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GAMEPRO

#1 VIDEO GAME MAGAZINE

NEW Sonic The Hedgehog! Sonic Spinball & Sonic Chaos!

FREE Strategy Guide! MORTAL KOMBAT All the Killer Moves! 16 Pages!

54 ProReviews!

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An IDG Communications Publication

November 1993

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MUNCHIES!

It's Pac-Man's dream come true: more ghosts to gobble! Video game super star Pac-Man is on the Super Nintendo Entertainment System in a hot new game: PAC-ATTACK™ The object of the game is to line up blocks in a row. Sounds simple, but those meddling ghosts are at it again getting in your way. Never fear, Pac will save the day!

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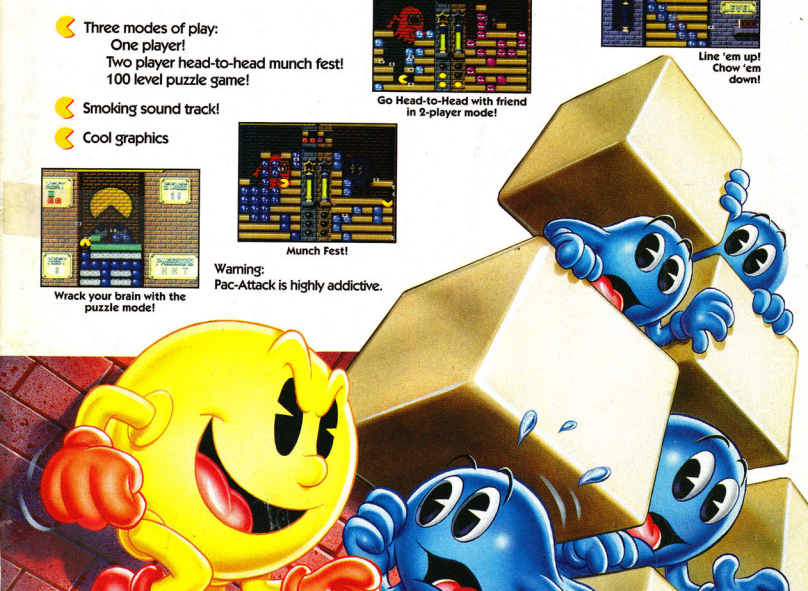

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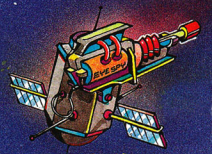
namco

It all began when

I pushed the start button on my new asciiPad SG-6. There was this gigantic flash, and suddenly, I was floating in space. Just then, hundreds of vicious alligators solar-surfed past me, heading towards Earth. If you've never seen an alligator with an attitude, trust me, they're scary. Lots of teeth, and they're not vegetarians. "We're sick of our swamp planet," they snarled. "We're taking Nebraska!" I live in California, so I'm thinking, "So what?"—but then I remembered my buddy Travis, from Omaha*. Besides, sooner or later, I knew they'd add Los Angeles to the menu. So, the fate of the World was in my hands. Actually, a Fighter Stick was in my hands—so I flicked on the slow motion control to buy some time. Just then, a spy satellite flew past, with —get this—a laser cannon. I plugged the cord in, switched on turbo fire and blasted those lizards at over 30 shots per second.

Power Clutch (Genesis) The joystick that revolutionized the Sega.

Super Advantage (SNES) As close as you can get to an arcade joystick - but they don't have cool features like Turbo-Fire,Auto Turbo and Slow Mo.



asciiPad SG (Genesis) Turbo-Fire,Auto-Turbo and Slow Mo. At this and cool looks, too.

*TELL US HOW YOU SAVED THE DAY WITH YOUR ASCIIWARE ENHANCED CONTROLLER, AND WE'LL USE THE STORY IN AN AD. MAYBE.

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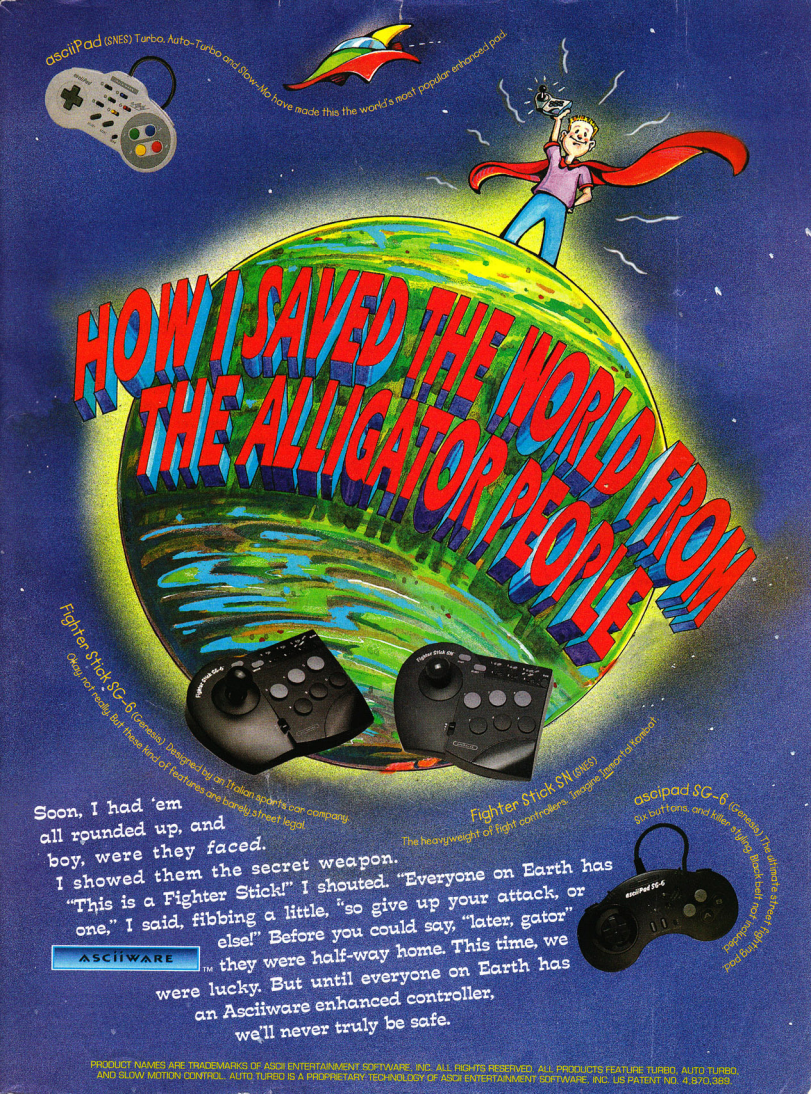

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Volume 5, #11: Novembert Issue: **GAMEPRO**© (ISSN 1042-8658) is published monthly for $24.95 per year by Infotainment World, Inc., 951 Mariner's Island Blvd., Ste. 700, San Mateo, CA 94404; An IDG Company. The World's Leader In Information Services On Information Technology. For subscription problems only: (303) 786-7459. Second class postage paid at San Mateo, CA and at additional mailing offices. **POSTMASTER**: Send address changes to GAMEPRO, P. O. Box 55527, Boulder, CO 80322-5527. **Change of Address**: Please send old label and new address to GAMEPRO, P.O. Box 55527, Boulder, CO 80322-5527. **Foreign and Canadian** orders must be pre-paid in U.S. dollars on a U.S. bank and must include $20/year additional postage.

Cover illustration: Mark Mierzejewski for Penry Creative

SOCKS™ THE CAT ROCKS THE HILL

Call it "capital punishment," but Socks the Cat, the nation's first feline, is at play on Capital Hill. Suddenly, "political party," takes on new meaning in these two new humorous games for Genesis and SNES. "Socks Rocks the Hill," is a madcap adventure to save the world from nuclear annihilation.

Socks, the White House cat, discovers the missing portable nuclear missile launch unit in his favorite napping spot, the basement of a foreign embassy. To avoid mass destruction he must return it to the White House and alert the first family. But, a foreign spy ring has their own political agenda. They want to see Socks run, and not for political office!

The chase begins. Socks must overcome the likes of foreign spies, Enemy Animal Agents, politicians, secret service agents and the ever-present media corp. To keep the party alive, Socks pounces, tumbles and negotiates his way out of the intricate secret passages and puzzles of Washington. This cat is in a ring of trouble, but not over the hill yet! "Socks Rocks the Hill," is a one or two player 8 MEG game for Genesis and SNES. Comedic action, scrolling graphics and playful movement make this game a platform to run on, and on and on. Rock on with Kaneko USA's "Socks Rocks the Hill." Available nationwide this fall!

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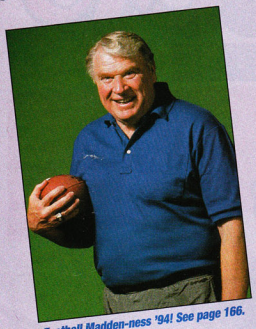

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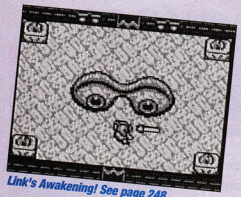

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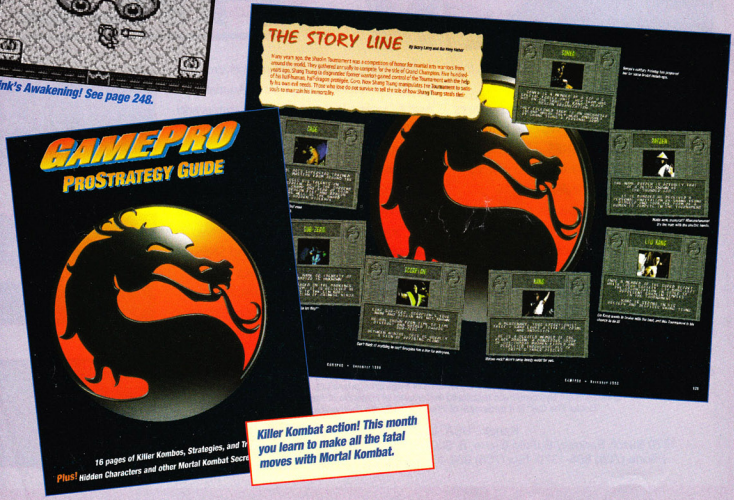
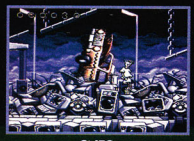


Killer Kombat action! This month you learn to make all the fatal moves with Mortal Kombat.

DRAWN TO BE DIFFERENT!

The only black and white in Fido Dido's world is his body. This character judges no one and follows his own alternative beat. He is so cool everything he touches bursts into color. Now, you can follow Fido Dido in two separate new games from Kaneko USA for Genesis and Super NES. For Genesis, Fido Dido comes to life off an artist's drawing pad. Like real life, he gets sucked in one predicament after another. He is pulled into pencil holders, postcards, computers, books, a waste basket and even the artist's ear. After being sucked into a computer, Fido finds it infested with software bugs. He uses a spray bottle to hose the bugs away. There are six levels of play and a bonus "secret" level if you can find it. Fido Dido for SNES is a fun-filled adventure that begins in Gadget Gorge, a place crammed with machinery and gadgets. He must disarm them while avoiding the idiotic knuckleheads. In his own alternative style Fido finds a creative way out. Both games are 8 Meg and for one or two players. They feature twelve secret codes as well as powerups in the form of bubble gum, paper airplanes, refrigerator magnets and more.

Make a difference in your game play now, with Kaneko USA's Fido Dido!



SNES

Genesis

Genesis

FidoDido®

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For SNES & Sega Genesis

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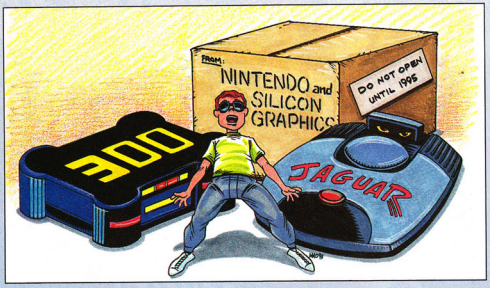
Nintendo & Silicon Graphics: The Reality of Project Reality

These are great times for cutting-edge gamers...and a headache for everyone else involved with video games. Just when you thought it was safe to plop down your hard-earned bucks for a video game system or stock up on carts this Christmas, along come Nintendo and Silicon Graphics, 3DO, and Atari with brand-new hardware systems that change the whole ballgame. Didn't we just go through this two years ago?

3DO's Multiplayer either made you nervous or wistful, but its $700 price tag makes it easier for most gamers to avoid making a buying decision – at least until the suggested retail drops. But Atari's 64-bit Jaguar is on the prowl at $200, and

- In video game time, two years is a massive window of opportunity. Sega will have ample time to spring its surprise package. Someone will have the opportunity to trim 3DO Multiplayer list prices and ramp up game development. And Atari has a chance to show everyone it's for real. If they all get into a shooting war, those price tags of over $200 per system are history.

- Putting aside all the other guys for now, the Nintendo/Silicon Graphics alliance should alert experienced gamers to one thing: Those radical 16-bit games we're playing now are about to peak and then hit a downslide. Moreover, Nintendo has made no bones about the fact that



"Those radical 16-bit games we're playing now are about to peak and then hit a downslide."

Nintendo and Silicon Graphics have promised to make their 64-bit Project Reality a reality at under $250. To add chaos to this confusion, by the time you read this, Sega may have already thrown its hat into the high-bit systems ring.

Let's survey the scene as it stands.

- Believe the hype, from all involved: The new hardware is heavy duty! No contest in comparison to the current 16-bit systems.

- With solid, experienced companies like Nintendo and Silicon Graphics involved, you can bet the bank that a new 64-bit video game system is going to show up in '95 surrounded by a major media blitz.

Project Reality will not be downwardly compatible with its other systems. (Can you spell N-E-S?)

So what's a video body circa 1993 to do? If you're a gonzo gamer who's gotta get the latest and greatest, your strategy is simple: Just keep playin' and payin'. If you're an average gamer who just wants to have fun, play now and hope either your economic resources or your interests improve. If you're just a casual gamer, be thankful for what you've got. If you're a game developer, oooooh have you got some tough decisions coming up!

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GENESIS

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SNES

CHESTER CHEETAH® WILD QUEST *The Sequel*

FOR SUPER NES & GENESIS

Remember the law of the paw, "run for fun." And, Chester Cheetah is a cat that knows where it's at!

He is heading home, while it's time to roam. In the all new Wild, Wild Quest, Chester Cheetah is spotted for trouble enroute to Hip City. Watch his feet take to the street as he encounters the fate of the state. Not-So-Great Falls, Montana, Un-Clearwater, Florida, Little "Socks" Arkansas and others are just some of the towns that try to treat him like a clown. But, cool cats don't act like that. You have to be cool to rule.

"Wild, Wild Quest," features a full 8 Meg, 16 bit platform of adventure. Radi-cool graphics and hip characters make this a walk on the wild side for both Genesis and Super NES game platforms. Go wild now with the all-new Kaneko USA's Wild, Wild Quest, the game where you'll never know where you'll be spotted next!

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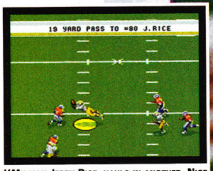
"THERE'S SOMETHING ABOUT KNOWING THE NAME OF THE GUY TRYING TO RIP YOUR HEAD OFF THAT MAKES IT MORE PERSONAL."

JOE MONTANA

NFL FOOTBALL '94 STARRING JOE MONTANA



"MY MAN JERRY RICE, HAULS IN ANOTHER. NICE PASS STEVE, I TAUGHT HIM EVERYTHING HE KNOWS."

"BARRY SANDERS WITH A 'SPEED BURST' DOWN THE SIDE LINE, ONLY ONE DEFENDER LEFT (TOAST)."

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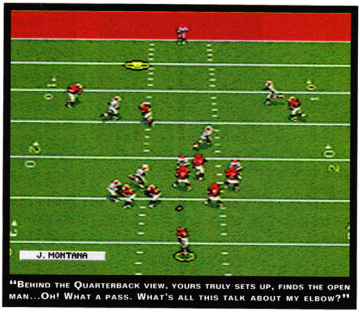

"BEHIND THE QUARTERBACK VIEW. YOURS TRULY SETS UP, FINDS THE OPEN MAN...OH! WHAT A PASS. WHAT'S ALL THIS TALK ABOUT MY ELBOW?"

"GUYS LIKE BRUCE SMITH, JUNIOR SEAU, REGGIE WHITE AND CORTEZ KENNEDY. IN MADDEN '94 ALL YOU GET IS THEIR NUMBERS. MY GAME'S GOT COOL STUFF LIKE *DIGITIZED PLAYER MOVEMENTS*, *SIX PLAYABLE VIEWS*, *SPEED BURSTS*, A *ZOOM VIEW* AND A COMPLETELY *REVAMPED PASSING GAME*. GET SEGA'S NFL FOOTBALL '94 STARRING, ME, JOE MONTANA. HEAR THE *PLAY BY PLAY COMMENTARY*. WATCH FROM THE NEW *BEHIND THE QUARTERBACK VIEW*. AND LEARN FROM THE *TRUE PLAY CALLING PHILOSOPHY* OF EACH NFL TEAM. JUST GO EASY ON ME, OKAY?"

REAL TEAMS NFL REAL PLAYERS

SEGA SPORTS

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THE MAIL

The Readers Speak Out: Video Vices

I'm ecstatic that Nintendo is censoring the violence in Mortal Kombat. They should go even further. Rename the game Friendly Disagreement. Instead of fighting each other, the characters could all go to dinner, discuss their problems, and give each other a nice hug. Wait, forget the hug, it might be too suggestive.

MMM, Chico, CA

Nintendo is just as guilty as Sega is of putting violence in their games. Even though the Fatalities are watered down in Mortal Kombat for the SNES, you still kill your opponent. Charbroiling someone to a skeleton is no more acceptable than pulling someone's head off with the spine attached. There are many other SNES games where the only goal is to pummel your enemies into unconsciousness. Nintendo had better adopt a rating system fast, because they're not fooling anybody.

Khari Taylor, Brampton, Canada

How come you rarely see a female in a game wearing more than a bikini? Even if the woman is the heroine, she's always extremely underdressed. I think it's disgusting and sexist. You never see guys running around in their underwear. Also, why do so many games focus on the "save the girl" theme? Women shouldn't be stereotyped in games intended for kids.

Sue Packard, Highland Falls, NY

Games like Super Baseball 2020: too sexy, too sexist?

Fightin' Words

Do any of the home versions of Mortal Kombat feature an appearance by Reptile?

Josh Murdock, San Marcos, CA

(The Genesis and SNES versions definitely do. – Scary Larry)

Watch carefully in the bridge scene of MK at the arcade. I think I've seen Santa Claus and a cow jumping over the moon.

Garren Noll, Letts, IA

(You'll sometimes see a witch on a broom, too! – The Cyberpunk)

What's the difference between Normal Mode and Turbo Mode in SF II Turbo?

Brandon Vedder, Meqoun, WI

(Speed! Turbo's a new speed level that makes all the players faster. – Slasher Quan)

What's in a Name?

Do the names Nintendo, Sega, and Atari have any meaning?

Brian Van Orsdel, Murfreesboro, TN

(Nintendo used to make playing cards, so there's a gambling connection to the name, which loosely translates to "the place where we leave it up to the gods and do the best we can." Sega comes from "SErvice and GAmes," the slogan of the original jukebox-importing company. Atari was chosen by founder Nolan Bushnell, who was a big fan of the Japanese game Go. In Go, players call out Atari, which means "I have you now," similar to the way chess players call out "Checkmate." – The Whizz)

Virtual Eyesight

When the new Sega Virtual Reality glasses come out, will they work with both the original and the redesigned Genesis?

Robert Schultz, Girard, PA

Can you use Sega's VR if you already wear glasses?

Bradley Hill, Monticello, AR

Since watching TV too close to the set is bad for your eyes, won't the VR glasses destroy your eyesight, since the screen will be right on your face?

Derek Karlowicz, Dudley, MA

(Sega's VR glasses will work with both Genesis systems. You can wear them over your glasses, and they won't destroy your eyesight. A TV is meant to be watched from several feet away, so when you get too close you can't focus on it, and the intense brightness can harm you. The VR screen is dimmer and is made to be focused on up close. However, anything you stare at for a long period of time can strain your eyes, so you should always take a break from constant viewing. – The Desk Jockey)

Hardware Helpers

The redesigned Sega Genesis connects side-to-side with the redesigned Sega CD. Will the original Genesis also connect to the new CD unit?

Damian Huertas, Fallbrook, CA

(The new CD connects to any Genesis. – Toxic Tommy)

I found a store in Hawaii that "copies" video games using a machine called the "MGH." Is this legal?

"Concerned citizen," Honolulu, HI

(ROM copiers, which is what this machine probably is, are not only illegal, but they jack up the price of legitimate video games. Game companies pay millions of dollars to fight piracy, and unfortunately that cost is passed on to consumers. – Rampant Saxon)

I know the NES is an 8-bit system, and the SNES and Genesis are 16-bit systems, but how many bits were the old Atari 2600, the 5200, and the Coleco Vision systems?

Francisco Palacios, Quetzaltenango, Guatemala

How many bits is the Game Gear?

Randy Esquibel, Rawlins, WY

(You have four bits each in the Ataris and the Coleco, and eight bits fit in the Game Gear. – Data Carvey)

Can you play Super Famicom games on the SNES?

Fei Tang, Skokie, IL

(You sure can by using any one of several $20 converters. You'll find 'em at stores that sell Japanese games. – The Lab Rat)

Missing in Action

I heard Atari is phasing out the Lynx. Atari fans deserve better than this. Do you know what Atari's plans are?

Bryant Clauson, Reno, NV

(Atari's got several new Lynx titles – Lemmings and Gordo #106 are just two. Unfortunately, not all Atari games are always available in all locations, so you still might be out of luck. At a late-summer press conference, Atari promised to support the Lynx,

Continued on page 14.

SUPER NINTENDO ENTERTAINMENT SYSTEM

YOSHI'S COOKIE™

Cookie Chaos for Mario and Yoshi!

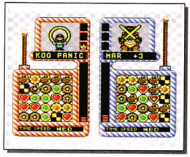
Mario and Yoshi are filling in at the Cookie Factory, and the snacks are piling high!

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

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

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

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



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

It's a snack attack!

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Continued from page 12.

and in fact they'll be promoting it as they roll out the Jaguar. – Uggs the Bug)

NBA Jammin'

I've seen ads for games called NBA Jam and NBA Jam Session. Are they the same game?

Philip Morgan, Hobe Sound, FL

(Yep. The official three-word title has gradually been overtaken by the two-word title. – Athletic Supporter)

In the background of NBA Jam for the arcade, the initials MK II are clearly shown. Since Midway makes this game, could the initials possibly stand for the company's Mortal Kombat II?

John P. Montgomery, Greenport, NY

(Nice eyes, J.P. The same programmers worked on both NBA Jam and MK, so this is a teaser ad for what's to come. Here's something else Midway told us: In the original NBA Jam, one of the players you could get through a code was Rayden – with an electrifying shot! Unfortunately, he was deleted at the last minute. – Coach Coronary)

MK II along the scorer's table hints of Kombat to Kome.

Trouble Shooters

I can't get your X-Men stage-select code to work. What am I doing wrong?

Justin Fink, Windsor, PA

(Nothing, you're just not doing the final step, which we wanted you to find on your own. When you're in front of the panel that corresponds to the level you want, press Down and C at the same time. Voilà! – Andromeda)

X-cellent X-Men code!

Does TTI have a new phone number for game tips? The number given in their packaging doesn't work.

Ryan Parker, Kingsville, TX

(TTI did indeed get a new number. You can reach 'em at 310/337-6916. – Lawrence of Arcadia)

What does the term "third-party licensee" mean?

B.J. Vosti, Arroyo Grande, CA

(The first two parties are you [the consumer] and the company that makes the game system [Nintendo of America, for example]. The third party is a company, like Acclaim or Capcom, that has the right [the "license"] to make games for use on the right hardware system and to sell those games to you. – The Unknown Gamer)

Why are there so few Sega CD games? The system's been out for almost a year!

Jorge G. Walsh, Hialeah, FL

(There are around 20 Sega CD games available. They take much longer and cost much more to make than 16-bit carts, so they naturally take longer to appear. At least three excellent-looking games – Silpheed, Stellar-Fire, and Jurassic Park – should be available by Christmas. – Boss Music)

The Magazine Biz

Why are your contests void in some states?

Bo Borraga, Copperas Cove, TX

(It's not our fault! Some states have laws prohibiting mail-in contests, other states have laws against contests for anyone under 18. – Bro Buzz)

I'm dying to see what your game reviewers look like. Would you consider ever printing their pictures next to their aliases?

Todd Brushaber, Saginaw, MI

(We DO show their pictures! Those illustrations are almost perfect likenesses. – Art Gecko)

Oops! Department

In September we said that* Replay Magazine *sells arcade machines. They don't.* Replay *does have classified ads for them, though. Pick up an issue for details. – The Game Pros

Whaddaya Think?

This is your magazine, so tell us what you'd like to see in it. Send your suggestions to:

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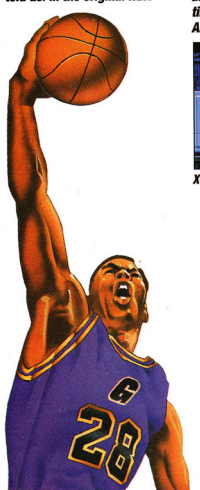
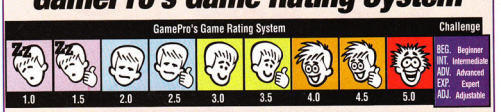
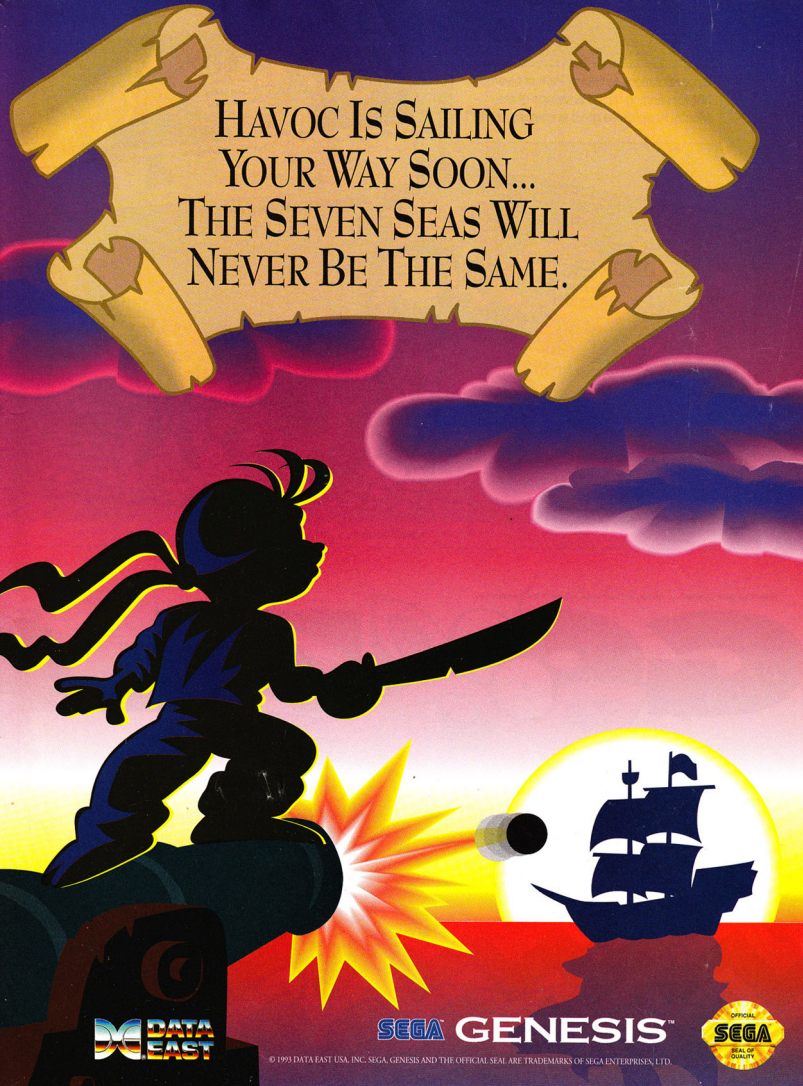
Thanks for your help!



GamePro's Game Rating System



Graphics: Judges the overall artistic quality of sprites, animation, and background scenery. **Sound:** Critiques music and sound effects. **Control:** Rates how smoothly the control pad commands and the game's interface turn you on to the on-screen action and fun. **FunFactor:** Are you gonna have a good time? **Challenge:** This is the average skill level necessary to play the game. When you can pick skill levels, we label Challenge "Adjustable." **GamePro's Game Rating System:** 5.0=Outstanding! 4.0=Great job! 3.0=Good job! 2.0=O.K. but could be better. 1.0=Wake me up when it's over!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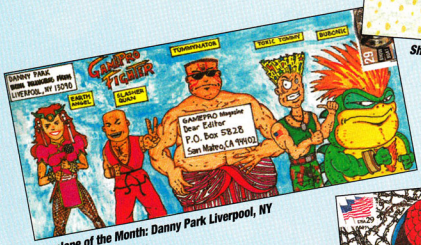
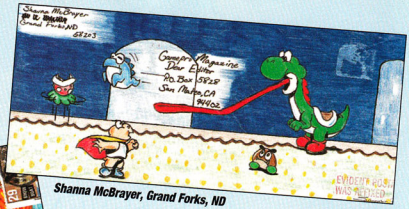
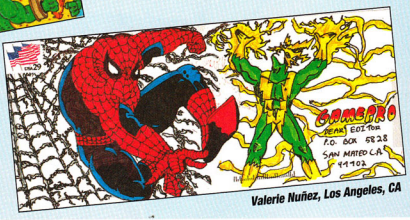
Congratulations to Danny Park of Liverpool, NY, for sending us the Envelope of the Month. Keep those great envelopes comin'!



Envelope of the Month: Danny Park Liverpool, NY



Shanna McBrayer, Grand Forks, ND



Valerie Nuñez, Los Angeles, CA

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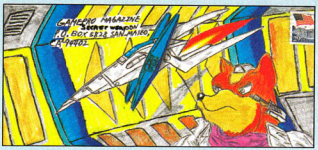
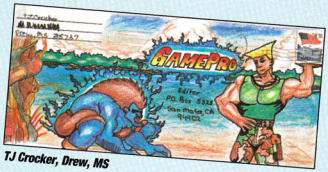


Jimmy Chao, Iselin, NJ



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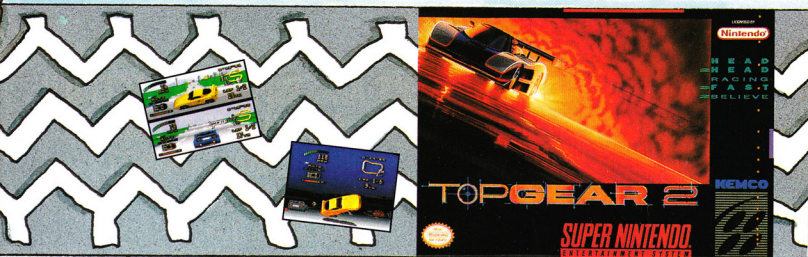

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THE CUTTING EDGE

By the Whizz

If you're a 16-bit game master and you're wondering where we go from here...you can stop wondering.

In the face of high-tech competition from the 3DO Multiplayer and the recently announced Atari Jaguar 64-bit game system, Nintendo fairly rocked the video game world by announcing an alliance with Silicon Graphics, a leading manufacturer of high-performance visual computing systems. The two companies plan to produce a 64-bit game platform called "Project Reality."

Silicon Graphics, Inc.

If you aren't familiar with Silicon Graphics, they are ***the*** hot hitter among computer graphics companies. SG technology shines in industrial and scientific applications, such as satellite data analysis, molecular modeling, and computer-aided design of everything from airplanes to sporting equipment. But it's likely you've experienced their handiwork as awesome special effects in such movies as Jurassic Park, Terminator 2, and The Abyss. Lately the company's made strong forays into electronic entertainment, but none as strong as their alliance with the Big N.

And if Silicon Graphics' background sounds daunting, don't worry. Nintendo is making one thing clear: Project Reality is a video game system...period!

Good Things Come to Those Who Wait

The reality of Reality is that it won't be available for home use until late 1995, but Nintendo plans to release arcade versions of the unit and its games sometime in 1994. Nintendo and Silicon Graphics are only revealing a broad sketch of the system, but as you might guess, the tip of this iceberg is very cool.

Project Reality will showcase a new Nintendo game design called Reality Immersion Technology, which seeks to make players part of the game. At the heart of the system will be a version of the MIPS/Multimedia Engine, a chip set consisting of a 64-bit MIPS RISC microprocessor, a graphics co-processor chip, and various ASICs (Application Specific Integrated Circuits). That's a whole chip load of heavy duty silicon at a not-so-heavy-duty price: Nintendo says it will bring Project Reality home at under $250 per unit!

This marks the first time MIPS RISC microprocessor technology will be used in a home video game system. The central processor will blaze at 100 MHz clock speed. The same MIPS RISC microprocessor family today powers computers ranging from PC workstations to supercomputers. The graphics co-processor and the ASICs will provide specialized audio, video, and graphics capabilities. In fact, Nintendo promises that one feature will be real-time, anti-aliased 3D texture mapping. What that means is that Project Reality games will make SFX-based StarFox look like a flying skeleton!

In the bad news/good news department, Nintendo also announced that the Project Reality system will not be downwardly compatible with the 16-bit SNES. That is, you won't be able to play 16-bit games on the new 64-bit system. That should come as no surprise to Nintendo faithfuls, especially those of you still hoping for SNES compatibility with the eight-bit NES. Part of Nintendo's commitment to its new 64-bit era, however, is system-wide compatibility: Beginning with Project Reality, all subsequent systems will be compatible.

Naturally, Nintendo and its third-party licensees will produce the games. Will PR use compact discs, cartridges, or both? Nintendo isn't ready to say, but game designers will be using Silicon Graphics' new high-powered Indy desktop computers to create games for the Project Reality system.

Reality Check

One thing is certain: With Nintendo and Silicon Graphics at the controls, Project Reality is going to fly. It looks like video games will be here at least until the year 2000.

Mario meets Reality...

...And he's not alone.

Picture this on your TV!

Nintendo and Silicon Graphics plan to make the game environments much more real.

- **"So real it Hurts!" –*Nintendo Power***
- **"Some of the best graphics ever seen in a sports game." –*Game Pro***
- **"... a blast to play." –*Game Players Nintendo-Sega***
- **"... as close to the ring as I want to get." –*Game Informer***
- **"... sets new highs for realism and audiovisual effects. From now on all other boxing games are obsolete!" –*Arnie Katz, Editor, Electronic Games***

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Project Reality: Exploring Surreal Worlds

It's far too early to say which companies will sign up to create games for Project Reality, but one computer game developer already has Reality in its plans. GreyStone Technology, based in San Diego, CA, develops advanced artificial intelligence-based software for commerical and military applications.

GreyStone developed a virtual fantasy flying game based on a program designed to produce advanced dogfights in military flight simulators. In it, you ride and guide a fire-breathing pteranodon called Onyx. You must guide Onyx to Castle GreyStone over an evil lake. Hordes of vampire bats, a treacherous vortex, and a vicious dragon are a few of the dangers in your way.

Currently, the only way you can experience Onyx is by running the software on Silicon Graphics' heavyweight graphics supercomputer, the RealityEngine. Take a look at Onyx and dream.

Fly unfriendly skies with Onyx.

Welcome to Theldenbane Canyon.

Beware the Cave of the Vampire Bats.

Gorgeous 3D graphics bring this fantasy land to life.

The graphics engine is based on air combat flight simulations.

GreyStone developed special algorithms to make the pteranodon's head and neck movements fluid.

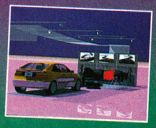
This treacherous vortex is called Charybdis.

Fancy flying required!

Your Destination: Castle GreyStone

The Magic of Silicon Graphics

Silicon Graphics' Indy is being used as the development system for Project Reality games. Here are some examples of Silicon Graphics' computer-generated imagery.



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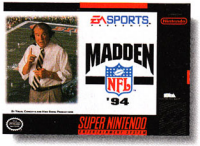

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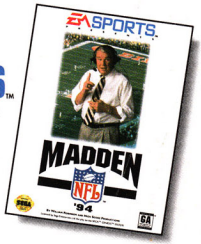

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HOT AT THE ARCADES

Special Street Fighter II

The New Challengers

By Guest Arcadian Slasher Quan

The pre-release hype's at a fever pitch, and The New Challengers are on their way! Development on Super Street Fighter II is steamrolling along, so here's an updated preview with even more goodies than you saw in last month's cover story.

Score Four!

The new World Warriors are shaping up to be major contenders! British Special Forces agent Cammy, Native American Thunder Hawk, Jamaican bad-boy kickboxer Dee Jay, and Hong Kong martial master Fei Long should more than hold their own. The artwork on these new fighters looks spectacular. Cammy is one of the most risque characters ever seen in a video game!

The old Warriors definitely won't be left out in the cold, either. All characters will be at least partially refurbished, with new animations and moves added to their original. Champion, and Turbo moves. With character tweaks, such as Chun Li's standing Roundhouse Counter and Zangief's missed Pile Driver animation, the game play will be more balanced and the fights more even.

Chun Li's standing Roundhouse is a great-looking new counter-move.

Zangief's got an armload of new grappling moves, including a much-needed Air Throw!

Ryu and Ken's midair Hurricane Kick has a much greater arch and can be controlled with skill.

Gulle's Sonic Boom animation is completely new!

Now Bison's Scissor Kick always knocks down the enemy.

Cammy can throw enemies on the ground or in the air!

T. Hawk's throws are thunderous!

Thunder Hawk can soar over Fireballs with his Soaring Hawk attack.

Fei Long grabs 'em by the roots with his Hair Throw.

The Crunch of the Combo

Amazing as it sounds, when SF II was first developed the programmers didn't even know that combos existed in the game! Two-in-Ones (two moves stuck together in sequence) and combos (a series of three or more unblockable hits) were natural results of the well-designed game play engine.

The bonus stages have been redone to look sharper than ever!

Now the programmers have gone all-out to put as many combos as possible into the game! To give players more incentive to find and use combos, a "Combo Bonus" meter appears on-screen to give you mega bonus points for any multi-hit combo you land. You also get a special "Reversal Bonus" score if you counter any special technique or a "Recovery Bonus" if you can shake off a dizzy before the enemy hits you again!

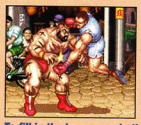
***PROTIP:** To find the new moves, remember how you did the classic special techniques and try mixing up the joystick motions in different ways.*

There are new Dizzy animations in the game, including grim reapers and angels.

Another World War?

Super Street Fighter II could be on the streets by the time you read this magazine, so be sure to check your local arcade for what could be the hottest action at the arcades this year. G

Boss Animations



To fill in the huge gaps in their arsenals, Balrog, Vega, Sagat, and Bison get new punch and kick animations!

All-New Crushing Combos!

All of the New Challengers have super lethal combos. Can you do Dee Jay's Four-Hit Dread Kick Combo?

NEW CINEMATIC INTRO!

Are you a Sega-maniac? Or an SNES success? Would you rather duke it out in the street? Or at an altitude of 30,000 feet?

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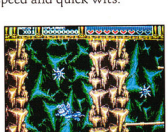

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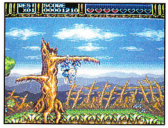
BALLISTIC.

Blast off into 7 epic stages of adventure and go hog wild against the hugest, strangest pig creatures imaginable. They're after the mysterious Key to the Seal once handed down by the brave founder of Zebulous. In the wrong hands it will unleash total destruction. Through every stage Sparkster moves, flies and rides in new directions to escape opossum punishment. Will he hang tough? You bet, 'cause his talented tail can get a grip on all kinds of hairy situations.



You're the thrust-miester controlling our hero's jet pack and his assault sword. And you better kick some pork butt because Sparkster's animal magnetism attracts mechanized pig mutants like the Giant Pigbot and the Drill of a Lifetime. You'll go gonzo over spectacular new graphic techniques like the mirrored lava pools, the rotating gravity room, and Axle Gear's massive laser blaster.

That's only some of what awaits Sparkster the Rocket Knight. So rustle up some courage and launch into the most animalistic action this side of Zebulous.

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What's On Your Holiday Gift List This Year?

New Underwear?
NO WAY.

Model Airplane?
THINK AGAIN.

Colored Pencils?
RIGHT.

Dress Socks?
NOPE.

Coin Purse?
A WHAT?

Comb & Brush Set?
'FRAID NOT.

Flashlight Batteries?
NEXT YEAR.

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53NG9

Sonic Spinball: Robotnik's Pinball Revenge

By Earth Angel

Sonic's back with a pair of games for this holiday season. Bounce into action with Sonic Spinball, a pinball video game adventure for that speedy hog-meister. Don't fret, holiday travelers, Sonic and his foxy buddy Tails are also back in a very cool new Game Gear cart.

Everyone's favorite 'hog with an attitude, Sonic, returns in an all-new Genesis adventure, with a twist. Sonic's arch-enemy, the diabolical Doctor Robotnik, never gives up. Just when Sonic thought it was safe to kick back in the forest, he discovered that Robotnik had retreated to his Volcano Veg-O Fortress. Inside this massive fortress, Dr. R is busy using lava to fuel his latest sinister mechanical device, the Veg-O Converter. The mad doctor plans to use the Converter to change Sonic's little forest friends into...well...you don't really want to know!

You're Gonna Flip over This One

To stop Doctor Robotnik, Sonic first has to penetrate the defenses of the Veg-O Fortress with an all-new style of super Sonic action. The fortress is heavily defended by an elaborate Pinball Defense System. Sonic must bump, bounce, ricochet, spin, flip, and fly through each of the fortress's four huge pinball worlds. Each of the worlds has ramps, drop targets, hidden bonus indicators, and a ton of whacky Robotnik machinery.

To escape each of the worlds, Sonic tries to collect all of the Power Emeralds. He'll find the Emeralds throughout the tons of hidden rooms in each area. Special bonus rounds and boss rooms, where Sonic goes head-to-head with Robotnik once again, also await the infamous Hedgehog.

It's a safe bet, thanks to Sonic's huge popularity, that he'll appear at least once every year from now until eternity in some kind of a new video adventure. It's nice to see Sonic break out of his routine in this well-rounded escapade. G

Sonic Spinball: Robotnik's Pinball Revenge by Sega, Available November

Sonic's a mighty happy camper when he grabs a Power Emerald.

A fat little Hedgehog is just the kind of snack this nasty creature from beneath the Toxic Cave's toxic sea is looking for.

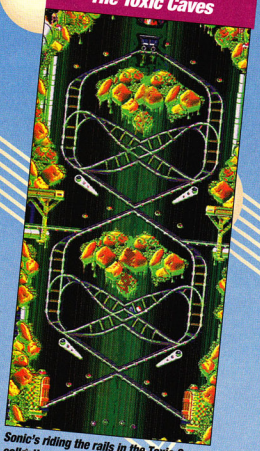
Sonic paddles to safety in a toxic waste drum.

Score by using the ball multipliers.

The Toxic Caves

The Toxic Caves are not nice places to visit, and Sonic would never want to live there.

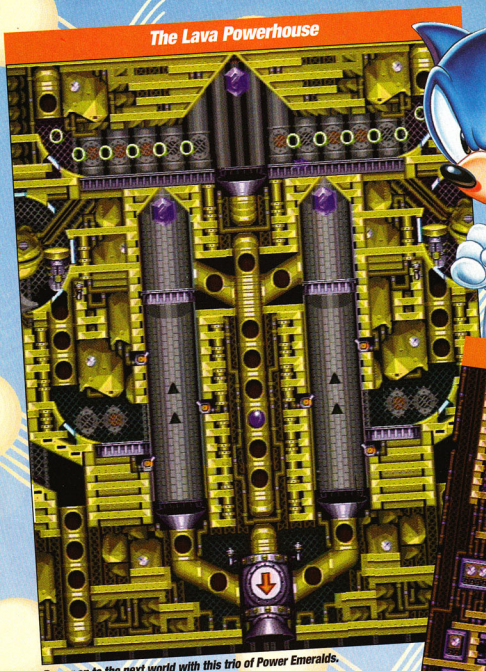
The Toxic Caves



Sonic's riding the rails in the Toxic Caves, collecting a few Rings along the way.

The Toxic Caves

Robotnik's latest incarnations are enough to raise the spines on the back of Sonic's neck.

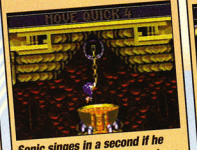


Power on to the next world with this trio of Power Emeralds.

Robotnik's at the heart of the Pinball Defense System.

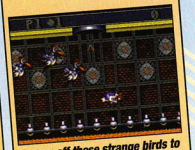
Sonic Spinball: Robotnik's Pinball Revenge

Spinball's got everything real pinball has. Check out these bumpers!



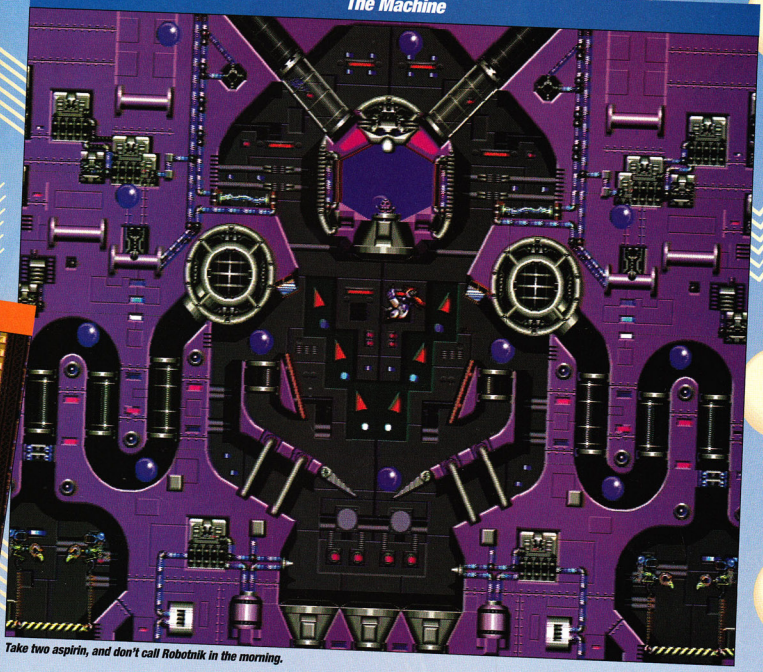
Sonic singes in a second if he falls into the hot lava in the Lava Powerhouse.

Use the Lava Powerhouse bellows, pumped by these strange little critters, to vault to other areas of the world.

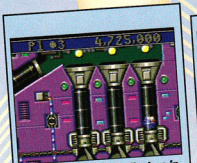


Careen off these strange birds to render them harmless.

The Machine

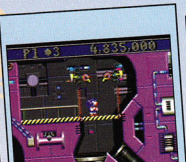


Take two aspirin, and don't call Robotnik in the morning.



Light up all the ball indicators in the Machine to score a bonus.

In the Machine, Power Emeralds are hidden in the strangest and hardest-to-reach places.



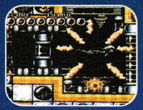
Welcome to the Machine.

Don't get caught in the grind.

YOU'RE IN FOR A SHOCK, WEBSLINGER!

STOP JUGGERNAUT'S RAMPAGE

BLAST MASTER MOLD WITH OPTIC BEAMS!



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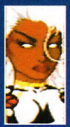
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SONIC CHAOS

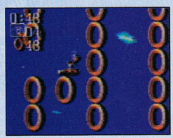
By The Unknown Gamer

Robotnik never gives up. His latest twisted plot to take over the world involves, of course, the theft of the Chaos Emeralds. Dr. R has already snatched the Red Chaos Emeralds, and now he's trying to grab the rest of the Emeralds in order to build the deadly weapons he needs to carry out his sinister scheme. This predictable plot gets an assortment of fun new twists in this excellent hand-held adventure for the speedy Sonic.

Super Sonic

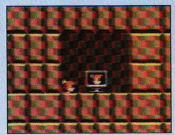
Dr. Robotnik is apparently fixated on Chaos Emeralds. Although that's bad news for Sonic, Tails, and their fuzzy buddies, it's good news for fans of the Hedgehog saga. In this new adventure, gamers romp through six entertaining and entirely new zones (each with three Acts – two action and one boss).

