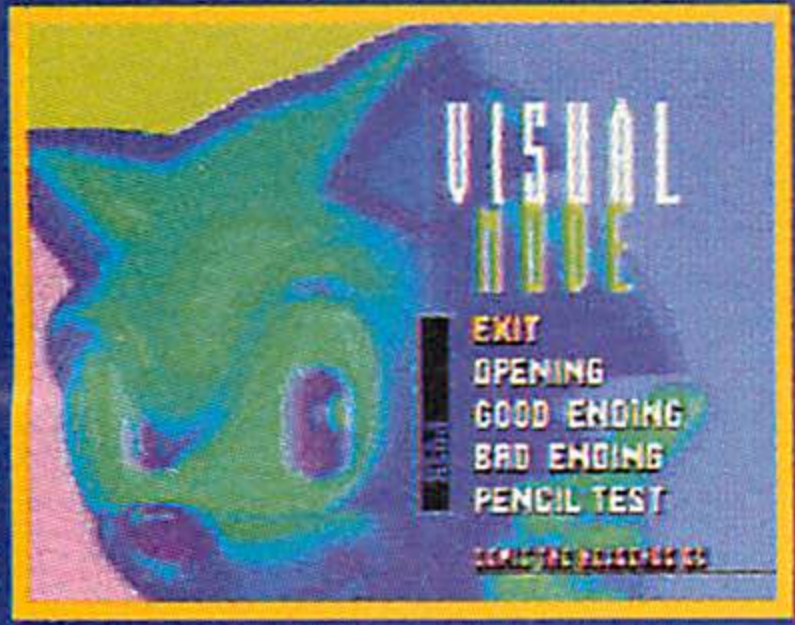


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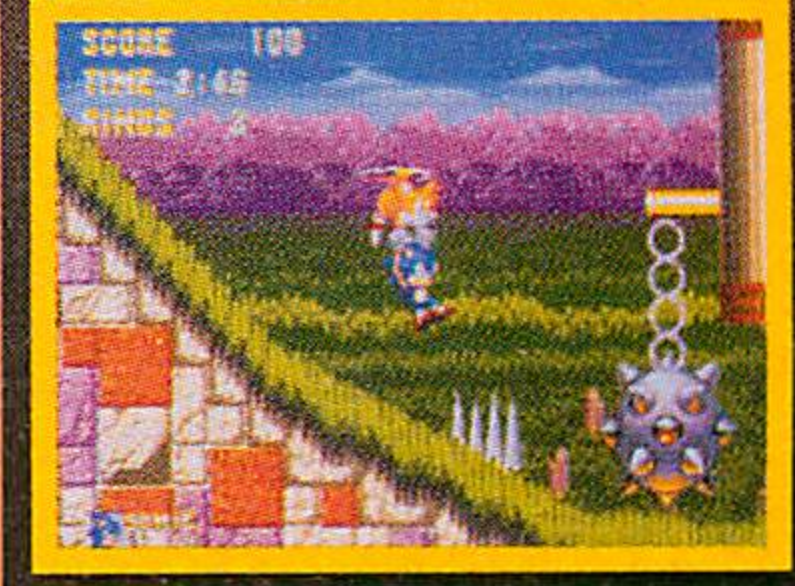
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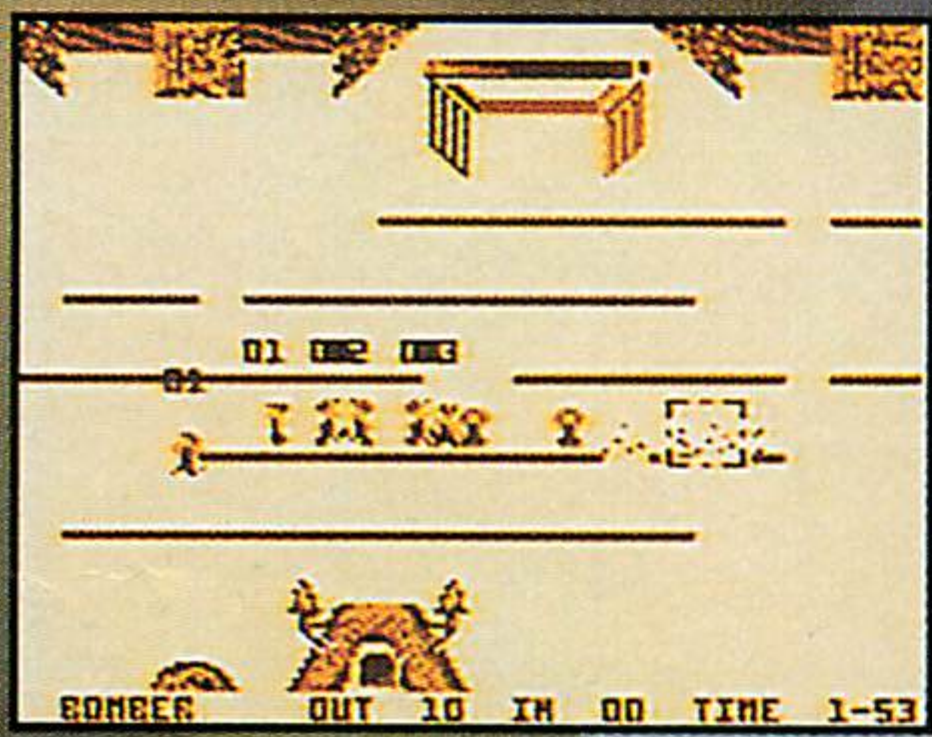
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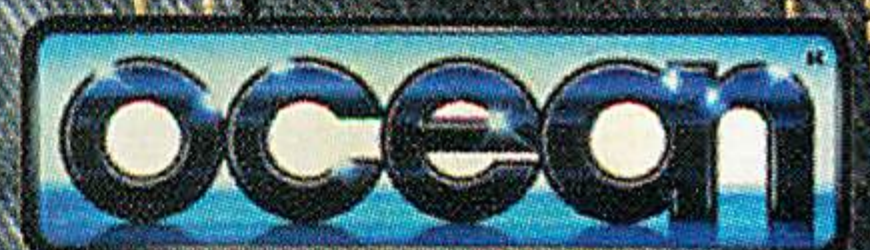
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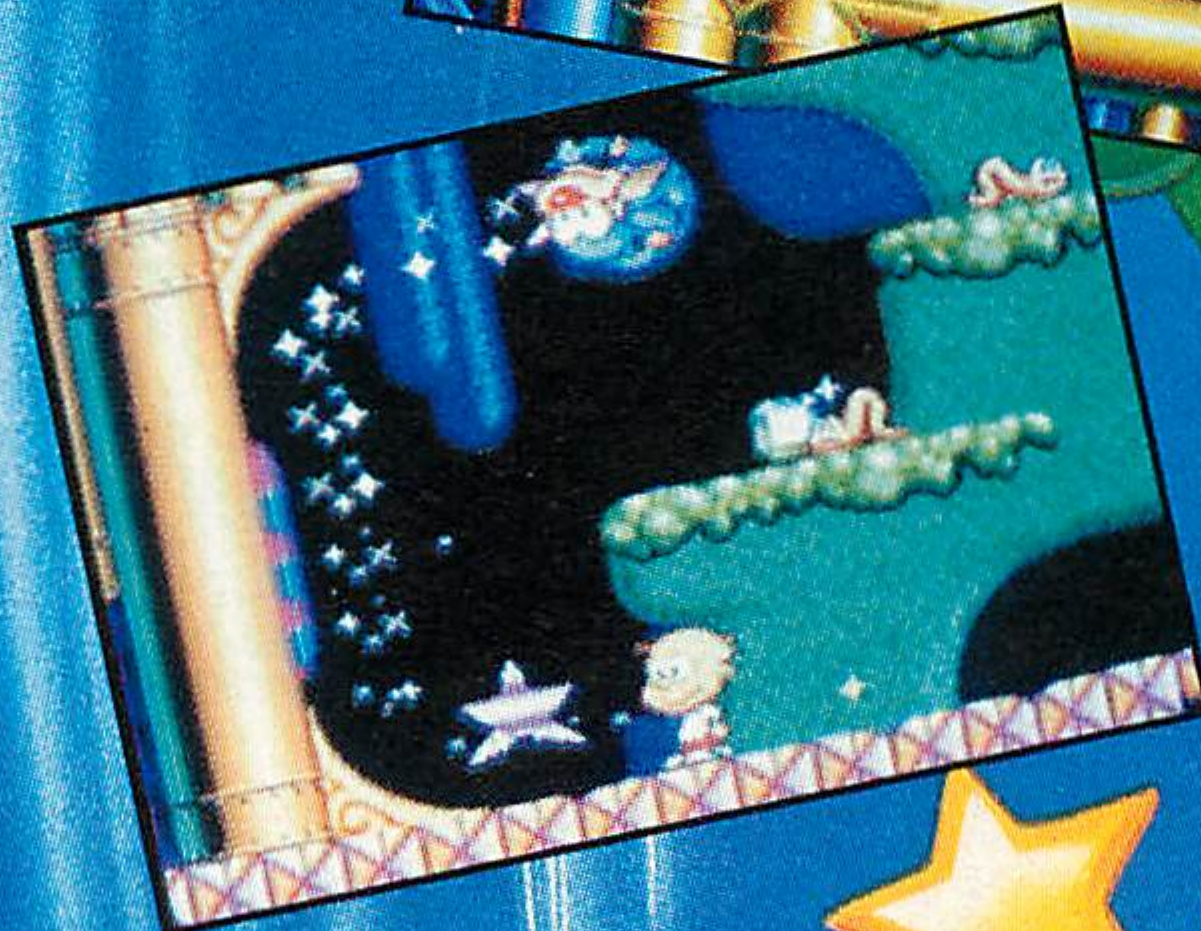
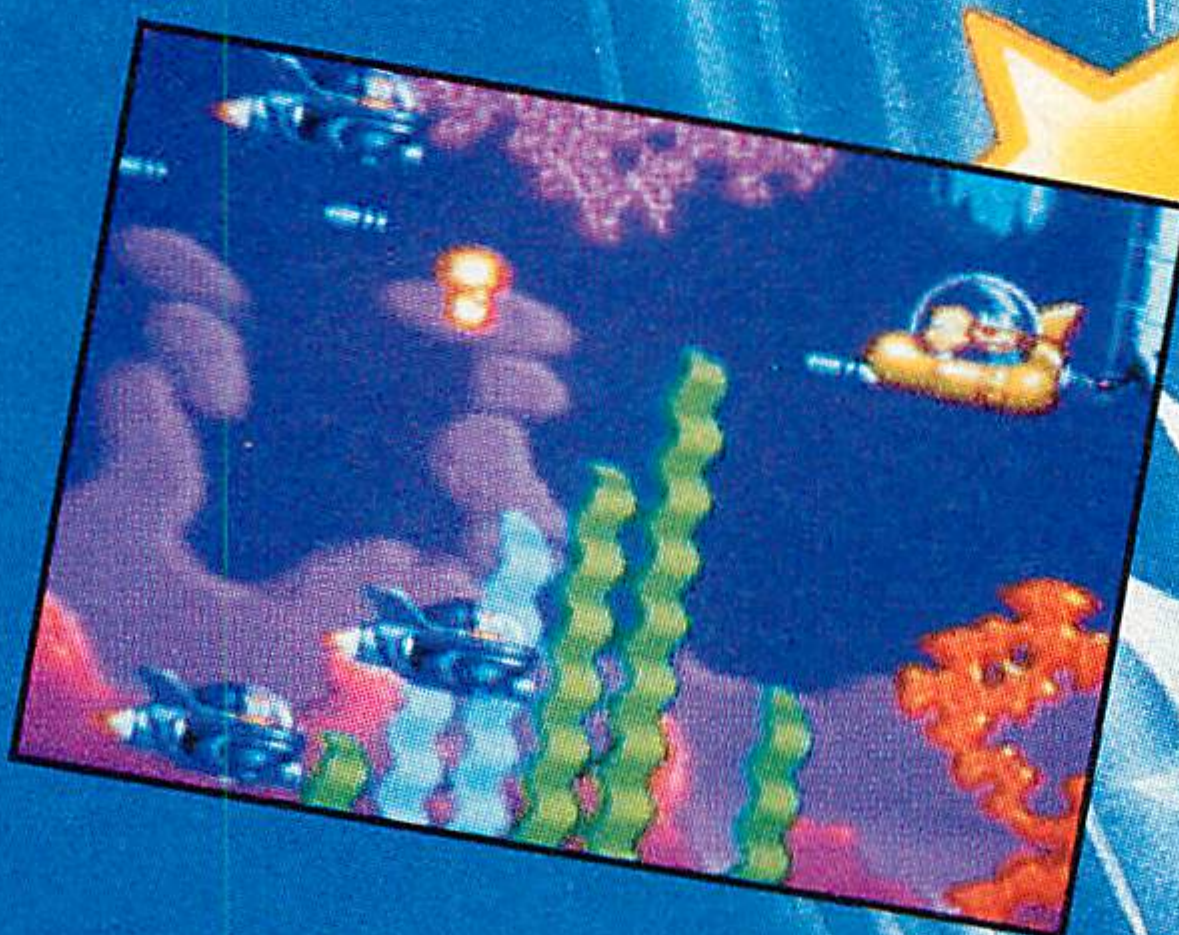


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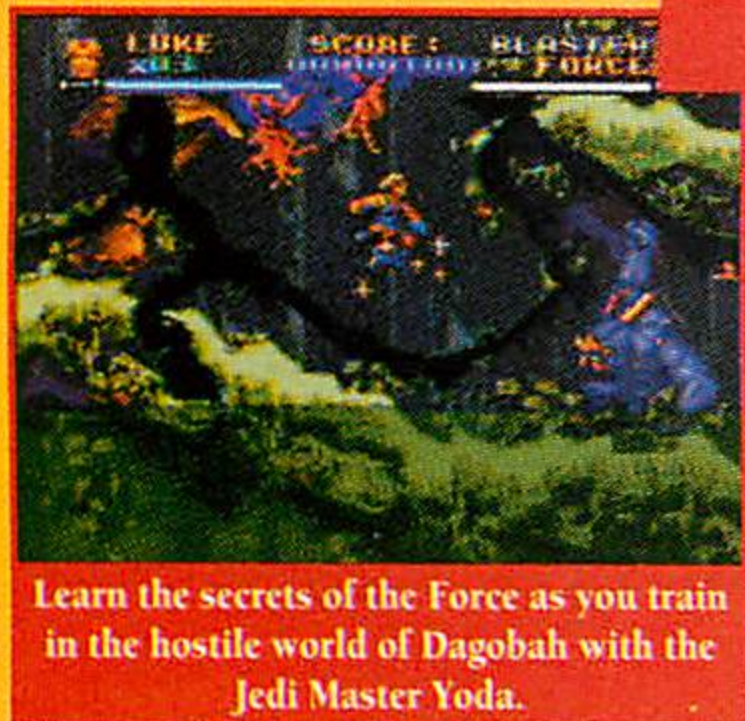
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# INSIDE VIDEO GAMES

Volume VI

Issue 3

MARCH 1994

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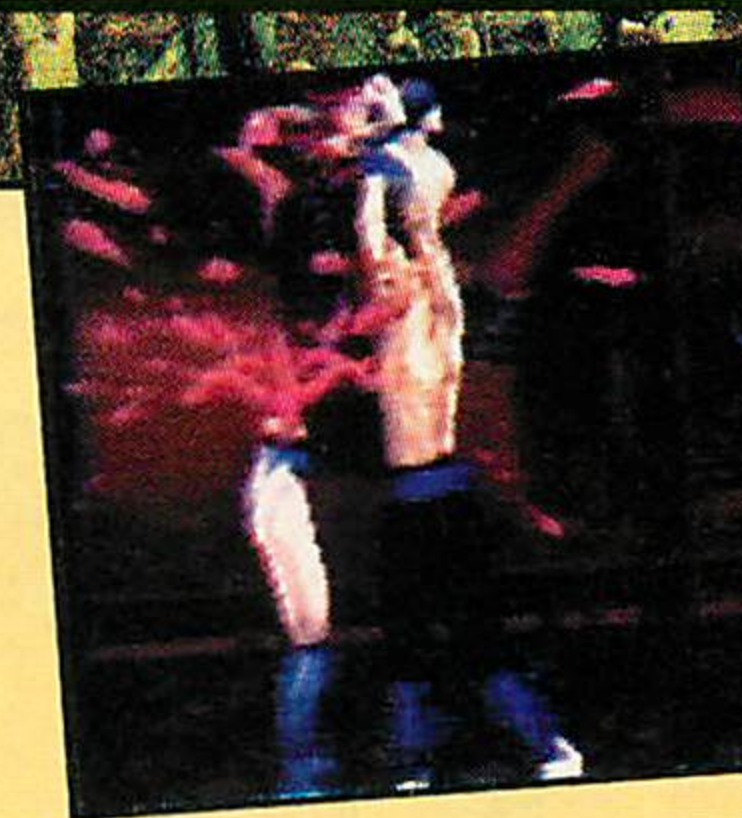


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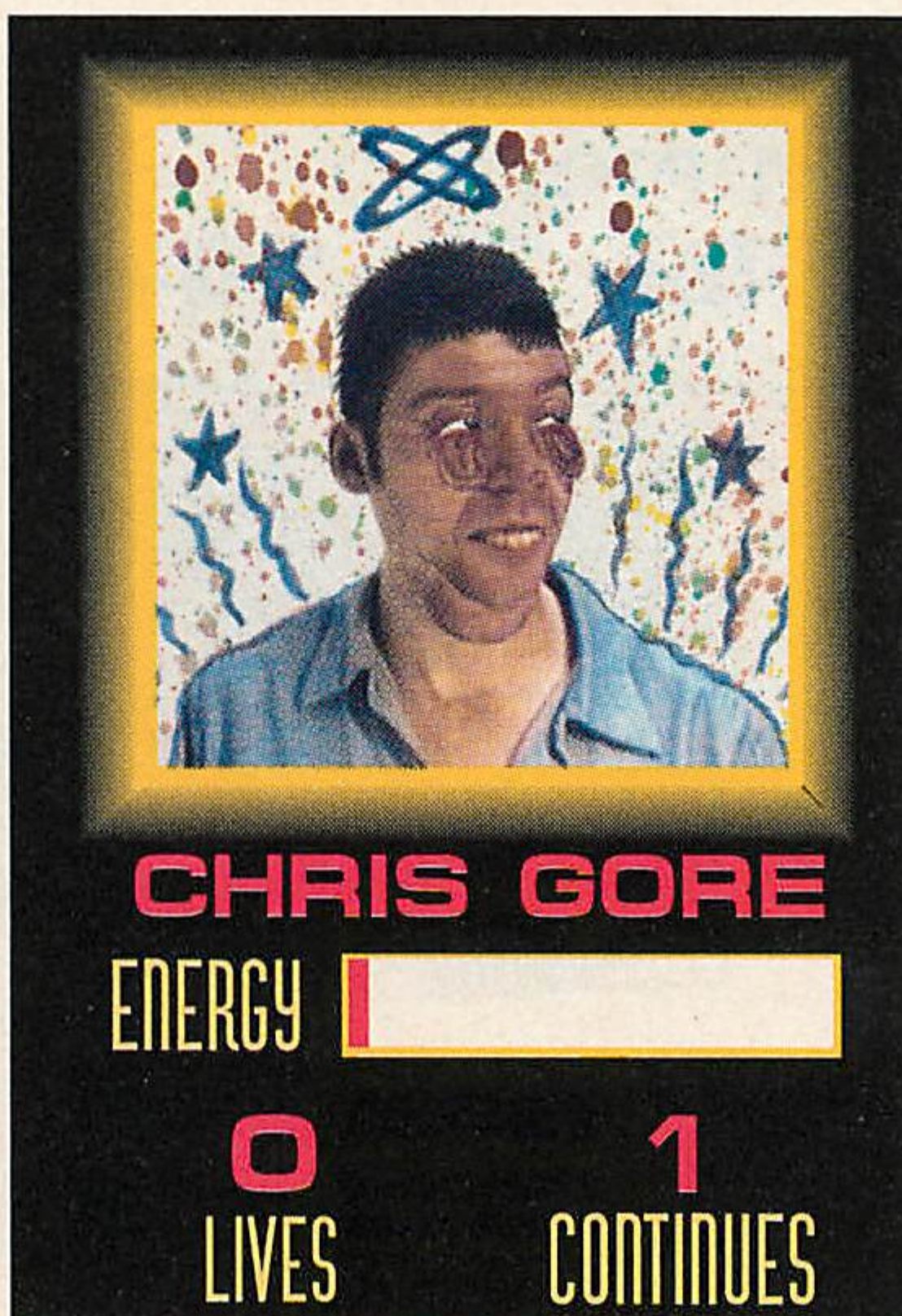


Frankly, I'm glad that the 1994 Winter Consumer Electronics Show is over. I'm exhausted. My feet don't work. My voice is shot. Muscles I didn't even know I had are screaming in pain. Let me tell you—my energy is mighty low. But video gaming must go on!

**THE SHOW:** The video-game industry has continued to grow by leaps and bounds. (Like you didn't already know that.) Companies like Acclaim, Absolute and Atari had amazing displays, and it was exciting to see many licensees with their own booths this year. When you see a company like Jaleco—who had been more closely associated with Nintendo than perhaps any other licensee—break out and set up its own booth, it's gotta be a good sign for the industry.

**THE GAMES:** It's hard to pinpoint even a few games that could be called the best. Spectrum HoloByte's Star Trek: The Next Generation for 3DO looked incredible to me; it might actually sell me the system. (Yeah, right...if the price would just come down to about \$400.) Alien vs. Predator for the Jaguar should be a major hit. With smooth virtual-reality-like movement and a cool story line, this title will kick butt. Sega's Sonic 3 will be an instant hit and Super

## WINTER CES '94 CUTTING THROUGH THE HYPE



Metroid from Nintendo looks like another winner. Philips' CD-I impressed a lot of people, including myself with better-than-3DO graphics for Psygnosis' Microcosm and an as-yet-untitled fighting game. Look for more CD-I coverage in future issues of VideoGames.

**THE REACTION:** Our new look surprised a lot of readers, with very positive reactions. The most fun was listening to the negatives, which took the form of complaints from designers who received bad reviews for their games. Hey, it's good to know we are taken very seriously by the industry. Chris Bieniek and Mike Davila told me that they can't remember a show where the magazine received as much reaction as this—both good and bad. Hey, it's the price you pay for taking risks and maintaining journalistic integrity.

**THE HYPE:** The battle of the systems rages on, and a lot of people don't know who to believe. The truth is, it all depends on the games. If a system has hot games that you can't play on any other machine—and you can afford it—then that might be the one for you. To our friends in the industry: See you in six months in Chicago. I'll be the one who smells like I've taken a bath in a vat of sports creme!

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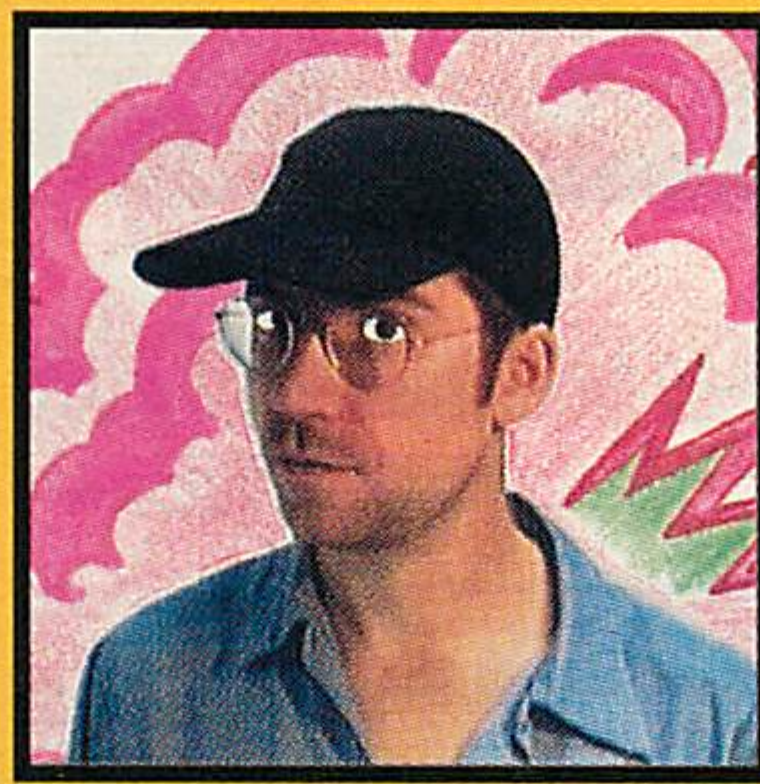
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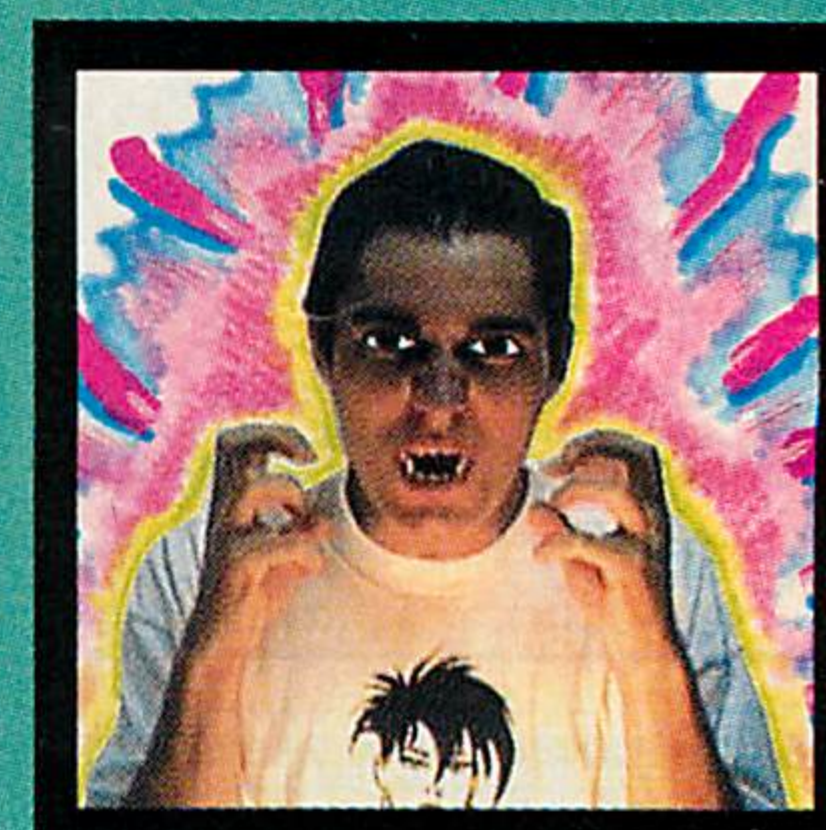
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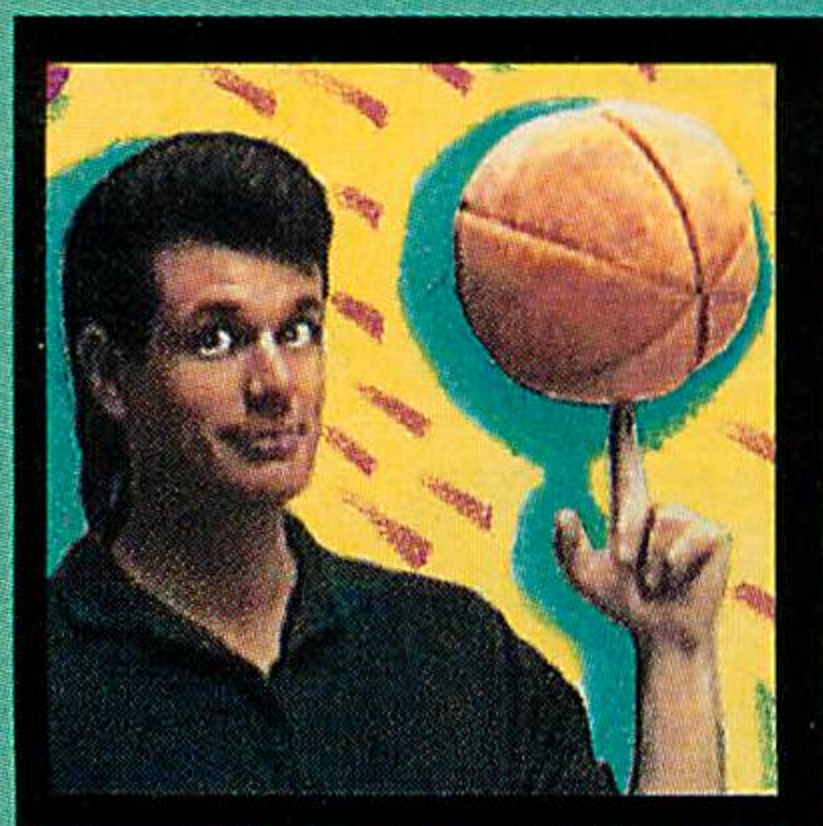
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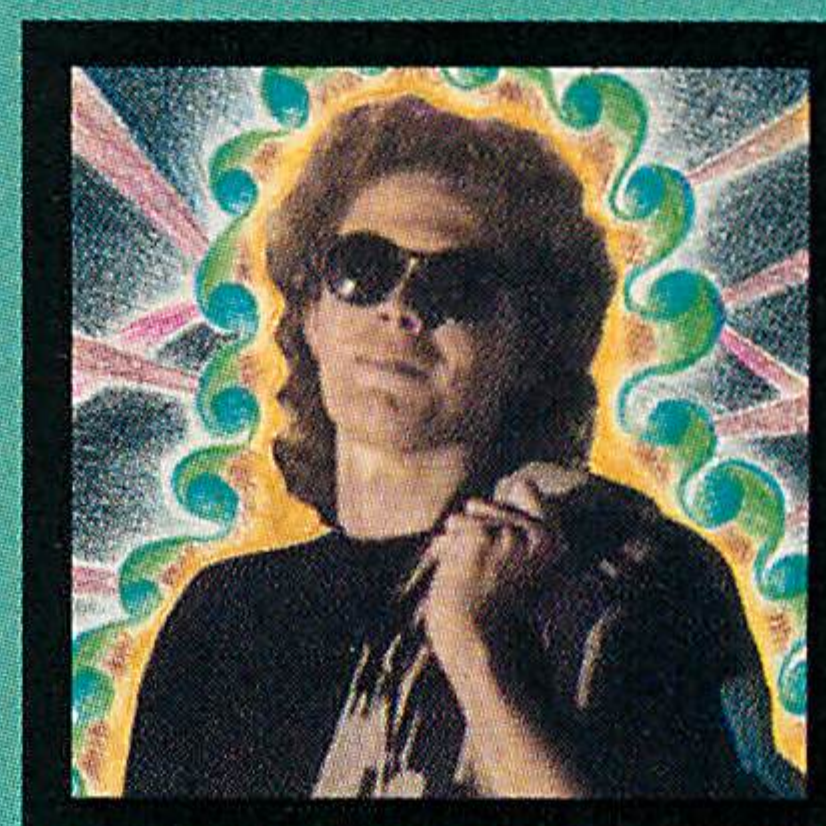
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CIRCLE #104 ON READER SERVICE CARD.



(cont.) amazing feats ever attempted. This is a circus act like no other, with thrilling stunts and... flying acrobatics that... audience. Some... Aero the Acro•Bat is a high-flying, death-defying... who combines super... artistry with excitement and danger. This reporter has never seen anything quite like it.

The circus starts out innocently enough, with Aero soaring through the air in a series of aerial somersaults. This is gold medal stuff, fans. He flips, zips, hurls and whirls through the air, as the audience gapes and gasps in amazement.

"Aero the Acro•Bat is a totally awesome dude," said Rita Zimmerer, one of the lucky girls who sat in the front row of the circus. "For a little bat, he's got a lot of..."

Aero's act is based on agility and plain old stunts. He frequently buzzes the audience as he leaps from trapeze to trapeze. He is bathed in brilliant spotlights. He buzzes the audience with his brilliant yellow wings.

As the audience holds their collective breath in silent amazement, at times the only sound is Aero's high-pitched squeal of delight as he prepares for one of his now-famous power dives.

Even the other circus performers stop to watch Aero. This reporter noted clowns, magicians and even trapeze operators from the far side of the arena gathered under the stars, wondering what might happen next.

fun, but then it got weird," recalled circus janitor Al Artus. "I thought that little bugger was gonna bite it, all right," added Annette Hyssong, circus vendor.

Leaping from a towering, teetering platform, Aero the Acro•Bat realized that this was more death-defying than anything he had ever done. One of the platforms was rigged with explosives... which threatened not only the super bat, but the entire audience as well!

"I thought I'd wet my pants," complained Karen Shadley, a shy young girl who had traveled all the way from Illinois to see Aero the Acro•Bat perform. "When that platform disintegrated, my life was in Aero's hands." Capable hands indeed, as it turned out.

Shrouded in darkness as the lights mysteriously malfunctioned, Aero leaped to safety and landed with a flourish!

But it was only the beginning. Not only did Aero have to protect the audience from the danger of falling debris, he had to protect himself from the "bad boy of the big top," the evil, diabolical and just plain mean Edgar Ektor. This guy must really hate bats.

This reporter heard that Ektor had sabotaged the circus and anyone who got in his way. And he's not about to stop until Aero—and the circus—are destroyed. Ektor has employed a team of dirty, nasty, filthy, scheming nogoodniks to help him carry out his

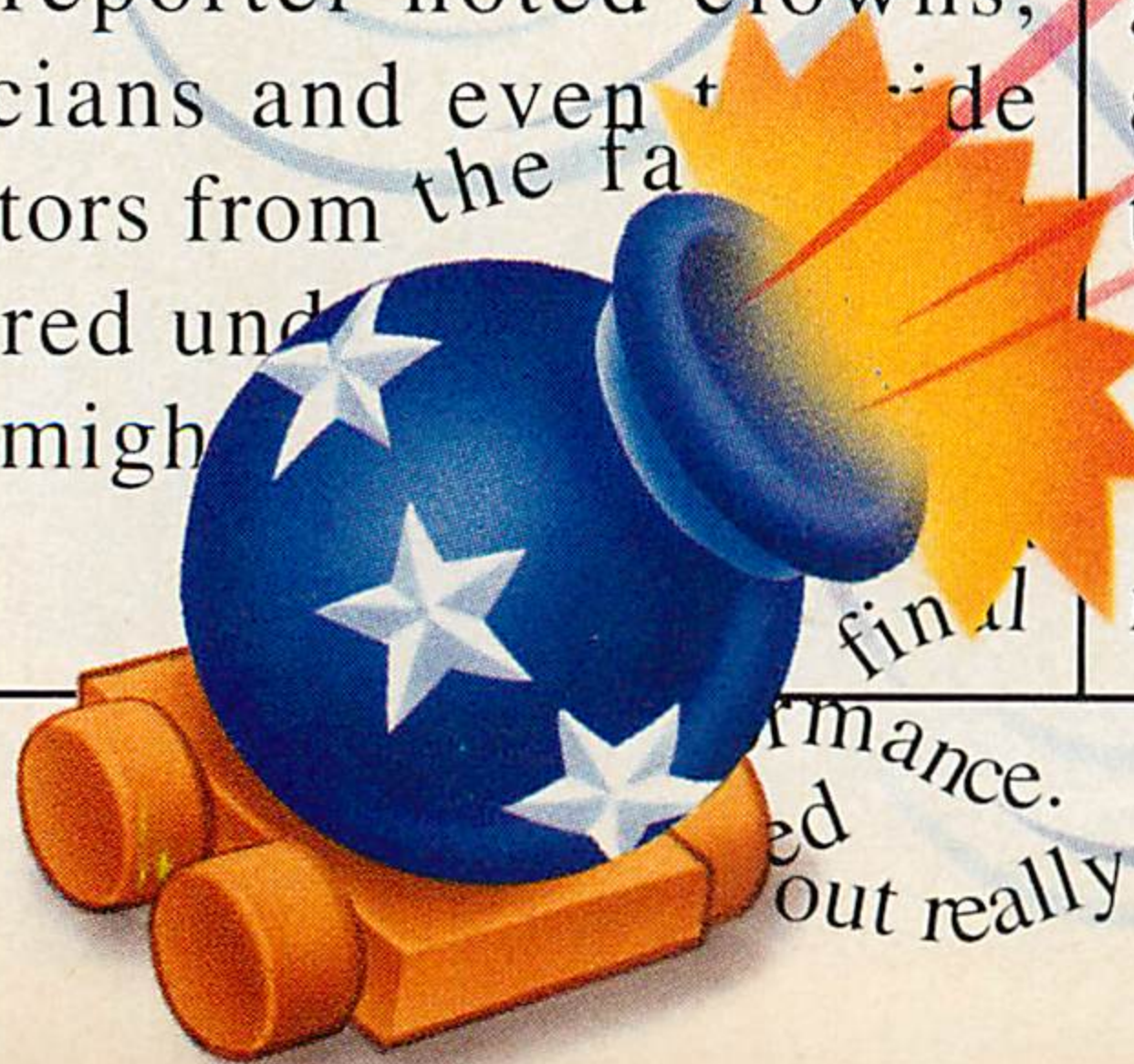
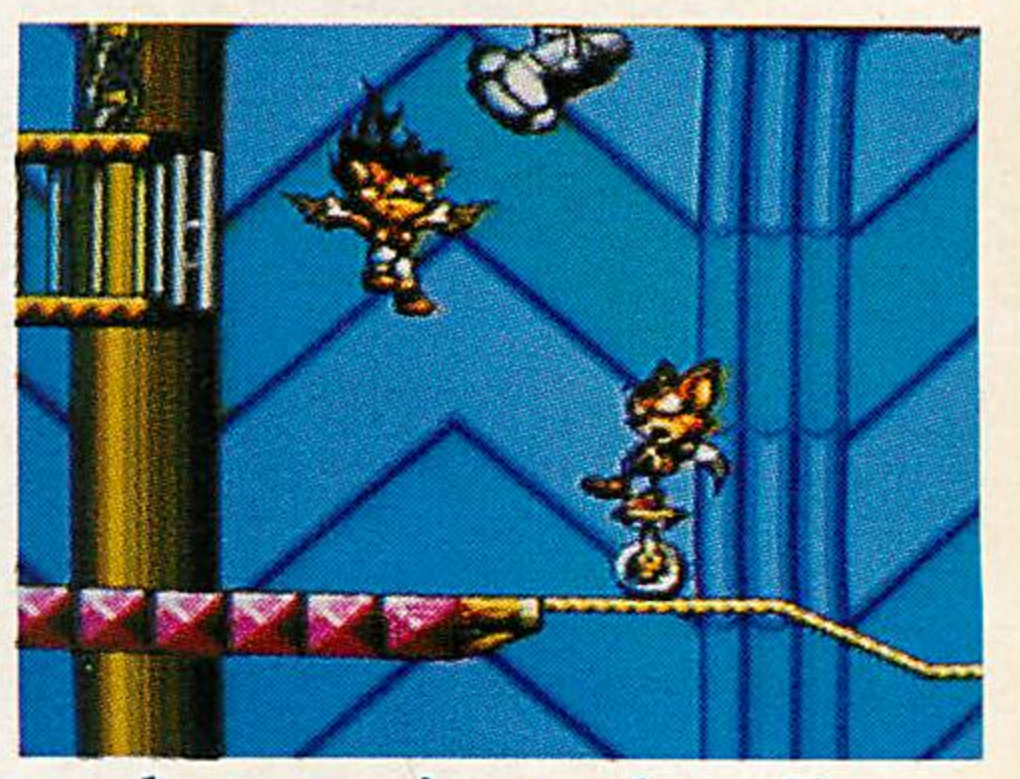
plan. Clowns that can literally make you laugh to death. Not to mention whipping spiked balls that can do serious damage. Or a psycho madman named Marko, who constantly shoots himself out of cannons like a crazed kamikaze. Aero doesn't even mention the tightropeballerina who loves to squish bats. About a handful!

But these battles can't compare to Aero's early struggle toward fame. Auditions



landed him bit parts in low-budget films, but nothing he could sink his teeth into. He answered a casting call for a made-for-TV baseball movie. Yet his hopes were quickly dashed. "They said they needed bats," says an embarrassed Aero. "How was I to know they meant wooden ones?" But that setback didn't keep him from the big time under the big top, where the wicked Edgar Ektor was waiting.

The evil Ektor carries a lot of emotional baggage. According to Bruce Reilly, criminologist and noted circus buff, Ektor was banished from the circus years ago after endangering the lives of his fellow circus troupe





members. Allegedly, his innocent pranks and practical jokes took a decidedly twisted turn, and he enjoyed inflicting pain and suffering on circus performers and audience members alike. "Ektor was a really, really sick little boy," said Alison Quirion, the renowned performing poodle trainer who worked with Ektor during the early circus days. "He started out with all sorts of stuff like squirting water, exploding cigars, glue bombs, and all sorts of things. Next thing you know, there's grease, ketchup, and dynamite in the air."

Ektor hadn't been in the circus for years. Until he appeared in the ring, the circus was a demise in minutes. Tad "Smiley" Shimano, a circus clown, thought we were brainwashed members of the circus, for sure," said Shimano. "He threw a fight to us, and we didn't even get on candy," he added.

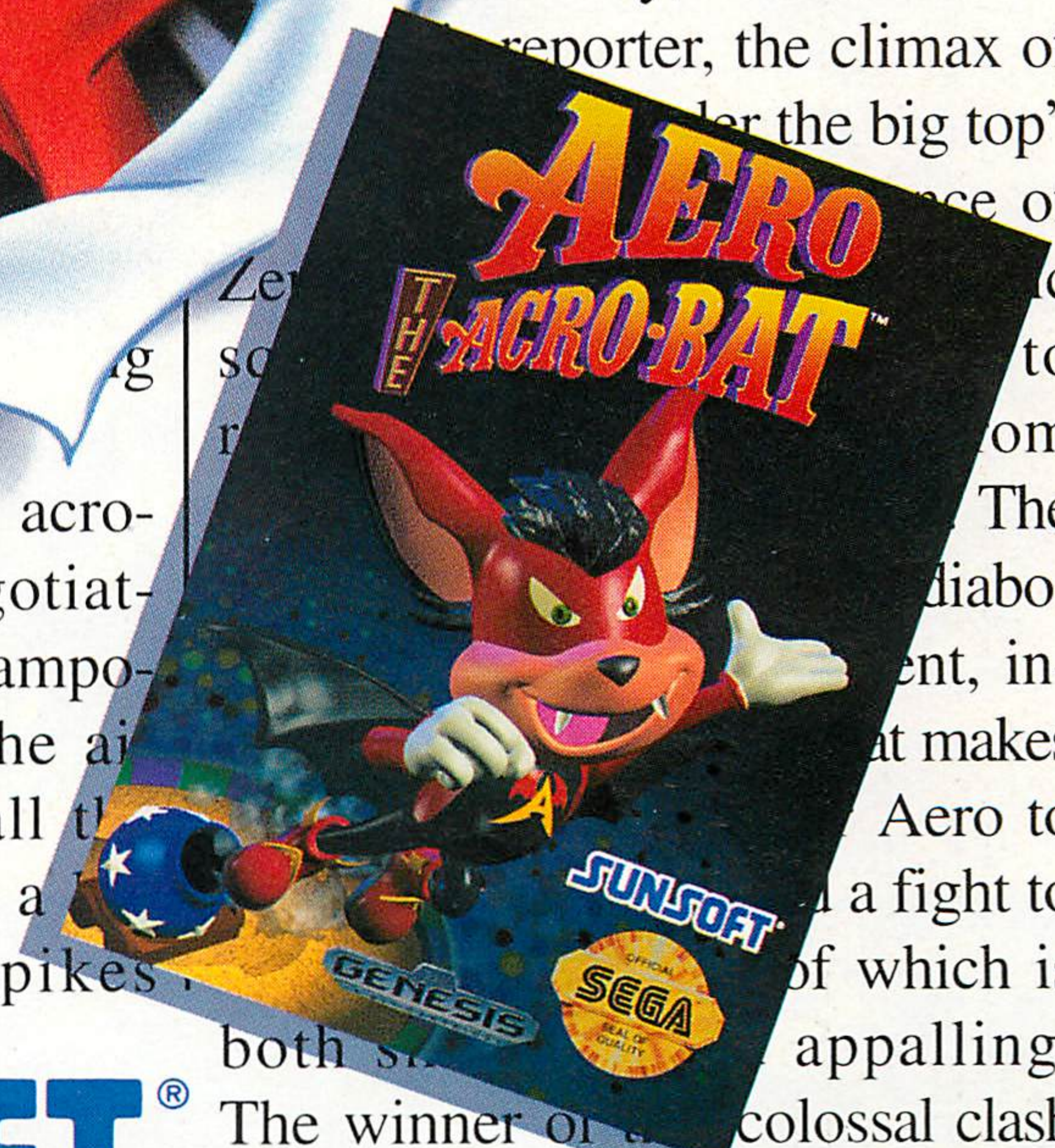
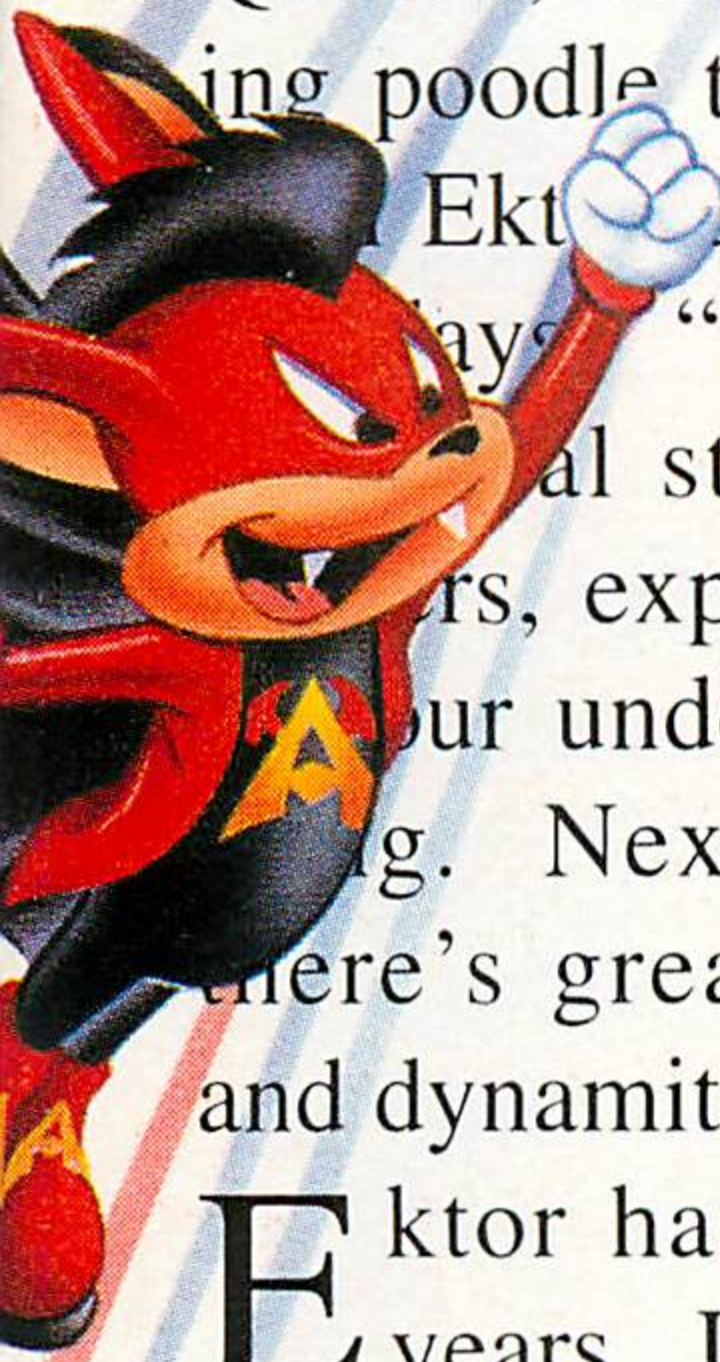
But Aero the Acro-Bat was a licking and kept on going. Using strength and wit, he found himself negotiating a perilous series of trampoline stunts, landing far into the air, and avoiding becoming a shishkebab on hidden spikes. "It was really warped, man," said David Siller, who himself sur-

vived an attack by Waldo, the wicked, whipping lion tamer when Aero swooped from the air and deftly punched the muscular Waldo into a pulp. "It started out as the coolest circus ever," he said, "but then the bodies flying everywhere and the fleas from the flea circus were into demolition."

Aero continued to perform for the now-terrified audience even while the sicko saboteurs tried to slice into the circus. The Saboteurs had

Ektor had placed on the floor and roof. He spun, drilled and flipped his way past an onrushing convoy of Ektor's henchmen. And he finished them off with a flourish! The audience paid their money's worth at the circus. Because the circus continued right on to the fairground. Aero kept right on going, disarming hundreds of booby traps on the fairground rides and saving thousands of lives in the process. In the meantime, many circus goers found themselves locked in animal cages, their fate yet to be determined by Ektor. "We had just gone down to get some cotton candy when this horrible, ugly slimeball grabbed us from behind!" recalled Tad "Smiley" Shimano. "He threw a fight to us, and we didn't even get on candy," he added.

reporter, the climax of the circus under the big top" was a face of Zen. Aero the Acro-Bat was so good, he was able to perform stunts from the top of the circus. The acrobat's diabolo act, in which he spins a diabolo that makes Aero to perform a fight to the death, of which is both surprising and appalling. The winner of the colossal clash turned out to be (continued)



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CIRCLE #105 ON READER SERVICE CARD.



### U.S. SENATE CALLS FOR VIDEO-GAME LEGISLATION

On December 1, 1993, U.S. Senator Joseph Lieberman (D-Conn.) held a press conference in which he proposed legislation that would require the video-game industry to better inform consumers about the content of its games. If approved, the new legislation would give video-game manufacturers one year to determine an industrywide standard for



**Sen. Joe Lieberman:** "We're not talking about Pac-Man or Space Invaders anymore."

labeling game cartridges and boxes to inform consumers of violent and/or sexual content. At the senator's invitation, three other speakers appeared at the press conference to discuss the need for these new standards: Bob Chase, vice-president of the National Education Association, Barbara Toman, president of the Parent-Teacher Association of Connecticut, and Bob Keeshan, a respected children's advocate who is perhaps better known as the former kid-TV hero Captain Kangaroo.

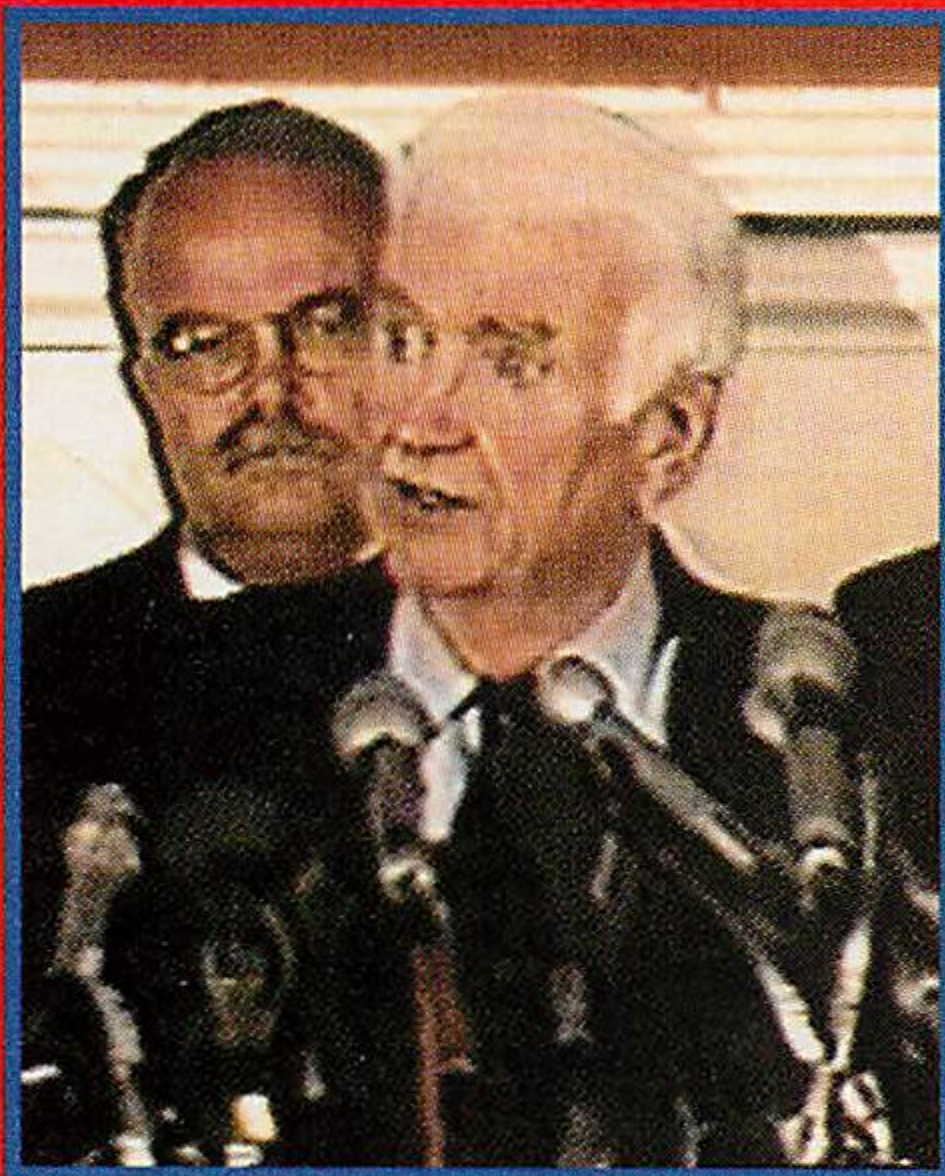
To demonstrate controversial video-game imagery to those unfamiliar with current game technology and software, a videotape with short scenes from *Mortal Kombat* and *Night Trap* was shown to the crowded press-room. In case anyone missed the point, Senator Lieberman interjected with such comments as "That's the character pulling the heart out" and "That's the decapitation, with the spinal cord." Lieberman later referred to the two

games as "junk," "real junk" and even "extreme junk."

Right off the bat, eagle-eyed VIDEO-GAMES staffers noticed something interesting about the *Mortal Kombat* scenes that were shown to the crowded room. While the videotaped footage was identified by Senator Lieberman as being taken from the Genesis version of *Mortal Kombat*, the character size, soundtrack and over-the-top blood effects were unmistakable proof that these were scenes from Midway's original arcade version of *Mortal Kombat*. (Side-by-side comparisons show that the Genesis version does not include as much blood as the coin-op, even with the "blood code" activated.)

Sega should be outraged; it was repeatedly identified as the producer of the images from both games shown at the press conference.

**Bob "Captain Kangaroo" Keeshan:** "It is the parent or the guardian who must be the final arbiter for what is appropriate for a child."



While it can be held responsible for the Sega CD version of Digital Pictures' *Night Trap*—which was released under the Sega label—*Mortal Kombat* was created by Midway, developed for the Genesis by Probe Software and released by Acclaim under the Arena label for that machine; Sega was only a licensor of the game.

Also not mentioned was the fact that the default setting of the Genesis *Mortal Kombat* has no blood and less-violent finishing moves than even the Super NES version. Only by entering a special code can these features be activated; incredibly,

even many of the game's owners are still unaware of the code.

Another of Senator Lieberman's more irksome statements came when he concluded that "common sense suggests that the effect of violence or sexual images in video games may be even greater" than in noninteractive television violence, which Lieberman claims has been linked to aggressive behavior by the Surgeon General, the

American Medical Association and the National Institutes of Mental Health, "among many others."

Well, we'll believe it when we see the results of studies that specifically examine the effects of violence in interactive entertainment, not just in passive television viewing. Common sense doesn't always lead to logical and/or scientifically accurate conclusions. Common sense, for example, dictates that a professional magazine filled with poor

spelling, bad grammar and inaccurate information would be laughed off the shelves; yet, in defiance of all logic, our competitors can still be found on newsstands all over the country.

But seriously, it might be a mistake to assume that the interactive nature of video games would magnify the effects of violence that have been established in experiments with noninteractive audiences. Common sense might lead one to conclude that the physical act of manipulating a video-game controller makes all the difference in the world, that the sense of direct involvement could lead to a player's eventual inability to distinguish between real aggression and the kind demonstrated by the flashing images on a TV tube.

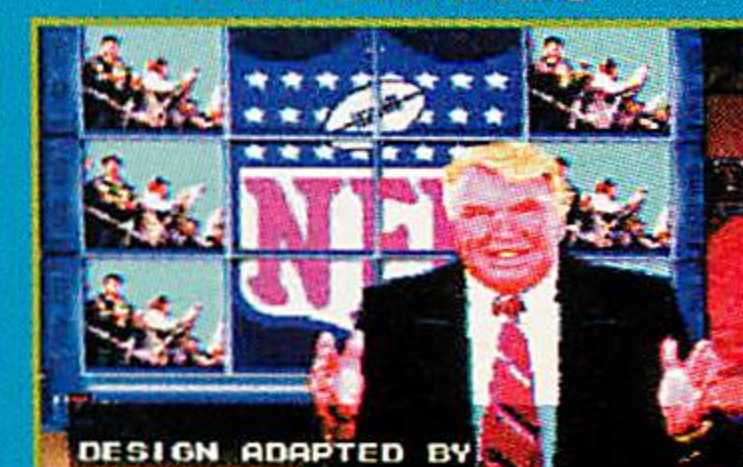
#### TOP 10 GENESIS



1. *NFL Football Starring Joe Montana* by Sega
2. *Madden NFL '94* by Electronic Arts
3. *Mortal Kombat* by Acclaim
4. *NHL Hockey '94* by Electronic Arts
5. *FIFA International Soccer* by Electronic Arts
6. *Sonic Spinball* by Sega
7. *Disney's Aladdin* by Sega
8. *Tecmo Super NBA Basketball* by Tecmo
9. *Tecmo Super Bowl* by Tecmo
10. *Street Fighter II* by Capcom

1. *Madden NFL '94* by Electronic Arts
2. *Clay Fighter* by Interplay
3. *Secret of Mana* by Square Soft
4. *Mortal Kombat* by Acclaim
5. *NHL Stanley Cup Hockey* by Nintendo
6. *NHL Hockey '94* by Electronic Arts
7. *Tecmo Super Bowl* by Tecmo
8. *NBA Showdown* by Electronic Arts
9. *Disney's Aladdin* by Capcom
10. *Super Empire Strikes Back* by JVC

#### TOP 10 SUPER NES







**Barbara Toman, president of the Connecticut PTA: "Get the information out there so that parents can be the censors for their children."**

forces the player to *think*. The most successful *Mortal Kombat* players are the smart ones. They can think on their feet, stringing combination moves together to exploit the strengths and weaknesses of specific characters, knowing when to block or duck, identifying patterns of their opponents' moves and knowing exactly how to counter them. Unlike a couch potato test subject—whose passive mind might soak up violent images like a sponge, never knowing where those aggressive impulses came from—it's possible that video-game players are far less likely to be influenced by violent imagery, simply because their brains are much more active while they're taking it all in.

At the press conference, Ms. Toman was the only one of the four speakers who hinted that additional research into the effects of video-game violence might be worthwhile.

Incidentally, it's worth mentioning that the execution of a standard move in *Mortal Kombat* differs somewhat from the successful performance of a fatality move. When you press a button during a battle, your character immediately responds with a punch, kick or block... but when the magic words, "Finish him!" appear on the screen, you press a bunch of buttons that in no way correspond to the actual character movements you're expecting to see. What happens next

is most interesting: When the screen darkens—which is the first indication that the controller/button combinations have been pressed correctly—most players will *let go* of the controls as they passively watch their on-screen character kill his or her opponent. It's ironic that the most controversial parts of the most controversial game in any discussion of video-game violence are not really interactive at all!

