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____ Shinobi III: Return of the Ninja Master™ (1136) ____ Dr. Robotnik's Mean Bean Machine™ (1106) ____ The Ren & Stimpy Show™ presents Stimpy's™ Invention (1068)

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Super Game Boy

Super Game Boy

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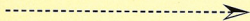
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INSIDE VIDEO GAMES

Volume VI

Issue 7

July 1994

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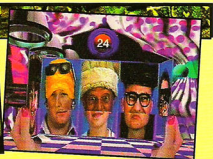


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June 18th

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Gamers Paradise, Century City
Mall, Chicago, Il

Software Etc., Junction 183-
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Electronics Boutique, Phillips-
burg Mall, Phillipsburg, Nj

June 30th

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July 2nd

Electronics Boutique, 1801
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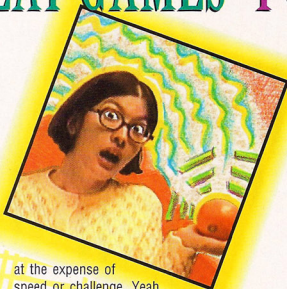


I N P U T

I DON'T PLAY GAMES "FOR GIRLS"!

I recently found out that our magazine's readership is 96.7% male. I was truly surprised by this estimate...and more than a little disappointed. Why is it that there are so few "girl gamers"? Even I didn't start playing video games seriously until well into college; I was probably playing with Barbie and Monchichi until I was 14. I guess I played an occasional game of *Pac-Man*, *Donkey Kong* or *Frogger*, but otherwise I considered the world of video games to be a boys' domain because that's the way the products are marketed... which is really too bad.

The video game industry has started to factor girls into the market with games like *Beauty and the Beast: Belle's Quest* and *Barbie Super Model*. I find these games "for girls" entirely offensive and annoying. They only increase the gap that already exists in male and female socialization. I like playing *NBA JAM*, *Mortal Kombat* or *Stanley Cup Hockey* as much as the next guy. Give me a good game of *Valis III* any day, with a nice hefty whip in my hand. Like I want to play a game that focuses on "sharing" and "cooperation"



at the expense of speed or challenge. Yeah, right.

When I look at the other video game magazines, I see very few women writing reviews and articles. It can't be true that there aren't more women who are qualified to do what I do. Look at the fanzines, which can be published by anybody whenever they want. The only gaming 'zine I know of that was run by a woman is now defunct.

And jeezus, why aren't there more

women programmers? If there were more women on the inside of the industry, maybe more women would play games. There were a few in the early days of video games: Activision's *River Raid* for the Atari 2600—a fast, explosive action game—was programmed by a woman named Carol Shaw. So what happened? Have women been completely discouraged from pursuing any technical skills? It seems the only place for women in video games is in the actual games—you know, with big boobs and little bikinis.

I know what it all means. Men live in a privileged society; they enjoy social, financial, and political advantages that women don't. Of course, it's to the status quo's advantage that women are socialized to cooperate and be passive. More women ought to play a couple of games of *Mortal Kombat II* once in a while. It's obvious that video game marketing is more attractive to—and is mostly geared towards—boys. But don't irritate me by making stupid games "for girls."

—BETTY HALLOCK

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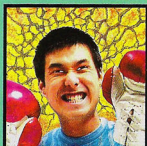
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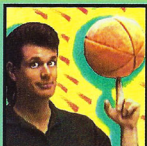
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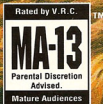


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CIRCLE #105 ON READER SERVICE CARD.

PRESS START

NEWS INFORMATION RUMORS

EDITED BY BETTY HALLOCK, ERIC NAKAMURA & NIKOS CONSTANT

Who is Dr. Pober?

You've probably never heard of him, but Dr. Arthur Pober is poised to become one of the most influential people in the video-game industry as it screams head-first into the 21st century. In previous issues we've detailed the industry's plans to devise a game rating system to appease the demands of U.S. Senators Lieberman and Kohl, among others—these efforts are being spearheaded by an industry association including Acclaim, Atari, Capcom, Crystal Dynamics, Electronic Arts, Konami, Nintendo, Philips, Sega, Sony, Viacom and Virgin. Now the association has a name—the Interactive Digital Software Association (IDSA)—and it has appointed Dr. Arthur Pober to be the man who will have the final word in rating its video games.

Jack Heistand, Acting Chairman of the IDSA Board of Directors announced the decision to hire Dr. Pober as Executive Director of the IDSA Ratings Board. Heistand is also a Senior Vice President of Electronic Arts, so you pretty much know where he's coming from. But who is Arthur Pober and what exactly is the extent of his familiarity with the video game industry?

Heistand has this to say about Pober: "We are very pleased to

be able to hire someone with Dr. Pober's background and experience on issues affecting consumers, especially children." OK, Pober is big on kids. He currently serves as Vice President and Director of the Children's Advertising Review Unit of the Council of Better Business Bureaus. Pober was also the principal of Hunter College Elementary School, and has lectured world-wide on

topics such as education, psychology, advertising and children. Pober has collaborated with the European community in developing guidelines for children's advertising. While his work in evaluating children's advertising would appear to be the closest equivalent to his new post, there has *never* been a position like this one before. What about his experience with video games?

Unfortunately, Dr. Pober was unavailable for media interviews at the time we went to press, and his office was unable to provide us with a photograph of this extremely influential man. The only answer we received from Pober's office is that he's very familiar with children's issues

and familiar with the video game violence issue through his employment with the Better Business Bureau.

Heistand says, "We think his work on children's issues and his work with business ensures that the IDSA ratings process will be sensitive to the concerns of parents and children as well as the industry." We hope so; while some might cringe at the knowledge that Pober has no children of his own, a *VIDEOGAMES* source who has participated in the IDSA meetings told us that he's "as close as [the IDSA] could get" to being the perfect person for the job.

When it's finalized, the rating system will include ratings for software for all platforms—cartridges, CD-ROM and floppy disk titles. Its purpose is to inform consumers (namely, parents) about the content of video games. Dr. Pober has stated, "I see this as a great opportunity to give parents and other consumers the facts they need to make informed interactive entertainment purchasing choices for their children." The Ratings Board will be an arm of IDSA; we're told it will include experts from the video game industry as well as parents, teachers and

other non-game players. Here at *VIDEOGAMES*, we're obviously a bit concerned about the industry experts

who may become involved with the ratings board. Might they be employees of the game companies who make up the IDSA? To avoid such a conflict of interest, we respectfully suggest that the best way for Dr. Pober to find these experts would be to contact the editorial staffs of the major U.S. video game magazines.

Only time will tell what Dr. Pober has in store for the video game industry—and whether he and the IDSA will be able to meet the association's commitment to establish the rating system by the end of this year. Our source at the IDSA says that the deadline may not be met, but the association expects that its efforts up to that date will provide the Senate with conclusive proof that it is serious about establishing the rating system, which should allow for a little extra time. Look to future issues of *VIDEOGAMES*—*The Ultimate Gaming Magazine*—for further updates on the issues that will affect you, the gamer, in the years to come.

NEWS

ELECTRONIC ARTS, INC.

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Acclaim entertainment inc.

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SEGA

Virgin

VIACOM

ATARI

Ocean of America has announced the winner of "The Great Dino Egg Hunt" contest, in which players had to search through the Super NES *Jurassic Park* game to discover hidden letters and decode a secret message. The winner, 29-year-old Bill Vargas of Philadelphia, unscrambled the message and submitted the correct answer ("Dr. Horner") two days after the game was released. The prize: A \$5,000.00 check.



Great news for owners of CD-ROM systems like the Sega CD, Duo, 300 or CD-i: Pioneer has announced the introduction of a new catalog of songs in the CD+G format, which displays graphics and text on the screen while playing music from a standard CD. (All of these machines are compatible with the CD+G format, but there are very few discs available that use it.) The new series features 18

songs per disc, and the company plans to release ten discs each month at \$29.95 apiece.

The list of Atari Jaguar game publishers continues to grow, but one recent entry caught our eye: Jaleco USA expects to have its first Jaguar title on store shelves in late 1994, and plans to release Jaguar CD-ROM titles as soon as the CD-ROM add-on becomes available. *VideoGames* found this news interesting because Jaleco—known for its successful *Basics Loaded* series—is one of a select few game companies which has been operating exclusively as a Nintendo licensee.

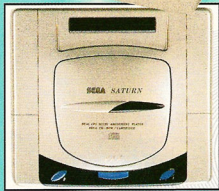
Sleek, Sexy & Silver

SEGA™ SATURN

It has two 32-bit RISC processors, 4.5 megabytes of memory, 32-channel PCM sound, cartridge and CD-ROM compatibility...and it's made of wood. OK, Sega's highly anticipated Saturn system isn't really going to be made of wood, but this prototype model is; it was shown to the Japanese press last month as an unfinished design-in-progress. While it doesn't answer all of our questions about the Saturn's design or capabilities, Sega's Japanese offices did offer a few tidbits of information about the next level of Sega home hardware.

Perhaps most significantly, the design of this prototype makes it clear that the Saturn will not be a CD-only machine. Not only is there a cartridge port near the rear of the unit, but the prototype is also emblazoned with the following legend: "Sega Saturn—Dual CPU Multi Amusement Player—Sega CD-ROM/Cartridge." It also features two controller ports and a top-loading "Intelligent CD" drive. (The basic design is vaguely reminiscent of Sega's Genesis-compatible CDX machine, but it's bigger and more expensive-looking.)

The Saturn's stylish silver shell sets it apart from Sega's traditional black plastic systems.



PRELIMINARY SATURN SPECS

- RAM:** 36 Megabits
- CPU:** Two 32-Bit Hitachi RISC SH2 processors (the same as in Sega's previously-announced Super 32X Genesis upgrade)
- SOUND CPU:** 66EC000 PCM 32-channel
- COLORS:** 1,600
- SPECIAL FX:** Flat Shading
Gouraud Shading
Texture Mapping
Sprite Scaling & Rotation
Background Scaling & Rotation



Sega's Daytona USA coin-op: This is not a Saturn screen shot!

In an official statement issued by Sega Enterprises at the recent Consumer Soft Group exhibition in Japan, Sega producer Hiroshi Suzuki discussed *Virtua Fighter*, which is expected to be one of the first Saturn titles shown when the machine is officially released overseas this fall. "The life of the game, above all, the movements and skills of the characters, are all going to be included [in the Saturn version]. We have plans to make a complete adaptation of all the movements and skills. On the other hand, there will be a reduction in the number of polygons when compared to the coin-op."

This statement reveals another important clue: It seems obvious that the Saturn versions of Sega's 32-bit arcade properties (such as *Virtua Fighter* and *Daytona USA*) will not be completely indistinguishable from their coin-op counterparts. Still, it remains to be seen how significantly these games will be affected by "a reduction in the number of polygons."

How much will it cost? What will the controllers look like? What will be the pack-in game? Will it be compatible with Genesis, Sega CD or Super 32X titles? Look for updates in future issues for more Saturn specifics.

Radio Shack stores nationwide now offer more than 50 of Atari's most popular video-game cartridges for the Atari 2600, including *Pac-Man*, *Centipede* and *Donkey Kong*. This is great news for those of you who still enjoy playing this classic game system. If you order these titles through the "Express Order" program at a local Radio Shack store, you'll get your video games delivered to your home within ten days.

The fanzine editors' association, Gaming Enthusiasts of America, recently released an official statement on the issue of video-game violence. In response to the well-publi-

cized efforts of U.S. Senator Joseph Lieberman (D-Conn.) to institute an industry-wide rating system for video games, GEA stated: "Education advocates applaud [Sen. Lieberman's] efforts, but as gamers we feel that this is censorship of our hobby. ... Slapping video games with an enforced rating is nothing more than censorship itself."

Here's an interesting question from the underbelly of the gaming industry: Could it be that the scorching Sega shoot-'em-up *Subterrania* was completely developed and programmed by a group of European video-game pi-

rates? Rumor has it that the development team created the game with pirate equipment used to bootleg software, and that it was sold as a finished product to Sega—which was so happy with the quality of the game that it never bothered to ask the designers how they programmed a 16-meg Genesis cartridge without a Sega-approved development system.

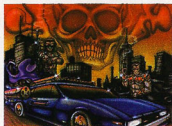




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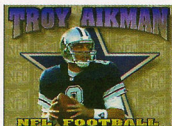
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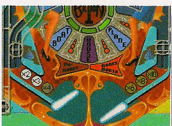
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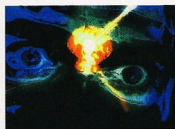
ULTRA VORTEX™
Beyond Games

LET GAMES

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

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

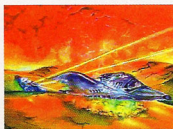
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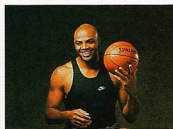


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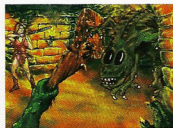
THE BEGIN.



BARKLEY BASKETBALL:
SHUT UP AND JAM!™
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DUNGEON DEPTHS™
Midnight Software



KASUMI NINJA™
Atari

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

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

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

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ATARI
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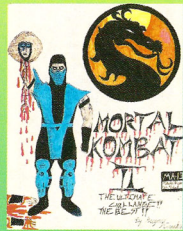
CIRCLE #106 ON READER SERVICE CARD.

SOUNDBOARD

LET 'EM HEAR IT FOR THE LADIES

This is to Tracy Chan and Ashley White (*Soundboard*, March 1994): I think it's good that you girls spoke out on the sexism in video games, and I'm glad there's at least two girls that like games like *Street Fighter* and *Mortal Kombat*. I was beginning to think there wasn't any girl who liked the violence portrayed in *Mortal Kombat* and *MKII*. I think it's terrible that they only put one or two women in each fighting game; they should at least have three or more because the women are usually faster.

—Gregory Franks
Mojava, California



CNN, VIDEOGAMES AND DANNY

I was watching CNN today and saw a report that said my magazine really irked Daniel Lungren (Attorney General of California) by printing a picture of his head held aloft by a batch of pixels from the video game *Mortal Kombat*.

Your magazine will probably be criticized for that ironic characterization, and if your intention was to create controversy, you have succeeded. My thoughts as an observer of the gaming scene are that you have stung Mr. Lungren with an appropriate reply. He is desperate to assuage his wounded ego by crying foul over the one element on the page that was presented in jest.

I had thought that *VIDEOGAMES* was in danger of losing its position

as the voice of the intelligent and mature video gamer, but I see that your reorganization has not affected your editorial chutzpa. Please continue to print what the other video game magazines cannot...or will not.

—Brett Hollembeak
Rockford, Illinois

Good analysis, Brett. You forgot to mention that it's Danny's reelection year; he needs something to talk about to convince voters that he actually does something. Some of the newspaper articles about the debate really missed the joke; any reporter unfamiliar with Mortal Kombat made it sound as if we had created some ghoulish piece of art instead of a crude batch of pixels—as you said—that was intended as a satire on a popular game.

YOU SHOULD RUN FOR ATTORNEY GENERAL

Recently I became aware of the much-debated issue of graphic violence in video games and wanted to state my opinion on the matter. I am a 36-year-old RN and have recently discovered the world of video-game entertainment. I am an avid fan of Nintendo products and applaud the company's stance on graphic violence in gaming materials.

As a nurse in labor and delivery, I find the Game Boy and SNES systems to be a novel way to reduce high stress levels. The incredible artwork, original ideas and great game play keep me coming back time and time again. I have the privilege of assisting many lives to enter this world and am a strong advocate of healthy childhoods. Through play, children (and many of us adults) develop self-esteem, hand-eye motor skills and the joy of conquering challenges and obstacles.

I have found that you can still enjoy the essence of all games (including *Mortal Kombat*, *Lethal Enforcers*, etc.) without the detailed graphic violence. I hope future em-

phasis will be placed more on the sheer fun, learning and challenge of video games and less on the "sensationalism" of blood-and-guts graphics! After all, isn't that why we play?

—Patrice Thomas, RN
Savannah, Georgia

Though we don't completely agree with your opinion, you sure are a lot more informed on these issues than most of the politicians who have cast the gaming industry under public scrutiny. Thanks!

MKII'S FRIENDLY BABIES

My friend Brandon Washburn and I talk about your magazine and *Mortal Kombat II* all day in class, and we usually get in trouble. Anyway, we saw something interesting in your April 1994 issue. You showed a picture of Reptile doing his friendship, but on the ground is Kung Lao as a baby! Is Reptile doing his friendship move or a babality? Something is wrong here. Is this a new trick or is the game messed up?

—Matthew Morton
Yakima, Washington

It's not messed up, Matthew. If you're fast enough with certain babality, fatality and friendship moves, you can do two in a row. When that photo was taken, our player had performed Reptile's babality on Kung Lao, then followed it up immediately with a friendship move. Watch out for your teachers when you tell your bud Brandon about this; they just won't understand and you might get sent out of the room for causing an MKII riot.

PLAYIN' WITH CLAY

I am a proud subscriber to *VIDEOGAMES*. When I received the magazine with the major changes, I had mixed feelings...but I gave it time, and am happy that I stayed with you. Anyhow, I have written to inform you that I use your ratings to figure out what games to rent. I am especially happy with *Clay Fighter* and have bought *Plok*. Seeing that I was in love with *Clay Fighter*, I created Bad Mr. Frosty out of clay! My

classmates found it amazing. It has been my best clay figure so far. I hope to make another fighter sometime soon, such as the Blob or Taftly. I'll send you a picture of my next Clay Fighter if I get the chance to make another one.

—Jason Wesley
Don Mills, Ontario

Great job, Jason! The Blob would probably be too easy, man; how about taking a shot at Helga or Ickybowl?

SPORTS MAKING BANK

It makes me mad when they take out stars of video games because of their professional contracts with Nike or Reebok. In *NBA JAM* they had to take out several players, including my favorite, Shaquille O'Neal. Why can't they just let them be in the game? They're not going to make any money off of it. People will buy Nike and Reebok products even if they're in video games. I just think it's total B.S.

—Jeremy Gannon
Davenport, IA

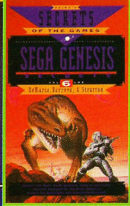
Whoa, Jeremy, that's not quite the way it happened with NBA JAM. The fact is, Shaq has a separate contract from the NBA that prohibits the players' association from licensing his name and face to anyone as part of the whole NBA package. Considering the number of players who are setting themselves up as individual licensing franchises like this, Midway and Acclaim are lucky to have guys like Alonzo Mourning and Scottie Pippen in NBA JAM. Charles Barkley wasn't even supposed to be in there, since *Acolade* has his video-game rights. Also, don't forget that some of those missing players were removed from the game because they retired or passed away.

VIDEOGAMES' own Zach Meston and J. Douglas Arnold have released *Heimdall: The Official Strategy Guide*, a hint book for JVC's awesome Viking RPG. This book is filled to the margins with detailed maps, hundreds of screen shots, combat strategies and a complete walkthrough of the game from start to finish. (It even has pictures of the infamous statues that Sega forced JVC to redraw, which delayed the release of *Heimdall* by an entire month.) For more information, contact Zach and Doug at:

Gaming Mastery Series
292 Puapili Street

Lahaina, HI 96761
Phone: (808) 661-5844
E-Mail: vgzach@delphi.com

Check out two new books from Prima Publishing: *Sega Genesis Secrets Volume 6* by DeMaria, Barrera and Statton, and *Parent's Guide to Video Games* by Seven A. Schwartz, Ph.D. with Janet Schwartz. *SG Secrets 6* continues a long line of cheat books for lazy gamers, while *PG to VG* is for parents who worry too much about their kids' play.



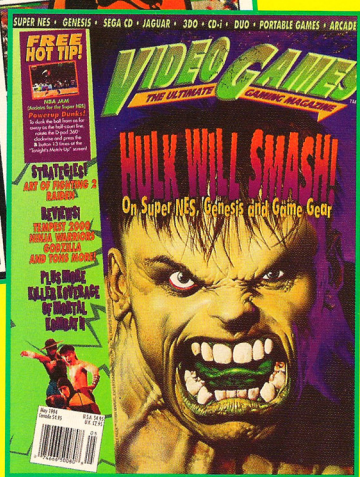
NEWS

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Tiger Toys

A New Generation of Handheld Games

Handheld games are making a strong comeback, and they're a lot different from the pocket LED and LCD games of the '70s and '80s. Advances in technology allow for more complicated game play and smaller packages for greater portability. Tiger Electronics leads this new invasion of handhelds with some of the hottest video-game and character licenses around.

In its handheld games department, Tiger has a whole slew of titles including some of your favorite arcade and home video games. *Mortal Kombat*, *Street Fighter II*, *WWF Royal Rumble*, *Sonic the Hedgehog 2* and *Super Double Dragon* are just some of the familiar games that you can take with you on the road. The *Super Street Fighter II* game will even talk to you, with samples from the arcade! These handhelds are James Bond small and perfect for those long car journeys when your Game Boy dies.

If you're in the market for a watch, check out the *Street Fighter II* and *Sonic watches*. Not only do they tell you the time, but you can also do a little sparring or spinning with their on-board wrist arceades.

The coolest Tiger toys we've seen are the *Mortal Kombat* and *Street Fighter II* 3-D electronic fighting games. With these souped-up versions of the '60s entertainment staple, *Rock 'em Sock 'em Robots*, you can give kicks to the stomach and punches to the head, complete with electronic speech and sounds. It's not quite like bringing the arcade to life, but if you want to see a 3-D version of Goro fighting Raiden or Guile fighting Ryu, this is the toy for you.

Remember, these are the toys that will be in the *VIDEOGAMES Replay* column ten years from now, so start your collection



TIGER ELECTRONICS & VIDEOGAMES

Present

Tiger's Totally Toy-Riffic Contest!

Win One of 51 Tiger Electronics Prize Packages!

Are you hankering to get your hands on some electronic handheld games? Here's your chance!

Win a Year's Supply of Tiger Games!

Tiger Toys is giving you a shot at winning one of these 51 prize packages:

1 Grand Prize

A Tiger Toys game package that includes:

- 2XL, the world's smartest talking robot, and tapes
- The mind-bending *Quiz Wiz* and cartridges
- The action-packed *Mortal Kombat* tabletop game
- *Brain Bash*—the voice command game that tells you what to do
- An assortment of handheld games including *Mighty Morphin Power Rangers*, *Sonic 3*, *Sonic Spinball*, *Talking X-Men*, *Mortal Kombat* and many more!



10 First Prizes

A year's supply of handheld games including *Talking X-Men*, *Shah Ataq*, *Sonic 3*, *Mortal Kombat* and many more!

40 Second Prizes

The *Mortal Kombat* handheld game

On a postcard (no envelopes, please) print your name, address, telephone number and age, and answer these three questions:

- 1) What is your favorite Tiger handheld game?
- 2) What kind of Tiger game would you like to see?
- 3) How many Tiger games do you own?

Address your entries to:

Tiger's Totally Toy-Riffic Contest
c/o VIDEOGAMES Magazine
9171 Wilshire Blvd., Suite 300
Beverly Hills, CA 90210

Multiple entries accepted, but each must be sent in separately. The deadline for entries is **August 1, 1994**. VIDEOGAMES Magazine will choose the winners in a random drawing, so good luck and send those cards in.

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Dear Betty ...

Hi, I'm Betty, and I'm here to help you. I will try to answer any and all of your questions, no matter what the subject matter. So ask me absolutely anything. I'm all yours.

Dear Betty,

I have another one of those boy/girl problems. You see, I really like this girl. The problem is, she's almost sister with another guy. To make things more complicated, she likes a different guy in Mexico, who likes a different girl in Mexico, who just happens

to like me. She lives six miles away (just an hour and a half bike ride) and has been forbidden to date until her parents die. She told me that she just wants to be friends (ouch!), but now she won't even talk to me. The people from Mexico are coming up soon, so what should I do?