In each of the zones, Sonic or Tails has to ricochet past all kinds of obstacles, some old, some new. In addition to the usual loop-the-loops, ramps, corkscrews, and vacuum tubes, there are also mazes of breakable blocks, underwater rivers, and, of course, a new assortment of hidden rooms and other secrets.



PROTIP: Sonic and Tails have different abilities. When Sonic collects 100 Rings, he goes to the Bonus Rounds, where he can collect lots of 1-ups. Tails can't go to the Bonus Rounds, but he can use his tail to fly, an invaluable skill.

Even better, this cart boasts some new power-ups for Sonic and Tails that give the action a change of pace. Hop on board a Pogo Spring to leap extra high, or grab Rocket Shoes and jet through the skies. Invincibility Monitors, 1-ups, and Ring Monitors still abound.



PROTIP: There's a hidden 1-up in Act 1 of the Turquoise Hill Zone. The easiest way to find it is to play as Tails and fly to the hidden opening just below the Invincibility Monitor on the ledge. The 1-up is in the tunnel.

PROTIP: To defeat Robotnik's Button Boss at the end of the Turquoise Hill Zone, just bop him on the head eight times. Remember that Sonic can use the button to safely ricochet over the boss.

The lost Chaos Emeralds are hidden in another dimension, which also happens to be within the Bonus Rounds. When Sonic grabs 100 Rings, he enters a Bonus Round and has one minute to find a hidden Chaos Emerald and collect tons of Rings for as many 1-ups as possible. Tails cannot enter the Bonus Rounds.

Heads or Tails

The game play in this cart is similar to the other Sonic games, but it's the first time that Game Gear gamers can play as either Sonic or Tails. In the dynamic duo, each character has unique abilities. Sonic handles just as well as ever, with easy controls. In addition to the Rocket Shoes, he's got his standard repertoire of moves, including his Super Spin Dash move from Sonic 2. Tails is also easy to control as he saunters into play with all of Sonic's moves, including the Spin Dash. Tails doesn't have Rocket Shoes, but he can fly and swim using his tail.

Game Gear Game ProFile

Sonic Chaos

(By Sega)

The dude with a 'tude, Sonic, is back in a great all-new rip-roaring adventure that's gonna heat up your Game Gear.

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.0	4.5	5.0	BEG. Beginner

$39.99	One player
4 megs	Six zones
Available November	Side-view
Action/adventure	Multi-scrolling

PROTIP: Look for lots of Ring Monitors in the lower regions of the Gigapolis Zones, beneath the blue ramps.

PROTIP: The big area in the middle of the second Gigapolis Zone is filled with Rings.

PROTIP: To beat the Gigapolis Zone boss, leap and bounce the snake creature on the head.

PROTIP: In the Sleeping Egg Zone, Sonic can leap through panels with Dr. Robotnik on them.

In keeping with the high standards set in the prior games, Sonic Chaos has crisp, clear, colorful graphics. Each Zone's backgrounds are well-drawn, with lots of details. Both Sonic and Tails have amusing animations that capture their sassy personalities. The sharp sound effects and perky music blend in nicely, although they won't win a Grammy Award.

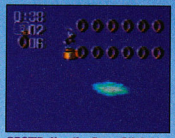
Sonic Chaos isn't nearly as tough as Sonic's first Game Gear adventure, which is good or bad depending on how much you like to sweat while you play games. Instead of a difficulty setting, Sega's made it much easier to get through the game as Tails. Beginners might find Chaos challenging, but intermediate and advanced gamers won't have any trouble beating the game.

PROTIP: In the Mecha Green Hill Zone, Sonic and Tails can bounce off the sludge sea at the bottom of the level.

PROTIP: Bounce down through the floor at the beginning of the Mecha Green Hill Zone, and then head to the right for a 1-up. To escape from this room, Spin Dash through the wall on the right.

PROTIP: In the first Aqua Lake Zone, you can easily get through the level by going to the bottom and then swimming through the water from gate to gate.

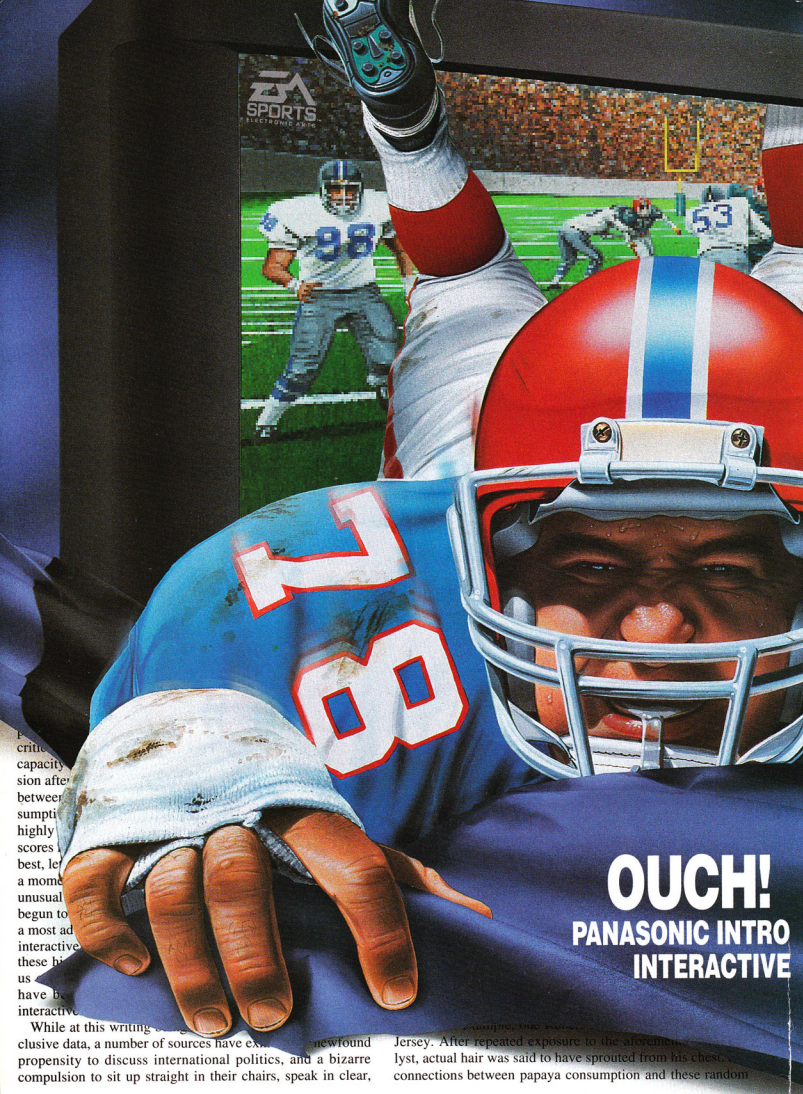
PROTIP: There's a hidden Invincibility Monitor under the floor in the first Act of the Mecha Green Hill Zone, after the sludge sea.



PROTIP: Use the Pogo Stick to Leap to unreachable areas in the Sleeping Egg Zone. Leap high on the stick, and then get even higher by vaulting off at the top of the leap.

Sonic Boom!

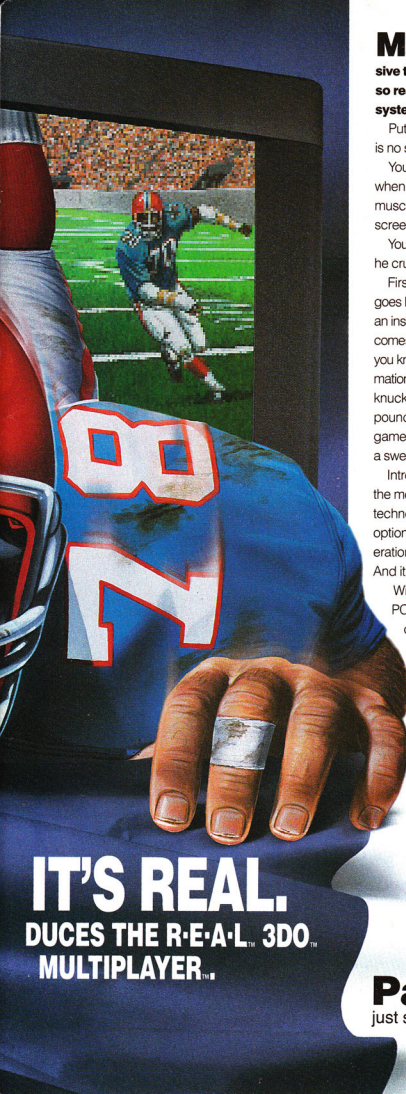
Sonic Chaos takes that winning Sonic formula, makes it new and interesting with a few variations, and comes up with yet another great Sonic cart. Although it's not as tough as some of the other Sonic adventures, it's still a cart that fans of the hogmeister are gonna wanna roll with. G



OUCH!

PANASONIC INTRO INTERACTIVE

While at this writing [illegible] newfound propensity to discuss international politics, and a bizarre compulsion to sit up straight in their chairs, speak in clear, [illegible] Jersey. After repeated exposure to the aforementioned [illegible] lyst, actual hair was said to have sprouted from his chest. [illegible] connections between papaya consumption and these random



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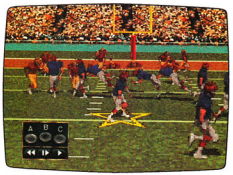

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HE SAID HE'D BE BACK

HE'S BA

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MORE WEAPONS MORE CONTROL

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ACK

NATOR™

By Andromeda

Street rats and riff raff gather round. One of your own is about to make video game history thanks to the magic of Disney, Virgin Games, and Sega. Disney's Aladdin is one of the most beautiful video games to date.

PROTIP: Don't forget that Aladdin can swing across ladders and ropes to cross difficult areas.

A Whole New World

Disney's licensed many of their gorgeous animated characters to different companies for translation into video games. This Genesis version of Aladdin, however, marks Disney's first foray into actual design of a video game. In tandem with Virgin Games, and using a special new design process called Digi-Cel, Disney animators have designed the animations and moves throughout Aladdin – and it shows! For more information on the design of Aladdin, see *GamePro*, Oct. '93. In the meantime, come closer, much closer, to hear of the wonders of Aladdin.

Disney's Aladdin

Genesis Game ProFile

Disney's Aladdin

(Disney, Virgin, Sega)

Entertaining game play and revolutionary graphics make gamers wishes come true in Disney's Aladdin.

Graphics	Sound	Control	FunFactor	Challenge
5.0	4.0	4.5	5.0	ADJ.

Adjustable

$59.99	One player
16 megs	Side-view
Available October	Multi-scrolling
Action/adventure	Limited Continues

PROTIP: Search for this Merchant in any of the levels. He'll sell Aladdin 1-ups and other goodies. Remember to collect gems, so you'll have the cash to purchase the goodies.

Make Three Wishes and Call Me in the Morning

Aladdin was nothing more than a lonely Street thief who struggles through the streets of Agrabah trying to survive. All that changed the day he met the lovely and mysterious Princess Jasmine. Now evil Jafar's kidnapped the Princess, and Aladdin and his faithful sidekick Abu the monkey have a journey ahead of them fraught with peril. The game's story line closely follows that of the animated Disney movie classic (and if you haven't seen it, you should).

Absolutely the first thing you'll notice when you conjure up Aladdin on your Genesis are the gorgeous graphics. The background scenery closely replicates classic Disney animation. Aladdin and all of the other characters in the game are animated with a smooth, fluid quality that's not been seen before in a video game. Each of the villains have their own amusing and entertaining animations, from the Snake Charmer to the Sultan's Guards. Aladdin himself has so many different glances, expressions, and moves that he's a constant delight to watch. Cinematic sequences between levels highlight the action.

PROTIP: Try to hit the button just after Jafar's face flashes to have the best chance of getting a bonus treat.

PROTIP: You can often reach seemingly impossible spots in the Desert by jumping on palm trees.

PROTIP: To defeat the Agrabah boss, stand on the top platform, leap the stones he tosses, and then toss an Apple at him. Repeat until he's done for. If you run out of Apples, there are more at the bottom of the screen.

PROTIP: In the Desert, stand behind the column on the right to get sucked up to a hidden Merchant.

PROTIP: Beware! When the Skeletons explode in the Sultan's Dungeon, their flying bones can damage Aladdin.

To add to the movie-quality ambiance, the game's been scored with original tunes from the flick, such as "Whole New World," and "You've Never Had a Friend Like Me." Although it's fun to hum along with the music, the tunes and the digitized character voices are not top notch.

PROTIP: To escape from the Desert, you've got to chase the Scarab across the sands. You'll find it first at the base of a tower of blocks, on the right-hand side. Then, it moves to a cave near the outhouses. Enter the cave from the right. Finally, it hovers near the exit to the Desert.

Prince Ali, Mighty Is He

This cart's game play is simple, yet elegant. Aladdin's easy to control as he walks, runs, jumps, climbs, somersaults, and sword-fights his way through the streets of Agrabah, across the Desert, through the Sultan's Dungeon and the Cave of Wonders, on a Magic Carpet Ride, and even through the halls of Jafar's Palace. In each level Aladdin has a different task, from searching for magic flutes, to tracking down the Scarab, to finding the magic lamp that holds the Genie. The game is also sprinkled with bonus rounds, including a Genie slot machine and several rounds where you play Abu and fend off falling pots.

Poor Mickey!

The gang's all here.

PROTIP: You can't get past certain areas in the Cave of Wonders unless you hack statues to make hidden platforms appear.

To defend himself from Jafar's evil hoardes, Aladdin fights hand-to-hand with a sword and collects Apples along the way to toss at his foes. Despite adjustable challenge, advanced video game genies won't break a sweat even on the toughest setting. Each level, though, is lengthy and filled with unusual twists and turns in the action to challenge intermediate and beginning gamers, and to keep experts entertained.

PROTIP: In the Escape from the Cave of Wonders, don't let the boulders even clip your heels, or you're done for.

PROTIP: Take a clue from the Genie's hand! It's pretty easy to figure out.

PROTIP: Climb the Genie's hands to get to the upper reaches of the lamp.

PROTIP: Beware of the flames in the Sultan's Palace.

A Magic Carpet Ride

Hard-core gamers won't bust any callouses or find their gaming skills challenged by this game, but most won't care. Aladdin's breakthrough animation and all the fun surprises waiting throughout the game make it an enjoyable play for anyone. Prince Ali, mighty is he, Ali-ababwa, is going to take us all for a Magic Carpet Ride to remember. G

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STREET FIGHTER II

SPECIAL CHAMPION EDITION

By Slasher Quan

The heat's on the streets, and this time the system that's caught the Street Fighter fever is the Sega Genesis! Street Fighter II Special Champion Edition is a razor-sharp translation of the arcade Turbo Hyper Fighting, with only a few hiccups here and there. You get a Champion Edition Mode, a Turbo Mode, and an all-new, never-before-played Tournament Mode called Group Battle!

From Coin-Op to Cart

Special's got it all, from playable bosses to new background colors to Turbo speed. It even features the opening cinematic sequence that was left on the cutting room floor of the other home versions!

So why's this game called "Special" Champion Edition? Word on the streets is that Capcom has an exclusive arrangement with Nintendo and is not allowed to release a game called "Street Fighter II Turbo" on any other system. So, the company was forced to rename the Genesis version.

The intro sequence depicts two street punks bashing it out.

Genesis Game ProFile

Street Fighter II Special Champion Edition

(By Capcom)

SF II SCE is a close conversion of the arcade Hyper Fighter. The voices are barely comprehensible, but overall this cart's a Champion among Sega fighting games.

Graphics	Sound	Control	FunFactor	Challenge
5.0	4.0	5.0	5.0	ADJ. Adjustable

$69.95	Beat-em-up
24 megs	Side- view
Available now	Two players
Rated: MA-13	Unlimited continues

SF II Special Champion Edition includes Hyper (Turbo) Mode and Champion Mode. Hyper has more moves and 10 selectable speed settings!

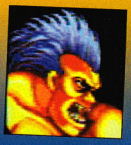
Tour the globe and take on 12 World Warriors. You can even play as the bosses, plus play character versus the same character!

The Versus Battle enables you to handicap each fighter, select the background scenery, and disable individual special techniques.

A Complete Fighter

The 12 World Warriors, including the bosses, are at their prime in this cart. You get almost every single Champion and Turbo move found in the arcades, from Flipping Neck Breakers to double-hit Flash Kicks to Yoga Teleports. However, don't expect to find any of the classic Champion Edition Re-Dizzy combos. M. Bison has been toned down, and his Scissor Kick now has a combo-killing pause.

The action's as fast and furious as ever. In fact, Special's so speedy that it has 10 selectable speed settings built into the cart, whereas the SNES Turbo's highest speeds are only accessible by using a secret code. Even with all this speed, fighters won't experience unnecessary slowdown anywhere! Remember, though, your reactions will have to keep pace with the speed setting – the higher the speed, the quicker the reactions.



In Fighting Color

With the Genesis' hardware limitations (64 colors on-screen at once, as opposed to the SNES's 256 colors), it's impossible to compare the Genesis CE to the coin-op or the SNES versions. Don't be surprised to see loss in the color shading. The visuals have a somewhat grainy look to them and aren't as sharp as the SNES pix, but they blow away other Sega street fighters. Overall, SCE puts on a better show of graphics than you'd expect from any Genesis game.

Shoryu-What?

Working with the same hardware limitations as the graphics, the Genesis' sounds won't be as strong as those found on the SNES or the coin-op. SCE's worst failing is its garbled voices. If you stuck the actors voices underwater and ordered them to scream out the Street Fighter lines through a string-and-cups kiddie phone, they'd sound better than they do on the Genesis. The voices are so bad that many of the classic arcade misinterpretations actually sound correct! (Some people used to think Ryu and Ken's "Shoryuken" was actually pronounced "All You Ken" – now it really sounds like that!)

While the voices knock the overall sound effects down a notch, the rest of the audio is good by Genesis standards. The music comes off decently, and there's so much variety that you won't mind its grainy quality unless you're used to the awesome SNES sounds.

PROTIP: All the moves and combos from GamePro's Street Fighter II ProStrategy Guides (September and October '93) and from the All-New Street Fighter II Strategy Guide book (on sale November 16) work in Special Champion Edition.

Hyper Fighting Forever

Without a question, doubt, or hesitation, the Super NES version beats out the Genesis edition by virtue of better graphics and sounds. If you don't own an SNES, though, Special Champion is the top-ranked Genesis fighter in town.

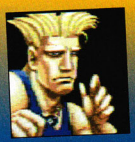
HOT MOVES

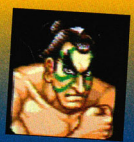
Chun Li has a new Fireball, but Dhalsim can Teleport out of its way.

Bison Scissor Kicks over Guile's Sonic Boom. What do you know...game imitates art, art imitates game!

E. Honda and Blanka get vertical with their new moves.

Sagat can put out the flame of Bison's Psycho Crusher with a well-timed deep Tiger Knee if he starts the Knee too late, he'll get scorched or trade hits!





STREET FIGHTER II

SPECIAL CHAMPION EDITION

HYPER COMBOS

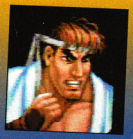
Chun Li's super deep Toe Tap/Whirlwind Kick combo puts Balrog on ice!

Even little-known arcade moves are programmed into this cart, such as Zangief's jumping Strong Stomach Crunch. Use this move to shock the enemy with a one-hit Dizzy!

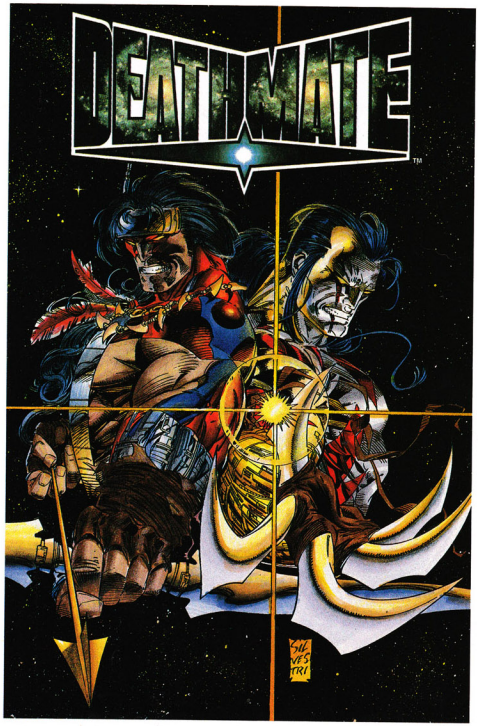
Ryu and Ken can two-in-one a Fierce into a midair Hurricane Kick.

ALL-NEW GROUP BATTLE MODE

The new Group Battle option is a two-player fight fest, where you and a friend each draft up to six characters and fight it out in one-round bouts to see who has the best skills using all the World Warriors. You can even enable and disable specific Special Techniques. In Regular Mode, you go straight down the line and match fighter #1 vs. fighter #1, #2 vs. #2, etc. In Elimination, the winner keeps his victorious fighter and the loser brings in his second challenger. This continues until all fighters are eliminated.



THE END OF THE WORLD IS IN THE CARDS.



Introducing DEATHMATE: The card collection.

The saga of the DEATHMATE universe, the ultimate crossover by Valiant and Image, is coming to trading cards this fall in an unprecedented two-part set by Topps and Pyramid. The Pyramid cards feature the best of Valiant DEATHMATE Yellow/Blue and the Topps cards feature the best of Image DEATHMATE Black/Red. Plus, both sets showcase exciting new art and unique chase cards. So find out what the future of the universe holds at your local comic retailer.

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VALIANT image

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{Please, please, please, PRACTICE.}

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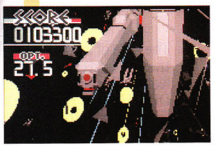
Of course, the galaxy's greatest game technology is on your side: Sega CD. Which should help even things up. (SEGA CD also makes those Grayzon battle cruisers even more awesome. Yeah, you better start practicing. Today.)



If this picture was moving, you'd see the forward-scroll action, advanced polygon graphics, enemy battle cruisers and incredibly annoying missiles and lasers.

OBVIOUSLY THIS IS A LITTLE MORE IMPORTANT

Sure, you get your Forward Beam, your Wide Beam, your Phalanx Beam. But how 'bout a Graviton Bomb? An Anti-Matter Bomb? Choose your weapons.

The CD-quality look is so realistic and three dimensional you may forget it's just a game. But then you'll remember that pile of dirty laundry.

The multi-electromagnetic intakes of the drive system give the SA-77 Silpheed craft its distinct profile. But you probably already knew that.

Only a game for Sega CD could have such cinematic graphics, or so many levels, or such vibrant sound. (Our inter-galactic enemies would be proud.)

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ROBOCOP 3

By Manny LaMancha

New Detroit's being overrun by crime, and there's only one warrior who's man enough...err machine enough...to save the day – Robocop. Hope you're as tough as he is, or you won't survive this man of metal's latest adventure.

PROTIP: The Single-Shot Gun is good for taking enemies out at a distance. The Three-Shot is best to tag snipers in windows. The Flamethrower quickly dispatches bad guys.

Coppin' an Attitude

Robocop's mission is simple – grab a few weapons and take to the streets, where the battle between the Splatter Punks and the Rehabs is raging out of control. The Motor City's nastiest citizens are packing major heat – guns, laser rifles, and other heavy metal. With some heavy-duty ammo of his own, such as Single- and Three-Way Shot Pistols, Lasers, Famethrowers, and Missiles, Robocop goes toe-to-toe in this fire-fight.

PROTIP: It's better to jump over this metallic menace than get caught in his crossfire.

The game play is simple: shoot everything that shoots at you. The controls are fairly straightforward, although it's somewhat difficult to direct Robocop's fire, especially diagonally.

PROTIP: You've got limited ammo for each weapon. Spare Clips go into the active weapon. Before you grab a Resupply Icon, activate the weapon that needs the most ammo.

Don't overlook the occasional Energy Pack that boosts Robocop's health and ammo – you're gonna need 'em. This six-stage street war is as intense as it comes, which is somewhat of a problem. Like Ocean's original SNES version of the cart, this game throws everything at you. There are sections that even expert gamers couldn't get through without taking damage. In some sequences, like those in the elevator, enemies shoot at you from offscreen, which makes it almost impossible to hit your adversaries. Even on the Easy setting, this game is gonna be too frustrating for most beginning gamers.

PROTIP: Toward the end of Level One, stay near the center. The screen is transverse here and forth more easily.

PROTIP: To avoid damage, try to jump over motorcycles.

The graphics are ported over straight from the SNES version and are below par for the Genesis. Although Robocop's a large sprite and moves smoothly, there's nothing breathtaking about the background scenery. (Not that you have time to worry about how things look!) Some crystal-clear sound samples heat up the action, though.

PROTIP: If you already have a full energy meter, don't bother grabbing a Recharge Icon. Instead, move to the right side of the screen to see if you can draw some enemy fire. Take out the enemies, then return to restore your health.

PROTIP: Keep moving! If you stay in one place too long, enemies draw an easy bead on you.

Impossible Dream

The beginning of Robocop 3 looks a lot like the original Data East arcade hit. However, by the time you finish, you'll feel like you're in one of those bad dreams where you can't move fast enough to outrun the people attacking you. Avoid this nightmare, unless you like fighting against impossible odds. G

Genesis Game ProFile

Robocop 3

(By Flying Edge)

If impossible odds are your thing, this shooter will be your best buddy. Otherwise, avoid the strain on your heart and look elsewhere.

Graphics	Sound	Control	FunFactor	Challenge
3.0	4.5	3.0	3.0	Expert

$49.95	Six stages
Available November	Side view
Action/adventure	Multi-scrolling
One player	Limited continues

ALL YOU NEED TO KNOW ABOUT "SHOCKOLOGICAL TECHNOLOGY."

He's a little bit whacko and a few volts short of a circuit. But when it comes to "Shockological Technology," Dr. Shock wrote the book. And now that his creation is finished, he's ready to shock the world. Wanna come along for the ride?

Robocop vs. The Terminator

By Scary Larry

The two monsters of big-screen mayhem are here in this bloody rendition of the Dark Horse comic. Robocop vs. The Terminator is a thrill-a-minute ride down a bloodstained alley.

Metallica

Those two butt-kickin' 'borgs of movie fame are back. Robocop in your search for the Terminator, your quest will take you through the streets of a futuristic slum, the OCP offices, a toxic warehouse, and more.

PROTIP: Sometimes power-ups are behind or to the left or right of arrows.

PROTIP: If you die with a weapon in your hand, you lose the weapon.

PROTIP: The Endoskeletons and Terminators rise twice before dying.

You start off with your standard-issue rapid-fire Pistol, but along the way you'll pick up Rifles, Flamethrowers, and Homing Bullets. You're going to need them against an army of rifle-toting, bomb-throwing henchmen, who litter the landscapes. There are also tasks you must accomplish, like rescuing hostages, or tiptoeing around toxic sludge. At the end of each stage you must face a boss. They can be as tame as an overweight thug, or as lethal as the Terminator. Expect the ED-209 (the two-legged Robocop nemesis) to make an appearance, too.

PROTIP: There is a secret OCP office to the left of this line. Jump toward the wall and fire, and you're in. There are three 1-ups in this secret room, and you can return again and again for them.

PROTIP: If you get Homing Bullets, shoot up and jump. The bullets will hit any enemies above you.

There are some secret rooms with 1-ups that'll allow you to maximize your game play, but you may not even need that as this game is pretty easy. Intermediate gamers will breeze through this one with a little patience.

Shining Armor

The graphics in this game are awesome, if you can wade through the gore and still see the score. Every enemy is quick, destructive, and realistically illustrated. The backgrounds have neat little touches, like Robocop's face on the TV screens.

The music is standard background noise, but the sound effects (the agonized screams of the bad guys to the metal movement of an opponent) are absolutely outstanding.

The controls are basic. One button shoots, another jumps, and another switches weapons.

PROTIP: To kill off the ED-209, jump and hit it in the face with any powered-up weapon. When you jump, you'll end up hanging from the bar above the stage. Jump down and crouch on the barrel while firing at the ED-209. Then jump again to avoid its bullets. It will break, and you'll have to hang from the bar and shoot down diagonally at its legs.

PROTIP: Before you jump from a ladder, point down and spray below you with bullets to take out waiting thugs.

If I Only Had a Heart

This plasma-spewing side-scroller will put some people off with its graphic violence (women in garters get torn apart by bullets, and in some stages bosses are gunned down to pieces), but it still remains a basic run-and-jump shooter with great graphics. It'll be Robocop vs. The Terminator vs. the World!

Genesis Game ProFile

Robocop vs. The Terminator

(By Virgin)

This one's for all you blood 'n' guts maniacs. Robocop vs. The Terminator is a wild trip with great graphics. It puts the action back in action/adventure games.

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.0	4.5	4.5	INT.

Intermediate

$59.	Action/adventure
16 Megs	One player
Available October	Multi-scrolling

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ZOMBIES ATE MY NEIGHBORS

By Toxic Tommy

Zombies Ate My Neighbors is an action-packed monster-mashing shoot-em-up that has slithered out of the SNES and into the Genesis. One or two players fight Zombies and other famous movie monsters who have overrun 48 lengthy labyrinthine levels and seven hidden bonus levels!

Tongue's Horror Show

As in the low-budget horror flicks to which this game pays tribute, the story line is simple and sinister. Dr. Tongue has brought a bunch of B-movie monsters back to life. Now you must get them before they eat you, and your neighbors.

Zeke and Julie: Go monster mashers!

PROTIP: If a Blob slimes you, you're damaged but temporarily invincible.

Genesis Game ProFile

Zombies Ate My Neighbors

(By Konami)

This cart's monstrous fun, with 48 levels and every B-movie monster included. It's not scary, but the challenge will keep your thumbs screaming for mercy.

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.0	4.0	5.0	INT. Intermediate

Price not available	48 levels
8 megs	¾-overhead view
Available November	Passwords; Supports
Shoot-em-up	six-button controller
Two players	

On each level, you have to use your head (if you don't lose it first). You must save at least one potential victim, such as a Cheerleader, a Baby, or a Backyard Barbecuer, or the game's over. You start with 10 victims per level, but that per-level total drops when a monster eats a victim.

This dude's in hot water!

PROTIP: Bazookas can blow through cracks in walls, bust through weak spots in hedges, and knock down doors.

The monster-whacking weapons are imaginative. Your standard sidearm is an Uzi Water Gun. Additional creature-beaters include Tomatoes, Soda Six-Packs, and Crosses. The cart even supports Sega's six-button controller, which makes cycling through weapons a breeze. However, the regular Genesis control pad can make you stumble as you try to switch weapons at critical moments.

PROTIP: Clown Decoys are best against Chain Saw Maniacs.

PROTIP: Save life-restoring First Aid Kits until you absolutely need them.

PROTIP: Silverware and Plates destroy Mummies.

When you're in a jam, try to find Potions. You can score temporary invincibility as the "Ghost Kid," or become a teenage werewolf.

Monster Sights and Sounds

Zombies features dynamite graphics. Gillmen, Pod People, Chain Saw Maniacs, Werewolves, Mummies, and Flying Saucermen ought to dredge up major monster-movie memories.

Zombies' cool sounds will give you the creeps. The undead babble incoherently, werewolves howl ferociously, and your neighbors cut loose horrific screams.

You use a great-looking ¾-overhead view to run and gun through the beasts. The game's crisp controls enable you to weave through the monstrous hordes with great open-field moves. You can even pull football moves, like cutbacks and body fakes.

You're a Teenage Werewolf!

PROTIP: Warning! Tourists become Werewolves after dark.

Calling All Monsters

Zombie

Plant Creature

Pod Person (They look like you!)

Crazy Ax Kid

Mummy

Monsters in Your Socket

Zombies Ate My Neighbors is more fun than a casket full of corpses. If you want to brush up on your monster lore without the gore, Zombie out with this cart. G

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...KICKS DR. MACHINO'S™ BUTT!

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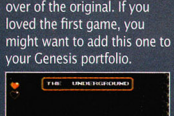
By The Unknown Gamer

If you've played Ocean's SNES version of The Addams Family, then you've probably seen most of the action in this Genesis game. Addams Family for the Genesis is an almost exact port-over of the original. If you loved the first game, you might want to add this one to your Genesis portfolio.



PROTIP: To find a 1-up and four money power-ups, start from the door of the Addams Mansion. Move right and drop into the hole in the ground. Head right and bump Thing's Box. Then, head left and walk through the secret passage into a room storing all the goods.

Gotta Thing For You

Gomez has big trouble on his hands. Scheming conniver Abigail Craven has brain-washed Uncle Fester into helping her steal the Addams' hidden family fortune. Gomez must now search for his missing family members and restore Fester's memory before it's too late.

PROTIP: Tricks and tips that worked in the SNES version of the game also work in this version.

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PROTIP: From the door of the Addams Mansion, walk left and jump up on the executioner's platform to grab the Fez. Fly up to the left chimney, drop inside, and proceed right until you reach a room with lots of 1-ups.

The Addams' action is classic hop-n-bop in the tradition of Super Mario Bros. As Gomez searches the Addams Mansion for his missing clan, he's attacked by hordes of creepy crawlers, which he disposes of by jumping on them. Each area of the Mansion has secret rooms, hidden passageways, and other delightfully spooky surprises. Fun power-ups include a Fez that makes Gomez fly and Running Shoes that make him faster. When Gomez reaches certain rooms in the Mansion, he fights bosses, collects missing Addams Family members, and earns a password.

PROTIP: Inside Pugsley's Den, climb the stairs to the upper left-hand corner and push Up. A hidden door appears that leads to an area called Behind the Stairs. Each of the rooms Behind the Stairs is filled with power-ups.

Addams Advantage

Gomez walks, jumps, and climbs with his typical great gusto. The controls are straightforward and easy to use. This doesn't make The Addams Family a snap, however. Gomez dies easily, and the game play's probably too frustrating for most beginning gamers.

PROTIP: To reach Pugsley's Den, go into the Main Hall and walk left until you're standing directly under the first door. Push Up and a secret door opens that leads to Pugsley's Den.

PROTIP: When Gomez dies, he ends up on the Continue Screen. Walk left past the door and you'll enter a hidden room with four 1-ups.

Despite tiny sprites, Addams Family's graphics are appropriately ooky and kooky, with cartoon-style animation. Although there's nothing groundbreaking, it doesn't matter. The game's focus is on the game play and finding the secret surprises. Sinister tunes and creaky sound effects only help to add to the ambiance.

Neat! Sweet! Petite!

The Addams Family is a highly entertaining game that plays as well – exactly as well – as it did on the SNES. Genesis owners who've never played the game will enjoy roaming through the Addams Mansion. Those who've seen it before might as well Lurch in the other direction. G

Genesis Game ProFile

The Addams Family

(By Flying Edge)

They're creepy and they're ooky, mysterious and spooky, and as entertaining as ever in this Genesis portover from the SNES.

Graphics	Sound	Control	Fun Factor	Challenge
4.0	4.5	4.5	5.0	INT. Intermediate

$49.95	One player
8 megs	Side view
Available October	Multi-scrolling
Action/adventure	Passwords

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& The Fortress of Doom

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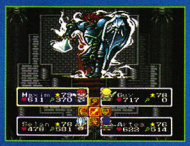

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GENESIS PROREVIEW

By The King Fisher

It's the year 2020, and baseball is king in America, as well as in the rest of the world. Sound a little far out? Well, thanks to Electronic Arts, it's not. The NEO•GEO smash arcade hit, Super Baseball 2020, has been converted to the Genesis and it packs all the excitement of the original.

Cyber Baseball

Super Baseball 2020 is a stadium-rockin' one- or two-player, ¾ overhead-view baseball game. The basic baseball mechanics are essentially the same as the real thing, but there are major changes in the players, the fields, and the ground rules, which jack up the action considerably.

The first noticeable differences are the Robo Jock lineups. You get 12 teams, which include all-male, all-female, and all-robot squads, as well as some mixed-player teams for balance.

Next, the speed and power of all the players are pumped for premium performance. A Turbo Speed button enables runners to rocket down the line, and lets sluggers bash towering 900-foot home runs!

The field configuration has evolved to make the most of the high-powered offense. Fair territory has expanded to include most of the playing field and most of the stands.

Genesis Game ProFile

Super Baseball 2020

(By Electronic Arts)

Super Baseball 2020 is nonstop, hard-hitting fun that'll leave you screaming for more. No stats to track, no players to pamper, just baseball the way you wish it were…at about 150 mph!!!

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	4.0	4.5	Intermediate

$59.95	Two players
16 megs	3/4 overhead-view
Available now	Multi-scrolling
Baseball	Passwords

Last, but not least, you play for money. Now, before you start thinking some things never change, know that every Hit, Run, and Put Out earns you quick bucks, which you can cash in for power-ups and other game-winning goodies.

Keep Your Eyes and Ears on the Ball

Super Baseball offers smooth-flowing graphics that are colorful and generally well animated, except for some slowdown when multiple players chase a ball. The slick, animated sequences include Strike Outs, Home Run Trots, and rocket-assisted leaping Catches.

The sounds are well above par, even though the techno-rock music gets repetitious. You can hear the whiff of a swung strike, the crack of bat-on-ball, and the digitized voices of umpires calling strikes and outs.

Who's in Control?

As in normal baseball, control is important, and you get nearly total control here. You can check swing, waggle pitched balls on their way to the plate, and steal bases. However, you don't control defensive positioning or outfield play. Most pop-ups to the outfield are automatically caught, requiring no fielding skill on your part anyway. At least this feature works well within the context of the game, and it's a plus for beginners.

PROTIP: Striking out a batter earns a quick Grand. However, when you use the 'bots, each pitch burns fuel, so keep your pitch count down.

PROTIP: Robots run on fuel, so when your robo-pitcher shows signs of wear, replace 'em.

A leaping catch earns $1000.

A Grand Slam

Super Baseball 2020 is a nice diversion from typical, statistics-oriented baseball games. It offers all the thrills and chills of traditional baseball, with some great new twists and outrageous two-player action. In the year 2020, baseball is super! G

PROTIP: Beware of Cracker Land Mines, especially in the late innings of a game.

PROTIP: Pitch the corners for easy Strike Outs.

PROTIP: Catch the opposition by surprise by bunting your way on base with a slugger.

PROTIP: In a close game with a tying run or a go-ahead run on second base, nail a batter. It may cost you $2000, but it also sets up a double play.

Dungeon Explorer II

5 Player Simultaneous Action RPG

SUPER CD-ROM² SYSTEM

YOU CAN'T SAVE THE WORLD
UNTIL EVIL IS DESTROYED.

DUO™

HUDSON GROUP
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1989, 1993 Hudson Soft Co. Ltd. Illustration by Takuhito Kusanagi

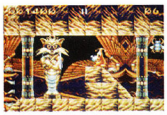
FASTER THAN A SPEEDING BULLET... NOT!

PUGGSY™

You've played these games, you know the score: First there were rapid rodents, then came the manic mammals and now we've got frantic felines. You know you've got the moves to shred the rest, it's time to add brains to your arsenal. Meet Puggsy, he's a goofy little alien with a laid back attitude all his own. But he's in a terrible jam. While catching rays on some random planet, the local bad guys scooped his spaceship. Now he's on a frenzied search through a puzzling alien world; and, as we know, extra terrestrials can't get home without their ride.

Puggsy takes you through 50 plus levels of play, filled with secret rooms, hidden levels and "Easter eggs". With *Total Object Interaction™ (TOI™)* Puggsy actually uses his arms (no rodent's ever done that) to control forty different objects, solving puzzles and zapping over one hundred different alien creatures, as he waddles his way through seventeen bizarre lands. With a multitude of sound FX and tunes, Puggsy takes you on an adventure that's endlessly entertaining.

If you can't find this game at your favorite retailer call: (800) 438-7794 (GET PSYG) to order your copy today.



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CYBERPad's CMOS Microcontroller Programming System lets you create your own deadly combinations for each game. Now you can jump, turn right, and kick with one button. You can even switch any button's function with another (including directions)! Its all your choice.

What's more, only CYBERPad has a 256-bit Memory Module that saves your programmed moves, even after your game system is turned off! For those who take no prisoners, there's also Cyber-Speed Rapid-Firing that shells out up to 27 shots per second. If things get out of control, use Slow Motion to fight your way through.

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GENESIS PROREVIEW

WWF Royal Rumble

By Bro Buzz

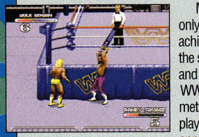
Who cares if wrestling is real or not? It's one of the best brainless spectator events in the country, and as it turns out it's also a pretty good video game.

Is It Real or Is It WWF?

This rowdy game captures all the flash and flair of pro wrestling. Real life WWF standouts star in this show. You get 12 of them, including The Undertaker, Macho Man Randy Savage, and of course Hulk Hogan.

PROTIP: If your opponent climbs onto the turnbuckle, slam into it to knock him over.

There's an outstanding variety of game play – 37 bodacious moves come standard. Each wrestler also has a special move, like Papa Shango's Shoulder-breaker. On defense, you can kick out of pins, roll away, or use that all-time classic – jump out of the ring!



PROTIP: If you fall out of the ring, look for a chair or some other weapon – and use it!

Mastering all the moves with only three buttons is a major achievement. The cart supports the six-button controller, though, and that's the best way to play.

WWF has a well-managed method to its madness. You can play a one-on-one Brawl, a 12-opponent Tournament, two- or three-man Tag Teams, or the outrageous Royal Rumble, where you fight all 12 foes, six guys at a time!

The graphics in this cart are wild and wicked. Bodyslams, eye gouges, suplexes, and choke holds are smooth and realistically intense.

The sounds put on an okay show. The music rocks, and the grunts and body slaps against the mat are plentiful.

WWF Rumbles Royally

If you want a fighting game with a twist (and a bend and a bite), grapple with WWF Royal Rumble. If you don't...well, The Undertaker just might pay you a visit.

PROTIP: Sometimes the edge of the ring and the ropes will knock you down if you walk into them.

PROTIP: If you go for a slam off the turnbuckle and miss, you're temporarily stunned.

WWF Royal Rumble by Flying Edge

Graphics	Sound	Control	Fun Factor	Challenge
				INT.
4.0	3.5	4.0	4.5	Intermediate

$59.95	Side-view
8 megs	Multi-scrolling
Available November	Supports six -button controller
Wrestling	
Two players	

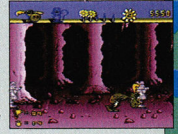
The Adventures of Rocky and Bullwinkle

By Holly Would

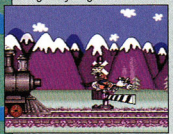
Rocky and Bullwinkle for the Genesis features all of the cartoon's regulars – Boris Badenov, Natasha Fatale, Snidely Whiplash, Sherman and Mr. Peabody, Dudley Do-Right, and (of course) Rocky and Bullwinkle. Although it's a classic cartoon, it's certainly not a classic Genesis game.

Do-Wrong

You start out this game with a choice. You can play the Main Game, choose Sherman and Mr. Peabody's Mini Game, or select Dudley Do-Right's Mini Game. It really doesn't matter which one you choose, because the action in all three is simple and monotonous multi-scrolling stuff. The only difference in game play is length – you get five levels in the Main Game.



PROTIP: In the Upsidasium Mines, head butt the winder of the wind-up toys and they'll stop moving.



Dudley can Do Right by hurdling these train guards.

The enemies you encounter on the way all have predictable patterns, and they're not hard to beat or pass by. To make it even easier, there are no end bosses. Consequently, your arsenal is also simplified. Both characters can chuck Apples at their adversaries and jump. Bullwinkle uses also his antlers to butt attackers, and Rocky uses his tail to ward them off. The adjustable controls make it easy to configure these three moves to fit your gaming style.

This game sticks to the minimalistic graphics and sounds that made the cartoon famous. The graphics are colorful, but they're flat and look much like those in the NES version of the game. Each level is stuck on the same sound track, and there are few effects.

Mr. Peabody throws Bubble Gum to help you beat this fire-breathing dragon.

Tune in Next Week....

If you're a huge fan of the famous duo, you might run to the nearest rental outlet. However, if you don't need to know the answer to "Is it Moose on the Loose" ...or "Boris and Natasha Have the Goods," watch the Moose and Squirrel on TV.

PROTIP: If you slip off a platform, try not to move your Moose. You usually land on a platform down below.

The Adventures of Rocky and Bullwinkle and Friends by Absolute

Graphics	Sound	Control	Fun Factor	Challenge
				BEG.
3.5	3.0	4.0	4.0	Beginner

$49.99	Action
8 megs	One player
Available for rent now; available for purchase early '94	Five levels
	Side-view
	Multi-scrolling

Disney's Beauty AND THE BEAST

Belle's Quest

BREAK THE SPELL

You'll need all of Belle's charm and wit to save her father, imprisoned by the hideous Beast. But to reach him you must first outsmart persistent Gaston. Then journey astride your faithful steed Phillipe, to a thick, black forest maze of wild animals and hidden traps to reach the enchanted castle on the other side. Search carefully for the castle's hidden secrets. Find them all to break the spell and return the Beast to his human form.

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GENESIS PREVIEW

By Uggs the Bugs

How do you fight to the death when you're already dead? That's just a minor dilemma facing the nine murdered martial artists in Eternal Champions, Sega's hot new fighting game.

The Ungrateful Dead

Eternal Champions is a fierce-looking one-on-one fighting game that Sega hopes will match fists and feet with Street Fighter II on the home systems. The post-mortal nine come from different eras, but they share a common experience – premature death. They've all been brought back to life by a powerful supernatural being called the Eternal Champion.

Eternal Champions looks like a formidable contender for Street Fighter II's reigning fighter's crown. Each martial artist showcases their own unique fighting style and has 35 moves, including combos, countermoves, and magical techniques. To add more meat to the action, the monster 24-meg cart will support Sega's six-button controller and the Activator, Sega's body-building peripheral (see this issue's GamePro Lab Report).

Rest in Pieces

The Eternal Champions plan to crash the street fighting block party some time in December, when you can decide if death becomes them. G

Eternal Champions by Sega
Available December

Shadow uses Ninja weapons.

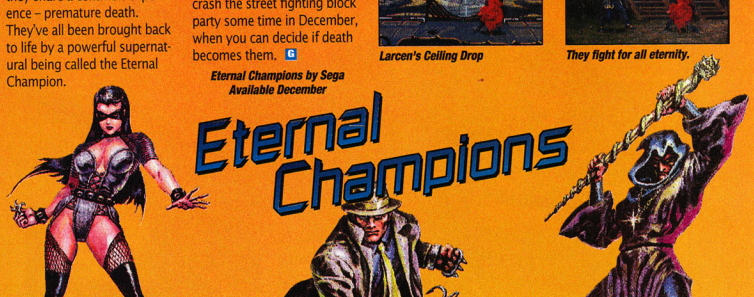
Larcen swings into action.

The Twirling Fan Attack

Check out the backgrounds.

Larcen's Ceiling Drop

They fight for all eternity.



NAME: Shadow Yamato

PROFESSION: Corporate Assassin

TIME PERIOD: 1993 A.D.

FIGHTING STYLE: Taijutsu (the forerunner of modern judo) with Ninjitsu (the art of invisibility).

SPECIAL MOVES:
Shadow Mode – Cloaked in darkness, Shadow becomes unstoppable.
Twirling Fan Attack – This somersault attack ends with a vicious swipe from a razor-sharp fan.

PROFILE: Shadow was the best assassin in the sinister Black Orchid Corporation, until she learned that if a job was not completed to the Orchid's satisfaction, she too would be eliminated. After that, she couldn't bring herself to kill others. Instead, she took a long trip – off a 101-story building.

NAME: Larcen Tyler

PROFESSION: Ex-Cat Burglar

TIME PERIOD: 1920 A.D.

FIGHTING STYLE: Praying Mantis Kung Fu

SPECIAL MOVES:
Ceiling Drop – Larcen can crawl across the ceiling and attack opponents from above.
Swinging Hammer Fists – Hammering fists of fury nail the opposition.

PROFILE: Under the tutelage of a powerful crime boss, Larcen became one of the best cat burglars in the business. There was only one thing he wouldn't do – kill. Larcen rebelled with explosive and suicidal results.

NAME: Xavier

PROFESSION: Warlock/Alchemist

TIME PERIOD: 1692 A.D.

FIGHTING STYLE: Hapkido Cane Fighting

SPECIAL MOVES:
Dragon Trap – Xavier uses his cane to trap victims, immobilizing them for a final deadly strike.
Identity Change – This magical move changes the opponent into another entity entirely.

PROFILE: Xavier's only love was science. He discovered an unlimited source of energy. The people of Salem decided to use the old form of energy...to burn him at the stake.

