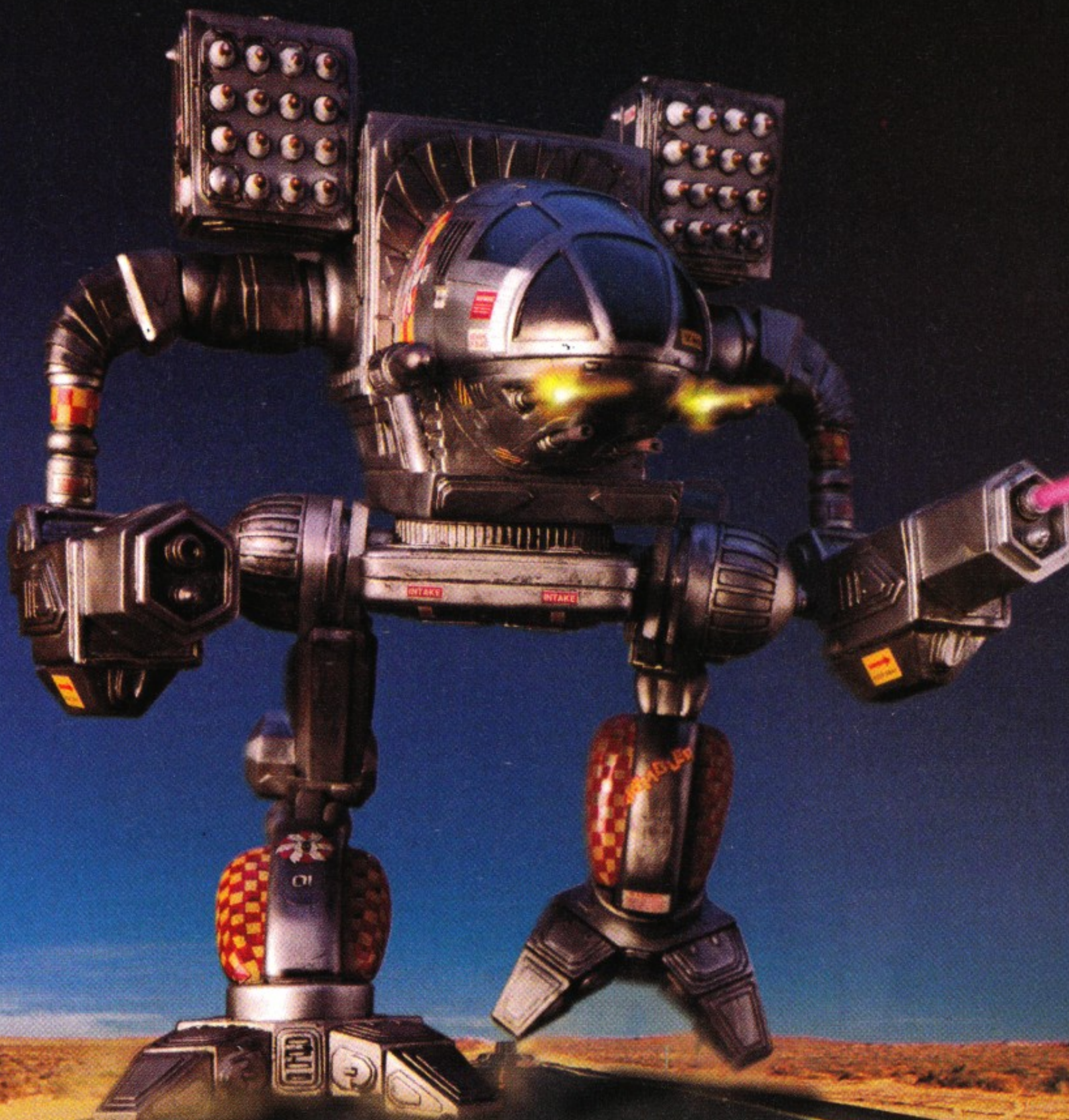
Who can forget these classic DK levels?

The sounds don't mess around, either. You'll instantly recognize the barrel-jumping noise, an audio icon in the video game world. The rest of the music is fresh, funny, and a good addition to this great game.

Two Kongs Make A Right

Both games in this cart are enjoyable and entertaining. Older gamers will shed a tear when they remember the first quarter they ever spent on Donkey Kong. Other players will develop a certain simian savior-faire that will get them through this game. Kong is still king! **G**

It Can't Drive 55,



But It Can Blow Up Your House.

BATTLETECH[®]
A GAME OF ARMORED COMBAT

TAKE IT FOR A SPIN IN SEPTEMBER 1994.

GENESIS[™]

FASA
CORPORATION

BATTLETECH is a trademark of FASA Corporation, registered in the U.S. Patent and Trademark Office and used under license. The Madcat and other distinctive images are copyrighted FASA Corporation 1990-1994. Published by Extreme Entertainment Group, 10 Mountainview Road, Suite 300 South, Upper Saddle River, NJ 07458. Extreme Entertainment Group is a trademark of Absolute Entertainment, Inc. All Rights Reserved. © 1994 Absolute Entertainment, Inc. All Rights Reserved.

Extreme
ENTERTAINMENT GROUP[™]



By Bacon

Even if you're not addicted to the TV series, you'll find a lot to enjoy in seaQuest. One of the first third-party Super Game Boy games, this cart will grab you with its impressive graphics and absorbing, original action.



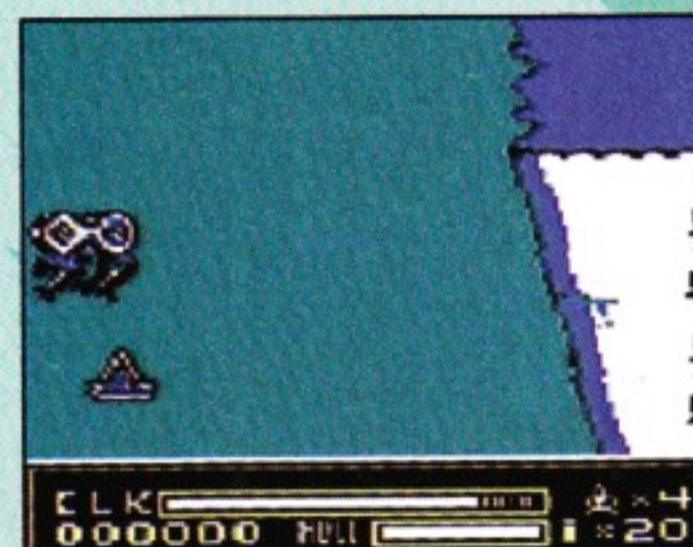
Game Boy

seaQuest DSV

Super
Game Boy



PROTIP: When piloting the seaQuest, stay low to avoid depth charges. Move quickly and blast the small black subs as soon as they appear.



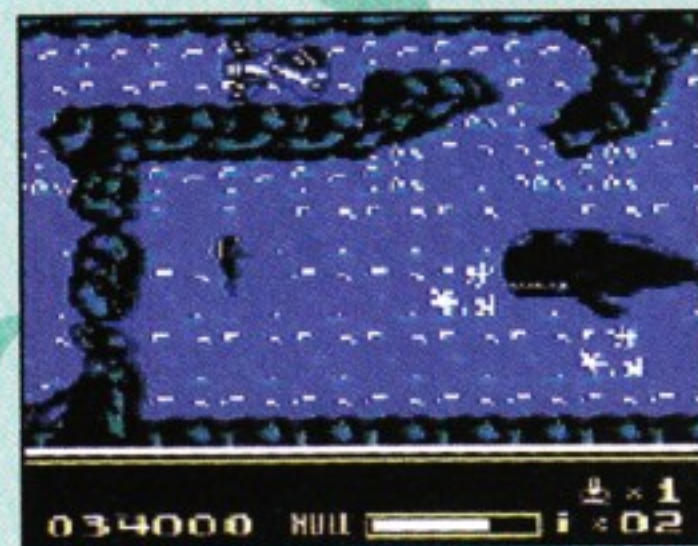
PROTIP: At the beginning of Mission One, don't miss the 1-up just below the entrance to the ship.

Fun for All

The tremendous variety of underwater game play has something to intrigue everyone. Some missions challenge your puzzling ability as you race through a mazelike sunken ship to retrieve pluto-

anium canisters. In others, you steer a minisub through caverns or struggle to repair a reactor before it melts down.

From ocean caverns to attack subs to divers, the graphical details will satisfy your eyes. And if you pop the cart into a Super Game Boy for some big-screen, full-color action, step back! The bright, beautiful colors will make you think you're playing a 16-bit game.



PROTIP: At the end of Mission Two, park the speeder at the top of the whale's cavern and send in the diver. Shoot the whale once and quickly move out of its way. It'll lunge forward and blast open a hole in the wall that's big enough for you to drive the speeder through and clear the level.

Easy Steering

The controls respond smoothly as you switch among the different subs, speeders, and pods. Like all too many games, however, the drab sound effects will remind you why volume dials have an "off" setting.

These minor flaws don't seriously taint this exciting, entertaining game. SeaQuest will keep you happily questing beneath the waves for some time to come. **G**

seaQuest DSV (By T+HQ)

Graphics	Sound	Control	FunFactor	Challenge
				INT.
4.0	3.0	4.0	4.0	Intermediate

\$29.99
2 megs
Available September
Action/adventure

1 player
8 levels
Multiple views
Multiscrolling



By Bacon

The whirly twirly island devil spins onto the Game Boy for a decent hop-n-bopper highlighted by good graphics. But more varied action certainly would've made Taz's tune a bit more Looney.

Time Those Hops

If painstakingly precise jumping sends you into a tizzy, this cart will suit you perfectly. As

TAZ-MANIA

you steer Taz through five island levels, you'll focus on hopping from one tiny perch to another. The game's challenge lies in figuring out exactly how to leap across an intriguing assortment of gaps.

The enemies in your way rarely impede your progress — you'll use most of Taz's spins for difficult jumps, not subduing bad guys. Imprecise controls intensify the hop-til-you-drop action, and mastering Taz's unique jumping style will require real practice.

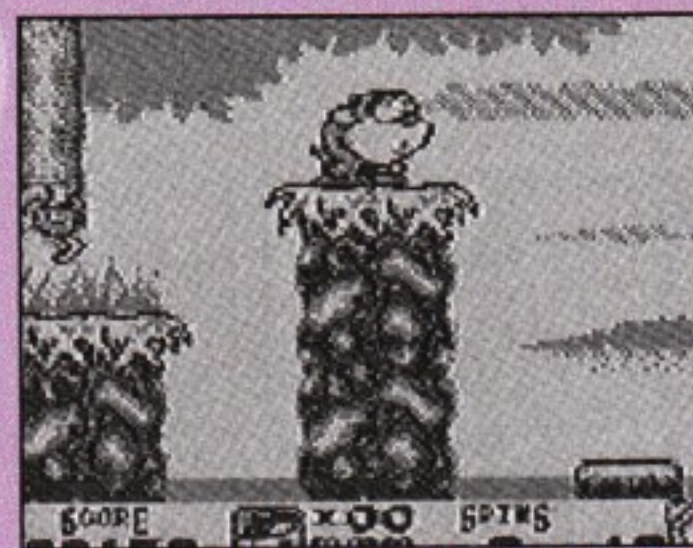


PROTIP: When you face a long, treacherous leap, use a spin to jump higher and farther.

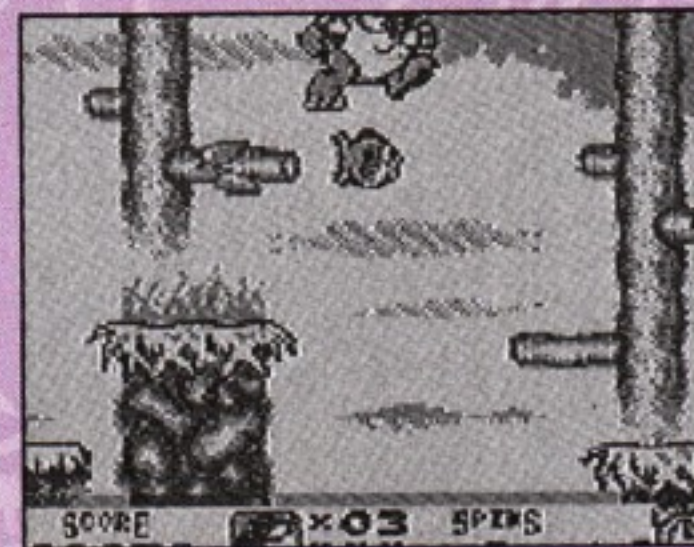
Darling Devil

The irrepressibly cute graphics redeem the game's flaws. Just watching the various Taz

animations is a thrill. Too bad the backgrounds and enemies aren't imbued with as much detail and personality.



PROTIP: When there's no land in sight, peer down and wait for your ride to show up.



PROTIP: You can't just bounce at an enemy to inflict damage — you have to leap high enough to come down on them directly from above.

More electric sound effects would've livened up the action. Taz's spin sounds like the flaccid thwacking of a flat tire.

Devotees of hop-n-bop action will find some new challenges in Taz's islands. Beyond that, the cart's worth a quick look to check out Taz in motion, but even the whirling devil himself won't hold you for long. **G**

Taz-Mania (By Sunsoft)

Graphics	Sound	Control	FunFactor	Challenge
				INT.
4.0	3.0	3.0	3.0	Intermediate

\$29.99
2 megs
Available now
Action/adventure
1 player

5 levels
Side view
Side scrolling
Passwords

MORTAL KOMBAT® II AND SUPER STREET FIGHTER™ II ARE COMING...



PREPARE YOURSELF

Only the dual compatible, six-button ARCADE PRO joystick from INTERACT can prepare you for the challenge that lies ahead.

COMING SEPTEMBER 1994.



Play with an attitude!

STD Entertainment (USA), Inc. 110 Lakefront Drive • Hunt Valley, MD 21030
410-785-5661 • © 1994 STD Entertainment (USA), Inc. ALL RIGHTS RESERVED.

Mortal Kombat II is a trademark of and licensed from Midway
Manufacturing Company • Super Street Fighter II is a trademark of Capcom USA
• INTERACT and its logo are trademarks of STD Entertainment USA, Inc.





Game Gear



By **Andromeda**

Need more Sonic? Last year's Sonic pinball extravaganza has been successfully crammed into a Game Gear cart. There's nothing really new here, but it's a good translation.

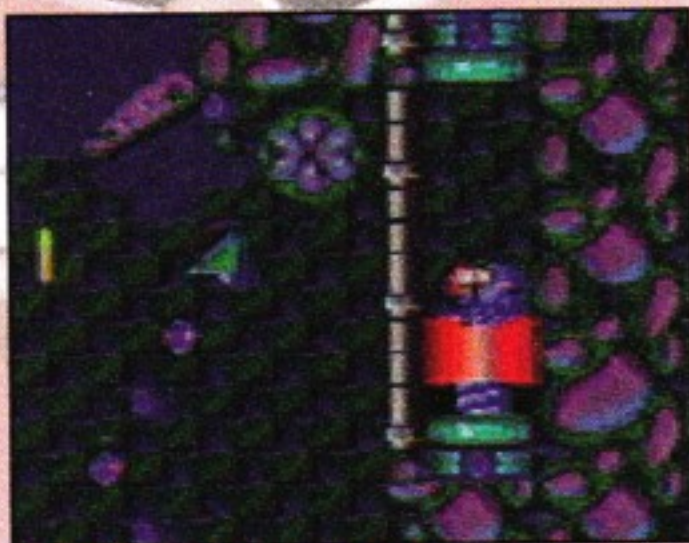
Each board has a variety of bumpers, chutes, creatures, and secret rooms. More of all of the above would've added to the game play – the pace often feels slow and uneventful in comparison to other pin-

SONIC THE HEDGEHOG SPINBALL™

Better the Second Time Around

It's Sonic, it's pinball, and it's almost exactly like the Genesis original. Sonic must defeat Robotnik's diabolical Veg-O-Fortress in four levels of pinball madness that are identical to those on the Genesis: the Toxic Pools, the Lava Powerhouse, the Machine, and the Final Showdown. In Levels One and Two, Sonic advances by grabbing all three Emeralds and beating one of Robotnik's mechanical menaces. In Levels Three and Four, he must grab five Emeralds and defeat Robotnik's evil cronies. Bonus rounds cap off the levels.

ball carts. You spend a lot of time ricocheting back and forth to the same places where nothing new is happening.



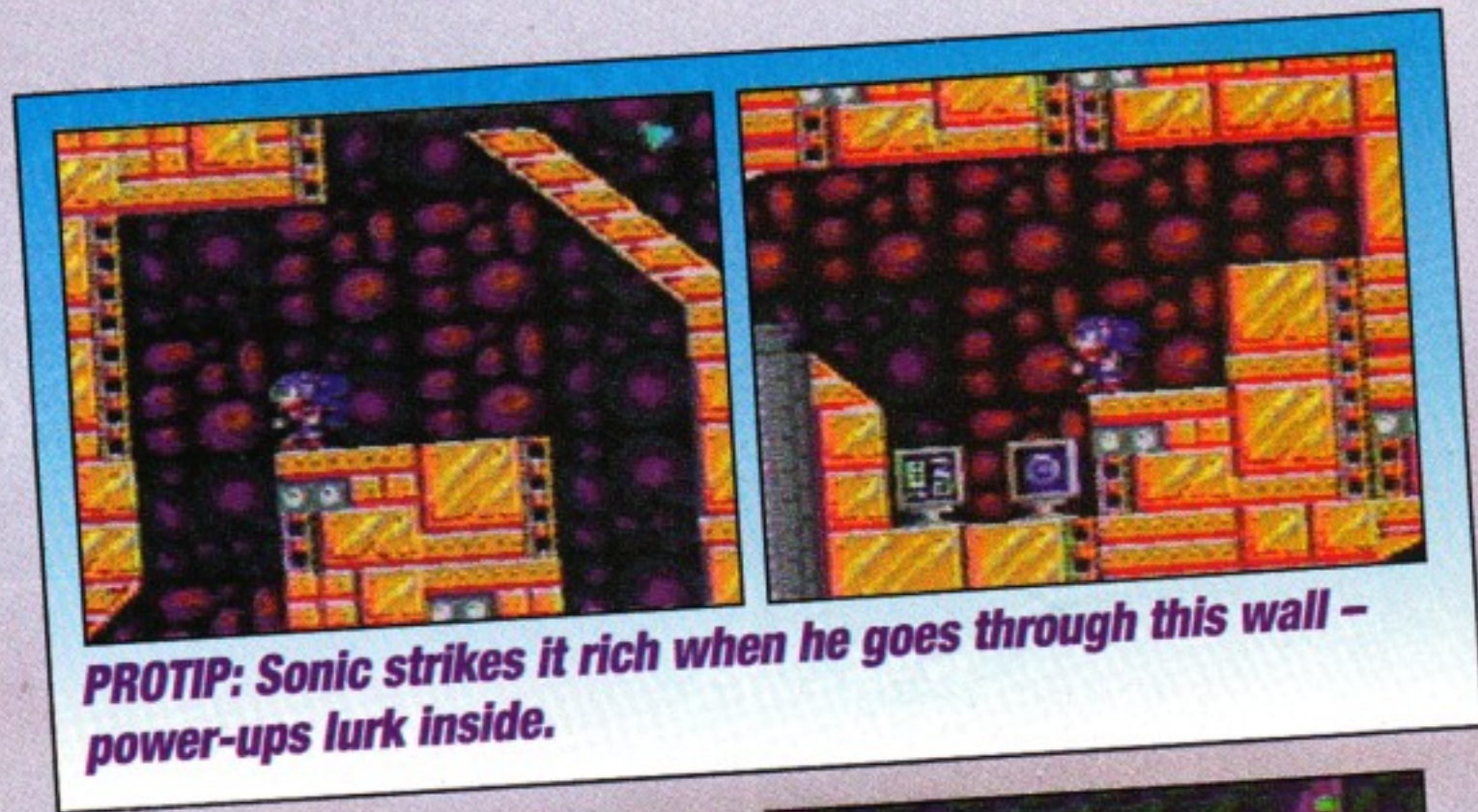
PRO TIP: The key to reaching the first three Emeralds is finding this spring. It can propel you to all three Emeralds, which you'll need to beat Level One.

PRO TIP: It takes four hits to knock out the Level One boss.

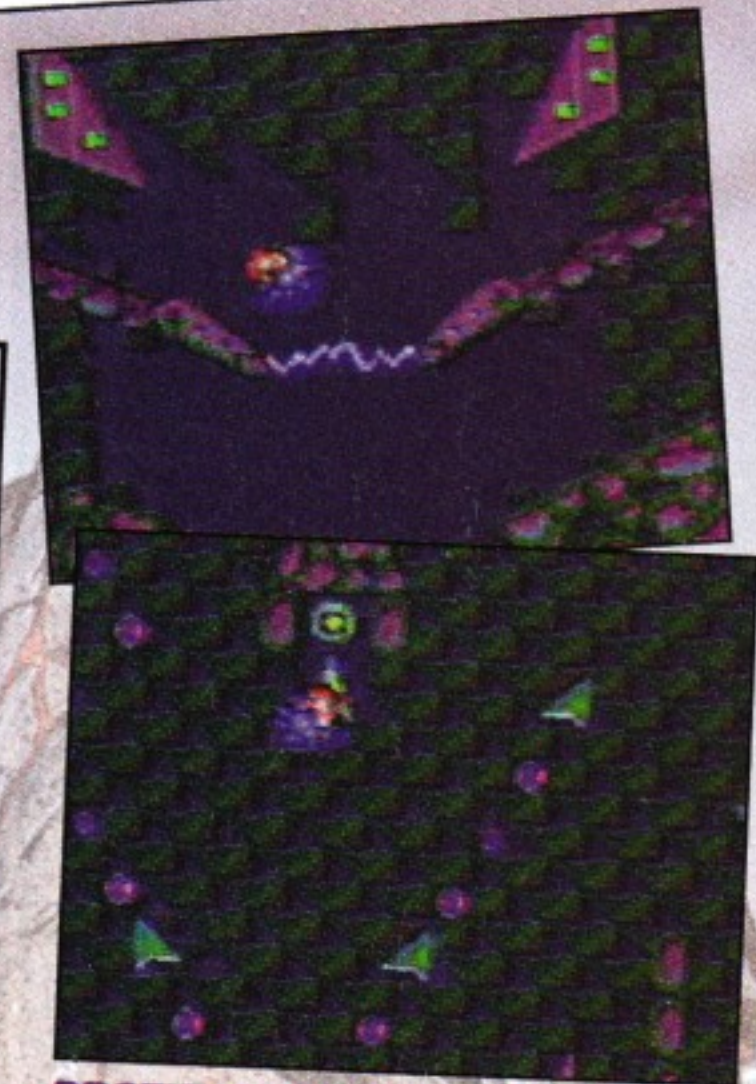
Spinball's flippers are controlled by Buttons 1 and 2, a two-finger combo that's a little tricky and just doesn't feel right. You can also use the directional pad to send Sonic spinning left or right as he flies across the screen, and he can use his Super Spin Dash, though it isn't very useful.