—Butch
Sunnyvale, California

Dear Butch,
You live in Sunnyvale, California, and you ride just six miles away to see a girl in Mexico? What are you talking about?

Dear Betty,

The girl I'm going with never writes me back (she lives in North Carolina). Does this mean she hates me? Also, there's this girl I like at school. But she doesn't even know I'm alive.

—Trevor
Arlington, Virginia

Dear Trevor,

The girl you're going with should hate you because you're practically cheating on her. Why do you like some girl at school when you already have a girlfriend?

zine zone

Classic Replay

"Mike," Editor
P.O. Box 1743
Squel, CA 95073
Free Bimonthly

It's hard to see what's so "classic" about *Classic Replay*. It's clean and the reviews are easy to read, but it's thin. (It's also small—only 5 1/2"x8 1/2"—but that's cool.) There aren't very many reviews, either; it just doesn't have much pizzazz. Even the "Gaming Guru" gossip column isn't very interesting. If the half-anonymous "Frank" and "Mike" can spice it up a little and offer some more info in future issues, this could be a nice little zine... but then they'd probably have to put a price on it.



Video Game Review

Anderson, SC 29621
\$1.50 Bimonthly
\$7.50 U.S./\$12.50 elsewhere per year

Though we received this issue a few months late, it's still a very informative zine. We particularly enjoyed the "1993 Video Game Year in Review" piece and the article "The NES: Still the System of Choice." Like most of the cleaner-looking fan publications, *Video Game Review* doesn't put much humor into the mix or let loose and really go crazy, but it works pretty well as a serious zine.



MASTERminds

Todd Lintner, Editor
6406 Jacobs Way
Madison, WI 53711-3209
\$1.50 Bimonthly
\$9 per year

The best zine out of the whole darn pile. *MASTERminds* is everything a fanzine should be: Lots of info, really opinionated and easy to read! Articles like "Five Days with a Game Gear" and "The Powers that Be" especially caught our eye. Todd Lintner definitely has his own style; even the reader mail section

is informative and fun. Nice *Lunar* cover. We're looking forward to the new "Prozines Suck" column in the next issue!



Game Force

Jeff Beedham,
Publisher/Main Editor
P.O. Box 1610
Belen, NM 87002-1610
\$1 Monthly

Game Force is all right, but more space needs to be devoted to game reviews. The letters section is almost as big as the review section. The First Anniversary Issue has a too-short interview and some lightweight features, but most of it is sort of ho-hum. It shows promise for a monthly zine, but it needs to have more of almost everything.

Beyond Gaming

Ryan Smith, Editor
89 Arundel Place
St. Louis, MO 63105
\$3 Quarterly
\$12 U.S. per year

We tend to hate anything that comes in that plastic comb binding, but *Beyond Gaming* is okay. Everything looks really professional. A lot of the pages are devoted to reviews that are easy to read. While co-editor Chris Bollinger handles the more

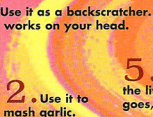


mainstream stuff (*Aladdin*, *Megaman X*), Ryan's enthusiasm shows in his coverage of hardcore stuff like *Viewpoint* and *Crossed Swords*. It looks like a really smart zine; definitely more intelligent than corporate. Worth checking out.

If you're using a new-model Sega CD2 with an older Genesis machine, you're probably using the extension device that came with the CD to attach the base unit to the CD drive. But if you have the smaller late-model Genesis, you're stuck with a long chunk of useless black plastic. In this age of renewed environmental consciousness, our editorial staff decided that this object d'art should not go to waste, so we came up with this helpful list of...

10 Things You Can Do With Your Sega CD Extension

1. Use it as a backscratcher. It also works on your head.
2. Use it to mash garlic.
3. Steal another one from a friend and tie them to the bottoms of your sneakers—now you can slam like Jordan or do the Funky Klunk at your local soul palace.
4. Use it to get stuff you can't reach out from under your bed.
5. You could put a sparkler in the little hole where the screw goes, and it would look pretty.
6. Use it as a mega-slide for your guitar when you're playing the blues to your honey.
7. Use it as a funky add-on to the back of the banana seat on your low-rider bicycle.
8. Sharpen the edges and use it to instigate a prison break with a subsequent riot.
9. Strap it to the back of the kid you pick on at school to use as a handle.
10. Use it as a bench for your Barbies.



If things aren't working out with the girl in North Carolina, you should break it off. You've got interests elsewhere anyway, now don't you?

Dear Betty,
I love my Genesis, but I hate the quality of the video signal I'm getting from the regular audio/video jack. I hear that JVC is coming out with a combination Genesis/Sega CD unit called the X-Eye which will have an S-Video output. If this is the case, I can connect it to my

SVHS VCR and get some real quality! Can you tell me if this is true?

Dear Stacey,
Guess what? I hear the X-Eye machine won't have the S-Video connector. The Japanese version of the machine—the Wondermega—has one, but I guess we're out of luck with this new U.S. machine 'cause it's been redesigned. What's up with that, JVC?

Dear Betty,
I'm getting braces next week. My sister says braces will make me ugly. Is this true?

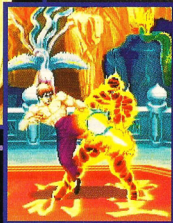
—Sara
Seattle, Washington
Dear Sara,
No, braces will not make you ugly. Just tell your sister to shut up.

Capcom and VIDEOGAMES Magazine Present:



Wild in the Streets: The Super Street Fighter II Contest

Own the street this summer with Capcom, VIDEOGAMES and a room full of Street Fighter II merchandise. Get crazy with your own coin-op machine, posters, action figures and game cartridges! Just send in a postcard with your name, address, phone number and age, and tell us which system you'd like to win Super Street Fighter II for (Genesis or Super NES.)



Grand Prize:

One (1) lucky winner will receive a Super Street Fighter II arcade machine and a Super Street Fighter II prize package, courtesy of Capcom!



Send your postcards (no envelopes please) to:
Wild in the Streets Contest

c/o VIDEOGAMES Magazine
9171 Wilshire Blvd.,
Suite 300
Beverly Hills, CA 90210.

Multiple entries accepted, but each must be sent in separately. The deadline for entries is **August 1, 1994.**

VIDEOGAMES Magazine will choose the winners randomly, so good luck and send those cards in.



1st Place Prizes: Ten (10) runners-up will each receive a Super Street Fighter II prize package from Capcom!

Super Street Fighter II Prize Package includes:

- Super Street Fighter II cartridge for the Genesis or SNES (your choice)
- Super Street Fighter II T-shirt
- Street Fighter II Action Figure
- Street Fighter II Poster

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GENESIS



1. *NBA JAM* by Arena
2. *World Series Baseball* by Sega
3. *NBA Showdown* by EA Sports
4. *FIFA International Soccer* by EA Sports
5. *Star Trek: The Next Generation* by Sega
6. *PGA European Tour Golf* by EA Sports
7. *Ms. Pac-Man* by Tenjen
8. *NBA Action '94* Hosted by Marv Albert by Sega
9. *Sonic the Hedgehog 3* by Sega
10. *NHL Hockey '94* by EA Sports

SUPER NES

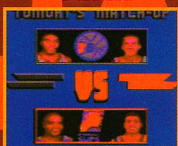
1. *Star Trek: The Next Generation* by Spectrum HoBoyte
2. *Ken Griffey Jr. Presents: Major League Baseball* by Nintendo
3. *NBA JAM* by Acclaim
4. *MLBPA Baseball* by EA Sports
5. *Secret of Mana* by Square Soft
6. *Lufia and the Fortress of Doom* by Taito
7. *The 7th Saga* by Enix
8. *Mega Man X* by Capcom
9. *Lethal Enforcers* by Konami
10. *Equinox* by Sony Imagesoft



GAME BOY

1. *Wario Land* by Nintendo
2. *Super Mario Land* by Nintendo
3. *Kirby's Dream Land* by Nintendo
4. *Tetris 2* by Nintendo
5. *Final Fantasy Legend II* by Square Soft
6. *Super Mario Land 2* by Nintendo
7. *Mortal Kombat* by Acclaim
8. *Kirby's Pinball Land* by Nintendo
9. *Ultima: Rimes of Virtue II* by FCI
10. *The Simpsons: Bart and the Beanstalk* by Acclaim

SEGA GAME GEAR



1. *NBA JAM* by Arena
2. *X-Men* by Sega
3. *Mortal Kombat* by Arena
4. *Sonic Chaos* by Sega
5. *Ms. Pac-Man* by Tenjen
6. *Poker Face: Paul's Solitaire* by Sega
7. *Micro Machines* by Codemasters
8. *Road Rash* by U.S. Gold
9. *Ecco The Dolphin* by Sega
10. *Winter Olympics* by U.S. Gold

SEGA CD

1. *Tomcat Alley* by Sega
2. *Dark Wizard* by Sega
3. *Dragon's Lair* by ReadySoft
4. *Rise of the Dragon* by Dynamic
5. *Lunar: The Silver Star* by Working Designs
6. *Third World War* by Absolute
7. *Wing Commander* by Electronic Arts
8. *Ground Zero Texas* by Sony Imagesoft
9. *Lethal Enforcers* by Konami
10. *Mad Dog McCree* by American Laser Games

TOP 10 PHONE CALLS THAT IRRITATE THE VG STAFF

1. What happened to Part 3 of the *Dungeon Master* strategy?
2. Why don't the Pro Action Replay codes work on my Game Genie?
3. How do you get the cheerleaders in *NBA JAM*?
4. Could I get the codes for *Mortal Kombat*?
5. Could I get the codes for *Mortal Kombat II*?
6. When is *Mortal Kombat II* coming out for the home?
7. Why doesn't the *Mortal Kombat DOLLARD* code work on my Super Nintendo?
8. Can I talk to Betty?
9. Can I please talk to Betty?
10. Please, I gotta talk to Betty!



3DO

1. *Sewer Shark* by Virgin Games
2. *Super Wing Commander* by Electronic Arts
3. *John Madden NFL Football* by EA Sports
4. *The Horde* by Crystal Dynamics
5. *Total Eclipse* by Crystal Dynamics
6. *Escape from Monster Manor* by Electronic Arts
7. *Twisted* by Electronic Arts
8. *The Incredible Machine* by Dynamix
9. *CPU Bach* by MicroProse
10. *Stellar 7: Draxon's Revenge* by Dynamix



DEDICATED COIN-OP



1. *Mortal Kombat II* by Midway
2. *Virtua Fighter* by Sega
3. *Run & Gun* by Konami
4. *NBA JAM* by Midway
5. *Lethal Enforcers* by Konami
6. *Mortal Kombat* by Midway
7. *Alien 3: The Gun* by Sega
8. *Super Chase H.O.* by Taito
9. *Final Lap 3* by Namco
10. *Terminator 2* by Midway

DELUXE COIN-OP

1. *Riviera Racer* by Namco
2. *Suzuka 8 Hours 2* by Namco
3. *Cyberled* by Namco
4. *Virtua Racing* by Sega
5. *Suzuka 8 Hours* by Namco
6. *Crime Patrol* by American Laser Games
7. *Stadium Cross* by Sega
8. *Outrunners* by Sega
9. *Drug Wars* by American Laser Games
10. *Lucky & Wild* by Namco



COIN-OP SOFTWARE



1. *Raiden II* by Fabtek
2. *Samurai Showdown* by SNK
3. *Gal's Panic 2* by Kaneko
4. *Super Street Fighter II* by Capcom
5. *Neck N' Neck* by Bandra
6. *World Rally* by Atari
7. *Street Fighter II Turbo* by Capcom
8. *Art of Fighting 2* by SNK
9. *Fatal Fury Special* by SNK
10. *Iron Skins* by Irem

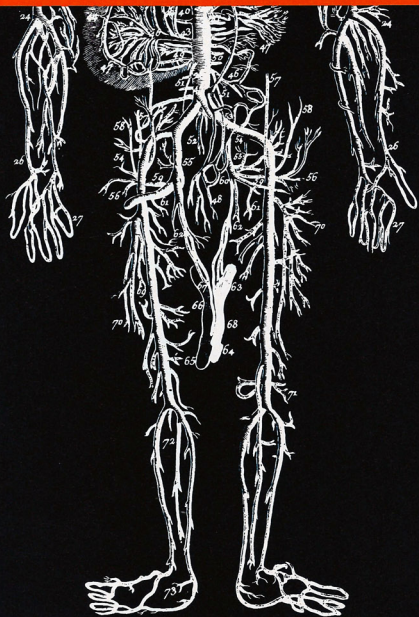
PINBALL

1. *Star Trek* by Williams
2. *Indiana Jones* by Williams
3. *Addams Family* by Midway
4. *Tommy* by Data East
5. *Wipeout* by Gottlieb/Premier
6. *Tales From The Crypt* by Data East
7. *Twilight Zone* by Midway
8. *Popeye* by Bally
9. *Creature From The Black Lagoon* by Midway
10. *Jurassic Park* by Data East





THERE ARE 9,462 NERVE ENDINGS IN THE HUMAN BODY.

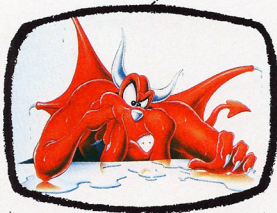


Burn Cycle

In this live action video/computer hybrid, you play Sol Cutter, data thief whose brain's been downloaded with a 24-hours-ti-you're-dust computer virus. Coming this fall on CD-i and CD-ROM.



WHY WASTE THEM ON "LOVE CONNECTION."



You are Mutt, a grumpy little hornhead, wending your way through the treacherous Labyrinth of Chaos in search of the mystic pizza. Coming this summer on CD-i, CD-ROM and PC Floppy. (Optional Digital Video cartridge required for CD-i)

Litil Devil



Your job is to waste the mutants and hybrids who inhabit 10 post-apocalyptic landscapes. Expect to be taunted and teased by in-your-face animated foes. Coming this fall on CD-i. (Optional Digital Video cartridge required.)

Mutant Rampage: Body Slam

Most of what's on TV can be summed up in one word: lobotomy. Which is why Philips has come up with three new exclusive games. All with retina-searing graphics and ear-bending sounds. Now that you know this, why just sit there when you have 9,462 anxious nerve endings just begging for the controls.

For more input on Philips CD-i, transmit a signal from skull to fingers and dial 800.824.2567



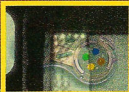
CIRCLE #107 ON READER SERVICE CARD.

PHILIPS MEDIA

CD-i

TIPS & TRICKS

BY NIKOS CONSTANT AND ZACH MESTON



If you have any tips or tricks that you haven't seen printed anywhere else, put them on a piece of paper or a postcard and send them to us at VIDEOGAMES, Attn: *Tips & Tricks*, 9171 Wilshire Blvd., Suite 300, Beverly Hills, CA 90210. If you're the first to tell us about a valuable new tip or trick, we'll print it and send you one of these cool new controllers for your Super NES or Genesis, courtesy of STD Entertainment (USA), Inc.!



TIPS & TRICKS



SEGA CD



Stage Select!

To get to *Jurassic Park's* level-select and video debug menus, you must have at least one egg placed in the incubator located in Wu's office at the Jurassic Park Visitors' Center. Once the egg is in place, save the game and exit the computer room. Now press the **START** button on controller two, and hold it down until the "Node Jumper" menu appears, allowing you to jump to any part of the game. Use Controller 1 to choose any stage, or press **START** to access a second menu called "JP-CD Video Sequences." It allows you to view all of *Jurassic Park's* video sequences, including the Transition Videos, the Dr. Bakker videos and the Video Mail Messages. Special thanks and an STD Genesis controller go out to Brian J. Kearns of Ontario, Canada for submitting this valuable tip.



Place at least one egg in the incubator.



Go to the control room and save the game.



Exit the control room, then press and hold **START** on Controller 2.



Use the "Node Jumper" to check out any area of Jurassic Park.



At the "Node Jumper," press **START** to get the "JP-CD Video Sequences" menu.



Watch any of *Jurassic Park's* full-motion video scenes!



HINT HOT LINES!

Are you *still* having trouble with your favorite game? Well, *VideoGames* doesn't give out tips over the phone—but here is a list of people who do:

Nintendo of America Inc.

(206) 885-PLAY

HOURS: Monday through Saturday—4 a.m. to midnight (Pacific Standard Time)

Sunday—6 a.m. to 7 p.m. (Pacific Standard Time)

COST: Standard long-distance rates to Redmond, Washington, apply.

TIPS: Nintendo's game counselors field questions about any licensed game for the NES, Super NES or Game Boy.

Sega of America Inc.

(415) 591-PLAY

HOURS: 9 a.m. to 6 p.m. (Pacific Standard Time) seven days a week

COST: Standard long-distance rates to Redwood City, California, apply.

TIPS: Sega's game counselors field questions about any Sega game for the Genesis, Sega CD, Game Gear or Master System. With the exception of Sega's Genesis games and certain early Renovation titles, questions about third-party games are not covered by Sega's counselors; they will, however, refer you to the appropriate phone numbers for tips on licensed titles.

Atari Corp.

(900) 737-ATARI

HOURS: 24 hours a day, seven days a week

COST: 95¢ per minute

TIPS: Atari's Game Line offers Touch-Tone menus with recorded messages of tips and strategies for recent Atari games for the Lynx and Jaguar.

Turbo Technologies Inc.

(310) 337-6916

HOURS: Monday through Friday—9 a.m. to 6 p.m. (Pacific Standard Time)

COST: Standard long-distance rates to Los Angeles, California, apply.

TIPS: TTI's game counselors field questions about any NEC, TTI or Working Designs game for the TurboGrafx-16 or Duo.

Electronic Arts

(900) 288-HINT

HOURS: 24 hours a day, seven days a week

COST: 95¢ for the first minute, 75¢ each additional minute

TIPS: Recorded messages provide tips and passwords for Electronic Arts games; game counselors may also be available during normal business hours.

Phillips CD-i

(800) 762-0248

HOURS: Monday through Friday—6 a.m. to 6 p.m. (Pacific Standard Time)

COST: Toll free, but you must register using the serial number on the back of your CD-i machine.

TIPS: Any CD-i questions you may have including game hints, hardware questions and any other CD-i software info.

U.S. Gold (Flashback Gameline)

(900) 288-GAME

HOURS: 24 hours a day, seven days a week

COST: 85¢ per minute

TIPS: Touch-Tone menus of recorded messages offering tips and strategies for U.S. Gold's Flashback for the Genesis and Super NES.

Data East

(900) 4545-HELP

HOURS: 24 hours a day, seven days a week for recorded messages, or 8 a.m. to 5 p.m. (Pacific Standard Time) Monday through Friday for optional game counselor assistance.

COST: 95¢ for the first minute, 75¢ each additional minute

TIPS: Tips and strategies for Data East's Shadowrun for the Super NES are the primary resource, but help is available for many other Data East titles, including *Side Pocket* and *High Seas Haven*.

Extra Continues!



If you're having trouble with Aero the Acrobat, go to the title picture and punch in the code X, Y, B, A, X, A, B, Y, Up, L. A jingle sounds if you've done it right.



Instead of just having three continues at the end of your first game you get five!



If you're really bad at Aero, try punching in the code X, Y, B, A, X, A, B, Y, Up, R at the title picture. You'll hear Aero scream because you are so weak. Luckily, he doesn't hold a grudge and gives you nine continues!



LEVEL SELECT
MUSEUM WORLD
STAGE 2
NORMAL STARS
COLLISION OFF

To get infinite stars, press A, Y, L, Up, Down, R, A, Y, Right, Left at the modified stage-select menu.

LEVEL SELECT
MUSEUM WORLD
STAGE 2
NORMAL L.F.C.
→ INF. INFR. STARS
COLLISION ON!

To enable extra cheats, enter the code L, R, X, B, Left, Up, Right, Down, Y, A at the level-select screen. This gives you a modified level-select menu with added options—but they don't work.

Extra Cheats: Infinite Stars and No Enemy Collisions!



...to give Aero the Acro-Bat an extra stars advantage!

LEVEL SELECT
MUSEUM WORLD
STAGE 2
NORMAL LIFE
INFINITE STARS
→ COLLISION OFF

Level Select/Skip!

There are three different steps to reaching the Aero's level-select screen.



Step 1: At the Start/Options screen, punch in the code D, A, D, Y, D, A, D, Y and listen for the machine gun.

Step 3: To access the level-select menu, press SELECT while the game is paused to skip as described above. Then, when the Bonus Point Countdown screen appears, press the R button and hold it down.



At any time during the game hit START to pause, then press Up, X, Down, B, Left, Y, Right, A, L, R. A jingle will sound. Now you can skip any stage by pressing SELECT while the game is paused. (This code only works if you've done Step 1 correctly.)

The level-select screen will pop up shortly.



LEVEL SELECT
→ MUSIUM WORLD
STAGE 1

To get the "No Enemy Collision" option to work, press Down, A, Y, R, Y, B, Up, L, Y, A at the modified stage-select screen. Turn on the "no-collision" cheat...



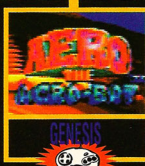
...and the bad guys can't touch you!

Level Select

There are three different steps to reaching the level-select screen.



Step 1: Press C, A, Right, Left, C, A, Right, Left at the Start/Options screen. You'll hear a signal that tells you that you did it right.



Bonus Cheats! Infinite Stars and No Enemy Collisions!

To activate the "Infinite Stars" and "No Enemy Collisions" options, press Left, Right, A, B, C, Left, Right, Up, Down, Left, Right at the level-select screen.

LEVEL SELECT
→ STAGE 1
→ NO ENEMY COLLISION
→ INFINITE STARS

Step 2: Start the game. When you feel like cheating, press START to pause and press Up, C, Down, B, Left, A, Right, B—you'll hear a second signal.



Now you have unlimited throwing stars...

...and can run through enemies.



LEVEL SELECT
→ STAGE 1

Step 3: While the game is still paused, Hold the A and C buttons simultaneously. Ta-Da! You have found the level-select menu.



"Infinite Stars" also lets you fly through the levels. Just throw a star and press Up simultaneously—you'll fly high into the sky!

Two-Player Same-Character Code



If you and a friend want to play the same character in a two-player game, punch in the old *Street Fighter II* code (Down, R, Up, L, Y, B, X, A) at the Capcom logo.



You'll be able to select the same warrior at the character-select screen to fight Dragons as twins.

Invincibility, Weapons, Ammo, Maps!



Start *Wolfenstein 3-D* as you would normally. When you're in the game, hit the **START** button to access the **Map Screen**. You can now enter one of four different codes that allow you different *Wolfenstein* cheats. (Note: All codes must be entered quickly for them to work!)



Extra Weapons, Ammo, and Keys: Press R, Up, B, A. Use this as many times as you want to re-supply.



God Mode: press B, Up, B, A to become invincible!



Full Level Map: press A, A, Up, B. Hit **START** to exit the Map Screen, then press **START** again see the whole level including secret rooms.



Level Skip: press Up, B, R, B; you'll be sent to the end of the current stage.

Sound Test, Debug, Slo-Mo, Shaded Sonic



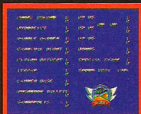
To reach the **Debug** feature that allows you to cruise through all parts of the level, highlight one of the working *Sonic 3* levels at the stage-select menu, hold the **A** button and press **START**. While you're in the game, use the **B** button to access the **Debug** feature. Hit **A** to scroll through all of the **Debug** items and **C** to place them.

To access *Sonic 3*'s stage select you have to be even faster than the little blue guy. You have to punch in the code **Up, Up, Down, Down, Up, Up, Up, Up** when the blurry *Sonic* cartoon comes up right before the title screen. A chime will sound, but you really have to listen for it because the music at this part of the game is super loud. To be sure that you've done it right, scroll down the menu at the title screen and you will find a new menu item called "Sound Test."