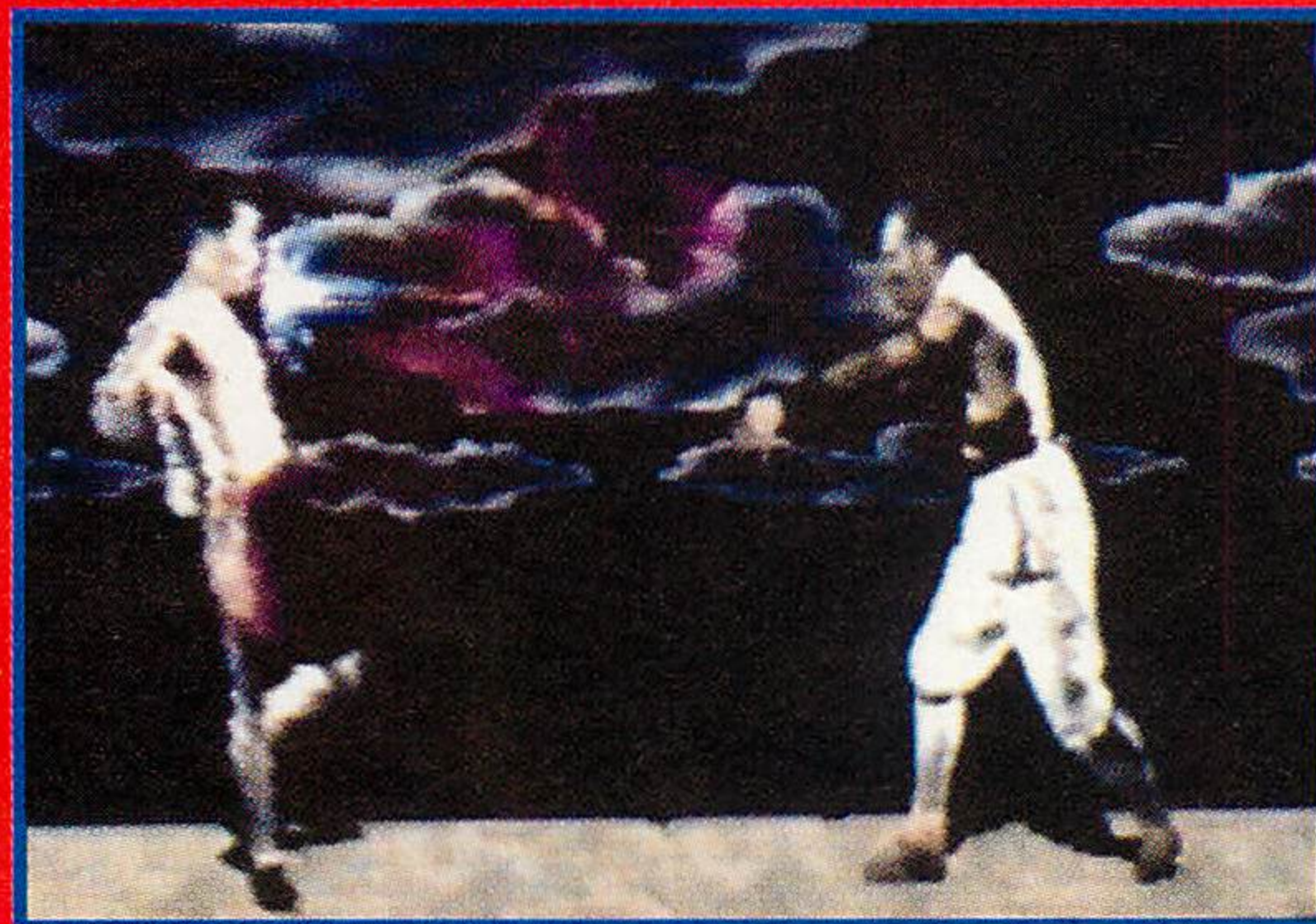
What to do? While the responses of industry leaders are being received and understood by the would-be legislators, *VIDEOGAMES* Magazine will continue to bring you coverage of the ongoing battle against video-game violence. Until next month though, here's a little food for thought: Educating parents about the content of the games their kids are playing is important, but what's even more crucial right now is the need to educate our lawmakers. They need to know what's going on in the video-game industry by getting some firsthand experience—not by passively watching videotaped



**Night Trap for the Sega CD: What's all the fuss?**

footage of Kano performing his own unique brand of heart surgery in a collection of scenes that are taken out of context and assembled by some public relations firm for easy digestion.

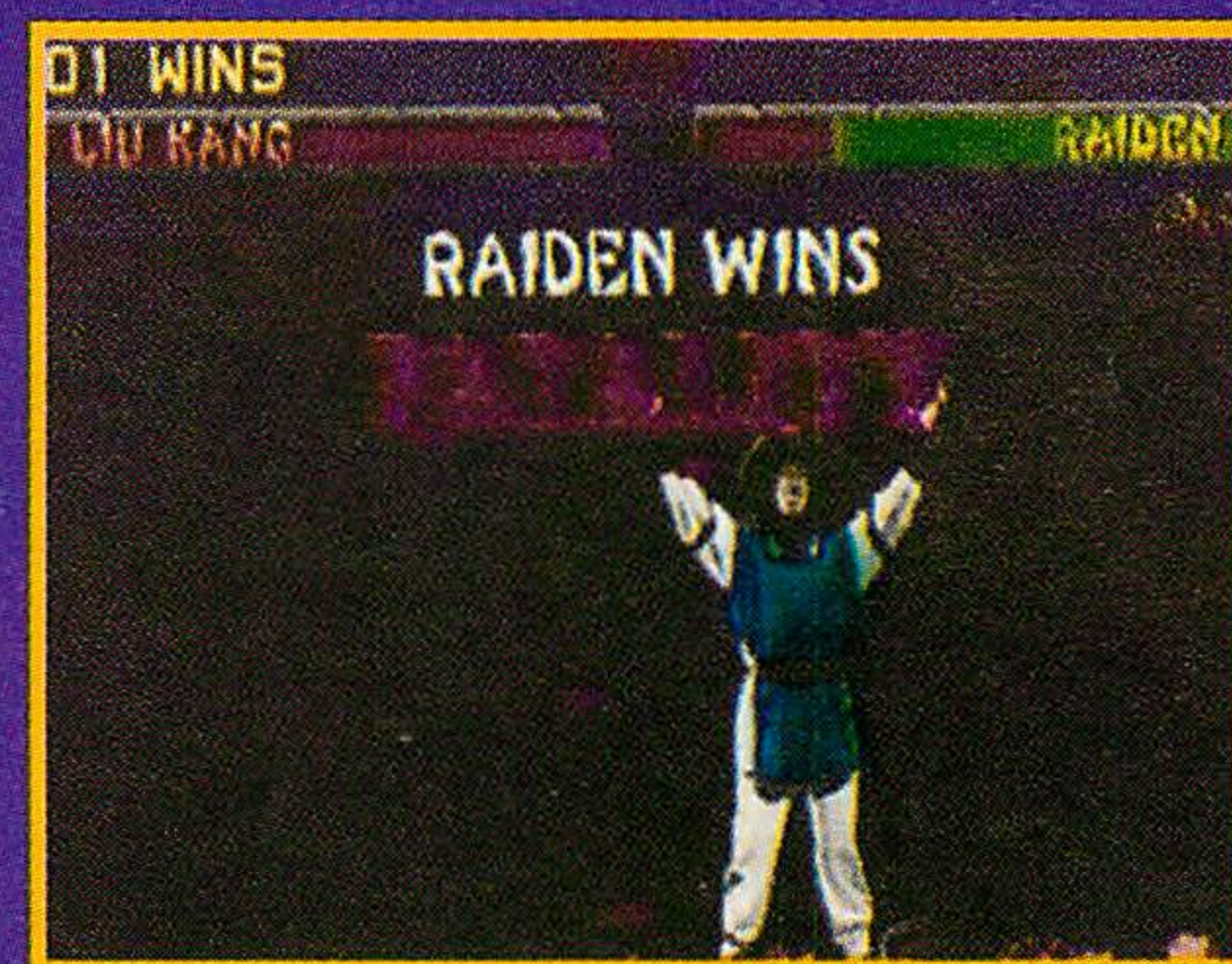
**The Senate seems to think that Sega created the arcade version of *Mortal Kombat*.**



We urge Senator Lieberman to pick up a controller and play some video games; it's the only way to ensure that the gaming industry will be treated fairly when its year is up.

## CAPTAIN KANGAROO ON MORTAL KOMBAT

After the December press conference, a reporter asked speaker Bob Keeshan about his personal reaction to seeing *Mortal Kombat* for the first time. Here's his response:



"Disbelief, I guess. Look, I have crazy ideas myself; every creative person has weird ideas occasionally, and I know I have the right to have them. But I also know that I have a responsibility to my audience not to put all of those ideas into my work. So, when I saw *Mortal Kombat*, I just could not believe that anyone would go that far.

Now, I'm not a naive person; I've been in the television industry for 45 years. I know how important the bottom line is in this and related industries, and the bottom line is driving this; there's no kinder way to put it. I did find it very difficult to believe that people would go that far for a dollar, to put this kind of material together in video [game] software. I was shocked.


Even more than that, as a child advocate—as many of you know, for the American Academy of Pediatrics and the National Association of Children's Hospitals, of which I'm a director, and so on—I spent so much time in the last decade or so talking about the need for everybody in our society to be a part of the nurturing system. The nurturing of children is not a responsibility of the parents alone, or of grandparents, or of caregivers. The nurturing of children—if we are to survive as a society—is the responsibility of everyone.

There's a wonderful African proverb that's often quoted: 'It takes a village to raise a child.' Not just the immediate family, but everybody in the village. And all of us in this society are part of that village, including the software manufacturers in this video [game] industry. Somebody there in some position ought to be saying, 'This is not good for the future of our society. I have a responsibility to exercise here if I'm going to be a part of the nurturing system, which I am.' That's what I hope is the response that we get from the industry; that they acknowledge that they're a part of the nurturing system in this nation and that they play their role in nurturing American children."

**TOP 10**  
**GAME BOY**  
**TETRIS 2**  
**VIDEOGAMES**

1. *Tetris 2* by Nintendo
2. *Mortal Kombat* by Acclaim
3. *Kirby's Dream Land* by Nintendo
4. *Kirby's Pinball Land* by Nintendo
5. *Super Mario Land* by Nintendo
6. *Legend of Zelda: Link's Awakening* by Nintendo
7. *NFL Quarterback Club* by Acclaim
8. *Super Mario Land 2* by Nintendo
9. *Tetris* by Nintendo
10. *Star Trek: TNG* by Absolute

1. *Mortal Kombat* by Acclaim
2. *Sonic Chaos* by Sega
3. *Ecco the Dolphin* by Sega
4. *Star Wars* by U.S. Gold
5. *The Ren and Stimpy Show* by Sega
6. *Columns* by Sega
7. *World Series Baseball* by Sega
8. *PGA Tour Golf* by Tengen
9. *Desert Speed Trap Starring the Road Runner* by Sega
10. *World Cup Soccer* by Tengen

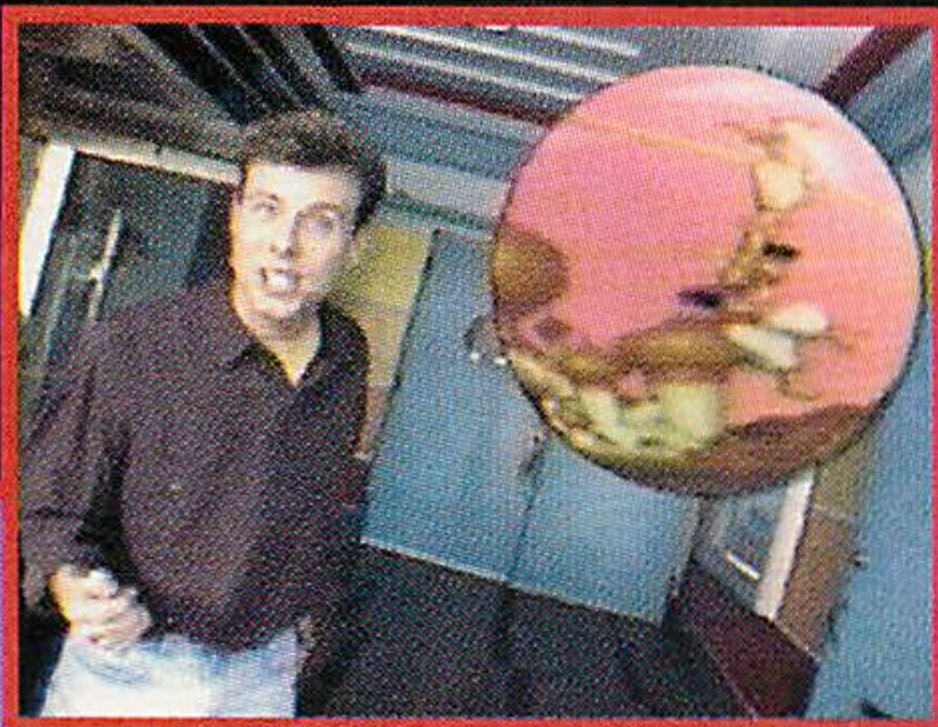
**TOP 10**  
**GAME GEAR**  




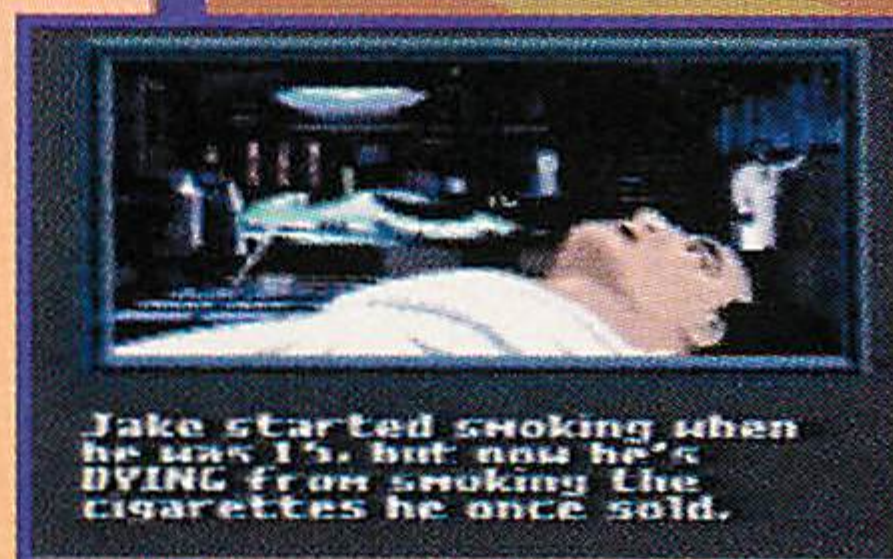
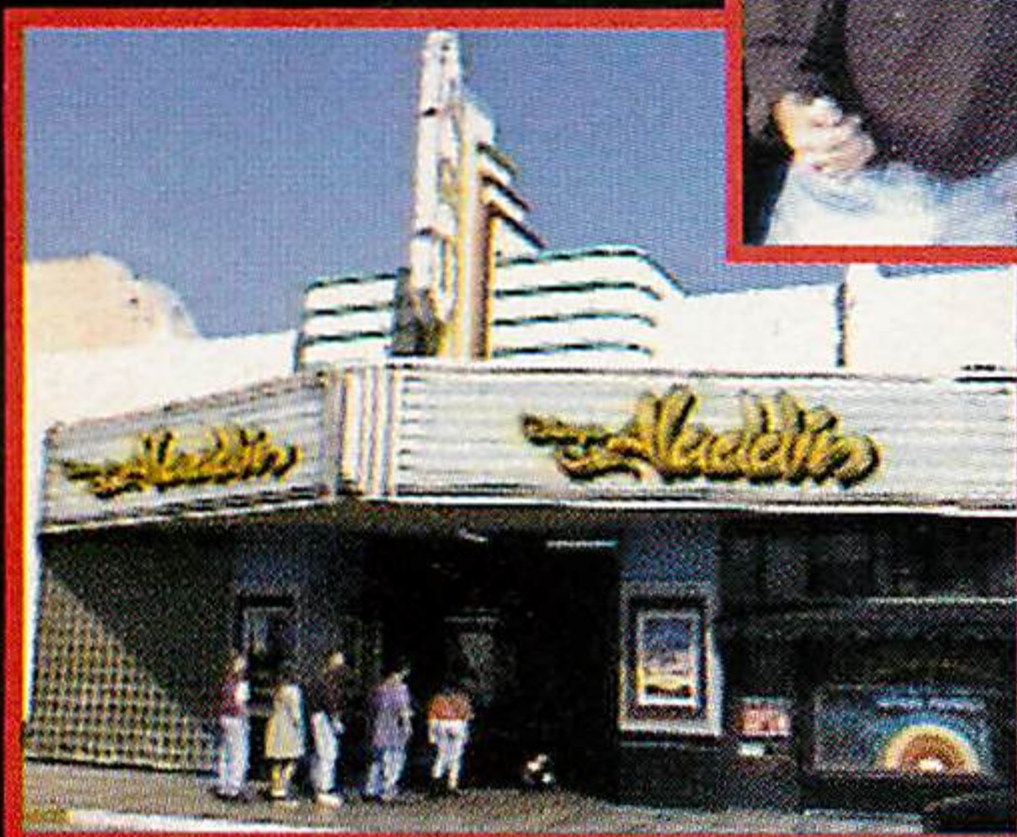
# FREE VIDEO!

Sometimes it pays to fill out those warranty cards. Capcom recently sent 100,000 free *Aladdin* video cassettes to people who had filled out the warranty card for any game or controller that Capcom has released in the past couple of years. The video gave a sneak look at *Disney's Aladdin* for the SNES.

Capcom is the leader in this kind of interactive consumer promotion. It tried this before when it sent out similar tapes to promote *Street Fighter II Turbo* for the SNES. By going directly to the gamer, Capcom is hoping to create more of a buzz around the game. The videos even encourage you to invite your friends over to watch the video too. It will be interesting to see if this type of aggressive marketing will get more players to buy a game. Will people feel like they're being "treated" to a sneak peak, and buy the game because they feel like an "insider?" Only the Top 10 lists will tell us what's going on with you and your wallets.



**This is the goofy guy that Capcom used to try to sell you *Disney's Aladdin*. Would you really buy a video game recommended by this guy?**



Jake started smoking when he was 15, but now he's DYING from smoking the cigarettes he once sold.

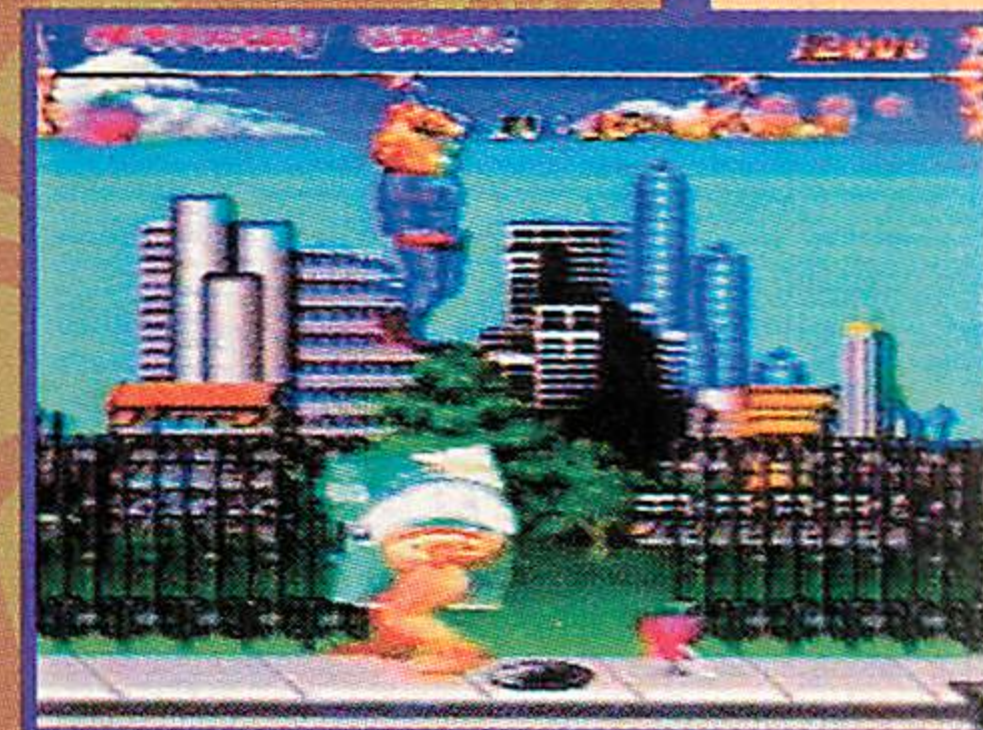
**ReX Ronan clears the tar left from a cigarette smoker who was probably just trying to look cool when he started. It's too bad he had to get sick.**

# WEIRD GAMES

Every once in awhile we get some information about a weird game. *ReX Ronan: Experimental Surgeon* is a really weird game. Raya Systems, a game designer in Mountain View, California, sent us a tape of its new "edutainment" software line featuring *ReX* and three other games aimed at educating adolescents about some of the serious health risks that people are facing in this postmodern apocalypse we call life.

In *ReX Ronan* you play a surgeon who must save the life of a man dying from cancer that was caused by smoking. You and your body ship are shrunken down, like in the movie *Fantastic Voyage*, to do microsurgery on the man before he kicks it. You start in the mouth fighting tar and cancer cells, travel down the esophagus to the lungs, the heart and, finally, in a last-ditch effort to save the man from his nicotine habit, the brain. *ReX Ronan* is both a platform game and a shooter, but it also has a strong antismoking message. It's a do-or-die situation in this game.

The other health-related games that Raya has come out with are *Captain Novolin* (for people with diabetes), *The Aids Avenger* (to help promote AIDS and HIV awareness) and *Bronchi the Bronchiosaurus* (for kids who have asthma). Most of these games will be featured in health ed classes around the country, so look out for them.



**Captain Novolin makes sure that sweets don't get the best of little Billy.**

# SOUNDBOARD

## MORTAL KOMBAT RUMOR

I'm writing to ask you if you have heard of the "Reptile Endurance Level" on *Mortal Kombat* for the Sega Genesis? I was recently playing my game and got to Reptile in Endurance Level 1. I was using Johnny Cage. I first defeated Reptile and, before the round was over, another person came on the screen. It was the second person from Endurance 1 and she was green-white, like a deformed Sonya. I was unable to defeat her a second time and she won. I finally did beat her when I was using Sub-Zero. As I did my fatality, the deformed girl turned into two people and it resulted in my character holding two heads in his hand.

—Jeff Lawrence  
Hewitt, Texas

We found this same bug in the *Mortal Kombat* program for the Genesis. To get to the "She-Reptile" use the **DULLARD** code at the "Game Start/Option" screen. Go into the "Cheat Enabled" menu, and turn on **FLAG0**, **FLAG2**, and **FLAG5**. Exit



"Cheat Enabled" and start the game. When you've gotten to the "Endurance Round" with the **Pit Stage**, defeat the other two combatants with a **Double Flawless** and successfully do the **Finishing Move**. You will find yourself fighting Reptile as the first character in the Pit's endurance round. After you've defeated Reptile, the next character that pops up is *She-Reptile*, a combination of Sonya and Reptile. She does all sorts of bizarre moves and is really hard to kill. But, if you do defeat her, your finishing move is distorted and will do all sorts of wacky things, depending on the character you are fighting with.

## GET REAL BOYS!

We're writing about something in your November '93 issue that we don't like. We think it was one of the letters you received. One quote, I believe, is "...*Street Fighter II* in any mode is of no interest to me, nor, I'm sure, it is to any other female player...like the male of the species seems to get such a thrill out of."

Excuse me? Did I miss something here? In case you haven't figured it out, we don't take too kindly to sexist comments. We are girls. Normal girls. And believe us, we love *Street Fighter* and *Mortal Kombat*. Those are some of our favorite video games. "Girls like this kind of stuff; this stuff is for boys!" Believe it or not, we're sick of hearing those kind of things every freakin' day of our lives. Get real.

—Tracey Chan & Ashley White  
Danville, California

## I HAVE WITNESSED THE FUTURE... AND IT IS BLOODY!

I got my first look at the awesome coin-op game *Mortal Kombat II*. I love it! I thought the fatalities and secret moves were much more creative. The screens are more bloody and more violent than I had ever imagined! My point is this: Is there any chance of ever seeing *Mortal Kombat II* on home game systems such as Sega Genesis or the SNES? Boy, I sure hope so, but I'd be afraid that it would start up all of that silly controversy about violence in video games. Give me a break!! Like we've never seen a violent movie? Even something as simple as *Teenage Mutant Ninja Turtles* or *Batman: the Animated Series* portray violence. I even saw some blood in the *Batman* cartoon! Are we going to rate those cartoons too? A simple cartoon that some crew in Hollywood drew with Magic Markers and pencils?

I love the improvements in the magazine! I especially enjoy the *Mortal Kombat* sections! Keep it up!

—Danny Peck  
Weaserville, North Carolina

We're planning on lots of *MKII* coverage in upcoming issues. Stay tuned.

## AN OLD TIMER COMPLAINS

With all of these high-tech systems out, and more on the way, with 100+ megabit, multi-scrolling, Mode 7 scaling, zooming, multimedia, CD, Super CD, karaoke capa-

# TOP 10 SEGA CD



1. *Sonic CD* by Sega
2. *Bill Walsh College Football* by Electronic Arts
3. *Ground Zero Texas* by Sega
4. *Jurassic Park* by Sega
5. *Prize Fighter Video Boxing* by Sega
6. *Joe Montana's NFL Football* by Sega
7. *Lunar, the Silver Star* by Working Designs
8. *AH-3 Thunderstrike* by JVC
9. *Lethal Enforcers* by Konami
10. *Bram Stoker's Dracula* by Sony Imagesoft

1. *Tetris 2* by Nintendo
2. *Kirby's Adventure* by Nintendo
3. *Caesar's Palace* by Virgin Games
4. *Championship Pool* by Mindscape
5. *Super Mario Bros. 3* by Nintendo
6. *Nigel Mansell's World Championship Racing* by GameTek
7. *Pro Sport Hockey* by Jaleco
8. *Star Trek: TNG* by Absolute
9. *F-117 A Stealth Fighter* by Microprose
10. *Tetris* by Nintendo

# TOP 10 NINTENDO TETRIS 2 VIDEOGAMES

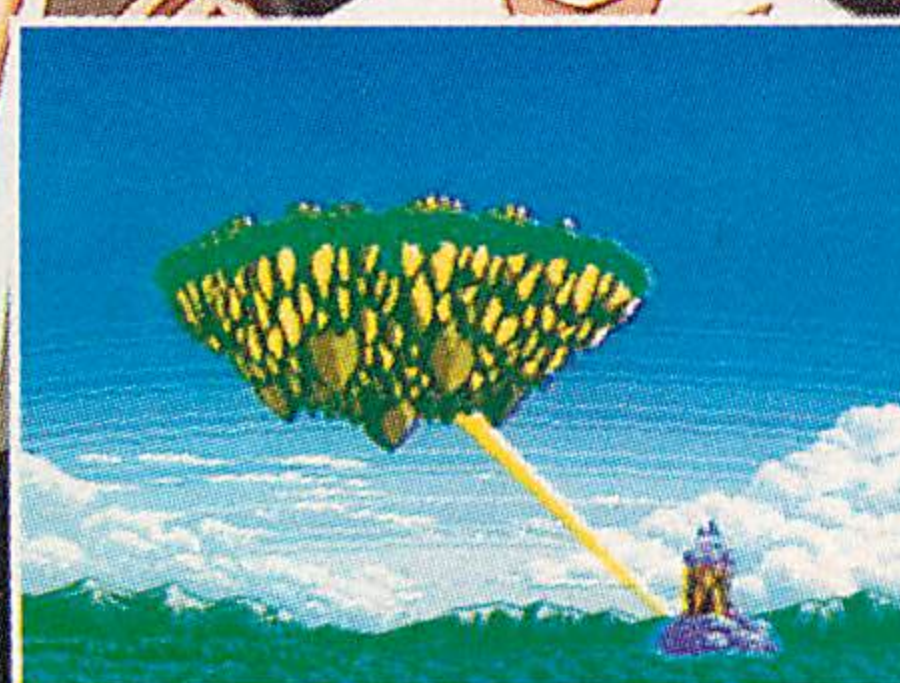


SEGA-CD™ owners asked. We listened. Now, it's here...

# LUNAR™

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True Role-Playing!  
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*Our games go to 11!*

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CIRCLE #106 ON READER SERVICE CARD.



# VS. GWAR!

# GREEN JELLY

ble, game enhancing, sound blasting, computer compatible, portable, cannon scope, remote, programmable, mouse, six buttons, turbocharged, slow-motion controls and other input devices, even tel-egames (TV and phone), [What? No trackball or rotary controls?] there are three things I have problems with.

First, I've been playing video games since 1979 (an old RCA first-generation system). Ten years ago I had ColecoVision. (You old-heads forgot about that one did you?) The system was state of the art. Every system came with *two*—count 'em, *two*—controllers. These systems of today only have one. Why? So you have to go out and buy another controller.

Second, every single Coleco game was a *two*-player game, each with adjustable levels. Of course you had to wait your turn, but you could play with somebody.

The prices ten years ago were almost the same as today's prices. Yet there are very few two-player games. I can't believe it. You would expect, with the money they want for these games, to have more two-player games because some households can only afford one system. Brothers, sisters and neighbors may want to play instead of watch. Today's games are capable of simultaneous two- to five-player action.

Third, what's with these dumb-ass control pads? I don't do control pads! Players from the pre-Nintendo age remember joysticks; now you have to buy them. What in the blazes am I supposed to do with these pads? Vectrex, Atari, Coleco, Intellivision—they all came with joysticks because the arcade games had them. Atari and ColecoVision even had number pads which could be stored within the built-in counsel storage. Call me old-fashioned, but it's normal to use joysticks. These young players don't know what the second-generation systems were like.

Now I own a Duo and an SNES. I look forward to the 32- and 64-bit systems coming out, but for the money I think they ought to have joysticks. *Two* of them!

—Ernest Scott  
Brockton, Massachusetts

*Ernest, life is a screw. The minute you're born, you start to get old. Learn to deal with it.*

## WHAT?

I really didn't like the comments about blood on *Mortal Kombat*! You said a stupid, dumb remark like "Well Scott, go ahead and draw a picture of Kano ripping some doofus' heart out." Real mature! You better not say something dumb like "Well kid, get with it!" again. *You get with it!* It just shows your intelligence level! That's really, really, really low!

You also say girls are much better than video games. You ain't at the mature age of girls-worshiping, are you? I hope I spelled everything wrong too!

—Non Sincerely  
David Whitcomb  
Atlanta, Georgia

*Obviously David was so ticked off that he could barely write out complete or coherent sentences. Well, we fixed your spelling, David, but as for our comments, lighten up! We were making a joke. Boys are better than video games too!*



Green Jelly in costume....

...and out, in their private arcade.



## KILLER BAND COLLECTS CLASSIC COIN-OPS

Are you a loser? Well, there's still hope for you. Just look at Green Jelly. They were a bunch of losers from Buffalo, New York, that decided to start a band and move out to Hollywood, to become rich and famous. They struggled their days away working for the man, and at night they rocked out in goofy costumes, throwing chocolate pudding and chilled ham into the crowd. They came up with the wacky idea of releasing their album, *Cereal Killer*, on video cassette and history was made. Green Jelly is becoming a member of the Global Illuminati, with their own comics, toys, clothes, MTV afternoon show and even a video game!

But Green Jelly isn't just a bunch of video-game posers out for the fast buck. It just so happens that along with their fame and fortune came the chance to collect classic arcade games, as well as build up their collection of Sega cartridges.

Green Jelly will be taking over the world with their own production company. *VIDEOGAMES* visited Green Jelly's new corporate headquarters on Hollywood Boulevard to see what they're up to. The building is a studio that will house a new daily half-hour TV show, that's going to be

## BITS BOOKS!

*Battletoads: The Official Battlebook* (Prima Publishing) by Steve Schwartz is a complete guide to all of the *Battletoads* games that have come out to date. If you need help getting through *Battletoads/Double Dragon*, *Battletoads*, or *Battletoads in Battlemaniacs*, this is the book for you. The best part of this book is the

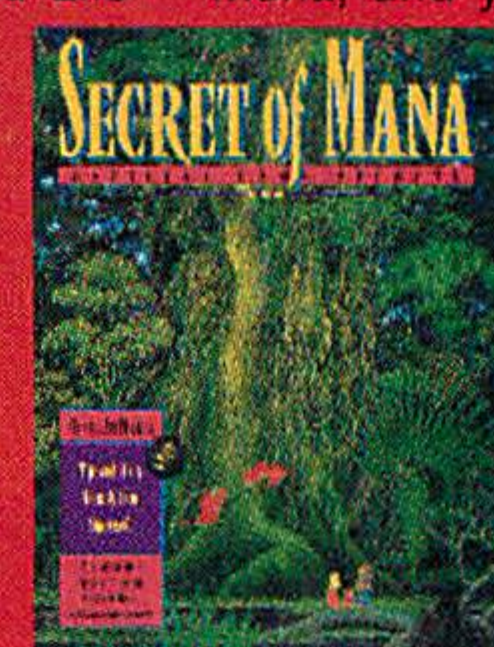


maps, which are always useful. Unfortunately, with the book's use of black and white, most of the screen shots are kind of blurry. For \$12.95, I want color.

If you're the kind of person that dreams about in-depth scenarios involving Superman, then Roger Stern's new novel *The Death and Life of Superman* is the book for you. It chronicles the events that lead to Superman's final battle,



and subsequent death at the hands of Doomsday. *The Death and Life of Superman* compiles the stories found in *Superman: The Man of Steel*, *Superman*, *Adventures of Superman*, *Action Comics*, *Super Girl*, and *Justice League America*. It then expands on them, making the saga more in-depth. This is the first time a comic book has been treated to this kind of novelization.



If you're stuck in the middle of *Secret of Mana*, and you can't get up, then *Secret of Mana Official Game Secrets* (Prima) is the book for you. Written by Rusel DeMaria, this is a 165-page trade paperback strategy guide with 16 pages of color maps and character explanations. What's really cheesy about this book, is that the strategies are explained in a narra-





on MTV this fall. Billed as a cross between *Beavis and Butt-head* and *The Banana Splits*, it will feature music, animation and zany stunts aplenty.

The Green Jelly building also has a private arcade with some of the classic video games of the past. Right now the Green Jellies have *Battle Zone*, *Operation Wolf*, *Gyruss*, *Centipede*, *Missile Command*, and *Venture*. Unfortunately, *Star Wars* and *Crazy Climber* are broken because the obsessive Cowgod played them so much. To make the game room complete, Green Jelly wants to find an old KISS pinball machine from the '70s. Info on the new Green Jelly video game was still hush-hush, but it is rumored to be out by 1995.

## WILL GWAR SMASH BEAVIS AND BUTT-HEAD?

Green Jelly isn't the only band in costume that's into gaming. The members of the crudest band from another planet, GWAR, are also Sega devotees. Band leader and spokes-alien Oderus is a big fan of war games, especially *Jungle Strike* and *M1 Abrams Tank Battle*. The rest of the band loves the head-to-head competition of sports games, especially *John Madden*



Oderus gives the Genesis a lickin' by reading VIDEOGAMES Magazine!

*Football and PGA Tour Golf 1 and 2.*

You'd think that a band like GWAR would be really into bloody games like *Mortal Kombat*, but Oderus says they don't really like them. "We're more into strategy than just fighting games with a gimmick."

It's rumored that GWAR may be featured in the *Beavis and Butt-head* video game that will be announced at the

Winter CES. Featuring the band's new costumes, Beavis and Butt-head must go around town, looking for tickets to the GWAR show. Oderus wouldn't tell us what happens once you've gotten into the show, but we think it would be cool if you could actually slam dance, stage dive, or maybe even get up on the stage and fight the band with a beer bottle or lighter.

We'll all have to wait for the game, but before that, GWAR will be coming out with a new album, *Toilet Earth*, as well as their own movie. They'll be on tour this summer, so if you're looking for a good time and feel like getting sprayed with blood, check out GWAR at your local club. You won't be disappointed.

tive style instead of just telling the game player what to do in the game. After awhile this becomes very irritating and even takes away from the storytelling aspect of the actual game. It's more fun to play the game, not read the guide for the story. This may have been an attempt by the writer/publisher to be "arty" or "different," and it is. But it's really annoying by the time you get to the fifth page.



VIDEOGAMES' own game strategist extraordinaire, Zach Meston, is coming out with two new strategy books published by Sandwich Islands Publishing. Cowritten with J. Douglas Arnold, *Awesome Super Nintendo Secrets 3* contains hits and strategies for *Mortal Kombat*, *Shadowrun*, *Street Fighter 2 Turbo*, *Super Empire Strikes Back*, *Zombies Ate My Neighbors*, and 12 more of the most popular games for the SNES. *Awesome Sega Genesis Secrets 4* (also cowrit-

ten with Arnold) has hints for *Shinobi 3*, *NHLPA Hockey '94*, *Mortal Kombat*, *Jungle Strike*, *Jurassic Park*, *Aladdin* and 16 other games. Zach is the master at finding infinite lives, hidden messages, level selects, bonus rounds, unlimited continues and programmer access codes; so if you want to see a game surgically dissected, check out these books.

If you have any doubts about Zach's qualifications,



check out his two other best-selling books, *Super Mario World Game Secrets* and *The Legend of Zelda: A Link to the Past Game Secrets* by Prima. Combined, these two books have sold over 150,000 copies!

For more information, contact Zach and Doug at:  
Gaming Master Series  
292 Puapuhi Street  
Lahaina, HI 96761  
Phone: (808) 661-3269

## RE: DOES 64 BIT REALLY MATTER?

Both Chris and Mike made some good points regarding the influence of technology, but there are some things that I would like to correct. I agree with Chris' statement that the games make the system, but he overlooks the crucial fact that the higher the number of bits a computer is, the better the games that can be made for it (that's why Super NES and Genesis games look better than Atari 2600 games). Another thing that I feel is that Chris is incorrect about his statement that plenty of systems exist side by side and then uses the example of records, CDs and tape. Well, maybe they are side by side in Beverly Hills, where the magazine is published and in other large cities, but in cities the size of my own Muncie, Indiana, there are very few, if any, records to be found anywhere and the same goes for the nearby smaller towns.

Now for a complaint about Mike's editorial. Mike asked "Did the NES replace the Atari 2600?" The answer is: not really. By the time the NES came out the 2600 was dead, it had been replaced by the 7800, which was the only old system to my knowledge that Atari still supported, at least, it still was supporting it in 1990. What the NES actually replaced was the 7800 and the ColecoVision (which was supported by a company named TeleGames at least until last year), both of which had graphics nearly equal to the NES, but without enough memory to make really good games (with some exceptions, such as Lucasfilm's *BallBlazer*, for example).

Back to Chris who asked, "Did anyone throw out their old Nintendo just because it was an 8-bit system?" In the middle-income district where I live, that is exactly what happened. There were neighborhood rummage sales nearby that had stacks of Nintendo systems, games and equipment. A trip to the local used-game stores revealed lots of NESs that had been bought from customers, waiting to be sold.

Chris, also states: "If size of bits really made any difference, everyone would just buy computer games, etc., computers have lots more memory." Well, Chris, I hate to burst your bubble, but there is no such thing as a 64-bit home computer (or anything higher for that matter). Not only that, but I recently read a report that stated that the Jaguar could play games of up to 400 megabits if it was compressed well enough. While this isn't much compared to a good hard drive, I have to ask: What game really needs 400 meg?

Still, I hope that the editorials caused other people to think about some of what is going on in both the computer and video game worlds. After all, wouldn't it be a dull world if everybody agreed with each other? (It would be just like Nintendo's moronic vision.)

—Charles Morgan  
Muncie, Indiana

## WOOKIEE DEBATE

In the November review of *Super Empire Strikes Back*, you stated that Bossk and other Trandoshans hated the peaceful Wookiees. But Wookiees are not like that at all. They are a warlike race. In fact, Han Solo said to the droids, "It is not a good idea to upset a Wookiee."

"But, sir, no one cares if you upset a droid," replied C3PO.



"But a droid does not rip your arm out of your socket," answered Han. Also, Jabba the Hutt called Chewbacca, not nice and friendly, but, the mighty Chewbacca.

I am ten years old and a big fan of *Star Wars*, so I am very happy you had a review of *Super Empire Strikes Back*.

May the force be with you!

—Josh West  
Harrisonburg, Virginia

Josh, we got our info about Wookiees directly from Lucas Arts. Though Chewie was tough on the outside, he was really just a softie on the inside.

### VIDEOGAMES, YOU ARE THE BEST

Your book is cool! I admire your concern for helping people know games better. Some people like *GamePro* better than your magazine. I like *GamePro* a little, but I like your book more.

—Arthur M. Wszelaki  
Hasbrouck Heights, New Jersey

There's nothing like a good, satisfying... read. Thanks for the compliment, Arthur.

### WHAT IS A GIANT POCKY?

The "Global Gaming" section is cool (especially the picture of the two cute girls on page 104). The

"Micro Reviews" is a good idea. The nicest surprise of the issue is Betty writing a review (and rating several other games). This is only the second time ever that I've seen a woman review games. It's about time.

I got a kick out of the holiday wish list. The best choice was Chris Gore's choice of Biotron. He must

be about the same age as me (25). I'd like to collect a lot of Micronauts I never had. I'm also a *Star Wars* figure fan. But a giant Pocky, as in Pocky & Rocky? Is there one?

I don't go to the arcade for years at a stretch, so it's neat to see pictures like the ones of *Super Street Fighter*. Do that more often.

Well, I've babbled enough. My vote is for you to keep computer game reviews in this mag or create a separate one like you did for the Duo. Keep up the good work. And good luck on getting a Venom, Betty! See ya!

—Denny Dukas  
Santa Rosa, California

Giant Pocky is a Japanese cookie, Denny. Check out our new mag *COMPUTER PLAYER* for all of your personal computer/multimedia entertainment needs.

### The Shape of Gaming to Come (TSOGTC)

First of all, *TSOGTC* is way too long an acronym that doesn't even constitute a pronounceable word. After flipping through this 'zine, the first thing that comes to mind is Uggghh! Everything from its cover to its combinding could make one's stomach turn. If you want to shell out the bucks for stuff like *Jurassic Park* (the movie) reviews, contact: *TSOGTC*, 38150 Mount Kisco, Sterling Heights, MI 48310.



### MASTERminds

Spunky. The product of a lot of cynicism, angst, maybe even sexual frustration (just kidding). Good entertaining criticism on *VIDEOGAMES* too. The phrase "sucks donkey" was my favorite part of the article, "VIDEOGAMES—What Happened?!" A lot of good reviews, including a *Mortal Kombat* review with references to Shakespeare. This 'zine looks good too. Real clean. Get your hands on an issue by getting in touch with: *MASTERminds*, 6406 Jacobs Way, Madison, WI 53711-3209.



### The Video Game Revolution

The cover's great! Chun Li looks ill and like she wants to rip your head off by gnawing through your neck. We weren't thrilled with the 'zine's layouts though, and were disappointed by the article, "Sega CD: The Wrong Direction." Not too much information caught my eye, but as far as 'zines go, it ain't too shabby. Write to: *Video Game Revolution*, 2915 East Allerton Avenue, St. Francis, WI 53235.



### V—The Videogame Experience

The cover's "Low-Budget Cartoon" is really funny. Stick figures! The other cool thing about this cover is that it's hot pink with black triangles as part of the logo. This is one good-looking fanzine. Their review system is easy to understand and the editorial comes across as "smart." There's even a strategy guide. I was definitely impressed by this fanzine. For your fix of V, write to: *V—The Videogame Experience*, 311 S. 70th Ave. West, Duluth, MN 55807.



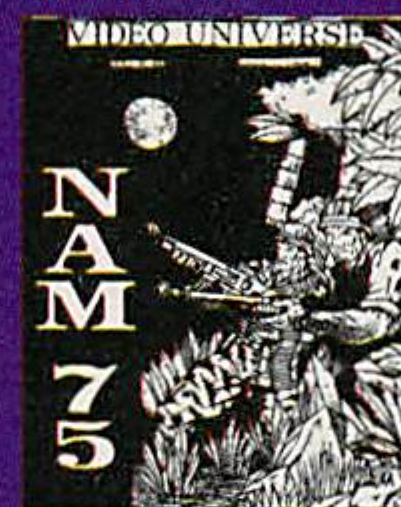
### DYSTOPIA

The thing that's so annoying about *Dystopia* is that for the last two issues, all it's been is hype about *Eternal Champions*. I was never impressed by *Eternal Champions*, nor was I impressed with the third and fourth issues of *Dystopia*. Was the staff of *Dystopia* all excited about somebody sending the game for free or something? I don't mean to be so harsh, because this 'zine shows promise. The logo greatly improved from the third issue to the fourth. This 'zine's layouts look good and we'd like to see a little more attitude and a lot more info. The last issue was sort of skimpy and the art for "I Can't Believe My Girl Reads *Counterpoint!*" in the third issue was good. Contact: *Dystopia*, 6 Hill Street, Medway, MA 02053.



### Video Universe

I think it's really weird to have a word search in a fanzine. Not too original. The cover (we have a lot to say about cover art lately) freaks us out because of the video game on it, *Nam 75*. The art throughout could look a little more professional, but on the other hand, we support the fanzine as a forum for doing whatever the heck you want with it. Volume 1, Issue 7 includes reviews, articles on stuff like the Sega CD, a guide to playing video games and, of course, the word search. If you want it, write to: *Video Universe*, 7640 Woodbine Road, Macungie, PA 18062.



### Digital Press

Issue 15 is cool. It's the *SCARY* issue, devoted to the dark side of video games: the horrific, the creepy, and the gory. Check out the article, "The Games We'll Never See (Horror Movie Edition)." Wouldn't it be great if there were video games like *Motel Hell* for the Duo, or *Piranha* for the Genesis? Aaaaah, the smell of it. In this issue, *Digital Press* reviews games like *Haunting*, *Zombies Ate My Neighbors* and *Veil of Darkness*. Their review format looks good too. To see if other issues are just as good, send requests to: *Digital Press*, 44 Hunter Place, Pompton Lakes, NJ 07442-2037.



### BOING, BOING

Now this is a real magazine. They even have ads and it's still cheaper than the last issue of *The Shape of Gaming to Come*. We're talking about cybersex, artificial life and Mondo Vanilli. Maybe take a break from playing video games and feed your brain. You can order the Alien Invasion

Survival Card that conveniently attaches to your keychain. Also check out an interesting article on Toys R Us. Do so by writing to: *BOING BOING*, 544 Second Street, San Francisco, CA 94107.



### Video Apocalypse

What does the article "Texas, Land of Backward Hicks" have to do with anything? (Other than that you guys are from Texas.) The whole 'zine is sort of crazy. But that's what I like about it. Is that supposed to be Goro on the cover? It took me a while to figure out that there was a V and an A on the top of the cover page. Maybe you guys could do something a little more with it. We do like the cover and your sort-of-on-the-whack-side layouts. *VA* is pretty funny too. That "Top 10 Musicians" list—that was a joke, right? Gloria Estefan? Ha ha ha. Big hint: leave the sexist stuff out of the 'zine. Anyway, it's a long drive from here to Texas, MJ Lesnick. Write to: *Video Apocalypse*, 15803 Signal Creek Drive, Houston, Texas 77095-1624.



### Entry Level

Hmmm. Needs some work, but this 'zine somehow comes across as a sincere effort. It's just that nothing really catches the eye, except for the bizarre art on the cover (fanzine covers are the greatest—we mean it). Also, it's not really news that some magazines give good reviews to kiss butt. Of course, you weren't referring to *VIDEOGAMES*. Maybe you should leave out the handwritten stuff, it doesn't seem to work in this 'zine and I think it would help make it look better. Maybe add some more newsworthy articles. We appreciated the list of 3DO games. Also liked the "Hot and Not" list. To get a copy write: *Entry Level*, 10665 Lowden Avenue, Stanton, CA 90680.



### Video Game Review

Nice. Easy to read, lots of reviews. Great articles on the Nintendo Gateway System and special controllers for the hand-capped. Even "Reader Gaming Tips" are included. I liked it. A little on the plain side, almost austere. Try to do something fun and the cover could have looked better. What's with fanzine covers anyway? To get a hold of this fanzine, write: *Video Game Review*, 8 Peppertree, Anderson, SC 29621.



## TOP 10 UPRIGHT VIDEO



1. *Run and Gun* by Konami
2. *Mortal Kombat* by Midway
3. *NBA Jam* by Williams
4. *Lethal Enforcers* by Konami
5. *Street Fighter II: Champion Edition* by Capcom
6. *Title Fight* by Sega
7. *Terminator 2* by Midway
8. *Final Lap 3* by Namco
9. *Super Chase* by Taito
10. *Tournament Slam Masters* by Capcom

## TOP 10 DELUXE VIDEO



1. *Air Combat* by Namco
2. *Cybersled* by Namco
3. *Virtua Racing* by Sega
4. *Suzuka 8 Hours* by Namco
5. *Outrunners* by Sega
6. *Crime Patrol* by ALG
7. *Stadium Cross* by Sega
8. *Mad Dog II* by ALG
9. *Final Lap 2* by Namco
10. *Lucky & Wild* by Namco

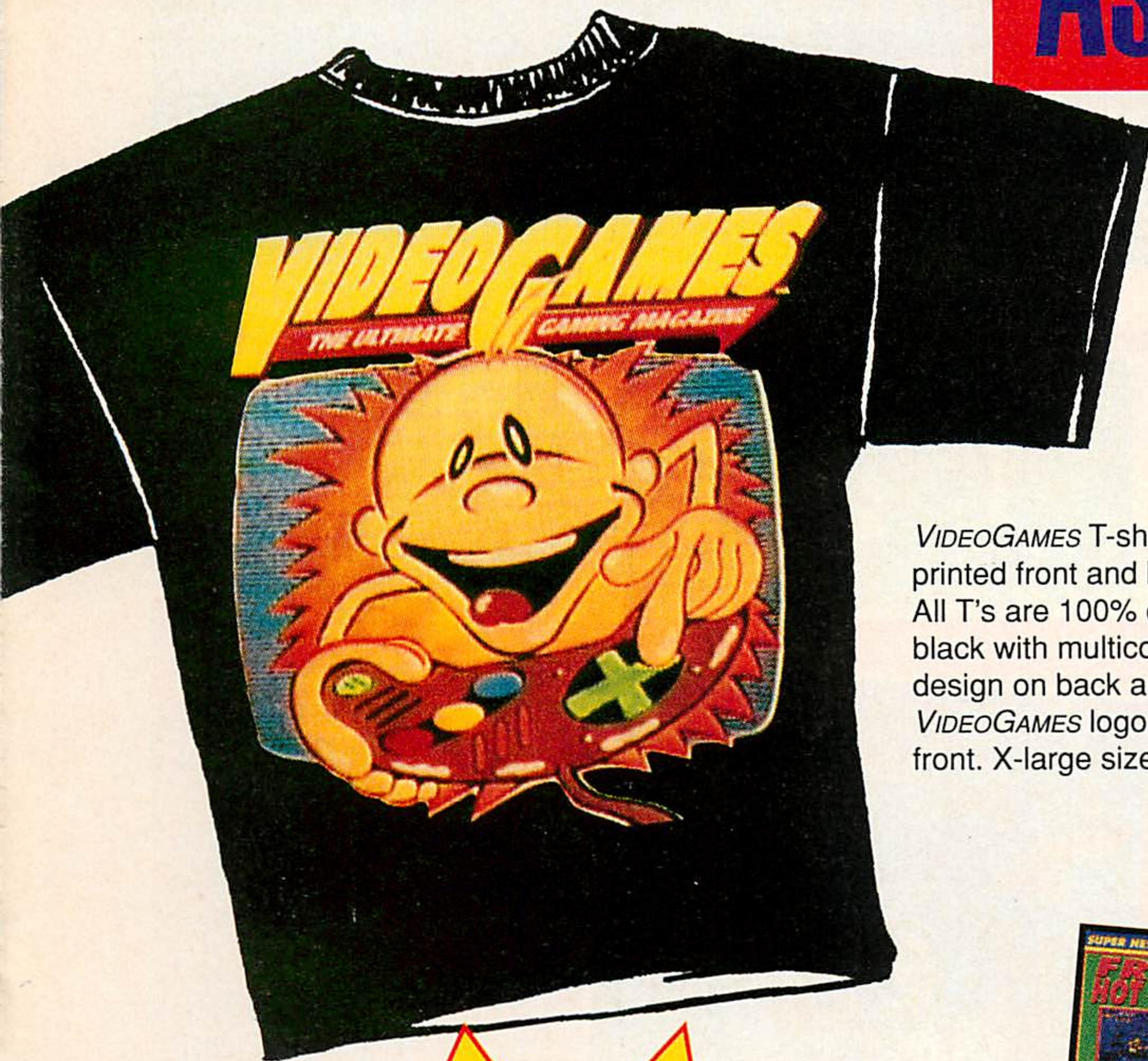


# Put on a Whole New Face!

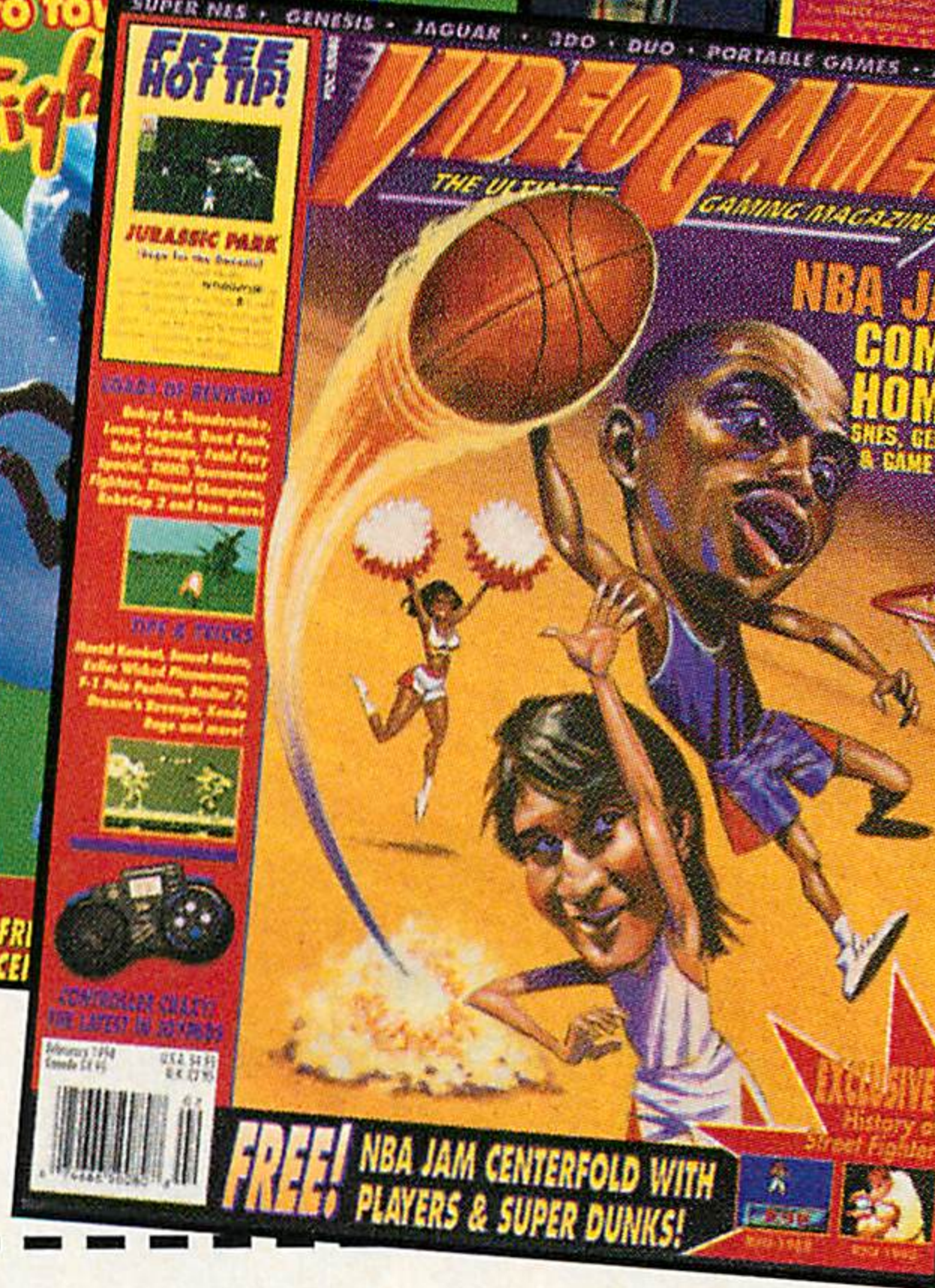
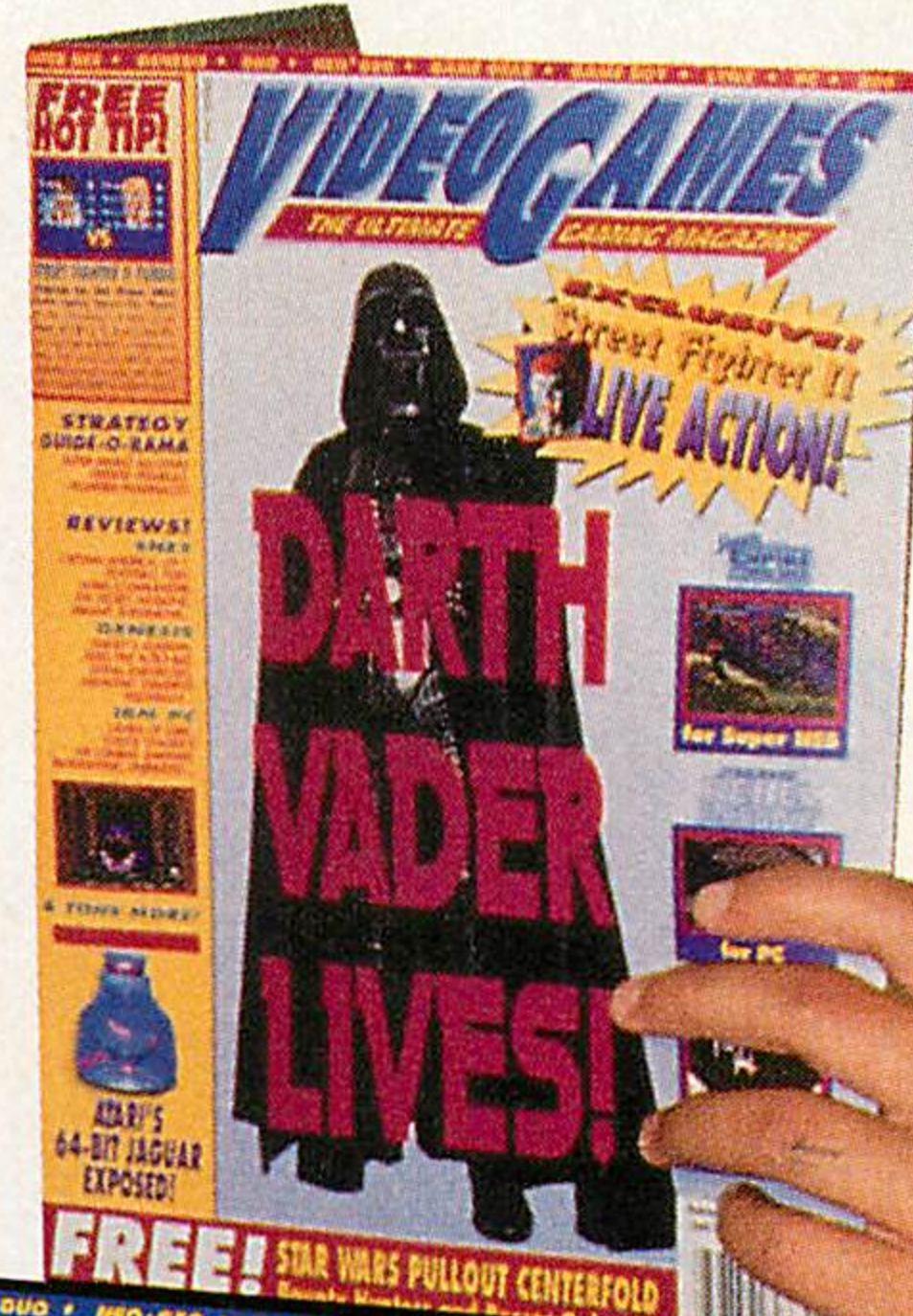
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VIDEOGAMES, P.O. Box 16927, N. Hollywood, CA 91615



# OLD TIMERS PLAY GAMES FOR BETTER HEALTH!

Robert Dustman, Ph.D., a doctor in the neuropsychology laboratory of the Veterans Affairs Medical Center in Salt Lake City, Utah, published an article in a recent issue of the *Journal of Gerontology* that announced that video games were good for old people. Dr. Dustman did a study with a group of people aged 60 to 79 who played video games for three hours a week over an 11-week period. He found that video games helped sharpen the group's men-

tal abilities, as well as improve their reaction times. The people who played video games did better in response-time tests than those who watched movies or just sat around doing nothing. Maybe the new Sega channel will capitalize on all of the old people sitting at home watching a game shows by bringing them interactive television. Just think, if more old people sat around playing video games, improving their reaction times, there would be fewer geriatrics getting hit by the bus.



