

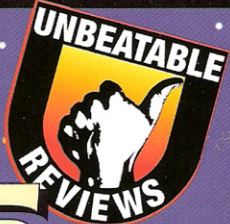
HOT NEWS!
Genesis 32X
and Jupiter

17 PAGES OF TACTICS: Toe Jam & Earl 2, Sonic 3, Tiny Toons!

GP Publications, Inc.

Game Players

SEGA • NINTENDO



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*This scorching new
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LOOKS CAN KILL*

*Full review and
interview inside.*

Mortal Kombat CD

**Mutant League
Hockey**

Star Trek: TNG

Mansion of Hidden Souls

Tomcat Alley

Mega Man's Soccer

EXCLUSIVE!
We interview
Shigeru Miyamoto,
creator of
Mario and Zelda

\$4.50 U.S. & CANADA Vol. 7, No. 5
MAY 1994



Not affiliated with Sega of America, Inc. or Nintendo of America, Inc.

WHOOOMP!

THERE IT IS

Are you into sports games, OR WHAT?!
Then you're gonna love this STUFF!

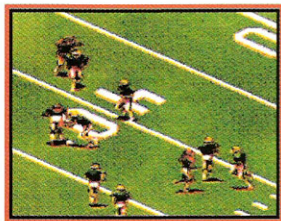
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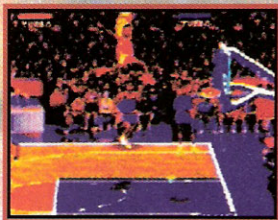
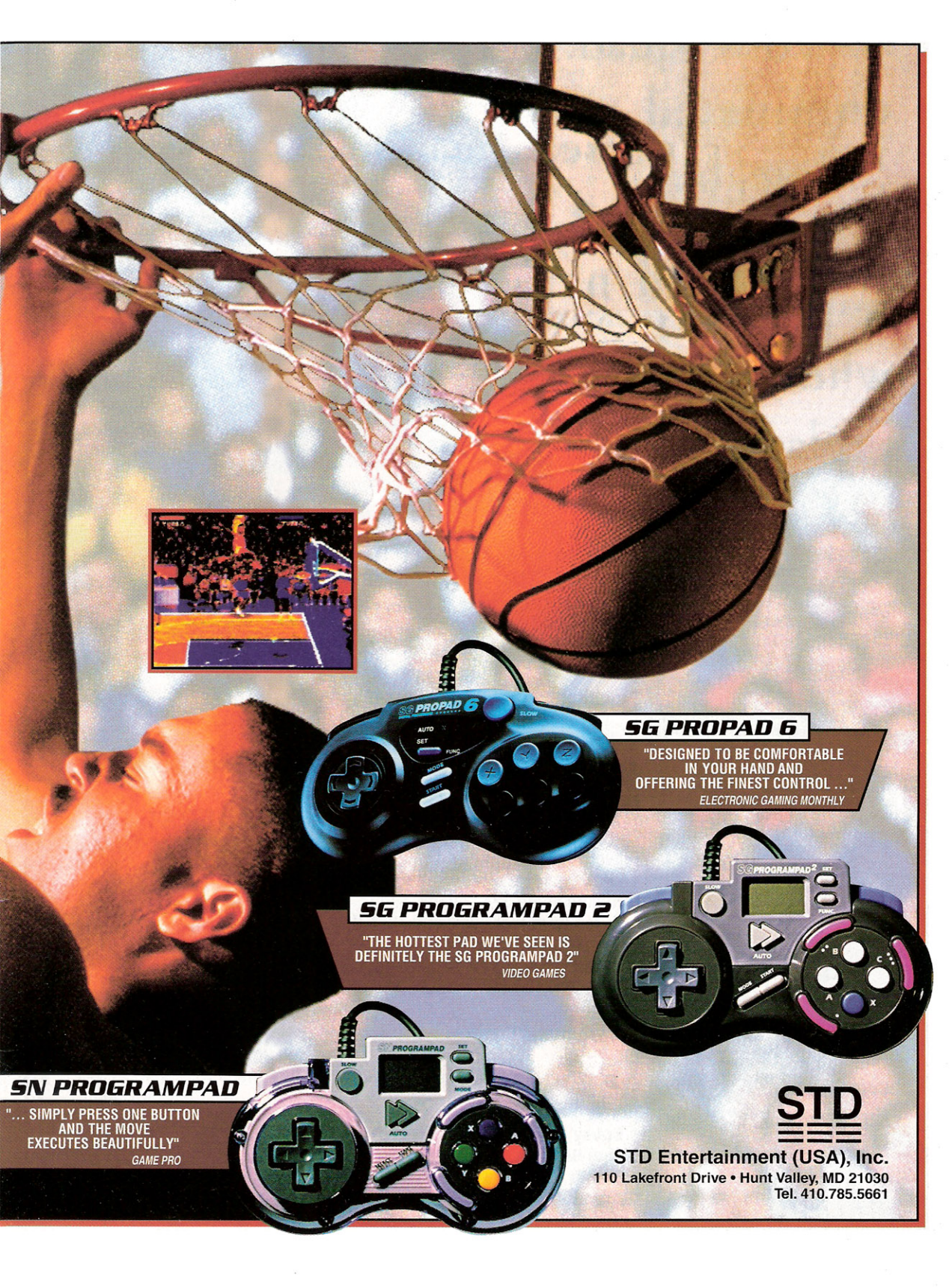
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AND THE MOVE
EXECUTES BEAUTIFULLY"
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WELCOME TO GAME PLAYERS



We're back again — it seems like there's hardly been time to read the last issue, and another's already in your hands. And what a thrashing

issue this is!

We've got a barrel-load of games, including *Mortal Kombat* for Sega CD, *Jammit*, *Mansion of Hidden Souls*, and, of course, *Super Metroid*. As ever, you know you can trust the reviews you read in *Game Players* because we're on your side — if a game's not worth the money, we'll tell you. So see what we thought before you buy a cart.

When you've finished reading this issue, write and let us know what you think. We've made things easy for you with a special survey on page 88. Take the time to fill it out and let us know what systems you own, what games you're playing, and what you like (and hate) about *Game Players*. Oh, yeah — you can win stuff, too, which more than covers the paltry cost of a stamp and an envelope. Besides, how can we make the magazine better if you don't tell us what you want from it?

— Mark, Editor

COLOR KEY

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

 SNES

 NES

 GAME BOY

 GENESIS

 SEGA CD

 GAME GEAR

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Super Metroid. Super hot! We've got a review of the best SNES game of the year (page 30-31) — plus an exclusive interview with the project director who thought the whole thing up (page 18-20). Are we impressive, or what?!

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Even more great news about Saturn and Project Reality, plus the latest rumors about 32X, Jupiter, and PS-X. You want more unsubstantiated claims? How about *Mega Man* for Genesis, a Super FX *Castlevania*, and a "lost levels" *Sonic*?

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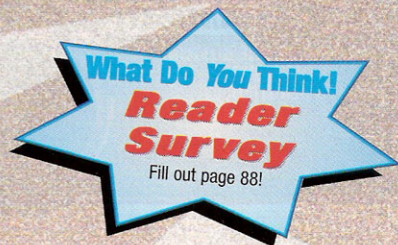
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Save money on your favorite magazine and make sure you get your copy as soon as we've finished it.





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Make sure you spend your money wisely! Check out what we thought of games released over the last six months.



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MAY 1994

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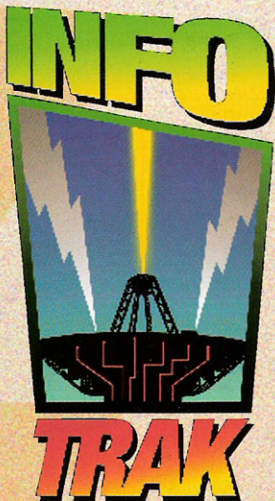
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The war between Sega and Nintendo is heating up. Take a gander at some of the incredible machines you'll be using soon. Plus rumors, news, and details that affect the games you play.

SEGA HITS HYPERDRIVE

— Saturn, Jupiter, Titan, and the Super 32X

Yo, ho, ho! If you thought last month was a busy one for Sega of America, get a load of this stuff! The planets must be in alignment for the company — it's on a virtual spree of game-system design-ing. Here's what we've learned in 30 short days.

Jupiter

While Sega won't confirm or deny the existence of Jupiter — or anything to do with Saturn, for that matter — the modular approach of releasing what is essentially a Saturn but without the CD-ROM drive does make a lot of sense. We wondered in print last month how Sega could compete with Nintendo's planned \$250 price tag for Project Reality; the Japanese Saturn is reportedly going to sell for about 50,000 yen (about \$470). The stripped-down Jupiter machine could sell for about 30,000 yen (about \$280), which is much more competitive.

The plan could cause a few problems, though. The primary one is consumer confusion. Have potential buyers yet figured out the difference among the old Genesis, the new Genesis, the old Sega CD, the new Sega CD, the CDX, the portable Genesis, and the in-one Sega CD? Now they've got Saturn, Jupiter, and Jupiter's modules with which to contend. But ultimately Sega wants to continue building its consumer base, and Jupiter seems a good way to keep everyone happy.

Saturn

We hear that the first few Saturn games will include *Virtua Fighter*, *Virtua Racing*, *Virtua Soccer*, an untitled 3-D shooter (rumored to be in the works from Game Arts; a souped up *Silpheed*, perhaps?), and an untitled action game. Sega of Japan has some 40 games in development, which surely includes the *Sonic* and *Daytona* arcade games — one of the advantages of Saturn is that it reportedly takes just two weeks to transfer code from coin-op to Saturn.

Japanese audiences will get their first real look at the Saturn during the Tokyo Toy Fair in June. A U.S. release? The timetable rumors range from this fall through 1995.

The biggest rumor surrounding Saturn is that it will be released in two versions. The 32-bit Saturn we're all drooling about will incorporate both a cartridge port and a CD-ROM drive. Then there's the Jupiter, which is a Saturn without the CD-ROM drive, although one would be available for future upgrading.



Sega's Saturn machine is the next step forward in video gaming... but with a suggested price tag of \$470 how many of us will be able to afford it? By releasing cut-down versions of the same hardware at reduced costs, Sega can make the machine more accessible to all of us.

Sony's PS-X Heats Up

News continues to filter through about Sony's PS-X — and everyone we talk to who has seen this system just raves about it. The latest we hear is that Sony already has 110 game companies lined up to develop games for the system, including Bandai, Capcom, Konami, Jaleco, Namco, and Taito. Sony also says that its number of licensees is increasing faster than those for 3DO in the same time frame. We're also hearing that *Street Fighter* may be one of the first games released for the system.

Sony Magazines, a subsidiary of Sony Music Entertainment — which, of course, is also the parent company for the PS-X — will begin publishing a magazine devoted to the PS-X this October. Reportedly, a CD-ROM will be included with every issue.



Nintendo has revealed that it will release a cartridge containing a Game Boy adapter, enabling more than 350 Game Boy titles to be played on the SNES. The device will be released in June for \$59.99. You can customize colors and borders used in the games — don't expect true color!

DON'T SUE — They're Only Rumors!

- Capcom is working on a Genesis version of *Mega Man* that will include the first three 8-bit games.
- After Sega pulled out of the summer CES, other publishers are also thought to be withdrawing. Electronic Arts and Acclaim are both rumored to be pulling out of this year's CES. EA may organize its own event toward the end of May, then have a small 3DO booth at CES.
- Summer should bring a new *Sonic* game, tentatively titled *Sonic Sports*.
- Developer Treasure has had a dispute with Konami and will now design games exclusively for Sega of America. It's the company behind *Castlevania IV* and *Axelay*, among others.
- What's this we hear about a portable Genesis with a Game Gear-sized screen?
- Expect another SNES *Castlevania* by year's end that will use the Super FX chip.
- The new Genesis incorporates a DSP chip — Sega's version of the Super FX chip. It's built in to bring down the cost of the software.
- *Bare Knuckle III*, known here as *Streets of Rage III*, is a 24-meg game in Japan, but will be scaled down to a 16-meg version when it goes on sale here.
- One quarter of the software titles released for the Japanese Saturn will be "edutainment" titles.
- *Sonic the Hedgehog 3* was a 24-meg cartridge when it was released in Japan, but, again, only 16 here. Does anyone else smell a "lost levels" game in the future?
- One of the hottest games now available in Japan is *Dracula X* for the PC Engine. It's a *Castlevania*-type game from Konami.

Titan

Titan's yet another galactic name (it's one of Saturn's moons), but it's not one that you really need to remember. This new 32-bit (we also hear 64-bit) machine is compatible with the Saturn and is already being sold to Japanese arcades at around \$950 — less than half the cost of most current coin-op prices — and is likely to come to arcades in America some time this year.

Titan lets Sega do market research on its new games before it introduces them for the home systems later on. It's a method that's working for *Virtua Fighter* and *Virtua Racing*, and it certainly worked for *Mortal Kombat* and *NBA Jam* — play 'em in the arcades and get pumped up about buying 'em for your very own.

Sega has already begun replacing existing game boards with Titan throughout its 1200 amusement centers in Japan. The system should ensure that only the best games are released for Saturn.

Genesis Super 32X

Just when we got ready for Sega to announce something like the Pluto or the Hyperion, instead comes the less cosmically named Genesis Super 32X, a Genesis hardware upgrade available this November that Sega claims will give "arcade-quality game experiences from existing Genesis hardware." Huh? Well, what Sega's announcing is a sort of stop-gap measure before Saturn is released.

The Super 32X is an add-on module that incorporates two Hitachi SH2 RISC microprocessing chips — the same chips the Saturn will use. When attached to a Genesis or Sega CD, you can play all your old games, as well as CD and Genesis games designed to incorporate the new technology. Sega reportedly has some 30 in development itself, with other licensees to add a similar number.

So why is Sega doing this when you'd think the company would want gamers to save up for Saturn instead of dishing out \$149

for a new addition? There are probably two reasons: One is obviously to prolong the life of the Genesis and to give gamers a chance to play 32-bit titles *now*, before the Saturn or Project Reality go on sale.

We also think it's because cartridge prices are beginning to creep up — remember, *Virtua Racing* has a staggering \$100 price tag. The new enhancer enables Sega and its licensees to keep cartridge prices the same, but still add fast processing speed, texture-mapping, scaling and rotation, and improved graphics to the games.

A Sega spokesman promised *Game Players* that the 32X would not postpone the release of the Saturn — although it's a pretty sure bet that this means Saturn won't be going on sale during 1994. Our contact wasn't able to give us any game titles, but he did say Sega's planning on the one or two games that will *only* be available for the 32X to drive sales of the system to 2.5 million units within the first year. We'll see!

LICENSEES PONDER PROJECT REALITY

Things are pretty quiet in the Nintendo of America camp, but we're hearing mixed reactions to Nintendo's announcement to make Project Reality cartridge-based instead of a CD-ROM unit. While the idea of the minimum 100-meg cart sounds good on paper (especially if Nintendo keeps its promise to deliver it at a price comparable to current SNES games), the format has some third-party licensees more than a little concerned.

One licensee told *Game Players* that the problem from their perspective is that the cartridge format helps Nintendo maintain what many call a strangle-hold on its publishers. While Nintendo reportedly charges between \$20-25 for each cartridge that it manufactures for a licensee, a CD game costs less than half that for producers of Sega CD titles. Assuming that figure stays the same for Project Reality software (it could even go higher), that's a lot of start-up cash for a system that's not even on the shelves yet.

The problem may not be confined just to Nintendo. If what we've heard about Sega's Jupiter is true, then that system would jump ahead of the pricier Saturn as PR's direct competition. So what? Well, that could mean that while CD games are possible for the Sega 32-bitter, cartridge titles would be in higher demand. And although Sega isn't rumored to be charging quite as much as Nintendo when it

comes to its manufacturing fees, they aren't cheap, either. The unavoidable price war between Saturn and PR that will erupt shortly after their release, could spell even more trouble for the licensees, forcing them to sell carts at close to cost while Nintendo and Sega take their usual chunk.

One more thing: Developers managed to sneak a peek at some proposed specs for Project Reality during a recent Silicon Graphics

conference in the U.K. These are sure to change, but we thought you'd like to know what they were anyway.

PROJECT REALITY

What's it got?

- CPU: R4200 MIPS
- 100MHz RISC processor
- 100 MIPS (Millions Instructions Per Second)
- 3-D Graphics: 100 MFLOPS (Floating Point Operations Per Second)
- 100,000 polygons generated per second
- Real-time anti-aliased 3-D texture-mapping
- high-resolution HDTV compatibility
- 16.7 million colors
- CD-quality sound

THIS JUST IN

VAN DAMME BANKS ON STREET FIGHTER

Jean-Claude Van Damme has evidently signed on as "lead good guy" (Ryu, maybe? Or Guile?) in the movie version of *Street Fighter*. Joan Chen (*On Deadly Ground*) may play Chun-Li when filming begins in June. Van Damme stands to make \$8 million for the picture, then will direct his first movie, a martial-arts flick called *The Quest*.

NINTENDO MOVES SOME OPERATIONS TO MEXICO

Nintendo of America laid off about 140 workers when it closed its manufacturing operations in Redmond, WA, in mid-March and moved its hardware and software production for Latin American markets to Mexico. The company said its sales in Latin America have grown, and it's now working with an established manufacturing company in that area. The layoffs represented only about nine percent of Nintendo's 1500 Redmond employees.

ONE GIANT LEAP FOR GAMERS

By 1997 you may get to steer a dune buggy on the moon! LunaCorp, a maker of space-oriented CD-ROMS, wants to raise \$110 million to put a remote-controlled rover on the moon, then charge the public to drive the rover across Tranquility Base. A quarter of the rover's work will also be devoted to science, says David Gump, president of LunaCorp.

There's no word on how much each trip in the command seat would cost a player, but the theme parks, television networks, and corporate sponsors who would control the rover would have to ante up between \$6 and \$18 million each.

ONE BATMAN. TWO ROBINS

Warner Brothers has been holding open auditions for actors interested in playing Robin in the next *Batman* movie. "We're looking for a Robin for the '90s — someone who's tough, sexy, rebellious," says Mali Finn, casting director for the movie. With that in mind, Finn has auditioned youngsters recommended by youth clubs, parole officers, and gang liaisons. Applicants should be under 5'9" and between 14-20. Wacky!

Another Robin — Robin Williams, to be exact — will be the primary villain in *Batman III*, which will be directed by Joel Schumacher (*The Lost Boys*, *Flatliners*). Producers are also hoping for another high-profile bad guy. Evidently Warner Brothers is trying to convince Tommy Lee Jones to play Harvey Two-Face. If you remember, Billy Dee Williams played him in the original *Batman* movie.

THIS JUST IN

WEIRD NEWS OF THE MONTH

Two co-eds from California State University, Fullerton have found that watching "Mighty Morphin Power Rangers" can turn you into foaming beasts. Well, maybe not beasts; but bad sports, anyway.

The undergraduates found that kids who watched a single episode of "Power Rangers" immediately began harassing playmates with karate kicks and aggressive shoves. Kids who didn't watch the episode did nothing worse than take other kids' crayons in the hour following the show. No word on whether these two groups had been raised in a vacuum and had never seen the show before.

3DO INCREASES GAME LIBRARY

3DO, plagued by notices of too-few games and not enough quality, has promised to have at least 100 titles on the market by the end of the year. It's certainly do-able, but we'll believe it when we see it.

Coming in April and May are *Cowboy Casino* (Intellimedia Sports), *ESPN Baseball — Hitting* (Intellimedia Sports), *The Even More Incredible Machine* (Dynamix), *Jurassic Park Interactive* (Universal Interactive Studios), *Lower Your Score with Tom Kite* — *Shot-Making* (Intellimedia Sports), *Microcosm* (Psygnosis), and *Silly Classics ... At the Museum* (VideoactV), *The Space Shuttle* (The Software Toolworks), *Star Control II* (Crystal Dynamics), and *Who Shot Johnny Rock?* (American Laser Games).

DATES SET FOR AMOA EXPO '94

The Amusement & Music Operators Association's (AMOA) Expo '94 will be held September 22-24 in San Antonio. The conference will feature more than 1000 booths with the latest in computer technologies, pinball games, video games, CD jukeboxes, electronic darts, pool tables, and so on. AMOA comprises some 1,700 owners/operators, distributors, and manufacturers of coin-ops. Call 312/245-1021 for more info.

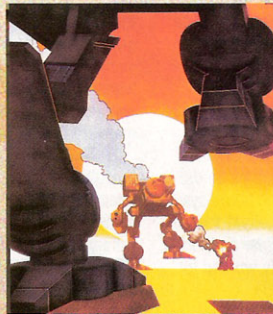
VR THEME PARKS EXPAND

Players from San Diego to Houston already know the secrets of the Virtual Geographic League, but now more of the rest of the country can join this society dedicated to interdimensional travel.

Virtual World theme parks — begun by Virtual World Entertainment, which in turn was begun by the folks behind FASA publishing and the BattleTech Centers — are expanding beyond the original four U.S. sites in Chicago; Walnut Creek, CA; San Diego; and Houston. Locations set to open this year include Los Angeles, San Francisco, Las Vegas, and Dallas. Worldwide locations will include Toronto, London, and Hong Kong.

Virtual World is two games in one. For \$7-9, you get a 30-minute game session with either *BattleTech*, which lets you take the controls of a 30-foot walking tank in a ritual combat; or *Red Planet*, in which you race a hovercraft through mining canals on Mars.

Once you enter the park, you go into a "containment bay" and choose your game. You then watch an intro movie (starring Judge Reinhold, Joan Severance, and "Weird" Al Yankovic, no less), get some training, enter a pod for the ten-minute VR game, then head for the "decontamination" room where you review your game and get strategic tips. Elsewhere in the park, you can try your hand at multi-player computer games.



Virtual World is earning tons of cash, and it's evidently a lot of fun, too — reports tell of players who have been through the park 2000 times!

Take advantage of inter-dimensional travel.

Mortal Kombat CD Rated MA-17

The condemnations of senators mean nothing when you're selling games hand over fist. Acclaim has received an MA-17 rating for its *Mortal Kombat* for Sega CD. The company can't be surprised — the designers set out to make the game as close a direct conversion of the

arcade game as possible. What's that mean? That's right — **no blood code!** There's no need for one. It's bloody right from the beginning.

Phylene Riggs of Acclaim told *Game Players* that the company has pulled back the game to make some last-minute changes (hopefully to

straighten out some problems we had in our 90-percent-complete version; see pages 34-35 for the full review). She's not sure what's going to be changing, but she emphasized that the final product will be as close a direct conversion of the arcade game as possible.

Latest Violence Hearing Ends Peacefully

Sega and Nintendo — represented by Edward Volkwein, Sega's senior vice president, and Howard Lincoln, Nintendo's chairman — demonstrated a united front as they told a panel headed by Joseph Lieberman (D-Conn.) and Herbert Kohl (D-Wis.) that they were working together to create a national rating system. Everybody smiled and wiggled the knives in each other's backs just a smidgen.

Though no firm decision has been made, evidently an anonymous panel will be set up consisting of parents, psychologists, and educators who will rate the games for violence and sex much like the way movies are already rated.

Programmers Respond to Park Place Story

Game Players has gotten some flack from some programmers upset with our March story "Sony Loots Park Place," about the defection of 27 programmers from developer Park Place to Sony Imagesoft. We got the story literally on the day we shipped the InfoTrak column and couldn't find any programmers with whom to talk. But we're more than happy to bring you their views now.

If you didn't see our earlier story, it was an interview with Mike Knox, CEO of Park Place, in which he told us that the collapse of the company was based on the mass desertion of its programmers. He also mentioned an off-site meeting after which he received 27 resignations. But that's not what we hear from the former employees.

"We were called to that off-site meeting," says Phil Weeks, a former designer who now works for Sony, "to get our final paychecks, and while we were there the locks on the building were being changed. We had to call and make appointments to pick up personal effects."

While Weeks had been aware that "things were shaky" — he hadn't gotten a royalty check, for example, in the six months prior to the closing — that wasn't always the case. Another programmer, who wishes to remain anonymous,

was hired only a month and a half before the shutdown.

"I had been there only two weeks when people's paychecks started bouncing," he says, "but they allowed me to move from Atlanta. And I wasn't the last person they hired! Sony didn't take everyone, so there are still a number of people who used to work at Park Place who don't have jobs and who haven't gotten paid."

Other horror stories told by former programmers include an executive's suggestion that a medicine cabinet of Vivarin and other caffeine pills be kept on hand so programmers could work longer hours. We hear that Knox turned down at least two offers to buy out Park Place — one from Sony, as a matter of fact — but that he refused to relinquish controlling share.

"Nobody made the move to stab him in the back," says our anonymous source. "We did it just to survive. In talking to you, he claimed that the moral of his story was for independent businessmen to be afraid of what can happen to them. I think the moral of the story is to be afraid if you work for a company like Park Place that just doesn't care."

Suspense and intrigue in the video-game industry. Maybe HBO should look into a picture deal.

SOFTWARE ETC.'S TOP TEN LIST

based on unit sales for February

- | | | |
|----|--|-------------------------------|
| 1 | Sonic the Hedgehog 3 | Sega of America for Genesis |
| 2 | NFL Football Starring Joe Montana | Sega of America for Genesis |
| 3 | Dragon's Lair | Readysoft for Sega CD |
| 4 | Secret of Mana | Square Soft for SNES |
| 5 | X-Men | Sega of America for Game Gear |
| 6 | Lufia & the Fortress of Doom | Taito for SNES |
| 7 | Lunar: The Silver Star | Working Designs for Sega CD |
| 8 | Hook | Ocean for Genesis |
| 9 | Bulls vs. Blazers | Electronic Arts for Genesis |
| 10 | Mortal Kombat | Acclaim for Genesis |

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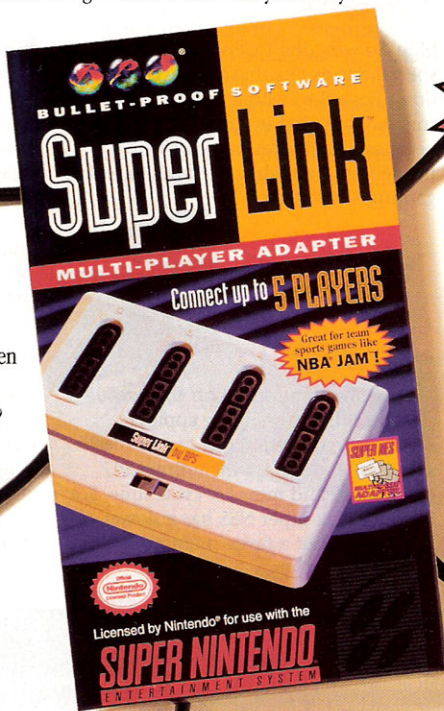
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- ▶ **Bill Walsh College Football™, FIFA® International Soccer, NHL® '94, Madden NFL® '94** by Electronic Arts
- ▶ **Lord of the Rings™** by Interplay
- ▶ **The PeaceKeepers™** by Jaleco
- ▶ **Secret of Mana™** by Square Soft

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BLAST PROCESSING

THE MYTH OF SPEED & POWER

Have you ever wondered why balloons came before supersonic jets? It's simple. Hot air is easier to make. When it comes to 16-bit video games, the hot air coming out of Sega's marketing department could inflate a giant Macy's Thanksgiving Day hedgehog—well, almost. Before you make a choice between 16-bit systems, you should get the cold, hard facts.

A BLAST OF HOT AIR

This "Blast Processing" you've heard about is said to speed up Genesis games, but what is Blast Processing? When we called Sega, they said it was just a marketing buzz-word. And according to programmers we talked to who design games for the Genesis, Blast Processing doesn't exist except in the minds of Sega's marketing department. There's no Blast Processing hardware. There's no Blast Processing technology. There's no super "Blast" boost of any kind. So what about Sonic's speed? The truth is that you could put Sonic or any character on the Super NES and have it race across the screen just as fast. You could also easily scale him so large that you'd see each individual hedgehog hair (not a pretty sight) and you could rotate his background until he really turned

blue. So why don't Genesis games have special effects like that? Because they don't have the custom graphics processors that are used in the Super NES, and because Blast Processing isn't worth a hedgehog's hair when it comes to real gaming advantages.

The truth is that you could put Sonic on the Super NES and have him race across the screen just as fast!

Comparing speed on the two systems is like comparing apples to oranges. Processing speed can be measured in several ways including CPU clock speed and memory cycle time. For instance, the Super NES has a slower clock speed but a faster memory cycle

time. Even so, according to game programmers, processing power is not just a matter of CPU speed. In fact, CPU speed is only one of many factors. The only real way to judge speed is by playing the games. It is important in games like F-Zero and Street Fighter II Turbo, because the element of speed adds to the challenge. On the highest speed settings of SF II Turbo (at ten stars), only a real master can react quickly enough to throw a winning combination. On either the Super NES or Genesis you could have characters move so fast that you literally couldn't see them, but what's the fun in that? So what is this myth about Blast Processing? That's simple. Clever ads from Sega's marketing department. If you've been taken in by this myth, don't feel bad. You're not alone.

TRUE POWER PROCESSING

When the Super NES debuted, critics said that Nintendo had waited too long before entering the 16-bit market. What Nintendo had been doing, however, was creating a new technical standard for video games. The Genesis had been put together with mainly off-the-shelf parts that had been designed for generalized computing functions, not video games. But the Super NES incorporated six customized chips and a CPU with specialized, Direct Memory Access high-speed functions and two advanced PPU's or video processing units. The video processors are uniquely designed to provide graphic effects like the eight independent background mode functions including the rotation and scaling effects of Mode 7. Mode 7 is a built-in function of the Super NES PPU that has revolutionized home video games. Sports games in particular have risen

to a new level with in-your-face perspectives like that of NCAA Basketball and NHL Stanley Cup. This is true Power Processing. It's wired in. And the Super NES does more than manipulate graphics—it also gives you better graphics from the start with more than 32,000 colors to choose from while Genesis has 256. The Super NES can display 256 colors at one time while the Genesis can only show 64. While 128 sprites can appear on the screen on Super NES games, only 80 appear on the Genesis. Put a Super NES game like Street Fighter II, Alien³, The Lost Vikings, or Nigel Mansell's World Championship Racing next to its Genesis equivalent and you'll see the difference: the Genesis, presents a flat, pale reflection of the Super NES. It's like comparing fresh oranges to Tang. The Genesis just ain't got the juice.

SUPERior NES

- ✦ Two video processor PPU units with eight mode effects including Mode 7 for special graphics effects like rotation and scaling
- ✦ 6 custom designed chips for video games as opposed to only 2 custom chips on the Genesis circuit board give more graphics effects, more colors and better sound
- ✦ Almost twice the internal memory for speeding up programs
- ✦ Data retrieval is 280 nanoseconds for the Super NES—88% faster than Genesis
- ✦ Sound Signal to noise ratio is 2.5 times better in the Super NES for sharper more realistic sound effects, voices and music
- ✦ The Super NES Controller has 12 buttons to eight for Genesis for greater game play versatility and better control

teeth into. These guys are masters—they want to take their game ideas to the limits, and the Super NES is the 16-bit platform that gives them the custom graphics and sound processors to do it. Here are some of the best: *Super Metroid*, *Street Fighter II Turbo*, *The Legend of Zelda: A Link To The Past*, *Super Empire Strikes Back*, *Star Fox*, *Mega Man X*, *Super Mario Kart*, *NCAA Basketball*, *Secret of Mana*, *Final Fantasy II*, *NHL Stanley Cup*, *Tommy Moe's Winter Extreme Skiing & Snowboarding*, *Actraiser*, *Turn & Burn: No Fly Zone*, *Ken Griffey Jr. Presents Major League Baseball*, *Tiny Toon Adventures Buster Busts Loose*, *F-Zero*, *Pilotwings*, *Contra III*, *Bugs Bunny Rabbit Rampage*, *Road Runner's Death Valley Rally*, *Mario Paint*, *Stunt Race FX*, *Super Mario All-Stars*, *Soul Blazer*, *Castlevania IV*, *Star Trek: The Next Generation*, *SimCity*, *Top Gear*, *Super Bomberman*, *Tony Meola Soccer*, *Wicked 18*, *Wings 2*, *Yoshi's Cookie* and many more classic games in every category including action, sports, adventure, RPG, puzzles and simulations. You could never duplicate these games on the Genesis except in name, and many of these games will never appear on the Genesis in any form. In other words, if you only own Genesis, you can't play these games.



GET REAL, GET NINTENDO

So you spent your hard-earned bucks on the Genesis and now you can't play the best games. It may not seem fair, but it's not the end of the world. For less than the cost of a couple of Genesis games, you can have the system that gives you the best fighters with lightning fast control like *Street Fighter II Turbo*, the deepest fantasy adventures from Square Soft, Enix, Koei and Nintendo, the most challenging and creative action games like *Super Empire Strikes Back* and *Star Fox* and the most realistic and revolutionary sports games like *NCAA Basketball* and *NHL Stanley Cup*. The Super NES is the system with real power. If you don't have it, you're missing the real action. Get real. Get Nintendo.

FOR THE SUPER NES ONLY

If speed is all that a game has, then it won't be fun for long. Involving game play is a matter of variety, challenge and depth. It might feel good to rocket through *Sonic 2* the first time you plug it in, but what then? The built-in power of the Super NES gives game designers and programmers more meat to sink their

Super NES



Alien³



The Last Vikings



Nigel Mansell's World Championship Racing

Genesis



Alien³



The Last Vikings



Nigel Mansell's World Championship Racing

Q&A:

THE QUESTIONS THAT COUNT

Which system gives you 2 custom graphics processors?

Super NES

Which system gives you 4 times the colors?

Super NES

Which system gives you the deepest game play?

Super NES

Which system has a black control deck?

Genesis

Which system has a more versatile controller?

Super NES

Which system has the most custom chips?

Super NES

Which system has Mode 7 effects?

Super NES

Which system has twice the internal memory?

Super NES

Which system uses electricity?

Both

Which system can use the most sprites (128) simultaneously?

Super NES

Which system has a European porcupine for a mascot?

Genesis

Which system has true digital sound?

Super NES

Which system has specialized DMA architecture?

Super NES

Which system can turn you into a super man?

Neither

Which system costs about \$90?

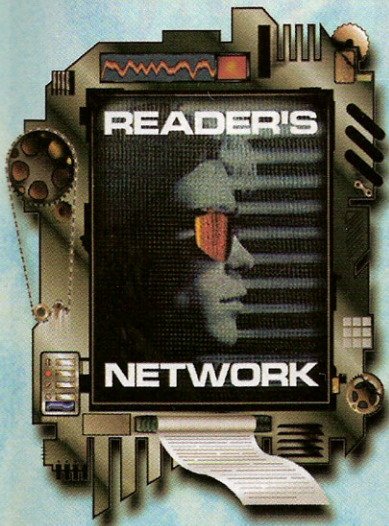
Both

Do you really need anyone screaming in your face?

No

Now you add it up. ↑

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The mail section where READERS are king! Here's your chance to express your views on everything from new hardware systems to lousy games to abusive Network editors. Oh, yeah, you can be creative, too, and send us your best game idea or envelope art.

FEBRUARY 00



**Saturn.
Project Reality.**

**The war's just
getting started.**

**On which side
of the fence
do you fall?**

PROVE IT!

Project Reality? I won't comment on that until it's a reality. Sega's Saturn system is a smart move, considering that Mario-type games just don't cut it any more. Interactive formats are the latest rage.

*Hiram Rodriguez
San Francisco, CA*

THE CAT'S MEOW

Why wait for Sega's 32-bit (only 32-bit) Saturn or Nintendo's Project Reality when you can buy Atari's Jaguar right now? It has most of the best third-part developers — Accolade, Virgin, Interplay, and so on — and great games are coming soon. It's the best home-game system.

*Haralds Jass
Vancouver, BC*

Does Atari have you on retainer?

THE CLEAR CHOICE

I think Saturn will be better than Project Reality. I have a Genesis and my friend has an SNES, and in my opinion, Sega is already better than SNES.

*Sean Soto
Owasso, OK*

NINTENDO'S MOVE

I switched to Genesis because of its popularity. But I think Nintendo will make its comeback with Project Reality. I hate to say it, but I think PR's graphics are one step ahead of Saturn's. This is Nintendo's chance to get back into the game.

*J.P. Emery
Phoenix, AZ*

HEAD GAMES

I think after Sega brings the Saturn to America, Nintendo will think this is Sega's finishing move, and it will give us Project Reality thinking it has topped Sega. Then Sega makes the real finishing move by giving us Virtual Reality headgear and leaving Nintendo headless.

*Drew McCarthy, 11
Nova Scotia, Canada*

ENOUGH ALREADY!

Sega and Nintendo's hardware wars are really getting old. Sure, the consumer's benefitting from the war where technology, hardware, and software is concerned, but I'd much rather upgrade the hardware I've got than spend money on new systems which will be obsolete in five years.

*Troy Williams, 15
Valley Center, CA*

FADE TO BLACK

Sega has a knack for making great games, unlike Nintendo, who, it seems, is running out of ideas. Another thing that makes me think Saturn will be better is Sega's creativity. I haven't heard of any Nintendo Channel. In general, Sega's going to dominate over a fast-fading Nintendo in the future, and Saturn might only be the beginning.

*Raul Quiroz Jr.
Bronx, NY*

EVERYBODY WINS!



We got a lot more response to this month's Burning Question than we thought. Even though these systems are more than a year away, you guys are devouring every piece of information you can get... and forming strong opinions. Not surpris-

ingly, the mail came down about 50-50 — and we're not just saying that to appease the masses. Really. You can check the recycling bin if you don't believe me.

In other news, it sounds like the Network pen pal connection is definitely the way to make friends and influence people. And those four million *Mortal Kombat* units sold by Acclaim may just be equalled — by *NBA Jam*. It's definitely dominating the mail not only for this department, but for Lucky's "27407" and Chris' "Codebreakers." Read the latest...

— LESLIE

JAM SESSION

It's what you're playing. It's what you're talking about.

Although *NBA Jam* is probably one of the best sports games ever, I feel that the game's designers did many video gamers a disservice by making the game compatible with only one multi-player adapter, namely Sega's Team Player. I already have EA's 4 Way Play, and I don't want to shell out another \$30+ for another adapter.

*Joe Hoepken
Austin, TX*

There's just no stoppin' that money machine. The only folks who earn more money than video-game companies are... well... basketball players.

Can you tell me why Shaq and Majerle aren't in *NBA Jam*?

Adam, Indiana

Shaq isn't in the game because he's inked his own deal with Electronic Arts (and we hear that Barkley's deal with Accolade means he might be disappearing in late copies, too). As for Majerle, you've got us stumped. Do any of you readers know?

In your personal opinion, who are the five best shooters and the five best dunkers in *Jam*?

*Kyle Paxton
Marshalltown, IA*

CHRIS: Well, Kyle, while many players tie for top spots, there isn't a real leader in any area. Here's a list, however, of the players who have a maxed-out meter in each of the four categories — any of them will do you right.

SPEED

Mitch Richmond	Sacramento Kings
Isaiah Thomas	Detroit Pistons

DEFENSE

Patrick Ewing	New York Knicks
Derek Harper	Dallas Mavericks
Hakeem Olajuwon	Houston Rockets
Robert Parish	Boston Celtics
David Robinson	San Antonio Spurs

DUNKS

Nick Anderson	Orlando Magic
Charles Barkley	Phoenix Suns
Clyde Drexler	Portland Trailblazers
Patrick Ewing	New York Knicks
Larry Johnson	Charlotte Hornets
Sean Kemp	Seattle SuperSonics
Karl Malone	Utah Jazz
Dikembe Mutumbo	Denver Nuggets
Hakeem Olajuwon	Houston Rockets
Scottie Pippen	Chicago Bulls
Mitch Richmond	Sacramento Kings
Dominique Wilkins	Atlanta Hawks

SHOOTING

Chris Mullin	Golden State Warriors
Scott Skiles	Orlando Magic
Isaiah Thomas	Detroit Pistons

FIRST COME, FIRST SERVED

It all comes down to the games. We've come to a point where the system technology has surpassed our gaming ideas. All these new systems can play very realistic, awesome-looking games, but which company will have that next huge seller?! My opinion goes with the Saturn.

Mark Lohr
East China, MI

THE 64-BIT QUESTION

Why isn't Saturn a 64-bit system? When Nintendo finally does come out with PR, Sega will have to come out with a 64-bit system to match it. Sega should modify the Saturn to be 64-bit. But Sega rules — and so does *Game Players*.

Michael Vieau
Utica, MI

CLINTON? GORE!

From what I've seen, the Saturn's graphics are blurry, while the graphics in Project Reality look bright, colorful, and very, very realistic. However, Saturn will probably incorporate blood and guts in its fighting games, and that alone is enough for some people. I'm not a belligerent gore fan, and I like clear graphics, so I'll go for PR.

Jay Kloss
Westlake, OH

CD FANS UNITE!

PR looks much better than the Saturn. I don't think that right now would be a great time to put the Saturn on the market because a lot of faithful Sega owners have just blown \$250 on the Sega CD. If Sega is smart, it won't release the Saturn until early 1995, which is really not all that much earlier than PR. I'm most likely going to wait for the PR system to be released — Nintendo's 64-bitter is worth it!

Justin Reock
Marietta, GA

SHORT ATTENTION SPAN GAMING

I've been waiting for this question. I think that, as usual, Nintendo will have the better hardware, but it will lack software because of its later arrival. I'm Nintendo-faithful, but it's the software, not the hardware, that makes or breaks the system. Lynx, anyone?

Michael Monk
Union, MS

DENTURES?!

I think Project Reality kicks Saturn hard in the gut! My grandpa's dentures could make a better system than that sucky Saturn. The world's greatest geniuses must be working on PR. In addition to everything else, Sega's Saturn system's hidden cartridge input proves that Sega is more concerned about looks and style than quality and performance.

Ryan Ninneman
Grosse Pointe Woods, MI

A PICTURE'S WORTH 1000 UNITS

Project Reality, with its hot graphics, will kick Saturn's butt. If anybody looks at the pictures in your March and April issues, they'll see that PR has better graphics than Saturn. And PR has the potential to be a 64-bitter — that certainly makes it better than Saturn.

Pat Oglesby
Brookville, IN

RUNNING RINGS AROUND PR

Saturn may not be Sega's finishing move, but I know I'm saving up for a Saturn. I own both Genesis and SNES, and I enjoy Genesis games much more. Couple that with Nintendo's censoring attitude and the fact that I don't believe they can put out PR for under \$250, and they shouldn't make us wait another year and a half. Saturn is for me, and I can't wait.

Damon Vergilio
Lake Elsinore, CA

WHY? WHY? WHY?

Project Reality wins! Why would I want to buy a 32-bit system when I could buy a 64-bit system? So what if PR isn't coming out for a while? It just gives us players time to get psyched up. I got a Sega CD almost entirely to play *Sonic CD*, but if Saturn games were compatible with the Sega CD, then there'd be no reason to buy a new system. Basically, I'm saying that I don't mind waiting for a dream machine that costs, like, a quarter more than the SNES did when it first came out — especially since it's from Nintendo.

Rebecca Cataldi
Coraopolis, PA

DON'T BE STUPID

The Saturn is going to be a hit in my opinion. I mean, a 32-bit system built to handle 64-bit software? And because of your totally awesome magazine, I have an equal opinion about Project Reality. So if Nintendo plays its cards right and isn't as stupid as with SNES and doesn't make its games super-wimpy, the company just might make a comeback. And if Sega is smart enough not to make another stupid move (like its rating system), it could take out Nintendo for good.

Alex Hein
Brighton, MI

THE BURNING QUESTION — MAY

Companies spend major bucks every year in advertising — in magazines, on television, and even in movie theatres. So how influenced are you by the ads and commercials you see? Have you ever bought a game because of its ad campaign? Were you pleasantly surprised, or did you get burned?

PUSHING THE ENVELOPE

Winner!



Doug Dellis of
White Plains,
NY



Cisco Davila of
Philadelphia, PA



Marvin Jenkins of
Vernon, FL



Amy Kruike of Juauiata-Altoona, PA



Ivan Medina Ortiz of Rio Piedras, PR



Tim Wilkerson of Crossplains, TN



John Warrington of Liverpool, NS



Attention All Artists!

David Dellis is famous now. You, too, can earn 15 minutes of fame with our help. Just send your best drawings or envelope art to the Network, and we'll print the best of 'em. Oh, yeah, the winner gets a Game Genie for his or her choice of system.



SCHMOOZE CENTRAL

I own Genesis and SNES and quite a few games for both. Consequently, I've read all gaming mags available. You name them, I've bought them and read them.