WILD THING

Disney's Beauty and the Beast

Roar of the Beast

Unleash the untamed power of the Beast! All of his rage and fury are yours to command. Protect your castle from sinister monsters, vicious rats, bloodthirsty wolves and the wicked Gaston. Summon all your strength. Because to free yourself from this inhuman form you must win every battle or be doomed to remain a beast forever.

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Build an insanely over-priced sports car. drive it as fast as possible. And laugh in the face of authority.

{Just don't cry when you're sharing a cell with a big fat guy who picks his nose.}

Break all kinds of laws in one of four European Racers. Integrated video clips give tips on equipment and weather conditions while you try to outrun the cops and race on four different tracks. 3-D animated instructions help you build a model of your car so you can remember what it looks like after you wrap it around a guard rail. Available for IBM on CD-ROM and Sega CD.

The model makes the game better. The game makes the model better.®

The game has tons of cool video clips just like this one. Only different.

LETHAL ENFORCERS

By Slo Mo

Warning: *Lethal Enforcers contains graphic, interactive violence, and it's rated MA 17 by Sega. If you find the thought of shooting digitized images of real actors dressed as urban bad guys disturbing...so long, see ya! Turn this page and don't look back.*

Lethal Enforcer is out in force!

Ready, Aim, Fire!

Having said that, let's all cop to the fact that America loves a good-looking, good-guy gunslinger. It's been ingrained in the culture by such pistol-packing heros as the Lone Ranger, Dirty Harry, and the "good" Terminator.

You can sight in your weapon on the Gun Adjustment screen.

PROTIP: A two-hand grip provides the steadiest aim.

PROTIP: Reload as quickly as you can – after each shot if possible.

In Lethal Enforcers, Konami supplies the gun and the bad guys. You supply the good looks and a steady aim. This is the tightest, mightiest CD gun game around, and along with T-2: Judgement Day, the Arcade Game, it's one of the best gun games for home systems!

Lethal Enforcers made its well-deserved sharpshooter's rep in the arcades. The CD comes bundled with a mean, blue, infrared-light gun, realistically designed after a standard police-issue .357 magnum revolver. You can play a two-player shootout in three ways: with a controller, with two controllers, or with another gun (pink) that you can purchase for $9.95 directly from Konami.

PROTIP: If the bad guy has a hostage, go for a head shot.

You want a story line? Konami makes it easy on ya. The city is overrun with crime; you've got a badge and a gun...period.

You deal in lead, friend. The game features five bullet-riddled levels that are guaranteed to make you sweat. You blast hoods in a bank, on the streets, at the airport, and inside a factory. For a break, you get bonus rounds at the police shooting range. At least here the targets don't shoot back.

PROTIP: When Automatics, Magnums, and Rifle Icons appear, hit them at all costs.

PROTIP: When the action stops between scenes, relax your grip on the gun. It will help steady your aim later.

PROTIP: Listen! If a person says, "Help me," don't shoot!

Sega CD Game ProFile

Lethal Enforcers

(By Konami)

Shoot, shoot. Kill, kill. If this sounds like fun, pick up your firearm here. In fact, the light gun comes bundled with this sharp-shootin' CD.

Graphics	Sound	Control	FunFactor	Challenge
5.0	4.0	5.0	5.0	ADJ. Adjustable

Price unavailable
CD
Available November
Shoot-em-up
First-person view

Side-scrolling
Two players
5 levels
Passwords

Lethal Bad Guys

Shoot Straight

The creeps are ferocious but fair game. You'd better not hit fellow police officers or innocent bystanders, though. Straight and efficient shooting earns you promotions through the five ranks, from Patrolman to Captain, but such meaningless kudos are not why you play this game.

PROTIP: When cars appear, aim at the front and rear windows. That's where the creeps will appear.

PROTIP: Six hits destroy robot guns.

Shooting bad guys is what this CD is all about. Naturally, the bad guys shoot back. Bullet holes in the screen attest to their accuracy, and they never miss. It's Game Over if they get you before you get them. Boss levels include a severe side-view car chase and an intense night-scope shootout. For added firepower, you can shoot icons to nab Automatics, Magnums, Shot Guns, and Assault Rifles. One hit erases any advantage, though.

PROTIP: Unlike real life, anybody wearing sunglasses is a criminal.

PROTIP: Between shots, keep your firearm aimed below the screen. That way it won't obstruct your view, and you can quickly bring it to bear on a target.

PROTIP: Watch the backgrounds. Sometimes you can see the bad guys moving behind cover before they appear on-screen.

PROTIP: Stand facing the center of the TV. The concave shape of the screen will affect your ability to hit goons on the edges.

PROTIP: Two players should divide the screen in half. You take one side while your bud covers the other.

Gun Controls

The controls are simple and surefire. The handgun reacts as quickly as you do. Just like in the arcade version, you reload in this game by pointing the weapon off-screen and pulling the trigger. The controller has the advantage here, since you simply hit C to reload and the pad puts a red-dot sight on the screen. However, with the controller, you have to use the pokey directional pad to move the sight, so having the gun in-hand is significantly quicker.

Bull's Eye and Ear

The digitized graphics are realistic to a fault, even if there's hardly any blood. Bad guys and gals look like low-lifes, and it's unnerving when you shoot a civilian or a fellow officer by mistake.

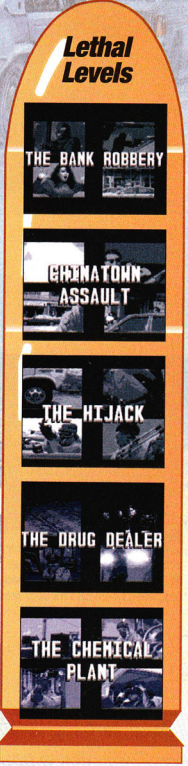
This CD sounds like an urban battlefield. It unleashes great gunfire effects and gruesome grunts when you hit someone. The music punctuates the action nicely also.

PROTIP: Don't ever paint the realistic-looking gun black!

The imaginative night-scope scene requires a sharp-shooting eye.

The Firing Line

No doubt about it, this is a controversial call. If Lethal Enforcers makes you cringe... why are you still reading? If you're concerned with violence in video games, stay away from here. This is not a game for little kids. However, if you're a gamer who shoots first and asks questions later, Lethal Enforcers will keep you trigger happy. G

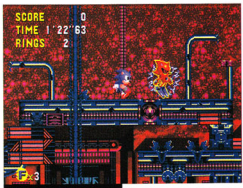


LETHAL ENFORCERS

SONIC CD GOES SONIC

Over 60 levels. Seven zones, three levels each, each level in past, present and future time warps (that's 63, but who's counting?). Heck, we invented Sonic, but it's even hard for us to keep up with him.

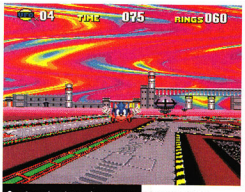
New moves, razor sharp graphics. See Sonic in a vertical spin. See Sonic rev his red high tops. See Sonic grab a pole and fling his way forward. There sure is plenty to see here.



New nasty, Metal Sonic. The little cretin? No, it's not Sonic on a bad hair day, it's the evil Metal Sonic. See Sonic race Metal Sonic to rescue Princess Sally.

So what happens when a Hedgehog goes CD? You get totally new adventures. Totally sharper graphics. Totally new moves. Totally Sonic CD Sound Track with QSound.™ Totally incredible levels — 63 of them. Plus a totally special Special Stage. So is this all the reason you need to get into the Sega CD game system? Totally, yes.

GOES CD



Sonic spins into the screen There's awesome scaling and rotation in the bonus zones, so you can play from Sonic's point of view. You don't get dizzy easily, do you?

Cool Stereo QSound The good news is that Sonic CD has the coolest Sonic sound track ever, composed and produced by Spencer Nilsen. In QSound™ surround stereo.

WELCOMETOTHENEXTLEVEL™

SEGA CD™

Don't miss the madness - Sonic Mania Day, November 23

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Special Feature!

Mortal Kombat vs. Street Fighter II Turbo

Special Feature

It's the fight you've been waiting for! Street Fighter II Turbo vs. Mortal Kombat – which game is the true beat-em-up champion? In this one-on-one competition, anything goes! All SNES and Genesis versions are included, and every Fatality and combo is counted. May the best cart win!

Speaking on behalf of Mortal Kombat is Scary Larry. Slasher Quan is in the other corner defending SF II Turbo. Each of these fightin' game afficionados is passionate about his choice. For the record, the opinions of these two fanatics do not necessarily represent the opinions of *GamePro*. Let the battle begin!

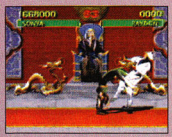
Mortal Means Business

By Scary Larry

1) Number of Characters

In MK there are seven playable characters, two bosses, and a hidden character. You fight against two other fighters in the Endurance Rounds, and there's nothing like that in SF II. What's more, the match-up of fighters is random in Mortal, unlike the stiff linear match-ups in SF II!

2) Special Techniques



Every character has special techniques, ranging from Liu Kang's deadly and impressive Flying Kick to Sub-Zero's awesome Freeze. Any one of these moves would destroy any SF II fighter.

3) Regular Moves

Each character also has a number of regular punches and kicks. They can also execute flying punches and kicks, as well as head butts, knee gutters, and throws. You don't have to know if you're throwing a Strong, Medium, or Mild punch, like you do in SF II. There's only one kind of punch in MK – deadly!

4) Finishing Moves

Forget all the media hype about the dangers of seeing too much violence in games. MK's Finishing Moves are awesome and intact on the Genesis, and nothing comparable exists in any version of SF II. SF II's for wimps and the weak of stomach.

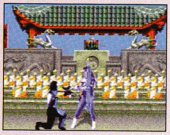
5) Graphics

The digitized actors and actresses in the SNES MK represent the best in video game technology. Great graphics and heart-stopping, gut-wrenching, real-life action add up to a great game. SF II is...well...more like a cartoon, really.

6) Sound, Music, and Voices

You won't hear better digitized sounds than those found on the SNES version. Each character is mentioned by name before a round, and the ominous, menacing voice of Shang Tsung will send chills down your spine (if your spine is still attached, that is). Goro's screams will make you think twice about your fighting abilities. The music has a definite touch of the Orient in it, and every fighter's death screech is vivid and realistic. SF II has a lot of unintelligible yelling, basically.

7) Kombos



Yeah, we got kombos. Maybe not as many as SF II, but enough to get the job done. MK doesn't test you on finesse anyway. They want you for your skills in hand-to-hand bludgeoning, not to see if you can spin upside down and show everyone your underwear.

8) Human Challenge

MK tests the limits of a player's aptitude for learning. If you're one of the uninitiated, you're gonna get rocked when you step into the arena. You do have a chance, though, even if it's your first time. In SF II, a good player will always wipe out a novice quickly. Some would say that makes SF II more realistic, but I say MK gives everyone a chance.

9) CPU Challenge

The computer can smell a first-timer. Even on the easiest setting, it doesn't let up. To those of you who've seen Goro, congratulations. To those of you who've seen M. Bison, so what?

10) Violence...

...And lots of it! C'mon, it's a fighting game! With no fake vomit or cute little "dizzy" stars. You're gonna see some heads roll when you play MK. When you see your MK opponent bearing down for the kill, you'll wish you were a cartoon.

Conclusion

Two words describe SF II: Old School. Face it, Quan, SF II was old before its time. Make way for better graphics, superior sound, and more exciting game play. Shove over before you get the Shang beat out of ya!

Mortal Kombat vs. Street Fighter II Turbo

Street Fighter II Turbo: Still the Champ

By Slasher Quan

1) Characters

Twelve playable characters, more than MK. 'Nuff said.

2) Special Techniques

There are three to five special techniques for each character. Basic types include Charge Motion techniques, Controller Motion techniques, and Rapid-Button Tap techniques. More than MK, right?

3) Regular Moves

Each character has three punch buttons and three kick buttons. Depending on your fighter's position, the moves are totally different! All told, each character has approximately 30 kicks and punches. Since the arsenals are personalized, no two fighters (except Ryu and Ken) are alike, giving the game more personality and strategy. Conversely, MK's fighters are clones of each other. How come Sonya and Scorpion have completely identical moves except for their special techniques? You'll use more strategy fighting your way out of a paper bag than playing MK.

4) Finishing Moves

Admittedly, the Fatality concept is awesome, and Capcom should've thought of it. However, SF II's a good game anyway. Without Fatalities, MK's just another average SF clone.

5) Graphics

SF II's graphics are superior. While MK's digitized graphics are cool, they quickly grow old in comparison to SF II's super-detailed animation. Tons of win and lose stances, hilarious facial expressions, multi-scrolling background effects, great face illustrations, and special digitized artwork after the final fight make this one of the most visually striking home video games ever!

6) Sound, Music, and Voices

A close call, but SF II wins again (especially on the SNES). Although the characters' names aren't announced, almost every other detail is, including countries, round numbers, and special tech-

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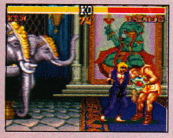
niques. The music is spectacular, and there are more tracks in SF (12) than there are in MK (six). Admittedly, the Genesis SF II suffers from garbled voices.

7) Combos



One of the main reasons Turbo Hyper Fighting is the greatest fighting game of all time is the depth, variety, complexity, and ingenuity of its combination attacks. There are literally too many combos to count, and new combos are found all the time. Comparing Mortal's combos to SF's is like comparing a milk truck to a rocket ship.

8) Human Challenge

Like ol' Scary says, Mortal Dingbat really tests the limits of a player's learning aptitude...if the player has a learning disability. What idiot can't pick up a slow-moving game where the characters have almost identical moves? You could write down all the MK strategies on a piece of confetti. In SF II, the strategies are endless! You'll be bored by MK after a few hundred hours. Whereas, after tens of *thousands* of hours of SF II, you still won't be able to master it!

9) CPU Challenge

With eight difficulty levels to choose from, beginners and masters alike can play for hours. Tons of secret endings add extra incentive to beat the game without losing a round. Maybe seeing Bison is no problem, but defeating his cheap patterns on Level 8 takes more skill than it took to see Goro in the first place.

10) Violence

SF II's not meant to be violent. The blood and vomit are funny! Plus, Mortal players should realize that Dizzies are among the coolest ideas ever to hit a fighting game, and they make the whole system of combos possible!

Conclusion

Mortal Kombat is superb for what it is, but Street Fighter II Turbo is clearly superior in the most important category: game play. Ten adjustable Turbo speeds add whole new dimensions to the Hyper Fighting, while MK's single speed is like Snail Figthting. Mortal's got more attitude and violence, but SF II's got more depth and action. I'd rather be able to play a game for 10,000 hours than play one for 100 hours, rip off a few hundred heads, then get bored and walk away.

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SUPER NES PROREVIEW

By Abutt and Christello

The wait was worth it! Super Empire Strikes Back delivers all the intense action and state-of-the-art graphics you'd expect from LucasArts, the people who brought the highly acclaimed Super Star Wars to a SNES galaxy near you. Fans of the movie won't be disappointed, though novice gamers will quickly be in over their Blast Shield, and everyone will need the Force to reach Darth Vader at the end.

Super Empire's Super Story

If you've seen the flick, you know the game. Luke starts out on Hoth and battles his way through the snow. Han fights his way through Cloud City to meet his Carbon-Freezing fate, and a dramatic duel with Darth looms as the fantastic finish. Extra scenes, new beasts, and never-before-seen bosses add depth to the movie's story line.

If you've played Super Star Wars, you'll still be surprised by Super Empire's game play. LucasArts has made some big changes, including the biggest change of all – the game is much, much harder. Even at the Easy setting, veteran players will find these are hard times for heroes. Luke, Han, and Chewie have some stellar new moves – Han can now roll like an intergalactic armadillo – but it'll take a lot of practice to master even old moves. Unable to make your Jedi jump exactly when and where you want, you're going to spend a lot of time watching your heroes fall through space to their doom.

What's more, you can no longer choose which character you want to play, like you could in much of Super Star Wars. Super Empire has a designated hero for each level. This keeps the game in line with the movie (it wouldn't have made sense for Luke to end up Carbon Frozen, or for Chewie to square off against Vader).

Other changes include some exciting new power-ups called Force Powers. Once you find Yoda on Dagobah, he gives you various Force Powers that enable Luke to Elevate, use Mind Control, throw his Lightsaber, and Heal himself, among other dazzling abilities. The most helpful Force is the Heal power, because it partially restores Luke's Health Sword at critical moments. The most comical is Luke's Mind Control ability, which causes all enemies to turn around and shoot in the wrong direction. The Force Powers are brilliant additions to Luke's already-powerful arsenal, though handling them is harder than shooting Womp Rats back home in Beggar's Canyon.

SNES Game ProFile

Super Empire Strikes Back

(By LucasArts)

The Force will be with everyone in this exciting, gorgeous, and imaginative game. New weapons and a tougher challenge await any Jedi who steps into this super sequel to Super Star Wars.

Graphics	Sound	Control	FunFactor	Challenge
5.0	5.0	4.0	5.0	Adjustable

$59.95	19 levels
12 megs	Multi-scrolling
Available November	One player
Action/adventure	Passwords

PROTIP: Avoid the ice Crystals that form underneath you on Hoth. They inflict the most damage.

PROTIP: Constantly jump in Hoth's Ice Caves to find hidden air drafts that take you to weapon and Health Sword power-ups.

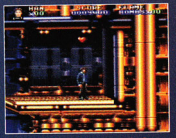
PROTIP: Inside the Rebel Base, don't let Han waste his Grenades by throwing them at Snowtroopers with Shields. Get close to Troopers and their bombs will arc over you.

PROTIP: Have Han shoot the vents in the Carbon Freezing Chamber, or they'll put him on ice.

PROTIP: If you're running low on life in the Snowspeeder stage, circle the snowy field and you'll come across Snowtroopers on bikes. Shoot 'em for Hearts.

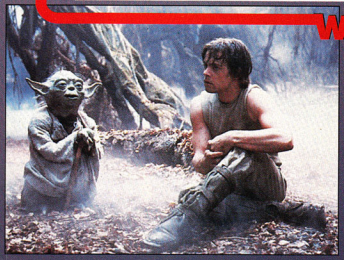
PROTIP: Use the Lightsaber against all small land animals (Hoth Hogs, Dagobah creatures). It's more effective and has greater range. Don't use it against the ice-breathing Hoth Wampas.

PROTIP: In the Reactor Core, keep your Force Power on Heal, and use it whenever your Health Sword is low. Force Powers are inside most cannons.



PROTIP: Check dead ends for Hearts in the Carbon Freezing Chamber.

Super STAR WARS THE EMPIRE STRIKES BACK



Tall, Darth, and Handsome

Empire's graphics will have universal appeal. No detail has been overlooked in the backgrounds or the main character sprites. For example, you can almost see the rivets on those giant AT-AT Walkers, and the heroes are clothed in their appropriate *Empire Strikes Back* attire, which was changed from the first *Star Wars* film. There are also some spectacular Mode 7 flying sequences, including the Rebel attack on the AT-ATs and a melee outside the Cloud City of Bespin. Kaleidoscopic colors show off the SNES's 256-color palette, producing glorious effects.

PROTIP: This Probe Droid just before the Rebel Base can be a problem. If your blaster isn't powered-up, use the Lightsaber to whack at the Droid. Try to hit it from underneath. Don't worry about the sinking ice floes. When you jump off of them, they rebound to the surface.

PROTIP: Don't use the Lightsaber against the ice-breathing Hoth monsters. You'd have to fight in too close, and they'd ice you every time.

PROTIP: Just inside the first ice cave on Hoth is an air duct, where you'll find big Hearts and a weapon power-up.

PROTIP: When you reach this dead end on Hoth, jump up. You'll be rewarded with two lives, and you'll land on invisible platforms.

PROTIP: If you die halfway through the first cave on Hoth, you'll end up here with a Hoth monster breathing down your neck. Use the air duct just above you to reach power-ups.

PROTIP: To knock off the Hoth Ice Monster Boss, stay to the right or left of his mouth and shoot up toward his head. Immediately after he breathes his icy death breath, jump to the other side of the screen and shoot from there. Repeat this procedure until he goes down.

Four Rebel Vehicles

Left to right, from top: Cycles on the Rebel Base, an X-Wing near Bespin, Snowspeeders vs. AT-ATs, and zooming to Hyperspace in the Millenium Falcon.

Super STAR WARS THE EMPIRE STRIKES BACK™

The sounds in this game soar like an X-Wing fighter. Every recognizable effect from the movie has been used here, including voice-overs by Yoda and Vader, growls from beasts, and mechanical chirps from R2-D2. John Williams' resounding theme music swells throughout the game, too, and effectively underscores the action.

Hoth Tauntaun, Will Travel

Despite its control quirks and demanding challenge, SESB is still one of the very best SNES titles of the year. Fortunately, Return of the Jedi should be hitting the shelves by the time you beat Darth Vader. Until then, take it from our little green mentor: Do or do not; there is no try. G

PROTIP: Here's a tip to beat the two-legged AT-ST vehicles in the Ice Field. Shoot them from far away, then fly past them and circle around. The first AT-ST you see will be the last one you were shooting. They can't get a lock on you if you shoot and run.

PROTIP: The AT-ATs in the Rebel Base require a different attack. The easiest way to down them is to fire a harpoon when you're close, then immediately swing to your right to circle. If you come too close to the AT-AT, jerk your joystick to the left or right just a little. You'll hear a noise each time you pass. Make three complete passes to bring down the AT-AT.

PROTIP: To destroy this AT-AT Boss at the end of the Ice Field, knock off the flying Stormtroopers first. Then explode a Thermal Detonator (if you have one) when you reach its head. If you don't have one, go after the guns one by one, beginning with the gun on the left.

PROTIP: To get rid of this pesky boss outside the Rebel Base, shoot the gun turrets in the front and back, then go for its swinging spiked legs. Roll whenever the legs come near you.

PROTIP: To get rid of the large Swamp Worm at the end of Dagobah, shoot out his eyes and nose. When you're done, every shot you make will decrease his life bar. Use the Heal Force Power to regain some life if you're low.

PROTIP: Use the 2-up loop in Dagobah to maximize your lives. Just after the first set of rocks (where you can find many of the Force Powers) you'll see a second set of rocks. Climb to the top rock and use your Lightsaber to thrash the air. You'll find a weapon power-up and two 1-ups. Now die and repeat the trick to get another life.

PROTIP: To take care of this AT-ST at the end of the Rebel Base, roll under him and blast him from behind. A Shield at the far right of the screen helps you out.

PROTIP: You must find the Elevation Force Power in the Dagobah Stage. Once you have this Force Power, you can fly through the stage and discover the rest of the Force Powers. If you have the Elevation Power at the beginning, go straight up to find a lot more.

Four Enemies in the Empire

From top: The Ice Boss on Hoth, Spiders in the Rebel Base, the Dagobah Boss, and the Ugnaught Factory Boss.

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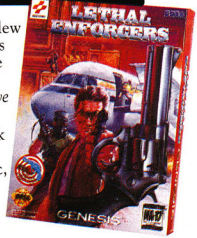

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Daffy Duck: THE MARVIN MISSIONS

By Lawrence of Arcadia

Fans of Warner Bros. cartoons are in for a treat with this new side-scrolling game. Daffy Duck: The Marvin Missions may not be as easy to play as the cartoons are to watch, but you'll still enjoy this boisterous game.

A Few Green Men

Marvin the Martian has some pretty disastrous plans for Earth. First of all, he wants to populate it with huge, green Martians, which he gets from freeze-dried pellets. Pushy little fellow that he is, he's still no match for the half-wit of Daffy Duck as Duck Dodgers!

PROTIP: See a space you can't get into? Try turning around and firing low. Shooting your gun propels you backward and will shoot you into the space.

PROTIP: When you're surrounded by two Martians, Freeze one, then turn around and Freeze the other. Now turn back, and work on offing the first Martian.

PROTIP: Try Duck Walking through walls. Not everything is as solid as it seems.

PROTIP: Beating the first Marvin Boss takes timing. Shoot at his cockpit from below, but be careful not to get nailed by the metal appendage he waves at you. Jump back to the left when the arm swings near, then jump to the right again when the arm swings your way.

In Daffy Duck: TMM, you'll travel through 20 levels blasting Martians, rock monsters, and robots of all sorts. You also contend with falling rocks, slippery ice, lava pools, and bottomless chasms. Fortunately, you can find strewn throughout the stages weapons, extra lives, Continue Gems, and fuel for your jetpack. Plus, each enemy you destroy yields money bags, which you can then use between rounds to purchase weapons (a Freeze Gun, an Electricity Gun, an Antimatter Pistol, or a Bomb Gun) and fuel for your jetpack. You can also purchase extra lives, Continue Gems, and a Nutty Attack (a screen-clearing Loony frenzy).

At the end of each level, you square off against mini-bosses, who prove to be more formidable than they look. Sometimes it's just a pair of Martians, other times it's two-headed fire-breathing dragons, cyborg Martians, or killer forest creatures. At the end of each stage, you'll square off with Marvin, who's trying his hardest to put roast duck on the menu. Don't judge Marvin by his size, though, 'cuz getting past him will frustrate even the toughest gamers.

PROTIP: You can jump into some Lava Falls without singeing your feathers.

Looks Ducky, Sounds Quacked

Daffy's fine-feathered graphics fly. The backgrounds in this game are reminiscent of Death Valley Rally, another Sunsoft/WB title. You'll find cool background scenes on the Ice Meteor and in the Lava Pools, and Daffy and Marvin look like they just came from the cartoon set. The Martians also look just like their cartoon counterparts, but the other not-cartoon-related characters, such as the rock monsters, bugs, and dragons, just don't fit.

The music in this cart will make you Daffy, if not downright Looney. It's the same

SNES Game ProFile

Daffy Duck: The Marvin Missions

(By Sunsoft)

It's Duck Dogers of the 24th and a ½ centurreeee! If that doesn't get you jazzed to play this tough Looney Tunes action game, then you're daffy.

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	3.5	4.5	Expert

Price not available
8 megs
Available December
One player

Multi-scrolling Action/ adventure
20 levels

Daffy Duck
THE MARVIN MISSIONS

theme over and over again, with little variation. The other sounds, like Daffy shouting "Duck Dodgers" or letting out a pitiful "Mother!" are very clear, and they help to keep the game's humor alive.

PROTIP: Swim past the dangerous Looney fish in the water levels. Destroying them takes too much time and ammo.

PROTIP: When you get into this room, shoot the gear above you quickly. Don't let up until the screen fades out.

Control Tower Calling Daffy

Unfortunately, this game's controls have real problems. The main character sprite doesn't always land where you want him to, which is trouble in a game featuring bottomless gaps. Daffy also has an annoying habit of bouncing backwards when he fires. Consequently, if you're near the edge of a cliff, it's bye-bye Duck. There is a Shield motion to protect you from enemy shots, but using the Shield and the Gun simultaneously requires some serious finger crossing.

Daffy gets ready for takeoff!

Daffy is looking for a few green men.

"Mother!"

PROTIP: In the Forest, check your map (press Start) repeatedly. It will save you time and keep you from wandering aimlessly with a low life bar.

Daffy Fits the Bill

If jump-and-shoot gaming is your style, you'll love Daffy Duck. There's enough action here to keep you glued to your set, just like the old Saturday morning cartoons. You'll also find that beating this game is no easy (webbed) feat, so you'll get your money's worth in game play time. G

PROTIP: When you face the water-level Marvin, try not to hit the Gum Ball Machine, which throws Martian-inducing pellets into the water. Instead, aim for Marvin.

Duck Dodgers in the 21st and ½ Century

PROTIP: Save your money for Continue Gems and Freeze Gun. Both will help you get out of tight situations.

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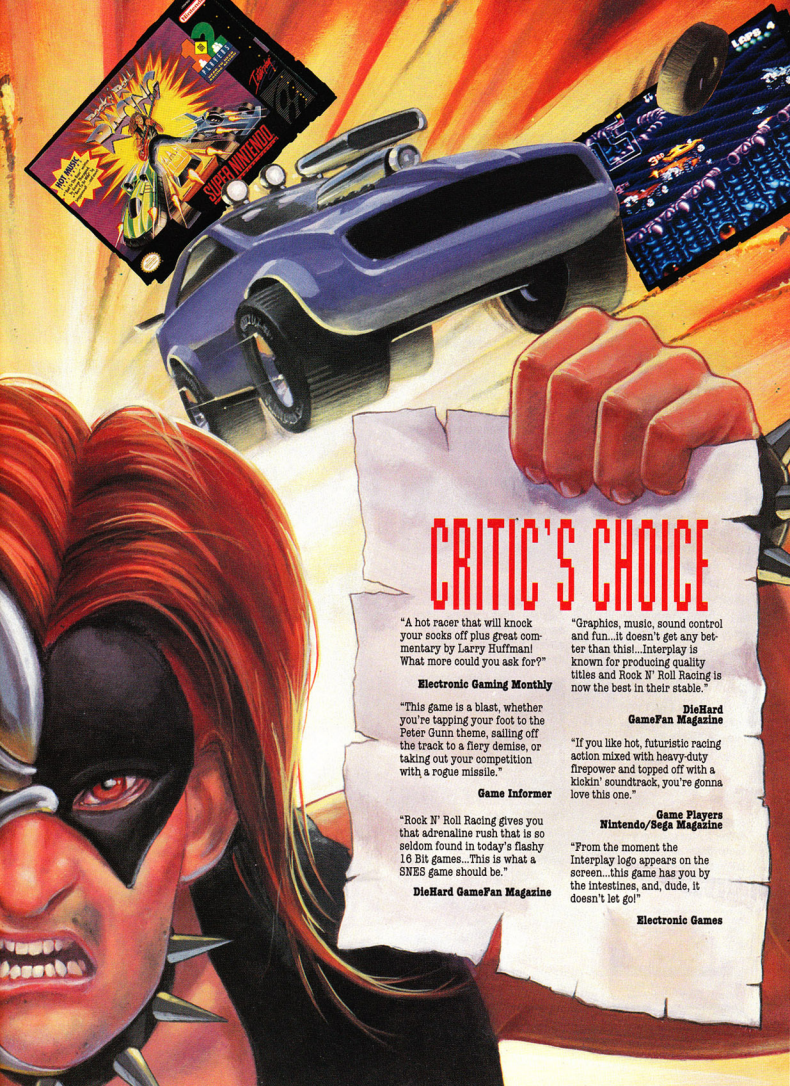
ROCK N' ROLL RACING
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SUPER NINTENDO
CRITIC'S CHOICE
"A hot racer that will knock your socks off plus great commentary by Larry Huffman! What more could you ask for?"
Electronic Gaming Monthly
"This game is a blast, whether you're tapping your foot to the Peter Gunn theme, sailing off the track to a fiery demise, or taking out your competition with a rogue missile."
Game Informer
"Rock N' Roll Racing gives you that adrenaline rush that is so seldom found in today's flashy 16 Bit games...This is what a SNES game should be."
DieHard GameFan Magazine
"Graphics, music, sound control and fun...it doesn't get any better than this!...Interplay is known for producing quality titles and Rock N' Roll Racing is now the best in their stable."
DieHard GameFan Magazine
"If you like hot, futuristic racing action mixed with heavy-duty firepower and topped off with a kickin' soundtrack, you're gonna love this one."
Game Players Nintendo/Sega Magazine
"From the moment the Interplay logo appears on the screen...this game has you by the intestines, and, dude, it doesn't let go!"
Electronic Games

ActRaiser 2™

By Monty Haul

The ActRaiser's back, and it's sharper than ever. Continuing the story of a holy guardian who'll stop at nothing to rid the world of demons, ActRaiser 2 is side-scrolling heaven on SNES earth!

The Guardian Angel's your pal. She gives you passwords as a safety net.

Demonic Destiny

Weighing in at a fairly hefty 12 megs, ActRaiser 2 is packed with more than enough action, striking graphics, and masterful music to satisfy fans of the original cart. Although the controls could have been more precise and the challenge a little more down-to-earth, this sequel's an eyebrow-Raiser.

PROTIP: Press L or R while walking, and you'll stand still in a defensive stance.

Super NES Game ProFile

ActRaiser 2

(By Enix)

Fudgy controls don't stop ActRaiser 2 from topping its predecessor with more elaborate graphics and some of the most gruesome side-scrolling enemies ever.

Graphics	Sound	Control	FunFactor	Challenge
5.0	4.0	3.5	4.5	ADJ. Adjustable

$54.95	One player
12 megs	Side-view
Available November	Multi-scrolling
Action	Passwords

The Mode 7 demo takes you on a tour of the world.

The demon Tanzra just can't keep his bloody claws off your world, and now he's been revived by his 13 loyal demons. This terrible tag team has split up and spread war, famine, and natural disaster to 14 cities, meaning you've got 14 demon stalking Acts ahead of you!

Pass the ranch dressing! When too many enemies are on the screen, ActRaiser 2 is a slow-down salad.

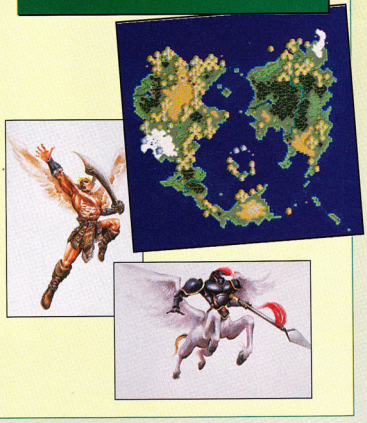
PROTIP: To beat the Benefic Snake Mid-Boss, block with the Shield, wait for a Fireball, strike, and then immediately hold up the Shield again.

As the World Burns

Although the role-playing Populous-style segment has been cut from Act 2, you still get a spectacular overhead view of the world, and you can cruise through the sky in your Air Palace in search of demons. You control three altitudes with the L and R keys, and Mode 7 zooms you in for a closeup of the surface or zooms you out for the big picture. When you find a hotspot, the game transports you to side-slashing action.

PROTIP: Stand on the platform to avoid getting swept away by the current, then pound on the Benefic's Snail Boss with magic.

The World of ActRaiser 2



ActRaiser 2™

Unlike other hack-em-ups, ActRaiser 2 has a surprisingly captivating story line. In one sequence, a beautiful Queen, who was jealous of your powers, betrayed you to the demons. Her corruption was her downfall, however, and the demons blasted her kingdom to the bottom of the sea. You must slay the Queen and her foul horde to save the innocent civilians and restore the land to its natural state.

PROTIP: Pain is in the eyes of the beholder! You must cut this bugger down to size by hopping back and forth between platforms and hacking away at his pupils.

A Wing and a Slayer

This time, the Master (your character) is all decked out with a spiffy pair of Pegasus-style wings to add frills to his solid arsenal of cold steel and magic. He can glide like the breeze, and even sword-slash while gliding! Unfortunately, the glide controls are hard to pick up and not totally reliable, though this doesn't hurt the game too much.

PROTIP: Make short, precise Glide jumps to survive when the rock platforms give way in the Almetha Volcano.

Overall the action is excellent in ActRaiser 2, but there is some painful slowdown when too many enemies crowd the screen. In fact the game seems to move a bit slowly in general – a dashing move would have been a nice addition to pick up the pace.

PROTIP: The Queen of Altheria's got a fire of jealousy you'll need to put out.

PROTIP: If a fire embankment looks like it's in the foreground, play it safe and soar over it.

A Hard Act to Follow

With the return of big-name composer Yuzo Koshiro to the Copyright Screen, one expects nothing less than audio excellence. Those expectations are almost completely fulfilled. The classical-sounding scores rock during battles and soothe the savage beast during times of tranquility. The only major letdown is the rerun of some tracks and effects from the first Act.

PROTIP: Gluttony's one hungry demon. Too bad his mouth is so wide that you can fit a sword down his gullet.

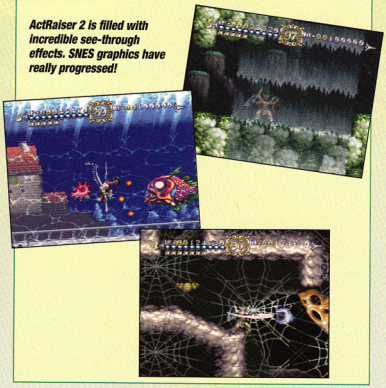
The visuals are a big, bold step in the right direction. While the hero's character sprite could have been larger, that's not a concern you'll have with the horrific-looking demons. The background textures are exquisite, and the amount of art crammed into this 12-megger is astonishing.

A Hard Act to Finish

Passwords and unlimited continues are your tickets back into the game if and when you die. Even Easy Mode is hard, but don't let that deter you from taking your best shot. The rewards are well worth it. Don't pass up this cart just because you don't understand the name. When all is said and done, you'll kick yourself if you miss Act 2. G

Great Translucent Effects!

ActRaiser 2 is filled with incredible see-through effects. SNES graphics have really progressed!



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Hey Dr. Grant! Never underestimate your opponent... Especially when he's 20 feet tall and weighs over seven tons.

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No more plain polygons or simple two-dimensional sprites! Ocean's exclusive, technically advanced graphics engines deliver REAL 3-D dinosaurs in a solid, dynamic and fully interactive universe.

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Triceratops is heading your way! Restore island security and re-arm th voltage gates. Remember: the only good dinosaur is a fried dinosaur.

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SUPER NES PROREVIEW

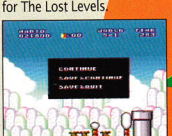
SUPER MARIO ALL-STARS™

By G-Man

Nintendo just revived four Super Mario Bros. masterpieces on one super 16-meg SNES cart. Redrawn graphics, richer sound, and the classic game play we know and love make Super Mario All-Stars a winner.

The cart comes packed with the U.S. versions of SMBs 1, 2, and 3, and a new game from Japan called "The Lost Levels." Although some of the graphic retouches aren't too striking, some of the backgrounds are really enhanced. The music also takes advantage of the SNES sound chip for echo and bass effects. There's even a battery backup to save four separate play files in each game.

Even if you've already played all three classics, you'll still want to check it out for the new A/V experience and for The Lost Levels.



PROTIP: Take advantage of the battery backup to get 1-ups over and over.

SNES Game ProFile

Super Mario All-Stars

(By Nintendo)

Who could ask for more? This is the ultimate collector's cart – hundreds of hours of plumbing game play! It's a Mario lover's dream come true!

Graphics	Sound	Control	FunFactor	Challenge
5.0	5.0	5.0	5.0	INT. Intermediate

$54.95	Two players (alternating)
16 megs	Side-view
Available now	Multi-scrolling
Action	Battery backup

SUPER MARIO BROS.

Number of Levels: 32
Fast Fact: 8-bit NES pack-in

The standard-setter in platform games is back. SMB is still a fun hop-n-bopper after all these years. You run, jump, and Fireball your way through King Koopa's army of mushroom men and turtles. Basic moves, like running and controlling the height of your jump, are introduced. Tons of secrets, 1-ups, and the infamous Warp Zones are all waiting to be found.

PROTIP: Fireworks appear if you stop the Clock's single-digit on 1, 3, or 6. Try starting the big jump the instant the timer flicks from 0 to 9.

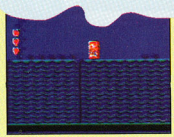
PROTIP: Don't waste your time looking for the Minus Zone glitch – it's been removed! Instead, you'll just warp to World 4.

PROTIP: Here's the classic 100 Lives trick on level 3-1. At the end of the stage, avoid the first Turtle, then jump straight up and stomp the second Turtle on the edge of the third ledge over and over for points and 1-ups!

SUPER MARIO BROS. 2

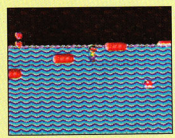
Number of Levels: 20
Fast Fact: Actually based on an Arabian-themed game from Japan called Doki Doki Panic.

SMB 2's unique quality is that you can play as any of four unique characters: Mario, Luigi, Toad, or Princess. This cart also introduces a new enemy, Wart the frog/alligator who has enslaved the world of Sub-con. The game play is totally different from the other SMBs, and it's a great change of pace! Instead of stomping Turtles, you can pull up Radishes by the roots and throw them, use Keys to open doors, and travel into "Subspace" with magic potions. The new strategy elements, hip action, and personality-filled enemies make this one of the best in the series.



PROTIP: Don't throw down the Potion near a patch of grass with only a few weeds on it. To grab maximum coins, look for a patch cluttered with weeds.

PROTIP: Tap the button in a slow, steady, even rhythm to rake in power-ups in the bonus game!



PROTIP: Luigi is the best player, because he can jump almost as far as Princess and his jumps are higher! His bicycle legs propel him over gaps that other players can't clear.

HE'S BACK!

Splatterhouse 3 for the Sega Genesis is the kind of game rating systems were invented for. Check out the screen shots and see for yourself.

So fun you could lose your head over it!

Don't get all choked up!

Get your kicks!

Wear a mask and pack a powerful punch.

Pow! Right in the kisser!

- 16 megs of gruesome graphics!
- Deadly New Weapons!
- 6 levels of monster bashing mayhem!
- Killer special moves!
- Non-linear game play!
- Multiple endings!
- Password support!

Walk on the wild side!

You've gotta have guts!

Warning: This game contains scenes of graphic violence that may not be suitable for younger players.

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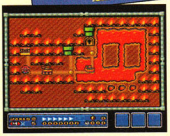
namco

SUPER MARIO ALL-STARS

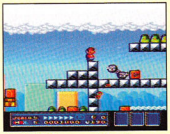
SUPER MARIO BROS. 3

Number of Levels: 88
Fast Fact: Best-selling home video game of all-time – more than 8 million copies!

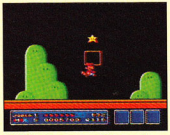
This game is the biggest, the baddest, and the deepest of the 8-bit Marios. SMB 3 introduces the World Map concept and features multiple paths to explore within each of the eight huge worlds. This cart has the most power-ups of any SMB ever! You can fly with the Raccoon or Tanooki Suits, swim with the Frog Suit, and toss Hammers with the Hammer Bros. Suit. For the first time, you'll meet the entire King Koopa family, including the seven Koopaling brats.



PROTIP: If you play your "whistles" right, you can warp to World 8 with only two magical devices! Remember, one good toot deserves another.



PROTIP: If you wait too long, the Chain Chomper will come undone and attack!

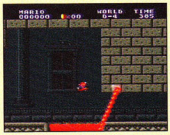


PROTIP: To snare a Star card every time, dash at the Playing Card at the end of each stage only when you have a full P Meter!

THE LOST LEVELS

Number of Levels: 52
Fast Fact: Never released in North America...until now!

Originally called Super Mario Bros. 2 in Japan, this little treat is essentially SMB 1 with more – many more – levels! The techniques and power-ups are identical, but the game is a lot harder. You must contend with craftier enemies, harder jumps and traps, and even the occasional "power-down" mushroom that turns big Mario into small Mario...or small Mario into sushi! Although there's a lack of new enemies or bosses (it's always Bowser), you'll want to conquer every intricate level if you're a Mariomeister.



Uh-oh, Mario's in trouble in The Lost Levels!

PROTIP: In some levels of SMB 1 and The Lost Levels, you'll need to take the correct path to proceed. Listen for the chimes.

PROTIP: Trail behind kicked Turtle shells to collect 1-ups. It's harder to do this in The Lost Levels, but it's possible!

PROTIP: If you use Warp Zones early in the game, you'll go straight from Level 8 to Level A, but you'll miss out on Level 9!

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Arena's Mortal Kombat[1]
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Eternal Champions™
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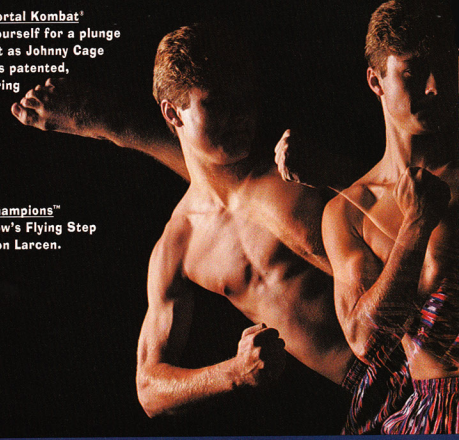

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Blaze flattens Galsia with her karate chop.

Electro Brain's Best of the Best Championship Karate™
Rearrange his brains when you hit this kick-boxing foe with a Round House.

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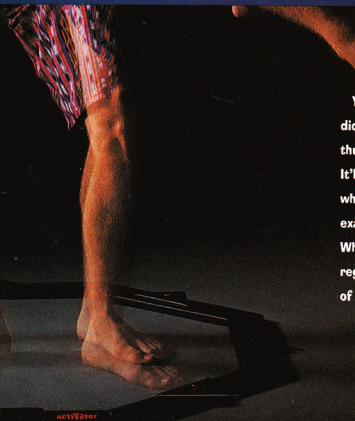
Greatest Heavyweights
This round is over when you left jab the big bruiser.

OF ACTIVATOR.™ THEN IT WILL HIT THEM.



You didn't. figured it out. Your opponent He's sitting over there moving his thumbs. You're in the middle of an infrared ring, punching and kicking. It'll hit him fast. You've got better moves because you're moving your whole body. He only uses two thumbs. With Eternal Champions, for example, you kick left and right and your character kicks left and right. When you punch back, your character punches back. The guy with the regular controller doesn't have a chance, unless you're completely out of shape. It's not exactly a fair fight, but who cares about being fair?

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H E N E X T L E V E L™

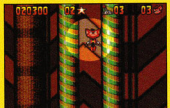
By Boss Music

At first glance, Sunsoft's new character looks more like a Mini Dracula than an adorable new hero. However, once you spend some time with him, Aero the Acro•Bat's as likeable as any plumber, kitty, or rodent.

The Trapeze, Please

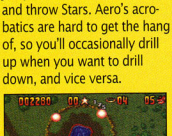
This jump-and-search platform game's speckled with secrets and high-flying moves. The entire circus theme is done very well, from the story of the berserk clown Edgar Ektor to the backgrounds and ride attractions.

PROTIP: The only way you'll stop Edgar's show is to keep ahead of the Laser Beam in the final encounter. Buy yourself some extra time by taking Drill "short-cuts" up platforms, instead of climbing the ladders.



The spotlight's on Aero the Acro•Bat!

The game play shoots right out of a cannon from the first Act. The action's mainly hop-and-bop, and Aero's able to jump, drill in four directions, and throw Stars. Aero's acrobatics are hard to get the hang of, so you'll occasionally drill up when you want to drill down, and vice versa.



Pilotwings meets the high dive act in this Mode 7 bonus stage.

The fun really picks up in the occasional "ride" sequences, such as a slip-slidin' Flume, where Aero splashes down water slides. There are also plenty of small stunts and rides in the platform areas, including a Ferris wheel and a trapeze. Boss encounters and bonus stages round out the package.

PROTIP: You're invincible when you cruise down the tightrope atop the unicycle.

The star of the show is definitely the circus itself. Aside from the bosses, the drab and unimaginative enemies don't play much of a role in the action.You get three continues, but they don't get you very far.

Mode 7 Spotlight

Aero's graphics are crisp and clean, but the smallish sprites are less than you might expect from the SNES. The color palette was retouched from the Genesis version, but not overhauled. The only major difference is a Mode 7 bonus stage.

PROTIP: When you bungee jump, try to snare the keys on your bounce back up. If you go for the keys on your way down, you're spiked.

The music here is also richer than it is in the Genesis version, but those cute circus tunes will eventually get under your skin nonetheless.

PROTIP: To make the long jumps in the Funpark, Act 2, you must hit Jump the moment you reach the edge of the ramps.

PROTIP: When you jump to the rotating sun platforms, make sure not to touch the munchers, or you'll be bat snack food!

Greatest Show on Earth?

Well, it's not quite. Despite its imperfections, the length and depth of the cart still offer prime game play. Aero's worth the price of admission. G

Super NES Game ProFile

Aero the Acro•Bat

(By Sunsoft)

It's big fun under the big top with Aero the Acro•Bat, a bodacious, high-flying bat in an above-average platform product. Sunsoft converted the Genesis version to the SNES, enhancing the graphics and sound, and adding a mod Mode 7 bonus stage.