NEWS

# GAMEPRO Gives Bad Rating!

It has just come to our attention that *GamePro* magazine has given a bad review to a recent video-game release. In their review of the new Jaguar game, *Trevor McFur in the Crescent Galaxy*, *GamePro* gave a rating of 1.5 in the category of "FunFactor." This is only *GamePro's* third bad review in the past year, the others being *Time Cruise* for the Duo in the March '93 issue and *Indiana Jones and the Last Crusade* in the December '93 issue. Both of these game were rated poorly in the sound category. When asked about their "game review integrity and credibility," we couldn't find out who to ask for, due to their use of fake names with reviews. How convenient. Will '94 be the year where *GamePro* gets nasty with game designers?

# MONSTER CARDS!



Are you a fan of old monster movies? Do you wish every day was Halloween? If so, then check out Topps' new Universal Monsters trading cards. The 90-card set features nine of the most famous monsters the world has known. The story of each monster is illustrated on ten cards by some of the best comic and fantasy artists that are alive today. Mark Chiarello does Frankenstein, his bride is done by Mike Mignola. Bill Sienkiewicz paints the Invisible Man and comic artist of the year, Dave

Dorman, illustrates the Incredible Shrinking Man. The other artists involved are Crash (The Creature from the Black Lagoon), Brian Stelfreeze (The Wolfman), Kelley Jones (The Mummy), Whilce Portacio (Dracula) and Al Williamson (This Island Earth).

Universal Monsters cards are going to be printed on high-quality cardstock with the super-glossy finish, so the price might scare you more than the cards. But if you collect horror, and *Zombies Ate My Neighbors* is your favorite game, these cards are marketed just for you.



# X file

## RAIDEN CAUSES SCABS

Pat Duffy does a lofty ramp to ramp 360 kick-flip on a New Deal skateboard.

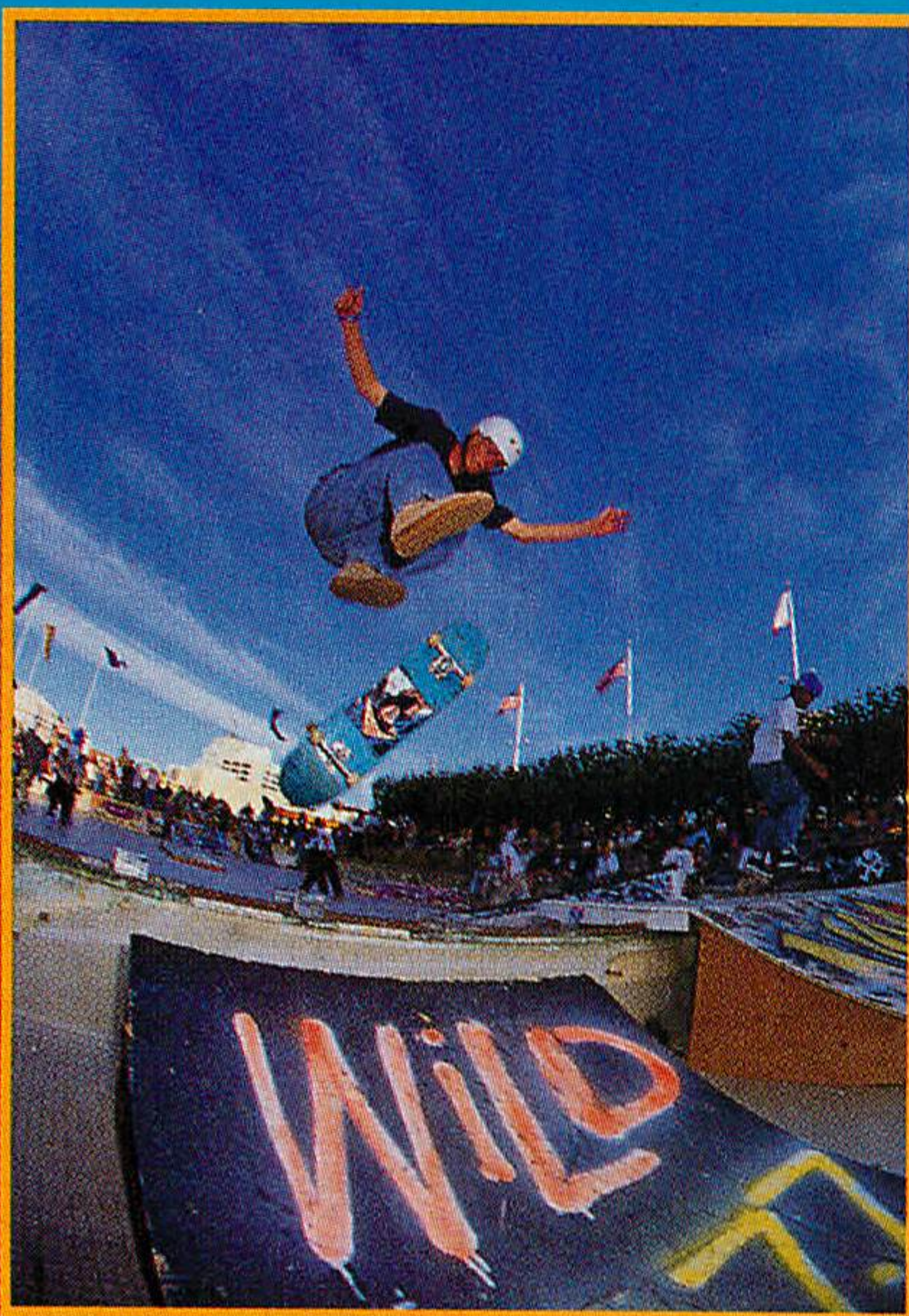


PHOTO BY ORTIZ COURTESY OF TRANSWORLD SKATEBOARDING MAGAZINE

# TOP 10 VIDEO SOFTWARE



1. *Samurai Shodown* by SNK
2. *Super Street Fighter* by Capcom
3. *Gal's Panic 2* by Kaneko
4. *World Rally* by Atari
5. *Neck N' Neck* by Bundra
6. *Street Fighter II: Champion Edition Turbo* by Capcom
7. *Fatal Fury Special* by SNK
8. *World Heroes 2* by SNK
9. *Aero Fighters* by McO'River
10. *Time Killers* by Strata

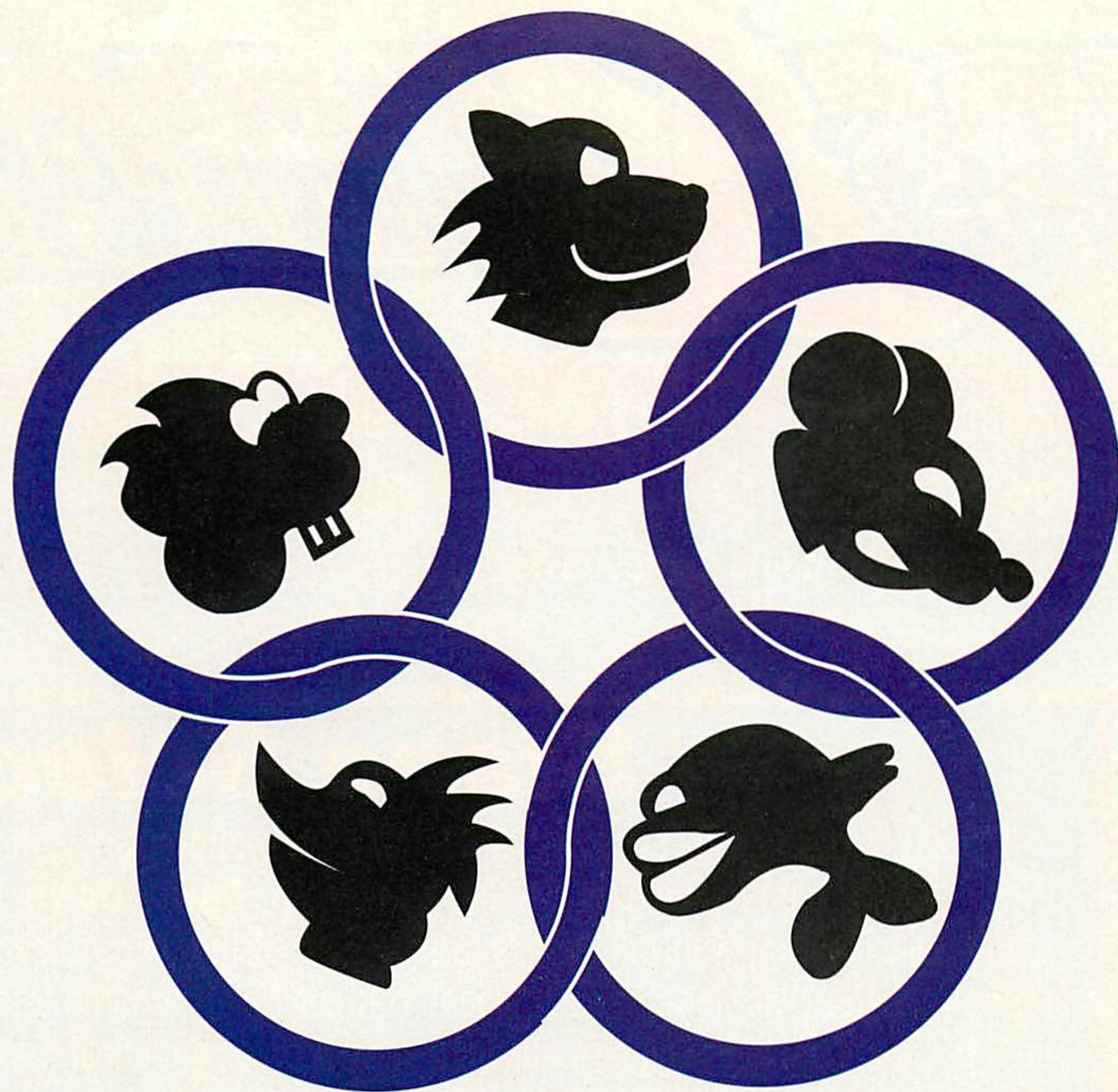
1. *Indiana Jones* by Williams
2. *Judge Dredd* by Bally
3. *Addams Family* by Midway
4. *Jurassic Park* by Data East
5. *Twilight Zone* by Midway
6. *Tee'd Off* by Gott/Premier
7. *Creature/Lagoon* by Midway
8. *White Water* by Williams
9. *Terminator 2* by Williams
10. *Last Action Hero* by Data East

# TOP 10 TOP PINBALLS



# VIDEO GAMES



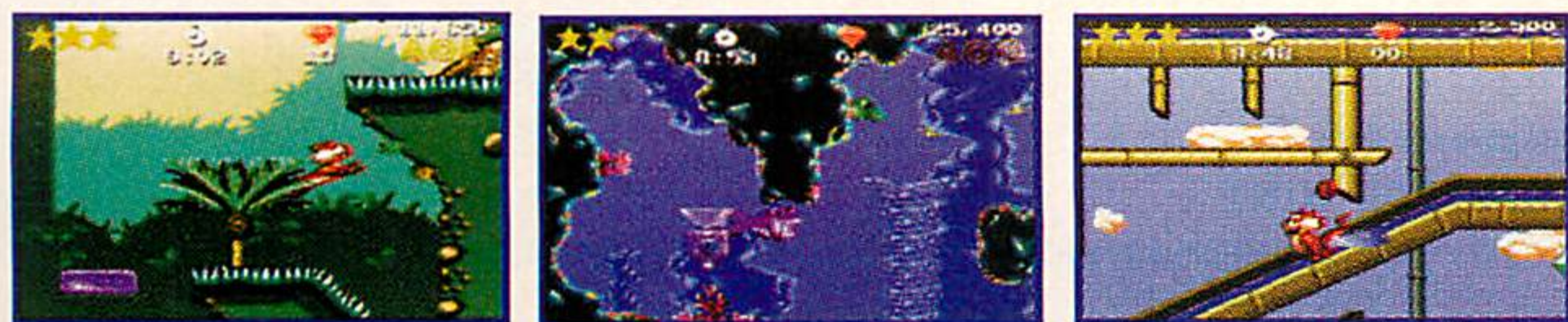


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CIRCLE #107 ON READER SERVICE CARD.



# TIPS & TRICKS

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 \$10!

BY CHRIS BIENIEK AND ZACH MESTON



(SEGA FOR THE SEGA CD)

## Stage Select!

To play any stage in Sonic's first Sega CD adventure, enter the following code while the words "PRESS START" are flashing on the title screen: **Up, Down, Down, Left, Right, B**. You'll be sent to a "Stage Select" menu with full access to nearly all of the game's levels, including the "past," "present" and both "future" versions of each stage! You can't start a game from any stage with this trick—since you'll be sent back to the game's title screen as soon as you clear a stage—but you can use it to see the whole game and check out a few of the demo scenes.



Press **Up, Down, Down, Left, Right, B**.



You'll get the secret stage-select menu!



Play any stage except for the bonus rounds.



What does this mysterious message mean?

TIPS & TRICKS

## Title-Screen Tricks!

Here's a strange trick that allows you to play with the graphics on the *Sonic CD* title screen. While the words "PRESS START" are flashing on the screen, hold the **A** button and press **Up, Down, Down, Down, Down, Up**. You'll hear a chime to indicate that the code is in place.



Hold the **A** button and press **Up, Down, Down, Down, Down, Up**.



Use Controller 2 to change the cloud patterns.



Zoom in or out, tilt, rotate or change speed!

Now grab **Controller 2** and start pressing the buttons to see what happens! Hold **Left** to zoom out, **Right** to zoom in, **Up** to tilt the horizon toward you and **Down** to tilt the horizon away from you. You can also press **A** or **C** to rotate the clouds clockwise or counterclockwise, respectively; holding the **B** button speeds up the movement.



## HINT HOTLINES!

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:** 6 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 Seismic'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 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.

### 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 Havoc*.





(SEGA FOR THE SEGA CD)

## Time Attack Tricks!

The *Sonic CD* tricks on this page are for hardcore gamers only! In order to access these hidden features, you'll need to prove your skills in the game's Time Attack mode—which means that you'll probably have to beat the game in the standard mode, since the Time Attack mode won't allow you to race through a stage that you haven't yet seen during the standard game.

## Secret Demo Mode!

Play the Time Attack mode until your total time is less than **37'27"57**. When you achieve this goal, go back to the title screen—you'll find a new selection on the menu called "**D.A. GARDEN**." It's a visual sound test—you can move the globe around the screen with the joypad as the game's characters fly across the foreground. Press **A** to choose a tune to listen to, press **B** to change the direction of the globe's rotation (hold **B** to make it spin faster) or hold **C** to zoom in—release **C** and hold it again to zoom out.

Note: If you've previously qualified for the D.A. GARDEN and you find that it doesn't appear as a menu item on the title screen when you turn the machine on, just select the Time Attack menu to "remind" the game that you're one of the elite; when you return to the title screen, it should be there.



Work to cut your total time below **37'27"57**.



You can choose the "**D.A. GARDEN**" at the main menu!



Listen to **Spencer Nilsen's CD sound-track...**



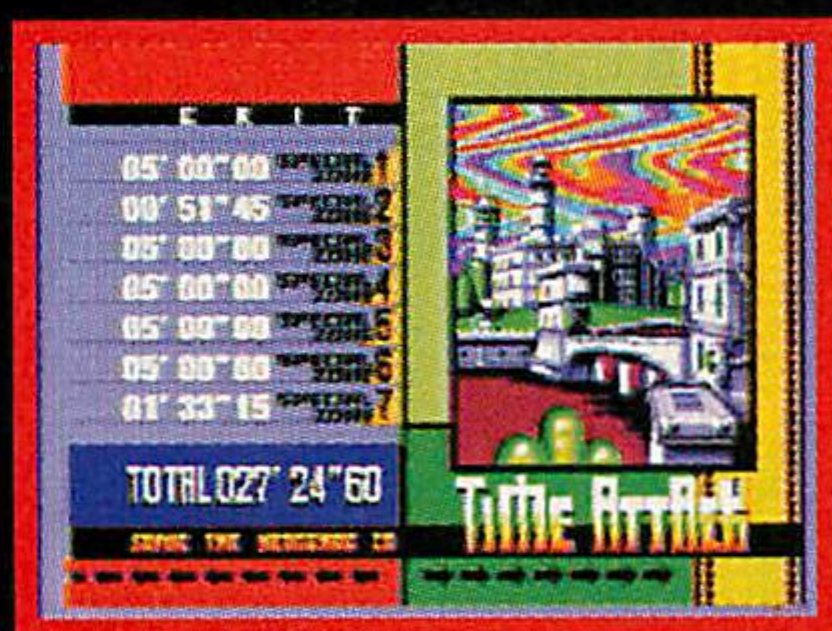
...while you rotate and zoom in on the scenery!

## Bonus Round Time Attack!

This one's a bit tougher. If you can get your total time below **30'21"05** in the Time Attack mode, you'll be able to access a new set of challenges by pressing **Left** on the control pad while the Time Attack menu is on the screen. Now you can race in the "**Special Zone**" bonus rounds! You can go for the fastest times if you like, but the cool thing about this trick is that it allows you to take your time and have fun playing the bonus rounds—unlike the standard game, which hurries you through the Special Zones with a strict time limit.



With a total time that's under **30'21"05**...



...press **Left** for a new set of Time Attack challenges!



You can race through all of the bonus stages!

## Visual Mode!

The most difficult Time Attack trick of all requires you to get your total time below **25'46"12**. Once you've cut your time down this far, you'll find a "**VISUAL MODE**" option on the title-screen menu—it allows you to watch the game's opening sequence, both the "bad" and "good" endings and a unique "Pencil Test" demo!



Get your Time Attack total below **25'46"12**.



Now you'll be able to select the "**VISUAL MODE**."



Check out this cool menu screen!



Watch either of the game's ending scenes....



...or check out the "Pencil Test" demo!

# GAME GENIE CODES

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

## Sonic Spinball

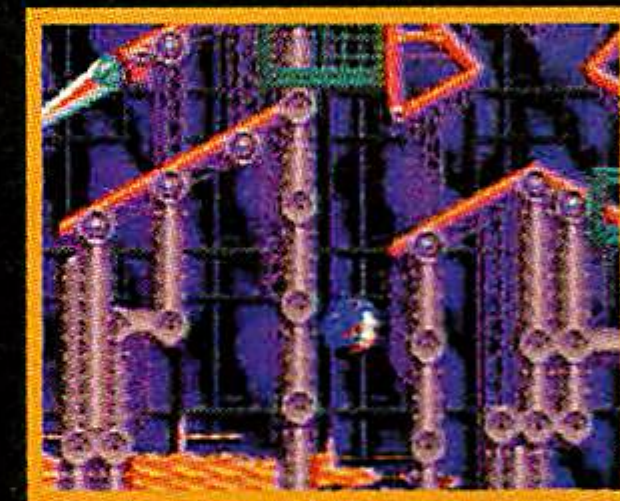
(SEGA FOR THE GENESIS)



**AFBT-5N7G**—Start on Level 2: "Lava Powerhouse"



**AKBT-5N7G**—Start on Level 3: "The Machine"



**APBT-5N7G**—Start on Level 4: "Showdown"

**AXBA-4A4T**—Infinite lives  
**3J9A-4CHR+3J9T-4CAA**—Extra life about every 30,000,000 points

## Super Star Wars: The Empire Strikes Back

(JVC/LUCASARTS FOR THE SUPER NES)



**6DE9-47AF**—Infinite Thermal Detonators

**483F-376F**—Almost invulnerable (makes some enemies invincible; switch off to defeat them)



**6D23-47F9**—Start with all force abilities







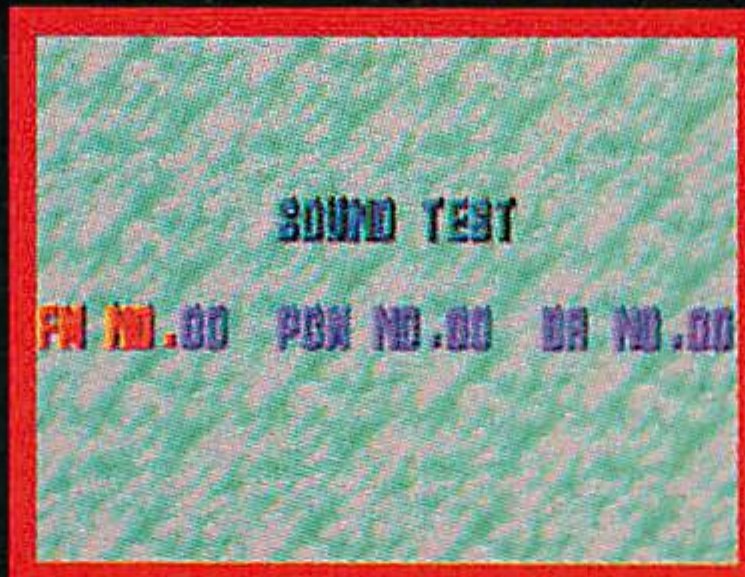
(SEGA FOR THE SEGA CD)

## Sound/Music Test!

To access a full audio debug menu, press **Down, Down, Down, Left, Right, A** while the title screen is flashing the words "PRESS START." You'll move to a hidden Sound Test menu, with options for listening to sound effects ("FM"), digitized samples ("PCM") or digital audio tracks straight from the CD ("DA"). This is the best resource for listening to composer Spencer Nilsen's *Sonic CD* soundtrack, especially if you're interested in recording the tunes for the tape player in your car!



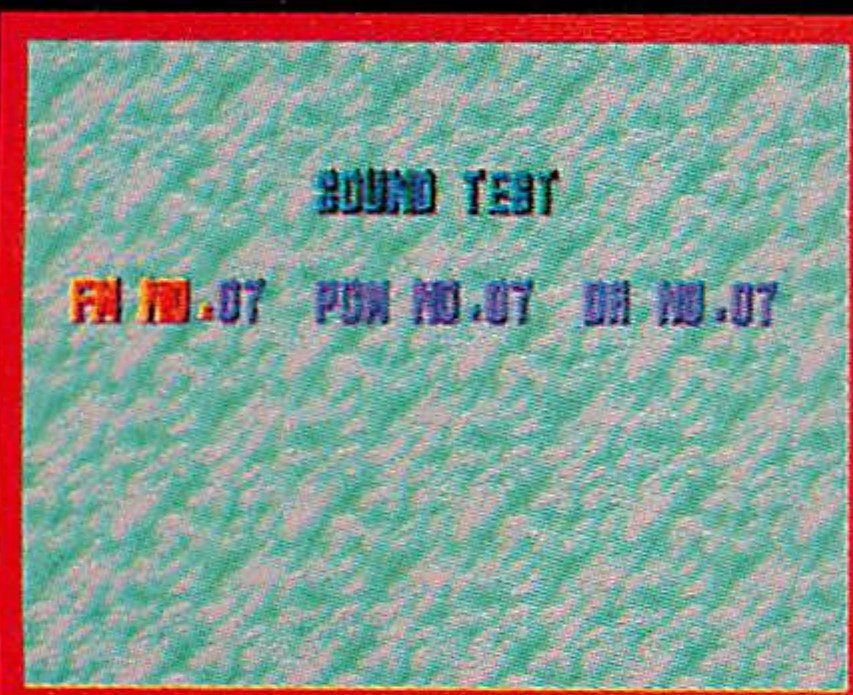
Press **Down, Down, Down, Left, Right, A**.



The hidden Sound Test menu appears!

## Secret Bonus Round!

Using the Sound Test as described above, set all three menu items at "07" and press the **START** button. A message will appear that says "WELCOME TO SECRET SPECIAL STAGE," introducing you to a special bonus round with a huge Dr. Robotnik looming in the background! Beat this stage and you'll get a condensed credit screen that's different from the credits you'll see when you beat the game.



Set all three numbers at "07" and press **START**.



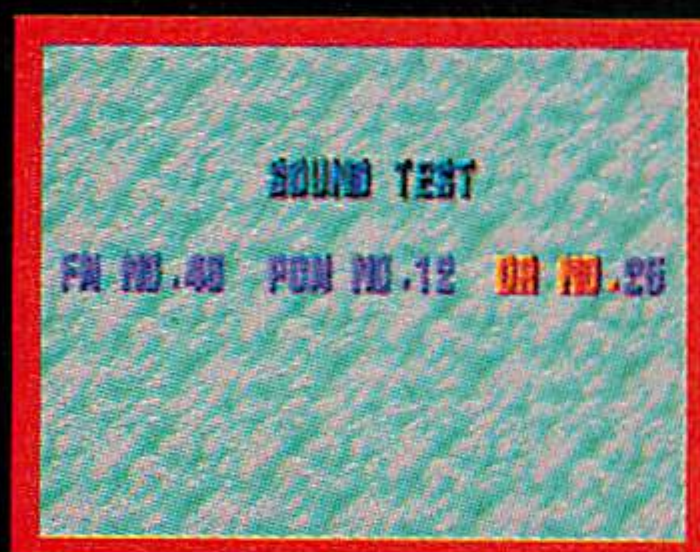
You'll get this special message.



Play the Secret Special Stage!

## Strange Message

Set up the numbers in the Sound Test as follows: **FM No. 46, PCM No. 12, DA No. 25**. Press **START**; this gives you an incredibly weird screen with an evil-looking pseudo-Sonic in the background behind a message in Japanese. Roughly translated, the text says "Infinite fun: Sega Enterprises...picture of Evil Man." Go figure!



Enter 46, 12, 25 and press **START**.



Anata wa nihongo o hanashimasu ka?

## Sonic the Human Hedgehog?

Using the Sound Test, enter the following numbers: **FM No. 42, PCM No. 04, DA No. 21**. Press **START** and you'll get an eerie-looking graphic of a half-human Sonic, one of the most interesting images you'll ever see in a Sega CD game.



Enter 42, 04, 21 and press **START**.



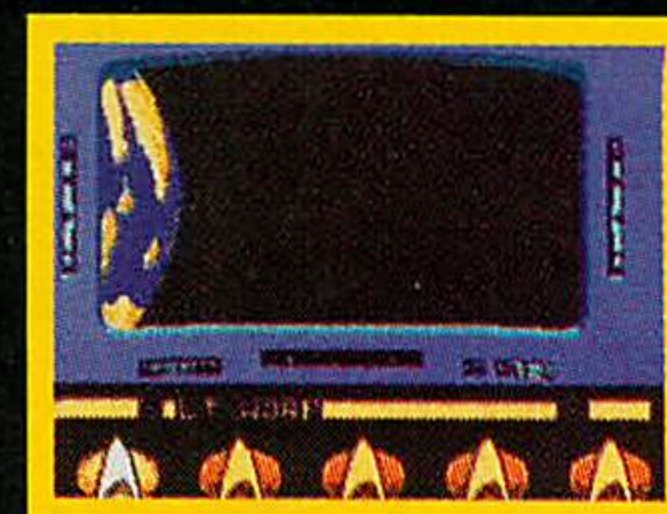
Check out this creepy humanoid Sonic!

# GAME GENIE CODES

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

## Star Trek: The Next Generation

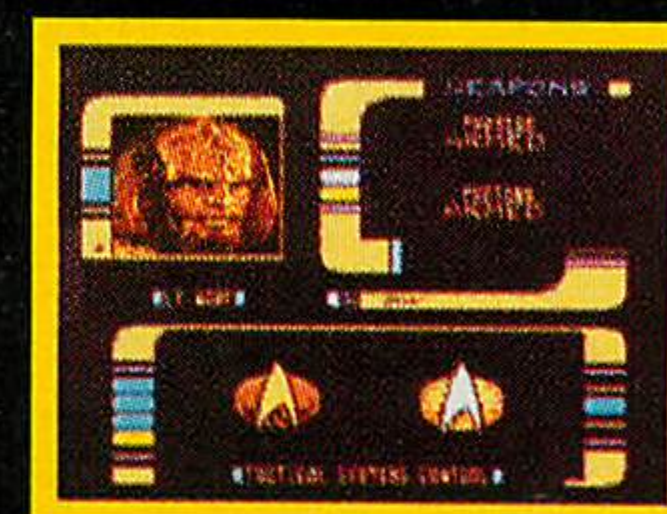
(ABSOLUTE FOR THE NES)



**OUXTPYOP**—All systems immune to damage (shields down)



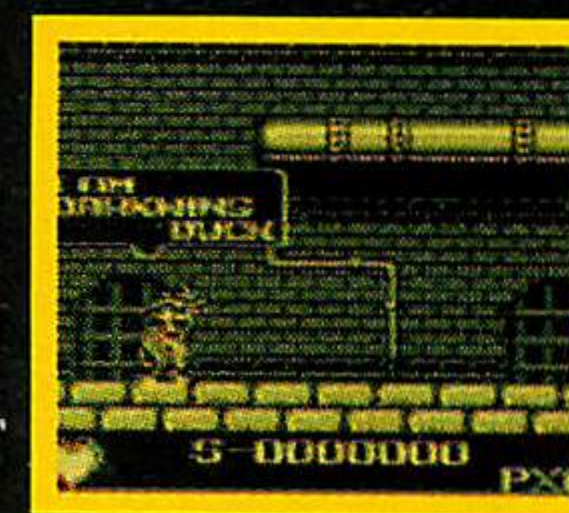
**SXUVTNSE**—All systems immune to damage (shields up)



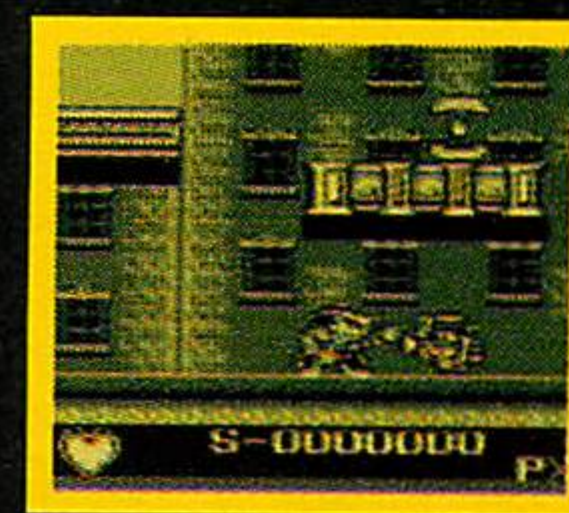
**AAOXPOKT**—Phasers fire for longer

## Darkwing Duck

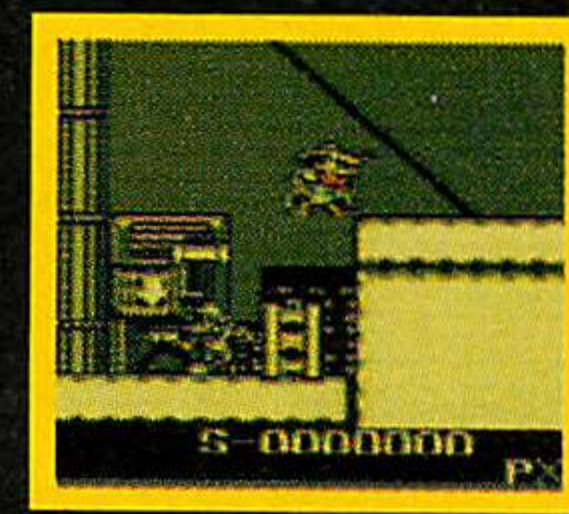
(CAPCOM FOR THE GAME BOY)



**01A-0BF-C4D**—Infinite lives



**FAD-398-4C1**—Infinite ammo on pick-up



**099-FOF-F7A**—Start with nine points of energy after first life



## THE LAWNMOWER MAN

(THE SALES CURVE/T•HQ FOR THE SUPER NES)

### Super Cheat Mode!

To activate the cheat mode in this incredible action cartridge, press **START** to pause during a game, then press **B, R, A, SELECT, SELECT, Y, A, B, Y, A, B**. Next, press **START** to unpause. You'll get no signal to confirm the code; the easiest way to see if it worked is to pause the game, then press the **L** or **R** button repeatedly. If this causes the game to continue moving one step at a time in slow motion, the cheat code has been successfully entered. Now you'll be able to use all of the sweet cheats listed below!



Press **B, R, A, SELECT, SELECT, Y, A, B, Y, A, B** while paused.



The cheat mode will be activated; test the slow-motion with **L** and **R**.

### Stage Select!

With the cheat code in place as described above, press **START** during the game and press **A, L, L** while the game is paused. Next, press **START** to unpause, and you'll get the "Nigel Wayne Mode" menu, which allows you to play any stage, including the "Virtual Worlds," the battle with Jobe and the final showdown against the Doomplayer!



Pause the game and press **A, L, L**.



Press **START** to access the stage-select menu.



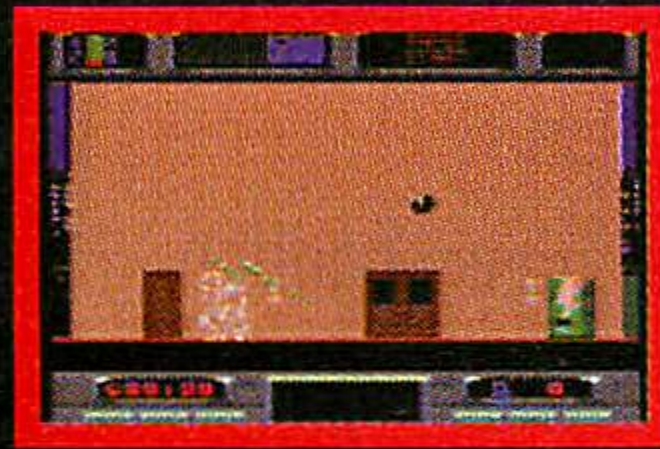
Start at any stage, including the Virtual World!

### Infinite lives!

While the cheat mode is in effect, pause the game with the **START** button, then press **R, A, SELECT, Y** and **START** to continue playing. Notice that when your character is killed, your life counter will not be reduced!



Press **R, A, SELECT, Y** while paused.



Press **START** to unpause; when you die....



...you won't lose a life!

### Stage Skip!

When the cheat code is in place, you can skip to the end of any Virtual World stage by pressing the **A** button while the game is paused. Please note that performing this trick in any other stage may reset the game and send you back to the title screen.



With the cheat mode on, press **A** while paused....



...to skip to the end of any Virtual World stage!

## SUPER NOVA™

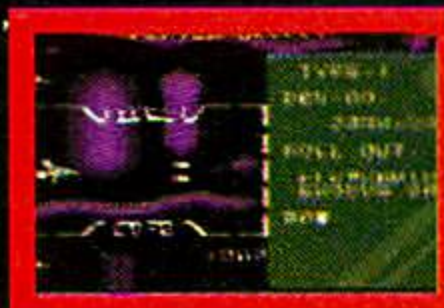
(TAITO FOR THE SNES)

### Boss-Only Mode!

When the Taito logo appears at the start of Super Nova, quickly press **Down, X, Up, B, L, R, Left, A**. You'll hear a chime to confirm the code entry. Start the game, and you'll see a message that reads, "WOW!! YOU DISCOVERED THE BOSS ENDURANCE MODE!" With this special code in place, you'll skip through the main stages to fight only the game's "boss" characters, one after another.



Press **Down, X, Up, B, L, R, Left, A**.



You'll get this special message.



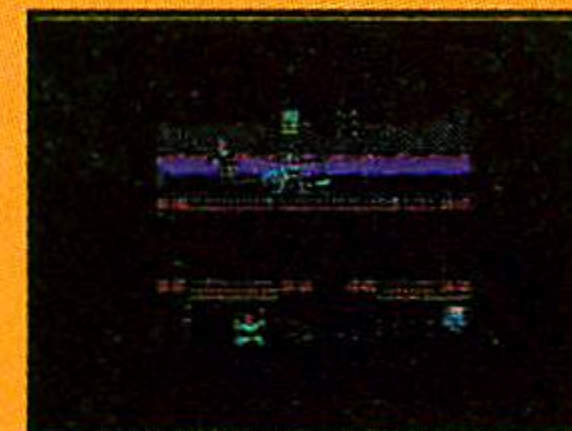
Play through the game fighting only the bosses!

## Pro ACTION REPLAY Codes

For use with Dattel's Pro Action Replay Game Busting Cartridges

### Alien3

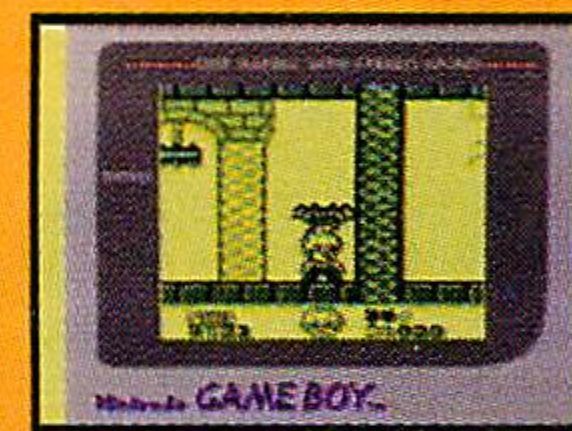
(ARENA FOR THE GAME GEAR)



- 00C4-2403—Infinite lives
- 00C4-6A55—Infinite energy
- 00C4-2763—Infinite machine gun
- 00C4-290A—Infinite flame
- 00C4-2D0F—Infinite hand grenades
- 00C4-7903—Infinite time

### Kid Dracula

(KONAMI FOR THE GAME BOY)



- 0004-C8C8—Unlimited hearts/health
- 0003-C3C8—Infinite lives
- 000X-C2C8—Sub-level select. Replace X with 0-4
- 000X-C1C8—Level select. Replace X with 0-7

### Tiny Toon Adventures: Buster Busts Loose!

(KONAMI FOR THE SUPER NES)

- 7E08-97FD—Jump off screen
- 7E00-6A99—When you pick up a star you get an extra life
- 7E00-B4FF—Walk through the bad-dies to kill them
- 7E00-0AXX—Varies the speed of the ball in Furbal's squash
- 7E1A-06XX—Alters the time in squash—keep the switch active for infinite time
- 7E1A-2C00—Infinite time for Hampton pig (variable)
- 7E1A-023A—Infinite time for Babs (variable)
- 7E00-B000—Moonwalkin' Buster! He slides around. Change the last two digits to make him go invisible when moving. If he gets hit, deactivate and then reactivate the switch
- 7E000-9C0A—Gives maximum of ten bits of heart
- 7E00-680X—Replace X for level select
- 7E00-B6A0—You don't play the bosses when used with below two codes
- BE00-8E04—Use with codes above and below
- 7E00-BFA0—Use with above two codes



# THE JAGUAR 64-BIT SYSTEM.

You want power? How about 100 times more power than 16-bit systems.

Color graphics? You think 16.7 million colors will hold you?

Maybe you're looking for fast, real-world animation? Tell you what. You better have a strong stomach.

Cuz this is Jaguar.™ And this ain't no toy.

We're talking 64 bits of power and 3-D animation. As in three dimensions. As in this stuff is real. You're not just pretending to fly a plane. You are in the cockpit. You are dodging bullets and bombs and mountains and bridges. And you are sweating.

You've also got CD-quality sound to deal with, and arcade-quality games that are so multi-layered and deep you may never find your

way out. Not to mention the 17-button controller that gives you so many ways to annihilate your enemies, you'll never have to kill one the same way twice.

Jaguar 64-bit. Power. Speed. Control. Sweat.



"Game of the Month"  
— Diehard Game Fan

## THE GALACTIC WAR HAS BEGUN. Do you know where your pods are?

### CYBERMORPH™

The evil Pernitia Empire has the ultimate weapon: robotic technologies that can rebuild themselves. The good news is your forces had new weapons designed. The bad news is your scientists were seized by the enemy and sealed into pods along with vital supplies and information.

As pilot of Cybermorph Transmogriphon, a prototype morphing attack craft, you must recover the pods so the resistance fighters can halt the Pernitia Empire's sinister march toward galactic domination.

Cybermorph is packed in every Jaguar 64-bit system and packed with intense 3-D texture-mapped graphics, CD-quality sound and real-time, real-world action that'll help you explore 50 separate worlds of canyons, valleys, vortex towers, force fields, power stations and fast-flying hostile enemies aiming to blow you away.

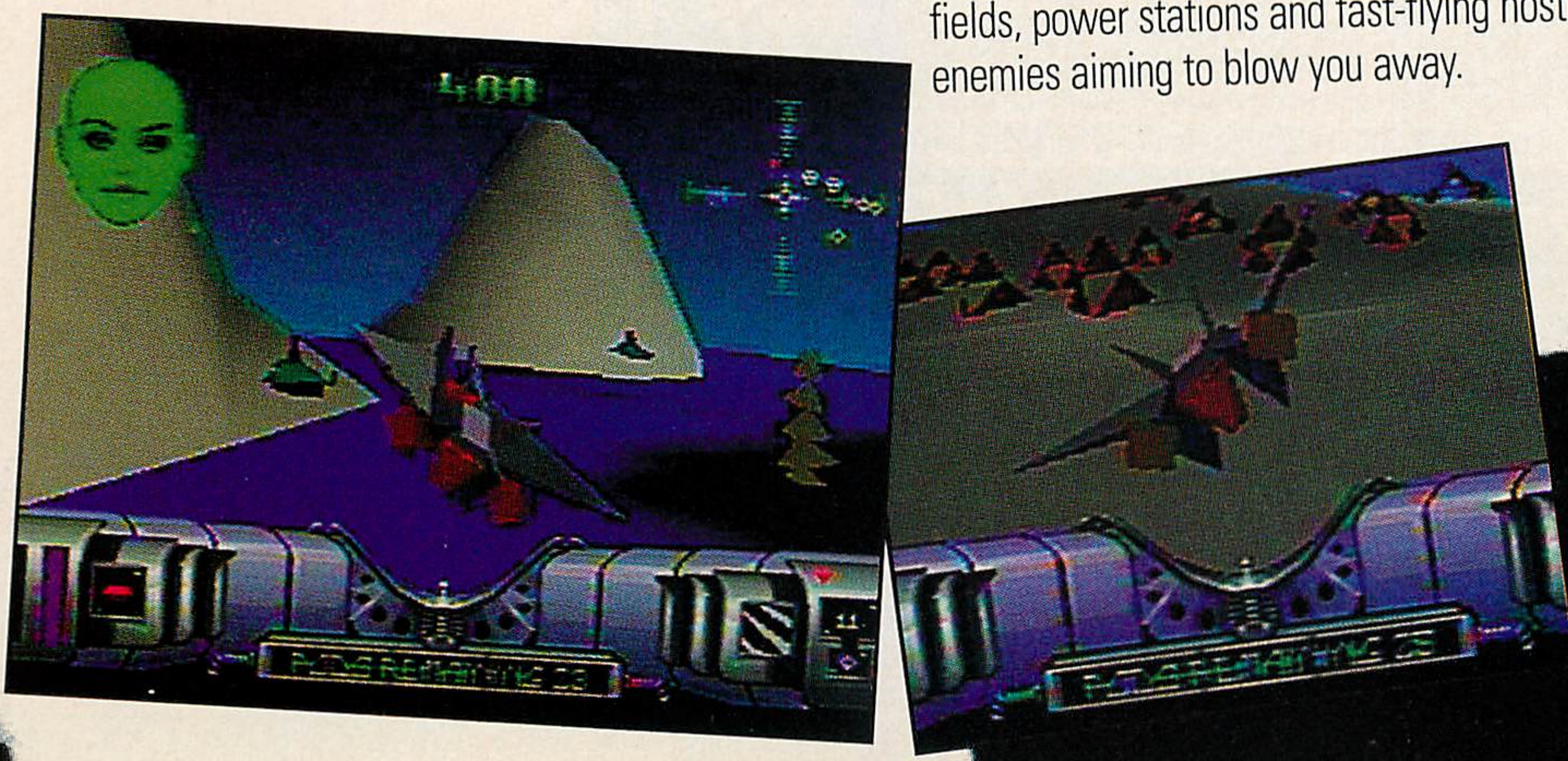
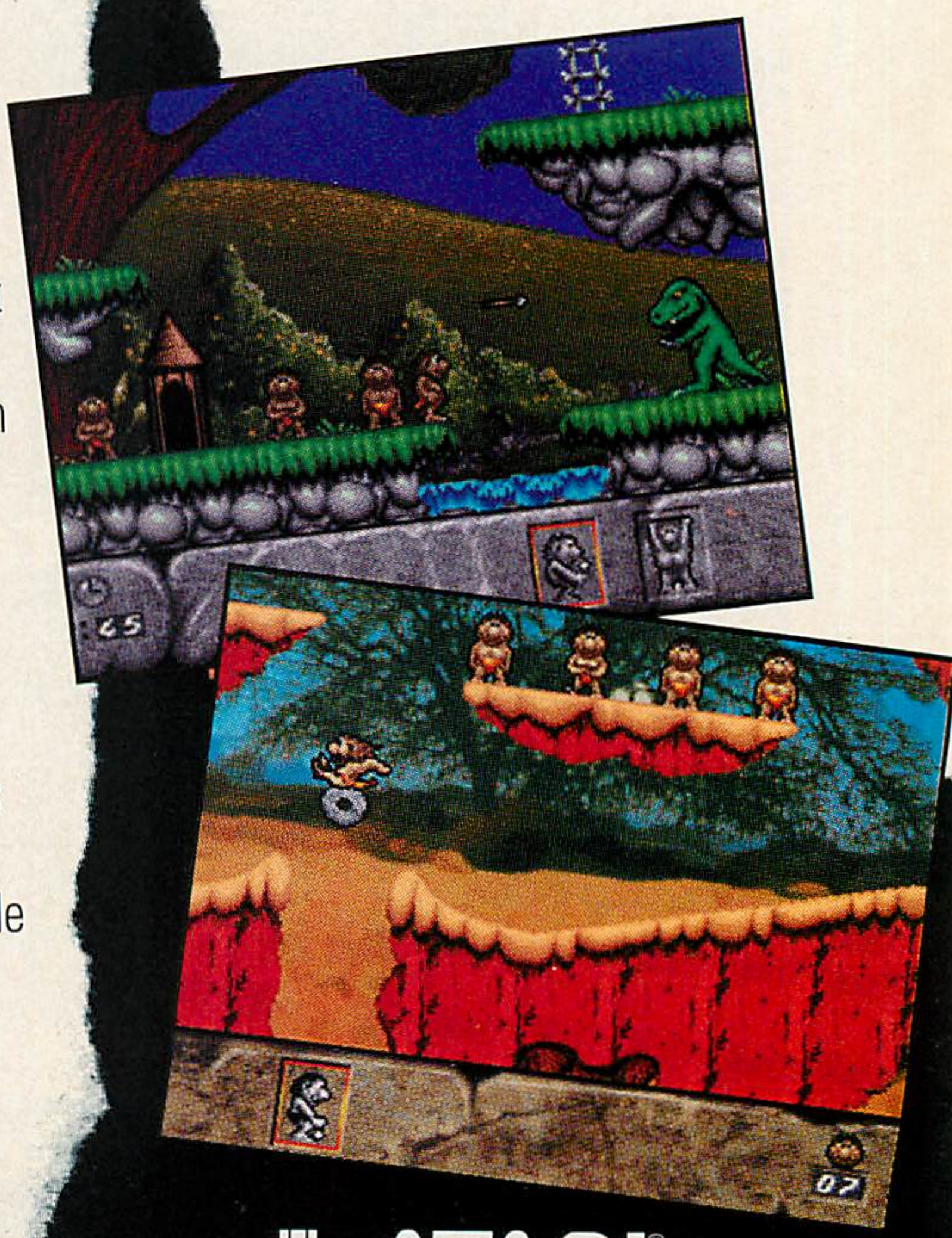
## FIRE GOOD. LOSING BAD.

### EVOLUTION: DINO DUDES™

You're the proud leader of the Dino Dudes, and it's up to you to guide a hairy gang of Cro-Magnons to the top of the food chain.

On your prehistoric journey you'll discover fire, weapons, and The Wheel. You'll battle dinosaurs and rival tribesmen, and do everything you can to avoid becoming an endangered species.

Evolve or die, dude.



For game tips and hints, call 1-900-737-ATARI. 95¢ per minute. If you are under 18, be sure to get a parent's permission before calling. A touch-tone telephone is required. USA only.

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# JAGUAR™ 64-BIT.

THE MOST POWERFUL  
HOME VIDEO GAME SYSTEM  
EVER INVENTED.

"Perfect"  
—Electronic Gaming Monthly

## MILITANT ALIENS.

You can't live with 'em.  
You can't play without 'em.

### RAIDEN®

Mother Earth has fallen to deranged, militant aliens. As pilot of the Raiden Supersonic Attack Fighter, it's up to you and you alone to mount a daring counter attack.

Rip through enemy lines, torch Gatling units with your homing missiles, blast ammo-laden cargo trains with nuclear-powered bombs, and teach these galactic pirates why nobody messes with your planet.

With brilliant sound, exceptional speed and shoot 'em up motion that showcases Jaguar's 64-bit capabilities, Raiden is the ultimate arcade conversion for one or two players.

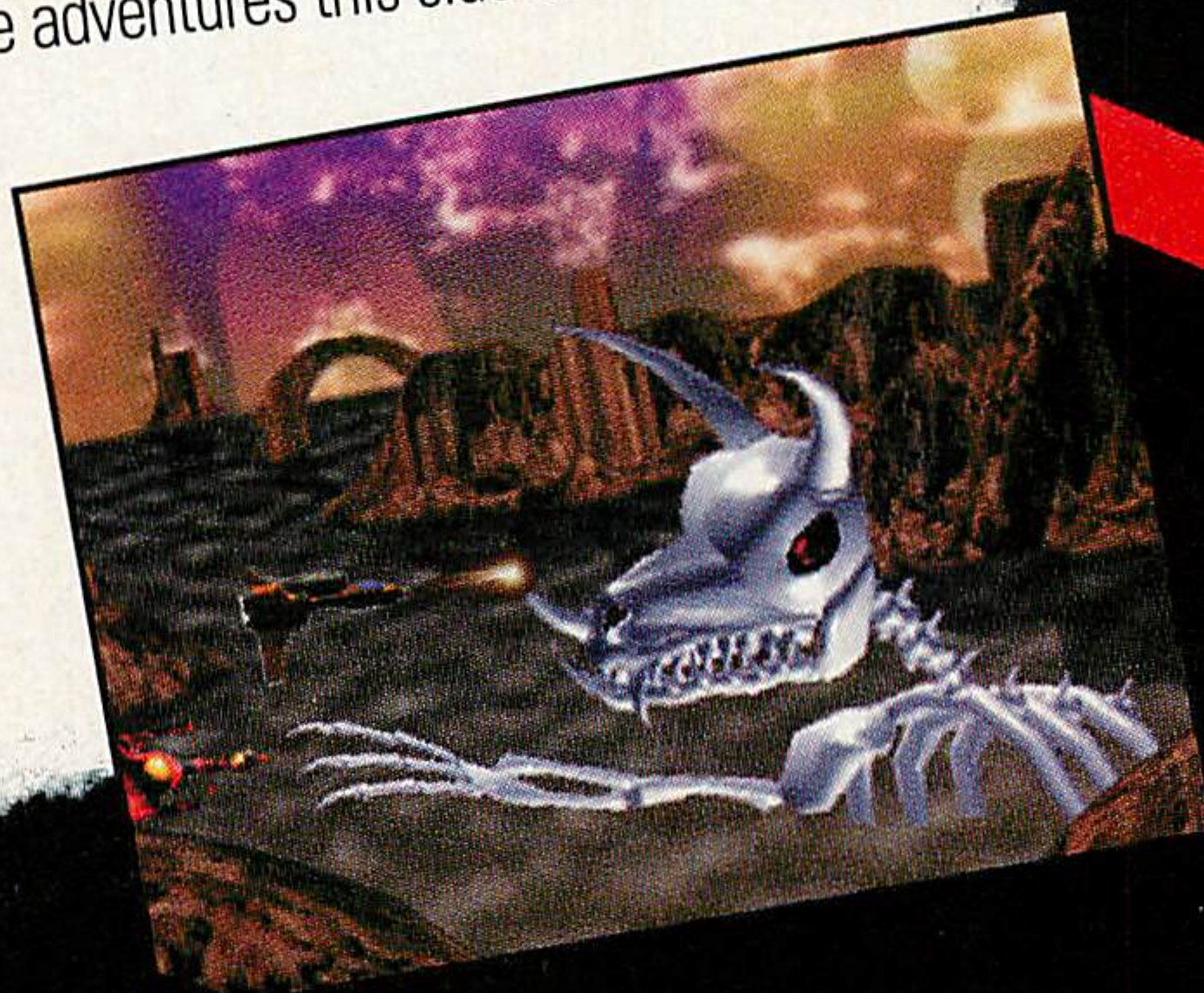
## THE NAME IS MCFUR. TREVOR MCFUR.

### TREVOR MCFUR IN THE CRESCENT GALAXY™

The Crescent Galaxy has fallen and it's up to you, Corporal Trevor McFur, to return the planet Cosmolite to its citizens.

With your trusty sidekick, Cutter, you'll blast through five worlds filled with monster asteroids, killer Starbots, deadly Gundinos, savage Cyber Cherubs, and bosses that confront you on the screen.

Rapid 3-D renderings and a variety of special weapons will make this interplanetary struggle one of the most formidable space adventures this side of the universe.



# JAGUAR™

6 4 - B I T

## GET BIT.

INTERACTIVE MULTIMEDIA SYSTEM

CIRCLE #108 ON READER SERVICE CARD.



## DOUBLE SWITCH

(SEGA FOR THE SEGA CD)

First, you have to play through the game until you reach **Act III**—much easier written than done. Once you've made it to Act III, sit back and intentionally lose the game by letting the Power Box get turned off, or by letting Eddie capture the girls. When you lose, the screen goes dim and the "Game Over" video clip starts to play. Quickly press **Left, A, Up, Right** and **A** on Controller 1 before the clip ends. (This code spells the name "**Laura**," which is not so coincidentally the name of one of the characters in *Double Switch*.) The normal "game over" clip disappears, and the hidden clip starts playing. Watch and listen as Lyle the Handyman chews you out, then ad-libs a comment that Digital Pictures wisely chose to bleep out (although you can easily read his lips). We double-dog-dare you not to laugh out loud!



Press **Left, A, Up, Right, A** during the "Game Over" sequence to watch a hidden blooper clip!

## Hidden Video Clip

Digital Pictures (the creators of *Ground Zero Texas*, *Night Trap* and *Prize Fighter*, among other lovely Sega CD games) love to put hidden video clips into their games, and *Double Switch* is no exception. Getting to see the clip is going to take some work, though!

First, you have to play through the game until you reach **Act III**—much easier written than done. Once you've made it to Act III, sit back and intentionally lose the game by letting



## Codes

For use with Dattel's Pro Action Replay Game Busting Cartridges

### Bubsy

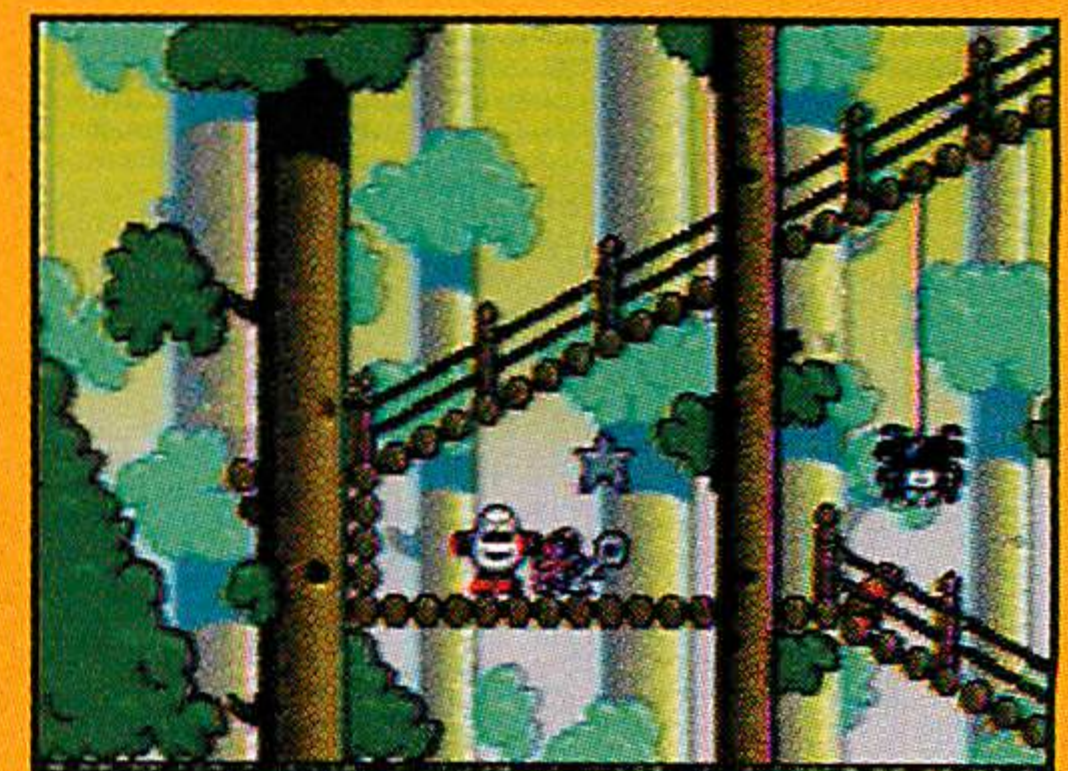
(ACCOLADE FOR THE SUPER NES)



7E00-DF50—Infinite time  
7E02-0D08—Infinite lives  
7E00-A304—Invincibility  
7E00-A206—Shadow (you cannot be seen by the enemy)

### Fantastic Dizzy

(CODEMASTERS FOR THE SEGA GENESIS)



FF814-90002—Infinite lives  
FF813-90000—Invincibility

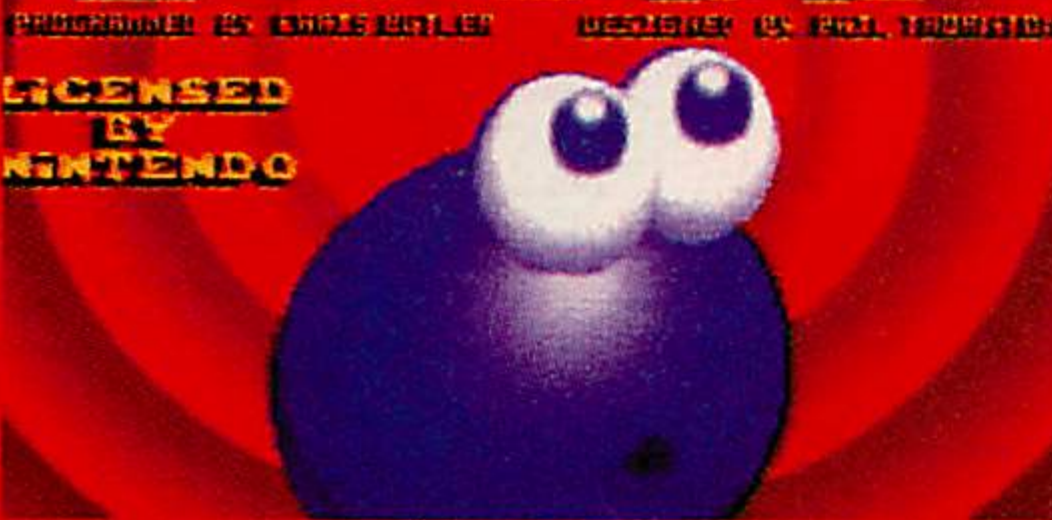
### Star Wars

(CAPCOM FOR THE GAME BOY)



0103-92FF—Infinite lives  
0108-5BCA—Infinite energy  
050A-A3CA—Infinite continues

## SUPER PUTTY



(U.S. GOLD FOR THE SUPER NES)

## Stage Skip!

To activate a cheat mode in *Super Putty*, press **START** to pause the game, then press **R, A, L, L, Y**. The screen will scroll and wrap around to confirm that the code is in place. Once you've done that, you can skip to the end of any stage simply by pressing the **SELECT** button. You can use this trick to skip all the way to the end of the game!



Press **R, A, L, L, Y** while the game is paused.



With the code in place, press **SELECT** to skip stages at any time.



You can skip to the end of the game!



# NIGHT TRAP

(DIGITAL PICTURES FOR THE 3DO & SEGA CD)

## TIME LINE/COOL SCENES

Here's a double whammy of information for Digital Pictures' groundbreaking CD game. The 3DO version looks zillions of times better than the Sega CD version, but is otherwise identical, which means you can use this information with either of them.