But just recently, I've become a subscriber and after reading just two issues of *Game Players*, my quest is over. When I read your articles, I feel like a friend wrote them. And your reviews are the most informative I've read. Keep up the good work.

Thanos
Fremont, CA

Don't I know you? Weren't we in high school together or something? When I read your letters, I feel like a friend wrote them.

ONCE UPON A TIME...

Is there a hidden secret between *Mortal Kombat's* Sub-Zero and Scorpion — besides Sub-Zero being Scorpion's murderer?

Byron Nichols
Cleveland, OH

The secret is that you can save some memory space if you give two characters the same sprites.

BREAKING THE CODE

Are all the Konami games the same? Do they all have the code **Up, Down, Down, Left, Right, Left, Right, B, A** in them?

Derrick Douglas Harcourt
Ft. Stockton, TX

CHRIS: The code doesn't work in all Konami games, but it does work in quite a few — and it has different effects as well. Try it on these and other titles: *Gradius (NES)*, *Life Force (NES)*, *Contra (NES)*, *Super C (SNES)*, *Gradius II (SNES)*, and *Castlevania: Bloodlines (Genesis)*.

ASK THE MAGIC EIGHT BALL™

Are they making a *Sonic Spinball 2*?

John Johnson
Valrico, FL

Signs Point to Yes.

Are Sega CD and 3DO software-compatible?

Billy Barbera
Pelham, NY

My Reply Is No.

THE PEN PAL CONNECTION

Playing video games needn't be a solitary pursuit. You wanna start meeting other guys and this is just the place to start...

I'd like to write with someone who is 15-17 years old and into *Street Fighter* and other fighting games.

Jesse Hoffman
2903 Dixon Plan; San Antonio, TX 78245

I'm hoping to correspond with game designers from the "old days" of gaming (pre '85 or so) so I can add designer credits to my game lists.

Russ Perry Jr.
5970 Scott Street; Omro, WI 54963

I'm a 12-year-old boy, and I play hockey and soccer. I'm looking for someone who plays *Genesis* and *Sega CD*. I'd like to exchange tips with a boy between 10-14 or just be friends.

Rick Demko
16407 Wilson Creek Court
Chesterfield, MO 63005

In October, Eric Moore wrote about *Sega* coming out with too much, too fast. ERIC: Write to me if you read this. We probably have a lot in common.

Iris Mitten
21326 Southeast 269th Cherokee Bay
Maple Valley, WA 98038

I'm a 12-year-old girl who would really like a girl pen pal.

Jeanine Goldsmith
28 Wilshire Drive
Spring Valley, NY 10977

I'd like to talk to other SNES owners and share tips.

Christopher Reynolds
P.O. Box 904; Tucuman, NM 88401

I'm 12 years old and would like to exchange tips for NES, Genesis, and Game Gear — or just to talk about things. I prefer a guy, but a girl's OK.

Fawn Pierce
73 Highview Drive; Sandwich, MA 02563

I'm looking for a pen pal who likes to play Genesis and can

give and take tips.

Chris Mitten
21326 Southeast 269th Cherokee Bay
Maple Valley, WA 98038

I'm 13 years old and would like to get in touch with someone with a Genesis or Game Boy and who reads comic books.

Caleb Morris
20516 Highway 53; Gulfport, MS 39503

I'm a 13-year-old boy. I like all types of games. I'd like a girl to exchange tips with, or to talk about other stuff.

Neul Brouillette
17528 Diversion Drive
Baton Rouge, LA 70817

I want to share tips and trade games or just be pen pals.

Michael Link
21696 Horseshoe Road
Sherrill, IA 52073

I'd like an NES player for a pen pal. I'm 9 years old. I'd prefer a girl. We can exchange tips and codes.

James Deslatte
P.O. Box 213; Centerville, CA 70522

I want to talk to somebody that wants to talk about Sega or just be pen pals. Age doesn't matter.

Matt Rivera
RR 2, Box 10; Milford, NE 68405

I'm 8 years old. I have NES, SNES, Game Boy, Game Genie, ASCII Pad, the Zapper, and the SNES mouse. I like video games, Archie comics, and sports (especially baseball). I'd prefer a boy as my pen pal.

Kenneth Harrison
8 Horwath Avenue; Kingsville, Ontario
Canada N9Y 1B8

I'm 11 and am looking for a pen pal, boy or girl, the same age or up to three years older. We could share NES, SNES, Game Boy, Genesis, and Game Genie codes.

Please include picture and phone number with your letter.

Matt Chateauvert
2110 Roundtable West
Canton, MI 48188

I'm 12 and would like to get in touch with any SNES or Genesis owners. We can trade tips or be pen pals. I'll respond to all letters, and I'd like someone who'll keep writing back.

Jason Bluhm
2505 Cherry Hills Drive
Champaign, IL 61821

I'm 12 and would like to get in touch with someone who has a Game Gear and likes to read and write about stuff.

Jessi Llewellyn
5801 Glad Blvd.; Kent, OH 44240

I'd like a pen pal who's into Genesis. We could exchange tips and codes and/or just be great pals! I'd prefer a guy 13 or older, but I promise to write back to everyone who writes to me!

Emily Weiss
26 Hutchinson Rd.; Allentown, NJ 08501

I'm 12 years old, enjoy SNES, Genesis, and Sega CD. I'd like to get in touch with someone to share tips or be pen pals.

Jared Jones
4602 Chiswell Dr.; Richmond, VA 23234

I'm almost 10. I'd like to be friends with an NES freak. We can share tips and strategies. I'd prefer a peer, but someone younger or older is cool.

Kevin Musselman
126 South Enola Drive
Enola, PA 17025-2711

I'm looking for someone different to talk to about video games. I'm 22, looking for someone 18 or up, preferably female, but would not mind male, to write to.

Donnie Burke
275 Windmill Road; Apt. 224
Dartmouth, NS, Canada, B3A 4N9

I'd like to be pen-pals with someone. I'm almost 12. I have an SNES, NES, Game Boy, and will soon have a Genesis. I'll respond to all letters. I like all games.

Tommy Emerson
605 Ridgmont Drive
Roswell, GA 30076

NUMBERS GAME

I'd like to know how many pixels can be processed per second on these machines:

Super Nintendo
Genesis
Sega CD
Atari Jaguar
3DO

anonymous

VINCE: one million, one million, three million, 35 million, 64 million.

PEN PAL UPDATE

We asked you to let us know how it was going. Evidently better — and stranger — than we thought.

I've gotten more than 50 letters from all over the world. I did get some letters from people who want to talk about things other than video games, if you know what I mean.

Andrew Hill
Regina, Sask.

Uh... we don't know what you mean. Is it something we could get in trouble for?

To date, I've had over 75 different responses from all over Canada, England, and all over the U.S., from

people from 11 1/2 to 50! The most popular age group is 30-40! Adults have written 95% of my mail! Adults are playing the games as well as buying your magazine and reading it. Do you realize this when you start columns with "hey kids"? Wouldn't "hey gamers" better fit the bill?

Tonia Bragg, thirtysomething
Brunswick, GA

If it's good enough for David Letterman, it's good enough for us. Right, kids?

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"Video Games Magazine", "In Between the Lines"

**BEST CARTRIDGE MUSIC 1993
COOL SPOT™**

"Sega Third Party", "Electronic games"

**BEST CD SOUNDTRACK 1993
THE TERMINATOR™ SEGA-CD™**

"Video Games Magazine", "Gaming Enthusiast of America"
"In Between the Lines", "Video Views"

"His music doesn't play kiddie games, it goes
straight for the throat!"

-Electronic Games

"This CD could mean a whole new
revolution in video games music"

-The Guru

"The sheer quality of the music will appeal to all
age groups and music tastes"

-Sega Pro

"A bad influence on our children. THROW HIM
IN JAIL!"

-Some Senator guy

"My goal over the last couple of years has
been to shy away from the kiddie style tunes
found in video games, and give the players
more of what they really want to hear...REAL
MUSIC!"

-Tommy Tallarico

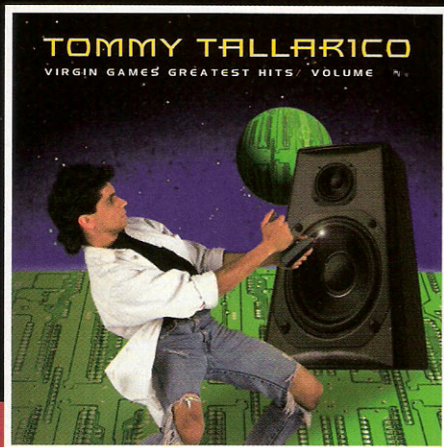
IF YOU'RE EXPECTING A BUNCH OF
BLEEPS AND BLIPS... THINK AGAIN!

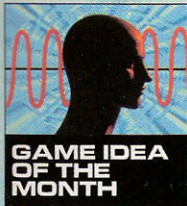
TOMMY TALLARICO

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AT YOUR FAVORITE RECORD
AND VIDEO GAME STORES





Not just more scrolling arcade shooters — game designers should listen to you guys!

NOW AT THEATRES?

I call it *Movie Slashers*. Three college film students — Synna Maxx, a cross between Meryl Streep and Cynthia Rothrock; Brock Buster, who's writing a book called *The Films of Dolph Lundgren*; and Martin Spike Mamet, who's studying directing and screenwriting — are working on "The Evolution of the Mad Slasher in Cinema" when their professor, F. Shtop Lenz, is sucked into the movies. Only they can save him.

The trio must combat some of movie-dom's most famous murderers, beginning with *Jack the Ripper* from Hitchcock's *The Lodger*. Next would be Peter Lorre as the child murderer in *M*, then Norman Bates from *Psycho*, followed by Leatherface from *The Texas Chainsaw Massacre*, Michael Myers, Jason Voorhees, and Freddy Krueger. Sounds like fun, doesn't it?

Willie Holmes
Chicago, IL

NOW AT THEATRES?

In *SNL*, you can choose from either Chris Farley or Adam Sandler. It could be a two-player simultaneous game, and it would be set up like *Streets of Rage*. You try to rescue the real "Saturday Night Live" writers from the aliens that captured them and wrote the stupid, humiliating scripts that we've been watching for the past year or so.

If you choose Chris Farley, he's in his "da Bears" outfit. His weapon would be throwing beer or ballpark franks. Adam Sandler would be in his red-hooded sweatshirt, and he would be wielding his guitar. For intermission screens, you'd have "Deep Thoughts" or SNES commercials such as "Canis Cologne" or "Schmidts Gay"

(this game would be best-suited for Sega CD).

Maybe by the time this is a game, *SNL* will be worth watching!

Shaun Manion
Oakwood, IL

DON'T LEAVE HOME WITHOUT IT

They should make a Lorena Bobbit game. You could progress through the levels giving male chauvinist pigs just what they deserve. There would be various power-ups for your Ginsu, and maybe some special weapons like hacksaws. A can of Slice would restore your energy, and don't forget to grab those cocktail weenies for a one-up! There could be bosses like The Flasher or "That Guy Who Hides in the Bushes at Central Park after 10 p.m." In the bonus stage, you could teach Mike Tyson a lesson. Watch out for the police, but if you get nabbed you can plead insanity to avoid a game-over.

Shelly Smith
Charlton, MA

GELL'S LAST JAM

In *Death Bringers*, you choose from 12 different characters: Gell, Dragon Wizard, Spike, Blade, In-Line, Destruct, Anti-Man, Samuraia, The Butcher, Warp, AC/DC, and Seuz. It's a tournament game in which you *must* kill an opponent with a fatal "death bringer" (DB) move to win a match.

Some DBs include Gelled Blood Pool, in which Gell melts into a blood pool, reaches out with his bionic hand, and pulls in his opponent. With the Dragon Fire-Bite, Dragon Wizard transformed into the fabled Fire Dragon, hesitates, rips off the upper half of the opponent's body, and eats it. And get this — the computer uses DBs on you, unlike *M.K.*

Clayton Potrzeba
East Greenwich, RI



COMPLAINTS COUNTER

Parents speak out on video-game violence issues.

I'm a 26-year-old parent who's sick and tired of the buzz about video-game violence. I can see violence more realistic and more shocking in 30 seconds of TV than anything I've ever seen in pixel form. Is it close to election time? It must be. But the government should be working on stricter gun laws and keeping crime off the streets instead of worrying what little Jimmy is playing at home on his Genesis.

I have a 15-month-old child, and don't intend to place a bubble around his life so he can't learn what it's all about. He's

already playing on my computer, and I want him to learn as much as he wants to. Parents should give their children some credit. Find out how he or she perceives a game, and if you believe they have a problem distinguishing what's right and wrong with the game, don't let them play it!

Daniel Kristoff III
Ponte Vedra Beach, FL

What's next? Novels — they have sex and violence. TV shows — more sex and violence. Neighborhoods — even

more sex and violence. Automobiles — they go too fast and you can have sex in them. Football games — violence. Soon we'll have to lock up all the children in rooms by themselves until they're 18.

I'm 28 with two children, six and three. They know video games aren't real, and what's seen daily in the evening news is worse. Senators Lieberman and Kohl don't know as much about real life as my children.

Douglas L. Click
Church Hill, TN

All we at Game Players can add is: Kids — always listen to your parents.



Winner!

BAND ON THE RUN

I'd like to see a *Battle of the Bands* — and I emphasize *battle!* The band you create would have to start off facing N.K.O.T.B. You'd go tooth and claw with them and finish them off with some horrible death blow, like messing up their hair or wrinkling their trendy clothes.

You'd fight a multitude of rock stars and each would have his or her own special moves. Axl Rose could pout like a baby, Sinead O'Connor could tear up photographs, Kur Cobain of Nirvana could mumble something that would keep his opponents bewildered, Xamphr could play his magic pan flute — the list of pain goes on.

If you use a multi-player adapter, you and your friends could fight together as an entire band, say Pearl Jam vs. the Go-Go's.

Finally, in the last battle you'd go toe to toe with the King himself. Brave is the soul who can withstand all those jelly doughnuts.

So whadda ya think, sirs? (an admitted "MST 3K" rip-off, but the rest is original).

James C. Collier
Morrow, GA

We like the idea, but it was the "MST 3K" reference that clinched it for ya.

Attention Game Designers!

James C. Collier joins the Network list of winners

by sending us the best game idea we got this month. For his stamp, paper, and brain power, he wins a fabulous Game Genie for his choice of system. You can be a winner, too! Send your game ideas to the Readers' Network pronto!



Make yourself heard! If you've got a suggestion or observation about video-gaming, an answer for the

Burning Question, ideas or art, tips or gripes, you've come to the right place! You can reach us any time — 24 hours a day, 365 days a year! And remember: published readers get a *Game Players* T-shirt. It's suitable for wearing!

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Hey kids!

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Complete Cynergy™ MPC™ CD-ROM computer system from Swan Technologies plus software (see rules) and a \$1,000 Shopping Spree! Total retail value \$3,300.



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2nd Prize

A Set of Microblade in-line skates from Rollerblade complete with protective greek to 20 winners.



3rd Prize

One Flick Flak watch from the makers of Swatch to 100 lucky winners.



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You can **trust** what we say about a game because our views aren't swayed by the ad bucks a company spends with us.

2 Hottest Tips

We can help you solve **every** game that ever caused you grief.

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Who else brings you **more** pictures and up-to-date information about the games you're waiting to play?

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We don't waste space previewing Japanese games you'll never be able to buy. We look at the **most exciting** of the coming attractions.

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Our experienced writers play the games thoroughly to bring you the most accurate reviews and the **hottest** strategies.

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EVERYTHING You

Ken Ogasawara sneaks behind the closed doors of Nintendo of Japan to bring us this exclusive interview with the Super Metroid design leader.

If you're a true Nintendo fan — someone who's been with the company since the beginning — then you know the music. You know the helmet. You know, as Jeff Lundrigan says, those child-bearing hips. *Metroid* was one of the first NES games, but fans have had to wait years for additional installments. *Super Metroid* proves the wait was worth it. Still, why'd it take so long? To find out, *Game Players* went straight to the top, to Yoshio Sakamoto, the director of the project.



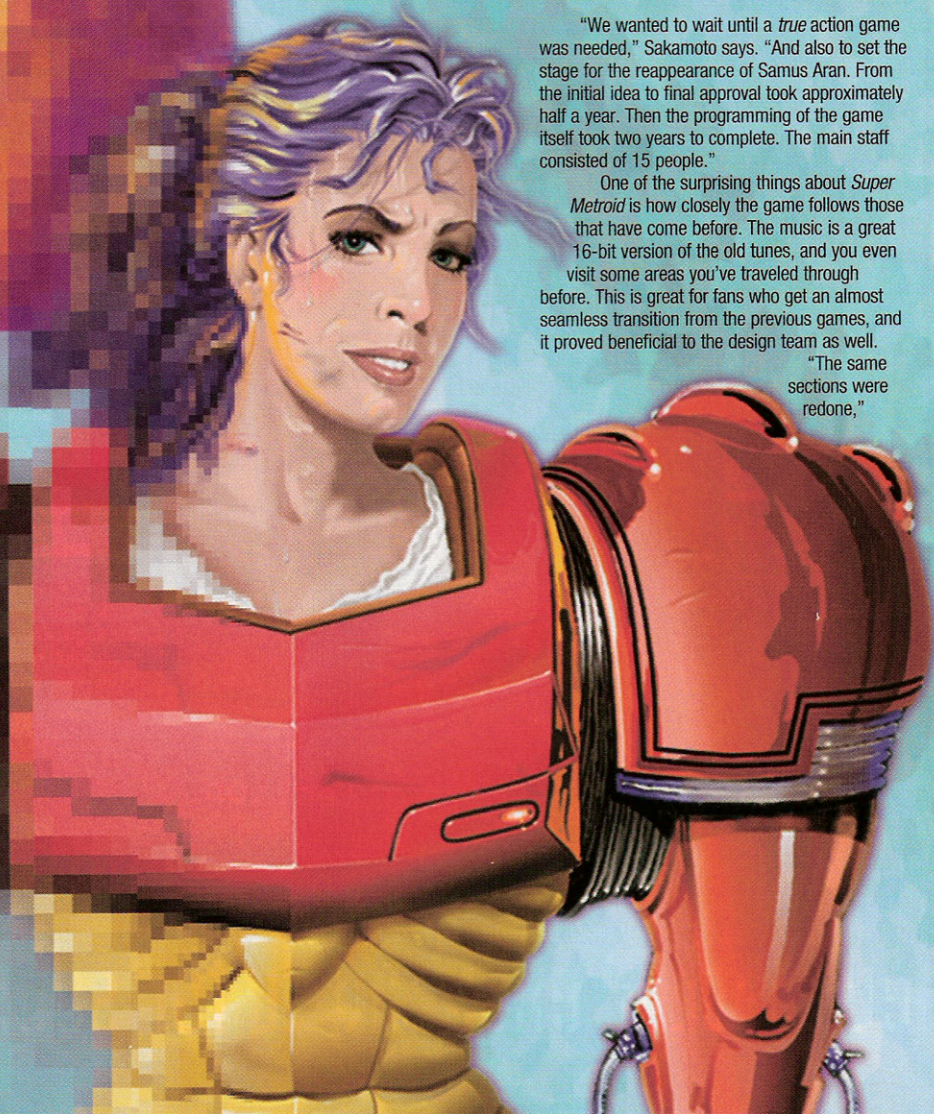
After 18 months in development and almost a decade since the original *Metroid*, it's here. Why the wait?

"We wanted to wait until a *true* action game was needed," Sakamoto says. "And also to set the stage for the reappearance of Samus Aran. From the initial idea to final approval took approximately half a year. Then the programming of the game itself took two years to complete. The main staff consisted of 15 people."

One of the surprising things about *Super Metroid* is how closely the game follows those that have come before. The music is a great 16-bit version of the old tunes, and you even visit some areas you've traveled through before. This is great for fans who get an almost seamless transition from the previous games, and it proved beneficial to the design team as well.

"The same sections were redone,"

Turn to page 30
for the full
review



ALWAYS WANTED TO KNOW ABOUT SAMUS

But Were Afraid to Ask



There are tons of new weapons to find. Check out Samus' missile assortment.

Sakamoto says, "to correct parts we were unhappy about in the original game. We felt it would add a sense of familiarity to the game that would please former players, and the new sections also give a much greater sense of drama to the game. *Super Metroid* isn't a harder game, but it's a deeper, more involved game with a more dramatic overtone.

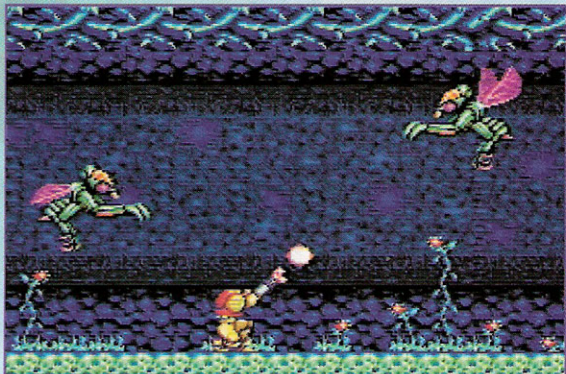
"The goal was to create a good action game. One of the major considerations was the large

map and how to organize the amount of graphic data involved. One of the new ideas was to put in many mini-adventures.

Thus, the major goal was how to create an effective mix of all the separate elements. We believe that we have almost completely succeeded in our objective."

Players are sure to agree. We're not gushing when we say how *really* great this game is. Nintendo's obviously betting hard on it as well. The initial reaction when the game went on sale in Japan was extremely positive, and expectations here are

just as high. The fact that Nintendo players have been waiting close to *forever* for a new *Zelda* or



Now you can fire in all directions while you're moving. Like most NES-to-SNES upgrades, the L and R buttons have been used to make firing much easier.

SHIGERU MIYAMOTO BARES ALL

OK, so he didn't develop Metroid or invent the Mother Brain. But the man behind Mario gives our man in Japan, Frank O'Connor, his insight into what it takes to develop great games.

Those of you familiar with Japanese gaming should recognize the name Shigeru Miyamoto. He's the guy who created Mario and all the games in which the haphazard plumber has subsequently starred. Miyamoto's career reads like a top ten of video games: *Donkey Kong*, *Super Mario Bros.*, *Pilotwings*, *F-Zero*, *Mario Kart*. If anyone knows how to write a great video game, he does.

GP: The most important question... where do the ideas come from?

MIYAMOTO: Mario himself was brought about by a combination of accident and design. We had very poor graphics on those first arcade machines, and we had to compro-

mise in order to make him look good. He wears dungarees because that way you can see his arms move. He has a hat because his hair would look silly if it remained static. His mustache is there because there weren't enough pixels to separate his mouth from his nose. The game itself was just an idea. Running, climbing, and jumping.

GP: *Super Mario Bros.* is your most famous game. Can you tell us a little about the process that went into its game design?

MIYAMOTO: The game is split into two halves. One half is the game itself, with the platforms and characters and all the things you can actually see. The other half is secrets. First we mapped out each level. We first drew the levels on



Shigeru Miyamoto, Mario's daddy.

graph paper, then implemented them on the development hardware. Then we simply played the game and tweaked the levels until we were happy with them.

A lot of playing has to be done before a game's perfect. Then we go through each level and add the secret, hidden things. The secret of the *Super Mario* games is that we play and play and play!

GP: *The Legend of Zelda*, your other success, also features lots of secret rooms and hidden objects. What inspired these ideas?

MIYAMOTO: When I was a small boy, my friends and I would go hiking in the mountains which surround my home town. In Japan, the mountains are small, so we could always find our way home.

Exploring is fun when you can't get lost. Also, I like to explore on my own. When I visit a new town like New York, I like to walk alone at night, simply exploring the back streets and hidden places. I think my colleagues think I am crazy →



A Nintendo games programmer explains the intricacies of *Super Metroid* to Game Players reader, Gareth Brooks.

THE TEAM

Japanese designers are as secretive as spies when it comes to publicity. Here's what we unearthed about the *Super Metroid* design team:

Y. Sakamoto, 32, team director. Has also worked on Famicom versions of *Metroid*, *Balloon Fight*, *Wrecking Ball*, and the adventure series *Tantei Club*.

H. Matsuoka, 34, designer. Has also worked on the Famicom version of *Metroid* and *Famicom Wars*, as well as the Game Boy *Super Mario Land* and *Tetris* and Super Famicom *Mario Paint!*

T. Ohsawa, 31, designer. Has also worked on the Famicom version of *Kid Icarus* and *Tantei Club*.

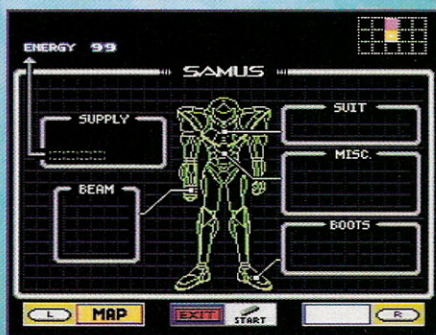
H. Kimura, 28, designer. Has also worked on the Famicom version of *Night Moves* and the Game Boy versions of *Metroid II* and *Golf*.

M. Mashimo, 28, designer. Has also worked on the Game Boy version of *F-1 Race*.

T. Yamane, 26, designer. Has also worked on the Super Famicom version of *Super Scope 6* and as design leader for the Game Boy *Metroid II*.

K. Yamamoto, 29, sound programmer and composer. Has also worked on the Super Famicom version of *Tantei Club II*.

M. Hamano, 24, composer. Has also worked on the Game Boy version of *The Legend of Zelda: Link's Awakening*.



Here's the new status screen. It shows you how Samus is currently outfitted each time you pull it up.

Mario game isn't going to hurt sales, either, although Sakamoto points out that the lack of new games in those series had nothing to do with the

timing of *Super Metroid*. He's also not concerned that the controversy over game violence will cause any negative backlash on the game — it's Nintendo, after all.

"We don't think there's too much violence in the game," he says. "Take, for example, Samus Aran. Her purpose is to maintain peace and to get the Metroid back where it belongs. It's not violence for the sake of violence."

And, finally, the question every developer is getting asked: Will there be a *Metroid* for Project Reality?



Here's Samus' ship. Once you land on a planet, go back to the ship to save your game and get all your energy back.



You've not seen a door this color before. Shoot it to get to the boss.

"We're not at liberty to respond to that question at this point in time," Sakamoto says with the typical reticence Nintendo has toward its new system. "However, as long as Samus Aran exists as a character, there's the possibility of a sequel. But for now, *Super Metroid* isn't just another action game, but the action game players have been waiting for." **GP**

when I do this. I explore on foot for a while then sometimes I buy a bicycle and cycle round town. Only when I know my way around a little will I buy a map. *Zelda* games are like this. You explore first, then you gain a useful tool — like my bicycle — then you get a map. The map isn't essential; it just makes things easier.

GP: Do you have a favorite game that some rival designed?

MIYAMOTO: Hmm. I like the very old Namco games. I especially like *Pac Man*. It was original and fun. I very much respect Namco's game ideas. I was disappointed when it released *Pac Land* because that game relied on jumping and was too much like other jumping games. I think *Pac Man*'s greatness lies in its originality, but I like many other games, too.

GP: Many people have copied your games, or tried to imitate them in their own style — notably Sega with *Sonic*.

MIYAMOTO: I think Sega made *Sonic the Hedgehog* so it would have a character people would identify with Sega, like Nintendo's *Mario*. I think a platform game is the best way to incorporate a new character, so I don't think it copied *Super Mario* too much. I think *Sonic* has more to do with corporate identity than anything else. I also think *Sonic* the Hedgehog is a very good game... very beautiful. It is similar to *Mario* in some ways, but also very different.

GP: Of all the games you've designed yourself, which has become your favorite?

MIYAMOTO: Oh, that's a difficult question. It's hard for me to answer. I like *Donkey Kong* because it was my first game, but it's also very enjoyable. I also like *Excitebike* [an early NES racing game] very much. I still play it sometimes. *Pilotwings* is also one of my favorites.



This is the only picture ever taken of Nintendo's development room. It looks just like the office here.

GP: Will we ever see *Pilotwings 2*? Maybe on Project Reality?

MIYAMOTO: Ha. Sorry, no comment. Let me just say that I would very much like to do *Pilotwings 2* myself. I can't say more than that.

GP: On what are you presently working?

MIYAMOTO: I'm currently finishing *Stunt Race FX* and also a new *Donkey Kong* for Game Boy. It will have lots of levels, but game play will be very much like the original *Donkey Kong*. I'm very

pleased with this game — it's nearly finished.

GP: Do you have plans to do another SNES *Mario* game?

MIYAMOTO: Yes, we do. Definitely. Well, sort of. It will be like *Super Mario World* in many ways. I can't say more than that, but it isn't too far away. It might be announced before Christmas.

GP: Are you currently developing anything for Project Reality?

MIYAMOTO: Another difficult question. Yes. I'm working only on the home-system games. The arcade games will be done by a separate team. I like the fact that there's a lot of power — more than enough power to do anything I can think of. I don't care too much about the graphics. I don't think that graphics are nearly as important as game play, and great graphics won't change the way I design games. Graphics just make great games look better.



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GOING ON**

Do you live for your monthly fix of hot game news? Is the latest development info the only reason you get out of bed in the morning? Then look no further! It's your monthly dose of Ahead of the Game!

I've been thinking (it's been known to happen) about the next *Mario* title, which would seem to be a likely candidate for Nintendo's Project Reality pack-in game. Back before Nintendo decided to scrap its CD-ROM system in favor of the Silicon Graphics 64-bit, word reached us that a CD *Mario* was in the works. Rumored features included 16 different characters, including Toad's long-lost poisonous-plant-controlling cousin. Certain characters are also said to have diplomatic skills which allowed them to talk their way around trouble. If this game actually *was* on the drawing board months ago, it could easily become the foundation for a Project Reality title. Just a thought.

Tradewest has announced that *Double Dragon V: The Shadow Falls* will be a *SFII*-style fighting game. The 24-meg cart will feature 12 characters based on both the animated series and toy line. Each player has at least three special moves as well as a unique "knockout" blow. Look for it on Super NES, Genesis, and Jaguar.

Sad news from Enix this month — the U.S. plans for *Dragon Warrior V*, the first SNES game in the series, are looking grim. As with Sega's *Phantasy Star IV*, the game is so incredibly big that it would end up costing around \$100, a price most licensees shy from. Japanese gamers, on the other hand, are so RPG crazy that they'll pay anything, but that price point's a mighty big risk with the genre's sizably smaller following in the U.S. What do you think? Write and let us know. C'mon — stand up for good RPGs!

Who says arcade games are dead? In the latest round of those (place your own adjective here) Senate hearings, a representative of the AMOA referred to coin-ops as the "dinosaur" of the industry. Oh, yeah? Better not tell that to the guys spending their college tuition learning the fatalities in *MKII*. And certainly don't let Sega know, since the company's taking the field to new heights with Virtual Reality theme parks and games such as *Virtua Racing*, *Virtua Fighter*, and *Daytona*. And as if that weren't enough to have you scrambling for quarters, *NBA Jam Tournament Edition* and *Super Street Fighter II Turbo* are on the way (although I will admit that *Street Fighter* will be irrevocably dead if Capcom adds one more superlative before it adds a "III"). Sure, I'm biased, but I'd say the arcades haven't been this packed in years.

— *Capt. Chris Slate*, the free world's last hope against the dreaded Leiber-Man

**He's back!
Accolade's
boy-wonder
returns for
seconds.**

You've played his first game! You've seen his TV show! You've stared in awe at the Pants-Less Wonder! Now get ready for... gasp!... *Bubsy 2*! That's right, Accolade's poster boy is back for more loads more rollicking, frolicking fun on both Genesis and SNES. "What could possibly go wrong?"

Plenty! When super-genius mole Virgil Reality teams up with greedy Oinker P. Spamm, they create the Amazatorium — a place that simulates any time period in history. But as the center nears its grand opening, mysterious things start to happen. Records of entire time periods suddenly begin to vanish, as if the subjects and cultures never even existed. It seems that the Amazatorium doesn't just *simulate* history — it goes ahead and *steals* it!

GENESIS info

PUBLISHER	Accolade
DEVELOPER	Accolade
DATE	September
GENRE	action/adventure

BUBSY 2

Wherever Bubsy is, yarnballs can't be far behind. Keep grabbin' 'em for points, extra lives, and... um... the American way.

Who can save us from the Amazatorium's evil power? Why, Bubsy Bobcat, of course. He and his sidekick Arnold Dillo were taking the wild and troublesome Bubsy Twins to the Amazatorium when they stumbled upon its dark secret. But before Bubsy can alert anyone, the twins sneak inside! Now Bubsy must search for the twins through five worlds and six bonus games, while still trying to save Earth's history. Can he do it? Find out this September when *Bubsy 2* is released for both SNES and Genesis.

The original *Bubsy* boasted great graphics and fun personality, but the game play left something to be desired. Yarnballs — all was yarnballs. But so far the sequel promises to be sort of the opposite: The preliminary screens don't look

THE AMAZATORIUM

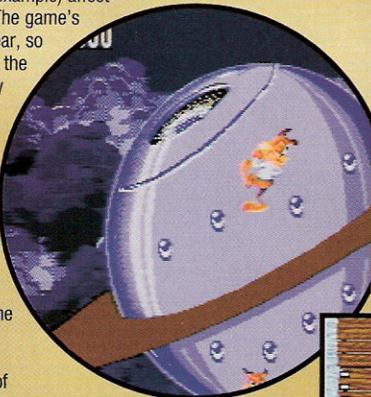
There's tons of rooms, and those zany Bubsy Twins might be anywhere.



quite as good, but the game play has made a definite leap forward. There are a lot more bonus items this time around, and some of them (a diving suit, for example) affect game play. The game's also non-linear, so you can play the stages in any order you like. Designer Cyndi Kirkpatrick also told us that players might be able to work through two versions of the same game.

"What we have hopes of doing," Kirkpatrick says, "is offering some added replay value.

Because we have the twins in there as a plot device, we're hoping to allow the player the choice at the beginning of the game to chase either Terry or Terri. And if you've chosen Twin A, then you're going to get slightly different game screens than if you went after Twin B. The only thing holding us up is cart size — it's going to be pretty tricky fitting all that into one cart!"



Exclusive!! You saw it here first!!
The first appearance of Saturn right here in Bubsy 2!

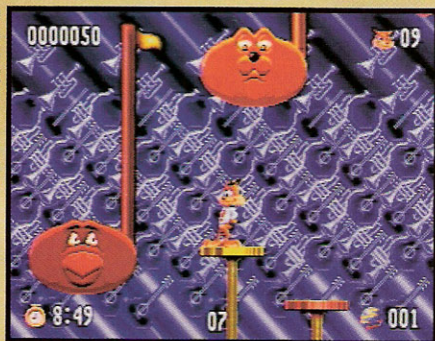
LET LOOSE THE FROGS OF WAR!

Bubsy 2 introduces bonus stages to the game play of the original title. Here's a glimpse at one of those wacky bonus rounds.



In this "Frogapult" bonus stage, you must launch frogs (don't worry, they're happy to do it) into whatever you can hit. The further you can throw the frogs, the better you do. Do well and you're rewarded with a bunch of extra lives and points.

Jump on these "high" notes to gain some altitude. It wouldn't work for normal folks, but since you're Bubsy, you can do it. It's OK.



As in the first Bubsy, walking into most doorways warps you to another part of the level. Some doors also lead to bonus games.



AHEAD

of the

GAME

Soul Blazer: The Illusion of Gaia

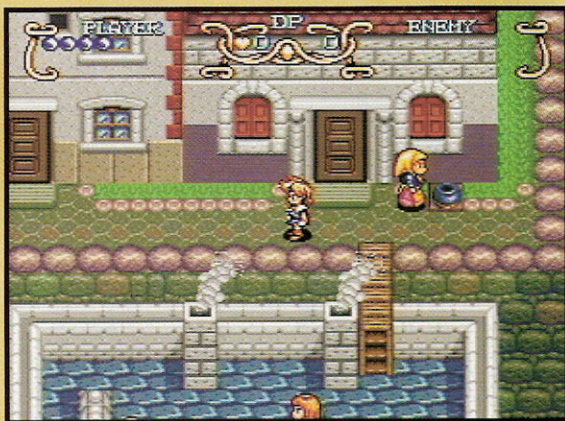


Your friends all hang out at the Seaside Cave after school. You can bet there's lots of tomfoolery goin' on!

The adventure continues — now with even more RPG!

Dragon Warrior V may not be on the shelves yet (or even on the way, for that matter), but RPG fans can take comfort in Enix's sequel to its hit *Soul Blazer*. While the first game relied on tons of action with sparse RPG elements, the second finds you spending most of your time in town, often chatting with the townspeople for hours between action scenes.

The story starts when Tim, a young boy with a magical staff, hears some news about his long-lost father. Then Karen, a young princess about Tim's age, shows up and causes trouble. Then Tim goes to jail, but only after eating Grandma Lola's famous pie. And then... um, I guess I'm getting a little ahead of myself. Let's just say you travel the globe and stumble through many wacky subplots before you're finished.



The graphics are very impressive. The deep colors and detailed backgrounds are rivaled only by *Secret of Mana*. Just look at how detailed this house is — no more tiny huts that get bigger when you enter.



This RPG is unique because your lead character, Tim, often narrates the story as you play.



More great graphics! What's with that fisherman? He keeps tossing his line, but he can't get it back.

SNES info

PUBLISHER	Enix
DEVELOPER	Enix
DATE	July
GENRE	action/RPG

The buildings in town are built like real buildings. When you walk upstairs, the screen follows you without going black and stopping to redraw the room.

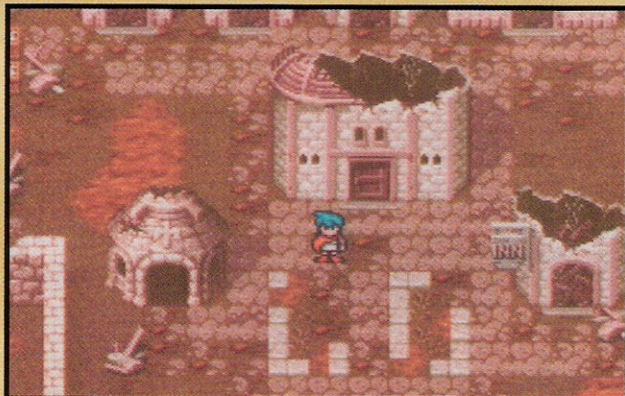
HAVE A CHAT WITH GAIA



You can go into Dark Space to visit Gaia through any of these portals. She helps you in ways ranging from giving you information to saving your game.

Now you can get some help from those who care about you.





One of the town's magicians turns you into stone to protect you from the Dark Dragon's attack. When you awaken, you find your town in ruins. Now you've got to find out some answers.



Yo! Get ready for some serious gamin'!



Thanks to one of your characters ability to change into a bird, you can spot the floating tower that holds something vital to your quest. The labyrinths inside are treacherous, but the monster that awaits you inside is even worse....

Breath of Fire

Square Soft and Capcom team up to create one helluva game. Any questions?

SNES info	
PUBLISHER	Square Soft
DEVELOPER	Capcom of Japan
DATE	July
GENRE	RPG

can even gain the power to reverse day and night!

What RPG fan *can't* get excited about a game like this? It's sure to follow in the rather impressive footsteps of Square Soft's earlier hits when it's released in July. Only one question, though: Just what *is* the "Breath of Fire"?



Your adventure even spans the ocean floor! Good thing one of your party members can become a fish. The townspeople here are talkative, and you need to stock up on life-sustaining items before moving on.

That's right, Capcom is only playing the role of *developer* this time, leaving the marketing chores to the folks at Square Soft, the company behind RPG legends such as *Final Fantasy II* and *Secret of Mana*. *Breath of Fire*, at 12 megs, could easily end up being the best RPG of the year.

As one of the few remaining members of the Light Dragon clan, it's up to you to restore peace and order by unraveling the mystery behind the Dark Dragons' evil reign. Your adventure takes you through deserts, forests, castles, bazaars, magical towers, oceans, and much more. Eight different characters eventually join your party, each with his or her own talents and powers. One character, for example, can transform into a bird and fly the party around the world. Another can take you underwater as he changes, at will, into a fish! You

THERE'S NOTHING LIKE A GOOD BATTLE...



Combat is at the heart of every good RPG. After all, if you're going to stop and fight every four or five steps, the system has to be able to keep up your interest.

All screens are from the Japanese release

AHEAD

of the

GAME

ALSO ON THE HORIZON...

**Aero the Acro-Bat II**

Sunsoft/SNES & Genesis
Sunsoft's mascot returns for his second adventure (title is tentative) this October. But with Zero busy with his own spin-off game, will that mean Aero has to break in a new villain? Time will tell.

**Akira**

THQ/SNES

We haven't seen the actual game yet, but here's a nifty picture of an intro screen. Based on the cult Japanimation masterpiece, expect *Akira* to feature all your fave characters from Kaneda to Tetsuo.

**Columns III**

Vic Tokai/Genesis

After *Columns II* on the Game Gear, here's *Columns III*, this time from Vic Tokai instead of Sega. Expect the same puzzler as the original game, with a few extras.

**The Death and Life of Superman**

Sunsoft/SNES

Although that whole "Death of Superman" hoo-ha is over, it still looks like Sunsoft managed to incorporate the smash storyline into a good-looking beat-'em-up.

ASTERIX AND THE GREAT RESCUE

He's from France, dontcha know.

So you've never heard of Asterix, huh? That's understandable. He's made quite a name for himself in France, but you probably don't live there. Other than his Super NES game, this Genesis title is North America's first look at the little Gaul. But, boy, they sure *amour* him in France.

Based on Asterix's comic strip, *Asterix and the Great Rescue* follows our hero through 50 zones of puzzles and comic military situations. You can play as Asterix himself or his barrel-bodied sidekick, Obelix, on a mission to rescue two friends kidnapped from your village. You're armed with quick fists and magic potions which can give you anything from invincibility to the power of flight. Hey, *I'd* drink some of that!



Asterix, meet America. America, meet Asterix.



"Umph!" True to his origins, Asterix has a comic-book style, with splashy sound effects and smooth animation.

GENESIS info

PUBLISHER Sega of America

DEVELOPER Sega Europe

DATE June

GENRE action



Before you dive into a level, check out the map screen. And while you're at it, you can choose between Asterix and his big ol' pal Obelix.

ROCKO'S MODERN LIFE: Spunky's Dangerous Day

Keeping Spunky out of trouble is a full-time job.

Everyone's familiar with those crazy Nicktoons Rocko and Spunky, right? Now the lovable duo is headed to the Super NES courtesy of Viacom New Media, not-so-coincidentally a division of the company that owns Nickelodeon (and MTV, and Paramount, and a big old chunk of the free world).

Rocko's Modern Life: Spunky's Dangerous Day is a kind of "Lemming-esque" game. As Rocko the wallaby, you must clear away the dangers that lie ahead so your pet dog, Spunky, can walk through 16 levels and reach the golden fire hydrant at the end of each. Spunky's not going to make it easy

for you, though. He explores dingy basements and treacherous treehouses, pits you against wild washing machines, and more.

The graphics look great and capture the feel of the cartoon, but we'll have to play it more to see if it's got that *Ren & Stimpy* edge to it that the show cultivates.



Your goal... the coveted golden fire-hydrant. If you can help your dog, Spunky, reach it without harm, you advance to the next level.



The large character sprites and rich colors make Rocko easy on the eyes.

SNES info

PUBLISHER Viacom New Media

DEVELOPER Viacom New Media

DATE June

GENRE action/puzzle

GP RIDER

Er... Are you sure that's not Hang-On?

Fans of Sega's classic arcade games *Hang-On* and *Super Hang-On* should really get a kick out of *GP Rider*. The graphics look almost identical to those earlier Sega racers, and lots of new things have been added to make the Game Gear version the most complete yet.

You can choose your game from four different play modes: Arcade, Tournament, Grand Prix, and World Tour. You must qualify before each race to determine your starting position — a much better option than starting dead last. You can also pick from a solid assortment of bikes, and there's even a two-player mode for you and another Game Gear-wielding friend.

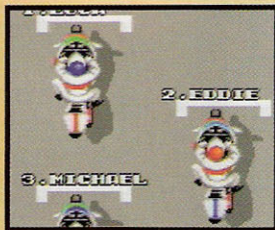
Once you begin the race, the action is pure *Hang-On*, from the feel of the road to the design of the racers' uniforms. *GP Rider* looks promising on its own, but why didn't Sega just go ahead and call it *Hang-On*? That's one classic series I'd like to see keep going.



The graphics are pretty good — in fact, anyone who's seen the ancient Sega Master System version of *Hang-On* might be a little suspicious.

GAME GEAR info

PUBLISHER	Sega of America
DEVELOPER	Sega of America
DATE	May-June
GENRE	racing



First things first — you need a bike. You can pick any one right from the start, but you've got to make sure the one you choose is right for the track.