To watch *Sonic* run in **Slow Motion**, press **START** to pause, then hold **Press B** to animate the game. The **C** button allows you to jump and the **A** button resets the game. Remember that you must have the **Sound Test** code working to use this tip. **Slow Motion** even works in the **Special Stage** and the **Bonus Round** (Found under the "2 player vs 2" menu item). If you finish a round in under 29 seconds using **Slow Motion** you will receive a 50,000 point bonus!

Enter "**Sound Test**" and you'll find a list of *Sonic*'s levels. The list even includes the names of zones that were taken out of the game before it was released. You can't play these unfinished stages, but you can hear the music from them with the **Sound Test** option.



One more goofy *Sonic 3* **Sound Test** trick is to hold the **C** button at the stage select menu and press **START**, *Sonic* becomes a darker shade of blue. Weird!



STREETS OF RAGE 3

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



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



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



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

**HIT 'EM
LIKE A TON
O'BRICKS!**
AND TAKE BACK THE STREETS
WITH SEGA GENESIS™

GAME GENIE

CODES

Codes for use with Galoob's Game Genie Video Game Enhancers

FLASHBACK

(U.S.: Gold for the Super NES)



3C1F-EDAC—Don't lose shields when shot (may make enemies invincible—switch off to defeat them)

8511-ED6C—Can't die from falling 2 or 3 levels

CB5D-BD08-195D-BD68-DD5D-8DA8—Always recharge to 100 shields

COLUMNS III

(Vic Tokai for the Genesis)

A1ZA-AAAO-A1ZA-AAAB-A1ZA-AABN—Five points needed to attack opponent
CKZA-AAAO-CKZA-AAAB-CKZA-AABN—20 points needed to attack opponent
PKZA-DAWL—Attacks always add eight rows to opponent's screen

ZODIA'S REVENGE: STAR TROPICS II

(Nintendo for the NES)

SXKVPKVKK—Infinito lives
PASZPIA-PASZPIA—One star gives energy

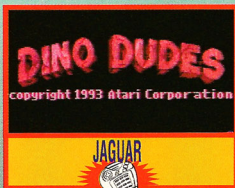
WARIO LAND — SUPER MARIO LAND 3

(Nintendo for the Game Boy)



FAD-63F-4C1—Don't lose current power-up when you get hit or get another power-up (switchable)

503-E4F-E6E—Get 50 hearts for killing an enemy
01B-7F8-E6A—Start a new game on course 26



Turn Off the Timer!

At the password screen, press <AC> to clear the password and enter **TIME STANDS**. Press <OK> and you'll hear a thunderclap to indicate that you entered the first password correctly. Press <AC> again to clear the password and enter **STILL FOREVER**. Press <OK>; you'll hear a belch to indicate that the cheat has been activated. The timer is now deactivated!



Enter **TIME STANDS** and press <OK>.



Press <AC>, enter **STILL FOREVER** and hit <OK>.



Now you can stroll through the levels at your leisure.

Infinite Dino Dudes!

This code is entered in the same way as the timer cheat. At the password screen, press <AC>, enter **ONCE DEAD**, and press <OK>. After the thunderclap, press <AC>, enter **TWICE BORN** and press <OK> to hear the belch. You now have infinite Dino Dudes to play with.



Enter **ONCE DEAD** and press <OK>.



Press <AC>, enter **TWICE BORN** and hit <OK>.



Now you have an infinite supply of Dino Dudes!

DINO DUDES Passwords!

Level 1: ROUND ONE
 Level 2: LIBERTY ISLAND
 Level 3: STONE WALL
 Level 4: G MEN
 Level 5: GO WEST
 Level 6: LEMON ENTRY
 Level 7: WAGON WHEEL
 Level 8: OIL DRUM
 Level 9: MOON ORBIT
 Level 10: HARD ROCK
 Level 11: TRIP AND FALL
 Level 12: ALARM CLOCK
 Level 13: BIG COUNTRY
 Level 14: HOG TIED
 Level 15: CAN CAN
 Level 16: CUTE MOUSE
 Level 17: SPARKY PLUG
 Level 18: PONY EXPRESS
 Level 19: PADDED CELL
 Level 20: LOG PLUME

Level 21: CANVAS SAIL
 Level 22: GOLDEN ERA
 Level 23: WIDE SEAT
 Level 24: BAD KARMA
 Level 25: CRASH BARRIER
 Level 26: LIME GLASS
 Level 27: SURFS UP
 Level 28: PENAL COLONY
 Level 29: RELIEF ART
 Level 30: TRIBAL DANCE
 Level 31: SODA FOUNTAIN
 Level 32: PARKING SPACE
 Level 33: PIZZA DUDE
 Level 34: CROW FLIES
 Level 35: TILED ROOF
 Level 36: SLATE MISSING
 Level 37: OPENING TIME
 Level 38: INNER PEACE
 Level 39: BAD DOG
 Level 40: SOUR BELLY

Level 41: LARGE MUG
 Level 42: HALF A BIT
 Level 43: SING SING
 Level 44: BROWN COW
 Level 45: IRON HORSE
 Level 46: WHITE MALE
 Level 47: BOX OFFICE
 Level 48: CORNY FUR
 Level 49: ATOM CAT
 Level 50: FREE WHEELING
 Level 51: BUSH FIRE
 Level 52: CAR BRA
 Level 53: PORK PIES
 Level 54: STORMY WEATHER
 Level 55: STAGE COACH
 Level 56: QUAY BORED
 Level 57: SPLASH DOWN
 Level 58: BUB POLITICS
 Level 59: SHAKE SPEAR
 Level 60: SCHOOL ZONE

Level 61: PINK MARBLE
 Level 62: ROLLING PLAINS
 Level 63: ICORN DRIVE
 Level 64: CARROT TOP
 Level 65: QUILL PEN
 Level 66: TUTTI FRUTTI
 Level 67: PUBLIC ENEMY
 Level 68: BIG END
 Level 69: TAN PARLOR
 Level 70: NEVER READY
 Level 71: SHARK FANGS
 Level 72: STOOL PIGEON
 Level 73: FROM QUEEN
 Level 74: RED LETTER
 Level 75: CORN PONE
 Level 76: BILGE PUMP
 Level 77: SIXTY FOUR BIT
 Level 78: HALF MAST
 Level 79: WALKING BOSS
 Level 80: SPACE TO LET

THE HORDE

3DO



Hold Up, A and B, then pause the game.



Press Right, A, Left, Left, A, Up, B, then Pause to see all of the FMV clips.

Watch All Video Sequences

The programmers of *The Horde* thought they would be clever and developed a cheat mode that spells out words by using the 3DO controller. Unfortunately, there aren't a lot of words that you can spell using only the letters U, D, L, R, A, B, and C, so they decided to pretend that the A button was an O and the B button was a T. If you want to see all of *The Horde*'s video sequences in a row, start the game, then hold **Up** on the directional pad and hold down the **A** and **B** buttons before pausing the game. While paused, spell the words **ROLL OUT** on the controller by pressing **Right, A, Left, Left, A, Up, B**. Unpause the game and you will see all of the game's full-motion video sequences, one after another; press any button to skip a scene.

There may be other codes hidden in the game that are accessed by spelling words using the "AB/OT" controller configuration. Can you find more cheats?

Hidden Warp!



Look for the fallen speed limit signs.



Jump into the billboard behind the sign.



You'll enter a top-secret warp zone...

Ever wondered how to get the "Warp Bonus" on the "Race Stats" screen? Check this out: As you're racing along the pave, look for fallen speed limit signs. If there is a billboard right behind the fallen sign, skate over to the billboard and jump into it—you'll warp to a different stage! If you're really good, use the speed limit sign as a jump ramp and do a spread eagle into the board to get the warp. You won't always warp to a higher level, though; sometimes you'll go backwards. When you're done with the race, check out the "Race Stats" screen. You'll receive 10 bucks for every warp completed.

Special thanks and a pair of STD Genesis controllers go out to Ron Jennings of Medical Lake, Washington!



...that takes you to a different level.



At the end of the race, you'll get \$10 for every warp!



GENESIS



WAS IT REALITY
OR A DREAM?
WAS I THE CHILD
FILLED WITH TERROR,
TORMENTED BY
VIOLENCE AND EVIL?
HAVE I LOST MY
MIND OR IS THIS
GLISTENING STONE
HANGING AROUND
MY NECK A
LINK TO MY PAST...

-Kyle

BLACKTHORNE™

Interplay

GENESIS

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CIRCLE #109 ON READER SERVICE CARD.

DRAGON'S LAIR

SEGA CD

3DO

CD-i

- Scene 1 (The Drawbridge Opening): **Fire, Up**.
- Scene 2 (End of the Crumbling Corridor): **Right**.
- Scene 3 (Tentacles from the Ceiling): **Fire, Right, Down, Left, Up**.
- Scene 4 (Snake Room): **Fire, Fire, Right**.
- Scene 5 (Pool of Water): **Left, Up, Right, Up, Left, Up, Fire, Up**.
- Scene 6 (Bubbling Ooze in Kettle): **Up, Fire, Fire, Right**.
- Scene 7 (The Goons): **Fire, Right, Up, Fire**.
- Scene 8 (Sliding Stairs): **Left, Fire, Left, Left**.
- Scene 9 (The Smithy): **Fire, Fire, Fire, Left, Fire, Fire**.
- Scene 10 (Giant Spinning Balans): **Up, Fire, Down, Up**.
- Scene 11 (Crushing Wall): **Up**.
- Scene 12 (Room of Fire): **Right, Down, Up, Left, Left**.
- Scene 13 (Metallic Flying Horse): **Right, Left, Right, Left, Left**.
- Scene 14 (Checkered Floor Knight): **Right, Left, Up, Left, Right, Left, Right, Fire, Fire**.
- Scene 15 (Haunted Hallway): **Up**.



Complete Solution!

The latest CD-ROM versions of *Dragon's Lair* are not only very spiffy, but they're also the closest translations yet of the ever-popular laserdisc coin-op. Thanks to ReadySoft's lovely and gracious June Brown—who was unanimously voted "Miss Winter '94 CES" by the male members of the *VIDEOGAMES* staff, although Zach is the only one willing to go on the record as a chauvinist pig—you now have a complete move list to help you out. If you can't seem to finish a scene, try adjusting the timing of the moves, because you're probably doing a particular move too early or too late. (This might not be the case, but the timing sure seems tighter in these versions than in the coin-op original.) Also, don't forget that certain scenes may be "flipped" on the screen at different points of the game; when one of these mirror-image scenes appears, just reverse the **Left** and **Right** commands as they appear below for that particular scene.

- Scene 16 (Large Wooden Platforms): **Up, Up, Fire, Right**.
- Scene 17 (The Bats): **Fire, Left, Left, Fire, Left**.
- Scene 18 (The Lizard King): **Left, Right, Right, Right, Right, Right, Up, Fire, Left, Right, Down, Fire**.
- Scene 19 (Drink Me): **Right**.
- Scene 20 (Checkboard Corridor): **Down, Up, Left**.
- Scene 21 (Metallic Ball): **Right, Up, Right, Right**.
- Scene 22 (The Whirlpool/Ye Rapids): **Up, Up, Up, Up, Right, Left, Right, Left, Right**.
- Scene 23 (Lava Field of the Mud-men): **Fire, Up, Up, Up, Up, Up, Up, Up**.
- Scene 24 (Phantom Knight): **Left, Left, Right, Right**.
- Scene 25 (Rolling Balls): **Down, Down, Down, Down, Down, Down, Up**.
- Scene 26 (The Round Cage): **Up, Up, Left**.
- Scene 27 (The Dragon's Lair): **Up, Left, Left, Down, Down, Down, Left, Up, Down, Right, Fire, Fire, Left, Fire**.



TIPS & TRICKS

Puzzle Solution!

This 7th *Guest* wannabe is without question one of the wimpiest games you'll ever play...except for one little puzzle that seems to stump just about everyone—we've seen roughly 23 zillion pleas for help on computer networks. So here's the scoop:

See the screen shot handily placed to the right of this text? See those Xs on the two candles in the southeast corner of the room (with the moon on the wall being north)?

Blow out those candles and use your matches to light up the others. The last candle you light *must* be the one between the two unlit candles. If you don't light this candle last, the secret door into the next area won't open. Tricky, eh?



If you're stuck on this puzzle, you're not alone.



SEGA CD



KILLER KOMBOS

In every issue of *VIDEOGAMES*, we'll feature our readers' best fighting-game combination attacks in *Killer Kombos*; the two top combos every



month will each win a set of Dual Turbo wireless controllers for the Super NES or Genesis, courtesy of Acclaim!

TEENAGE MUTANT NINJA TURTLES TOURNAMENT FIGHTERS 50-80% DAMAGE

SNES



This Karai Killer Kombo is both quick and brutal. It was sent in by Francisco Vidales of Woodland, California, who wins a pair of Acclaim Super NES Dual Turbo wireless controllers. To play as Karai, you must first enter the boss code which was featured in our April 1994 issue: Press **X, Up, Y, Left, B, Down, A, Right, X, Up** on Controller 2 at the title screen. Choose Karai by pressing **Right** while Shredder is highlighted.



Hold **←** and press **Y** repeatedly



Keep whaling on them like this....



...until you either throw or beat them to the ground.



Finish it off by pressing **X+A** simultaneously.

To do the combo hold **Back** and repeatedly press **Y** until you have thrown or beaten your enemy to the ground. Then press **X** and **A** simultaneously to perform an Atomic Fist Dive. This combo can take off 50 to 80% of your opponent's energy.

ETERNAL CHAMPIONS 50% DAMAGE

GENESIS



Michael Smith of Kansas City, Missouri sent us this simple, yet effective combo for *Eternal Champions*' Larcen. Leap into your opponent and hit them with a thrust, follow that with a crouching thrust and immediately hit them with a Swinging Hammer Fist. Hold back while Larcen punches and do a Sai Throw.



↵, B on the way down



↓+B



X+Y+Z



← (charge for 1/2 second), **→+Y**

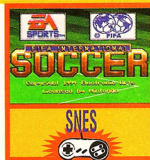
Super Cheats!

The SNES version of EA's *FIFA International Soccer* gives you secret cheat codes on the screen when you win a tournament with certain teams. Each of these codes works at the Game Options menu at the start of the game (not the Game Setup screen or the option menu that comes up when you pause the game.) When you complete each code, the cheats will appear as menu items on the Game Options screen.

- **Super Kick:** This code increases the size of the power bar by 25% for kicks, passes, and shots that blast. Press **B, A**, then **B** eight times to activate it. (You'll find this if you win with Italy, France, Spain, Netherlands, or Belgium.)
- **Invisible Walls:** Hit **Y** three times, **X, A** three times, **B**. Now the ball bounces back onto the field if kicked over a line. (This code appears when you win with England.)
- **Crazy Ball:** Press **X, A, B, Y, B, A, X** to change the physics of the ball. Now it acts like those weighted top balls that roll off-balance! (This code appears when you win with Germany.)
- **Curve Crazy Ball:** A ball kicked into the air can be steered wildly with the **L** and **R** buttons. Press **B, A, R, B, Y, L** to activate. (Shows up when you win with USA.)
- **Super Goalie:** Now your goalie is virtually unstoppable. Press **A** five times, then **Y** five times to activate. (Appears

when you win with Australia, Cameroon, Greece, Japan, Mexico, Republic of Ireland, Russia, Scotland, Sweden, or Switzerland.)

- **Super Offense:** Press **R** five times, **L, R** to turn up the offensive skills for your team. (Appears when you win with Argentina, Brazil, or Columbia.)
- **Super Defense:** This code turns up the defensive attributes of your team. Just press **L** five times, **R, L** to activate. (You would have earned this code by winning a tournament with Bolivia or Norway.)
- **Dream Team:** The dream team code transforms your team into an unbeatable soccer menace by turning up all of your players' attributes. Press **A, R, B** twice, **Y** twice, **X** twice to activate. (Shows up when you win with Bulgaria, Canada, Morocco, Nigeria, Rumania, Saudi Arabia, or South Korea.)



Choose "OPTION" from the Game Setup menu.



Enter the codes "OPTION" from here to get new menu options!

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PRICE \$39.95

SEGA CD



Maps and Strategies

Xarx Voo: The Rock Moon

Before you start moving along the surface of this moon, turn around and collect the two Power-Ups that you'll find behind you. Use your radar to track them down.

If you look closely at the map, you'll see that there's an obvious shortcut—just pick up the "Stonehenge" Moon Crystal before you pick up the "Mine" Moon Crystal. Turn right when you

get to the Slicer wall and follow it until it ends near Stonehenge. Pick up the Moon Crystal there and your Crystal Compass will guide you through the rest of the moon.

Xarx Voo's Guardian is a tough one, so you'll want to fight him with full shield power. You can liberate a shield Power-Up if you destroy enough Centipedes. Be careful, though—when you shoot one of the mild yellow Centipedes, it splits into two violent red ones. Be sure to shoot these fast-moving progeny as quickly as possible.

Zoreq: The Spire Moon

Keep on a straight course and your Crystal Compass will guide you through a stockpile of much-needed Damage Repair Power-Ups twice. Don't be greedy on your first visit to this Sanctuary because it doesn't help to collect more than one Damage Repair Power-Up at a time—save at least one for your next pass through.

You'll miss the Sanctuary if you let the aliens dis-

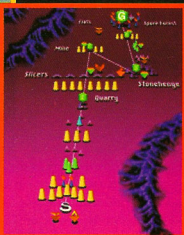
tract you, and they do their best to lead you off course. Being centrally located, however, you might be able to find the Sanctuary on your own, especially if you keep an eye on the radar looking for a circular cluster of objects.

Several other Power-Ups are stashed in various locations around the moon. The most heavily protected ones are hidden behind the Guardian Crystal. Risk grabbing these only if you have enough shields to both fight your way to the Power-Ups and defeat the Guardian.

Ta Eliab Vee: The Fire Moon

The key to survival on this deadly moon is to arm yourself to the teeth by locating the moon's hidden weapons cache. When you first arrive on this molten rock, turn left slowly until the moon's Guardian Crystal appears on the right side of the screen and a large volcano looms in the horizon. Align your crosshairs on the volcano's left-most valley, just between the shortest hill and the tallest, lava-oozing pinnacle. Now, move straight forward, shooting anything that gets in your path. At full speed you should reach the hidden weapons cache after about 20 seconds.

Although the Raven's Crystal Compass guides you directly from the Fire Moon's Inferno to the Lava Tube, a quick look at the overhead map reveals a shortcut. By nabbing the fifth Moon Crystal before you head for the Lava Tube's Moon Crystal, you dramatically reduce your overall travel time. Just watch your radar for the line of wall morphs that appear on your left after you collect the first Moon Crystal. Turn to face it, zip around the right end and then head for the first large structure you see. Hidden down a short corridor of wall morphs is the fifth Moon Crystal (Warning: This is a very dangerous area!) Collect this Moon Crystal and then follow your Crystal Compass back on course to the Lava Tube.



TIPS & TRICKS

KEY

- Starting Point
- Guardian Crystal
- Moon Crystal
- Fat Boy
- Laser Strength
- Cannon Strength
- Seeking Cannon
- Extra Life
- Double Cannon
- Damage Repaired
- Zig-zag Laser
- Double Laser
- Stacked Cannon



WORLD CHAMPIONSHIP SOCCER™ II

No bruised shins. No lame refs.

No butter-fingered keepers.

Otherwise, the real thing.



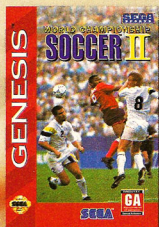
You now control the fate of 32 teams from 32 countries. Who will be world champion?



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

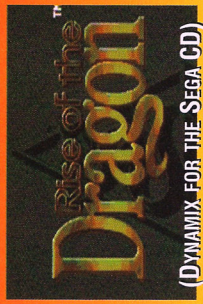


Instant replay confirms it. The Brazilian forward just fired the game winning goal.



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CIRCLE #123 ON READER SERVICE CARD.



(DYNAMIX FOR THE SEGA CD)

By Zach Meston

What, I'm doing *another* Sega CD strategy guide?

Trust me when I tell you that I do, in fact, own systems other than the Sega CD (heh heh); it's just that the numerous adventure and strategy games in the most recent crop of Sega CD stuff (*Lunar*, *Jurassic Park* and *Rise of the Dragon*, among others) have lent themselves particularly well to strategy guides. I do solemnly swear to write strategies for SNES, 3DO and Jaguar games in future issues!

PART I: BLADE'S APARTMENT AND CITY HALL

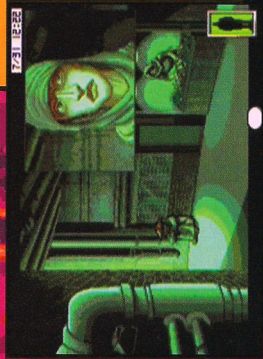
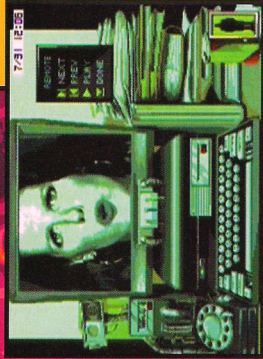
You start the game at Blade's Clothes from the floor and Blade's Coat from the rack. Move the pillow on Blade's bed and take Blade's Pistol. Go into the inventory and put on the Clothes and the Coat (we can't have you prancing around in your Speedos, now can we?). EXIT to the bathroom. Open the cabinet and take the APPD and First Aid Kit inside. EXIT to the bedroom. Examine the Vidphone.

Turn on the Vidphone power switch. (It's the small switch to the right of the rotary dial in the lower-left corner.) Use the Vidphone Remote Control to watch all three messages. After the third message, take Blade's I.D. Card out of the card slot above the keyboard, and take Chandra's Photo from the printer. EXIT to the bedroom and leave Blade's. (If you're ever locked out of Blade's without the I.D. card, you can get in by clicking on the red knob on the ceiling. This releases a jet of steam that short-circuits the door and pops it open.) Go down to the Em-Way and travel to City Hall.

Talk to the flower vendor. Respond with sentence 2 and give the vendor your I.D. Card when she asks for it. Pick up the Organically Grown Roses and the I.D. Card and walk to the City Hall Lobby. Try to walk into the Hall of Records and Jenni talks to you. Respond with sentences 2 and 1 to turn her down. Walk into the Hall of Records again.

Talk to Karyn. Respond with sentence 3 and give her the Roses. Respond with sentence 3 again to set up a date with her. You MUST show up at her apartment between 19:00 and 19:30 and 19:30 and knock on her door to take her out.

(If you miss the date, Karyn understandably gets pissed and you lose the game.) Take the Cabinet Keys that Karyn gives you. Leave City Hall and return to Blade's. Examine the cabinet above the bedroom sink and use the Cabinet Keys to open it up. Take all the goodies inside: the four Personal Explosive Devices (PEDs), the Fisto Candy Bar, and the Wire Tester. Leave Blade's and take the Em-Way to the Pleasure Dome.



PART II: THE PLEASURE DOME AND CHEN LU'S APARTMENT

The guards at the Dome scan you and tell you to check in your weapon. Give Blade's Pistol to the woman in the window. (Click the gun on her arm.) When the hefty guard asks if you have anything else, give him the Fisto Candy Bar. He gives you a Claim Check so you can get the Pistol back on the way out. (After this, you automatically get a Claim Check after turning in your weapons.)

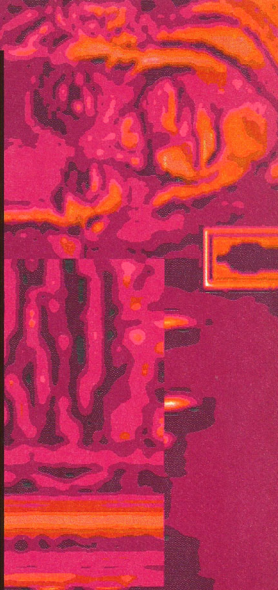
Go into the Dome. There are a half-dozen people to talk to in here, but the only person you *need* to talk to is The Jake. He's the dude dressed in green at the end of the Pleasure Dome bar. Talk to him and respond with sentences 1, 2, 2, 1. Give him Chandra's Photo and he takes you into a private booth.