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	4.0	4.5	Expert

$54.99	Side-view
8 megs	Multi-scrolling
Available October	25 Acts
Action	One player

TROY AIKMAN

JIM KELLY

JOHN ELWAY

RANDALL CUNNINGHAM

PHIL SIMMS

BERNIE KOSAR

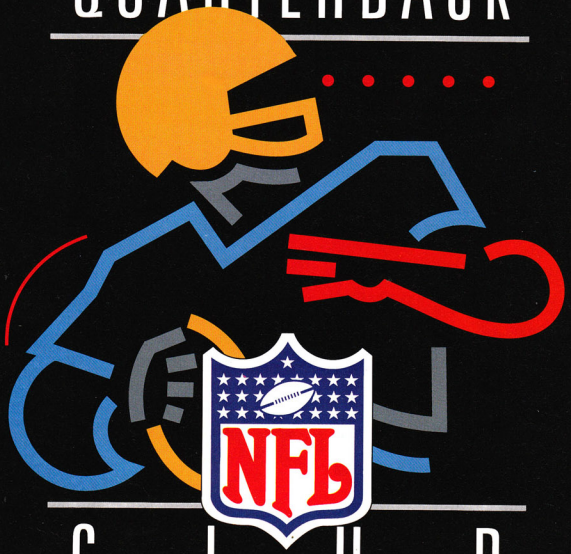
STEVE YOUNG

WARREN MOON

BOOMER ESIASON

MARK RYPIEN

QUARTERBACK



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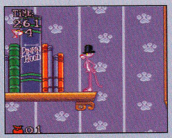
PINK GOES TO HOLLYWOOD

By Lance Boyle

Get ready for a very pink Christmas, gamers! With this fine SNES cart diving into the 16-bit pool alongside the new Genesis Pink Panther, come Christmas morning kids everywhere will be happily humming Henry Mancini's famous theme song.



PROTIP: This bankshot in Reliey, I Shrunk the Pink leads to a medieval adventure.

Feline Groovy

When Pink hits Hollywood, he immediately leads a chase through MGM Studios, with Clouseau and all kinds of nutty enemies in pursuit. Pink bops enemies' heads, squirts 'em with blasts of pink, and pulls endless surprises from his Bag of Tricks as he tries to escape. The adventure winds through various Pinkified movie sets, including Polter Pink, Pinkinhood, Cat on a Not Pink Roof, and Pinkenstein. Toll Gates provide Magic Carpets, Bridges, flying Umbrellas, and other colorful connectors between levels.

In addition to the puns, mild sight gags lurk around every corner. There's a lot to uncover and enjoy in Mr. Pink's Neighborhood.

Pink Rocker

In this game, you'll hear the panther's theme music a few jillion times. Fortunately, it's been appropriately revised for each level, as exemplified by the enchanting medieval arrangement Sherwood Forest. There's supplemental music, too, like the bouncy honky-tonk piano that plays for the Western-themed Pink Ranger. The music works with the clear, clever sound effects to earn this cart the highest Sound rating possible.

PROTIP: Between battles with dinosaurs in Jungle Pink, the precocious panther can stand on the rocky Clouseau faces.

PROTIP: Squat and blast those rolling balls in the Stuffing Battle.

Pink's just as good graphically. The dazzling colors, detailed backgrounds, and fluid movements will make you think you're playing a technicolor cartoon. Pink moves, climbs, runs and jumps with a nimble, easy-to-control grace.

In the Pink

If there's a missing link to Pink, it's the game play. Pink's Bag of Tricks adds a new dimension to hop-n-bop game olay , and the levels do get harder as you progress, but it's still a relatively basic game. A wider variety of weapons and the ability to shoot on the run would've made this a faster, better game. Basically, only young players and novices will find the game challenging and delightful.

PROTIP: Jump in the Pink Ranger's Mine Cars for a wild ride.

Pink Goes to Hollywood is a purr-fect cart for younger gamers and fans of the cartoon. With Sylvester and Tweety looming on the horizon, TecMagik's about to corner the market on great cartoon-based games. For now, though, think pink! G

PROTIP: Blasts of pink don't work against the big balls of Stuffing. Bounce on 'em and you'll get stuffed.

PROTIP: Get to the Refrigerator levels by jumping on the Dresser to your right and running to the Ice Dispenser in the middle of the Fridge.

SNES Game ProFile

Pink Goes to Hollywood

(By TecMagik)

This Panther's in the pink and having imaginative movie-studio fun. Varied graphics and sly humor abound, though the game play gets repetitious.

Graphics	Sound	Control	FunFactor	Challenge
5.0	5.0	3.0	4.0	INT. Intermediate

$39.95	Side-view
8 megs	Multi-scrolling
Available December	12 levels
Action/adventure	One player

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BATTLE CARS™ for the Super Nintendo Entertainment System only has two speeds: fast and way fast.

Check it out, if you're up to it!

High speed side swipes!

Blow away traffic jams!

Run 'em off the road!

Two player split screen Mode 7 head-to-head action!

- One Player Mode with 9 levels and password support.
- Two player head-to-head mode.
- Tournament mode tracks up to 8 players stats.
- 9 grueling tracks!
- Brutal high-tech weapons!

High speed thrills!

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By Bro' Buzz

If you're a tried-and-true Mario Bros. fan, here's a neat game cut from the same cloth. Plok, a little bundle of velcro, is the star of the game. In fact, the story line and game design feature a "fabric" motif, much like Bubsy. For example, Plok's the self-proclaimed King of Akrillic, an island in the archipelago of Poly-Esta. Don't worry if you find the textile references just sew-sew, because there's much more to this game.

A Material World

Plok's on a multifaceted mission to recover his stolen Flag, find an ancient Amulet, and eventually fight the Queen Flea. You guide this little guy through 35 tricky levels, and (if you're lucky) 10 Bonus Levels. With this many areas in a game, you definitely get your money's worth.

PROTIP: Since you score a Plokontinue if you pass through a level without losing a Plok, consider powering through the first few levels without collecting every Shell.

PROTIP: Plok must descend at an angle to grab some Shells.

PROTIP: Since Plok's limbs return like boomerangs, you can zap enemies from behind.

PROTIP: You can nail baddies by firing Plok's limbs through some structures, such as rock pillars.

PROTIP: When you fight the Bobbin Brothers, stay between them as you fire Plok's limbs. Don't fire all of Plok's limbs.

SNES Game ProFile

Plok

(By Tradewest)

If you're into hoppin' and boppin,' you'll have a good time with this imaginative cart. In this case, the name doesn't say it all.

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

Price not available	Side-scrolling
8 megs	Side-view
Available October	35 levels
Action	10 bonus levels
One player	

Better Thread than Dead

Plucky Plok's challenge could rip a seam in any intermediate gamer's mind. The game's levels are lengthy treks, and booby traps abound. Plok's domain is overrun with dangerous, bizarre creatures, such as the plant-like Shprouts, the stone-spitting Rockyfellas, and the bothersome Fleas.

Plok mounts an unusual but effective attack by literally flinging his arms and legs at his foes. They return like boomerangs. Be careful, though, because when Plok's limbs are all in the air, his torso bounces out of control. Luckily, the cart's crisp controls help you to pull precision jumps and bumps.

Graphics, Sounds Sew Nice

Plok paints a pretty and imaginative picture. Generally, you get brightly colored, cartoony character sprites set against a variety of vivid backgrounds.

The sounds present nice texture, too. Ear-friendly effects are sharp, and the excellently orchestrated, energetic music seriously rocks. Plok even blows a mean harmonica.

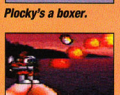
Rags and Riches

Plok weaves a good game. Once you look under the covers, you'll find an engaging, thumb-numbing adventure. If you like hop-n-bop action, pin down Plok.

Plok's Weapons Power-Ups

A Power Up Present!

Plocky's a boxer.



Vigilante Plok uses a flamethrower.

Squire Plok's Shotgun

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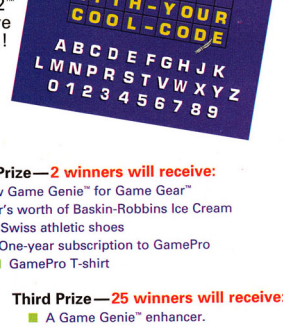
GamePro and Galoob Present

GAME GENIE™ / SONIC THE HEDGEHOG 2™

CODE CONTEST

Create the killer Sonic 2™ code on your Game Genie™ for Genesis™ and WIN!

Come up with the Game Genie code that creates the most excellent effect on Sonic the Hedgehog 2™ for Genesis™—and Galoob and GamePro will give you an outrageous weekend trip to L.A.!



Grand Prize—V.I.P. Weekend in L.A.

- Round-trip air travel for 4 to Los Angeles
- 2 nights' accommodations at the Loew's Santa Monica Beach Hotel
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- VIP dinner at Ed Debevic's
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- Fleetwood Limousine stretch limo and driver for a day
- K-Swiss athletic shoes
- Year's worth of Baskin-Robbins Ice Cream
- One-year subscription to GamePro
- GamePro T-shirt
- New Game Genie for Game Gear™

Second Prize—2 winners will receive:

- A new Game Genie™ for Game Gear™
- Year's worth of Baskin-Robbins Ice Cream
- K-Swiss athletic shoes
- One-year subscription to GamePro
- GamePro T-shirt

Third Prize—25 winners will receive:

- A Game Genie™ enhancer.

TO ENTER:

1) Create a code with a fun, interesting and exciting effect for the Sonic the Hedgehog 2™ game using your Game Genie for Genesis.
2) MAIL EACH CODE ON A POSTCARD (no envelopes accepted). Make sure your name, address, age and daytime phone number are clearly printed on the postcard. Multiple entries accepted, but each must be sent on a separate postcard.
3) Mail all entries to: GAME GENIE/SONIC 2 CONTEST, P.O. BOX 2163 STACY, MN 55078-2163 **ENTRIES MUST BE RECEIVED BY, AND CONTEST ENDS, NOVEMBER 30, 1993.**
4) See rules below for details.

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Winners will be selected by a panel of Game Genie experts according to originality, appropriateness to theme, and creativity of entry. Grand Prize winners will be contacted on or about December 3, 1993.
Prizes are as described above. Approximate retail value of prizes: One Grand Prize of a "VIP Weekend in L.A." as described above, $3300; Two Second Prizes of merchandise as described above, $300 each; 25 Third Prizes of a Game Genie video game enhancer, $50 each.You must be a resident U.S. citizen under the age of 18 to be eligible to enter. Major prizes delivered to parent or guardian of minor winner. Air travel must originate in the continental U.S. Some travel restrictions may apply. Not responsible for lost, late or misdirected mail. Employees and their families of Game Pro, Lewis Galoob Toys, Inc., Sega of America, Inc., Universal Studios Hollywood, and other prize sponsors, and of their agents, advertising and promotional agencies and subsidiaries, are not eligible to participate. Professional programmers are not eligible, and codes must be developed using only Galoob Game Genie for Genesis.
All federal, state and local laws and regulations apply. Void where prohibited by law. Winners responsible for all taxes, licensing and other fees on prizes. Potential winners must respond to any required Affidavit of Eligibility and Compliance with Rules as well as any liability release and warranty of originality of entry within fourteen days of receipt of the same. Failure to comply or any return of these forms as undeliverable will result in an alternate winner being selected. Traveling companions must execute a liability release as well within the allotted time for response. No transfer or substitution of prize permitted. If winner cannot travel in the weekend offered by the sponsor, another winner will be selected. Acceptance of prize offered constitutes permission to use winner's name, likeness and/or entry for purposes of advertising and trade without further compensation, unless prohibited by law. All entries become the property of the sponsor and will not be returned.
Winners will be announced in the March issue of Game Pro. For the names of the prizewinners, available after March 15, 1993, send a self-addressed stamped envelope to the address above. Winners will be selected by the Game Pro and Galoob judges, who have complete and sole discretion in selecting winners. All decisions are final. In all matters relating to the use of prizes, winners release Infotainment World, Lewis Galoob Toys, Inc. and Sega of America, Inc., and their subsidiaries and affiliates, who will not be responsible for delivery of prize merchandise from independent suppliers. Sega of America, Inc. and its subsidiaries and affiliates have no part in the judging or prize awards in this contest. Game Genie ©1993 Lewis Galoob Toys, Inc. All Rights Reserved. U.S. Patent 5,112,051. These products are licensed by Sega of America, Inc. for use with the Sega™ Genesis™ and Game Gear™ Systems. Sonic the Hedgehog 2, Sega, Genesis and Game Gear are trademarks of Sega Enterprises, Ltd. Game Genie is a trademark of Lewis Galoob Toys, Inc.

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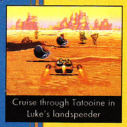
Heroic Battles in a Galaxy Far, Far Away



Cruise through Tatooine in Luke's landspeeder

Battle new alien forms

Get ready to attack the Empire

Take one Corellian smuggler, a kidnapped princess, a clod-kicker from Tatooine and the last of the Jedi Knights and you have the Empire's worst nightmare —a new hope for freedom. Join Luke Skywalker, Han Solo and Chewbacca on the greatest adventure the galaxy has to offer —Super Star Wars.

Blast your way through Jawa territory and into a bar room brawl at Mos Eisley Spaceport. Evade lethal storm troopers tenacious alien forms, and and challenge the Lord of the Dark Side himself, Darth Vader.

All this, plus the incredibly intense 3-D graphics, music and sound effects that you would expect on the Super NES and demand from the people who brought you this classic movie saga. So grab your blaster, strap on your light saber and take on the Evil Empire in your quest for galactic freedom!

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LUCAS ARTS

Official Nintendo Seal of Quality

By Slo Mo

For most people, auto racing conjures up images of low, sleek vehicles gliding around expertly engineered tracks so smooth that even a pebble could send you spinning out of control. Well, buckle up for safety, because Super Off Road introduces you to the wild world of *off-road* racing.

PROTIP: Try to snatch Nitro on the road to save your bucks for hardware at the Pit Shop.

PROTIP: Whenever you can, take shortcuts around ATVs.

The Road to Baja

Super Off Road, The Baja is a rough-and-tumble auto-racing cart that's sure to rattle your SNES psyche. You use a behind-the-vehicle perspective to drive a state-of-the-art Toyota four-wheeler down the length of the rugged Baja, California peninsula.

PROTIP: If another car tries to pass you, bump it on the right- or left-front fender to knock it off the road.

If you don't believe Off Road qualifies as a serious auto-racing game, take it up with Ivan Stewart. He's currently Baja racing's world champion, and the cart sports his moniker and technical expertise.

No Mexican Holiday

Super Off Road features three major races: the Mexico 250, the Ensenada 500, and the Baja 1000, which end at various spots down the peninsula. The 1000 is the ultimate driving test, where you drive the entire length of the Baja. Like in the real thing, you race against the clock as well as other vehicles. Winning and losing is determined by your overall time.

PROTIP: You can rocket over the competition if you hit Nitro as you reach the crest of a hill.

There's plenty of fender-bending and bumper-banging going on in this game. It's the roughest video game terrain you've ever raced on. Your truck careens across hills, dirt paths, and dips. Sometimes it seems like you spend more time in the air than you do on the ground! It's a tribute to the game's rugged controls that you're able to guide your car at all. Keep an eye open for bystanders, animals, and riders on All Terrain Vehicles – hitting them costs you major penalties.

Ivan Stewart offers pro-driving advice.

At the end of each leg, you can buy equipment for your truck – Shocks, Engines, Brakes, Lights, and Shots of nitro fuel. Choose wisely but quickly. The time you spend here adds onto your overall time.

Keep Your Eyes on the Road

Super Off Road's graphics aren't showroom quality, but just like your trusty Toyota truck, they get you into the game and back. You even get a terrific sense of dusty, desert driving as your car bounces all over the screen.

Pick your modifications wisely.

As for the sounds, they don't make much noise. At least they don't distract you from the serious job at hand.

Your Toyota truck is the best money can buy!

Get Off Road

Off Road never played better. If you like a racing game that requires more than a lead finger to win, get your butt to the Baja. G

Super NES Game ProFile

Super Off Road, The Baja

(By Tradewest)

This hard drivin', hard ridin' off-road auto-racing cart makes you feel dusty, dirty, and satisfied. If you're looking for a new racing experience, you'll get off on Super Off Road.

Graphics	Sound	Control	FunFactor	Challenge
3.5	3.5	4.0	4.0	Adjustable

Price not available
8 megs
Available now
Auto racing
Two players

Three levels
Behind-the-car view
Forward scrolling
Passwords

"FIGHTING GAME OF THE CENTURY"
SEGA VISIONS, AUGUST/SEPTEMBER '93

"SUPERIOR PLAY CONTROL AND GRAPHICS"
NINTENDO POWER, JULY '93

"AWESOME FIGHTING ACTION!"

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GORO LIVES!

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GAMETEK

Nigel Mansell's World Championship

R A C I N G

"One of the hottest, and most realistic racing games available for the super NES... eye popping graphics, incredible game play, responsive controls, loads of options, ... FIVE THUMBS UP!"

– GAMEPRO

"Nigel Mansell's World Championship Racing is a first-rate racing video game, with lots of detail, great graphics, and compelling play mechanics..."

– ELECTRONIC GAMES

"This is the best racing game on the market..."

– THE MIAMI HERALD

"Nigel Mansell includes just about every option you can think of in a racing game... Gametek is challenging for pole position of Super NES racing games..."

– NINTENDO POWER

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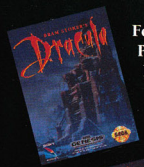
PLAY IT IF YOU DARE



Few have faced Dracula and survived. Now it's your turn! Based on Columbia Pictures' blockbuster thriller, Bram Stoker's Dracula goes straight for the jugular. Photo-realistic graphics, camera rotation, digitized scenes from the film and an awesome digital soundtrack on the CD version plunge you deep into cold, dark dungeons crawling with spiders and packs of bloodthirsty rats. On every platform you'll experience thrilling game play and battle your way through the treacherous mountains and forests of Transylvania to Castle Dracula. And just like in the movie, the evil Prince of Darkness will rise and attack — as a bat, a wolf, even an old man. But whatever form Dracula takes...make no mistake, he must be stopped!

Available for all Nintendo and Sega platforms.

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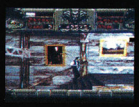

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Super NES

Captain America and the Avengers

By Bro. Buzz

Blam! Krak! Boom! Captain America and the Avengers take on the forces of the vile Red Skull. Every comic fan will want to love this game, which could be as much of a challenge as battling the Skull.

Ironman, Vision, Hawkeye, and Captain America are at your command.

This so-so side-view action game stars four famous Marvel comics heroes. The bad guys are equally well-known in the comic world, especially Mandarin and the Red Skull. The character graphics in this game look awesome!

Cap will have his hands full (and so will you!).

The fighting action suffers from slippery animation and the controls make your heroes' muscles seem mushy.

The Marvel comics fire up your imagination. Read them. You'll need all the imagination you can muster to help Cap out of this jam.

Captain America and the Avengers
(By Mindscape)

Graphics	Sound	Control	FunFactor	Challenge
3.5	3.5	3.5	3.5	BEG.
				Beginner

Price unavailable
8 megs
Available November
Action

Two players
Six levels
Side-view
Side-scrolling

Super NES

Vegas Stakes

By Ms. Demeanor

Vegas Stakes delivers Roulette, Craps, Slots, Poker, and Black Jack in true Casino style. Everything's here except the smoke.

Vegas Stakes is all about atmosphere. Graphics, sound, and even the game play set you right in the middle of a Las Vegas casino. Although the music is repetitive, you couldn't ask for a more loungy melody. The graphics are well detailed, with faithful renditions of craps tables, slot machines, and more.

PROTIP: Don't try to bluff in Poker. Only a strong hand will take the pot.

The manual lays out the game rules so clearly that even first-time gamblers will rule the roulette wheel. The games aren't watered down, and experienced gamblers will feel right at home.

PROTIP: Turn the Wallet in to the office, and you might be rewarded with $17,000!

Let's face it, if life's a crap shoot, this is a good place to practice.

Vegas Stakes
(By Nintendo)

Graphics	Sound	Control	FunFactor	Challenge
3.5	3.8	4.0	4.0	BEG.
				Beginner

$49.95
Available now
Gambling
Two players

Five games
Supports Super NES Mouse

Super NES

Super Nova

By The Unknown Gamer

Look familiar? Super Nova contains bits and pieces of Life Force, Gradius, and other classic side-view shoot-em-ups.

PROTIPS: The mid- and end-level bosses in this game fight in predictable patterns.

In each of Super Nova's levels, you battle in your choice of three spacecraft. Each craft boasts different weaponry.

The game's background graphics are very well done, but the enemies, your weaponry, and even your own spacecraft don't come close to the beauty of a game like Axelay. The special effects are fine, but unremarkable.

PROTIP: Switch on the Turbo, sit back, and steer. It'll save you a few callouses on your fingertips

Adjustable Challenge makes Super Nova an option for gamers of all levels. All in all, Super Nova's a nice Sunday afternoon outing for fans of this genre, but it's not gonna go down in galactic history.

Super Nova
(By Taito)

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.0	4.0	3.8	ADJ.
				Adjustable

Price unavailable
8 megs
Available now
Shoot-em-up

One player
Side-view
Side-scrolling

Super NES

Asterix the Gaul

By Andromeda

Asterix the Gaul's a well-known cartoon character in France. On the order of his leader, Vitalstatistix, Asterix has to free his buddy, the warrior Obelix, who's being held in Rome.

This cart features very easy action/adventure-style play. Asterix walks, flies, swims, drives a wagon, and jumps through the five Acts (each with different scenes).

PROTIP: Look for Laurels – they're 1-ups.

Although the game's main character is cute, the graphics are very simple by current 16-bit standards, and the music is cutesy and annoying.

PROTIP: Look to the right to avoid nasty falls.

There just isn't enough to the game play to enable Asterix to stand sandal to sandal against some of the great action/adventure fare currently available. Asterix may capture Rome, but he's not gonna take the video game world by storm.

Asterix the Gaul
(By Electro Brain)

Graphics	Sound	Control	FunFactor	Challenge
3.5	3.8	3.0	3.0	BEG.
				Beginner

Price unavailable
Available November
Action/adventure
Two players

Five levels
Side-view
Multi-scrolling

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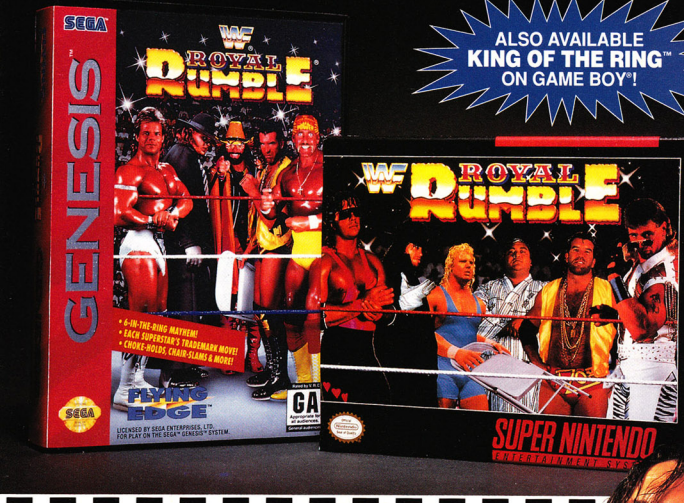

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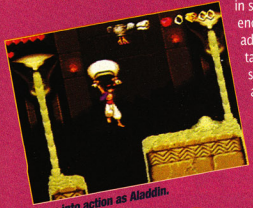
Date of Birth_____ Coupon #9340928-GP

By Earth Angel

Courtesy of Capcom, Disney's biggest animated hit movie to date is coming to the SNES's small screen, so make a wish and get ready for a whole new world of adventure.



Leap into action as Aladdin.

Prince Ali

If you haven't seen the movie, see it! In the meantime, here's the story. Evil Jafar has stolen the lovely Princess Jasmine. Street thief, Aladdin, and his faithful monkey companion, Abu, are trying to rescue Jasmine from Jafar's clutches in seven levels of enchanting action and adventure. Their search takes them through the streets of Agrabah, across the Desert, into the Sultan's dungeons, through the Cave of Wonders, and more.

This side-scrolling one-player cart captures the look and feel of the original animated movie, including Disney-approved graphics that feature the movie's characters – Aladdin, Jasmine, Iago, Abu, the Magic Carpet and, of course, the Genie – as well as a nasty horde of Jafar's cohorts. Cinematic storyline sequences follow the movie's plot to heighten the game's action.

No game based on Aladdin would work without the hit music from the movie, and this version of Aladdin includes, "Never Had a Friend Like Me," and "A Whole New World." Humming along is half the fun.

Search the Sultan's Palace for Princess Jasmine.

Your Wish is Our Command

Disney and Capcom are prepared to make all your video game wishes come true with Aladdin. Join them for adventure beyond your wildest imagination. C

Disney's Aladdin by Capcom
Available Fourth Quarter '93

Disney's Aladdin

The Legend Continues . . .

With 4 game modes, 4 legendary adventurers at your command, and 4-player action . . . *Gauntlet IV.*

The newest chapter in the ultimate fantasy adventure is also the first game to take advantage of the new Genesis™ 4-player adaptors.

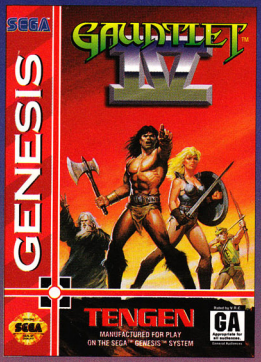
Arcade Mode recreates the original arcade hit.

Quest Mode takes you—and up to 3 other players—on the adventure of a lifetime. Intense role-playing action leads to the mystery at the heart of *Gauntlet IV.*

Battle Mode pits up to 4 players against each other in nonstop medieval combat.

Record Mode is a battle against the clock—hone your adventuring skills as *Gauntlet IV* stats measure how fast and skillfully you advance.

Gauntlet IV. . . . Set out on the action-packed adventure of a lifetime. And bring your friends!



Choose your path carefully—that door could be the last you ever open. Boo!

You want the treasure...but is it worth the risk? Too bad you couldn't become invisible!

A fire-breathing dragon can really ruin your day. Next time bring back-ups!

First Game Available for Genesis 4-Player Adaptors

Grab four of your buddies and crash a Grunt party. Just watch your back!

GAUNTLET IV™

MULTI-PLAYER TEAM PLAYER ADAPTOR

4 WAY PLAY™

OFFICIAL SEGA SEAL OF QUALITY

TENGEN VIDEO GAMES

GENESIS

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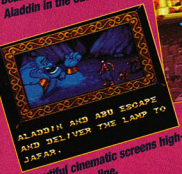
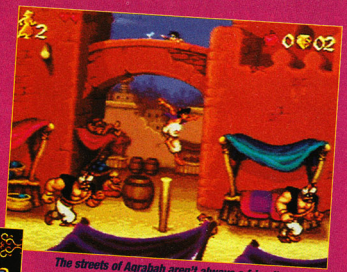
Disney's Aladdin

Beautiful mysteries await Aladdin in the Cave of Wonders.

Soar high over the rooftops of Agrabah.

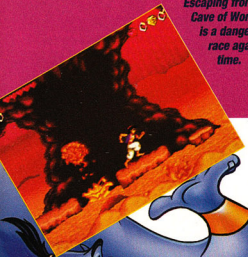


Beautiful cinematic screens highlight the story line.



The streets of Agrabah aren't always a friendly place for a street rat like Aladdin.

Here's a new twist on password screens.



Escaping from the Cave of Wonders is a dangerous race against time.

Jafar's buddy Iago makes trouble for Aladdin.

Take a magic carpet ride.

BEING A "HERO" AIN'T TOO SWEET!

ULTRA TURBO HEAD TO HEAD FIGHTING ACTION

Clay Fighters

Where are the world's *real* heroes when there's a battle to be won? Whacking, punching, crushing and flying their way through a laugh-a-minute circus! They are the Clay Fighters! The outrageous clay characters that'll keep you in stitches—and those fake fighters in traction. So let Taffy, the powerful, stretch-able candyman, and the rest of the gang treat you to some real smashing fun. *Outclaygeous* fighting from *real* heroes. . . ain't life sweet?

Visual Concepts

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Interplay

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GET A MAJOR

Clay Fighter™

TAFFY

ULTRA TURBO & HEAD TO HEAD FIGHTING ACTION

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Visual Concepts

SUGAR RUSH!

This guy's no sweet-tempered sissy. He's Taffy—a simple glob of salt-water taffy, turned into a mean-spirited ball of solid sugar. And he's ready to whack, snap and punch any other Clay Fighter that gets in his way.

The rush is on to get in on all of the hilarious fighting power of Clay Fighter. Because if you take your sweet time, you might miss all the fun!

Thank You Card

Dear wonderful parent,

Thanks for being so nice and ultra-cool and generous, and for caring enough that you don't want me playing games that have all kinds of blood and stuff. So if you want to get me Interplay's SNES game "Clay Fighter" (no blood and stuff, but lots of laughs) for the holidays, that would be O.K. with me. Did I say you were awesome, too?

Your loving kid,

_____

Cut here and give to parent

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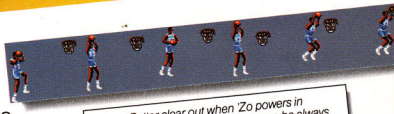
The
1993
NBA
Finals
PARTY

Ever wonder what it'd be like to have a front line of Shaq, Hakeem and Manning? With the custom team builder, you can build your own dream team. Even if all 5 starters are Shaq.

NBA® Showdown is Shaq and Patrick going big on big in the paint. KJ slashing baseline and dishing off. Grant doubling down in the blocks. Hardaway spotting up and busting from the outside. Kemp skying. Malone taking the rock to the rack.

The ultimate in 5-on-5 NBA action. This ain't the blacktop. So don't bring that weak stuff in here.

IN THE PAINT.



Better clear out when 'Zo powers in with a double pump slam. Because he always rocks the house.

Bring it on. It's the NBA at its biggest and best. The signature moves of the league's finest, including rising rookies like Miner and Mourning. Player trades.

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- ALL 27 NBA TEAMS
- FULL 82-GAME SEASON
- SAVE TEAM STANDINGS
- TRACK LEADING STATS
- CUSTOM TEAM BUILDER
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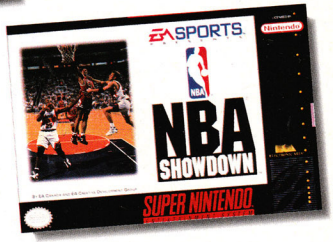

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DIEHARD GAME FAN magazine tried. They called FORMULA ONE *"the fastest racing game on the planet."* Not bad. But they would have nailed it if they had screamed ***"the !@#$% fastest racing game on the planet!"***

Believe it when you see it — at your favorite game store today.

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GAMEPRO

PROSTRATEGY GUIDE

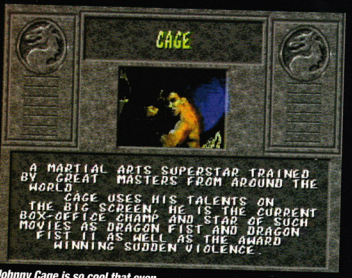
16 pages of Killer Kombos, Strategies, and Tricks

Plus! Hidden Characters and other Mortal Kombat Secrets Revealed

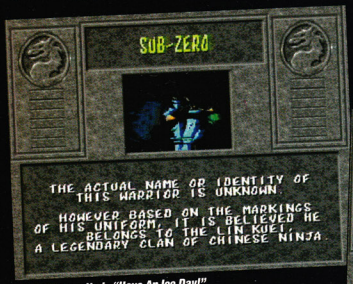
THE STORY LINE

By Scary Larry and the King Fisher

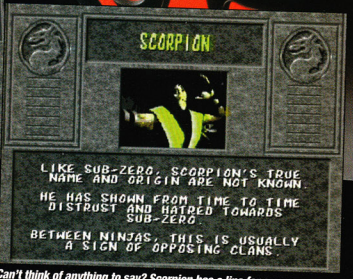
Many years ago, the Shaolin Tournament was a competition of honor for martial arts warriors from around the world. They gathered annually to compete for the title of Grand Champion. Five hundred-years ago, Shang Tsung (a disgruntled former warrior) gained control of the Tournament with the help of his half-human, half-dragon protégée, Goro. Now Shang Tsung manipulates the Tournament to satisfy his own evil needs. Those who lose do not survive to tell the tale of how Shang Tsung steals their souls to maintain his immortality.



Johnny Cage is so cool that even Sub-Zero gives him credit.



Sub-Zero's motto is "Have An Ice Day!"



Can't think of anything to say? Scorpion has a line for everyone.

SONYA

SONYA IS A MEMBER OF A TOP U.S. SPECIAL FORCES UNIT. HER TEAM WAS HOT ON THE TRAIL OF KANG'S BLACK DRAGON ORGANIZATION.

THEY FOLLOWED THEM TO AN UNCHARTED ISLAND WHERE THEY WERE AMBUSHED BY SHANG TSUNG'S PERSONAL ARMY.

Sonya's military training has prepared her for some brutal match-ups.

RAYDEN

THE NAME RAYDEN IS ACTUALLY THAT OF A DEITY KNOWN AS THE THUNDER GOD.

IT IS RUMORED HE RECEIVED A PERSONAL INVITATION BY SHANG TSUNG HIMSELF AND TOOK THE FORM OF A HUMAN TO COMPETE IN THE TOURNAMENT.

Watts new, pussycat? Whooawhooaoo! It's the man with the electric hands.

LIU KANG

ONCE A MEMBER OF THE SUPER SECRET WHITE LOTUS SOCIETY, LIU KANG LEFT THE ORGANIZATION IN ORDER TO REPRESENT SHAOLIN TEMPLES IN THE TOURNAMENT.

KANG IS STRONG IN HIS BELIEFS AND DESPISES SHANG TSUNG.

Liu Kang wants to bruise with the best, and this Tournament is his chance to do it!

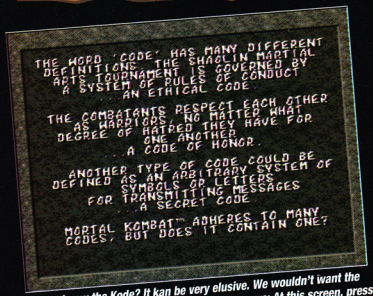
KANG

A MERCENARY, THUG EXTORTIONIST, THIEF - KANG LIVES A LIFE OF CRIME AND INJUSTICE.

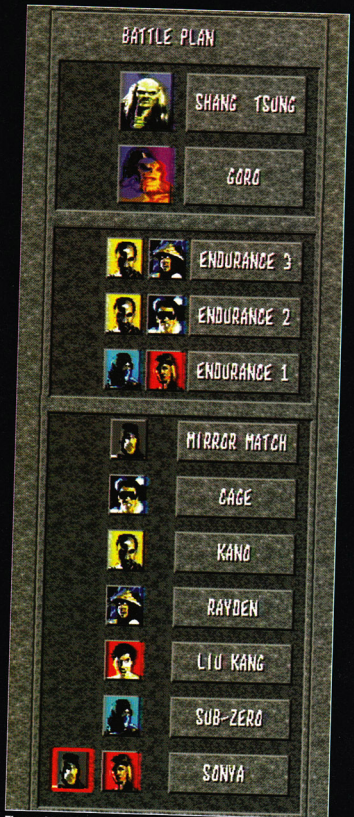
HE IS A DEVOTED MEMBER OF THE BLACK DRAGON, A DANGEROUS GROUP OF CUT-THROAT MADMEN FEARED AND RESPECTED THROUGHOUT ALL OF CRIME'S INNER CIRCLES.

Wanna rock? Here's some heady metal for you.

THE GENESIS KODE



Do you know the Kode? It kan be very elusive. We wouldn't want the suspense to kill you, so here it is Genesis owners: At this screen, press A, B, A, C, A, B, then B.



The road to the Mortal Kombat Title is long and challenging.

RAYDEN

Finishing Move (SNES)

Dust your opponent with Rayden's electrifying Finishing Move. Keep a broom handy!

Fatal Move (Genesis)

Rayden likes pop music, and it's apparent when he pops your head right off your shoulders.

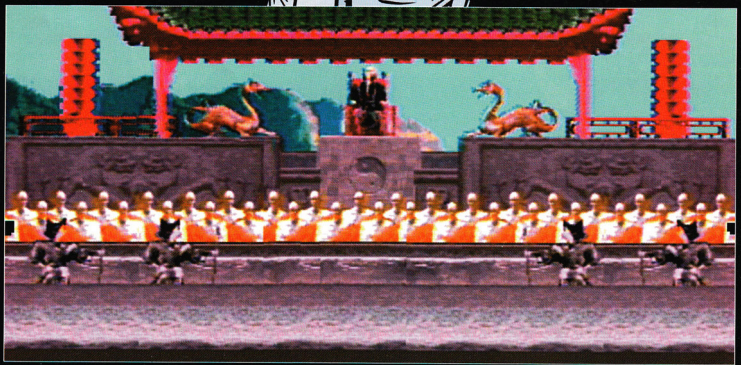
Basic Bruiser

Here's a neat little two-hit krusher that'll take the heat off anyone's fire. First, get close enough to Sweep the enemy, then take 'em down before they land with a Torpedo.

Rim-Rockin' Head Shot!

Rayden will rock your world with this thundering forearm to the face. See you at the dentist.

The Courtyard



The eyes of hundreds of monks are on you, and they don't expect you to win. Don't get backed up against the doors to the Palace...unless you want to find yourself outside the Palace again.

SONYA

Fatal Move (Genesis)

You...you light up my life....

Finishing Move (SNES)

Here's a kiss to spark your flame! Toast someone with Sonya's cruel kiss of death.

The Palace Gates

The Palace action starts in an inconspicuous setting. Outside, prove yourself as a Kombatant, or you might as well pack your things and hitchhike back to whatever hole you crawled out from.

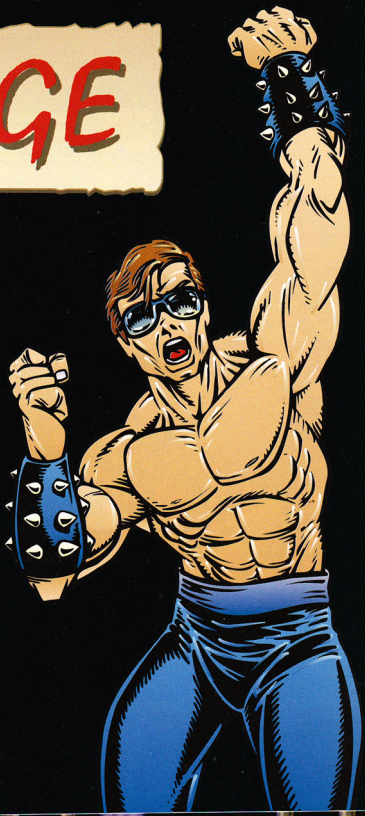
Basic Bruiser

Get those legs out from under your opponent, then throw them some rings to seal the deal!

Rim-Rockin' Head Shot!

Sonya is a giving person. Here she's giving someone a dent in the head.

CAGE



Finishing Move (SNES)

You know how embarrassing it is when you put your foot in your mouth? Well, it's not as embarrassing as putting your foot through someone's rib cage.

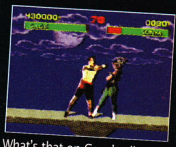
Fatal Move (Genesis)

The spine bone's connected to the head bone. The head bone's connected to the ...oh, forget it!

Basic Bruiser

When it comes to the Uppercuts, Cage has the best reach of any of the Kombatants. Try it out by Sweeping first, then using the Uppercut.

Rim-Rockin' Head Shot!



What's that on Cage's elbow? Oh, it's your opponent's nose! Let the Cagester smack away with this blow to the head.

The Hall of Champions

You've longed for recognition of your fighting skills. In the Hall of Champions, you can fight among the statues of those worthy to be called into Mortal Kombat. If you're lucky, you won't end up as lifeless as the statues.

KANO

Finishing Move (SNES)

Just how deep does Kano's hand go? You don't want to find out.

Fatal Move (Genesis)

Where'd he find that? Between a rock and a heart place, no doubt.

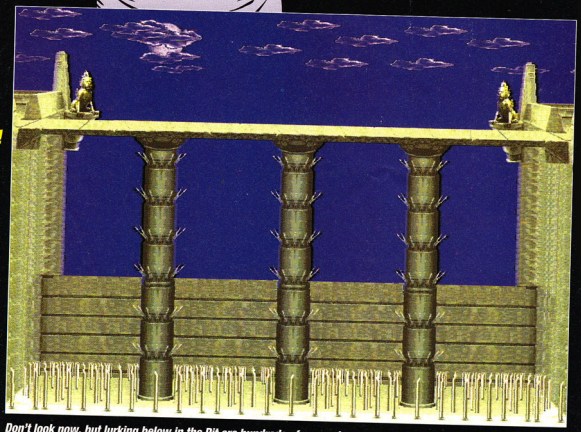
Rim-Rockin' Head Shot!

Kano puts his money where his metal is to deliver a steel-deal head shot.

Basic Bruiser

This slimy cyborg knows where to deliver the goods, and the goods just happen to be below your chin. Kano Sweeps and then throws his Uppercut just as an opponent is recovering.

The Pit



Don't look now, but lurking below in the Pit are hundreds of razor-sharp spikes.

SUB-ZERO

Finishing Move (SNES)

All this victim needs are some salt and a lemon to make margaritas. Chill your opponents with this one!

Basic Bruiser

Sub-Zero can toss ice like Caeser tossed salads. Start this two-hitter with a Freeze, then come in with an Uppercut.

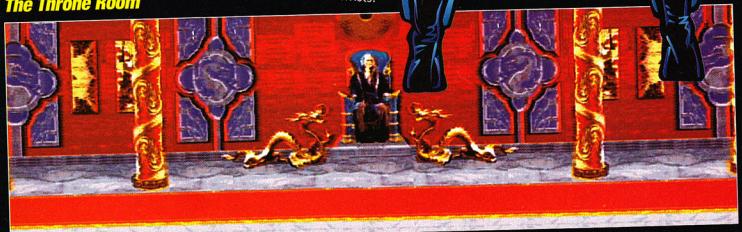
Fatal Move (Genesis)

Heads up, Subbie's around!

Rim-Rockin' Head Shot!

If you want to play hard, you're gonna have to take some wrists.

The Throne Room



Under the watchful glare of Shang Tsung, you battle to the death. Bite your tongue, warrior, you'll learn soon enough of the Master's power.

LIU-KANG

Basic Bruiser

Kang flies through the air with the greatest of ease, and if you're not careful, he goes for your knees. So keep on your toes, concentrate, then pray that fire's not your fate.

Finishing Move (SNES)

You never know what to expect from this Kangster, but you can rely on one thing – his Finishing Move is going to hurt someone plenty.

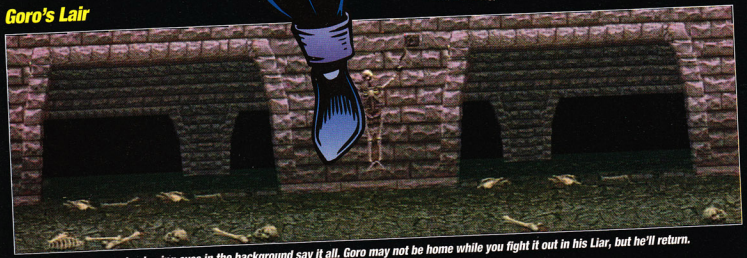
Rim-Rockin' Head Shot!

You better beware of Kang, who's an expert in Elbow Fu.

Fatal Move (Genesis)

This move looks just as painful on the Genesis!

Goro's Lair



The skeletons and nasty glowing eyes in the background say it all. Goro may not be home while you fight it out in his Liar, but he'll return. So get your butt in gear, start fighting, and pray that your match ends early!

SCORPION

Finishing Move (SNES)

What a hothead this guy can be! Fry 'em like bacon with his sizzling scorcher.

Fatal Move (Genesis)

It's gotta be the garlic! Watch out for Mr. Blister. When you see him pull off that hood, get the marshmallows!

Basic Bruiser

Scorpion loves to throw his dagger around. If you're the unlucky victim...well, let's just say you should wear dagger-proof turtlenecks more often. Throw the Harpoon, then Uppercut for a two-hitter that works again and again.

Rim-Rockin' Head Shot!

Rock 'em like a hurricane with this wrist rocker from Scorpion.

BONUS ROUNDS

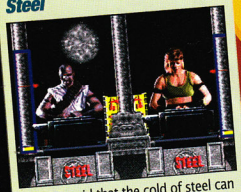
Wood

To prove yourself, you must pass the tests of Wood, Steel, Stone, Ruby, and Diamond. Wood proves to be the easiest for those whose hands are calloused from battle.

Stone

Stone is only solid to those whose concentration is unfocused. For those who've sold their soul to battle Shang Tsung, stone is as solid as water.

Steel



It's been said that the cold of steel can be melted by the fire of fury. Those who've battled to this point should know that fire well.

Diamond

Second in hardness only to Shang Tsung's heart, is the extremely hard Diamond Stag. Whatever you break from this magnificent stone is yours to keep forever...if you live that long.

Ruby

The Ruby is a precious stone with a resistance to most elements. The Ruby Bonus Stage is only for those who can withstand the pain of fighting with hands full of broken bones.

GORO

Profile

Goro (a hideous 2000-year-old half-human, half-dragon Kombatant) has reigned as Grand Champion of the Tournament for 500 years. Goro, Shang Tsung's protégée, gained his title by defeating Kung Lao, a Shaolin monk. It was during this same era that Shang Tsung gained control of the Tournament and made it serve his own corrupt purposes. Goro's massive strength has enabled him to defeat all challengers. In fact, not one of his challengers has survived.

Do you think he's banging to the beat of a different drummer?

He just can't wait to get his hands on you.

Foot massage, Goro-style.

Reach out and touch someone.

REPTILE

Profile

Reptile is the mysterious Kombatant who dares you to challenge him, but is nowhere to be found. He appears after a series of events have occurred. What are these events? Rumors abound that it involves strange alignments of the Moon and the stars, or that your victories must be flawless when fighting above the Abyss. Plus, the command to finish your opponent must be executed fatally. Find out for yourself where this mysterious Reptile dwells.

Yeah, and death is the lock.

10,000,000 points for one fight? Let me think about it, and I'll get back to you in the morning.

When I see La Luna I'll tell her you're looking for her.

SHANG TSUNG

Profile

Over 500 years ago, Shang Tsung (a young martial arts warrior) became the Grand Champion of the prestigious Shaolin Tournament. Unfortunately, the Shaolin were unaware of an underlying evil force that powered Shang Tsung. Cursed by the gods, Shang was compelled to take not just the *lives* of all his opponents, but their souls as well. This evil ceremony enabled Tsung to keep his youth and fuel his sinister powers.

When Kung Lao(a noble Shaolin Monk) eventually defeated Shang Tsung and became the new Grand Champion, Tsung vanished for many years, only to return to the Tournament with a sinister protégée – Goro. Prematurely aged by his failure to appease the gods, Shang Tsung nevertheless recaptured control of the Tournament when his pupil, Goro, defeated Kung Lao. With his powerful sidekick, Shang Tsung has been able to control the Tournament for 500 years and manipulate it for his own sinister purposes.

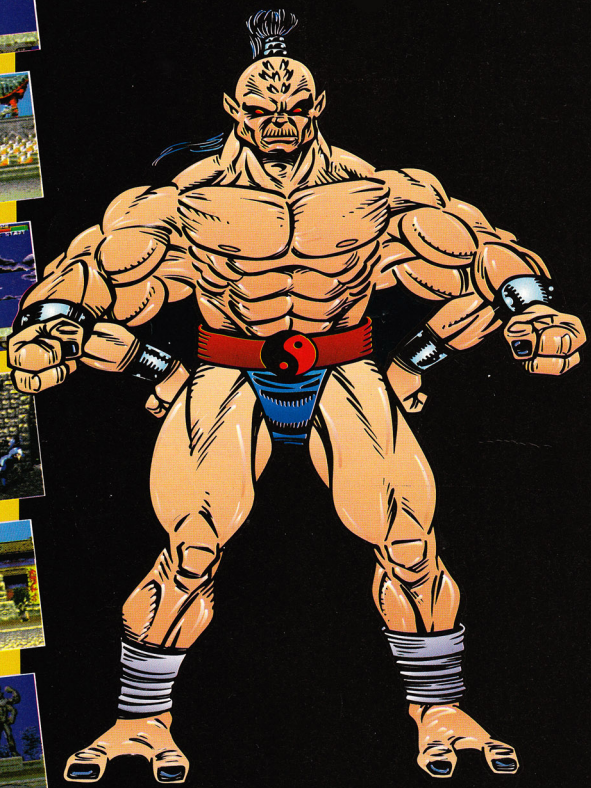
Hail, hail, the gang's all here!

Shang Tsung was always a little flame-boyant.

Well, at least it proves that good guys finish last.

INSIDE: All of Mortal Kombat's most deadly head-ripping, gut-busting moves

PLUS: Learn Goro, Shang Tsung, and Reptile's secrets.



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By Slasher Quan

Okay, so how many times have you mopped the floor with the madcap robot designer Dr. Wily – four, five times? Enough already! In Mega Man 6, it appears that you have a new antagonist, the evil and mysterious Mr. X. It doesn't appear, however, that there's much new or mysterious about this fun, but agonizingly familiar, Mega rehash for the NES. As a stand-alone game, it's superb, but as a sequel, you've been there, done it, seen it, beaten it.