Lookin' Good

This cart looks good. The boards and backgrounds are fairly similar to the original, though of course much detail is lost on the smaller screen.



PRO TIP: Sonic strikes it rich when he goes through this wall – power-ups lurk inside.



PRO TIP: To activate the Barrier between Sonic and the water in Level One, go up the middle and through this checkpoint.

Look for some annoying slow-down when Sonic really gets going. Meanwhile, the tunes have the tinny sound of standard Game Gear fare.

Pinball Wizard

Overall, Spinball satisfies. In fact, it's probably as much or more fun as a handheld than as a 16-bit cart – it's a great way to pass the time when travelling. Sonic Spinball certainly isn't as great as Sonic's famous platform adventures, but it's still worth taking out for a spin. **G**



PRO TIP: Ride the air blast up the shaft to reach the first Emerald in Level Two.



PRO TIP: To defeat the Level Two boss, stay at the top of the level long enough to bounce on the two Robotniks.

PRO TIP: These Level Two chutes are the direct paths to the last two Emeralds. You'll find one on the top left side of the level, and the other on the top right side.



Game Gear Game Profile

Sonic Spinball

(By Sega)



If you like Spinball on the Genesis, the handheld version might be just right for you. If you don't like reruns, you'll want to tilt past this cart.

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.0	2.5	3.5	INT.

\$39.99
4 megs
Available now
Pinball

1 player
4 levels
Multiscrolling

YOUR
OPPONENTS ARE
RIGHT BEHIND
YOU AND
BREATHING
DOWN
YOUR NECK.

NO SWEAT.

YOU'VE GOT
SWATPRO AND
YOUR GREATEST
VICTORIES LIE
AHEAD.

don't look back.

ORDER SWATPRO TODAY!

YES! Enter my one year subscription to SWATPRO (6 issues) at the incredibly low price of \$14.97. I'll save 50% off the annual newsstand rate!

Name _____

Address _____

City/State/Zip _____

BILL ME **PAYMENT ENCLOSED**

Send foreign and Canadian orders prepaid in U.S. funds, with \$15/year additional for shipping (air delivery). Annual newsstand rate \$29.70. Please allow 6-8 weeks for delivery of your first issue.



SWATPRO



NO POSTAGE
NECESSARY
IF MAILED
IN THE
UNITED STATES

BUSINESS REPLY MAIL

FIRST CLASS MAIL PERMIT NO. 1111 BOULDER, CO

POSTAGE WILL BE PAID BY ADDRESSEE

SWATPRO MAGAZINE

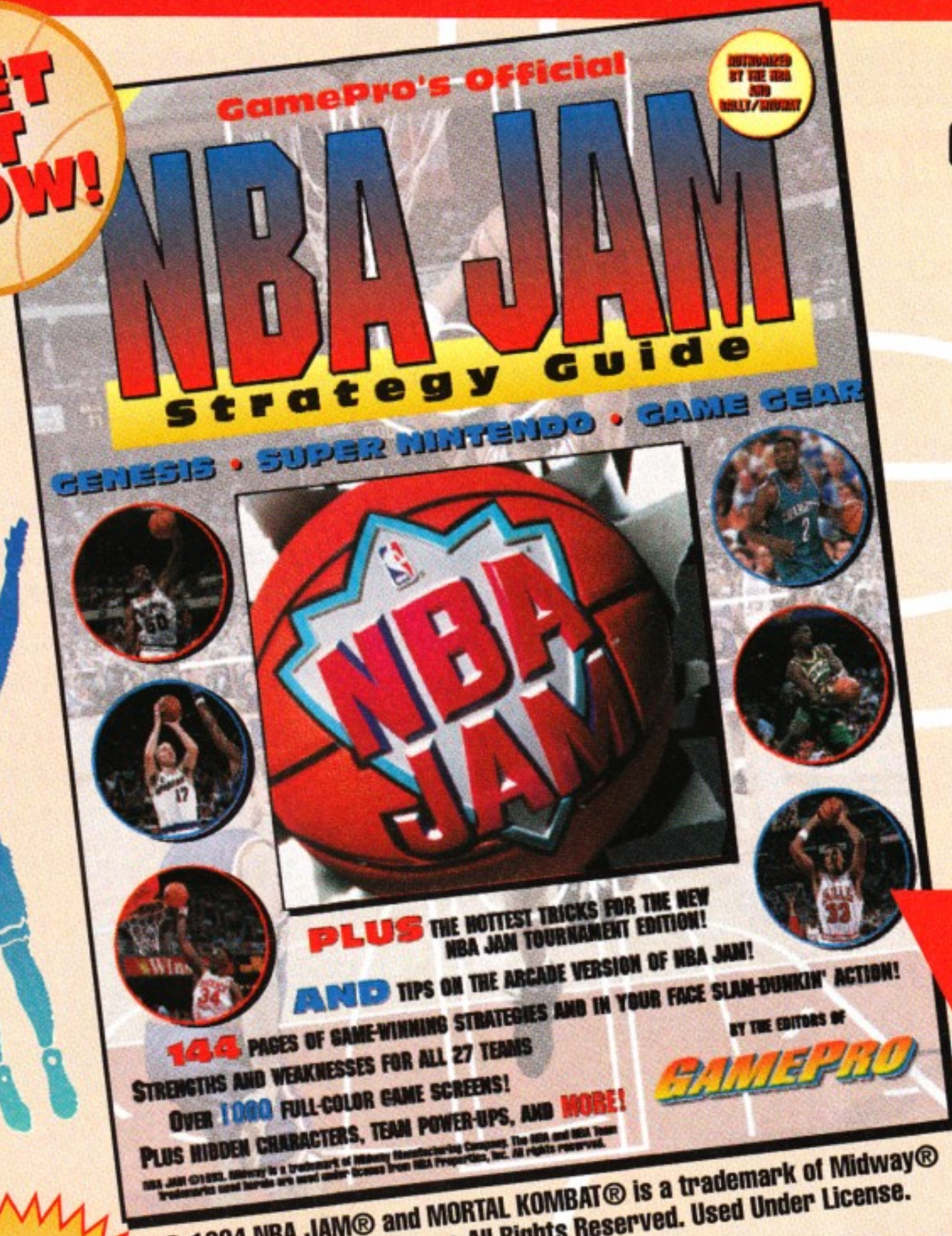
P.O. Box 50310

Boulder, CO 80323-0310



IT'S HERE AND IT'S HOT!

GET IT NOW!



GamePro's Official **NBA JAM** Strategy Guide!



Over 140 pages of in-your-face strategies and super slam-dunkin' action for the Genesis, Super NES, Game Gear, and Arcade versions!



Become a slammin' NBA JAM expert! Over 1,000 full-color game screens to walk you through every version of NBA JAM!

Buy NBA JAM NOW and get Street Fighter II Turbo for 50% off!

(Limited time only)

ONLY \$9.95 EACH!



© 1994 Capcom USA

Don't forget to order the **MORTAL KOMBAT** and **STREET FIGHTER II TURBO** Strategy Guides...

complete with over 160 action-packed pages of game winning shots, killer throws, and crushing combos!

Also available at BlockBuster Video, Toys R Us, Walden Books, B. Dalton, The Warehouse, and Software Etc.

- Written by the Editors of GamePro Magazine!
- FREE Collector's Edition Poster in each book! No poster in NBA JAM

TO ORDER:

Fill out the order form and mail w/ payment to:

GAMEPRO
P.O.Box "P"
San Mateo, CA 94402

- Add only \$2.95 for shipping and handling (\$4.50 to Canada, \$7.95 to outside U.S.)
- Add sales tax, residence of CA, IL, and NJ only (CA= 8.25%, IL= 6.25%, NJ= 6%)

Qty	Title	Unit Price	Total
<input type="checkbox"/> Check/Money Order		Subtotal	
<input type="checkbox"/> VISA <input type="checkbox"/> MC		Shipping	
Card # _____	Exp _____	Tax CA: 8.25% IL: 8.25% NJ: 6%	
Signature _____		TOTAL (US Dollars ONLY)	
Name _____			
Address _____			
City, State, Zip _____			



By **Andromeda**

Sega's newest character uses his head, literally, to get out of all kinds of trouble. This hand-held version isn't as good as the Genesis cart, but it's an amusing way to while away a few hours.

Heads Up

Headdy's platform action offers a change of pace – the main character swaps heads instead of weapons. Headdy

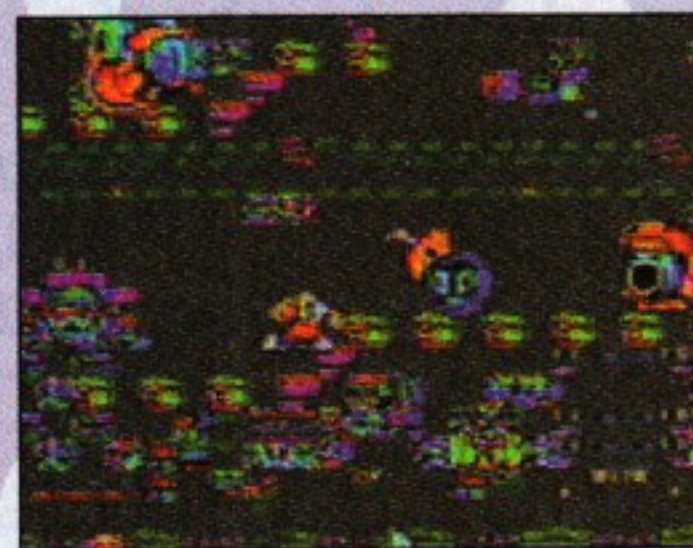


DYNAMITE HEADDY

cruises through the game's five levels, each with multiple sublevels, trying to vanquish the weird creatures running amuck across the land.



PROTIP: Watch out for the heads in Level 2-1. They'll put you to sleep, leaving you defenseless.



PROTIP: In Level 2, knock this enemy's shots back at it diagonally to destroy it.



Game Gear

Each of Headdy's heads enables him to do different things, such as climb and ram enemies. Headdy grabs new heads by whacking power-up icons with – what else? – his noggin. He keeps the new head for a short time, then zaps back to his regular head. Unfortunately, using the differ-



PROTIP: To defeat Level 2's Walnut boss, shoot him from below when he's in the air, then dodge the walnuts and other objects he drops.

ent heads isn't as strategically important here as it is in the 16-bit game. You'll do almost as well with Headdy's original head, which cuts down on the fun.

Tiny sprites make Headdy hard to keep an eye on, and it's difficult to appreciate the well-drawn enemies. Overall, the graphics have a bright, cartoony look. The sounds are standard Game Gear rinky-dink FX, but they don't detract from the game play.

It's a Blast, Sort Of

Don't miss Headdy when he makes his Genesis debut. In the meantime, this Game Gear'll give you enough practice to keep you a-head of the crowd. **G**



By **Bonehead**

Game Gear Mowgli is on the same mission as 16- and eight-bit Mowgli on the Nintendo: Find gems in the danger-filled jungles, get past Shere Khan, and make it to the Man Village. The characters, story line, and songs are based on Disney's animated film, and everything comes together for well-crafted fun.



PROTIP: Mowgli can run or climb across horizontal vines to grab valuable gems.

smoothly, the backgrounds aren't very detailed, and some dangers (the prickly bushes, for instance) are hard to spot. The sounds faintly echo the previous games, reprising the familiar "Bare Necessities" song but not many of the atmospheric jungle noises.



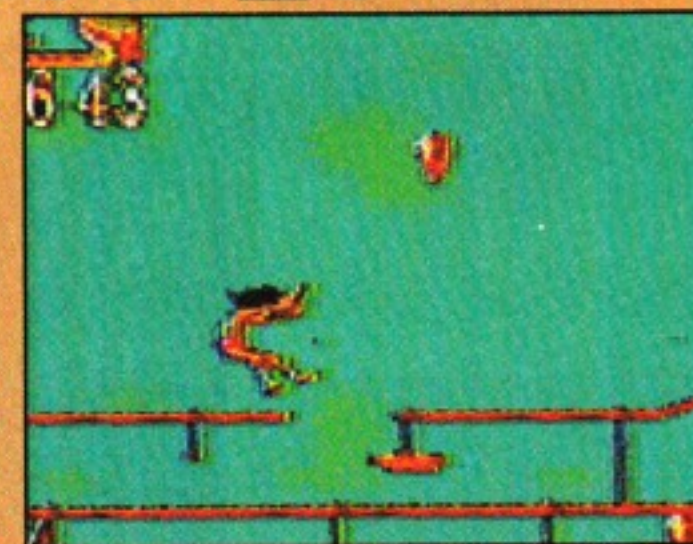
A Boy and His Book

With game play more like the NES version, the Game Gear Jungle Book relies on simplified run-n-jump action. As on the NES, Mowgli uses catapults, throws bananas and boomerangs, and has to beat a clock. Strong controls make the handheld Mowgli the most accurate banana-tosser yet.

The graphics and sounds are both above average, but not great. While Mowgli moves



PROTIP: Start flinging projectiles as soon as you leap to new platforms. Angry animals are usually waiting to greet you.



PROTIP: Jump quickly across the breakaway bridges.

Bear Down

Aided by unlimited continues, younger gamers in particular will enjoy Mowgli's charming antics. Veteran jungle jumpers might tire of the kid stuff after awhile, but they'll still get some enjoyment out of this tropical treat. **G**

Dynamite Headdy (By Sega)				
Graphics	Sound	Control	FunFactor	Challenge
				BEG.
3.5	3.0	3.0	3.0	Beginner
\$39.99	4 megs	Available September	Action/adventure	1 player Side view Multiscrolling Sega rating: GA

The Jungle Book (By Virgin)				
Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
3.5	3.0	4.0	3.5	Adjustable
\$34.99	Available now	Action/adventure	1 player	Side view Multiscrolling Unlimited continues Sega rating: GA

VIRTUAL BART

who needs reality?

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



SUPER NES[®]

GENESIS[™]

MATT
GREENING

The Simpsons & Characters TM & © 1994 Twentieth Century Fox Film Corporation. All Rights Reserved. Nintendo, Super Nintendo Entertainment System and the official seals are registered trademarks of Nintendo of America Inc. © 1991 Nintendo of America, Inc. Sega & Genesis are trademarks of Sega Enterprises, Ltd. All Rights Reserved. Acclaim[®] is a registered trademark of Acclaim Entertainment, Inc. © 1994 Acclaim Entertainment, Inc. All Rights Reserved.

Acclaim
entertainment, inc.

S.W.A.T. PRO

Video Game Strategies, Weapons, and Tactics

Genesis

RoboCop vs. Terminator

The Real Robo vs. Terminator?



Here's a cool trick that'll let you see the game as it was supposed to be. Begin a normal game, then press the Start button to pause. Now **press C, B, A, B, B, A, B, B, C, B, B, C, C, B, B, C, B, C, A, C, C, A, A, A, B, B, B, A, C, A**. Once you unpauses the game, the all-male cast of enemies will be joined by skeletons and lady killers. You'll also see a new "Game Over" message.

Ron Risaldo
Newark, NJ

Genesis

RoboCop vs. Terminator

Immortal TurboCop



To become invincible once you've entered the "TurboCop Mode," start at the game's "Trainer" level. Now move RoboCop to the far left and **press Up and Button C** to jump up. You're now in the "Immortality Level," where you'll receive another secret message from the game's designers and immortality.

Pat Philbin
New York, NY

Genesis

RoboCop vs. Terminator

Weapons Select



Press Start to pause the game, then **press B, A, C, C, C, A, B, B, A, C, C, C, A, B**. If you did the trick right, you'll hear the sound of a machine gun firing. Now, **unpause the game and press Down on the directional pad, along with buttons A, B, and C simultaneously**. You'll now see weapon icons at the top of the screen. Scroll through the icons until you find the weapon you want, then release the buttons to select it.

John Gray
Dallas, TX

Genesis

RoboCop vs. Terminator

Lots of Lives



Begin a game, press Start to pause it, then **press C, C, A, A, B, B, C, C, A, A, B, B**. If you did the trick correctly, you'll hear an explosion and you'll transport to a secret level where you'll receive a message from John Botti, the game's programmer. Once you fight your way out of this level, you'll have 54 lives.

Bruce Wojak
Detroit, MI

Genesis

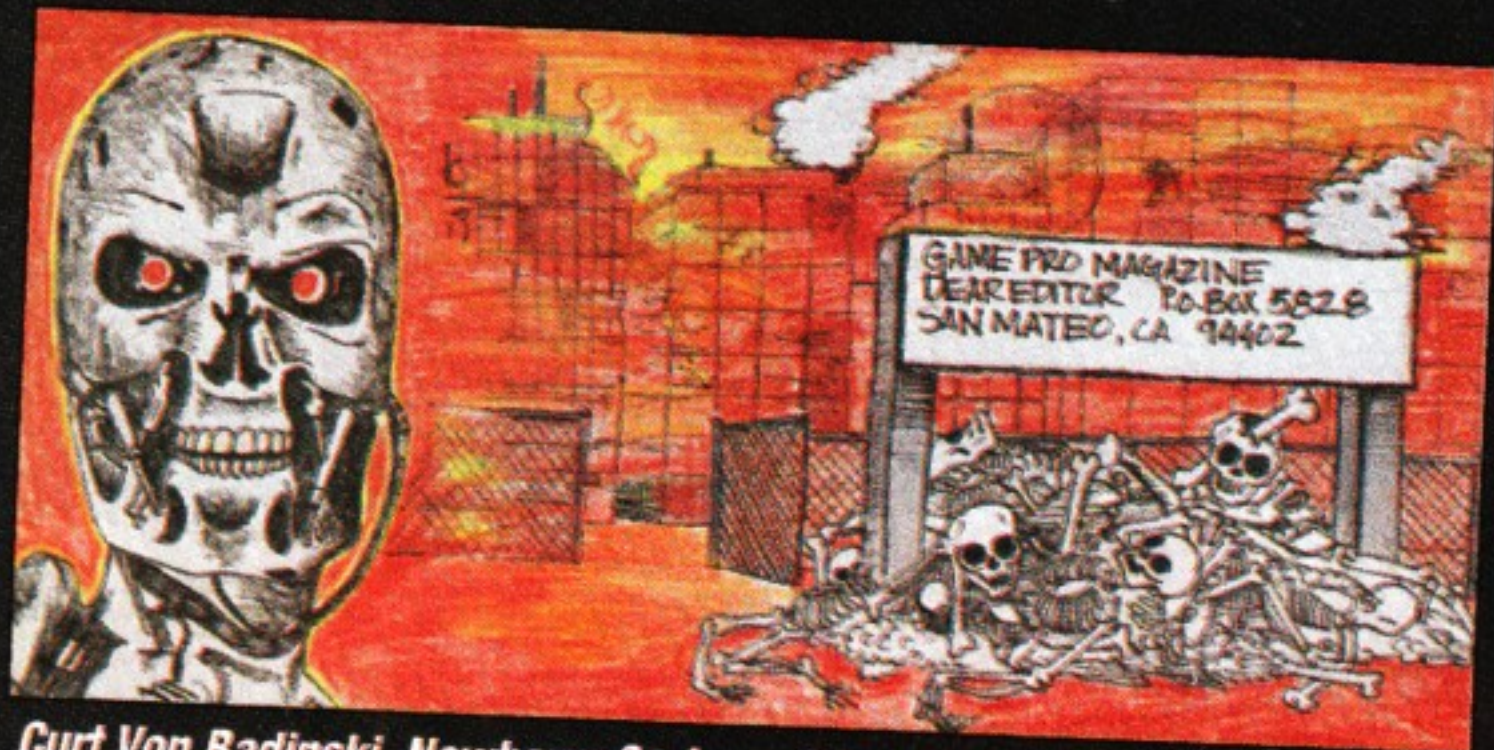
RoboCop vs. Terminator

Become TurboCop



If you wanna run faster and jump higher, you wanna be TurboCop. Here's how you do it. Press Start to pause the game, then **press A, B, C, C, B, A, C, B, A, C, B, A, A, A, C, A, C, B, C, A, C, A, C, A, B, C, B**. If you did the button presses correctly, you'll hear a Zippy sound effect. Congratulations! You're in "TurboCop Mode."