Talk to The Jake again and respond with sentences 2, 3, 3. The Jake tells you Chen Lu's address. Leave the Pleasure Dome (don't forget to claim your Pistol on the way out) and take the Em-Way to Chen Lu's. When you get there, you have a brief encounter with an eyepatch-wearing goon. Hmmm. Go into Chen Lu's and you get to watch an extremely humorous death scene.

The police are already on their way to Chen Lu's, so you have to act fast. Examine Chen Lu's Vriphone. Turn the power on and note the four-digit combination (0772) in Chen's ID number. Play the message from Deng Hwang and take Chen Lu's I.D. Card from the card slot. Scurry into the bathroom and take the Drug Patch from the counter next to the sink. Leave the apartment before the cops arrive and take the Em-Way to City Hall.

Turn down Jenni again with sentence 2 and enter the Hall of Records. Talk to Karyn and give her Chen Lu's I.D. Card. Click on the 1 and 2 buttons to learn Jonny O'voong's address and to learn that the dude you bumped into earlier is called The Snake. EXIT the computer and give Karyn the Drug Patch to have it analyzed. Leave City Hall and return to Chen Lu's.

Use Chen Lu's I.D. Card to open the door and go inside. (You can also use a PED to blow the lock apart.) Once again, you have to act fast before the cops show up. EXIT to the bedroom and click on the right eye of the dragon statue. It slides away to reveal a safe. Examine the safe and open it with the combination (0772) you got from the Vriphone. Take the Fisto Candy Bar and Parchment inside. Leave Chen Lu's and go to the Pleasure Dome. Go inside and talk to The Jake. Respond with sentences 1, 2, and 1. Give the Candy Bar to The Jake to earn his friendship and get him to tell you some crucial information later on.



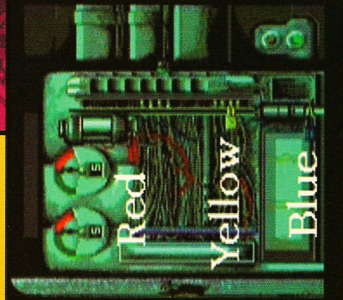
STREETBOY GUIDES

PART III: JONNY QWONG'S APARTMENT AND THE WAREHOUSE

Travel to Jonny Qwong's. You can't get into Qwong's house, but you don't need to. Instead, click on the manhole in the street twice to descend into the sewers. Don't spend too long down here or the rats will attack and devour you. (Gulp.) Examine the Vidophone terminal to the left of the ladder. Examine the diagram on the front of the terminal. Plant a PED on the terminal lock to blow it up. Click on the destroyed lock to open the terminal. Save the game, because this next sequence is extremely, tricky.

Use the Wire Tester on the terminal to open it up. Place the red alligator clip on the red battery wire at the top of the screen. Make sure you place the clip when the power meter reads 0 or 1. If there's too much power going through the terminal, you die of electric shock. Now place the blue clip on the grounding wire at the bottom of the screen. Again, make sure that you place the clip when the power is low. Finally, place the yellow clip on the second yellow wire from the bottom of the screen. If all this is confusing the hell out of you, just look at the screen shot to see where the clips go. When all three clips are in place, you successfully tap into Qwong's phone line. Leave Jonny Qwong's and go to the flower vendor in front of City Hall.

Move the pointer to the right side of the screen and EXIT to the warehouse district. Now EXIT to the alley and EXIT through the boarded-up door to find an old man named Chang Hi. Talk to him and respond with sentences 2 and 1. Give him the Parchment to learn the location of the Reservoir and to learn a mind-numbing amount of info about Bahumait. When Chang finishes speaking, pick up the goodies from the ground: the Tome of Ancient Wisdom, Rock of Life, Bullet Proof Vest, and Fortune Cookie. Take off Blade's Coat and put on the Vest until you take off the Coat.)



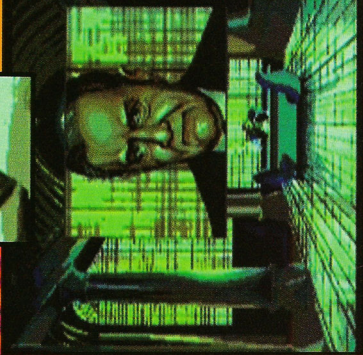
EXIT

EXIT to the Warehouse District and then EXIT to the warehouse. Examine the reactor cooling system. Plant a PED on the second panel from the left and watch the fireworks as the MZT warehouse gets blown to smithereens. This gives you an extra two days to stop Deng Hwang. Without the extra time, you lose the game.

Go to the Pleasure Dome and talk to The Jake. He has some information for you, but won't talk to you here. No problem: Go to Blade's and watch the new messages on the Vidphone. Leave Blade's and take the Em-Way to City Hall. Talk to Kanyin. Respond with sentence 2 to watch the MZT VCR Tape. Respond with sentences 2 and 2 to have Kanyin run a computer check on Deng Hwang. Pick up the VCR Tape and exit to the Main Hall.

Talk to Jenni. Respond with sentences 1 and 1 to let Jenni know you're serious. EXIT to the Mayor's chambers. Talk to the Mayor. Respond with sentences 3 and 2. Give the Mayor your VCR Tape. Respond with sentence 2 and the Mayor gives you an L.A.P.D. Armory Passcard. Pick up the Passcard and EXIT to the Main Hall, then EXIT to the Armory. Talk to the guard and show him your Armory Passcard. Pick up the Passcard and EXIT to the Police Armory. Take the Assault Rifle from the wall and leave City Hall.

On August 2nd at 18:00, Kanyin is kidnaped from City Hall by Deng's goons. After her abduction, go to Blade's and play the messages from Deng Hwang.



PART IV: SHOWDOWN WITH BAHUMAT

Now you get to kill time until August 4th rolls around. There's a message on your Videophone on the morning of the 4th. Watch the message from The Jake, who wants you to meet him at the Warehouse at 20:30. Kill more time. (At 13:00, Deng Hwang broadcasts a message to all of Los Angeles; at 20:00, he sends a hovercar unit to the Reservoir.)

At 20:15, The Jake shows up at the Warehouse—but so does The Snake, who kidnaps him and sends his troops after you. Time for an arcade sequence! Walk to the right, shoot the bad guys, avoid the gas and laser traps, and jump over the holes in the ground. When you reach the end of the alley, The Snake attacks you. You can't shoot The Snake while ducking, so stand up and blast him as fast as you can. When The Snake goes down, The Jake gives you Snake's I.D. Card.

Quickly leave the Warehouse and go to the Reservoir before 22:00 for another arcade sequence. Quickly go into the inventory and use the Rifle on Blade to arm yourself. Now shoot all the thugs hiding behind the scenery. When you've wasted them all, take the Rifle out of Blade's hands and EXIT into the hovercar. Examine the map in the middle of the hovercar dashboard and fly to Deng Hwang's. (You can also get into Deng Hwang's, and bypass this action scene completely, by taking the Em-Way and showing Snake's I.D. Card to the gate guard.) You're racing against time now, so pause frequently and act quickly.

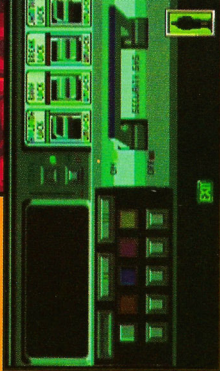
You land on the roof of Deng Hwang's. EXIT into the elevator. Talk to the receptionist and respond with sentences 3, 1, 3, and 3. EXIT into the security room and examine the control panel next to the chair. Turn the Break Lock switch on (up) to delay the guards, and turn the Holding Lock and Janitor Lock switches off (down). Try to switch off the system and you're prompted to enter a manual override code. Look at the Fortune Cookie in your inventory. The letters in the message spell out the override code: red, yellow, pink, yellow, white, pink, yellow, red, pink, white, red, yellow, pink, blue, white. When you enter the last color, the security system shuts down. Press the OFF button in the middle of the panel and EXIT to the lobby.

The receptionist returns to her senses and tries to activate the alarm, but you shut it off. She'll reactivate it shortly, though, so be quick! Go through the no-longer-electric door into a hallway. EXIT into the red door on the right into the janitor's closet. Open both circuit breaker boxes and turn off the top box. Take the Screwdriver from the sink and click it on the bottom box to reveal some wires. Take the Wires From Closet and EXIT to the hallway.

Go into the red door on the left to find Karyn in a very sticky situation! Use the Wires From Closet and lay them across Karyn. Examine Karyn's neck and unplug each of the three wires from the device to rescue her. After some cool intermission pictures, you end up in another side-scrolling arcade sequence. This one is a lot tougher than the first.

Don't try to run past the first group of flame-throwers, which is nearly impossible. Instead, jump high into the air and shoot the tiny red dial on the left side of the flame-thrower to destroy it and to stop the flames. Use this same technique on another group of flame-throwers later on.

Bahumat lies in wait at the end of the level. As long as you have more energy than he does, you don't need to get fancy; just run up to him and blast away. If you're almost out of energy, you need to shoot him while jumping over or avoiding his attacks. Keep shooting Bahumat until his gray matter goes flyin'. You win!



it's **GO**n



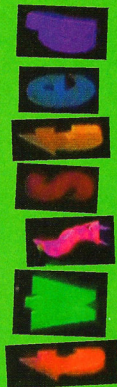
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na Be



summer.

CIRCLE #110 ON READER SERVICE CARD.

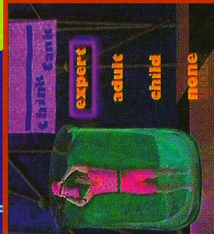


(Electronic Arts for the 3DO)



his here may just be the best multiplayer game since M.U.L.E., and it's definitely the best 3DO game yet, with almost unlimited replayability and a difficulty-adjusting design (kinda like Sega's "Dynamic Play Adjustment") that keeps every game close. Read on for some tasty tips that are guaranteed to impress and amaze your friends—at least until they figure out what the hell you're doing and start using your strategies against you. (Don't you love it when they do that?) Interesting trivia fact: Jim Eisenstein, the head designer of Twisted, used to work for Digital Pictures, which might explain how he was able to find such great actors for the full motion video.

BY J. DOUGLAS ARNOLD and ZACH MESTON



Think Tank: After choosing a character, you get to sort the difficulty of the Trivia challenges for that character with the Think Tank. On the Child skill level, the player only has to answer one question from the extremely wimpy Kid's Stuff category. On the Adult skill level, you start out with one Trivia question from the normal (i.e. tough) categories. Get it right, and you have to answer two in the next challenge, then three (which is the most you'll ever need to answer). At the Expert skill level, the Trivia challenge is basically a Bomb, because you have to answer three questions every time you take the challenge. Keep this in mind when you're selecting a row or column from the Matrix.



Departure Lounge: Study the corners of the picture you have to reassemble, along with any features that really stand out (a setting sun, a mountain peak), or even the number of objects in the picture (such as the jellyfish photo). Don't assemble the wrong picture or you lose!



Don't assemble the wrong picture or you lose!



Cyber-Die: It's easy to get a roll of at least 2 every time, simply by watching one of the rows and pressing the A button when one of the 2s in that row is highlighted. We seemed to get slightly higher-than-average rolls when using the top row, but this is just Zach's observation, seeing as how Doug would always seem to get 5s and 6s while Zach got crappy 3s.

Matrix: It's very important to make the right row choices in the Matrix so that you mess up your opponents and get to the Cyber-Die. Always look for the row with the most difficult puzzles (Trivia, Supermarket Highrise, Zapner) or with Bombs. If there are two rows with Bombs, pick one of those rows, which gives the other player a 50/50 chance of choosing a Bomb. Add to the fun by psyching out your opponent with comments about which row you may or may not have chosen. Do not be predictable and always choose the row with two bombs; good players will catch onto this newbie tendency real quick. One final tip: For a player at the Expert level, the Trivia challenge is almost as bad as a Bomb. If you see a row with a Bomb and two Trivia squares, choose it and watch the other player squirm.



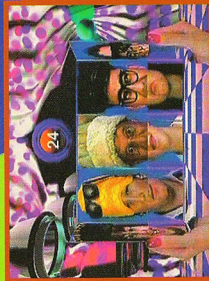
29

Who was the MVP of the first two Super Bows?

- A. Bart Starr
- B. Joe Namath
- C. Len Dawson



question from the normal (i.e. tough) categories. Get it right, and you have to answer two in the next challenge, then three (which is the most you'll ever need to answer). At the Expert skill level, the Trivia challenge is basically a Bomb, because you have to answer three questions every time you take the challenge. Keep this in mind when you're selecting a row or column from the Matrix.

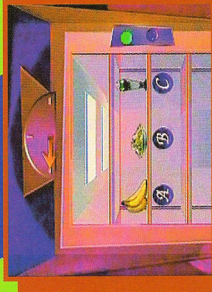


Face Lift Solon: Here's a nearly foolproof technique. Start with the center row and move it to the right until you hear the buzzing sound (which means you can't move it any farther in that direction). Now move it left three times. Switch to the top row and move it

around until you get a match with one of the face segments in the middle. Finally, use the bottom row to make a complete face. If you don't have three faces on the screen—and you probably won't—you need to slide the completed faces left (or right) to bring the other faces onto the screen. In other words, once you've made one face, you've made all three, you just can't see them on the screen yet! Do *not* panic and screw up any faces you've already put together.



Mystery Matinee: This challenge is easier than Heidi Fleiss. Start by placing the pieces with the border corners (easiest), then the straight borders, then the borderless pieces that go in the middle. (By the way, if you beat this challenge a few times, the game makes it harder by cutting up the matinee into more pieces.)

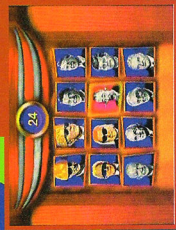


Supermarket Highrise: Here are a few quick tips for those unfortunate players without short-term memory. Tip #1: Say the names of the items in your mind (or out loud, if you want to freak your opponents out) as you're memorizing them. Tip #2: Look at the items on the edges of the screen first, then the ones in the middle of the screen. This way, you have an extra half-second to look at the items in the middle before the doors slam shut. Tip #3: Look at all three items before choosing the one that was on the shelves. It's too easy to pick the first item you see and then realize that you screwed up but good (as your friends' laughter will confirm).



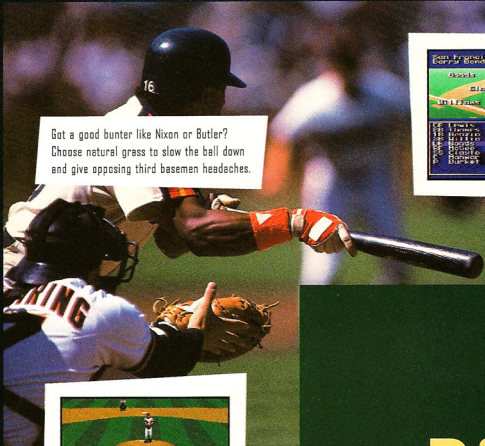
Wheel of Fortune: The technique of choice here is to watch the inside ring and use your peripheral vision to see when the other two rings are going to line up with the inside. The ringing bell means that you've already missed a chance to match three in a row, so do *not* press the A button when you hear it. This is one of the hardest sequences in the game, but if you screw up the first attempt, the second try is always so easy that unless you're a complete spaz, you will get off the Wheel.

Sound Bites/Twin Peckles: Both of these challenges are very much like the card game *Concentration* (a.k.a. *Memory*), and very easy to beat after a while: Doug's personal best in Sound Bites is eight seconds! (The designers should have reduced the 30-second clock by a sec or two every time you completed one of these challenges, don't you think?) The only tip we have here is to start with the upper-left sound/picture and zip across the top row to memorize the sounds/pictures.



Zappers: For slightly faster times, move the highlight cursor onto one of the middle TVs between commercials. This saves you one or two control pad presses when you move the highlight to the next commercial that shows up. *It's Married-In-The-Manual-But-We-Know-You-Don't-Read-Them-Either Dept.* If you zap the 300 logo when it appears, you instantly complete the challenge (and make it considerably harder the next time around).





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



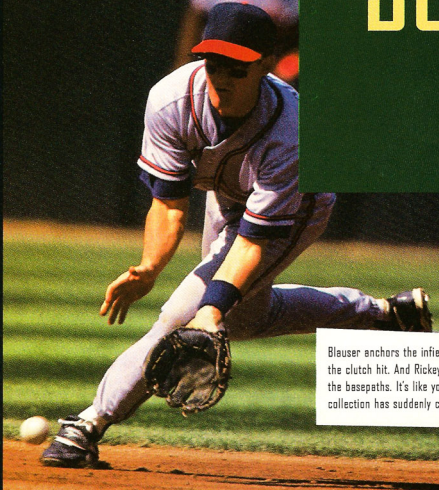
PITCHING		P. 0:58 4th 00	
Pitcher	Rate	Team	Rate
Wade	1.50	Blue Jays	3.00
Wade	1.50	Blue Jays	3.00
Wade	1.50	Blue Jays	3.00
Wade	1.50	Blue Jays	3.00
Wade	1.50	Blue Jays	3.00
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Wade	1.50	Blue Jays	3.00
Wade	1.50	Blue Jays	3.00
Wade	1.50	Blue Jays	3.00
Wade	1.50	Blue Jays	3.00

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

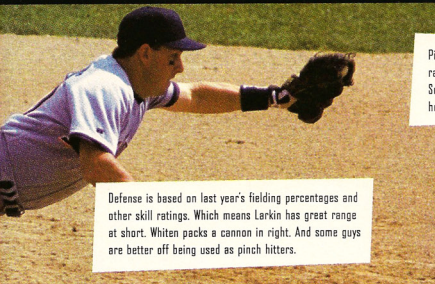


.336 average. 46 homers. 123 RBI.
Sounds suspiciously like Mr. Bonds.
Stats, Inc. ratings of every major
leaguer mean super-realistic action.

DON'T JUST BOX SCORES.

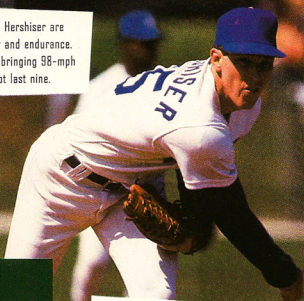


Blauser anchors the infield. Carter delivers the clutch hit. And Rickey wreaks havoc on the basepaths. It's like your baseball card collection has suddenly come to life.

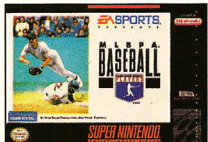


Defense is based on last year's fielding percentages and other skill ratings. Which means Larkin has great range at short. Whiten packs a cannon in right. And some guys are better off being used as pinch hitters.

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

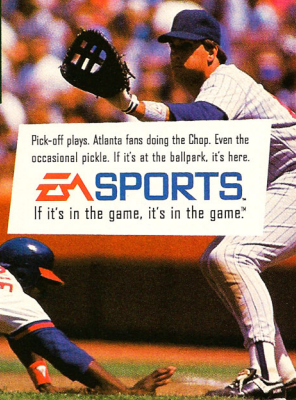


READ THE CAUSE THEM.



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

SUPER NINTENDO
ENTERTAINMENT SYSTEM



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

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

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



STREET FIGHTER MERCHANDISING MANIA

BY ERIC NAKAMURA, BETTY HALLOCK AND NIKOS CONSTANT

Dear Readers,

This is the lowdown on a ton of stuff from the *Street Fighter II* mass-marketing mania that's been blowing up all over the world. The game has been riding the crest of a tsunami and is still raising deep potato with the release of the new *Super Street Fighter II* game and the upcoming holiday movie.

With all the hype, we (Betty, Eric and Nikos) wondered how we could cash in on some of the action. Having picked up a list of Capcom's official *SFII* licensees, we thought we'd call up every company on the list and scam free stuff. But we didn't just want stuff that we could decorate the *VIDEOGAMES* playpen with, we wanted to do some public service. So...taking a cue from *Consumer Reports* we tested the loot so that you, the *SFII* consumer can find out what's up. Why just talk about the free product when the most important thing to know is: "Is it worth the cash?"

All of the items we reviewed were sent to us after making numerous phone calls and (in some cases) begging for free

stuff. A lot of companies didn't send us squat so don't take this as a complete list. There's a lot of other stuff that will be hitting your local mall in the next year.

Expect more of this kind of consumer reporting in the future; if we get a positive response to this feature, our next installment might give you the lowdown on *Mortal Kombat* or *Sonic the Hedgehog* goods. Until then, watch your cash and don't let anyone rip you off!

Love,
Eric, Betty and Nikos



HASBRO



Since we're all toy addicts who go nuts over cool dolls, that's where we'll start. Hasbro Inc. has come out with a line of *G.I. Joe* action figures featuring the *Street Fighter II* characters. We were sent the Vega, Zangief and Balrog figures, which have hideously ugly elbow and knee joints. Some of the figures look just like the regular *Joe* bodies—in fact, the rumor we heard is that the first series of *SFII* figures (including Ken, Ryu and several others) really are *G.I. Joe* bodies with *Street Fighter* heads. These aren't the best. Fortunately, the second series of figures (including E. Honda and Dhalsim) look much more like the fighters in the game; they're pretty cool. These figures would be jalapeno-hot if the whole series of characters was faithful to the way they appear in the game.

We also got Guile's Tank from Hasbro, which includes a "Champion Edition" Guile figure. Again, this is just like a regular *G.I. Joe* vehicle, but with *Street Fighter* stickers. It's thin, hollow and plastic; not very solid. At least the missile fires pretty far and can take out an eyeball. We couldn't figure out why the gun was made out of neon plastic, while the rest of the car was camouflage green. Though it's not perfect, Guile's Tank would be fun to play with in the bathtub or sand box.



TIGER

Tiger Electronics Inc. sent us the 3-D Electronic *Street Fighter II* game. This one poses Ryu against Guile—a deadly fight to the finish. No secret moves here—this is a fist-to-chin battle. There are crazy sounds for everything, and you should see how hard you can hit each other! We went crazy with this to see if it could pass the stress test, and it did. This toy brings the *Street Fighter* game right off the monitor and onto your bedroom floor. It's a two-player game, so you'd better have a friend to play with. While it could get boring after a couple of weeks, at least the characters are big and make a lot of noise.

Also from Tiger is the *SFI* handheld game. It doesn't have the resolution of a Game Gear or Game Boy, but this is the only way you can get a *Street Fighter II* fix on the road. Since it's an LCD game, it's kind of like those old Nintendo games that had a clock and alarm built in. Basically, you're fighting the computer, which is pretty hard to beat. For what it is, it's fair, but you might as well play the real thing.



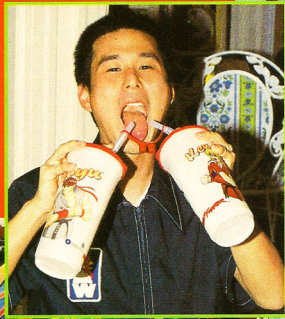
PLACO

Street Fighter II watches and keychains are from Placo Products. Placo gets bonus points because it was one of the first to send us items for review. Anyway, the watches have the *SFI* characters on them; flip them up and you'll see the clock. These would be fun to collect if you have the cash. The keychains have the characters in clear plastic boxes—they remind us of those bug-in-an-ice-cube gags they sell at the Disneyland magic shop. The *Champion Edition* characters come together in a special boxed set, which would be good to use as party favors. It's doubtful whether you'd want more than one keychain in your collection, though, since keychains are kind of boring.