Racing a qualifying lap determines your starting position. Unlike many racers, you don't have to start last!

ZERO THE KAMIKAZE SQUIRREL

Aero's co-star has big-top plans of his own.

You may remember Zero from his video-game debut in last year's *Aero the Acro-Bat*. As the jealous circus star who lost his job to Aero, Zero was the bad guy, teaming with the evil ex-clown Edgar Ektor to seek his revenge. Now, as we told you last fall, he's back on top in his own 16-meg game for Genesis and SNES, and there's no Aero to steal the show.

After receiving word that a lumberjack known as Jacques LeSheets is threatening to chop down Zero's forest home to get money for a coun-

terfeit money scheme, Zero splits from the despicable Ektor and tries to foil his plans. He must use kamikaze spins, dives, tail-spins, and more as he zips through rugged terrain from the forest to the mountains, from beaches to volcanos until he reaches the abhorrent paper factory.

Though Zero is getting his own shot at video-game stardom, it looks as if his competition with Aero isn't over yet — *Zero the Kamikaze Squirrel* will be released simultaneously with *Aero II*. You heard it here first.



YOW-WEE!! What made Zero's eyes bug out like that? Chances are he would have fared better if he'd been riding that balloon over there.



Awww, look — Zero's even got his own supply of nuts. After all, every cute little video-game critter needs something to collect.

SNES GENESIS info

PUBLISHER	Sunsoft
DEVELOPER	Sunsoft
DATE	October
GENRE	action/adventure



Itchy & Scratchy

Acclaim/SNES

"They fight, and fight, and fight and fight and fight. Fight fight fight. — 'The Itchy and Scratchy Show!'" Guess what they do in the video game? They fight!



The Jungle Book

Virgin/Genesis

Last month we previewed the SNES version, but now we've got our hands on a Genesis pic. The game play is basically the same, but the Genesis game has some completely new levels to enjoy.



Kirby's Battle Ball

Nintendo/SNES

Kirby's first SNES game is not an action title. The cool little "putt-putt meets pool" premise is still kind of fun, though maybe only for those who like pink round things.



Mortal Kombat II

Acclaim/Everything

We're jumping the gun a bit, but we just wanted to remind you that *MKII* should be out around September. Expect the SNES version to look and sound better, and the Genesis cart, to have blood.

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ASK NOT

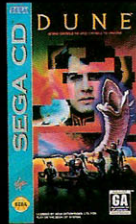
“what can
my Sega

do for me?”

DUNE

THE TERMINATOR

SON OF CHUCK: CHUCK ROCK 2



HEART OF THE ALIEN: OUT OF THIS WORLD PART 2

INCLUDES TWO COMPLETE GAMES ON ONE CD: THE AWARD-WINNING ORIGINAL VERSION PLUS AN ALL-NEW FULL-LENGTH SEQUEL

ask

“what can I do with my
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REVIEWS

Come on guys, don't waste your money on garbage — spend your bucks on the games that are worth them. Over the next few pages we're bringing you our opinions of the latest games. And they're reviews you can trust because we tell it like it is — our views aren't swayed by the amount of ad dollars a company spends.

REVIEWER

We pride ourselves on being able to give games the scores they deserve so we've got the best reviewers in the business.

GAME SCREENS

Take a look at our screens — you might almost be playing the game yourself! We capture the action at all the best moments so you know exactly what's going on.

INFO BOXES

So is the sort of game you wanna be playing?

THE GAME PLAYERS ULTIMATE AWARD

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



OPINION

What sort of game is it? What's it got that others haven't? What's it missing? We tell it like it is.

Publisher: Data East • Developer: Igamna • now available • \$54.95

MEGA TURRICAN

GENESIS info

Platform: Genesis

Players: 1

Levels: 25

Difficulty: Hard

Save Feature: None

Mags: 0

RATINGS

GRAPHICS
8 A detailed graphics, vibrant colors, and tons of exciting options.

MUSIC & SOUND FX
8 Rapidly changing music and explosion effects keep your heart racing.

BELLS & WHISTLES
7 The variety of weapons and items used in the game.

CONTROL
8 Quick response — which is needed in this game.

REPLAY VALUE
7 This fast-paced action and great graphics keep you coming back.

OVERALL 88%

* You'll need a resistor bar to see in the many background.

* You've seen similar weapons before, and the enemies aren't tough enough.

* This fast-paced action and great graphics keep you coming back.

* If you're a fan of the game, you'll find some extra levels over and over again.

* You'll need a resistor bar to see in the many background.

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OUR SCORING SYSTEM

Where the rubber meets the road.

Graphics: Pictures worthy of centerfold status or dull as dishwasher?

Music & Sound FX: Sound with some oomph to it, or yawn-y junk you're better off not hearing again?

Control: A cool interface? Are controls well set up? Does your character respond well?

Bells & Whistles: These are "extras," special options or features one game has that sets it apart from the pack.

Replay Value: D'you wanna keep coming back, or is it a real drag-ass game?

Overall Score: It breaks down like this:

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

MEET THE REVIEWERS

Would you trust your life to these guys? Us, neither. But they're still damn fine game reviewers



Doug Brumley



Mike Foster



Jonathan Gagnon



Jeff Lundrigan



Patrick McGee



Vince Matthews



Chris Slate



Karie Ward



Trent Ward

SUPER METROID

SNES info

GENRE	action/adventure
PLAYERS	1
LEVELS	six massive zones
DIFFICULTY	medium
SAVE FEATURE	battery backup
MEGS	24



Nintendo's first big gun for '94 easily lives up to everyone's high expectations. Now if we could just wipe that mile-wide smile off Chris Slate's face....



Now this is more like it! *Super Metroid* has Nintendo doing what it does best — mixing smooth, complex game play with state-of-the-art graphics and sound. But with Nintendo, game play *always* comes first, no matter how pretty the pictures

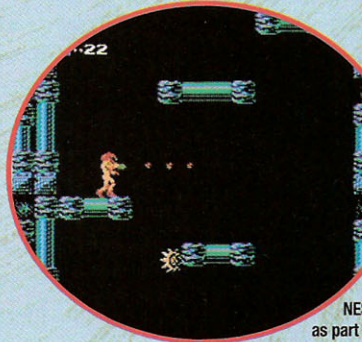
look. Instead of settling for standard side-scrolling action carts, it creates new worlds to discover. That theme is clearly illustrated in each of the company's top lines of games: *Mario*, *Zelda*, and, of course, *Metroid*.

Action fans can't afford to miss *Super Metroid*. Even if you blow your lid and get frustrated with a boss or something, you still won't be able to put down this cart for more than a few minutes. Fans of the NES and Game Boy *Metroid* carts know what I mean — every time you find a hidden item or a new room, you can't stop playing until you've found *just one more thing!* Then another, then another, and soon you forget about food and sleep and work and school.... Lives have probably been ruined, but,

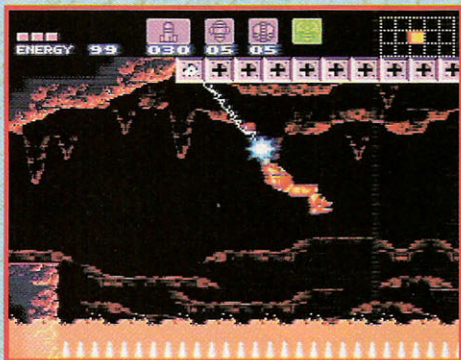
hey, those are the breaks. The auto-mapping feature which charts your progress through

IN THE BEGINNING...

You can learn from the future only if you study the past.



The original *Metroid* for NES and *Metroid II* for Game Boy are both excellent games — if you can stand the older, simpler graphics. In fact, the NES cart was re-issued not too long ago as part of Nintendo's "Classic" series, so you should still be able to pick it up.

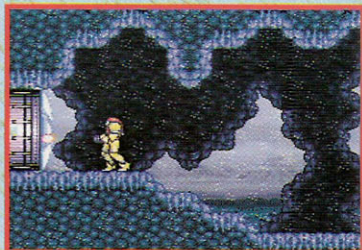


The Grappling Beam is a new weapon in the *Metroid* series. Samus can use it to latch a laser-beam onto the ceiling and swing across hazardous pits and other obstacles.

You'll remember the Freeze Beam from the earlier games. Not only does it keep an enemy from attacking you, but you can also jump onto frozen enemies and climb to higher places.



Here's the little rascal everyone's chasing. Scientists want it for a potential power source, space pirates want it for fortune and power, and Samus just wants to get it out of dangerous hands.

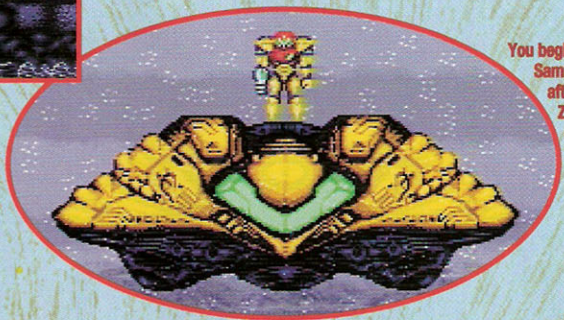
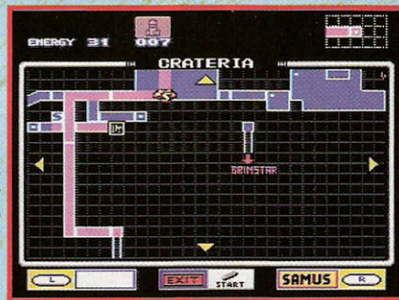


True to the *Metroid* formula, you use missiles to open locked doors. Some doors require more than others, and some doors can be cracked only with special missiles. In *Super Metroid*, some doors are also now found on ceilings and floors.



Nab every Energy Tank you can find. Each one adds a reserve to your life meter, naturally making Samus a tougher nut to crack.

There's lots of space to cover, as you can plainly see from this map screen of Crateria.



You begin the adventure at Samus' star ship just after she lands on Zebes. Return here at any time for a complete energy refill.

the game is a new addition and you *really* need it.

Super Metroid is a sign that Nintendo is finally staking a claim on its share of the 16-bit market. Loyal SNES fans have had to wait too long for a game of this caliber. If Sega can pump out four or five *Sonic* titles in a year, why does it take Nintendo so long to get its top stuff out? Let's hope *Super Metroid* is just the start of a bunch of hot new SNES games. **GP**

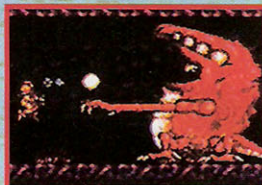
BOSSSES!

They're not only huge, but they move really well, too.



Some of these guys are two screens big!

Each has his own weakness, and some of them can't



be beaten until you find the right weapon. Keep that blaster loaded!



A SECOND OPINION

The first two *Metroid* games are among my favorite games for their systems, and *Super Metroid* makes it three for three. The game looks great, and the auto-mapping feature is a *big* plus. In addition, I think the music is *exactly* right for almost every section. My only criticism is that this wasn't out sooner — why did these guys decide to wait? My reflexes are almost a decade older than the first time I played!

— Jeff



Under that tough shell there's an equally tough gal. One of the best things about *Metroid* is that Samus is no damsel in distress.

RATINGS

GRAPHICS

9

- ◆ Large, smooth-moving characters and absolutely enormous bosses.
- ◆ Backgrounds with rich colors, deep shading, and spectacular effects.

MUSIC & SOUND FX

9

- ◆ *Metroid's* original music has been spiced up for 16-bit.
- ◆ The moody tunes also add a lot to the game's creepy, alien atmosphere.

BELLS & WHISTLES

10

- ◆ The auto-mapping feature is the only option the original *Metroid* really needed.
- ◆ Hidden weapons are more than new killers — they open new game sections!

CONTROL

10

- ◆ You have absolute control when jumping, running, or using a special weapon.
- ◆ Fire directly up or diagonally, and even hold your firing position while moving.

REPLAY VALUE

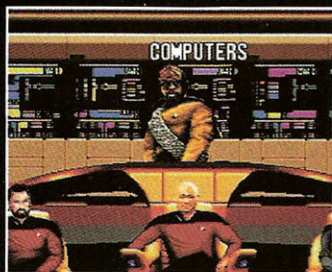
9

- ◆ There's *tons* of space to explore — and just as many secrets to find.
- ◆ You'll want to play through again and again even after you've beaten it.

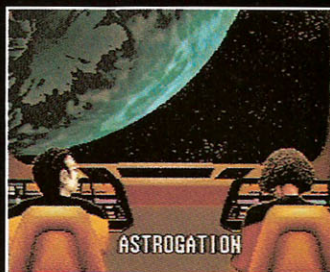
OVERALL

97%

Report To



Welcome aboard the U.S.S. Enterprise. The bridge is under your command



Your mission: Chart a course through unknown worlds to confront the Derandomizer—the most powerful device in the galaxy.



Beam down to unknown planets. But choose your team carefully. Each crew member has special strengths.

The Bridge.



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Starfleet has appointed a new Commander of the Starship Enterprise™: You.

In "Future's Past," the new Star Trek: The Next Generation® episode for Super Nintendo®, you can be any of your favorite crew members on the U.S.S. Enterprise™. Travel at warp speed. Transport to distant planets. And... **BOLDLY GO WHERE NO ONE HAS GONE BEFORE™.**

STAR TREK THE NEXT GENERATION®

"Future's Past"

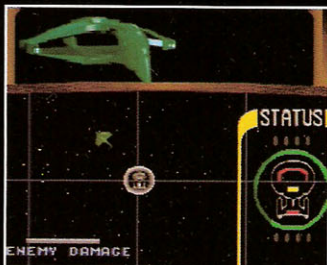


SUPER NINTENDO
ENTERTAINMENT SYSTEM

Also coming soon on IBM CD-ROM and 3DO.



Will you need Dr. Crusher's™ healing power or Worf's™ strength? The fate of the Federation hangs on your decision, Commander.



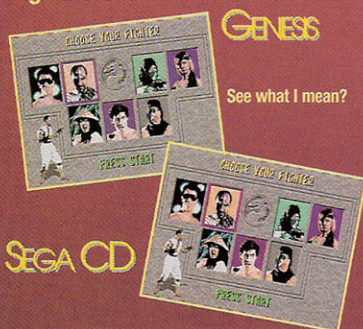
Red alert! Enemy ship attacking. Use your shields, torpedoes and phasers to defend the Starship Enterprise.



You've won this encounter with the Romulans™, but they'll be back. Will you be ready?



YOU BE THE JUDGE
Maybe it's just me. Do you see a big difference?



GENESIS

See what I mean?

SEGA CD



GENESIS

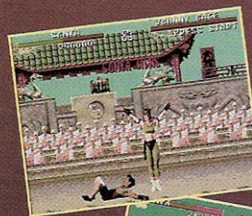
The difference in graphics is most apparent on non-fighting screens such as this bonus stage.

SEGA CD



GENESIS

The ever-so-slight visual improvement just doesn't make up for the loss of smooth, clean game play.



SEGA CD



Publisher: Acclaim • Developer: Probe • available May • \$45-55

Mortal Kombat



Goro-whuppin' Karie Ward hoped to test her might, but the latest version of M.K. did little more than test her patience.

You know, I love *Mortal Kombat* as much as the next guy — no, I love it *more* than the next guy. If I still had all the quarters I spent that first year the coin-op was released, I could buy my own arcade. So you can't imagine how excited I was to review the long-awaited Sega CD version. You also can't imagine

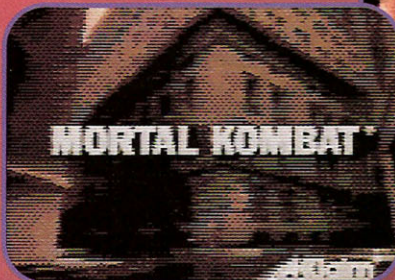
how it grieves me to report that my excitement turned to utter despair when I actually played the "upgrade."

The CD begins with a two-minute trailer which admittedly *is* pretty cool. Re-edited from the TV commercial, it features game footage, video clips, and an awesome new techno theme song (taken from the *M.K.* CD single), the intro really gets you hyped for that familiar *M.K.* rush. Unfortunately, it's all downhill from there.

With the exception of a few still shots, the only difference between the Genesis version and the CD game is in the CD's blood-from-the-beginning, which earned the game an MA-17. The graphics are still grainy and drab, but they're slightly better than before. The real shocker is the audio!

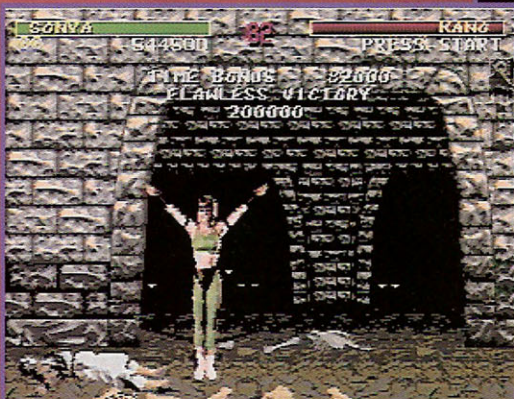
MAKE WAY FOR THE NEW!

There are some way-cool additions as well as one we could do without....



A throng of Krazed Kombatants flocks to the street.

Pump up the volume and get ready for the pre-game video jam!



LOADING...

PREPARE TO FIGHT

Get used to this — you get large doses of access time between every single match, fatality, background change, bonus stage, endurance round... I could go on.

"Flawless Victory!" The mark of unparalleled perfection once again flashes across your screen — and rumbles through your speakers in superior digitized sound!

SEGA CD info

GENRE	fighter
PLAYERS	1, or 2 competitive
LEVELS	12
DIFFICULTY	adjustable
SAVE FEATURE	3-6 continues, no saves
MEGS	not applicable

Although the game has the coin-op's "flawless victory" and "fatality" chants, along with a new tune or two, still... CD quality and the music *still* sounds this way?! Come on!

But, hey, it wasn't graphics and sound that made the Genesis version stand out in the first place — it was game play, right? Well, sorry again, guys. No strides were made in this department, either. It's not *bad*, it's just not any different. Wait — there *is* one new element worth mentioning. Now you've got an access-time delay of seven to nine seconds between rounds. It may not sound like long, but really drags down the game play.

M.K. is still a solid action game, but the CD version makes so little attempt to take advantage of its increased memory and technology that it's dissatisfying. Maybe it was the eight-month wait between versions that led me to expect something more impressive. So should you shell out for the expensive system and the CD version? Absolutely not. **GP**

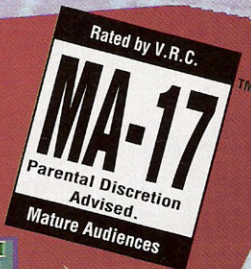
A SECOND OPINION

I'm even more outraged about the backward leap in *M.K. CD*. Acclaim took the exact same Genesis game you already own, stuck the commercial at the beginning, and expects you to cough up for it. Well, *don't!* The Genesis game has faster game play and even better music (imagine that). Since CDs are very cheap to produce, companies are taking existing titles and tossing in a little fluff to make a few extra bucks without spending more development money. How could a great company like Acclaim fall into that trap?

— Chris



Even though the graphics on this stage are the pits (ouch), there's no mistaking Kano's deadly intention!



The CD may need to load information before a finishing move, but that doesn't stop Rayden from proclaiming himself the unrivaled champion.



The improved sound effects put the thrill of victory back into fatalities!



Johnny Cage successfully pulls off this lethal jump-kick against one of the more detailed background scenes.

RATINGS

GRAPHICS

8

- ◆ Pre-game video is awesome, and bonus screens are picture-perfect.
- ◆ The rest have the same shoddy color and lack of definition as before.

MUSIC & SOUND FX

7

- ◆ The intro is outstanding, and music (when it's playing) is fairly good.
- ◆ Substandard for CD — there should have been a *much* bigger improvement.

BELLS & WHISTLES

6

- ◆ Adjustable difficulty and extra continues make things versatile for gamers of all skill levels.
- ◆ Unimpressive; nothing extra of note.

CONTROL

5

- ◆ Response time is still quick and clean as in the Genesis game.
- ◆ The delays are unbearable! Smooth, exciting game play is completely lost.

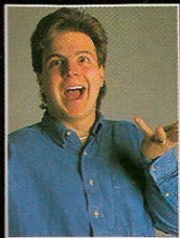
REPLAY VALUE

8

- ◆ Well, it *is* *Mortal Kombat*, after all... does anyone get sick of it?
- ◆ If anything makes you quit, it's the loading delays and super-short rounds.

OVERALL

72%



He didn't expect to stay long in this mansion, but Mike Foster was left breathless by this virtual mind trap.

Although the Sega CD system got off to a slow start, games such as *Sonic CD*, *NHL Hockey '94*, *The Secret of Monkey Island*, and *Lunar* are finally showing us the unit's capabilities. And now there's *Mansion of Hidden Souls*. Even if this adventure weren't great gaming



— which it is — it would simply be beautiful to look at. Each frame looks carefully painted and planned, and the frames move in conjunction with the screen blackouts that have plagued CD games.

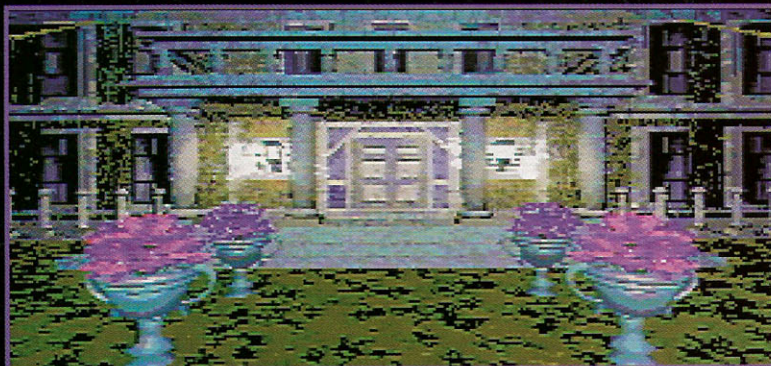
The idea is to rescue your sister after she follows a butterfly inside a mysterious mansion. If you don't rescue her quickly, she'll become a butterfly and join the lost souls who inhabit the manor. Search the

rooms for clues, hidden objects — including a diary that lets you save your game — and butterflies. Listen to the butterfly/souls carefully; their hints are invaluable.

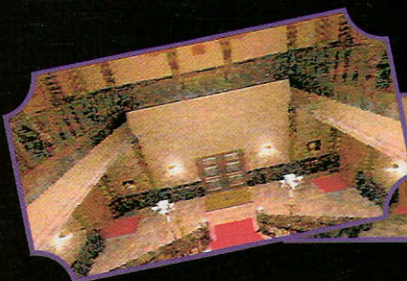
Unfolding like a movie, *Hidden Souls* makes you feel like you're *in* that mansion — I even got goose bumps. My only complaint is it's way too short. *Hidden Souls* could have continued for hours without getting old, but Sega evidently wanted to leave us wanting more. And, boy, do we! **GP**

SEGA CD info

GENRE	graphic adventure
PLAYERS	1
LEVELS	not applicable
DIFFICULTY	medium
SAVE FEATURE	battery backup, three slots
MEGS	not applicable



Abandon hope, all ye who enter here!



Talk about graphics! These are just a couple of great examples. You get a good sense of movement going up and down the stairs.

HINTS IN THE ODDEST PLACES

As in life, look to TV for the answers to all the universe's questions.



Look at the screen on the right-hand wall.

It shows you pictures of the rooms you should visit or areas you should search.



f Hidden Souls

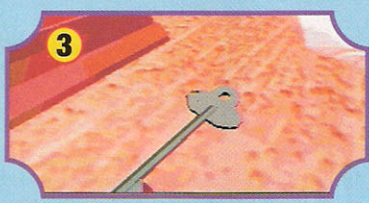


KEYS! KEYS! You need four keys to complete the game. Here's how to snag the first:

Look toward the dresser in your bedroom.



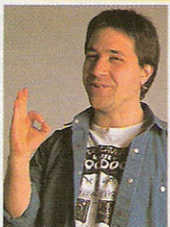
You're getting warmer!



Push back on the chair — there it is!

A SECOND OPINION

While *Mansion* certainly is a gorgeous game, I'm not as enthusiastic about it as Mike. I'd still recommend it — in fact, I enjoyed it — but don't pick up this one expecting something groundbreaking. I like my adventures *big*, and although the game's riddles will probably have you stumped for a while, overall the game is five miles wide and six inches deep.



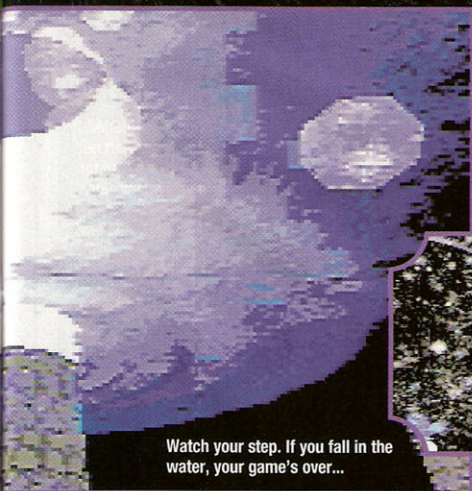
— Jeff



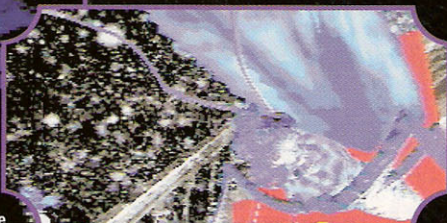
Some guests try to tempt you with goodies. Don't let them delay you.



To get out of the candle room, blow out one candle.



Watch your step. If you fall in the water, your game's over...



...and you join the mansion's residents as the newest butterfly.

RATINGS

GRAPHICS

- 9** ♦ Beautiful... gorgeous... awesome.... Stop me before I repeat myself.
♦ There just aren't enough different screens.

MUSIC & SOUND FX

- 9** ♦ Wonderfully eerie music and effects set the mood.
♦ The music may be too weird for some people's tastes.

BELLS & WHISTLES

- 9** ♦ The animated sequences are incredible, and there are three save-game slots.
♦ Are those butterflies' accents really for real?

CONTROL

- 9** ♦ Fluid control without the screen blackout in other Sega CD games.
♦ Once you've decided on a course, there's no way to change your mind.

REPLAY VALUE

- 5** ♦ The second or third time through is just to admire the scenery.
♦ But you'll already have solved all the puzzles.

OVERALL 91%

TOMCAT ALLEY



Veteran pilot Trent Ward came down to earth when he realized Tomcat Alley looks a lot better than it plays.

Climb behind the controls of the most powerful fighter jet available and take on a madman! Insane

fighter pilot Alexi Povich has just set up a base in Mexico, and only you can keep him from covering major U.S. cities with a liberal dose of chemical weapons. It won't be easy, though — Col. Povich also controls a fleet of MiG fighters, surface-to-air missiles, and some surprises even your special task force doesn't know about.

Don't pick up *Tomcat Alley* if you're expecting a flight simulator. Basically an airborne shooter, *Tomcat Alley* is more similar to *Mad Dog McCree* and *Ground Zero*, *Texas* than *AH3 Thunderstrike* and *Turn and Burn*. Its graphics and sound are strong, but the game play — as is true of a lot of shooters — gets repetitive. Still, *Tomcat Alley's* sure to give your accuracy and reflexes a run for their money. And if you're a big fan of arcade shooters, this one's better than most. But if you've been holding out for a good flight sim, your wait is still on. **GP**



Remember, you're all that stands between the U.S. and that Russian madman. Go kick some butt!

Get your briefings from the mission commander. He's not exactly a friendly fellow — screw up just once and he makes you run the whole mission again.

SEGA CD info

GENRE	arcade-action
PLAYERS	1
LEVELS	not applicable
DIFFICULTY	hard
SAVE FEATURE	backup after each mission
MEGS	not applicable



Here's where the action takes place. Use your cursor to get a missile lock on enemy targets. Better move quickly, though — the lock's good for only a few seconds!



If you give your opponent long enough, he slips in behind you. Release some chaff quickly when you see this lock warning, or you'll be hitting the silk.



Fast reflexes are rewarded with spectacular explosion animations that look like they're straight out of a movie. See you in hell, you insane Ruskie.

RATINGS

GRAPHICS

- 8** ♦ Really good digitized backgrounds; solid live-footage animation.
♦ The drawn-in planes stick out like a sore thumb.

MUSIC & SOUND FX

- 7** ♦ FX and music don't distract you from the game. Voices are helpful in combat.
♦ Everything sounds the same after a while, and there's not much music.

BELLS & WHISTLES

- 5** ♦ Live actors are a nice touch, as is the save feature.
♦ This is pretty much a no-frills shooting game.

CONTROL

- 7** ♦ No hard-to-use button combinations.
♦ Often it's hard to get to the chaff button before you're blown up. It's also too easy to turn off your display by accident.

REPLAY VALUE

- 6** ♦ With the multiple-path design, you can get several different endings.
♦ The repetitive game play might keep you from wanting to see them.

OVERALL
67%



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

Awesome Role-Playing!
CD Sound!
Animation!



Rated by V.R.C.
NOT YET RATED
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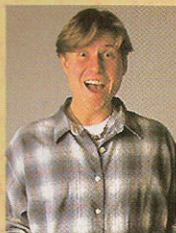


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Our games go to 11!

Knights OF THE Round



Jonathan Gagnon reckons Capcom took *Final Fight*, stuck the characters in armor, and — presto chango — came up with this sword-swinging adventure.



It's up to Lancelot to defend himself. If you successfully block a sword attack, you're invincible for a second or two. Take advantage.



These enemies like to annoy you by zipping around the screen. Jump up and deliver them some skull-crushing blows.

Kill the enemies in the foreground first, then concentrate on the ones in the rear.



...then turn the tables on him by jumping on his horse and using it against him.



Charge the boss Braford to knock him off his horse...



This foe can't strike back if you sandwich him between your sword and the wall.



Use your mega-crush attack on the tall guy, but watch out — it decreases your health bar if you use it too much.

Get ready, fighting fans — Capcom's got some medieval mayhem for your vicious little appetites. *Knights of the Round* sounds like a fantasy RPG, but it's much more an action game in the *Final Fight 2* tradition.

You'd think once Arthur pulled Excalibur from its stony prison that all would be peaceful in Camelot. But alas, other knights and kings would have nothing to do with the upstart youngster. So Arthur conferred with Merlin, and the two decided that the only way to unite England is to find the Holy Grail. *Knights of the Round* sends Arthur, Lancelot, and Percival out on a quest to return peace and prosperity to Camelot.

Knights of the Round may not quite live up to the *Final Fight* series, but its lush medieval setting is a welcome change from gritty urban streets. The wide variety of moves at your disposal also makes it exciting to play. If you've always wanted to be a knight in shining armor, here's a good place to start. **GP**

SNES info

GENRE	action
PLAYERS	1, or 2 cooperative
LEVELS	7
DIFFICULTY	medium
SAVE FEATURE	none
MEGS	12

RATINGS

GRAPHICS

8

- ◆ As you can see for yourself, the graphics are crisp and finely detailed.
- ◆ Brawling in medieval settings is a nice spin on the usual street scenes.

MUSIC & SOUND FX

7

- ◆ The medieval fighting music (?) keeps the suspense high.
- ◆ Unfortunately some of the sound effects are unrecognizable.

BELLS & WHISTLES

7

- ◆ Jumping on horses, attacking in different modes, and facing various enemies add to the excitement
- ◆ The moves aren't the greatest.

CONTROL

8

- ◆ Everything moves smoothly, and you get quick response to your commands.
- ◆ It takes a while for you to learn the different moves.

REPLAY VALUE

8

- ◆ Good action for solo gamers, but the two-person option raises the intensity.
- ◆ Despite its Arthurian setting, it's not that different from other action games.

OVERALL

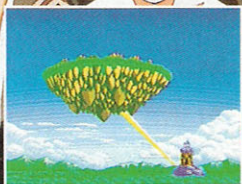
86%

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

LUNAR™

THE SILVER STAR

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



Our games go to 11!

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The Hulk's in this game all right, but Jeff Lundrigan finds that there's nothing incredible about The Incredible Hulk.

There's something mighty appealing about a mindless brute who's simply "the strongest there is." Sadly though, this game doesn't have much to do with its Marvel Comics incarnation.

Stop me if you've heard this before: He walks from left to right, jumps on platforms, and hits enemies. He picks up gamma capsules to increase power and gain special moves. And he fights one of the Hulk's main villains — the Rhino, Tyrannus, etc. — at the end of stages.

See the problem? You could put any character in here without changing the formula. Sure, it *looks* OK, but side-scrolling action games have been done to death, and nothing makes this stand out. It's got tiny characters, just a handful of combat moves, and not enough variety among enemies. We've seen it all before — show us something new. **GP**

Publisher: U.S. Gold
Developer: Probe
available May
\$54.95

THE INCREDIBLE HULK



GENESIS info

GENRE	action
PLAYERS	1
LEVELS	6
DIFFICULTY	medium
SAVE FEATURE	none
MEGS	16

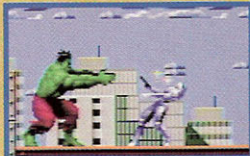


The title screen looks great... wish the rest of the game could keep up.

Watch a tiny Hulk battle a couple of bosses from the comic book: the Abomination, the Absorbing Man, the Rhino, and others.



Collect special capsules and they make you a Super-Hulk. You can then do extra moves like the Sonic Clap.



Most of the stages look alike. This is about as distinctive as the designers got.



Find transformation capsules or take enough damage to turn into Banner. He gets places the Hulk can't... too bad he dies so easily.

RATINGS

GRAPHICS

- 6** ♦ Storyboard screens are well done, and the Hulk himself looks just fine.
♦ Folks are *tiny*, and backgrounds look like every other game you've played.

MUSIC & SOUND FX

- 5** ♦ The Hulk roars — cool.
♦ Music? Oh, yeah, there's music there... somewhere.

BELLS & WHISTLES

- 4** ♦ There are a few neat fighting moves, and some stages require some thought to survive.
♦ But don't look for much extra.

CONTROL

- 5** ♦ For some reason, it's difficult to time your jumps.
♦ A few supposedly "super" moves are nearly useless.

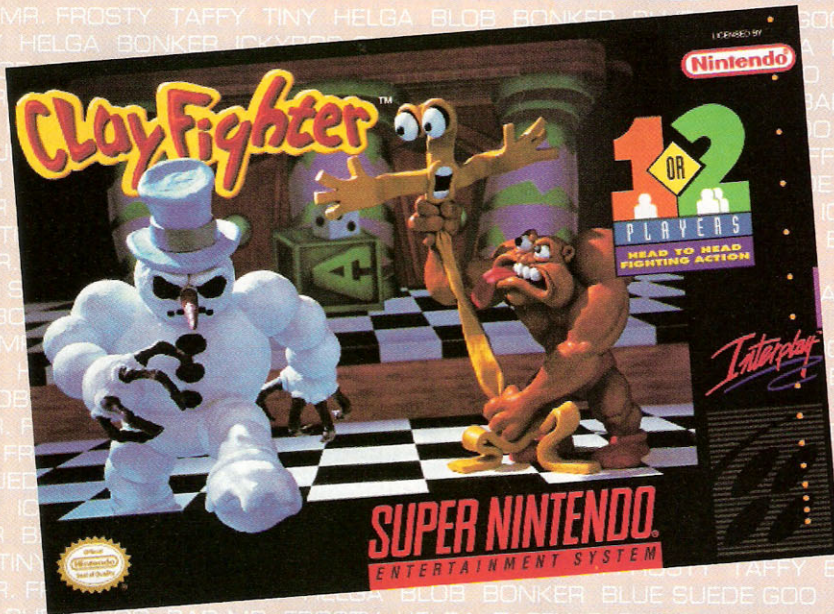
REPLAY VALUE

- 5** ♦ There's no save feature, but you can collect continues.
♦ Nothing here is interesting enough to bring you back more than once or twice.

OVERALL
50%

IF YOU SNOOZE - YOU LOSE!

YOU'LL KICK YOURSELF IN THE BUTT IF YOU'RE LEFT SITTING IN THE STREET WITHOUT CLAY FIGHTER™!



THEY'RE HERE FOR A LIMITED TIME ONLY. WHEN THEY'RE GONE—THEY'RE GONE!

1994 ELECTRONIC GAME MAGAZINE AWARDS — "MOST HUMOROUS"

DIE HARD GAME FAN MAGAZINE — "MOST WANTED"

VIDEO GAMES MAGAZINE — "PERFECT 10 RATING"

ELECTRONIC GAMING MAGAZINE — "EDITOR'S TOP 10"

SWAT PRO — "BEST BET"



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17922 Fitch Avenue
Irvine CA 92714
(714) 553-6055

Doug Brumley learns the hard way that Fievel may not be the best traveling companion on a trip to the Old West.



An American Tail: Fievel Goes West

SHOOTING GALLERY Uncover power-up and bonus icons by shooting the boxes scattered throughout each level.



Pick up this Wylie Burp icon and you can continue from the point if you lose a life.

Small hearts refill your life meter by one heart,



while bigger hearts like this one fill the meter entirely and add an extra heart!



Stars give you a few seconds of invincibility. Be out of the danger zone before they run out.

A big enough coin collection — 100 to be exact — earns an extra life. Large coins are worth five of the small ones.

Water guns found throughout the level can be used



to extinguish these flaming platforms.

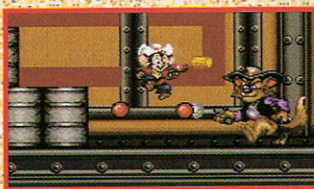
Well, it's not exactly the ultimate cat and mouse game: Evil Cat R. Waul has played upon the dreams of Fievel's family and lured the Mousekewitz family to the Old West, a place he's told them cats and mice live in harmony. In truth, he plans to serve up the Mousekewitz clan as (gulp) mouseburgers!

While Fievel may be small, he's full of fight — and aspirations to follow in the footsteps of his hero, lawdog Wylie Burp. He's discovered Cat R. Waul's crafty scheme and is committed to foiling the plan and saving his family. But the little guy is armed with only his trusty pop-gun, water pistol, and other items as he high-tails it through five levels of desperados and obstacles en route to a clash with Cat R. Waul.

The game's simplicity, brevity (only five levels!), and familiarity should make it a good selection for kids. But the control is a little rough when you're jumping and shooting and leads to frustrating moments even for grown-ups. Since there's nothing new or original, it's little more than another average action game with a sweet cartoon character. **GP**



One-Eye is the first of the five bosses you encounter, but you shouldn't find any of the meetings — except for the climactic clash with Cat R. Waul — to be too much trouble.



Fievel may be the fastest pop-gun draw in the West, but hitting enemies' heads as they're blasting at you is one of the toughest aspects of the game.



Whether he's staring down one of Cat R. Waul's desperados or picking up more loot, Fievel always has a smile on his face. Annoying, isn't it?

SNES info

GENRE	action
PLAYERS	1
LEVELS	5, with various sub-levels
DIFFICULTY	easy
SAVE FEATURE	none
MEGS	8

RATINGS

GRAPHICS

7

- ◆ Multiple scrolling backgrounds offer more than just Fievel and his foes.
- ◆ Much of the animation really isn't that impressive.

MUSIC & SOUND FX

6

- ◆ The music — a different tune for each level — accompanies the action...
- ◆ ...but the sound effects are really fairly standard.

BELLS & WHISTLES

5

- ◆ A bunch of characters from the cartoon joins Fievel.
- ◆ There are no passwords and no skill levels — a bad move for a kid's game.

CONTROL

4

- ◆ Poor jumping controls make it frustrating to land on suspended platforms.
- ◆ Most enemies and bonus items must be shot in mid-jump — a tough trick.

REPLAY VALUE

4

- ◆ Each level is really too repetitive within itself...
- ◆ ...and there are only five levels in all.

OVERALL

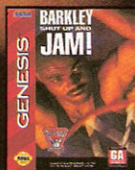
55%

Quit *crying*
about getting **hacked,**

or how your
shoes **hurt,**

or how you
can't shoot
outdoors.

Just **shut up**
and **jam.**



SHUT UP AND JAM! The only basketball game endorsed by Charles Barkley.
Coming soon for the Sega™ Genesis™ and Super Nintendo® Entertainment Systems.

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**Get In The
Game.™**

The Pirates of Dark Water



Mike Foster was pleased to play a game based on one of his favorite cartoons, but this dark water left a bad taste in his mouth.

Mer — a mysterious world where a substance called dark water consumes any living thing that touches it. Since the only things stronger than the dark water are the Treasures of Rune, the person who controls the treasures controls the planet.

In this one-player adventure, you can select Ren, Ioz, or Tula in your battle to beat the pirate Bloth to the treasures. Each of the three has unique strengths and weaknesses: Ioz is the strongest, Tula

the fastest, and Ren falls somewhere in between. You must explore Mer, picking up potions and coins and other good stuff — including melons to feed the helpful monkey-bird Niddler.

The Pirates of Dark Water looks great, but its game play is disappointing, with slow action and easy-to-defeat bosses. There's not much here for older players, but its nonviolent nature and cartoon theme make it an OK choice for younger games and fans of the cartoon series. **GP**

GENESIS info

GENRE	action
PLAYERS	1
LEVELS	11
DIFFICULTY	easy
SAVE FEATURE	passwords
MEGS	16

POTIONS OF POWER!

Bottle of magic that help you battle foes are scattered across Mer.



The gravity potion allows you to fall farther and jump higher.

Oops! Ioz forgot to drink his gravity potion before taking that jump!

This potion creates a spinning shield around your character, making him or her invincible.



Stand on these blocks — they create ladders leading to more booty.



There's nothing to grab or avoid here, so sit back and enjoy the ride.



Be sure to search every mast on the ships — they contain the coins and keys you need to proceed.



You can summon Niddler to help you if you have enough minga melons.



Ren learns of the ancient treasures from his father, King Primus.

RATINGS

GRAPHICS

- 7** ♦ Clean graphics, with good use of color.
 ♦ But you might expect more from a 16-meg cartridge.

MUSIC & SOUND FX

- 5** ♦ The music and sound effects are adequate...
 ♦ ...but who's looking for adequate anymore?

BELLS & WHISTLES

- 6** ♦ There are some neat attacks and fighting moves.
 ♦ But some animation, bonus stages, or tough bosses would be welcome.

CONTROL

- 5** ♦ Your character jumps well...
 ♦ ...but is slow to react in combat.

REPLAY VALUE

- 5** ♦ The three characters have different moves. There are hidden rooms to find.
 ♦ Mer is a great place to visit, but you don't want to spend much time there.

OVERALL

55%

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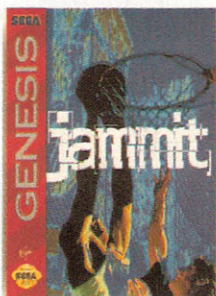
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and do what
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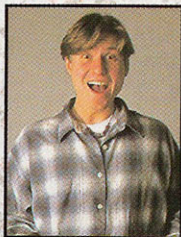
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CAPTRON
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any other offer.



If you're looking for an all-out exhilarating, blow-'em-away Genesis shooter, Jonathan Gagnon says to look no further.

Here it is — chock-full of explosive graphics and equally stunning sound effects. Oh, yeah... there's enough action to glue you to your seat.

As Bren McGuire, leader of the United Planets' Freedom Forces, your sole mission is to keep galactic peace. However, on this day harmony's not part of the picture: Your arch-nemesis, the evil "Machine," has reappeared. That's right, the evil force you thought you destroyed years ago is back with a vengeance. Same picture, different game — you must find the Machine and crush it.

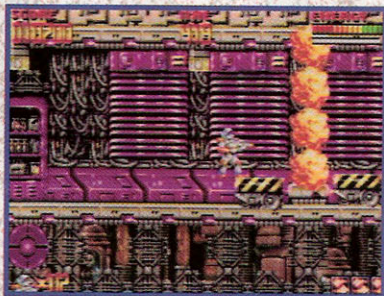
Mega Turrigan is a shooter with lasting power. Don't expect to finish it in a sitting — not with 15 horizontally and vertically scrolling levels to explore. You've got a bunch of weapons and gadgets at your disposal, and you'll need every plasma-rope and energy wheel if you hope to survive. Hold on! **GP**

MEGA TURRICAN



You get most of your shots off if you stand in this spot while the boss is in the lower part of the screen.

Jump on, then immediately off this platform to avoid being crushed. Your energy wheel is especially helpful here.



Defeat this boss by shooting at its eyes. Use your plasma-rope to swing to the side the eyes are on.

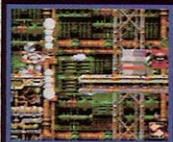
GENESIS info

GENRE	shooter
PLAYERS	1
LEVELS	15
DIFFICULTY	hard
SAVE FEATURE	none
MEGS	8



Tread slowly through the water so the serpent can't surprise you.