PROTIP: If you see a black square on the Stage Select Screen, it means you beat the boss but missed a secret treasure. Backtrack to find the hidden item, or you'll regret it later.

The Man with the Same Old Plan

The Mega Man series is a standard in NES side-scrolling platform gaming. If you're a true-blue player of these carts, or if you're a newcomer, this one won't disappoint. If you're bored of the same old concept, however, you may want to look elsewhere.

PROTIP: Even big bulldozer monsters have a soft spot in the head.

PROTIP: Start your mission against Knight Man. He'll be your hardest foe, because you won't have any extra weapons. Slide under his big stomp jumps while charging, then nail him with maximum power Mega Buster shots.

Like all previous incarnations, Mega Man 6 places you in the titanium boots of a squat, blue, lovable robot who can run, jump, slide, climb, and shoot bursts from his Mega Buster with varying degrees of strength. Your goal is to beat the bolts out of all opposing robots, steal their weapons, and use the new-found guns to toast other 'bots. Your best friend as always is Rush Dog, who transforms either into a Jet Adaptor to fly you around or a Power Adaptor to help you break walls. You can also call upon the powerful B-E-A-T robot to take out enemies in a flash.

NES Game ProFile

Mega Man 6

(By Capcom)

These games are as predictable as the tide – they just wash right in with the same action over and over again. Mega Man 6 is a rock of reliable NES fun.

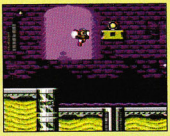
Graphics	Sound	Control	FunFactor	Challenge
4.5	4.0	5.0	4.5	INT. Intermediate

$ 39.95
Available October
Action
One player

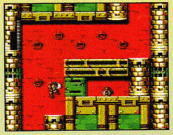
Side-view
16 levels
Passwords

Eight-Count Bout

If you know anything about Mega Man, you know that there are gonna be eight new funky robots ready to pound you into scrap metal, one each at the end of eight stages. You also know that you'll fight through four levels of Mr. X's castle. Once you meet Mr. X, there'll be a cinematic plot twist, and you'll rush through four more levels to the finale. You'd need the brain of a lobotomized hamster to figure out what the plot twist is.



PROTIP: You'll need to fly over the oil slicks in Flame Man's stage to make it across safely.



PROTIP: The Rush Power Adaptor is the only way to break through solid blocks.

Ever wonder if Capcom would run out of ideas for new boss robots? In Mega Man 6, it looks like they did. Most of the weapons seem to be lifted from past sequels. Plant Man's Leaf Shield bears more than a passing resemblance to Wood Man's weapon from Mega Man 2, and Wind Man's Tornadoes look suspiciously like Air Man's ammo. The new bosses may have cool names, but don't expect any surprises.

PROTIP: When platforms display the numeral three, it refers to the amount of time you have to get your can moving, not a bonus score.

PROTIP: When battling a boss with a special weapon, time your shots to hit it just as it stops flashing. This especially applies when using the C. Flash – don't use it too fast, or you'll use it up!

The new levels are predictable, but Capcom sprinkled enough new enemies throughout the levels to keep the action fun. Some of the mid-bosses are big, imposing sprites, such as the Hard Hat Mac dispenser and the rocket-powered penguins. The foes and boss 'bots aren't overly tough, and the game only nails you when it comes to tricky platform jumping. If you're an above-average gamer you'll clear the cart in under 15 hours, especially with the password feature.

PROTIP: Don't step off the ledge of the submarine in Blizzard Man's stage at low tide, or you'll be spiked.

Mega Man 6 is just about as good as 8-bit graphics get, but not quite. The game could use some more exciting animations for the hero (*à la* Battletoads) and more detailed artwork (*à la* Castlevania III), but the backgrounds are bright, colorful, and coordinated with the environment. There are some cool new areas to explore with new

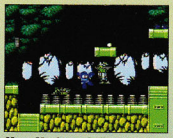
MEGA MAN 6

themes, such as an oil field that bursts into flame when ignited.

The audio grinds out robotic NES music. You'll like the beat when you play, but it won't linger in your lobes. Likewise, the sound effects are standard nuts and bolts stuff.

PROTIP: The Hard Hat Mac dispenser is vulnerable in the bolts. Don't waste your time against the little Macs.

Go west, young Mega Man!



Mega Man's so similar to its predecessors, you even get such fun NES features as slowdown and flicker when there are too many sprites on-screen.

A 'Bot-ty that Just Won't Quit

The Mega Man series is *déjà vu* – over and over and over again, *ad nauseam*. If you've never played one of these carts, introduce yourself to Plant Man, Yamato Man, and the rest of the crew. If you're already Mega-Manned out, this game is just like all the rest – six or one half dozen of the other. G

Beat All the Robots!

Knight Man

Use Mega Buster.

Blizzard Man

Use Flame Blast.

Centaur Man

Use Knight Cutter.

Plant Man

Use Blizzard Attack.

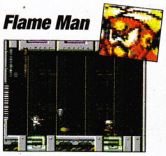
Wind Man

Use Centaur Flash.

Tomahawk Man

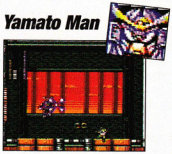
Use Plant Barricade.

Flame Man



Use Wind Storm.

Yamato Man

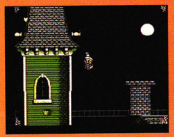


Use Silver Tomahawk.

Pugsley's Scavenger Hunt

By Lance Boyle

He's ooky, he's kooky, and he's Home Alone. He's Pugsley, the rotund young Addams who has a missing family in Ocean's new NES game, The Addams Family: Pugsley's Scavenger Hunt. Fans of the cartoon and fans of long, colorful games will get mild enjoyment from this challenging hop-n-bop adventure.



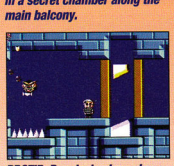
PROTIP: While outside, don the Flying Beanie Cap to zoom up to the roof for some extra goodies.

Pugsley's Dream Land

With Gomez, Wednesday, and the rest of his weird family kidnapped and hidden away, Pugs has got the spooky Addams mansion to himself, and it's some mansion! The Addams' humble home is an expansive place where you can roam. There are seven main rooms to explore, plus exterior gardens, a graveyard, and all kinds of hidden passageways and secret chambers with power-up potential. Loony cartoony graphics and dozens of inventive enemies await the inquisitive gamer at every turn. While not nearly as imaginative as some of the top eight-bit kingdoms, the Addams' abode is still choice NES real estate.

As solid as the graphics are, they're still not enough to compensate for the uninteresting, lackluster sounds and music.

PROTIP: Find a wall full of 1-ups in a secret chamber along the main balcony.



PROTIP: Pugsley's close shave – this guillotine has two blades, an upper and a lower. Time your move carefully.

The Problem with Pugs

Besides average, squeaky sounds, Pugsley's other major flaw is in the Hunt's repetitive game play, which will make you crazier than Uncle Fester. Pugsley's pretty out of shape, so he has limited skills. A few power-ups grant him brief bursts of speed or flying abilities, but basically he just bounces around bombing his enemies, level after level. Control is easy, but monotonous. Didn't we all master the hop-n-bop a few years ago with a certain Italian plumber?

Fortunately, there are passwords and unlimited continues to keep you going through the game. You'll need all those continues, too, because the Hunt is deceptively hard. Beginners will be scavenging for On/Off Switches and exit doors long after Thing has turned out the lights.

PROTIP: In the tunnels outside the Addams' mansion, walk through the wall for surprises.

PROTIP: Jump at the right moment to bounce high off these cannonballs.

Pugs Punny

You want to like Pugsley, especially after scanning some of the graphics. But eventually, his Scavenger Hunt will make you Lurch out of the room. G

NES Game ProFile

Pugsley's Scavenger Hunt

(By Ocean)

Colorful graphics can't save Pugsley, who's done in by average sounds and monotonous game play.

Graphics	Sound	Control	FunFactor	Challenge
4.5	3.0	4.0	3.0	INT. Intermediate

$49.99	Multi-scrolling
Two megs	Seven levels
Available October	One player
Action/adventure	Unlimited continues, passwords
Side-view	

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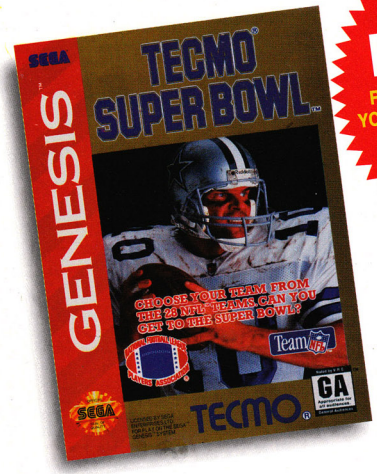

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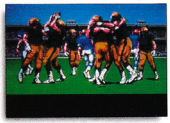

In November of 1991, Tecmo launched the original Tecmo Super Bowl. The demand for Tecmo Super Bowl was so great that most stores sold completely out of stock within a very short time. We strongly suggest you contact your local game retailer and reserve your copy now.

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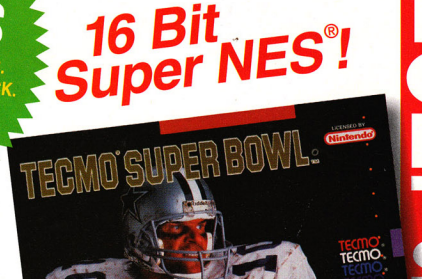

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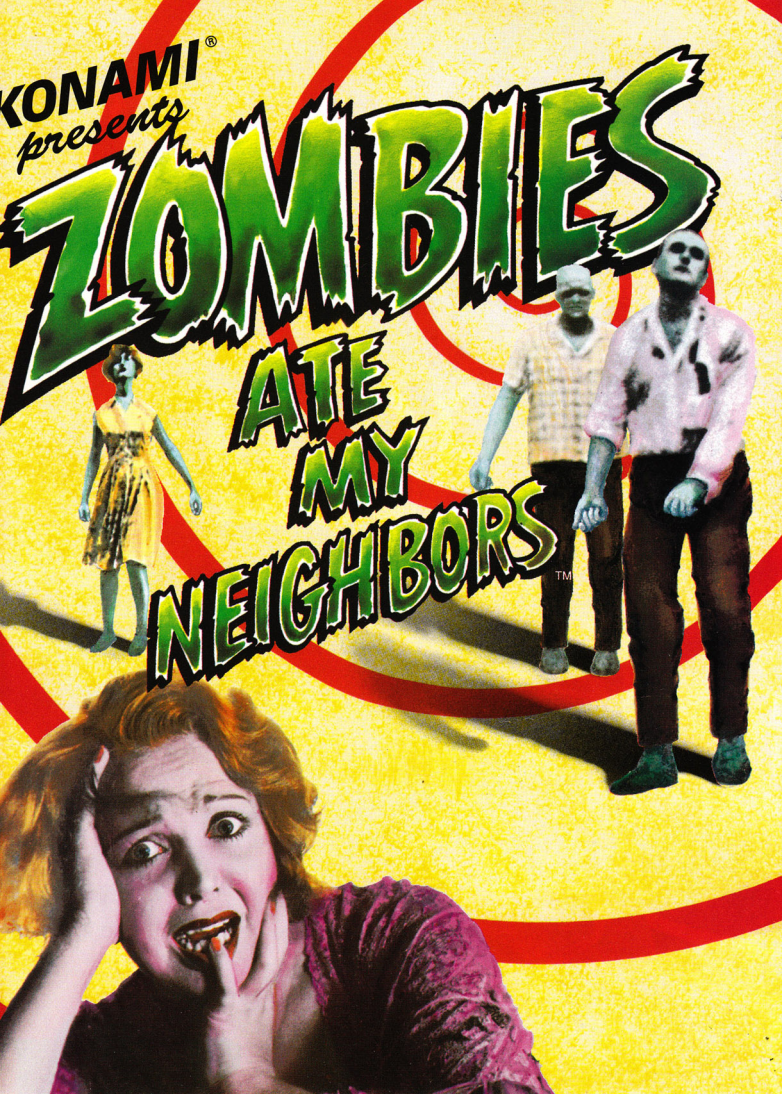
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"MORE FRIGHTENING THAN YOUR MOM AT A THRASH CONCERT."

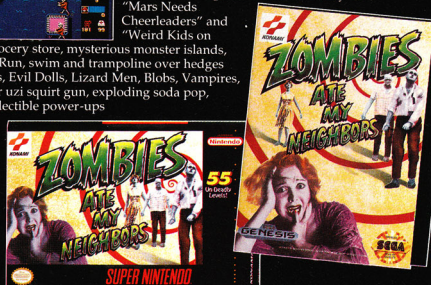
Slash Meehup-*Rolling Tombstone*

Thrilling performances by two teenage stars who must save cheerleaders, babies and BBQ-happy neighbors from every monster that ever stalked the cineplex.

"Somebody help me! Help me please!"

B.A. Goner-*New York Times Up*

Fifty-five B-horror movies rolled into one are now slaying in your neighborhood. Scream to the sounds of "Hedgemaze Chainsaw Mayhem," "Mars Needs Cheerleaders" and "Weird Kids on the Block." Find your way through a "chopping" mall, a grocery store, mysterious monster islands, a haunted house and your own Zombie infested backyard. Run, swim and trampoline over hedges to escape hordes of Zombies, Chainsaw Maniacs, Mummies, Evil Dolls, Lizard Men, Blobs, Vampires, Giant Ants, Martians and more. Or take them out with your uzi squirt gun, exploding soda pop, bazookas and weed wackers. In a pinch use one of your collectible power-ups like secret potions and bobo clown decoys. Go it alone or as a Zombie squad of two. The game goes on and on and on. Run for your life! It just won't die!!



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SPECIAL FEATURE

JAGUAR™

Atari's Jaguar: 64-Bit Video Games on the Prowl

By The Desk Jockey

Atari's Jaguar has been the buzz of the industry since its debut at an August press conference (see last month's Cutting Edge). This mean 64-bit stealth machine should be cutting a swath through the New York and San Francisco markets by late October or early November. We hunted down screens of the latest carts lurking in Atari's jungle. So if you can't wait, here's a preview of what's to come. (For more information on this system, call Atari at 408/745-2000.)

CyberMorph

Atari's answer to StarFox places you a few hundred years into the future, but more importantly it places you in a 3D polygon-based world, where you are free to maneuver in *any* direction. In the game, Earth's greatest scientists and technologies were launched into deep space enclosed in tiny pods, and galaxy-devouring aliens scattered them across 50 planets. You command the CyberMorph prototype craft and must rescue the pods.

That's right, the name's "Morph," as in "transform!" With an animation technique lifted from such movies as *Terminator 2*, your ground-cruising ship can automatically morph into new shapes as it flies, giving it better speed or wind resistence. The ship has standard maneuvers and can skim forward or back into reverse. You get a regular single-shot cannon and can upgrade the ammo with power-ups, such as a Double-Shot, a Triple-Shot, Flame Shots, and Thunder Quakers (the ever-popular smart bombs).

The pods are easily grabbed by your 'Morph, but getting to them is no easy task. Alien infestations, force fields, and giant disembodied heads make visitors unwelcome in the alien worlds. The topographically detailed landscape poses even more danger, from its sharply raised mountains to its narrow canyon runs. The Altimeter gives you a quick scan of the Topography, and the Auto-Cruiser will automatically fly you over bumpy terrain... unless it's too bumpy! This CyberMorph will be landing soon, but Atari hopes this one won't run aground.

Available October

Everything from bodies of water to full-blown alien cities must be navigated.

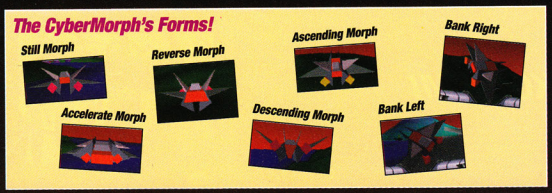
Notice the raised topography in the planet's surface. With Turbo Speed, you can blast right through the middle of these canyons!

Pods are the main objectives of your mission. Sometimes they'll be out in the open...

That one was too close for comfort!

...And sometimes they'll be guarded by force fields.

The horizon may look good, but the polygonal enemy crafts are lurking everywhere.



When your mission begins, a mothership launches you onto the planet's surface. You're enclosed in a shell to protect the 'Morph from atmospheric pressures.

Laser is your holographic companion on the space voyage. Her digitized voice spews 23 comments on everything from the location of the closest pod to the ineptitude of your flying.

The skies are far from friendly. You'll meet giant floating masks in a hellish orange world.

"Nice shooting kid, that was one in a million..." Now go track down the other 999,999 enemies.

You win some, you lose some. Correction: You win a few, you lose a LOT.

Alien vs. Predator

Based on our initial previews, this cart has the greatest potential to be a true system showcase cart. Its 3D unrestricted-motion game-play style has never truly been done on a home system before. You play as the Alien, the Predator, or a colonial Marine Corporal in a most dangerous game of survival of the fittest. The interface enables you to turn and walk in any direction. This means you can hide behind pillars, peer through doorways, or scamper sidways down corridors!

Available January '94

The Predator combines the best of both worlds: humanoid intelligence and out-of-this-world strength. His infrared vision and devastating high-tech weapons make him a constant threat.

As the marine, your overlay screen includes a motion detector, a variety of guns, and a knife.

The Alien knows no fear, and she's got nasty claws, a tail, and teeth to get her point across.

The Alien's eggs hatch and her brood joins her. If you thought you needed a hug today, better think twice – here come the Face Huggers!

Since the marine's human body just can't match the raw power of the Predator, you'll need wits and cunning. You can slow down the Predator by closing doors on it...but only for a while.

Trevor McFur in the Crescent Galaxy

Here's an update on young Jaguar space pilot Trevor McFur's progress, just transmitted from sector five of the Crescent Galaxy. This 64-bit side-shooter is nearing completion. The action should heat up with Trevor the Jaguar and co-pilot sidekick Cutter the Lynx blasting through five worlds (10 stages total). The 3D rendered enemies display excellent texture and depth. Tons of sprites load the screen with no slowdown, and all of the sprites move and rotate independently.

Available October

Cutter sneaks in to help you eradicate certain enemies, such as this space boss that guards the entrance to the Desert World.

The evil Audit possessed this gigantic space robot. Shoot first and forget about the questions.

In the desert you'll be assaulted by waves of Turbo Rats, flying Poppies, and exploding Geysers.

The Mudman boss wants to drag you into it. Keep your nose clean and blow him away.

The Taxi Fish and giant Eyeballs have a bead on you in the City World.

SPECIAL FEATURE

JAGUAR™

Jaguar Software Snapshots

Checkered Flag

This sequel to the Lynx game features a full 3D environment, where you can drive in any direction. You'll be able to switch among at least four different views *à la* Virtua Racing.

Available First Quarter '94

Club Drive

Here's another 3D polygon racer that's more stimulation then simulation. You race in a futuristic city, an old-western town, a present-day world, and a toy-car world.

Available First Quarter '94

Evolution: Dinodudes

Based on Humans for SNES and Genesis, Dinodudes features redrawn 24-bit graphics. You guide hapless cavemen through 80 levels and teach them to survive in a prehysterical environment, where spearing dinosaurs and starting a fire are all in a day's work.

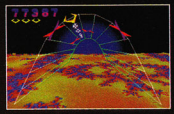
Available First Quarter '94

Raiden

Atari plans a pixel-for-pixel conversion of Fabtek's overhead-view shooter. You shoot land- and air-based enemies and can use missiles and machine guns.

Available First Quarter '94

Tempest 2000



The original arcade vector-graphics shooter is taking aim at the Jaguar. You won't need a long memory to play this one, as there's also a new 2000 mode that's planned as a 3D version of the original.

Available First Quarter '94

Tiny Toon Adventures

Montana Max got his clutches on an Acme TiToonium-Gold Converter, and he's ready to steal all the TiToonium he can get from the planet's surface. This is bad ecological news, so the Toonsters embark on a side-scrolling platform game to stop Monty from thrashing the planet.

Available First Quarter '94

THE BATTLE TO SURVIVE JUST GOT UGLY!

Two titans of terror are about to square off in the most fearsome fighting the galaxy has ever seen!

As a Predator Warrior, you'll battle dozens of deadly, double-jawed Alien beasts bent on your annihilation. But you're ready. A cloaking device makes you instantly invisible. You're armed to the teeth with spears, lasers, wrist-blades and killer kick-boxing maneuvers – Weapons you'll need to survive ten treacherous levels of claw-to-claw combat.

Overcome swarms of Alien drones, warriors, chestbursters and face-huggers and you still face your ultimate challenge: a monstrous battle with the Alien Queen! Alien vs Predator, now face to hideous face for the very first time on Super NES and Game Boy from Activision.

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ALIEN VS PREDATOR IS AVAILABLE FOR YOUR GAME BOY AND SUPER NES. TO ORDER: SEE YOUR LOCAL RETAILER OR CALL 1-800-477-3650.

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OVERSEAS PROSPECTS

By Porcupine 396

In Japan, Silpheed by Game Arts is taking the Mega CD by storm, and this awesome outer space shoot-em-up is due to land in America for the Sega CD any day now. Now hold it, all you PC gamers out there. Don't stop reading. This version of Silpheed bears no resemblance to the Game Arts/Sierra On-Line PC version released in 1989. It's totally new, and totally spectacular.

Silpheed for the Mega CD depicts a titanic space battle that redefines 3D graphics for home systems. From the opening Title Screen to the final boss (at the end of the 11th level!), this fly-or-die shooter creates a sense of speed and depth rivaled only by Galaxian 3, the rare $3 million Namco coin-op.

Out-of-this World Graphics

Silpheed's game play's great, but the graphics are the star of this disc's show. You pilot the Silpheed spacecraft from a ¾ behind-the-ship view, which creates an amazing sense of dimension. The digitized planets and planet surfaces come straight from NASA satellite fly-by photos. The 3D models of spaceships, asteroids, and other unearthly objects are near movie quality. Paint in the backgrounds with a galaxy of stars, and you've got a graphics knockout!

Other graphic highlights include the Silpheed ship itself, and its multitude of adversaries. These sprites are small, but they look smooth, and they're very nicely detailed, unlike the large, choppy polygons in StarFox (which look like geometry lessons, not spaceships). All the Silpheed vessels move with speed and grace, while Fox and foes inch across the screen.

The music complements the action perfectly. Every note is synchronized to the action, as are the slick sound effects. Distinct voiceover (in English) from your unseen squadron members heightens the sci-fi excitement. CD intermissions you ask? Yup. The lengthy cut scenes and story sequences help hip you to the story. They're spectacular, and even *they* don't come close to the graphic quality of the game itself!

'Pheeding Frenzy

But, lest you think this game is an all-show and no-go affair, here's the lowdown on your impossible mission: You must single-handedly destroy a huge (as in HUGE!) space armada. You face devastating firepower as enemy spacefighters attack you from the front and the rear. Massive energy blasts zap you from out of nowhere. Gigantic asteroids one-third of a screen wide sledgehammer you. You also fight tiny sprite-sized satellites and storm above massive multi-screen battlewagons.

At least you're in complete control of your ship. Unlike most shoot-em-ups, where you fly and shoot in just one graphic plane, Silpheed moves and grooves anywhere on the screen. It can bank left and right, climb and dive, and zoom in and out of the screen!

Silpheed's Killer Crossover!

You fly your spacefighter across massive enemy battlewagons.

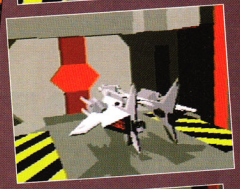
Your aresenal includes missiles, lasers, multi-shot blasters, bombs, and shields.

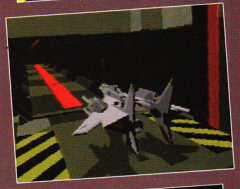
A Shooting Star

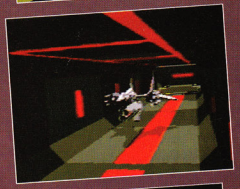
Mega CD or Sega CD, Silpheed's a winner any way you look at it. Remember: In space no one can hear you...awww, go ahead and scream! Silpheed's killer looks and monster action deserve a shout. G

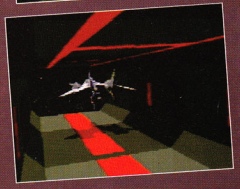
You re-arm your ship whenever you complete a level.

Silpheed Blasts Off for Action!





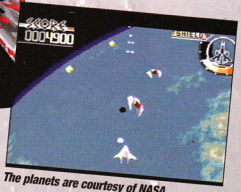




Check this debris field after you blast an enemy cruiser.

Lasers blast you from out of nowhere.

The opposition can be huge.



The planets are courtesy of NASA.

Weapon failure occurs frequently.

Be the aggressor...if you can.

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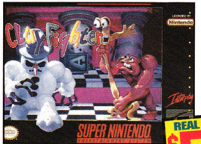

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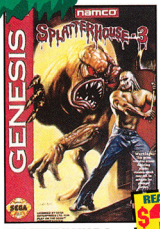

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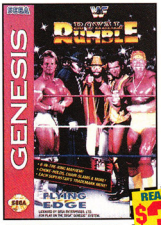

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from Acclaim.

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NFL '94: Madden Remains the King

Madden NFL '94

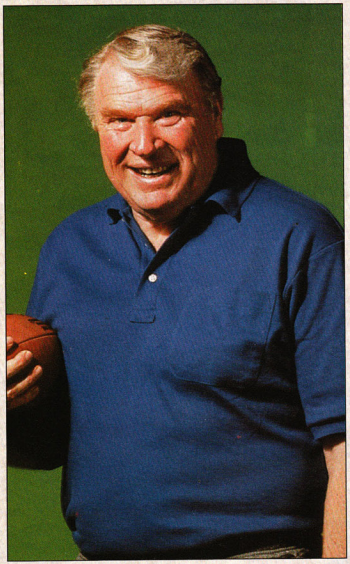
SNES and Genesis

By Athletic Supporter

The old saying, "If it ain't broke don't fix it," might apply to Madden NFL '94. This version of Madden for the Genesis and the SNES is new and improved, but it's not what you'd expect from EA Sports.

The new Maddens offer some slick new features, such as a cool reverse angle on instant replays. By far the best improvement is the multi-player option. Using EA Sports' 4 Way Play, four Genesis players can team up or split up for simultaneous game play. On the SNES, five players can compete with Hudson's Super Multitap 5-Player Adapter. The multi-player options add a great, rowdy dimension to the games, and learning to play together with friends can be tougher than beating the CPU. You will also find a few more offensive formations in Madden '94's playbook. Overall, though, Madden '94's game play doesn't vary much from Madden '93.

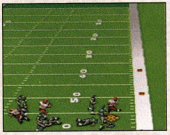
On the downside, these carts are missing a few realistic features, and realism is what made the Madden series the best in football game play. For example, there's no situational substitution, so players don't run on and off the fields between plays. In fact, on offense the Big, Hands, and Fast teams are gone. This factor streamlines the game play, but it takes away from the gridiron realism.



What's more, in the SNES game, defensive linemen can run down speedy running backs from behind, even when the back is galloping off on a breakaway. Another problem with the SNES version is that you can't change to another formation once you've selected an offensive or defensive formation, even if you call time-out.

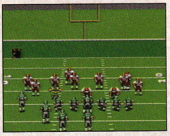
The Fundamentals

In other ways, both Madden '94 carts are similar to their predecessors. You still get all 28 NFL teams, with their strengths and weaknesses updated based on the '93 season. You also get 38 Super Bowl teams, 12 all-time franchise teams, and two "All-Madden" teams, making a total of 80 teams if you're scoring at home.



PROTIP: To avoid diving tacklers in either system, press the Hurdle button just as the defender makes his move.

Madden '94 also features the same digitized oomphs, grunts, and bone-crushing sound effects as last year's versions. On especially hard-hitting plays, EA Sports has added extra pops to the sound track. You even get new Maddenisms. For example, after a quarterback sack, Madden now exclaims, "Can't hold the ball for that long!"



PROTIP: With either system, select a "nickel" or "dime" defense on sure passing downs. Then pick an outside linebacker or defensive end, line him up wider than normal, and put an all-out rush on the QB. (Genesis shown at top.)

SNES Looks Mah-velous!

The SNES version's graphics blow every other football game away, including Madden's Genesis version. The SNES edition is the sharpest and most detailed game in the series. Visual Concepts (the game's designers) utilized the system's 256-color capabilities to the max. The screen even rotates during punts and turnovers, which doesn't happen on the Genesis.

PROTIP: For big yardage on the SNES, run the ball up the middle with your fullback a few times, then run a sweep with the quicker halfback.

The SNES version doesn't match its smooth graphics with smooth game play, though. Sprite movement, even for the fastest players, is choppy at best on the SNES. Players start off fast, but after five or 10 yards they slow to a turtle's pace. Let's face it, if Emmitt Smith breaks the line of scrimmage, he shouldn't be caught from behind by Reggie White.

PROTIP: Sometimes you must move your SNES or Genesis QB out of the pocket to give your receivers enough time to run their pass patterns. (Genesis shown at top.)

PROTIP: On SNES passing plays, move your receiver to the "target spot" and keep him there. He'll catch the ball almost every time.

PROTIP: When the ball is in the air on the Genesis, have a defensive back bump the receiver before he gets to the "target spot." Don't be too obvious, or the zebras will call pass interference.

PROTIP: In the Genesis version, you can block the computer punter. Take your fastest player, line him up wide, then rush him quickly. Finally, press A to leap and block the punt.

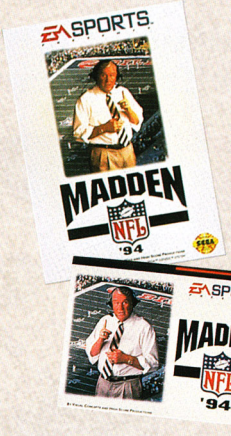
Genesis in Control

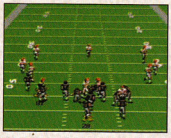
What the Genesis version lacks in graphics, it makes up for in other areas. The game play is quicker and smoother than the SNES Madden, and the controls are much more responsive. You'll find that player speed is more realistic (Reggie will never catch Emmitt on the fly in the Genesis). Statistical control freaks are really going to freak, however, when they discover that the Genesis Madden lacks individual halftime and end-of-game stats.

Tougher Competition

A major complaint about the earlier Madden games was how easy the computer was to beat. That's no longer the case. The computer selects its plays more quickly, plus it runs more aggressive defenses and higher-risk offenses.

The SNES computer is much tougher to score against because of the discrepancy in player speed, so take advantage of all of your scoring opportunities. The Genesis computer plays wide-open, offensive games. CPU running backs are almost impossible to bring down behind the line of scrimmage. Plus, no matter how well you cover the computer's receivers, they always seem to come up with the reception.





PROTIP: Don't be one-dimensional. Mix things up on offense and defense. Madden '94 will adjust if you don't vary your plays. (SNES shown at top.)

Genesis vs. SNES

It's too bad that EA Sports couldn't combine the best Genesis and SNES features into one cart, because that would produce the ultimate football game. For owners of both systems, picking between the two is a matter of taste. If you like old-fashioned, smash-mouth defensive football and great graphics, then play the SNES. If you're offense-minded and love great control, then kick off with the Genesis version.

If you own one 16-bit system your decision is easy. Despite some quirks, Madden NFL '94 blows away the competition for any system. John Madden is still the video league MVP.

Madden NFL '94 by EA Sports (SNES)

Graphics	Sound	Control	FunFactor	Challenge
5.0	4.5	4.0	4.5	Intermediate

INT.

$59.95
8 megs
Available November 19
Football
Multi-scrolling
Five players

Madden NFL '94 by EA Sports (Genesis)

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.5	5.0	4.5	Intermediate

INT.

$59.95
16 megs
Available November 19
Football
Multi-scrolling
Four players
Battery backup

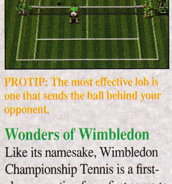
Wimbledon Championship Tennis Takes Center Court

Wimbledon Championship Tennis

Genesis

By Weekend Warrior

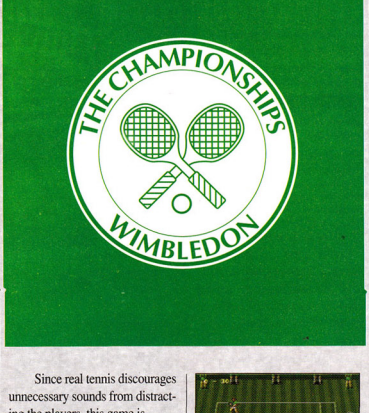
At first glance, you may wonder why another Genesis tennis game is joining an already crowded market. They all feature similar graphics, options, and game play. However, Wimbledon Championship Tennis stands head and shoulders above the Genesis center court crowd with realistic graphics, an abundance of options, smooth game play, and exciting new four-players simultaneous game play using Sega's Team Player Multi-Player Adapter ($29.99). Wimbledon Championship Tennis serves up a whole new ball game!



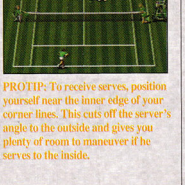
PROTIP: The most effective lob is one that sends the ball behind your opponent.

Wonders of Wimbledon

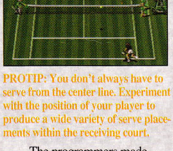
Like its namesake, Wimbledon Championship Tennis is a first-class operation from first serve to match point. Sharp graphics, which feature realistically proportioned and animated players, immediately show off the quality of the game. Too many tennis games have been hindered by cartoony, unrealistic character sprites. In Wimbledon, detailed backgrounds and different court surfaces are effectively conveyed. Additional graphic highlights, such as linesmen, ball boys and girls, and hilarious animation whenever a player is beaned by the ball, add to the graphic excellence.



Since real tennis discourages unnecessary sounds from distracting the players, this game is understandably light on its audio capabilities. However, the sound bites that do exist are strong and distinctive. With the digitized sound of balls bouncing off different surfaces, players' grunts and groans, the court judge's scoring, and audience applause and reactions, Wimbledon Championship Tennis sounds like the real thing.



PROTIP: To receive serves, position yourself near the inner edge of your corner lines. This cuts off the server's angle to the outside and gives you plenty of room to maneuver if he serves to the inside.



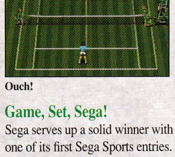
PROTIP: You don't always have to serve from the center line. Experiment with the position of your player to produce a wide variety of serve placements within the receiving court.

The programmers made every effort to replicate the tennis experience within the confines of the Sega control pad. Players (and their shadows) move fluidly across the surface, responding easily to the controls. All major strokes are effectively represented, with variations for the strength and direction of the hit. You can select from 24 professional male and female players, each of whom is ranked according to strokes, speed, and footwork. Every player performs faithfully to their stats, so it'll show if your player is lacking in a certain area.

PROTIP: Don't play too close to the net, or your swing will send the ball directly into it.

Tennis, Anyone?

Wimbledon Championship Tennis is solid sports fun for die-hard tennis fanatics and casual players alike. There are 10 skill levels of competition to guarantee a satisfying experience, even for novices. A variety of possible combinations – singles versus the computer, head to head, doubles against the computer, and four-player simultaneous action – ensures a suitable match for everyone.



Ouch!

Game, Set, Sega!

Sega serves up a solid winner with one of its first Sega Sports entries. Excellent graphics, smooth game play, and enticing four-player action are the hallmarks of this effective, entertaining sports game. See ya courtside! G

Two dozen world-reknowned male and female tennis pros await your call.

Wimbledon Championship Tennis by Sega Sports

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.0	4.5	4.5	Adjustable

$54.99
8 megs
Available October

Tennis
¾-overhead view
Four players

EA Sports Scores a Hoops Winner

NBA Showdown

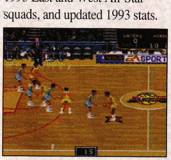
SNES

By Weekend Warrior

In what's becoming an annual tradition, those sports programming wizards at EA Sports have revised their awesome basketball game with enough enhanced graphics, new features, and snazzy options to make it a brand-new, must-get b-ball cart. NBA Showdown for the SNES produces the most complete 16-bit NBA experience around. Actual NBA teams and players, sharp graphics, solid game play, season play, and even the ability to trade players make this cart roundball heaven! Let's hit the paint for the complete play-by-play commentary.

The Lowdown on Showdown

NBA Showdown is jam-packed with options and features, so that each game is a unique experience for one or two players. The cart showcases complete NBA authenticity, with all 27 NBA teams and players (including digitized portraits of the starting lineups), the 1993 East and West All-Star squads, and updated 1993 stats.



PROTIP: Fast breaks are rare in this very fast game. Allow your teammates time to make it downcourt to set up offensive formations.

Although you can only trade starters, the options are tantalizing. Use the League Leaders menu to track who's hot and who's not during season play.

The most exciting new features fire up the battery backup. You can play a complete 82-game season, plus the NBA Playoffs and the Finals (if you're good enough). You can also play four different seasons concurrently! Passwords enable you to track your team's progress. The cart updates all team standings, including league leaders in scoring, rebounds, blocks, steals, free throws, and three-pointers. It's a statistician's nightmare, but a fan's dream come true.

You can now also trade starting players from all of the teams, and create your own all-star team using the Custom Team Builder option. Imagine acquiring Jordan, O'Neal, and Ewing without having to pay their salaries. It's every NBA owner's fantasy!

PROTIP: The more time you have to set up a three-point shot, the better chance you have of making it.

As with previous EA Sports titles, Showdown's emphasis is on realism and on presenting the fullest sporting experience possible. You assume the dual role of player and coach, navigating through very real injuries and fatigue throughout each game and season. Players perform according to their stats even more so in this version than in previous EA Sports basketball titles. Additional touches include stylish Marquee moves for 30 of the hottest NBA pros and a T-meter to control the power and accuracy of free throws.

PROTIP: Forget about blocking NBA superstars as they go into their Marquee shots. Get set to inbound the ball.

The Sights and Sounds of the NBA

The graphics are sharp and intense. Large, well-rendered character sprites make each one of the 10 on-court players stand out from the detailed backgrounds. EA Sports claims that the game's speed has been upped 100% from the original version, and the increase is instantly noticeable. Players are silky smooth as they glide up and down the screen in response to the user-friendly controls.

The digitized sound effects are sharp and effective. You only wish the crowd would be a little more boisterous after your awesome plays.

PROTIP: If defenders are playing extremely tight, try shooting fade-away shots instead of rushing the basket. You'll avoid an offensive charging foul.

PROTIP: Keep your eyes on the court and listen to your teammates. They'll shout as time runs out on the shot clock.

Slam Dunk!

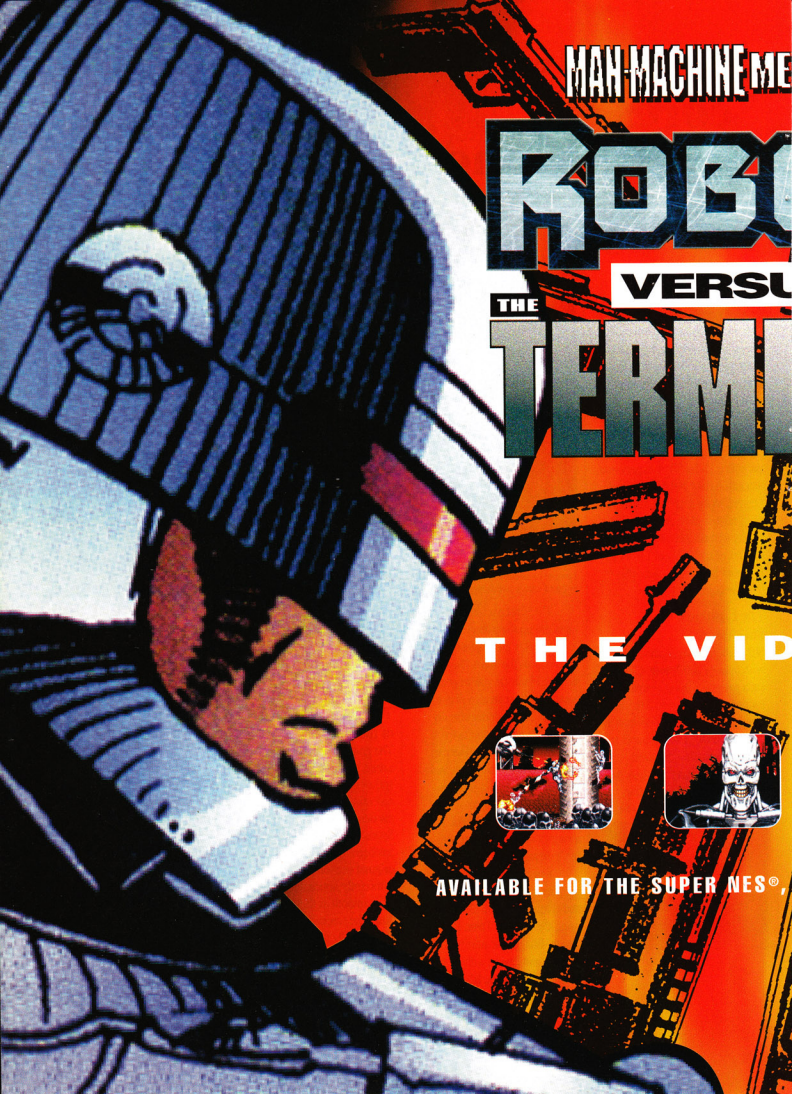
Needless to say, you gotta get this cart if you have even the faintest interest in basketball. The wealth of options and features guarantees fun for gamers of all ages and skill levels. Even if you already own EA Sports' Bulls vs. Blazers, the ability to play four simultaneous seasons, quicker game play, and trades make this new cart hard to resist. NBA Showdown is a solid testament to EA Sports' credo: "If it's in the game, it's in the game!" G

NBA Showdown by EA Sports

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

$69.95	Side-scrolling
8 megs	Two players
Available November	Passwords
Basketball	Battery backup
Side-view	

Continued on page 172.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Continued from page 169.

F-1 Racers Rev High on SNES Track

Redline F-1 Racer

SNES

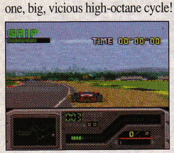
By Rubber Necker

Absolute's Redline F-1 Racer has sharp graphics and emphasizes the intricacies of race car mechanics. While not too intriguing for casual racers, this cart will please fans who want to master their engine and customize their machine for peak performance on certain tracks.

PROTIP: Always take the inside lane, and jam your opponent to the outside of a turn.

Rev On!

One or two players face off on 12 international F-1 circuit race tracks and steer from a behind-the-car, forward-scrolling perspective. As you complete races, you get a password and prize money. The bigger your purse, the better the options you may purchase for your car. The better your car, the more money you can win. It's all one, big, vicious high-octane cycle!



PROTIP: Unlike other racing games, running into the dirt is not a good way to slow your car down.

Extremely detailed options enable you to customize your ride.

Sharp graphics enhance this cart's appeal. Cars are clearly rendered against colorful backgrounds, and on-screen readouts are nicely positioned and don't interfere with the action. The sound effects are minimal, but the revving engine is clear. This is especially useful with manual transmissions, because you can shift without having to eye the gearshift meter. The responsive controls help you stay on the track, too.

Redline's highlight is the abundance of customizing options. You can upgrade nine features, including the tires, the engine, and even the front wings.

Burnin' Rubber

Redline F-1 Racer is not for speed freaks looking for an arcade-style racing fix. Those drivers should race other carts, such as Nigel Mansell's World Championship. However, if auto design is your inclination, then take this cart for a quick spin! G

Redline F-1 Racer by Absolute

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	4.0	4.0	INT.

Intermediate

$59.99
8 megs
Available now
Auto racing
12 tracks

Behind-the-car view
Forward-scrolling
Two players
Passwords

F-1 Pole Position

SNES

By Weekend Warrior

Coming fast around the Formula One track is a terrific new SNES racing game. UBI Soft's F-1 Pole Position is a complex, feature-filled racing "simulation" geared more for die-hard racers than casual gamers. Excellent graphics and animation, 16 international tracks, world-class opponents like Andretti and Mansell, and tons of options make this cart a winner!

You control all aspects of the race, including your car's repairs in the pits.

You can race the field or drive against a split-screen friend in three playing modes. F-1 guns the Super NES Mode 7 engine with a horizon that rotates 360 degrees and a car that goes anywhere – even backward, like in Super Mario Kart.

PROTIP: Don't pass cars on "S" turns, because opponents will squeeze you right off the narrow road. Make your moves on straightaways.

F-1 Fun

F-1 Pole Position offers more options than almost any other racing game. Choose from seven real cars, then customize the steering, transmission, tires, brakes, and suspension. The many variables may frustrate beginning drivers looking for simple arcade action. The controls and tracks are well-crafted but challenging, mimicking how difficult it really is to race these scream machines. As a racing simulation, F-1 deserves the pole position! G

PROTIP: When entering a U-turn in Manual Mode, downshift and keep the engine revving. Then immediately shift to top gear after the turn.

PROTIP: To determine the best way of customizing your car, study the track specs.

F-1 Pole Position by UBI Soft

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.0	4.0	4.0	ADV.

Advanced

8 megs
Rental only October-November
Auto racing
16 tracks

Behind-the-car view
Forward-scrolling
Two players
Passwords

Hot F-1 cars are at your fingertips!

Continued on page 174.

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3 Slow Motion Options.
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Continued from page 172.

Passing Grade for Domark's Racer

Formula One World Championship Racing

Genesis

By Rubber Necker

Rounding the curve into a packed field of Genesis racers comes Domark's Formula One World Championship Racing. Although it features Formula One cars and 12 international race circuits, this cart doesn't bring in anything out of the ordinary

PROTIP: As soon as you see the pits, slow down and move into the entry lane. You must be completely within the lane and make a complete stop, which activates the pit crew.

Nuts and Bolts

At first glance, World Championship Racing features an interesting, behind-the-wheel, first-person perspective and good forward-scrolling action. The graphics seem sharp and detailed until you actually start to race. On-screen readouts and maps are awkwardly positioned, making them hard to read at a glance. Vital speed and gear information is tiny and blurs into the background. While the actual cars, backgrounds, and forward-scrolling driving animations are well-rendered, the shortcomings of the visuals you need to race ultimately hinder your ability to compete.

The solid animation, however, delivers fine control and handling. The manual transmission offers one of the smoothest interfaces in driving games. Unfortunately, the tracks and backgrounds quickly become repetitious, and it's difficult to find the pit crew. The tracks are narrow, and passing is hard to judge.

PROTIP: There's not much room on these roads. Forget about passing if your opponent hogs more than half the track. Wait for a better opening.

The sound in World Championship Racing is also rather limited. A sharp opening soundtrack gives way to somewhat unrealistic, tinny effects.

PROTIP: When you're going downhill, make your move and pass the pack. Only then do you have a long, clear view of the traffic ahead.

PROTIP: Drive off the course to slow down without applying the brakes.

Final Lap

Despite its limitations, Formula One World Championship Racing is a solid racing game with plenty of good features and intentions. However, it just doesn't have what it takes to break away from the pack. G

Formula One World Championship Racing by Domark

Graphics	Sound	Control	FunFactor	Challenge
3.5	3.0	4.0	3.5	Adjustable

Price unavailable
8 megs
Available November
Auto racing
12 tracks

Behind-the-wheel view
Forward-scrolling
Two players
Passwords

Sidekicks Soccer Has All the Right Moves

Tony Meola's Sidekicks Soccer

SNES

By Athletic Supporter

In the U.S. it's called "soccer." To the rest of the world it's "football." No matter what you call it, if you've got a SNES, you should try out Tony Meola's Sidekicks Soccer.

Hands down (or maybe that should be heads down), Sidekicks is the coolest cart of its kind to date. The graphics are as realistic as any sports cart around, including the John Madden and NHL carts. From the lifelike movements of the players to the high-flying Bicycle Kicks, Sidekicks Soccer is the closest you can get to actually being on the field.

PROTIP: Get on one side of the penalty box and use either Button X or Y to loft the ball to the other side of the penalty box.

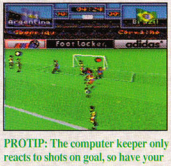
PROTIP: Take shots from outside of the penalty box. Use Button X to Loft the ball over the keeper's head.

Going for the World Cup

Sidekicks features 32 teams from cities and countries around the world. You can play alone against the computer, or you can challenge a friend to head-to-head competition.

Other cool options include a 14-game regular season and three tournaments at the City or World level. Fortunately, you can save your game's progress with passwords.

Sidekicks' best features are adjustable team formations and three selectable types of Direct Kicks.



PROTIP: The computer keeper only reacts to shots on goal, so have your player dribble right into the net without taking a shot. However, the keeper will catch on, and you'll only be able to score once using this fake.