If you want to design a room with an *SFI* motif, the Guile wall hanging (also by Placo) is pretty funny. This thing looks like a poster from far away, but when you get near it, it's actually 3-D! Kind of freaky.

We all get tired and thirsty after a full day of fighting, so make sure that you don't get a tiny cup when you call out "Hey, Kool-Aid!" Load a quart of red in a Ryu or Ken sports bottle and keep on playing. Made by Placo, these items seem like they should be given away, not sold. Wouldn't it be cool if 7-11 would do a *SFI* promotion and give away a sports bottle with each large Slurpee?





ACE

Places like Circus Circus in Las Vegas or the local carnival have a bunch of impossible games that swindle you out of your money just because you want a cheesy stuffed animal. There's a gimmick to throwing the softball at milk bottles or the infamous ring toss, but only the freaky carry workers know what it is. We know and you know that the chances of winning these games are about as good as your chances of getting a date with Zangief or Chun-Li, but there are some prizes that you can date if you win.

Ace Novelty sent us some stuffed prizes for suckers: Chun-Li, E. Honda and Blanka dolls. These all have similar shapes and the faces are

small on the heads. Blanka has neon red hair and E. Honda has a cool painted face, but Chun-Li has problems. She looks like a man! Ugghhh... stay away from this beastie lady!



THERMOS

The Thermos company, which made the original metal collectors-item lunch boxes, is now making the plastic ones, and yes, there is a *Street Fighter II* box. This is a standard item that just about anybody who eats lunch knows about, but there's also a new Thermos insulated bag. Made from soft, padded nylon, this one gets high marks because it's perfect for keeping things cold. Both lunch containers are fab, but the art on the plastic box is much better than the art on the nylon bag.



BANDAI

Spin tops are something relatively new to us, but they sure as heck are everywhere. Produced by the great toy company, Bandai (makers of the white-hot Mighty Morphin Power Rangers toys), they double as buttons. Basically, they're tops that shoot out of a launcher and battle each other in a plastic arena. You play against a friend and the first to get knocked out of the ring loses. This game can be kind of boring, so we suggest spicing it up by betting on the winner. The designs are neat, with psychedelic depictions of your favorite *SFII* characters done on rainbow-colored reflective backgrounds.



IMAGE

Image Marketing sent us a selection of *Street Fighter II* window decals. Transparent and colorful,

these are also convenient because you can take them off when you move away and keep them forever; now you don't have to scrape them off and cry.



A FINAL VIDEOGAMES SHOPPING TIP

Now that there's a bunch of new *Street Fighter II* arcade games out, the older ones are selling cheap. Used copies of the first *SFII* arcade machines are down to a few hundred bucks. This will one day be viewed as a groundbreaking game that brought a whole new genre of video games to the public eye. Instead of getting all of these licensed products, why not check the classified ads in your local paper and try to get the original?

COMPANY	ITEM	COMMENTS	BETTY	ERIC	NIKOS
Hasbro	Action figures	Chun-Li is <i>sooo</i> ugly!			
Hasbro	Guile car	Includes Guile figure. Cheap car, good missile.			
Tiger Electronics	Electronic Battle Game	No solid kicks to face, solid kick to legs.			
Tiger Electronics	Handheld Electronic Game	<i>SFII</i> for Game Boy would be better.			
Ace Novelty	Plush figures	Chun-Li's face is manly.			
Placo	Watch	Doper than a Swatch.			
Placo	Keychain	Collectible, but who collects keychains?			
Placo	3-D Poster	Lifesize would be better.			
Placo	Sports bottle	Should be free with Slurpee.			
Thermos	Lunch box	Art is okay. Functional.			
Thermos	Vinyl bag	Art not as good, but it keeps things cool.			
Bandai	Spin Tops	Wouldn't want more than one top.			
Image	Window decal	Some say it should be a sticker.			

PREVIEWS

BY BETTY HALLOCK
& ERIC NAKAMURA

ACTION



GAME:
Mighty Morphin
Power Rangers
SYSTEM:
Super NES
PLAYERS:
1
AVAILABLE:
September
MANUFACTURER:
Bandai
DEVELOPER:
Bandai



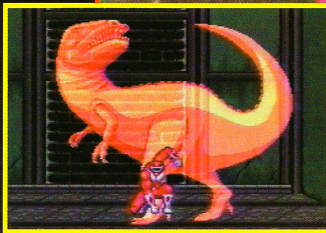
If you think Bandai's eight-inch *Mighty Morphin Power Rangers* dolls are hard to find, what's going to happen when the *Power Rangers* video games hit the streets? They could be the toughest games to find since Nintendo's so-called "chip shortage" limited production of the *Super Mario Bros. 2* and *Zelda II* NES cartridges during the 1988 holiday season. If you're as hooked on the TV show as the *VIDEOGAMES* staff is, you'll want to put in a bid at your local retailer now. While we still haven't been allowed to take photos of Sega's Genesis *MMPR* game, the Super NES title continues to shape up nicely. Just over 50% complete as of this writing, the game includes seven levels of punch and kick action starring the five teens that kids across the country have come to know and love: Jason, Kimberly, Zach, Trini and Billy.



Each Ranger has his or her own customized weapon, and since you can choose a different Ranger at the start of each stage, you can pick the one who's best suited for that particular area. The platform-style levels include water tunnels, bridges, elevators and members of the evil Putty Patrol popping out from around every corner. You can even throw enemies into the background.

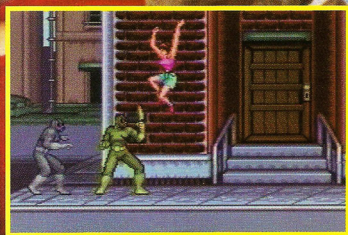


At the mini-bosses, the characters morph into their Power Ranger alter-egos to do battle until the stage is complete. If you can finish the fifth level, then it's Megazord time. Here you'll fight a bunch of bosses for the last two levels in a one-on-one fighting game scenario. The graphics are faithful to the appearances of the characters on the show, and the theme song ("Go, Go, Power Rangers!") is intact; in fact, Bandai has talked about the possibility of including the actual singers' voices, in much the same way as *Clay Fighter*'s theme song surprised gamers with cartridge-based singing. Look for the game in September, roughly a month after the release of the Super Game Boy version (see page 52.)



PREVIEWS





BANDAI'S 1994 LINE-UP

If you're still looking for last year's Power Rangers action figures, you might give up when you see the cool new toys Bandai has planned for this year's holiday season. In addition to the new Karate Action Power Rangers—which are just like the original 8" dolls but feature lever-activated Karate chopping or kicking action—there's a set of 5 1/2" Auto Morphing Power Ranger dolls which replace their teen idol heads when you press their belt buckles. (This set also includes Tommy, the Green Ranger.)

The Rangers have powerful new Thunderzords, which will be given to them this fall by Zordon to help defend the world from the new menace of Lord Zedd. Four of these will be marketed together as the Thunderzord Assault Team, which—when combined with the Red Ranger's Red Dragon Thunderzord, Wor the Thunderzord and the White Ranger's Tigerzord—form the humongous and heavy Thunder Ultrazord.

What's that about a White Ranger? All we know is that his weapon of choice is Saba, a talking saber, and that he'll appear for the first time on the *MPPR* TV show this fall.

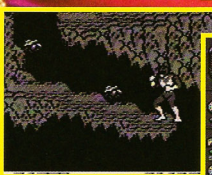
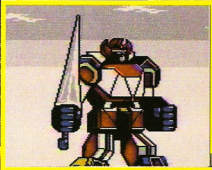
Stay tuned!



PREVIEWS



GAME: Mighty Morphin Power Rangers
SYSTEM: Super Game Boy
PLAYERS: 1
AVAIL.: August
DEVELOPER: Bandai



This Game Boy cartridge will be the first *Mighty Morphin Power Rangers* video game to hit the streets, so its success is almost guaranteed. Luckily, there's an interesting game behind the hype of the license. Like the SNES version, you can choose from any of the five rangers and destroy all. Play through five levels of action; at the end of each stage you'll morph into the Megazord to combat the bosses. To give you a view into the future, the boss of the last level is the diabolical Rita Repulsa herself!

The game also includes bonus levels where you must fend off barrels and other projectiles; if you can block 60% of what's thrown your way, you'll get a bonus on your life bar so you can last longer in the game. This is a great help, but the pass-word-backed memory is even better.

Best of all, *Mighty Morphin Power Rangers* is one of the first Game Boy cartridges to be programmed with color information that will be used by Nintendo's new Super Game Boy peripheral. You won't see it in color on your Game Boy portable, but when you plug the same cart into your SNES with Super Game Boy attached, you'll be able to tell the Rangers apart at a glance because they're in full color! Check out our exclusive Super Game Boy color photos; the border that appears around the screen is part of the Super Game Boy-specific programming in the cartridge. Look for it in August!



THE DEATH
AND RETURN OF
SUPERMAN™
THE VIDEO GAME
FROM SUNSOFT®
COMING IN AUGUST

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CIRCLE #113 ON READER SERVICE CARD.



SYSTEM:
Super NES

PLAYERS:
1 or 2

SIZE:
24 Meg

AVAILABLE:
August

PUBLISHER:
Tradewest, Inc.

DEVELOPER:
Leland
Interactive
Media (Super
Off-Road)



For you uninspired and cranky fighting fans, here's one to bring you out of the arcades and back to your homes. Like the "practice" mode in the original NES version, *Double Dragon* is now a one-on-one fighting game!

No longer are you scrolling to the right and kicking the tail. The latest edition is *Double Dragon V: The Shadow Falls* from Tradewest, which is also developing the game for the Genesis (due in August) and the Atari Jaguar (4th quarter.)

As you know, *Double Dragon* has been thriving as a hot Saturday morning cartoon with a line of action figures on toy store shelves. The game's characters are highly stylized, taking after the cartoon/toy characters more so than the Billy and Jimmy Lee of the upcoming live-action feature film.

The SNES version of *Double Dragon V* features secret moves that are way out there, like turning into a rocket and beaming your enemy. Also, the game is *fast*. Like many other fighting games, there are tournament, "vs." and battle modes, and it has a "team competition" mode where you can set up a five-person team to fight a similar computer team. Unlike other beat-'em-ups, the game allows you to customize the abilities of your character by allocating "power points" to each of your strength, defense and special moves attributes.

Check out the dossier files to see the statistics on each character, some of them are pretty funny. For example, the one-eyed cyborg dude hates DMV eye tests. Another unique character is Bones, a fighting skeleton who can take his head off and put it back on.

One of the coolest things about *Double Dragon V* is the darn manual! It's a comic book that shows you how to play the game by illustrating each feature in a conversation between the *Double Dragon* brothers. We doubt it'll be worth as much as anything in your *X-Men* collection, but it's a breath of fresh air for game instruction booklets. Look for it!



Jawbreaker



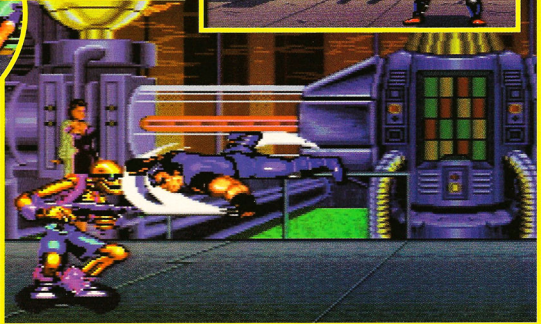
T. Happy



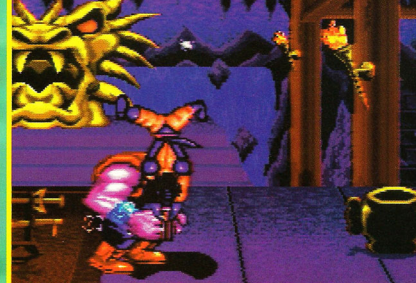
Bones



Sekku



PREVIEWS



PREVIEWS

ACTION



GAME: Combat Cars
SYSTEM: Genesis
Genesis PLAYERS: 1 or 2
AVAILABLE: June
PUBLISHER: Accolade

COMBAT CARS



Have you ever had some jerk cut you off while driving? Didn't you wish you could just blow 'em right off the road with a saved-off shotgun? With Accolade's new *Combat Cars*, your dreams can come true. A top-view racing game for one or two players, it has mine traps, heat-seeking missiles, turbo boosts and glue and oil drops to keep things interesting on the road. Race on 24 tracks in six locales; while you're out doing battle, you can power-up your car by spending prize money on turbo boosters, better tires and better engines. Zoom through city streets, an icy road and more. The two-player mode has a split-screen display; go one-on-one and pretend you're Speed Racer going up against the Car Acrobatic Team.



SPORTS



GAME: Pelé's World Tournament Soccer
SYSTEM: Genesis
Genesis PLAYERS: 1 to 4
SIZE: 16 Meg
AVAILABLE: June
PUBLISHER: Accolade

Every sport has a legend like Magic, Mantle, Ali and Gretzky; in soccer, that legend is Pelé. The goal-god from Brazil is known as the greatest ever, and now he's endorsing his second Genesis game from Accolade. In it, teams from 24 different countries battle it out in nine cities right here in America. The game's options include the ability to change a player's speed level, shot accuracy, ball control, stamina and aggressiveness. Do some incredible tricks and master the Kick Meter to control the ball's altitude so you can score goals on the 11-degree perspective. Want to get into the mind of a legend? Check out the attack strategies for Pelé's analysis of each team. Yet another contender for the soccer game throne; let's see what our Sports Desk editor Jeff Tschiltsch says when the game is released this summer.



EARTHWORM JIM

It's been a long time since we heard such an incredible buzz about a video game so far in advance of its release. Not just in the game magazine circles, either; competing software companies have been calling us to ask if we've seen *Earthworm Jim*. New game publisher Playmates hasn't yet released a single game; why all the excitement?

There's a simple two-word answer: Shiny Entertainment. Formed by former Virgin Games programming whiz David Perry, this development staff is best known for its work on super-hot games like *Global Gladiators*, *Cool Spot* and the mega-hit *Disney's Aladdin*. *Earthworm Jim* is Shiny's first game since Perry left Virgin, and—while we hate to jump the gun on our *Previews* section—this game is the business.

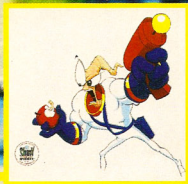
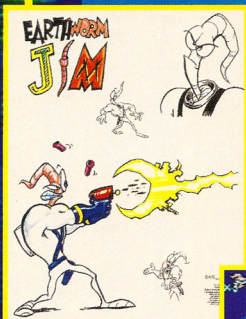
The story and characters are as nuts as the indie cartoons you see on MTV's *Liquid Television*: Out in space, the evil alien *Psychrow* is ticked off that the Mucus people have stolen an indestructible space suit. A battle ensues and the radioactive suit falls to Earth on top of an earthworm. With the surrounding radioactive isotopes and negative ions, the worm gets a face and turns into a super hero. When *Psychrow* comes to Earth, *Earthworm Jim* is ready to face him.

The game is a platform adventure, but it's not just your basic "go right" game. Perry's trademark action games include huge levels that scroll in all different directions, and *Earthworm Jim* loosely fits that description. If Jim's guns aren't appropriate for certain enemies, he can also use his own head as a whip.

Aside from the wild background story and outrageous graphics, *Earthworm Jim* also includes dozens of crazy enemies and "boss" characters like Doc Duodenum, Evil the Cat, Peter Puppy and the indescribable Professor Monkey for a Head. Tune in next month and we'll give you a bigger taste of this sure-fire video game hit!



GAME: *Earthworm Jim*
SYSTEM: Genesis/
 Super NES
PLAYERS:
 1
SIZE:
 16 Meg
AVAILABLE:
October
PUBLISHER:
 Playmates
DEVELOPER:
 Shiny
 Entertainment





GAME:
Fighter's
History
SYSTEM:
Super NES
PLAYERS:
1 or 2
PUBLISHER:
Data East
DEVELOPER:
Data East

FIGHTER'S HISTORY™



I won't let a sweaty old man like you beat me!

Now that the Capcom vs. Data East lawsuit has been thrown out of court, the defendant is free to go ahead with the release of this arcade conversion for the Super NES.

Like most fighting games, *Fighter's History* allows you to choose a difficulty level and location before you play. The easiest setting is a breeze; you can fight and actually do alright, but then you wake up and adjust the handicap level to make the game real. There are nine characters to choose from and some extra bad guys you'll fight later. Imagine fighting through a bunch of levels and getting to a clown! It happens if you're good enough.

Of course there are secret moves, and the characters look pretty cool. One of our new favorite fighters is Samcha, a Muay-Thai kickboxing champion. This guy is 6'4" and 130 pounds—a true toothpick! You won't catch him going into a pre-fight trance, but you will see him face off against the top actress from Beijing, Fei-Lin. She can release some To-Ro fireballs to stun her opponents.

No fancy licensed characters, no comic book or movie tie-ins, no TV show based on the characters... just a solid one-on-one fighting game. Look for the sequel, *Fighter's History Dynamite*, in the arcades later in the year.

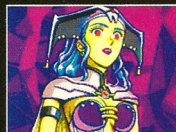


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CIRCLE #114 ON READER SERVICE CARD.



GAME:
The Great Circus
Mystery
Starring
Mickey &
Minnie Mouse

SYSTEM:

Super NES

PLAYERS:

1 or 2

SIZE:

12 Meg

AVAILABLE:

September

PUBLISHER:

Capcom

DEVELOPER:

Capcom



GAME:
Demon's Crest

SYSTEM:

Super NES

PLAYERS:

1

SIZE:

12 Meg

AVAILABLE:

October

PUBLISHER:

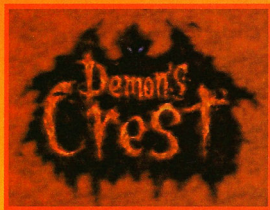
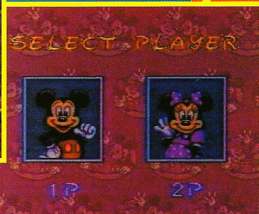
Capcom

DEVELOPER:

Capcom

THE GREAT CIRCUS MYSTERY STARRING MICKEY & MINNIE MOUSE

If you liked Capcom's previous Mickey Mouse adventure for the Super NES, you'll be looking forward to this new adventure. Now you can play as Mickey or Minnie Mouse, and there's even a two-player simultaneous mode where you and a friend can cooperate to thrash stages like the first one, the Haunted Circus. Like the previous game, there are also icons that you can grab to allow either character to slip behind a magic curtain and change into different characters like firemen...err, fire fighters or cowboys...I mean, cowpersons. Cute music can be heard from start to finish, and you'll also spot several cameo appearances by other Disney characters.



Get ready for some harsh-rated horror. Like its predecessors in the 8-bit *Gargoyle's Quest* series, *Demon's Crest* lets you play the part of a hideous winged Demon! The game's haunting intro leads you right into creepy organ music and a battle with a half-dead dragon; this thing has rotting meat and bones sticking out of its body. If you can belch enough flame into his face, you'll continue on to face weird monsters like smelly-looking candlestick ghouls and dirty spiders. A 12 megabit cartridge with battery-backed memory for saving games, *Demon's Crest* is best described as a cross between Capcom's own *Gargoyle's Quest* and *Ghouls & Ghosts* games—appropriately enough, it's due to be released near Halloween.



STREET FIGHTER II

The New Challengers

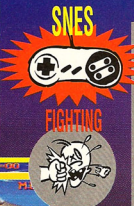
The game you've been waiting for is almost here for your Genesis. There have been numerous fighting games—and a lot of *Street Fighters*—but this is the most up-to-date and crazy one. Look at those specs: It's a 40-megabit cartridge! That's good news for those who weren't thrilled with the scratchy audio of the *SFII Special Champion Edition* Genesis game, as a lot of the extra memory is sure to provide better audio. All the new characters are here—T. Hawk, Cammy, Dee Jay and the Bruce Lee lookalike, Fei Long—and so are the new moves from the *Super* coin-op.

The Genesis version includes a "Point Match" option which—unlike the "Match Play" mode in the Super NES version—awards the winner points based on the remaining time. There's also a new "Score Challenge" mode in which players compete to score the highest number of points in 30 seconds.



GAME: Super Street Fighter II
SYSTEM: Genesis
PLAYERS: 1 or 2
SIZE: 40 Meg
AVAILABLE: July
PUBLISHER: Capcom
DEVELOPER: Capcom





CAPCOM

1-2 Players

32 Meg

Developer:

Capcom



A few years ago, a competing game magazine printed a review of a game which was the third in a popular series of NES titles. While it could not be argued that the game was of lesser quality than the previous two titles in the series, the reviewer rated the game an overall 3 out of 10, qualifying this number with some lame excuse about how it offered "nothing new" and hence, deserved to be punished with an exaggerated negative rating. I remember thinking at the time that I'd never do such a thing; while the readers need to know if a sequel offers "nothing new," it's only fair to treat each game as a separate entity and see how it compares to other games for that system, or of that particular genre.

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Does the Super NES need another *Street Fighter II* cartridge? You make the call.



Now: See that review dial on the opposite page? That big number 9 says a lot of things. First, it says that Capcom's new *Super Street Fighter II* cartridge for the Super NES is a damn good fighting game, maybe even the best available for this particular machine. It doesn't say, however, that this new game is better than last year's *Street Fighter II Turbo*, which also earned an overall 9 rating from me in these pages. If you read between the lines, one of the things those 9s say is that there isn't really much of a difference between the two cartridges.

Sure, there are a lot of new features. In fact, the 9 is also there to tell you that Capcom's staff has done a fine job of crunching the *Super* coin-op into a 32-megabit cartridge, and we all know the differences at the arcade level: Four new characters (Dee Jay, Cammy, T. Hawk and Fei Long,) new music and native backgrounds for each of these four, at least one new attack for each of the existing characters, and—for me, most significantly—a scoring system that recognizes and rewards combos and reversals as well as the first attack in each round.



I'M THE STRONGEST WOMAN IN THE WORLD!



YOU MUST LEARN TO BLOCK OR MY SPEED WILL ALWAYS OVERCOME YOU!



way to describe this third \$60+ cartridge is "milking it." While I'm fascinated by the combo bonuses (a truly original idea), it's a lot harder to get excited about the four new characters because we've already seen, played and mastered them at the arcade. The timing of this game's release really sucks, too; the fact that there's already another sequel in the arcades means that players are bound to feel like they're missing something when they bring this cart home.

I guess the only way to describe the game is the safe way; that is, if you're a true *Street Fighter* fan who absolutely has to have the latest update, you won't be disappointed. It really is a good-looking, challenging, long-lasting game. On the other hand, if—like most of us—you're in the position of having to struggle to scrape together enough cash to buy a new title every few months, your interest in this game will be significantly affected by whether you already own a *Street Fighter II* game or not. Will there be a SNES version of *Super Street Fighter II Turbo*? Here's a suggestion for Capcom: Make it a rental-only cartridge, like EA's *John Madden Football Championship Edition*. That way, the true fans will be able to play the game at home, but you won't have to face the backlash of angry SNES owners who already feel as though you're trying to monopolize the fighting-game market.

—Chris Bieniek



GRAPHICS

Hot graphics—at 32 meg, they'd better be! Highlights include the stunning intro, four new locations and Cammy's rear end. (Please, no hate mail; her harmless post-battle cheesecake pose has to be viewed in the spirit with which it was intended.)

SOUND/MUSIC

Most of the music has been reprogrammed to sound more like the Q-Sound-laden *SFII* coin-op (save that intro tune!) and the results are great; clean and at times surprisingly less obtrusive. Still don't like the new Guile voice, though.

PLAYABILITY

I could never knock the playability of the first two SNES *SFI* games, and this one lives up to the trend. Adding the combo recognition and first attack/reversal bonuses adds a whole new dimension to this already-perfect 10 rating.