Pat Philbin
New York, NY

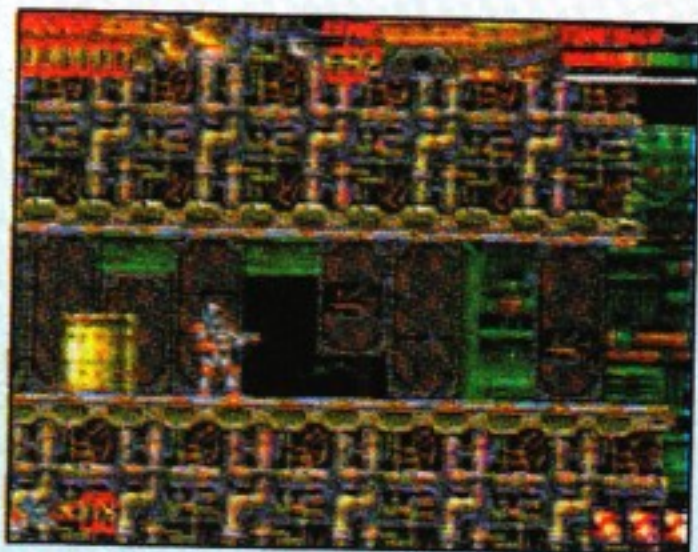


Curt Von Badinski, Newberry Springs, CA

Genesis

Mega Turrican

Level Skip



To skip a level in Mega Turrican, press Start to pause the game. Now press **Right, Left, Down, and Right** on the directional pad, then **Button B**. Finally, unpause the game, and you'll zap to the next level.

Peter Stern
San Jose, CA

Genesis

Mega Turrican

Unlimited Energy



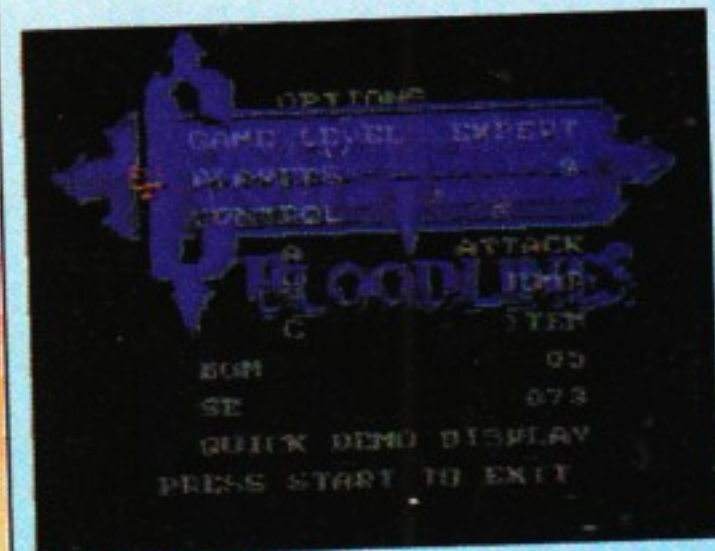
Press Start to pause the game and then press **A, A, A, B, B, B, A, A, A**. Unpause the game, and you're powered-up with unlimited energy.

Peter Stern
San Jose, CA

Genesis

Castlevania Bloodlines

Nine Lives and Expert Level



Go to the Options screen and set BGM to 5 and the Sound FX to 73. Press Start and wait for the title screen to appear. Then, press the Start button again and press **Up, Up, Down, Down, Left, Right, Left, Right, B, A**. If you did the trick correctly, you'll hear a chime. Now return to the Options screen, and you can select nine lives and an Expert difficulty level.

Devron Aguilar
Santa Maria, CA

Genesis

Prince of Persia

Passwords



Level 2: MTUQNM
Level 3: TYZKRM
Level 4: STUJJX
Level 5: ZYZDNX
Level 6: KJKBWC
Level 7: CZZGKN
Level 8: QJKHTS
Level 9: APPEXS
Level 10: HUUYAT
Level 11: ZJKAFI
Level 12: RZZFTV

James Ingram
Birmingham, England

Super NES

Wizard of Oz

Password



You can enter the Emerald City in the Wizard of Oz with this password:

MNPQRZ TXCZCJ
CJTCFD KLMNPG

Oscar O'Farrill
Trujillo Alto, Puerto Rico

Super NES

MLBPA Baseball

Power-Up Passwords



These power-up passwords activate some power-hitting play features in MLBPA Baseball:

Power Hitting: PWRHT
The Challenge: NNTH
Hyper Hitting: VRRRM

Santiago Hernandez
Santa Maria, CA

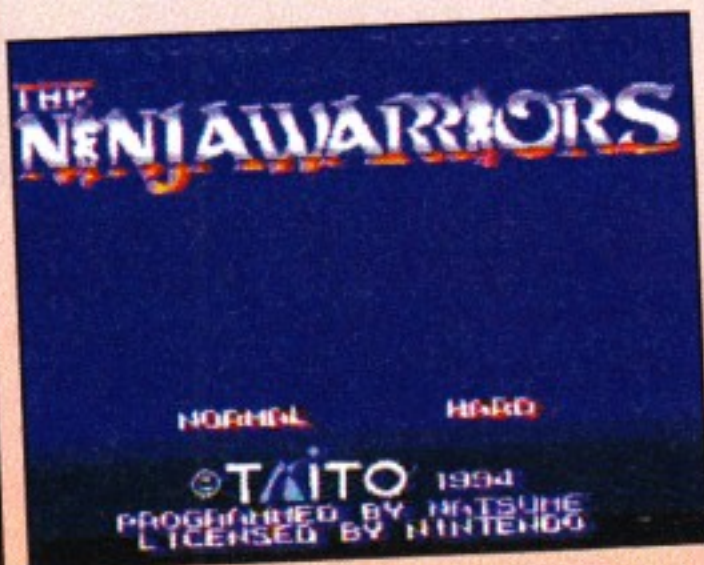


S.W.A.T. PRO

Video Game Strategies, Weapons, and Tactics

Super NES

Ninja Warriors Stage and Area Select



When the title screen appears, press and hold Buttons X and Y. While holding Buttons X and Y, push Buttons A, A, A, A, B, B, B, B, A, B, A, B, A, B, A, B, and a stage select screen will appear. If you perform the same trick at the stage select screen, an area select screen will also appear.

James Richfield
Jerome, AZ

Super NES

Super Empire Strikes Back

Start with All the Forces



To start Super Empire Strikes Back with all the forces, press X, B, B, Y, X, A, A, X, and then the Start button at the title screen.

Jamie Stars
Jacksonville, FL

Super NES

Super Empire Strikes Back Debug Mode



To activate the Debug Mode, press A, B, Y, X, A, B, Y, X, A, B, A, B, Y, X, X, Y, A, B, Y, X. While playing a regular game, hold down Buttons L and R on Controller Two to activate the Debug Mode. In addition, you can clear a stage by pressing the Start button on Controller Two.

Rick Deon
Rochester, NY

Super NES

Skyblazer

Last Stage Password and 30 Lives



At the title screen, go to the Password option and press the Start button. Match up the colored squares and hit Start when you're finished. You'll begin on the last stage with 30 lives.

Dale Greer
Detroit, MI

Super NES

Lawnmower Man Nigel Wayne Mode

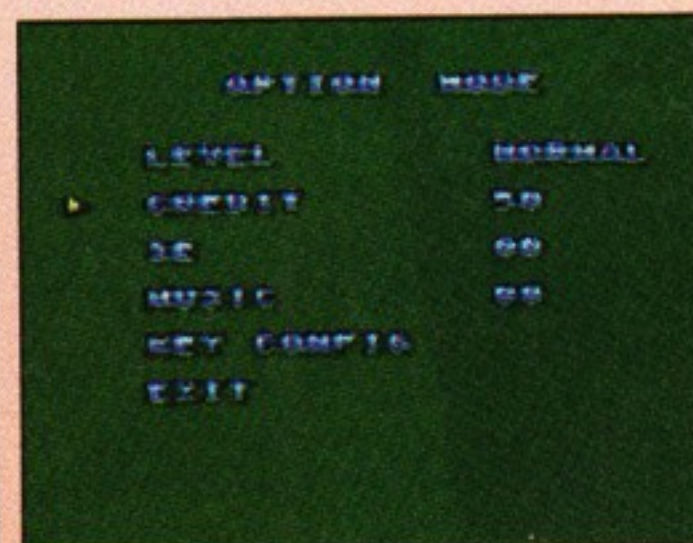


To access the Nigel Wayne Mode, press Start to pause the game. Now, press B, R, A, Select, Y, A, B, Y, A, B, Start, Start, A, L, L, and Start. The Nigel Wayne Mode appears, and you can do virtually anything.

Gordon Fitzer
George AFB, CA

Super NES

Street Combat Fifty Credits



For 50 credits, simply highlight Credits on the Option screen and press Select ten times.

Steve Lavoy
Sacramento, CA

Super NES

Battle Cars Boss Car



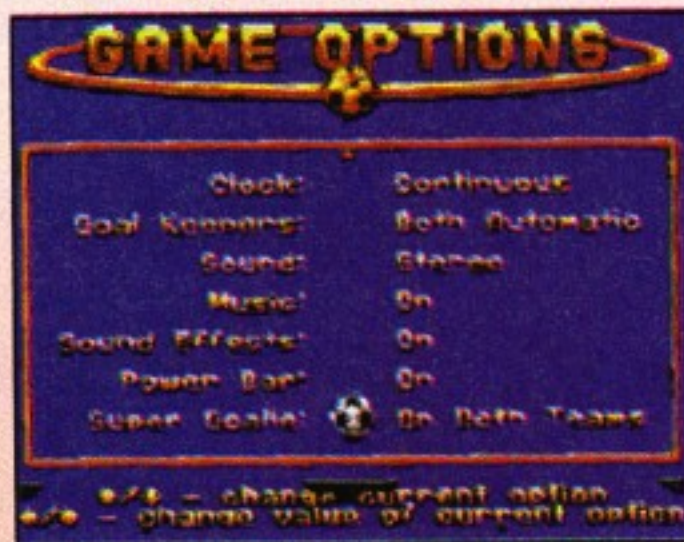
To get the Boss Car, press L, R, and Up at the title screen. If you did the trick correctly, you'll hear a rumbling sound. Begin a normal game. When you reach the boss, you'll be driving his car.

John Tibbs
Jerome, AZ

Super NES

FIFA International Soccer

Super Goalie and Dream Team



For a Super Goalie, go into the Game Options screen and press A, A, A, A, A, Y, Y, Y, Y, Y.

To field a Dream Team, press A, A, B, B, Y, Y, X, and X at the Game Options screen.

Donald Tree
Dubuque, IA

Super NES

Super Black Bass

Passwords

Clear Lake:
HJR222P5Z5H1F
9PBRL33171319

Lake Murphy:
HNR222P5Z5P1F
9PJDL531V3L3R

Bluestone:
H5P5Z5R222B3L
9JN7H731FT11J

Wayne Silva
Williamsburg, VA

3DO

Out of This World

Passwords

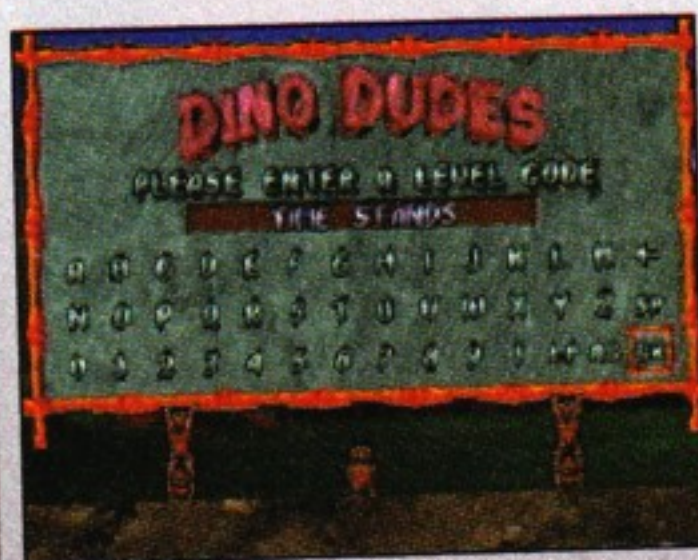
Level 1: LDKD
Level 2: HTDC
Level 3: CLLD
Level 4: LBKG
Level 5: XDDJ
Level 6: FXLC
Level 7: KFRK
Level 8: KLFB
Level 9: BFLX
Level 10: BRTD
Level 11: TFBB
Level 12: TXHF
Level 13: CKJL
Level 14: LFCK

Silva Fisher
San Jose, CA

Jaguar

Evolution: Dino Dudes

Turn Off Timer



At the Password screen, press AC to clear the screen. Then enter the password **TIME STANDS**. Press OK and you'll hear a thunderclap. Press AC again to clear the password and enter **STILL FOREVER** as the new password. Press OK and, if you did the trick correctly, you'll hear a belching sound. The timer is now deactivated.

Steve Riggs
Sunnyvale, CA

Jaguar

Evolution: Dino Dudes

Infinite Dino Dudes



At the Password screen, press AC to clear the screen, then enter **ONCE DEAD** as the new password. Press OK and, if you did the trick correctly, you'll hear the sound of a thunderclap. Clear the password again by pressing AC once more. Enter **TWICE BORN** as the new password and press OK. If you did the trick correctly, you'll hear a belching sound. You now have infinite Dino Dudes.

Steve Riggs
Sunnyvale, CA

S.W.A.T. PRO

Video Game Strategies, Weapons, and Tactics



Helen Bryant, Augusta, GA

Game Gear

Disney's Aladdin Passwords

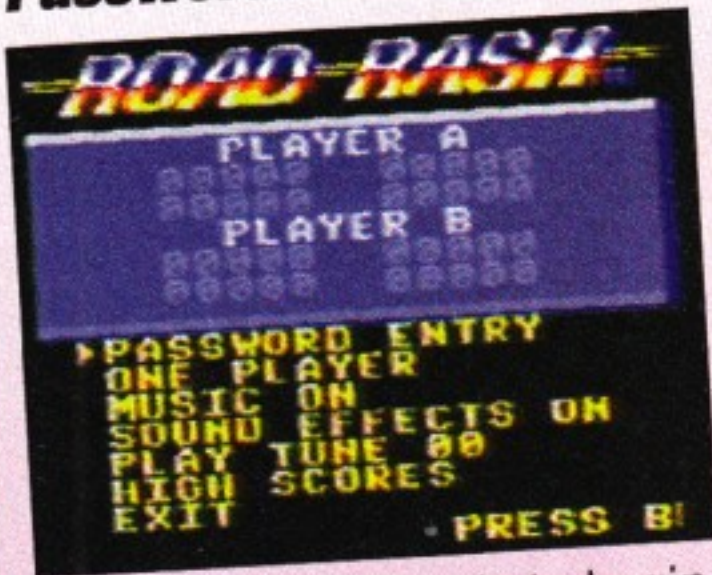


- Level 1: AJGJ
- Level 2: LAEA
- Level 3: ASNF
- Level 4: NEVA
- Level 5: AALG
- Level 6: BLTO
- Level 7: VIAN

Luis Ledo
Rio Piedron, Puerto Rico

Game Gear

Road Rash Passwords



Use these passwords to begin on Level 5 with a lot of cash and the bike of your choice:

Diablo 1000:	00000 0DQTO	Kamikaze 750:	00000 0E6K0
	15AUS 574AE		15I7E 538D5
Panda 750:	00000 0E6K0	Banzai 750:	00000 0E2N1
	159GF 568E6		05I3S 5A8MU
Ferruci 850:	00000 0E6K1	Panda 600:	00000 0DVJ1
	15CRU 559B2		05JH5 510EE
Shuriken 750:	00000 0E8G1	Shuriken 400:	00000 0E6K1
	04ET7 547MH		04M4N 509LS

Matthew Harmon
San Mateo, CA

Do You Have a Secret Weapon?

Do you have a secret weapon? Send it to SWAT and, if we publish it, we'll send you a free *GamePro* Super Shirt. Plus, your name will be entered into a drawing for an STD control pad for the SNES or Genesis. One controller will be given out each month. Send your best tips and secrets to:

GamePro Magazine

Secret Weapons
P.O. Box 5828
San Mateo, CA 94402

P.S. – If that's not enough, we've decided we want to see more of your art! Every reader who gets their art published in the SWAT section of *GamePro* will also receive a free *GamePro* Super Shirt and will be included in the drawing for the STD control pad. Cool!

GAME ENHANCERS

Game Gear

GAME GENIE

Disney's Aladdin	00F-46C-803	No blinking after being hit
	C92-01D-082	Invisibility
James Pond 2	01F-3FB-801	Infinite lives
	FF5-D2F-E6A	Invincibility
Mortal Kombat	00B-40C-3BE	Infinite time
	DEB-9F6-5D3	Blood

Game Boy

GAME GENIE

Battletoads	097-ED8-E66	Start with ten lives
	007-C2E-3BE	Infinite continues
Castlevania Adventure	068-5EF-E62	Start with seven lives
	00A-F28-3B7	Infinite Energy
Star Trek: The Next Generation	001-13D-3BA	Damage will not be repeated
	32E-269-7FB	Phasors start at 50% power for each mission

PRO ACTION REPLAY

Super NES

RoboCop 3	7E18-4891	Unlimited Ammo
	7E03-0C55	Stops the timer
TMNT: Tournament Fighter	7E1A-C460 + 7E1A-C060	Infinite magic
	7E0E-E21Q	One punch stuns Player One

PRO ACTION REPLAY

Genesis

Eternal Champions	FFABE-F0068	Player One has infinite energy
	FFAAB-B0068	Player Two has infinite energy
Greatest Heavyweights	FFF1A-0000D	Infinite Power
	FFF1A-2000D	Infinite Speed
	FFF1A-4000D	Infinite Stamina

Genesis

GAME GENIE

Battletoads	C3BT-AA5A	Infinite lives
	BYZT-AAC4	Start on Level 13
Eternal Champions	ACNT-LAE0	Insults use no inner strength
	GCNT-LAE0	Insults use more inner strength
	RGZT-L6XA	Inner strength restored quickly
Flashback	N12A-WAH4	Start with 100 Shields
	NX6T-WAA4	Start with 100 credits
	RGBT-A6T4	Always have enough money to buy anything
NBA Jam	BWPV-4A8W	All players have Super Dunk ability
	BWPV-4A9J	Shot-success percentages always shown for non-dunk shots
RoboCop vs. Terminator	A4MB-TA6C	Invincibility
	DLLB-TA3N	Don't lose special weapons when you die
Superman	A4RB-TA20	Infinite continues
	BVPA-AA48	Infinite Power
	BDFA-AA2R	Infinite continues
	CT2A-AACC	Start with 19 continues
Virtua Racing	C5NA-EA4E	Drive on track backwards
	TCLT-EAGT	Accelerate and decelerate quickly
	AFDT-EABR	One lap in Virtua Racing mode instead of five
World Series Baseball	HENA-DTYN	Player One starts with four runs
	AKDB-CA7A	Infinite outs
	A7DB-CABA	Seven strikes and you're out

Super NES

GAME GENIE

ActRaiser 2	9D27-4D61	Start with 50 lives on Normal
	DD67-4468	Infinite lives
	DD33-476F	Infinite time
Alien 3	D464-1D60	Suffer less damage
	3C22-3D64	Infinite Ammo for grenade launcher
	3C25-3704	Infinite Oil for flame thrower
Alien vs. Predator	DCEE-A766	Start on Level 6-2
	C286-A70D	Infinite lives
	3CEA-67D8	Infinite continues
Cool Spot	402C-D7D1	Infinite lives
	EE89-DF69	More invincibility time
	DB28-D404	Start with nine lives
Final Fight 2	DDCE-1D6B	Infinite lives
	DBCF-C7D6	Start with ten lives
	DDA0-1DDC	Infinite timer
Mega Man X	DBBE-446F	Start with ten lives
	C2B9-3404	Infinite lives
	C2B9-1FF7	Infinite Energy
Total Carnage	DBC3-44D2	Start with ten lives
	C932-341E	Infinite lives
	6D27-441E	Immune to damage from enemy

Codes Provided By:

Kelly Fox Dallas, TX	Richard Hernandez El Paso, TX	James Taylor Calumet City, IL
Sue Granner San Bernadino, CA	Jim Knead Phoenix, AZ	George Watkins Las Vegas, NV
Dennis Gray Salt Lake City, UT	Dave Ross Richmond, VA	David Wo San Francisco, CA
Francis Heffner Yorktown, VA	John Singleton Stockton, CA	

**YAYAG
HAVE**

BALLZ AND PF. MAGIC ARE TRADEMARKS OF PF. MAGIC, INC. ©1994 PF. MAGIC, INC. LICENSED BY ACCOLADE, INC. ALL RIGHTS RESERVED.

OTTA BALLZ.™

3-D fighting at its ballziest. Coming October on Sega Genesis®, November on Super Nintendo®.

THE FIGHTER'S EDGE

Tournament-Winning Combos and Strategies

Arcade

Virtua Fighter

Special Attacks



By The Obliterator

Virtua Fighter is one of the most technically advanced arcades games to date. While it doesn't match the gore of Mortal Kombat or the complexity of Street Fighter II it's a precursor to the fighting games of the future. Virtua Fighter is a bore to some and a fascination to others but after all the smoke clears it's still a solid fighting game. We're gonna help get you started with Virtua Fighter...and primed for Virtua Fighter II!



The Moves

- D = Press the Defense button.
- K = Press the Kick button.
- K = Press and hold Kick.
- P = Press the Punch button.
- = Quickly press joystick in the direction indicated.
- = Hold joystick briefly in the direction indicated.
- → = Quickly double press joystick in the direction indicated.
- → = Quickly double press joystick in the direction indicated and hold in that direction to run forward.
- ↪ = Quickly swing joystick in a sweeping motion which hits all the directional points indicated.
- () = Simultaneously press all buttons within the parentheses.



PLAYER ONE (Left Side)

[Note: Arrows indicating joystick moves in the following diagrams assume you've chosen Player One (i.e., that you're using the controls on the left) and that your character is positioned to the left of your opponent. Reverse the joystick moves if you play as Player Two or if your character moves to the right of your opponent.]

Virtua Fighter II

Virtua Fighter II is due out in January '95 according to one Sega Coin-Op representative – and with its release fighting games will take another quantum leap toward realism. Have you seen Daytona in the arcades? Looks so real you can smell the burning rubber, right? The same texture-mapping technology will be used on VF II.