GUN LAWS? NAH, NOT HERE, PAL



Shoot containers like this to uncover extra weapons and power-ups.



RATINGS

GRAPHICS

- 8** ◆ Detailed graphics, vibrant colors, and tons of exciting explosions.
◆ Your character's sometimes hard to see in the noisy background.

MUSIC & SOUND FX

- 8** ◆ Rapidly changing music and explosive effects keep your heartbeat racing.
◆ There are even synthesized voices telling you the weapons you've grabbed.

BELLS & WHISTLES

- 7** ◆ The variety of weapons and items keep the action fresh.
◆ You've seen similar weapons before, and the bosses aren't tough enough.

CONTROL

- 8** ◆ Quick response — which is needed in this game!
◆ It can take some time to get used to the plasma-rope.

REPLAY VALUE

- 7** ◆ The fast-paced action and great graphics keep you coming back.
◆ It's so tough that you have to play some levels over and over again.

OVERALL

88%

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Alfred Chicken™ is the hottest new game to hit your video game system! Get ready for non-stop egg-citement with Alfred Chicken, the hero of the 90's!

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Vince Matthews knows a lot about fishing — and this just ain't fishing.

One of my earliest memories is hunting with my father, sitting bored and miserable in a cold, rainy duck blind, waiting for hours on end for a lone duck to fly overhead. I remember how utterly helpless I felt, how I never thought I would be that bored again. Until now.

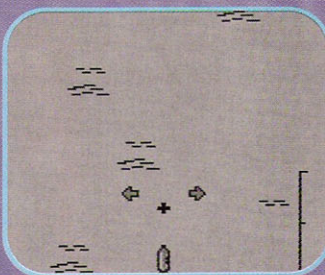
Black Bass Lure Fishing is probably the saddest simulation of any kind ever brought to Game Boy. The graphics are sub-standard and the game play downright stinks. You select a spot, cast your line, and wait. Then you get a unique "fish-eye" view below the water's surface. Unfortunately, the perspective is disorientating, and it's confusing and boring to try to figure out where the fish are. Devoted anglers might give this a try — no, wait, I take that back. Use the money and buy yourself a tackle box.

Don't think I hate this game because I hate fishing. I'm the one who gave *Super Black Bass* an Ultimate Award. In developing that game, Hot-B worked very closely with Zebco, the fishing accessories company, to make the simulation as realistic as possible. It's a shame they didn't take notes on that formula for success. **GP**

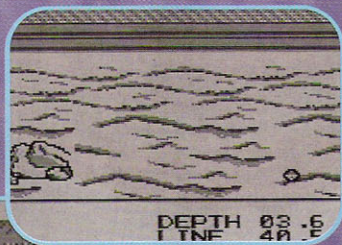


GAME BOY info

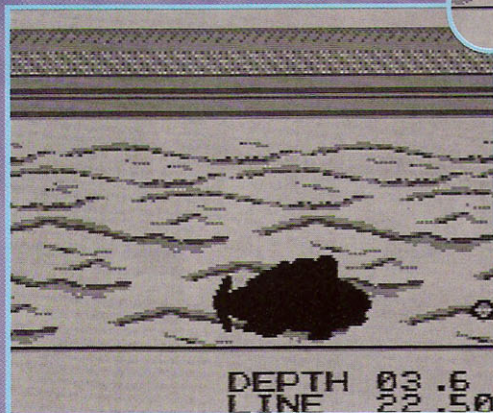
GENRE	simulation
PLAYERS	1
LEVELS	2 lakes
DIFFICULTY	medium
SAVE FEATURE	password
MEGS	1



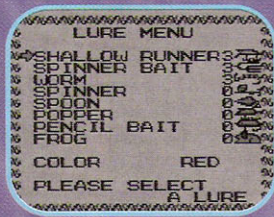
Don't expect to see a closeup of a fisherman casting his line. No, sir — the only graphics are reserved for the fish.



The fish perspective. Snooze-ville.



Look out, Jeb! You just might have one!



Select a lure and set out for adventure — *not!*

RATINGS

GRAPHICS

- 3** ♦ What graphics? I've seen more interesting visuals on road maps.
♦ The underwater perspectives are boring and unanimated.

MUSIC & SOUND FX

- 4** ♦ Strauss' "Blue Danube" is among the numbers featured in the game. Appropriate and well done, but *bor-ing*.
♦ Sound effects? What sound effects?

BELLS & WHISTLES

- 3** ♦ Players choose from only two lakes.
♦ You fish, then you fish some more. After you catch something, you fish again. You want variety?! Ha, ha, ha!

CONTROL

- 5** ♦ The "special technique" menu allows beginners to pick up the game quickly.
♦ Does something happen when you press a button? Yes — but not much.

REPLAY VALUE

- 2** ♦ Just like the pastime it resembles, you throw in your lure, you're fishin'.
♦ Just like the pastime it resembles, sometimes a half hour is enough.

OVERALL

32%

ENTERTAINMENT FROM THE DAWN OF CIVILIZATION!



Fred and Barney are looking for the lost Treasure of the Sierra Madrock in order to win the title of Grand Poobah of the Loyal Order of Water Buffaloes! Play either character (or team up with a friend and play both), in this action-packed stone age thriller! Leap over terrible traps, swim through underwater challenges, and climb granite walls in your search for the stash of clams. Help your bosom buddy in team play to make it to the next level!

It's a Yabba-Dabba-Doo™ time waiting for you!

- Multiple mini-games offer a bonanza of excitement!
- Incredible intermission scenes recreate the world of Bedrock!
- One or two players rock through this 8 meg game!
- Special Features include: area maps, passwords and options!



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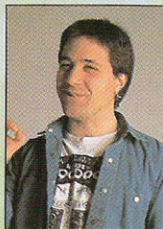
STAR TREK

The Next Generation



FUTURE'S PAST

Publisher & Developer: Spectrum HoloByte • available May • \$59.95



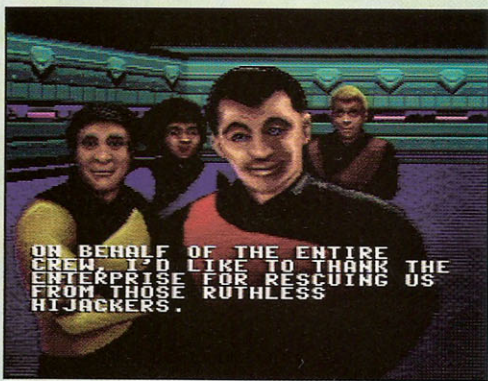
Psst, buddy, want to go into space? Want to kick some Romulan butt? Jeff Lundgren points the way where all will follow.

Hey, man, these are the voyages — for real. You call the shots aboard the *Enterprise*, warping around the galaxy to deliver medical supplies, rescue scientists, scrap with Romulans,

and complete other missions. In the course of your Starfleet duties, you find clues about the "Integrated Field Derandomizer" (IFD), an ultimate weapon left behind by an ancient civilization. Let's just say that you'd better find it before the Romulans do!

It's amazing how much stuff there is to do in *Star Trek: The Next Generation*, and it takes a fair amount of brain power and skill to survive. However, *The Next Generation's* biggest strength is that it stays very, very true to the spirit of the show. The designers made sure that the crew's goals and methods are square with Starfleet regulations — mess with that Prime Directive, buddy, and you're outta there quick.

On the down side, it's a little slow. You spend quite a bit of time twiddling your thumbs while you wait to warp to a far corner of space or make repairs. Even the characters walk like somebody turned up the gravity. It makes a few missions — such as rescuing miners in



There's plenty to do: rescue miners, deliver medical supplies, stop Ferengi smugglers — a Starfleet officer's job is never done.

the maze of tunnels below Orientus Alpha IIIB — a real endurance test. But the universe isn't perfect — if it were they'd have found a cure for baldness by the time Picard took over the *Enterprise*.

Fans of the series won't want to miss *The Next Generation*, and there's a lot here even for Doug Brumley types who have never seen the show. **GP**

SNES info

GENRE	RPG/action
PLAYERS	1
LEVELS	not applicable
DIFFICULTY	medium
SAVE FEATURE	password any time
MEGS	16

YOUR VERY OWN STARSHIP

Welcome to the bridge. A bridge too far. Bridge of no return.



You control it all — YES! I'm in charge now! Obey me space pigs! I'm the captain, I'm the captain!



But, seriously, folks, you control the *Enterprise* and its crew from here. You can

even call a briefing if you get stuck, which is very handy.



Adding to the *Star Trek* flavor is an enormous computer database filled with Starfleet regulations.

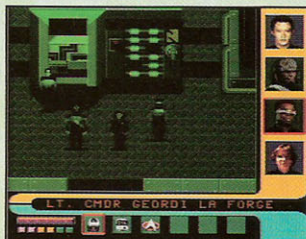
MEET THE CREW!

Choose your Away Team carefully or your missions may not last long.



Select the team from familiar crew members or "red shirts," nameless ensigns you can kill off with impunity.

Since special skills are often required on missions, be choosy when you're putting together a team. Counselor Troi, for example, is good for talking to people, and Geordi can see in the dark.



A SECOND OPINION

This one gets a perfect 100% from me. Why? Because I can be bribed, that's why. Lookit! I'm in the game. Me and Mike and Beth and that Vince Matthews fella — bunches of magazine folks from all your favorite rags. Cool! And best of all, they made me look like a short-haired Stockard Channing, which more than makes up for my lowly ensign status. And do you know what? *We didn't have to pay them anything!* Not a penny. Whatta racket! Seriously, though, *TNG* is a fun game with a learning curve that's a little high, but it's great for the Trekker in all of us. And you can be me. Or you can kill me. Whatever.

— Leslie



STAR TREK

Publisher & Developer: Absolute • now available • \$27.95



Quit arguing about Shatner vs. Stewart, Mike Foster says, and play this Game Boy version of the top-rated syndicated series.

Although *Star Trek: The Next Generation* is about to close up TV shop after seven years and warp to the silver screen, you don't need to panic. It's still possible to join the crew of the *Enterprise* and its continuing mission in Absolute's Game Boy version.

Star Trek's a Trekker's dream — you're not quite in the captain's chair, but you do have control of the *Enterprise*, and its crew awaits your orders. Your missions include saving diplomats, delivering life-support systems, and battling the lowlifes of the universe, including Ferengi and Romulans. There's a little too much fighting going on for purists, however; Jean-Luc seems to have lost his grip on the Prime Directive.

But if your Game Boy seems to be losing its luster, *Star Trek* could be a lifesaver. Set a course at Warp 9 for your nearest game dealer and "engage!" **GP**

RATINGS

GRAPHICS

- 8** ◆ The bridge is cool, and some of the digitized pictures are excellent.
- ◆ Most of the areas you explore have very simple graphics.

MUSIC & SOUND FX

- 6** ◆ The music sounds fine...
- ◆ ...but it doesn't have much to do with *Star Trek* (free-form jazz in space?).

BELLS & WHISTLES

- 8** ◆ There's lots of great *Trek* stuff, and the galaxy is a big place!
- ◆ I really wish you didn't have to walk around so much to find stuff.

CONTROL

- 6** ◆ Once you get the hang of them, the bridge control panels are well laid out.
- ◆ Everybody moves so *slow!*

REPLAY VALUE

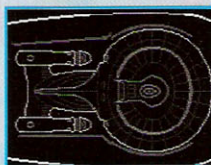
- 8** ◆ It keeps you coming back.
- ◆ But once you're finished the game, you're finished.

OVERALL 80%



Get your assignments from Captain Picard, but remember that each mission has a strict time limit.

Raise your shields before going into warp drive just in case you're surrounded by Romulans when you arrive at your destination.



Boost your phaser power before engaging in battle. They're a lot easier to aim than proton torpedoes, although they don't do as much damage.

GAME BOY info

GENRE	action/adventure
PLAYERS	1
LEVELS	20
DIFFICULTY	medium
SAVE FEATURE	password
MEGS	1

RATINGS

GRAPHICS

- 8** ◆ Ships and crew members are true to the show.
- ◆ The transporter grid could have used some more work, though.

MUSIC & SOUND FX

- 8** ◆ The effects and music are very good.
- ◆ Some digitized speech would be a great added extra.

BELLS & WHISTLES

- 7** ◆ You can boost your weapons and shields directly from the warp core.
- ◆ Where are Dr. Crusher and Counselor Troi? The women have been forgotten.

CONTROL

- 7** ◆ Up, down, left, right — no fancy ship maneuvers here.
- ◆ The photon torpedoes are so hard to aim that they're almost useless.

REPLAY VALUE

- 7** ◆ They're fun, but the missions all tend to be of the same variety.
- ◆ And they play fast and loose with the Prime Directive.

OVERALL 75%

GRINDSTORMER

Shooters? Yeah, I think I remember those. They were all the rage a few years back, when *Gradius* and *Thunder Force* really pushed 16-bit sales. Can *Grindstormer* bring the near-dead genre back from the brink? Nope.

GENESIS info

GENRE	shooter
PLAYERS	1
LEVELS	6, but you play each twice
DIFFICULTY	adjustable
SAVE FEATURE	none
MEGS	8



Shooters, shooters, shooters... now, who was it that used to play those? Oh yeah, Chris Slate. Just like riding a bike....

Grindstormer should come in a plain white box with "shooter" stamped on it. It has no originality, no new twists — nothing you didn't see years ago. You simply fly toward the top of the screen while firing missiles and dropping bombs on everything in sight.

The *storyline* isn't even original: As the last surviving pilot in your fleet, scientists give you the *Grindstormer*, an experimental new ship, to fight an invading alien armada. That story's so old, it's gotta be public domain by now.

On the other hand, Tengen must have realized that *Grindstormer* isn't the type of game that's really hot these days. It's only \$40 or so — pretty cheap compared to most new games. Lonesome shooter fans can get their hands on *something* for their itchy trigger fingers while still saving up for the next *good* game. So look at *Grindstormer* as a nice treat for gamers who still enjoy zapping space ships. **GP**



You can shift your side pods simply by moving your ship without holding the fire button. When you press fire, they lock in place.



Just look at all the space the black bar takes up! That info should be smaller, making much-needed room for the action.



When enemy aliens get *really* nasty, drop a bomb on 'em. It destroys almost any "regular" enemy ship, and it shields you from harm during the explosion as well.



You don't use any bombs in the "V-Five" mode. Instead, your bomb meter is replaced by a weapons bar similar to the ones in the *Gradius* games, in which you earn the weapon you want by collecting diamonds.

RATINGS

GRAPHICS

6

- ◆ *Grindstormer* features large enemies and a very smooth moving ship.
- ◆ The overall impact is dull, thanks to drab colors and uncreative enemy ships.

MUSIC & SOUND FX

6

- ◆ Explosions and lasers are standard fare, but tweak in just a notch higher.
- ◆ Most music tracks aren't adrenaline-pumping — I could play *golf* to this!

BELLS & WHISTLES

4

- ◆ Nothing shooter fans haven't seen.
- ◆ The info bar takes up way too much space, cramming your game play into a very small window.

CONTROL

6

- ◆ Your ship moves very smoothly, and configuring weapons isn't a problem.
- ◆ You can lose your ship among the side pods while trying to maneuver.

REPLAY VALUE

6

- ◆ It's pretty tough, even on easy level.
- ◆ There are only six real stages — after that you go back through them, just with harder difficulty.

OVERALL

58%



STRAP



YOURSELF



IN



FOR



THE



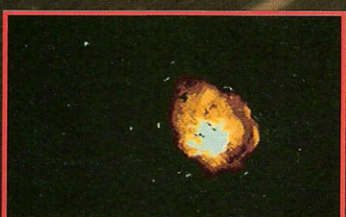
FLIGHT



OF



YOUR



LIFE.

In a far away galaxy filled with digitized cinematic sequences and SFX from the original Star Wars trilogy, you take control of the flight stick in four specialized Rebel ships. Use the Force to blast TIE fighters, AT-ATs, Super Star Destroyers, Imperial Droid Units...and ultimately obliterate the evil Empire with a do-or-die trench-run on the Death Star.

Join in the Rebel Assault...
and fulfill your destiny.

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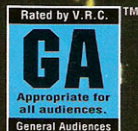
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JVC Musical Industries, Inc., Los Angeles, CA.

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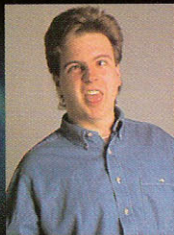


SEGA CD

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 they are compatible with the SEGA CD™ SYSTEM.



HEIMDALL



Despite the inclusion of pig wrestling, his favorite sport, Mike Foster found that even the gods of Asgard couldn't make this game challenging.

SEGA CD info

GENRE	RPG
PLAYERS	1
LEVELS	27 islands
DIFFICULTY	easy
SAVE FEATURE	battery backup, 1 save slot
MEGS	not applicable

Gods will be gods, and the Norse gods have been bickering since the beginning of time. But in *this* skirmish there's a new twist: Loki, god of mischief, has stolen the most prized possessions of the gods — Odin's sword, Frey's spear, and Thor's hammer — and has hidden them on Earth, where no god can tread. Not to be outdone, the gods send a hero to befriend the Vikings and retrieve their stolen weapons. Thus Heimdall was born and began his quest.

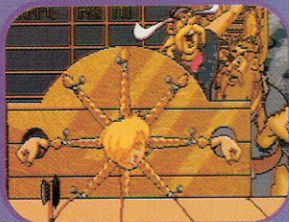
The animated segments opening this RPG are quite impressive — and they should be, since alumni from the Don Bluth studio (*The Secret of NIMH*, *An American Tail*) created them. You begin by participating in sub-games to prove your worthiness. Once you've thrown a few

axes, wrestled a few pigs, and fought a few boatmen, it's decided how many characters (up to five) can accompany you on your quest.

The rest of the game is not nearly as graphically pleasing, challenging ... or original. Because you simply search through rooms, kill monsters, and acquire treasure, there's not much that sets *Heimdall* apart from other RPGs except that it's very much a beginner game. Pick up *Heimdall* if you're daunted by *The Secret of Mana* or *Lunar*, but if you're looking for a challenge, leave *Heimdall* on the rainbow bridge. **GP**

LET THE GAMES BEGIN!

Welcome to sub-games, where men are men and women are targets. Do well — even if you must try over and over.



Use your axe to cut the young girl's braids. But be careful — if you come too close to hitting her, you must begin again.

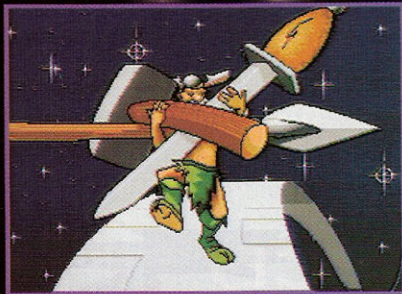


The one thing no game has ever given you — pig wrestling! If you corner this little piggy, he charges.



The guys in the boat-bound fighting sub-game attack all at once, so guard your back.

Since not all traps are visible, you can set your mind at ease with a Detect Traps spell.



Loki leaves Asgard with Odin's sword, Frey's spear, and Thor's hammer. Can you retrieve them?

Time your attack a split-second after the monster's — otherwise, you just tire yourself out hitting his shield.



RATINGS

GRAPHICS

8

- Some nice animated sequences in the *Dragon's Lair* style.
- Combat is boring and repetitive.

MUSIC & SOUND FX

6

- The music is very well done...
- ...but when you take into account the capabilities of the Sega CD, the sound effects aren't much at all.

BELLS & WHISTLES

5

- The sub-games are a nice addition to a standard RPG.
- After a while, all 100+ rooms start to look alike.

CONTROL

7

- Great point-and-click interface makes choices quick and easy.
- You don't have enough control during battle sequences.

REPLAY VALUE

6

- The variety of characters you can portray enhances the game.
- Once you've found the hidden doors and treasures, there's no going back.

OVERALL

64%

PRETTY COOL FOR A GUY NAMED DEXTER!



Life as a space hero can be pretty miserable sometimes. Like now,

for instance. The evil Commander Borf has blasted you with his Infanto Ray and turned you into a little kid, captured your gal, Kimmy, and is threatening

to conquer the Earth. On top of all that, your name is Dexter.

Your mission?

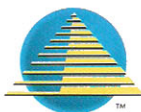
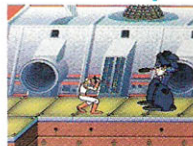
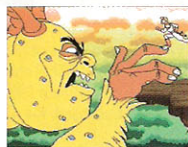
Rescue the girl, save

the world, run the bad guy out

of the galaxy, and regain your manhood (not necessarily in that order)!

Now all the extraterrestrial action of the smash-hit arcade game comes to your Super NES® with 14

wacky and challenging levels of intergalactic mayhem! Over 50 video sequences from the original game put you in the action!!



ABSOLUTE™

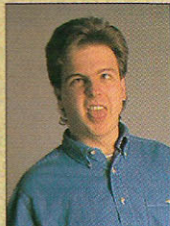


SUPER NINTENDO
ENTERTAINMENT SYSTEM™

empire
SOFTWARE

Nobunaga's REVENGE

Publisher & Developer: Koei • now available • \$59.95



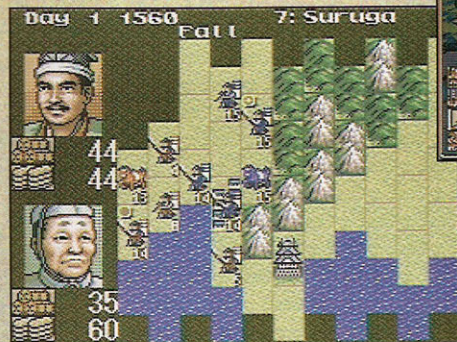
After whetting his appetite for global domination with *Romance of the Three Kingdoms III*, Mike Foster found *Nobunaga's Revenge* a big letdown.

Another Eastern country has been thrown into civil war. As the great shogun known as Ashikaga, it's your job to reunite the people of hundreds of feudal states under one rule. But the *daimyo*, or leader, of each state wants *your* job.

You begin *Nobunaga's Revenge* with a measly amount of money and very little food. You must invest in production and build a strong army. You can protect your *fief*, or state, with alliances (such as

marrying into the family of a neighboring fief), and you can use these alliances to cover your back (even double your troops!) while you invade an enemy fief somewhere else. Be careful, though — sadly no pact is so set in stone that it can't be broken.

Koei games are Koei games — you know when you buy one that you're in for strategy-filled gaming sessions. But *Nobunaga's Revenge* is incredibly frustrating because you can give only one command per turn, even though you may be invaded two or three times between



1560 Spring	MILITARY	DIPL.	CTRL.	OPTN.	RATES
72	73	78	0.8		
73	40	80	3.0		
63	74	46	1.8		
71	68	0	1.6		
			0		3.7

You can give only one command for each season. Start by developing your produce, then increase the size of your army.

As with most Koei games, the larger army almost always wins. Be sure to protect your leader — if his unit is destroyed, the game's over.

Shinano		Shogun	
AGE	40	CHRM	62
HLTH	103	INTEL	80
DRIVE	90	LUCK	70
Total		405	

Carefully choose the attributes of your leader. For example, if his health isn't high, he's susceptible to disease.

ENTER THE NINJA

Fast as the wind and deadly as the scorpion — ninjas can be your greatest friend... or your worst enemy.



Ninjas are like well-trained dogs — they obey your orders without question.



Rumors are sometimes your best weapon. Use your ninjas to spread dissension among the enemy.



Once he's infiltrated an enemy fief, your ninja can do a lot of damage — have him set fires or destroy dams.

SNES info

GENRE	strategy
PLAYERS	1-8
LEVELS	4
DIFFICULTY	adjustable
SAVE FEATURE	battery backup, two save
MEGS	4

commands. And before you can train your army, you must recruit men, sell grain to raise money to pay them, invest in farmland to grow the grain... you get the point.

The only cool thing about *Nobunaga's Revenge* is that you get ninjas — sneaky little guys you can use to start rebellions, destroy dams, or set fire to enemy buildings. Destructive, but still a lot of fun. And this game needs an *invasion* of fun! **GP**

RATINGS

GRAPHICS

5

- ◆ The animated sequences look nice.
- ◆ But most screens are menu-laden and boring.

MUSIC & SOUND FX

5

- ◆ The opening music is very rich and intricate...
- ◆ ...but it's all downhill from there.

BELLS & WHISTLES

3

- ◆ All right! Ninjas!
- ◆ There should be more one-on-one combat in the game.

CONTROL

6

- ◆ Give it a point or two for being mouse-compatible.
- ◆ But "control" may not be the right word — you don't do much.

REPLAY VALUE

3

- ◆ It's a different game every time you play.
- ◆ But who cares about novel strategy when you're bored stiff?

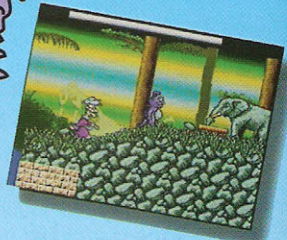
OVERALL

38%

Get EEEKtrified!



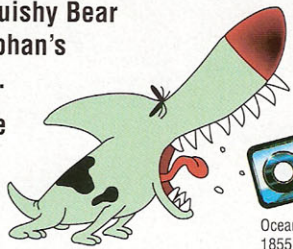
Savage Steve Holland



Hold on tight for high-voltage adventure with your favorite Saturday morning superhero—in his Super NES debut. Watch the show, then play *Eek! The Cat* through six all-new, hair-raising episodes.

Get zapped, bonked and splattered as you try and rescue Annabelle from loony aliens . . . reunite Pierre with his Squishy Bear brothers . . . catch Joey the orphan's runaway Christmas present . . .

Hang with Eek! every day of the week. And remember: *It never hurts to help . . . unless, of course, there's a sharkdog on your tail!!!*



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SUPER NINTENDO
ENTERTAINMENT SYSTEM

JAMMIT

Chris Slate, fresh from NBA Jam, turns his attention to another down-and-dirty, trash-talkin', mega-dunkin' basketball game. How does it hold up?



GENESIS info

GENRE	sports/action
PLAYERS	1, or 2 competitive
LEVELS	4 courts, 8 play modes
DIFFICULTY	medium to hard
SAVE FEATURE	passwords
MEGS	16

Two months after gamers were treated to the much-ballyhooed arrival of Acclaim's *NBA Jam*, another street-wise basketball game hits the store shelves. Virgin's *Jammit* (also available for SNES) trades the glamour and glitz of the NBA for the grim and grit of urban streets. If you thought the games were rough in *Jam*, try the competition on concrete courts such as Slam Haven, Fish Heads, and the Snake Pit.

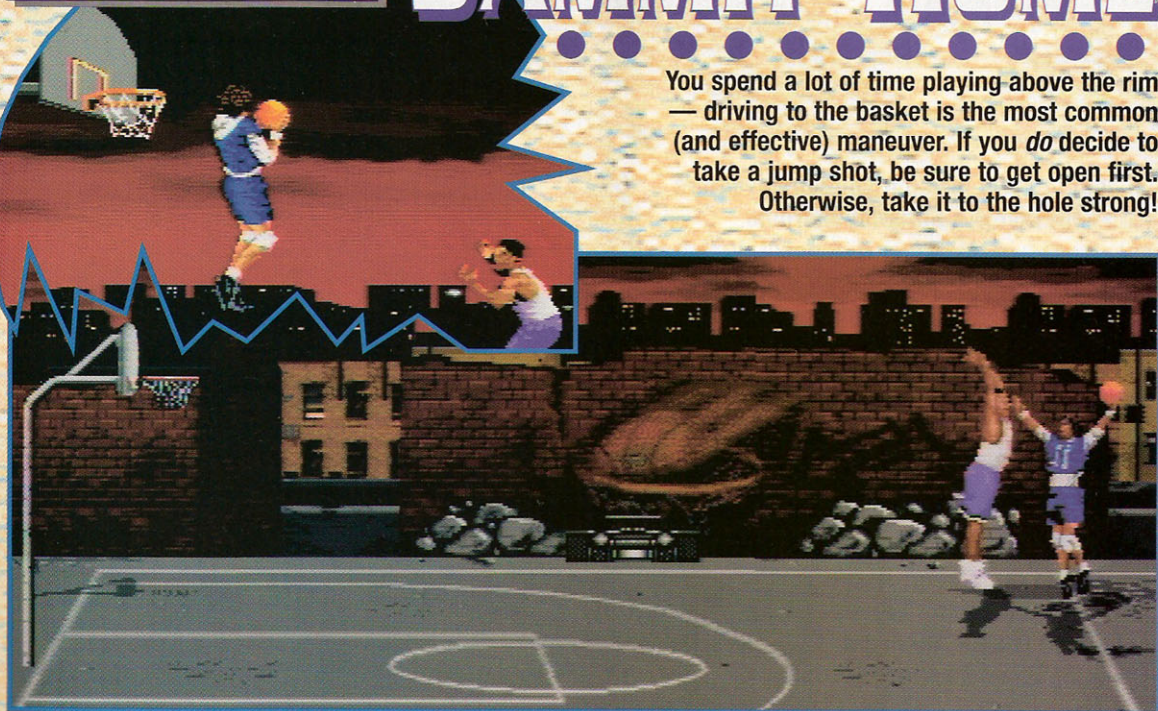
In *Jammit*, as in *NBA Jam* and the older *Arch Rivals*, you play fast-paced games with fewer players than the standard five-on-five, and there are usually no fouls called. But *Jammit* sets itself apart from its predecessors because of its eight

unique play modes. In addition to the standard one-on-one, you can choose to play games like "2 Hot," in which you score more points if you shoot from the X mark on the court, and "Cutthroat," in which three players (you and two computer-controlled opponents) try to be the first to score 21 points. Without these variations, *Jammit* would get old fast.

But instead *Jammit* is a good action-based basketball game that would have been a lot more impressive if *Jam* hadn't come along. However, the game's many play modes and in-your-face attitude gives it a unique style that makes *Jammit* worth picking up — even if you already own another basketball game. **GP**

JAMMIT HOME!

You spend a lot of time playing above the rim — driving to the basket is the most common (and effective) maneuver. If you *do* decide to take a jump shot, be sure to get open first. Otherwise, take it to the hole strong!



A SECOND OPINION

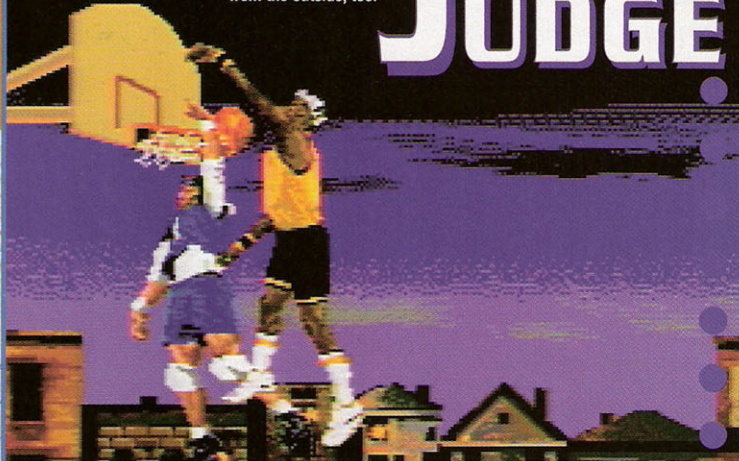
Jammit is a refreshingly different basketball game. Graphically, the digitized characters are much larger and more detailed than in other hoops sims, and the perspective-switch for dunks gives you a great look at the above-the-rim action. I found control to be its weakest point, but it doesn't sink the game. The fact that you can play just about every streetball game under the sun certainly helps its replay value. *Jammit*'s not exactly the *best* basketball cart you'll play, but it's certainly worth a look.

— Doug



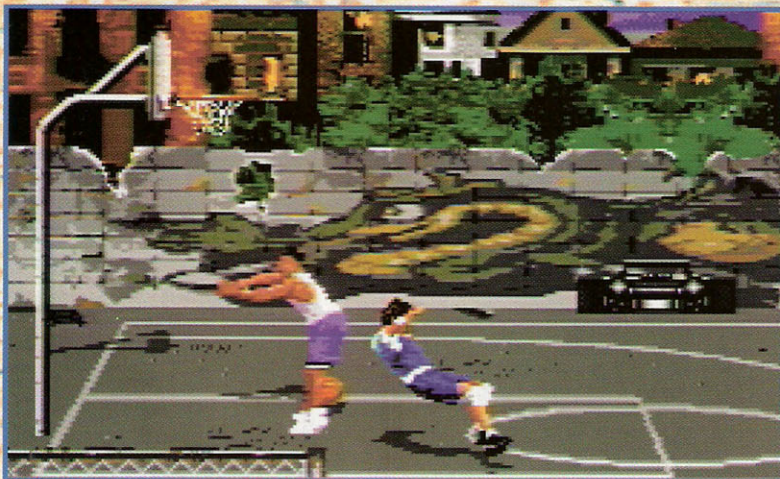
The Judge *owns* the city courts, and you're gonna have to go through him if you wanna go all the way. He's almost impossible to stop once he drives to the basket, and he can put it up from the outside, too.

J THE JUDGE



You bet on the outcome of the match in the solo game and can keep playing as long as you're winning. However, if you run out of cash, it's time to hit the showers.

If it looks like your opponent is going to get off a good shot, shove 'em to the ground! In some play modes, your opponent has the option to call a foul, but he or she can call only a few.



You can double the number of points for a shot in "2 Hot" mode if you hit the basket from the X mark that randomly appears on the court. It's tough to do — but it's a great way to make a comeback late in the game.

RATINGS

GRAPHICS

8
 ◆ Digitized players and courts look great.
 ◆ Movements are sometimes choppy, causing you to make misjudgments in your shots or cuts to the basket.

MUSIC & SOUND FX

7
 ◆ The jammin' *Jammit* music is very faithful to the style of the game.
 ◆ There's a Bass Boost option for louder tunes! The sampled "trash talk" fits well.

BELLS & WHISTLES

7
 ◆ Eight play modes make it. No other b'ball cart offers so many ways to play.
 ◆ You can choose from only three different players.

CONTROL

7
 ◆ Players respond well, and the shots and slams feel good as you put them up.
 ◆ You can get hung up with other players, slowing the action until you separate.

REPLAY VALUE

6
 ◆ Eight different play modes.
 ◆ However, the one-player game goes by very fast — especially if you use the passwords.

OVERALL

72%

STOP That ROACH

Publisher & Developer: Koei • now available • \$26.95



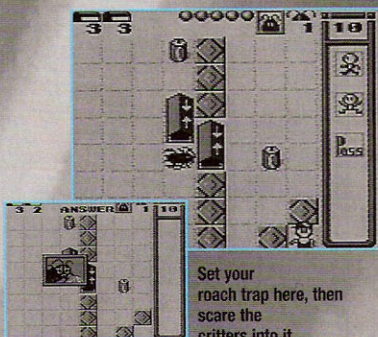
Jonathan Gagnon wishes they had stopped this game and left the insects alone! Warning — this should come with its own can of Raid.

Everyone and his brother has done a puzzler for Game Boy, so why should Koei be any different? Well, maybe because *Stop That Roach* isn't very good.

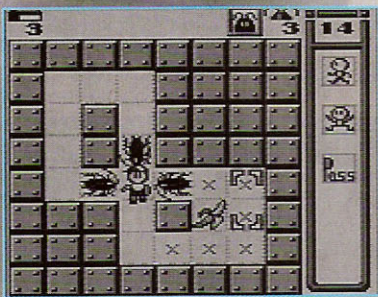
Your goal is to stop all the on-screen roaches before they devour your snack. You set up traps in the playing grid, then smash 'em, bash 'em, or spray 'em to get the roaches to run — whether or not they run into the traps, however, remains to be seen. If they make it to your snack, your days as an Orkin Man are over. But if you destroy them all, you advance to the next level. The catch is that you move as if you're on a board game, taking turns and advancing so many squares. But what should add strategy to the game only makes it boring.

The things that save *Stop That Roach* from being hopelessly average are options usually missing from many puzzle games. You can skip around to different levels, so a single frustrating stage doesn't halt your progress. If you're a real cheat, you can also take the easy option and see the order in which you should take moves to win.

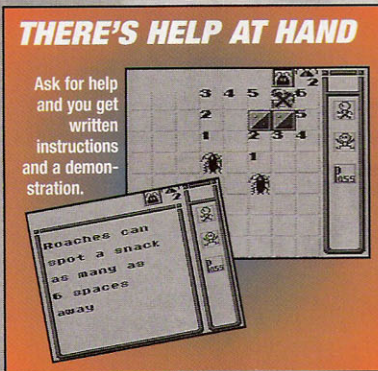
A good puzzle game should raise your heartbeat a few thumps as well as keeping your brain in overdrive. Since *Stop That Roach* does neither, exterminate it from the competition. **GP**



Set your roach trap here, then scare the critters into it.



Surrounded! If you don't quickly set a trap, it's curtains for you — and your food.



THERE'S HELP AT HAND

Ask for help and you get written instructions and a demonstration.

Roaches can spot a snack as many as 6 spaces away.



Look at the box on the right to see the commands you can use.

GAME BOY info	
GENRE	puzzle
PLAYERS	1
LEVELS	100
DIFFICULTY	medium
SAVE FEATURE	password every level
MEGS	1

RATINGS

GRAPHICS

- 6** ♦ They're better than the graphics in most puzzle games.
- ♦ Not a whole lot of difference from screen to screen.

MUSIC & SOUND FX

- 4** ♦ There's good intro music that gets you pumped up.
- ♦ But for what? There aren't many tunes or effects here.

BELLS & WHISTLES

- 7** ♦ It's great to choose your levels, and the roach-traps are inventive...
- ♦ ...but upper levels don't give you anything new.

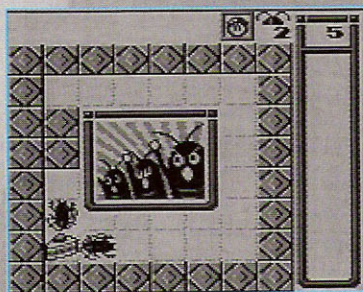
CONTROL

- 6** ♦ It's not difficult for you to master the roach-catchers.
- ♦ But using the different items takes a while to learn.

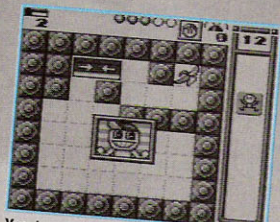
REPLAY VALUE

- 4** ♦ The level-select means you can't get stuck in any puzzle.
- ♦ But unfortunately, once you've finished, you've finished.

OVERALL 56%



When it's the roaches turn to move, you better hope they miss your snack.



You know you've won by the happy animation you get.

Spar With The Gods,

Not The Game Manual.



Prove your vikinghood by wrestling wild boars and rescuing feisty barmaids.



Innovative "point-and-click" interface gives you total character control.



Get into the viking spirit by hack-'n-slashing with giants and gods.

Why spend your time thumbing through stacks of game documentation when you can be thumbing your way through the Dark Ages as a viking godsend?

Thanks to an intuitive game design, you don't need to know how to read the runes on a wizard's staff to indulge in the legend of Heimdall. Pillaging, plundering and battling sword-wielding hordes is as simple as "point-and-click."

Whether you're an RPG-pro or just getting into fantasy games, Heimdall gives you all the rich detail and enduring action of the most popular role-playing titles—without the brainfry.



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75¢ each minute. If you are under 18, be sure to get a parent's permission before calling. Requires a touch-tone telephone. U.S. only. JVC Musical Industries, Inc. Los Angeles, CA 90068



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HEIMDALL

SEGA CD™



Disneys ALADDIN

Publisher: Sega of America • Developer: Virgin Interactive
available May • \$39.99

Welcome to Agrabah, city of adventure!

Where else can you find palaces and princesses, sultans and swords, magic lamps and a Cave of Wonders? Well — how about in the palm of your hand?



Sega of America gives you all this and more as our favorite scoundrel hits the streets again, ready to cause trouble, provoke soldiers, and steal the heart of the headstrong Princess Jasmine.

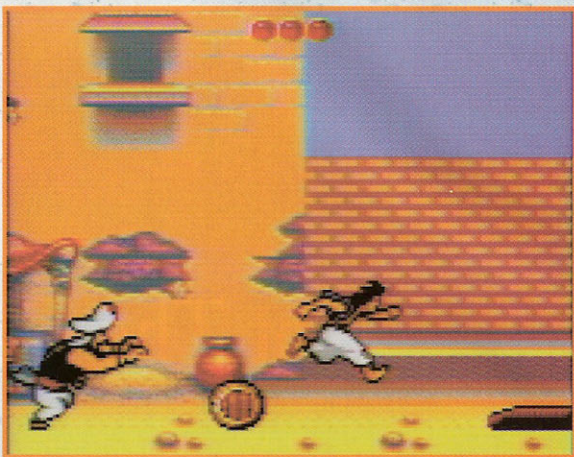
Aladdin is back — and in rare form. This exceptional cart boasts *phenom-*



Karie Ward discovers *Aladdin*, the world's favorite diamond in the rough, stars in a real gem of a game!

enal sound and graphics! It's almost like "playing" inside the movie! And even if you've been living under a rock and somehow missed Disney's full-length feature, you won't feel left out. The game follows the plot of the film and includes all the humor, romance, and adventure that made you fall in love with it in the first place.

But as they say, it's not what's outside that counts, it's what's *inside*. So how's the actual game? That's the best part: *Aladdin* actually *does* play as good as it looks! The game is fast-paced and action-packed, with a unique combination of game styles. First, test your reflexes on high-speed chase scenes, then — if you survive — put your brain to work on the maze stages. There's something for everyone in *Aladdin*. **GP**



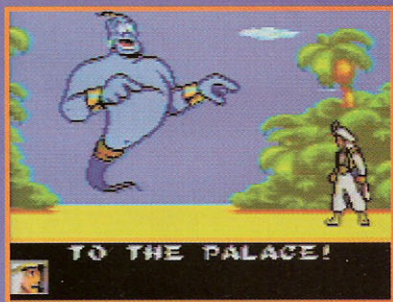
Gotta eat to live, gotta steal to eat! That palace guard makes sure you maintain a healthy pace during your morning jog.

A YOUNG MAN'S FANCY...

How do you win the heart of a beautiful princess? Well....



Make her remember you.



Transform yourself into a prince.



Impress her with your cleverness and quick wit.



Then top it off with a romantic magic carpet ride!

ONLY ONE MAY ENTER!

The Cave of Wonders is filled with treasure and danger! Some tips for survival:

GAME GEAR info

GENRE	action/adventure
PLAYERS	1
LEVELS	7
DIFFICULTY	easy to medium
SAVE FEATURE	password
MEGS	4

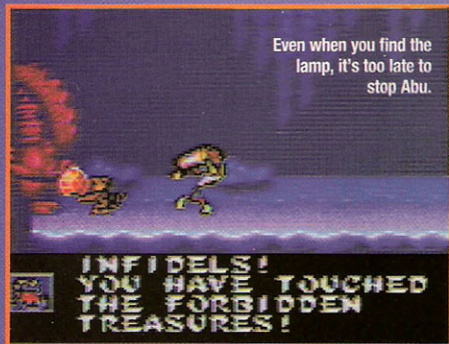
THE MAGIC LAMP

You know *what* you're looking for, but how will you ever find it?



Once you locate it, the carpet's your guide.

Touch nothing but the lamp — or your game ends in a hurry.



Even when you find the lamp, it's too late to stop Abu.



The carpet helps you again as you flee the collapsing cave.

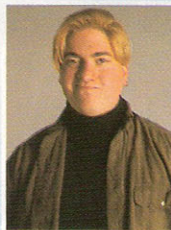


A disguised Jafar forces you back inside!

A SECOND OPINION

Overall, I agree with Karie, but I'd probably have rated *Aladdin* a little lower. Though the graphics and sound really are the best I've ever seen for Game Gear, the game is far too short and easy! In order to make this title fun for everyone, multiple skill levels should have been added to increase the challenge for gaming veterans while still letting the kids have a good time.

— Trent



But never fear — the genie's here! Things really pick up now!

Use the running slide for tight squeezes and quick getaways.



You can't always jump over spikes, so get this "fancy footwork" special move down as soon as possible.



Rocks are always handy — especially when you don't have a key!



RATINGS

GRAPHICS

10 ♦ Exceptionally well done even in comparison with the remarkable Genesis version — which was *really* remarkable.
♦ Dare I say "perfect"? OK — perfect.

MUSIC & SOUND FX

10 ♦ Outstanding! Straight from the film and in remarkable digitized sound.
♦ Alerts and warning FX, crucial for your success, couldn't be better.