EDITORS' RATINGS

GORE	NIKOS
7	8
BETTY	ERIC
9	8

BANG REBUCK

THE LOWDOWN

As near-perfect as *Super Street Fighter II* is, it's very hard to give it an unqualified recommendation. Those who own *Street Fighter II Turbo* may not find enough differences to make it worthwhile, and those who don't own *SFIIT* will probably wait to see if Capcom will further insult hardcore fans by releasing a SNES version of the newer *Super Street Fighter II Turbo* coin-op. Come on, Capcom, we've been good little boys and girls...can we please have *SFIIT*, already?

9

9

10

7

REVIEWS

SNES



ACTION



FIGHTING



SATURDAY NIGHT SLAMMASTERS

CAPCOM

1-4 Players

24 Megs

Developer:

Capcom



Saturday Night Slam Masters is as close as you'll get to playing a Mexican Wrestling game. *El Stingray* is just like *El Santo*.

aturday Night Slam Masters was coming to the Super NES. I would finally be able to play my favorite characters, *El Stingray* and *The Great Oni*, during the commercials. ¡Qué suerte!

Capcom has done an excellent job converting *SNSM* to the SNES. The colors and sounds are awesome and the gameplay remains slammin'ly brutal. All of the secret moves from the arcade are included, and so are the Single Match and Team Battle Royal modes. The only things missing from *SNSM* are the *Street Fighter II* character cameos in the crowd.

What's really different about *Saturday Night Slam Masters* is that the controls are simple—just the joystick and three buttons—but the number of moves and reversals seems infinite. It's also challenging to play a fighting game in a 3-D ring. There's a lot more subtlety to the game than in most 6-button 2-D fighting games.

If you're a fan of fighting games and love wrestling then *Saturday Night Slam Masters* is a definite addition to your Saturday morning habit. As *El Santo* would say, "¡Compre Uno!"

—Nikos Constant

GRAPHICS

The characters are big on the screen, which is important in a fighting game. The ring entrances of all the wrestlers are just like the ones on TV.

SOUND/MUSIC

The sounds aren't as good as the arcade, but they aren't distracting or irritating, either. A few extra grunts and groans from the wrestlers would have livened things up even more.

PLAYABILITY

Not a lot of buttons, but enough to get the job done. The character control is smooth and once you get the hang of doing the secret moves, you'll be doing some bedacious body slams.

EASY MEDIUM DIFFICULT

EDITORS' RATINGS

GORE	CHRIS
6	8
ERIC	BETTY
7	8

BANG THE BUCK

THE LOWDOWN

Though there's not a lot of buttons, the 4-player compatibility and 3-D game play make *Saturday Night Slam Masters* a game to buy. The characters are entertaining and the secret moves are both brutal and funny. A great home version of a great arcade game.

One of the great joys in my life is waking up early on Saturday mornings to watch pro wrestling. From 8 to 12, I lie around in my skivvies rooting for my favorite wrestlers on channels 8, 19, and 56.

The real fun begins on channel 16 at noon, my local Spanish language station. It is at this time that the Mexican wrestling starts. Interspersed between matches, my favorite channel plays old wrestling movies starring the greatest wrestler of the late 20th century: *El Santo*. Multi-talented and a real eye-catcher in his white and silver mask, *El Santo* wasn't just a great wrestler, he was also an award-winning actor. I spend my Saturday afternoons laughing and crying to such classics as *El Santo the Spy*, *El Santo vs the Aliens* and *El Santo Meets Dracula*. ¡Qué bueno!

Needless to say, I was ecstatic when I found out that my favorite arcade wrestling game, *Sat-*

REVIEWS

SNES



ACTION



FIGHTING



NATSUME CHAMPIONSHIP WRESTLING

@1994 NATSUME
LICENSED BY NINTENDO

NATSUME
IT'S TECHNOLOGY, SINCE 1987

1-4 Players

16 Meg

Developer:

Natsume



GRAPHICS

Weak presentation in the title screen and menus, but good visuals once you get into the ring. The animation is a bit jerky, and the wrestlers are a bit small, but there are plenty of moves to be seen.

SOUND/MUSIC

There's a wide variety of tunes, but they're all so bland and boring you might as well be listening to elevator music. The sound effects are limited to groans, grunts and the occasional feeble crowd roar.

PLAYABILITY

The controls are VERY frustrating until you learn the timing of activating moves. Once you get the timing down, you can get into learning the various moves. The four-player mode is a nice inclusion, but it's not as much fun as you'd think.

EASY MEDIUM DIFFICULT

EDITORS' RATINGS

GORE	CHRIS
6	7
NIKOS	BETTY
4	8

BANG FOR THE BUCK

THE LOWDOWN

Natsume's *Championship Wrestling* has just as many wrestlers as *WWF Royal Rumble*, but *Royal Rumble* has better graphics, better sound, and better play control. If you have a Super Multitap and a few friends who happen to be beer-swilling wrestling fanatics, *Natsume Championship Wrestling* is a decent choice—but most wrestling fanatics would rather play *WWF Royal Rumble* because they recognize the wrestlers and their signature moves.



Now we have *Natsume Championship Wrestling*, a game that sadly continues the Natsume tradition of 16-bit mediocrity.

NCW features a dozen wrestlers (with limited-to-eight-characters-for-no-particular-reason names such as K. Bruto and M. Roach) and five modes of play: Championship Tournament (one player takes on 11 CPU-controlled wrestlers, one match after another), Championship Tag Match (one or two players in tag-team matches against CPU-controlled opponents), Round Robin (one to six players take on each other or CPU-controlled wrestlers, depending on how many players are participating), Round Robin Tag (one to six players in tag-team matches), and Exhibition (one to four players in a single match). The multi-player modes support the Super Multitap for four-player simultaneous action.



There are 50 moves in *NCW*, and each of the wrestlers has about half of them at his disposal. Most of these

are common moves that all the wrestlers can do, but one or two are unique (such as Viper's Diving Elbow or Big Ape's Avalanche Hold). There are moves for almost every tactical situation: When you're dashing at your opponent, when you're grappling with the opponent, when your opponent is on the mat, etc. Expect to spend some quality time with *NCW's* instruction manual figuring out how to execute all these nifty spine-snapping maneuvers.

There's only one thing missing from *NCW*: the ability to hold a player's interest for very long. Whipping the computer ain't no big thing after a few hours, and the multi-player mode just isn't that much fun to play. And don't forget that there's a much more enjoyable SNES wrestling game on the market: *WWF Royal Rumble*. Even though it's nearly a year old, *Royal Rumble* beats *NCW* in every department from graphics to play control. If you already have *Royal Rumble*, however, *NCW* is a decent second choice.

—Zach Meston



Natsume climbs into the SNES wrestling ring with its 16-meg monster, *Natsume Championship Wrestling*.

REVIEWS

SNES



ACTION



ADVENTURE



1 Player
12 Meg
Developer:
Naxat Soft/Red



GRAPHICS

The characters are really cute and fun—the bad little monsters look like white chocolate drops and the zombies look like old men—but most of the backgrounds are stale and boring.

SOUND/MUSIC

Just your standard kids' noise, nothing innovative in the areas of music or sound effects. I just wish I could have turned off that ringing sound when the characters talk to each other!

PLAYABILITY

Again, the action stuff is cool, but the interaction between characters slows the game's pace to a crawl every time you stop to gather the (mostly useless) information.



EDITORS' RATINGS

GORE	CHRIS
5	7
NIKOS	BETTY
5	6

BANG FOR THE BUCK

THE LOWDOWN

Though some players may appreciate the look and atmosphere of the game, it really isn't much fun. Fortunately, *The Twisted Tales of Spike McFang* may have an educational angle. If you're a parent whose kids are hooked on Sonic, this one will get them to read and adjust to a slower pace. "Yawn..." I don't know about you, but I need speed!

If you're not into fun, *The Twisted Tales of Spike McFang* blends the tedium of RPG interaction with some platform-game features. As the story goes, your parents have been captured by an evil general and your mission is to get past all the obstacles and dungeons to reach the castle in time to save them. Is there a girl? Of course! It's Camelia the princess—you have to rescue her, too. The plot is basic, just look at the pictures. To compensate for the RPG boredom, you can jump, throw your hat and swing your cape to demolish things in your path.

If the genre confusion isn't enough to turn you off, you still might fold by the time you reach the end of the game's introduction sequence; it's much too long. First there's a standard animated intro, then there are three "training" scenarios, followed by a genie guy who pops up and tries to help. Once the action starts, the game gets much better—that is, until you start to talk to the other characters in the game. The text crawls onto the screen, each letter accompanied by a little chime that turns into an irritating buzz by the time you've mastered the third stage.

You guessed it: You're Spike and you have to run around, get to the castle and take it over.



The action scenes are OK, though, and it is a pretty good-looking game if you're into cute characters. Unfortunately, cuteness, color and the occasionally charming plot twists can't make up for mediocre gameplay and stop/start pacing. *Spike McFang* is definitely an acquired taste.

—Eric Nakamura



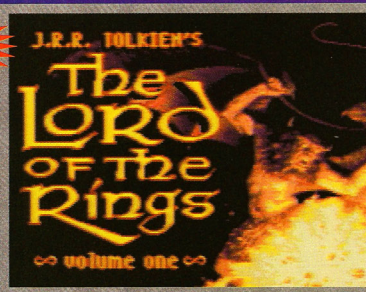
SNES



RPG



ACTION

Interplay
Presents

1-5 Players

8 Meg

Developer:

Interplay



GRAPHICS

6

Dark. Most of this game is played in either a forest, cave, or fortress, so don't expect any cheery colors coming from anything. A good representation of Tolkien's Middle Earth.

SOUND/MUSIC

7

They tried to make the music sound medieval, but this isn't Dead Can Dance. The sound effects are OK. They really should have made this a CD game to get good sound. Part 2 should definitely be on CD.

PLAYABILITY

7

Highlights include compatibility with the Super NES mouse and five-player capabilities. I think it might be hard to find five people who would want to play an RPG video game together.

EASY MEDIUM DIFFICULT

EDITORS' RATINGS

GORE	CHRIS
4	7
ERIC	BETTY
7	7

BANG THE DRUM

7

THE LOWDOWN

If you're into Tolkien's books, then this is the game for you, but you might find it kind of easy because you already know who you have to meet and what you're supposed to do. The ending is no surprise. Novices to the land of Middle Earth would probably do well to read *The Hobbit* just to familiarize themselves with what's going on. I'd buy it because I dig the books.

Interplay's *The Lord of the Rings Volume 1* picks up where J.R.R. Tolkien's *The Hobbit* left off, with Bilbo leaving the Shire on his 111th birthday.

ONE RING TO BRING THEM ALL
AND IN DARKNESS
BIND THEM.

You play Frodo, nephew of Bilbo Baggins, star of *The Hobbit*, the first book in the *Lord of the Rings* series. It is your job to transport a magical

ring to the Council of Elrond in Rivendell before it is captured by Sauron, master of evil. Whoever controls the ring has ultimate power over Middle Earth, so the Council of Elrond has to decide who's going to get the ring. Of course Sauron—being the evil dude that he is—doesn't want to play fair, so he sends out his warrior Ringwraiths after you to steal the ring.

You can take on up to five characters in your party to fight your way to Rivendell. Each character has his or her own powers to help in different situations. Though you might think of this as a party game because five people can play, think again; this is an RPG. You don't blow up a lot of stuff, and most of what you do is talk to elves and dwarves. (Not a lot to get your adrenaline pumping.) This is a game for thinkers.

If you liked the *Lord of the Rings* books, you'll like this game; if not, you still might like it. Rent it first and see if you want to invest your time and money.

—Nikos Constant

It's a daunting task trying to make a game out of J.R.R.

Tolkien's *Lord of the Rings* series. Made up of five immense books, *The Lord of the Rings* birthed the whole *Dungeons & Dragons* craze in the '80s as well as influencing the lyrics to Led Zeppelin's tune "Ramble On." A *Lord of the Rings* paper-&-dice role-playing game came out a while ago, but it was kind of forgettable, so I was definitely intrigued when Interplay's *The Lord of the Rings Volume 1* SNES RPG was plopped onto my desk for review. Could Interplay pull off a video game like Zeppelin pulled off the *Led Zeppelin II* album? The answer: Well, kinda.

The Lord of the Rings Volume 1 is a great adaptation of the books. Though not instilled with the wittiness or the subtle political and religious commentary of Tolkien's works, you gotta figure that Tolkien took a long time to write the books—Interplay probably had a year. It's pretty much like any other action/RPG you might play, except this one is based on an existing story. If you've read the *Lord of the Rings*, there's not going to be a lot of story surprises for you.

VIDEO GAMES

JULY 1994

67

REVIEWS



EDITORS RATINGS
GORE 3
NIKOS 6
CHRIS 5
BETTY 5

Instead of translating and releasing its own brilliant Japanese RPG *Breath of Fire*, Capcom USA decided to purchase the rights to *Wizardry V* and release it instead. Which begs the question: What the hell are Capcom employees smoking?! Why in the world did they sell *Breath of Fire* to Square Soft (which will no doubt have a #1 seller on its



Each survivor gets 9 G.P.



TRIFP lunces at Bandit and hits once for 3 damage.

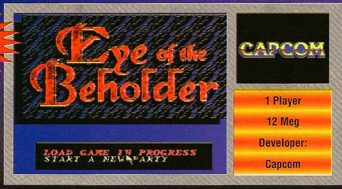
Experience the warmth, the splendor, the sheer joy of a crappy game with Capcom's first-person view RPG, *Wizardry V*.

hands) and instead put out a god-awful conversion of a five-year-old computer RPG?

There ain't a single thing to like about *Wizardry V*, unless you enjoy: A cliched storyline, sleep-inducing music, almost

no sound effects, screen after screen of text-filled menus and graphics so bad that you have the option of DOWNGRADING them by switching from horribly drawn walls to vector-graphic outlines. Are you getting the impression that I don't like this game very much?

—Zach Meston



EDITORS RATINGS
GORE 7
NIKOS 7
CHRIS 7
BETTY 7

ACK! No sooner do I finish slamming Capcom's conversion of a five-year-old computer RPG (*Wizardry V*) than I reach into the FedEx Pak and yank out... ANOTHER Capcom conversion of a five-year-old (well, four, actually) computer RPG: *Eye of the Beholder*. Luckily for you AND me, *EOTB* is a much better game with much, MUCH better graphics and a design that borrows mightily from the classic *Dungeon Master*.

EOTB uses *Advanced Dungeons & Dragons* rules (to control magic, combat, etc.) and a first-person viewpoint to show your party of four wandering through the sewer/dungeon of Waterdeep. There are about a dozen levels to explore



Foul-smelling creatures, tricky puzzles and yes, even a bit of beauty are to be found in Capcom's *Eye of the Beholder*.



and a goodly supply of puzzles to solve.

EOTB's major flaw is the confusing and frustrating interface, which I still wasn't comfy with after a few hours in Waterdeep's endless corridors. If you have a Super NES Mouse (which *EOTB* supports), bump up the Overall rating to an 8. (It really does make a massive difference.)

—Zach Meston

GRAPHICS

Atrocious 8-bit-quality graphics that cause irreparable retinal damage if you stare at them for too long. (Okay, that's a slight exaggeration...)

SOUND/MUSIC

Extremely generic medieval music and a noticeable lack of sound effects make the audio almost as bad as the visuals. Almost.

PLAYABILITY

Even the most hardcore RPGer will be turned off by the cumbersome interface, tedious battle sequences and feeble graphics.

EASY MEDIUM DIFFICULT

BANG FOR THE BUCK

THE LOWDOWN

It's a rare game that leads me to call VGS own Chris Blenkins and vent for ten minutes about how incredibly lame it is. *Wizardry V* is slow, boring and uglier than that picture of me on the input page. Be afraid, dear readers, be very afraid.

GRAPHICS

The first-person-view window is uncomfortably tiny, but everything is represented with plenty of color and occasional bits of animation.

SOUND/MUSIC

I don't remember if this music is converted from the PC or composed specifically for the SNES, but it's decent. Good sound F/X.

PLAYABILITY

EOTB was meant for mouse play; those without the SNES Mouse will have a rough time. (Kudos to Capcom for supporting the Mouse at all.)

EASY MEDIUM DIFFICULT

BANG FOR THE BUCK

THE LOWDOWN

EOTB was a good computer game, and it's a very good console RPG despite its age. Fans of *Dungeon Master* or (gasp) *Wizardry V* will find much to like, but it's not exciting enough to grab fans of *Zelda III* or other action/RPGs.

YOUR WITS BETTER BE AS
SHARP AS YOUR DAGGER.

THE LORD OF THE RINGS™

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

- The largest use of rotoscoping in any SNES game ever produced—thousands of frames of rotoscoped animation.
- Each character has his own unique personality and decision-making skills.

Sauron and his sinister servants.

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

- First action adventure RPG with multi-player real-time combat.
- Friends can join the play or leave the game anytime, without interrupting or restarting.



LICENSED BY
Nintendo

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Electronic Arts

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

GENESIS



SEGA

1-2 Players

20 Meg

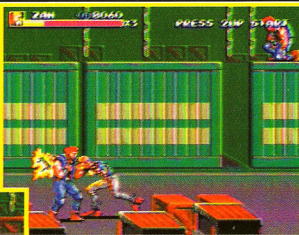
Developer:

Sega

Street of Rage was a great beat-'em-up, but what really made it stand out was the awesome techno music by Yuzo Koshiro—whom I'd never heard about before then, but has since joined Tommy Tallarico (*Cool Spot*, *Global Gladiators*) and Tim Follin (*Equinox*) on my extremely short list of ass-kicking video game musicians. *Streets of Rage 2* supplied more of Koshiro's compositions while beefing up the gameplay, although the game itself was a bit too easy; now we have *Streets of Rage 3*, which improves the gameplay even further—but also proves that even someone as talented as Koshiro can crank out a clinker of a soundtrack.

Rage 3 has the two characters found in every *Rage* so far—blond, buff Axel Stone and lean, lithe Blaze Fielding—along with the nimble Skate (from *Rage 2*) and Zan, a cyborg with long limbs and strength to spare. There are plenty of new moves for the old guys, and more animation than ever (no doubt the result of having 20 megs to play with).

There are some very nice surprises throughout *Rage 3*'s eight levels. My personal faves: The discotheque level (with the only good music in the game), the bulldozer level (where you blast through walls and fend off a bulldozer trying to



Axel and Blaze take to the streets and beat the stuffing out of hordes of thugs in *Streets of Rage 3*.

crush you), the trick ending (which will definitely fool you) and the kangaroo enemy (with the ingenious name of Roo).

So what didn't I like? As made obvious by my intro paragraph, the music. Instead of techno tunes, Yuzo has delivered meandering, bassy, "mood-setting" music that simply does not work. I know that Yuzo can do stuff other than techno—witness the gorgeous music in *Actraiser*—but when you play a game in the *Rage* series, you EXPECT techno.

Other than the music, *Streets of Rage 3* delivers exactly what you expect: Top-notch beat-'em-up action with moves-a-mundo. Even the changes Sega made between this version and the Japanese original don't hurt it. Highly recommended.

—Zach Meston



GRAPHICS

There's an awesome new kangaroo enemy (which you get to control later in the game), and an exceptionally cool disco level with lasers and flashing lights, but most enemies are carryovers from *Rages 1* and *2* (sigh).

SOUND/MUSIC

News flash: Hell freezes over and Yuzo Koshiro composes a weak soundtrack! It says a lot that the coolest music is the stuff recycled from previous *Rages*. At least the sound effects are okay (even if the sampled speech is scratchy).

PLAYABILITY

The *Rage* series has always controlled well, and *Rage 3* is no exception, with a delightful assortment of hyperviolent attacks just a button press or two away. Six-button controllers are supported and definitely recommended.

EASY MEDIUM DIFFICULT

EDITORS' RATINGS

GORE	CHRIS
8	8
NIKOS	BETTY
5	6

BANG THE BUCK

THE LOWDOWN

Streets of Rage 3 is much tougher than the wimpy *Rage 2*, and the graphics are better than ever, but I'm still in shock over the lame music. Alas, poor Yuzo! Still, if you enjoyed the first two *Rages*—and about a zillion of you did—then *Rage 3* is a must-buy. All we need now is *Streets of Rage 4* on Sega CD, where Mr. Koshiro can get back to form and let loose without the constraints of the Genesis sound chip. Wouldn't that be bitchin'?



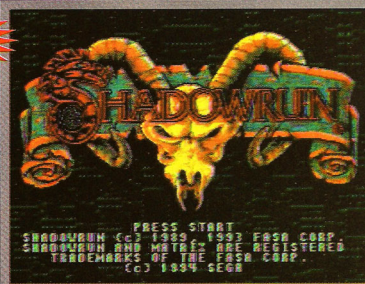
JULY '94

VIDEO GAMES

GENESIS



RPG



SEGA TH

1 Player

16 Meg

Developer:

Sega



GRAPHICS

9

Aside from the fact that all of the characters look the same, *Shadowrun*'s got some pretty good graphics. Especially like the bar scenes. Everything's shown from a three-quarters overhead view; the game works well that way.

SOUND/MUSIC

8

There really isn't much sound in the game. Most of your time is spent reading what people are saying, not listening to the soundtrack (hey, it's an RPG!). Shootings sound good though, and the weird house music is okay.

PLAYABILITY

7

Like I said, it's hard to target your enemies. I can get into this "real-time combat" stuff—it's better than rolling dice and playing with numbers on a piece of paper—but if I shoot at somebody, I want them to be dead right off.

EASY MEDIUM DIFFICULT

EDITORS' RATINGS

GORE	CHRIS
8	8
NIKOS	ERIC
7	7

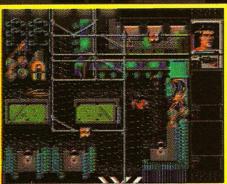
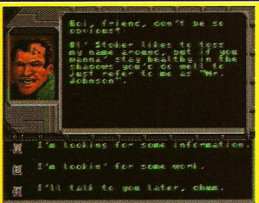
BANG FOR THE BUCK

7

THE LOWDOWN

A good RPG. I like it because it's shady: I'm not sure if I'm a good guy or a bad guy, and I'm doing a lot of dirty work. I don't think the average player would choose *Shadowrun* over a good fighting game or shoot-'em-up, but this game is still a lot of fun—and let's face it, the Super NES version from Data East was a tough act to follow. Check it out. I spent hours with it.

PRESS START
SHADOWRUN (C) 1989, 1993 FASA CORP.
SHADOWRUN AND MATRIX ARE REGISTERED
TRADEMARKS OF THE FASA CORP.
(C) 1994 SEGA



Sega's *Shadowrun* brings the popular FASA role-playing adventure to the Genesis.

Shadowrun was a great RPG for the Super NES. The same is true of the Genesis version, and it's a completely different game. There are only a few RPGs that I like, and this is one of them.

This is what's going on: It's the year 2053, and you're in Seattle trying to find your brother's murderer. The only way you can make money and contacts is to hire yourself out as a Shadowrunner. Johnsons hire you to do their dirty work. Add some

gameplay can get repetitive. You know, deliver a package, pick up a client, deliver a package, pick up a client, deliver a package...and every time you come back to your Johnson, he says the same thing. The characters—Decker, Samurai, and Gator Shaman—all look the same.

Otherwise, the game is pretty darn fun. You do a lot of runs, save up a lot of nuyen (money) and keep buying better guns and better armor. You've got to make your way through seven areas of Seattle while avoiding Lone Star (the police) and Penraku (a corporation that's helping out your enemy). Infiltrate corporate offices and find your way around cyberspace mazes.

There's also a wide selection of weapons: combat pistols, sub-machine guns and cyber-rifles are among them. As a Shadowrunner, you also have access to something called the Matrix, a universal network that all computer systems are wired into. With access to the Matrix, you can enter Cyberspace.