AKIRA YUKI



Special Attacks

More Special Attacks

- Close Punch: ↘ P
- Yoshisenrin Reverse Uppercut: ← ↘ (PK)
- Double Jumping Kick: → (→ K) K
- Dashing Elbow: → (→ P)



Toshinsotai Trip



← P

Dashing Palm



↓ → P

Shin'iha Grab-Throw



↙ → P

Elbow Strike



→ P

Moko Hotaizan Dashing Palm



↓ ↘ P

Tetsuzanko Dashing Body Check



← → → (PK)

JACKY BRYANT



Special Attacks

Spinning Double Kick



KK

Punch with Spin Kick



PK

Neck-Breaker Drop



PD

Spinning Arm Kick



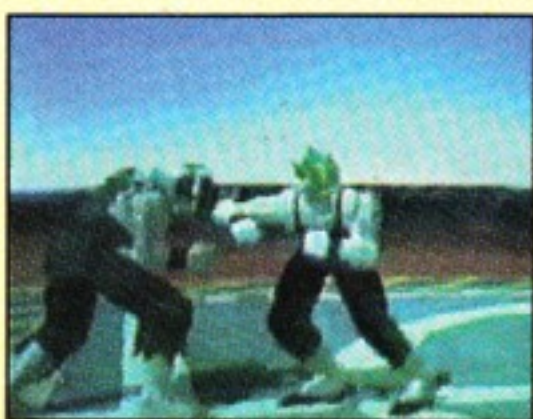
← PK

Punch with Down Spin Kick



P ↓ K

Spinning Back Knuckle



← P



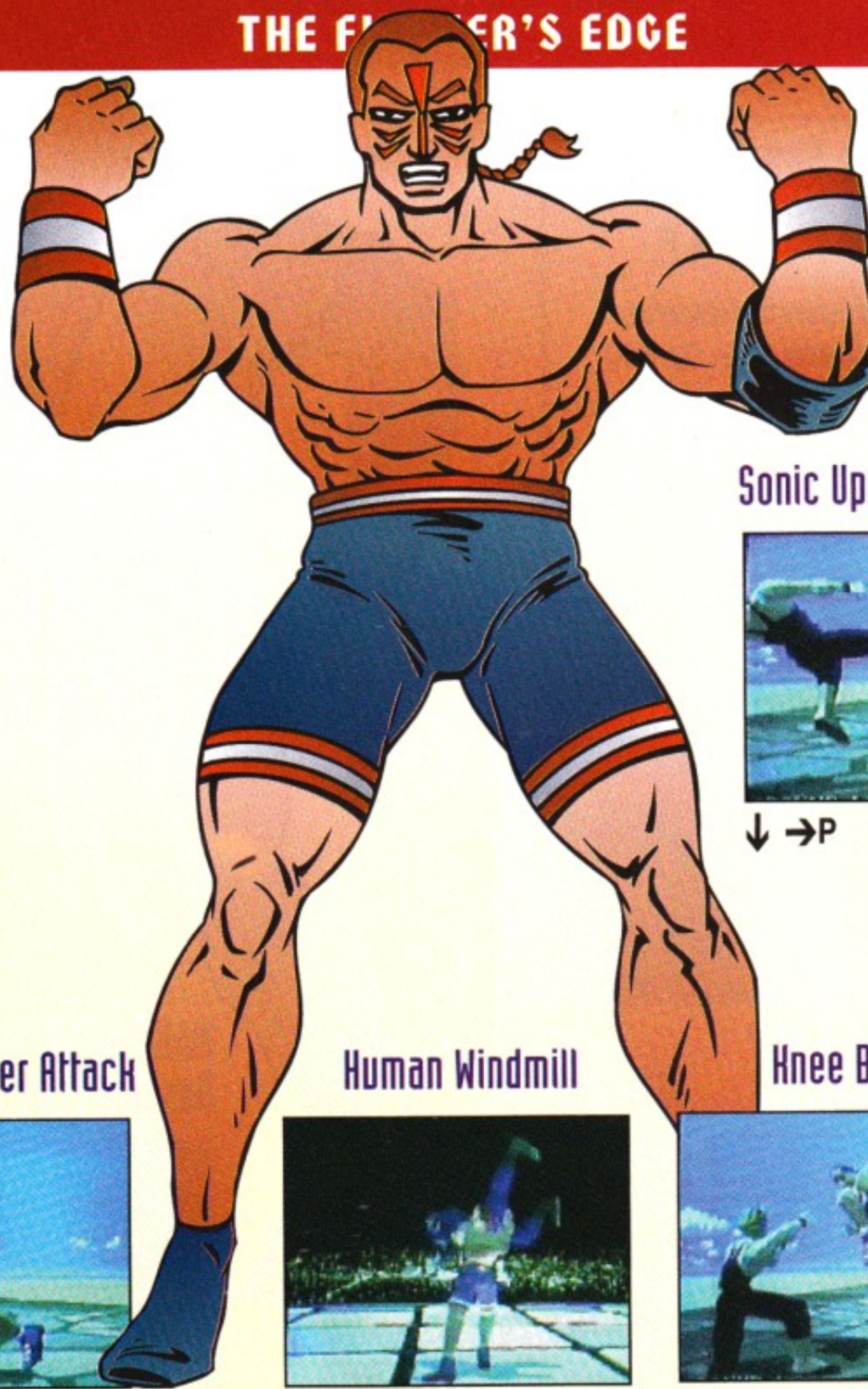
More Special Attacks

- Inclined-Downward Spinning Back Punch: ↙ P
- Turning Double Back Punch: ← PP
- Elbow Spin Kick: → PK
- Downward Spinning Back Punch and Kick: ↙ PK
- Spinning Arm Kick Down: ← PK ↓
- Two-Punch Elbow with Spinning Kick: PP → PK
- Sweep: P (↓ K)
- Jumping Clothesline: → (→ P)


WOLF HAWKFIELD



Special Attacks



More Special Attacks

Giant Swing:
 P

Clothesline: (→ → P)

Crotch Throw: (→ P)

Suplex: (D P)

Axe Lariat



→ → P

Shoulder Attack



← → P

Human Windmill



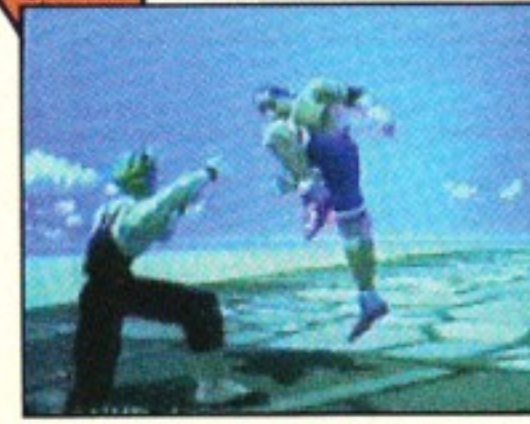
↙ (PKD)

Sonic Upper



↓ → P

Knee Blast



↘ P

Back Fall



(D P)

JEFFERY McWILD



Special Attacks



Knee Strike to Head



→ ← P

More Special Attacks

Iron Claw: ↓ P

Upper Upper: ↘ P P

Dash Elbow Upper:
 → → P P

Grab with Knee Kick:
 ↓ → K

Knee Attack: (→ K)

Power Bomb



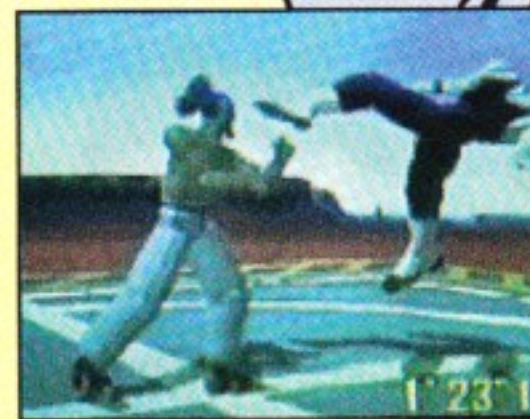
→ (PKD)

Toe-Kick Hammer



↓ KP

Splash Mountain



↓ ↘ → (PKD)

Hammer Down



→ (← P)

Body Lift



← P

SARAH BRYANT



Special Attacks

More Special Attacks

Punch with Side Kick:

P ↓ K

D Joint Pod: → P K

Super Knee Kick:

→ K ↘ K

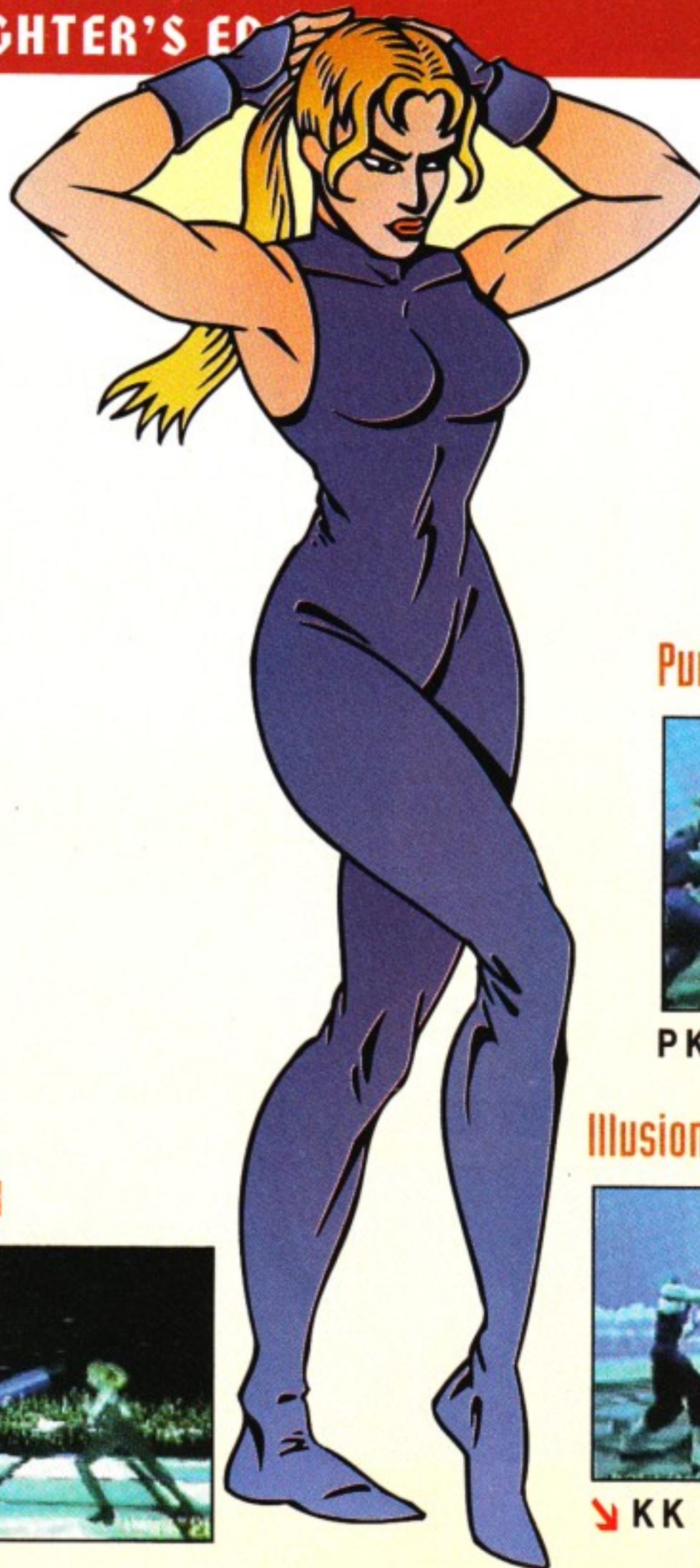
Two-Punch with Kick

Up: P P ↗ K

Two-Punch with Back

Flying Kick: P P ↗ K

Toe-Kick Side: ↘ (K D)



Combo Rising Knee with Three Punches



PPPK

Punch with Upper Kick



PK

Rising Knee



↓ → K

Two-Punch with Back Kick



PPK

Triple Kick



↘ KKK

Illusion Kick



↘ KK

PAI CHAN



Special Attacks

Hammer



→ (↓ P)

Wrist Twist



(D P)

Renkantenshinkyaku Triple Punch with Spinning Crescent Kick



PPPK

Stomp with Slap



↓ P

More Special Attacks

Standing Back Punch With Spinning Kick:

P K

Upward Kick with

Downward Slap: K P

Renkantenshinkyaku

Down Low Triple

Punch with Spinning

Crescent Kick:

PPP ↓ K

Taitorisenkyaku

Double Roundhouse:

KK

Punch with Spin Kick

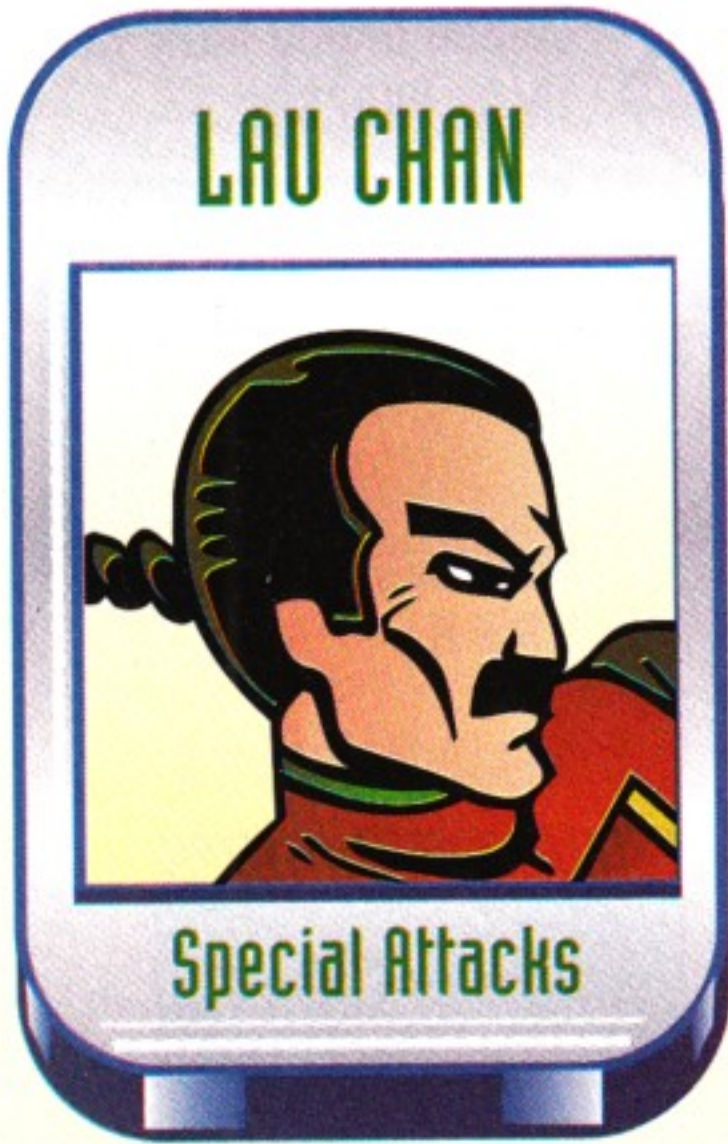


↘ PK

Sokyosenputai Double Punch with Roundhouse Kick



PPK



Upward Kick with Downward Slap



K P

Water Wheel Drop



← P

More Special Attacks

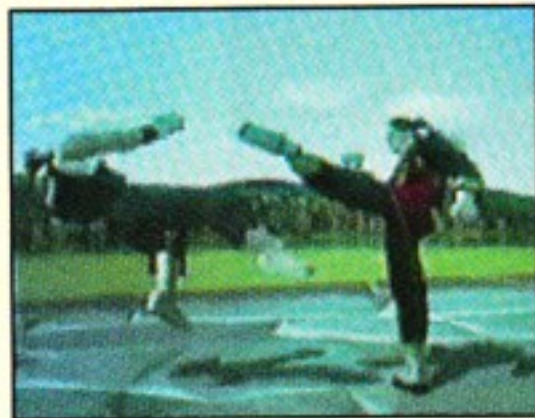
Renkantenshinkyaku Down Low Triple Punch with Crescent Kick: P P P ↓ K

Taitorisenkyaku Roundhouse: K K

Sokyosenputai Double Punch Heel Kick: P P K

Elbow Attack: (→) P

Renkantenshinkyaku Triple Punch with Crescent Kick



PPP K

Double Foot Stomp



← ← K

Standing Punch with Rising Spinning Kick



P K

Forward Punch with Spin Kick



↓ P K



More Special Attacks

Forward Roll:



Backward Roll with Spinning Kick:



Hip Throw: (D P)

Forward Roll with Flying Kick: → → P K D

Reaping Throw: ← (→) P



Backward Roll



← ←

Forward Roll With Spin Kick



Super Knee Strike



↓ → K

Elbow Strike



(→) P

Back Roll with Kick



← ← K

Sweep



→ (→) K



I'M PREPARED



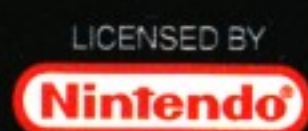
COMING FALL 1994 FOR THE
SUPER NINTENDO ENTERTAINMENT SYSTEM.



Or don't play at all.



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR SUPER NINTENDO ENTERTAINMENT SYSTEM.



LICENSED BY ©1994 Interplay Productions, Inc. C2: Judgment Clay is a trademark of Interplay Productions, Inc. All rights reserved. Nintendo, Super Nintendo Entertainment System, Super NES and the official seal are trademarks of Nintendo of America, Inc. © 1994 Nintendo of America, Inc.

A Player's Guide to Power Peripherals



By The Lab Rat

Well, it's almost time for our back-to-school specials, Rat fans, and that means a look at a new system from JVC called the X'Eye and a new sound-enhancement device from NuReality. Also in the Labs this month is a new joystick from STD. Rock on, Ratheads!

X'Eye-tement

JVC introduces the X'Eye this month, the American version of the Wondermega (a Sega Genesis combined with a Sega CD in one sturdy casing). It also has the capabilities of a Karaoke machine, so you can embarrass yourself silly in front of your family and friends.

The system comes with a JVC three-button controller, Prize Fighter for the Sega CD, a Karaoke sing-along CD, and Compton's Interactive Encyclopedia for the Sega CD. This last pack-in will be the system's selling point, positioning the X'Eye as a "family" game system.

It has to be a wealthy family, though. At \$499.99, the X'Eye is more than the CDX, less than the 3DO, and still out of the range of the average gamer.

Vivid Sound

NuReality has a product out now that produces 3D sound effects through any game sys-

tem. The Vivid 3D enables you to hook up your Sega Genesis, Sega CD, Super NES, or standard NES systems to a sound-enhancement device that gives your video game sounds a pseudo-3D effect. The unit works best in small, enclosed areas (like an office or your room); the effect is watered down in large areas (a conference room or large living room).

At \$99, it would probably be wiser to settle for a really good speaker system or some 3D-like headphones.

Game System



The X'Eye

System: X'Eye

Features: Some key features are missing from this pricey Genesis/Sega CD combo, notably SVHS-out connectors on the back. But tell Mom or Dad that it comes with an Interactive Encyclopedia, and you might score one as a back-to-school present.

Price: \$499.99

Available: Now

Contact: JVC, 201/794-3900

Sound Enhancer



Vivid 3D

System: Genesis, SNES, and NES

Features: With this converter, you can get a pseudo-3D sound effect from ordinary speakers or games. For \$99, you should get a whole system, not just the sound.

Price: \$99

Available: Now

Contact: NuReality, 714/442-1080

Dual Role

STD is trying to cash in on the dual-controller market with its new joystick, the Arcade Pro. Designed to work on both the Super NES and Genesis, the Arcade Pro surpasses all previous STD controllers on the design side, offering a sturdy, durable casing and no see-through plastic, unlike STD's previous controllers. The buttons are in a comfortable Street Fighter layout (three top, three bottom).

You have the option of choosing either a Super NES cable or Genesis cable (both are included) that connects from the back of the joystick into the game deck. Why two cables, and not one cable with a dual end like Naki's Pro Series of joysticks and pads? That setup would mean less clutter around the TV, and if you lost one cord on the STD model, you'd lose one joystick. Who knows what lurks in the minds of STD designers. **G**

Joystick



The Arcade Pro

System: Genesis or SNES

Features: Good-looking but cumbersome, the Arcade Pro tries its hardest to pull away from STD's tradition of funky-looking (but top-selling) peripherals. Nice try.

Price: \$54.99

Available: Now

Contact: Your local toy store

BRUTAL

Paws of Fury



SEGA CD



Available
at your local retailer
or call 1.800.GAMETEK.
Phone 24 hours a day,
7 days a week.
Visa and Mastercard
accepted.



Unleashed!

Primal power. Ancient wisdom. GameTek unleashes tournament beasts of the martial arts in cinema-style, full-screen animation. Focus strength. Transcend weakness. Jam with the wild things.

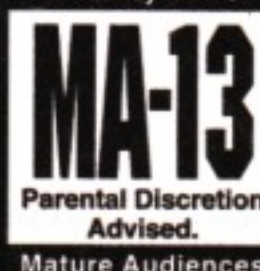
Get your paws on this cool new Sega CD. It's so wild, it's Brutal.



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

GAMETEK

Rated by V.R.C.



BUYERS BEWARE



By The Watch Dog

This dog's life is ruff and getting ruffer, people. This month, we're hearing about a possible problem with the Sega CD version of Mortal Kombat, along with some PAR concerns. Remember to keep those letters coming!



We hope that you can help us. Yesterday we purchased a Genesis Core System and the Mortal Kombat CD. We hooked the GCS to our Sega CD (it's an original Sega CD player) and had a lot of trouble getting Mortal Kombat to run. When we tried to play, one of two things happened: either the Access Light came on and stayed on, or the game froze repeatedly.

We called Acclaim (who said their engineers would get back to us) and then we called Sega. To no one's surprise, there's a recorded message on Sega's line that says that if we were calling about Mortal Kombat, we should call Acclaim.