BELLS & WHISTLES

8 ♦ Follows the flick exactly — it's more an interactive movie than a video game!
♦ What gives?! Iago and Abu are missing except for one brief cameo each.

CONTROL

9 ♦ Some of the best response I've ever encountered! Virtually no delay...
♦ ...except when you duck to dodge flying objects.

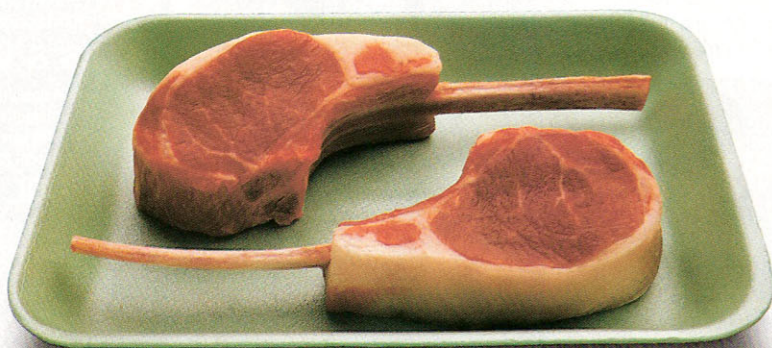
REPLAY VALUE

7 ♦ Definitely a game of skill and coordination that you won't want to put down.
♦ The agile gamer who *doesn't* put it down will win within hours.

OVERALL
94%



Before Super Metroid.

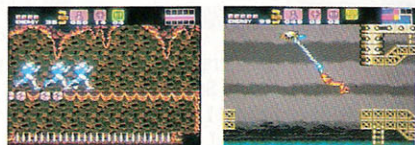


After Super Metroid.



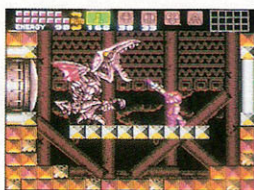
It happens so fast. One minute you're a cute, fuzzy-faced little thing. The next minute you're served up on a platter with a side of mint jelly.

Such is the intensity of new Super Metroid® for the Super NES.® Six new worlds of wilder weapons, weirder weirdos and those ever-lovable **Life-sucking** Metroid hatchlings. All waiting to turn you into so much **dead meat.**



IF THINGS GET HAIRY, USE THE SPEED BOOSTER TO OUTFRAN ENEMIES, OR SNAG A GRAPPLING BEAM. OR PRAY.

Luckily you're Samus Aran, so you've got more than good looks and a charming personality going for you. Like ice beams. Power bombs. Super missiles. Screw attacks. And other new implements of destruction.

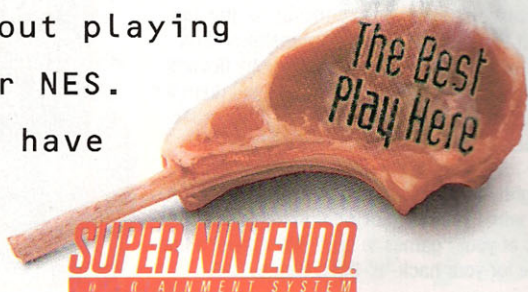


RIDLEY. METROIDS. THE GIANT LIZARD KRAID. AND YOU THOUGHT YOU'D NEVER LOOK FORWARD TO GETTING BEAT UP AFTER SCHOOL.

In fact, with **24 megs** of stuff, it's

not just the biggest Metroid game ever. It's **Nintendo's biggest game ever.**

But don't even think about playing it unless you've got a Super NES. Oh, and it wouldn't hurt to have a little of that mint jelly on hand either.



Joe & Mac 2

Lost in the Tropics

SNES info

GENRE	action/adventure
PLAYERS	1, or 2 cooperative
LEVELS	6
DIFFICULTY	easy to medium
SAVE FEATURE	password any time
MEGS	8



Our man Chris Slate has been known to don a grass skirt and whack people and wild animals with his club — all of which makes him perfect to review Joe & Mac 2.

Publisher & Developer:
Data East • now available • \$59.95



Joe and Mac, everyone's favorite caveman duo, are back for more action! More thrills! More... stuff! One has blue hair, and the other has green! Uh... they have clubs, too!



DIG BIG DINOS!!

You square off against an incredibly large dinosaur boss at the end of each level. Look at 'em! They're huge!

Since I played the first *Joe & Mac* adventure back in Super Nintendo's early days, I admit I wasn't too excited to hear about this sequel. Not that the first game was bad — it was just a fairly ho-hum side-scroller. But *Joe & Mac 2: Lost in the Tropics* throws a little spice into the prehistoric mix, improving the original.

The story is simple: The village crown has been stolen by a cave-dwelling creep named Gork, and it's up to our loveable duo to get it back. They must bash their way through six different areas chock-full of enemy cave-men, dinosaurs, and territorial dangers.

The action scenes are almost identical to the first game, except there's a lot more variety in your enemies and surroundings. For instance, one level takes you from an avalanche-threatening mountainside into a snow-covered cave, then into an ice-slickened tunnel. You end up covering a lot of ground in each level.

New to *Joe & Mac 2* is a non-linear map screen from which the prehistoric pair travel across the island to reach their next action scene. It doesn't factor much in the game, but it's nice to choose the order in which you play the stages. The two villages are another addition. You can't really call them levels unto themselves since they're mostly for fun, but visit them to view the landscape through a telescope, try new food, or even buy flowers for a marriage proposal. Nothing you do in the villages is vital to the game, but it's a great break between bashing dinos.

Action fans will find *Joe & Mac 2* only slightly above average, but it's still good fun. So while you may not want to move it to the top of your "games to buy" list, it's not a bad title for your hack-'n'-bash library. **GP**



Just take a look at that Stegosaurus! It's gi-normous, buddy!

That Stegosaurus was pretty darn big, but take a gander at this Plesiosaur! He's one really big sucker, man!



When I first saw that Stegosaurus, I said, "Now that's huge!". Then I took a peek at the Plesiosaur and said, "Whoa — that dude is HUGE!". But swing your eye over this T-Rex. I mean, he really is HUUUGE!

VISIT THE LOCALS

Talk to the villagers to add some fun variety to the action levels.



The **password lady** is the lady who gives you passwords. Surprise! Write one down when you finish a level or do something weird like remodel your house.



The **store guy** sells you food to restore your health, flowers to go wife-huntin', and he even remodels your house! Can't get that down at Kmart!



The **old dude** isn't good for much. He tells you a few worthless tips before shutting up and just repeating "good luck!" every time you talk to him.



Use the **transport fellow** to fly you back to your home village for free. You even get to ride a cool Pterodactyl on the way! Man, you're livin'!



The **peeper** lets you look through his telescope. You can spy on Gork's cave, the other village, or — gasp! — your own home! This guy's been peeping into your hut!



With the handy new map, Joe and Mac can aimlessly travel the countryside until they decide on a level. Unfortunately, while traveling you notice there are only six levels — this game is way too short!



You can ride three different animals, but you've gotta find them first. They're helpful — if you manage to stay on them — but one hit, and they're gone.



The graphics are great, with bright colors and deep shading. Animations are done well, too — from crying dinosaurs to enemy cavemen that run after striking you.

A SECOND OPINION

I agree, Chris. This game doesn't pose much of a challenge, but it has some great touches that make it more interesting than the average side-scrolling action game. But the novelty eventually wears off, leaving you walking from one side of the screen to the other constantly whacking thugs over the head. When these two cavemen eventually learn to talk, I'd be willing to bet that the first thing they ask for is more variety.

— Doug



RATINGS

GRAPHICS

8

- ◆ Colorful scenery and huge bosses really help the game stand out.
- ◆ Animations are funny, and there's lotsa variety in bad guys.

MUSIC & SOUND FX

5

- ◆ Tunes could be jazzed up with instruments such as tropical steel drums.
- ◆ The sound FX aren't bad, but nothing takes advantage of SNES capabilities.

BELLS & WHISTLES

7

- ◆ You can do quirky things like remodel your house, marry, and have a kid.
- ◆ The non-linear map layout adds to the normal side-scrolling setup.

CONTROL

7

- ◆ Both cave-guys respond very well and are easy to maneuver.
- ◆ Moves are laid out well, with top buttons for attack and bottom for jumping.

REPLAY VALUE

5

- ◆ The game looks great & plays well...
- ◆ ...but it's easy and very short. You'll come back a few times, but nothing holds your interest after you've won.

OVERALL

69%

MEGA MAN'S SOCCER



Always looking for meaningful sports games, Doug Brumley was intent on seeing exactly how Mega Man was going to save the world simply by winning a soccer match.

You had to wonder why Dr. Wily never showed up for *Mega Man X*. Had he finally thrown in the towel? Of course not — how could he stay away from the protector of all that's good and true for long? Still, his new means of attack is... well, *original*... to say the least.

At a soccer match between the world's two best teams, fire pelts the field and fans are shrouded in smoke. When the air clears, human players have been replaced with robots! Dr. Light, Mega Man's creator, is watching the action on TV. The good scientist brings to life a group of robots and gives Mega Man the job of defeating Wily's evildoers.

Its cartoonish graphics and lively sound — combined with its arcade-style game play — would seem to make *Mega Man's Soccer* an entertaining pick for younger players. But sluggish movement, tough defenders, and a lack of variety could leave those gamers frustrated and bored, and sports fans will immediately be turned off by its slow pace and simplicity. So while Mega Man may like to play a few sports on the side, he certainly should keep his day job. **GP**



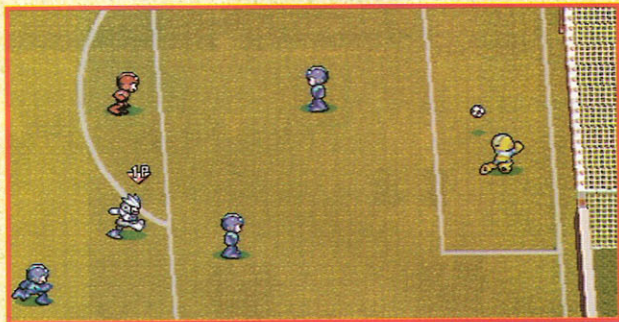
Each team has a limited number of special attacks that turn the ball into a weapon-like projectile and make scoring even easier.



Thanks to these ruthless slide-tackles, you can't dribble the ball far.



Once you find the sweet spot on the field, scoring is just too easy!



THE CAPCOM CUP

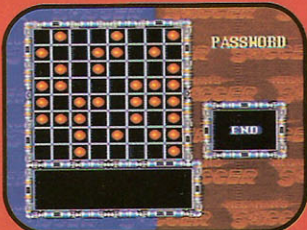
Mega Man gets his kicks defeating eight boss teams before facing Dr. Wily's squad.



All Mega Man's old buddies are back to hassle him.



Begin with an all-Mega Man team, but when you defeat a boss team, a rival player defects to your ranks.



These confusing passwords take almost as long to enter as they do to write down.

You can create your own *Mega Man* dream team from a wide range of characters for exhibition matches.

SNES info

GENRE	sports/action
PLAYERS	1, or 2 cooperative or Vs.
LEVELS	not applicable
DIFFICULTY	medium
SAVE FEATURE	passwords in Cup play
MEGS	12

RATINGS

GRAPHICS

- 7** ♦ Colorful backgrounds and cute characters give it a lighthearted attitude.
♦ There's a lot of slow-down when several players are on-screen.

MUSIC & SOUND FX

- 6** ♦ A different tune accompanies play at each of the 12 stadiums.
♦ FX are action standards — a little too cutesy for a sports game.

BELLS & WHISTLES

- 6** ♦ Four play modes offer you a wide range of choices...
♦ ... but only Capcom Cup uses password feature, and it's the worst ever!

CONTROL

- 6** ♦ Player movement is sluggish, but characters respond fairly well.
♦ You can't switch to the player you want — the game chooses for you.

REPLAY VALUE

- 4** ♦ There are plenty of opportunities for two-player simultaneous play.
♦ Once you learn the trick to scoring, those 20-2 blowouts get *really* old.

OVERALL

54%

Well into the future,
the world's only hope is
a weapon from the past.



X-KALIBER

2097

As Slash, you defeat all six formidable foes and their alien leader. Or go one-on-one in two-player mode.



Slash



Dr. Blast



Kane



Spuke



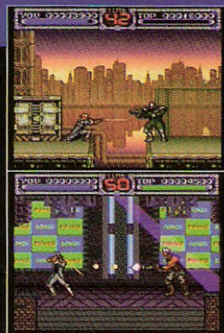
Chainsaw



Raptor



Tattoo



Leap into the most surreal world imaginable: a future terrorized by evil aliens, laser-shooting robots, mad doctors and mutants that morph into nightmarish creatures.

If you hope to save the world—and your captured partner—you'll have to slash your way through six hair-raising levels of constant combat.

But you have an edge: X-Kaliber, the legendary sword with incredible power. Hurl deadly lightning bolts from its tip as you fight to the pulsating techno beat of Psykosonik.

Don't let the future pass you by. Get your hands on the cutting-edge excitement of X-Kaliber 2097.



ACTIVISION®

SUPER NINTENDO
ENTERTAINMENT SYSTEM



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©1993 Wax Trax Records. All songs ©1993 TVT Music
From the self-titled album available on Wax Trax/TVT Records,
featuring the single "Welcome to my Mind."

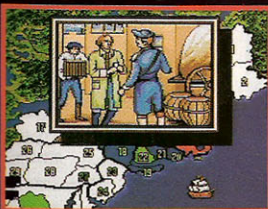
Liberty or Death

SNES info

GENRE	strategy
PLAYERS	1, or 2 competitive
LEVELS	not applicable
DIFFICULTY	medium
SAVE FEATURE	battery backup
MEGS	12

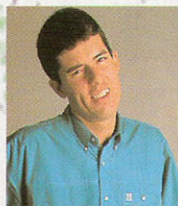
THE WAR IS ON!

Decide the fate of the colonies.



You can't fight on empty stomachs — buy food and supplies before entering into battle.

Save your attack on Boston for later — it's too tough right off the bat.

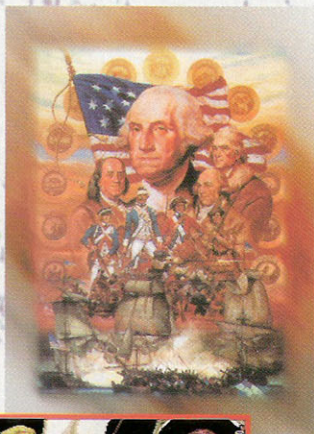


Patrick McGee — whose name actually means patriotic — hit the battlefield with this new history-based strategy, but it left him yelling “I surrender.”

The British are coming! And you must either defend the colonies or lead the assault against them. Change history or lead the colonists to another victory in *Liberty or Death*, Koei's strategy game set during the American Revolution.

You must plan every step of your campaign: Get the support of your country's political system, then enlist officers and decide their salaries. With your remaining funds, purchase new weapons, recruit troops, then lead them into battle. Do poorly and your troops, officers, even your political backing may walk out on you.

As in other Koei games like *Genghis Khan* and *Nobunaga's Ambition*, commanders and generals are based on real people in history. Since most players in these parts know more about U.S. history than that of Japan or China, *Liberty or Death* appeals more to strategy fans than those titles. But folks not used to the deliberate nature of RPGs and strategy games may revolt when they discover that this requires too much time and work to make too little progress. **GP**



I know not what course others take, but as for me...

RATINGS

GRAPHICS

- 5** ◆ The images are clear and sharp, and the menus are easy to read.
◆ Battles scenes are too small and not well detailed.

MUSIC & SOUND FX

- 5** ◆ Music is dramatic, patriotic-sounding stuff, and musket fire is realistic.
◆ The repetitive tunes distract you from your decision-making.

BELLS & WHISTLES

- 7** ◆ You can represent the British or colonists' side.
◆ With so many decisions, it's difficult to get through even one round of play.

CONTROL

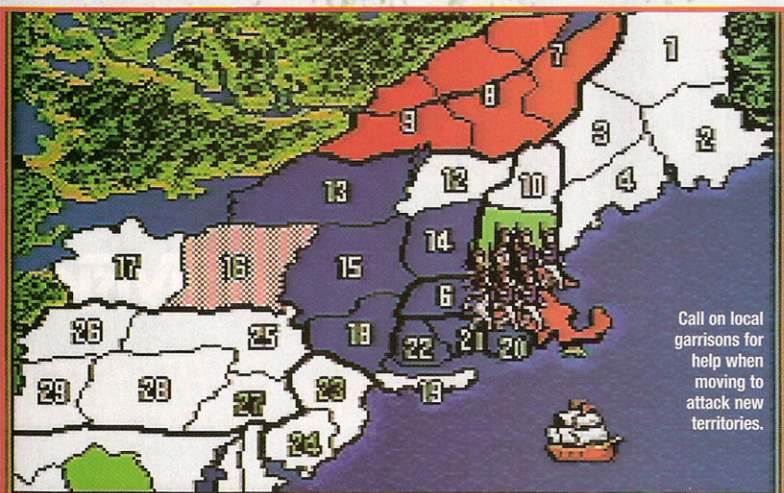
- 4** ◆ Most of your work's done through easy-to-use menus.
◆ Choosing the correct button is sometimes confusing.

REPLAY VALUE

- 8** ◆ The different variables means you get a different game every time.
◆ It's unfortunate that you can save only one game at a time.

OVERALL

68%

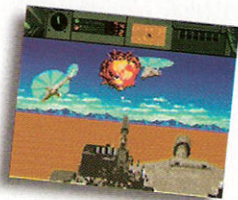


Call on local garrisons for help when moving to attack new territories.

IT'S A ROUGH WORLD...



Super NES™ screens shown. Other systems' screens may vary.



...DON'T FORGET YOUR TANK.

The world can be a nasty place. You've got to be ready for anything. Pop quizzes. Zits on prom night. Psycho dictators out to wipe you off the face of the Earth with barrages of SCUD missiles, swarms of assault choppers, and hordes of T-72 tanks.

For those out-of-line dictator types, you'll need Absolute Entertainment's best-selling SUPER BATTLETANK series. With **SUPER BATTLETANK 2™** for the Super NES®, you'll feel the incredible 16-MEG rush of shattering an enemy attack with high-speed machine guns and laser-guided shells, and re-live your victories with awesome full-motion video

sequences. Or take the fury of modern armored combat with you wherever you go with **SUPER BATTLETANK™** for Nintendo's Game Boy® and Sega's Game Gear™.

Be ready to deal with the world. Hit the books, wash regularly, and for crazed megalomaniacs and their armies, use SUPER BATTLETANK.

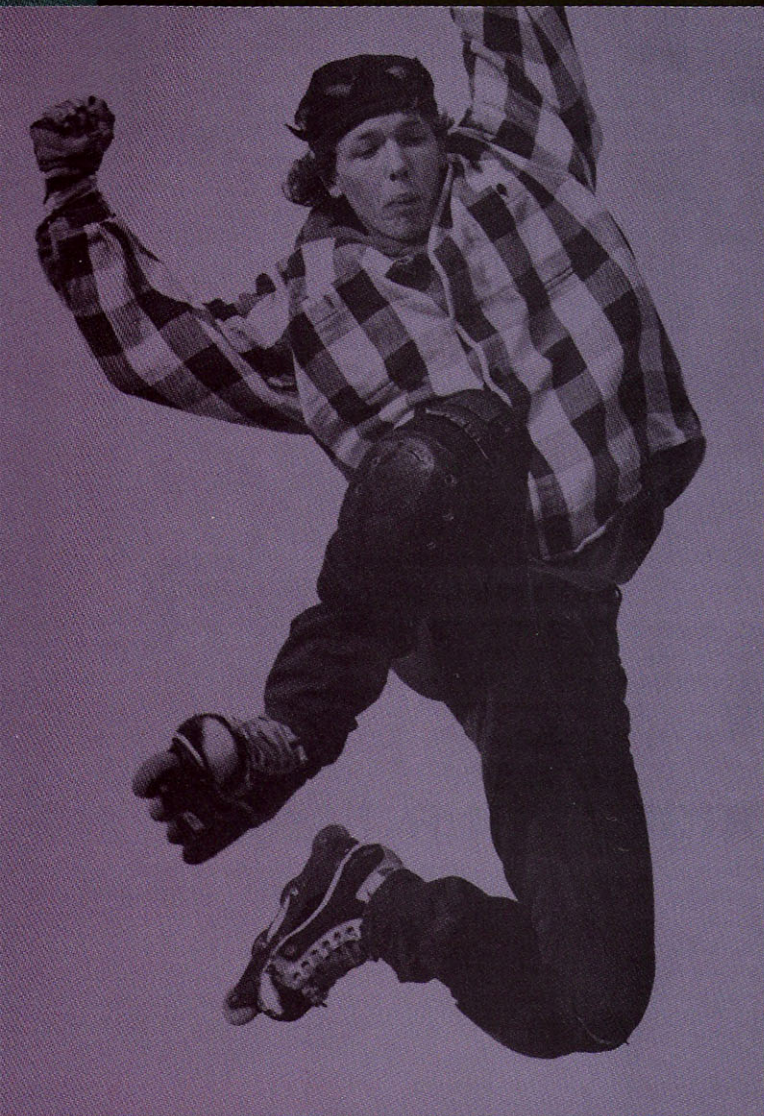


"... [SUPER BATTLETANK 2] is one tank simulator that couldn't get any closer to the real thing!"
— Game Hits magazine





SKATIN'.



HITC



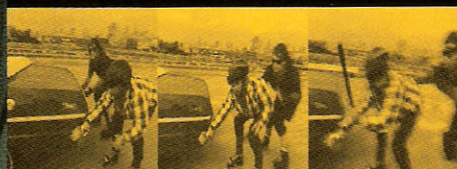
WARNING DON'T EVEN THINK ABOUT SKITCHIN' FOR REAL. EVEN THE RADDEST BLADER DOESN'T WANT TO END UP AS ROAD KILL. ENJOY A LONG LIFE, DON'T RISK IT.





BITCHIN'!

BITCHIN'!



SKITCHIN'™

REMEMBER ROAD RASH?! THE BAD BOYS WHO MADE RASH ARE BACK TO THRASH IN SKITCHIN'!

GRAB YOUR SKATES, STEAL A RIDE ON A CAR BUMPER, AND YER OFF. PICK UP WEAPONS, BASH YOUR OPPONENTS. EARN MONEY, REPLACE YOUR EQUIPMENT. TAKE A JUMP AND PICK A TRICK FOR BONUS CASH. EVEN SKITCH THE COP CARS IF YER FEELIN' LUCKY. SKATIN' & HITCHIN' - SKITCHIN', IT'S BITCHIN'!



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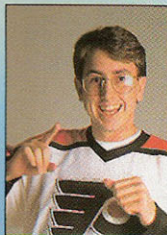
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Mutant League Hockey

Publisher: Electronic Arts • **Developer:** Abalone • available May • \$49.95

Mutants?! Hockey?! One of those words drew Doug Brumley to this game, but we're all too afraid to ask which it was.



Those wacky mutants are back, and this time they're bringing their unique and gruesome brand of cutthroat tactics and bizarre humor to hockey. There's always been roughness in the rink, but *Mutant League Hockey* makes the National Hockey League look like a slumber party. New faces join the fray in *Mutant League Hockey*, but there are holdovers from *Mutant League Football* as well, including Coach Bricka, Bones Jackson, and K.T. Slayer.

Three of the 23 teams are comprised of all-stars, while several standard teams are based on popular NHL teams. For example, the Chilly Liars — led by Skingros and Wrechin — are the *Mutant League* counterparts to the NHL's Philadelphia Flyers and team leaders Eric Lindros and Mark Recchi. Each team has its own arena filled with various deadly obstacles and distractions. Rosters contain three types of players — strong,

slow trolls; "agile, but fragile" robots; and fast-and-fearless skeletons. EA's 4 Way Play adapter allows up to four people to join in the melee while playing a single exhibition game or even making a run for the *Mutant League* Monster Cup in the playoffs.

Fans of EA Sport's famous *NHL Hockey* series will find *Mutant League* to be quite a different game — not only because it controls differently, but also because scoring goals isn't always the top priority. Weapons, trick plays, and fights often keep the game's focus more on beating your opponent senseless than beating the goalie with a shot. But if you quickly discover that you can combine the two and beat the goalie senseless, then you've jumped right into the spirit of *Mutant League Hockey*. **GP**

Rated by V.R.C.

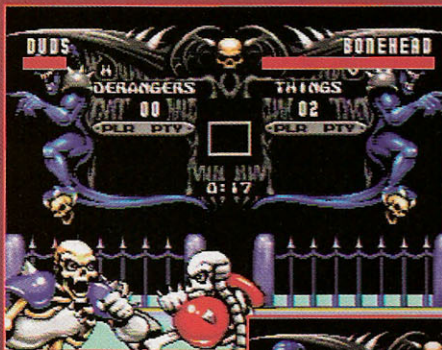
MA-13
Parental Discretion
Advised
Mature Audiences

GENESIS info

GENRE	sports/action
PLAYERS	1-4 w/ 4 Way Play adapter
LEVELS	not applicable
DIFFICULTY	medium
SAVE FEATURE	pass. @ each playoff game
MEGS	16

EXTRACURRICULAR ACTIVITIES

Special moves — Special violence.
That's what sets *MLH* apart from sports sims.



Mutants are known for their short fuses, so when you suit 'em up for hockey, there's bound to be some extracurricular activity. Take a good look at every punch on a close-up screen.

Is the ref taking bribes? Waste him! Special plays such as this take the game beyond the realm of sport.

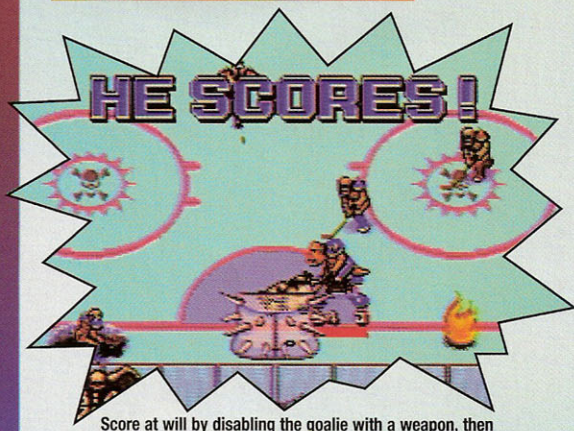


I'M SNEELIOS AND I PLAY STARTING RIGHT DEFENSE FOR THE BLACK HEARTS - CATCH MY RATINGS. THEY'RE EXTREME!

SKATING	9	OFFENSE	7
SPEED	8	DEFENSE	10
STAMINA	10	PASSING	9
POWER	9	CHECKING	10
ACCURACY	6	FIGHTING	10

07 SNEELIOS

Each player is rated in several different categories; his on-ice performance directly reflects his skill levels.



Score at will by disabling the goalie with a weapon, then shooting the puck past his prone body.

A COLD DAY IN HELL

Those irresponsible ice fishermen must have been here again. Holes in the ice can deplete your roster in a hurry.

These lively demon nets add new meaning to the term "puck possession."

Dead body parts and skating have never mixed, so keep your skates clean by avoiding the remains of former teammates and foes.

Satan must really have some good connections to get seats this good.

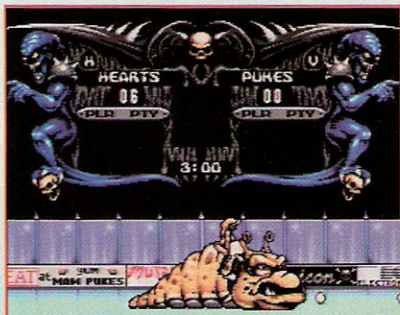
If you don't concentrate on punching during face-offs, you'll lose the puck... and your pride.

Just when you thought it was safe to take the ice....

A damage meter lets you know how close your players are to perishing.

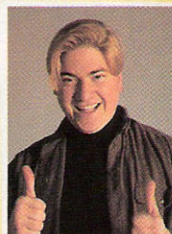
Why play fair when cheating's so easy? Chainsaws, hatchets, and other weapons effectively put a dent in your opponent's ranks.

I'm not convinced that this mutant Zamboni actually cleans the ice, but at least it removes the debris.



A SECOND OPINION

Though the graphics and sound aren't the best I've ever seen, *Mutant League Hockey* is just pure fun. The nonstop fighting action keeps you on the edge of your seat, and while it's no *NHL '94*, there's great hockey here, too. Different player types and weapons keep the game from getting repetitious, adding to the already great replay value. If you're looking for a great hockey cart — and don't feel like getting bogged down with silly rules — this is definitely the game for you!



— Trent

RATINGS

GRAPHICS

8 ◆ Smooth and detailed animations are often comic and/or gruesome.
 ◆ Despite their big attitudes, the characters are really quite small.

MUSIC & SOUND FX

6 ◆ The musical intro and eerie organ music set the tone for this unique game.
 ◆ Sound FX during game play are probably the game's weakest point.

BELLS & WHISTLES

8 ◆ Plenty of stadiums, nasty plays, and game settings add to the experience.
 ◆ Your progress is saved by passwords instead of a battery backup.

CONTROL

8 ◆ Solid control makes the mutants twice as deadly.
 ◆ Fans of the *NHL Hockey* series will have to make adjustments.

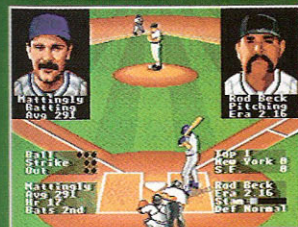
REPLAY VALUE

7 ◆ The variety of teams and 4 Way Play compatibility give you lots of ice time.
 ◆ Even Killing becomes tiring after a certain period of time.

OVERALL

82%

The only real game in town.



RBI BASEBALL, the hottest line of baseball games ever, is coming at you with its latest, greatest season — RBI '94!

- Game play that's *twice as fast* as RBI '93, plus rotoscoped animation for incredibly lifelike movement of runners, batters and the pitcher!
- On-screen baseball card-style player pictures with their '93 stats.
- MLBPA licensed, which means over 800 real players from 28 real teams.
- More and higher quality music, voices and sounds — featuring audio play assist by Jack Buck.
- Uses the real '94 baseball schedule for a full 162-game season, playoffs and world championship.
- Showcases the new East-Central-West division structure starting this year.

It's not real unless it's RBI '94.

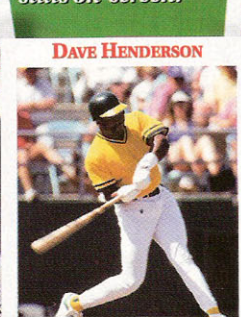


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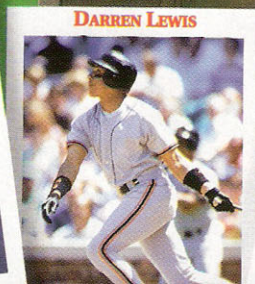
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Play with real superstars. See their pictures and stats on-screen.

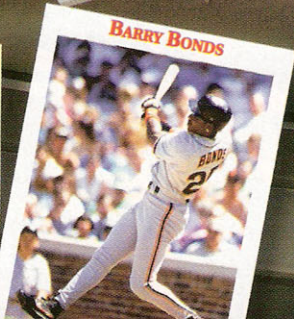


REBI'94

BASEBALL

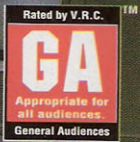


DARREN LEWIS



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ONE RAT RACE
YOU MIGHT
JUST WIN.



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system, catch SEWER SHARK™ for

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Virgin



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VITALE SILENCED 'TIL FALL

You either love him or you hate him, but you'll have to wait to see what you think of his game. Tengen reports that Dick Vitale's "Awesome Baby" Basketball won't see any playing time until this fall. The shake-up at Vitale's original developer, Park Place, forced Tengen to bring the product in-house and delayed its release by almost a year.

AGASSI GETS MAKEOVER

After a weak effort with *Andre Agassi Tennis* for Genesis a couple of years ago, TecMagik went back to the drawing board for a new SNES version. Superior graphics, control, and game play put this 4-meg cart far ahead of its predecessor. And the unique skins feature — in which a pot of money doubles each time the ball crosses the net, returns to soothe the money-grubbing beast inside everyone.



GP sports

Game Players

Doug Brumley, Editor

TEE OFF ON YOUR SEGA SYSTEMS!

Rise and shine, linksters. Miles and miles of uncrowded fairways. The chance to match your skill against the best golfers in the world. It can mean only one thing — new golf sims! So when you can't get a tee time, or the weather just won't cooperate, these games let you shave strokes off your game without leaving the clubhouse. And you *never* lose a ball.

GENESIS info

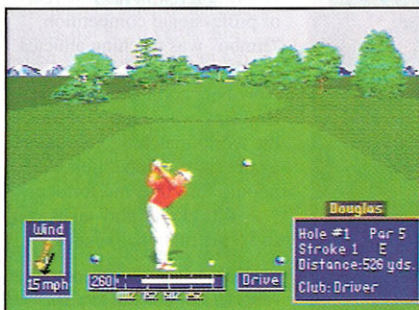
PUBLISHER	Electronic Arts
DEVELOPER	Polygames
SUGG. RETAIL	\$59.95
RELEASE DATE	now available

Try really hard and you can smell the grass and feel the breeze when you play *PGA European Tour*.

Well, maybe not, but EA's new links sim offers very realistic golf in the line of the first two *PGA Tour* games. It's even accurate down to the frustration you experience when you play poorly.

Fans of EA's earlier clubhouse cartridges will find this one structured much the same, but, as the name indicates, a change of setting offers a whole new challenge. Even the seasoned veteran will feel the demands of five European courses and their respective tournaments. Ten European pros — the likes of Seve Ballesteros and Bernhard Langer — and 50 new roster players try to keep you off the leaderboard. After all,

PGA European Tour



Great controls make the swing — including draws and fades — as easy as a two-inch putt. You may even want to play through a whole 72-hole tournament.

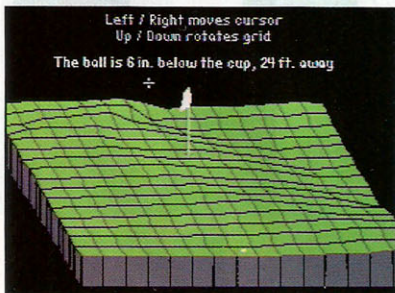
this is for cold, hard cash (in pounds of course; the Scots did invent the game, after all).

But if you're not ready to take on the heavy hitters, there's still plenty of opportunity to get out on the links. Brush up with a practice round, play a home version of the Skins game, challenge up to seven friends in a match-play elimination tournament, or pit up to four players in a three-hole sudden-death shootout. Compatibility with EA's 4 Way Play insures your foursome's never again denied a tee time, no matter how much you annoy the other country-club members.

Solid controls, clean graphics, and dead-on sound effects make your round enjoyable... unless your golf game determines otherwise. Eventually, though, the shots all start to look the same no matter what hole you're on. Less patient gamers may not want to make their way through a full 72-hole tournament. If you have enough patience however to play golf — or watch it — you should thoroughly enjoy this one.

AIKMAN GRIDIRON SIM ON THE HORIZON

As if Troy Aikman didn't have enough going for him as quarterback of the two-time defending Super Bowl champion Dallas Cowboys! Now he's inked a deal with Tradewest for his own video game. Troy Aikman NFL Football, available in the fall, will let Genesis, SNES, and Jaguar players do everything from negotiating players' salaries to designing plays, seasons, teams, and strategies.



As in earlier EA Sports' golf games, a topographical map of the green lets you get a good read on all the breaks

RATINGS

GRAPHICS CONTROL

7 9

MUSIC & SOUND BELLS & WHISTLES REPLAY VALUE

7 9 9

OVERALL **88%**

A QUADRUPLE PLAY IN BASEBALL?

The word from Hudson Soft is that the company is working on a four-player MLBPA cart for SNES that's compatible with Hudson Soft's Super MultiTap. There's no name or firm release date set (though we hear July). Watch GP Sports for an update.

HAVE GAME, WILL TRAVEL

With summer just around the corner, you may find yourself spending less time inside playing video games and more time enjoying the weather. But thanks to Game Gear and Game Boy, you can do both at the same time! Why let those thumb muscles go to mush? Grab one of these new games and head for that tall oak on a warm, breezy summer day.

Jimmy Connors' Tennis

GAME BOY info

PUBLISHER	Ubi Soft
DEVELOPER	NMS Software
SUGG. RETAIL	\$34.95
RELEASE DATE	May

Few athletes excite a crowd like former tennis star Jimmy Connors, whose on-court antics and showmanship made him a fan favorite. Even in his last year of professional competition, "Jimbo" was teaching athletes half his age a thing or two. Now he's got his own Game Boy sim, which lets you travel the world matching your talent against stiff competition while hoping for fame and fortune.

World tour play takes you to 16 international venues,

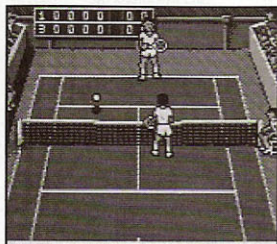
Poor artificial intelligence makes the computer easy to defeat once you master a few cross-court shots.

including Grand Slam events such as the Australian Open and Wimbledon. Remarkably, however, each venue looks exactly the same. Hmmm.

Jimmy Connors gives you a wide variety of options such as difficulty level and the number of sets (one to three) that make up a match. And if you want to brush up your backhand before taking on the big boys, you can practice at any of the 16 locations with a tennis-ball launcher and 100, 200, or 300 practice balls. A password feature lets you resume play without losing valuable dough. And if you've got a video-link cable, you can compete against a friend.

Although it won't floor you with its graphics or sound effects, *Jimmy Connors'* game play is fun. You lob with one button and handle forehands and backhands with the other. You can also try an overhand slam when your opponent

attempts to lob the ball over your head. You direct the ball by pushing in a certain direction on the directional pad in conjunction with a swing. Player movement is a bit slow and choppy, but the characters effectively get from point A to point B to make a shot.



RATINGS

GRAPHICS	CONTROL	
6	8	
MUSIC & SOUND	BELLS & WHISTLES	REPLAY VALUE
6	7	6
OVERALL 65%		

World Series Baseball

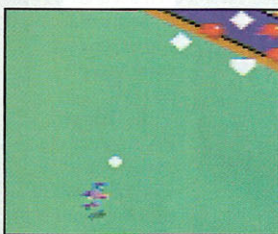
GAME GEAR info

PUBLISHER	Sega of America
DEVELOPER	Sega of Japan
SUGG. RETAIL	\$37.99
RELEASE DATE	now available

sims. But quick reactions are a must if you hope to grab the pennant for your team.

Although the controls respond better than average, they're still the game's weakest point. Computer fielders automatically catch fly balls, but chasing down liners in the outfield takes some work. It can also be a challenge to throw to the correct base, and the buttons often don't respond quickly enough to allow you to turn a double play.

Game modes include exhi-



Fielding takes practice, but diving and leaping catches can help you get out of a jam.



It doesn't have the same batter's-box view as the Genesis game, but that sure doesn't eliminate any excitement!

World Series Baseball won't please the realist in you, but you'd be hard-pressed to find a portable arcade-style sports game that's more fun. So if you're looking for a nine-inning fix to go, pick it up!

RATINGS

GRAPHICS	CONTROL	
8	7	
MUSIC & SOUND	BELLS & WHISTLES	REPLAY VALUE
8	8	6
OVERALL 86%		

bition games, 32-, 84-, 123-, 162-game pennant races (seasons), and two-player competitive games (by linking two Game Gears). You can also create two "dream teams" by picking players from the rosters of all 28 MLB teams. You can substitute batters and pitchers at will during the action, basing your decisions on a thorough list of stats. And don't worry about entering lengthy passwords — your progress is automatically saved.

Pebble Beach Golf Links

GENESIS info

PUBLISHER	Sega of America
DEVELOPER	T&E Soft
SUGG. RETAIL	\$54.99
RELEASE DATE	now available

Sega Sports' latest trip to the golf course, *Pebble Beach Golf Classic*, looks graphically similar to *PGA European Tour*, but the likeness ends there. While there's a wide variety of options such as Skins Match and tournament play from which to choose, you can play on only one course, Pebble

Beach in California. The game keeps a record of each round, then shows you extensive stats that let you see how you're progressing.

But for a game in which accuracy can mean the difference between a short putt and spot in the bottom of a lake, *Pebble Beach's* control just doesn't deliver. With so many different indicators and diagrams to analyze and adjust, you might begin to think you're piloting a jet airplane rather than hitting a little white ball.

Each club has a maximum distance, and a power meter lets you drive the ball up to 100 percent of that distance. This works fine when you're going

The average player may be overwhelmed by the wide array of controls. And pros may find it difficult to achieve good results with them.



The average player may be overwhelmed by the wide array of controls.

for big yardage, but when you get close to the pin, your short-est club is a sand wedge that maxes out at 90 yards. So when you're only about ten yards from the hole, you've got to eyeball the meter and try to decide what percentage equals that ten yards.

The meter's circular shape doesn't help matters — it's more difficult to use than a straight bar meter, so often when you think you've nailed the distance, the ball goes further or falls shorter than you expected — a lesson in abject

frustration.

If you're looking for a round of golf and don't care whether or not your game sets high-score records, give *Pebble Beach* a try. But those of you who hate golf because you end up chasing a little white ball all over the course certainly won't want to do the same in a video game.

RATINGS

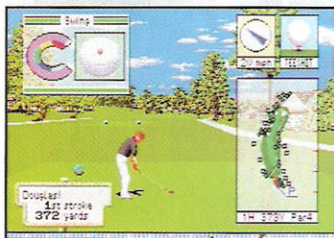
GRAPHICS CONTROL

7 5

MUSIC & SOUND BELLS & WHISTLES REPLAY VALUE

8 8 6

OVERALL 66%



PGA Tour Golf

GAME GEAR info

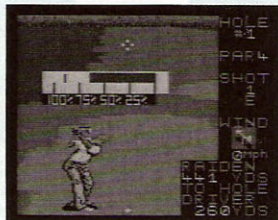
PUBLISHER	Tengen
DEVELOPER	Sterling Silver
SUGG. RETAIL	\$39.95
RELEASE DATE	now available

So you're stuck behind the slowest foursome you've ever seen, and they refuse to let you play through. What's there to do while you patiently wait in your golf cart? If you're the owner of a Game Gear, you can get in a few extra holes with *PGA Tour Golf* from Tengen.

This golf sim puts four challenging courses into your hands and pits you against the top names on the PGA Tour in one-round tournament play and practice rounds for up to four people. Yet despite its relative-

ly good graphics, the game suffers from poor game play.

Thanks to a horizontal power meter, hitting each shot is easy enough. But once the ball leaves your club, you can never be quite sure exactly how far it's going to go. For example, you're 50 yards from the pin so you use a pitching wedge with a maximum distance of 80 yards. You stop the power meter at about 75 percent, which should more than put the ball on the green. Yet it goes



PGA Tour Golf is based on EA's design, but it unfortunately doesn't play as well as its Genesis predecessors.

about 35 yards and then plops down in a nearby bunker instead. Argh!

And if the game's distance inaccuracies aren't enough to make you want to pick up your clubs and go home, try hitting the ball over a tree standing in your way. No matter how much distance there seems to be between the top of the tree and your ball, you hear a thud, and the ball drops from mid-air as if it hit a plexiglas wall.

If you can learn to compensate for the shortcomings in



An aerial map gives you a clear look at the big picture between shots.

PGA Tour Golf then you might just be able to squeeze in an enjoyable trip to the links anytime and anywhere without coughing up the extortionate green fees.

RATINGS

GRAPHICS CONTROL

7 5

MUSIC & SOUND BELLS & WHISTLES REPLAY VALUE

4 6 6

OVERALL 60%

EA'S SNES
CROSSOVERS
CONTINUE

The sports department over at Electronic Arts got its reputation from its Genesis sports simulations. When EA Sports originally began spreading to the SNES market as well, those games didn't have the same feel as their Genesis counterparts. More recently, however, the EA Sports' SNES titles have been closing the gap — a fact that should put a smile on any SNES sports fan's face. Here are two more popular Genesis games ready to make their mark on the rival system.

Bill Walsh College Football

SNES info

PUBLISHER	Electronic Arts
DEVELOPER	High Score Prod.
SUGG. RETAIL	\$59.95
RELEASE DATE	now available

When the Genesis *Madden* games began moving to SNES, you knew *Bill Walsh College Football* wouldn't be far behind. *Walsh* captures the spirit and excitement of college football like no other, so it's only fair that EA's letting SNES owners have a piece of the action.

Madden's designers did their homework when creating *Bill Walsh*, including rules such as the two-point conversion and the 24-second play clock as well as a whole new selection of plays exclusive to the college game. And if it's teams you want, it's teams you get — 24 top college

You can check out the replay from any number of angles thanks to the smooth 360-degree Mode 7 rotation.



teams of recent years and another two dozen from the past 20 years. However, since the cart isn't affiliated with the NCAA, instead of Notre Dame you get a squad from South Bend, the team's hometown. Each team is composed of individually rated players indicated by number instead of name, again because of the lack of a license.