### Trap Time Line

- 0:12—Hall 1—TRAP 2
- 0:26—Living Room—TRAP 2
- 0:35—Bedroom—TRAP 1
- 0:42—Bathroom—TRAP 1
- 0:49—Bathroom—TRAP 1
- 1:06—Living Room—TRAP 1



- 1:23—Kitchen—TRAP 1
- 1:38—Entry Way—TRAP 1
- 2:58—Entry Way—TRAP 2
- 3:14—Hall 1—TRAP 1
- 3:26—Bedroom—TRAP 1
- 3:32—Living Room—TRAP 1
- 3:42—Hall 1—TRAP 2
- 3:47—Driveway—TRAP 1
- 4:11—Hall 2—TRAP 1
- 4:22—Bathroom—TRAP 1
- 4:38—Bedroom—TRAP 1
- 4:55—Living Room—TRAP 1
- 5:03—Living Room—TRAP 1
- 5:32—Bedroom—TRAP 1
- 5:36—Driveway—TRAP 1
- 5:37—Entry Way—LISTEN FOR NEW CODE (Do NOT change the code yet.)

- 5:53—Living Room—TRAP 1 then CHANGE CODE
- 6:10—Hall 1—TRAP 1
- 6:19—Hall 2—TRAP 2
- 6:50—Hall 2—TRAP 2
- 7:04—Kitchen—TRAP 1

- 7:26—Bedroom—TRAP 2
- 7:41—Driveway—TRAP 1
- 7:51—Hall 1—TRAP 2
- 8:02—Bedroom—TRAP 1
- 8:14—Hall 2—TRAP 2

- 8:27—Hall 1—TRAP 1
- 8:39—Bedroom—TRAP 2
- 8:55—Living Room—LISTEN FOR NEW CODE then CHANGE CODE
- 9:11—Living Room—TRAP 1
- 9:22—Entry Way—TRAP 1



- 10:48—Hall 2—TRAP 1
- 10:54—Driveway—TRAP 1
- 10:58—Driveway—TRAP 1
- 11:31—Hall 1—TRAP 1
- 12:03—Living Room—TRAP 1
- 12:37—Bathroom—TRAP 1
- 13:15—Hall 1—TRAP 1
- 13:30—Entry Way—LISTEN FOR NEW CODE then CHANGE CODE
- 13:57—Living Room—TRAP 2
- 14:10—Living Room—LISTEN FOR NEW CODE then CHANGE CODE
- 14:41—Hall 2—TRAP 2
- 15:05—Entry Way—TRAP 2
- 16:27—Driveway—TRAP 1
- 16:37—Hall 2—TRAP 2
- 16:44—Living Room—TRAP 1
- 16:59—Hall 1—TRAP 1
- 17:13—Bedroom—TRAP 1
- 17:26—Living Room—TRAP 1
- 17:37—Hall 2—TRAP 1
- 17:47—Living Room—TRAP 1
- 17:56—Bathroom—TRAP 1
- 17:59—Hall 2—TRAP 2
- 18:13—Driveway—TRAP 1
- 18:17—Driveway—TRAP 1
- 18:27—Entry Way—TRAP 2
- 18:34—Living Room—TRAP 1
- 19:08—Hall 1—TRAP 1 (Wait for the bar to enter the red zone a second time before trapping the Auger. If you activate the trap on the



- "first red," you kill Megan.)
- 19:21—Living Room—TRAP 2
- 19:56—Entry Way—TRAP TONY
- 20:12—Living Room—TRAP 2
- 21:19—Bedroom—TRAP 2
- 21:31—Driveway—TRAP 1
- 21:45—Kitchen—TRAP 1
- 21:54—Hall 2—TRAP 2
- 22:11—Bedroom—TRAP 2
- 22:24—Hall 1—TRAP 2
- 23:06—Hall 2—TRAP 1

- 23:18—Hall 1—TRAP 1
- 23:35—Living Room—TRAP JEFF (Wait for the bar to enter the red zone a second time before trapping Jeff. If you activate the trap on the "first red," you kill the SCAT soldier.)
- 23:53—Driveway—TRAP 1
- 24:04—Living Room—TRAP 1
- 24:28—Hall 1—TRAP 1
- 24:30—Bedroom—TRAP MRS. MARTIN
- 24:54—Bathroom—TRAP MR. MARTIN
- 25:10—Hall 2—TRAP SARAH then TRAP KELLY (Trapping Kelly is optional. If you do, she'll chew you out before dropping into the trap. If you don't, she'll say a few more words as she walks down the hall.)



### Cool Scenes

- 2:00—Driveway—The girls arrive.
- 6:00—Living Room—The girls party hearty. The highlight of this scene is when Megan starts dancing around with the tennis racket and lip-synching the *Night Trap* theme song.
- 9:35—Bedroom—Kelly chats with Sarah.
- 10:00—Bathroom—Megan describes the horror of cosmetic testing on lab rats.
- 10:30—Hall 2—The girls go mental over the fact that SOMEONE IS AT THE DOOR!



- 12:10—Bathroom—Lisa freshens up while a pervert Auger scopes her out from the shower.
- 14:50—Entry Way—An Auger gets fried by Weird Eddie's laser gun.
- 15:00—Bathroom and Driveway—Kelly communicates with Mike, one of the SCAT agents. Keep watching the Driveway, because Mike gets wasted before long.
- 15:15—Kitchen—One of the girls finds out that those cherry popsicles in the fridge *aren't* cherry-flavored. Ick.



- 20:15—Driveway—An Auger gets frazzed (and then inspected) by SCAT.



# LYNX

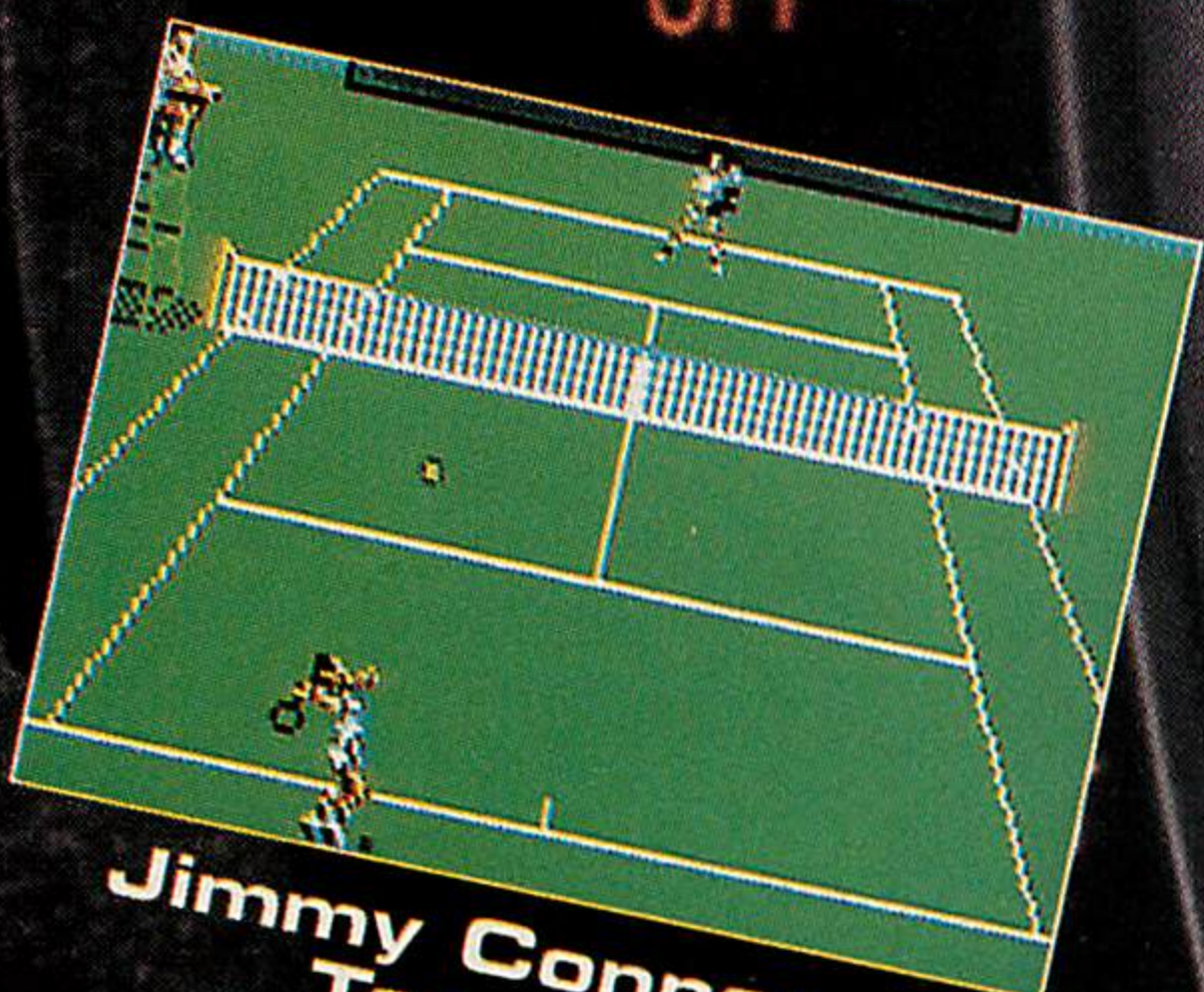


**Checkered Flag™**  
1-6 players



**Lemmings™**  
1-2 players

OFF

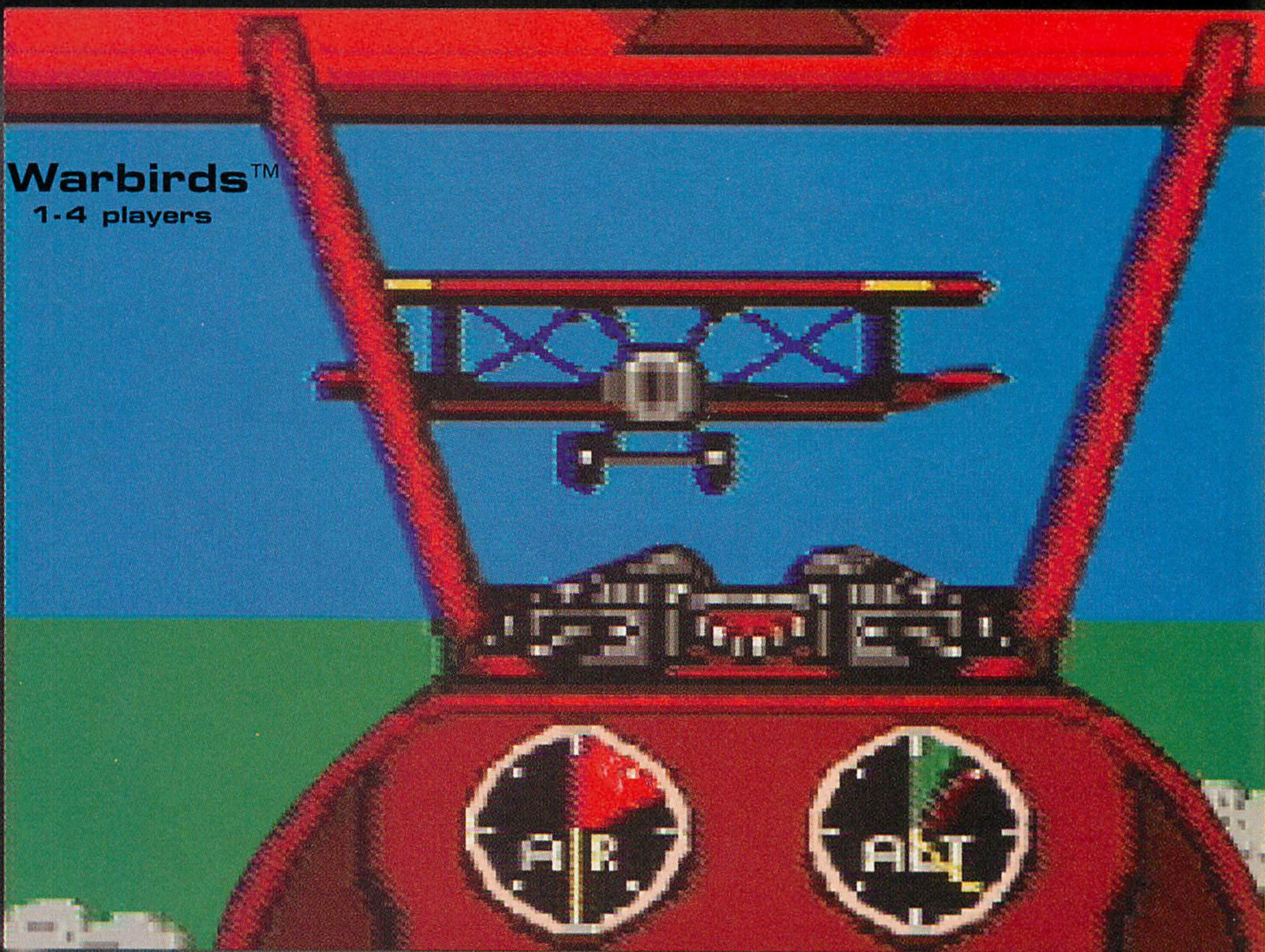


**Jimmy Connors' Tennis™**  
1-2 players



**Dracula™**

**Warbirds™**  
1-4 players



ATARI

# LYNX KICKS

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As Seen in GamePro

graphics  
Gameplay  
FunFactor  
Challenge

5.0  
GAMEPRO® RATING



OPTION 1  
RESTART  
FLIP  
OPTION 2

Lynx has a 3.5" screen.

**BUT**

Game Gear has a 3.2" screen.

Lynx has over 4000 colors.

**BUT**

Game Boy has two.

Lynx has a 16 bit graphics engine.

**BUT**

Game Gear has an 8.

Lynx has molded rubber hand grips.

**BUT**

Game Boy has plastic.

Lynx allows up to eight players.

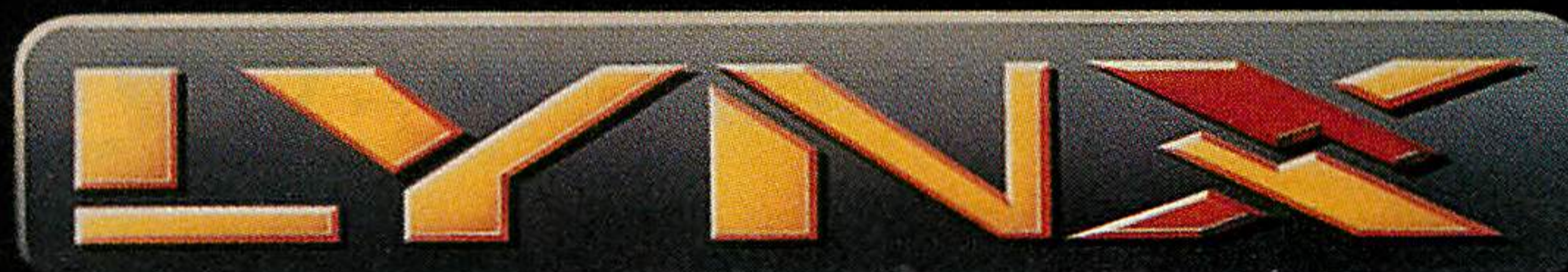
**BUT**

Game Boy allows up to four.

Lynx has right or left hand play.

**BUT**

Game Boy and Game Gear do not.



**THEIR BUTS.**

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CIRCLE #109 ON READER SERVICE CARD.





(SEGA FOR THE SEGA CD)

## Debug Mode!

Remember the "Debug Mode" in *Sonic the Hedgehog* and *Sonic 2*? There's one in *Sonic CD* as well, but you'll need to perform the sound test as described on page 22 (press **Down, Down, Down, Left, Right, A** while the title screen is flashing the words "PRESS START"). At the Sound Test menu, set up the numbers as follows: **FM No. 40, PCM No. 12, DA No. 11**. Press **START** and you'll get a cool-looking screen with Tails standing next to a race car; then, when you return to the title screen, start a new game and the Debug Mode will be in place. Press **B** to change Sonic into a different object—while he's changed; press **A** to pick a different object or **C** to place the object on the screen.



Press **Down, Down, Down, Left, Right, A** to access the Sound Test menu.



Enter the numbers **40, 12** and **11**, then press **START** to activate the Debug Mode.

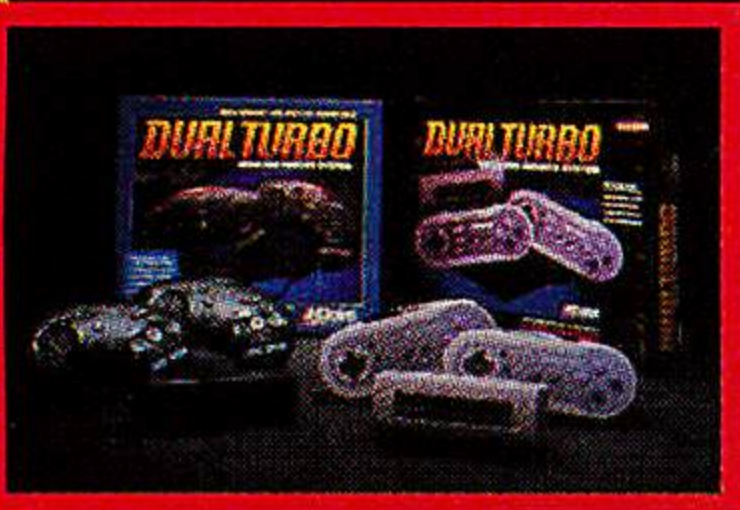


When you see this picture of Tails, you'll know the Debug Mode is in place.



Start a new game, then use the **A, B** and **C** buttons to pick objects and place them on the screen!

# 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!

## Mortal Kombat (Acclaim)

### 40% DAMAGE

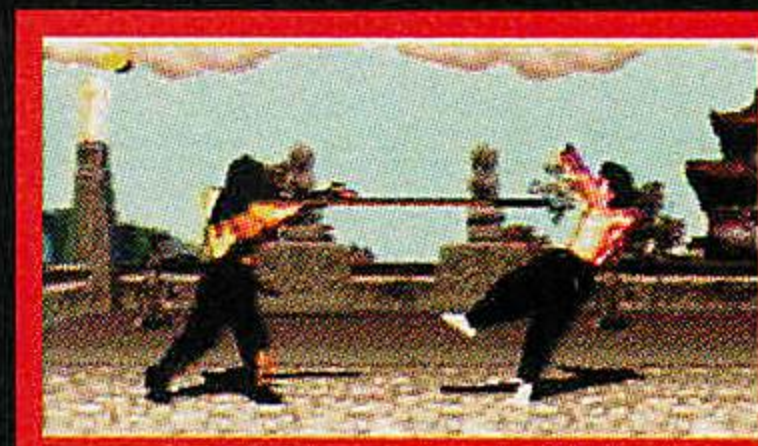
This Scorpion combo comes from James Goddard of Namco, the former *Street Fighter II* specialist who was involved in the development of the most recent coin-op versions of Capcom's bread-and-butter fighting game. It only works on the Super NES, so you may have to search for an alternative that works on the Genesis version.



Block your opponent's jump kick...



...then quickly press **Low Punch** twice.



Throw a harpoon before they get up...

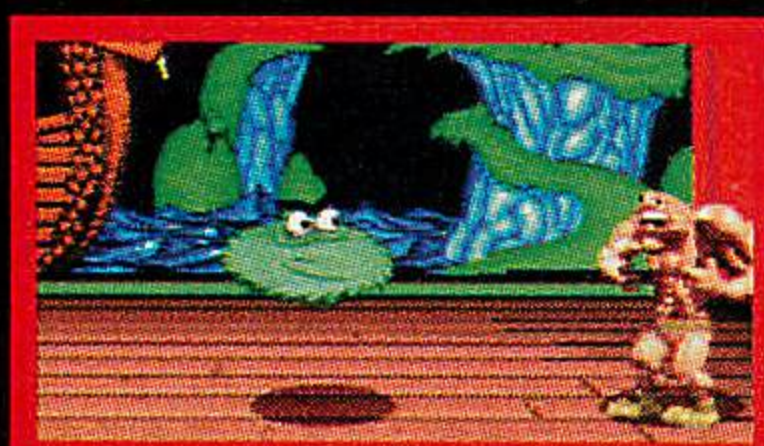


...then reel 'em in and use any punch or kick!

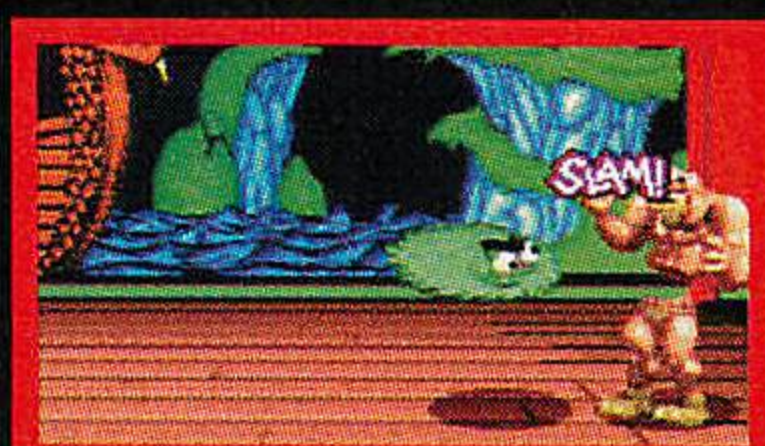
## Clay Fighter (Interplay)

### 35% DAMAGE

Also from James Goddard comes this unique Blob combo that takes advantage of the unique nature of *Clay Fighter's* "charged" moves. James reports that *Clay Fighter* allows you to retain a charge even after you've moved in the opposite direction; experiment with different charging times to find how long the computer will remember that you've charged for a move.



When your opponent is cornered...



...do a buzzsaw, then press **Brutal Punch**.



Reverse-charge and do another buzzsaw...



...to stay buzzing in the corner for big damage!





(SEGA FOR THE GAME GEAR)

## Level Select

Try this handy cheat to skip through the Game Gear version of *Lemmings*; you can start on any stage without the use of passwords!

First, turn the game on. When you see the lemming pulling the Sega logo on a cart, hold buttons **1** and **2** while rotating the control pad in a clockwise direction. After about three rotations, you'll hear a "boink!" sound to indicate that the cheat is in place.

Next, choose "New Level" at the main title screen. Instead of the standard password-entry menu, you'll get a credit screen with a stage-select option at the bottom; just press **Left** or **Right** on the control pad to choose a starting stage!

Hold **1+2** and rotate the control pad three times.

When you hear the "boink!", you're in cheat mode!

Choose "New Level" to access the level select.

Press **Left** or **Right** to change the stage number.

You can play any stage without passwords!



(FLYING EDGE FOR THE GAME GEAR)

## Super Passwords

To start at any stage of the Game Gear version of *Krusty's Fun House*, just enter one of the following passwords:

- Level 2: **SELMA**
- Level 3: **SCRATCHY**
- Level 4: **SKINNER**
- Level 5: **GROENING**

To start the game with all of the doors unlocked, enter the password **TRACY**. This gives you immediate access to the entire Fun House!



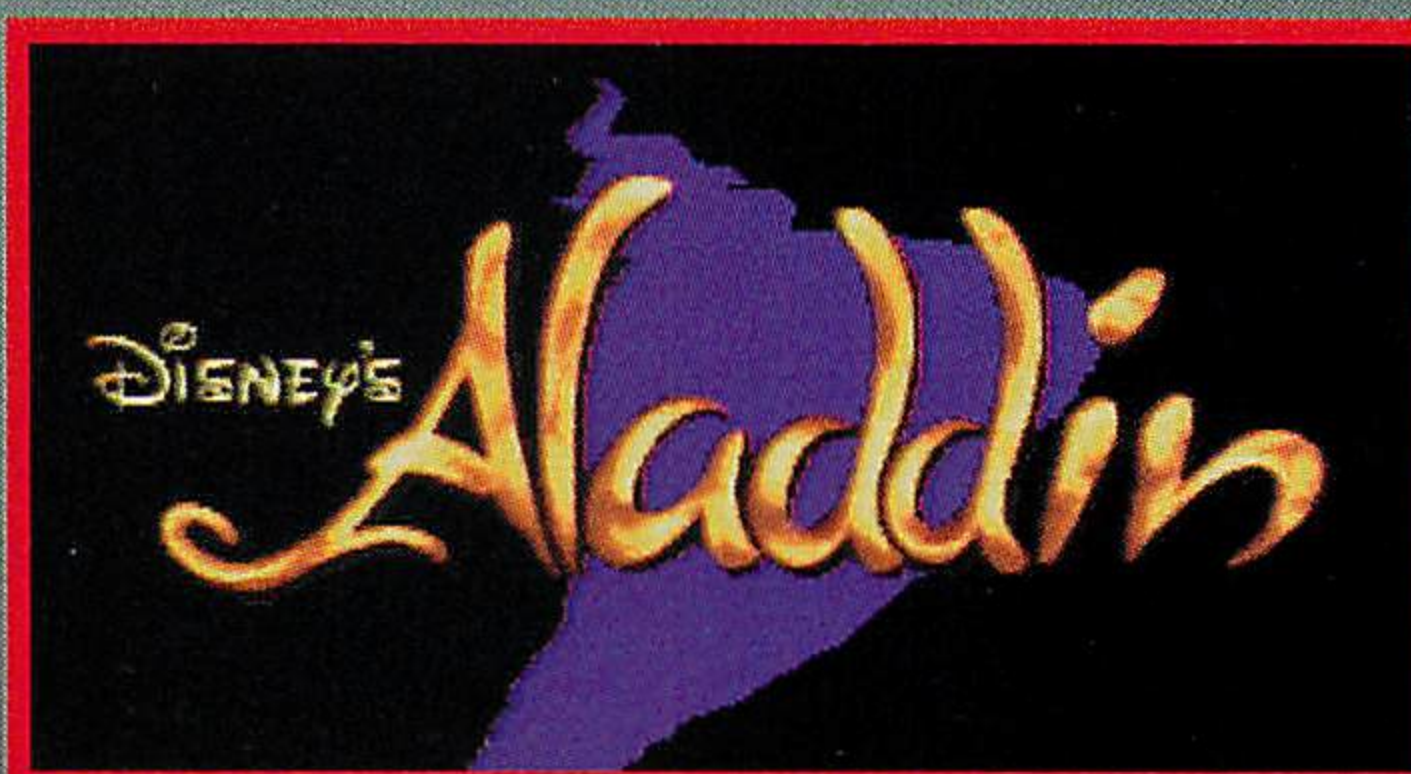
Use our passwords to start on any stage.



Or, enter the cheat password **TRACY**.



All of the Fun House doors will be unlocked!



(CAPCOM FOR THE SUPER NES)

## Super Passwords

Courtesy of *VIDEOGAMES* reader Charles Chen, here is a complete list of passwords for Capcom's Super NES version of *Disney's Aladdin*. Thanks, Charles!



Stage 2



Stage 3



Stage 4



Stage 5



Stage 6



Stage 7



Stage 8



**SUPER**

# THE EMPIRE STRIKES BACK

STRATEGY GUIDE *by Chris Gore*

LucasArts  
JVC for  
SUPER  
NES

**PART 3:  
THE FINAL CHAPTER!**  
The last installment of our strategy  
guide coverage will take you to the  
end of the game and the deadly  
lightsaber duel with Darth Vader.

## JEDI TRAINING ON DAGOBAH

Your first order of business is to find R2-D2. There is no time period or scrolling to keep you from exploring so go everywhere on screen you can. Constantly pressing the **B** button will destroy anything that tries to hurt you (there's not much on this planet that doesn't take away from that vital energy bar). This has the added value of revealing FORCE POWERS that are hidden high up in the jungle. Make sure every nook and cranny has been explored before you get R2-D2.



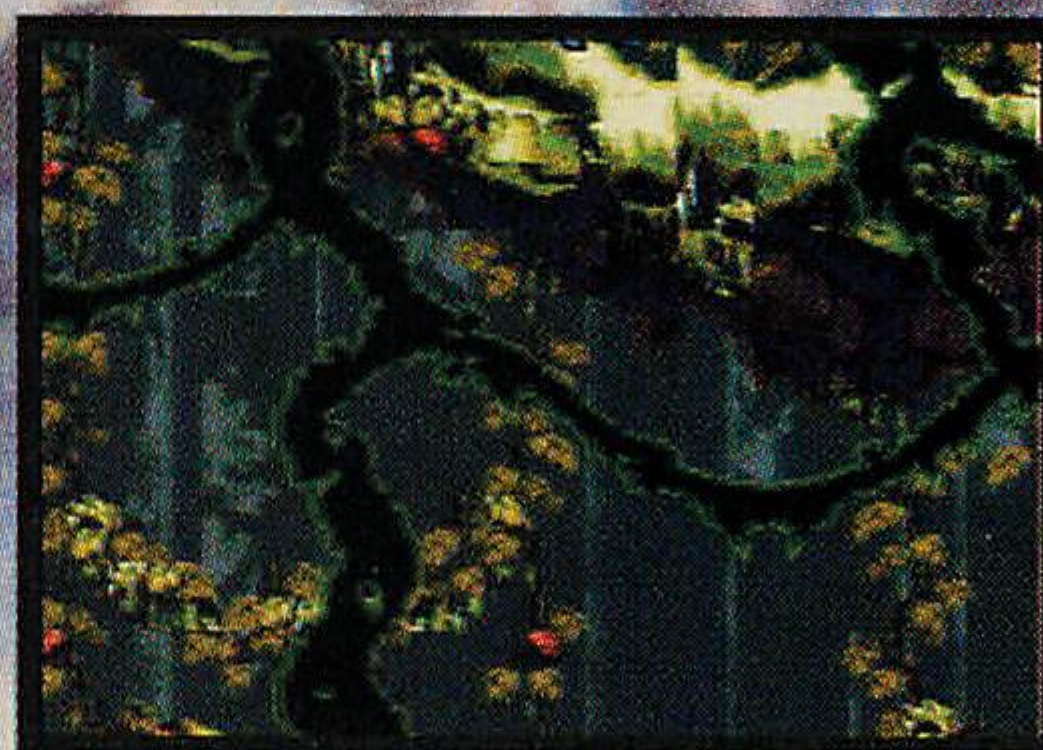
NOW ALL WE HAVE TO DO IS FIND THIS YODA.



YOU MUST FEEL THE FORCE AROUND YOU. EVERYWHERE. DO. OR DO NOT.

## THE SEARCH FOR YODA

Same deal here—explore, explore, explore. You may want to use this opportunity to try out some of those FORCE POWERS as well. Watch out for those nasty Gundars in the trees (they're kinda like purple apes). These grape apes can kill you quick! Get all the force power you can and find Yoda.



## THE SPINE OF HAGOBAD

During this exploration you'll run into a bunch of REBEL SYMBOLS that are worth 50-points each (don't knock it, there's a 1-UP after 50,000 points). This stage of Dagobah scrolls once you get to something that looks like a bridge. Unfortunately, it's not a bridge at all. You're standing on the spine of the boss of this level, the horrifying, caterpillar-spitting Hagobad. (That's almost Dagobah backwards.)

### BEAT THE BOSS:

Use "SELECT" to switch to the force power HEAL. Repeatedly push the **B** button and flip from one side or the other. You should be able to anticipate his attacks after a little practice. Use the HEAL power to give yourself energy (and you'll need it) near the end of the battle. Watching this ugly critter blow up is the most satisfying explosion in the whole game!





## HAN ARRIVES AT CLOUD CITY

The goal here is to find Lando. (I don't know why, that scoundrel is going to betray you anyways.) The toughest combination of platform jumps you'll ever attempt is in this stage of the game. Use the **L** and **R** buttons to get a fix on your position (and your landing spot) before making any jump into mid-air. You want to have at least some idea of where you're about to land. The trickiest jumps come mid-stage when you are trapped deep in the hallways of Cloud City.

**TIP:** Bounty hunters will make things tough by constantly coming through the doorways and blasting you. Use **RAPID-FIRE** to blast at the doorways. Some doors will stay shut and protect you from their onslaught.

### ONE-UP CENTRAL!

After escaping from these seemingly endless hallways, make your way to the outside of Cloud City. Take a large platform straight to the bottom, to what looks like a dead end. Shoot into the air to reveal two hidden 1-UPS, **HEALTH SWORDS**, **BLASTER POWER-UPS**, **BIG HEARTS**, you name it! Keep returning to this spot and build up 99 lives!

### BOUNTY HUNTER HELL!

The bounty hunters get even more annoying during this stage, but if you've gotten a **SEEKER BLASTER**, you'll be in great shape. The final boss is a giant contraption called a Tibana Hover Transport. Keep away from its jaws when firing or, if you've got that **SEEKER BLASTER**, just stand and shoot. You'll be past it in no time.



## CHEWBACCA IN THE UGNAUGHT FACTORY

Stay out of the red-glowing lava. Nothing will kill you faster than spending two seconds in that hot stuff. The goal here is to find C3PO. Save Chewie's spinning attacks for tough guys like IG-88. That metal bounty hunter takes a lot of hits to kill, but a few spins from Chewie and he's toast.

### BEAT THE BOSS:

An ugly Ugnought will use a giant Mine Crusher to try to kill you. Get to the far right and kneel. Keep shooting, and when that boss blows to bits get ready for boss number two. A small pod will eject containing an annoying Ugnought. Your **SPINNING ATTACK** and a few blasts will get rid of this tiny boss. Once you've beat him don't blow it by falling into the lava, go straight to C3PO. (Unless you feel like fighting that thing again.)





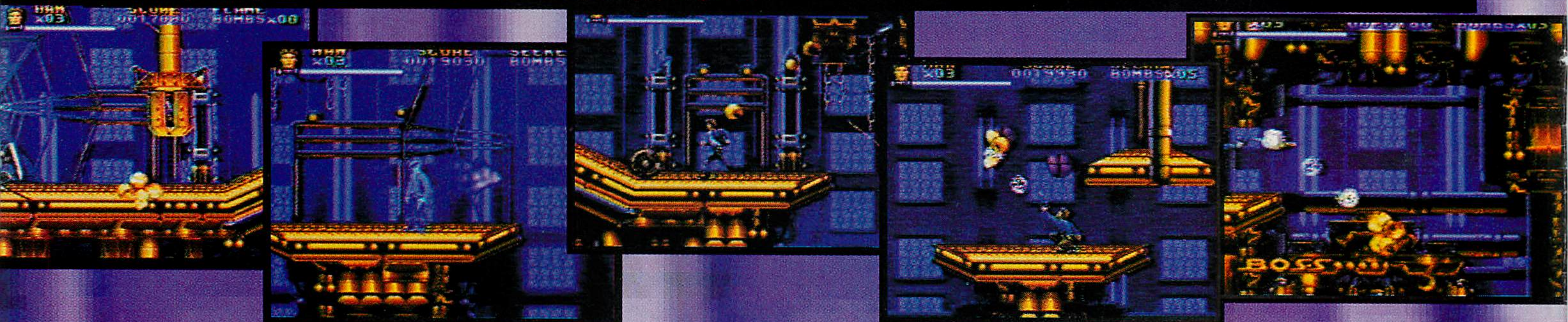
## HAN IN THE CARBON FREEZING CHAMBER

The goal here is to survive and beat the boss. There are some pretty difficult platform jumps, but some of the the falls leave you on pipes you can jump back up from. Do a little exploring and grab yourself a SEEKER BLASTER and some BIG HEARTS. Chances are, if there's a dead end, there's a bonus somewhere.

### BEAT THE BOSS:

This is possibly the easiest boss of the game. Hopefully, you gained

a SEEKER BLASTER along the way so all you need to do is get to the top of the platform and RAPID-FIRE away! This carbon-freezing engine, or whatever it is, just spits out some rubbery, laser-looking thing that is easy to avoid. Keep shooting and you've won! (But what's the point? You don't really win this round because Han gets frozen and taken away by Boba Fett anyways.)



## CHEWIE TRIES TO RESCUE HAN

The bounty hunters seem tougher in this stage, and you'll be forced to go through some of the same platform combinations as Han's Cloud City stage. A bit repetitious, but Han's stage was a chance to practice; now you can get through pretty easily.

### BEAT BOBA

Boba Fett is the boss of this level, and his annoying freeze ray will stop you dead in your tracks. Shake out of it and just keep shooting. If

you can avoid him long enough (and it's tough with that flying jet-pack), Boba will be kind enough to leave a bunch of BIG HEARTS after he's blown to pieces.

### BEAT BOBA'S SHIP

Slave 1 takes off just as you come to the walkway. Destroy the guns then use your SPINNING ATTACK to finish off the ship. Han's on his way to Jabba the Hutt (next game, pal), but head right to Princess Leia.



## LUKE'S X-WING BATTLE IN THE CLOUDS

Kind of a bonus round of sorts, but don't let your guard down. It may be cool to go back and forth between the clouds, but you can easily lose sight of some Cloud Cars that will suddenly creep up on you. Hitting the cars is the quickest way to get destroyed—so avoid them!

Use the L and R buttons to fire TORPEDOES and destroy the appropriate number of Cloud Cars (depending on the difficulty setting).



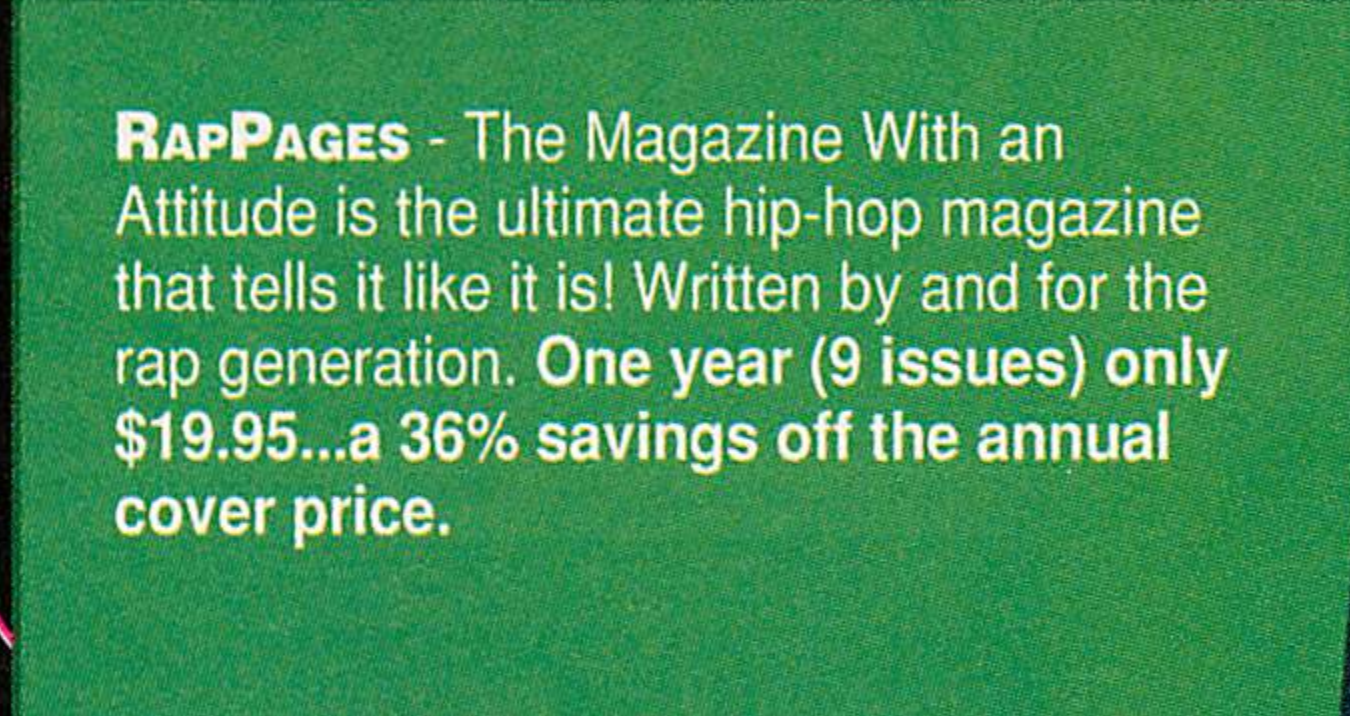


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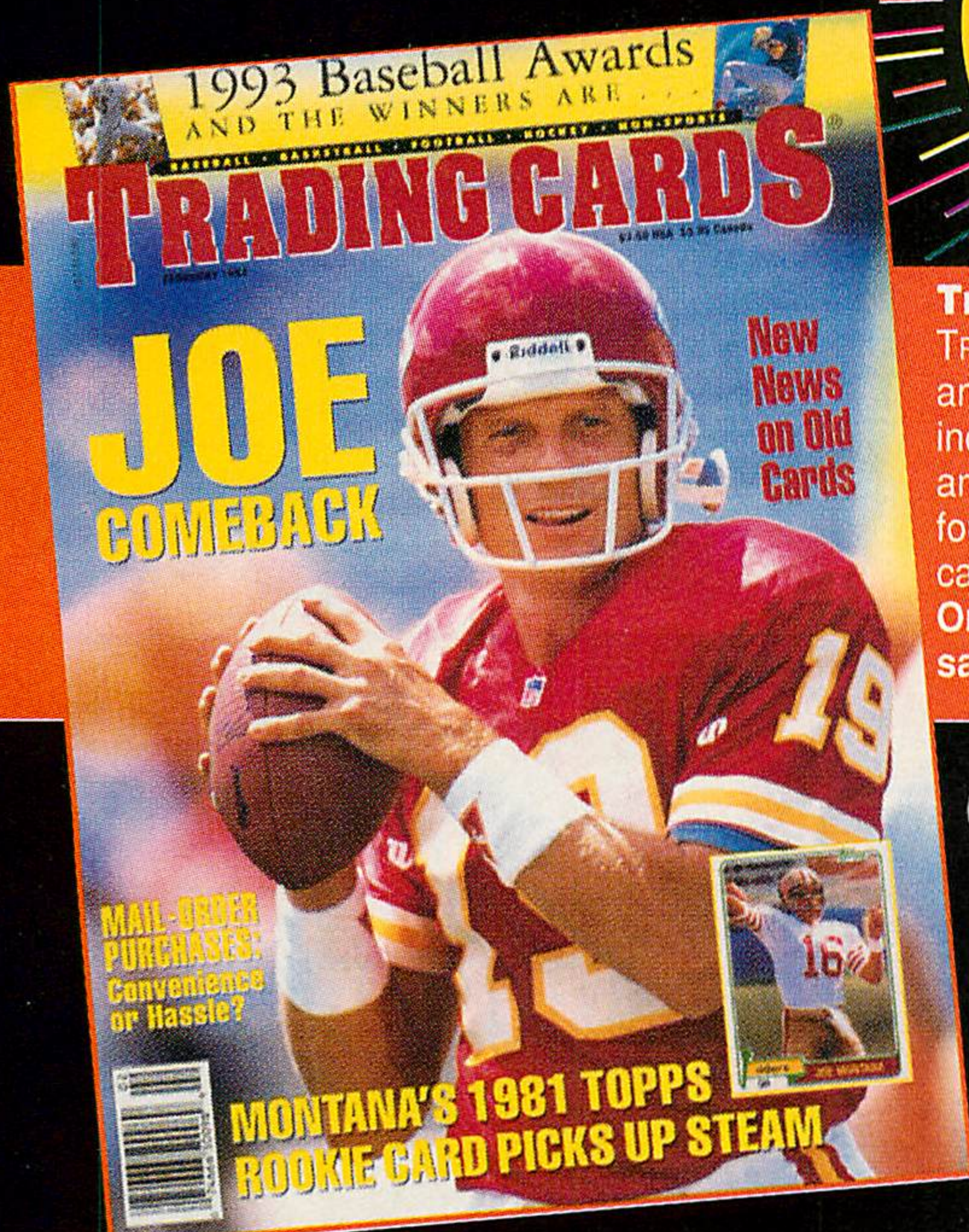


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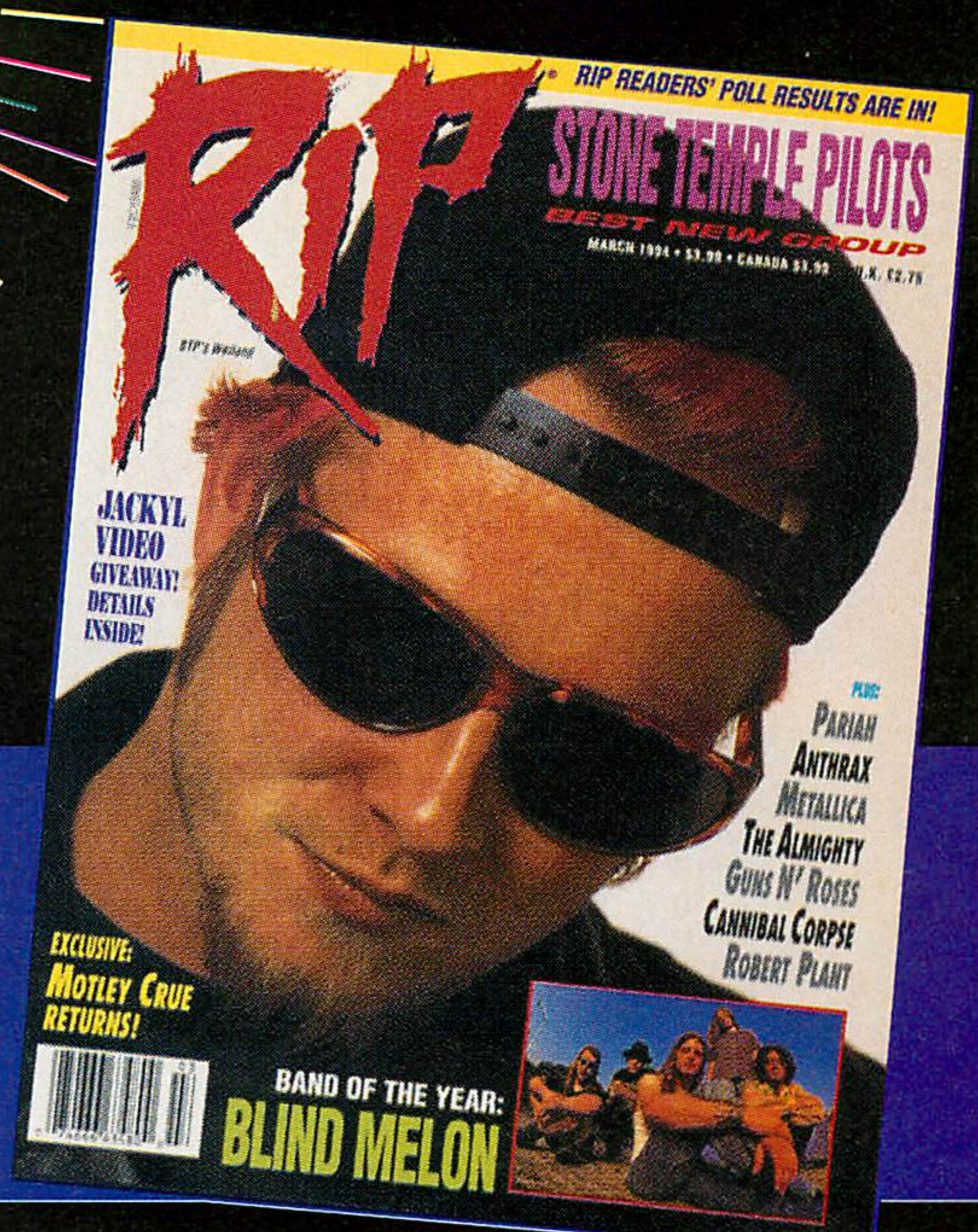


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## CLIMAX AT CLOUD CITY: LUKE CONFRONTS DARTH VADER

The goal here: Destroy Darth! But we've all seen the movie so we know how it turns out. Real crappy—for the good guys! Oh, well. It sure is a joy to be controlling Luke again since he is the most powerful character with all kinds of special moves and powers.

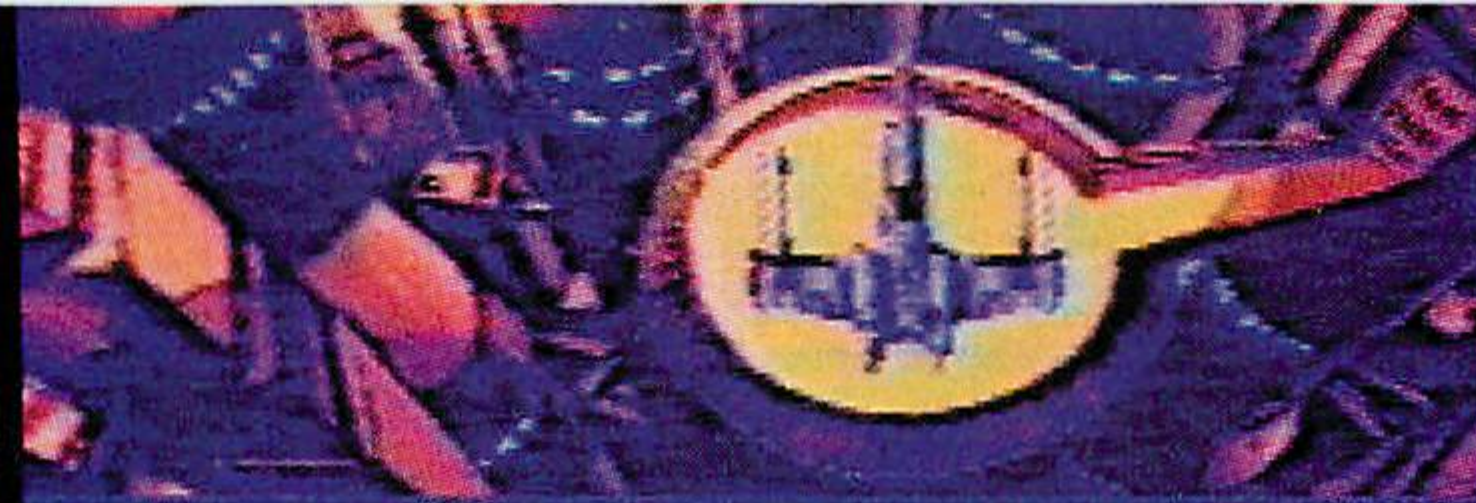
There's two ways to go at the beginning of this stage. Use your ELEVATION FORCE POWER to travel right at the top of the platform (which is actually easier), or simply go right and watch out for those giant lasers. You can blow them up by simply taking a defensive stance or use your saber. FORCE POWER-UPS are hidden in each one of these, so remember to use them to power up after your fight with Vader.

Once you get to the platforms select the ELEVATION FORCE POWER. Just in case you miss a jump you can use your power to float right back up.

### THE FIRST BATTLE WITH DARTH VADER

After these platforms you'll come to a hole that you will fall down and come face to face with the Dark Lord himself. Defensive stance is best here. To do the most damage, try SABER CONTROL to throw your lightsaber toward Darth's direction. After a while Darth kinda flies away like Dracula.

Continue on to some simple platforms. Try double pushing the B button to get some much needed BIG HEARTS and FORCE POWER-UPS to continue your battle.



LUKE AND R2-D2 ARRIVE AT CLOUD CITY. UNAWARE OF THE DANGER THAT AWAITS THEM...



THE FORCE IS WITH YOU YOUNG SKYWALKER.

BUT YOU ARE NOT A JEDI YET.



## LUKE VS. DARTH: ROUND TWO

Get ready for another fight—that you'll lose! Hit Darth and keep hitting him what seems like countless times and your reward is being flung through a window.

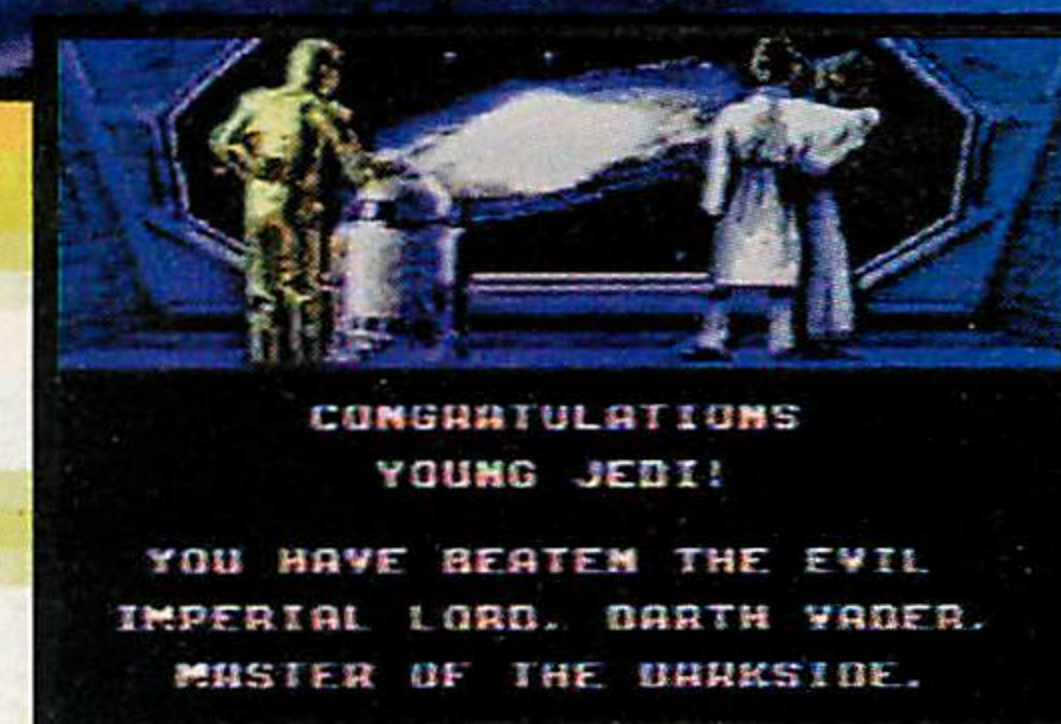
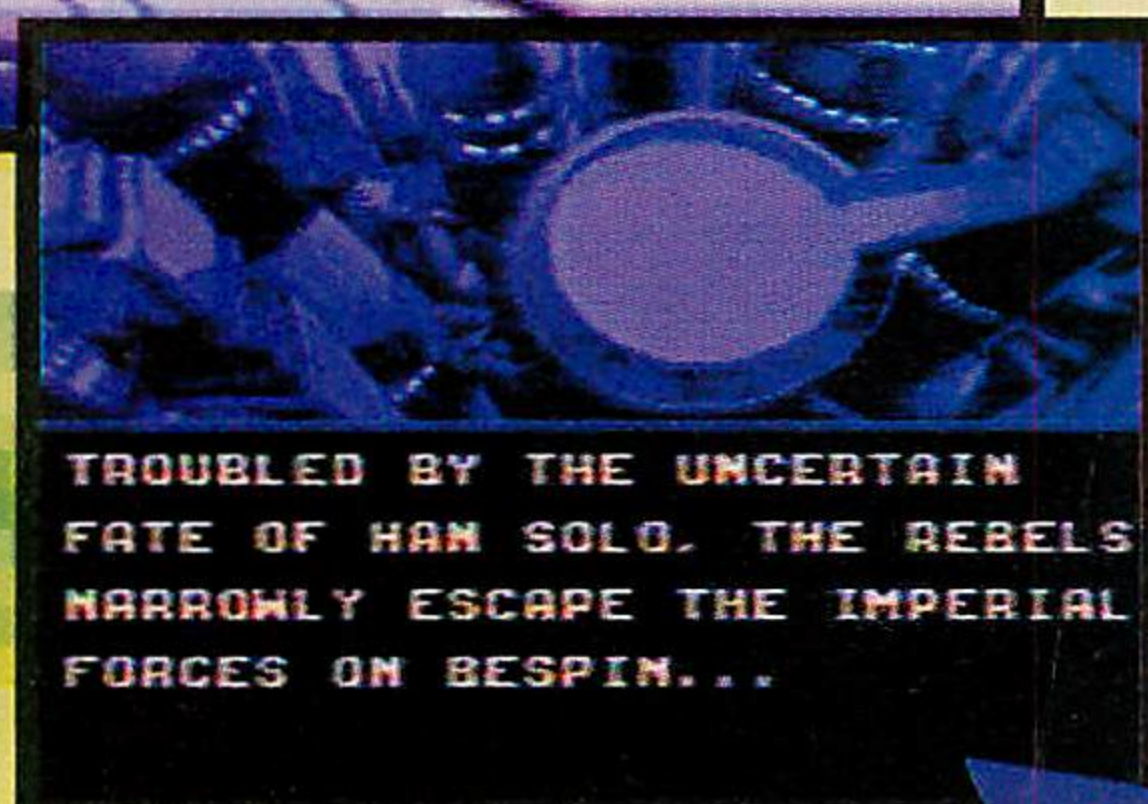
You'll travel down and down and collect 50 points from REBEL SYMBOLS. Get as many as you can (a high score can't hurt). Head right and have your ELEVATION FORCE POWER on hold; soon you'll reach the end of the gantry for your last chance to beat Darth.



## FINAL ROUND: FIGHT!

This fight is tough and goes on longer than the first two. After saber-ing Darth a bunch of times he'll use the force to hit you with debris. Destroy the debris and gain some much-needed FORCE POWER-UPS. When your health sword gets low, use HEAL. SABER CONTROL works

best here. Defend, attack, defend, attack is the best strategy here. Once you've hit Darth enough you'll start to see those little boss dots decrease. Well, you've won, for now. Get ready for *Super Return of the Jedi* in 1994!



NEXT ISSUE: **NOTHING!!**  
THE STRATEGY GUIDE IS OVER!  
GO PLAY ANOTHER GAME! OR IF YOU WANT TO  
**CHEAT—USE THESE PASSWORDS!!!**

## SUPER EMPIRE STRIKES BACK PASSWORDS

There are passwords every few levels and some in the middle of stages. The password for Luke's battle with Darth Vader will start you with all of your Force Powers intact. Good luck. And may the Force be with you.