It isn't fair to make incompatible games when the disc states clearly that the game "is for use with the Sega CD System." I hope that you are able to find out some information on this matter.

Mr. and Mrs. Scott A. Bornholz, Wilmington, NC



Mortality rates rise!



I purchased MK for my Sega CD, but when I start the game, red spots appear on the screen and the game locks up. I spent sixty bucks on this dead game. What should I do?

Michael Kane, Riverside, CA



Ron at Acclaim Consumer Service states:

"Some discs are incompatible with Version 1.1 of the Sega CD, the older Sega CD model that loads from the front. When you turn on the TV, if the words in the upper lefthand corner read 'Ver 1.1,' mail the disc (you keep the documentation and box) to: Acclaim, Attention: Leslie Webber, 71 Audrey Ave., Oyster Bay, NY 11771. We'll replace the disc free of charge with a working one."



I recently picked up your magazine and turned to the Chips and Bits ad in the back [Chips and Bits is a retail game outlet]. I looked under the "SNES Kick and Punch" section, and my heart stopped. It said "Mortal Kombat 2: \$69." Over the next two

weeks, I worked my butt off to earn the money to buy it. When I finally got the money and called them, they said that "MK 2 would not be available until September, but you can pre-order it." The ad doesn't say a thing about preordering. What's the deal?

Tom Reimann, Silver Springs, MD



Quibbles and Bits.



The Watch Dog states:

If you look carefully at the top of the ad, a small disclaimer says "Shipping times may vary. Price/availability may change." Well, the availability of MK 2 changed.



I bought an Action Replay cartridge about two years ago [the Action Replay was the precursor to the Pro Action Replay]. Recently in your awesome mag's "ProNews" section, it said that Coast to Coast Technologies, the distributors, went out

of business. Now that Tommo Inc. is distributing the Pro Action Replay, will they have codes for my older version?

Robert Osborne, Flatwoods, KY



Replay it again, Sam.

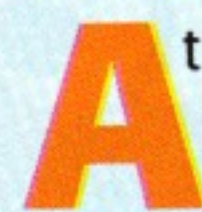


Thomas Hoang of Tommo Inc. states:

"There is no subscriber service available from Tommo Inc. for Action Replay or Pro Action Replay codes. The better video game magazines, like *GamePro*, are the best source for codes."

The Watch Dog adds:

You can also try directly contacting the manufacturer, Datel Electronics in England. Its address is: Datel Electronics, Limited, Govan Road, Fenton Industrial Estate, Fenton, Stoke-on-Trent, ST4 2RS, England.



At *GamePro*, listening is what we do best. When you have a problem with a product or feel you've been ripped off, we want to know. If you've got a complaint about a product, write to:

GamePro's Buyers Beware

P.O. Box 5828

San Mateo, CA 94402

S.W.A.T.P.R.O

**From the *PASSWORD*
to the *LAST WORD!***

Get **SWATPRO**, the magazine dedicated to strategies, tips, tactics, and passwords, delivered to your door and pay half the cover price. A winning strategy!

Don't miss a single issue!



**1/2
PRICE
OFFER**



SWATPRO *Half-price Coupon*



Enter my one-year subscription to **SWATPRO** for the unbeatable low price of just \$14.97 – a savings of 50% off the cover price. That's just like getting two issues for the price of one!

Name _____

Address _____

City/State/Zip _____

Bill Me

Payment Enclosed

Send to: SWATPRO, P.O. Box 50309, Boulder, CO 80322-0309

Magazine delivered bimonthly. Send foreign and Canadian orders prepaid, in U.S. funds, with \$10/year additional postage. Annual newsstand rate: \$29.70. Please allow 6-8 weeks for delivery of your first issue.

549G3

OVERSEAS PROSPECTS

An International View on Video Games



By Game Over Man

Nintendo of Japan beat Nintendo of America off the starting line again, this time with Wildtrax, its SFX racing game. As with Super Metroid, 'Trax was out in Japan a full month before its American counterpart, Stunt Race FX, hit the road.

SFX Appeal

Wildtrax is sort of Putt-Putt meets Super Mario Kart meets Virtua Racing. It may sound like a strange way to showcase the vaunted SFX graphics chip, which shot Star Fox into the stratosphere last year, but 'Trax has style.

Wildtrax's visuals definitely have kid appeal. Eyeballs for



Speed Trax are beat-the-pack races for first place.



Reach for the Stars on Stunt Trax.

headlights adorn the four car stars, giving them a cutesy look. However, the SFX silicon muscle gives the polygons pizzazz, and the animation whips you around the course. You can zoom forward, drive backward, or wheel 360 degrees around track surfaces.

You can race around 16 tracks, organized in three categories. On Speed Trax, you put the pedal to the metal in typical beat-the-pack auto racing. Stunt Trax feature Baja-style bumper banging up steep, hilly inclines and across jump ramps to collect rotating Stars strewn about the landscape. Battle Trax set up split-screen bumper-car-style road racing against a pal.

WILD TRAX

Cute Cars!



The 4WD is tough and accelerates quickly.



The Coupé has medium speed and a medium-tough body.



The F-Type is a challenge: slow acceleration but the fastest top-end speed.

Looks like Virtua Racing Lite!



Wildtrax offers three views that you can switch on the fly...er, drive, à la Virtua Racing!

PRO TIP: If you use a Super Famicom converter and you own a first-generation SNES, you may encounter glitches with Wildtrax. Get Stunt Race FX instead.



Cruisin' for a bruisin' on eight brutal Battle Trax.



Car parts are plentiful when you miss a curve.

Speed Trax consist of eight tracks, divided into four Novice and four Expert skill-level races. Wild Trax and Stunt Trax each have four tracks.

Mild 'Trax

If you're too young to drive, you still might be too old to make 'Trax. However, fast action and SFX graphics make Wildtrax a decent way to cruise until Star Fox II arrives. **G**

Super Famicom
By Nintendo

CHIPS & BITS BUY 3 GET 1 FREE*

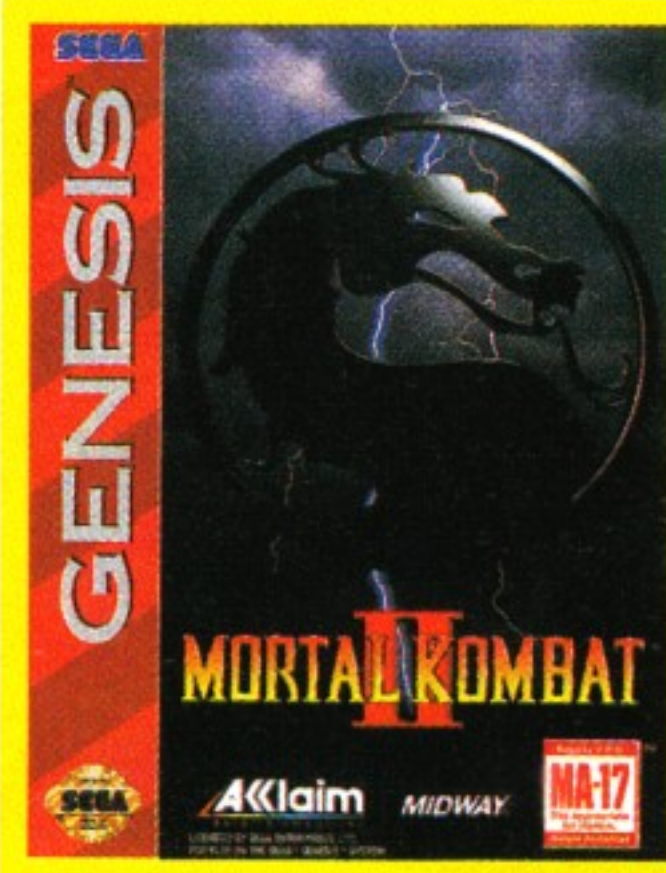
OVERNIGHT SHIPPING in US \$4 per order. Mail to Canada, PR, HI, AK, APO, FPO \$4 per order. Worldwide airmail \$6 per item. Handling \$2 per shipment.

PO BOX 234 DEPT 10107 ROCHESTER, VT 05767
Call 802-767-3033 Fax 802-767-3382 Source 10107

Visa, MC and Discover Accepted. Checks Held 4 Weeks. Money Orders same as cash. COD \$8. Defectives replaced with same product. Most items shipped same day. Shipping times may vary. Price/availability may change. All sales final. Call for details.

GEN HARDWARE	
4 Way Play Adaptor	\$29
6 Button Arcd Pw Stk	\$39
6 Button Control Pad	\$19
F-16 Wirelss Cntrl Pd	\$39
Gen Menacer Term 2	\$46
Genesis Activator	\$69
GEN CD 2 Sport Pk	\$229
GEN CD Bkup Cart	\$44
GEN CD Sys 2 CD	\$229
Genesis CDX Sys	\$399
Genesis Menacer	\$36
GEN RF Antna Swtch	\$9
Genesis Sys 2 core	\$99
GEN Sys Sonic 2	\$129
GEN Team Player 2	\$36
Mega Mouse	\$32
Power Plug	\$34
Remote Arcade Pad	\$19
Remote Arcade Sys	\$36
SG Program Pad 2	\$32

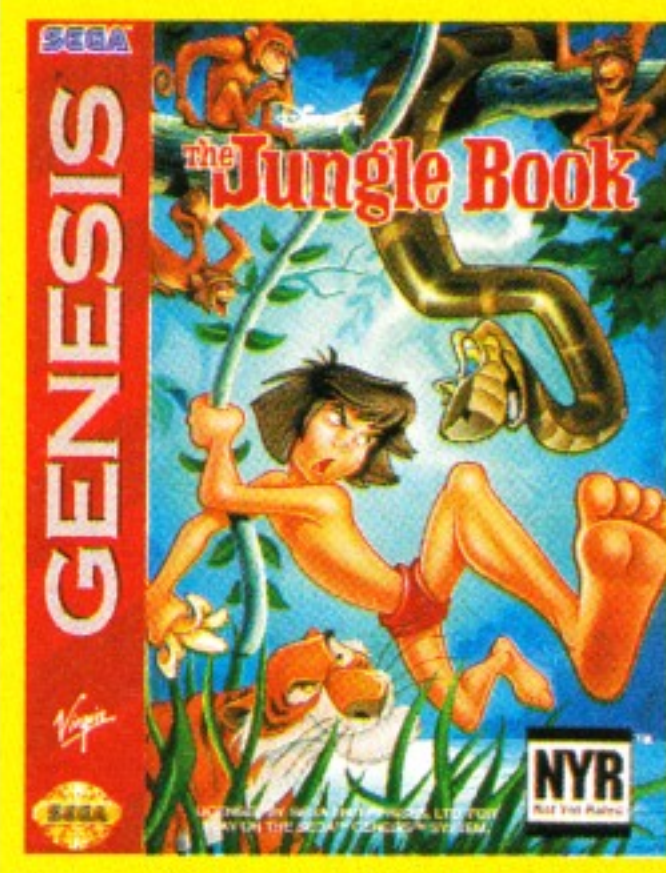
GEN ROLE PLAYING	
Battletech	\$54
Dark Wizrld CD	\$43
Eye of Beholder CD	\$46
Land Stalker	\$56
Lord of the Rings	\$59
Lufia	\$54
Lunar 2 CD	\$52
Might & Magic 3	\$59
Phantasy Star 4	\$79
Pirates! Gold	\$46
Popful Mail CD	\$49
Romance 3 Kgdm 2	\$56
Shadow Run MA-13	\$49
Shining Force 2	\$64
Star Quest	\$49
Traysia	\$39
Unchrtd Wtrs Nw Hrz	\$59
Vay CD	\$49



'MORTAL KOMBAT 2' is more than a sequel ... its an amazing re-creation of the original! Fight your way past 7 new characters with improved graphics and sound effects. Offers 40 new special moves, 12 new finishing moves, more challenging game play, twelve "Babalities" and 2 new hidden characters. **\$66**

GEN ADVENTURE	
3 Ninjas Kick Bk CD	\$56
Adv Batmn/Robin CD	\$46
Aero the Acrobat 2	\$52
Akira	\$52
Baby Boom CD	\$52
Batman & Robin	\$52
Berenstn Brs Camp	\$44
Boogerman	\$49
Bubsy 2	\$52
Castle Wolfenstn 3D	\$54
Chuck Rock 2 CD GA	\$44
Death of Superman	\$52
Demolition Man CD	\$54
Dolphin	\$45
Dracula CD	\$49
Dragons Lair 2 CD	\$52
EarthWorm Jim	\$58
Ecco Dolphin CD	\$52
Fahrenheit CD	\$52
Flashback CD	\$52
Frankenstein	\$52
Grt Crs Myst wMky	\$54
Hurricanes	\$52
Iron Helix CD	\$52
Izzy's Olympic Quest	\$52
Jurassic Park Rpg Ed	\$54
Lion King	\$59
Mega Man: Wily Wr	\$56
Michael Jrdn: Chaos	\$49
Mickey Mania	\$56
Misadvent of Flink	\$52
Myst CD	\$46
No Escape CD	\$56
Pagemaster	\$54
Pitfall	\$54
Power Rangers	\$52
Robocop Vs Termntr	\$56
Scooby Doo	\$52
Shadow of Attns CD	\$52
Skuljaggers Revenge	\$52
Sonic Hedgehog 4	\$59
Sparkster	\$44
Spidrmn:Max Crng	\$54
Star Trk Nxt Gen GA	\$49
StarGate	\$58
Switch CD	\$49
Sylvestr & Twty GA	\$54
Tarzan	\$52
The Mask	\$52
The Punisher	\$54
The Shadow	\$56
The Tick	\$54
Time Cop CD	\$46
Tom & Jerry	\$52
True Lies	\$56
X MEN	\$44
Zero Kamikz Squirrel	\$52

GENESIS SHOOTERS	
Contra Hard Corps	\$52
Crime Patrol CD	\$49
Drug Wars CD	\$49
Exo Squad	\$52
Fire Team Rogue	\$59
Gauntlet 4	\$42
Iron Hammr Virt Rlty	\$54
Lethal Enforcr 2 CD	\$44
Lethal Enfrnc wgn CD	\$56
Microcosm CD	\$49
NovaStorm CD	\$56
Rapid Deploymnt CD	\$44
Skeleton Krew	\$49
Subterranea GA	\$49
Surgical Strike CD	\$52
Urban Strike	\$52
Zero Tolerance	\$56



'JUNGLE BOOK' combines all the appeal of Disney's heartwarming movie with all the video game action of Mowgli's adventures. Packed with rowdy characters, the game takes you through 10 rollicking levels of the wildest, weirdest game play imaginable. Offers super smooth, movie-like animation and all the unforgettable Jungle Book characters. **GA \$56**

GEN SIMULATIONS	
688 Attack Sub	\$56
Choplifter 3	\$52
Daytona USA	\$79
ESPN SpeedWorld	\$56
F117 Night Storm GA	\$34
Flying Nightmrs CD	\$44
Grnd Zero Texas CD	\$54
Jungle Strike	\$49
Lotus Turbo Chall 2	\$39
Midnight Raiders CD	\$52
Nigel Mnsll Indy Car	\$56
Outlaw Racg Virt Rlty	\$54
Outrunners GA	\$56
Pacific Theater Ops	\$59
Pwr Mdl:Bkrd Rc CD	\$44
Pwr Mdl:Spc Rcr CD	\$44
Rock & Roll Racing	\$49
SeaQuest DSV	\$56
Skitchin' MA-13	\$42
Super Bike Challenge	\$49
Super Off Road:Baja	\$52
Top Gear 2	\$52
Virtua Racing GA	\$76
Wing Commander 2	\$56

GENESIS SPORTS	
ATP Tennis GA	\$52
Bass Masters Clssic	\$56
Bill Walsh Coll FB 95	\$54
Brett Hull Hockey 95	\$58
Champ Scrcr CD GA	\$52
College Fball 94 GA	\$52
Double Dribble	\$52
ESPN Hockey CD	\$56
ESPN NBA Hgtn CD	\$56
Golf Mag 36 Hls CD	\$52
Hardball 94 GA	\$56
Jammit!	\$56
Kick Off 3	\$52
Links Pro Golf CD	\$56
MLBPA Grnd Bsbll	\$54
Marco's Mgc Scr GA	\$49
NBA BB NBA Act GA	\$49
NBA Showdown GA	\$52
NFL Sprtlk FB 95 GA	\$54
NHL All Star Hky CD	\$54
NHL Hockey 94 CD	\$49
Payne Stewart Golf	\$54
Pete Sampras Tennis	\$52
RBI 94 GA	\$52
Slam Masters	\$56
TNN Bass Tournamnt	\$49
Tecmo Spr NBA GA	\$52
Tiny Toon Adv:ACME	\$44
Tony L Ultm Bsbll 95	\$54
Unnecessary Roughns	\$56
Vitale Basketball	\$52
WCW Super Brawl	\$49
WWF:Raw	\$54
World Cp Glf Drd CD	\$49
Wrld Srs Bsbll GA	\$49



'WORLD HEROES 2' This super hot sequel raises the energy level to nuclear heights while introducing a cool new move - MORPHING. Play one of 16 characters and zoom through the action at one of 3 speed settings. **\$59**

GEN KICK & PUNCH	
Art of Fighting MA-13	\$52
Beast Wrestlers	\$46
Brutal	\$52
Clayfighter	\$52
Double Dragon 5	\$52
Eternal Chps MA-13	\$44
Fatal Fury 2 GA	\$56
Juggerrts:Nw Breed	\$56
Justice League	\$56
King of Monsters 2	\$54
Kung Fu:Legend Cnt	\$56
Matrix Prime	\$56
Power Instinct	\$52
Prime CD	\$56
Samurai Shwdn CD	\$48
Street Fitr 2 Chp Ed	\$49
Streets of Rage 3	\$59
Super Street Fightr 2	\$66
TMNT:Tourmnt Fight	\$52
Virtua Fighters	\$79
World Heroes 2	\$56

GENESIS SPORTS	
ATP Tennis GA	\$52
Bass Masters Clssic	\$56
Bill Walsh Coll FB 95	\$54
Brett Hull Hockey 95	\$58
Champ Scrcr CD GA	\$52
College Fball 94 GA	\$52
Double Dribble	\$52
ESPN Hockey CD	\$56
ESPN NBA Hgtn CD	\$56
Golf Mag 36 Hls CD	\$52
Hardball 94 GA	\$56
Jammit!	\$56
Kick Off 3	\$52
Links Pro Golf CD	\$56
MLBPA Grnd Bsbll	\$54
Marco's Mgc Scr GA	\$49
NBA BB NBA Act GA	\$49
NBA Showdown GA	\$52
NFL Sprtlk FB 95 GA	\$54
NHL All Star Hky CD	\$54
NHL Hockey 94 CD	\$49
Payne Stewart Golf	\$54
Pete Sampras Tennis	\$52
RBI 94 GA	\$52
Slam Masters	\$56
TNN Bass Tournamnt	\$49
Tecmo Spr NBA GA	\$52
Tiny Toon Adv:ACME	\$44
Tony L Ultm Bsbll 95	\$54
Unnecessary Roughns	\$56
Vitale Basketball	\$52
WCW Super Brawl	\$49
WWF:Raw	\$54
World Cp Glf Drd CD	\$49
Wrld Srs Bsbll GA	\$49



'BRAIN LORD' is truly an adventure into the future. Taking place on another planet, Brain Lord pits the player against many challenging puzzles. Designed by the creators of The 7th Saga, Brain Lord combines incredible graphics and music! **\$59**

GENESIS STRATEGY	
Aero Biz Supersonic	\$59
Animaniacs	\$49
BrainDead 13 CD	\$49
BreakThru	\$46
Clue CD	\$54
Columns 3 GA	\$46
Dragons Fury 2	\$46
Dune CD GA	\$49
Family Feud	\$49
Generations Lost	\$49
Genghis Khan 2	\$56
Jeopardy 2 (Deluxe)	\$49
Jeopardy Sports Ed	\$49
Lemmings 2: Tribes	\$52
Liberty or Death GA	\$59
Nobng's A. Lrd Dkns	\$56
Operation Europe	\$62
Panic! CD	\$44
Pinball Dreams	\$52
Risk	\$54
Romance 3 Kgdm 3	\$59
SimCity 2000 CD	\$52
Star Wars Chess CD	\$46
Thrd Wld Wr CD	\$44
Trivial Pursuit CD	\$54
Warrior Rome 3 CD	\$54
Wheel of Frtn 2 Dix	\$49
Wirehead CD	\$52

SNES SHOOTERS	
Exo Squad	\$52
Fire Striker	\$52
Fire Team Rogue	\$59
Galactic Defenders	\$56
Lethal En wgn MA-17	\$64
Metal Morph	\$56
Soldier of Fortune	\$56
Super Metroid	\$56
Super R-Type 3	\$54
Super Sonic Bltmn 2	\$54
Super Turrican 2	\$52
Tin Star	\$54
View Point	\$54
Vortex	\$56
Wild Guns	\$54

SNES STRATEGY	
ACME Animtn Fctory	\$54
Animaniacs	\$54
BreakThru	\$46
Genghis Khan 2	\$56
Jeopardy 2 (Deluxe)	\$52
Metal Marines	\$59
Mighty Max	\$54
Operation Europe	\$62
Pachi Slot	\$52
Shanghai 2	\$44
SimCity 2000	\$56
Wario's Woods	\$54

SNES KICK & PUNCH	
Art of Fighting	\$59
Brawl Brothers	\$49
Clayfighter 2	\$59
Double Dragon 5	\$56
Dragon	\$56
Fatal Fury 2	\$59
Fighters History	\$58
King of Monsters 2	\$54
Mortal Kombat 2	\$69
Peace Keepers	\$54
Power Instinct	\$54
Ranma 1/2:Hard Batt	\$54
Samurai Showdown	\$59
Shien's Revenge	\$56
Super Street Fightr 2	\$66
Survival Arts	\$54
TMNT:Tourmnt Fightr	\$56
Ultimate Fighter	\$54
WCW Super Brawl	\$52