The action is fast and furious, and the short college play clock keeps things moving. The players, who move quickly and smoothly, also control very well — a crucial factor given the speed with which you must react to make or break a play. But the players are so small that they're almost indistinguishable in groups. This leads to some confusion and control problems, especially when a group of receivers and defenders goes for a reception or when you're running the ball up the middle through an amoeba-like pack of players.

One feature, though, that gives the SNES *Bill Walsh* the edge over the Genesis version is its use of Mode 7 technology. When an interception is made or a fumble recovered by

the defense, the screen rotates 180 degrees so you're always moving up the screen. The smooth rotation also comes in handy during instant replays, where the L or R button allows you to swing the camera angle around for unlimited views of the action.

So why wait for fall and the kickoff of another college-football season? *Bill Walsh College Football* makes you feel like you're on campus... without all those boring classes to attend.

RATINGS

GRAPHICS CONTROL

7

8

MUSIC & SOUND BELLS & WHISTLES REPLAY VALUE

8

9

8

OVERALL

84%

FIFA International Soccer

SNES info

PUBLISHER	Electronic Arts
DEVELOPER	Extended Play
SUGG. RETAIL	\$59.95
RELEASE DATE	June

Soccer fans have been inundated with sims hitting shelves in preparation for the World Cup. EA Sports' *FIFA International Soccer* set the standard on Genesis, and now it's ready to make the jump to SNES.

The new *FIFA* isn't an exact transfer of the Genesis version — there are both negative and positive variations from the original. For example,

the graphics, sound effects, and music are weaker, but control is aided by a power meter and the L and R buttons, which make putting aftertouch on the ball a breeze. There are no scouting reports, but the game selects a "Man of the Match" at the end of each contest.

The realistic and action-packed game play, which pro-



The power bar in the SNES version lets you know just how much mustard you're putting on your kicks.

vided the Genesis version's solid foundation, has essentially remained unchanged. The only noticeable differences are that the SNES goalies aren't as good at keeping the ball out of the net, and dribbling through the defense is much tougher and requires more passing skill. A give-and-go button has been added, but it turns out to be impractical most of the time.

FIFA's three-quarter overhead perspective and the 45-degree angle of the field give you a superb look at the action. You're automatically given the opportunity to scan the field for open defenders on corner kicks and throw-ins, and can place the cursor on the spot you want to deliver the ball. The chants and graphics aren't as dynamic

as on Genesis, but all in all *FIFA* easily jumps to the head of the SNES soccer class.

RATINGS

GRAPHICS CONTROL

7

8

MUSIC & SOUND BELLS & WHISTLES REPLAY VALUE

7

9

8

OVERALL

87%

EVERYTHING ELSE IS JUST PRACTICE.

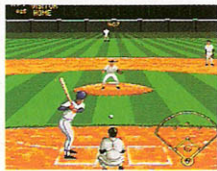
INTRODUCING ESPN BASEBALL TONIGHT.

ESPN Baseball Tonight, the video game, has arrived, and it blows the other games right off the field. We started by filming real baseball players. Then we digitized them. The resulting animation is smoother than a well-oiled mitt. With unprecedented batter control, super responsive "touch," and Chris Berman in the booth, this is the most realistic baseball simulation ever.

So if you've been playing those other baseball games, put them away. You've had enough practice. (Now available for Sega Genesis. Coming soon for Super Nintendo and Sega CD.)



Actual players filmed against blue screen for the most fluid player movement ever.



Unheard of bat control. Normal, high and low swings.



Chris Berman reports "live" from SportsCenter and Dan Patrick calls the play-by-play.



Holy Sphinn

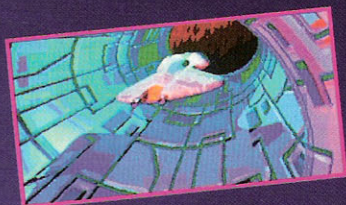


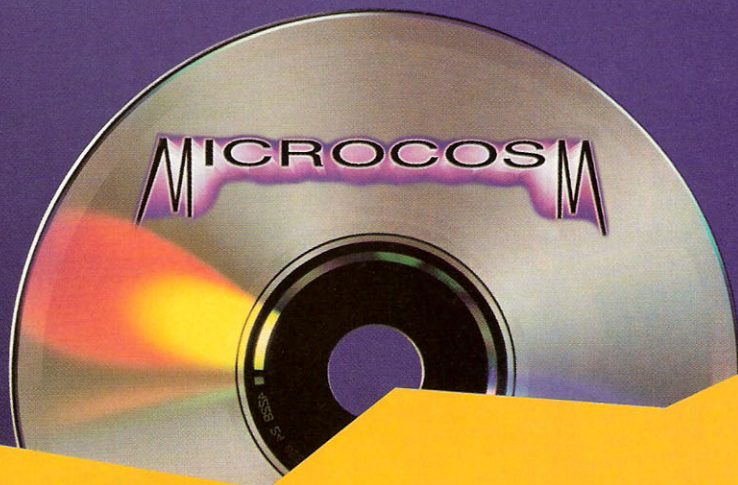
Hang on. Tight.

You're about to enter the dark and foreboding world of Microcosm. Super-realistic, computer generated graphics inject

you into the body of Cybertech's president, Tiron Korsby. Your mission: to find and eliminate a deadly and elusive brain manipulation droid.

Experience a whole new realm of adventure gaming as CD ROM-based interactive cinema effects transport you inside the heart-stopping action.





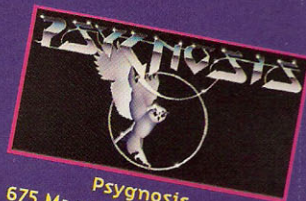
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reader survey

So what do YOU THINK?

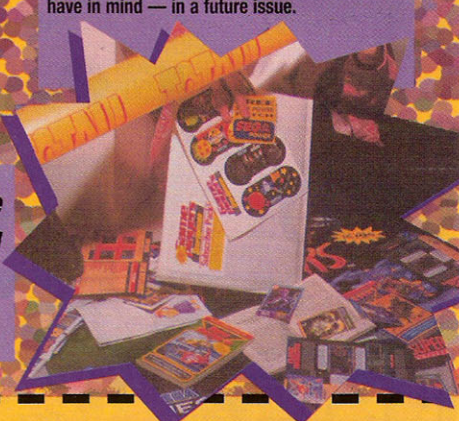
We need your help! We know you like *Game Players* (otherwise you wouldn't be holding it now), but we think you can help us improve it. Fill out this survey, toss it into an envelope, and address it to: **Reader Survey; Game Players; 300-A South Westgate Drive; Greensboro, NC 27407**

WANTED: YOUR HONEST OPINION



We've got a FireStick controller and 19 other prizes kicking around the office, and we're offering them up for grabs in return for your honest opinion of *Game Players*. Fill out the questionnaire shown below, cut it out of the magazine (or photocopy it), and address it to us at: **Reader Survey; Game Players; 300-A South Westgate Drive; Greensboro, NC 27407.**

We'll throw the entries into a hat and pick out 20 winners on Friday, July 1st. We'll let you know the results — and the improvements we have in mind — in a future issue.



1. What system(s) do you own?

- a) SNES
- b) Genesis
- c) NES
- d) Sega CD
- e) Game Boy
- f) Game Gear
- g) Others (please specify)

2. Which of these systems would you consider buying in the future?

- a) Saturn
- b) Project Reality
- c) 3DO
- d) Atari's Jaguar
- e) Neo-Geo
- f) Sony's PS-X
- g) Philip's CDi
- h) PC
- i) Others (please specify)

3. Please list and rate out of ten the other magazines you read:

- a) *Game Players*/10
- b)/10
- c)/10
- d)/10
- e)/10

4. How many other people read your copy of *Game Players*?

.....
 More Same Less

5. Indicate whether you want to see more or less of the following sections...

	More	Same	Less
a) InfoTrak	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
b) Readers' Network.....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
c) Ahead of the Game.....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
d) Reviews	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
e) GP Sports.....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
f) GP 27407 (mail).....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
g) Codebreakers.....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
h) Strategy guides	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
i) Now Playing	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
j) Advertisements.....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

6. How many games have you bought in the last six months?

.....

7. What features would you like to see:

.....

8. What sex are you?

- a) Male
- b) Female

9. How old are you?

- a) Under 10
- b) 10-13
- c) 14-17
- d) 18-21
- e) 22-29
- f) 30 and over

10. What's your address:

(if you don't want to give your full address, please just write the state that you come from)

.....

11. What comments do you have regarding *Game Players*. What improvements can we make? What do you hate? What do you want to change? The team reads every one of these, so put down what you *really* think.

(use a separate sheet if you need it)

.....

The Ultimate Blast-Fest!

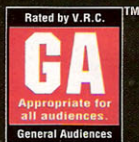
GRIND STORMER™

GRIND STORMER took the arcades by storm.

Now, it's going to blow you away on your Genesis!

Fly a powerful spaceship against endless waves of alien tanks and ships. Blast everything in sight as you battle your way through action-packed levels of ever more deadly enemies.

This arcade smash hit features incredible multi-layer scrolling backgrounds, spectacular graphics, animation and sounds. In other words, *it's a mind-blowing adrenaline rush of totally addicting fun!*



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THE FMV CARD

The Hype: Full-Motion Video (FMV) is coming to a Panasonic 3DO system near you. Panasonic's new FMV card plugs right into the side of its FZ-1 system, allowing up to 74 (not 73 and not 75) minutes of VHS-quality video and digital CD audio. The FMV card, called the FZ-FV1 video adapter, retails for \$249.95.



Panasonic's FMV card — overpriced and overrated.

Lab Results: Yes, FMV is the next step, but at \$250, who's willing to buy a VCR that doesn't record or play rentals?

GP Rating: 30%

THE J-CART

The Hype: From the creative minds behind the Game Genie comes a different approach to multi-player gaming. The J-Cart is just like a regular Genesis cartridge except it has two joystick ports built in so additional players can compete. Games such as Codemasters' *Tennis All-Stars* and *Micro Machines 2* will use the technology. Prices for the cartridges still depend on meg size, but they should retail for about \$50.

Lab Results:

Not a bad idea, but it will be interesting to see if this latest piece of British technology catches fire on this side of the pond.

Codemasters' 8-bit Aladdin deck enhancer, if you remember, never took off.



No additional wires or adapters needed — multi-play technology packaged in one handy little cartridge.

GP Rating: 75%

Vince Matthews takes a look at the wonderful world of polygons, then heads into the lab to test some neat gaming gadgets you just gotta have!

Polygons, Polygons. All the World Loves Polygons



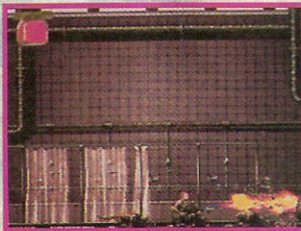
The development side of GameWare — menus interface and easy-to-understand modeling techniques.

They wow industry know-it-alls and boggle the mind of the mathematically inept. They're polygons, and in the saturated gaming sea, they look like the only things saving the world from generic side-scrolling action-adventures.

Polygon-based modeling systems allow game companies to create more lifelike experiences, even if the graphics are less realistic. The rapid-redraw and fluid movements that designers are able to get with polygons are what make arcade experiences such as *Star*



This Street Fighter-like GameWare demo debuted during the Winter Consumer Electronics Show.



Acciaini's *Alien³* GameWare made possible the incredible animation of Ripley and the brood.



This isn't a Project Reality game — Nintendo hasn't come that far yet. But here's another beautiful Silicon Graphics demo.

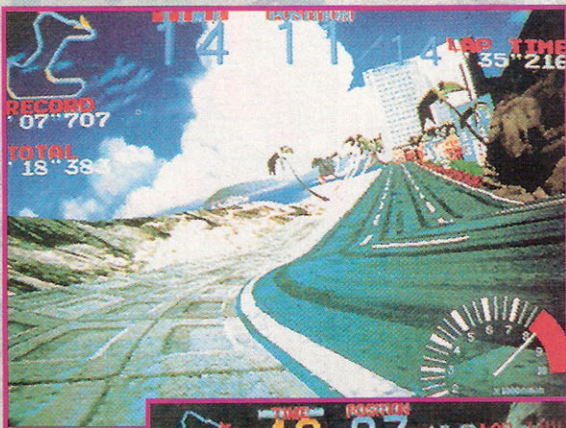


Stunt Race FX is Nintendo's second Super FX chip game. It plays OK, but how about adding some realism?



Fox, *Out of This World*, *Virtua Fighter* and *Daytona* possible.

At the forefront of the polygon-design craze is a program called GameWare, developed by Wavefront, a California firm. GameWare software designed for Silicon Graphics workstations (other Wavefront systems were used to create graphics in movies such as *The Lawnmower Man* and *Beauty and the Beast*) allows programmers easily to model, move, and animate three-dimensional characters and backgrounds. Take a gander at these names: Acclaim, Argonaut, Capcom, Electronic Arts, Namco, Ocean, Probe, Sega of America, Spectrum HoloByte, Taito, and U.S. Gold. These are only some of the software companies currently using GameWare. **GP**



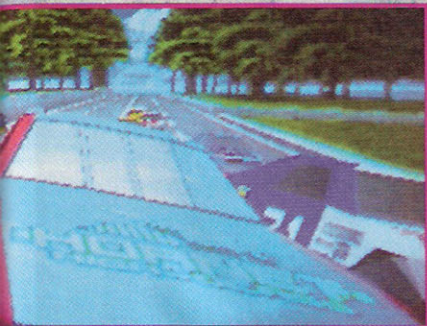
Namco's *Ridge Racer*, already in arcades, will be one of the first titles to appear on Sony's PS-X.



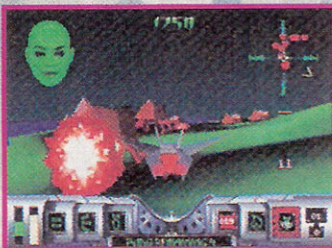
Sega-tochs went back into the lab to bring Saturn's rendering abilities up to Sony PS-X standards. Its current specs? How about 800,000 polygons a second?



3DO's *Total Eclipse* is a texture-mapped, polygon powerhouse.



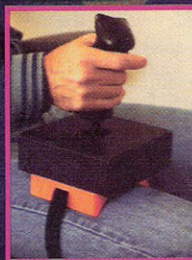
Daytona is Sega's answer to *Ridge Racer*. It should be one of the first Saturn games released.



Atari's *Cybermorph* for the Jaguar is a 64-bit polygon rollercoaster. Also look for *Checkered Flag II* for polygon racing.

THE KNEEBOARD

The Hype: Can't get a good grip on your joystick? No problem with Mallard's Kneeboard. Strap this plastic board to your knee, then attach the joystick to its surface with Velcro strips. Now you're gaming! The Kneeboard retails for \$9.95 (contact 916/483-7885).



Lab Results: OK — it's a piece of plastic with a Velcro strip, but it really does work. However, it's better suited for PC users than pad-happy video gamers.

GP Rating: 60%

Do ya kneed a Kneeboard?

ROCKFIRE IR-5

The Hype: Billed as "the ultimate in cordless gaming action," Q Fire's Rockfire IR-5 allows full-range game control up to seven feet away. Adaptable for lefties and righties, the SNES controller features "super-sensitive" fire and turbo buttons. The regular Rockfire retails for \$59.95, and the dual version sells for \$65.95 — both are now available.



The Rockfire IR-5. The ultimate? We think not.

Lab Results: Some actual thought has gone into the design of this controller, but while it's probably the most accurate and comfortable infrared remote we've tested, it's drastically overpriced.

GP Rating: 65%

TWIN TURBO

The Hype: You need never buy another battery! With Naki's Turbo Twins, your Game Gear's charged and ready whenever you are. Turbo Twins snaps right into the Game Gear's battery compartment and is charged with a power adapter that's included with the package. Once it's charged, you can play up to six hours — and you can even play while the unit is charging! Turbo Twins retails for \$34.95; a separate adapter plugs into the cigarette lighter of your car, allowing mobile gaming.



Just pop in Turbo Twins and charge up your gaming.

Lab Results: It works great, and it's even shaped to fit comfortably in your hand. On the downside, it makes the Game Gear bulky — not quite so portable anymore, is it?

GP Rating: 82%

Game Players

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- ▶ **Two** different events for each sport.
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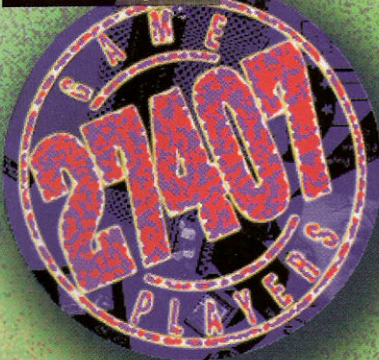
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Coming to stores in May!



Secret of Mana

SNES/Square Soft

I've been playing *Secret of Mana*, and no matter how hard I try, I just can't get past the palace on the emperor's Gold Isle because a blue tiger and

Let Jeff Lundrigan uncover for you the mysteries of life... or at least the mysteries in your favorite games.



Lots of odd mysteries to track down this month. In fact, thanks to games such as *Mortal Kombat*, in which a lot of cool things are deliberately buried, about one-third of the letters I get these days are from people who want to know about hidden stuff — or at least stuff they think is

hidden. I'm amazed at how observant and creative a lot of you are, and many of the designers I've talked to lately think the same. They're stunned to find out how *deep* into a game the players get, often putting things together the designers themselves hadn't thought of. Even if a lot of these mysteries don't amount to anything, keep looking — this is what gaming's supposed to be all about!

— Jeff

a blue minotaur keep on killing me. Can you tell me what's the easiest way to kill both monsters?

Andrew Isaacson
Murray, NE

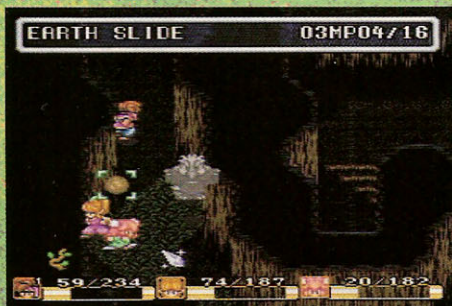
If you've reached the Blue Spike and Gorgon Bull, you've gained Sylphid magic by now. The girl has an Analyzer spell, and if you use this on an

enemy, it tells you exactly what kind of magic the enemy fears.

In this case, use *Earth Slide* on Blue Spike and *Thunderbolt* on the Gorgon Bull. Cast a second spell almost before the first one finishes, so keep up a barrage of magic and don't let up for an instant.



Use the girl's Analyzer spell on any enemy — especially bosses.



Next, fire off whatever attack spell the creature fears. You usually need to use the sprite.

LUCKY'S LITTLE HELPERS We don't do all the work ourselves. Here's what some of you lot discovered...

The Legend of Zelda: Link's Awakening

Game Boy/Nintendo of America

There's a whole mess of secrets in *Legend of Zelda* that can be accessed using these different techniques:

- **Obtain access anywhere:** To warp one screen in any direction, just go to the edge of the screen and push in the direction you're facing, then hit Select a split-second later. You remain in the same place, but you're on the next

screen. Use this technique to access places you ordinarily need a certain item to reach.

- **Wall technique:** Go up or down any staircase in any dungeon to a side-scrolling tunnel area. When you move from one screen to the next, hit Select. Save your game first — it's easy to do this incorrectly and teleport into a wall. After warping, continue to hold the directional pad in the direction you're facing. When you scroll to the next screen, you fall wherever

the tunnel comes out, but you're in a secret world where everything is messed up. The walls look normal, but act like they're made of water, and the enemies are messed up, too. Walk up any staircase to make the level normal again.

Jeff Schultz
Santa Anna, CA

Believe it or not, this all works — although they seem more like program glitches than deliberate codes. Also, Jeff fails to mention that when you're using the first

technique and there's something solid in the spot to which you're warping (like a bush, wall, or rock), you're stuck inside and must reset the game. Be careful!

After Burner III

Sega CD/Sega of America

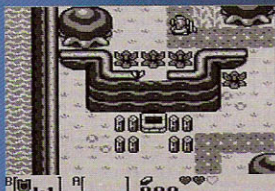
I've been playing *After Burner III*, and I found out that if you fly the highest that your plane can go and then turn diagonally, you can't get hit by the other planes' missiles.

There are two drawbacks.

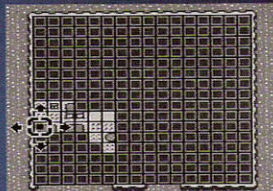
When it says "Wing Repair," watch out for the plane that *can* shoot at you. And when you're flying diagonally, look out for the red "dealies" that follow your plane. Shake them by moving left and right, but watch out for missiles.

I've won the game using this trick on Expert difficulty.

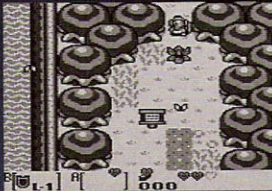
Derek Bland
Hermitage, TN



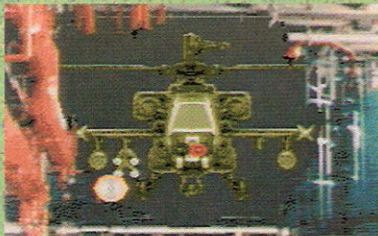
You can get through walls if you hit Select just before you begin to scroll to the next screen.



When you exit the map screen that appears, you zip to the next area on the opposite side of the screen.



Watch out, though — if Link had been one square to the left or right, he'd be stuck in the bushes!



To defeat the last boss in *Lethal Enforcers*, first, destroy the rocket pods one wing at a time. All the rockets wind up coming from one direction.



Next, shoot the chain gun and pilot — watch for him to start shooting, then blast him!

Lethal Enforcers

Sega CD and Genesis/Konami

I need help! I'm stuck on the last boss of *Lethal Enforcers*. What should I do?

Paul Steven
Gobel, CA

I wish there were some magic way — you know, shoot the antenna and yell, "By the power

For this to work, you must make sure you're in the Back view mode instead of the Cockpit.

Otherwise, this is a very neat trick — although after you've been through about ten levels or so, you find that you can get hit by enemy missiles. In fact, you can get nailed by those enemy missiles if you're not careful. Even so, it makes getting through those first ten levels a breeze and lets you concentrate on surviving the last ten — you know, the real tough ones.



In *After Burner III*, fly all the way to the ceiling and keep moving in a big circle. Woow — can't hit me! Ha, ha!

PTO: Pacific Theatre of Operations

Genesis/Koei

I've come up with a neat trick for Koei's *P.T.O.* You have the chance to perform Total Repairs or Modify Rockets throughout the game. This usually takes at least one month — an eternity of game time. I've discovered that if you select Total Repairs or Modify Rockets when there are three days or less left in the month, the repairs are completed by month's end! Repairs ordered on December 28th, for

example, are finished by January 1st! This trick reduces by one month repairs that take two or more months to complete.

Jonathan
Gelber
Ft. Myers, FL

of spoon-fed she-otters!" and it would just go down in flames. But it never works that way.

First, shoot the rocket pods beneath each wing. Of course, you must constantly shoot the rockets as well, and the pods each take about a

dozen shots to destroy. But if you destroy all of them on one wing, then move to the other, it makes the job easier.

Next, alternate shooting the chain gun on the belly with the pilot. If you time it correctly, the pilot won't hit you — shoot, wait, shoot, then wait again. Watch for him to pull his gun. The chain gun takes a dozen shots, and the pilot takes a lot more than that.

Vegas Stakes

SNES/Nintendo of America

After building up and saving all my current winnings, I've won a cool million in *Vegas Stakes*. However, I still can't get into *Laurel Palace*. How much more money do I need before they give me an invitation? You know,

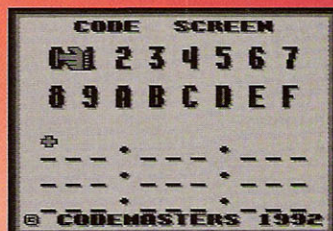
Game Genie?

I found something weird in the *Game Gear Game Genie*. I press zeros, then erase them repeatedly until this comes on-screen: "Washing, washing on the line; who's the fairest of the fine? Bluey whiteness!" or "You've found the easy secret, now find the hard ones." What does this mean?

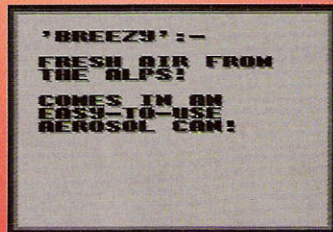
Josh Boaz
Humboldt, TX

Well, kid, it turns out that the *Game Boy* and *Game Gear* models of *Game Genie* have "Easter egg" codes — ones that make the *Genie* do something odd, such as the messages you received. By repeatedly entering and erasing numbers, you were hitting the 1 and 2 buttons over and over, and accidentally entered a code. Other codes exist, and at the risk of angering my old buddy, Chris "Codemaster" Slate, here are a few more to try, this time for *Game Boy*.

Up, Down, Left, Right
B, A, Left, Right, Select
Up, Up, A, B, A, Down, Down
Right, Up, Down, Up, Left, Up, Down, Up
B, A, B, Right, Left, Down, Up
A, A, A, A, B, B, B, Start
Right, Left, Right, Left, Down, Down, Up, Up
A, B, A, B, B, A, A, Select
A, Left, Left, A, B, Right, Right, B



At the code screen, try pressing A, A, A, A, B, B, B, Start.



Voila! A secret message!

I'm beginning to think my game is defective!

Mike Klein
Yucaipa, CA

That's an impressive load of cash, but the game's probably not defective. It takes only \$100,000 to get an invitation to the *Laurel Palace*, but you can get in only during a one-player game. Chances are that you started a two-player game, either by mistake or with a second player who later quit, and so you're shut out forever. Try starting again — back to the crap tables, chum — and make sure you're in one-player *Adventure* mode.

Lunar: The Silver Star

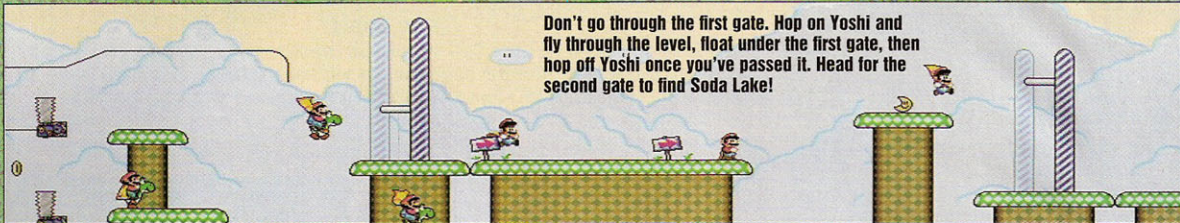
Sega CD/Working Designs

I've played *Lunar* for weeks now and have beaten it. When I finished the game, I watched the end credits until I suddenly heard a woman say, "Oops, too long!" What does this mean, and how did it get there?

Stephen Swan
Oceanside, NY

A number of readers asked about this. There's a wild rumor flying around that if you finish the game faster, you get a better ending — yeah right, like maybe you get to fight *Ermac*!

Actually, it's an outtake from the *Lunar* dubbing session. The actress providing the voice was trying to overdub — to match her dialogue with the character's lip movements — but went overtime and finished by saying, "Oops, too long," meaning she blew it. The folks at *Working*



Designs thought it would be fun to leave it in as a joke. Another mystery bites the dust!

everything, but nothing works. Please help me figure this out.

under the gate, then come up again. There's a second gate just beyond it.

Elizabeth Marchese
Bush Kill, PA

Super Mario World

SNES/Nintendo of America

I've had a SNES for two years. Since then I've been trying to find the key in the Cheese Bridge. I've had up to 56 men or more, and I've tried

Enough already! The Cheese Bridge questions have reached critical mass! The trick to the secret exit isn't finding a key. Check this: As you approach the gate at the end of the stage, fly

Disney's Aladdin

Genesis/Sega of America

Those Disney symbols in *Aladdin* have a friend and me going around in circles. First of all, what do we do with Sebastian? My friend found a dog with a key that he thinks opens Sebastian's shackles. We also found a leg of meat which he thinks we give to the dog to make him let go of the key — but we can't figure out how to get the meat. Is my friend's hunch correct?

And all those skeletons wearing Mickey Mouse ears (the sultan must really hate Mickey Mouse fans)! What do I do with them?

Ben Fiorenzi
North Pole, AK

Double Switch

Sega CD/Sega of America

I just got *Double Switch*. I easily passed Act I, but I have trouble in Act II. After I save Alex in her room, I know I have to save Phoebe from the mummy — but I don't know how. I also know you have to spring the alcove trap, but I don't know how. Please help me!

Victor Leong
Brooklyn, NY

Your problem is that you're not paying attention to the handyman. During Act I, he seems like one of the bad guys and you think you need to trap him. However, during Act II, you find out he's really on your side!

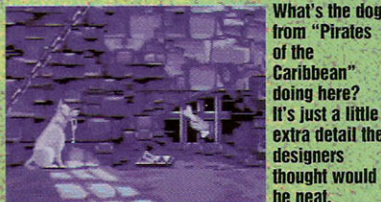
Here's a partial breakdown of Act II — keep in mind the game doesn't play exactly the same each time. You don't really need to catch cult members during Act II, so watch the scene between Corey Feldman and the handyman —

just don't let the thug who comes into the basement shut down the system! A few scenes later, the handyman shows up in Brutus' room. Don't be distracted by the thugs in the basement and storage area, and don't trap the handyman! He shows you an extra trap in Brutus' room.

When the band begins practicing, watch the grads' room and he shows you another trap. Once the new trap appears on your display, immediately go to the band's room and trap a cult member with the lamp trap before he starts slaughtering the band. Next, save Alex from the cultist who comes in her room.

Now switch to the grads' room and wait for the mummy to come in. Select the coffin trap and keep hitting the disarm button so it can't trap the grad. Next, power up the new hands trap and grab the mummy! Now hurry to the basement — the handyman has another trap!

Sebastian? Hey, boy, how'd you wind up in the joint?



What's the dog from "Pirates of the Caribbean" doing here? It's just a little extra detail the designers thought would be neat.



Don't trap the handyman during Act II — he's a good guy with important traps to show you.



Trapping goons isn't necessary during Act II. Only worry about the guys going for the power box and security panels, as well as the ones who directly threaten tenants.

Assuming you've let the handyman show you the trap, you're all set to deal with the mummy. First, disarm the coffin trap so the mummy can't use it...



...then spring your brand-new hands trap on the mummy!



You're thinking very creatively, but you're on the wrong track. According to Rob Alvey, a member of the Virgin Interactive design team, they were given free rein by Disney to add whatever "De-Tale" they wanted — in other words, they could use any Disney stuff they thought would spice up the action. So in the spirit of good clean fun, they did strange things such as throw mouse ears on skeletons and nail poor old Sebastian to the wall. The dog with the key in his mouth can be found in the "Pirates of the Caribbean" ride at Disney World! Sadly though, this is just window dressing — or wall dressing. You can't interact with the characters; they're just there to look cool.

Send your questions to Jeff "Lucky" Lundrigan at: Game Players 27407; 300-A South Westgate Drive; Greensboro, NC 27407. We'll do our best to help in this column, but we can't send personal replies. Sorry!

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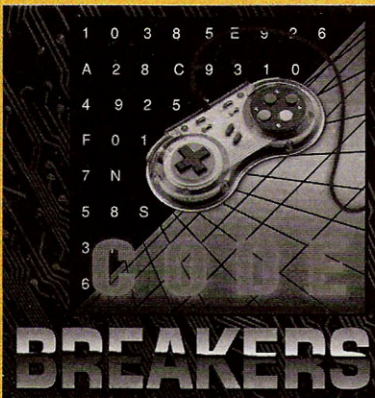


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JOE & MAC 2: LOST IN THE TROPICS
SNES/Data East

Passwords

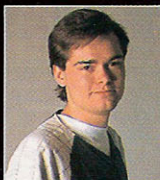
You've read the review in this very issue. Now live the adventure!



- 1st Stone
- 2nd Stone
- 3rd Stone
- 4th Stone
- 5th Stone
- 6th Stone
- 7th Stone
- Both have kids

RJNK BQKT THQH JGCB
HDMF GRHN KGTK CPBB
GRJN KBTH JLJR HLCE
RJNK BRGK TJDH JCDB
BMFG RJMB BQLK DSCB
CGRG NJGS KDBD GHDB
PFGT JPDF QFML FLDB
RKGP TNFB LDML FRFB

Can't get enough *Mortal Kombat II*? Neither can Kitaro-blasters Chris Slate. Here's what he's discovered since our last issue.



more secret tricks and assorted goodies. And here's your first assignment: Crack *MKII*'s hid-

den tricks! We've gotten hundreds of letters on moves and fatalities, but what we *really* want to know are the strange tricks, characters, codes, or rumors you've heard about or discovered. Y'know — the good stuff. The first gamer to send in a hot new trick gets a little something extra. But those of you who have seen the "Watchdogs" and "Shawn Attacks" on the Utilities screen aren't on to something.

— Chris

TMNT TOURNAMENT FIGHTERS

SNES/Konami

Select the Metro Train Stage

Input this code at the Title screen — you hear an explosion if it worked properly. Now select the Vs. mode, and you can choose the Metro Train stage when you reach the Stage Select screen. It was previously available to you only in the boss round of the tournament!



Press L, R, L, R, L, R, A on Controller 2 at the Title screen.

Now you can access the Metro Train stage!



MORTAL KOMBAT II

arcade/Midway

Still More MKII

We're still finding out things about *MKII* every day, and the new 3.1 version means there's more secrets. Here are a few things to add to the list we printed in March, some corrections, and some older tricks we didn't have room for last month.

Corrections

Raiden's Exploding Uppercut Fatality: Hold a high punch for about eight seconds (start holding before you deliver the winning blow), then move in close and release.

Reptile's Torso Slash: This one was correct (2 Forward, Down, High Kick while in-close), but we didn't mention that you must already be invisible for this to work.

Fatality clarification: Also remember to hold the Block button while attempting a Fatality that involves pressing Up — this keeps you from jumping and messing up the move.

Additions

Kung Lao's Friendship: 3 Back, Down, High Kick

Shang Tsung's Pit Fatality: (hold Block) 2 Down, Up, Down

Baraka's Pit Fatality: 2 Forward, Down, High Kick

Jade: Just before the "?" on the tournament map during the match, win one round (it doesn't matter which one) using only the Low Kick button. You go through the portal and fight Jade in Goro's Lair. You can find her only in a one-player game.

Smoke: You can find Smoke during either a one- or two-player match. A face randomly appears in the right corner and says "Toasty!" after you uppercut your opponent or your opponent uppercuts you. It can happen frequently or not at all. If you're in the Portal stage, immediately hit Start while holding Down. Be sure to press the Start button on the side you're playing. In a two-player game, the person who hits Start first gets to fight Smoke.



Sub-Zero executes the uppercut fatality — and his competition.

Noob Saibot (version 3.1): Win 50 games in a row, playing against a second player at least part of the time. Noob is a super-tough ninja dressed in black. If you lose to him, you can fight him over and over.

Dead Pool Uppercut Fatalities (version 3.1): When it says "Finish Him!" on the Dead Pool screen, hold down the Low Punch and Low Kick buttons while doing a normal uppercut.

Where there's Smoke, there's fire!

MEGA MAN X

SNES/Capcom

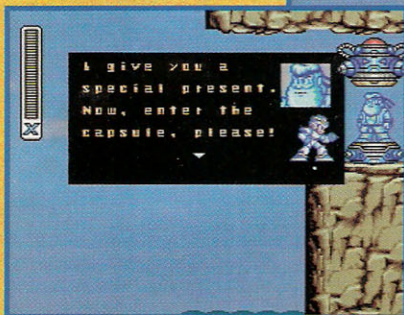
The Ultimate Weapon

Play a little *Street Fighter* in the middle of your *Mega Man X* game!

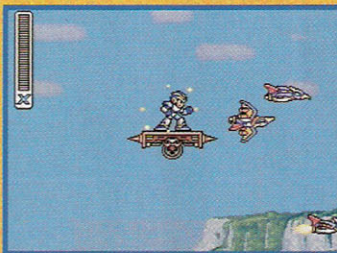
Grab all eight heat tanks and all four sub tanks, then go back through Armored Armadillo's stage until you reach the last rail car that takes you to the boss door. Just before you reach the door, clear out any birds in your way with a powered-up shot from your X-Blaster, then do a dash-jump off the platform and onto the wall above the door.



Climb the wall until you find a small area with an energy capsule. Grab it, then go through the boss door to complete the level. Repeat this process five times — on the fifth try, the energy capsule is replaced with a secret weapon station.



Enter the station, power-up, and you can throw fireballs just like Ryu and Ken in *Street Fighter II*! One shot kills almost anything, even the bosses in the last round! Unfortunately, you can't save this great new item with your password, so you must go back and grab it each time you begin playing.

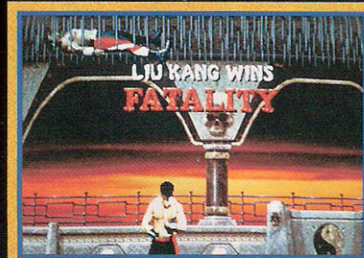


Random Select (in version 3.1): Highlight either character in the top corners (Liu Kang and Reptile) at the Character Select screen, then press the Start button while holding Up.

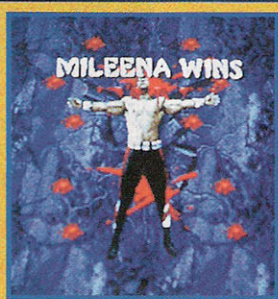
Turn Off Throws (in a two-player match): Hold Down and High-Punch on both joysticks after selecting your fighters. A message appears saying that throws are disabled.

Slip Off Spikes After Pit Fatality Uppercut: Hold Down on both joysticks.

To Play Pong: Play through (you don't have to win them all) 250 matches and Pong appears. If you're not playing a two-player game, the action keeps going as usual past match 250 until you finally begin a two-player game, then Pong appears. First player to seven wins!



Pit and Spike Fatalities are nasty. You can perform them only in the Pit II and Kombat Tomb stages.



READER TIPS

MORTAL KOMBAT

Game Boy/Acclaim

GORO LIVES...



Play as Goro

Beat the game and watch the credits. When "The End" appears, hold diagonal Up/Left + A + Select. Hold the buttons

It's Goro! It's you!

until the "Enter Your Initials" screen appears, then input your initials and press A. When the high-score table appears, press Start — you get a screen that reads "Goro lives... as you." Now you can play as Goro! And the other characters have strange new names.

Eric Conforti, Bloomingdale, IL

SUPER BATTLETANK 2

SNES/Absolute

Passwords

These codes get you through the game with all five air strikes left in reserve.

Levels 5-8	DFCTPPGM
Levels 9-12	LCMSNLYZ
Levels 13-16	WDLWHSWLW

Scott Bustard, Fairfield, CA



When you perform the required elements for finding Jade or Smoke, you're treated to this screen in which you pass through the portal and into Goro's Lair for the big fight! And, man, are those guys tough!



READER TIPS

DR. ROBOTNIK'S MEAN BEAN MACHINE

Genesis/Sega of America

Passwords

Here are the passwords to the last stage in each of the four difficulty levels:

- EASY** Yellow, Has Bean, Blue, Blue
- NORMAL** Purple, Yellow, Has Bean, Clear
- HARD** Has Bean, Clear, Purple, Has Bean
- HARDEST** Red, Red, Clear, Yellow

Chris Kraftchick
Oviedo, FL



Gimme those beans!

KIRBY'S DREAMLAND

Game Boy/Nintendo of America

Config Mode

Press **Down**, **B**, and **Select** simultaneously at the title screen, and a Configuration mode appears! Now you can gain more lives, listen to a sound test, and more!

Richard De La Paz
Sacramento, CA



Find the Configuration screen...



...to access power-ups and secret options.

DR. ROBOTNIK'S MEAN BEAN MACHINE

Genesis/Sega of America

Jumping Beans!

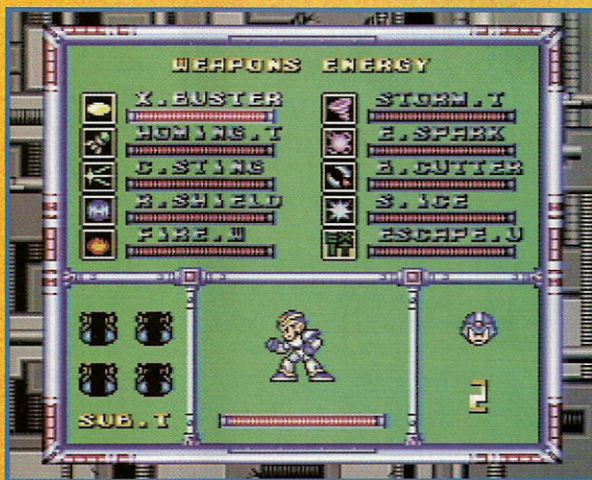
Er... you can't really say that this is a very helpful code — in fact, it's not even an actual code. But... oh, well... here it is. You make your own mind up.

Press the directional pad and the **A**, **B**, and **C** buttons while on the title screen to make the beans on the title jump up and down. We're talking hours o' wacky fun!



MEGA MAN X

SNES/Capcom



Final Password

For those of you who didn't catch the "hidden" password in our *Mega Man X* strategy book (heh-heh, aren't we clever?), here's an updated version that's even better because it includes the last remaining heart tank from Chill Penguin's stage.

7 4 3 1
3 8 4 2
8 5 2 3

Now you're fully stocked!

WIN! WIN! WIN! WIN!

That's right, we're doing it all over again this month. As an added incentive to get you guys to send us your tips, once again we've come up with a contest, arranged in conjunction with the guys at STD Entertainment. We're offering the readers who send us the best tips from games reviewed in this month's issue, either the **SNProPad**, the original clear controller for the Genesis; the **SNProgramPad**, a fully programmable SNES controller; or a **SGProgram Pad-2**, the most powerful Genesis controller that bucks can buy.

Is the **SGProgram Pad-2** the ultimate in controllers? Send us your tip, and you could find out for yourself.



C'MON, GIVE US A HELPING HAND

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

Codebreakers
Game Players
300-A South Westgate Drive
Greensboro, NC 27407



PLAYED FIRST
GAME OF
EQUINOX.



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



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



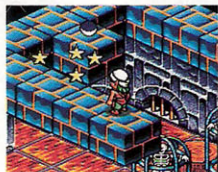
STILL LIVING
AT HOME,
NO JOB,
NO FRIENDS,
NEVER KISSED
A GIRL, BUT
FINALLY
DEFEATED THE
GREEN BLOBS
IN THE FIFTH
DUNGEON.



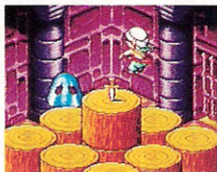
HAVING
TROUBLE
SEEING THE
SCREEN,
AND NEED
TO TAKE
NAPS
BETWEEN
DUNGEONS,
BUT YOU
CAN NOW
GET TO
THE SIXTH
DUNGEON
WITH EASE.



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



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



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



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



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



(sure, it's just a game.)

SONY





SONIC 3

The Legend Continues



After two months with Sonic CD and four months with this one, Jeff Lundrigan is starting to grow blue spikes of his own. Who better to talk you through the bosses in Sonic?

We're back with *even more Sonic* coverage — did you miss us? Last month we busted the Special Stages wide open, and much goodness came pouring out. Now we're going to give you the deal of the century: You've bought our magazine, but if you act now, we provide the tactics and strategies for beating every single boss and sub-boss in the entire six levels at *no additional cost!*

So what do say? Do we have a deal? For the simple price of flipping a page or two, you get all the *Sonic* strategy you could possibly want — and more! **GP**

**I
N
F
O**

PUBLISHER

Sega of America

DEVELOPER

Sega of America

SUGG. RETAIL

\$69.99

GENRE

action/adventure



There's a sub-boss lurking in half the first acts. Don't fret about them until the end of the acts, though — you can't kill them 'til then.

ANGEL ISLAND ZONE

A tropical paradise is reduced to ash — where's the Sierra Club?



There's a power-up tucked away near the boss in almost every stage. Grab the flame shield hidden in the tree here in the Angel Island Zone.



"Drop napalm on me, will ya? Well take this!" It's simple: Avoid the flame (a flame shield helps), and bounce off the sub-boss about five times.



Robotnik's machine is a flying, flame-throwing hovercraft. Don't stand on the bridge — he burns it out from under you.



If you remembered to grab the flame shield (ahem), the Angel Island boss is no problem. Since you're fire-proof, stand beneath the machine and keep jumping into it.