### Wampa Caves

WDWDWB

### Return to the Wampa Caves

NSRSCL

### Probe Droid Boss

WFBJTB

### Luke in the Rebel Base & Onto the Snowspeeders

BHRDHL

### Imperial Walker Battle

(Mode 7)

LDGLTJ

### Luke Fights an AT-AT (On Foot!)

JRGRTD

### Luke Inside the AT-AT

MDBNMR

### Han's Escape from the Rebel Base

WLJWDN

### Han's Escape from Hoth and Fight with Scout Walker

WBWHRW

### Asteroid Field

NCCGSP

### Luke's Jedi Training on Dagobah-Find R2-D2

PGBNBH

### Luke's Beats the Boss

TNPSPL

### Han Arrives at Cloud City

MCDGRJ

### Chewbacca in the Ugnaught Factory

PGPNMG

### Han in the Carbonite Chamber

NGMSJB

### Chewie Against the Bounty Hunters in Cloud City

RLMSWJ

### Luke's Lightsaber Duel with Darth Vader

SWPMSS



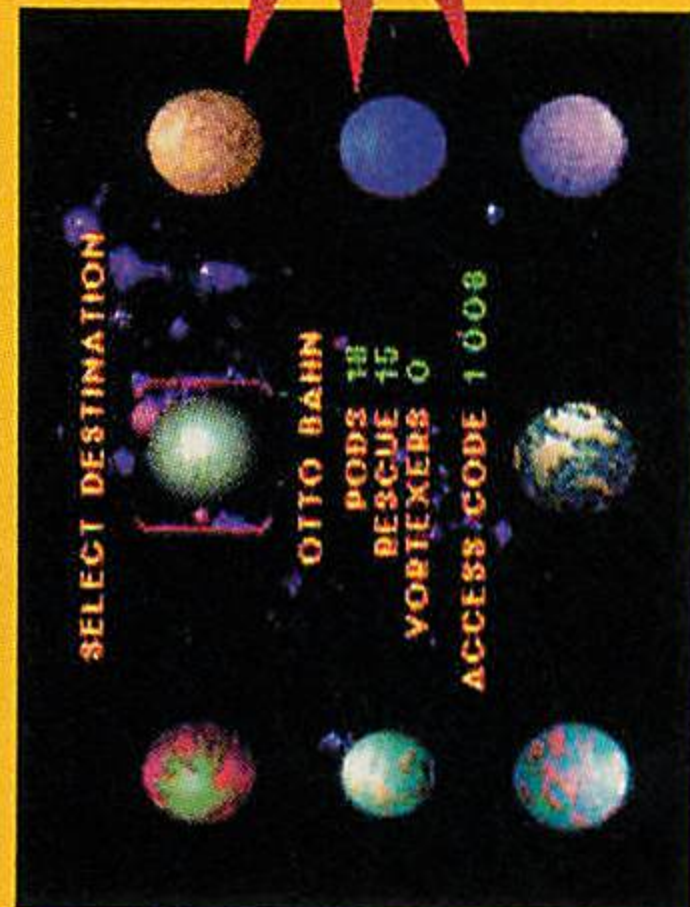
# CYBERMORPH

## Conquer the Universe

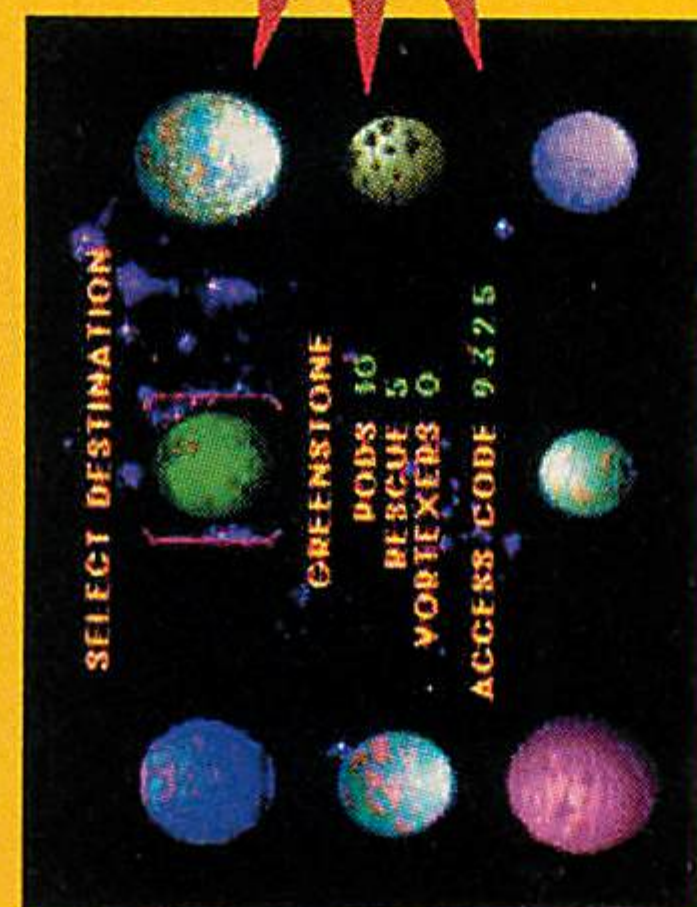
Atari for the Jaguar

BY SEAN PATTEN

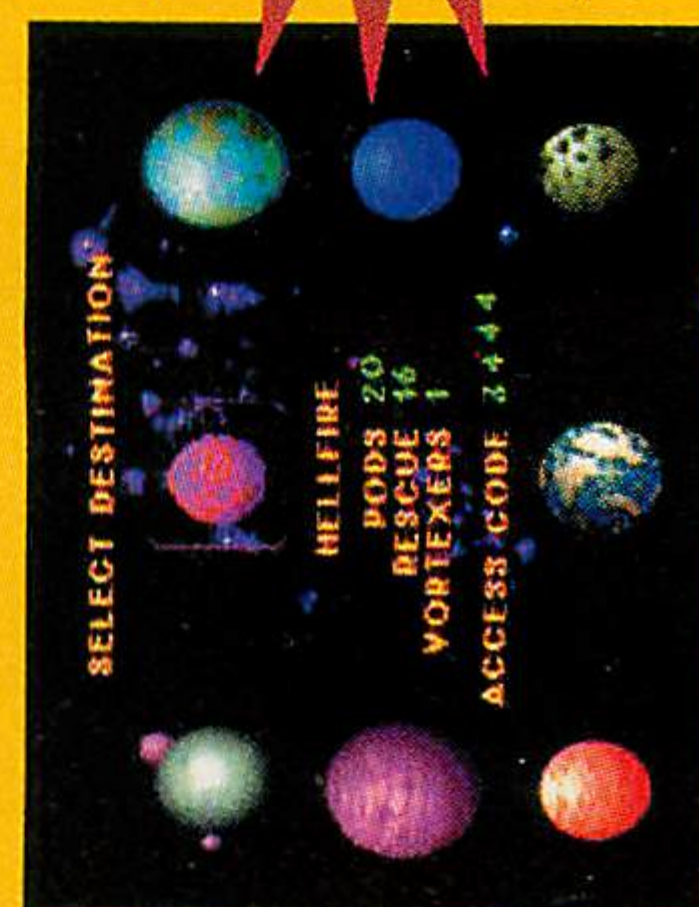
### SECTOR CODES



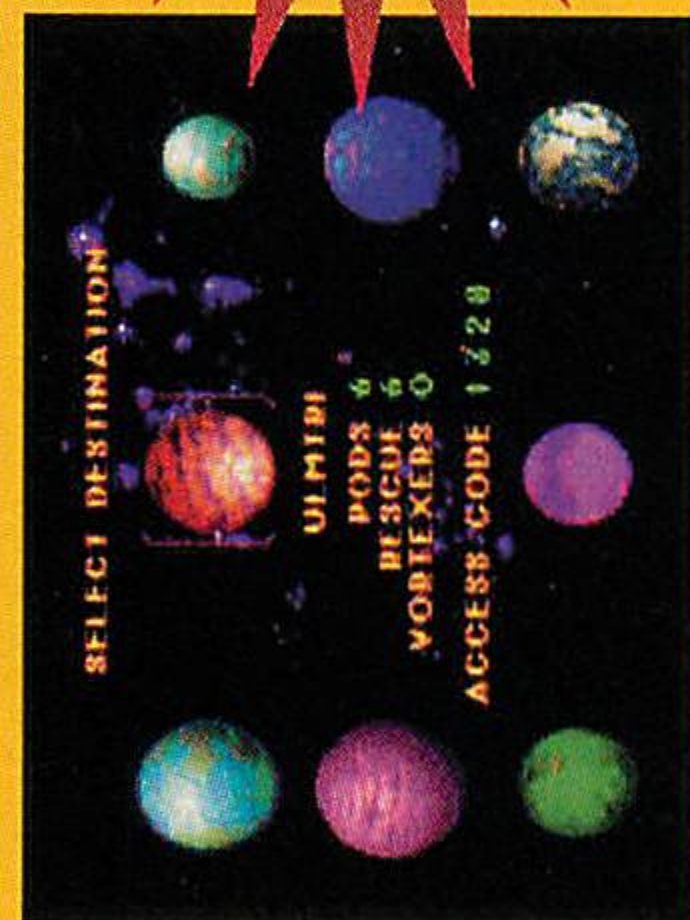
The code for the first sector is 1008.



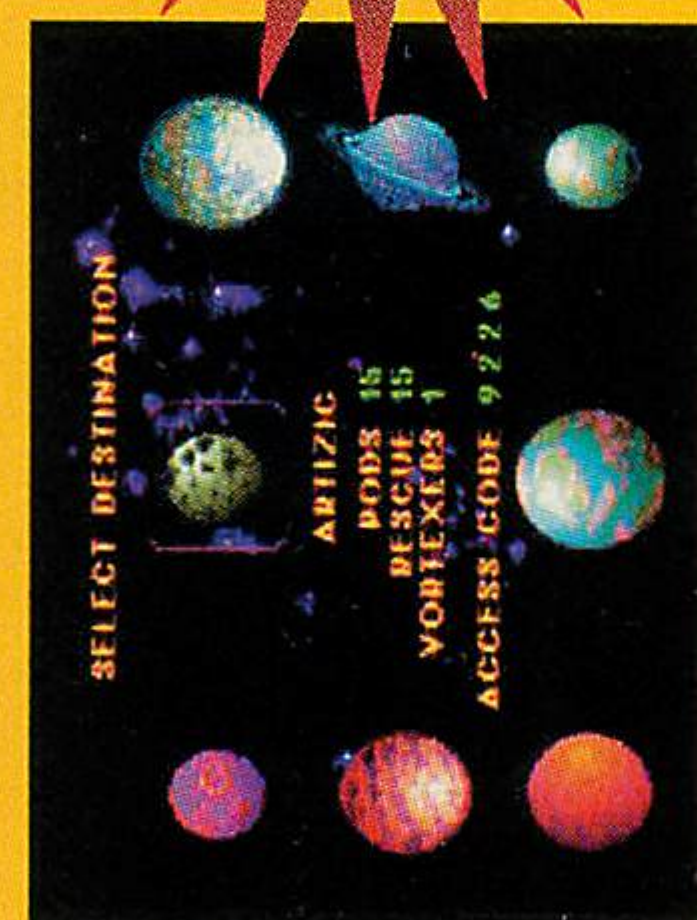
The code for the third sector is 9325.



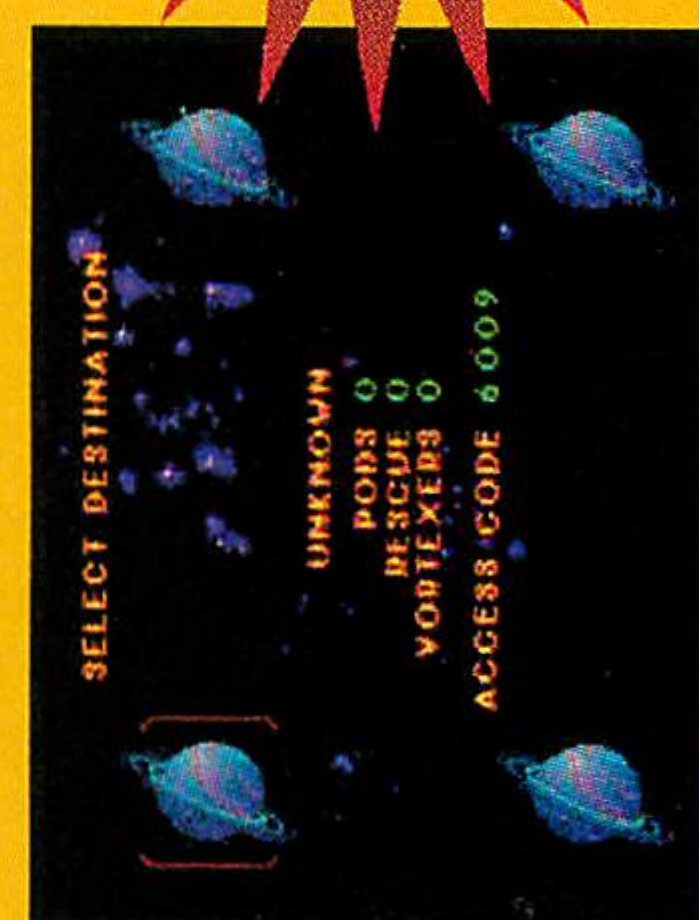
The code for the fifth and final sector is 3444.



The code for the second sector is 1328.



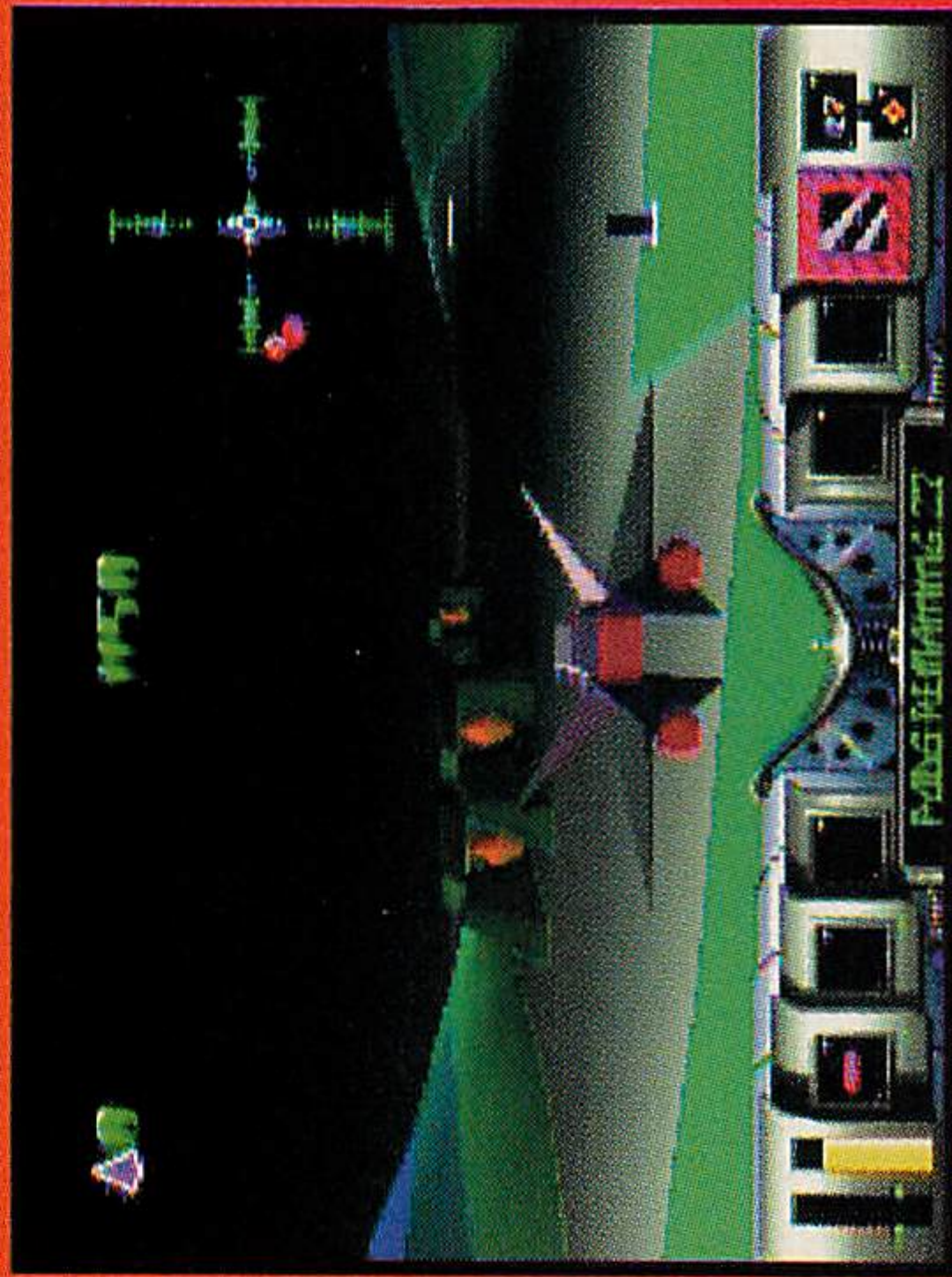
The code for the fourth sector is 9226.



The code for the hidden bonus sector is 6009.

### TIPS ON GETTING PODS:

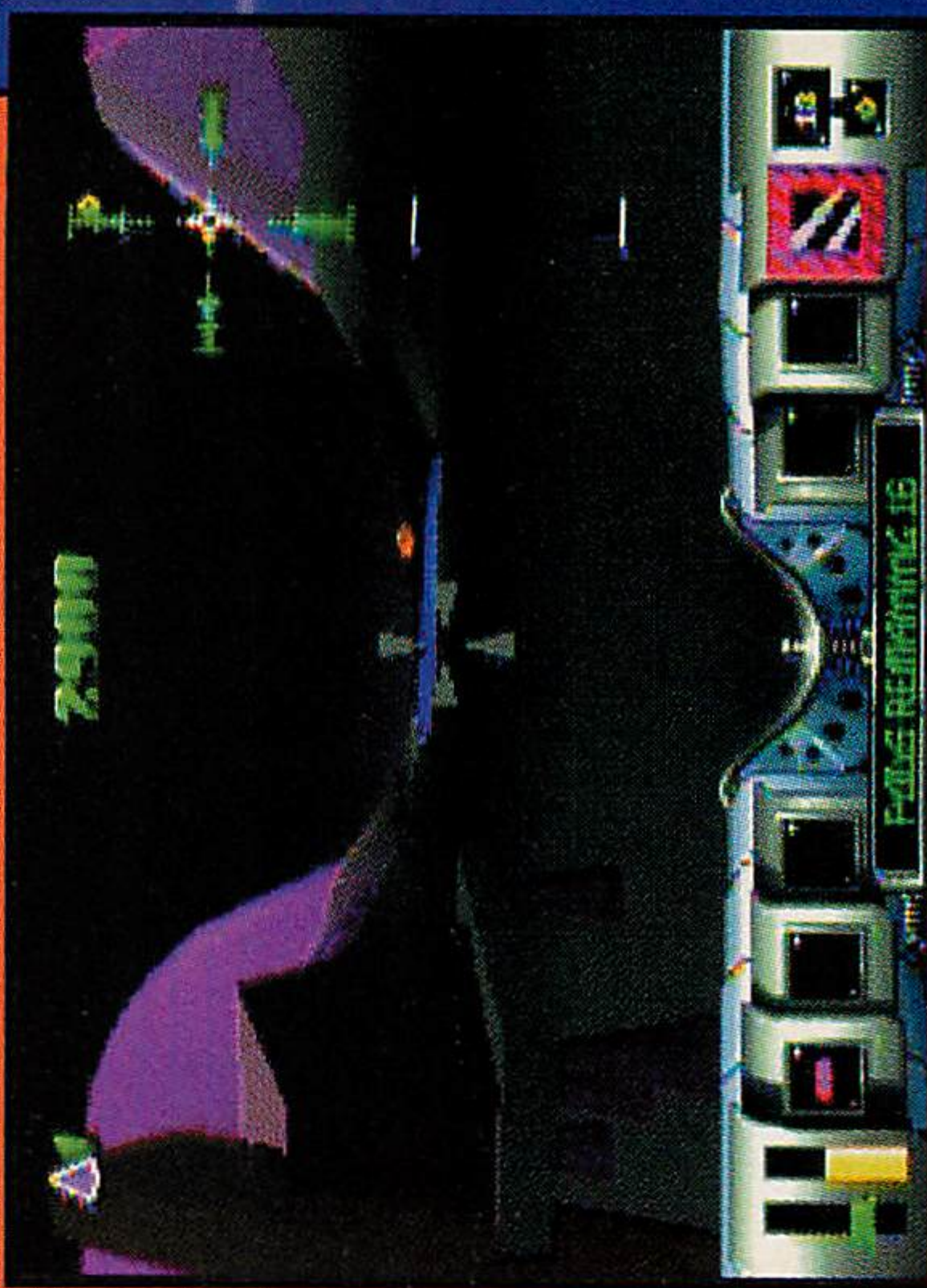
Watch your scanner if it isn't jammed—diamonds denote pods and the yellow arrow points toward the nearest pods. Pods that are in prisons do not show up on radar. Cruise Bombs are good for breaking open the stronger prisons. Prisons come in several shapes—try shooting all types of buildings, especially small ones. Some pod prisons even look like trees. If Skylar says "Pod in trouble," fly towards the nearest Vortex Towers and check for pods. To get pods out of spikes, destroy any spike controllers before grabbing the pods, or let pod carriers take the pods out and then take the pods from the pod carriers. If all else fails, line up your T-Griffon with a pod while in cockpit view. Then switch to side view, fly slowly over the spikes, and when you are directly over the pod, move slowly straight down to grab the pod, and then straight up to get out of the spikes.



### BASIC STRATEGIES

### TIPS FOR IMPROVING FLYING SKILLS

To avoid oversteering, tap the controller left or right instead of holding it down. Fly fast only if there are enemies attacking you or pods are in trouble. Be careful when flying backwards. Most buildings are very dangerous, so try not to crash into them. If you are having trouble pointing up while on a slope, try moving forward a bit to get out of terrain hug mode. If you get stuck in a high area, try to get out the same way you got in. Keep an eye on the radar when worms are around. Turn the crosshairs on to help you steer and aim.



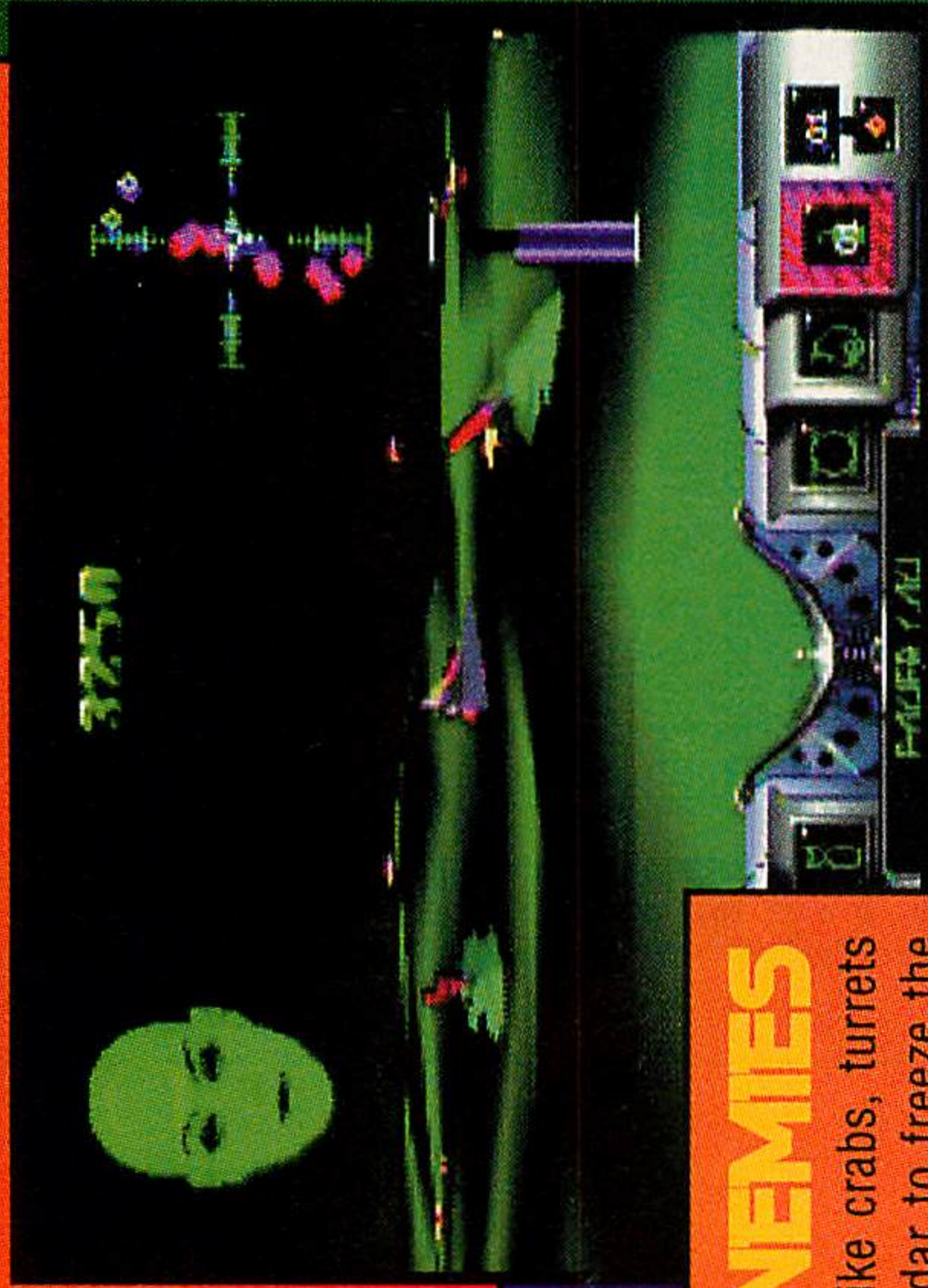
### BASIC STRATEGIES



BASIC STRATEGIES

SECRETS AND HIDDEN ITEMS

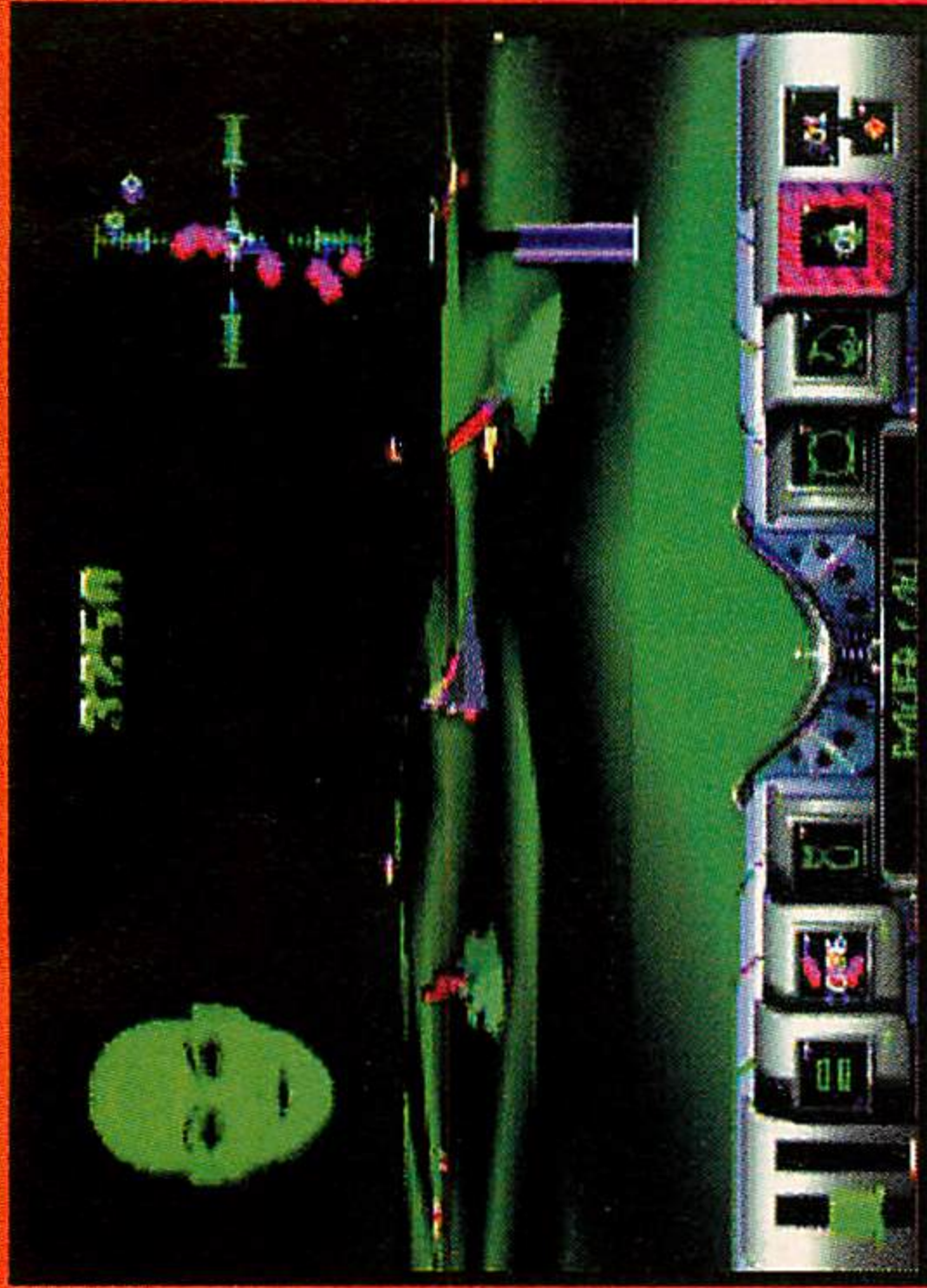
Trees are easy to destroy and a good source of points. The incinerator works best at a distance and is good for shooting Vortexers. Griz Madre, Olyotris and Greenstone have hills that you can use as a ramp to get just a bit higher than ceiling height. The following worlds have bonus rings on them: Olope, Metropol, Pico, Olyotris and Jenwelch. Explore Codex very thoroughly and you may find an area that has some interesting markings.



BASIC STRATEGIES

TIPS ON GETTING POWER-UPS AND LIVES

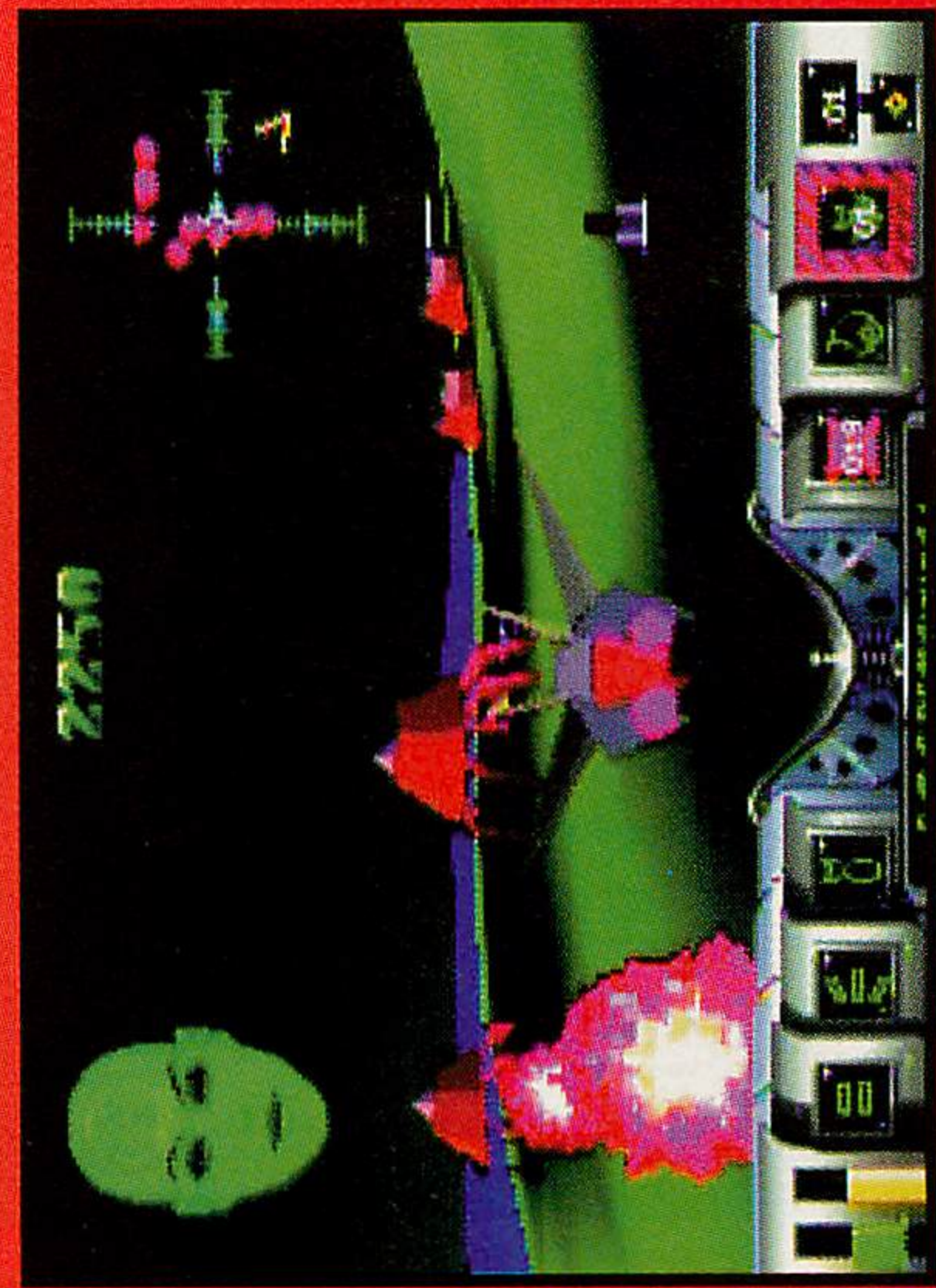
Kill lots of flying enemies, especially ones that don't shoot back, like pod carriers or drones. Ground enemies do not give power-ups. Some bunkers contain power-ups, but these are rare. After collecting enough pods on a world, if you have plenty of energy, hang around and kill enemies for power-ups. Keep track of which worlds give good power-ups, and play the worlds in the order that best suits you. For example, Capitol has lots of mines and detonators. Keep your eyes open for bonus world rings—bonus worlds often have weapons or extra lives on them. Remember that you can only hold one type of super-weapon at a time, so be sure you make good use of one before switching to another. Pick up as many extra pods as you can, and shoot as many buildings and Vortex Towers as you can, because the points add up and you can earn extra lives.



BASIC STRATEGIES

TIPS ON KILLING ENEMIES

Use cruise bombs on ground enemies like crabs, turrets and jokers. Destroy the spinning enemy radar to freeze the war fleets, kamikazes and pirates for easy pickings. Duck under or climb over missiles fired by flying enemies. Swerve left or right to avoid missiles fired by ground enemies. Use incinerators from low areas to kill pirates coming down at you. To kill the worms, drop mines or fly backwards and shoot their heads. To kill guards, grab their pods after the radar has been knocked out to freeze them, or sit above them and use mines. To kill the Giant Worm endbosses, fly backwards, watch your radar and drop mines. Use the side view to more accurately place the mines. To kill the Twin Gun endbosses, get just close enough that your weapons reach and shoot off their guns. There are some spots where their missiles will not shoot. Watch your score to see if you are hitting the guns. When they charge, shoot them. Twin shot or incinerator works best here.



SPECIFIC STRATEGIES FOR TOUGH WORLDS

ARTIZIC

Turn right and then make a sharp right so you are flying down the canyon with yellow pillars in it. Pass the red teleporter and take the blue teleporter. Grab all the pods and use mines to take out the guards. Take the blue teleporter back out—it's near the water. Take the red teleporter, but be careful of buildings on the other end. Make a left to get to the exit.



SPECIFIC STRATEGIES FOR TOUGH WORLDS

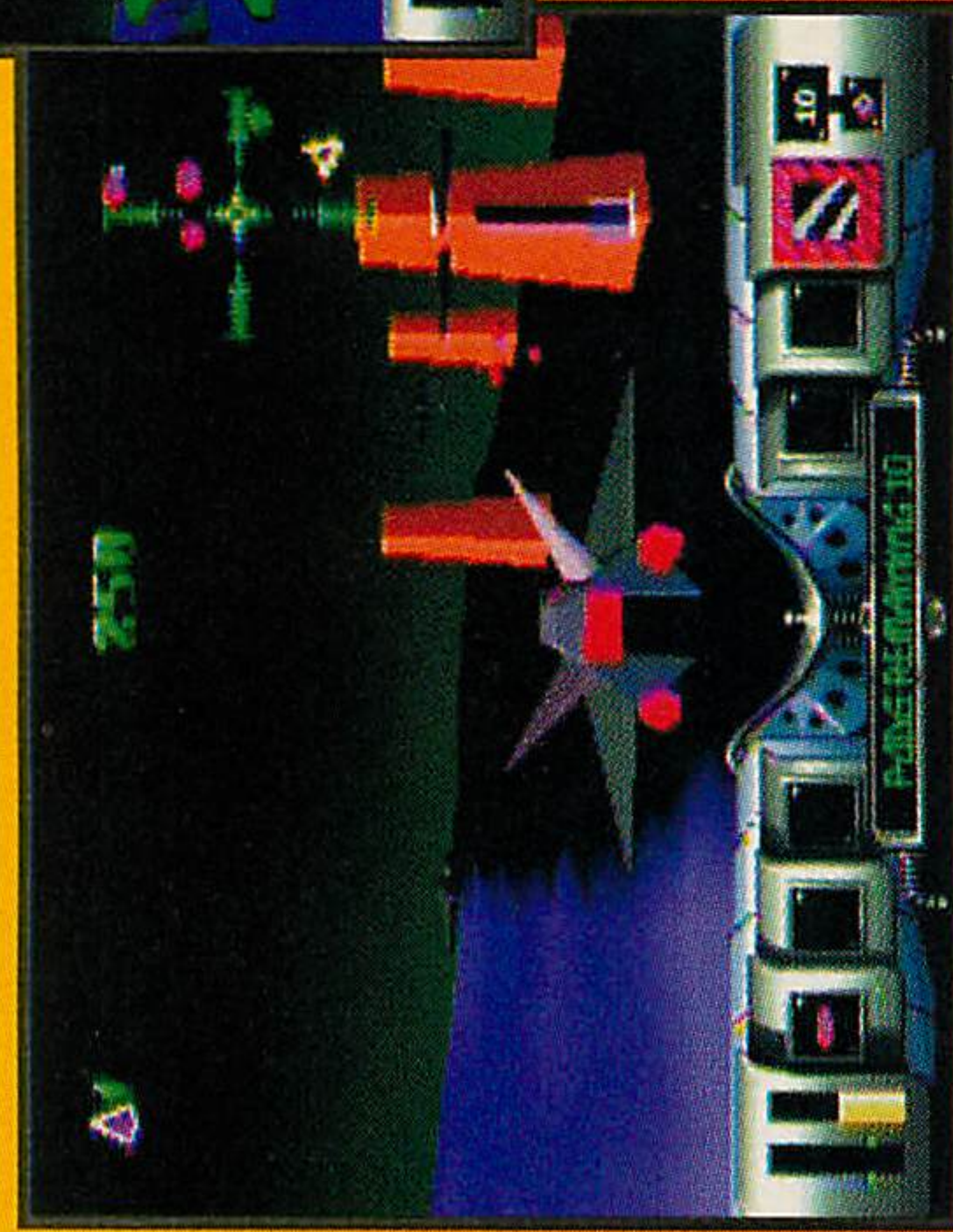
GRUNGE

Head straight towards the Vortex Towers by following the white triangular arrow on your scanner. Shoot the Vortexers, but watch for pods brought by pod carriers. Fly along the row of five Vortexers and grab any pods you see. Pods also accumulate just to the left or right of the two end Vortexers, so check there too. One incinerator hit from a distance will knock down a Vortexer, otherwise use single shots to save ammo. Hang out and get as many pods as possible, and shoot Vortexers and pod carriers for extra points.





SPECIFIC STRATEGIES FOR TOUGH WORLDS



Kill enemies from a distance and watch for Thunderquakers. There are power rings at the end of most of the waterways. There are two pods that are out in the open. You may need to collect one of the loose pods from within the craters. Watch for a dark, low area with four yellow pillars; the red teleporter in this area will take you inside the first of the three craters. Shoot the pod prison there and go through the green teleporter. Check for loose pods. If there aren't any, go back and go through the



blue teleporter, but be ready to use a Thunderquaker. If there are no loose pods in any of the craters, go back out and follow the yellow arrow on your scanner. The yellow arrow will no longer appear when all the loose pods are collected. Check along the base of the mountains and along the shorelines for grey pod prisons. The pod prison is actually halfway up the side of a mountain. Be sure not to miss any, you'll need every pod to finish the level. The exit is in one of the craters. Use the red and green teleporters to get there.

ZAHAV

SQUIB

Fly high over all the pods to set off all the spikes. Grab any pods that are not protected by spikes. Watch your scanner for pod carriers. Wait for them to grab a pod from out of the spikes, then shoot the pod carrier and recover the pod safely. Shoot the Vortexer nearby while waiting for pod carriers. When no more pod carriers come, you can extract the pods yourself. Line up with the pod while in cockpit view, with the pod in front of you. Switch to side view by pressing 9 on the controller, and make sure you are higher than the spikes. Fly forward slowly until directly over the pod, then drop



straight down slowly to grab the pod. Go straight up to get out of the spikes, and re-turn to cockpit view by pressing 6 on the controller. If you still don't have enough pods, follow the yellow arrow on the scanner to get to the rest. The exit is close to the Vortexer.

SPECIFIC STRATEGIES FOR TOUGH WORLDS

GIRDELL

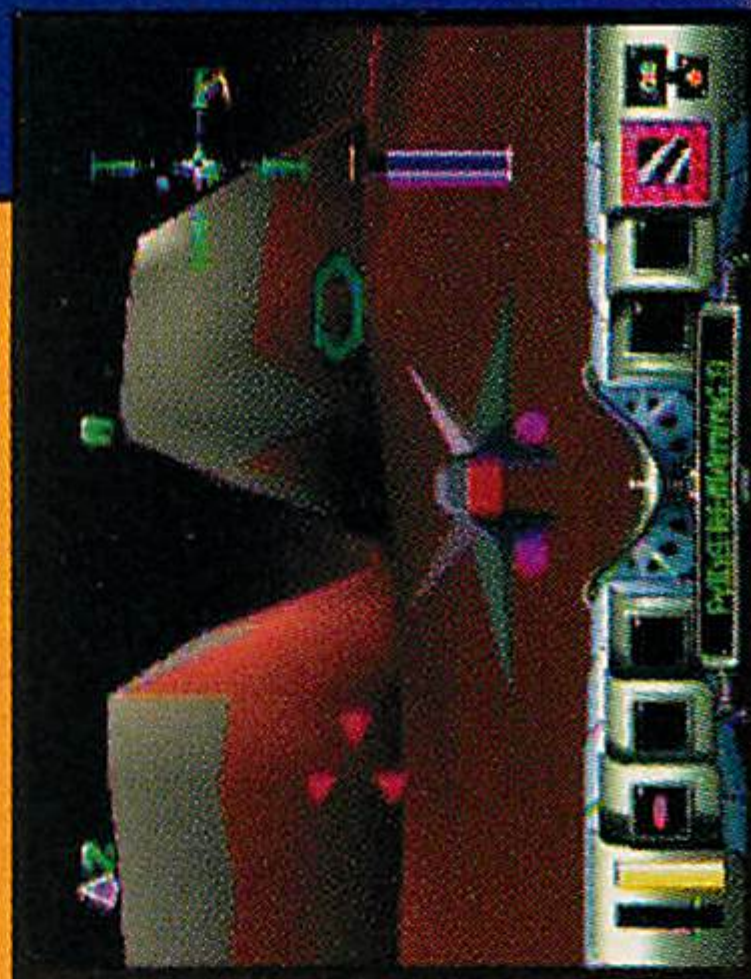
Turn right and grab the first pod. Turn right again and go over two of the low ridges. When you see the thin, brown building, make a right. Fly fast to avoid the pillars, and watch for a low ridge on the right. Go over the ridge, turn right and grab the pod at the end of the canyon. Turn around and go left, back over the low ridge and the low ridge after that. Turn left, and go through the red teleporter. Go through the blue teleporter and be ready for lots of enemies. Two pods in prisons and one in the open are in this area. Grab them and go back through the blue teleporter. Take the green teleporter and use the power ring if you need it, and find the three pods in this area. Ignore the force field. Go back through the green teleporter and then take the yellow teleporter. There are two pods in front and one behind. Return to the red teleporter, go through and go right. Watch for the low ridge and turn right. Turn right at the brown building. At the end of the canyon, grab the last pod and turn right. The exit is at the end of this area.



SPECIFIC STRATEGIES FOR TOUGH WORLDS

OLYOTRIS

Turn to the left and follow the yellow arrow on your scanner to find the first pod. Use mines at close range or incinerators at long range to eliminate the guards, then grab the pod. Fly on and along the grey canyon wall and watch for two pod prisons. These are heavily guarded by enemies, so use incinerators and speed to rescue the pod. Follow the yellow arrow on your scanner to find more open pods, but be careful of enemies. Shoot them at long range with incinerators, or use mines to kill them while picking up the pods. Keep going along the grey canyon wall to find a power ring and the red teleporter. By flying directly away from the grey canyon wall with the power ring, you should find a brown canyon wall with a bonus ring hidden in it. Use the red teleporter and fly along the grey canyon wall. Watch for turquoise pod prisons. Use bombs at long range to break these open since they are well guarded. The exit is just past the three gun turrets near the lake.





SPECIFIC STRATEGIES FOR TOUGH WORLDS

LEKSEY

Fly straight along the river and watch for a power ring. Just past it is an opening in the mountains to the right. Go through it and go to the left. Fly fast or use mines to avoid the Bioblobs. Pass the bunker, grab the pod in the open, and go back and shoot the bunker. Go through the teleporter and be prepared for enemies. Follow the mountain walls that have the force fields and watch for the enemy radar. Shoot it and collect all the pods. Be careful of the turrets. The exit is near the red teleporter. Stick around and shoot frozen enemies for power-ups before leaving.



SPECIFIC STRATEGIES FOR TOUGH WORLDS

GRAND PITON

Fly along the low areas and keep moving to avoid the crabs. Grab the first three pods. Grab the four pods in the big lake and take the narrow branch so you don't backtrack. Grab the next pod and when you get to the big canyon, turn right. Avoid the pirates and pick up the pod. Take your next right and grab the pod. When you see the three crabs, stop and shoot them from a distance, then move in and destroy the Power Station. Now turn left and follow the right passage, grabbing the pod as you head back towards the big canyon. Cross the big canyon and follow the narrow passage on the other side. Move fast and watch for the last pod. The passage winds around, but stick with it and eventually it will lead you to the exit. If the worms catch up with you, use mines.



ENDBOSS WORLD FOR SECTOR FOUR

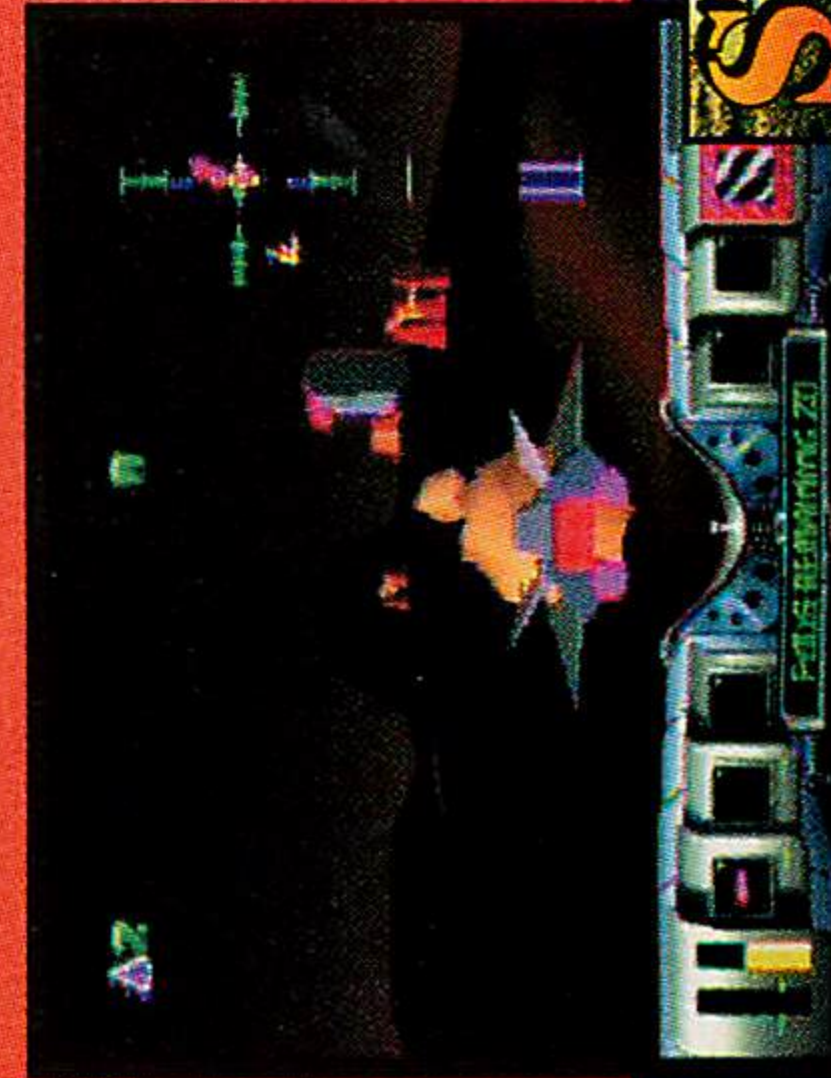
Make sure you have lots of mines when you get here. Stay high and try to find open areas. Watch your scanner, and search around for the big worm. When it charges, drop mines while backing up to destroy the head. Follow the worm while it is reforming a red head, and get ready to mine it when the new head forms and it charges again. Keep going until all the segments are destroyed. There are also two of the regular worms that must be killed; use mines for these. Watch for the exit once all three worms have been killed.

SPECIFIC STRATEGIES FOR TOUGH WORLDS

THE LAST SECTOR

HELLFIRE

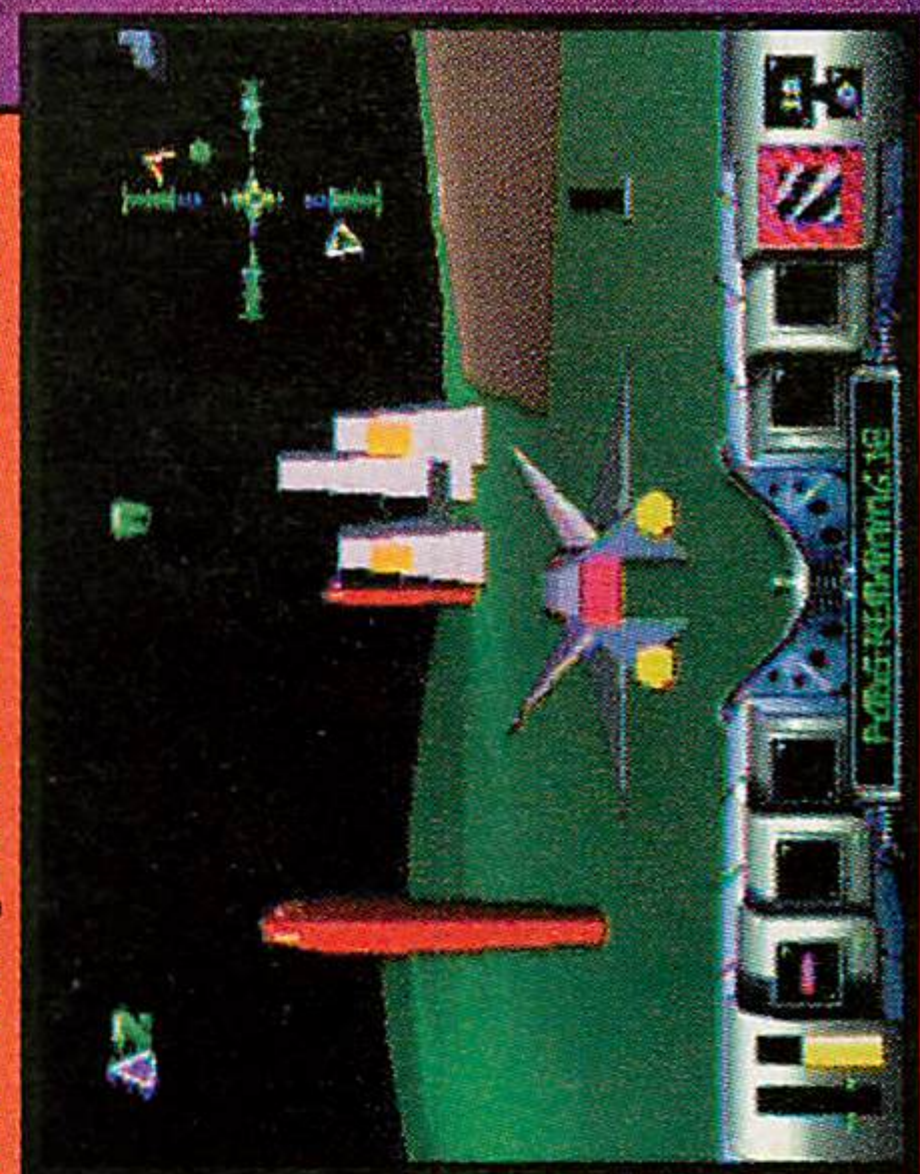
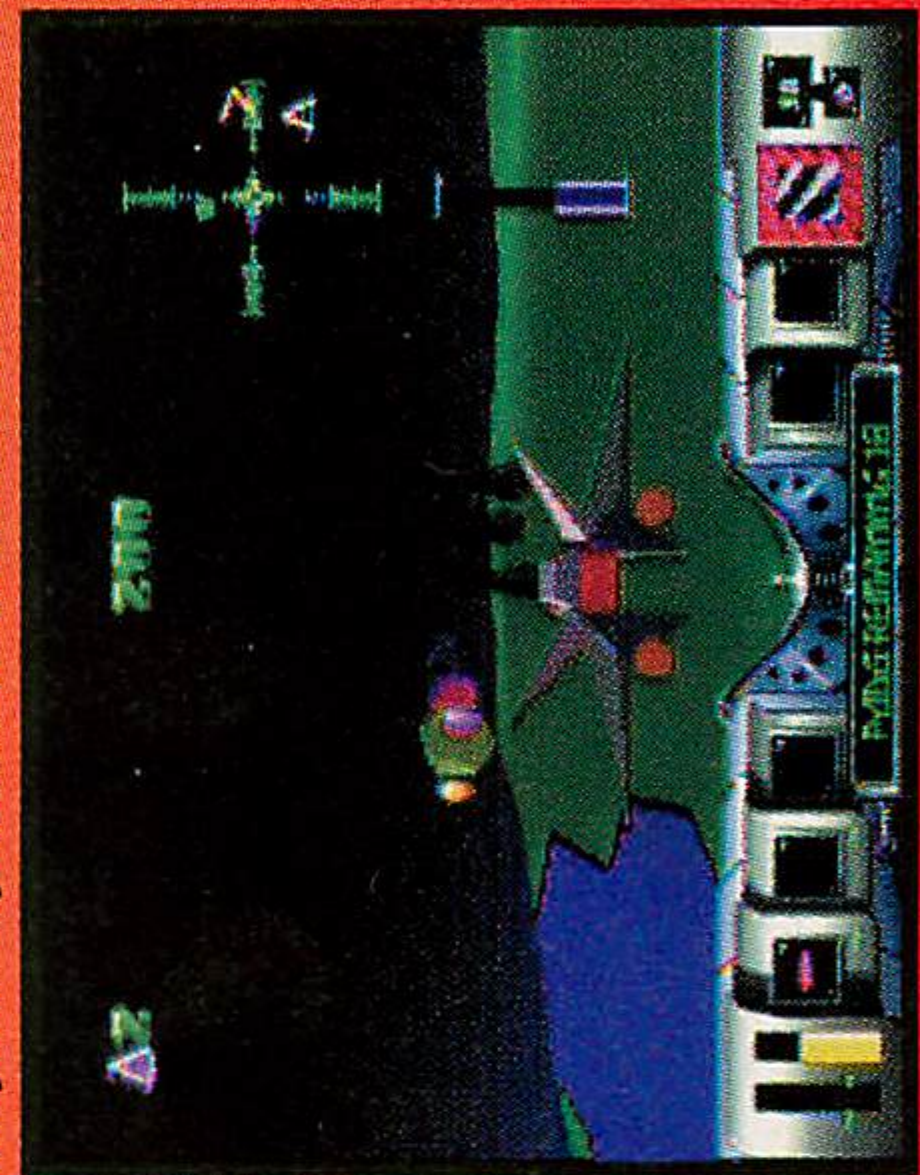
Keep mines ready. Follow the arrow and pick up all the pods that are out in the open on the surface of the yellow seas. Avoid or mine the Head Hunters and Bioblobs. When all the open pods are collected, check in the middle of the spikes for pod prisons. Kill the Joker heads and open the prisons with bombs or mines. Head toward the exit as soon as you have enough pods.



THE LAST SECTOR

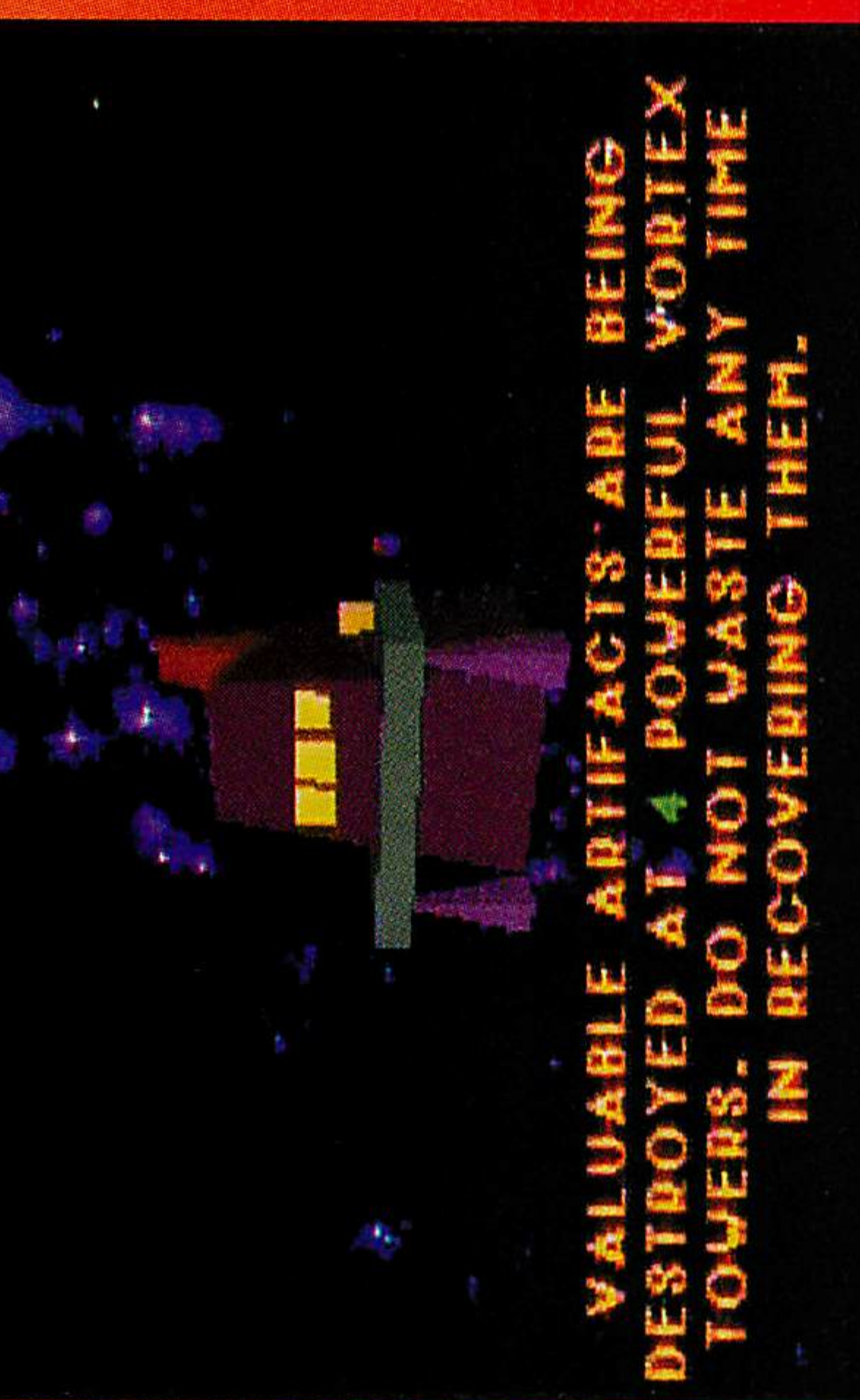
THETAZON

Follow the road away from the canyon mouth and destroy the Power Station at the end. Kill the cargo carriers to get some power-ups, and then follow the road back to the canyon and follow the canyon. Fly fast to avoid enemies, and use mines to kill kamikaze's and guards. Be careful to avoid buildings, and pick up pods on the way. Be sure to watch for the power ring in the canyon. Grab the pods at the end of the canyon then turn around and head back out, watching for the exit.