SNES HARDWARE	
Championship Joystick	\$56
Power Plug	\$34
Pro Action Replay	\$79
Super Link 5 Plyr Lk	\$29
Super Multitap	\$32
Super Nintendo Sys	\$139
Super Scope	\$54
Wireless Control Pad	\$42

SEGA MARS 32X	
Genesis 32X Systm	\$149
College Football	\$56
Doom	\$59
Fahrenheit CD	\$56
Golf Mag's 36 Grt Hls	\$56
Midnight Raiders CD	\$56
Star Wars Arcade	\$59
Super AfterBurner	\$56
Super Motorcross	\$59
Surgical Strike CD	\$56
Tomcat Alley CD	\$58
Virtua Racing Deluxe	\$59

SNES ADVENTURE	
3 Ninjas Kick Back	\$56
Aero the Acrobat 2	\$56
Akira	\$52
Arcus Odyssey	\$54
Batman:Antd Series	\$59
Beavis & Butt-Head	\$54
Biker Mice from Mars	\$52
BlackThorne	\$52
Bonkers	\$58
Captain Commando	\$58
Crazy Chase	\$52
Daze Before Xmas	\$56
Death of Superman	\$59
Demon's Crest	\$59
Donkey Kong Cntry	\$56
EarthWorm Jim	\$58
Flashback	\$54
Frankenstein	\$52
Generation 2	\$54
Ghoul Patrol	\$52
Grt Crs Myst wMky	\$59
Haunted Holiday	\$58
Ignition Factor	\$54
Indiana Jns Grt Adv	\$59
Itchy & Scratchy	\$52
Jelly Boy	\$54
Jurassic Park 2	\$56
Jungle Book	\$56
Knights of Rnd Table	\$56
Lester the Unlikely	\$49
Lion King	\$59
Mega Man X 2	\$59
Michael Jrdn:Chaos	\$54
Mickey Mania	\$56
No Escape	\$56
Pagemaster	\$56
Porky Pig	\$54
Ren & Stimpy 2	\$52
Robo Trek	\$58
Scooby Doo	\$54
SeaQuest DSV	\$56
Skuljaggers Revenge	\$59
Sky Blazer	\$52
Sparkster	\$52
Spidrmn Max Carng	\$62
Star Trek Next Gen	\$59
StarGate	\$62
Stone Protectors	\$56
Super Advent Isle 2	\$58
Super Return of Jedi	\$62
Sylvestr & Tweety	\$58
The Mask	\$54
The Tick	\$56
The Shadow	\$56
Time Cop	\$56
Tom & Jerry:Chase	\$56
True Lies	\$59
Untouchables	\$52
Virtual Bart	\$57
We're Back	\$42
X MEN	\$59
Yogi Bear	\$52

SNES ROLE PLAYING	
Breath of Fire	\$59
Dragon Warrior 5	\$62
DragonView	\$59
Eye of Beholder 2	\$69
Final Fantasy 3	\$66
First Queen	\$56
Golden Empire	\$59
Illusion of Gaia	\$59
Inindo	\$56
King Arthur/Knit Just	\$59
Lufia 2	\$56
Might & Magic 3	\$59
Obitus	\$58
Runes of Virtue	\$59
Shadow Run	\$56
Ultima 7:Black Gate	\$64
Unchrtd Wtr Nw Hrz	\$59
Wizardry 5	\$59

3DO	
11th Hour	\$59
Clayfighter 2	\$46
Doom	\$52
Incredible Machine	\$52
Jurassic Park	\$52
Real Pinball	\$52
Samurai Showdown	\$52
Star Trek Next Gen	\$54

SNES SPORTS	
Bass Masters Classic	\$54
Brett Hull Hockey 95	\$59
Diamond Challenge	\$52
ESPN Hockey	\$56
Elite Soccer	\$52
FIFA Internatnl Scrcr	\$52
Hammer Lock Wrstlg	\$54
Hoop It Up!	\$58
Ken Griffey Baseball	\$49
MLBPA Grnd Bsbll	\$62
Mega Man Soccer	\$56
Power Pro Baseball	\$52
Pro Sport Hockey	\$54
Slam Masters	\$59
Soccer Shootout	\$56
Sterg End 2 End FB	\$62
Super Bases Load 3	\$62
Super Punch Out	\$49
Super Scrcr Champ 2	\$52
TNN Bass Tourmnt	\$52
Tecmo Hockey	\$56
Tiger Mask Wrestling	\$56
Tiny Toon Adv:Wild	\$52
WWF:Raw	\$62
Winter Extreme	\$54

SNES STRATEGY	
ACME Animtn Fctory	\$54
Animaniacs	\$54
BreakThru	\$46
Genghis Khan 2	\$56
Jeopardy 2 (Deluxe)	\$52
Metal Marines	\$59
Mighty Max	\$54
Operation Europe	\$62
Pachi Slot	\$52
Shanghai 2	\$44
SimCity 2000	\$56
Wario's Woods	\$54

JAGUAR	
Jaguar System	\$249
Barkley Bsktbl CD	\$52
Cannon Fodder	\$54
Doom	\$58
Flashback	\$54
Theme Park	\$54

SNES SIMULATIONS	
8 Hours	\$52
Carrier Aces	\$52
ESPN SpeedWorld	\$56
Full Throttle Racing	\$52
Michael A. Indy Car	\$59
Spectre VR	\$52
Star Fox	\$46
Street Racer	\$56
Super F1 2	\$58
Top Gear 3000	\$56
UniRacers	\$54
Valkyrie	\$



Super SF II Turbo Goes 3DO

In a decision that should tickle 3DO owners, **Capcom** has announced plans to release **Super Street Fighter II Turbo** for the 3DO system this November. According to Bob Faber, senior VP of sales and marketing at 3DO, "Capcom is not just moving its hottest arcade game to the 3DO platform, it's redesigning Street Fighter to take advantage of 3DO's rich interactive technology." The game will be distributed under the Panasonic label.

Not to be overshadowed by the Capcom announcement, 3DO also announced that other big names have signed on to create products for its hardware, including Konami (Policenauts), Jaleco (Suchi Pai mah-jongg), Koei (Nobunaga's Ambition, Winning Post, and Sangokushi),

Tomy (Yu Yu Hakusyo, an action game), and Bandai (Solar Moons). Release dates on the games span from fall '94 to spring 1995.

3DO owners can now beat a path of destruction through Super Street Fighter II Turbo.



Sega Rockets into PC Market

Sega announced the creation of its affiliate-label program, which will help smaller companies with product distribution. **Rocket Science** will be the first company to hammer out an

agreement with Sega. The deal naturally includes Rocket Science's Sega CD and 32X products, but it also brings Sega into the PC CD-ROM market. Rocket Science's first products under this arrangement will be **Loadstar: The Legend of Tully Bodine** and **Cadillacs and Dinosaurs: The Second Cataclysm**, both due out this fall for the Sega CD and PC CD-ROM. (See "Rocket Science Blasts Off" on page 48 for more on these games.)



Rocket Science games like Loadstar will be distributed with help from Sega.

Scottie Signs for Slam City

Joining an ever-growing list of hoops stars that includes Shaquille O'Neal, David Robinson, and Charles Barkley, **Scottie Pippen** has signed up for his own video game. The Chicago Bulls star will appear in **Slam City with Scottie Pippen**, due to arrive on the Sega CD in November.

Digital Pictures, the company behind the acclaimed Prize Fighter for the Sega CD, is using live-action footage of Pippen for the one-on-one game play. "Players will be right there with a real NBA All-Star, not just a cartoon character," claims Tom Zito, Digital Pictures president. Playing on graffiti-marred urban courts, gamers will take on a series of trash-talking street



Scottie Pippen confers with director Ron Stein.

toughs in hopes of earning a match against Pippen. Ron Stein, who directed the actors in Prize Fighter, will call the shots.

Jaguar to Roar On PC

Atari and **Sigma Designs** are teaming up to create a PC board that will play **Jaguar CDs** on a computer. Both companies bring their respective technologies to the deal: Atari has the 64-bit Jaguar architecture and 3D animation that's attractive to programmers and developers, while Sigma's Reel-Magic MPEG full-motion video technology (launched for computer owners in October 1993) helps display the results. No price has been set yet for the board, which is scheduled for release by the end of 1994.

32X Licensees Line Up

Sega released a list of **32X** licensees following its "Sega Summit" retailer and licensee meeting in Orlando, Florida. More than two dozen companies signed up to create 32X games: Absolute Entertainment, Accolade, Activision, American Softworks, American Technos,

Atlus, Capcom, Capitol Multimedia, Core Design, Crystal Dynamics, Domark, GameTek, Hi-Tech Entertainment, Interplay, JVC, Konami America, Playmates Interactive, Rocket Science Games, Software Toolworks, Sony Imagesoft, Sunsoft, Takara USA, Time Warner Interactive, Twentieth Century Fox Interactive, Vic Tokai, and Virgin Interactive.

Acclaim Comix "Ultra" Hot

Acclaim has agreed to buy **Voyager Communications**, the third-largest comic-book publisher in the U.S. with publications like the Valiant Comics line. As a result of that deal, Acclaim has jumped into the **Nintendo Ultra 64** fray. Its first product, **Turok: Dinosaur Hunter**, is based on an Indian character that first appeared in Dell Comics in the mid-'50s and more recently in Valiant Comics. According to Howard Lincoln, Nintendo's chairman, "We decided to give our number-one third-party publisher immediate access to 64-bit development information, so that Acclaim can get started with its new game right away."

More Trek for Spectrum HoloByte

Spectrum HoloByte has an agreement for *Star Trek: The Next Generation* products that lasts until 1998, though the series recently ended its television run. The good news is that SH will stay deep in *Star Trek* products with multiplatform rights for *Star Trek Generations*, the Paramount movie that will hit theaters on November 18.



Star Trek fans will be able to steer the Enterprise through many more video game adventures.

Generations stars the cast of *The Next Generation* TV show. Although no product releases have been announced, SH says the agreement gives it the rights for "16-bit video game platforms, 32- and 64-bit game consoles, 3DO" and PC products.

Sega Video Will Be Duck-y

The Duck Corporation was started in 1992 to develop TV-quality video playback for computers and game systems, and **Sega** has licensed that technology for its **32X** and other future platforms. One of the benefits of Duck's **TrueMotion** video-compression technology is that



Sega's groundbreaking full-motion-video games on Sega CD should improve with the 32X and Saturn platforms.

it doesn't require a separate decoder as MPEG does, which keeps costs down. Sega has also licensed Duck's Comprehending interactive technology, which changes the corresponding video image based on the control-pad movements of the gamer. Joe Miller, Sega's senior VP of product development, noted that these processes should "set the new standard for realism and playability."

Thunder from TV to CD

Philips and **Disney-MGM Studios** have worked together to bring *Thunder in Paradise*, the syndicated TV show, to the **Philips CD-i**. The show stars former pro wrestler Hulk Hogan, model Carol Alt, and Chris Lemmon. The game footage will be shot while footage for a special two-hour episode (expected to air in October) is being filmed. The game will follow around November or December. The CD-i version will be different from the *Thunder in Paradise* cart by Software Toolworks.

Virgin Becomes a Real Blockbuster

Shortly after picking up nearly 20 percent of **Virgin Interactive Entertainment** ("ProNews," *GamePro*, April 1994), **Blockbuster Entertainment** followed up by snatching an additional 55 percent of the company. That leaves 10 percent in the hands of Virgin's current holders, though under the agreement, that too can be acquired by Blockbuster. **Hasbro** owns 16.2 percent of Virgin.

In a separate agreement that makes the situation cloudier, **Spelling Entertainment Group** (best known for TV's *Beverly Hills 90210*) signed a let-

ter of intent that will give it Blockbuster's interest in Virgin Interactive in return for \$165 million of Spelling stock. This exchange would increase Blockbuster's ownership in Spelling to about 77 percent.

From Chaos Comes A Blizzard

Chaos Studios – the developers of such popular games as *Rock 'N' Roll Racing*, *Blackthorne*, *The Lost Vikings* (all for Interplay), and *The Death and Return of Superman* (Sunsoft) – has been purchased by **Davidson & Associates, Inc.**, and is now called **Blizzard Entertainment**. Davidson is best



Games like Rock 'N' Roll Racing were created by Chaos Studios, which has now become Blizzard Entertainment.

known as a producer of multimedia educational software. Although few details are currently known, Blizzard will move from being a third-party developer to an independent publisher of entertainment software. To date, the company has produced more than 30 entertainment titles, and its first products are scheduled to be released at the end of the year.

Acclaim and Digital Pictures Agree

Acclaim has agreed to purchase a portion of **Digital Pictures**, maker of such games as *Night Trap* and *Ground Zero, Texas*. The agreement also puts Acclaim's worldwide distribution network (Acclaim Distribution, Inc.) to work for future Digital Pictures games.

Upcoming games that will benefit from the agreement include **Kids on Site**, **Supreme Warrior**, and **Slam City with Scottie Pippen**.



Prize Fighter and Sewer Shark join the Simpsons and Spider-Man at Acclaim.

Sega Turns Over a Newleaf

Next time you rent a game from your local **Blockbuster Video** store, you might get a different kind of cartridge. **Sega**, in partnership with **Newleaf Entertainment**, is experimenting with a new delivery method that will permit selected Blockbuster stores to copy games onto special blank cartridges. Although they look like normal game cartridges, they can be reprogrammed on demand, enabling the store to build its own custom library of games.

Contest Winners

Last spring's Asciiware Ultimate Fighting System Giveaway brought in more than 30,000 entries. Here are the winners:

Grand Prize

(Winners receive their choice of a Genesis or SNES game system, plus Ascii Fighter Sticks, any three fighting games, and a *Street Fighter II Strategy Guide*.)

Pete Moore, South Bridge, MA; Lukasz Urbanski, New Orleans, LA.

First Prize

(Winners receive Ascii Fighter Sticks and a *Street Fighter II Strategy Guide*.)

William Branham, Prestonburg, KY; Tory Criss, Jacksonville, IL; Stephen Depetro, Lincoln, DE; Steven Fanelli, Clementon, NJ; Adam Jordan, Pleasant Hill, CA; Jerry McDaniel, Belleville, MI; Brett Siesener, Creve Coeur, MO; James G. Stemen, Wrightwood, CA; Joseph Surman Jr., South Amboy, NJ; Ryan Williamson, Patchogue, NY.

Second Prize

(Winners receive AsciiPads and a *GamePro* T-shirt.)

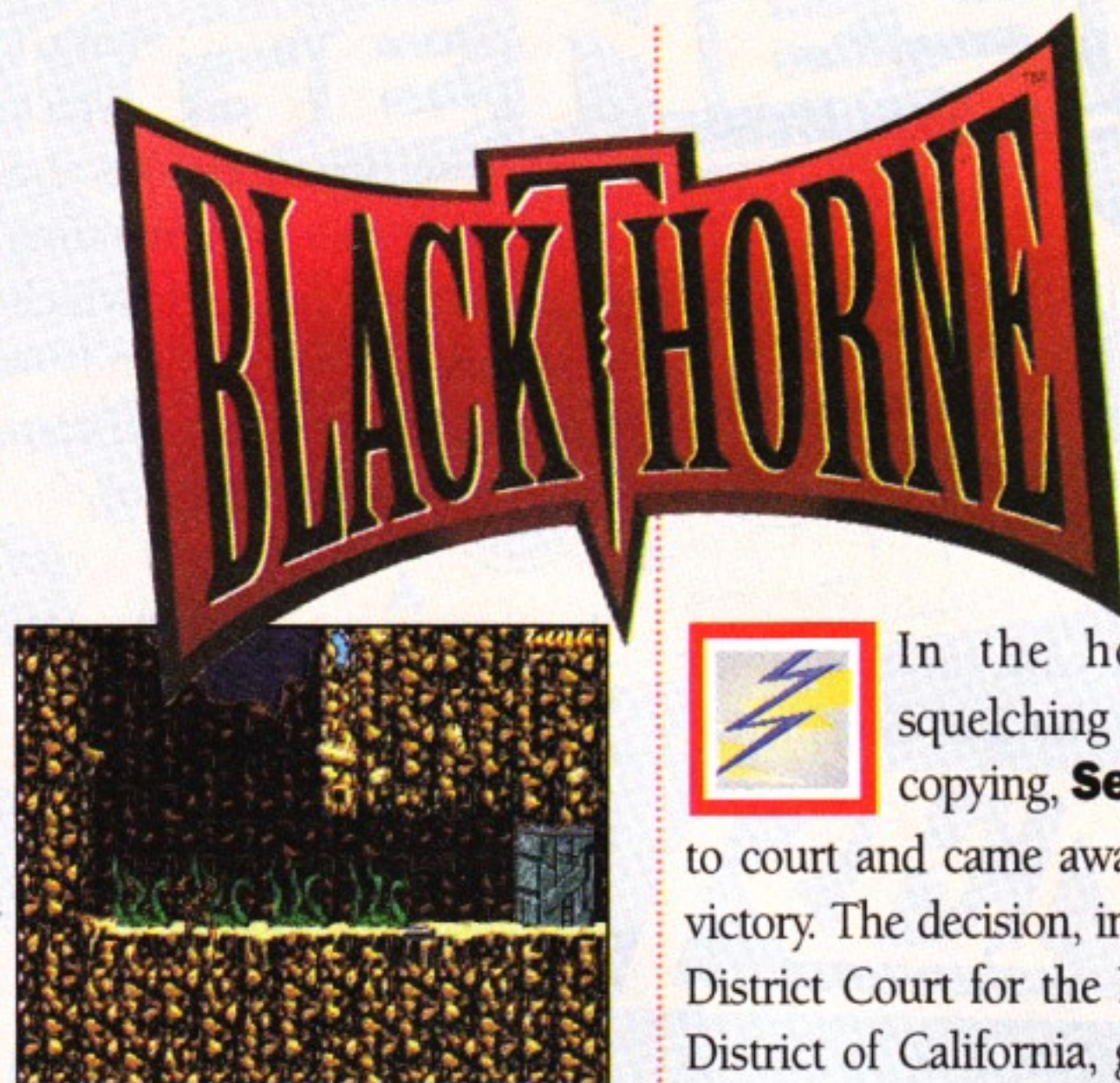
Joshua Burch, Fairbanks, AK; Jared Cole, Congers, NY; Lorenzo Cramer, San Bernadino, CA; Matthew Davis, New Kensington, PA; Eric Ferretti, Baltimore, MD; DeWayne Gray, Jr., Camarillo, CA; Jerius Hess, Louisville, KY; Christopher M. Juarez, San Antonio, TX; Chris Kerwin, Palm Harbor, FL; Brian Kim, Toronto, Ontario, Canada; Jeff Kolopziejczak, Chicago, IL; Michael Lankan, Strathclyde,

Scotland; Evan Lee, Vista, CA; Justin McCormick, Midland, MI; Joe Menio, Caldwell, NJ; Alan D. Parsons, Rockville, MD; Eric D. Portor, Brookeville, MD; Victor Reyes, Mesquite, NM; Jameson Rigoli, Bolton, MA; Bobby Rodriguez, Azusa, CA; Ryan Seymour, Ashebora, NC; Bradley Worrell Smith, Franklin, IN; Michael St. Pierre, Lockport, LA; Bill Walder, Sacramento, CA; Hayden Vincent Ward, Auburn, AL.

At the Deadline



Best known for his work on the original X-Men comics, **Jim Lee** was signed by **Interplay** to create the cover art for its upcoming cart, **Blackthorne** for the SNES and Genesis. Lee's "X-Men #1" has sold more than 8 million copies, making it the best-selling comic in history.



Jim Lee's art will capture the dark mood of Interplay's Blackthorne (SNES version shown).



Sega's President and CEO Tom Kalinske was awarded the "Good Scout of the Year" award by the Boy Scouts of America, Greater New York Councils.



In the hopes of squelching cartridge copying, **Sega** went to court and came away with a victory. The decision, in the U.S. District Court for the Northern District of California, grants an injunction against distributing Sega's copyrighted games on bulletin-board systems (BBS). The specific case involves the MAPHIA BBS, which allegedly asked users to upload and download copied games through the BBS. The BBS's owners were reportedly also selling cartridge-copying hardware.

BLOCKBUSTER VIDEO

September

Hot Sheet!

Nintendo

1. Jungle Book
2. TMNT: Tournament Fighters
3. Mega Man 6
4. Kirby's Adventure
5. Tecmo Super Bowl
6. Mario Is Missing!
7. Ren & Stimpy Show: Buckeroo\$
8. Tetris 2
9. Beauty and the Beast
10. Black Bass

Super NES

1. Super Street Fighter II
2. Jungle Book
3. FIFA International Soccer
4. Stunt Race FX
5. Saturday Night Slam Masters
6. NBA Jam
7. Super Metroid
8. Ken Griffey Jr. Presents: MLB
9. Tommy Moe's Winter Extreme Skiing
10. Final Fight Guy

Genesis

1. Super Street Fighter II
2. Jungle Book
3. NBA Jam
4. MLBPA Baseball
5. FIFA International Soccer
6. Virtua Racing
7. World Series Baseball
8. Incredible Hulk
9. ESPN Baseball Tonight
10. Streets of Rage 3

Sega CD

1. Rebel Assault
2. Tomcat Alley
3. Mortal Kombat
4. Rise of the Dragon
5. Ground Zero, Texas
6. Dragon's Lair
7. Jurassic Park
8. Third World War
9. WWF Rage in the Cage
10. Formula 1 World Championship

*Titles listed are coming soon or in BLOCKBUSTER Video stores now.



Post Office Box 702, Essex, MA 01929
FAX (508) 283-9172

OVERNIGHT SHIPPING available!

specials listed in color

TRADE in your UNWANTED games!

Many more titles in stock!