HYDROCITY ZONE

Do spiny hedgehogs float in the water? Beats us! Test it and see for yourself. Blub, blub, blub...



You fight the sub-boss in a washing machine. When it drops down the left side of the screen, spin-dash to the right so you circle around and drop behind it. Now turn and spin-dash to the left so you avoid it as it drops from the right. Got it?



Start the second act by running like mad away from a moving wall.

But watch out! There are bouncy things that throw you backward — not a good thing with tons of granite breathing down your neck!



It finally comes to rest on the center agitator. Wait until its jets stop, then jump into it a couple of times. Lo, the cycle starts again, so repeat the whole thing until it's destroyed.



Robotnik's machine is crafty, no pun intended. It dips into the water, causing a waterspout that can pull you into its swirling blades. Run away!



There are two methods of attack. First, do a relatively normal jump-attack against the cockpit as it drops down to start the waterspout...



...then stand on top of one of Robotnik's depth charges and jump just before it explodes. The blast carries you high enough to land on him!



The tunneler is this act's sub-boss. It's not too tough — just watch out for the spikes falling from the ceiling. The tunneler itself

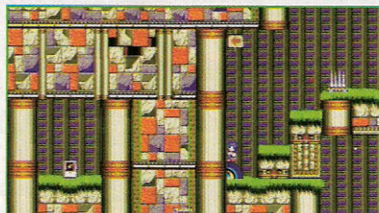
tries to drop on you, but you should be OK if you keep moving.



There's a flame shield to the right of the lamp post that marks the beginning of the race. Grab it and you can perform fireball spin-dashes — you can smash through stuff, too!

MARBLE GARDEN ZONE

The prettiest stage in the game is also one of the deadliest!



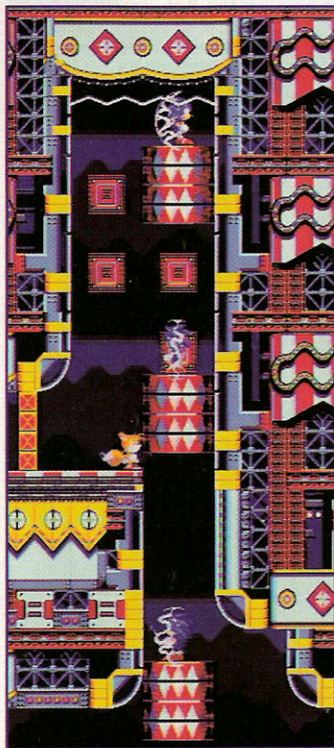
Look for the lightning shield in a secret room just before you meet the boss. Four out of five hedgehogs surveyed preferred the lightning shield to other leading power-ups.



Robotnik gets airborne in the third round. You can steer Tails — the upper-right corner is relatively safe, so wait there and drop on Robotnik as he flies in.

CARNIVAL NIGHT ZONE

Ugh! It ain't that pretty, and it's tough to get through, too! Aren't carnivals supposed to be some fun?



These carnival barrels create constant trouble. Stand on one, hold Up on the controller, then hold Down. If you get the rhythm, the barrel moves farther up and down each time.



You can't attack the sub-boss directly — use that legendary hedgehog cunning to get by.



The only difficulty in staying away from the saw is keeping from falling in the holes it's making in the floor. You can stand on the saw, by the way, but whether this is safer is anyone's guess.



Hit the main unit when the buzzsaw begins bouncing around. This opens the unit, but you can't hit it again because of its electric field. However, when the buzzsaw finally hits it... damage!

WHO'S THE BOSS? When lightning strikes, Sonic's on the case!



This boss is one of Robotnik's deadlier creations. Zip back and forth until he drops the green ball, quickly decide whether you've got more maneuvering room on the left or right, then hop over it.



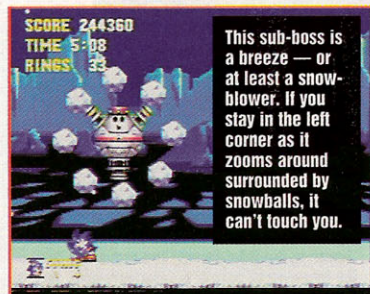
And this is why you need that room: Robotnik activates his hedgehog magnet. This works a lot like the waterspout he uses during the Hydrocity Zone, pulling you into certain doom. Retreat!



When Robotnik dips down to retrieve his little sphere, jump on him once — if you try for more, you wind up hitting the electrodes around the outside. It takes time, but you can still beat him.

ICE CAP ZONE

You'd better keep moving, otherwise you'll turn into a hedgehog-sickle. Brrr!!!



This sub-boss is a breeze — or at least a snowblower. If you stay in the left corner as it zooms around surrounded by snowballs, it can't touch you.



When it stops moving, stand directly beneath it — the snowballs drop out of the sky, but they won't hit you. Jump up and hit it two or three times.



Robotnik's freeze machine is a royal pain. Jump over the left-hand freeze jet, land on the small platform, then quickly jump into the saucer to get out of the way. Jump back over the jet that shoots to the right and hit him again.



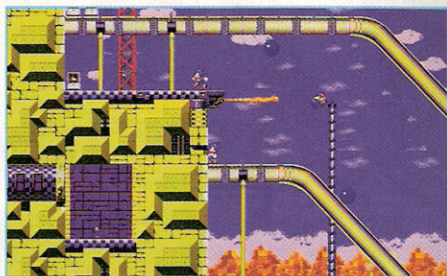
It's risky, but you've got to kill him fast — the pattern of freeze jets gets less predictable as the fight progresses!

LAUNCH BASE ZONE

At last! Robotnik's final hiding place. Go get 'em, blue avenger!



The sub-boss ain't as tough as it looks. Wait for the spikes to stop spinning and pull back in, then hit from the sides — not the top or bottom!



One other tip: You can speed up if you're on the lower path and spin-jump from the top of the ramp. Now you can reach the flame shield on the ledge above the fire jet!

THE FINAL ROBOTNIK

Knuckles. Robotnik. One easy, one hard. You make the call.



Stand where the ground begins to curve and wait for Robotnik to fire a cannonball. Jump over or duck under it, then hop to the open gate and spin-jump into the cockpit.



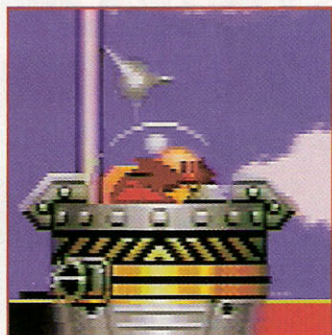
But watch out — sometimes those balls come rolling back. If you're not ready, they squash ya!



Once the initial skirmish is over, hop in the saucer and ride to meet Knuckles. It's a cinema scene, and Knuckles just goes away — a little too easy, don't you think?



Robotnik's rocket is easy to pulverize. Jump on it as it comes up, then hold the controller so you keep bouncing on it until all four parts are smashed to smithereens.



But watch for this spiny ball rotating around the cockpit. Make sure it's not coming around when you're attacking.



Oh boy, you're in trouble now! Robotnik's final death machine is a killer. It's vulnerable only on the saucer, so avoid hitting the spines on top, and don't touch the claws, either. Attack it by jumping over the claws and hitting the saucer below the spines.

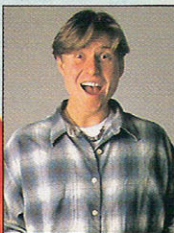
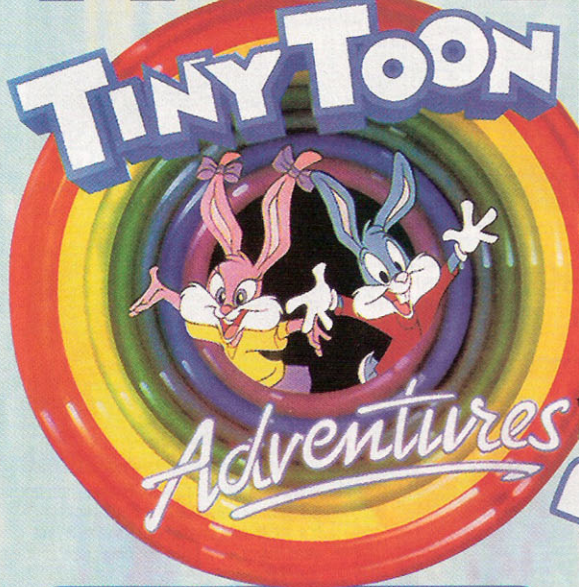


He swoops in twice, then begins hovering. Jump over him when he drops down and zig-zags, but stay in the middle to keep him from mashing you against the sides.



If you're grabbed, Robotnik immediately goes into hovering-and-waiting-to-pounce mode. But just like the rest of the zone bosses, it takes just eight shots to do him in.

IT'S MOVIE



Jonathan Gagnon's ears aren't that big, but he's the guy to play Buster Bunny and help you hop through Montana's Movie Madness.

Konami's new game keeps the *Tiny Toon Adventures* series alive and kicking. This time around Montana Max has built a high-tech cinema and has cast himself as the hero of all its movies. And Buster Bunny just *hates* bad acting. His only choice is to

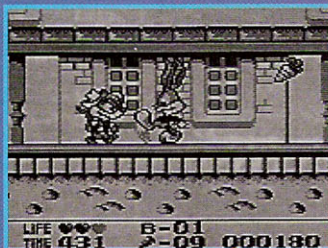
go into the movies himself and change the endings.

The great graphics, sound effects, and music of the earlier *Tiny Toon* games are present in this one, too. And although it's geared toward younger players, it's fairly challenging — some levels are downright difficult. Luckily, the complexity is balanced by handy bonus rounds. So grab some carrot-flavored popcorn and get ready to watch some movies! **GP**

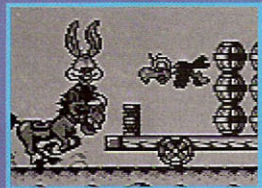


THE LONE BUNNY

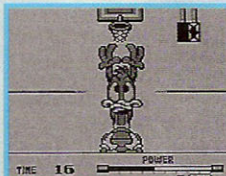
You learn tricks in this Western-themed level you need for the rest of the game.



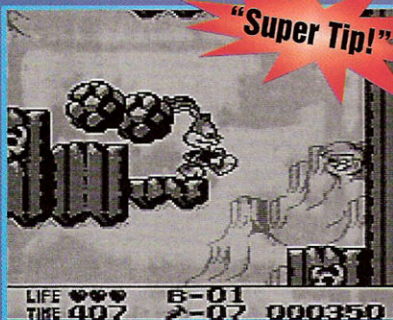
Kick an enemy and he disappears or is stunned. You only have a second or two to escape a stunned foe.



Wait until the buzzard's at its lowest point, then hop onto it.

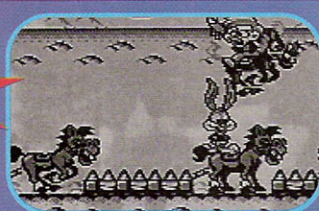


You must make three baskets to get a continue. Quickly move left and right to fake out your opponent, and shoot when your meter is powered up.

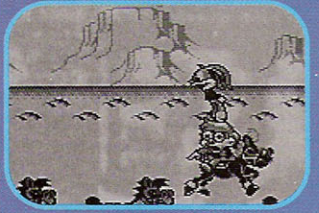
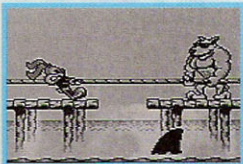


"Super Tip!"

When running from rolling boulders, just as you are about to fall to the next ledge, cut to the direction you are running. That way you will stay ahead of them.



In the tug-of-war game, wait until Arnold is resting, then yank the rope. When he starts to pull, dig your feet into the ground.



He's not wearing a black hat, but Cowboy Max is still the bad guy. Keep jumping left to stay on the horses.



Give yourself room to jump Max's hat, then jump on his head when he gets close.

TIME!



GAME BOY

INFO
PUBLISHER

Konami

DEVELOPER

Konami

SUGG. RETAIL

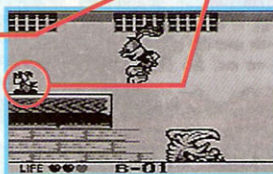
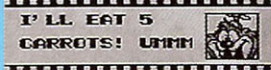
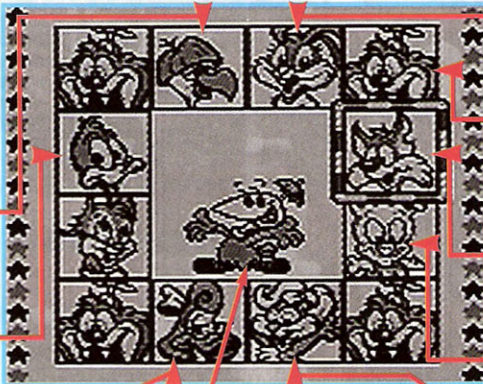
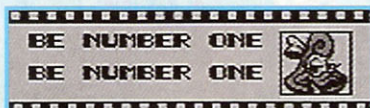
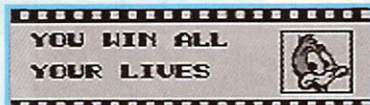
\$29

GENRE

action/adventure

WHEEL OF FORTUNE

See the bird! Spin the wheel! Score free stuff!

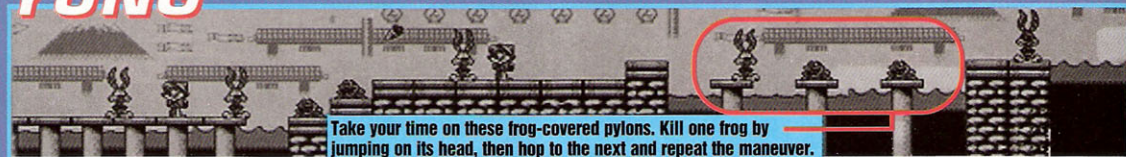


When you find the Gogo Dodo, you get to spin the bonus wheel of fun...

...and here's what you could win!

KUNG FU YUNG

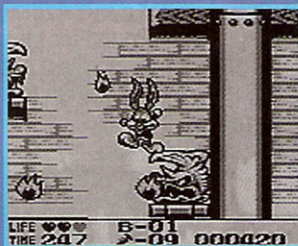
Everybody was kung-fu fighting!



Take your time on these frog-covered pylons. Kill one frog by jumping on its head, then hop to the next and repeat the maneuver.



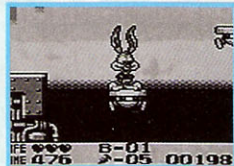
There's nothing like a trap door to keep you on your toes... uh... paws.



These statues spit fire-balls, so take your time and wait until the path is clear.

THE MAXINATOR

Defeat Cyber Max, and you still have "The Curse of the Bunny's Tomb" and "Director Max and His Freeze Flash Camera" to go!



Hop on these platforms, but get off when they start to shake.



Oh no! It's Kabuki Max! Stand one block away and jump out and away from his fans. When the frog sticks out his tongue, jump on it and get close to Max's head.



When you come across a ramp while in your rocket, push it at top speed to gain enough air to clear the hole.



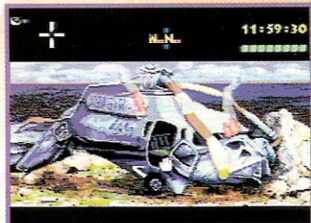
T-Rex got you in a panic? Raptors breathing down your neck? Well, let 'ol Jeff Lundrigan put you on the safe track through the park.



JURASSIC PARK

FIRST THINGS FIRST

Use the visitor's center to store eggs, save your game, and heal yourself. Oh, and remember to heal yourself *before* saving your game.



There's a stunner inside the helicopter. Notice how the cursor changes as it rolls over something you can pick up or otherwise use. Hmmm....

NO PARKING!

Back to the park? Aaaaaaagh — the Raptors, they *haunt* me! Why can't they leave me alone! In *Jurassic Park CD*, you dive back into the jungles of Isla Nublar after the initial car-nage has ended. Your mission: to retrieve priceless dinosaur eggs for future study. The catch: the grown-up dinosaurs ain't too happy to see you running off with their eggs!

But it gets worse. Remember the guys who paid computer whiz Nedry to steal dinosaur embryos? Well, they switched to Plan B after Nedry became Dilophosaurus munchies, and a bunch of well-armed egg hunters are headed for the park — and omelets aren't what they have in mind.

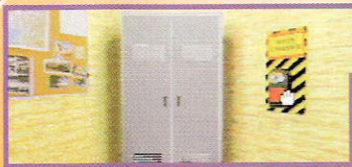
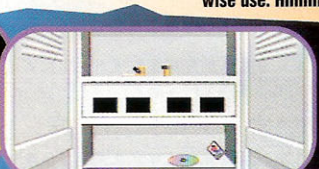
Now you've got to outsmart the dinosaurs and outmaneuver the evil DNA-stalkers or you'll never survive long enough to get back to the mainland. Are you up to it? Ha — you'd better be! **GP**



Emily Shimura is the smart member of your team — she stayed back on the mainland. You get hints and help from her, but she's usually too late.



Get into Wu's office with the blue card key and search for the incubator, a tranquilizer gun, and the vital first-aid station. Once you have the Triceratops card key, you can open the locked cabinet and find the Brachiosaur CD.



You can also get into the game warden's office with the Triceratops card key. Among the useful stuff there is the stunner recharger.



SEGA CD

INFO

PUBLISHER

Sega of America

DEVELOPER

Sega of America

SUGG. RETAIL

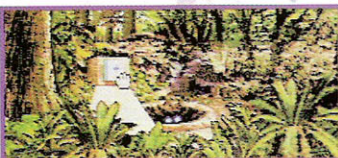
\$59.99

GENRE

graphic adventure



In case you didn't get Shimura's little hint, you can use a big rock to steady the log over to the Dilophosaur pen.



DILOPHO-WHATEVERS

Pound for pound, Dilophosaurs are the nastiest critters in the park. You wind up hating them worse than jungle mosquitoes.



The trouble with Dilophosaurs is that they spit — a lot. Use the stunner on full charge to knock 'em down.



Take the gas can from inside the jeep and use it on the raft engine. Hold down the button until the can stops gurgling — you need a full tank.

After dealing with the spitting wonders up river, you're happy to discover there's a first-aid kit there, too. Use it before heading back.

TRY SARAH TOPPS

Let me guess: You've searched the park for that stupid crowbar, right? Well, look no farther — it's practically in your grasp.



The horn on the jeep drives the Triceratops crazy. Honk it, wait for the beast to smash the jeep, then honk it again when she turns toward you.

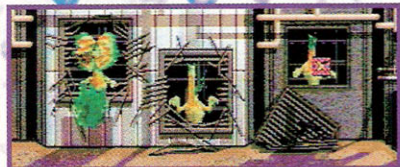


After the third honk-'n'-smash, the crowbar, Triceratops CD, and medical injector pop from the jeep. The injector is full of Heal-O-Quick, and the sick Triceratops gets right up and walks away.

Go back to where the other two Triceratops are, wait for the mother to move, look at the tree, then grab a branch.

Once you feed the baby Triceratops, it moves and you can look at the metal box. Use the crowbar to open the box and grab the Triceratops card key.

Head back to the visitor's center and use the Triceratops CD on the game warden's computer to uncover the security code for the pump house.



There are more Dilophosaurus in the pump house — stunner, do your stuff! Use the wrench on the leaky steam pipe, then turn off the power.



Watch the Compy moving around — when she begins digging through the Triceratops' nest, stun her fast before she can make it to the bushes. If you're quick, she drops an egg.



Oh — make sure you pick up that big rock before you leave. You need every big rock you can get.

There's a security keypad in the second locker from the left. Input the code from the warden's office (it's different every time you play).



REX, SHMEX

Just when you thought your day couldn't get any worse, you've got to face down a T-Rex. Not only is it the most voracious predator ever to walk the Earth, but its breath is also really bad.



The noise of the opening gate brings the T-Rex. Hoo, boy — stand firm until the gate opens, then shoot the Rex on its "pecking spot" just under the eye.

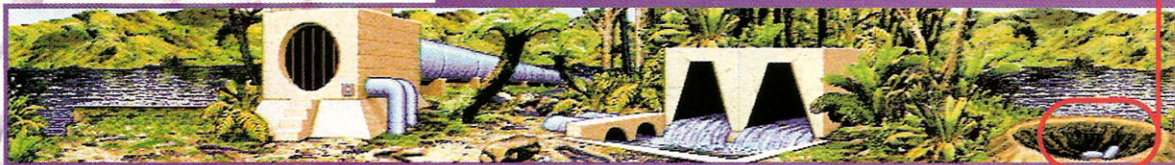


After firing a gas grenade or charged stun, immediately switch back to the cursor and zip through the gate, between the T-Rex's legs!

Open the gate inside the utility area using the left-hand switch, use the tranquilizer gun on the Dilophosaurus, then exit through the drain pipe.



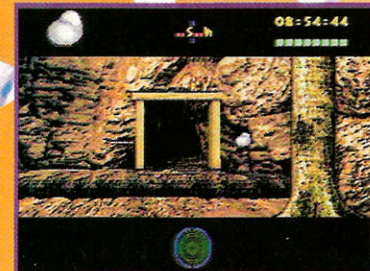
Grab the eggs and bear horn from the Rex's nest, then hit the gate switch — aaaggh, it's stuck!



When the T-Rex arrives, hit the switch again — the noise makes her attack the gate (remember the Triceratops?). When the gate is fully open, use the bear horn, then get out of there!

RAPTOR BLUES

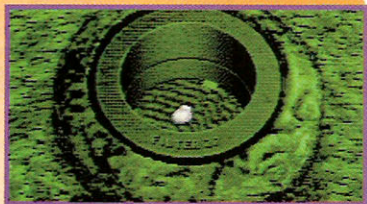
Until now you've relied on your brains; now you've got to trust dumb luck. The Raptors are going to kill you half the time, and there's not much you can do about it. Sorry.



A couple of big rocks can cause an avalanche and open the way into the Raptor cave.



Now do everything in the Raptor cave fast! Note the big rock to the left of the stairs — grab it and go!



Here's another use for big rocks — drop two into good old filter 27 so the water rises and you can grab the Velociraptor card key.



The exit is to the left of the filter, and here's where things get hairy. As the Raptors jump from their caves, shoot them with the tranquilizer. When they look like they'll stay put, use the card key on the door and quickly turn to face them again. Keep tranquilizing them until the door opens. Sometimes they just kill you anyway.

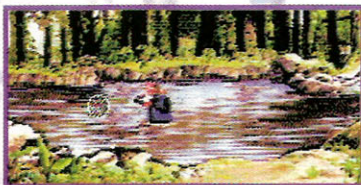


Once you're through the door, move forward until you reach this area. Grab the eggs, use the crowbar to open the grate, and beat a hasty retreat!

THE HUMAN FACTOR

Now that you've got the eggs, your troubles are almost over. Unfortunately, the most dangerous brute of all has just arrived...

Once the first two are down, turn and take care of the frogman in the water (Anybody bring a Plesiosaur?).



The final guy's the toughest, popping up in either of two places. Keep your cool and don't spaz out!



Collect the eggs, then take on the bad guys! It's mostly a matter of skill: Aim at their heads with the tranquilizer gun — and blast the guy with the shotgun first.

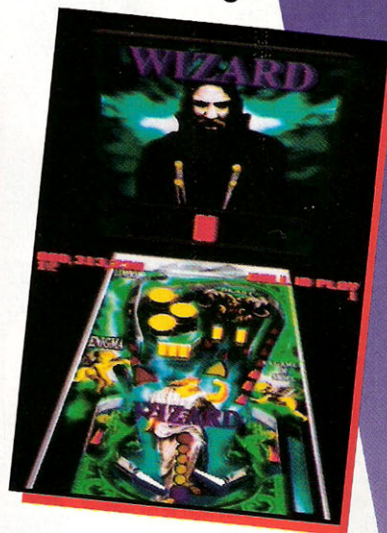
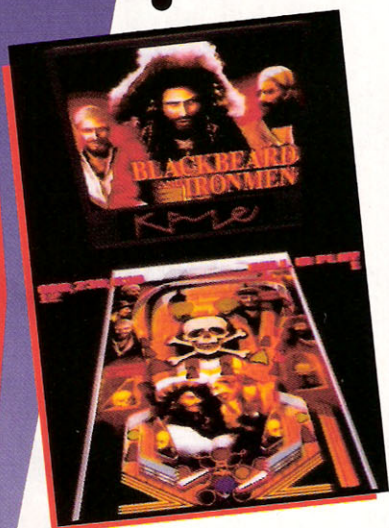
SUPER

PINBALL

Behind the Mask™

The First and Only Pinball Game for the Super NES!

Experience the look, sounds, and feel of real arcade pinball action. Thumper bumpers, multi-ball play, skill shots, huge bonuses, jackpots – all of the things you love about pinball, without adding quarters!



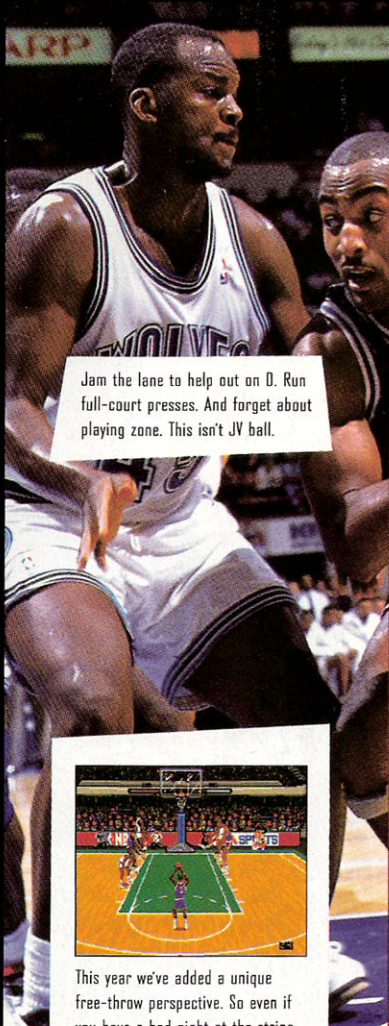
If you're a pinball wizard, just try to master this one!

- 1 to 4 player alternating play
- 3 varied, dynamic, and distinct playfields
- Awesome graphics, music, and sound effects
- Special "TILT" feature
- 2 different gameplay modes: Alternate play – straight competition; Conquest mode – reach the forbidden door

"Serious pinball for serious pinball players."

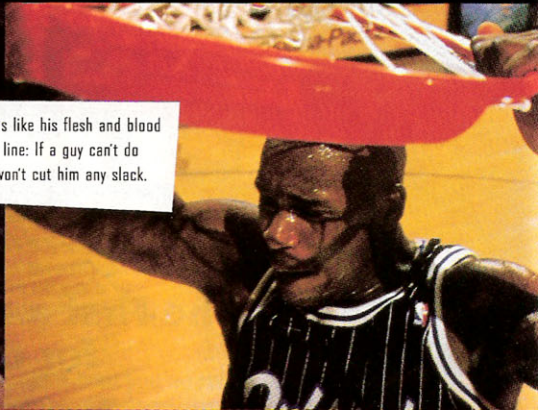
– Game Players Sega/Nintendo Magazine





Every player performs like his flesh and blood counterpart. Bottom line: If a guy can't do this in real life, we won't cut him any slack.

Jam the lane to help out on D. Run full-court presses. And forget about playing zone. This isn't JV ball.



IN THIS LEAGUE PLAYERS ARE (KIND OF LIKE) THAT CAN



This year we've added a unique free-throw perspective. So even if you have a bad night at the stripe, you'll still enjoy the view.

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

Tell your point guard which play to run. Drape your defensive wiz all over their go-to guy. You're the coach. And hey, you don't even have to slick your hair back.



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With ultra-fast 5-on-5 play and full-season schedules, this is as close as you can get to the real thing without acquiring a few floor burns.

Players' heights are all realistically portrayed. Which inevitably leads to the occasional, uh, mismatch.

...GUE, NO TWO
...EXACTLY ALIKE.
...SNOWFLAKES
...DUNK.)



Penny? Here. Detlef? Ja. Kemp's Pretty Boy Slam? Check. It's all here in NBA Showdown '94 for Sega™ Genesis™. Every NBA® player has been rated in fourteen categories by the Topps™ Skills Rating System – that's over 4500 ratings in all. So everyone's individual game is ridiculously true to life.

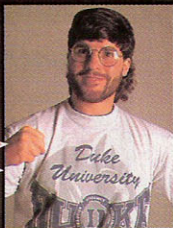


You get everyone's patented moves. Shown here: The 180 Scoop Slam, sole property of Mr. Scottie Pippen.

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

Some guys tug on their shorts and take a breather when they're tired. It's part of the game, so naturally it's in ours.

Toe Jam & Earl in PANIC ON FUNKOTRON



Trying to avoid any connection with toe jam, Billy Moon admits he once "earled" on a ferris wheel. He was much younger then.

FUNKOTRON PART DEUX

BEATING THE BAD GUYS

Forget that "love your neighbor" stuff — grab these humans and send them on their way!

Welcome to the new adventures of that ultra-hip, rappin' alien duo. In *Toe Jam & Earl in Panic on Funkotron*, the boys return to their planet after an extended session of interplanetary partying, only to discover a bunch of Earthlings that stowed away on their ship are now wreaking havoc.

What's more, the crude behavior of the Earth dudes has irritated the fabulous Funkapotamus so much that he's skipping'

The little girl's easy to take out... if you can find her. If the red Earthling light is flashing, yet no one's in sight, try shaking her out of a tree.



The baseball kid has a bad habit of ducking your jars and hurling stuff back at you. Throw jars in an upward arch so they land on his head.



The Insane fairy can't injure you, but her laughing spell leaves you unprotected. Jump up and fill the air with jars as soon as you see her.



The attack duck is really deadly. Throw jars in the air as he cruises around on his magic carpet, then hit the dirt when he dive-bombs you.

When tourists approach, press Down to cover your eyes until their camera flashes. Quickly hurl a jar their way, then cover your eyes again.



The construction worker takes you out with his jackhammer if you stay on the ground, so jump over his head and drop jars on top of him.



Just because bogeymen are invisible doesn't mean you can slay them. If one disappears, keep throwing jars until you're sure you've taken him out.

The fat lady isn't nearly the problem that her pink poodles are. Take them out first, then pelt the defenseless old lady.



The naked man is invulnerable when the box is over his head. Wait for him to stand up, then toss jars at his head — or in his path if he gives chase.



To avoid possession by the ghost cow, track it while it's invisible, then attack when it reappears. Use your Funk Move if possession seems imminent.

GENESIS

INFO

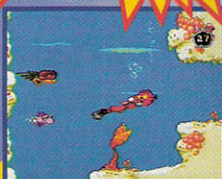
PUBLISHER	Sega of America
DEVELOPER	Sega of America
SUGG. RETAIL	\$54.99
GENRE	action

You gotta find hidden items and power-ups in order to survive.

HEY—
WHAT'S IN THE
BUSHES?



Push Up in front of trees or bushes to uncover secret stuff. But watch out for mischievous plants that hurl spare tires and garbage cans your way.



Some gifts are gifted with feet. Creep up on them while they're still, then overtake them with your Funk Move before they can run away.

Search lakes and ponds, but remember you've only got 40 seconds underwater. You can gain additional time, however, by smooching one of the round purple fish.



town — and taking the Funkitude with him! If TJ and Earl don't send the humans back to Earth, Funkotron will lose its funkiness, and our little alien pals will rap no more!

Panic on Funkotron is packed with 17 action levels, each with multiple sub-levels and tons of humans to capture and return home. You have a few continues, but to finish this monster, you need all the help you can get. Enter *Game Players*. GP

All work and no play makes for pretty dull ultra-hip rappin' dudes.

GAMES
ALIEN
DUDES PLAY

SUPER-
SECRET
COOL
STUFF

Shhh!
Don't tell
your
friends!

Hop off the right edge of the third fungus in Funky



Forest and invisible platforms appear. That signpost balloon leads to more cool stuff.

Jump to the right of the cliff on Homey Street and another platform appears. Head right to join Sharla's rap session, or left to grab prizes.



Impress the judges with a couple of cool bouncing tricks, and you're rewarded with a ton of bonus points — leading to a ton of extra men.



If you're short on Funkitude, look for one of your pals who's toting a jam box. Duplicate his rapping tricks, and spare Funkitude is yours.



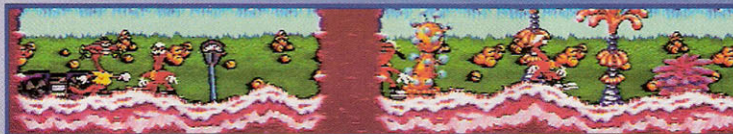
Stay in the Hyperfunk Zone by avoiding exits and grabbing time icons. The pattern's always the same, so learn it and you're set!



Walk through the wall at the bottom of the Lower Funky Town hill to warp to a "Rendezvous with Trixie." Whenever you find her, she grants a special power — this time, unlimited spending money.



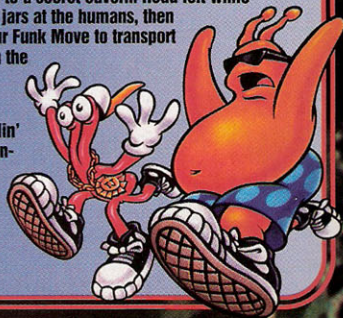
The Earthling Indicator in Upper Funky Town takes you to a hole leading to a secret cavern. Head left while hurling jars at the humans, then use your Funk Move to transport through the rock.



Choose among three doorways in the El Choice Grande stage. The middle door leads to death, the third makes you test underwater skills, and the first puts you through a bonus-filled tumble. Take One!



Warp into this wall in the Stylin' Street mountain-side and you land in a puddle filled with presents. Continue eastward to collect even more valuable items.



NOW PLAYING

Cash burning a hole in your pocket, but you don't know how to spend it? Check this out and you'll never waste a penny. Here's an at-a-glance view of more than 160 games from the last six months.

ActRaiser 2

Enix for SNES; strategy, #612
The sequel to one of the first SNES games is as good as the first. The "Sim Village" aspects of the original are missing but demon-infested action stages are top notch.

Overall: 85%

The Addams Family

Ocean for Genesis; review, #612
Gomez saves the rest of the clan in what could have been a boring Mario clone. Instead, it's a not-bad, variety-filled game that's complex without being impossible.

Overall: 62%

The Adventures of Dr. Franken

DTMC for SNES; review, #71
Help green-skinned Dr. Franken search the world for pieces of his robot girlfriend. DTMC targets younger players, but they're the ones most likely to be frustrated by its lack of a password feature.

Overall: 73%

The Adventures of Rocky & Bullwinkle and Friends

Absolute for Genesis; strategy, #612
Moose and Squirrel's first 16-bit cart isn't much in the graphics department, but it has some very hard — sometimes frustrating — game play.

Overall: 42%

Aladdin

Sega of America for Genesis; strategy, #611 and #72



One of the best action games ever, this one has incredible graphics and animation (thanks to Virgin's Digicel process), tons of humor, and, of course, great action.

Overall: 95%

Aero the Acro-Bat

Sunsoft for Genesis and SNES; Genesis strategy, #611
Sunsoft's mascot character is a daredevil bat who performs amazing feats while flying off foes in the Big Top. Great graphics and animation are the highlight.

Overall: 76%

After Burner III

Sega of America for Sega CD; review, #610
Cinematic screens, CD sound, and the Navy's hottest fighter can't save this typical shooter. It's a good shooter, but it's more of a disappointment than a standout.

Overall: 75%

Aladdin

Capcom for SNES; review, #71; strategy, #72
This is the one without Digicel animation, but who cares? It's got smooth moves, tons of personality, and a final boss that's better than the Genesis version. Its only drawback is that it's too short and easy.

Overall: 85%

Awesome Possum

Tengen for Genesis; strategy, #612
This ecologically correct crusader wants to rid the world of polluters. You'll just want to shut him up — he talks constantly through four worlds of three levels each.

Overall: 60%

AWS Pro Moves Soccer

ASCII for Genesis; sports, #71
Lots of extra features can't make up for frustrating game play. It's got a low price tag, however, so if you can get used to the strange moves, it's a bargain.

Overall: 60%

• Barkley: Shut Up and Jam!

Sport Accolade for Genesis; sports, #74
An aggressive NBA Jam lookalike, shackled by poor control and choppy graphics. Horrible artificial intelligence and the lack of a shot clock make this a bench-warmer.

Overall: 56%

• Bart & the Beanstalk

Acclaim for Game Boy; review, #74
The designers of this action game took a standard story, plastered the Simpsons faces on boring characters, then threw in some of the show's running jokes. Bor-ri-ri!

Overall: 35%

Bart Vs. the World

Flying Edge for Game Gear; review, #73
The twisted humor of other Simpsons games isn't here and the action segments could be from any game. Ignore it for home, but pack it for the beach.

Overall: 62%

Bart's Nightmare

Flying Edge for Genesis; strategy, #610
Join Bart's search for homework through five Simpsons-filled worlds. "Windy World" is repetitive, and "Temple of Maggie" is impossible, but the rest are a treat. (Also available for SNES.)

Overall: 70%

• Bartman Meets Radioactive Man

Flying Edge for Game Gear; review, #73
Radioactive Man is in limbo and

only Bart can rescue him in this four-level action game. It's full of frustrating jumps, and there are no passwords.

Overall: 44%

Batman: The Animated Series

Konami for Game Boy; review, #71
There aren't many new action-adventures for Game Boy, and this one's not bad. But you'll strain your eyes controlling these stiff characters.

Overall: 70%

Battle Cars

Namco for SNES; review, #610
This big, bad, ballistic driving game takes the best of racing favorites and adds tons of other options. Its blow-up-the-other-guy fun is definitely a must-play for racing fans.

Overall: 85%

Beauty and the Beast: Belle's Quest

Sunsoft for Genesis; review, #71
Although it's easy, the graphics and well-crafted mix of problem-solving and arcade-action make this one worth your time.

Overall: 63%

Beauty and the Beast: Roar of the Beast

Sunsoft for Genesis; review, #71
The graphics may be beautiful, but the controls are a beast! Combine that with its repetitive nature, and this game may have you pulling out your fur... er... hair.

Overall: 51%

Bill Walsh College Football

EA for Genesis and Sega CD; Genesis, sports, #610; CD, sports, #73
Including last year's top 24 college teams plus another two dozen all-time best, this one really shines. The overall effect is a more exciting, emotional game than John Madden. (4-Way Play compatible.)

Genesis: 63%; Sega CD: 83%

BioMetal

Activision for Super NES; strategy, #612
Your mission: Destroy the alien BioMetals within 32 hours. Die-hard arcade fans might find the stages short in this souped-up shooter, but the challenge makes up for it.

Overall: 70%

Boxing Legends of the Ring

Electro Brain for Genesis and SNES; sports, #610
Eight of the best boxers fight it out in this cart, which features huge characters and a first-person perspective. It packs a punch for boxing fans and novices alike.

Overall: 87%

Brett Hull Hockey

Sport Accolade for SNES
This game's got a lot of features — from customized team skills to variable-length seasonal play. Al Michaels calls every play, but poor control holds it one back.

Overall: 76%

• Bubble and Squeak

Sunsoft for Genesis; review, #74
The goofy duo sets out to rescue the threatened Grooleans — with a little help from you. This 4-meg adventure packs a punch in graphics, control, and fun. Bet you haven't seen the last of this pair!

Overall: 79%

Bugs Bunny Rabbit Rampage

Sunsoft for SNES; review, #73
Our beloved bunny is in danger from a lunatic animator who's throwing him into one misadventure after another. Inconsistent technical quality and over-used sound effects are a drawback.

Overall: 75%

Captain America and the Avengers

Mindscape for SNES; review, #612
Basic when compared to other recent comic-book based games, but it has an old-time comic-book feel. Special moves keep it interesting.

Overall: 63%

Castlevania: Bloodlines

Konami for Genesis; review, #72; strategy, #73 and #74
A little rough, but still a great first outing for the series on Genesis. You'll be eager to beat it a third or even a fourth time. Falls a little short of the SNES version, though.

Overall: 88%



So it's not a flight sim — no big deal. Despite a few annoying quirks, it flies like a dream. *Thunderstrike* is hard-core action at its finest.

Overall: 90%

Champions World Class Soccer

Acclaim for SNES; sports, #72
Realistic graphics and sound effects, combined with smooth control and accurate game play, put this one the soccer elite. The one drawback is its lack of options.

Overall: 84%

Championship Pool

Mindscape for SNES; strategy, #612
Rough around the edges, but it has just about every game-play option you could want — and then some! Perfect for serious pool players who can't afford a table.

Overall: 79%

Chip 'n Dale Rescue Rangers 2

Nintendo of America for NES; review, #73
All you'd expect from a Capcom/Disney collaboration — great mystery-solving plot, top graphics and it's easy to control. The game-play's simple but hard bosses compensate.

Overall: 84%

Choplifter III

Extreme for SNES; review #73
Our boys have been captured by the enemies and it's your job to get them back. This action/shooter features some big "boss" weapons and great backgrounds.

Overall: 78%

Clay Fighter

Interplay for SNES; strategy, #610
The title's self explanatory, really. Play dough fighters take on formidable combat. Its quirky characters and settings work in its favor — and another player can jump in at

It's time for another run, Chummer!



Enter the ultimate psycho-cyberpunk fantasy! You witnessed your brother fall to enemy fire.

Now you travel the streets of the Seattle Sprawl to find your brother's killers and bring them to justice.

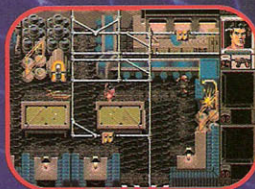
Sega[™] Genesis[™] puts **You** in the heart of Cyberspace on the heads-up run of **Your** life!



Jack into the Virtual World of the Matrix and get ready for intense cybercombat!



Fight Back! Real-time combats lets you actively control characters as the actions heats up.



Search the Sprawl! Uncover valuable clues while you're constantly building your character's quickness, strength and charisma!

You've got the Skill...You've got the Buts...and Sega[™] Genesis[™] has all the Magic and Technology you need!

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any time with the "join-in" feature.

Overall: 87%

Claymates

Interplay for SNES; strategy, 7#3
A decent game that bears more than a passing resemblance to *Sonic the Hedgehog*. The shape-changing nature of the main character pulls it above average.

Overall: 62%



Eternal Champions
Sega of America for Sega CD; strategy, 6#11, special section, 6#12

A nine-fighter tournament game that takes the best qualities of the leading fighting games and adds new features. Man!

Overall: 97%

Cliffhanger

Sony Imagesoft for SNES; review, 6#12
Stallone's movie becomes a sub-standard beat-up-the-bad-guys game following the same plot. Control is sluggish and you can't save your progress, so it gets frustrating.

Overall: 49%

Daffy Duck: The Marvin Missions

Sunsoft for SNES; strategy 6#12
Based on the cartoon "Duck Dodgers in the 24 1/2 Century." Daffy tries to keep Marvin from blowing up Earth in 20 levels of action, wacky humor, and excellent graphics.

Overall: 79%

Dashin' Desperadoes

Data East for Genesis; review, 7#1
If you overlook the overbearing goofiness of the game — that the whole plot revolves around a couple of cowpokes competing in foot races — it's pretty amusing.

Overall: 71%

Deep Duck Trouble

Sega of America for Game Gear; review, 7#2
Scrooge McDuck works with Donald and Huey, Dewey, and Louie to return a pendant to a mysterious statue. The graphics are great, and the action's fun for kids, too.

Overall: 87%

Dr. Robotnik's Mean Bean Machine

Sega of America for Genesis; review, 7#3.
The best puzzle game for the Genesis — so far. You line up rows of falling colored beans into groups of four — complete a group and you send a clear bean to your opponent's side.

Overall: 89%

• Double Dribble: The Playoff Edition

Konami for Genesis; review, 7#4
Konami beefed up the players but took out the classic dunk screens found in the original arcade, NES and Game Boy versions. It just doesn't look like a game designed by people who know basketball.

Overall: 58%

Double Switch [MA-13]

Sega of America for Sega CD; review, 7#2
If you don't have the patience to work through the same sequences a hundred times, it drives you crazy. On the other hand, it holds up pretty well as an interactive mystery.

Overall: 71%

• Dragon's Revenge

Tengen for Genesis; review, 7#4
It may look like a great pinball game, but the flipper controls and shot angles are rough around the edges. Even the graphics aren't up to Tengen's earlier pinball efforts.

Overall: 49%

Dune

Virgin Interactive for Sega CD; review, 7#2
Dune makes great strides in taking Sega CD into the "multimedia revolution," but the heart of this audiovisual extravaganza is a straightforward, overly linear adventure that just isn't fun.