The main reason I like the game is because, like real life, it's all about getting as much money you can and trying to stay alive.

—Betty Hallock



VIDEO GAMES

REVIEWS

SEGA CD



RPG



WORKING DESIGNS

1 Player

CD-ROM

Developer:

Sims Co.



Working Designs follows the megahit RPG *Lunar: The Silver Star* with another Japanese import, *Vay*.

Vay's storyline is depressingly similar to 90% of other Japanese-developed RPGs (or are their storylines depressingly similar to *Vay*'s?). A beautiful girl—in this case, a princess—is captured by an evil wizard, and the player needs to journey across the land, slaying beasts and finding five magical Orbs along the way so he has the power to defeat the evil wizard. Yawn. Seen it, played it.

But those other RPGs didn't have the benefit of being translated by Working Designs, a company that has released some outstanding TurboGrafx-16/Duo games (*Parasol Stars*, *Cadash*, *Vastel*) and broke into the Sega CD market in a big way with *Lunar: The Silver Star*. Working Designs didn't just translate *Vay*'s story from Japanese into English; they rewrote it from the ground up, changing storylines to make them better and Americanizing the script with pop culture references and hysterical humor (such as the fairy with "seismic flatulence" who uses her unique talent to blast you into a new area). It makes you wonder how much fun RPGs like *Secret of Mana* and *Final Fantasy* would be if

they had coherent storylines along with the pretty graphics.

Vay's writing is so good, in fact, that it overshadows the fact that the gameplay is very average. Combat is hyperfrequent, the musical tracks are repetitive, the graphics are bland, there's precious little animation and there isn't much dialogue between the characters, which means you don't care for them as much as you did in *Lunar*. Working Designs did make a few graphic improvements over the original Japanese version of *Vay*, but it wasn't enough.

It amazes me to see how Working Designs can take a so-so RPG like *Vay* and turn it into a very good one simply with well-written text (and a bit of voice acting, too, but I digress). I can hardly wait to see what WD does with its next few titles—including the hotly anticipated *Lunar II: Eternal Blue*.

—Zach Meston



GRAPHICS

The visuals are okay, but blandly colored, and the entire game has a shortage of animation, from the combat sequences to the overworld map. Even the anime sequences are mostly still screens.

SOUND/MUSIC

The folks at Working Designs pride themselves on high-quality voice acting, and *Vay* does not disappoint. The actor who plays Pottie is particularly good. The music and sound effects, however, are so-so.

PLAYABILITY

The inventory interface is text-based instead of graphic, which is a drag, but everything else is mondo easy to do. You'll especially like the "run" feature which lets you move super-fast across the screen.

EASY MEDIUM DIFFICULT

EDITORS' RATINGS

GORE	CHRIS
5	8
NIKOS	BETTY
6	7

BANG THE BUCK

THE LOWDOWN

Vay follows the now-familiar Working Designs formula to the letter: A wonderfully Americanized script, lots of humor, and spot-on voice acting. There's way more combat here than in *Lunar: The Silver Star*—and the characters aren't as interesting—but you'll keep playing just to read all of the jokes and see all the anime scenes.

SEGA CD



STRATEGY/RPG



SEGA

1 Player
CD-ROM
Developer:
Sega



EDITORS RATING

GORE 5
NIKOS 6
CHRIS 6
BETTY 5

Dark Wizard is a strategy/RPG that kinda-sorta resembles *Shining Force*. You control one of four powerful leaders and his (or her) troops, sending them into battle against evil creatures bent on taking over the peaceful land of Cheshire. Some troops can cast spells, others can only hack away with weapons, and all of them have varying abilities. Your ultimate goal is to protect every city and castle in the game world and defeat Velonese, the wacky Dark Wizard of the title.

All this might be fun if not for the confusing storyline, the extremely bland battle sequence (unforgivable on the graphic-storage wonderland



Liberate the land of Cheshire and defeat the evil Velonese in Sega's long-delayed *Dark Wizard*.



of the CD) and the terribly voice-acted anime scenes, including the intro. After two years in development—and numerous delays—I get the feeling that Sega just decided to shove this game out the door and cut its losses. Too bad, because with some redesigning, *Dark Wizard* could have been the classic that *Shining Force* is destined to be.

—Zach Meston

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SEGA CD



ADVENTURE



SEGA

1 Player
CD-ROM
Developer:
Sega



EDITORS RATING

CHRIS 7
NIKOS 6
ERIC 6
BETTY 7

We all like to be scared. Not only did I love ghost stories and late-night monster movies as a kid, but I also used to scare the crap out of my sister with elaborate pranks. If creepy mystery is for you, load up *Mansion of Hidden Souls*. It's sort of a 7th Guest "lite" for your Sega CD (the game is rated General Audiences.) You'll follow a bunch of talking but-



Get ready for a haunting experience. They're turning butterflies into people!



terflies into a haunted mansion in search of a dark secret. Basically, people are getting turned into butterflies! Ooooh, scary. Solve the puzzle fast or become one yourself! It's actually fun to play the first time around but once you know what, where and when things go bump in the night, the thrill is gone.

—Chris Gore

GRAPHICS

The anime scenes are decently drawn, but poorly animated; the Cheshire map is bland and the battle sequence is very poor.

SOUND/MUSIC

The music is good, but the voice acting in the anime scenes is of the "hey, get that similar, we need another voice for this scene!" variety.

PLAYABILITY

The interface has a nice learning curve; giving orders to your troops is easy. Also, the constant loading time delays destroy the pacing of the game.

EASY MEDIUM DIFFICULT

BANG FOR BUCK

THE LOWDOWN

Shining Force fans might like *Dark Wizard*—but even they won't like the crappy battle graphics (a BLACK background? Puh-lease!) and the sadde anime sequences. Hey, Sega, let's get cracking on *Phantasy Star IV*, okay?

GRAPHICS

The jittery movement actually adds to the creepiness of the whole situation. Play the game with the lights off and it's like a modern ghost story.

SOUND/MUSIC

The haunting score and scary sounds may actually make you jump. Some places are worth exploring just to listen to the music.

PLAYABILITY

The main problem here is that the game is far too easy and is solvable much too soon. The replay value is totally lost once you've figured it out.

EASY MEDIUM DIFFICULT

BANG FOR BUCK

THE LOWDOWN

A haunting adventure that brings back the old tradition of ghost stories around the campfire. However, once you've won the game (which is a bit too easy) the nightmare is over. Too bad, I enjoy being scared.

6

5

6

6

7

8

4

6

REVIEWS

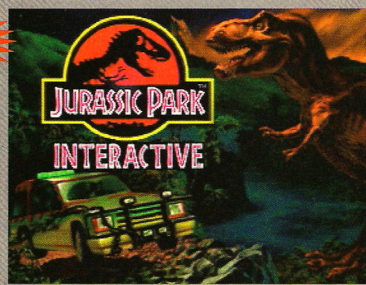
3DO



ADVENTURE



SHOOTER



1 Player

CD-ROM

Developer:

Universal Interactive



GRAPHICS

The quality of the graphics is a mix of incredible dinosaurs right out of the movie and some real cheesy-looking 16-bit stuff. There are some great full-motion video scenes (and without the use of a video card!)

8

SOUND/MUSIC

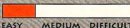
Most of the music is the John Williams score straight out of the movie. Other incidental game music perfectly fits the mood of each particular game. The strongest aspect of *JPI*.

9

PLAYABILITY

It's hard to judge—there are so many different types of games. Some play well while others fall. Overall the board-game idea of moving guests across the island to escape becoming dino-lunch is kinda weak.

5



EDITORS' RATINGS

CHRIS	NIKOS
7	5
ERIC	BETTY
7	8

BANG FOR THE BUCK

6

THE LOWDOWN

Jurassic Park Interactive for 3DO chomps at the 16-bit and delivers a game that's a strange mix. You'll play all types of game genres: a driving game as you're being chased by the T-Rex, a *Wolfenstein 3-D* level with raptors and—my favorite—a spitter shooting gallery. There's even some classic video-game action like dinosaurs of *Space Invaders* and *Asteroids*. The only thing lacking in this game is originality. A slight disappointment, but worth a try.

What kind of game is this? *JPI*'s variety of gameplay is its main weakness. The spitter shooting gallery is fun, though.

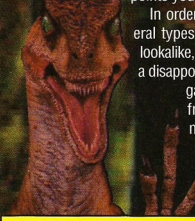
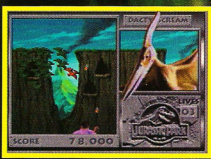
boatload of raptors to the mainland. That's a lot to do in only 24 fictional hours. In debugging the security system, you'll be forced to play dinosaurs of classic video games like *Asteroids*, *Space Invaders* and others in order to rack up 20,000 points and move on to the next level. These games are so much fun that you're often distracted into scoring way beyond the number of points you really need to win.

In order to save the guests, you'll play several types of sub-games: A *Wolfenstein 3-D* lookalike, a cool "spitter" shooting gallery and a disappointing driving stage. In almost board-game-like fashion, guests are moved from location to location until they make it to safety at the heliport.

There's no reward for saving them, but there are some very intense death sequences when you lose. It makes you want to sacrifice a few guests just to hear the squash under the T-Rex's foot or the raptor's deadly pounce. It's too bad that the aspects of this game that are really fun—like shooting spitters—only last a few short minutes.

Too much variety is *Jurassic Park Interactive*'s greatest weakness. Once a player really gets involved in a certain type of gameplay and gets good at it, the experience is yanked away; you're literally forced to play a game of a different genre every few minutes. This is my reward for winning? *JPI* should have decided what kind of game it wanted to be, instead of trying to be all things to all players.

—Chris Gore



We've seen various *JPI* games for other systems—with varying degrees of success—with *Jurassic Park Interactive* tries something different by combining a number of successful game genres to create an interactive movie experience.

The game has two main goals. First, dinosaurs are running rampant in the park and you've got to save guests by guiding them through several locations in order to leave the island safely. Then you must unlock the computer security system and radio a ferry that is unknowingly carrying a

REVIEW





**If you've played
one NBA full team,
full court, all star,
stat packed,
foul calling,
regulation
basketball
game,**

DUO/TG-16



RPG



1993 HUDSON SOFT
1991 NEW WORLD COMPUTING INC.

T.O.T.

1 Player

Super CD-ROM

Developer:

Hudson Soft

GRAPHICS

The computer version of *Might and Magic III* was filled with 256-color VGA graphics, and Hudson Soft has done an awesome job of converting them to the Duo. The monster animation is weak, but all else is top-notch.

SOUND/MUSIC

The music is very well composed—with a rock/funko bent as opposed to the pseudo-classical tunes that dominate the RPG genre—but there just isn't enough of it, with only 20 minutes worth of tracks.

PLAYABILITY

Might and Magic III's icon-based interface has converted very well to the Duo's two-button controller. Inventory shuffling, stat checking, and melee combat are all very easy to control.

EASY MEDIUM DIFFICULT

EDITORS' RATINGS

GORE	CHRIS
5	8
NIKOS	BETTY
7	7

BANG THE BUCK

THE LOWDOWN

Might and Magic III: Isles of Magic is one of the best computer-to-video-game conversions I've seen in a long time, and definitely the best Duo game I've played in eons. "Tis a shame that the Duo is nearing the end of its life span, but with games like this, at least it's going out with a bang instead of a whimper.

"Another...RPG...to review... this issue...must...escape..." Hey, wait! This ain't bad at all! In fact, it's the best of the 16.7 million RPGs I've been privileged enough to play this month (with the possible exception of *Vay*, but I digress).

The first thing about *M&M III* to catch my attention was the REALLY sweet graphics. I'd played the 1991 computer game from which *M&M III* was converted, and I was wondering how the 256-



Hudson Soft shows off its programming prowess with a killer conversion of the PC role-playing game *Might & Magic III*.

What really puts *M&M III* over the top is that it preserves all of the detailed gameplay of the computer original. The interface is practically identical to the PC version, the quests and puzzles are the same, the dialogue and text are the same—this is an amazing conversion job. I always liked *M&M III's* user-friendly features—especially the auto-mapping and the automatic tracking of any quests the party is on—and Hudson Soft hasn't fixed what wasn't broken.

M&M III does have a few annoyances—the overabundance of combat (a flaw shared by 99.9% of video game RPGs, but you know that), the lack of animation, the weak Duo-generated sound effects—but with graphics this gorgeous and gameplay this deep, these flaws are minor.

—Zach Meston

color visuals would look on the Duo. They look very swell indeed, overflowing with color and detail. The first-person view window takes up a hefty chunk of the screen, and the character portraits along the bottom of the display go through a range of expressions depending on the situation.

The second thing to catch my attention was the nice music (after, of course, I'd turned down the Rollins Band CD blasting from my stereo). Instead of the expected classical tunes, Hudson Soft has composed a dozen tracks that smell heavily of rock and techno, which I dig. Alas, most of the tracks are only two minutes long, which means lots of repetition. Still, the music is great for the first couple hours of play, and you can always shut it off and play with sound effects only.



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CD-i



STRATEGY



1 Player

CD-ROM

Developer:

Philips



GRAPHICS

The full-motion video and live actors look good. Backgrounds and 3-D effects are equally appealing. Nice job of making everything look spooky and creepy. And that Old Man Stauf guy: He looks like a real perv. Nice casting.

SOUND/MUSIC

Like the graphics, the music is real creepy. All of the spooky sound effects are a nice touch...creaky floors and blood-curdling screams—just like the PC CD-ROM version.

PLAYABILITY

I've never liked the CD-i controllers. It gets to be a pain moving the cursor around; this game was really meant to be played with a mouse. At least it didn't give me as much of a headache as when I played *Wolfenstein 3-D*.



EDITORS' RATINGS

GORE	CHRIS
7	7
NIKOS	ERIC
7	7

BANG FOR THE BUCK

THE LOWDOWN

A great game for the CD-i machine, Philips did a good job transferring the game to the CD-i format—in fact, if you haven't played the game on an absolute high-end PC setup, this version could be considered the best available. It's a good game for sitting around by yourself and freaking yourself out. I'd say it's almost as good as watching a B horror movie (Well, maybe not that good.)



killing some lady who's on her way back home from choir practice. Then, when the Knox couple enters the mansion, you see their faces turn into skulls. That's a forbidding omen if ever I saw one; looks like it'll be some party. I don't usually care for puzzle games,

but I like the puzzles in this game, especially the coffins in the basement. I like the dining room cake a lot too (because it's so easy...but also because it makes me hungry). I'd love to have a green cake with a bunch of headstones and skulls on it. The piano music is cool too.

The only problem with puzzle games is that they're pretty slow, but because the intervening graphics and game plot are so great, *The 7th Guest* is exceptional. It's more like a drama and a mystery than just a bunch of puzzle games. The puzzles are distinctively bizarre, and by solving them, you're making your way through 22 rooms of a haunted 3-D mansion. Things are always popping out at you.

Definitely recommended, especially if you haven't already played the game on the PC.

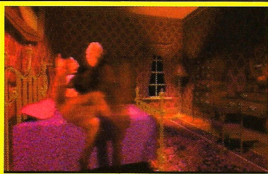
—Betty Hallock

Mmmm-Mmmm. Yummy.

Henry Stauf is back: *The 7th Guest* is now available for Philips CD-i, and Stauf is still up to no good...killing little kids and eating their remains. (Just kidding.) It's the same old bad guy having the same old party. Hopefully, you can find some answers to Stauf's mysterious puzzles.

I've always liked the PC version of *The 7th Guest*, and, truthfully, the CD-i version is even better. That is, the graphics definitely look better; otherwise, it's exactly the same game with the same puzzles. As far as puzzle games go, this one's great.

And it's sooo scary. What makes it scary is the introduction, where you see Henry Stauf



REVIEWS



PHILIPS

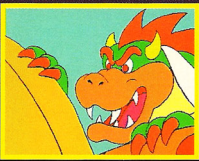
1 Player
CD-ROM
Developer:
Philips



EDITORS RATING

GORE
8
NIKOS
7
ERIC
7
BETTY
6

Wow—it's been a while since I've seen the Italian plumber. If you thought this guy was completely out of the picture, you're wrong: He's here and working. The scenario pits Mario against everyone, including the dragon Bowser, who took over the



Slam the doors, get through the floors and become a hero.



Magical and Mystical Mushroom Kingdom. To get it back and to rescue the princess, Mario needs to shut all of the doors on each of the floors in the seven hotels. But it's not easy; he has to jump

and smush the evil Koopas and dodge the painful caterpillars.

Hotel Mario plays like a strategy game disguised as a platform adventure. It's not as easy as it looks, so beware, you'll have to use your noodle to figure out how to slam the doors. This is a challenging Mario game—it's tough and can burn the clock quickly.

—Eric Nakamura



GRAPHICS **7**

The game looks like a typical Mario adventure, but the colors of the floors don't change often enough. It could be more colorful.

SOUND/MUSIC **9**

High quality sound. The slamming doors sound real! Crazy haunted-house effects, too. Tip-top sound for Mario.

PLAYABILITY **8**

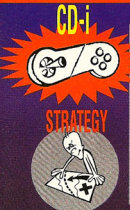
The sluggish CD-i controls don't help, but the game is tough anyway. Just getting through the first floor is a challenge!

EASY MEDIUM DIFFICULT

BANG FOR BUCK **8**

THE LOWDOWN
Hotel Mario is one tough game to play and beat. You might never solve it. This game is one to check out if you like the action/strategy genre. It's one of the toughest Mario games.

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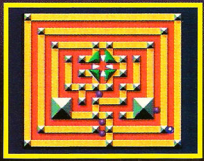
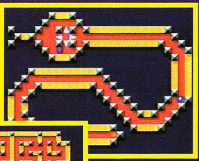
1 Player
CD-ROM
Developer:
Axis/CapDisc



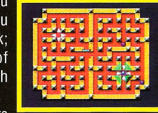
EDITORS RATING

GORE
5
NIKOS
7
CHRIS
5
BETTY
6

We've all done mazes since we were little kids. Basically, you draw a line until you get to the end. Sure, there are dead ends and you may cry once in a while because you wrote in pen, but you can always backtrack; through a process of elimination, you'll reach the goal.



You're the little blue ball in a world of walls and purple balls—get to the end!



In *Mega Maze*, there are obstacles and puzzles to solve before you can reach that goal. It's sort of like a top-view *Marble Madness* with a splash of *Lemmings*. You're a blue ball that rolls through mazes from start to finish. Unfortunately, there are bad purple balls that can smash into you. In some

cases you have to make the balls smash into each other, and sometimes you need to use the balls to block pitfalls. As you go along, the mazes get more challenging and time-consuming, but there is only one difficulty setting. *Mega Maze* is a hit-or-miss game that will challenge some and bore others.

—Eric Nakamura

GRAPHICS **5**

This is a game with no frills, no backgrounds, no cartoons and hardly a change in color, but it's crystal clear and intended for an older crowd.

SOUND/MUSIC **6**

The music has a fast beat, but only in the titles and menus. There's absolute silence in the game, except when the balls smash into you or each other.

PLAYABILITY **7**

The Blue Ball can move a bit more easily, but it's not bad. It's a good concept and can be a lot of fun if this is your mug of beer.

EASY MEDIUM DIFFICULT

BANG FOR BUCK **7**

THE LOWDOWN
I love puzzle games and this one is pretty good. It could have been more ornate, though; who doesn't like colors, sounds and exciting graphics? Genius gamers may solve it in a single night.



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SPORTS WIRE



EA SPORTS SPONSORS RACECAR

EA Sports has taken its role in the sports world one step further by sponsoring a Formula Mazda racecar. It's a winged, open-wheel Formula car that looks just like an Indy car. Formula Mazda racecars are just slightly smaller, but have high-horsepower Mazda Rotary engines. It even has the EA and EA Sports logos right smack on it.

Dave Foley, a computer programmer, is the driver of the EA Sports Formula Mazda car. Don't you wish you had one?



NEW SEGA SPORTS SYSTEMS FOR '94

Sports nuts, if you don't own these Sega systems, here's your chance to get a deal. Sega of America has just released a new set of limited-edition Sports Systems with interesting contents; once these new hardware packages are gone, they're gone for good!

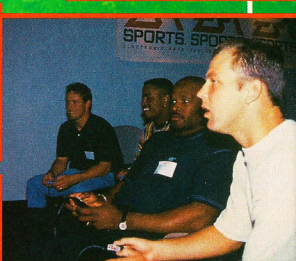
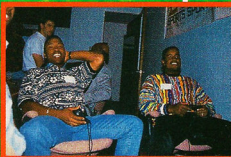
The Genesis Sports System package (\$149.99 MSRP) includes the Genesis with two control pads, an *NFL Football '94 Starring Joe Montana* game cartridge and a Sega Sports Seat Cushion. Sit on it when

you play, you'll have more stamina. In the Sega CD Sports System (\$229.99 MSRP), you'll get a Genesis, Sega CD and the *Joe Montana's NFL Football* game. Best of all three, though, is the Game Gear Sports System (\$149.99 MSRP), which includes a *World Series Baseball* cartridge and a deluxe carry-all bag to protect the package's biggest prize: A limited-edition blue Game Gear.



EA SPORTS CELEBS

What do professional athletes do on their day off? If they're in the San Francisco area, they pop in at the Electronic Arts office to check out the latest EA Sports titles. Seen here are St. Louis Cardinals Ray Lankford, Bob Tewksbury, Mark Whitten, Rheed Cormier, Allen Watson, John Habyan and Brian Jordan, who stop by whenever they're in town playing the Giants. All-Pro guard Guy McIntyre of the San Francisco 49ers wanted to check out the specs on the latest *Madden* football games, and Philadelphia 76er guard Dana Barros spent every free moment during the NBA All-Star Weekend playing *NBA Showdown '94* with DJ Jazzy Jeff. It looks like they all had a good time, too.



GENESIS

SPORTS



16 Meg

Developers:

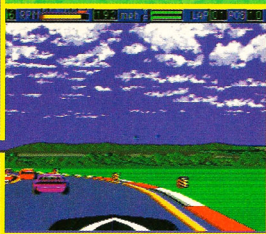
High Score Prod.

Stormfront Studios

EA Sports' *Mario Andretti Racing* is a fine tribute to Andretti's amazing career. The game features three different kinds of racing, each emphasizing a different aspect of the sport. When racing sprint cars you'll need to master sliding around the corners of the dirt oval tracks. Stock car racing requires you to "draft" the car in front of you and then "slingshot" past him. Indy car racing requires a combination of countersteering and drafting skills for success.

The game features single race, circuit racing and career modes. You can choose to race any number of laps on any track in single race mode. In circuit mode you compete in a five-race series in your quest for either the Sprint, Stock or Indy championship. You can use the cash you win to buy better parts for your car. In career mode you race all three circuits, starting with Sprints. You must win the championship to move on to the next class of racing.

Before any race you have the option of taking some practice laps. As you drive around the track Mario gives you advice on how to setup for turns and points out good spots for passing maneuvers. While it's a very useful feature, it's a bit difficult to read the text at the top of the



The player can select from several different camera views for the top half of the display.

screen while blasting down the track at 190 mph!

Once you're familiar with the track, you'll take a shot at qualifying. Drive three solo laps around the track; your fastest lap determines your placement in the starting grid. All of the racing in *Mario Andretti* features "rolling starts," as opposed to a "standing start" at the start/finish line—so your first lap could be your best.

The game's graphics are a bit on the plain side, but don't judge this game by its screen shots. *Mario Andretti Racing's* strong suit is its incredibly realistic control. This is the only cartridge-based game I've played where I truly felt I could drive the car through a corner with countersteer and throttle. As the race wears on you can actually feel the car begin to loosen up, and in tight races you may have to make the tough decision between a quick pit stop for a "splash" of fuel or a more lengthy stay for fresh tires.