1-508-281-0178

SEGA GENESIS

GENESIS ACCESORIES

- | Price | Title |
|-------|-------------------------|
| \$ 19 | 6 Button Controller |
| \$ 24 | 6 Button w/turbo |
| \$ 48 | 6 Btn Stk w/trbo SN/GEN |
| \$ 19 | AC Adaptor |
| \$ 79 | Activator |
| \$229 | CD Player W/SwrShrk |
| \$ 49 | CDX Adaptor |
| \$395 | CDX Player |
| \$ 99 | Core (Sega) System |
| \$ 20 | Datel Converter |
| \$ 29 | E.A. 4-Way Play |
| \$ 54 | Game Genie |
| \$ 79 | Proaction Replay |
| \$ 12 | RF Switch |
| \$ 34 | STD Program Pad |
| \$ 34 | STD Program Pad II |
| \$124 | System With Sonic II |

GENESIS GAMES

In-stock & Coming soon

- | Price | Title |
|-------|------------------------|
| \$49 | Air Cavalry |
| \$45 | Al Unser Jr. |
| \$55 | Barkley Basketball |
| \$38 | Bart's Nightmare |
| \$54 | Beavis & Butthead |
| \$39 | B. Walsh Coll. Fball |
| \$53 | B. Walsh CFB 95 |
| \$46 | Black Thorne |
| \$38 | Blades of Vengeance |
| \$46 | Boogerman |
| \$54 | Brett Hull Hockey |
| \$48 | Bubba N Stix |
| \$40 | Bubble & Squeak |
| \$43 | Bubsy |
| \$29 | Bulls Vs Lakers NBA |
| \$35 | Castlevania Bloodline |
| \$36 | Dashin' Desperados |
| \$49 | Daze before Xmas |
| \$51 | Double Dragon 5 |
| \$55 | DbI Dribble Playoff ed |
| \$43 | Dracula |

- | | |
|------|-------------------------|
| \$55 | Dragon: Bruce Lee Story |
| \$50 | Dune Battle Arakis |
| \$50 | EA Sports Tennis |
| \$37 | Elemental Master |
| \$55 | E.S.P.N. BB or FB |
| \$29 | F-117 Night Storm |
| \$54 | Fatal Fury II |
| \$45 | FIDO DIDO |
| \$51 | FIFA: Intntl Soccer |
| \$24 | General Chaos |
| \$48 | Generations Lost |
| \$49 | Goofy |
| \$54 | Hardball 94 |
| \$52 | Home Improvements |
| \$50 | Impossible Mission 2025 |
| \$54 | Incredible Hulk |
| \$43 | Itchy & Scratchy |
| \$29 | James Pond 3 |
| \$55 | Jammit' |
| \$49 | Jeopardy Sports |
| \$14 | Jewel Master |
| \$49 | J. Powers Lost Dim |
| \$48 | Joe & Mac |
| \$29 | John Maddon '93 |
| \$53 | John Maddon '94 |
| \$55 | Jungle Book |
| \$39 | Jungle Strike |
| \$46 | Jurassic Park |
| \$49 | Kick Off 3 |
| \$53 | King of Monsters 2 |
| \$53 | LaRussa '95 |
| \$48 | Lawnmower Man |
| \$69 | Lethal Enfrcr w/gun |
| \$57 | Liberty or Death |
| \$55 | Lion King |
| \$44 | Lost Viking |
| \$29 | Lotus II |
| \$48 | Marko Soccerball |
| \$46 | M. Jordan Chaos WC |
| \$57 | Might & Magic III |
| \$53 | MLBPA Baseball |
| \$65 | Mortal Kombat II |
| \$24 | Mutant League F-Ball |
| \$35 | Mutant League Hockey |
| \$53 | NBA Jam |
| \$50 | NBA Showdown '94 |
| \$50 | NFL Team Heroes |
| \$49 | NHL '94 |

- | | |
|------|------------------------|
| \$56 | Outrunners |
| \$50 | Out of this World |
| \$52 | Payne Stewart Golf |
| \$52 | Penn & Teller |
| \$50 | Pete Sampres Tennis |
| \$50 | PGA European Tour III |
| \$49 | Pirate's Gold |
| \$53 | Pirate's Dark Water |
| \$46 | Popeye the Sailor |
| \$48 | Radical Rex |
| \$42 | Rainbow Island |
| \$46 | Risk |
| \$49 | Scooby Doo |
| \$48 | Skeleton Krew |
| \$56 | Sonic III |
| \$43 | Sonic Spinball |
| \$55 | Speed Racer |
| \$40 | Speedway Pro Chlg |
| \$53 | Spiderman Venom |
| \$53 | Star Gate |
| \$52 | Star Quest |
| \$49 | Star Trek Next Gen |
| \$43 | Skitchin' |
| \$29 | St. Fghtr 2 Chmp Ed. |
| \$58 | Streets of Rage III |
| \$44 | Strider Returns |
| \$39 | Subterrania |
| \$24 | Supr Baseball 2020 |
| \$65 | Supr St. Fighter II |
| \$53 | Sylvester & Tweetie |
| \$54 | Tecmo NBA Bsktb |
| \$79 | Virtua Racing |
| \$50 | Virtual Bart |
| \$43 | Virtual Pinball |
| \$79 | Virtual Racing |
| \$53 | Vitalle Basketball |
| \$48 | WCW Superbrawl |
| \$50 | We're Back |
| \$53 | Wily Wars |
| \$53 | World Class Sccr |
| \$54 | World Cup Sccr USA |
| \$49 | World Series Bball |
| \$57 | WWF Raw |
| \$49 | WWF Royal Rumble |
| \$36 | X-Men |
| \$49 | Zero Kamikaze Squirrel |
| \$46 | Zombies ate Nghrs |
| \$48 | Zool |

SUPER NINTENDO ENTERTAINMENT SYSTEM

SUPER N Accessories

- | Price | Title |
|-------|----------------------------|
| 137 | System W/Super Mario |
| \$99 | Control Set |
| \$20 | 6 Button pad w/turbo |
| \$48 | 6 Btn stick w/trbo SN /GEN |
| \$49 | ASCII Fighting Stick |
| \$60 | Capcom Fighting Stick |
| \$34 | STD Program Pad |
| \$30 | 5 Player Multitap |
| \$41 | Wireless Control Pad |
| \$20 | Datel Converter |
| \$54 | Game Genie |
| \$79 | Pro Action Replay |

SUPER NINTENDO

In-Stock & Coming Soon

- | Price | Title |
|-------|-------------------------|
| \$60 | ACME Animation |
| \$52 | Actraiser II |
| \$54 | Adams' Family Values |
| \$51 | Aero Fighters |
| \$49 | Airborne Ranger |
| \$51 | Air Strike Patrol |
| \$50 | American Tail FGW |
| \$53 | Arcus Odyssey |
| \$48 | Asterix (The Gaul) |
| \$55 | Barkley Basketball |
| \$46 | Battle Cars |
| \$56 | Battle Tech |
| \$56 | Beauty & Beast |
| \$49 | Black Thorne |
| \$40 | B. Walsh C. Fball |
| \$55 | Btle Tds/DbI Dragon |
| \$50 | Beastball |
| \$54 | Beavis & Butthead |
| \$56 | Breath of Fire |
| \$55 | Brett Hull Hockey |
| \$51 | Bubsy |
| \$38 | Bulls Vs Blazers |
| \$54 | Cannondale Cup |
| \$56 | Captain Commando |
| \$45 | Championship Pool |
| \$55 | Clayfighter |
| \$49 | Claymates |
| \$32 | Dennis the Menace |
| \$55 | Dragon: Bruce Lee Story |
| \$59 | Empire Strikes Back |
| \$51 | Equinox |
| \$55 | ESPN Baseball Fball |
| \$58 | Eye of Beholder |
| \$58 | F1 Roc II |
| \$58 | Fatal Fury II |
| \$50 | FIFA: Intl. Soccer |
| \$63 | Final Fantasy III |
| \$50 | Firestriker |
| \$49 | Flashback |
| \$49 | Flintstones |
| \$50 | Ghoul Patrol |
| \$59 | Golden Empire |
| \$55 | Hardball III |
| \$57 | Haunted Holiday |
| \$49 | Hyper Volleyball |
| \$54 | Incredible Hulk |
| \$49 | Itchy & Scratchy |
| \$55 | Jammit' |
| \$50 | Jaguar |
| \$52 | Jeopardy Sports |
| \$49 | Jetsons |
| \$54 | Jim Power 3D |
| \$48 | Joe & Mac II |
| \$38 | John Maddon '93 |
| \$52 | John Maddon '94 |
| \$55 | Jurassic Park |

- | | |
|------|-----------------------|
| \$55 | Jungle Book |
| \$51 | Ken Griffey Baseball |
| \$54 | King of Monster II |
| \$43 | Lamborghini AC |
| \$54 | Lemmings II |
| \$69 | Lethal Enfrcr w/gun |
| \$58 | Liberty of Death |
| \$55 | Lion King |
| \$54 | Lord of the Rings |
| \$52 | Lost Mission |
| \$60 | Lufia |
| \$52 | Mario Time Machine |
| \$51 | Meca Robot Golf |
| \$57 | Mickey & Minnie |
| \$57 | Might & Magic III |
| \$50 | M.L.B.P.A. Baseball |
| \$67 | Mortal Kombat II |
| \$62 | NBA Jam Session |
| \$52 | NHL '94 |
| \$49 | Nobunaga's Ambition |
| \$53 | Operation Logic |
| \$45 | Pac Attack |
| \$50 | PGA Tour Golf |
| \$48 | Pinball Dreams |
| \$50 | Pink Panther |
| \$51 | Pirates Dk Water |
| \$60 | Power Rangers |
| \$56 | Rabbit Rampage |
| \$52 | Radio Flyer |
| \$53 | Ranma 1/2 Hard Btl |
| \$51 | Ren & Stimpy |
| \$62 | Return of the Jedi |
| \$50 | Robo Saurus |
| \$50 | Rocko's Mdrn Life |
| \$59 | Royal Rumble II |
| \$45 | R. Bowe Boxing |
| \$57 | Samurai Showdown |
| \$58 | Secret of Mana |
| \$39 | Skulljagger |
| \$54 | Slam Masters |
| \$48 | Snow White |
| \$58 | Soldier of Fortune |
| \$56 | Soulblazer II |
| \$56 | Speed Racer |
| \$50 | Speedy Gonzales |
| \$49 | Spellcraft |
| \$59 | Spiderman Venom |
| \$56 | Sports ill - F&Bball |
| \$59 | Star Trek Next Gen. |
| \$45 | Street Combat |
| \$39 | Street Fighter II |
| \$29 | St. Fighter II Turbo |
| \$29 | Super High Impact |
| \$56 | Super Metroid |
| \$42 | Super Ninja Boy |
| \$65 | Super St. Fghtr II |
| \$52 | Super Trax FX |
| \$50 | Suzuka 8 hours |
| \$45 | T-2 Arcade |
| \$57 | Tecmo Super Bowl |
| \$59 | TMNT Trnmt Fighter |
| \$53 | Turn & Burn |
| \$56 | Ultima: False Prophet |
| \$56 | Ultima: Rules Virtue |
| \$55 | Ultimate Fighter |
| \$56 | Under Cover Cups |
| \$52 | Untouchables |
| \$51 | Utopia |
| \$57 | Virtual Bart |
| \$54 | Warrior of Rome 3 |
| \$52 | Wntr Extreme Ski |
| \$56 | Wizardry 5 |
| \$50 | World Class Scr |
| \$53 | Wolfenstein 3D |
| \$60 | WWF Ryl Rumble |
| \$55 | Young Merlin |
| \$49 | Zombies ate Neighbors |

SEGA WELCOME TO THE NEXT LEVEL

GENESIS CD GAMES

- | | |
|------|---------------------|
| \$45 | Adv. of W. Beamish |
| \$35 | After Burner III |
| \$52 | B. Walsh Col. Fball |
| \$43 | Back Rd Racers |
| \$38 | Batman Returns |
| \$43 | Battle Fantasy |
| \$43 | Battle Tank II |
| \$48 | Brutal |
| \$42 | Chuck Rock II |
| \$50 | Cool Spot |
| \$43 | Dark Wizard |
| \$55 | Demolition Man |
| \$43 | Dolphin |
| \$49 | Double Switch |
| \$50 | Dracula |
| \$43 | Dracula Unleashed |
| \$49 | Dragon's Lair |
| \$49 | Dune |
| \$43 | Dungeon Master |
| \$43 | European Racer |
| \$49 | ESPN Fball & Bball |
| \$43 | Final Fight |
| \$55 | Ground Zero Texas |
| \$43 | Heimdall |
| \$43 | Hi-tech Aircraft |
| \$39 | INXS |
| \$49 | J. Montana NFL |

- | | |
|------|-----------------------|
| \$51 | Journey Ctr Earth |
| \$49 | Jurassic Park |
| \$51 | Last Action Hero |
| \$55 | Links |
| \$47 | Lunar |
| \$48 | Mad Dog Mcree |
| \$49 | Mansion Hidden Souls |
| \$39 | Marky Mark |
| \$50 | Microcosm |
| \$43 | Monkey Island |
| \$45 | Mortal Kombat |
| \$49 | NBA Basketball |
| \$49 | NFL Greatest Teams |
| \$52 | NHL '94 |
| \$49 | Out of this World II |
| \$43 | Powermonger |
| \$43 | Rage in Cage |
| \$53 | Revenge of Ninja |
| \$45 | Rise of the Dragon |
| \$50 | Shadow of Beast II |
| \$49 | Sonic Hedgehog |
| \$46 | Star Wars 3D |
| \$43 | Star Wars Chess |
| \$45 | Stellar Fire |
| \$49 | Terminator |
| \$49 | Trivial Pursuit |
| \$49 | Vay |
| \$43 | Wing Commander |
| \$46 | World Cup Soccer '94 |
| \$48 | World Series Baseball |
| \$39 | Wonder Dog |

SEGA GAME GEAR

- | | |
|-------|--------------------|
| \$149 | GG Sports System |
| \$129 | System W/Sonic II |
| \$ 29 | Axe Battler |
| \$ 32 | Cool Spot |
| \$ 39 | David Robinson |
| \$ 33 | Deep Duck Trouble |
| \$ 36 | Formula One |
| \$ 35 | Itchy & Scratchy |
| \$ 39 | Jurassic Park |
| \$ 39 | Mortal Kombat |
| \$ 38 | NBA Jam |
| \$ 39 | NFL J. Montana |
| \$ 37 | Road Rash |
| \$ 20 | Sonic Hedgehog |
| \$ 39 | Sonic II |
| \$ 39 | Sonic Chaos |
| \$ 39 | Spiderman X Men |
| \$ 39 | St of Rage II |
| \$ 33 | Tazmania |
| \$ 39 | World Series Bball |
| \$ 39 | X-Men |

Money Orders like CASH!



Credit Card Orders Ship SAME-DAY!

Personal Checks Held for 3 wks.



REAL

- | | |
|------|--------------------|
| 499 | 3DO System |
| \$48 | 20 Centry Vdeo |
| \$51 | Alone in Dark |
| \$51 | Conquered Kingdms |
| \$52 | Incredible Machine |

- | | |
|------|---------------------|
| \$52 | J. Maddon NFL Fball |
| \$49 | Kingdoms far Reach |
| \$51 | Lemmings |
| \$48 | Mad Dog McRee |
| \$51 | Microcosm |
| \$52 | Night Trap |
| \$45 | Oceans Below |
| \$50 | Orion off Road |
| \$51 | Out of this Wrld |

- | | |
|------|----------------------|
| \$52 | P. Pan Story Paintng |
| \$48 | Rise of the Robots |
| \$52 | Road Rash |
| \$52 | Sewer Shark |
| \$52 | Space Shuttle |
| \$50 | Star Control II |
| \$52 | Sellar Fire: Draxon |
| \$52 | Twisted: Game Show |
| \$48 | Who Shot J. Rock |

ATARI JAGUAR SYSTEMS

- | | |
|------|--------------------|
| CALL | Jaguar System |
| \$28 | Control Pad |
| \$24 | Stereo Montr Cable |

- | | |
|------|--------------------|
| \$48 | Dino Dudes |
| \$44 | Trevor McFees Glxy |
| \$44 | Raiden Trad |
| \$54 | Alien Vs. Predator |
| \$44 | Club Drive |
| \$53 | Tempest 2000 |
| \$53 | Wolfenstein 3D |

It takes a lifetime of the scar
in explosions and
in your
Kicks

AND PUNCHES
PUTS
DOWN
THE
GAMES



way down there where you don't know what's really going on is the spot where your breakfast was and your lunch is
now you're feeling everything the second you put it on plug it in crank it up.
interactor. cool.
and now the interactor's there thumping away at your gut making your favorite video game incredibly fresh because

AURA
INTERACTORTM

the interactor works with all video games, tv's, vcr's, stereos and anything else you wanna feel.
aura and interactor are logos and trademarks of aura systems, inc.

INDEX OF ADVERTISERS

Absolute	133	NuReality	121
Acclaim	2nd Cover, 139, 153	Panasonic	46, 47
Accolade	26, 27, 70, 71, 146, 147	Philips Interactive Media	4, 5
ASG Technology	123	Pilot Pens	103
Atari	28, 29, 112, 113	Playmates Toys	99
Aura	164, 165	Sega of America	2, 3, 109, 111, 126, 127
Blockbuster	131	Software Etc.	50, 51
BRE Software	104	Square Soft	10, 11, 15, 17,
Chips & Bits	159	STD	135, 168, 3rd Cover
Data East USA	54, 55	Sunsoft	97
Domark Software	69, 100, 101	Taito	95
Fleer	105	Tecmo	73
Galoob	1	Tengen	34, 35, 63, 119
Game Discount Warehouse	167	Universal	21
Gamesaurus	167	U.S. Gold	128, 129
Gametek	155	USA Network	18, 19
Intellimedia	120	Virgin Games	61
Interplay	44, 45, 157, 4th Cover	Williams Entertainment	7, 9
Master the Game	163	Working Designs	67
Nintendo	22, 23	Zappers	122

This index is provided as an additional service. The publisher does not assume liability for errors or omissions due to last-minute changes.

ADVERTISING SALES OFFICES

JOHN SIELING, NATIONAL ADVERTISING DIRECTOR
MICHELLE WHEATLEY, ADVERTISING COORDINATOR

EASTERN UNITED STATES
BRUCE WOLFF, REGIONAL MANAGER
KATHY LANGHAAR, SALES ASSOCIATE
CONTINENTAL PLAZA III, 433 HACKENSACK AVE.
HACKENSACK, NJ 07601
TEL: (201) 489-1155, FAX: (201) 489-6277

MIDWEST UNITED STATES
RUSS HOEFER, REGIONAL MANAGER
SHERRY HELBERG, SALES ASSOCIATE
ONE NORTHFIELD PLAZA, SUITE 230
NORTHFIELD, IL 60093
TEL: (708) 441-0791, FAX: (708) 441-0796

WESTERN UNITED STATES
RANDI BRISSMAN, REGIONAL MANAGER
KYLE PRESTON, SALES ASSOCIATE
951 MARINER'S ISLAND BOULEVARD
SAN MATEO, CA 94404
TEL: (415) 286-2514, FAX: (415) 349-8532

LIST RENTALS
HOLLY KLINGEL, CIRCULATION DIRECTOR
(415) 286-2506

REPRINTS
CINDY PENROSE, MARKETING ASSOCIATE
(415) 286-2553

GAMEPRO is a publication of International Data Group, the world's largest publisher of computer-related information and the leading global provider of information services on information technology. International Data Group publishes over 200 computer publications in 63 countries. Forty million people read one or more International Data Group publications each month. International Data Group's publications include: ARGENTINA'S Computerworld Argentina, Infoworld Argentina; AUSTRALIA'S Computerworld Australia, Australian PC World, Australian Macworld, Network World, Mobile Business Australia, Publish!, Reseller, IDG Sources; AUSTRIA'S Computerwelt Oesterreich, PC Test; BELGIUM'S Data News (CW); BOLIVIA'S Computerworld; BRAZIL'S Computerworld, GamePro, Game Power, Mundo Unix, PC World, Publish, Super Game; BULGARIA'S Computerworld Bulgaria, Edeworld, PC & Mac World Bulgaria, Network World Bulgaria; CANADA'S CIO Canada, Computerworld Canada, Graduate Computerworld, InfoCanada, Network World Canada, Reseller; CHILE'S Computerworld Chile, Informatica; COLOMBIA'S Computerworld Colombia, PC World; COSTA RICA'S PC World; CZECH REPUBLIC'S Computerworld, Elektronika, Macworld, PC World; DENMARK'S Communications World, Computerworld Danmark, Macintosh Produktkatalog, Macworld Danmark, PC World Danmark, PC World Produktguide, Tech World, Windows World; ECUADOR'S PC World Ecuador; EGYPT'S Computerworld (CW) Middle East, PC World Middle East; FINLAND'S MikroPC, Tietoviikko, Tietoverkko; FRANCE'S Distributive, GOLDEN MAC, InfoPC, Languages & Systems, Le Guide du Monde Informatique, Le Monde Informatique, Telecoms & Reseaux; GERMANY'S Computerwoche, Computerwoche Focus, Computerwoche Extra, Computerwoche Karriere, Electronic Entertainment, GamePro, Information Management, Macwelt, Netzwelt, PC Welt, PC Woche, Publish, Unit; GREECE'S Infoworld, PC Games; HONG KONG'S Computerworld Hong Kong, PC World Hong Kong; HUNGARY'S Computerworld SZT, PC World; INDIA'S Computers & Communications; INDONESIA'S Info Komputer; IRELAND'S ComputerScope; ISRAEL'S Computerworld Israel, PC World Israel; ITALY'S Computerworld Italia, Lotus Magazine, Macworld Italia, Networking Italia, PC Shopping Italy, PC World Italia; JAPAN'S Computerworld Today, Information Systems World, Macworld Japan, Nikkei Personal Computing, SunWorld Japan, Windows World; KENYA'S East African Computer News; KOREA'S Computerworld Korea, Macworld Korea, PC World Korea; LATIN AMERICA'S GamePro; MALAYSIA'S Computerworld Malaysia, PC World Malaysia; MEXICO'S Compu Edicion, Compu Manufactura, Computacion/Punto de Venta, Computerworld Mexico, MacWorld, Mundo Unix, PC World, Windows; THE NETHERLANDS' Computer! Totaal, Computable (CW), LAN Magazine, MacWorld, Totaal "Windows," NEW ZEALAND'S Computer Listings, Computerworld New Zealand, Network World, New Zealand PC World; NIGERIA'S PC World Africa; NORWAY'S Computerworld Norge, C/World, Lotusworld Norge, Macworld Norge, Network, PC World Ekspress, PC World Norge, PC World's Produktguide, Publish & Multimedia World, Student Data, Unix World, Windowsworld; IDG Direct Response; PAKISTAN'S PC World Pakistan; PANAMA'S PC World Panama; PERU'S Computerworld Peru, PC World; PEOPLE'S REPUBLIC OF CHINA'S China Computerworld, China Infoworld, China PC & Communications Magazine, Computer Fan, PC World China, Electronics International, Electronics Today/Multimedia World, Electronic Product World, China Network World, Software World Magazine, Telecom Product World; PHILIPPINES' Computerworld Philippines, PC Digest (PCW); POLAND'S Computerworld Poland, PC World/Komputer; PORTUGAL'S Cerebro/PC World, Correio Informatico/Computerworld, MacIn; ROMANIA'S Computerworld, PC World, Telecom Romania; RUSSIA'S Computerworld-Moscow, Mir - PK (PCW), Sety (Networks); SINGAPORE'S Computerworld Southeast Asia, PC World Singapore; SLOVENIA'S Monitor Magazine; SOUTH AFRICA'S Computer Mail (CIO), Computing S.A., Network World S.A., Software World; SPAIN'S Advanced Systems, Amiga World, Computerworld Espana, Comunicaciones World, Macworld Espana, NeXTWORLD, Super Juegos Magazine (GamePro), PC World Espana, Publish; SWEDEN'S Attack, ComputerSweden, Corporate Computing, Macworld, Mikrodatorm, Natverk & Kommunikation, PC World, Publishing & Design (CAP), DataIngenjoren, Maxi Data, Windows World; SWITZERLAND'S Computerworld Schweiz, Macworld Schweiz, PC Tip; TAIWAN'S Computerworld Taiwan, PC World Taiwan; THAILAND'S Thai Computerworld; TURKEY'S Computerworld Monitor, Macworld Turkiye, PC World Turkiye; UKRAINE'S Computerworld; UNITED KINGDOM'S Computing /Computerworld, Connexion/Network World, Lotus Magazine, Macworld, Open Computing/Sunworld; UNITED STATES' Advanced Systems, AmigaWorld, Cable in the Classroom, CD Review, CIO, Computerworld, Digital Video, DOS Resource Guide, Electronic Entertainment Magazine (E2), Federal Computer Week, GamePro, IDG Books, Infoworld, Laser Event, Macworld, Multimedia World, Network World, PC Letter, PC World, PlayRight, Power PC World, Publish, SWATPro, Video Event; VENEZUELA'S Computerworld Venezuela, PC World Venezuela; VIETNAM'S PC World Vietnam.