Overall: 65%

Dune: The Battle for Arrakis

Virgin Interactive for Genesis; review, 7#3
Military simulation and strategy fans are going to stay up all night playing this one. The difficulty level is perfect — really challenging, but not too hard.

Overall: 87%

Fantastic Dizzy

Codemasters for Genesis; strategy, 7#2
The "Mario" of Europe stars in this side-scrambling adventure that's a kind of excellent scavenger hunt. Colorful and cheerful, but a little basic for 16-bit.

Overall: 73%

Flashback

U.S. Gold for SNES; review, 7#3
An adventure with incredible graphics. This is a great challenge, loaded with realism. If you loved *Prince of Persia*, you'll go wild over this.

Overall: 89%

• The Flintstones: The Treasure of Sierra Madrock

Taito for SNES; review, 7#4
This beginner-level cart has all the elements of a good adventure — and a few surprises to boot. Advancing through each stage is very much *Mario*-style, with lots of bonus boards and special screens.

Overall: 71%

Gauntlet IV

Tengen for Genesis; review, 7#1
To update the arcade game, Tengen adds three new play modes as well as making the game compatible with Sega's Team Player adaptor. It's *Gauntlet*, if you like that sort of thing — and we do.

Overall: 80%

Gear Works

Sony Imagesoft for Game Gear; review, 6#10
Start with a screen full of pegs, on which hang two or more red cogs. Your goal is to hook up gears until the red ones are turning. Challenging ... and more fun than it sounds.

Overall: 74%

General Chaos

Electronic Arts for Genesis; strategy, 6#10
Whether fighting the computer or head-to-

head against other players, the principle is the same — two teams, one battlefield, and last survivor wins. (4-Way Play compatible.)

Overall: 77%

• Genghis Khan II: Clan of the Gray Wolf

Koei for Genesis; review, 7#4
Koei returns to Asia for another epic strategy game. Your task is to unify Europe and Asia; you can take on the computer or a pal in one of four different scenarios. It's complex, but rewarding.

Overall: 78%

Goofy's Hysterical History Tour

Absolute for Genesis; review, 7#3
Some refreshing elements make this a better-than-average action game — just. The incredible number of precise jumps required is maddening.

Overall: 58%

Greatest Heavyweights

Sega of America for Genesis; sports, 7#2
Even harnessing the power and pride of eight of history's top fighters doesn't help distinguish this boxing sim from others. Its only bright spot is its compatibility with the Activator and Sega's six-button controller.

Overall: 59%

Ground Zero, Texas [MA-13]

Sony Imagesoft for Sega CD; review, 7#2
Three million bucks of digitized video isn't impressive enough — you've gotta have good game play, too. Even if you like shooters, this one doesn't deliver.

Overall: 47%

• Hardball III

Sport Accolade for SNES; sports, 7#4
Plenty of options make this one enjoyable for stat-minded rotisserie players and recreational sports fans alike. More than 650 major league players and authentic ballparks add to the realism.

Overall: 87%

Haunting Starring Pottarguy

Electronic Arts for Genesis; strategy, 6#10
As the title ghost, you must scare the Sardini clan out of its house, room by room. A neat premise hampered by so-so graphics and repetitive game play.

Overall: 78%

High Seas Havoc

Data East for Genesis; review, 7#2
Emerald gems, a blue animal hero, and rolling hills? It may look like *Sonic*, but

action fans will probably find that this little pirate adventure stands up on its own.

Overall: 73%

The Incredible Crash Dummies

Acclaim for SNES, review, 6#12
Travel through four zones — each with a time limit, multiple stages, a boss to dismantle, and a bonus stage. "Extras" like hidden screens help this one out. (Also available for NES and Game Boy.)

Overall: 65%

James Pond 3

Electronic Arts for Genesis
Strategy and problem-solving make this more than the average action cart. With over 100 levels and plenty of hidden passages, this has incredible replay value.

Overall: 74%

• The Jetsons: Invasion of the Planet Pirates

Taito for SNES; review, 7#4
Its graphics are the only thing that recommend it. Although some of the traps seem entertaining at first, the control is too unmanageable. Even on easy level, it's too hard for the young audience it targets.

Overall: 61%

Jim Power: The Lost Dimension in 3-D

Electro Brain for SNES; review, 7#3
It's visually exciting — a great-looking game with lots of action and challenge. But it's tough, even on the easy setting, since you die after one hit.

Overall: 78%

• Joe Montana's NFL Football

Sega of America for Sega CD
Large characters and guttural sound effects set this game's gridiron atmosphere, but slow animation and choppy game play keep this one from putting up many points on the fun scoreboard.

Overall: 73%

Jurassic Park

Sega of America for Genesis; strategy, 6#11
In the huge sea of *JP* paraphernalia, this one stands out if for no other reason than it lets you rip into Dr. Grant as the raptor. Hey — sometimes, it's enough.

Overall: 74%

Jurassic Park

Ocean for SNES, NES, and Game Boy; special section
Dr. Grant loves dinosaurs — unless they're trying to eat him. So the paleontologist heads out for a little big game hunting — *biggg* game. SNES

SNES: 80%; NES: 80% Game Boy: 80%

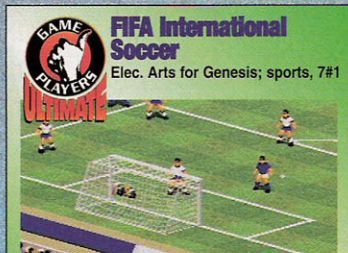
• Jurassic Park CD

Sega of America for Sega CD; review, 7#4; strategy 7#5
A graphic adventure instead of an action game, it takes place after the movie — you're back in the park to recover dinosaur eggs for future study. A good game, but kinda short.

Overall: 80%

Kendo Rage

Seta for SNES; review, 6#11
A solid game about *Kinjutsu*, the art of the sword. It has crisp graphics, a female heroine, and some interesting enemies —



FIFA International Soccer
Elec. Arts for Genesis; sports, 7#1

EA's first soccer sim definitely scores, with detailed and diverse animation, stellar sound effects, a truckload of options, and — most importantly — easy-to-master game play that's totally true to the sport.

Overall: 93%

including a women's volleyball team with very deadly spikes.

Overall: 70%

King of Dragons

Capcom for SNES; review, 7#4
This has the same basic game play as *Golden Axe*, but you don't collect magic to cast spells. Not enough hidden surprises, and the action doesn't vary much.

Overall: 57%

King of the Monsters

Takara for Genesis; review, 6#12
Four super-monsters fight each other while being attacked by airplanes, tanks, and other weapons of war. But the whole thing seems generic: the fighters are alike, the cities are alike....

Overall: 50%

Kirby's Pinball Land

Nintendo of America for Game Boy; review, 7#2
The popular pudgy hero stars in a solid little pinball game, with three different tables and enough bonus stages to keep you busy.

Overall: 65%

The Last Action Hero

Sony Imagesoft for Game Gear; strategy, 6#10
Not "action" after all — collect tickets to help you collect the tools you need to finish a stage. More like the *Last Strategy Hero*, with puzzlers likely to be its only fans.

Overall: 19%

The Last Action Hero

Sony Imagesoft for SNES; review, 7#1
If dull, lifeless and frustration-filled fight games are your thing, *Last Action Hero* has what you're looking for. Quite frankly, it's a flop — just like the movie.

Overall: 33%

The Lawnmower Man

THQ for SNES; review, 7#1
Players who crave VR excitement can satisfy their cyber-appetites with this one. Although it's no "complete" virtual world, it's about as close as you can find.

Overall: 74%

Lemmings

Ocean for Game Boy; special section, 6#11
It's been on every system from PC to NES, now it's Game Boy's turn to get this strategy. If 100+ levels of puzzles sound like your idea of fun, take a walk on the wild side!

Overall: 62%

Legend

Seika for SNES; strategy, 6#12
Two heroes try to keep an evil leader from taking over their land — whoa, sounds like an RPG to us! Its strength is in its moody good looks. But get used to those jump-kicks. You do them incessantly.

Overall: 80%

Lethal Enforcers [MA-17]

Konami for Genesis; strategy, 6#11
Robberies, hijacking, drugs — now *this* is gaming! A faithful adaptation of the arcade hit with terrific digitized graphics and its own gun. Kill, kill, kill!

Overall: 84%

Lock-On

Vic Tokai for SNES; review, 6#12
Combining air combat with ground-attack strike mission, the pace is fast — there are 22 enemies to destroy in your first mission! Sadly, there's no password feature!

Overall: 68%

The Lost Vikings

Interplay for Genesis; review, 7#3
The combination of fiendish puzzles, Viking humor, and ruse magic makes this strategy/action game too good to pass up. Great use of the six-button controller.

Overall: 84%



Lufia & the Fortress of Doom

Taito for SNES; review, 7#1
From its detailed graphics to its immense size, *Lufia*'s hot. If you think the age-old confrontation between good and evil has been done to death, give it a try. It's as good an RPG as you could hope for.

Overall: 90%

The Legend of Zelda: Link's Awakening
Nintendo of America for Game Boy; review, 6#11

Long overdue for Game Boy, this RPG has very good graphics and music that remain true to the series — and there aren't any signs that Nintendo scaled it down to fit it on Game Boy.

Overall: 90%

Lunar: The Silver Star

Working Designs for Sega CD; review, 7#2; strategy, 7#3 and 7#4
This may be the first "guilty pleasure" RPG: Its game play is good, but its goofy humor gives it that special something.

Overall: 75%

Madden NFL '94

Electronic Arts for SNES; sports, 6#11
Teams and speed! 80 teams. Fast speed. Add an NFL license, new visuals, full-season play, and terrific control. This one has it all but solid artificial intelligence.

Genesis: 80%; SNES: 87%

Mario's Time Machine

The Software Toolworks for SNES; review, 7#1
This edutainment game has good audio and visuals, but it's too short and highly linear. Most kids will play through it only once or twice. Best for family and classroom use.

Overall: 75%

Mega Man IV

Capcom for Game Boy; review, 7#3
Great graphics and terrific play. If you can find the four letters B-E-A-T, then Mega Man's old friend Beat joins you for some robot-kickin' action.

Overall: 85%

Mega Man 6

Capcom for NES; strategy, 7#1
Dr. Wily's about to unleash a new crew of robot villains on a peaceful world, and only you-know-who can stop him. You've seen the framework before, but this is still the one.

Overall: 88%



Mega Man X

Capcom for SNES; review and special section, 7#1
It was a long time coming, but definitely worth the wait. Here's

a near-perfect cart with classic game play, excellent graphics and sound, and tons of hidden items and power-ups. Whew!

Overall: 85%



Metal Combat: Falcon's Revenge

Nintendo of America for SNES; review, 7#4
This light-gun game offers more than other Super Scope shooters. Each villain uses different battle strategies and has a unique weak spot. The taunting of the pilots enhances the neat storyline.

Overall: 82%

Microcosm

Psygnosis for Sega CD; review, 7#4
A not-so-hot shooter set inside the body of the president of the Cyber-tech company. Graphics look good, but everything follows preset paths, and your own ship gets in the way more often than not.

Overall: 68%

Micro Machines

Codemasters for Genesis; review, 6#12
Who needs hot asphalt when you can race across school desks and pool tables? There's no way you're going to tire of this game (no pun intended). Original, fun, humorous, and colorful!

Overall: 73%

MLBPA Baseball

Electronic Arts for SNES; sports, 7#4
Arcade-style cart that focuses more on action than strategy. Large characters and fluid animations are a plus, but tough control and a lack of options hold this one back.

Overall: 75%

Mr. Nutz

Ocean for SNES; special section, 6#11
This irrepressible defender of the forest, already a cable TV star in the U.K., tries for the U.S. market in a fairly standard action adventure. Not bad ... but undistinguished.

Overall: 77%

Monday Night Football

Data East for SNES; sports, 6#11
Here's a gridiron sim that doesn't take advantage of its recognizable license: limited digitized voice, poor cinema screens, and no NFL or player's license. Ick!

Overall: 43%

NBA Jam
Acclaim for SNES; review, 7#2; strategy, 7#3

This sports cart has more action than most action games. It does everything right — and it does it with the blazing speed of an action playoff game.

**SNES: 91%; Genesis: 87%
Game Gear: 83%**



Mortal Kombat

[Sega versions MA-13]
Acclaim for SNES, Genesis, Game Boy, and Game Gear; strategy, 6#10
Bone-crunching action — and blood for the Segans! — makes this one of the top fighting games. Love those finishing moves!

**SNES: 90%; Genesis: 90%
Game Boy: 76%; Game Gear: 82%**

NBA Action '94

Sega Sports for Genesis; sports, 7#4
Despite the small player size, this game does a very nice job of recreating the intensity of pro basketball. Fast action, solid control, and the soothing voice of Marv Albert combine to offer you a lot of arcade-style hoops entertainment.

Overall: 86%

NBA Showdown

Electronic Arts for SNES; sports, 7#2
The game's seasonal play feature, updated 12-men rosters, and trade-player option make this game a must-buy for basketball fans. It slam-dunks the competition.

Overall: 87%



NBA Showdown '94

EA Sports for Genesis; sports, 7#4
It's the best yet in the long line of EA Sports 'b'ball titles. Besides a faster game engine and new player animations, the new hot streaks and on-the-fly offensive and defensive play-calling make this a must-buy for hoop fans.

Overall: 94%



NFL '94 Starring Joe Montana

Sega of America for Genesis; sports, 7#2
The addition of a SportsTalk play-by-play feature makes this fantastic simulation that much better. This game is nigh on perfect!

Overall: 83%

NFL Quarterback Club

Acclaim, Game Boy; sports, 6#12
Not a sports sim, but a competition of the NFL's top 13 QBs. Send your fave into four events that test his skills against the pack. Since players don't retain actual strengths and weaknesses, there's not much to it.

Overall: 48%



NHL Hockey '94

EA for Genesis and Sega CD; Genesis, sports, 6#11; Sega CD, sports, 7#3
This is the answer to a hockey fan's dreams — this cart features NHL and NHLPA licenses, much quicker goalies, and brand new offensive weapons. Icy bliss! (4-Way Play compatible.)

Genesis: 81%; Sega CD: 86%

NHL Stanley Cup

Nintendo of America for SNES; sports, 7#2
Its rough-around-the-edges quality and lack of an NHLPA license sends this hockey sim down to the minor leagues. And Mode 7 hinders the game play! Disappointing.

Overall: 62%

The Ninja Warriors

Taito for SNES; review, 7#4
A scrolling action game that's better than most because of its steady progression of varied and increasingly-difficult foes. The

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Rocket Knight

Konami for Genesis; strategy, 6#7, review 6#12



This one gives you the classic game play that established Konami in the early days, as well as the 16-bit state-of-the-art technology of today. And hey — you're a possum!

Overall: 95%

• The Peace Keepers

Jaleco for SNES; review, 7#4
Choose from four characters and lead a rebellion against a massive corporation. The formula is stale, but there's variety in the Story mode because it changes according to your character and route.

Overall: 78%

Pelel

Accolade for Genesis; sports, 7#3
Despite flaws in play control and perspective, *Pelel's* fast action, seasonal-play option, and large character animations make it an enjoyable, though not top notch, soccer game.

Overall: 71%

• Pinball Dreams

Gametek for Game Gear; review, 7#4
Most of the tables are badly designed, the shot angles are erratic and the flipper control is sticky. There are three tables, but the graphics are really boring in each.

Overall: 53%

• The Pirates of Darkwater

Sunsoft for SNES and Genesis; SNES review, 7#4; Genesis review, 7#5
Centered around the struggle for control of the mysterious planet Mer. This is essentially another *Streets of Rage*-style fighting game with swords and TV-land characters.

SNES: 58%

Pink Goes to Hollywood

TecMagik for Genesis; review, 7#1
You steer the Pink Panther across nine different movie sets, each with its own Clouseau boss. Tongue-in-cheek instead of action-packed, it's a good diversion.

Overall: 63%

Prize Fighter [MA-13]

Sega of America for Sega CD; review 7#2
Until you defeat it, it's a fun and unique boxing sim. But it soon becomes a mini-motion picture with a steep admission price.

Overall: 67%

Pro Sport Hockey

Jaleco for SNES; sports, 7#1
This sim is unfortunately checked by weak game play. You've got large characters, but they're sooo slow — and there's limited shot selection, too. Bad ice.

Overall: 49%

Race Drivin'

Tengen for Genesis; review, 6#12
Race Drivin' doesn't capture the realism and excitement of its arcade counterpart. But for armchair racers, it's worth buckling up and giving it a test drive.

Overall: 50%

Ranma 1/2

DTMC for SNES; review, 7#1
Ranma 1/2 is both a satire of *Street Fighter*-esque fighting games and an interesting competitor in the genre. It's very Japanese, but who could resist cuddling up in the ring with a giant panda?

Overall: 84%

• R.B.I. Baseball '94

Tengen for Genesis; sports, 7#4
Incredibly smooth animation make graphics this game's highlight, but poor game play and faulty computer intelligence pull the rug out from under it.

Overall: 72%

Ren & Stimpy: The Quest for the Shaven Yak

Sega of America for Game Gear; review, 7#1
Stop watching the reruns and play this one! Sega's first R&S game is much fun, and it, like recent THQ games for Nintendo formats, ably captures the feel of the cartoons.

Overall: 84%

The Ren & Stimpy Show: Buckaroos

THQ for NES; review, 7#1
Even if this weren't a solid game based on real R&S cartoons, NES fans would still want to get their hands on it just because it's a new game for their system. But, hey — it's a good blend of action and puzzles, too.

Overall: 78%

Ren & Stimpy: Stimpy's Invention

Sega of America for Genesis; review, 7#2
Even though it has its problems, it's still true to the cartoon — although it's way too short. Still, you'll really laugh at the variety of crazy, kooky moves the pair can pull off.

Overall: 78%

Rex Roman — Experimental Surgeon

Raya Systems for SNES; review, 6#12
Learn of the dangers of smoking from a video game instead of health reports. *Rex* does a decent job decoding dull stats into an entertaining action game.

Overall: 78%

Riddick Bowe Boxing

Extreme for SNES; sports, 7#1
The latest in a long line of average boxing simulations, *Bowe* isn't bad — it's just been done before. Create a fighter, then go for the title. Stop us if you've heard it before.

SNES: 53%; Game Boy 58%; Game Gear: 53%

Overall: 63%

Road Rash

U.S. Gold for Game Gear; review, 7#3
A racing game with personality but aside from the fact that you can punch other riders, this doesn't really offer much that's different from other racing games.

Overall: 78%

Robocod

U.S. Gold for Game Gear; review, 7#3
This colorful action game is aimed at a younger audience. Unfortunately, the levels are long and tend to repeat themselves.

Overall: 43%

Rocky Rodent

Irem for SNES; strategy, 6#11
OK, you're a rodent in search of pizza. You're fast, and you're up against the mob. You also have an arsenal of killer hairdos. We're not making this up. Give it a go.

Overall: 71%

• Romance III of the Three Kingdoms

Koei for SNES; review, 7#4
Guide your monarch-in-the-making to success by cultivating crops and training soldiers, thereby increasing your wealth and strength. And don't forget about about defection, exile, rebellion, and loyalty — all factors in your reign.

Overall: 78%

The 7th Saga

Enix for SNES; strategy, 6#8 and 7#2
Another sprawling RPG from Enix, this one distinguishes itself because the game follows slightly different paths depending on which of the seven characters you choose — adding unheard of replay value!

Overall: 85%



Secret of Mana

Square Soft for SNES; strategy, 6#12



Let's cut to the chase: here's one of the best SNES RPGs ever. It's huge, and the graphics are lush and large. The arcade-style combat is smooth and challenging.

Overall: 93%

Sherlock Holmes Consulting Detective Vol. 2

Sega of America for Sega CD; review, 6#11
The second in the series is basically the same as the first — digitized video of actors revealing clues to solve mysteries. Once you've solved them — or maybe even before — you're through with this game.

Overall: 61%

Side Pocket

Data East for SNES; strategy, 6#12
This is slick, with excellent graphics of both the table and the between-round babe. But despite its easy interface, it's not really a pool simulation — just a fun distraction.

Overall: 57%

Silpheed

Sega of America for Sega CD; strategy, 6#12
This one's translated from the smash PC arcade shooter — and we mean "shooter." Invest in an auto-fire controller. You can't let up until Earth's back in friendly hands.

Overall: 84%

SimAnt

Maxis for SNES; strategy, 7#1
Here's your chance to rule a colony of black ants — we know you've wanted to. Actually this PC translation takes you inside the hill, so to speak, to help your colony prosper. It's complex, yet still goofy enough to keep you coming back.

Overall: 74%

• Skitchin' [MA-13]

Electronic Arts for Genesis; review, 7#4
A racing game with an ultra-cool twist! You're racing on in-line skates and must grab the bumpers of passing cars to accelerate. If there are two of you on the same bumper, beat your opponent until he's road kill.

Overall: 77%

Skyblazer

Sony Imagesoft for SNES; review, 7#2
The variety and solid play make this action game worth checking out. With few exceptions, each of the 16 areas has its own look and game play, and you can choose the order in which you want to take them on.

Overall: 80%

stages are long enough for you to feel like you've accomplished something.

Overall: 62%

Obitus

Bullet-Proof for SNES; review, 7#3.
A repetitive adventure that's not worth taking. Where are all the puzzles and traps that you expect from an RPG?

Overall: 36%

Out to Lunch

Mindscape for SNES; review, 6#12
Scout through 48 different levels to find ingredients for your soup. Once you find a vegetable or other item, cage it, then head off again. Nonviolent, sort of fun, and kind of clever.

Overall: 62%

Outrun 2019

Sega of America for Genesis; review, 6#10
Sure, the car's fast, but that's the only challenge here. You don't even race opponents — only the clock. The only special features seem to be afterthoughts. Blah.

Overall: 38%

P.T.O.

Koei for Genesis; strategy, 6#10
Not quite up to the standards of Koei's other historic simulations, but armchair admirals will get a kick out of this warfare game involving the Pacific Campaign in WWII. (Also available for SNES.)

Overall: 77%

Pac-Attack

Namco for SNES; review, 6#10
The Pac is back in a *Tetris*-type game with bright, colorful graphics. The two-player option is always short, however, because critters are constantly dropping, making it hard to plan future moves.

Overall: 67%

Paladin's Quest

Enix for SNES; strategy, 7#1
If you like your RPGs big, don't miss this one. The familiar elements of combat, adventurers, puzzles, and magic are given a fresh twist that makes the game interesting for both novices and experts.

Overall: 63%

Paperboy 2

Tengen for Game Gear; review, 6#12
Deliver the local news while you dodge skateboarders, dogs, and other obstacles. If you liked it for other systems, you'll like this, too. But if you already own it, you don't need another. (Also available for Genesis, SNES (?), NES, and Game Boy.)

Overall: 47%

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Sonic Chaos

Sega of America for Game Gear; strategy, 6#11
Dr. Robotnik's after emeralds and Sonic's after rings. Some things never change. Tails is around in this one too, but only Sonic can reach the emerald-laden levels.

Overall: 84%

Sonic Spinball

Sega of America for Genesis; strategy, 6#11
Forest creatures are enslaved in a giant pinball machine. Naturally, it's Sonic to the rescue, complete with a new Super Spin Attack. Definitely different. Definitely fun.

Overall: 87%

Spellcraft

ASCII for SNES; review, 6#12
A good game, but fairly generic — and dated. The easy "cookbook" approach to spellcasting is nice, but that's really its only original element. It can't compete with more up-to-date RPGs.

Overall: 81%

Spider-Man and X-Men

Flying Edge for Genesis; strategy, 6#11
A terrific concept turns into a not-too-good game. When three X-Men disappear, Spidey and the crew try to spoil the plot. Too hard to continue, and you must repeat the first boring level too often.

Overall: 55%

Star Trek: The Next Generation

Absolute for NES; review, 6#11
A decent space-combat simulator, it's not bad. But as a translation of the TV series, it falls short. Who cares what Piccard says — kill the alien races! All of 'em!

Overall: 50%

Stellar Fire

Dynamix for Sega CD; review, 7#3
A tank simulation set across the five moons of the planet Arctura. Lots of variety from planet to planet, a sneaky bunch of bosses and hot music, but the game is hard and even the easy mode has enough enemies to keep you busy.

Overall: 82%



Street Fighter II Turbo

Capcom for SNES; strategy, 6#10
This time round, your opponents know new moves and use old ones in new ways — and you've never had this much speed before. You control the bosses, too.

Overall: 97%



Street Fighter Special Champion Edition

Capcom for Genesis; strategy, 6#11
The Genesis version was worth the wait — not only do you get all-new moves, but you can also play bonus stages missing from the SNES version.

Overall: 96%

Super Baseball 2020

Elec. Arts for Genesis; sports, 6#12
Unlike the SNES version, this translation of the NEO-GEO robotic-baseball game uses "crackers" — land mines placed on the field. Graphics aren't much, though.

Overall: 64%

Sub-Terranea

Sega of America for Genesis; review, 7#4
Pilot a craft through caverns as you rescue

hostages, kill bad guys, and collect power-ups. It's mostly a shooter, but with puzzle elements thrown in for challenge. Still, it's nothing you haven't seen a zillion times.

Overall: 70%

Super Alfred Chicken

Mindscape for SNES; review, 7#4
Play the part of fowl guy, Alfred Chicken, in a 21-level comedy action game. Puzzles and three Meka Chicken bosses stand between Alfred and the missing eggs he must collect. Cluck, cluck!

Overall: 84%

Super Battletank: War in the Guff

Absolute for Game Boy; review, 7#4
Clear a path through hostile troops so the Allied forces can assemble. What it lacks in graphics, this one makes up in strategy. (Also available for SNES, Genesis, and Game Gear.)

Overall: 73%

Super Battletank 2

Absolute for SNES; review, 7#1
Who says sequels aren't better than the original? This has more of everything than the original. Still, the action gets repetitive after the first eight-to-ten missions.

Overall: 72%

Super Bomberman

Hudson Soft for SNES; strategy, 6#10
It may be based on an old NES puzzle game, but the multi-player option turns this into an awesomely addictive blast. Once you and your friends tie into a few rounds, you'll be hooked. (Multi-Tap compatible.)

Overall: 87%

Super Goal 2

Jaleco for SNES; sports, 7#3
This isn't the best SNES soccer game, but it's one of the easiest to learn. Goal! fans will be pleased with the improvements.

Overall: 74%

Super Empire Strikes Back

JVC for SNES; strategy, 6#12
This *Super Star Wars* sequel boasts the same fantastic graphics and movie-quality soundtrack of the first. You go from Hoth to Degobah to Cloud City until you take on Darth Vader mano-a-mano.

Overall: 85%

Super Loopz

Imagineer for SNES; review, 7#4
Form the most complex loop you can on a rectangular grid from a variety of random pieces. The strategy comes into play as you try to connect pieces you've already positioned! It'll drive you round the bend!

Overall: 82%

Super Pinball: Behind the Mask

American Technos for SNES; review, 7#4
Three real pinball machines were copied for this game, and the entire playing field is always displayed — no scrolling and no disappearing balls! About as close as you can get outside an arcade!

Overall: 89%

Super Putty

U.S. Gold for SNES; review, 7#2
Its repetitive nature keeps it from being truly outstanding, but overall, it's a first-rate



Sonic CD
Sega of America for Sega CD; strategy, 7#1



The more you play, the more you'll enjoy! Sure, it's the same old Sonic, but he's made it to the top for a very good reason. Our 1993 CD Game of the Year.

Overall: 91%

effort. Turned by a wizard into a ball of blue clay, you can also transform into all manner of creatures.

Overall: 77%

Surf Ninjas

Sega of America for Game Gear; strategy 6#10
It has a good share of action, and icons and special items help you on your quest which follows the movie plot. But all in all, *Surf Ninjas* winds up beached.

Overall: 57%

The Terminator

Virgin Interactive for Sega CD; review, 7#3
This is a pretty average platform game but the CD-quality soundtrack and digitized cut scenes bring it to life.

Overall: 62%

Time Trax

THQ for SNES; review, 7#3
Battle through time and Washington D.C. in an attempt to subdue one of the future's worst criminals. Tons of hidden items but most of the game is just run and shoot.

Overall: 62%

TMNT III: Radical Rescue

Konami for Game Boy; review, 7#2
Konami proves that there's still life in the hard-shelled quartet. This time around, the Turtles have acquired their own special moves. With an improved half-man/half-cyborg Shredder on the loose, they are really necessary.

Overall: 86%

TMNT: Tournament Fighters

Konami for Genesis and SNES; SNES strategy, 6#10; Genesis review, 7#1
The Turtles are all grown up — but still looking for a good brawl. The SNES version gives you ten fighters to the Genesis's eight, and its graphics are much better, too. There's one clear winner even before the fighting starts.

SNES: 82%; Genesis: 89%

Tetris 2

Nintendo of America for NES; review, 7#2
It's got bombs, all right — a great big one that goes off when you first hit the power switch. This is truly a disappointing attempt for puzzle fans who have patiently waited for this sequel.

Overall: 62%

Time Killers

THQ for Genesis; strategy, 6#12
This coin-op translation has smaller characters, and the graphics have suffered, but little else differs. Eight warriors from throughout the ages mix it up. Come out fighting!

Overall: 58%

Tom & Jerry: The Movie

Sega of America for Game Gear, strategy, 6#12
Rooted in the cat-bash-mouse tradition, T&J captures that Saturday morning spirit with cartoony graphics and hectic, bounce-back violence. Not much originality, though.

Overall: 44%

Tony Meola's Sidekicks Soccer

Electronic Brain for SNES; review, 6#11
A super-fast paced, 8-meg simulation for one or two players that's also easy to learn. There's a wide diversity of scoring, but defensive play falls short.

Overall: 72%

Top Gear 2

Kemco for SNES; review, 6#11
A great racing game has been made better, with 64 tracks and 16 countries. You can race on the full screen even in one-player mode this time around, and the split-screen two-player mode's still hot.

Overall: 85%

Total Carnage

Malibu for SNES; review, 7#1
It's all about staying alive while shooting everything in sight. Sure, it's a generic arcade-action premise, but if you're trigger finger is itchy, here's the scratchin' it needs.

Overall: 77%

Turn and Burn

Absolute for SNES; review, 7#1
It's not as detailed as most PC flight sims, but it's still a great effort. Arcade fans should take note, however, that this is a "real" combat game, not a blast-em-up.

Overall: 82%


Veediots

THQ for SNES; strategy, 6#10
Based on episodes such as "Marooned" and "The Boy Who Cried Rat" from the cult TV series, this one really captures the mood of those bizarre cartoons. Lock up your common sense and just enjoy the ride.

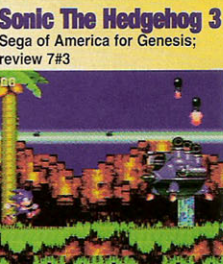
Overall: 71%

Virtual Pinball

Electronic Arts for Genesis; review, 7#4
You can design your own pinball machines.



Sonic The Hedgehog 3
Sega of America for Genesis; review 7#3



After a disappointing *Sonic 2*, this one really blasts onto the scene. Detailed modeling and amazing animation make it even better than *Sonic CD*! Blue lightning strikes!

Overall: 92%

ActRaiser 2

Enix for SNES; strategy, 6#12
The sequel to one of the first SNES games is as good as the first. The "Sim Village" aspects of the original are missing but demon-infested action stages are top notch.

Overall: 85%**The Addams Family**

Ocean for Genesis; review, 6#12
Gomez saves the rest of the clan in what could have been a boring Mario clone. Instead, it's a not-bad, variety-filled game that's complex without being impossible.

Overall: 62%**The Adventures of Dr. Franken**

DTMC for SNES; review, 7#1
Help green-skinned Dr. Franken search the world for pieces of his robot girlfriend. DTMC targets younger players, but they're the ones most likely to be frustrated by its lack of a password feature.

Overall: 73%**The Adventures of Rocky & Bullwinkle and Friends**

Absolute for Genesis; strategy, 6#12
Moose and Squirrel's first 16-bit cart isn't much in the graphics department, but it has some very hard — sometimes frustrating — game play.

Overall: 42%**Aero the Acro-Bat**

Sunsoft for Genesis and SNES; Genesis strategy, 6#11
Sunsoft's mascot character is a daredevil bat who performs amazing feats while fighting off foes in the Big Top. Great graphics and animation are the highlight.

After Burner III

Sega of America for Sega CD; review, 6#10
Cinematic screens, CD sound, and the Navy's hottest fighter can't save this typical shooter. It's a good shooter, but it's more of a disappointment than a standout.

Overall: 78%**Aladdin**

Capcom for SNES; review, 7#1; strategy, 7#2
This is the one *without* Digicel animation, but who cares? It's got smooth moves, tons of personality, and a final boss that's better than the Genesis version. Its only drawback is that it's too short and easy.

Overall: 85%**Awesome Possum**

Tengen for Genesis; strategy, 6#12
This ecologically correct crusader wants to rid the world of polluters. You'll just want to shut him up — he talks constantly through four worlds of three levels each.

Overall: 60%**AWS Pro Moves Soccer**

ASCII for Genesis; sports, 7#1
Lots of extra features can't make up for frustrating game play. It's got a low price tag, however, so if you can get used to the strange moves, it's a bargain.

Overall: 60%**• Barkley: Shut Up and Jam!**

Sport Accolade for Genesis; sports, 7#4
An aggressive *NBA Jam* lookalike, shackled by poor control and choppy graphics. Horrible artificial intelligence and the lack of a shot clock make this a bench-warmer.

Overall: 60%**• Bart & the Beanstalk**

Acclaim for Game Boy; review, 7#4
The designers of this action game took a standard story, plastered the Simpsons faces on boring characters, then threw in some of the show's running jokes. Bor-ri-ri!

Overall: 35%**Bart Vs. the World**

Flying Edge for Game Gear; review, 7#3
The twisted humor of other Simpsons games isn't here and the action segments could be from any game. Ignore it for home, but pack it for the beach.

Overall: 62%**Bart's Nightmare**

Flying Edge for Genesis; strategy, 6#10
Join Bart's search for homework through five Simpsons-filled worlds. "Windy World" is repetitive, and "Temple of Maggie" is impossible, but the rest are a treat. (Also available for SNES.)

Overall: 70%**• Bartman Meets Radioactive Man**

Flying Edge for Game Gear; review, 7#3
Radioactive Man is in limbo and only Bart can rescue him in this four-level action game. It's full of frustrating jumps, and there are no passwords.

Overall: 44%**Batman: The Animated Series**

Konami for Game Boy; review, 7#1
There aren't many new action-adventures for Game Boy, and this one's not bad. But you'll strain your eyes controlling these stiff characters.

Overall: 60%**Overall: 56%****Overall: 70%****Battle Cars**

Namco for SNES; review, 6#10
This big, bad, ballistic driving game takes the best of racing favorites and adds tons of other options. Its blow-up-the-other-guy fun is definitely a must-play for racing fans.

Overall: 85%**Beauty and the Beast: Belle's Quest**

Sunsoft for Genesis; review, 7#1
Although it's easy, the graphics and well-crafted mix of problem-solving and arcade-action make this one worth your time.

Overall: 83%**Beauty and the Beast: Roar of the Beast**

Sunsoft for Genesis; review, 7#1
The graphics may be beautiful, but the controls are a beast! Combine that with its repetitive nature, and this game may have you pulling out your fur... er... hair.

Overall: 51%**Bill Walsh College Football**

EA for Genesis and Sega CD; Genesis, sports, 6#10; CD, sports, 7#3
Including last year's top 24 college teams plus another two dozen all-time best, this one really shines. The overall effect is a more exciting, emotional game than *John Madden*. (4-Way Play compatible.)

Genesis: 83%; Sega CD: 83%**BioMetal**

Activision for Super NES; strategy, 6#12
Your mission: Destroy the alien BioMetals within 32 hours. Die-hard arcade fans might

Coming next month...

Tons of REVIEWS, PREVIEWS, TIPS, and NEWS of the games YOU want to know about

including (hopefully):

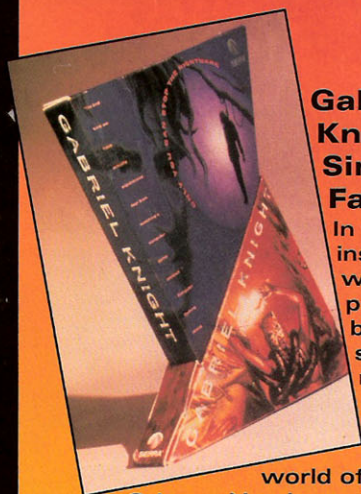
- More news on the licenses of the century — EA's *Shaq Fu* and Michael Jordan games.
- New *NBA Jam* characters — plus all the latest codes and tips
- A sizzling preview of the upcoming *Streets of Rage III*.
- Reviews of *The Jungle Book*, *Speedy Gonzales*, *Sylvester & Tweety*, *Wario Land*, and tons more!
- A huge guide to *Super Metroid*.
- Hot strategy for *Star Trek: The Next Generation*.
- Details of a new fighting game that looks at least as good as *Virtua Fighter!*

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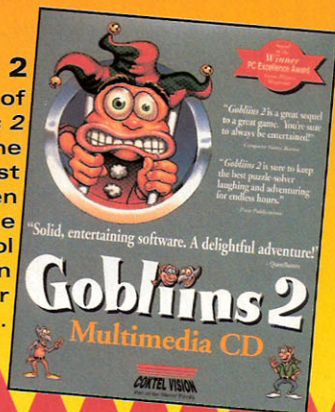
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Goblins 2

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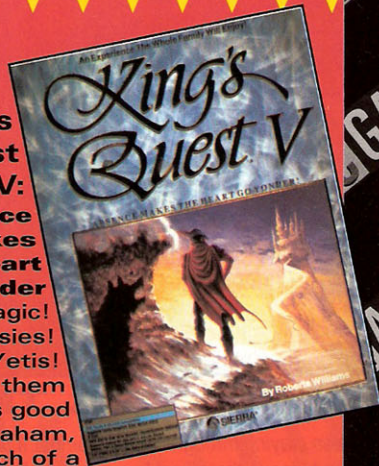
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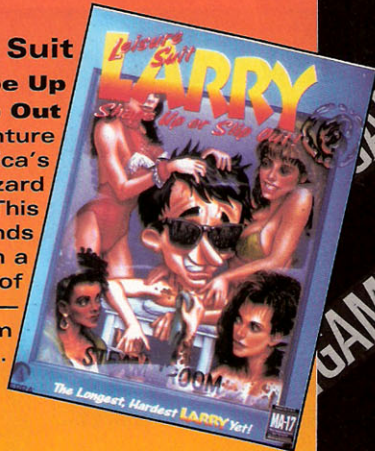
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King's Quest V:
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KQV has them all, as good King Graham, patriarch of a whole family of adventurers, goes up against the evil Mordack in his second King's Quest game. Great graphics, great sound, great game!



Leisure Suit Larry 6: Shape Up or Slip Out

This latest adventure in the life of America's favorite lounge lizard is vintage Larry. This time out, Larry finds himself stuck in a health spa full of gorgeous women — and one of them just might be Ms. Right!



Back talk

It's that time of the month again, time to (sob) say goodbye (sob)... But wait — only 30 more days to go before we meet again.

AND THE GOOD NEWS IS...

...we're doing it all again next month! We've already got a ton of great games lined up for review in June — and we've got an exclusive major preview that's still too secret to mention. We've also got a feature that examines how designers go about creating video-game superstars such as Sonic and Mario.

Oh, and on the tips and tactics front, we'll have strategy guides to help you get through top games like *Star Trek: The Next Generation*, *Star Tropics* and, of course, *Super Metroid*. So where are you gonna be this time next month? Think carefully. Remember — we know where you live.



DON'T TELL THE 'RENTS!

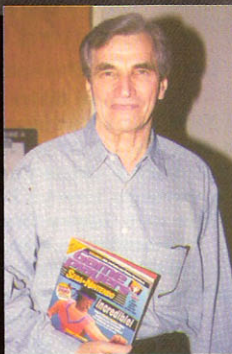
We've been playing through Mortal Kombat II for the last three weeks — but we don't even have to leave the office! In a deal with Bally/Midway, we've got a coin-op as the grand prize in an upcoming contest. You could be the lucky devil who gets to install it in your bedroom — provided your parents don't mind the screaming and all that blood. In the meantime, we're testing codes to keep you up to date with special moves... at least, that's our excuse for the hours we're spending in the back room!!

SEND US YOUR 'ZINES

We're running a feature on video-game fanzines in an upcoming issue of *Game Players*. If you run a fanzine related to video games, then send us a copy as soon as possible. Who knows — you might get extra readers through *Game Players*. Write to GP Fanzines; 300-A South Westgate Drive; Greensboro, NC 27407.



Send us your fanzine!



Mark Leonard, Spock's Vulcan father in *Star Trek*, demonstrates his interest in the U.S.'s best game magazine. We caught Leonard doing charity work for the Juvenile Diabetes Association. Have you caught anyone famous reading *Game Players*? Send us your pictures and win a prize!

LOCK UP YOUR DAUGHTERS!

Our lovable rogue, Vince, has escaped North Carolina for six sun-drenched weeks in California. He's been representing *Game Players* out on the West Coast, meeting publishers and making sure we continue to get the greatest and latest games as well as all the best promotions — such as those posters and stickers you've been getting the past few months).



We love him, really... despite all the rumors about antics in the Viper Club.

BEHIND THE SCENES

We always work up to the last minute to bring you reviews of the latest games... and this month was no exception. What do you think of our cover? We've been following *Super Metroid* since we played it at the Winter Consumer Electronics Show. **What a game!** We've been hounding everyone we know both here and in Japan to get a reviewable version, but our efforts paid off — we actually ended up with **two** copies! Sure the Suits in New Jersey (you know, the ones who pay the bills) were freaking out about us barely making our printer deadline — again! But it was worth it.

But did we get the score right? If you disagree with *any* of our ratings, let us know, and we might print your views. Write to: You Got It Wrong; *Game Players*; 300-A South Westgate Drive; Greensboro, NC 27407.

God, we love you guys. We love you so much, we'd like to give you our most prized possessions — Vince's Pez dispensers, Lucky's Viking helmet, the dragon we won in Vegas. But nah, you want something better than that. So how about a collection of T-shirts we just happened to have hanging around the office? Identify the game shown in this picture,



WIN SOME STUFF!

then write your answer on the back of a postcard. Send your entry to: What an Awful Contest; *Game Players*; P.O. Box 29364; Greensboro, NC 27429. We'll pick 20 entries out of the hat on Friday, July 1st, and those folks will really get theirs.

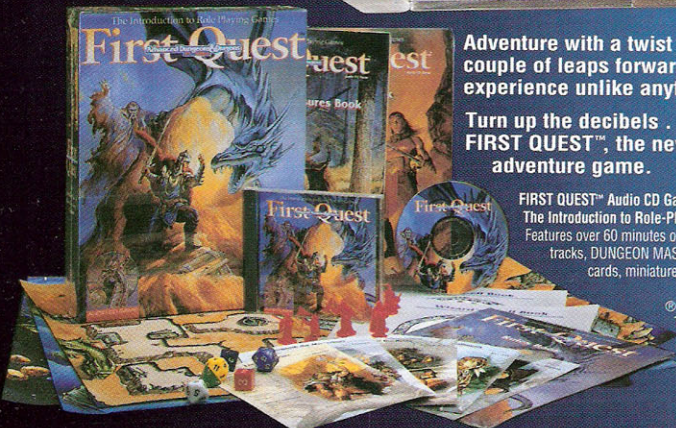
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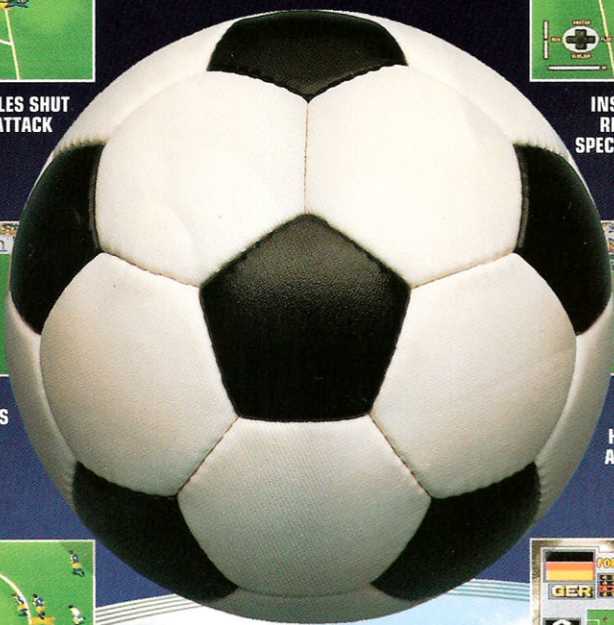
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