—Jeffrey Tschiltz



GRAPHICS

Nice digitized screens, and the racing animation is fast and smooth. Spins are very well done, as are the pit-crew graphics and the two-player split-screen. The tracks aren't very detailed, however, and the stock car tracks looked narrow.

SOUND/MUSIC

EA always seems to bring more out of the Genesis sound chip than almost anyone else. Top-notch music at the menus, clear digitized speech and realistic engine, skid and crash sound effects.

PLAYABILITY

The level of control over your car is outstanding. True racing physics are accurately portrayed as you slide around corners or draft the car in front of you. While it's not hard to beat the computer's drivers, make a mistake and you'll pay!

EASY MEDIUM DIFFICULT

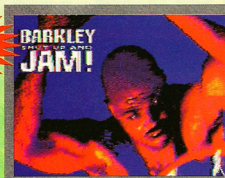
EDITORS' RATINGS

GORE	CHRIS
8	8
NIKOS	BETTY
6	7

BANG FOR THE BUCK

THE LOWDOWN

With three different types of racing, *Mario Andretti* offers something for every racing fan. My only real disappointment with the game is that there are only five different tracks for each type of racing, which severely limits the length of a circuit season. The excellent control helps make up for that, though, so if you're looking for some hot racing action be sure to give this cart a test drive.



1-4 Players
16 Meg
Developer:
Accolade



EDITORS RATINGS

GORE 4
NIHOS 5
CHRIS 6
BETTY 7

GRAPHICS

The scrolling is some of the worst I've seen on the Genesis. The dunks are poorly animated and the backgrounds lack detail.

SOUND/MUSIC

The music is incredibly uninspired. All of Barkley's comments and the digitized crowd are full of annoying static.

PLAYABILITY

Gameplay is fast, but the control response is awful. *Barkley* copies *NBA JAM's* control configuration but doesn't offer as many moves.

EASY MEDIUM DIFFICULT

BANG THE BUCK

THE LOWDOWN

With the success of *NBA JAM*, I guess we'll be seeing a lot of two-on-two basketball games in the coming months. I hope they'll be better than *Shut Up and Jam!*, which is about as much fun as having a root canal.



Shut Up & Jam on the Genesis: Maybe Godzilla would have helped....



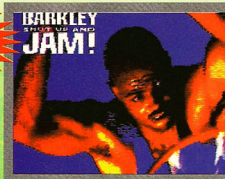
Shut Up and Jam! is a blatant rip-off of *NBA JAM*, pure and simple. It's a two-on-two, no-fouls slam-dunkathon with a few subtle differences. Since there's no NBA license you'll select

your team from 15 different street players—and Sir Charles, of course. One look at these bad boys and you'll know why Congress banned weight-training in prisons.

Each player is rated for Twos, Threes, Dunks, Rebounds, Steals and Speed. There are eight different courts to choose from, including such lovely locales as a Brooklyn ghetto and a Watts schoolyard. The game supports both EA and Sega's multi-player adapters.

—Jeffrey Tschiltch

- ✓ Exhibition/Practice Mode
- ✓ League/Season Mode
- ✓ Tournament Mode
- Substitutions
- ✓ Team Construction
- League Construction
- Battery Backup
- ✓ Password Backup
- Instant Replay
- Official License
- ✓ 1 ✓ 2 ✓ 3 ✓ 4 5
Players



1-4 Players
16 Meg
Developer:
Accolade



EDITORS RATINGS

GORE 4
NIHOS 5
CHRIS 6
BETTY 7

GRAPHICS

Better scrolling than the Genesis version, but still has trouble keeping up with the ball at times. What happened to the babes at the beach?

SOUND/MUSIC

The speech is cleaner than the Genesis version, but it doesn't pull you into the game the way the samples in *NBA JAM* do.

PLAYABILITY

Defense is tough—you can't tell where offscreen players are. You can't pass the ball mid-shot and you can't make your "drome" shoot.

EASY MEDIUM DIFFICULT

BANG THE BUCK

THE LOWDOWN

It's obvious from *Shut Up and Jam!* that Barkley knows as much about video games as he does about cars. (*Nice Hyundai, Charles!*) This version is slightly better than the Genesis cart, but I don't recommend either.



While *Shut Up and Jam!* shares a lot of similarities with *NBA JAM*, there are a few not-so-obvious differences. For example, each player's "turbo" bar doesn't automatically recharge during the period. You start each period with six "power bursts" and can only earn more by making a steal or nailing a three-pointer.

In addition to single games, the cart features a "Best of Series" mode which can be set to either five or seven games, and a Tournament mode in which you must defeat each of the other six cities before advancing to the championship in Phoenix.

—Jeff Tschiltch



The artwork is surprisingly similar between the Super NES and Genesis versions.

- ✓ Exhibition/Practice Mode
- ✓ League/Season Mode
- ✓ Tournament Mode
- Substitutions
- ✓ Team Construction
- League Construction
- Battery Backup
- ✓ Password Backup
- Instant Replay
- Official License
- ✓ 1 ✓ 2 ✓ 3 ✓ 4 5
Players

REVIEWS



GIVE YOUR BUDDY THE BOOT!

Join Bubble and Squeak on their adventure to rid the enchanted land of Grool from the evil Kat of Nine Tails. Collect gems and coins to buy freedom for Squeak's friends and bubble gum for Squeak. Explore vast levels filled with nasty creatures, wicked traps and plenty of excitement!

Using teamwork and imagination, conquer the worlds of the Stardust Caverns, the Neverglades and Katropolis. But be careful—the Red Crawlers, Flying Elephants and Biker Ducks are hunting you down! You'll need to use all of your skills to defeat them and bring peace back to the magic realm.

- Scan feature allows you to see upcoming dangers and traps.
- Pick up and place objects to gain access to new levels.
- Earn valuable coins and gems in the Bonus Games.
- Launch Squeak into action to remove enemies from the path.
- Special power-ups allow you to jump or fly with Squeak.



SUNSOFT

SNES

SPORTS



1-2 Players

12 Meg

Developer:

Tiertex



GRAPHICS

The tiny players don't feature much animation, but they kick the ball around realistically and the field scrolls fast and smooth. Nicely drawn referee windows pop-up when there is a stoppage in play.

SOUND/MUSIC

Decent intro music on the selection screens. The sound effects are quite good, especially the thud of the ball being kicked and the cheering, chanting crowd.

PLAYABILITY

Good control response, but special moves like headers and bicycle kicks are tough to pull off. You can't switch defenders manually, but the ability to call set plays almost makes up for it.

EASY MEDIUM DIFFICULT

EDITORS' RATINGS

GORE 7
CHRIS 8
NIKOS 6
BETTY 7

BANG-RII BUCK

THE LOWDOWN

World Cup USA '94 plays a fun game of soccer—once you figure out how to get past the confusing selection screens. The computer-controlled teams are tough to score against and offer plenty of challenge. Recommended if options and editors are your thing.

U.S. Gold's new soccer game is the first to have the USA World Cup '94 license. You can select any of the 24 teams that have qualified for this year's tournament, or customize the tournament with your favorite teams and save it via the battery backup.

Nearly every aspect of this game can be modified. You can set the rules, match duration, weather, game speed, team formations, dribble control and even change the uniforms. An "Easy Play" mode simplifies the controls for novices down to a single button and the directional pad.

One of the unique features is the Set Play Editor, which lets you design up to three special plays. After designing or modifying a play, the computer can demonstrate it on a small field window. There is also a formation editor for designing your own lineups and fine-tuning the movement of computer-controlled teammates in relation to the position of the ball on the field.

Besides the World Cup tournament and exhibition matches, the game includes a special Practice mode in which you can try your hand at penalty shots. The Practice menu also includes selections for working on your set plays and playing a special practice match, where your team's players train against each other.

My biggest gripe with *World Cup USA '94* is the menu system, which has been designed en-



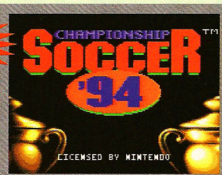
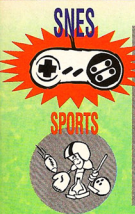
There's no field radar, but you can scan the field on goal kicks to find open players.

firely with icons to avoid any language problems when the game is marketed in other countries. The icons are large and colorfully drawn, but their exact meaning isn't always clear. The team selection screens posed additional problems—you know you're in trouble when you have to dig out the manual just to set up an exhibition match. The irony of all this is that the very first screen you encounter when you fire up the game is a language selection menu! (Selecting a different language merely changes the way the team names are spelled.) A few well-chosen words on the menus would have gone a long way.



for is here, from corner and penalty kicks to throw-ins and volleys.

—Jeffrey Tschiltch



GRAPHICS

The tiny players look like refugees from a bad 8-bit game, with nearly zero animation. The ball is the only thing that looks real.

SOUND/MUSIC

The music is adequate and can be turned off during matches. A strange drumming occasionally accompanies the white-noise crowd.

PLAYABILITY

Slower than the Genesis version and not as crisp. No specially moves other than curving the flight of the ball with the directional pad.

EASY MEDIUM DIFFICULT

BANG FOR THE BUCK

THE LOWDOWN

Championship's crude graphics and gameplay are not 16-bit quality. The extensive team selection and league/tournament options might have been more interesting if some team skill ratings had been included.

Championship Soccer '94 is without a doubt the ugliest soccer game yet reviewed in *SportsWire*. The tiny players and awful backgrounds are almost painful to look at. About the only thing this game has going for it is the huge selection of teams and different league and tournament play options.

There are three different types of teams: National, Club and Custom. Each type has 64 different teams which can be used for custom league or cup tournament construction. There is also a special league and cup for each type, such as the World Championship for National teams and the Turkey Tournament for Custom teams.

—Jeffrey Tschiltch



Graphics may not make a game, but they sure didn't help Championship Soccer '94.



Sony Imagesoft • 2100 Colorado Avenue, Third Floor, Santa Monica, CA 90404 • (310) 449-2999



GRAPHICS

Slightly better animation than on the SNES. Players are still way too small for a 16-bit game, but the backgrounds aren't as garish.

SOUND/MUSIC

About what you would expect from a Genesis game. The grunting crowd when a player is taken down is the only sound effect highlight.

PLAYABILITY

The game is a little faster than the SNES version. The controls are overly simplistic, but easy to learn.

EASY MEDIUM DIFFICULT

BANG FOR THE BUCK

THE LOWDOWN

Better than the SNES version, but not by much. The game is very easy to learn and is more suitable for younger players; older gamers will quickly tire of the lame presentation, and limited controls.

The Genesis version of *Championship Soccer* has slightly better graphics than its SNES counterpart. The menus aren't as clear but the players seem to be a bit more defined. The Genesis version features a team editor not found on the SNES. You can change the team name, country of origin, coach and player names and select uniform colors. Unfortunately you cannot edit player skill attributes.

Weather figures prominently in league play, where the games are spread out evenly over



Use the control pad to arc the flight of the ball after it's kicked.

eight months. Field conditions include icy, muddy and dry, and can either be chosen by the player or selected by the computer if the Season Weather option is turned on.

—Jeffrey Tschiltch



SCOREBOARD

AUTO RACING

	TITLE	MANUFACTURER	OVERALL	GRAPHICS	ANIMATION	MUSIC	SOUND F/X	CONTROL	SPEED	CHALLENGE	COACHING	REALISM	OPTIONS	INNOVATION	TEAM SELECTION	LICENSE
1	F1 (Formula 1)	Domark	9	8	10	7	9	8	9	9	7	8	8	7	n/a	7
2	Mario Andretti Racing	Electronic Arts	8	7	8	8	8	9	8	7	8	8	8	7	n/a	7
3	Super Monaco GP	Sega	8	8	8	7	7	8	8	8	6	6	7	6	n/a	n/a
4	Ayrton Senna's Super Monaco GP II	Sega	7	8	7	6	6	7	7	8	6	6	7	5	n/a	5
5	Nigel Mansell's World Championship Racing	GameTek	6	6	7	7	6	6	7	7	7	6	7	5	n/a	5

SUPER NES SOCCER

1	FIFA International Soccer	Electronic Arts	9	9	8	8	9	9	9	8	8	9	8	8	9	7
2	Tony Meola's Sidekicks Soccer	Electro Brain	8	8	7	6	7	8	8	8	8	8	7	8	7	2
3	World Soccer '94	Atlus	8	8	8	7	7	7	8	7	7	6	8	7	9	n/a
4	World Cup USA '94	U.S. Gold	7	7	7	7	8	7	8	8	8	8	8	7	7	6
5	Soccer Shootout	Capcom	7	7	8	7	6	7	8	8	8	7	8	6	5	n/a
6	Champions World Class Soccer	Acclaim	7	8	6	7	7	7	7	7	6	7	7	7	8	n/a
7	Super Soccer Champ	Taito	7	8	7	5	4	8	8	6	n/a	6	6	5	5	n/a
8	Super Soccer	Nintendo	6	6	7	7	6	7	7	7	6	7	6	6	6	n/a
9	Super Goal! 2	Jaleco	6	6	6	6	6	7	6	6	7	6	7	4	7	n/a
10	Championship Soccer '94	Sony Imagesoft	4	4	4	6	6	4	5	6	6	4	5	4	7	n/a

GENESIS SOCCER

1	FIFA International Soccer	Electronic Arts	9	9	9	9	8	8	9	8	8	9	8	8	9	7
2	AWS Pro Moves Soccer	Asciaware	7	7	7	8	6	7	7	7	7	7	7	7	8	n/a
3	World Championship Soccer	Sega	7	7	8	6	6	8	8	6	6	6	7	5	7	n/a
4	Pelé!	Accolade	6	7	6	7	7	5	6	6	7	5	8	6	7	5
5	Tecmo World Cup	Tecmo	6	6	6	6	6	7	7	5	5	5	5	4	6	n/a
6	World Trophy Soccer	Virgin	5	7	5	6	4	5	7	4	6	5	7	4	8	n/a
7	Championship Soccer '94	Sony Imagesoft	5	5	5	6	5	5	7	6	6	5	6	4	8	n/a

GENESIS BASKETBALL

1	NBA Showdown '94	Electronic Arts	9	9	9	8	7	9	8	9	9	8	8	7	8	8
2	NBA JAM	Arena	9	8	8	7	8	9	9	8	4	5	7	7	8	8
3	NBA Action '94	Sega	7	7	7	7	6	8	7	8	8	7	7	6	9	9
4	Bulls vs. Lakers and the NBA Playoffs	Electronic Arts	7	8	7	6	6	8	6	7	8	8	7	6	7	7
5	Lakers vs. Celtics and the NBA Playoffs	Electronic Arts	7	8	7	7	6	7	6	7	7	7	6	6	7	7
6	David Robinson's Supreme Court	Sega	7	7	8	6	7	7	8	7	6	6	6	7	5	3
7	Jammit	Virgin	7	7	7	8	8	6	7	8	6	6	8	6	6	n/a
8	Super NBA Basketball	Tecmo	5	5	6	6	5	5	7	7	8	5	6	6	8	6
9	Double Dribble: The Playoff Edition	Konami	5	6	5	7	6	6	7	5	6	4	6	5	6	n/a
10	Barkley Shut Up and Jam!	Accolade	5	6	5	4	5	5	7	5	5	4	7	3	6	3



STRAP



YOURSELF



IN



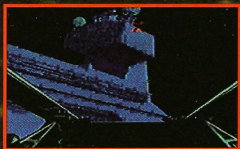
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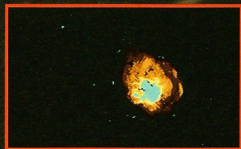
FLIGHT



OF



YOUR



LIFE.

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and fulfill your destiny.

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HARDWARE



ARCADE PRO

Are you bi-compatible? If you own a Genesis and a Super NES, STD has a stick you can plug into both machines. Practice safe gaming with the **Arcade Pro**, which STD claims "is ready to stand up to the challenge of game players everywhere." The Arcade Pro is optimal for fighting games like the *Street Fighter II* series, since its button layout emulates that of arcade machine controls. STD chose to go with a short-stemmed stick, originally popularized by overseas stick manufacturers, which gives gamers an edge for faster mobility of their characters without having to move the stick very far.

The extra-long cord is a bonus for gamers who want to

keep their distance from the possibly harmful rays emitted by the TV. With dual-speed auto-fire and slow-motion options, the Arcade Pro is well worth the price. **Suggested Retail Price: \$39.95**
Available: June

THE COMPETITION PRO SERIES

If it's a bargain you're looking for, then you should look to



6 Pad. Though not indestructible, this pad's low price allows you to abuse your pad without remorse or regard for the controller's lifespan. Crunch all you want, they'll make more. For

Genesis-only gamers, the **Competition Pro 6-Button** is a good choice. Slightly more ergonomic than the multi-system pad, this one also is highly thrashable due to its bargain price.

Suggested Retail Prices:
\$24.95 (Multi-System 6 Pad)
\$19.95 (Competition Pro 6-Button)
Available Now

THE FUTURE OF STICKS

Triax Technologies, known for its patented touch-sensitive Turbo Touch pads, is aiming higher with its new **Multi-Function** joystick. The most unique

aspect of this stick is that it claims to allow 3-D movement; in other words, you'll be able to control the Z-axis to move your sprite from the foreground to



the background and every spot in between. The only catch is that the games have to be specially programmed to use this feature. Many software companies—including Electronic Arts, Virgin and Sunsoft—have tentative plans to include Z-axis control compatibility in future game titles.

The Multi-Function will also improve upon most eight-way sticks by giving realistic 360° movement registering all of the spots in-between the eight standard ones. This is similar to the configuration of many sticks available for personal computers.

As if that weren't enough, the stick will offer adjustable speed for specially programmed games; theoretically, you could make a football player jog, run or even sidestep. All this adjustability should add up to more detailed and interesting gameplay for a number of games, but we'll have to wait until the stick comes out to see if there'll be enough software that utilizes its new technology.

Suggested Retail Price: \$49.95
Available: Fall 1994



BY JEFFERY ADAM YOUNG

GLOBAL GAMING

ACTION



Super Robot War EX

BANPRESTO
Super Famicom

RPG



The Shogun Warriors are as legendary as Bruce Lee in the Anime world. These mechanized heroes from the '70s were the greatest, right up there with Muhammad



12M+3K\$FAM

Ali, Raideen, Mazinga and Geta-Robo (Dragon) are among the group that would smush the X-Men and ruin Spawn.

Now it's 1994. The 5" die-cast metal action figures may be gone, but *Super Robot War EX* is here for the Super Famicom. The Shogun Warriors appear in the "Super Deformed" shape—you know, those short and squat types. I'm in no way a fan of this look, but the game does have awesome graphics. It's an action/RPG for one or two players with fighting mixed into your quest. Kill or be killed, gain experience and power. A continuation of previous Shogun Warrior games, this one is fast, sensational and powerful, with multiple *Dungeons & Dragons*-like levels and hit points. Due for an American release? Dream on....



Win Big With UFO Catcher



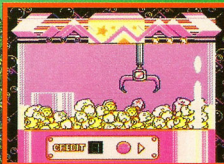
From the beauty of the island Kyushu up to the snow in Hokkaido, you'll see them. In the *Blade Runner* back alleys, they prop up drunkards in seedy bars. In the neon-lit mega-mecca shopping malls, people of all shapes and sizes crowd around to try their luck and play... the UFO Catcher.

You've probably seen these "crane games" in arcades around America; they're the ones where you move a mechanical arm to try to grab a prize. But do you know anyone who lives for this game? Usually it's impossible to win anything but empty space for your wallet or purse.

In Japan, however, it's called the UFO Catcher and it's a craze. Everywhere you go you can find kids, old people and dating couples trying their luck. In many cases a whole section of an arcade is devoted to these redemption machines—sometimes they fill an entire floor! In some parts of Japan they seem to be more popular than video games. Nintendo's *Kirby's Adventure* game for the Famicom (NES) even included a bonus game that was built around the UFO Catcher concept.

The prizes range from "Hello Kitty" dolls to huge stuffed gorillas that barely fit through the winning hole. Playing a UFO Catcher costs as much as a video game, but it's over in moments! Don't despair; there's a monumental feeling of joy that comes with winning a cartoon stuffed animal. If you use these simple hints, it might only take one try.

- 1) Scout the arcade for a UFO Catcher game that has prizes you want.
- 2) Check to see if the prize you want is loose or jammed in between the other stuffed animals—you need to find a loose one.
- 3) It helps if your prize is near the hole.



4) Grab for the head. If you get an arm or leg you usually won't win.

5) Since the prize usually falls out of the grasp of the mechanical arm, try to set it up so the prize can bounce off other prizes to fall into the hole. Good Luck!

Space Invaders—The Original Game

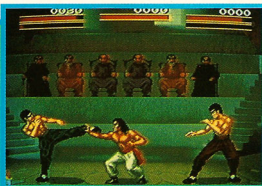
TAITO
Super Famicom

It's a time slip! Back to the past! A flashback! This is the video game that changed the face of America—for better or for worse—and now it's out for the Super Famicom with a multi-colored playing field and a two-player option. If this 1-megabit *Space Invaders* cartridge came to our stores, it could be half the price of a normal game—then again, maybe Taito would be better off including the whole thing as a hidden game in another cartridge. Sounds fun, eh?



ACTION





FIGHTING

**Dragon
 Virgin**
 Mega Drive

Based on the martial arts

film that dramatized the life story of Bruce Lee, Virgin's *Dragon* has Lee fighting through ten levels with over 2,000 frames of animation detailing over 40 attack moves and over 30 different opponents. Up to three players can participate using the Sega or Electronic Arts multi-player taps. Mega Drive, Master System, Game Gear and SNES versions of *Dragon* will hit the U.K. in September, and there are 3DO and Jaguar adaptations in development.



**SPECIAL
 REPORT**

Live from the Spring 1994 European Computer Trade Show in London, our men Mike Davila and Jeff Young grabbed a few photos of new games that are due for release in the U.K. during 1994. Most of these games will undoubtedly end up in the hands of American gamers by year's end, but remember: You saw 'em first in *Global Gaming!*

STRATEGY



Sink or Swim
 CODEMASTERS
 Mega Drive

This action/puzzle cartridge—*Sink or Swim Starting Dim Passengers* is the full title—takes you through 100 fiendishly-constructed chambers of a fast-sinking ocean liner called the *S.S. Lucifer*. The Dim Passengers must pull levers, press buttons and blow up crates to dodge spikes, fight fire, repair steam pipes and race against the rapidly rising water to reach the safety of the escape chamber.

ACTION



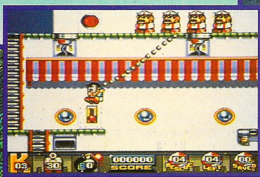
ACTION



Battlemaniacs
 VIRGIN
 Master System

Sure, the Master System's a dead issue in these parts, but this new beat-'em-up—a conversion of the Super NES title *Battletoads in Battlemaniacs*—will probably make its way over here as a Game Gear cartridge. The Master System edition has 12 levels and two-player simultaneous action.

FIGHTING



Micro Machines 2
 CODEMASTERS
 Mega Drive

Here's the long-awaited sequel to *Micro Machines*, a long-standing personal favorite of the *Videogames* staff. The Mega Drive (Genesis) edition offers simultaneous four-player action through the use of two additional joystick ports built right into the front of the cartridge (see last issue's story on Codemasters' J-Cart for details). 54 challenging courses, all-new competitors, vehicles and locations, bonus power-ups and a new "Champions' League" feature add to the fun; look for a full world-wide release in November.

ACTION

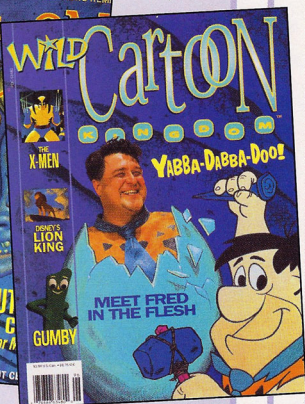


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