The Pele of Soccer Carts

Sidekicks Soccer totally blows away the competition. It has the best graphics and the closest ball play of any soccer cart around. Sidekicks really kicks! G

Tony Meola's Sidekicks Soccer by Electro Brain

Graphics	Sound	Control	FunFactor	Challenge
5.0	4.5	4.5	5.0	Adjustable

Price unavailable
8 megs
Available November
Soccer

Multi-scrolling
Two players
Passwords

Continued on page 178.

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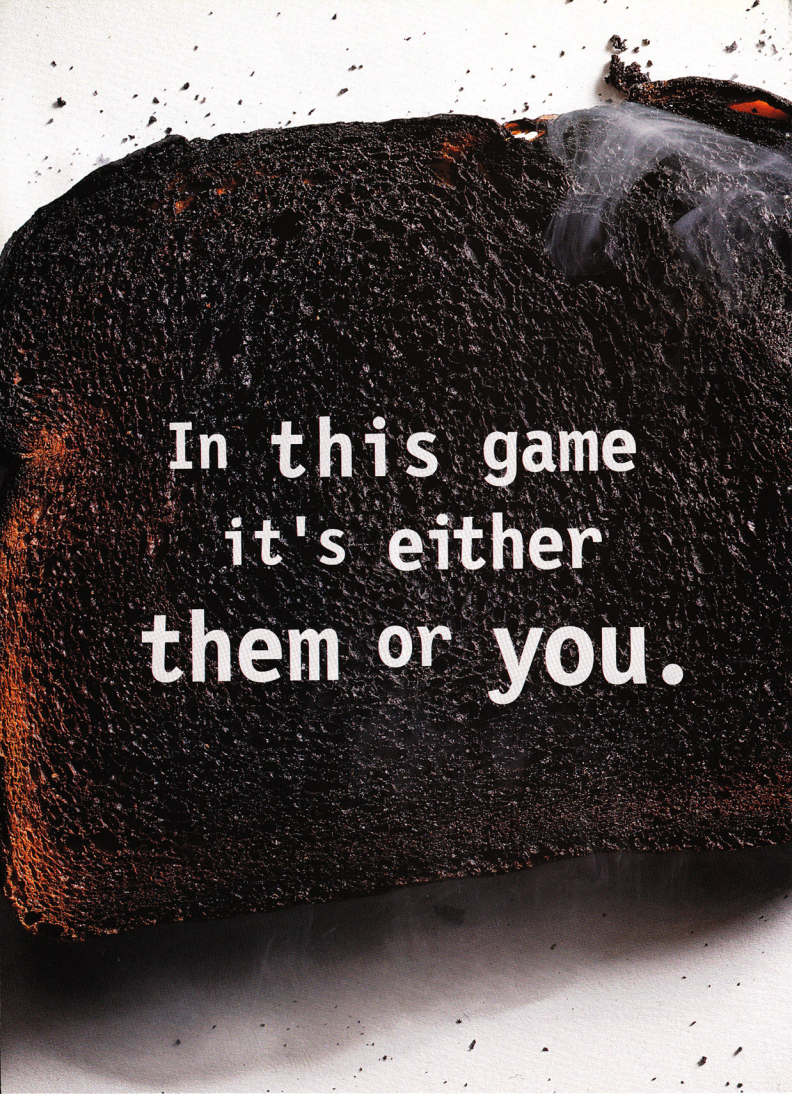
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Continued from page 174.

No Need to Get Hyper

Hyper V-ball

SNES

By Colorful Commentator

Sometimes dredging up moldy oldies is not a great idea. Case in point: McO'River has just transformed Super Volleyball (the two-year-old Genesis game) into the semi-super Hyper V-Ball.

Go for a Sky-Hi Spike in Hyper Mode!

Going Way, Way Back

Hyper V-Ball is another moderately fun volleyball game that doesn't quite have enough Mr. Oomph. The game features team-based tournament action. The straight side view provides no actual depth in the court, so your players just clutter over each other. The graphics have been spruced up a bit, with more colors than the Genesis version. Unfortunately, the scrolling still has a hard time keeping pace with the ball.

In addition to the expected Men's and Women's Leagues, there's a cool new attraction: Hyper League. Hyper League features volleyball-playing robots that have tons of extra spikes and moves.

PROTIP: Psych out your friends with fake spikes and blocks at the net, but don't expect this to work against the computer!

The controls in Hyper are far from hyper, however. The response time is not up to speed, and at times you find yourself futilely pressing the button. The game is also repetitive. The sounds, however, are above average.

Hyper V-Ball volleys well in robot mode, but the cart can't quite hold the serve. G

Hyper V-Ball by McO'River

Graphics	Sound	Control	FunFactor	Challenge
3.5	2.5	3.5	3.0	Adjustable

$54.95
8 megs
Available October
Volleyball

Side-view
Two players
Battery backup

Send Dig & Spike Back over the Net

Dig & Spike Volleyball

SNES

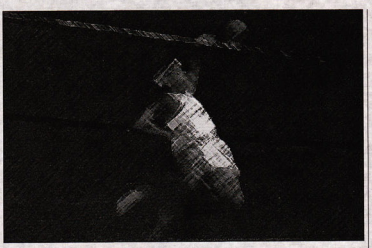
By Colorful Commentator

Hudson Soft serves up a mediocre game of volleyball in its latest SNES release, Dig & Spike.

Court-ing the Beach

Go for the jump service in Beach Mode.

Dig & Spike brings home the two most popular volleyball styles: Beach and Court. The Court Mode is a semi-realistic six-man game with international teams and a Tournament Option. The Beach Mode is a two-on-two women-only game that's a little faster-paced and more free-form than the Court game.



The controls for both modes are inconsistent. Setting up plays and maneuvering your players can be aggravating. You get a variety of spikes, bumps, and sets, but this doesn't overcome the slow, sandlot-caliber game play.

The graphics and sounds add little to the package. You get a ¾-angled view of the court or beach, along with some nice ground texturing but boring player animations. The crowd noises and ocean waves go in one ear and out the other.

Spiked

Even when playing with a friend, Dig & Spike Volleyball is average rental material. After a while, you may want to bury this one in the sand, and not dig it up again. G

PROTIP: Always be ready for a back-court dig in case your front blocker misses.

PROTIP: The Spikers are by far the best team, with the most balanced attributes in all categories.

Dig & Spike Volleyball by Hudson Soft

Graphics	Sound	Control	FunFactor	Challenge
3.5	2.5	3.0	3.0	Adjustable

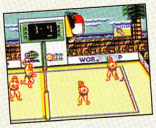
$59.95
8 megs
Available November
Volleyball

¾ overhead-view
Two players
Battery backup

Super Spike V'Ball: Best Bet in Volleyball

Super Spike V'Ball

Nintendo



It's scary, but this four-player NES classic remains the best volleyball game ever made for a home system. It features mondo-fast game play, different teams with individual skills, tons of spikes and moves, sharp controls, and great 8-bit graphics. If you're looking for a fun volleyball game, toss out the 16-bit sluffers and pick up Super Spike. G

Super Spike V'Ball
by Nintendo of America

Graphics	Sound	Control	Fun Factor	Challenge
4.5	4.5	4.5	5.0	Adjustable

$39.95
2 megs
Available now
Volleyball
¾ side-view

Four players
Passwords
Contact: NOA
800/255-3600 $31.95

On Deck

Previews of Upcoming Games

By Coach Kyle

Whether you like your football on the American gridiron or on the European soccer field, you'll be able to get your kicks in the next few months with these soon-to-be-released games.

ABC Monday Night Football

You're near field level with ABC Monday Night Football.

ABC's own Frank Gifford calls the play-by-play in Data East's SNES version of the Monday night classic. Choose from among 28 teams (not actual NFL teams, unfortunately) or create your own. Then sit back and watch the action from a behind-the-end-zone perspective. This two-player game features a short exhibition season, a 13-game regular season that culminates with the Super Monday Night Football game, close-ups, and replays with Gifford's commentary.

ABC Monday Night Football
by Data East
Available January

EA Sports Soccer

Sliding tackles are part of the game in EA Soccer.

EA Sports is on a hot streak. One of the biggest advances in sports games this year is the development of EA Sports' 4 Way Play adapter, and its exciting supporting games. Joining NHL '94 and Madden NFL '94 is EA Soccer, the latest game to take advantage of EA's multi-player option. The four-vs.-the-computer, three-on-one, or two-on-two action is fast, furious, and authentic. Real strategy, corner kicks, bicycle kicks, yellow cards, and diving goalies are all here, viewed from an angled behind-the-corner perspective. The EA Sports streak continues to blaze!

EA Sports Soccer by EA Sports
Available December

World Soccer '94 – Road to Glory

He shoots, he almost scores, in World Cup Soccer '94.

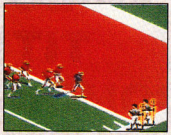
Two players will enjoy the responsive game play and abundant team options found in this translation of Striker, Europe's best-selling soccer title ever. With six play modes (ranging from Friendly Game to World Knockout) and 64 international teams, this is one cart you won't soon tire of. You even have the ability to create your own players with distinctive uniforms, hair, and skin colors. You get a behind-the-goal view as you control sliding tackles, throw-ins, and diving headers. It looks like Atlus could score with this one.

World Soccer '94 by Atlus
Available December

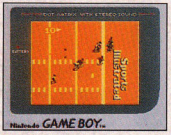
Sports Illustrated: Championship Football & Baseball

Get two games in one with this good-looking combo cart. With 16 megs on the SNES and 4 megs on the Game Boy, Sports Illustrated: Championship Football & Baseball offers realistic graphics, digitized video, and true-to-life stadium sounds. The designers have said they're making the control interface simple so players can get immediate results. The details in each sport will be as accurate as you'd expect from *Sports Illustrated*. During intermissions, you even get video of great sports plays.

A radar gun clocks pitch speeds in Sports Illustrated: Championship Football & Baseball for the SNES.



Get into the end zone on the SNES with S.I. Football.



Score big on the Game Boy, courtesy of *Sports Illustrated*.

Sports Illustrated: Championship Football & Baseball by T*HQ
Available now

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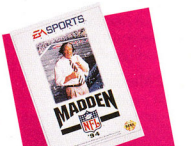

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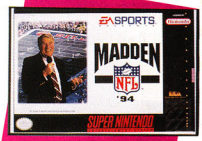

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VMO

By Scary Larry

Fans of the Man in Blue have a ton of reasons to cheer. In addition to Mega Man 6 for the NES and Mega Man X for the SNES, Mega Man IV for the Game Boy is prepping for a fall blast off. What's the word on this latest small-screen adventure for Mega Man? It's Mega Marvelous!

The Man with a Plan

In this sequel, Mega Man must, as usual, battle the crafty Doc Wily, but first he's got to beat four robot bosses – Pharaoh Man, Bright Man, Toad Man, and Ring Man. Mega-vets will know that after you beat each robot boss, you get a new special weapon. During the first four stages, Mega Man also finds his two popular canine buddies – Rush Jet and Rush Coil. Even better, if he manages to collect the letters B, E, A, and T, he's joined by his busy bird buddy, Beat.

Once the Megster defeats the first four robots, he has to face an even more fearsome foursome – Crystal Man, Stone Man, Charge Man, and Napalm Man. Once Mega Man's beaten these guys and collected the letters W, I, L,Y, he gets to face you-know-who. To defeat the sinister Wily, Mega Man needs all his special weapons, both Rushes, Beat, and anything else he can scrape up. Fortunately, Flip Top and Protoman, two robot buddies of Mega Man, are hanging out with some special helpful items, like Energy Tanks and Weapon Refills.

In addition to his robotic cronies, Mega Man also has to rely on a bevy of power-ups found throughout the stages. This game has the standard Mega Man power-up system, with Energy Tanks, Weapon Refills, and 1-ups strewn everywhere, but there's also a new power-up called P Chips. Use them in Dr. Light's lab between stages to buy items like 1-ups and instant refill tanks.

Game Boy Game ProFile

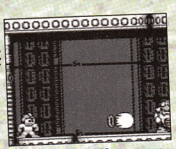
Mega Man IV

(By Capcom)

Who do you call when you're looking for small-screen excitement? Call the Man. In this Game Boy version, he's as mega-marvelous as ever.

Graphics	Sound	Control	FunFactor	Challenge
5.0	4.0	4.0	5.0	INT. Intermediate

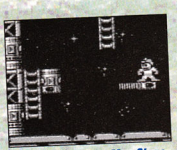
$21.50	Eight levels
Available November	Side-view
Action/adventure	Multi-scrolling
One player	Passwords



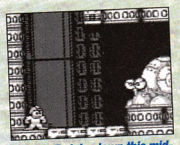
PROTIP: Try Toad Man as your first stage. Although he's Toad-ally gross, you can easily beat him with just a charged-up Mega Buster.

Now you get a preview of the stage before you take on the boss.

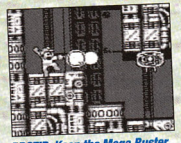
PROTIP: To destroy this ringed rat in the Ring Man Stage, stay in the left-hand corner, charge up, and fire as soon as the rings are in the air.



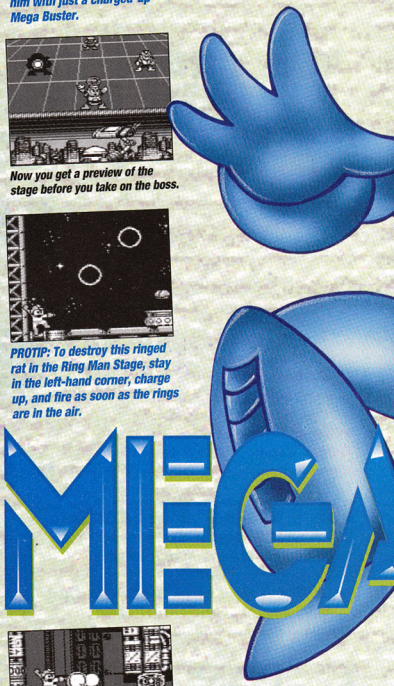
PROTIP: In the Ring Man Stage, the disappearing platforms are a real headache. The trick is to fall on the small space where the platforms materialize, then wait. Each platform materializes in a timed pattern, so time your jumps accordingly.



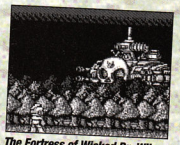
PROTIP: To take down this mid-level boss in the Toad Man Stage, shoot him in the eyes when they're open.



PROTIP: Keep the Mega Buster charged, even while you're running. You never know who you might run in to.

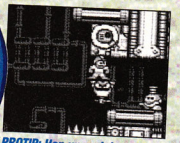


MAN IV

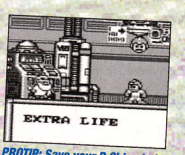


The Fortress of Wicked Dr. Wily

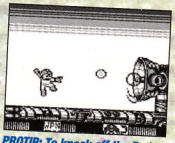
PROTIP: Stand on rocks in the Pharoah Stage until they fall near an opening, then slide into the opening. You'll die if you try to jump.



PROTIP: Hop up and down on the flat platform monsters in the Bright Man Stage to get them to move. They'll sink if you just stand on them.



PROTIP: Save your P Chips to buy 1-ups. You'll find lots of the other items throughout each stage.



PROTIP: To knock off the Radar Dish Boss after the first four robots, stand in one spot and wait until he throws his weapon at you. Then, quickly jump back. The Radar Dish is only vulnerable when the antenna is open. Use a charged up Mega Buster to short-circuit the Dish.

PROTIP: Use the Rings from the Ring Man Stage to take down Pharaoh Man.

PROTIP: The Rain Flush is the most effective weapon against Bright Man.

Although the game play here is identical to that in the other carts in the series, you won't be bored. The awesome graphics and incredible detail in this Game Boy cart have to be seen to be believed. Every sprite stands out clearly, and each stage is filled with non-stop, detailed graphic action. The sprites move quickly, and the bosses are as deadly and cunning as their NES counterparts. The music is definitely Mega Manilow, but there's lots of it, and the sound effects are crisp and clear.

Mega Man himself is easy to maneuver with precision, although swapping between weapons still requires pausing the game and choosing your power-up, which sometimes breaks the flow of the action.

He's the Man

If you're a fan of the Megster, you won't be disappointed with this latest entry in the Mega Man series. Ditto if you're a casual Game Boy player who's looking for a good way to spend some battery life. Those looking for a great challenge and hours of fun, apply within. The Man is waiting. G

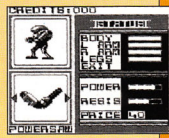
Game Boy ProReview

Metal Masters

By Captain Squideo

This robot fighter coulda' been a contender had the controls been in halfway decent shape.

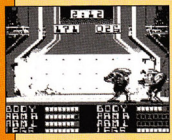
Metal Masters is really two games in one. First, when evil Lord Harkan threatens world domination, it's up to you to take on his robotic gladiators in the Metal Masters Tournament. Defeat his motley metallic crew in four rounds of tourney action, then hit the mean streets in search of a Super Robot that's been scattered around the city. Here the game now becomes a shooter as you blast tanks, helicopters, and bigger, badder robots!



PROTIP: Use this Status Screen to improve your 'bot. The Power Saw is the deadliest weapon. The MSAFE Body is virtually indestructable, too.

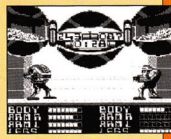
Rock 'Em Sock 'Em Robots

Thankfully you have the street fightin' to look forward to, because boxing with the 'bots in the early stages can get tedious. Control is only average – for long range, you fire hard-to-aim shots; for close-up combat, the robots have limited punches and mobility. Worst of all, there are no passwords. If you win every round of the tournament but lose on the streets, you have to start at the very beginning.



PROTIP: As in real boxing, back your opponent into a corner.

The sounds are the best part of the game. The chirps, buzzes, and blasts ring true, and the propulsive music drives the action. Unfortunately, the graphics aren't quite as strong. If the robots are evenly matched in the tournament part of the game, they look the same and it's easy to lose track of which 'bot is yours. At least the robots are large and well-detailed, though the toy-sized tanks and choppers in the shooter stages aren't very intimidating.



PROTIP: If you're far enough ahead, "stall" by backing away to the edge of the screen.

Metal Kombat

The jump from robot boxing to street shooting gives Metal Masters a vital boost. You could do a lot worse than master the heavy metal of this beat-em-up.

Metal Masters by Electro Brain

Graphics	Sound	Control	FunFactor	Challenge
3.5	4.5	2.5	3.5	ADJ. Adjustable

Price not available
1 meg
Available November
Action/adventure

Side-view
Side-scrolling
Two players (with Game Link)

Game Boy ProReview

Popeye 2

By Data Carvey

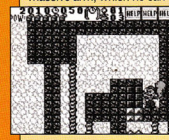
Hey, all that spinach-eating musta' paid off! This game's strong to the finish, but where's Olive Oyle when you need her?

Ahoy, Popeye fans! Cute graphics and simple, yet diverting game play will make Popeye 2 sail into the hearts of younger gamers this Christmas. He's no Sonic or Speedy, but this item-gathering, enemy-bashing seadog stars in one of the best new hand-held kids' games ever to hit the high seas.

At full strength, Popeye's got the biggest arm on land or sea.

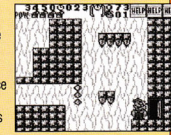
I Yam What I Yam

Popeye does for forearms what Bonk does for heads. As the familiar cartoon sailor explores the waterfront in search of his kidnapped friends, he finds cans of Spinach to pump up his massive arm, which he can use to beat up everything in sight including crabs, bats, lizards, and even walls!



PROTIP: Punch any blocks that look different to find Spinach and other items.

The game play is similar to other Game Boy games, though it can be repetitive. Popeye climbs ropes with one hand, pummels enemies, picks up points and Spinach, jumps chasms, and dodges falling objects. He whacks walls wherever he goes, because that's where the Spinach is. Fortunately, there are 11 levels that keep the action and scenery varied. It's all charming and relatively easy, though the mazes and bosses will challenge novices.



PROTIP: Fall to the right off Level 1:3's upper platform to find the exit. If you fall to the left, it's bye-bye Popeye!

Popeye's not eye-popping. The graphics are above average and just good enough to make you want to keep playing. Likewise, the sound effects offer nice variety, though they're not remarkable. The music changes for each new area, but it's strangely non-nautical. Activision could've used more of his rousing maritime theme.

Strong to the Finach

Passwords would've helped keep this sailor afloat. Even so, Popeye 2's good enough to shiver yer timbers.

Popeye 2 by Activision

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.0	3.5	4.0	INT. Intermediate

$24.95
1 meg
Available now
Action/adventure
Side-view

Multi-scrolling 11 levels
Two players with Game Link

Will they save us, Ren?

I hope so, Stimpy...your breath is keeeling me!

NICKELODEON

The Ren & Stimpy Show

Up to 16 lip-smacking levels of twisted gameplay, man! Yes, sir. I like it!

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Bizarre graphics and voice tracks make you feel like you're in the show. Oh, Joy!

Holy Lederhosen! Ren Hoëk & Stimpy are trapped in their own TV show...and it's up to you to bust 'em out before they fall victim to unsightly yellow build-up—or worse!

All you have to do is help your heroes survive four of their classic episodes—including an enchanted, yet *deesgusting* journey through Stimpy's digestive system.

So don't just watch Ren & Stimpy—play Ren & Stimpy. And don't forget your breath mints!

VEEDIOTS!

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WE DON'T MAKE WE MAKE THE

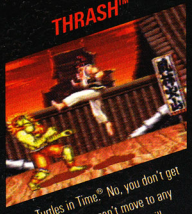
Get this—your controller is not obsolete. This might come as a bit of a surprise, since this magazine's loaded with ads trying to tell you that your controller is a piece of junk.

Wrong.

POWER PLUG™ will give you more total game performance than any of those mega-dollar new controllers. They just don't get what we got. Connect the POWER PLUG™ between your controller and your system and go kick some butt.

No one else beats THRASH™ power. Select THRASH™ mode on POWER PLUG™ and you activate preprogrammed moves for best-selling games like Street Fighter II.® Hit one button on your controller instead of four, and you *own* the Hurricane Kick.® Think of the possibilities of Contra III: The Alien Wars,™ Streets of Rage II,® Super Star Wars,™

THRASH™



even Turtles in Time.® No, you don't get extra lives. No, you can't move to any level. That wouldn't be fair. You still gotta fight your way to the top.

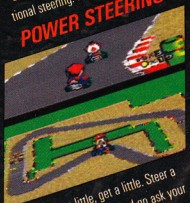
Want to create your own combination moves? No problem. Program the moves yourself with the killer PRO THRASH™ feature, which you only get with the POWER PLUG™. Do it your way, any combination, any game. Up to 17 commands

PRO THRASH™

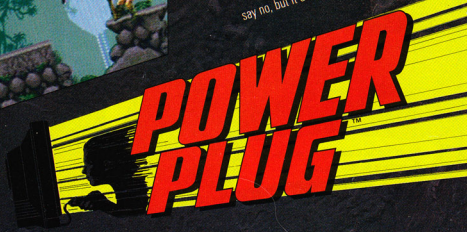
channelled to any button on your no-longer-obsolete controller. So in X-Men,® you hit one button to make Wolverine do a spinning, slashing jump. Starting to get the picture?

Look out for that—*CRASH!*—car. Welcome to POWER PLUG'S POWER STEERING mode. This is analog proportional steering. No more all right, all left,

POWER STEERING



Mario. Steer a little, get a little. Steer a lot, get a lot. Master this and go ask your old man for the keys. He will, of course, say no, but it doesn't hurt to ask.



THE GAME EASIER PLAYER TOUGHER

Oh yeah, all those other "advanced controller" features–AUTO FIRE, VARIABLE TURBO, SLO MO–we give you them too. But next to THRASH,™ PRO THRASH™ and POWER STEERING, that's just kid stuff.

What if you just bought a new controller? Don't worry. With POWER PLUG,™ that controller won't be obsolete either.

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GAME GEAR ProReview

Quest for the Shaven Yak Starring Ren and Stimpy

By Scary Larry

For all who wear unwashed lederhosen every single day of their life...or those who pick their ears...and...and...scratch their butts...

Happy! Happy! Joy! Joy!

Ren Hoek, an Asthma Hound Chihuahua, and Stimpson J. Cat (his affable buddy) are Ren and Stimpy, the '90's answer to Bob Hope and Bing Crosby, sort of.

You play as either Ren or Stimpy on a quest to find the Shaven Yak, a Santa Claus-type character who deposits his shavings in their sink.

During their search, Ren and Stimpy pass through such places as the Stinking Wet Bayou, where they encounter such R & S favorites as the Croc-o-Stimpy and a vulgar vulture who drops more than hints. The side-scrolling game play is simple – Ren and Stimpy just run along and heave things (like hairballs or toothbrushes) at the bad guys. You might even find Stimpy's Stupe-On-A-Tron helmet for invincibility or Powdered Toast for homing projectile ability.

PROTIP: This looks like a dead end. However, wait a few minutes and a log will float by.

PROTIP: It's easier to jump over the woodland creatures than it is to shoot them.

To highlight the action, you get a range of familiar themes, such as "Happy! Happy! Joy! Joy!" and the ever popular "Log" song. The music alone is worth the price of admission to the R&S show. The graphics, too, are very good by Game Gear standards. A lot of attention was paid to important details, such as Ren scratching his butt when you press Pause.

Yes Sir, I Like It

If you love the TV show, you'll enjoy this video game conversion. If your sense of humor isn't quite that twisted, go buy some other cart and leave us alone.

PROTIP: If you find the Powdered Toast, shoot them out and walk along. They protect you.

Quest for the Shaven Yak Starring Ren and Stimpy by Sega of America

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.5	4.0	4.5	INT.

Intermediate

$34.99
Available November
Action/adventure
One player
Multi-scrolling
Passwords

Cool Spot

By Andromeda

The Cool Spots took the Genesis by storm earlier this year. Now the little guys are fixing to captivate Game Gear audiences with an excellent pint-size portover.

Don't Fence Me In

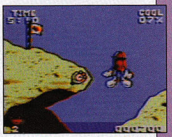
Somebody's grabbed those cute little Spots and penned them up in cages all over the place. Fortunately, one of their brave itty-bitty compatriots has the gumption to hop 'n' bop across a very dangerous human-sized world to set them free. This UN-likely hero has to traverse a beach, a dock, the inside of a wall, a wading pool, a toy room, and more. Each is an obstacle course of objects and critters, ranging from toy planes and rockets to crabs and mousetraps.

PROTIP: Head to the top of the bottle in Bonus Rounds. There you can snag one of the letters in the word U-N-C-O-L-A for a Continue.

PROTIP: To take out enemies like these mice Behind The Wall, slide up slowly and whip bubbles at them while Spot's out of range of their fire.

Little Spot defends himself with rapid-fire bubbles, which he flings across the screen in eight directions. Spot's running and jumping is easier to control here than in the original Genesis game, although his bubble aim is still a little iffy.

The UN-hero can't unlock his buddy's cage on a given level until he's grabbed a certain number of Spots. Other power-ups abound, and a bonus round inside of a 7-Up bottle waits at the end of each level.



PROTIP: Always grab Clock power-ups. Spot gets bonus points and 1-ups for time left over at the end of a level.

Cool Spot's graphics are delightful and extremely well-done by Game Gear standards. The Spot animations capture the little guy's personalities well, and the backgrounds feature entertaining objects galore in bright, clear colors. The sounds are also positively effervescent.

You Won't Be UN-Happy

Toss in adjustable challenge levels, with tough advanced play, and Spot becomes extremely well-rounded fare for the Game Gear. Cool!

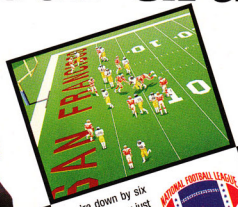
Cool Spot by Virgin

Graphics	Sound	Control	FunFactor	Challenge
5.0	4.0	4.5	4.5	ADJ.

Adjustable

Price not available
Available now
Action/adventure
One player
Side-view
Multi-scrolling
Continues

Get Knocked Flat On Your Grass.



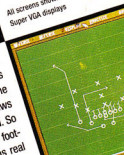
You're down by six and Junior Seau just sacked you again. Now it's 4th and 18 with only a minute to go. Should you go long to Sterling Sharpe, or dump it in the flat to Thurman Thomas? Or dump it in the flat to Thurman Thomas? It's your call. In *Unnecessary Roughness*™ it's your call. But don't worry. You've got all the NFLPA™ pros you'd ever need to build your team. Like "Neon" Deion Sanders, John Taylor, Michael Irvin. And many more. *Unnecessary Roughness* brings hard-hitting excitement of pro football to life like never before. Hair-raising hits. One-handed catches. And sensational sacks. All coming right at you in extra-large, rotoscoped player graphics.

NATIONAL FOOTBALL LEAGUE PLAYERS®

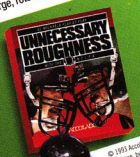
Available in November for the IBM and 100% compatibles. Available in December for the Sega™ Genesis™ System.

All screens shown are IBM Super VGA displays

with Al Michaels' play-by-play. The Sega version also features a field that gets more torn-up with every play, while the PC version features infinite camera views that actually put you down on the field. So suit up and get ready. Because this football game is as real as you can get. Without getting hit.



AL MICHAELS CALLS THE SHOTS



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ACCOLADE
GAMES WITH PERSONALITY

Game Gear

The Simpsons: Bart vs. the World

By Lawrence of Arcadia

Despite wacky dangers, Bart's round-the-world search for tacky Krusty souveniers is somewhat of a yawn.

PROTIP: You can't leave the first level until you've seen Maggie on the bottom of the ship.

This cartoon-style romp across the continents somehow falls flat on the Game Gear. Although there is some clever and challenging game play, the game just isn't as fun as it was on the NES.

PROTIP: For an extra burst of speed, press Button 2 as you jump across the ramps on the Great Wall.

The colorful graphics lack depth, and the backgrounds are nonexistent. Tiny sprites make it tough to follow the action, and the Simpsons characters are not well represented. The music is a little too frantic to be enjoyed, and there are no sound effects to speak of.

If you want to enjoy this cart, you'd better be a big fan of the show.

The Simpsons: Bart vs. the World (Flying Edge)

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

$39.95
2 megs
Available October
Action/adventure
One player

Four levels
Side-view
Multi-scrolling
No continues

Game Gear

James Pond II: Codename Robocod

By Scary Larry

James Pond is back in a new Game Gear cart, and his enchantingly goofy game play is back as well. James Pond II is a direct translation of the SNES title, and its colorful graphics and merry-go-round music make it one of the better-looking and better-sounding Game Gear carts.

PROTIP: Walk into walls to access hidden areas.

Pond swims and hops through more than nine levels (64) of simple action/ adventure as he searches for different objects, like ice cream cones, balls, stars, and rubber duckies. Pond is almost too cute. In fact, a little more excitement and variety in the action would've made Robocod a bigger fish in the pond.

PROTIP: Stretch to find hidden platforms that you can grab onto. If an enemy is in your way, repeatedly tap Button 2 to keep your height steady.

Pond is better in his original Genesis adventures. However, if you really can't find any other way to spend an afternoon, check out James Pond II.

James Pond II: Codename Robocod (U.S. Gold)

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	3.5	3.5	INT. Intermediate

$39.95
2 megs
Available now
Action/adventure

One player
Side-view
Multi-scrolling

Game Gear

Robocop 3

By Scary Larry

Robocop fans are in for some frustrating news. This Game Gear version of Robocop 3 is just as hard and unmanageable as its SNES counterpart.

PROTIP: Make sure you shoot your opponents – dead. If not, they'll come at you from behind.

As Robocop, you battle futuristic thugs in New Detroit. The game play is simple – keep walking and shoot everything that moves.

PROTIP: When you reach this set of crates, jump on top of them and wait for the motorcycle to pass.

The graphics are fairly clear, and Robocop's sprite is large though unexciting. The backgrounds are dreary as a grungy downtown area should be, but the enemies are uninspired and impossible to tell apart. Robocop's tunes are OK, but the explosions are about as distinguishable as a mouse in a lion's cage.

Getting through Robocop 3 is just annoyingly hard. But if you like the challenge of an unfair computer AI and controls as untameable as a pack of tigers, then this could be your game.

Robocop 3 (Flying Edge)

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	3.0	3.8	EXP. Expert

Price not available
Available November
Action/adventure

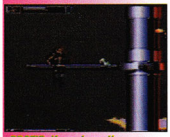
One player
Side-view
Side-scrolling

Game Gear

Wolfchild

By Lawrence of Arcadia

Wolfchild's having another pup, this time of the Game Gear variety. Unlike many other Game Gear portovers, this transition hasn't lost too much of the flavor of the original. Wolfchild is as visually appealing and captivating as its big brothers.



PROTIP: If you have the boomerang, throw it out as you jump. It will find enemies above and below you.

The original story line (Doc creates machine, son transforms into beast, son saves world) and game play are intact. The jump-and-shoot moves are a snap to control.

PROTIP: Attack this boss from behind.

Wolfchild's backgrounds are detailed and well-colored, and the main character sprite is large. The enemies are clearly defined, and the Bosses are also pretty big. The music enhances this visual feast.

Pack this version of Wolfchild into your Game Gear arsenal. It'll have you howling at the moon in no time.

Wolfchild (Virgin)

Graphics	Sound	Control	FunFactor	Challenge
4.5	2.0	4.0	4.0	INT. Intermediate

Price not available
2 megs
Available now
Action/adventure

One player
5 levels
Side-view
Multi-scrolling

Dive, soar, strike, twirl, pitch, burn, act, react, fire, flatten, shatter, tangle, swoop, land, chase, escape.

Actual screens may vary.

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Tiger Puts the Bite on Hand Held Games

By Lance Boyle

Zangief is pounding on more gamers than you think. Even pre-school children can battle the mighty Street Fighter II warrior, thanks to the popular hand-held video games created by Tiger Electronics.

In the same way that chess players develop early board skills by playing checkers, many of today's gaming teens first cut their teeth on Tiger's simple games. While not nearly as complex as their multi-meg cousins, Tiger's products have made it possible over the last 16 years for junior players to enjoy the same colorful characters they see in the arcades and on TV.

In the Tiger's Lair

Strong licensing has made the Illinois-based company one of the largest privately held toy companies in the world, with more than 25 million units sold since 1988.

Besides Street Fighter II, Tiger's captured such big video game names as Sonic The Hedgehog, Streets of Rage, Carmen Sandiego, Double Dragon, Spiderman, and Mega Man. A hand-held Mortal Kombat game based on the Super Nintendo version will be out in early '94, too.

In addition to established video game characters, Tiger is quick to pounce on hot properties in other media. Movies and TV shows have provided a feast of titles, including Batman Returns, The Terminator, The Addams Family, and Star Trek: The Next Generation. Intensive market research and the relatively small size of the company (there are fewer than 50 employees in the American headquarters) enable Tiger to move quickly, aggressively, and creatively with new titles. Jurassic Park, for instance, was in the stores only a week after the movie stomped into theatres. "We read all the magazines and talk to all the studios to keep on the cutting edge of what's hot with kids," says Director of Marketing Tamara Lebovitz. In the case of *Home Alone 2*, Tiger produced the Talkboy cassette recorder, a backpack, and Monster Sap Soap quickly enough to be able to make them props in the movie.

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1. HOW TO ENTER: Be sure to completely fill out entry form, stamp the entry form, and place in the mail. All entries must be received by Monday, December 31, 1993. Takara U.S.A. Corporation, and Ambassador Marketing Group, Inc. are not responsible for any lost, mutilated, late, misdirected or stolen mail. One entry per person. All entries become the property of Takara and will not be returned.

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2. JUDGING: Winners will be selected on or about January 15, 1994 in a random drawing from all entries received. All decisions made by official judge are final. All prizes will be awarded. Odds of winning depend upon the number of entries received.

3. NOTIFICATION: Winners will be notified by mail on or about January 31, 1994. Grand prize winner will be required to sign an Affidavit of Eligibility and Publicity/Liability Release form. If the Affidavit and Release form are not returned within 14 days, another winner will be chosen. By accepting prizes, winners grant permission to use their name, photograph/likeness for advertising and promotion without compensation,(except where prohibited by law).

4. PRIZES: (1) Grand Prize Neo Geo Home System with Art of Fighting cartridge (approx. retail value $899), (25) Art of Fighting Super NES Game Paks (approx. retail value $1,750), (250) T-Shirts (approx. retail value $1,312), and (1,000) Pins (approx. retail value $1,000). Prizes are non-transferable and non-exchangeable. Total retail value of Prizes $4,961.00.

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6. GENERAL CONDITIONS: All taxes are the sole responsibility of the winner. Takara reserves the right to cancel this promotion at any time with appropriate notice.

7. WINNERS LIST: For the names of the Grand Prize and First Prize winners, please send a self-addressed stamped envelope after January 31,1994 to Ambassador Marketing Group, Inc., P.O. Box 252, Paramus, N.J., 07653-0252.

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Jump feet first into the hot action – enter the Mean Streets Sweepstakes. You could win one of the following prizes:

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WHILE SUPPLIES LAST.

Every entrant receives a FREE MEMBERSHIP in the new Takara Game Masters Club. Each membership includes an Art of Fighting Kit with a cool poster; a Mean Streets strategy guide and lots more. Just send in an entry form and get hit with a kit! Allow 4-6 weeks for delivery. Entry forms must be received no later than December 31, 1993.

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- Huge graphics plus blazing-fast animation
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- Big cast of characters - 2 heroes and 8 others
- Dozens of secret moves to discover and master
- Extended stereo sound effects
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Enter the Mean Streets Sweepstakes!

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- Grand Prize - Neo Geo Home System* with Art of Fighting Game Cartridge
- 25 - 1st Prizes, Art of Fighting Super NES Game Paks
- 250 - 2nd Prizes, Art of Fighting T-Shirts
- 1000 - 3rd Prizes, Art of Fighting Pins

SPECIAL FREE GIFT! Every entrant receives a FREE MEMBERSHIP in the new Takara Game Masters Club, while supplies last. Each membership includes an Art of Fighting Kit with a cool poster, a Mean Streets strategy guide and lots more. Just send in an entry form and get hit with a kit! Entry forms must be received no later than December 31, 1993.

Free Gift for Entering!
While supplies last.

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Art of Fighting™ 1993 SNK

New for the Holidays

More Bite for the Buck

Several other factors make Tiger games attractive, especially as Christmas stocking stuffers. One is the relatively low price. At approximately $20, these games are cheaper than most Game Boy cartridges, which would also require a $50 system to play them on. Kids are often able to afford Tiger games themselves without going to mom and dad for financial help, which is something they can't do with more sophisticated game systems. "We identify what kids want, and we provide it at a fair price," explains Roger Schiffman, executive vice president of Tiger. "Gamers get lots of play for their money."

Another factor is the simplified game play. Rather than cumbersome text, complex combos, and multiple options, the games feature one or two characters performing a few basic actions on an LCD screen. Older gamers quickly tire of the one-dimensional graphics and the limited moves, but youngsters become addicted to the basic run-and-jump or hit-and-kick game play. Kids between five and 12 years old (the primary audience for the games) can master the moves and beat these games, which they might not be able to do on other hand-held systems. The new line of Junior Hand-Held Video Games even allows players to advance to higher levels no matter what their scores are.

Colorfully packaged and easy to play, Tiger toys will surely capture many new fans this coming holiday season. G

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GAMEPRO LAB REPORT

Taking you into the technology of tomorrow.

By The Lab Rat

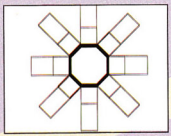
The Lab Rat's out of his hole in the wall with an update on the **Activator**! This **Sega** peripheral is finally finished and ready for all of you especially active gamers. We've also got reviews of the **Naki Sound Jammers** and **Konami's Hyperbeam** Remote Control.

Action Accessories

Lights, Camera, ACTIVATOR!

There's a new toy on the block for **Genesis** owners, and it's a creative idea that brings an intriguing element of action into video game play. The days of pressing the same boring buttons on your control pad are over. Now you get to make it all happen while you jump up and down, waving your hands, arms, and legs.

The **Activator** works via infrared sensors that lay on the ground and surround you. The sensors respond to breaks in the infrared beam, which happen when you pass some body part through them. Each break corresponds to a different button press on your control pad. For example, breaking the beam behind you could correspond to pressing Button C. Throwing your hands to the side could correspond to pressing Button B, and so on.



It's possible to pull a complicated series of moves for your game by just jumping and spinning around randomly, but each box will include a manual that describes the range of movements for particular games. Although there will be a set of games specifically designed with the Activator in mind, the unit works with all Sega Genesis and Sega CD games! Especially "activated" games include Best of the Best and Eternal Champions for the Genesis. Old favorites, like Fatal Fury, Streets of Rage, and Street Fighter II, will work, too.

The Sound of Music

Naki continues to surprise us with cool, innovative products. Their latest is a new video game system accessory that'll blast the sound of your games to a higher level of play. **Sound Jammers** are small stereo speakers that you can hook up to your SNES or Genesis via an audio cord (included with your system). The speakers also hook up to small radios and other audio-out devices.

Now you can rock out to all the great music on your SNES and Genesis games, and enjoy every last scream, laser shot, and punch in perfect pitch.

Sound Jammers

Type:	Game System Speakers
System:	Super NES, Genesis, Game Gear, Game Boy
Features:	These paperback-size bookshelf speakers are the perfect gift for the video game player who has everything.
Price:	$19.95
Available:	Now
Contact:	Naki 800/824-NAKI

The Activator

Type:	Infrared Full-Body Joypad
System:	Genesis and Sega CD
Features:	This new full-body controller gives the term "interactive video games" new meaning. Once you step into this octagon, you'll be swingin' with the best of them.
Price:	$79.95
Available:	November
Contact:	Sega of America 415/508-2800

Far and Away

Konami now has officially entered the infrared remote-control race with **Hyperbeam**, a new joypad for the Super NES. This pad boasts a response time of 6.4 milliseconds, which means absolutely no lag time between button press and on-screen action.

Hyperbeam kicks into gear when you plug a mini-satellite dish into the first port on your SNES, then punch in play commands from the remote joypad. The pad's button configuration is identical to the standard SNES joypad. The sleek, space-age design of the satellite is a little cumbersome compared to other remote joypads, but the dish angles and it has a cord long enough that you can set it anywhere you like. Unlike many remotes which you have to keep level with the SNES to play, the Hyperbeam gives you the freedom to place the unit anywhere – a big plus if your fish tank is sitting on top of your T.V.

The Hyperbeam also eliminates annoying cord clutter and damage to your system caused by accidental falls, like when you walk away from your system with a standard joypad plugged in and the system, unfortunately, follows you.

Konami Hyperbeam

Type: Remote Joypad

System: Super NES

Features: Konami knows that most of us want to be couch potatoes while we play, and those short joypad cords make that tough. Konami's Hyperbeam infrared remote joypad lets you stay and play.

Price: $30-$40

Available: October

Contact: Konami 516/215-5100

ASCII and Ye Shall Receive

ASCIIWARE, the folks who brought us a stellar line of joypads for both the Genesis and SNES (along with the **Super Advantage** joystick for the SNES), now have their own six-button controller for the Genesis! Called the **asciiPad SG-6**, this new ergonomically-pleasing joypad features independent Turbo for all six buttons, Slow Motion, and hands-free Auto Turbo.

Most interesting of all, it has a button layout identical to that of a regular SNES controller! That's right, there are two trigger buttons on the top of the pad, and four buttons on the right side of the pad. Now SNES to Genesis converts can keep their fingers where their mouths are and never have to relearn a button pattern again.

asciiPad SG-6

Type: Joypad

System: Genesis

Features: ASCIIWARE does it again, improving on a concept and adding their own flair. For the best of both worlds, check out the asciiPad SG-6. It's a new six-button Genesis controller with an SNES joypad layout.

Price: $24.95

Available: Now

Contact: ASCIIWARE Entertainment 415/570-7005

Newsworthy

Sure, we keep mentioning it, but this time **TTI's Intelligent Link** is really on the way! TTI is developing a serial port and SCSI interlink device to hook your Duo up to any IBM, IBM clone, or Mac computer. You'll then be able to use the Duo as a CD-ROM drive. This amazing peripheral will change the way you look at your Duo, and open up a whole new world of video entertainment for Duo owners. Check upcoming issues for further information.

AAAHHGH!
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THE HOTTEST TITLES. STATE-OF-THE-ART TECHNOLOGY. GAME SAMPLING. CAN YOU HANDLE IT?

WANNA PLAY?

Grab your pea-shooter—
Mr. Wilson needs our help!

It all started at Mr. Wilson's party when my pet turtle, George, dove into the punch bowl. Everyone went nuts: Mrs. Bloopie jumped on Mr. Campbell's back... Mr. Campbell dropped his plate on Mrs. Melarky's toe... Mrs. Melarky spilled her chicken wings on Mr. Botsworth's lap... Mr. Botsworth poured his soup on Mrs. Gaylord's canary...

Then, when no one was looking, Switchblade Sam made off with Mr. Wilson's prize coin collection. Now I gotta track down Sam and those coins...or ol' Mr. Wilson's gonna make turtle soup out of poor George!!!

Based on the 1993 Summer Blockbuster by John Hughes!

With Ruff by your side, and your trusty squirt-gun in hand, Switchblade Sam doesn't stand a chance!

Dennis the MENACE

The search for Sam is on! Try the park, the school, Mr. Wilson's house and, of course, the deep, dark forest.

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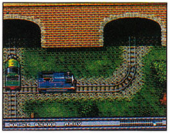
Thomas the Tank Engine and Friends

(T*HQ)



Based on the hit television series, "Shining Time Station," this one-player "video train set" lets children up to seven years old develop problem-solving skills via many game modules, including puzzles, races with other characters, Thomas the Tank Engine trivia, track-build ing challenges, and much more. This cart will also be available for the Super NES and NES.

(Available Now)

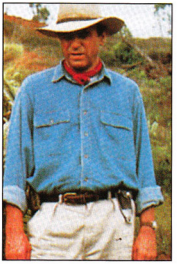
SNES

Jurassic Park

(Ocean)

There you are – Dr. Alan Grant, stuck with eight marauding species of dinosaur in the malfunctioning Jurassic Park. Your quest in this action/adventure cart, as in the movie, is to turn on the Park's main computer, regain control of the electrified gates, and secure the Visitor's Center from the Raptors. With six weapons and night vision goggles to aid you, you'll explore 250 3D rooms, as well as fast-flowing rivers, coastal cliffs, falling rocks, poisonous vines, and other natural hazards.

(Available Now)



Inspector Gadget

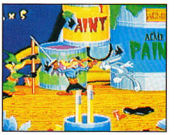
(Hudson Soft)

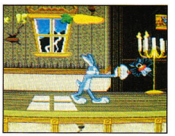
Dr. Claw has kidnapped Inspector Gadget's niece Penny, and you're off to find her through haunted English castles, Swiss clock towers, and more. You get lots of Gadget-style power-ups – Helicopter Hats, extra long Arms, and more – to help you through this multi-scrolling action/adventure game.

(Available December)

Rabbit Rampage

(Sunsoft)





In a slapstick action/adventure game, Bugs Bunny makes his video game debut, and he's getting bugged by a cartoon character's worst nightmare – a lunatic animator (actually, it's Daffy Duck). Bugs ingeniously outwits a host of familiar stooges, including Elmer Fudd and Yosemite Sam, as he seeks to end Daffy's dastardly control. The 12-meg cart features actual cartoon inserts and character voices.

(Available December)

Genesis

ProMoves Soccer

(Ascii)

Lookin' for six-button action? Check out Asciiware's new soccer game, which features 10 authentic professional soccer moves, including the Bump and Run and the Slide Tackle. Although the game works with three-button controllers, if you have a six-button controller, most of your favorite moves are just a single button-press away. But, as in the popular fighting games, it takes special combos to pull off the best moves, like the Header and the Rainbow Kick. You can compete against a friend, or against the computer's 32 international teams in Exhibition or Tournament play.

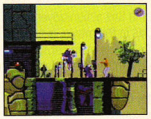
(Available Fourth Quarter '93)

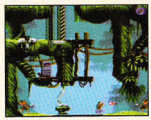
SNES

Flashback
(US Gold)

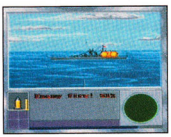
It's always news when a classic game hits another system. This time, SNES gamers should stand and cheer, because the Genesis and PC versions of Flashback are legendary. With rotoscoped animation and more than 75 cinematic sequences, this 16-meg science fiction adventure promises continuous excitement. You'll travel through seven levels, spanning six worlds, discovering your mission as you progress. This game's out of this world!