### AQUATON BRIEFING



**VALUABLE ARTIFACTS ARE BEING DESTROYED AT 4 POWERFUL VORTEX TOWERS. DO NOT WASTE ANY TIME IN RECOVERING THEM.**

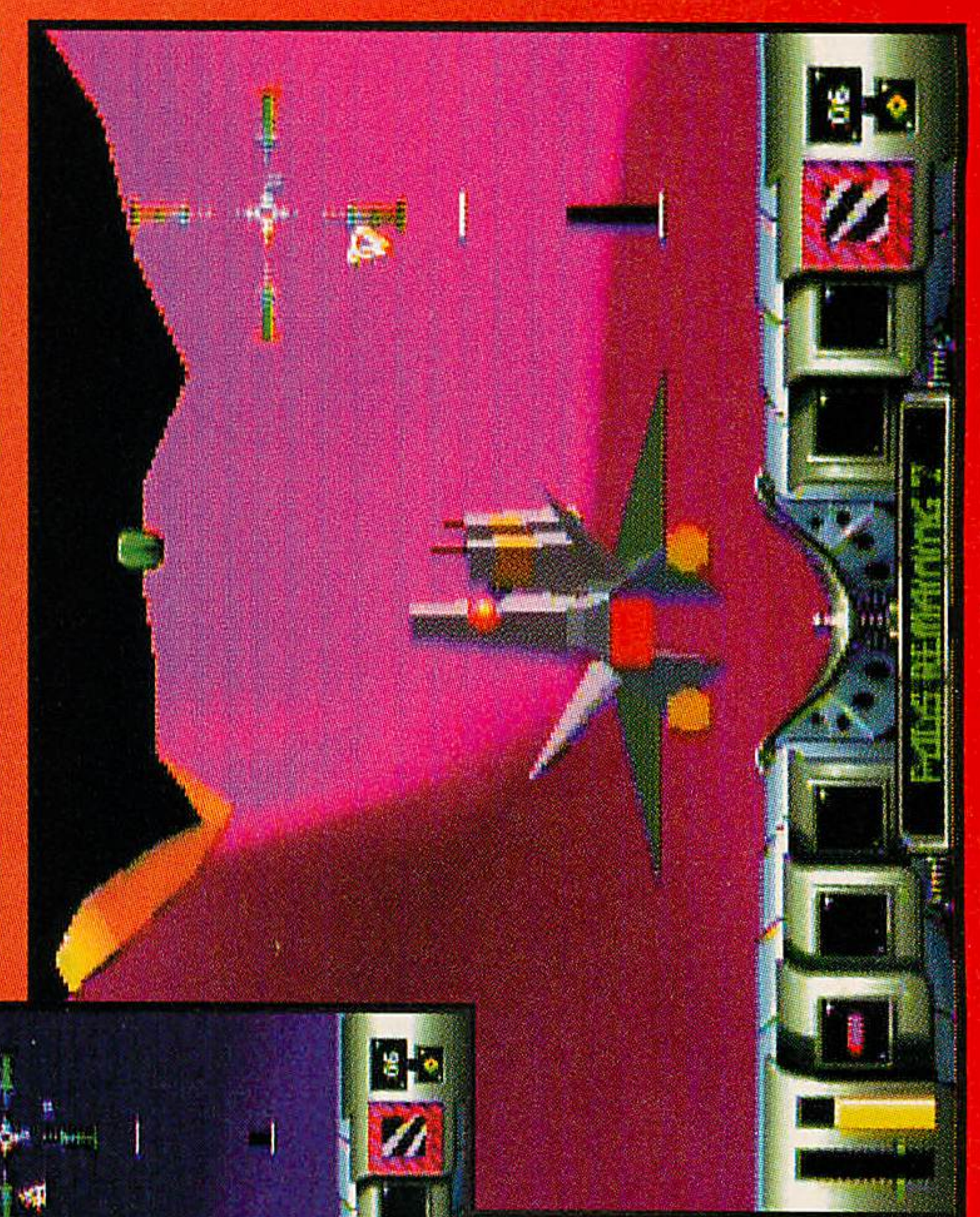
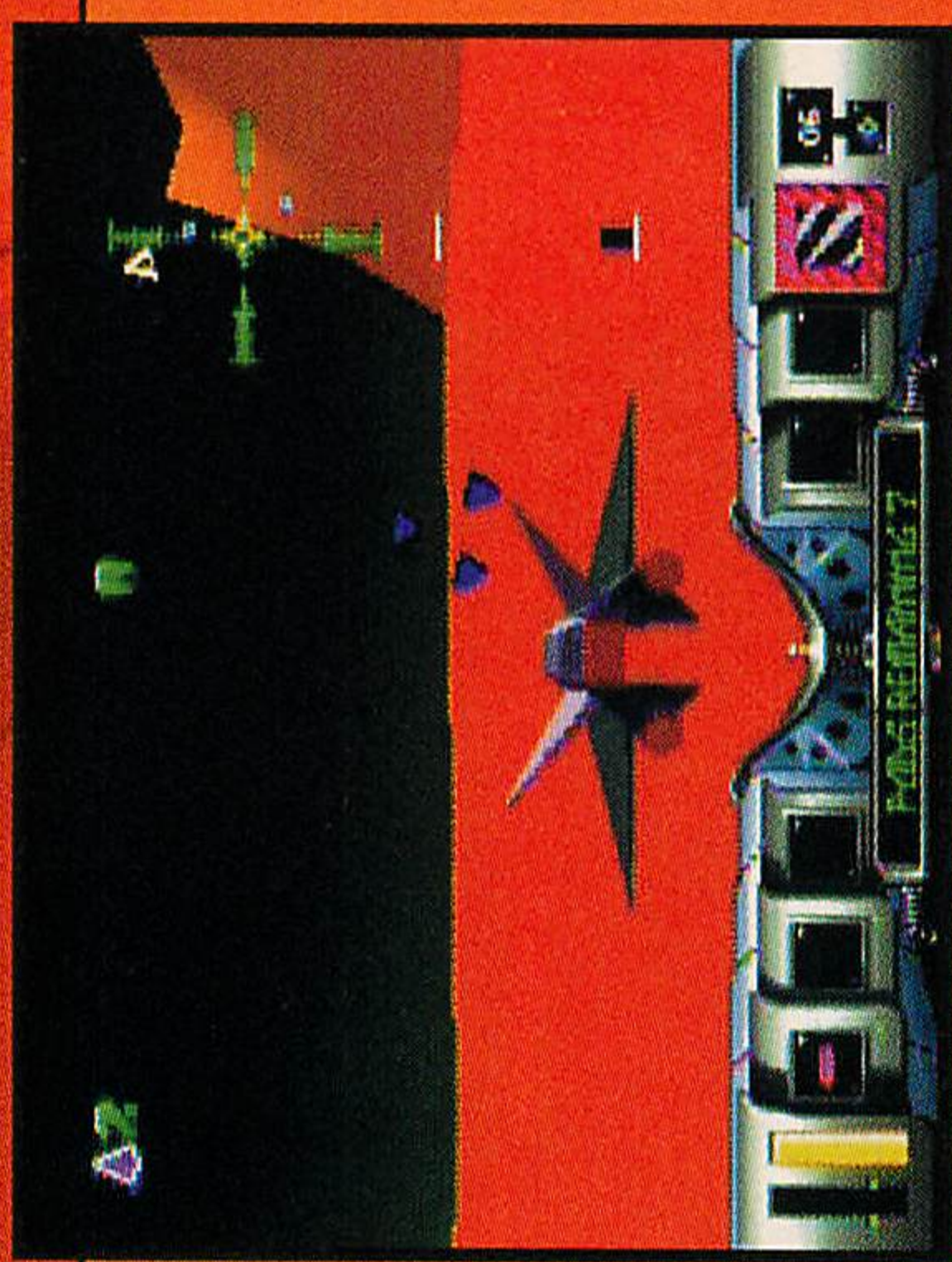
Wait for the pod carriers to grab the pods from out of the spikes. Watch your radar to keep tabs on them. When a carrier picks up a pod, shoot or ram it to get the pod. There are two islands with Vortexers on them, so check them both if a pod is in trouble. Once all the pods in the open are gathered, shoot the pod prisons that are below the floating city and grab the pods. Kill the cargo carriers for weapons. When the exit appears, fly past the exit and toward the two bulkers, and shoot the one on the left to reveal an extra life. Kill enemies until your health is low, then exit.

### AQUATON



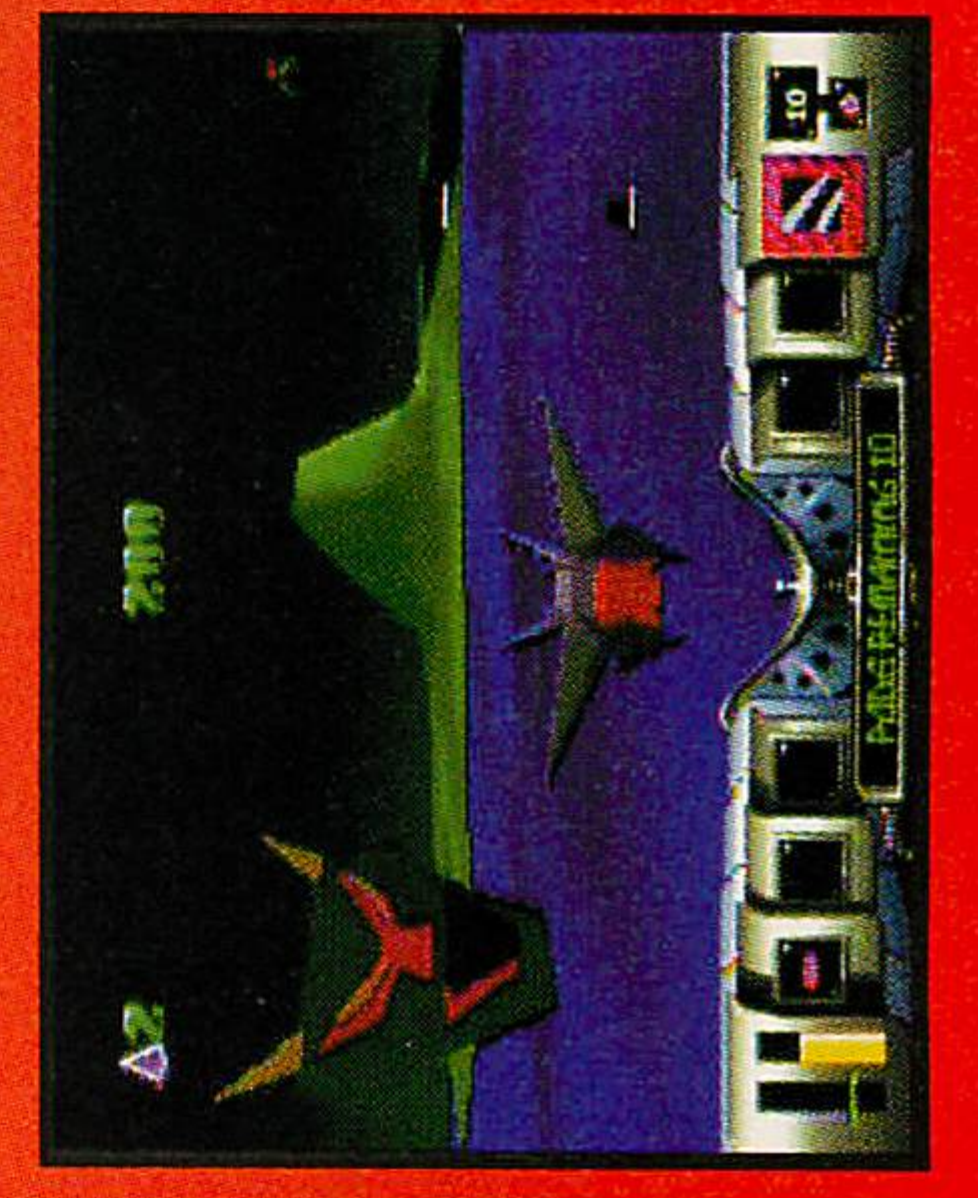
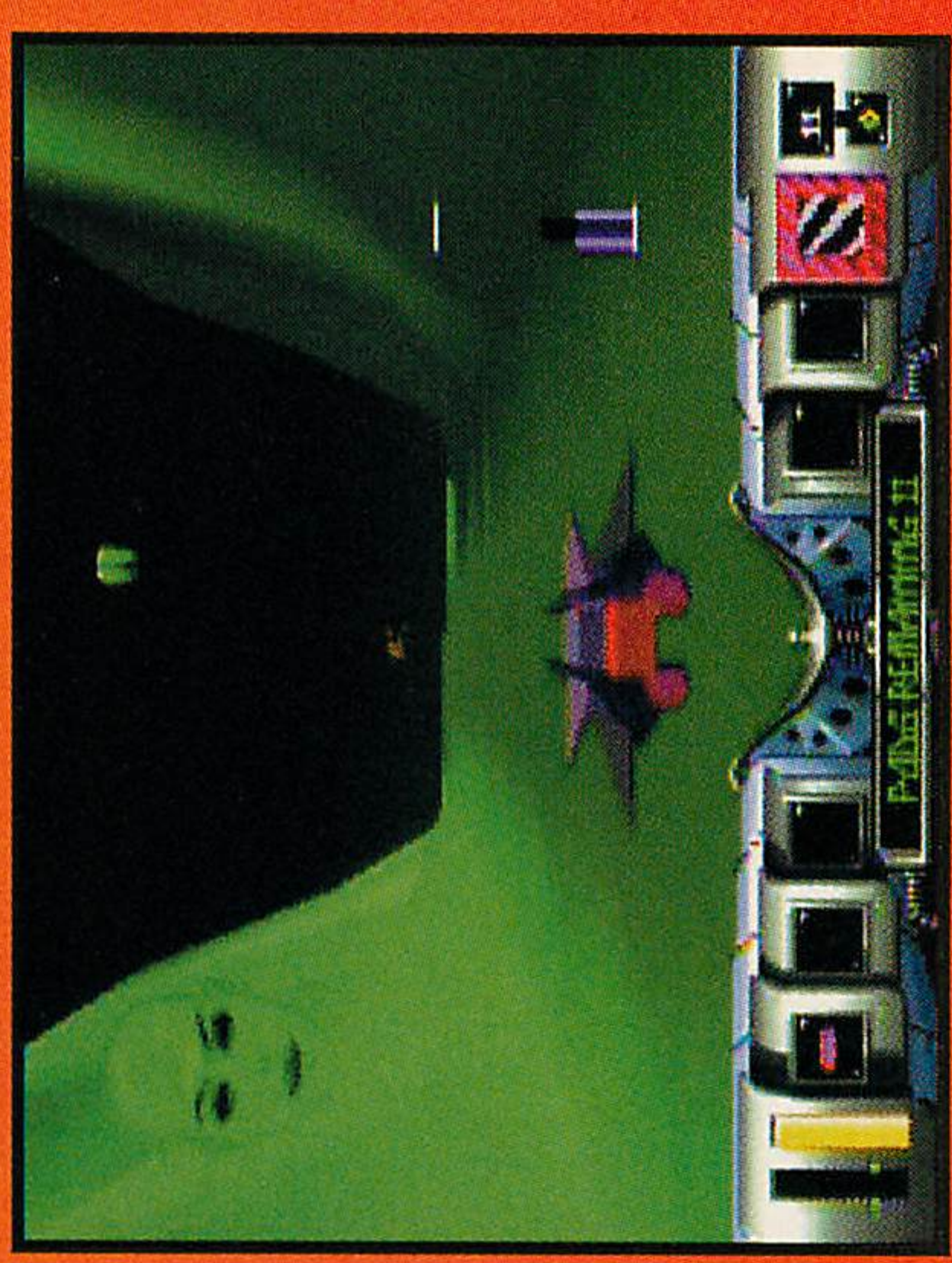
### JENWELCH

Turn left and fly through the blue teleporter. Then fly through the yellow teleporter and the next blue teleporter. Destroy the Power Station. Fly back through the blue, yellow and blue teleporters again, and fly towards the pods. Collect all the pods. Now you can exit or try to find the bonus ring, which is out past the Vortex Tower.



### EELAAZ

Fly straight ahead and shoot the pod carrier. When you get to the water, make a left and follow the coastline all the way around. This should get you a total of four pods. If you miss one, check the valleys for pods. Then you need to get the seven imprisoned pods, one in each of seven small land areas with pillars on them. Shoot the prisons and crabs from a distance. Try to grab the pods quickly to avoid being shot by the crabs, and don't crash into the pillars. Do each island one at a time—there's one row of three and one row of four. The exit is near the long, thin land area.





THE LAST SECTOR



**GANTLET**

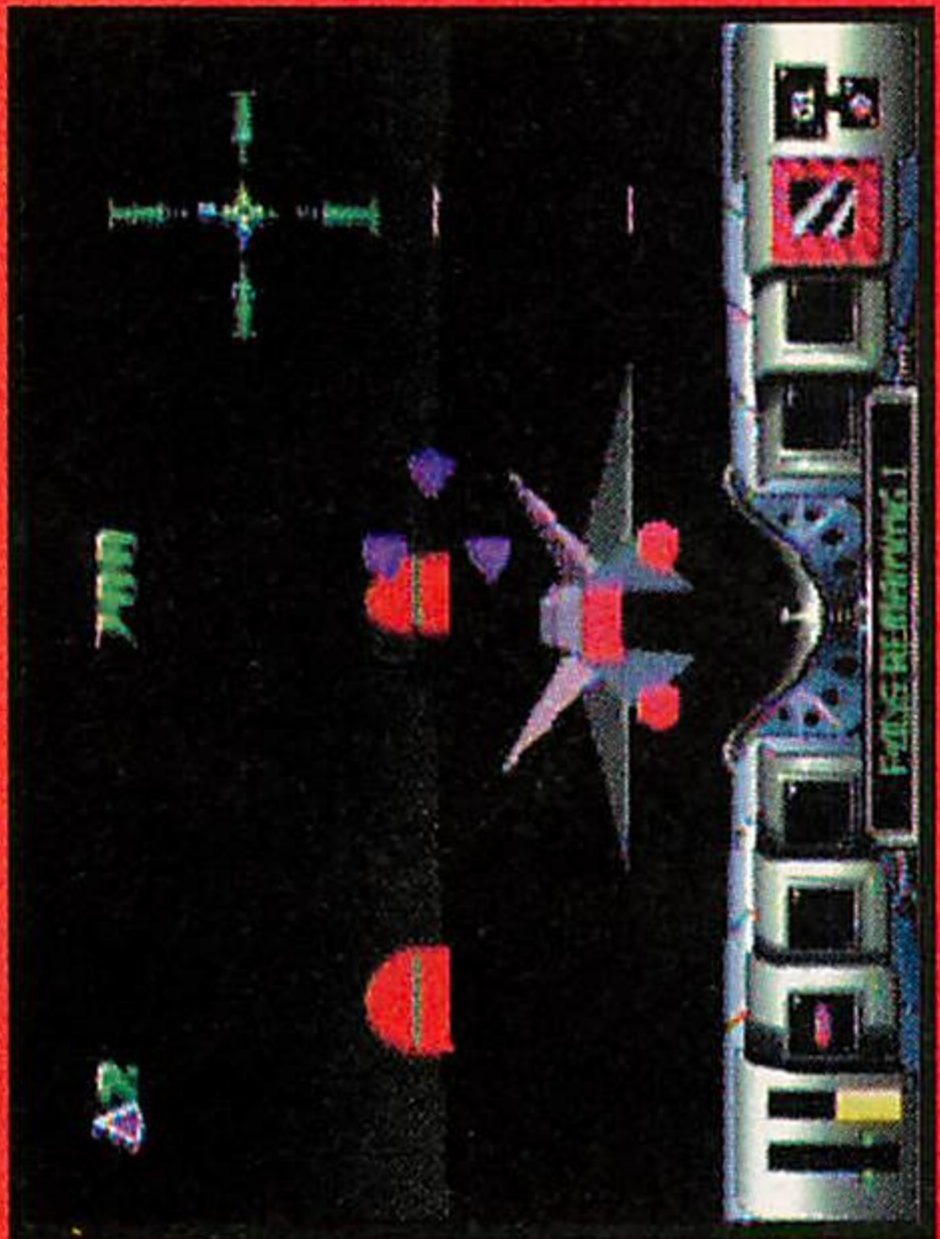
First, go to Kaptol to get some detonators, entering in code 1008 to get there. Then type the code 3444 and select Gantlet. Fly away from the beige pillars. Fly fast and high, avoiding buildings and enemies. When you get to the force field, use a detonator. Keep going and pick up all the pods. Be careful of the guards—use mines on them.



THE LAST SECTOR

**BOOSHKA**

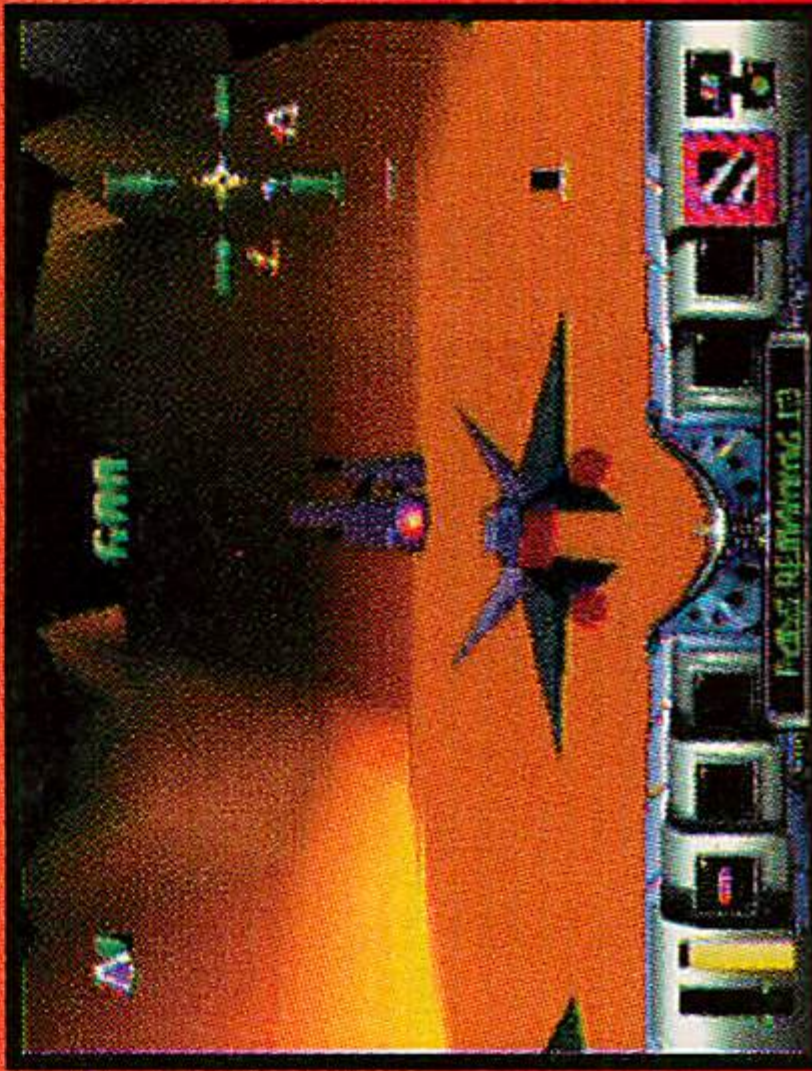
Destroy bunkers one at a time. Use mines to kill enemies that come out of the bunkers. If you find a teleporter, go through it immediately. Keep going until you get to a narrow canyon with one bunker visible. Fly past it, destroy the next bunker and go through the yellow teleporter. Get the pod from the pod prison and destroy the Power Station. Go back through the teleporter, and turn left above the green teleporter. Fly straight to the exit.



THE LAST SECTOR

**ARANNIB**

Turn around and fly through the red teleporter. Turn around again and follow the canyon as it turns left and dead ends at a blue teleporter. Fly straight through the blue teleporter, turn around and fly until you get to a Power Station. Destroy the Power Station and fly back through the blue teleporter. Follow the canyon as it winds around and rescue the pods near the Vortex Tower. Rescue the remaining pods throughout the canyon, and then go through the blue teleporter again. Watch for the exit.



THE LAST SECTOR

**THE FINAL ENDOSS WORLD**

When you finish the last world on the last sector, you have to play the endboss world. Be sure to bring mines with you. First, grab all the pods, using your scanner to find them. Fly fast to grab the pods near the Vortexers, and avoid being shot by the Twin Guns. Use mines to kill the Giant Worm and Head Hunters. Kill all the pod carriers also. To kill the Twin Guns, stay just close enough that your shots can hit them. Try to find spots where they can't shoot and sit there. Shoot the guns off first, with single, twin or incinerator. Shoot the body when they charge you. When all the pods are collected and all the enemies have been killed, the exit will appear.



# MORTAL KOMBAT II

Special thanks to Dean Gamburd and Jorge Sanguinetti at C.A. Robinson & Co. in Los Angeles for their gracious help.

By Nikos Constant, Stephen Beck and Betty Hallock

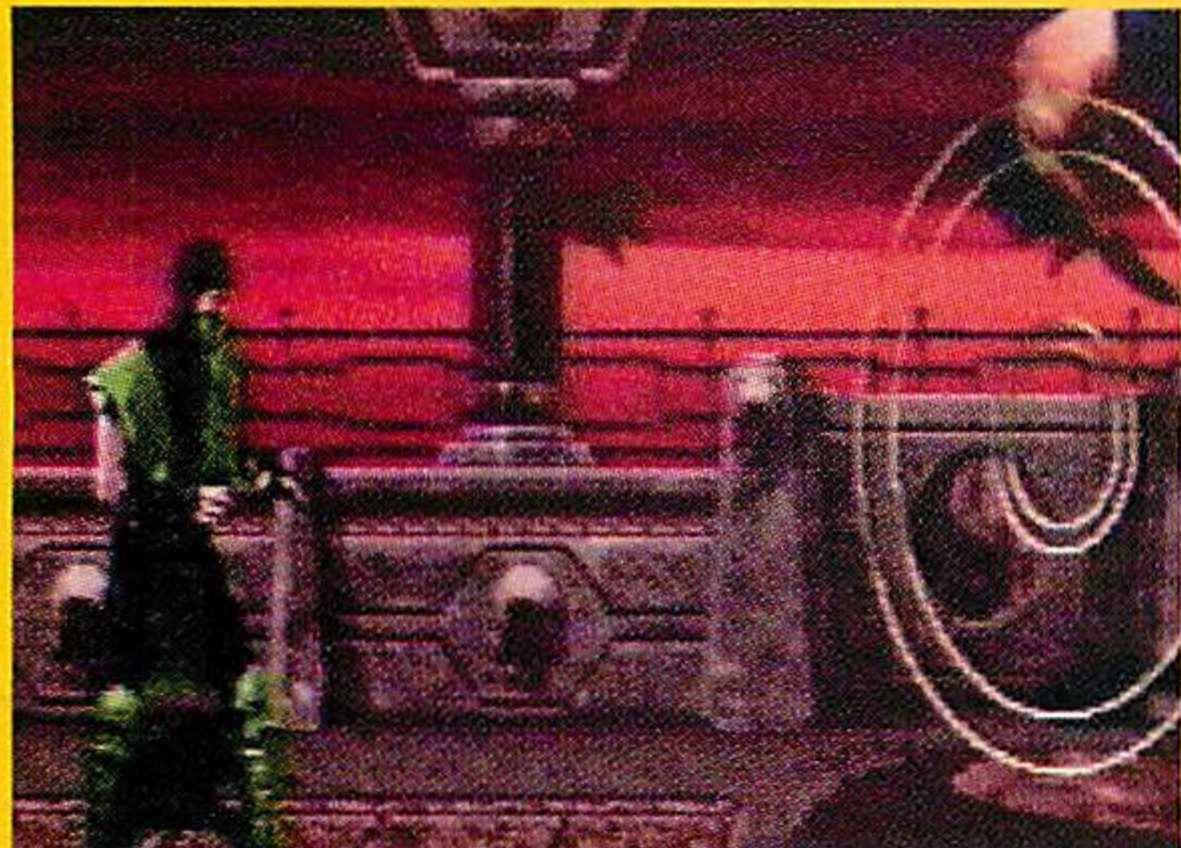
## REPTILE



### SECRET MOVES



Spit Acid: **FORWARD, FORWARD, HIGH PUNCH**



Force Ball: **BACK, BACK, HIGH PUNCH+LOW PUNCH**

Invisibility: Hold **BLOCK**, press **UP, UP, DOWN, HIGH PUNCH**

### FATALITIES



Yummy: **BACK, BACK, DOWN, LOW PUNCH** (stand about a jump length away)

## KITANA



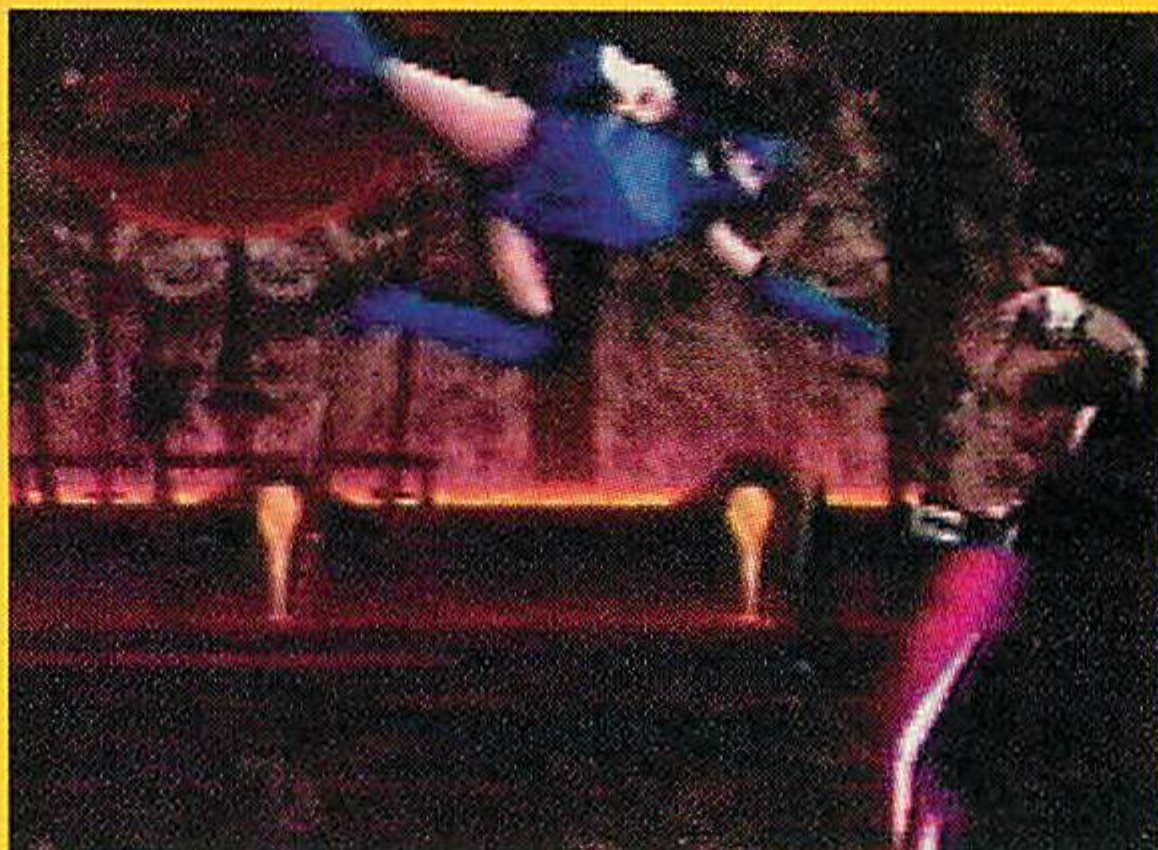
### SECRET MOVES



Fan Swipe: **BACK, HIGH PUNCH**  
Fan Throw: **FORWARD, FORWARD, HIGH PUNCH+LOW PUNCH** simultaneously (this move can be done in midair)



Fan Lift: **BACK, BACK, BACK, HIGH PUNCH**



Air Attack: Low half-circle from **FORWARD** to **BACK, HIGH PUNCH**

### FATALITIES

???

## SCORPION



### SECRET MOVES



Spear: **BACK, BACK, LOW PUNCH**  
Teleport Punch: Low quarter-circle from **DOWN** to **BACK, HIGH PUNCH** (this move can be done in the air)



Leg Grab: Low half-circle from **FORWARD** to **BACK, LOW KICK**



Air Throw: **BLOCK** (both you and your opponent must be in the air)

### FATALITIES

Toasty: **UP, UP, HIGH PUNCH** (hold **BLOCK** to make it easier to perform. Stand five to seven inches away from opponent)





**JOHNNY CAGE**



**LIU KANG**



**BARAKA**

**SECRET MOVES**

Stomach Jab: **HIGH PUNCH** (while close to opponent)

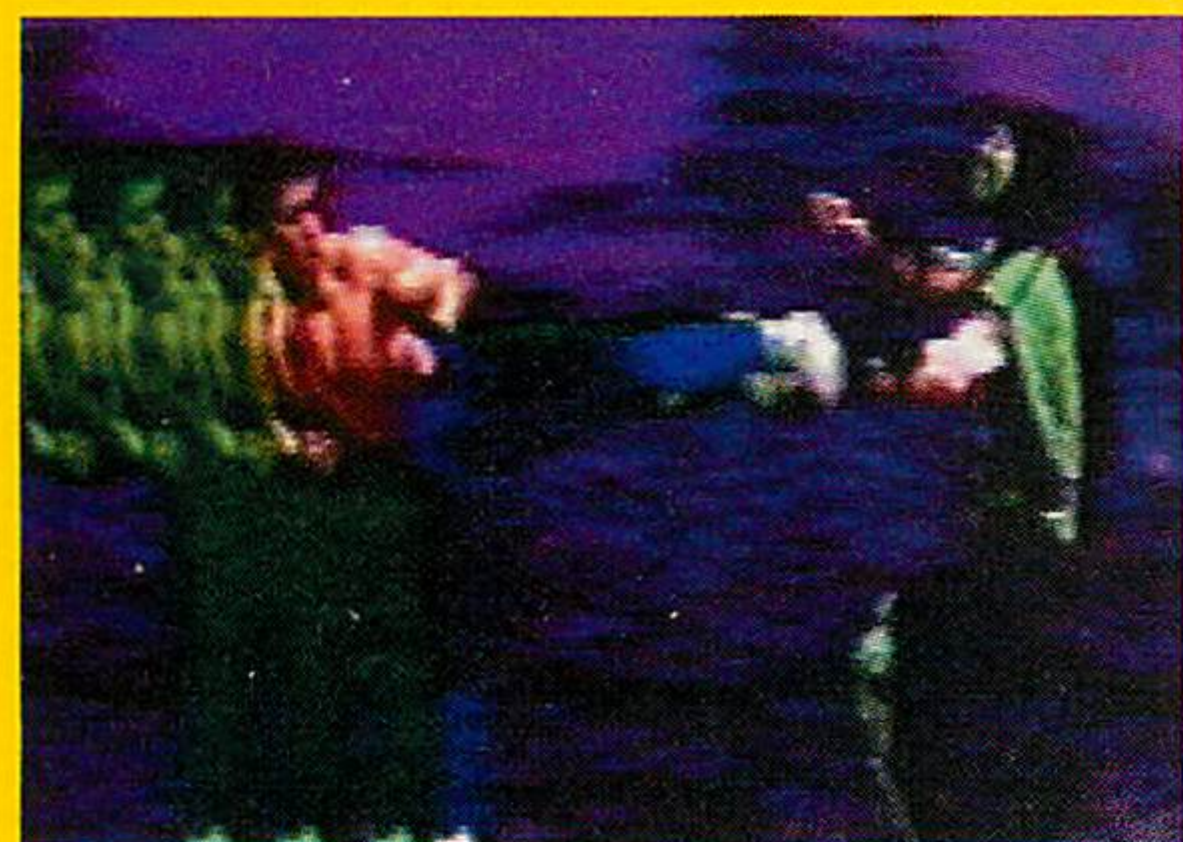
Drop-Kick: **HIGH KICK** or **LOW KICK** (while close to opponent)

LOW Green Ball: **LOW** half-circle from **BACK** to **FORWARD**, **LOW PUNCH**



High Green Bolt: **LOW** half-circle from **FORWARD** to **BACK**, **HIGH PUNCH**

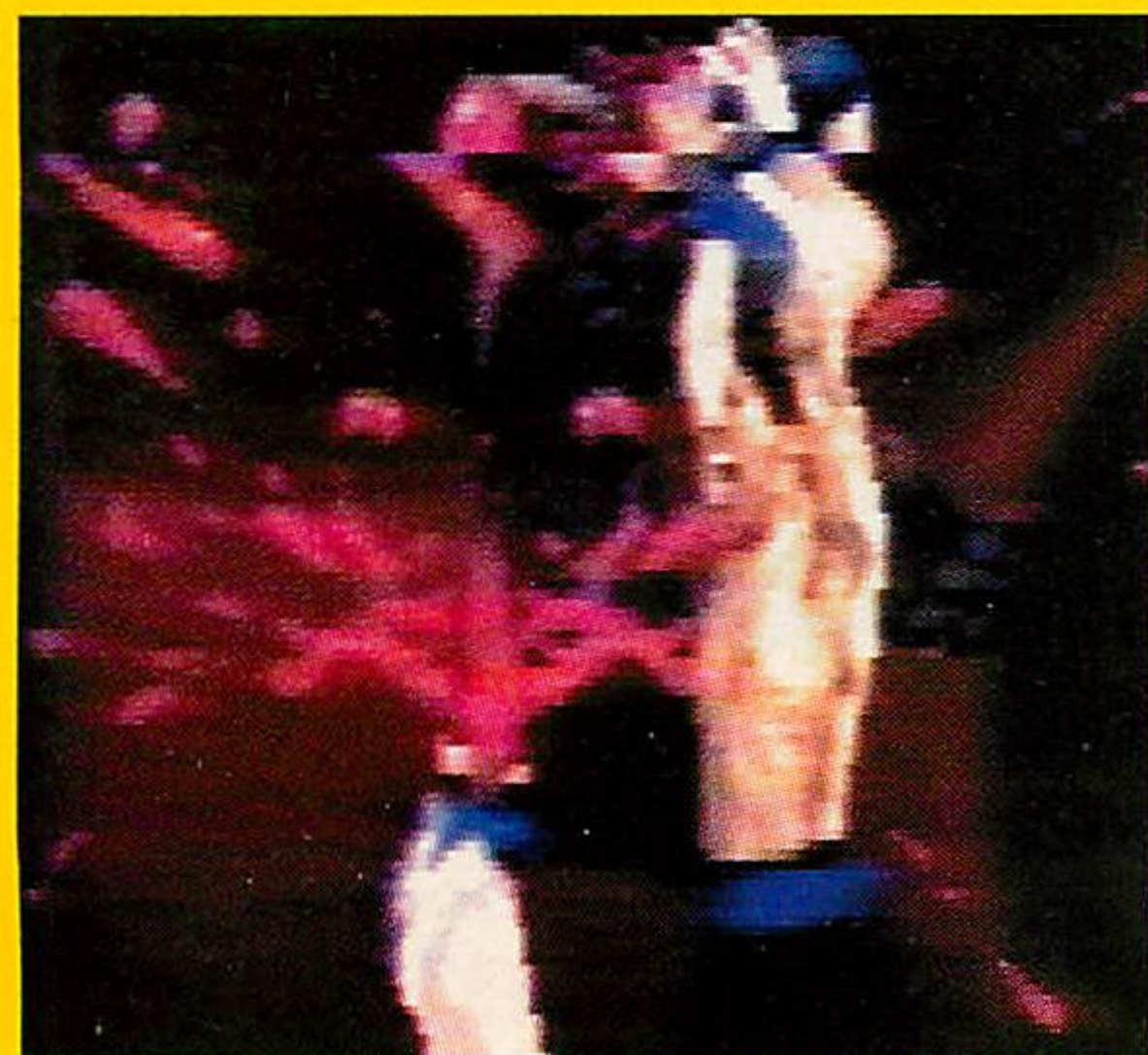
Shadow Uppercut: **BACK**, **DOWN**, **BACK**, **HIGH PUNCH**



Shadow Kick: **BACK**, **FORWARD**, **LOW KICK**

Ball Breaker: **LOW PUNCH+BLOCK** (won't work against female characters)

**FATALITIES**



Torso Rip: **DOWN**, **DOWN**, **FORWARD**, **FORWARD**, **LOW PUNCH** (stand close)

**SECRET MOVES**

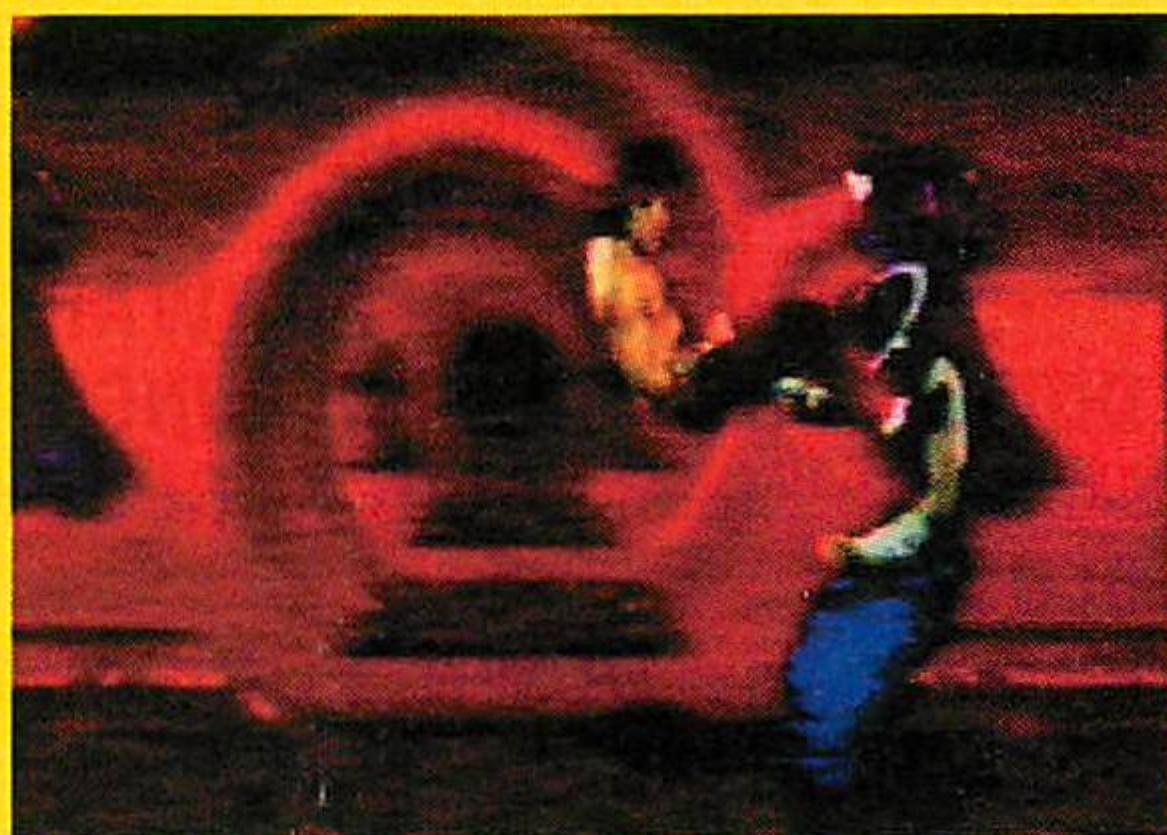
Double Forearm: **HIGH PUNCH** (while close to opponent)



Standard Fireball: **FORWARD**, **FORWARD**, **HIGH PUNCH** (can be done in midair)

Crouching Fireball: **FORWARD**, **FORWARD**, **LOW PUNCH**

Flying Kick: **FORWARD**, **FORWARD**, **HIGH KICK**



Bicycle Kick: Hold **LOW KICK** for three to five seconds, then release (you can "charge" while doing other moves)

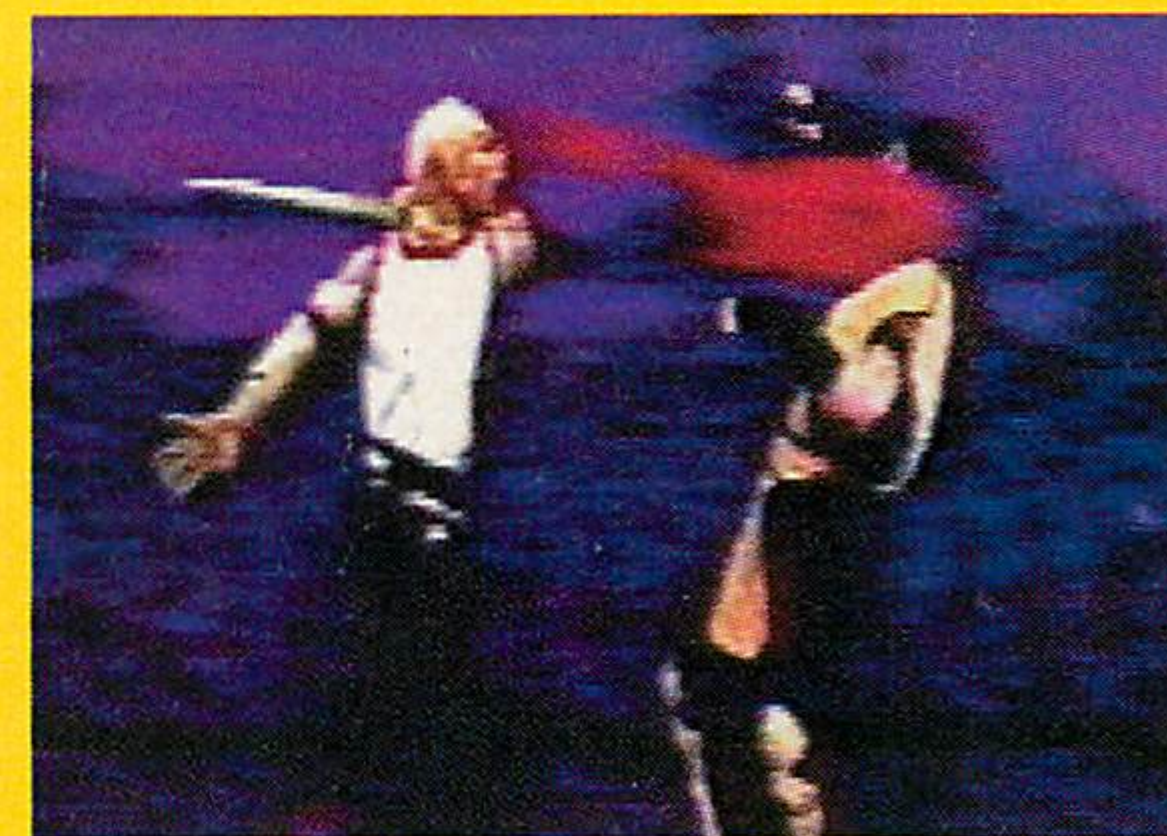
**FATALITIES**



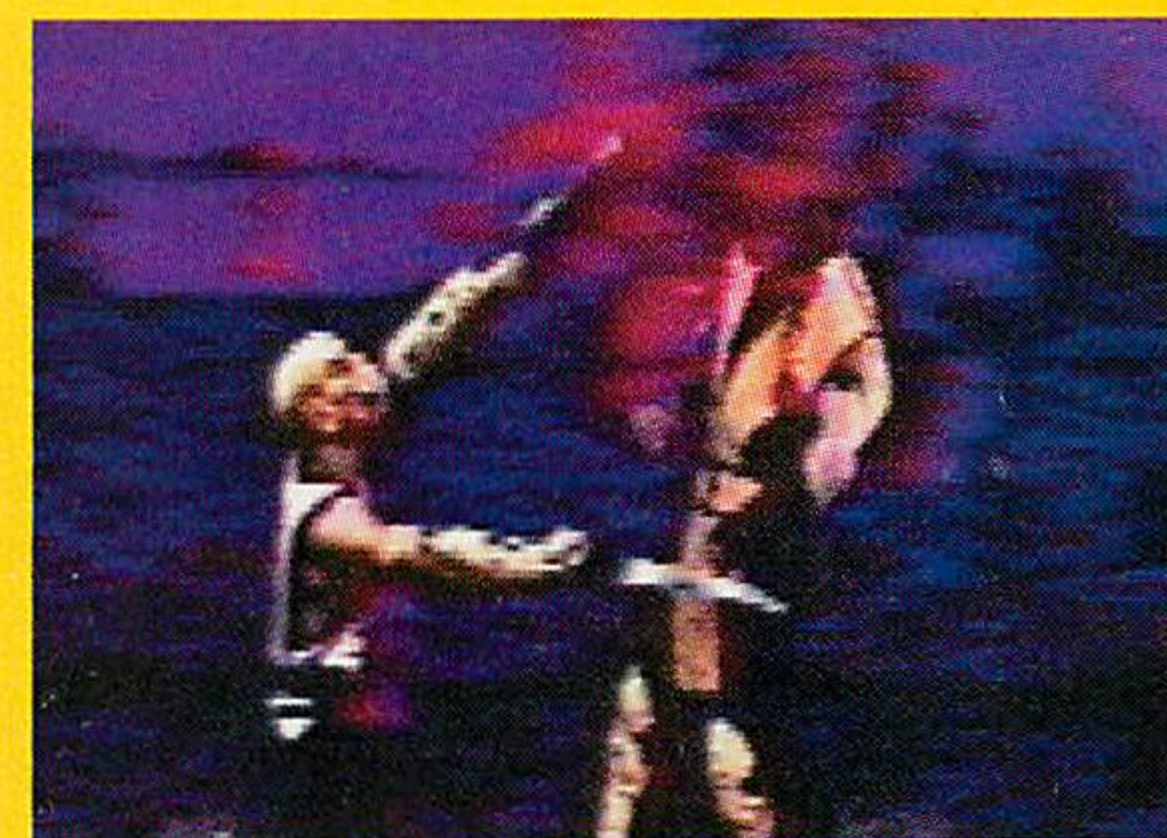
Dragon: **DOWN**, **FORWARD**, **BACK**, **BACK**, **HIGH KICK** (while standing next to opponent)

**SECRET MOVES**

Back Hand: **HIGH PUNCH** (while close to opponent)



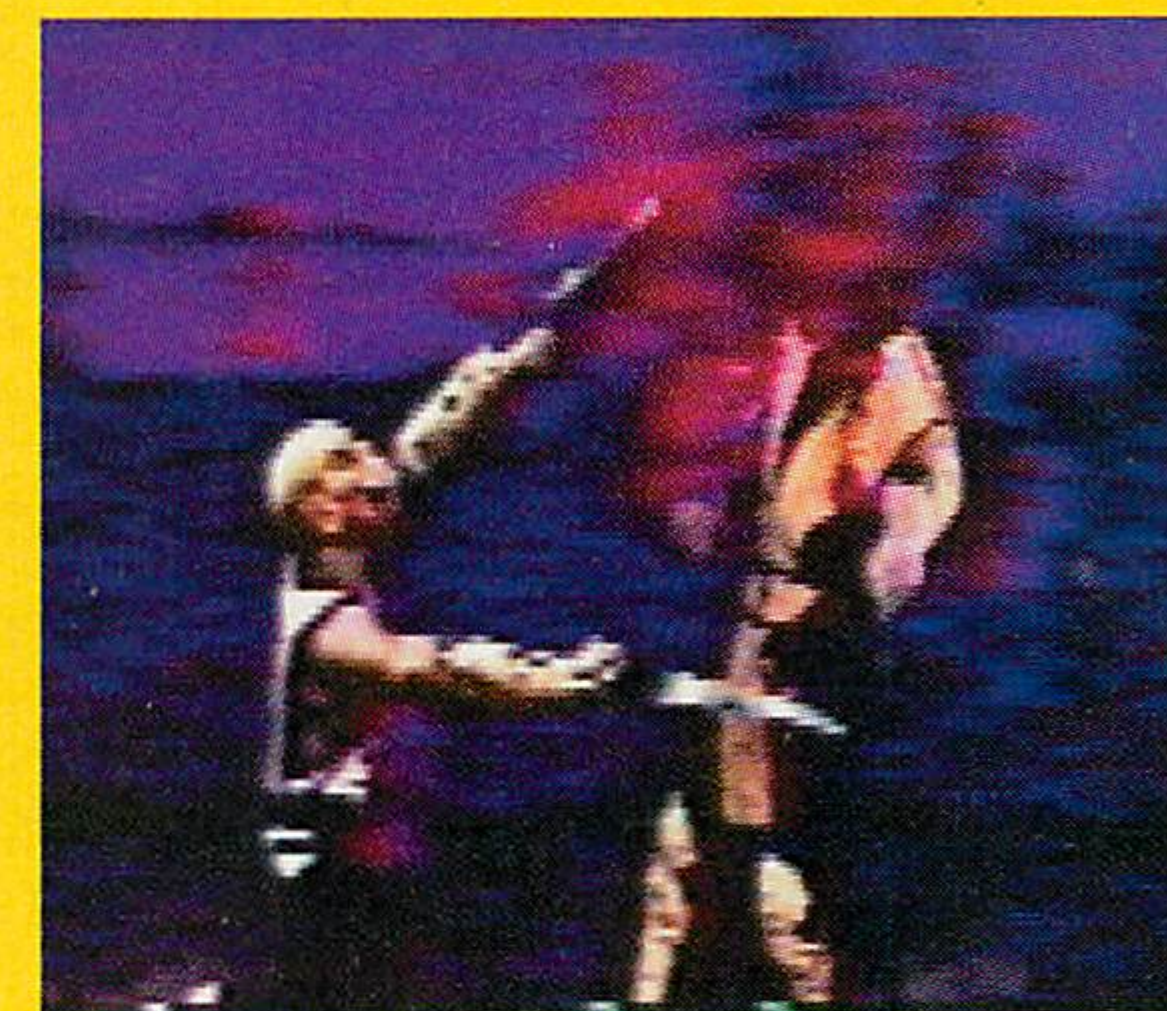
Blade Slash: **BACK+HIGH PUNCH**



Blades of Fury: **BACK**, **BACK**, **BACK**, **LOW PUNCH**

Zap Bolt: Low quarter-circle from **DOWN** to **BACK**, **HIGH PUNCH**

**FATALITIES**



Decapitation: **BACK**, **BACK**, **BACK**, **BACK**, **HIGH PUNCH** (hold **BLOCK** to make it easier to perform. Stand next to opponent)

Stab Slide: **BACK**, **FORWARD**, **DOWN**, **FORWARD**, **LOW PUNCH** (stand next to opponent)





**KUNG LAO**



**SHANG TSUNG**



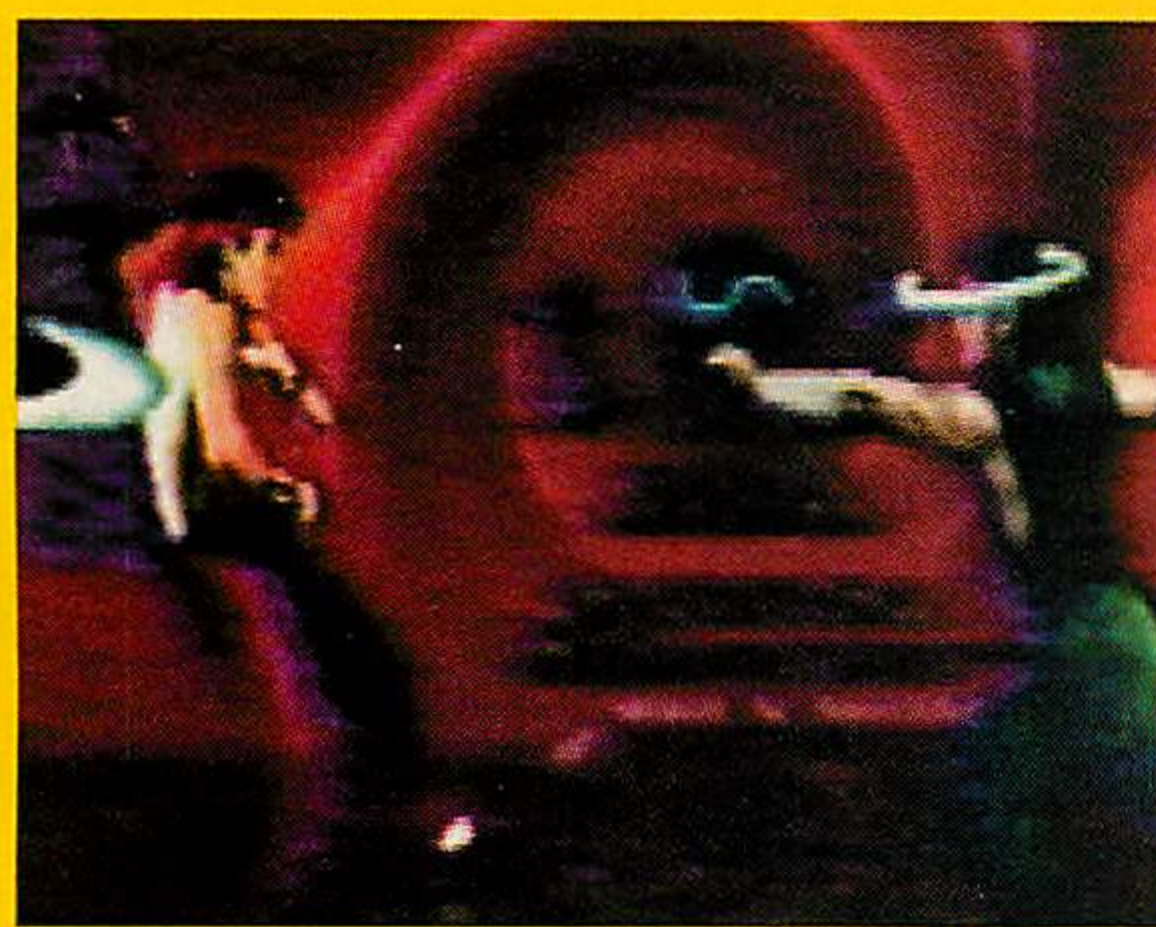
**JAX**

**SECRET MOVES**

Headbutt: **HIGH PUNCH** (while close to opponent)



Ground Teleport: **DOWN, UP** quickly



Hat Throw: **BACK, FORWARD, LOW PUNCH** (this move can be done in mid-air. The hat may also be maneuvered in the air by pointing the joystick **UP** or **DOWN**)



Whirlwind Spin: **UP, UP, LOW KICK** (Hold **BLOCK** to make this move easier to perform. By repeatedly tapping **LOW KICK** you can maintain the spin for a longer period of time)

**FATALITIES**

Body Slice: **FORWARD, FORWARD, FORWARD, FORWARD, LOW KICK** (stand about three inches away from your opponent. Hold **BLOCK** to make this move easier to perform)

**SECRET MOVES**



Flaming Skulls: **BACK, BACK, HIGH PUNCH** (one skull)

**BACK, BACK, FORWARD, HIGH PUNCH** (two skulls)

**BACK, BACK, FORWARD, FORWARD, HIGH PUNCH** (three skulls)

Morph to Liu Kang: **BACK, BACK, FORWARD, FORWARD, BLOCK**

Morph to Kung Lao: **BACK, DOWN, BACK, HIGH KICK**

Morph to Johnny Cage: **BACK, BACK, DOWN, LOW PUNCH**

Morph to Reptile: Hold **BLOCK**, press **UP, DOWN, HIGH PUNCH**

Morph to Sub-Zero: **FORWARD, DOWN, FORWARD, HIGH PUNCH**

Morph to Kitana: **BLOCK, BLOCK, BLOCK**

Morph to Jax: **DOWN, FORWARD, BACK, HIGH KICK**

Morph to Mileena: Hold **HIGH PUNCH** for three seconds, then release

Morph to Baraka: **DOWN, DOWN, LOW KICK**

Morph to Scorpion: Hold **BLOCK**, press **UP, UP**

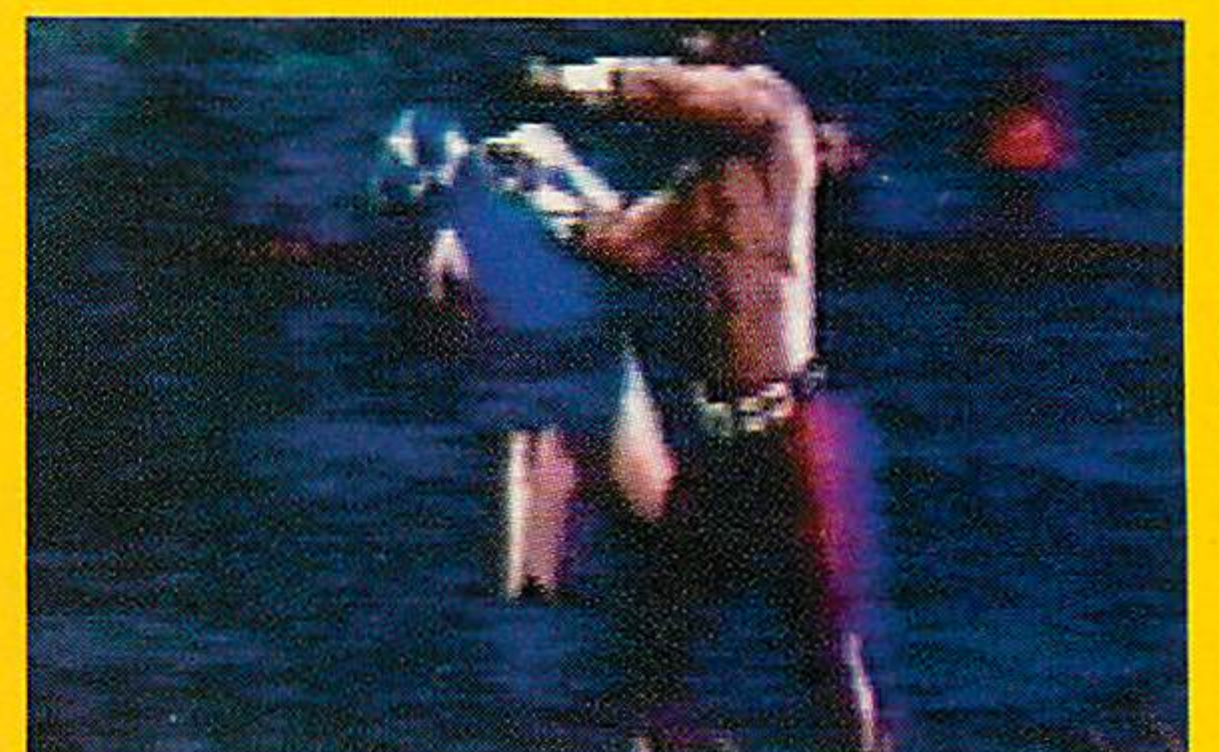
Morph to Raiden: **DOWN, BACK, FORWARD, LOW KICK**



**FATALITIES**

???