Back Issues!

GAMEPRO



The definitive source for the best tips and reviews of the hottest games for all home video game systems.

- | | |
|---|--|
| #16 (Nov. '90) Gremlins 2, Mega Man 3 | #41 (Dec. '92) Street Fighter II Strategy Guide Insert, Pt.4 |
| #17 (Dec. '90) The Simpsons, Handheld Buyer's Guide | #42 (Jan. '93) Street Fighter II Strategy Guide Insert, Pt.5 |
| #18 (Jan. '91) Annual Superstar Sports Issue | #43 (Feb. '93) Art of Fighting/World Heroes Special Insert |
| #19 (Feb. '91) CD-ROM Games, Game Boy's Mega Man | #44 (Mar. '93) Sonic 2 Strategy Insert, Pt.1 |
| #20 (Mar. '91) Comic Strip Games, Mickey Mouse | #45 (Apr. '93) Sonic 2 Strategy Insert, Pt.2 |
| #21 (Apr. '91) Super NES Preview, Double Dragon | #46 (May '93) Super Sports Roundup Insert |
| #22 (May '91) Battleloads, Game Gear Preview | #47 (Jun. '93) Super Star Wars Strategy Guide Insert |
| #23 (Jun '91) Sonic the Hedgehog, 16-Bit Buyer's Guide | #48 (July '93) Jurassic Park! Star Wars SNES Secrets! |
| #24 (Jul. '91) Baseball Preview, TurboGrafx-16 Buyer's Guide | #49 (Aug. '93) Street Fighter II Turbo Preview |
| #25 (Aug. '91) Super NES Buyer's Guide, Spider-Man | #50 (Sept. '93) Mortal Kombat, Street Fighter II Turbo Insert, Pt.1 |
| #27 (Oct. '91) Star Wars, Super Ghouls 'N Ghosts | #51 (Oct. '93) Super SF II Turbo Insert, Pt.2, PLUS Samurai Shodown |
| #28 (Nov. '91) The Addams Family, Castlevania IV | #52 (Nov. '93) Sonic Spinball and Sonic Chaos |
| #29 (Dec. '91) Football Review, Bart's Back | #53 (Dec. '93) Teenage Mutant Ninja Turtles: Tournament Fighter |
| #30 (Jan. '92) 56 New Carts Reviewed! | #54 (Jan. '94) Mortal Kombat II |
| #31 (Feb. '92) TMNT III, Genesis Buyer's Guide | #55 (Feb. '94) Stars of '93 - Editors Choice Awards |
| #33 (Apr. '92) 16-Bit Games for '92, Basketball Blowout | #56 (Mar. '94) NBA Jam/Game Gear Guide |
| #34 (May '92) Splatterhouse 2 for the Genesis | #57 (Apr. '94) Incredible Hulk/Sonic 3 Strategy Guide |
| #35 (Jun. '92) Taz-Mania, Beat-em-up Special Feature | #58 (May '94) Making of Mortal Kombat II |
| #36 (Jul. '92) Alien 3, Sega CD-ROM | #59 (June '94) Virtua Racing/ Mortal Kombat II Strategy Guide |
| #37 (Aug. '92) Sega CD, Exclusive Alien 3 Sneak Preview | #60 (July '94) Super Street Fighter II (SNES, Genesis, Turbo Arcade) |
| #38 (Sept. '92) Street Fighter II Strategy Guide Insert, Pt.1 | #61 (August '94) Mortal Kombat II (SNES, Genesis, Game Boy, Game Gear) |
| #39 (Oct. '92) Street Fighter II Strategy Guide Insert, Pt.2 | |
| #40 (Nov. '92) Street Fighter II Strategy Guide Insert, Pt.3 | |

\$5.00 Each (Indicate GamePro and issue number on order form)

SWATPRO

Secret Tips, Tactics, and Passwords for games on all video game systems.

- | |
|---|
| #10 (Mar. '93) Sonic The Hedgehog 2 |
| #11 (May '93) Mega Man V |
| #12 (July '93) Road Rash 2 |
| #13 (Sept '93) X-Men PLUS Flashback Pro Strategy Guide |
| #14 (Nov '93) Bubsy PLUS Flashback & Shadowrun Strategy Guide |
| #15 (Jan '94) Super Street Fighter II |
| #16 (Mar '94) Mega Man X |
| #17 (May '94) Sonic 3 PLUS Clayfighter Strategy Guide |
| #18 (July '94) NBA Jam |
| #19 (September '94) Super Street Fighter II |

\$5.00 Each (Indicate SWATPro and issue number on order form)



Return with payment to:

Back Issues
GamePro Magazine
P.O. Box "P"
San Mateo, CA 94402
All orders MUST be prepaid.

Credit Card: MasterCard Visa

Shipping/Handling:

U.S.A.: include \$2.50 per copy.
Canada: include \$4.50 per copy.
International: include \$7.50 per copy.
(U.S. funds only)
Shipping is via surface mail.
Allow 4 to 6 weeks for delivery.
Add sales tax, residents of CA (8.25%), IL (6.25%), and NJ (6%) only

Card #				
Signature	Exp. Date			
Name				
Address				
City	State	Zip Code		
Magazine	Issue #	Quantity	Price for each	Total
ORDERS MUST BE PREPAID				
			Total Number Ordered	
			Shipping	
			CA, IL and NJ residents add appropriate tax	
			TOTAL	

GAMEOSAURUS

4312 Courtesy Lane, Batavia, Ohio 45103

Visa/MC only, sorry no C.O.D.'s. Mail-in orders may be made by money order, bank draft or personal check. In-stock titles ship within 24 hours of receipt of order. Defectives replaced with same product. Price & availability subject to change. All sales final. OH residence add 5% sales tax. Clermont County, OH residence add additional 1% sales tax. Shipping, \$3.50 per order.

513-732-9587 Mon.-Fri. 9a-5p EST

SEGA CD

BATTLECORPS	41.95
DEMOLITION MAN	55.95
DUNE	49.95
DUNGEON MSTR:SKUL DEEP	41.95
ESPN BASEBALL TONIGHT	49.95
HEART OF ALIEN..WORLD 2	48.95
HEIMDALL	41.95
F.I.F.A. SOCCER	48.95
LINKS	54.95
MORTAL KOMBAT	42.95
REVENGERS OF VENGEANCE	41.95
RISE OF THE ROBOTS	41.95
SHADOW OF THE BEAST 2	49.95
STAR WARS 3D REBL ASLT	41.95
STAR WARS CHESS	41.95
VAY	44.95
WHEEL OF FORTUNE	48.95
WHO SHOT JOHNNY ROCK	44.95
WORLD CUP USA '94	44.95

SEGA

AL UNSER JR.	41.95
ANDRETTI RACING	48.95
BATTLETECH	48.95
BRETT HULL HOCKEY	54.95
BUBBA N'STIX	46.95
BUBBLE & SQUEAK	39.95
CALIFORNIA GAMES 2	49.95
CHAMPION'S LEAGUE SOCR	41.95
DEMOLITION MAN	55.95
DUNE:BATTLE FOR ARAKKIS	48.95
EA SPORTS TENNIS	48.95
ESPN BASEBALL TONIGHT	52.95
FATAL FURY 2	54.95
HARDBALL '94	54.95
INCREDIBLE HULK	54.95
ITCHY/SCRATCHY:SIMPNS	41.95
JUNGLE BOOK	54.95
KING OF THE MONSTERS 2	52.95
LIBERTY OR DEATH	56.95
MAX CARNAGE:SPIDERMAN	52.95
MICKEY'S MAGICAL QUEST	52.95
MIGHT & MAGIC 3	55.95
MLBPA BASEBALL	48.95
MLBPA GRAND SLAM BB	51.95
OPERATION EUROPE	59.95
PELE' 2 SOCCER	54.95
PGA TOUR GOLF 3	48.95

PIRATES OF DARK WATER	51.95
POPEYE THE SAILOR MAN	44.95
SIMPSONS:VIRTUAL BART	48.95
SPEED RACER	49.95
SPIDERMAN & VENOM	51.95
SUPER STREET FIGHTER 2	61.95
SYLVESTER & TWEETY	52.95
TECMO MLBA BASEBALL	54.95
USHRA MONSTR TRUCK...	52.95
VIRTUA RACING	77.95
WORLD CHAMP. SOCR 2	44.95
WORLD CUP USA '94	53.95
WORLD HEROES	44.95

SPEED RACER	47.95
STUNT RACE F/X	51.95
SUPER STREET FIGHTER 2	61.95
TALES OF SPIKE MCFANG	56.95
TECMO MLBA BASEBALL	56.95
USHRA MNSTER TRCK WAR	57.95
WORLD CUP USA '94	53.95

JAGUAR

ALIEN VS. PREDATOR	56.95
CHECKERED FLAG 2	56.95
CLUB DRIVE	50.95
CYBERMORPH	49.95
EVOLUTION:DINO DUDES	41.95
KASUMI NINJA	51.95
RAIDEN	42.95
STAR RAIDERS 2000	49.95
TEMPEST 2000	49.95
TINY TOON ADVENTURES	50.95
TREVOR MCFUR..CRESCNT	42.95

SNES

AL UNSER JR.	47.95
BARKLEY'S SHUT UP & JAM	55.95
ESPN BASEBALL TONIGHT	53.95
F.I.F.A. SOCCER	48.95
FIGHTERS HISTORY	55.95
HARDBALL 3	55.95
JAMMIT	55.95
JEOPARDY SPORTS EDITION	48.95
JUNGLE BOOK	54.95
LORD OF THE RINGS	49.95
MAX CARNAGE:SPIDERMAN	59.95
MLBPA GRAND SLAM BB	59.95
PELE'S SOCCER	51.95
SAT.NIGHT SLAM MASTERS	55.95

SYSTEMS

JAGUAR 64 BIT SYSTEM	229.95
SEGA GENESIS CDX	374.95
SEGA CD SYSTEM 2	216.95
SEGA SPORTS SYSTEM	134.95
SUPER NINTENDO/NO GAME	94.95

Check it out! Many more Sega CD, Sega & SNES titles available! Call 513-732-9587...

SUPER NINTENDO

AL UNSER JR.	\$51
BEAVIS & BUTT HEAD	\$53
CLAYFIGHTER II	\$56
DEATH/LIFE SUPERMAN	\$60
DRAGON	\$56
DONKEY KONG CNTRY	\$64
DOUBLE DRAGON V	\$56
EARTHWORM JIM	\$59
ESPN SUNDAY F/BALL	\$52
FIGHTERS HISTORY	\$58
FINAL FANTASY III	\$60
HARDBALL III	\$56
INCREDIBLE HULK	\$53
JAMMIT	\$56
JURASSIC PARK 2	\$56
KING OF MONSTERS 2	\$53
MASK	\$59
MEGA MAN X2	\$57
MLBPA GRAND SLAM	\$59
MORTAL KOMBAT II	\$68
NBA JAM	\$59
NFL Q.B. CLUB	\$69
PAC MAN 2	\$51
PIRATES / DARK WATER	\$52
R-TYPE III	\$58
RISE OF THE ROBOTS	\$56
SAMURAI SHOWDOWN	\$59
STAR TREK: D. S. N.	\$54
STEVEN SEGAL	\$59
STUNT RACE FX	\$55
SUPER ADV. ISLAND 2	\$58
SUPER BOMBERMAN 2	\$52
SUPER METROID	\$55
SUPER PUNCH-OUT	\$55
SUPER RETURN OF JEDI	\$59
SUPER STREET FIGHTER	\$68
SUZUKA 8-HOURS	\$53
TECMO SUPER BASEBAL	\$59
TETRIS 2	\$45
TROY AIKMEN NFL FOOT	\$59
X-MEN	\$59
VIRTUAL BART	\$59
WARIO'S WOODS	\$45
WORLD HEROES 2	\$58
WWF RAW	\$69

G.D.W.

game discount warehouse inc.

(312) 736-5315

DEPT. G17

P.O. BOX 41936

CHICAGO, IL 60641

NEO*GEO ♦ JAGUAR
GAME GEAR ♦ GAMEBOY
TURBO - GRAFIX ♦ LYNX

WE BUY USED GAMES



MORTAL KOMBAT II

SNES,
GENESIS,
GAME GEAR,
GAMEBOY
SEPTEMBER

SHIPPING TO CONTINENTAL U.S.
\$4.00 PER SHIPMENT - U.S. MAIL TO
ALL OTHER LOCATIONS: \$4.00 U.S.
& CANADA - \$6.00 INTERNATIONAL.
HANDLING \$2.00

TITLES LISTED MAY NOT YET BE RELEASED.
ALL PRICES AND AVAILABILITY ARE SUBJECT TO
CHANGE WITHOUT NOTICE.
ALL SALES ARE FINAL. VISA/MC/AMX ACCEPTED

SEGA CD-ROM

AKIRA	\$56
BATTLE FANTASY	\$41
BATTLE CORPS	\$42
BRUTAL	\$48
CHAMPIONS SOCCER '94	\$45
CORPSE KILLER	\$52
CRIME PATROL	\$45
DEMOLITION MAN	\$56
DUNE	\$47
DUNGEON MASTER	\$42
ESPN BASEBALL	\$47
ESPN SUNDAY F/BALL	\$47
EUROPEAN RACERS	\$39
EYE OF THE BEHOLDER	\$59
FATAL FURY SPECIAL	\$44
FLYING NIGHTMARES	\$42
FORMULA ONE GP	\$52
HOME IMPROVEMENT	\$39
INCREDIBLE HULK	\$59
JEOPARDY	\$47
LINKS	\$56
MANSION HIDDEN SOUL	\$49
MEGA RACE	\$39
MORTAL KOMBAT	\$39
NBA JAM	\$49
OUT OF THIS WORLD II	\$51
POWER MONGER	\$43
RISE OF THE DRAGON	\$44
RISE OF THE ROBOTS	\$41
SAMURAI SHOWDOWN	\$44
SHADOW OF BEAST II	\$50
SLAM CITY SCOTI PIPPIN	\$52
SOULSTAR	\$42
SPACE PIRATES	\$45
STAR WARS 3-D REBEL	\$39
SUPER BATTLETANK 2	\$39
SUPREME WARRIOR	\$52
TIME COP	\$42
TOM CAT ALLEY	\$52
TOTAL CARNAGE	\$52
TRIVIAL PURSUIT	\$56
VAY	\$44
WHEEL OF FORTUNE	\$43
WHO SHOT JOHNY ROCK	\$45
WORLD CHAMP. RALLY	\$42

GENESIS

AL UNSER JR.	\$44
BEAVIS & BUTT HEAD	\$53
BRETT HULL HOCKEY	\$54
CHOPFLIFTER III	\$43
CLAYFIGHTER	\$52
DEMOLITION MAN	\$56
DRAGON	\$56
DRAGON'S LAIR	\$49
DOUBLE DRAGON V	\$53
EARTHWORM JIM	\$59
ESPN BASEBALL	\$52
ESPN BASKETBALL	\$56
ESPN SUNDAY F/BALL	\$52
ETERNAL CHAMPIONS	\$57
INCREDIBLE HULK	\$52
JUNGLE BOOK	\$56
KING OF MONSTERS 2	\$53
LETHAL ENFORCERS	\$66
LIBERTY OR DEATH	\$59
LION KING	\$59
LUFIA	\$56
MASK	\$56
MEGA MAN WILY WARS	\$54
MLBPA GRAND SLAM	\$54
MORTAL KOMBAT II	\$58
NBA JAM	\$49
NFL Q.B. CLUB	\$64
PAC-MAN 2	\$51
R.B.I. BASEBALL '94	\$52
RISE OF THE ROBOTS	\$56
SAMURAI SHOWDOWN	\$56
SEAQUEST DSV	\$55
SPEED RACER	\$56
SPIDERMAN & VENOM	\$54
STAR TREK: D. S. N.	\$54
STARGATE	\$54
STEVEN SEGAL	\$51
SUPER STREET FIGHTER	\$68
TECMO SUPER BASEBAL	\$59
TROY AIKMEN NFL FOOT	\$55
TRUE LIES	\$54
USHRA MONST. TRUCK	\$52
VIRTUA RACING	\$84
WORLD SERIES B-BALL	\$52
WWF RAW	\$64

Do We Have



An Attitude?

Sure. Doesn't everybody? INTERACT controllers by STD are

loaded with **ATTITUDE**. Whether you're into SEGA or SNES, our game pads give you the edge you need. So...play with an attitude. Play with INTERACT controllers by STD.

SN PROPAD
For Super Nintendo®



ALL-NEW SG PROPAD
For Sega Genesis™



Clear Casing — so you can check out the guts.

SG & SN PROPADS

6 Hi-Performance fire buttons!

Semi and Hands-Free Turbo Fire — gives you two ways to shred 'em to pieces.

Slow Motion — dissect your opponent's game plan. Then watch 'em squirm!

Extra Long Cord — now you can play from your favorite recliner.

SG PROPAD6
For Sega Genesis™



Turbo Auto-Fire — for high speed fire power that won't wear out your thumb.

SG PROPAD6

Slow Motion — feelin' the heat? Take control and set your own pace.

6-Button Arcade Layout — that familiar arcade feel comes home. Wouldn't you rather thrash your opposition on your own turf anyway?

Programmable Fire Buttons — now you can jump, punch, kick and slam...with the press of one button!

STD

INTERACT
GAME PRODUCTS

Play with an attitude!

STD Entertainment (USA), Inc.

110 Lakefront Drive • Hunt Valley, MD 21030 • 410-785-5661

© 1994 STD Entertainment (USA), Inc. ALL RIGHTS RESERVED.

Super Nintendo Entertainment System is a registered trademark of Nintendo of America. Sega Genesis is a trademark of Sega Enterprises, Ltd. INTERACT and its logo are trademarks of STD Entertainment (USA), Inc. © 1994 STD Entertainment (USA), Inc.

MORTAL KOMBAT II



NOTHING, NOTHING
CAN PREPARE YOU

K O M I N G F R I D A Y S E P T E M B E R 9



SMOKE AWAITS!



FINISH HIM!



KINTARO 'S REVENGE!



NO MERCY!



FRIENDSHIP?



IS THAT YOUR BEST?



SUPER NES[®] GENESIS[™] GAME BOY[®] GAME GEAR[™]

MORTAL KOMBAT[®] II © 1993 Licensed from Midway Manufacturing Company. All rights reserved. Nintendo, Super Nintendo Entertainment System, Game Boy and the official seals are registered trademarks of Nintendo of America Inc. © 1991 Nintendo of America, Inc. Sega, Genesis and Game Gear are trademarks of Sega Enterprises, Ltd. All rights reserved. Acclaim is a division of Acclaim Entertainment, Inc. © & © 1994 Acclaim Entertainment, Inc. All rights reserved. Screen shots are from Super NES[®] version.