(Available December)





Super Battleship
(Mindscape)



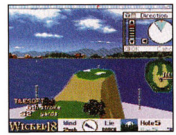
An enemy sub is sighted off the port bow! All hands on deck for a new twist on the classic high-seas strategy game. This version of the popular board game and Game Boy adventure adds various battle layouts, including island chains, coastlines, and seaports. In new campaign scenarios, you and an optional friend command entire fleets through several engagements. Your weapons offer visual target and fire options, and varying sea and weather conditions add to the challenge.

(Available October)

Wicked 18
(Bullet-Proof Software)

You'll need a lot more than luck to conquer this monster. Wicked 18 boasts to be the most intimidating, most mind-bending golf course ever devised. It's every golfer's worst nightmare: Mountains soar hundreds of feet above you, canyons pin you in on all sides, and huge, mysterious objects hang from the sky, ready to bat back any high-flying drive. Take it solo, or hit the links with up to three friends for Stroke, Match, Skins, or Tournament play. To handle the challenge, Wicked 18 gives you precise control of your shots, and you'll always have a caddy by your side to give you advice.

(Available November)

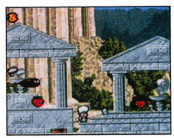


Might 'N Magic III
(FCI)

Lead a party of handpicked adventurers in FCI's latest fantasy role-playing game. With 12 megs of landscapes, sound effects, and game play, this cart promises to take RPG adventures to a new level. As before, you must rid Terra of the abounding evil. More than 90 mazes, hundreds of monsters, and many locales await you. Battery back-up and 64K of SRAM are provided to extend your game play.

(Available December)

Out to Lunch
(Mindscape)



Pierre le Chef, eccentric cook for the rich and famous, has a problem. The ingredients for his gastronomical delights have escaped. Pierre must travel through 48 levels spread over six countries, including Switzerland, Mexico, and The West Indies, in pursuit of good taste. Take on this multi-scrolling platform game alone, or add a friend for the alternating two-player mode.

(Available December)

Continued on page 208.

JOE & MAC™

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BE A CAVE DUDE- SMASH A DINOSAUR!

JOE & MAC ARE TWO CAVE DUDES THAT GOTTA FIND THEIR GIRL-FRIENDS - THEY'VE BEEN KID-NAPPED BY EVIL NEANDERTHALS. PICK UP YOUR STONE AXES AS YOU SET OFF ON A PREHISTORIC RESCUE MISSION. BRAVING A WILD AND WACKY WORLD FILLED WITH FLOW-ING LAVA, ROCK SLIDES, AND MORE PRIMORDIAL MONSTERS THAN YOU CAN SHAKE A CLUB AT. ITS TRUE ARCADE ACTION, WITH BIG, COIN-OP STYLE GRAPHICS AND THE BAD-DEST TWO-PLAYER OPTION EVER.

- EARTH-SHAKING SOUND EFFECTS
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- SAVAGE LANDS TO EXPLORE AND CONQUER
- MORE PREHISTORIC CREATURES THAN YOU CAN THROW A STICK AT!
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Continued from page 206.

Dr Franken

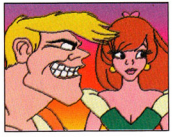
(DTMC)

In DTMC's latest action/adventure game, the blundering boltheaded Dr. Franken inadvertantly dismantled his girlfriend and scattered her parts around the world. You and an optional friend (in two-player alternating mode) have to travel the globe, searching through 20 multi-scrolling levels, as you try to find all of her parts and put her back together again. Eight megs of freaky Franky action await you.

(Available November)

Space Ace

(Seika)



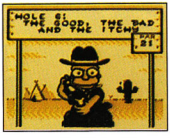
Help us Space Ace! You've got to protect the Earth from the evil commander Borf. Unfortunately, Borf has kidnapped your girlfriend and turned you into a kid with his Infanto Ray! As Space Ace, you'll travel through 14 levels battling Borf's alien monsters, some of which are larger than the screen. This eight-meg version of the arcade smash features multi-scrolling 3D backgrounds, mazes, and lots of action and adventure.

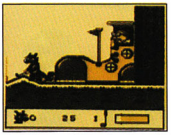
(Available December)

Game Boy

Itchy & Scratchy: Teed Off

(Acclaim)



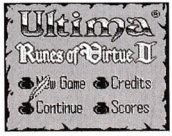


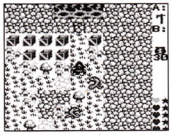
Bart Simpson's made stars of those maniacal mice, Itchy & Scratchy. Now they're off to play a friendly game of Putt Putt golf. Of course, these hyperactive heroes turn the game into a slapstick adventure. Scratchy must successfully finish nine holes before Itchy finishes him and his nine lives.

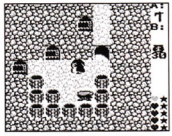
(Available November)

Ultima Runes of Virtue II

(FCI)







The designers of the Ultima series have come up with a new twist on two old genres – they've taken the lands and characters from the classic Ultima RPG series and created an action/adventure game around them. In this two-meg cart, you can play as one of four characters from the original Runes of Virtue to again defeat the Black Knight, find the Runes of Virtue, and save Britannia. Battery back-up extends your game-play.

(Available Now)

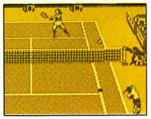
Game Boy

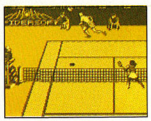
Andre Agassi Tennis

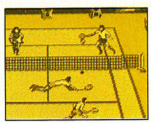
(TecMagik)

Andre Agassi rules the court in TecMagik's latest Game Boy cart. Each of the eight players has different strengths, but Agassi delivers a deadly baseline smash. Compete in individual matches, or enter the Tournament Competition Mode and play four tournaments, one on each court surface. Both modes offer singles and doubles action. Large sprites and detailed animation promise high excitement.

(Available November)

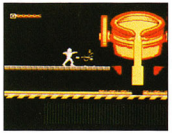






Game Gear

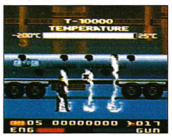
Terminator 2: Judgment Day
(Flying Edge)



He said he'd be back, and here he is! Arnold Schwarzenegger's box-office smash will hit the Game Gear later this fall. As a T-8000 Terminator, you fight to save the future through four levels of multi-scrolling shoot-em-up action to a final showdown with the liquid-metal T-1000. This game will also be released for Super NES and Genesis.

(Available November)

T2: The Arcade Game
(LJN)



Ready for some portable action? Based on the popular Williams/Bally arcade hit, Terminator 2: The Arcade Game for the Game Gear boasts just the shooting action you're looking for. In this side-scrolling shooter, you clear eight levels of gun-totin' cyborgs as you try to save John Connor from the T-1000 Terminator.

(AvailableSeptember)

Coming in November...

GENESIS
Chester Cheetah 2 (Kaneko)
Fido Dido (Kaneko)
Formula One World Championship (Domark)
Greatest Heavyweights (Sega)
Instruments of Chaos...Starring Young Indiana Jones (Sega)
Last Action Hero (Sony Imagesoft)
Madden NFL '94 (EA Sports)
NFL Football '94 Starring Joe Montana (Sega)
Robocop vs. Terminator (Virgin)
Sonic Spinball (Sega)
T2: Judgment Day (Flying Edge)
Winter Olympics (U.S. Gold)
World Series Baseball (Sega)
WWF Royal Rumble (Flying Edge)

SEGA CD
Cliffhanger (Sony Imagesoft)
Dracula (Sony Imagesoft)
Jeopardy (Sony Imagesoft)
Wheel of Fortune (Sony Imagesoft)
WWF: Rage in the Cage (Flying Edge)

SNES
Adventures of Dr. Franken (DTMC)
Art of Fighting (Takara)
BioMetal (Activision)
Chester Cheetah 2 (Kaneko)
Dig & Spike Volleyball (Hudson Soft)
Disney's Aladdin (Capcom)
Dracula (Sony Imagesoft)
Equinox (Sony Imagesoft)
ESPN Baseball Tonight (Sony Imagesoft)
Eye of the Beholder (Capcom)
Last Action Hero (Sony Imagesoft)
Lester the Unlikely (DTMC)
Madden NFL '94 (EA Sports)
NBA Showdown (EA Sports)
Ranma 1/2: Hard Battle (DTMC)
SkyBlazer (Sony Imagesoft)
Super Battletank 2 (Absolute)
T2: Judgment Day (Acclaim)
Tony Meola's Sidekicks Soccer (Electro Brain)
Turn & Burn (Absolute)

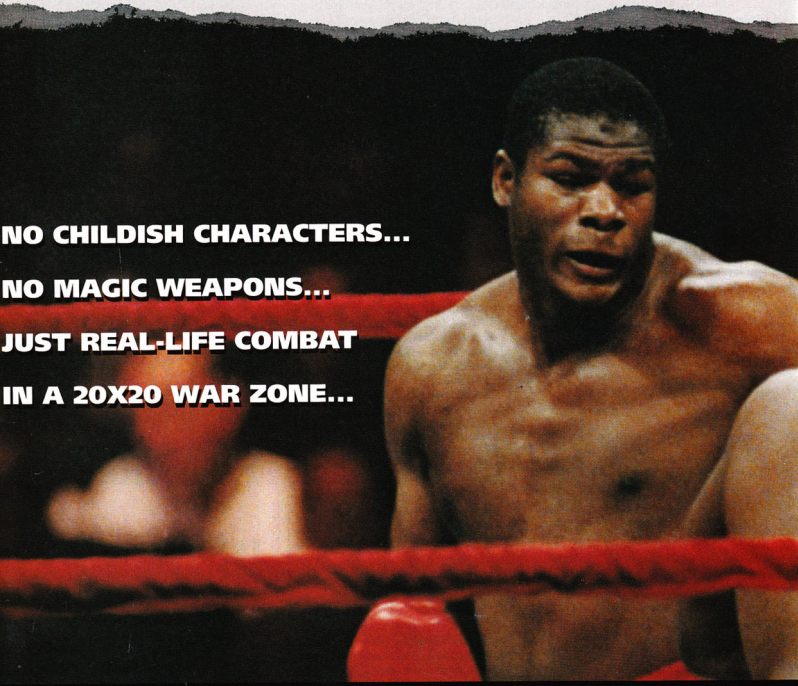
NES
Mega Man 6 (Capcom)
Rescue Rangers 2 (Capcom)
WWF: King of the Ring (Flying Edge)

GAME GEAR
Bart vs. the World (Flying Edge)
Desert Demolition Starring Road Runner (Sega)
Game Works (Game Gear)
Last Action Hero (Sony Imagesoft)
Quest for the Shaven Yak Starring Ren Hoek & Stimpy (Sega)
Sonic Chaos (Sega)
T2: Judgment Day (Flying Edge)

GAME BOY
Alien vs. Predator (Activision)
Andre Agassi Tennis (TecMagic)
Black Bass Lure Fishing (Hot B)
Chuck Rock (Sony Imagesoft)
Duck Tales 2 (Capcom)
Game Works (Sony Imagesoft)
Last Action Hero (Sony Imagesoft)
Mega Man IV (Capcom)
Popeye (Activision)
The Real Ghostbusters (Activision)

WHEN YOU'RE TIRED OF FIGHTING IN THE STREETS...

STEP INTO



If you're finally ready for a real challenge, get off the asphalt and step into the ring, where Riddick Bowe is King—and you're just another two-bit contender.

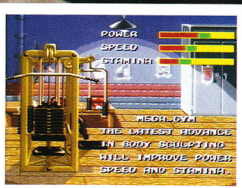
But be warned! Red leather does things to your face you can't even imagine—especially when it's attached to the business-end of a 6'5" battering ram with the burning desire to cram your mouthpiece down your throat.

So if you think you've got what it takes to bring down Big Daddy, put on the gloves...and leave the dreamland fighting to your little brother.

THE RING.

Be "Big Daddy" in 2-player mode and clean your buddy's clock with jabs, hooks, uppercuts and rib-cracking bodyshots.

Create your own boxer—from the color of his trunks to the power of his punch—and go from a no-name punk to a top-ranked contender.



After each fight, unload on the speed bag, lace up a new pair of super-lite noggin-splitters, or go a few rounds with the mega-gym.

SUPER NINTENDO ENTERTAINMENT SYSTEM

ALSO AVAILABLE ON GAME BOY

COMING IN DECEMBER FOR GAME GEAR™

RIDDICK BOWE BOXING

- Battery back-up allows you to create and save up to seven of your own contenders in Career Mode
- 25 ranked fighters and 65 boxers in all—each with his own personality and fight style
- Fighters age realistically throughout their careers
- Individual body and head damage meters
- Cool blow-by-blow sound effects
- Extensive punch selections—even blocks and verbal taunts
- Individual round and career stats
- The largest boxer graphics on the Super NES®

Extreme Entertainment Group

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"Not since Zelda and Soul Blazer has there been an action RPG like Shadowrun!"
— DieHard Game Fan, June 1993

"Shadowrun is the best reason to buy an SNES."
— Video Games & Computer Entertainment, May 1993

"Shadowrun could be Super Nintendo's best game yet. I literally couldn't put the controller down!"
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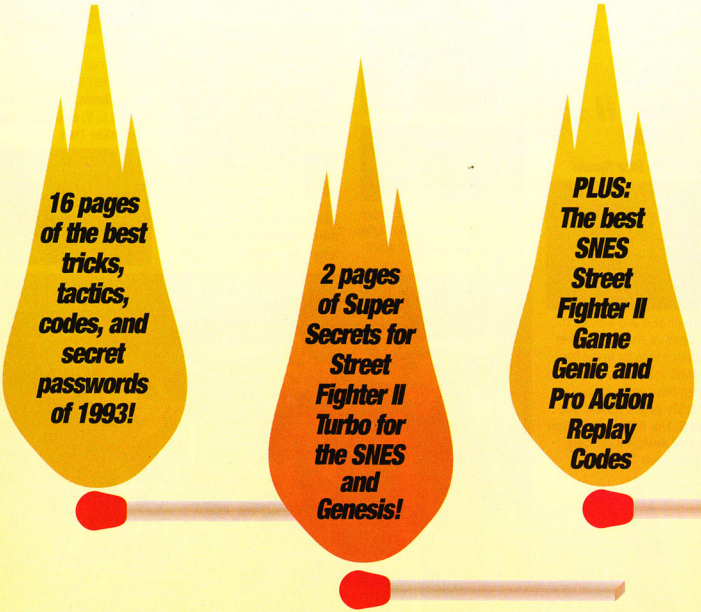
GAMEPRO

HOT SWAT '93

TIPS FROM THE EDITORS OF GAMEPRO MAGAZINE



TIPS, TACTICS, AND STRATEGIES

STREET FIGHTER SWAT '93

Look Out! Here's a quick roundup of the hot SWAT for '93, and there were some real sizzlers! We've put them all together so you won't have to go pawing through every dog-eared issue of GamePro *hunting for your favorite trick. The first three pages cover the hottest SWAT games of '93 – Street Fighter II and Street Fighter II Turbo. Next comes six pages of tricks for your Super NES. The last six pages are full of smokin' Genesis tricks and codes, including Mortal Kombat's Fatalities Kode.*

You must complete this code as the second screen showing the giant Turbo logo scrolling across the screen appears. You'll hear a chime if the code worked.

At the Title Screen, you'll have the option of raising the Turbo speed up as high as 10 stars! Go for it!

Street Fighter II TURBO

Super NES

Super 10-Star Speed

Turn on SF II and wait for the screen that shows the Street Fighter II logo far in the background against a black screen. When this screen appears, **quickly press Down, Button R, Up, Button L, Button Y, and Button B on Controller Two.**

Turn Off All Special Techniques in the One-Player Mode!

Turn on the game. When the Capcom logo appears, **quickly press Down, Button R, Up, Button L, Button Y, then Button B on Controller One.** You'll hear a chime if the code worked.

When you begin the game in the one-player mode, you'll notice that all of your Special Techniques have been disabled! This makes the game incredibly challenging. For the ultimate masochistic challenge, try beating the game using this code, the Ten-Star Code, and the difficulty set at Level 8!

Disable Specific Techniques in the Versus Mode!

Enter the Versus Mode and choose your fighters. When the Stage Select Screen appears, **press Down, Button R, Up, Button L, Y, and then B on Controller Two.**

STREET FIGHTER II CODES

HOT SWAT '93

Genesis

Street Fighter II
SPECIAL CHAMPION EDITION

Now you can turn off individual techniques to customize the fight! This is a great trick if you want to disable those super cheap moves, such as M. Bison's Psycho Crusher. After you've entered the code correctly and this screen appears, simply press Start on Controller Two to bring up this screen again in future fights.

Game Genie Codes

Midair Special Move (except Vega's Wall Climb): **DDF1-7D60**

First Hit Kills Opponent: **DD18-570D**

Invisible Fighters: **8ED2-87A9**

SNES Pro Action Replay Codes

Infinite Energy: **7E0530B0** (for Player Two, substitute: **7E0730B0**)

Fast Fireballs and Sonic Booms: **7E05E609** (for Player Two, substitute: **7E07E609**)

Disable All Normal Moves in the One-Player Mode!

At the Capcom logo, **enter Down, Z, Up, X, A, Y, B, C on Controller One**. You'll hear a chime indicating the code worked.

Now all you can use during game play are Special Techniques! No normal kicks and punches are permitted.

Fight at Five-Star Speed in Champion Mode!

Don't press Start and wait for the opening cinematic sequence. When the blue SF II logo appears, get ready. As soon as the buildings in the background start to fade out, **press Down, Z, Up, X, A, Y, B, C on Controller One**. You'll hear a chime if the code worked.

When the Title Screen appears, you'll be able to select up to five stars of speed in the Champion Mode. Let's get hyper!

Character vs. Same Character in Battle Mode!

When the Battle Mode Screen that enables you to choose either Match Play or Elimination Rules appears, **push Down, Z, Up, X, A, Y, B, and then C on Controller Two**. You'll hear a chime if the code worked.

When the Battle Mode begins, you'll be able to choose the same World Warrior twice!

HOT SWAT '93

Street Fighter II

Super NES

Play the Champion Edition Mode

To play the Champion Edition Mode in the original SF II for the SNES, wait until the Capcom logo appears, then **press Down, R, Up, L, Y, and B**. If you've entered the trick correctly, the Capcom logo will turn blue.

Sounds Good

Check out some new sounds for SF II. You can change the sound effects in the Option Mode by pushing the R Button rapidly on either Sound 25, 26, or 27. You'll hear some new sound effects on 11 through 23.

Game Genie Codes

Enter the Champion Mode:
4DC6-6493

Turbo Speed:
1C65-DF00

Rebounding Fireballs:
97A6-0767

Hit an Opponent from Anywhere on the Screen:
B229-A7A7

Play 23 Rounds Against One World Warrior:
9480-AD64

Prevent the Computer From Blocking Low Attacks:
D524-07D7

Advance to the Next Level:
6DCF-D764 and FFCF-D7A4

Switch off the Code When you Battle M. Bison.

Give Ryu Electrified Fireballs:
4536-D46D

Pro Action Replay Codes

Turbo Speed:
7E0C-6010
(for Player Two, substitute:
7E0E for 7E0C)

Ultra-Slow Fireballs:
7E0C-B912

Ultra-Fast Fireballs:
7E0C-B911
(for Player Two, substitute:
7E0E for 7E0C)

Pull Midair Moves: 7E0C-B200
(for Player Two, substitute:
7E0E for 7E0C)

Give Your World Warrior a Low, Wide-Arc Dragon Punch:
7E0C-323E
(for Player Two, substitute:
7E0E for 7E0C)

No Special Moves:
7E0C-B201
(for Player Two, substitute:
7E0E for 7E0C)

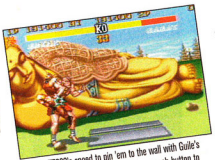
Invisible World Warrior:
7E0C-0000
(for Player Two, substitute:
7E0E for 7E0C)

Continued on page 218.

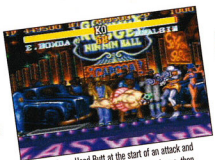
HOT SWAT '93

Spin out Ryu's Hurricane Kick with turbo ease! Unlike old-fashioned control pads, the TT360 delivers the action without hesitation. Press Down, Down-Back, Back and any kick to unleash this powerful attack.

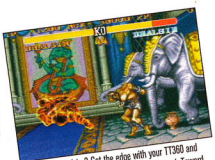
Want to burn 'em up with Ryu? Slide your thumb Down, Down-Toward, Toward and press a punch button. With the TT360 you own 360° circular control! Pitch a series of these fireballs to do mega-damage.



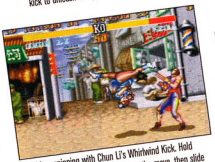
Use the TT360's speed to pin 'em to the wall with Guile's Knee! Charge back, then forward with a punch button to throw a Sonic Boom. Follow with Touch Sensor Toward with the Forward Kick on Turbo.



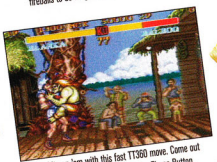
Throw the Sumo Head Butt at the start of an attack and you're invincible. Slide your thumb Back to charge, then forward and any punch button. Follow it up with a Hundred Hand slap by putting any punch button on Turbo.



Dhalsim vs. Dhalsim? Get the edge with your TT360 and Yoga Fire. Slide your thumb Down, Down-Toward, Toward and any punch button. You'll throw fire faster with the TT360's superior diagonal control.



Send 'em spinning with Chun Li's Whirlwind Kick. Hold Down on the Touch Sensor to charge the move, then slide your thumb Up and press a kick button. This tricky move will whittle your enemies strength down to nothing!



Put the bite on 'em with this fast TT360 move. Come out of any attack and press Toward and the Fierce Button. The result? A face-full of fangs that will eat away their strength meter.

M. Bison's Flaming Torpedo burns the screen and it's easy to unleash with the TT360. Charge Back, then slide your thumb Toward while pressing a punch button. Crispy critter time!

Sagat's Tiger Knee is made for the TT360. Slide your thumb from Down, Down-Toward, Toward, Up-Toward and a kick button to deliver this devastating knee attack...with no numb thumb!

BATTLE TESTED IN THE STREETS

When you play Street Fighter II Turbo,® you need a controller that's fast, that gives you all the action you want – easily and effortlessly, and that destroys your opponent, not your thumb! That's why you should be using the Turbo Touch 360.™ The Ultimate Fighting Machine, for all your favorite games. The Turbo Touch 360 "touch sensor" allows your thumb or index finger to move effortlessly across the sensor plate – you don't have to push down. Objects on the screen move as fast as you move your finger, you've got real diagonal and true circular control, and you really feel like you're in the game. The pay-off is being the ultimate fighting machine and trashing your opponent... you know, the guy using the old-fashioned control pad. So, go into the streets to win – go battle-tested with the Turbo Touch 360.

Turbo Touch 360.
The Ultimate Fighting Machine.

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Turbo Touch 360™ & Street Fighter II Turbo® The Winning Combination.

For the name of your nearest Turbo Touch 360 retailer or to place an order, call **1-800-858-7429.**

Street Fighter II Turbo is a registered trademark of CAPCOM, Inc. ©1993 CAPCOM, Inc.
Game played on a Super NES.® Super NES is a registered trademark of Nintendo of America, Inc.

Continued from page 216.

The Addams Family

Life it Up

This code gives you Uncle Fester, Granny, Pugsley, and Wednesday, plus 70 lives and five hearts: BLKX8. After you input the code, go into the music room and wait for the music to stop. Now you can enter the basement with 70 lives.

Aerobiz

Sound Test

Wait until the New Game/Continue Screen appears, then press Select. The Sound Test screen will appear. Press Up or Down on your control pad to change the sound selections, then press Button A to play the sound. Finally, press Button B to return to your game.

Alien 3

Passwords

Level 2:	QUESTION
Level 3:	MASTERED
Level 4:	MOTORWAY
Level 5:	CABINETS
Level 6:	SQUIRREL
End of Game:	OVERGAME

Batman Returns

Go to the game's Option Screen. **On Controller Two, press Up, Up, Down, Down, Left, Right, Left, Right, B, and A.** If you've performed the trick correctly, you'll hear a musical sound. Finally, go to the Lives Option to give yourself nine lives.

B.O.B.

Super Password

Here's a cool password to help roll B.O.B. into gear with all the weapons he needs. To rev up his engines, enter 0900.

B.O.B.

Passwords

Goth:

Area 1:	000000
Area 2:	171058
Area 3:	950745
Area 4:	472149

Anciena:

Area 1:	672451
Area 2:	272578
Area 3:	652074
Area 4:	265648
Area 5:	462893
Area 6:	583172

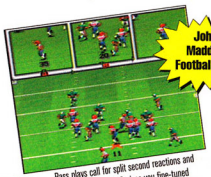
Ultraworld:

Area 1:	743690
Area 2:	103928
Area 3:	144895
Area 4:	775092
Area 5:	481376

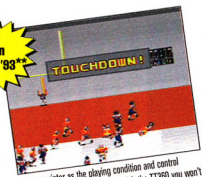
Continued on page 220.

Most SNES controllers make it difficult to move diagonally. The TT360 gives you the power to make diagonal drives on the net with no numb thumb!

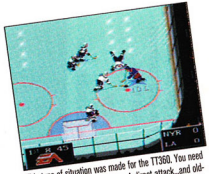
The TT360 makes you strong on defense, too. Press Button B to select your man closest to the ball. Superior diagonal control puts you where you need to be, ready to hit Button Y and block the shot.



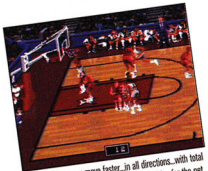
Pass plays call for split second reactions and timing. The TT360 gives you fine-tuned control over all your players, where old-fashioned controllers might only slow you down!



Choose winter as the playing condition and control becomes even more important. With the TT360 you won't slipslide away...or mangle your thumb trying to turn on a dime and make the end zone.

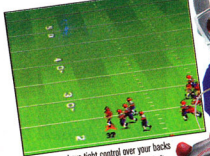


This type of situation was made for the TT360. You need to move fast and tight to score. A direct attack...and old-fashioned controllers...won't make the grade. Head Diagonal behind the net and try to dump it in the corner of the crease.

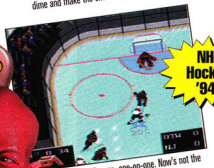


The TT360 lets you move faster...in all directions...with total circular control. Fake left and right as you drive for the net, then Button A for the Jump Shot.

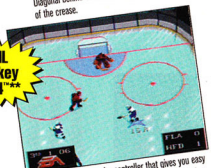
*Shown on SNES **Shown on Genesis



Now you can have tight control over your backs in an end run. The TT360 makes it easy...Left, Diagonal and Up in a simple thumb sweep. The advantage is yours. Drive for the goal posts.



You're on breakaway...one-on-one. Now's not the time for your controller to let you down. The TT360's smooth Touch Pad lets you switch direction fast to fake-out the toughest defence men. Cut to the Left Diagonal and go for the goal.



To be the best, you need a controller that gives you easy access to the diagonals as well as the cardinal directions. Use your right wing to pull your opponents off to the side. Diagonal pass, shoot, and score for victory. The TT360 can make you a winner.

PLAY WITH AN UNFAIR ADVANTAGE

When you play EASN® sports games, you need a controller that's fast, that gives you all the action you want – easily and effortlessly, and that destroys your opponent, not your thumb! That's why you should be using the Turbo Touch 360.™ The Ultimate Scoring Machine, for all your favorite games. The Turbo Touch 360 "touch sensor" allows your thumb or index finger to move effortlessly across the sensor plate – you don't have to push down. Objects on the screen move as fast as you move your finger, you've got real diagonal and true circular control, and you really feel like you're in the game. The pay-off is being the ultimate scoring machine and trashing your opponent... you know the guy using the old-fashioned control pad.
So, play with an unfair advantage. Play with the Turbo Touch 360.

Turbo Touch 360.
The Ultimate Scoring Machine.

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Continued from page 218.

Brawl Brothers

Japanese Brawl Brothers

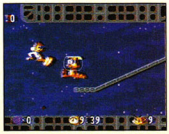
The Japanese version of Brawl Brothers is hidden inside of the U.S. cart. To access it, wait until the white Jaleco screen appears, then **quickly press Buttons B, A, X, and Y repeatedly.**

If you've done the trick correctly, you'll hear a strange noise and a black-and-white screen will appear. Press Start and another strange screen will appear. When this second screen appears, **press Down three times on your control pad, then press Start.**

When the Option Screen appears, it will have the Japanese title in the background. Choose the type of game you want, then begin play – Japanese style.

Bubsy in: Claws Encounters of the Furred Kind

Passwords



Chapter 1:	JSSCTS
Chapter 2:	CKBGMM
Chapter 3:	SCTWMN
Chapter 4:	MKBRLN
Chapter 5:	LBLNRD
Chapter 6:	JMDKRK
Chapter 7:	STGRTN
Chapter 8:	SBBSHC
Chapter 9:	DBKRRB
Chapter 10:	MSFCTS
Chapter 11:	KMGRBS
Chapter 12:	SLJMBG
Chapter 13:	TGRTVN
Chapter 14:	CCLDSL
Chapter 15:	BTCLMB
Chapter 16:	STCJDH

Cybernator

More Continues

When the Title Screen appears, highlight the word Option, then **simultaneously press and hold Buttons R, L, Up, and Start.** Begin a normal game. When you die, you'll discover that your continues have increased to six.

Cybernator

Grab the Napalm Gun

To grab a super Cybernator weapon called the Napalm Gun, play through the first level without shooting or punching anything. Your score has to be zero when you reach the end of the level. Destroy the power unit at the end of the level, but don't damage the Gun Turrets on either side of it. If you've played this correctly, your score will be 2800. When the game begins again, check your weapons and you'll discover that you have a new weapon – the Napalm Gun. Enjoy, but remember that you'll lose this cool gun when you die.

Desert Strike

Passwords

Stage 1:	3ZJMZT7
Stage 2:	K32L82R
Stage 3:	JR8P8M8
Stage 4:	F9N5CJ8

Continued on page 222.

HOT SWAT '93

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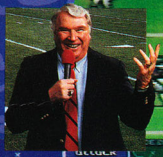
THE CLOSEST THING TO REAL FOOTBALL WITHOUT GRASS STAINS.

JOHN MADDEN DUO CD FOOTBALL



That's because John Madden DUO CD Football has the most intense graphics. The best bone-crushing sound. Strategic formations. 40 teams to choose from. And enough action to keep any armchair quarterback going for seasons. So, if you want a game as close to the real thing as you can get, simply visit your nearest DUO retailer and ask for John Madden Football. Grass stains not included.

ELECTRONIC ARTS®

SUPER CD-ROM SYSTEM

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DUO™

Continued from page 220.

Dragon's Lair

Passwords

After the two Snake Bosses:
2D, 4C, 6A, 8B

After the large Bat:
1B, 2D, 7A, 8C

After the Grim Reaper:
3D, 4B, 5C, 6A

The Dragon's Lair:
1A, 3B, 5C, 6D

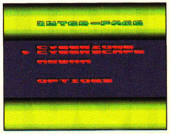
Faceball 2000

Extra Power

In Cyberzone Mode, **simultaneously press and hold L and R, then press Start. Release L and R** to enter an Option Screen that enables you to change the number of Lives, Speed, Level, and Reload Time (the lower the number, the better) of your game.

Faceball 2000

Enter the Cyberscape Warp



When the Title Screen appears, **hold Buttons L and R**, then select one or two players. Continue to hold down both buttons and the screen will go blank. Release the buttons to arrive at the interface screen. Cyberscape will now appear beneath Cyberzone. Select Cyberscape, and have a nice day!

Hook

99 Lives

In Level One, use Tink to fill up your power, then fly to the right until you reach the cave filled with spikes. Carefully maneuver through the cave until you reach a 3-Up. Let yourself die, then repeat this procedure until you've maxed out your lives. You can repeat this trick anywhere in the game where you find a 3-Up.

James Bond Jr.

Passwords

Level 2:	0007
Level 3:	3675
Level 4:	9025
Level 5:	1813

Krusty's Super Fun House

Weird Password

Here's a weird password that gives you access to any room in the Fun House. The password is: JOSHUA. Be sure to put a space before and after the password.

The Lost Vikings

Passwords

Level 2:	GR8T
Level 3:	TLPT
Level 4:	GRND
Level 5:	LLM0
Level 6:	FL0T
Level 7:	TRSS
Level 8:	PRHS
Level 9:	CVRN
Level 10:	BBLS
Level 11:	VLCN
Level 12:	QCKS
Level 13:	PHR0
Level 14:	C1R0
Level 15:	SPKS
Level 16:	JMNN
Level 17:	TTRS
Level 18:	JLLY
Level 19:	PLNG
Level 20:	BTRY
Level 21:	JNKR
Level 22:	CBLT
Level 23:	H0PP
Level 24:	SMRT
Level 25:	V8TR
Level 26:	NFL8
Level 27:	WKYY
Level 28:	CMB0
Level 29:	8BLL
Level 30:	TRDR
Level 31:	FNTM
Level 32:	WRLR
Level 33:	TRPD
Level 34:	TFFF
Level 35:	FRGT
Level 36:	4RN4
Level 37:	MSTR

Mario is Missing!

Passwords

First Room:

First Door:	PVV23CZ
Second Door:	FCBSB6W
Third Door:	YHYAMLZ
Fourth Door:	Y4MOPFW
Fifth Door:	G5F96CX

Continued on page 224.

You're Up Ship's Creek

If you sink you've seen everything, wait a minnow. Aquatic games is the wildest, wackiest sports game ever. Dive head first into Olympic events like the 100 Meter Splash, Eel leaping and Kipper Watching. It's a shell of a good time for everyone from parents to little squids!

You'll laugh so hard you'll wet your pants, but that's what's so fin-tastic about this game. Nobody will even notice! Individuals and teams. Up to 4 players.

SEIKA
Breakin' All The Rules

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Continued from page 222.

SNES SWAT '93

Second Room:

First Door:	CX746YF
Second Door:	NBGR6CF
Fourth Door:	X**KLDK
Fifth Door:	S48O5N4

Third Room:

First Door:	DWV6P78
Second Door:	PCD1384
Third Door:	DJ49LZ3
Fourth Door:	D9FKPTR
Fifth Door:	TTMGMQM

Mechwarrior

Invincibility

Begin a regular game, then press Start to pause. Next, **press Button A, Button L two times, Y, A, Button L two times, Y, A, Button L two times, then Y.** If you've done this trick correctly, the screen will now say "Invincible" on it. You're now untouchable, except for your Mech's legs.

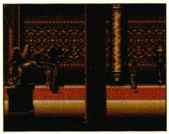
Out of This World

Passwords

Stage 2:	HTDC
Stage 3:	CLLD
Stage 4:	LBKG
Stage 5:	XDDJ
Stage 6:	FXLC
Stage 7:	KRFK
Stage 8:	KLFB
Stage 9:	DDRX
Stage 10:	HRTB
Stage 11:	BRTD
Stage 12:	TFBB
Stage 13:	TXHF
Stage 14:	CKJL
Stage 15:	LFCK

Prince of Persia

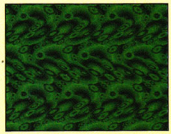
Passwords



Level 2:	VW5J+9B
Level 3:	BHTRBX4
Level 4:	VHB7DV9
Level 5:	3N9N37X
Level 6:	MGMGTC9
Level 7:	LPC1+H2
Level 8:	CPMQTQG
Level 9:	BQ1V+2L
Level 10:	951C3ND
Level 11:	3KJ9+LD
Level 12:	M8Q8LJZ
Level 13:	BYP8W+D
Level 14:	97PZLPZ
Level 15:	YMF2L1!
Level 16:	8CZFWB5
Level 17:	7L1GS4C
Level 18:	Z35Q9LC
Level 19:	Q95YFJC
Level 20:	86W3MY5

Q*Bert 3

Hip Hop



Go to the Option Screen, press **Buttons L and R simultaneously**, then release them. A Programmers' Screen will appear. Press Select to change to a background preview. Press Select as many times as you wish to check out all the different backgrounds, then press Start to return to the Option Screen.

Rival Turf

A Rogue by any Other Name

To change the names of all the characters in this game (enemies included), simply play through the game until you get the high score. When the screen prompts you to enter your name, enter CHRCONF to bring up a Character Configure Screen that you can use to change the characters' names.

Road Runner: Death Valley Rally

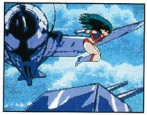
Begin With 75 Lives

When the Title Screen appears, **simultaneously press and hold down Button R, Y, Left, Select, Start, and X.** Beep, beep!

Continued on page 226.

HOT SWAT '93

THE REAL BEAUTY



Leap into your time machine and trek through 16 danger-filled eras. In **Time Gal** you'll travel from 70,000 B.C. to 4,000 A.D. tracking the devious Luda before he annihilates the world. Wing-walk in a WWII dogfight, battle alien robots, ride a torpedo, sail the high seas in a Spanish galleon and avoid being dinosaur lunch in this time-travel adventure.

- Over 30 minutes of full-motion anime-style animation
- Real arcade action with 3 difficulty levels
- Randomly generated levels make every game unique

AND THE BEAST

THE classic game for the Sega CD, **Road Avenger**, gives you the license to wipe S.C.U.M. (Secret Criminal Underground Movement) off the streets. Forget the rules — smash through buildings, spin off a bridge, dodge helicopters and tanks and tear up the beach in hot pursuit.

- Over 30 minutes of intense car-crashing full-motion animation
- In-your-face closeups keep your eyes glued to the action
- Head-spinning 360° scrolling

The games you gotta get!

SEGA CD

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Continued from page 224.

Sonic Blast Man

New Difficulty Setting

When the Title Screen appears, **simultaneously press and hold Buttons L and R, then press Start**. Go to the Option Menu to discover a new difficulty setting – "Very Hard."

Sonic Blast Man

Level Select

Select the Option Screen and choose Music. Change the music number to the number of the stage you wish to play. Then, **press and hold Select**. **Next, press Button L, Button R two times, Button L, and Start**. After a few seconds, you'll warp directly to the level of your choice. There are a few variations to this trick. If you choose "HIT" as your music number, you can play any bonus stage. If you choose "BOSS" as your music number, you can play any of the bosses.

Spanky's Quest

Passwords

Level 1:	000
Level 2:	732
Level 3:	354
Level 4:	116
Level 5:	988
Level 6:	470

Super Battletank

Tanks for the Memories

Choose the 62mm Machine Guns, then fire them at your foes. When you score a hit, quickly pause the game. If the enemy is flashing red, your shots will continue to pummel him. When you take the game off of pause, the enemy will be destroyed and you'll be on your way.

Super Buster Brothers

Stage Select

Go to the Select Screen and **press Buttons L, R, R, L, Up, and Down**. The stage number will then appear on-screen. Use Up or Down to select the Tour Mode is stage number of your choice.

Super Mario Kart

Shrinking Characters

To shrink your character in Super Mario Kart, all you have to do is **press and hold down Button Y**. Next, **press Button A** on the Character Selection screen.

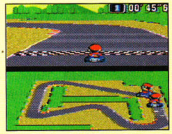
Super Mario Kart

Nitro Mario

To execute a Nitro cheat in Super Mario Kart, hold down the accelerator between the first and second beeps at the starting grid. You'll zoom ahead of the pack and cruise to the goal line.

Super Mario Kart

Ghost Code



Choose the one-player Time Trial Mode and select any driver. Choose Mario Circuit 1. Then drive around the track without touching the sides. After the race, go to Retry. When the light turns green, a ghost will appear. Race him and see who wins!

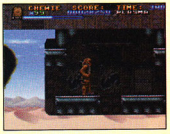
Super Mario Kart

Super Mario Lives

Check out this bug in Super Mario Kart. While you're in the Battle Mode, select one or two players. Play either player, lose all your protective balls, but keep your finger on the gas. You can continue to drive even though you've lost.

Super Star Wars

Super Secrets



Plug in both controllers. Turn on the power, and be sure that the LucasArts game screen appears. When this Title Screen appears, press **Button A four times, X, B four times, Y, X four times, A, Y four times, and B**. If you hear the Jawa shriek, you've entered this code correctly. Press Start and you can choose to play as Luke, Han, or Chewie. Press Buttons L and R on top of Controller Two to bring up the Debug Screen, where you can change your number of lives, your character's health meter, weapons,

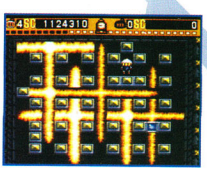
Continued on page 228.

INSTANT PARTY

JUST ADD BOMBS!

Now you and three of your friends can play the hottest game for Super NES at **THE SAME TIME!** The Super Bomberman Party Pak features the mega-popular Super Bomberman game and the Super Multitap accessory! Hook up four players for nonstop, bomb blasting action in the Battle Mode! Or go on a two player adventure through 48 levels of monsters and robotic traps designed to blow you off the screen!

- Super Multitap accessory included with the video game!
- Super Multitap compatible with every multiple player game.
- Choose from a dozen wicked backgrounds in the Battle Mode.
- Compete against friends or computer rivals in action-packed rounds!



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Continued from page 226.

and more. Press Start on Controller One to return to the game.

There's more: Press Start on Controller Two, and you'll go on to the next level. For invincibility, **press Buttons A, B, X, Y, and Select on Controller Two.**

Super Strike Eagle

Passwords

Mission #2, Libya Day: 4H6F8392

Mission #3, Libya Night: 4GBF8757

Mission #4, Gulf War Day: 7F6G4262

Mission #5, Gulf War Night: 09BD42F4

Mission #6, Cuba Day: F06D8609

Mission #7, Cuba Night: D0BG83FG

Mission #8, Korea Day: 67654475

Mission #9, Korea Night: 4HB705FG

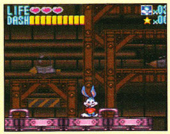
Super Turrican

Sound Test

Go to the game's Option Screen. Then scroll down the screen to reach the Sound Mode. Next, **simultaneously press and hold Buttons L, R, X, and A.** While continuing to hold all these buttons, **press and hold the center of the directional pad, then press Select.** A Music Menu will appear. Select different tunes and enjoy!

Tiny Toon Adventures: Buster Busts Loose

Passwords



Level 2: Little Beeper, Montana Max, Elmira

Level 3: Gogo, Shirley the Loon, Sweety

Level 4: Bookworm, Plucky, Babs

Level 5: Montana Max, Babs, Sweety

Tiny Toon Adventures: Buster Busts Loose

Play the Bonus Games

The password to the Bonus Game Menu is **Elmira, Shirley the Loon, Calamity Coyote.** When the Bonus Game Menu appears, use Select to choose your bonus game, then hit Start to play.

Tiny Toon Adventures: Buster Busts Loose

Unlimited Continues

The password for unlimited continues in Buster Busts Loose is **Plucky Duck, Babs Bunny, Bookworm.**

Wings 2

Air Leblanc

To start the game in the wild blue yonder with Marcel LeBlanc fully powered up, simply select "CONTINUE GAME" at the Title Screen. Then, at the password screen, go to "END."

WWF Royal Rumble

Sleight of Hand

This easy Rumble trick enables you to slow down the background on the Wrestler Select Screen. When the Wrestler Select Screen appears, **press Button L once.** To stop the screen altogether, **press Button L two times.** To speed the background up, **press Button R once.** To make it go super-fast, **press Button R two times.**

Continued on page 230.

52 SUPER VIDEO GAMES IN ONE CARTRIDGE

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Continued from page 228.

GENESIS SWAT '93

Batman: Revenge of the Joker

The Ultimate Password

Enter the code **5257**. A row of mushroom-like objects will appear below the code. Then enter one of the following codes to go to any stage:

Stage 1-1:	1100
Stage 1-2:	1200
Stage 1 Boss:	1300
Stage 2-1:	2100
Stage 2-2:	2200
Stage 3-1:	3100
Stage 3-2:	3200
Stage 3 Boss:	3300
Stage 4-1:	4100
Stage 4-2:	4200
Stage 4 Boss:	4300
Stage 5-1:	5100
Stage 5-2:	5200
Stage 6-1:	6100
Stage 6-2:	6200
Stage 6 Boss:	6300
Stage 7-1:	7100
Final Battle with the Joker:	7200

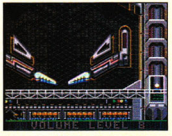
Cool Spot

Cool Level Select

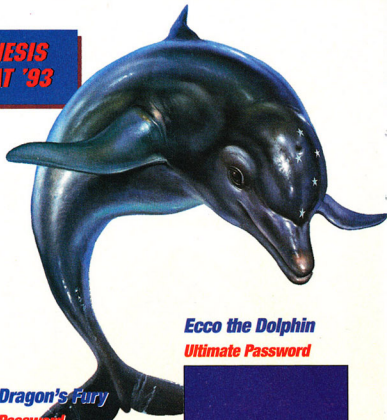
Cool Spot may look like one big commercial for the Uncola, but it's a very cool game. Help the little critters make it safely to the level of your choice with this simple pad trick. Any time during the game, **press Start to pause**. Then, on Controller One, **press A, B, A, C, B, A, C, A, B, C, A, then C.** If you've entered this trick correctly, you'll hear a musical tone and see the words "Level Completed." Then it's off to the next level.

Crüe Ball

Level Select



When the Main Menu appears, go to the Music Demo Screen. Choose tune #6 (Twisted Flippers). Then, **press Button A, C, A, B, and then Start**. Wait for the ball to appear, then **simultaneously press Up and Button B** on your control pad. This skips you forward one level. To skip back a level, **press Down and Button B**.



Dragon's Fury

Password

This password enables you to begin with 99 balls and 13 million points: **UFELFO78TL**.

Ecco the Dolphin

Air Passwords

These codes give Ecco unlimited air:

The Undercaves:	LEVELSCT
The Lagoon:	SHARKFIN
Cold Water:	LNXHXRLB
Deep Water:	OEWSURLC
The Tube:	FIVEPODS
The Machine:	ECCOFMLY

Ecco the Dolphin

Ultimate Password

Here's a code that enables Ecco to play the game without any air meter at all: **LIFEFISH**.

Ecco the Dolphin

Passwords

The Undercaves:	FKWLACCA
The Lagoon:	NDRBRIKR
Ridge Water:	HYAUGFLV
Open Ocean:	FNCQWBMT
Ice Zone:	DWFFZBMV
Hard Water:	QGDJRQLA
Cold Water:	MCLFRQLW
Jurassic Beach:	PLABUNLT
Pteranadon Pond:	FQREUNLI
Origin Beach:	QXKIUNLX
Island Zone:	UWXIOQLK

Continued on page 234.

HOT SWAT '93

WELCOME TO THE JUNGLE

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Just don't panic along with him...

Survival Tip #2

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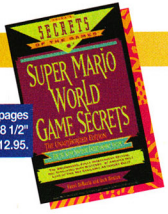

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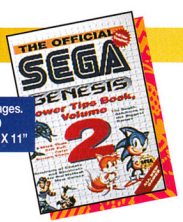

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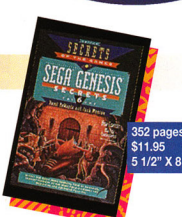

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Continued from page 230.

Deep Water:	EILQOQLC
The Marble Sea:	XAKUQQLS
The Library:	FDGXQQLC
Deep City:	ZUVPQQLU
City of Forever:	ZBPIGPLD
The Tube:	KUVEKMLK
Welcome to the Machine:	SDDBKMLG
The Last Fight:	KNLMLMLC

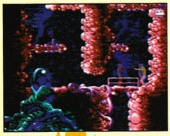
Ex-Mutants

Special Option Screen

Wait until the Title Screen appears, then choose the Option Screen. Set the Music to "05" and the Sound FX to "21." Put the cursor on "Exit," then **simultaneously press Buttons A, B, C, and Start**. You'll hear Shannon say "Too Easy," and a special Cheater Mode Menu will appear. Now choose any stage, the maximum lives available, and unlimited weapons.

Flashback

Passwords



Easy:

Level 1:	PIXEL
Level 2:	BETSY
Level 3:	PANCHO
Level 4:	STUDIO
Level 5:	TOHO
Level 6:	AKANE
Level 7:	INCBIN

Normal:

Level 1:	FALCON
Level 2:	DATA
Level 3:	MILORD
Level 4:	QUICKEY
Level 5:	BIJOU
Level 6:	BUBBLE
Level 7:	CLIP

Expert:

Level 1:	CLIO
Level 2:	ACRTC
Level 3:	BLUB
Level 4:	STUN
Level 5:	MIMOLO
Level 6:	HECTOR
Level 7:	KALIMA
Ending Code:	CYGNUS

GENESIS SWAT '93

The Flintstones

Level Select

Wait until the Title Screen appears, then **simultaneously press Buttons A, B, C, and Left**. Continue to hold all these buttons, **then press Start**. Use Up and Down to choose any stage you wish.