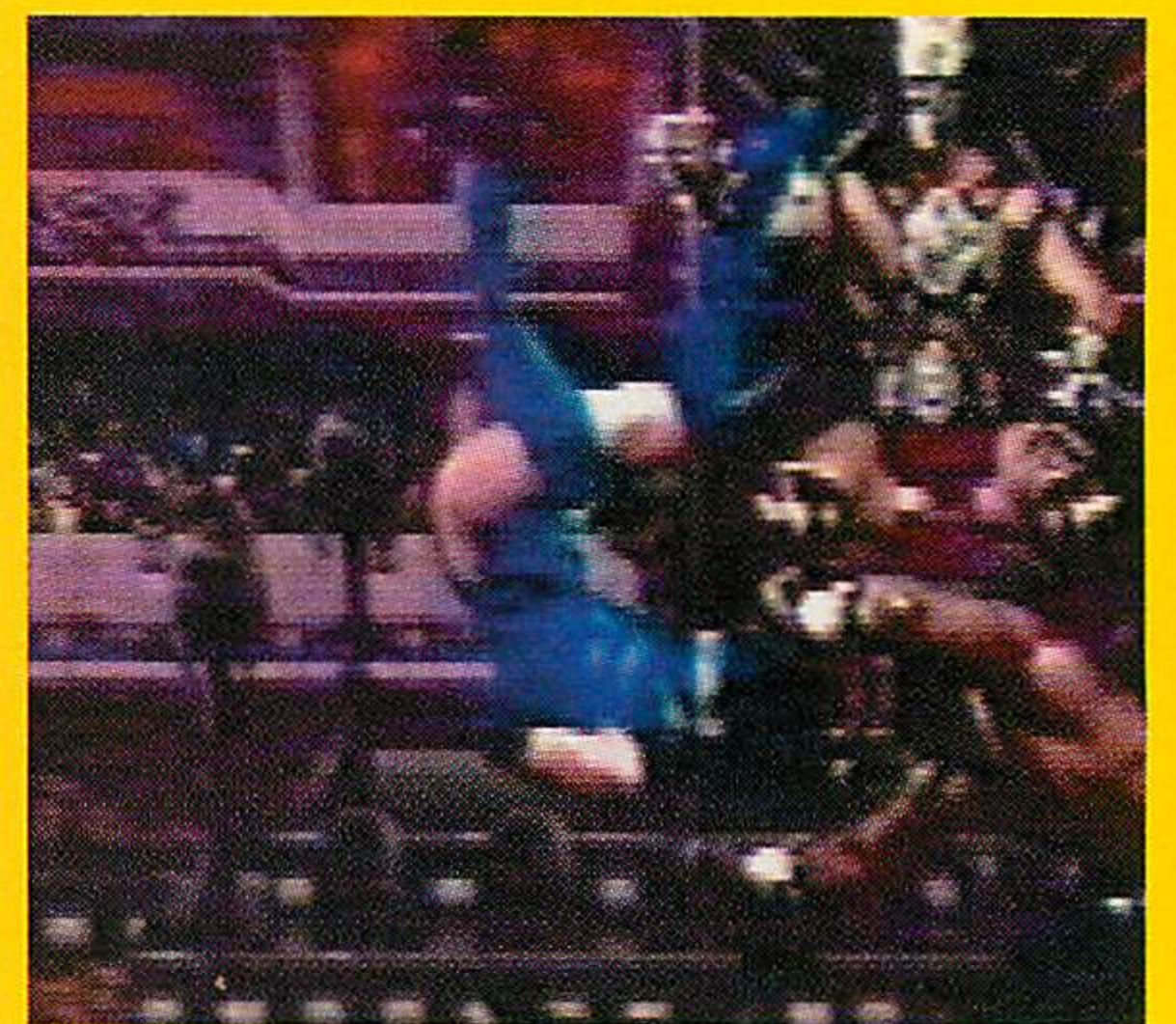
**SECRET MOVES**



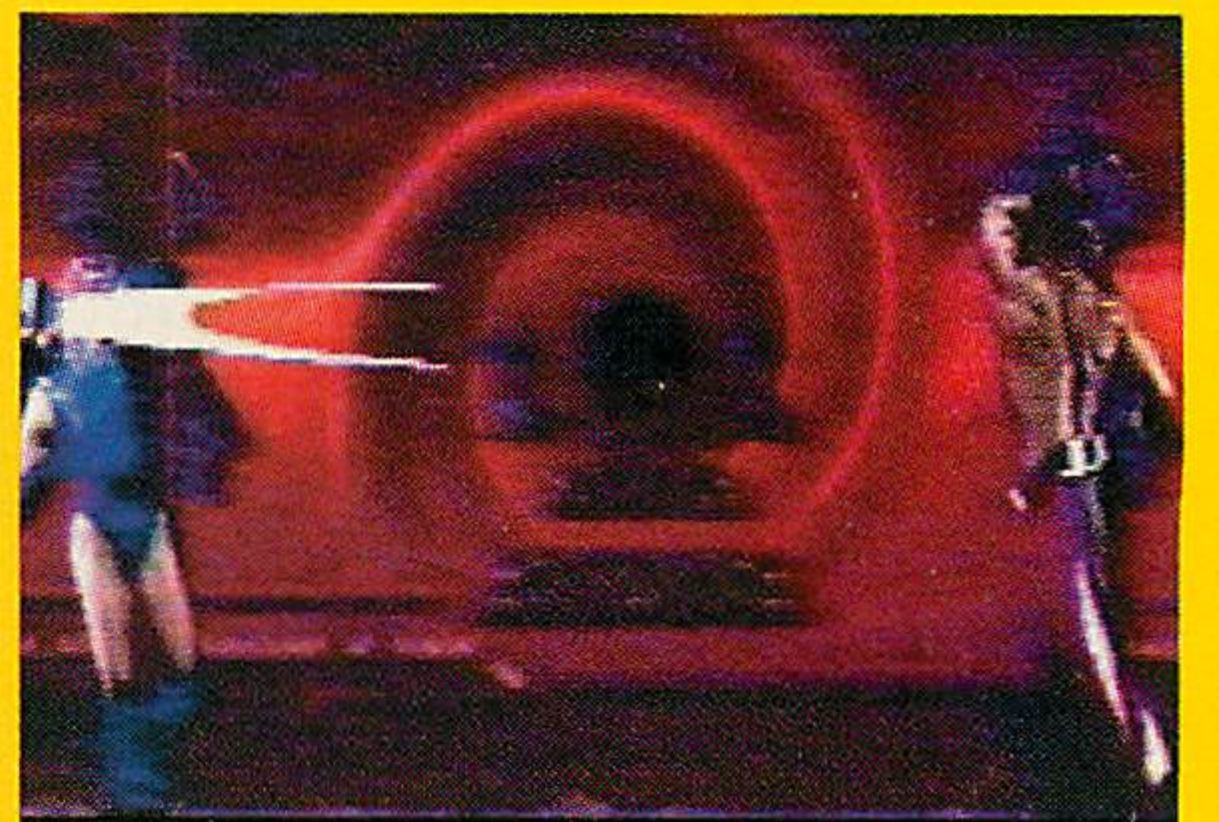
Overhead Hammer: **HIGH PUNCH** (while close to opponent)

Ground Smash: Hold **LOW KICK** for three seconds, then release

"Gotcha" Grab: **FORWARD, FORWARD, LOW PUNCH** (repeatedly tap **LOW PUNCH** for up to five hits)



Quadruple Slam: Throw the opponent and press **HIGH PUNCH** in mid-throw (repeatedly tap **HIGH PUNCH** for up to four body slams)



Energy Wave: Low half-circle from **FORWARD** to **BACK, HIGH KICK**

**FATALITIES**

Head Clap: Hold **LOW PUNCH**, press **FORWARD, FORWARD, FORWARD, FORWARD**, then release (stand close)



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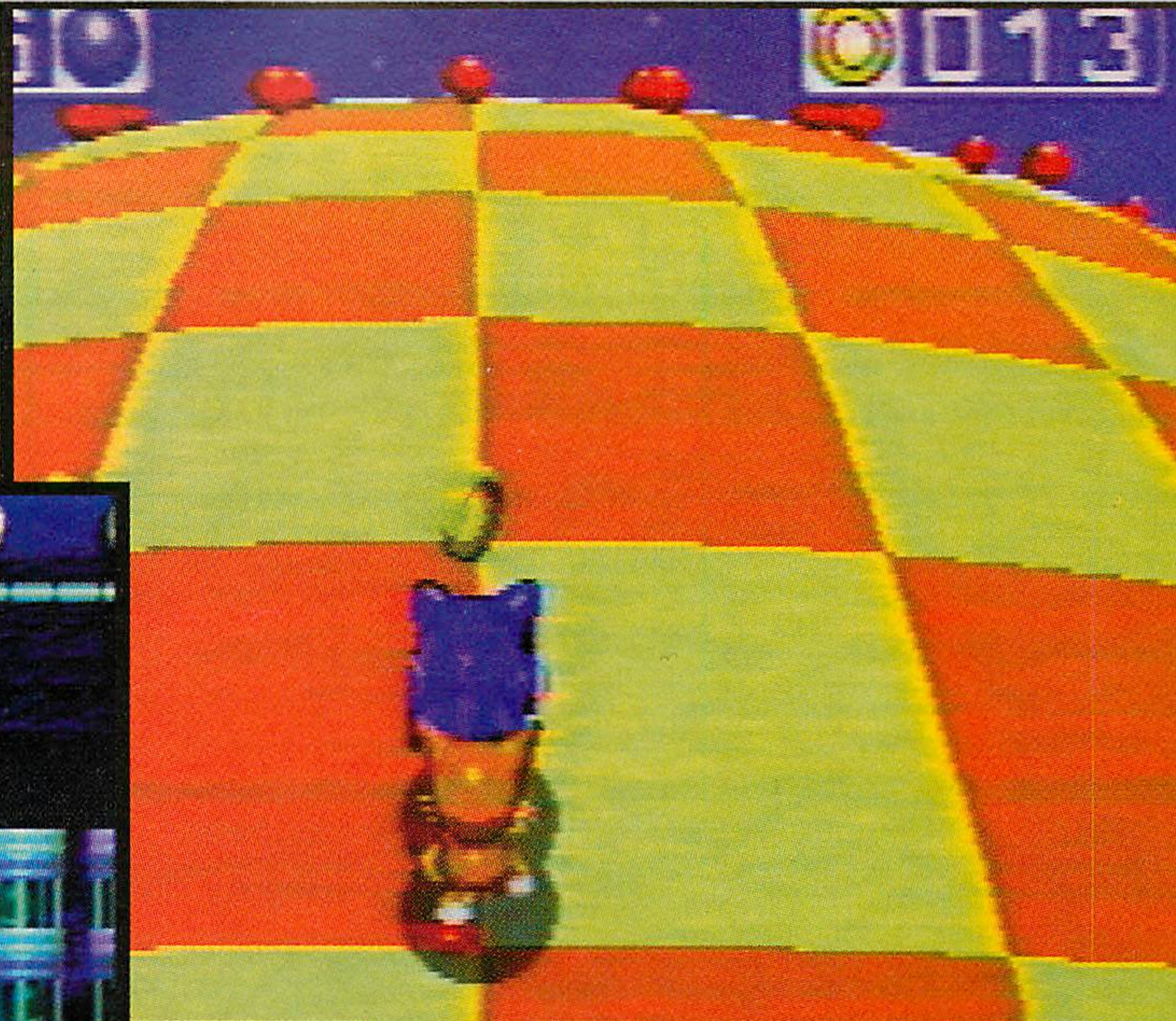


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Sonic can now fling through the air with the greatest of ease.



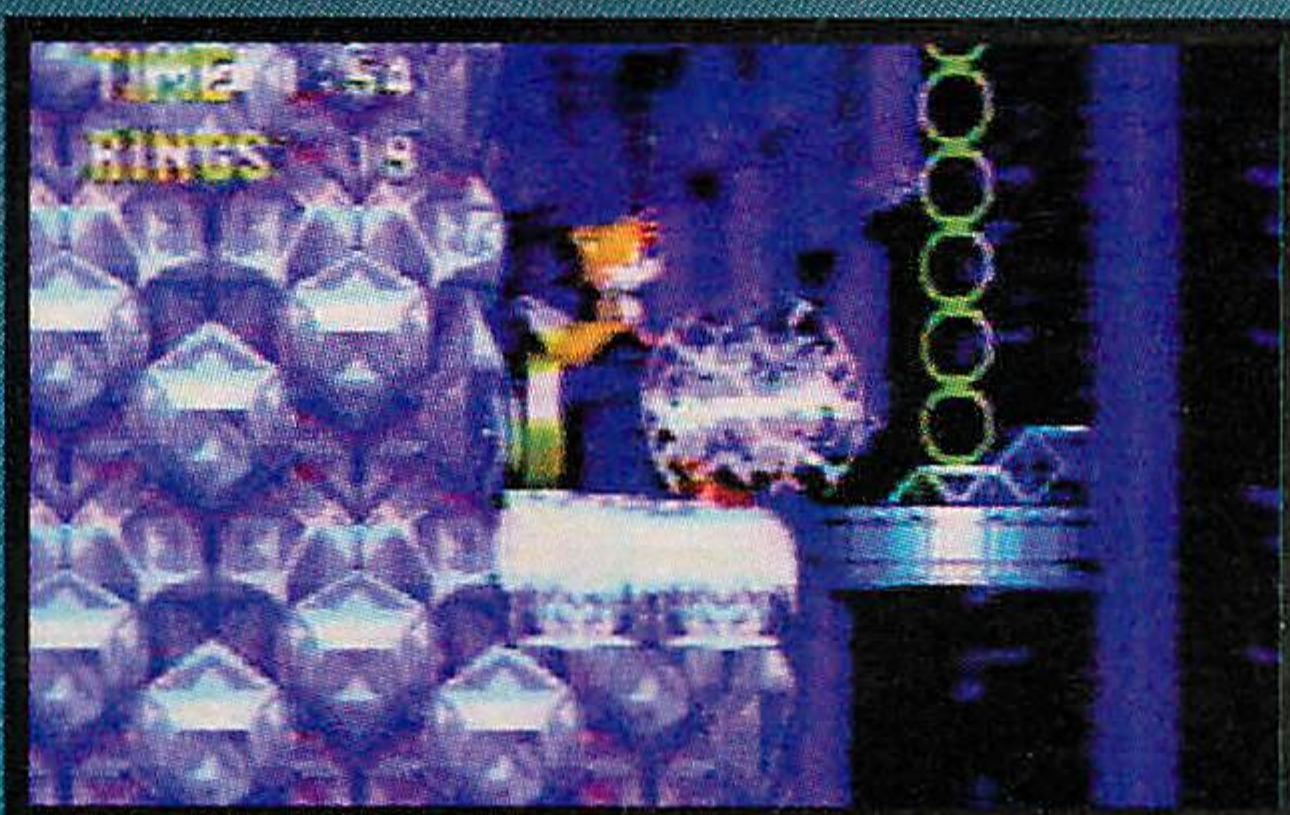
Is that a monkey or a gorilla hiding in those trees? Hmmm. I don't know about that.



Tails helps Sonic get through all kinds of new levels.



Sonic busts a move. By the way, he's got a lot of new moves too.



Sonic spins so fast, Dr. Robotnik won't even know what's coming.



Sonic attacks big bosses in yet another attempt to get Dr. Robotnik.



Rings, rings, rings. You've still got to get those rings.



Hey, that's a pretty steep hill, ain't it? Sonic's new maneuvers help him get through the tough spots.



Sonic looks lean and mean and ready for an all-new battle with the Eggman himself.



New levels for two-player simultaneous action.



And here it is. That all-new two-player simultaneous action.



More action than you ever imagined, eh?



## Daffy Duck

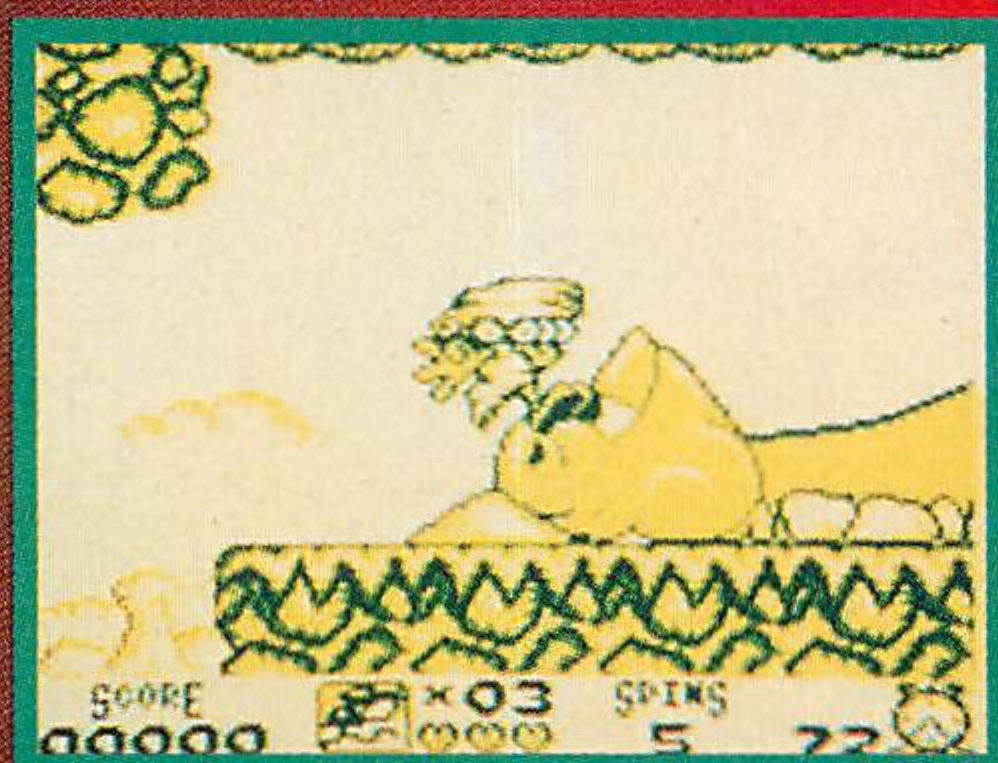
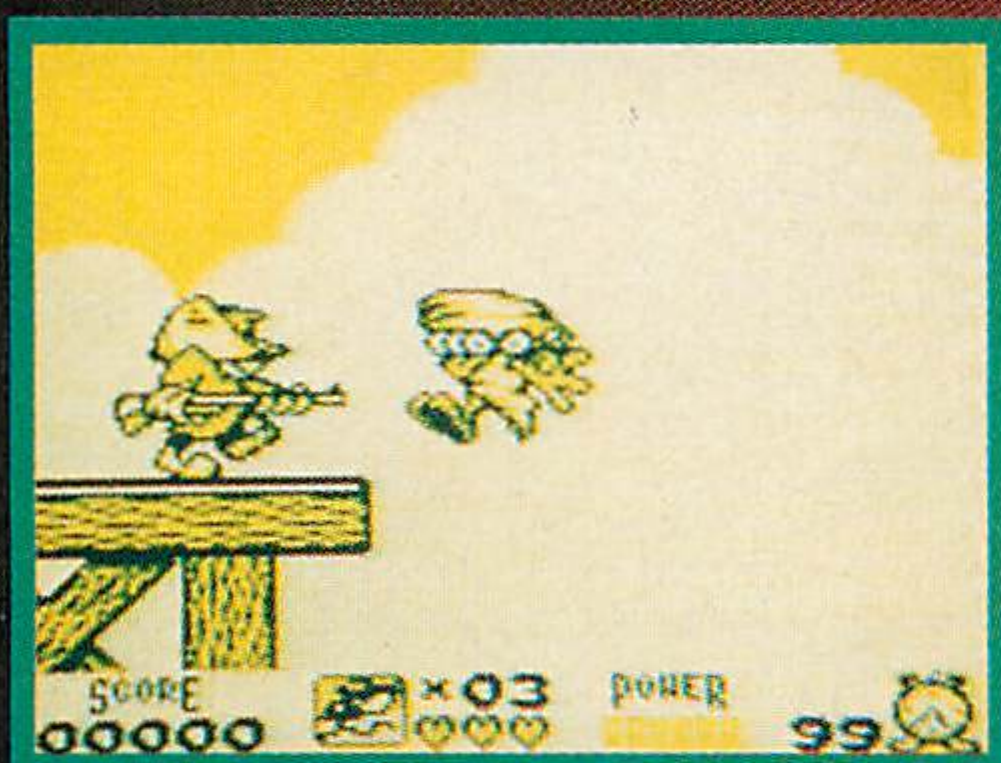
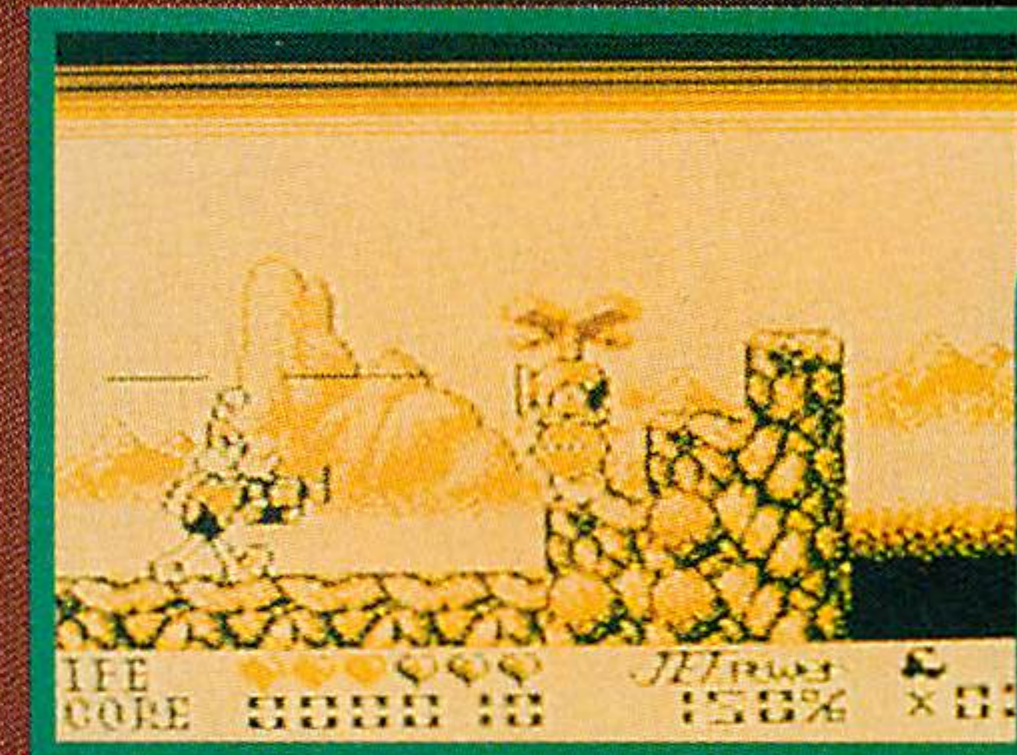
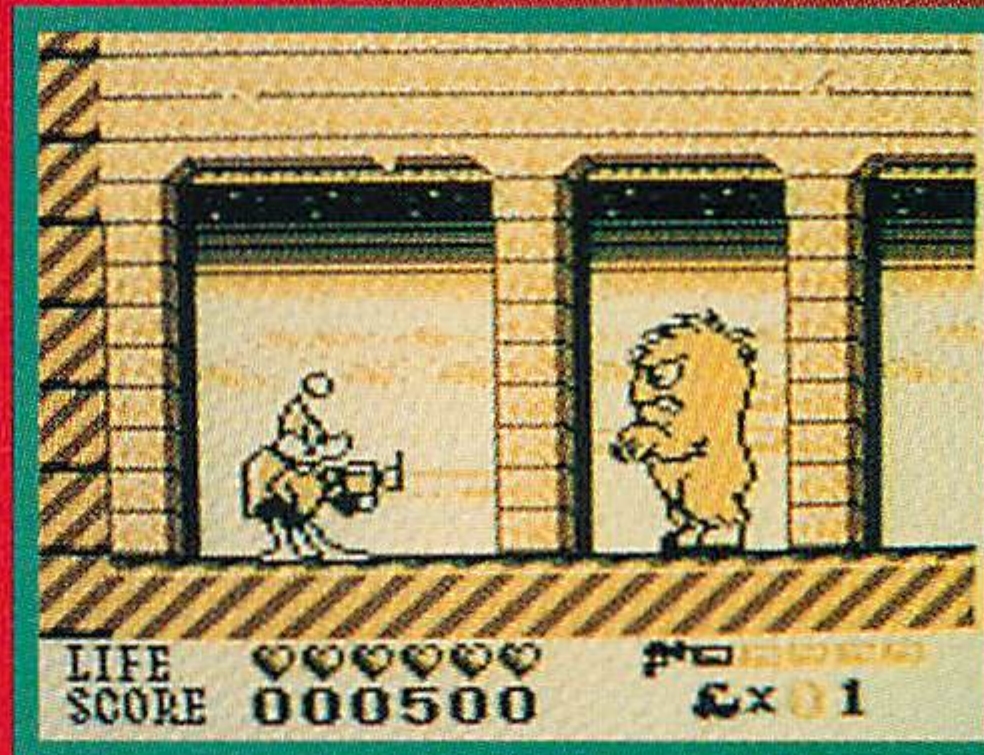
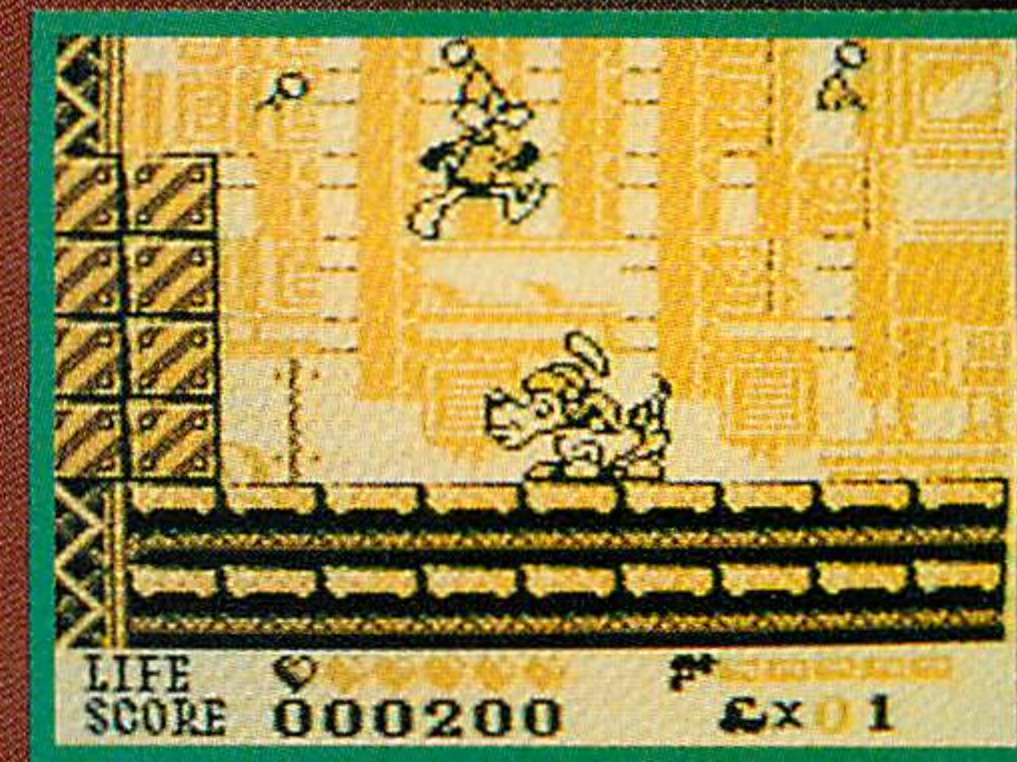
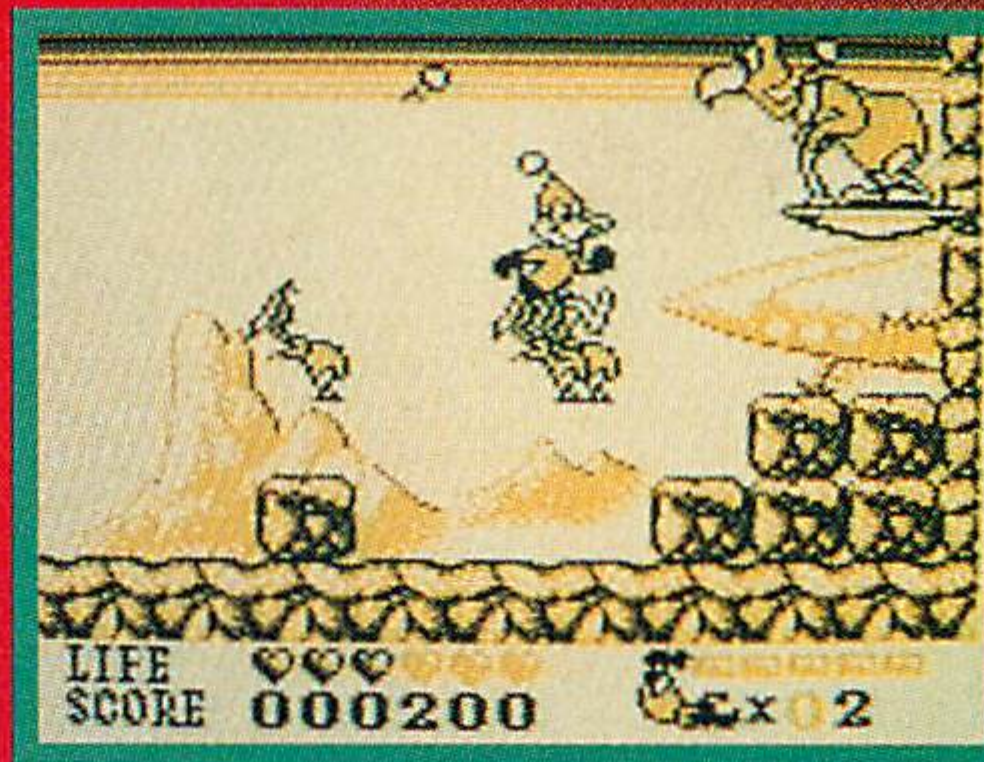
SUNSOFT

For the Game Boy

AVAILABLE: FIRST QUARTER 1994

Duck Dodgers confronts that pesky Marvin the Martian once again in *Daffy Duck* for the Game Boy. Marvin the Martian wants to destroy the Earth because it blocks his view of Venus. So Duck Dodgers, with his trusty ACME pistol and jet pack, sets out for Mars to keep Marvin from zapping the Earth with that notorious P-38 Space Modulator.

The confrontation between Duck Dodgers and Marvin the Martian spans four levels, from the surface of Mars to the Martian's secret lab. The animation is based on the original animation from the Looney Tunes cartoon, *Duck Dodgers in the 24th 1/2 Century*.



## Taz-Mania

SUNSOFT

For the Game Boy

AVAILABLE: FIRST QUARTER 1994

The Tasmanian devil, Taz, has escaped from the ACME Zoo. And he definitely doesn't want to go back. So he's looking for a new home, whilst being chased by the zookeepers. In order to escape, you've got to get Taz across five creepy islands. That means maneuvering through traps set by hunters and clobbering whomever gets in your way (sea monsters, for instance). That's not too hard for this guy. He runs at very high speeds, whirls, climbs ropes—he's a regular hel-lion.

On each island Taz meets up with a new adventure: Easter Island, Christmas Island, Fantasy Island, Dark Island, and DoDo Island. Scenery includes volcanoes that are about to blow, running rivers, moving clouds. Check it out.

## The Death of Superman

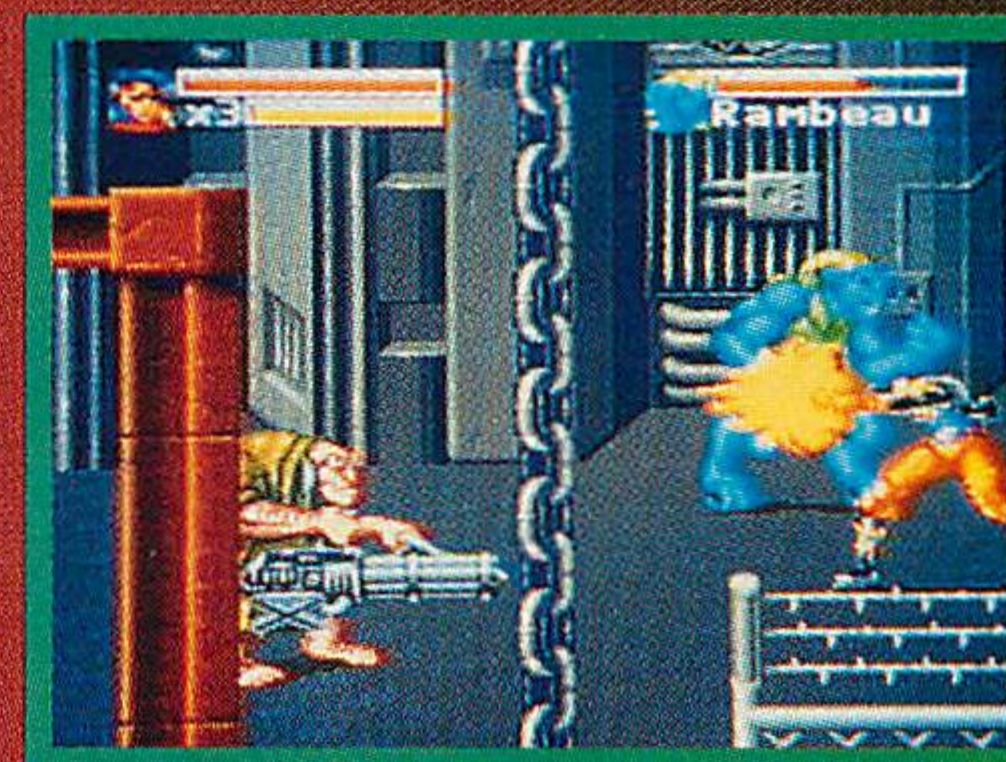
SUNSOFT

For the SNES

AVAILABLE: MARCH 1994

The video game, *The Death of Superman*, is based on DC Comics' *Doomsday* and *Reign of the Supermen* comic book series. The game starts with the death of Superman by Doomsday, and that's where the four characters, all claiming to be Superman, come in (just like the comic book). The real Superman reveals himself at the end and battles it out with the evil "Cyborg."

The first part of the game portrays Superman's fight against Doomsday. Before each level, a cartoon explains the action to take place. There are ten levels in all. By the end of the game, the real Superman will have to destroy the Cyborg in order to save Metropolis. Plus the player gets to take control of all the different Supermen in this pretty lengthy action game.

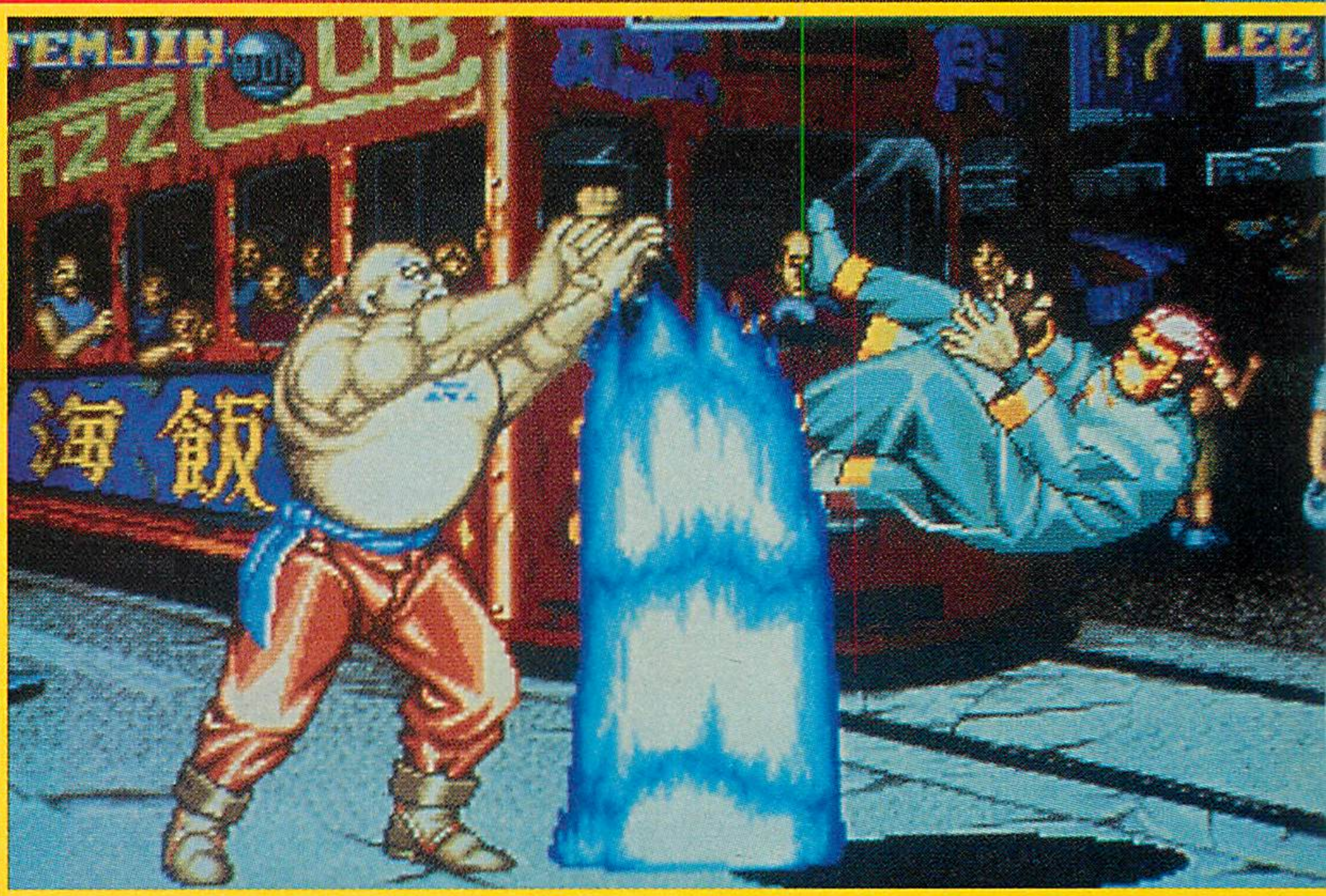
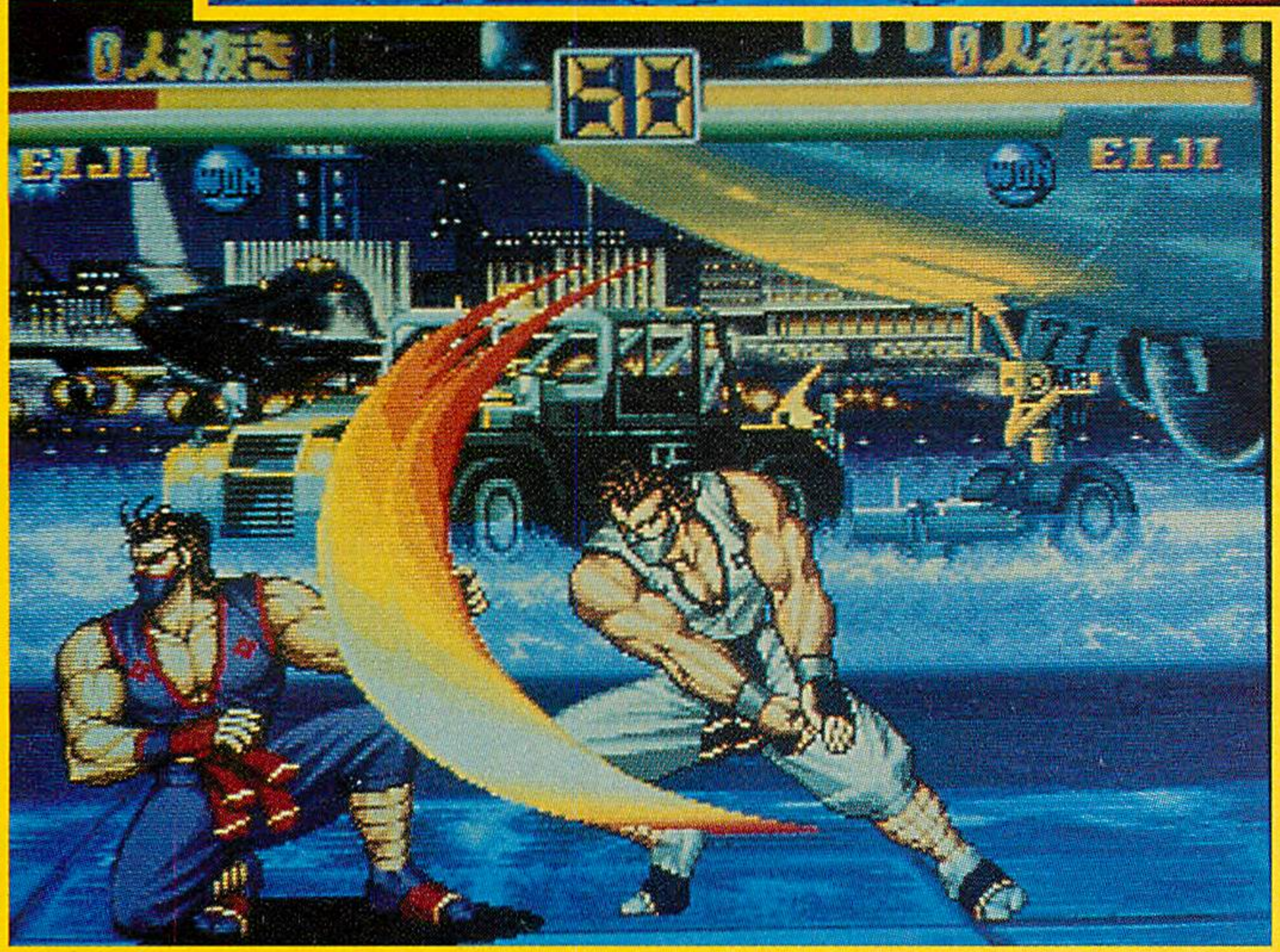
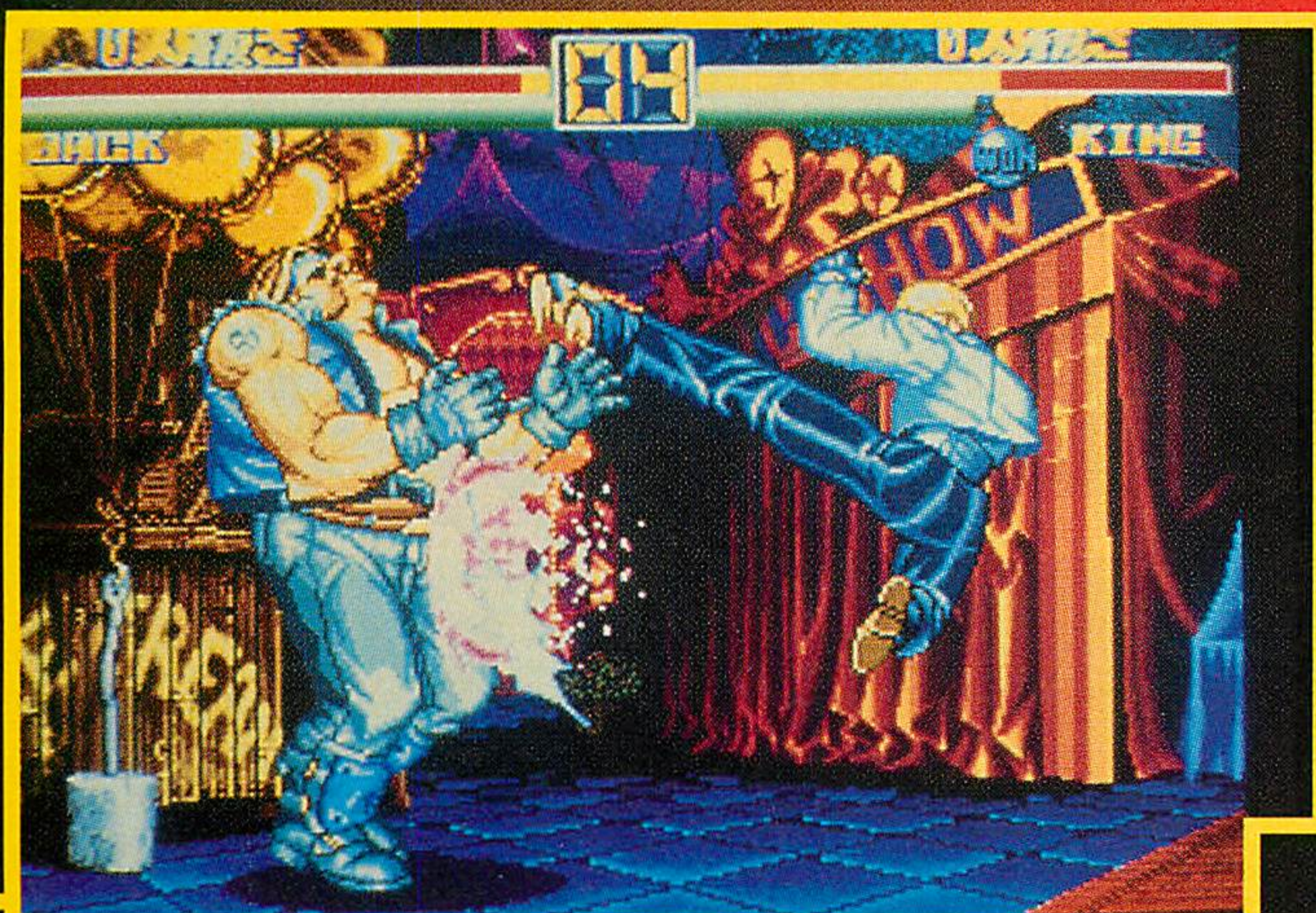




# ART OF FIGHTING II

(SNK FOR THE NEO-GEO)

Feast your eyes on these early screen shots from the sequel to the classic *Art of Fighting*! Yuri is not the damsel in distress anymore—now she's a new fighter ready for action. New characters include Takuma, Eiji, Temjin, plus the original eight characters. The zoom feature of the first game is back, and the fighters are even larger on-screen. Will *Art of Fighting 2* include a top secret "magic move"? Stay tuned to *VIDEOGAMES* for what's sure to be a hot fighting game this summer!



PREVIEWS

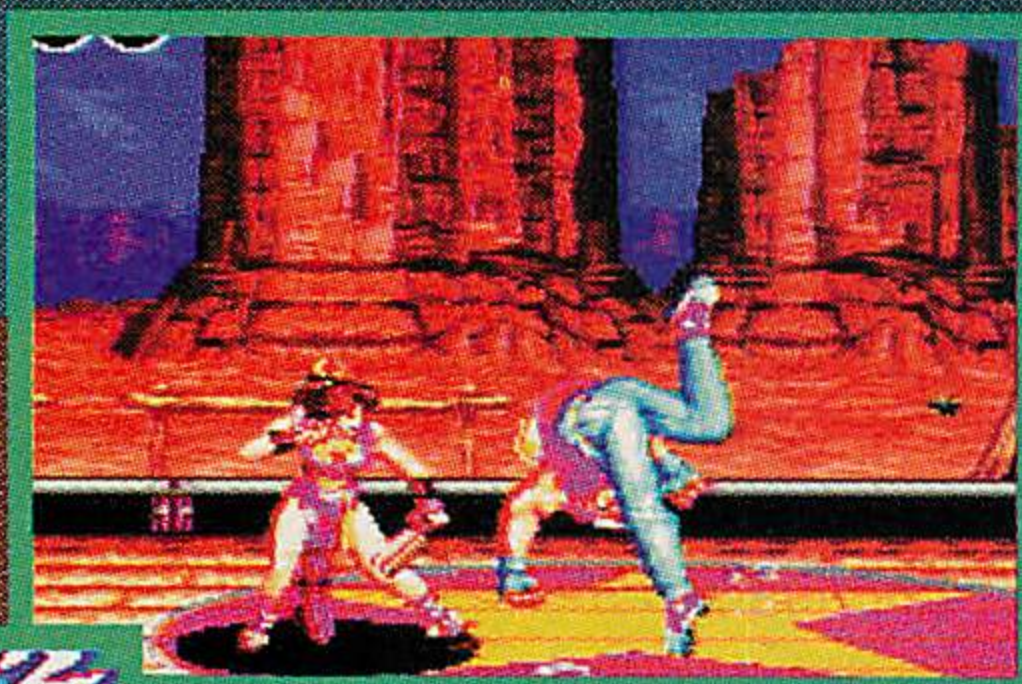
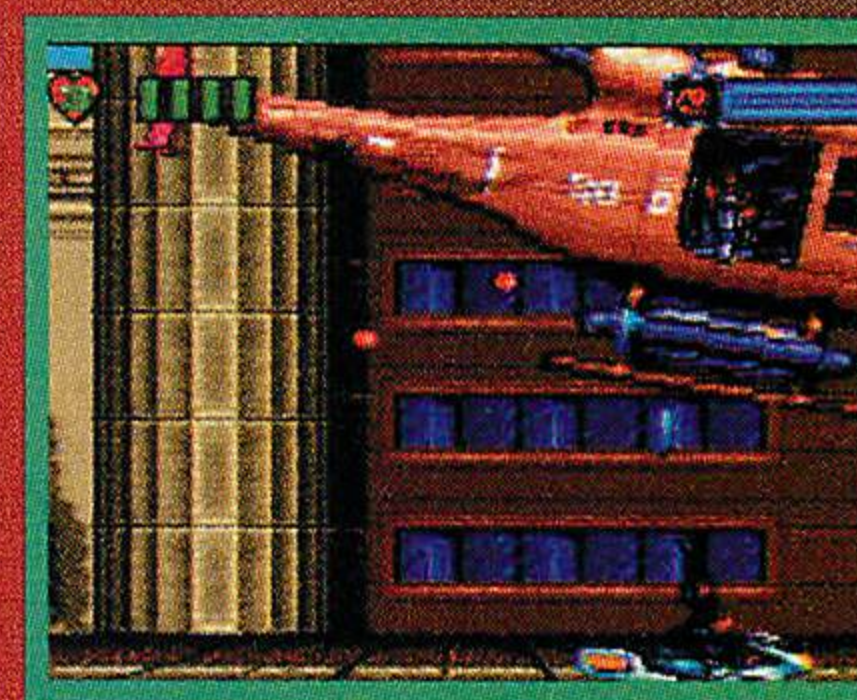
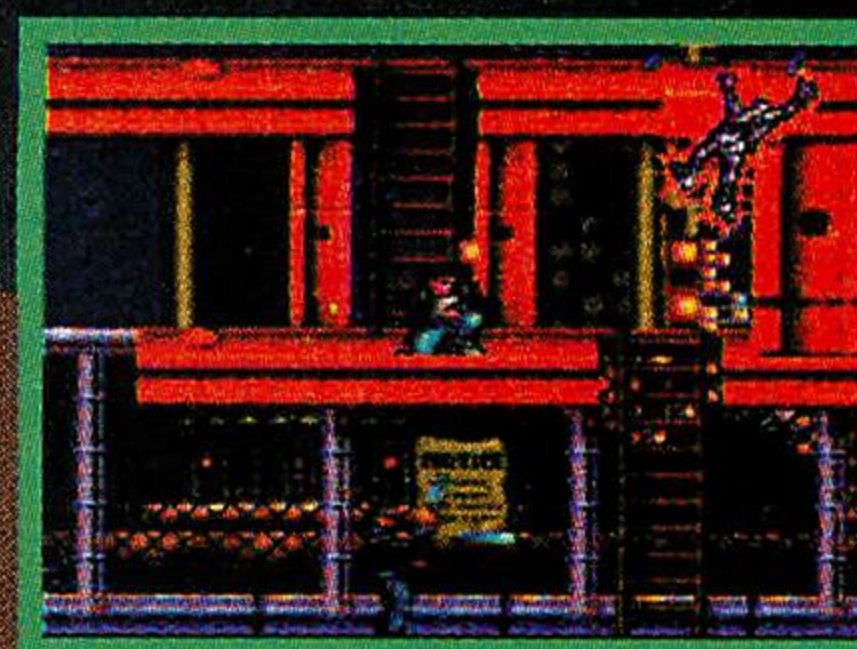


## Time Trax

T•HQ  
For the SNES

AVAILABLE: MARCH 1994

You've seen the TV show, right? Now play the video game. You're the cop of the future, Darien Lambert, who has traveled back in time to catch felons who've escaped from the 22nd century. You're after Mordecai Sahmbi (nice name) and his cronies because old Mordecai is using his T.R.A.X. (Trans time Research And eXperimentation) time machine to help criminals from 2193 travel to the past, where there are no records of their crimes. Pretty crafty. With the help of the criminals he transports, he's going to change history and gain control of the future. So you track him down and beat him like the dog he is. Basically.



## Fatal Fury 2

TAKARA  
For the SNES

AVAILABLE: MARCH 1994

Look out! Terry and Andy Bogart and Joe Higashi have been invited to another "King of the Fighters" tournament. This time they've got new moves and a new motive.

There are bonus stages too. You'll enter the bonus stages after you defeat your fourth and eighth opponents. In the bonus stages, you've got to destroy a bunch of falling pillars, and if you destroy enough of them in the allotted time, you progress to other bonus stages! Enough about bonus stages.

The two-line battle system appears in *Fatal Fury 2*, just as it did in the first game, so you can still switch lines to defeat your opponent. Plus, my favorite *Fatal Fury* character appears once again: Mai Shiranui.

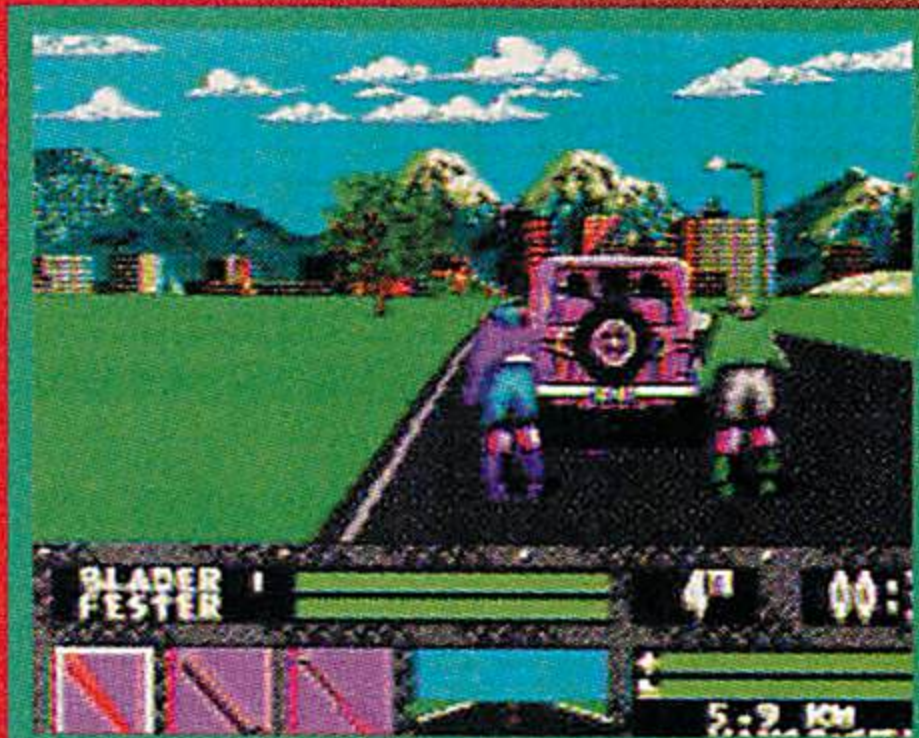
## Skitchin'!

ELECTRONIC ARTS  
For the Genesis

AVAILABLE: SPRING 1994

It's a racing sort of game, but it's a racing game on roller blades. Keep an eye out for other roller bladers, trash cans in the middle of the road, and stuff like oil slicks. Try to catch some air off the ramps, but it ain't that easy.

You can even grab onto cars and bikes that go by. They'll get you where you want to go a lot faster, but just make sure they don't run you over! Except that it is pretty funny to watch these roller bladers fall on their butts and roll around on the asphalt. Watch out for other roller bladers because they're out for you. But don't forget you've also got weapons like slingshots—so use them.





## Citadel

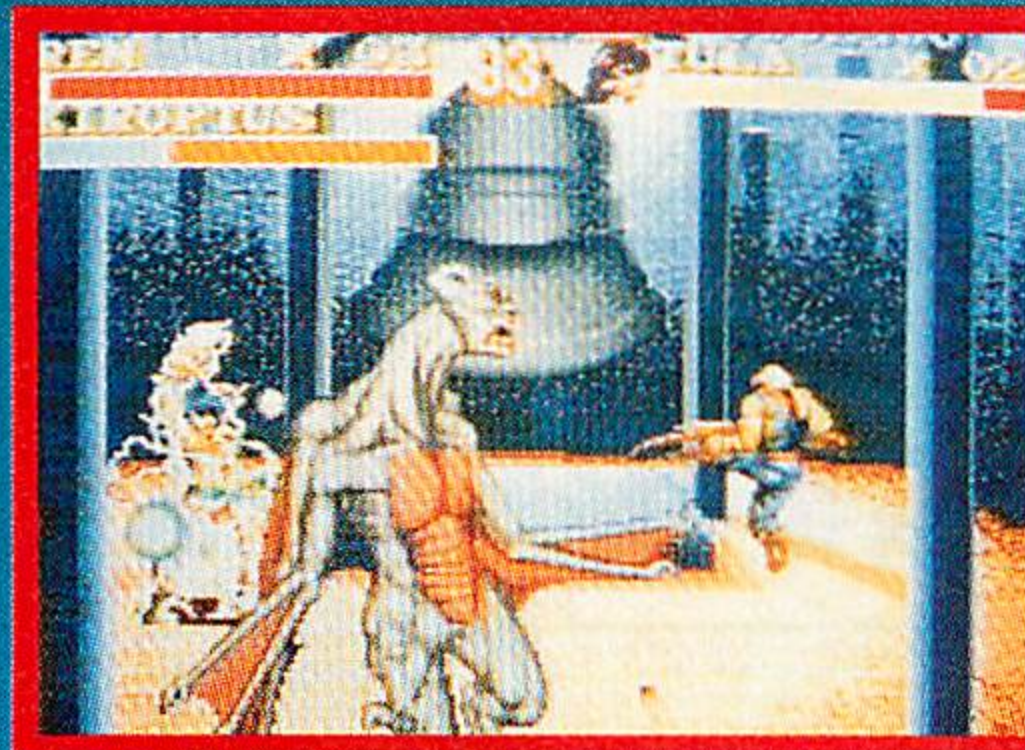
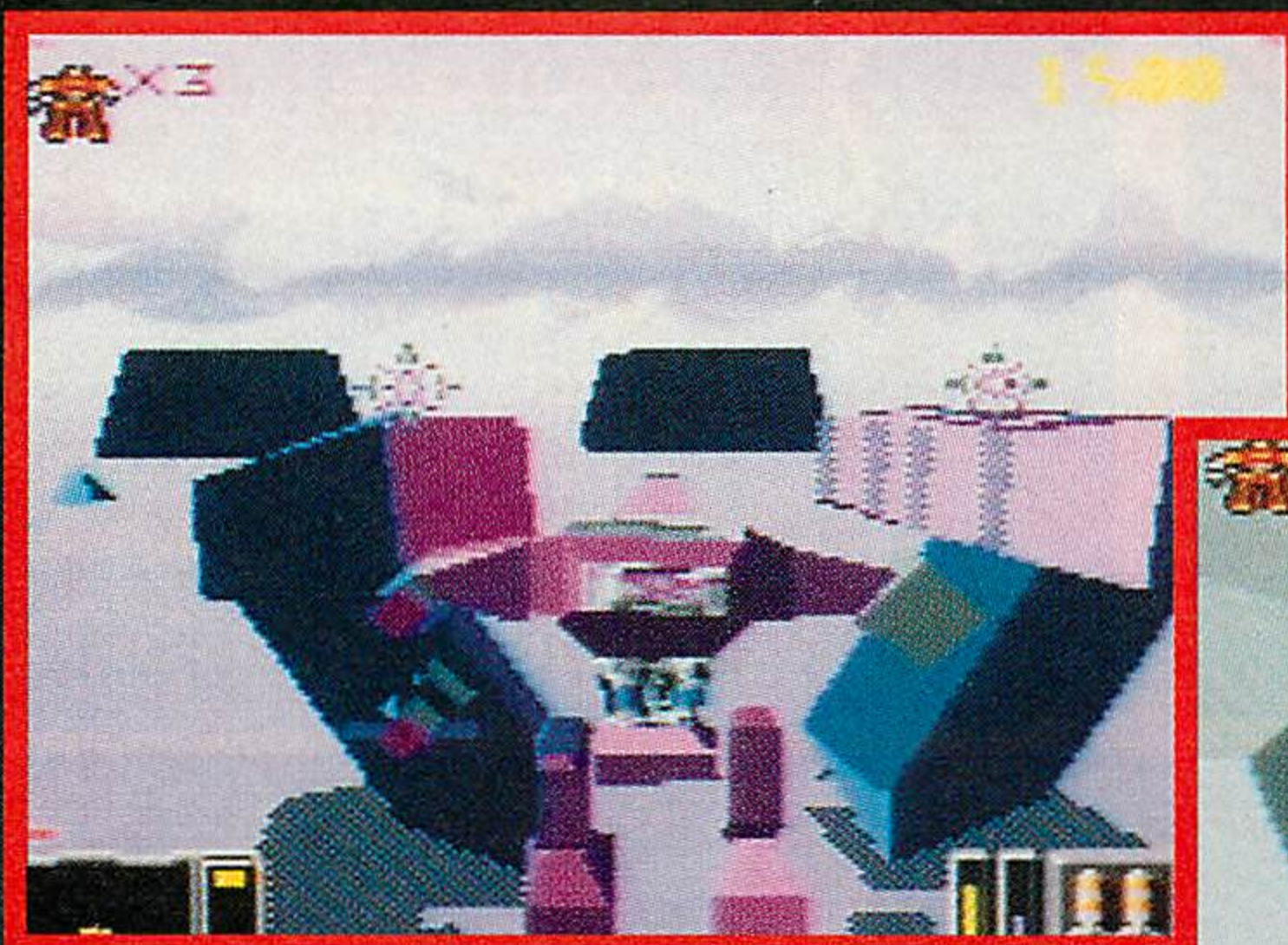
ELECTRO BRAIN  
For the SNES

AVAILABLE: APRIL 1994

Developed in the U.K. by Argonaut Software—co-developer of Nintendo's *Star Fox* and the Super FX chip—*Citadel* is described as a 3-D shoot-'em-up. (It's supposed to be really fast!) It's the first third-party SNES title to include the Super FX chip.