Galahad

Infinite Lives and Level Skip

Access the game's Option Screen, then enter a password if you have one. Next, enter the password LTUS, begin your game, and you'll have unlimited lives. To skip levels, **simultaneously press Start and Button A**.

Gods

Passwords

Level 1:	NASHWAN
Level 2:	COYOTE
Level 3:	FOXX

Green Dog

Three Flying Discs

To snag three rapid-fire discs, pause your game any time during play by pressing Start. Then **press Button C, A, B, A, Left, then Left**. If you hear a ringing sound, the trick worked!

Green Dog

Slow Motion

Begin a regular game, then press Start to pause the game. Next, **press Down, Button A,**

Continued on page 236.

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Continued from page 234.

C, Up, Left, then Left. You'll hear a ringing sound if you've performed the trick correctly. When you're tired of slow motion, press Start to pause the game again, then **press Left, Right, Up, Down, Button A, then C.**

Hit the Ice

Passwords

Play as the Sky Blues with these passwords:

Vs. the Blues:	1QQ3
Vs. the Pinks:	2A13
Vs. the Yellows:	2R93
Vs. the Purples:	3AH3
Vs. the Greens:	3RQ3
Vs. the Grays in the Championships:	4B13

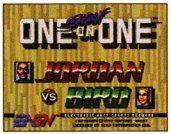
Humans

Last Stage Password

Stage 80: XPMNWJKFNQZC

Jordan vs. Bird: Super One-on-One

Gain Ball Time



When you're playing Jordan vs. Bird in the One-on-One Mode, press Start to pause the game. When the time hits 00.00 at the end of the fourth period, call a Time Out. If you've timed it correctly, the game will continue with 36 more minutes! Repeat the trick when the time runs out again, and you'll continue with 100 more minutes. Remember: You can't press Start when you're holding the ball.

Jungle Strike

Passwords

Mission 2:	RL6YXVTLZYV
Mission 3:	9V6HK39W4HS
Mission 4:	XT6DBRV76GG
Mission 5:	VNH3TL6HDB6
Mission 6:	WSDWSCFYVNV
Mission 7:	THCFKV7NLML
Mission 8:	7GBTMJYK3XJ
Mission 9:	N4SC9WL4SPH

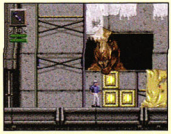
Jurassic Park

Prehistoric Programmers

To see the makers of these monsters, go to the password screen and type **FREIHEIT**. Keith Freiheit is the lead programmer for Jurassic Park.

Jurassic Park

Level Select



Here are some monstrous level select codes for Jurassic Park. If you play as Grant, use the following passwords:

Level 2 – Power Station: 299II02Q

Level 3 – The River: 4UFVI068

Level 4 – Pumping Station: 6V17H020

Level 5 – Canyon: 8VVV0F61

Level 6 – Volcano: AVVVQJ6Q

Level 7 – Visitor's Center: CV3NUL6U

To a be a little more prehistoric, play as a Raptor with these codes:

Level 2 – Power Station: I21G0027

Level 4 – Pump Station: K21G0029

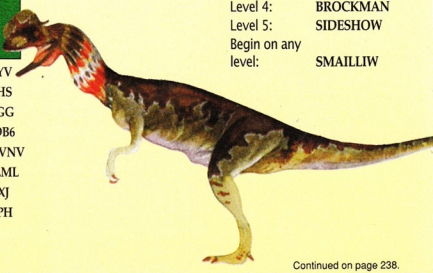
Level 5 – Canyon: M21G002B

Level 7 – Visitor's Center: 021G002D

Krusty's Super Fun House

Passwords

Level 2:	WHOAMAMA
Level 3:	FLANDERS
Level 4:	BROCKMAN
Level 5:	SIDESHOW
Begin on any level:	SMAILLIW



Continued on page 238.

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Continued from page 236.

Lightening Force

Power Up

Begin a game, then press Start to pause. **Press Up, Right, Button A, Down, Right, Button A, C, Left, Up, Button B, then Up**. Press Start to begin play again with the ability to use any weapon.

Lightening Force

99 Ships

Tp get 99 Ships wait until the words "Press Start" appear on the Title Screen, then **simultaneously press Button A and Start**. When the Configuration Screen appears, highlight "Stock Ship" and set the number to zero. Begin your game.

Lightening Force

Passwords

Track 2:	Sleepers
Track 3:	Herbert
Track 4:	Business
Track 5:	ApplePie
Track 6:	Standish
Track 7:	Mallow
Track 8:	Tea Cup

Lotus Turbo Challenge

Super Passwords

To race every circuit and automatically qualify, plug in the password MANSELL. To race a special super– powered Lotus, plug in the password SLUGPACE.

Mutant League Football

Mutant Bowl Passwords

Use these codes to charge straight to the Mutant League Bowl as the team of your choice:

Darkstar Dragons: FMK3XYSL1Q

Deathskin Razors: 1CK111111H

Icebay Bashers:	2CK111111D
Killer Konvicts:	HGK111111J
Midway Monsters:	3CK111111F
Misfit Demons:	JH111111G
Psycho Slashers:	GMK111111D
Rad Rockers:	5CK111111M
Road Warriors:	BDK111111J
Screaming Evils:	KLK111111L
Sixty Whiners:	CBK111111J
Slaycity Slayers:	LJK111111M
Terminator Trolz:	MLK111111J
Turbo Techies:	NMK111111Q
Vile Vulgars:	4CK111111L
War Slammers:	DCK1111112

Road Rash II

Begin with any Bike

Begin the game and access the Options Screen. Choose Set Player Mode, then select Mano a Mano at any level. Next, go to the Bike Shop.

Continued on page 242.

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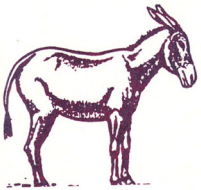

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53NG9

Continued from page 238.

Choose any bike and return to the Options Screen. Choose Set Player Mode again, then choose the type of game you want to play. Select Take Turns and copy the password. Now begin your game, and you'll have your chosen bike. Player Two can choose a bike with the same procedure.

Rolo to the Rescue

Secret Options Screen

Help Rolo come to the Rescue with this special Options Screen that lets you select infinite lives, invincibility, and more. When the Title Screen appears, **simultaneously press Buttons A, C, Up, and Left**. Continue to hold all these buttons, then press Reset on your Genesis. When the Title Screen reappears, release all of the buttons, then **press Button B** to make the Secret Options Screen appear.

Shadow of the Beast II

Game Credits

Wait until the Psygnosis logo appears on-screen, then **simultaneously press and hold Buttons A, B, and C**. Press Start. The names of the programmers appear.

Sonic The Hedgehog 2

Instant Golden Sonic

To begin with all of the Chaos Emeralds already collected, use the Stage Select trick that appears below then highlight the new Sound Test Option with the cursor. Play the following sounds: 4, 1, 2, 6. Choose any level and begin your game. When you've grabbed 50 Rings, you'll turn into the Golden Sonic.

Sonic The Hedgehog 2

Stage Select

Go to the Options Screen and choose Sound Test. Use Button B to play the following sounds: 19, 65, 9, 17. If you've entered the trick correctly, you'll hear a ringing sound at the beginning of sound 17. Press Start. When the Title Screen appears, **press and hold Button A, then press Start again**. When the Stage Select Screen appears, choose any stage and press Start.

Steel Empire

Round Select

Enter the Options Screen, then highlight the Sound Test selection. **Play Sound 1 two times, Sound 9 once, and Sound 2 two times**. A Round Entry Option will appear. Highlight it, then use the Left and Right buttons to change the Round number.

Streets of Rage 2

Play as the Same Character

Wait until the Title Screen appears, then **press and hold Button B and Right on Controller One and Button A and Left on Controller Two**. Continue to hold all these buttons, then **press Button C on Controller Two**. Now you can fight Blaze vs. Blaze.

Taz-Mania

Level Skip, Invincibility, and Level Select

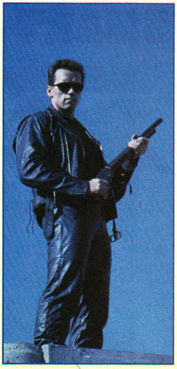
First, plug in two controllers. When the Title Screen appears, **simultaneously press Buttons A, B, C, and Start on both controllers**. Now you can activate any of these tricks.

To skip levels, press Start to pause anytime during the game. **Simultaneously press Buttons A, B, and C on Controller One** to advance one level. To become invincible, press Start to pause anytime during the game, then **press Button B**. To turn the invincibility off, press Start to pause, and then **press Button A**. To choose any level, press Start to pause the game anytime during play, then **press Button C**. A row of numbers will appear below the word "Pause." Use Left and Right on the control pad to choose any level, and then simply unpause the game.

Teenage Mutant Ninja Turtles: The Hyperstone Heist

Level Select

Wait for the Konami logo to appear, then **press C, B two times, A three times, B, then C** before the logo disappears. Press Start. When the Title Screen appears, **press A, B two times, C three times, B, and finally A. Press Start again**. An Option Screen will appear that enables you to choose any stage.



The Terminator

Sneak Preview

To view the two intro screens without any text, simply press and hold Up before the screens appear.

Tiny Toons Adventures: Buster's Hidden Treasures

Passwords

Dizzy Devil: BYBG LDDL LDBD DLDD LDTG

Calamity Coyote: GRBB TLLD LLBB MILL DLPD

Plucky Duck: XHBQ HZGL LDBQ HZDD LLGM

Fight Toxic Revenger: GJBQ HZZG LLBQ HZZL DDMR

Fight Pirate Ship: QJBW HZZB DLBW HZZK LLMG

Hamton: KTBQ HZZQ WGBQ HZZQ QDVR

End: PDBW HZZQ ZKBQ HZZW ZGJN

Universal Soldier

Passwords

Stage 1-2: CHSGM
Stage 1-3: MKSNS
Stage 2-1: SGGBY
Stage 2-2: JLGPH
Stage 2-3: JDRSD
Stage 3-1: PKSND
Stage 3-2: CWBPM
Stage 3-3: SFTNP
Stage 4-1: CMVDG
Stage 4-2: BYTCM

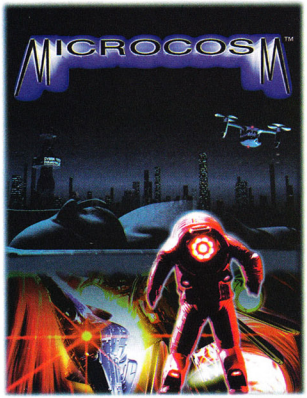
X-Men

Stage Select

Plug a controller into the first port only. **Press and hold Down, Button A, and Button C** while you power up the system. Continue to hold all three buttons until the "Press Start" screen appears, then also press and hold Start. When the Difficulty Select screen appears, release all of these buttons. Choose any difficulty and any character. When you enter the Danger Room, go to the right until you reach the paneled area pictured in the screen. Each of the panels corresponds to a stage in the game. When you're standing in front of the level you'd like to play, **press Down and Button C**.

Psygnosis CD's, you Just play it.

A BRAIN IS A TERRIBLE THING TO WASTE.



Take a journey to the center of the mind. This situation is deadly serious. You are coursing through the body of corporate mogul Tiron Korsby in search of a brain manipulation droid planted by a rival company. Time is running out and you're forced to play a fast and furious game of hide and seek. Waste the droid before it wastes Korsby's brain.

Surging through veins, arteries, and other body organs, you blast attacking viruses and your enemies' defensive probes. This struggle for control features non stop action, unparalleled cinematic style imagery, and incredibly smooth gameplay. Over 500 MB of graphic and sound data, coupled with an original soundtrack from Rick Wakeman brings you the look and feel of a true inner-body experience.

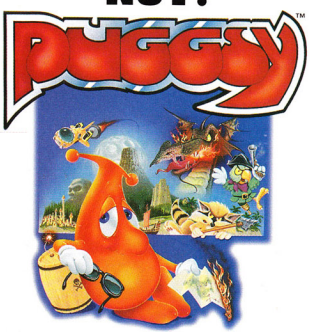
YOU MAY BE BRAVE ENOUGH, BUT ARE YOU SMART ENOUGH.

If this quest was simply a test of physical prowess, you would be all set. But the truth is, your journey will be filled with diabolically challenging puzzles. In order to save your sister from the evil Beast Master Zelek, you need to scour Kara-Moon and confront him face to face. But, to succeed you must master the most deadly weapon: your mind.

A sinister, intelligent game, filled with fiendish puzzles and challenging battles, Shadow of the Beast II is not your ordinary role playing game, stressing brawn alone. Beast II features an essential blend of strength and brain power. Well orchestrated music tracks, eight-way scrolling and cinematic animated sequences transport you to Kara-Moon, the land of the Beast.

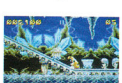
don't have to Psay it.

FASTER THAN A SPEEDING BULLET... NOT!



You've played these games, you know the score: First there were rapid rodents, then came the manic mammals and now we've got frantic felines. You know you've got the moves to shred the rest, it's time to add brains to your arsenal. Meet Puggsy, he's a goofy little alien with a laid back attitude. But he's in a terrible jam. While catching rays on some random planet, the local bad guys scooped his spaceship. Now he's on a frenzied search through a puzzling alien world; and, as we know, extra terrestrials can't get home without their ride.

Puggsy takes you through 50 plus levels of cartoon quality play, filled with secret rooms, hidden levels and "Easter eggs" and featuring; *Total Object Interaction™ (TOI™)* Puggsy actually uses his arms to control forty different objects, solving puzzles and zapping over 100 different alien creatures, as he waddles his way through 17 bizarre lands. With a multitude of sound FX and tunes, Puggsy takes you on an adventure that's endlessly entertaining.



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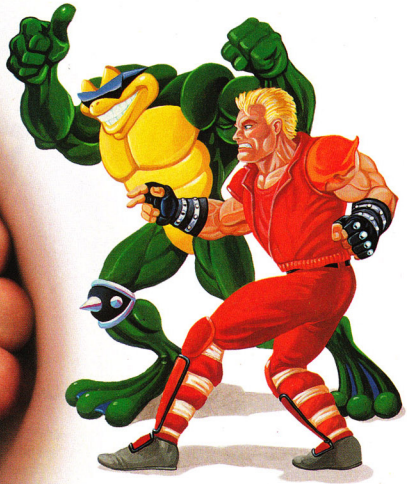
double trouble



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to even the sides and gang up on the goons.
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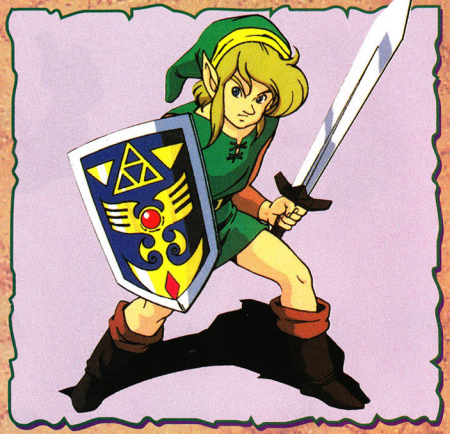
Role-Player's Realm

The Monthly Guide to the World of Role-Playing Games · Nov. '93

This month, we "role" out a slew of action/RPGs for adventurers who like to mix real-time sword play with their role-play. We lead off with the long-awaited Zelda: Link's Awakening, and follow with the top-notch Landstalker, The Journey Home, and Dungeon Explorer II. These four games should make your thumbs sweat and twist your mind into knots. This month also heralds the debut of the Role-Player's PreView guide, Future Fantasies.



The Legend of Zelda: Link's Awakening

GAME BOY

By Monty Haul

You only need to glance at the box to know that finally, after four years, a true work of brilliance in the action/RPG genre has arrived for the Game Boy. Sold in traditional gold packaging, Zelda: Link's Awakening packs more action, adventure, and fantasy into a hand-held game than you ever thought possible.

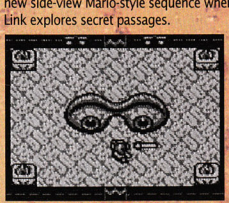
Life's a beach when Link crashes onto a strange land.

The Missing Link

Link's Awakening features the best elements of its SNES cousin, including surprisingly sharp graphics and sounds, a huge quest, and even more moves and items for our hero to use! This monumental adventure begins when Link's ship is smashed in the high seas and he washes ashore on Koholint Island. Though this tiny kingdom isn't even in the same time zone as Hyrule, for some inexplicable reason all the familiar enemies are prowling the countryside, making life miserable for the villagers. Link's only clue to Koholint's problems is a woodsy Owl, who becomes Link's companion on his quest to awaken the Wind Fish and get the heck off the island!

PROTIP: Hold down the Shield button to plow through enemies and push them into pits. You'll need to use this trick to recover your Sword on the beach.

Zelda afficionados might worry about how the small screen might butcher their hero. Fear not. The visuals are stunning from start to finish, from the cool opening sequence to the well-animated hero. The ¾ overhead-view action is so faithful to the original, there should be a wedding ring grafted to the cart. There's even a new side-view Mario-style sequence when Link explores secret passages.

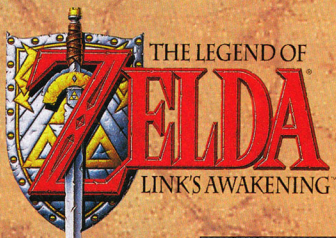


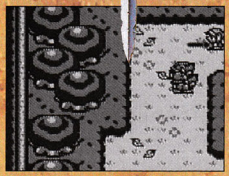
PROTIP: To beat the Level 3 Eyeball Boss, dash and slash to break it into two eyes. Then pound away on each individual eye. Be nimble on your feet, though, when they try to stomp you.

Legendary Sounds and Music

Though the tunes have their roots in the six-year-old original Zelda, you won't object. The musical scores are great by GB standards! Music is an important thematic element throughout the game, from the Zelda-look-alike girl who sings you a mysterious song to the eight musical instruments you must retrieve from the dungeons to awaken the Wind Fish.

Link can find and use all sorts of wondrous tools, including a new button-activated Shield, the classic Fire Rod, Bombs that blow holes in caves, and the new Roc's Feather for jumping! You'll spend a lot of time swapping back and forth between items on a soon-overloaded inventory screen. Fortunately, this is the only frustrating aspect of the otherwise perfectly crafted controls.

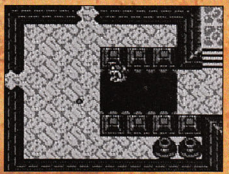




PROTIP: Charge your Sword to use the Whirling Blade Technique, then walk into enemies to easily do full damage.

PROTIP: Bring the Toadstool to the Witch and she'll make Magic Powder. Use the Powder to light up Level 2. Also try sprinkling it on the Raccoon.

PROTIP: Hit Auto-Bombs when the timer is at one and the Bombs begin to flash. This will knock them back and they'll detonate harmlessly.



PROTIP: You'll need both the Roc's Feather and the Pegasus Boots to make it over this gigantic Level 3 pit.

Fantastical Journey

Game play is heavy on action and puzzles, and light on role-playing. Link can build up his character with items, money, health points, and weapons, but the meat of the game is solving the myriad mysteries by using the right item in the right place.

The game, at first, seems like a beginner's guide to Zelda, including a new auto-mapping feature and a library that provides info on the entire world even before you've explored it. Looks can be deceiving, though, because this is one of the most challenging Zeldas yet! The massive overworld and nine dungeons will

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CLAW

YOUR WAY TO THE TOP

It's claw-to-claw combat as the movie's most fearsome creatures come face to ugly face! It's Alien vs Predator: The Last of His Clan! With four powerful Predator weapons you'll fight five types of Aliens on seven maze-like levels before dueling with the dreaded Alien Queen. It's an action-packed adventure from Activision, only on your Nintendo Game Boy System.

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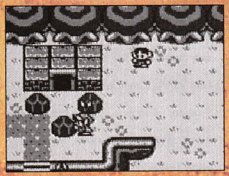
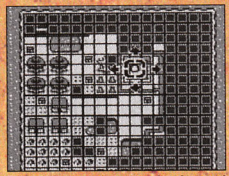
keep you occupied for several days if you're a Zelda master, and more than a week if you're an intermediate.



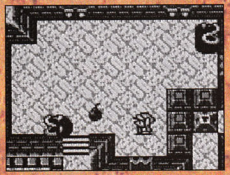
PROTIP: Once you have the Power Bracelet, backtrack to locations blocked by pots.



The auto-mapping feature tracks where you've been and what's left to explore.

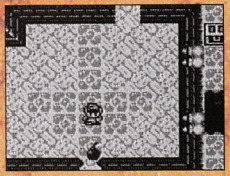
Invest in Gold

Zelda is a wake-up call for gamers about to drowse off behind the controls of their portable. The Game Boy might be depicted as a toilet bowl by television commercials, but this cart makes other systems look like latrines.

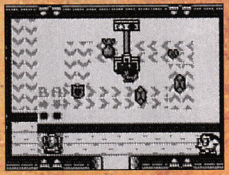


PROTIP: If an enemy has a big mouth, he's hungry for Bombs.

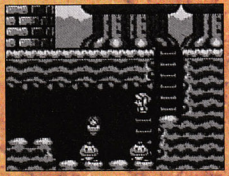
PROTIP: When you reach the Owl in the big field of bushes, dig to find the Slime Key .



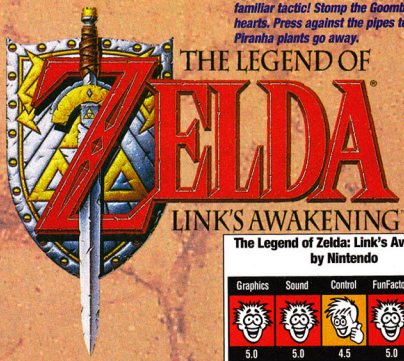
PROTIP: In the dungeons, arrows are there for a reason!



PROTIP: To get the Yoshi Doll in the Village Shop, stop the Crane about an inch above Yoshi's back.



PROTIP: If you meet a familiar enemy, use a familiar tactic! Stomp the Goombas to win hearts. Press against the pipes to make the Piranha plants go away.



The Legend of Zelda: Link's Awakening
by Nintendo

Graphics	Sound	Control	FunFactor	Challenge
5.0	5.0	4.5	5.0	ADV. Advanced

$29.95	¾ overhead-view and Side-view
4 megs	One player
Available now	Battery backup
Action/Role-playing	

The Journey Home: Quest for the Throne

The Journey Home: Quest for the Throne

SUPER NES

By Lawrence of Arcadia

Renovation enters the RPG sweepstakes with a new game called The Journey Home. This Link-a-like adventure shows promise as one of the sturdier RPGs for the SNES. Seasoned role-players will balk, though, at its cutesy graphics and limited game play.

PROTIP: Don't burst a vein trying to kill hard-to-reach enemies. Instead, try jumping and hitting them from below.

Home Is Where This Cart Is

In The Journey Home, you play the prodigal Prince of Nogal, who's returning home years after a fight with his father. To his dismay, his father (the king) is under the spell of an evil magician. Now it's up to you to uncover the mystery behind the magician and save the kingdom from ruin.

Home's action is good, but it needs more depth. You're armed with a sword, a grappling hook, and little else. Mostly you hack and slash through the wizard's sinister henchmen and try to escape various dungeons and castles, but there is some minor puzzle-solving, as well. Unfortunately for the game play, there's too much hopping and jumping required, and it's much too hard.

PROTIP: You can use the Grappling Hook to drag objects and throw them. Some objects hide power-ups.

Zelda players will recognize the overhead view and small, cartoony sprites, although they aren't up to Link standards. The other graphics are typical RPG fare, with detailed backgrounds but no mind-boggling cut scenes or intermissions.

The sound swings, though. The awesome music helps break up the tedium. The sharp sound effects (ship creaking, wood splitting, witches singing) are well done, too.

Home Sweat Home

You may think that you've seen this game before in some other incarnation. You may be right. Although The Journey Home features fast game play, right from the start you'll wish for magic spells and more collectable items. This journey has merit, but extensive text passages and fruitless searches for objects or exits may make some players want to leave Home alone.

The Journey Home: Quest for the Throne by Renovation

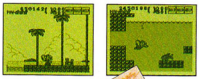
Graphics	Sound	Control	FunFactor	Challenge
4.0	4.5	3.5	3.5	INT. Intermediate

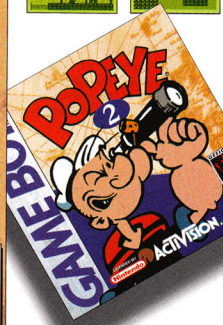
$59.99	Overhead-view
8 megs	One player
Available October	Passwords
Action/role playing	

Advertisement

EAT YOUR SPINACH

Gobble up the green stuff for super socking power 'cuz Popeye 2 is tough to beat! Battle Bluto and lots of pesky pests as Popeye sails the seas, dives through shark-infested water and creeps through caves to find hidden treasure and save the lovely Olive Oyl! It's 1 or 2 player, action-packed fun from Activision, only on your Nintendo Game Boy system.





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Land-stalker

By Scary Larry

For a fortune hunter with good thieving skills, the world is an open treasure chest. Sega hopes to fill your RPG chest this holiday season with Landstalker, an action/RPG cart that's awkward to play, but cool to look at and a lot of fun.

PROTIP: Put the Record Book on the Altar so the Priest can record your adventures. The next Record Book is in the Gumi Village. If you're running low and you've traveled a lot, come back and record your travels.

Stalk of the Town

You are Nigel, a young fortune-seeker in search of the legendary treasures of King Nole. In this good-looking ¾overhead-view game, you must search for a variety of objects while gaining Strength and solving perplexing riddles.

The action's familiar fantasy fare. You start off merely swinging your sword, but you can move up to a better blade, different types of armor, and headier headwear. The battle gear helps you grab enemy gold, which you must have to buy Restorative Herbs, Magic Spells, and otheruseful items. Along the way, you make friends and enemies, travel to distant villages, and explore mucho caves.

Don't worry, the epic turf-pounding won't land you in a rut. Part of the game's worthy challenge involves a puzzle element, where you must move blocks, jimmy doors, and slip past obstacles. When it's the right time for fight time, it takes fierce finger fencing to dispatch a menagerie of weird characters, including poisonous toadstools, gargoyles, and assorted thugs.

Challenging in a not-so-fun way are the diagonal game controls. The on-screen action moves at an angle, so you spend most of your time pressing Up-Left or Down-Right to move around the screen, rather than the normal Left and Right directions. It takes a while to get used to the movement and the controls. If your Genesis directional pad suffers from the mushies, Landstalker's a pain in the thumbs.

PROTIP: You can jump on bushes and climb hills when you're refused entrance to certain places.

Dressed to Quest

The graphics in Landstalker are good, but they make you work. In general, they're colorful without getting too cute.

Although the sprites are large and well-defined, the game play area is restricted by the ¾-overhead view, so you won't see any titanic battles going on in front of your eyes. Depth perception is a bit problematic, so determining the right angle on a jump is usually an educated guess.

The music adds an element of cinematic panache. It always accentuates a mood, whether it's light and cheerful in the villages or dark and menacing in the caves.

Stalk the Stalk

Landstalker will amaze you for hours with its complexity, amuse you with its graphics, and frustrate you with its controls. You'll stick around, though, because it's fun. If you like more to your RPG than charisma levels, magic points, and character development, then take this hack-n-slasher for a good, long stalk.

PROTIP: Grab the Stone Idol Mask in the hut in the Gumi Village. You'll need it to open a cave entrance later.

PROTIP: You need a crate to keep these door-opening buttons down, but first you must block the balls.

Landstalker by Sega

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	3.5	4.5	INT. Intermediate

$69.99
16 megs
Available October
Action/role playing
One player
¾-overhead view
Battery back-up

Dungeon Explorer II

Dungeon Explorer II

DUO

By Lawrence of Arcadia

Duo owners are ready for role-playing and action with this sequel to the immensely popular Dungeon Explorer. With superb voice-overs and colorful graphics, this CD should be a treat for Duo RPGers.

PROTIP: Never wander around without first destroying breeding portals. Before you know it, you'll be swarmed.

Heroes "R" Us

In Dungeon Explorer II, you're the King of Odessia's last hope. Monsters from the underworld have dragged off Miriam, the King's daughter. You start off as the character of your choice, such as a warrior, a wizard, a sorceress, or a cleric. However, you're not locked into this profession, since you can assume the identities of the people you meet along the way!

There are enough mazes, twisting dungeons, and castle corridors here to keep the staunchest RPGer happy, but the backgrounds are a little boring and repetitive. Your enemies spring from holes in the ground and other hiding places. They are fairly easy to kill, and the bosses are no-brainers. The game's ready for a DuoTap five-player melee, but you should try it out by yourself before you ask friends to play.

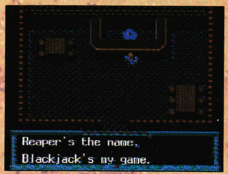
Held in the Dungeons

The graphics in DE II are cartoony, but well-defined. The dungeons and castles are pleasing to look at, but their layouts are never too intricate. A few more hidden rooms or extra twists in the game play would have helped a lot.

While the audio is very good overall, the music is strangely out of place. When traveling above-ground, you'll hear a funky RPG rendition of Barry White's "Love Theme." Elsewhere, the music sounds more like party polka than warrior-on-a-quest music. The voice-overs are well done, and the sound is menacing enough to make up for the marginal music.

Most RPG fanatics appreciate a challenging quest with immense bosses and level-building heroics. Despite its too-easy-to-beat enemies, the game is long and fairly rewarding. If you have the heart and patience to brave these dungeons, then Dungeon Explorer II is for you.

PROTIP: When shooting enemies in the forest, also shoot the spot where they appeared from. Sometimes you'll destroy hard-to-see breeding holes.



PROTIP: No matter what the stakes, don't play Blackjack with the Reaper. The odds are in his favor.

Dungeon Explorer II by TTI

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.5	4.0	4.0	INT. Intermediate

$49.95
Super CD
Available September

Action/role-playing
Five players
Passwords

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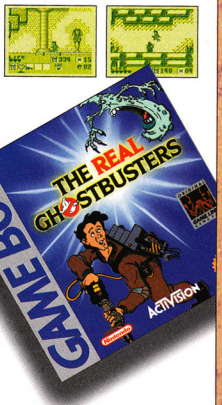

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Future Fantasies

Final Fantasy III (SNES)

By Kamikaze

Based on Japan's Final Fantasy Part V, Final Fantasy III begins 700 years after FF II, with mysterious evil beings sapping power from the famous Power Crystals. You, of course, are the designated Crystal champion. You can organize a four-person party from among 20 characters, each representing 14 new classes of adventurers. As you develop Experience, you can combine abilities from different classes to customize your combat skills. Final Fantasy is anything but final.

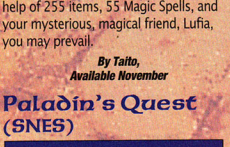
By Square Soft,
Available February '94

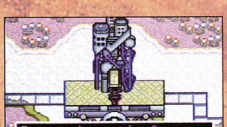
Lufia and the Fortress of Doom (SNES)

In Lufia, you lead a four-character party on a mission to find the legendary Dual Blade and destroy the foul Sinistrals. These evil beings command Terror, Chaos, Destruction, and Death...and an army of 165 monsters. By first guiding four mighty heroes through the Sinistrals' Fortress of Doom, you decide the opening parameters of the story line before you actually begin your party's game. With the help of 255 items, 55 Magic Spells, and your mysterious, magical friend, Lufia, you may prevail.

By Taito,
Available November

Paladin's Quest (SNES)

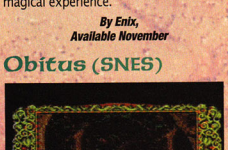




School's out...magic school, that is! The Magic School is built on the mystic ruins of a highly advanced civilization. You play Chezni, an M.S. student who's a natural with the supernatural. You create a four-character party, which you draw from 20 Soldiers of Fortune (rated on seven abilities). The game features 37 Spells, which you cast by combining the power of eight Spirits. Homework is required for this magical experience.

By Enix,
Available November

Obitus (SNES)



Obitus is a dungeon/action/RPG combo cart. You move through forests, castles, and mines in four Shires via a first-person perspective that was made famous in games like Dungeon Master and Eye of the Beholder. To defeat the four evil Princes, you use a real-time combat interface to carry out your battle plan.

By Bullet-Proof Software,
Available October

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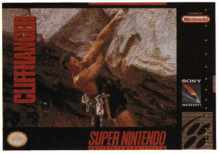

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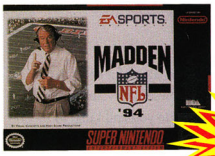

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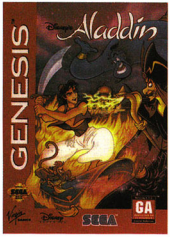

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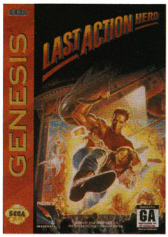

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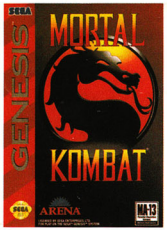
Sega Genesis



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For The Sega Genesis

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ProNews

Nintendo, Silicon Graphics to Develop 64-Bit System

"Project Reality" in Arcades Next Year, Home Version in 1995

A new generation checks out the next generation of video games.

Nintendo has finally placed its stake in the ground by announcing a next-generation 64-bit system to be codeveloped by one of the foremost visual computer technology companies in the world, **Silicon Graphics, Inc.** (SGI). Code-named "**Project Reality**," the new system will supplant all current Nintendo units when it launches for the 1995 holiday season at a target price point below $250. The technology will debut in the arcades by next year.

From left to right: Ed McCracken, CEO of Silicon Graphics; Howard Lincoln, senior vice-president of Nintendo; James Clark, chairman of Silicon Graphics

Nintendo made history at the August 23rd press conference in San Francisco by announcing a worldwide Joint Development and Licensing Agreement, which will represent the first time a Nintendo game system has been developed outside of Nintendo's headquarters in Japan. Nintendo will pay royalties to Silicon Graphics for every Project Reality system and game sold in stores or played in arcades.

Luigi and friends march into Reality.

This most recent Nintendo partnership comes shortly after separate, and apparently failed, alliances with **Philips** and **Sony** to create a CD-ROM drive compatible with the SNES. When asked how this relationship would be different, Howard Lincoln, senior vice-president of Nintendo, commented, "There are tremendous financial incentives for Silicon Graphics to make this system a reality. This is not an alliance, but an agreement and a licensing device to generate significant royalties to our partner if the technology is successful." The CD system appears to have been scrapped in favor of SGI's unit.

Project Reality will be based on Silicon Graphics' MIPS Multimedia Engine, consisting of a 64-bit MIPS Reduced Instruction Set Computer (RISC) processor, a graphics co-processor, and Application Specific Integrated Circuits (ASICs). Silicon Graphics is the most prominent visual computing company in the world and created the computers responsible for the landmark special effects seen in the movies *Terminator 2* and *Jurassic Park*. Nintendo notes that Project Reality will not be downwardly compatible with the Super NES, but will be compatible with future machines based on the SGI architecture.

Per Nintendo's standard licensing arrangements, third-party companies will pay software royalties to Nintendo and must submit to a content-approval process. No specific licensees have been announced, but it's a safe bet Nintendo will go after its current stable. Already several start-up companies are creating experimental games for the technology, such as **Greystone Technologies** with its **Onyx** game.

Project Reality will compete with **Atari**'s 64-bit **Jaguar** and the 32-bit **3DO Interactive Multiplayer**, both scheduled for October releases. **Sega** and **SNK** are also rumored to be working on next-generation products to replace their **Genesis** and **Neo•Geo** systems, respectively. For a full report on Nintendo's new hardware, see The Cutting Edge, page 20.

Panasonic Bundles Crash 'N' Burn with 3DO

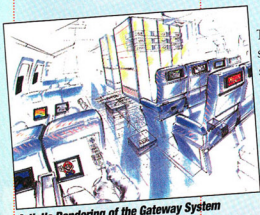
Crash 'N' Burn with Panasonic's 3DO package.

When the first **3DO** machines crash into the marketplace this October, they'll be packed with some high-octane discs. **Crash 'N' Burn** by **Crystal Dynamics** will be bundled with **Panasonic**'s **FZ-1 REAL Interactive Multiplayer**. The total package, including the game, a demo disc explaining

the features of 3DO, the system, and one controller, will retail for $699.95. In other 3DO news, the system has been upgraded to three megabytes of on-board RAM, from the original two megabytes.

Nintendo Opens Gateway for Airlines, Cruise Ships, and Hotels

Nintendo goes airborne.



Artist's Rendering of the Gateway System

"Gaming on the go" just grew up. **Nintendo of America** is set to deliver a broad range of entertainment services to travelers on airplanes, cruise ships, and in hotel rooms around the world. The revolutionary new platform, called the **Nintendo Gateway System**, is the interactive interface designed to offer video games, movies, CD audio, telephone, shopping, and travel information such as gate and luggage announcements. The system will use a special version of the 16-bit Super Nintendo system with digital communications technology. **Hughes–Avicom International**, a pioneer in airline video technology, has contracts with **Northwest**, **Virgin Atlantic**, and **China Airlines** to install Nintendo Gateway Systems. **Lodgenet**, an interior national firm that supplies entertainment services to 250,000 hotel rooms in North America, will install the system in cruise ships and 10 hotel sites, including **Sheraton**, **Doubletree**, and **Embassy Suites** hotels.

Sega Packs Sewer Shark with New Sega CD

The new **Sega CD** systems have hit the streets, and they have a little more bite. **Sony Imagesoft**'s hit **Sewer Shark** will be packed with the redesigned and repriced units (now $229, down from $299). Sewer Shark is touted to be one of the best-selling Sega CDs, with over 100,000 units sold to date.

The Slimmer Sega CD Package

Orbotron VR

RPI Technology Group of San Francisco, CA, and **Orbotron International** of San Diego, CA, have joined forces to create a new virtual reality game system called **Cyber-Pod**. You may have seen Orbotron's gyroscope VR system. It's a contraption consisting of concentric rings that rotate on three axes. The player sits in the center of the human- or machine-powered 360-degree rotating device. The Cyber-Pod will consist of the Orbotron with a Cyberchair in its center and a wireless head-mounted Sensory display called Cyber-View. The systems will be custom-built for arcades, theme parks, and other entertainment centers, and they're scheduled to appear in early '94. No game titles are available at this time.

Sonic Tops Mario in Latest Kids' Popularity Poll

Sega trumpeted the results of a recent "Q" Study, which showed Sonic The Hedgehog to be the most popular video game character among boys ages six to 11. In the Spring '93 survey, Sonic placed first, with Sonic's running mate Tails in the number-four spot, and Mario sliding way back to number 24. Nintendo – and Mario – were unavailable for comment.

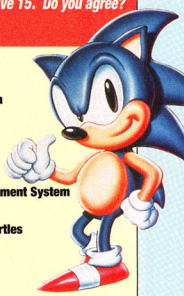
Mario Gaming Marathon Raises Money for Flood Victims

Not only is Mario saving the Princess once again, but he's also saving the homes of Midwest flood victims. **Nintendo** sponsored a 24-hour fest of **Super Mario All-Stars** game play, which ran from noon, August 24th to noon, August 25th, and raised $12,123 for the **American Red Cross Flood Disaster Relief Fund**.

Gamers in Boston, Minneapolis, Orlando, and Philadelphia competed simultaneously in the "Super Mario All-Stars Mariothon." Players donated any amount of money to get a turn at the controls and compete as part of a team. All participants entered in random drawings for T shirts, color TVs, SNES systems, SMAS carts, baseball caps, and *Nintendo Power* magazine subscriptions. When all was said and played, the gamers raised $2123 and Nintendo kicked in $10,000. Commented John William Thomas of the American Red Cross, "This donation will begin to help mend the wounds."

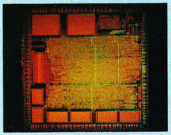
Boys ages six to 11 choose their fave 15.* Do you agree?

Rank	Personality
1	Arnold Schwarzenegger
2	Michael Jordan
3	Universal Studios, Florida
4	Sonic The Hedgehog
5	The Terminator
6	Shaquille O'Neal
7	Aladdin (Movie)
8	Super Nintendo Entertainment System
9	Sega Genesis
10	Teanage Mutant Ninja Turtles
11	Genie (from Aladdin)
12	Nintendo
13	Street Fighter II
14	Bart Simpson
15	Nintendo Entertainment System



**Source: Q-Study, Marketing Evaluations, Inc.*

Jaguar Unveiled at Press Conference



Pictured is Tom, one-half of the 64-bit "Tom and Jerry" chip set that powers the Jaguar. The system arrives this fall in New York and San Francisco.

Atari formally rolled out its 64-bit **Jaguar** system to the public in a tension-charged August 23rd press conference at its Sunnyvale, CA, corporate headquarters. Atari President Sam Tramiel came out swinging, claiming that **3DO** President Trip Hawkins has misrepresented the power of the Jaguar. In addition to an aggressive promotional campaign for the Jaguar, Tramiel revealed plans to rejuvenate support for the flagging Lynx hand-held by co-promoting the two systems. A late-breaking peripheral announcement calls for the Jaguar to be used as a main server and support network Lynx multi-player games. This adds to the growing list of plans for '94, which include a $200 CD drive, modem support, and virtual reality.

At the Deadline...

Hasbro has purchased a 15-percent share of **Virgin**, developer of the Genesis version of Disney's **Aladdin**, for $25 million. In the deal, Hasbro, which makes such board games as **Monopoly** and **Risk**, will form a joint venture with Virgin to develop and market Hasbro's existing product lines on interactive entertainment platforms.

Sega Enterprises of Japan, one of the world leaders in coin-operated games, and **W Industries** of the United Kingdom, the world leader in virtual reality games, have formed a strategic alliance to develop virtual reality hardware and software. W Industries is well-known for its ground-breaking **Virtuality VR** game units. The joint venture will use Sega's graphics board and W's operating system and software.

The Super Boys of Summer Contest has produced some big winners. Grand Prize: David Forsythe, Raleigh, NC. First Prize: Andy Magers, College Dale, TN. Second Prize: Andy Keen, Redmond, OR; Tireem Brown, Farockany, NY; Joseph Weichman, Santa Monica, CA; Adam Hunter, McKeesport, PA; and Anthony Alan Burt, Newnan, GA.

Did someone copy **Street Fighter II** one too many times? **Capcom** has filed a lawsuit alleging copyright infringement over **Data East**'s **Fighter's History** arcade game. Capcom claims Fighter's History rips off "many of the distinctive appearances, fighting styles, moves, and special techniques of the Street Fighter II characters." If Capcom wins this controversial lawsuit, could the floodgates open for endless "you stole my game" litigation? G

W's Virtuality experience will help Sega VR.

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8. Tiny Toons Adventures: Trouble in Wackyland
9. Monopoly
10. Tecmo NBA Basketball

Super Nintendo

1. Mortal Kombat
2. Street Fighter II Turbo
3. Rock & Roll Racing
4. Cool Spot
5. Zombies Ate My Neighbors
6. WWF Royal Rumble
7. Bubsy in: Claws Encounters of the Furred Kind
8. Super Mario All-Stars
9. Goof Troop
10. Super Slam Dunk with Magic Johnson

Sega Genesis

1. Mortal Kombat
2. Street Fighter II Special Champion Edition
3. Bill Walsh College Football
4. Jurassic Park
5. Bubsy in: Claws Encounters of the Furred Kind
6. Shinobi III: Return of Ninja Master
7. Rocket Knight Adventures
8. Micro Machines
9. General Chaos
10. X-Men

Sega CD

1. Final Fight
2. Robo Aleste
3. Road Avenger
4. Batman Returns
5. Jaguar XJ220
6. Night Trap
7. Time Gal
8. Sewer Shark
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10. Adventures of Willy Beamish

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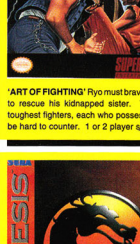

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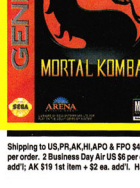

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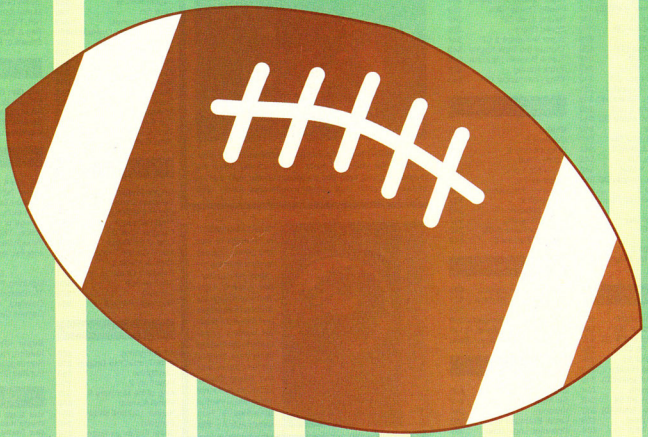

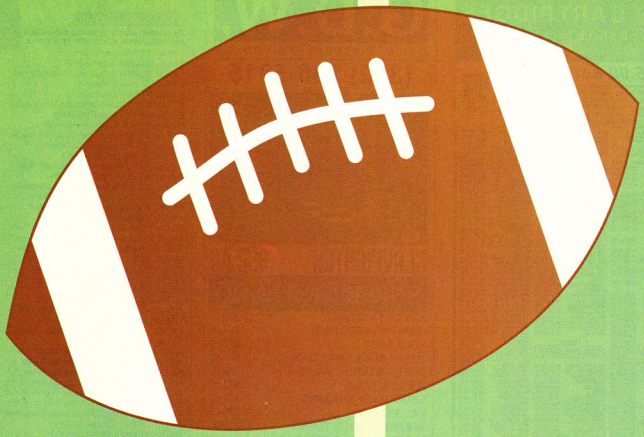

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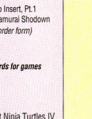

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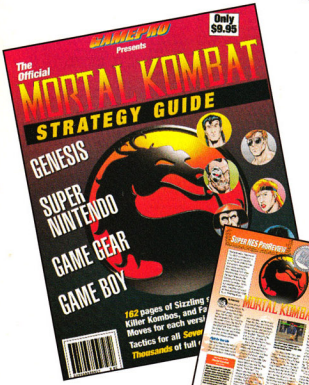

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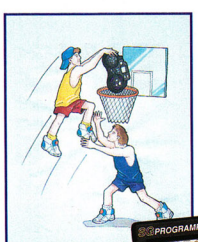
A. SG ProPad²

Score big with the SG ProPad², featuring the real 6-button fighting layout. With the unique synchro-fire setting you can transfer any one fire button or combination of buttons to the extra LEFT and RIGHT fire buttons. For example, if you transfer A, B, X, & Z to the LEFT button it will fire all four at the same time. For some games, you may discover brand new moves no one has ever seen before! Plus, you can take control with independent auto-fire & slow motion. And the LED screen shows you which buttons are set on auto-fire. The SG ProPad² brings your Genesis™ games to life.



B. SG ProgramPad²

The new 6-button SG ProgramPad² jams with pre-programmed moves from your favorite Genesis™ games – Mortal Kombat®, Street Fighter II CE™*, Streets of Rage 2™, X-Men™, Fatal Fury™, Jurassic Park ™, Sonic The Hedgehog 2™, & David Robinson's Supreme Court™! Plus, you can program 6 of your own deadly moves from any game. Then check it out on the LCD screen. Tack on slow motion, auto-fire and button re-alignment and you've never had this much power in the palm of your hand! Whoever said that programmable was wimpy doesn't understand that sometimes you do whatever it takes TO WIN!

E. All Of T

*Moves from Street Fighter II CE™ are based on media repo

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Which Of The Cranks Up Game Play?

D. All-Sega™ Cleaning Kit

Did somebody say *clean?* Don't panic – this all-in-one cleaning kit makes it quick and painless. All you have to do is stick one of the cleaning cartridges in your Genesis™ or GameGear™ system. You can also use the cleaning swabs and solution to rid your game cartridges of dust and dirt. So it's not as much fun as shooting, punching, kicking, or dunking – but you need to do it if you want to keep shooting, punching, kicking, & dunking.

C. Handy Gear

Don't let the weather limit your game play. Just slip your Game Gear™ into STD's Handy Gear and you can play through rain, sleet or driving snow. Not only is the Handy Gear water resistant and shock absorbing, but it also has a built-in magnifier for better visibility and an adjustable screen protector to reduce glare. There's also room inside to store an extra cart. And the carrying strap makes it easier to play on the go. With the Handy Gear, there's no limit.

ne Above

Make your own rules

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Since the game was not released at the time of production.

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Lemmings are mindless, little creatures that are constantly walking off cliffs, falling into deep waters, and stumbling into deadly traps. And now, you must save them by helping them get their act together!

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CATCH the WAVE

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