The basic format is platform levels, side-scroll action and vehicle simulations with three training levels and six game levels that progressively increase in difficulty. Each level has its own enemies and surroundings.

You're in control of a "giant multi-configurable cyborg robot"—the "Battle System." This is the story: Barbarians from the Aki-Do galaxy have seized control of the capital city, Trantor, and hidden the artificial intelligence that rules your home world throughout planets within their own galaxy. You've got to recover the AI core. You're also able to transform into a sonic jet, a land burner, a walker or a hard shell to accommodate the various terrains on each planet. Use rockets, cannons, homing missiles and decoy missiles to evade and/or destroy stuff like bionic crabs and centipedes.



## The Pirates of Dark Water

SUNSOFT

For the SNES and Genesis

AVAILABLE: FEBRUARY 1994

An 8-meg cart for both the SNES and Genesis based on the Hanna-Barbera cartoon, *The Pirates of Dark Water* is a platform game that provides you with swords, magic, daggers and martial arts savoir faire.

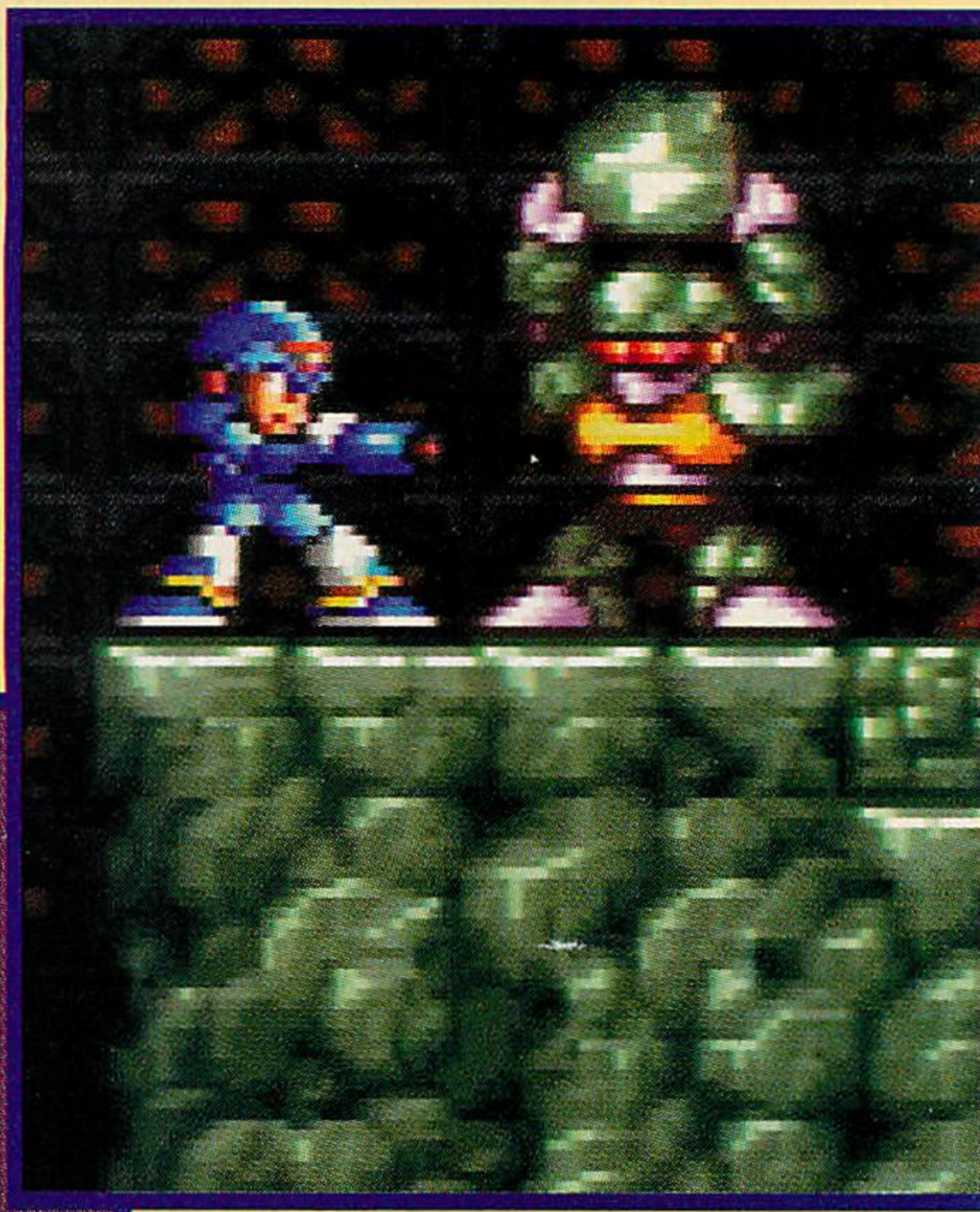
The SNES version is a simultaneous two-player game with eight levels, and it features the three protagonists, Ren, Tula and Ioz. They're looking for the 13 treasures necessary to destroy the "Dark Water." But they've got to watch out for the evil pirate Bloth, who also wants the Dark Water to rule the world. Each level features a different type of game play—just walking around, hand-to-hand combat or flying or shooting combat. Each level also features a different territory, like caves, jungles, desert town and Bloth's pirate ship itself.

The Genesis version has the same sort of story line, but it's a one-player, fighting platform game; and the pirate theme seems really cool. But I hate the word "swashbuckler."



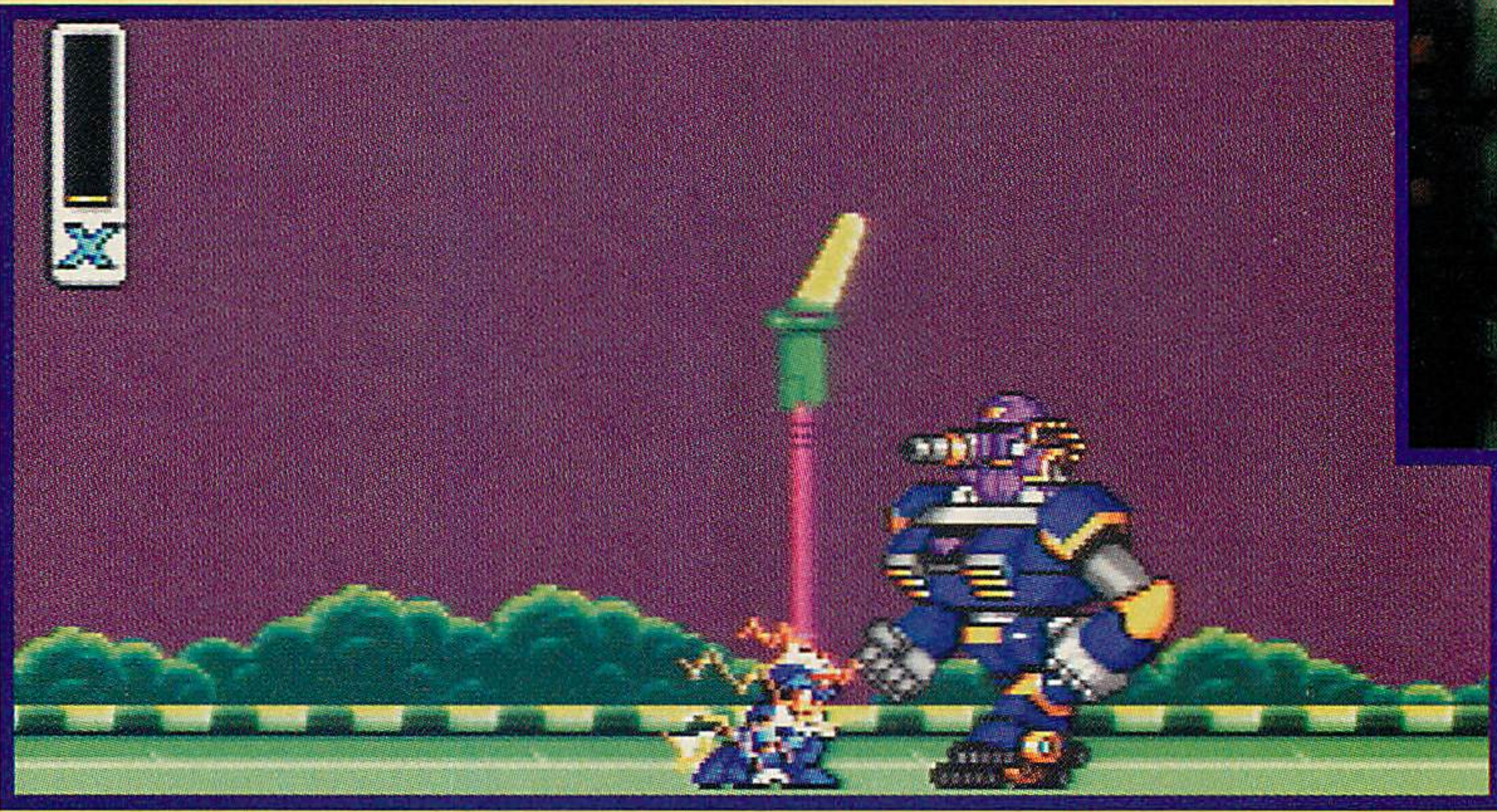


**PRICE:** N/A  
**AVAILABLE:** NOW  
**DIFFICULTY:** MEDIUM  
**COMPANY:**  
 CAPCOM  
 475 OAKMEADE PARKWAY  
 SUNNYVALE, CA 94086  
**PHONE:** (408) 774-0500



Capcom's other video-game franchise, the *Mega Man* series, makes its long-awaited appearance on Nintendo's 16-bit system with *Mega Man X*.

While every other major 8-bit game series long ago made the jump to 16-bit—*Super Mario Bros.*, *The Legend of Zelda*, *Castlevania*, *Contra* and the *Teenage Mutant Ninja Turtles*, to name a bunch—poor old *Mega Man* has been languishing in the 8-bit world. At long last, Capcom brings *Mega Man* into the 16-bit realm with

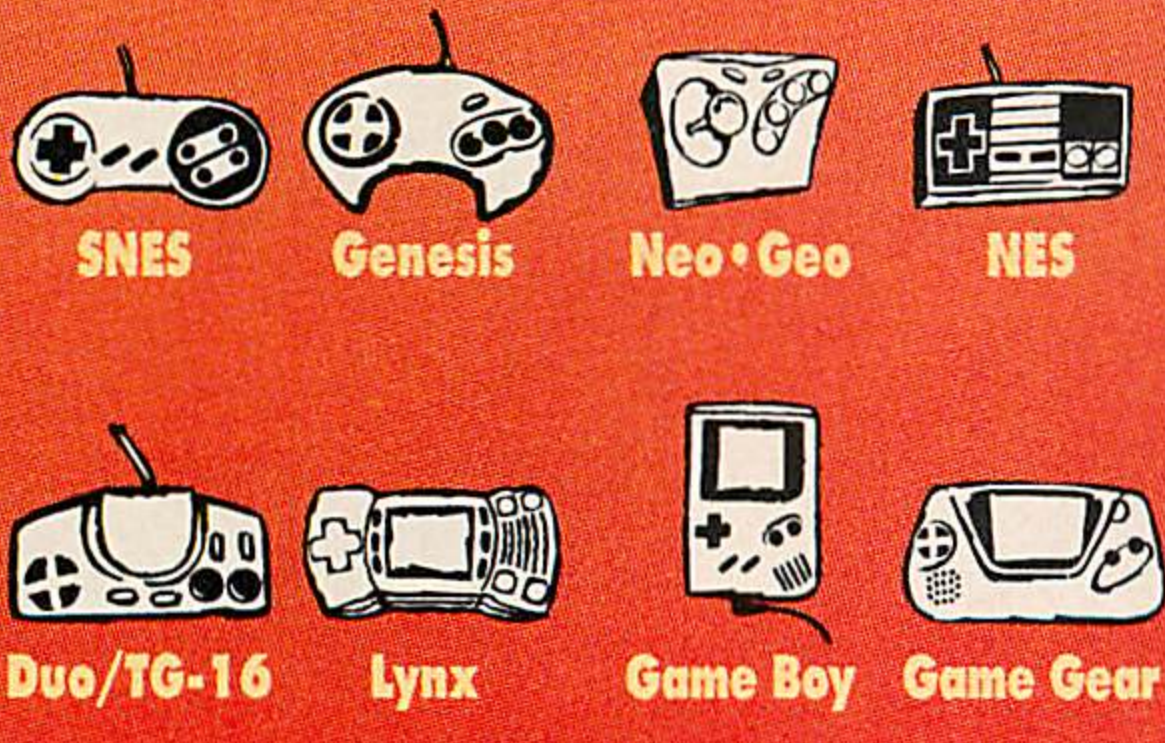


*Mega Man X*, and it's a very exceptional debut.

*Mega Man X* doesn't stray far from the formula laid out by the 8-bit installments. The only major change is that *Mega Man*'s longtime nemesis, Dr. Wily, has been replaced by the evil Sigma, a renegade Reploid with a grudge against the human race. I have to admit I miss Wily—he was pretty cool for an insane old fart—but I'm sure I'll get used to

# THE BRAND-NEW, EASY-TO-USE VIDEO GAMES REVIEW SYSTEM!

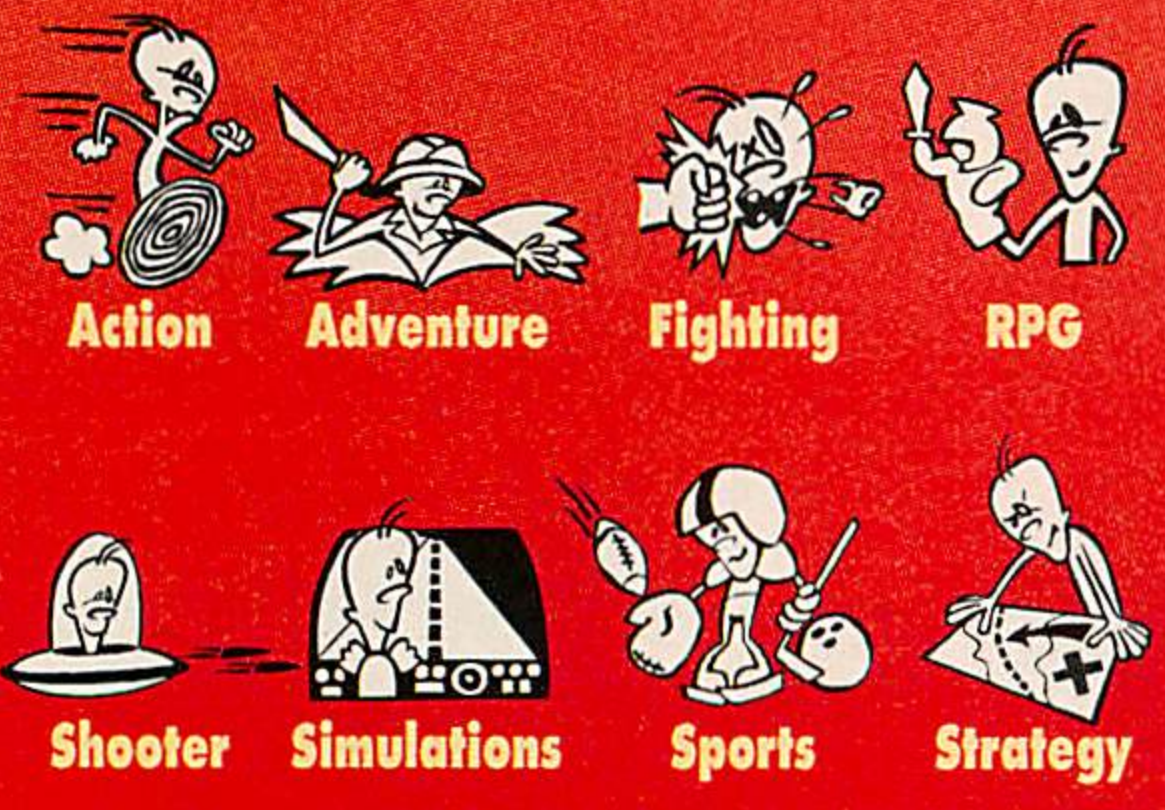
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**THE LOWDOWN** gives you the final word on the GAME.

**GRAPHICS**  
They must have used actual resources to construct these tanks. The cartoonish colored numbers in the top left are, but keep your eyes on the road.

**SOUND/MUSIC**  
The car horn the gears and the whoosh sound. You can hear the wind at your back. The engine is really beautiful.

**PLAYABILITY**  
We play with a controller but you'll have your own. Fun to the last second of racing when the bottom starts.

**EDITOR'S RATINGS**  
Action 4.5  
Adventure 4.0  
Fighting 4.0  
RPG 4.0

**THE LOWDOWN**  
A solid motorcycle simulator, even if you don't have the necessary hardware to play with the actual engine. The game is not that good at simulating motorcycle racing with realistic physics.

With a quick glance, our cool **NEW RATINGS DIAL** tells you if the reviewer thought the game was a hit or a dud.

Our **RATINGS BAR** tells the truth, with precise details about **GRAPHICS, SOUND/MUSIC** and **PLAYABILITY**.

The **VIDEOGAMES STAFF** levels their own **OPINION** with the **EDITORS' RATINGS**.

Is it really worth the money? Check out **BANG FOR THE BUCK**.



Sigma after three or four more sequels.

Sigma's attack force is made up of eight boss robots, each of which inhabits its own stage. The Chill Penguin stage, for example, is filled with ice and snow, while the Sting Chameleon stage is teeming with trees and bushes. Once all of the boss robots have been defeated, you have to journey through four stages of Sigma's fortress before the final show-down.

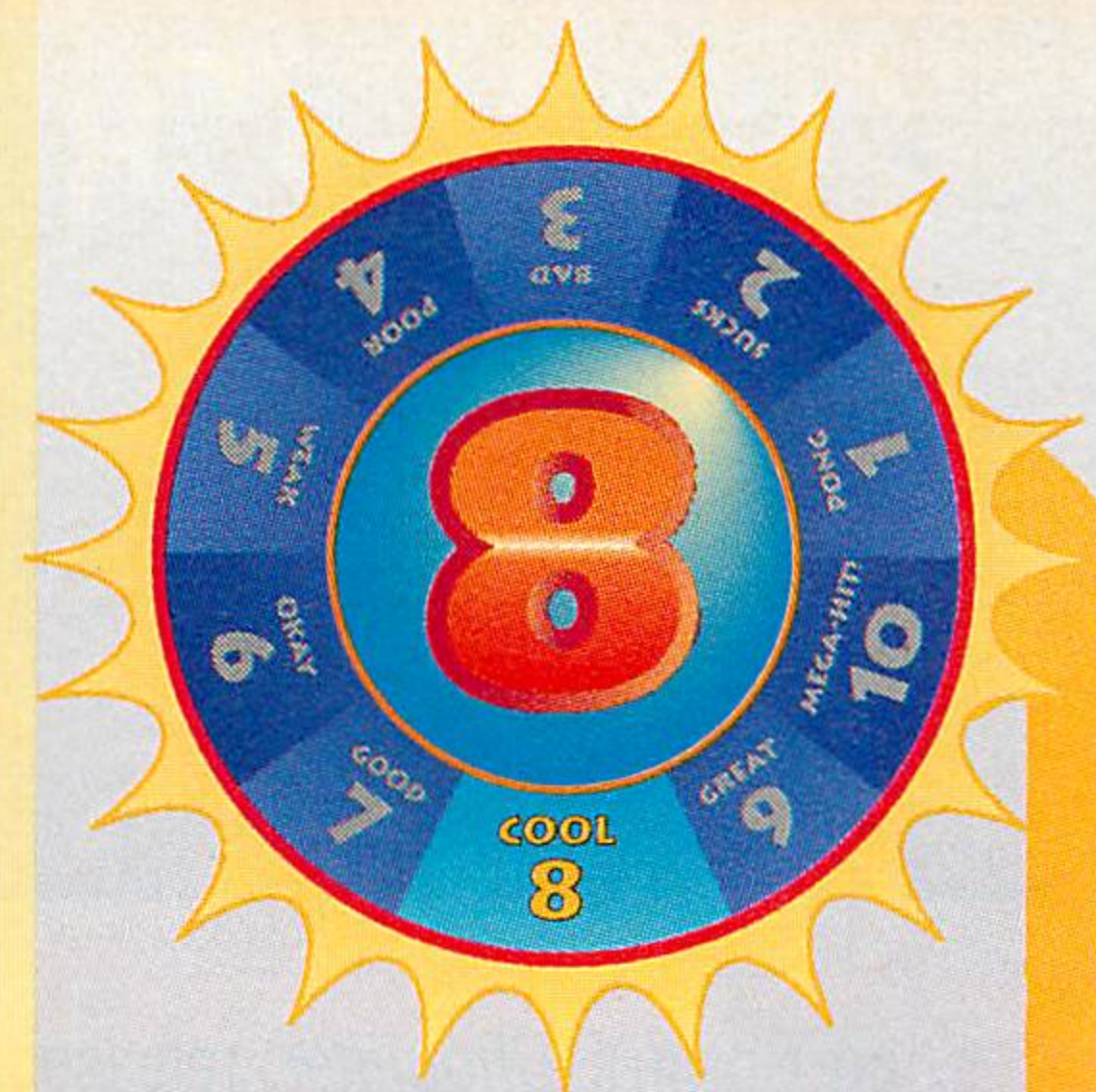
The game play is pure platform action, with a twist: After you defeat each boss robot, you gain his weapon and can use it against other bosses and enemies. The main challenge in *Mega Man X* is figuring out which weapon works best against each boss. This ability to gain new powers is what distinguished the original *Mega Man* way back in 1986, and it's what makes *Mega Man X* so unique in 1994.

*Mega Man X*'s only flaw is the same problem that every other *Mega Man* game has had: It's too easy. The only enemy I had any trouble at all with was Sigma, and he went down after about a half-dozen attempts. Anyone (like myself) who is familiar with previous *Mega Mans* will sail through this title in an evening, and, for that reason, I would humbly suggest that you rent first and buy later.



Hey, you want to know what I'd really like to see? (What do you mean, "no"?) I want a Super NES cartridge with all the 8-bit NES *Mega Man* games on it, similar to Nintendo's brilliant *Super Mario All-Stars*. Imagine how much game play there'd be in *that* cartridge. Imagine how cool it would be to play all of those classics again. It makes me feel warm and tingly just thinking about it...

—Zach Meston



## GRAPHICS

8

The visuals aren't quite as spectacular as I was expecting—especially the backgrounds, which seem like they could've been much more vivid. But they're still very good, particularly the animation of *Mega Man* and the various bosses.

## SOUND/MUSIC

7

The music is decent and the sound effects are very...effective. I especially like the sounds of the various weapons.

## PLAYABILITY

9

The way *Mega Man* jumps is a bit funky, and slowdown rears its ugly head once in awhile. Otherwise, the game play is golden. I particularly like being able to switch between different weapons with the L and R buttons.

## EDITORS' RATINGS

GORE 9

MIKE 9

CHRIS 9

NIKOS 9

## BANG FOR THE BUCK

8

## THE LOWDOWN

*Mega Man X* is a little too easy, but it's also tremendous fun, and there are enough secret items to keep you playing for quite awhile. It's a great start to what will undoubtedly be a long line of *Mega Man* games for the SNES. (What's next in the series, I wonder? *Mega Man XXX: After Hours*?)





# CHOPLIFTER III

RESCUE ★ SURVIVE



**PRICE:** \$59.95

**AVAILABLE:** JANUARY

**DIFFICULTY:** MEDIUM

**COMPANY:**

EXTREME ENTERTAINMENT  
A DIVISION OF ABSOLUTE ENT.  
10 MOUNTAINVIEW ROAD  
UPPER SADDLE RIVER, NJ 07458

**PHONE:** (201) 818-4800



**D**an Gorlin's *Choplifter*, released by Brøderbund for the Apple II home computer in 1982, is a rare example of a video game that has stood the test of time and thrived on many different platforms. It was also one of the first computer games to be converted to an arcade game; how many designers can make *that* claim?

This Super NES adaptation doesn't stray too far from the basics laid down by the



Fans of *Jungle Strike* and *AH-3 ThunderStrike* can rediscover their roots in *Choplifter III*.



original. At the controls of a heavily armed attack helicopter, you must fly around and rescue hostages by landing to pick them up and bringing them back to a base station. To complicate matters, you're up against a full army of guerrilla terrorists with more firepower than you can shake a stick at: Cannons, tanks, heat-seeking missiles and parachuting snipers will swarm all over you like flies on fertilizer.

The game's play control is outstanding. I would like to have seen a few areas in which the player would be required to maneuver the chopper through tight spaces and narrow tunnels, much like the maze of caverns in Synapse Software's *Fort Apocalypse*, a *Choplifter* contemporary. There are a few underground scenes in the second mission of *Choplifter III*, but the ceilings are far too high to give you the claustrophobic feeling I was looking for.

Aside from this minor complaint, the only thing that surprised me was the fact that—after all these years—no attempt has been made to introduce a sense of reality into a *Choplifter* game. It really doesn't make sense that you can fire a blast of napalm at a building and leave the hostages un-

harmed, while the guys with guns fall over and die. The power-ups are strangely conspicuous, too; they fall from the sky on tiny parachutes, right in the middle of a blazing war zone. Of course, you'd be messing with a successful formula if you tried to change some of these features, and *Choplifter III* works fine with the original recipe.

—Chris Bieniek

## GRAPHICS

7

Considering that it's only a 4-meg cartridge, *Choplifter III* earns a thumbs-up in the graphics department by virtue of its glowing backgrounds and nicely animated soldiers.

## SOUND/MUSIC

7

Good helicopter and explosion sounds abound, though the constant pop-pop-pop of your main weapon may bug you after awhile. Decent music, too—an overall solid soundtrack.

## PLAYABILITY

8

The use of the L and R buttons to turn the copter was a stroke of genius; it makes the game even more playable than any previous version of *Choplifter*.

## EDITORS' RATINGS

GORE 8  
MIKE 8  
BETTY 7  
NIKOS 7

## BANG FOR THE BUCK

7

## THE LOWDOWN

If you're looking for a game that's radically different from the original *Choplifter*, you won't find it here. What you *will* find is a respectably entertaining helicopter rescue game with occasional flashes of brilliance. Not much replay value, but it's a lot of fun while it lasts.



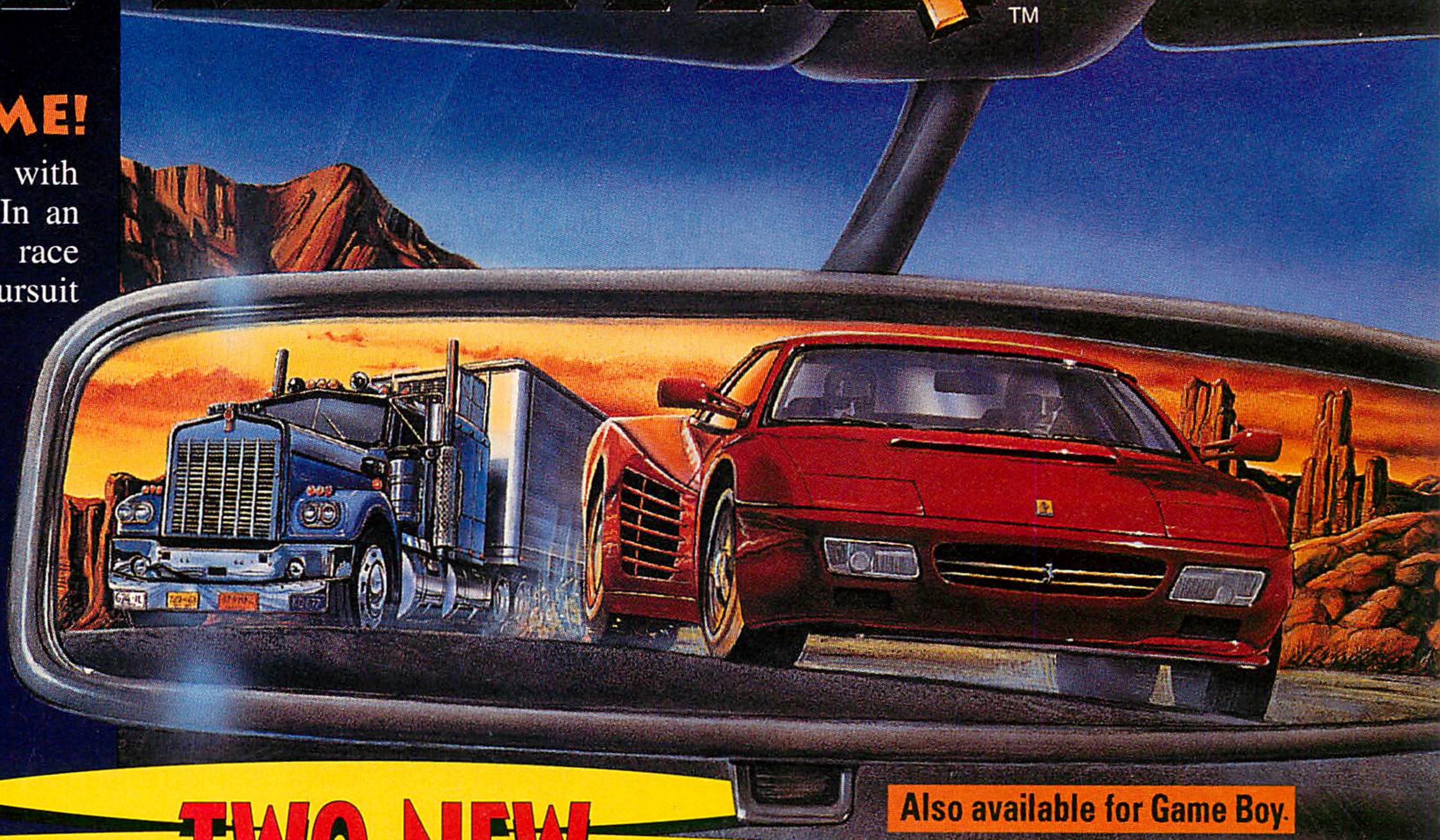
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**PRICE:** \$59.99

**AVAILABLE:** FEBRUARY 1994

**DIFFICULTY:** MEDIUM

**COMPANY:**

ABSOLUTE ENTERTAINMENT  
10 MOUNTAINVIEW RD., SUITE 300  
UPPER SADDLE RIVER, NJ 07458

**PHONE:** (201) 818-4800



I hate realistic flight simulators. I invariably crash because I'm paying too much attention to shooting down the enemy and not enough to the instruments. Even more frustrating is successfully completing a mission and then failing to land properly. That just irks the crap outta me!

Well, *Turn and Burn: No-Fly Zone* alleviates all these frustra-

tions and is surprisingly easy to master. Plus, the fun of blowing up the enemy is there in all its glory.

*Turn and Burn* has a practice mode that allows you to try landing over and over. I suggest you use it. Heck, if I can master it, anybody can.

The missions themselves start out fairly

easy—shoot down three MIGs in enemy territory. Sounds simple enough. This allows you to



Use the L and R buttons to get a rear view from the cockpit. Watch out for the enemy!



You'll fight against a variety of beautiful skiescapes.



Doing a loop will make your stomach do flip-flops.



Landing is still my least favorite part of flight simulators.



Full-motion video is your reward for each satisfying kill.

try out all your weapons and targeting devices. Later on, as the missions get tougher—shoot down ten MIGs, with submarines shooting missiles at you, then destroy enemy target—you may consider learning what those instruments are telling you. You know, stuff like the altimeter, radar...all that techno-babble.

All in all, *Turn and Burn* will make you appreciate jet fighter pilots as you enjoy the action without the risk. You'll be glad it's just a game, the simulation is that good.

—Chris Gore



YOUR CARRIER GROUP IS STEAMING TOWARD RED SECTOR TO HELP ENFORCE THE PRESIDENT'S "NO-FLY" ZONE ORDER. THIS IS A COMBAT SITUATION! THIS AIR SPACE IS A FREE-FIRE ZONE. ALL AIRCRAFT ENTERING IT ARE

## GRAPHICS

8

Unbelievably beautiful graphics of skylines at night, during sunset and way up in the clouds add variety to the game play. Full-motion video of exploding planes and targets complements each satisfying kill.

## SOUND/MUSIC

9

The sound will blow you out of your seat with realistic effects (well, real enough to someone who's never flown a jet). The suspenseful music reaches a crescendo during the surprise appearance of opponents, which intensifies each dogfight.

## PLAYABILITY

9

The controls are easy to learn, unlike most realistic aircraft shooters that get bogged down in bothersome techno-babble with things like "airspeed" and "altitude." However, learning to use the radar and flight controls does increase your chances of actually completing *Turn and Burn's* more difficult missions.

## EDITORS' RATINGS

BETTY

8

MIKE

9

CHRIS

8

NIKOS

8

## BANG FOR THE BUCK

10

## THE LOWDOWN

*Turn and Burn: No-Fly Zone* is an intense flight simulator and an awesome shooter. (And I never use the word awesome.) When you check it out, make sure to strap in for a load of twists, turns and stomach flip-flops.



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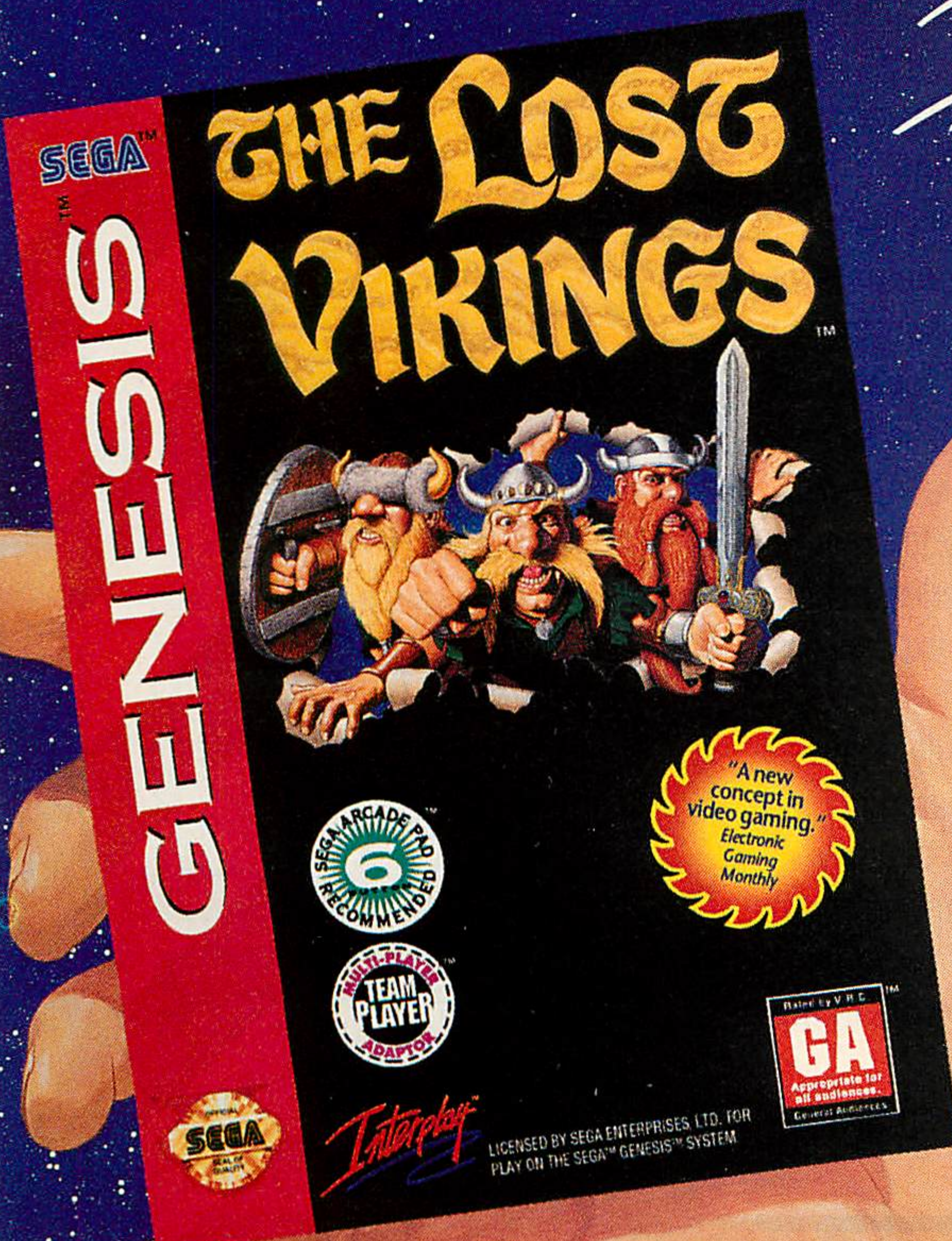


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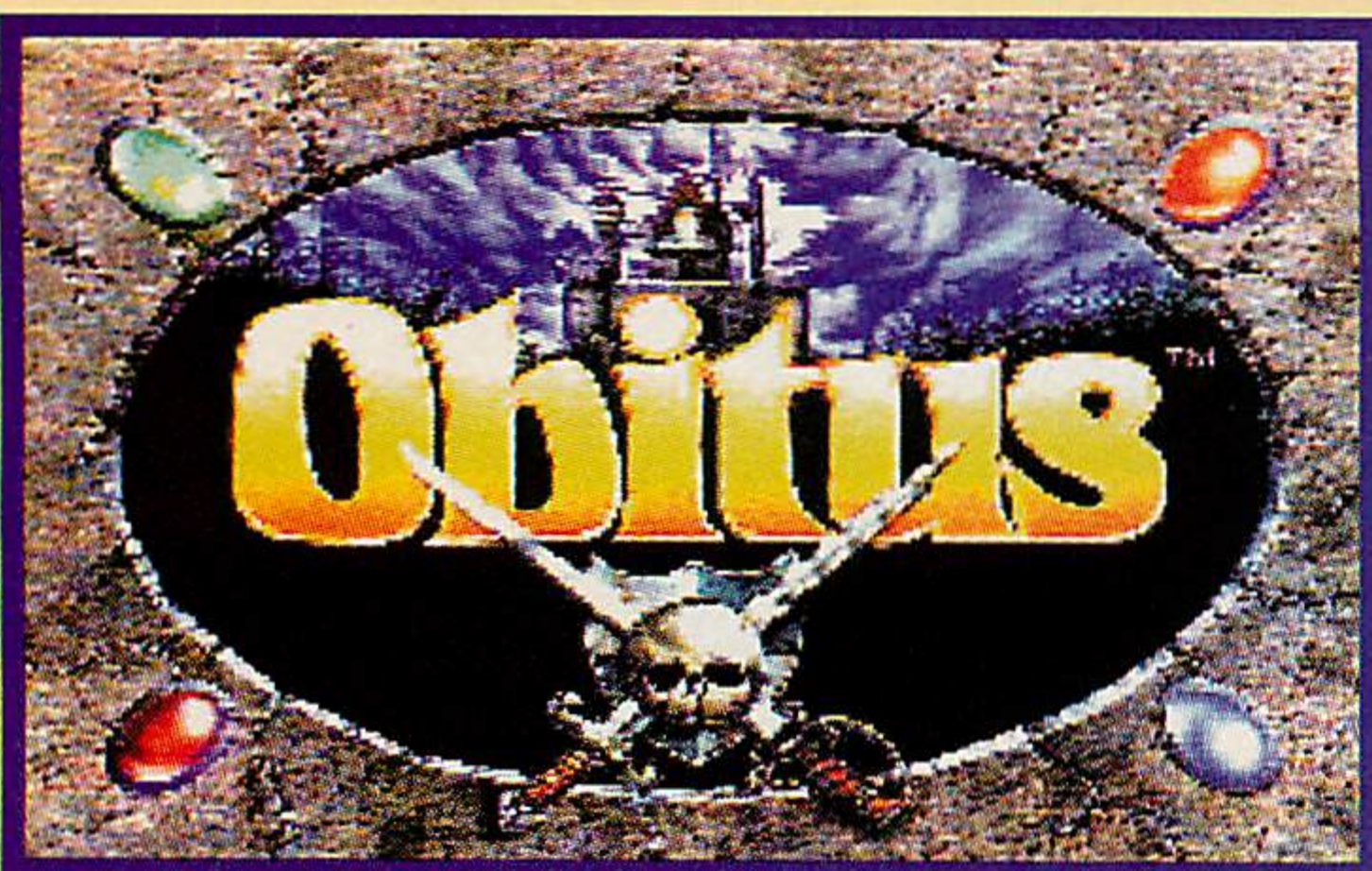
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CIRCLE #111 ON READER SERVICE CARD.





**PRICE:** N/A

**AVAILABLE:** NOW

**DIFFICULTY:** MEDIUM

**COMPANY:**

BULLET-PROOF SOFTWARE

8337 154TH AVE., NE

REDMOND, WA 98052

**PHONE:** (206) 861-9200



In creating *Obitus*, the designers at Psygnosis (creators of the game) must have started with a checklist of everything they would like to see in an action/RPG. It's got it all: mondo weapons; magic; slick, smooth-scrolling, first-person movement; real-time combat; side-scrolling, run-and-jump areas; labyrinthine castles; catacombs and caverns.

Sounds like a hit, right? Not when all of those great features are given the short end of the stick. Sure, you've got dozens of items, but you've also got an incredibly clumsy menuing system to use with them. Sure, you've got running and jumping areas, but each one is on a rapidly ticking timer that gives you no chance to explore. Sure, there are dozens of characters, but no way to control how you interact with them.

Combat consists of repeatedly shooting or throwing a weapon; there's no defense and no variety in the offense. There's no way to examine

your surroundings. The game is characterless: None of the creatures you meet nor any of the experiences you have are very interesting.

*Obitus* may best be suited to the truly anal-retentive RPG fan. While you're busy searching for keys, books and characters, you have the never-ending tasks of foraging for food, weapons, light sources (all of which must constantly be replenished) and safe places to sleep. Lots of work to do; not much of the fun stuff.

—Josh Mandel

## GRAPHICS

4

The smooth scrolling during the first-person sequences is excellent...in fact, it's the best thing about the game. But the palette is awful. Everything looks washed out and 16-color, except for the animated player himself, which looks like it was rendered in *four* colors.

## SOUND/MUSIC

5

Some good atmospheric sounds and music (particularly in the wooded areas). Unfortunately, every time you get hit—which is frequently—there's this silly, wimpy digitized voice saying, "Hey!" with an expression that barely approaches mild annoyance. It gets old quickly.

## PLAYABILITY

4

The side-scrolling areas are a chore because your stamina inexplicably begins to drain rapidly as soon as you enter, so you have to rush in and out or die within minutes. Control throughout is sloppy, and there's only one saved-game slot, a major handicap in a game of this size.

## EDITORS' RATINGS

GORE 3

MIKE 6

CHRIS 7

NIKOS 4

## BANG FOR THE BUCK

## THE LOWDOWN

Bullet-Proof needed to stand over Psygnosis' shoulder and make sure *Obitus* was functional and exciting. Psygnosis turns out megahits like *Lemmings*, but it also keeps producing unbalanced, underdeveloped games like *Shadow of the Beast* and now *Obitus*. Somebody, please send these people a sense of their own limitations—and hurry, before they reproduce again.





# THE PEACE KEEPERS™



**PRICE:** N/A

**AVAILABLE:** NOW

**DIFFICULTY:** MEDIUM

**COMPANY:**

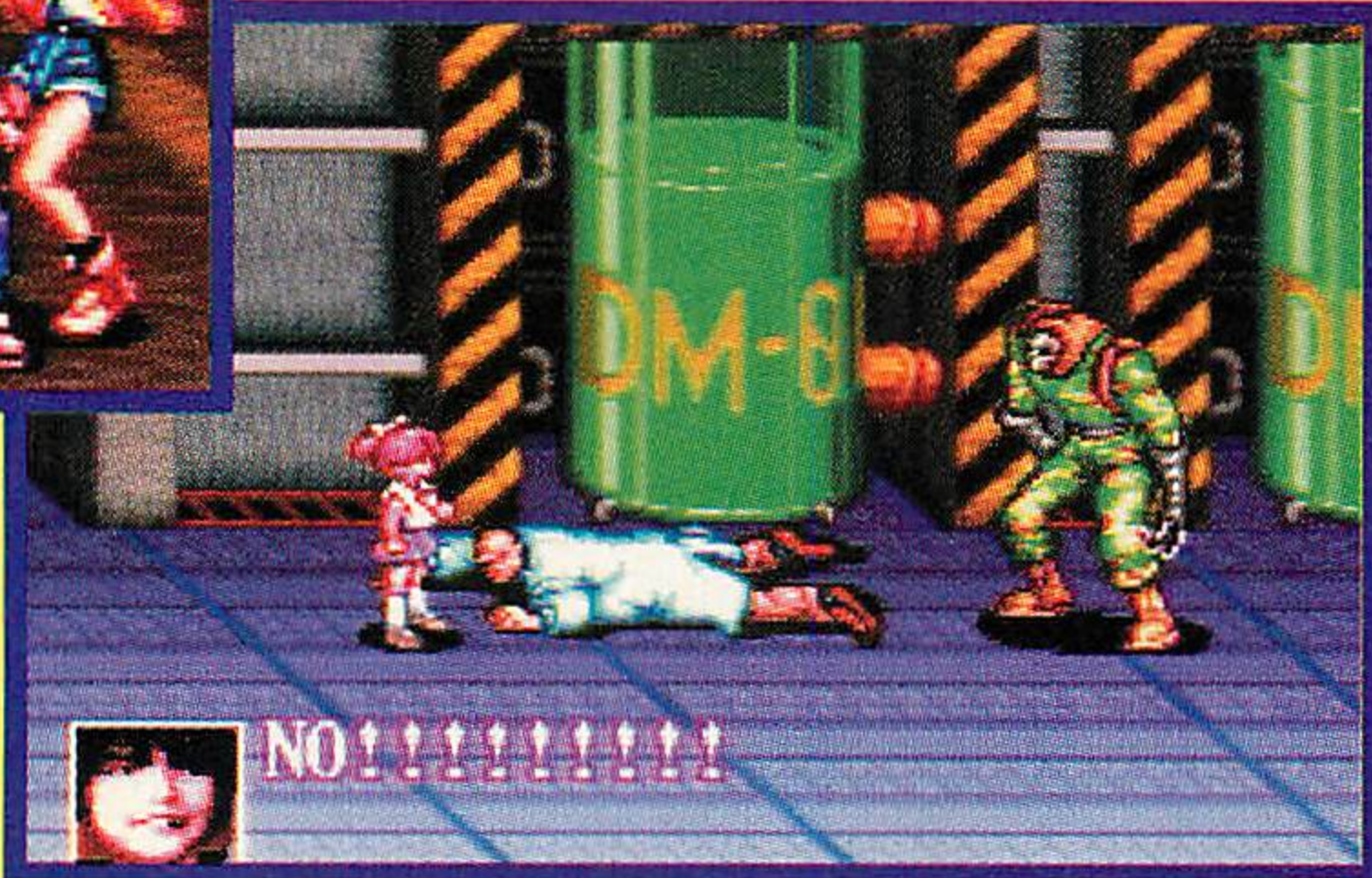
JALECO

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**PHONE:** (708) 215-1811

If *Double Dragon's* influence over emerging video games were a country, it'd be China! And let me tell you—a billion people *can* be wrong. *The Peace Keepers* is another illegitimate child of this video-game monster, and, basically, is a chip off the old *Double Dragon* block. In *The Peace Keepers*, you play any one of four characters, Flynn, Echo, Al or Prokop, as you bash your way through a

**Hack and slash your way to victory! You know what they say—you've gotta fight for peace!**



bevy of bad-guy types on your way to saving your helpless girlfriend, who is being held by some gang of "young-women kidnapers." (Honestly, this kidnapping females thing in video games is reaching epidemic levels.) Oh puhleeze! Let's come up with a new twist, shall we? How about making a world famous pop star evil character who steals young *boys* instead of women. Ummm, maybe not. . .

fisticuffs; rather, you scroll across the screen in a linear, storylike fashion—yet not entirely linear, either. *Peace Keepers* features a mazelike structure that allows for some interesting variation from game to game, but it may not be enough to overcome the general malaise and ennui that accompany a video game that is as derivative as this one.

—Kevin Burke



## GRAPHICS

7

Not bad visually, but the adversaries aren't as explosive-looking as they could be, and the game does not take full advantage of the SNES's technology—which is no worse than most of the other SNES games, but still seems fair to point out.

## SOUND/MUSIC

6

Those *Peace Keepers* must be doing their job, because the sound in this game isn't just peaceful, it's downright sedated. Whatever the music *is*, it isn't very memorable, and it won't be the highlight of your gaming experience.

## PLAYABILITY

7

The action in *The Peace Keepers* is generally pretty cool, but there are a few problems in the way the characters line up when you're smacking each other in the head. A quick secret move, however, will generally waste your foes on all sides.

## EDITORS' RATINGS

GORE **6** MIKE **6** CHRIS **5** NIKOS **4**

## BANG FOR THE BUCK

4

## THE LOWDOWN

More inexperienced video-gaming types might find hours of enjoyment playing *The Peace Keepers*, but the more jaded among you may find it too similar to a number of other games and find precious little that interests you.



# THE LAWNMOWER MAN



**PRICE:** \$39.95

**AVAILABLE:** NOW

**DIFFICULTY:** EASY

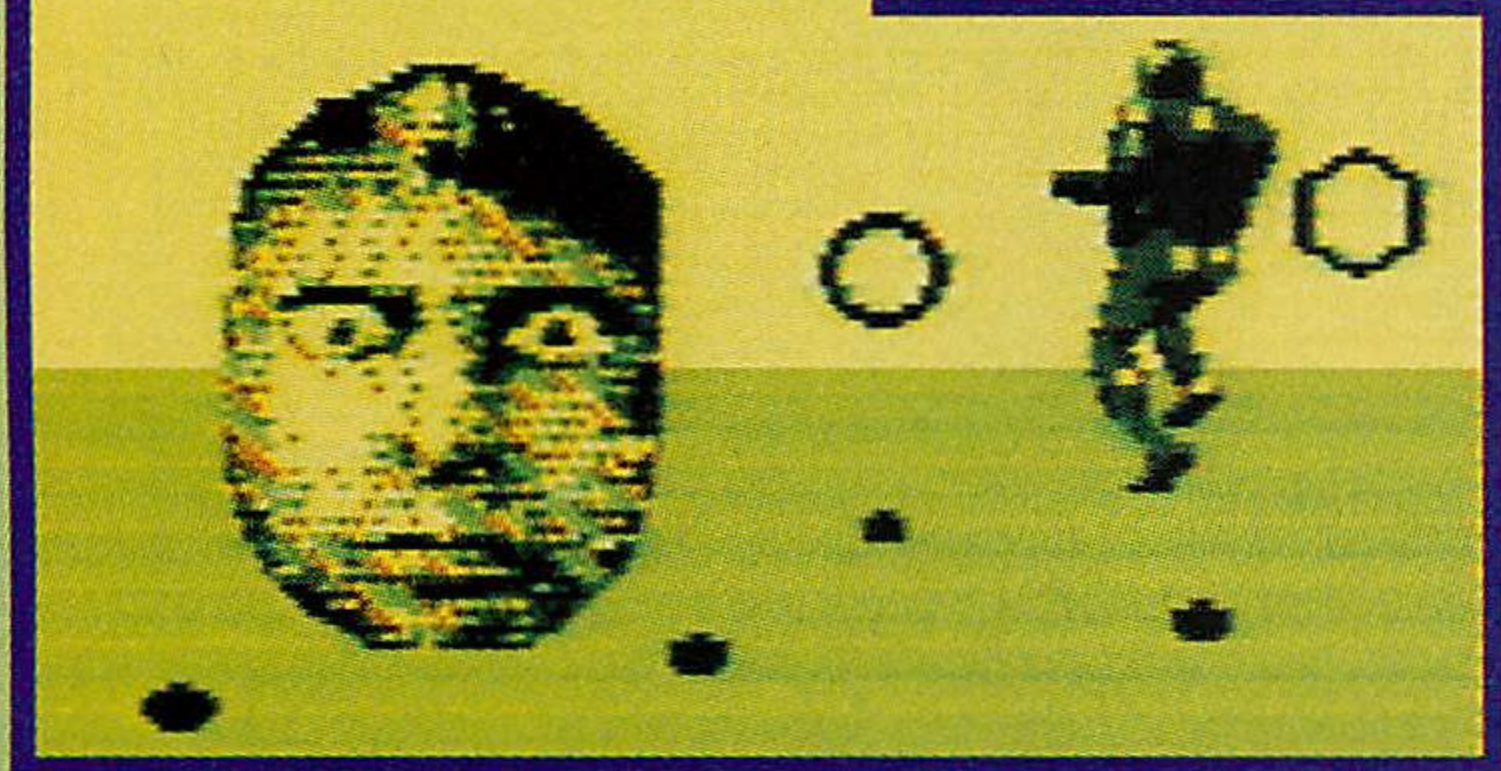
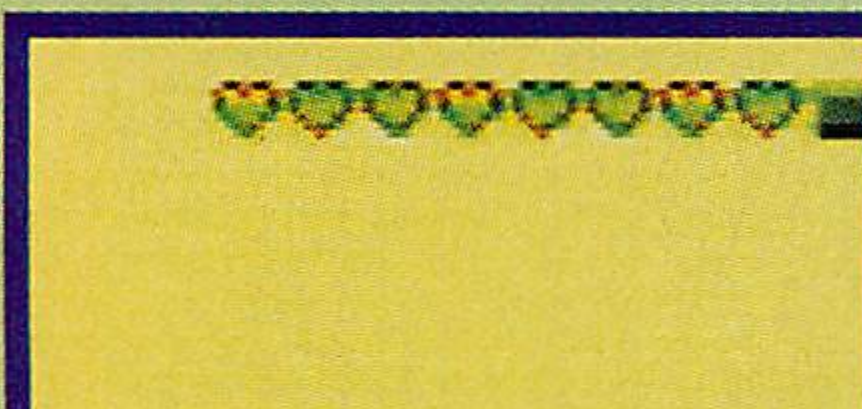
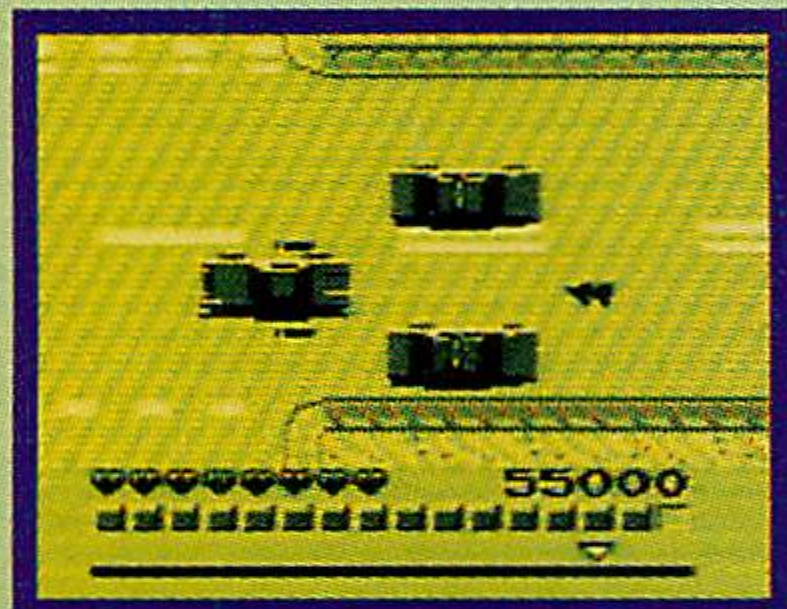
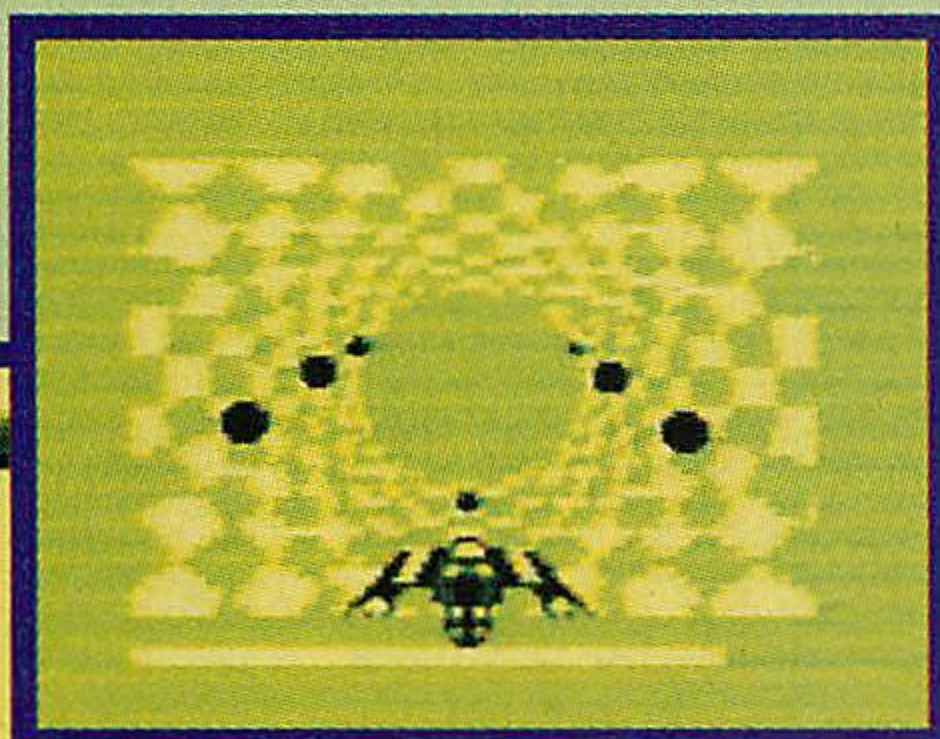
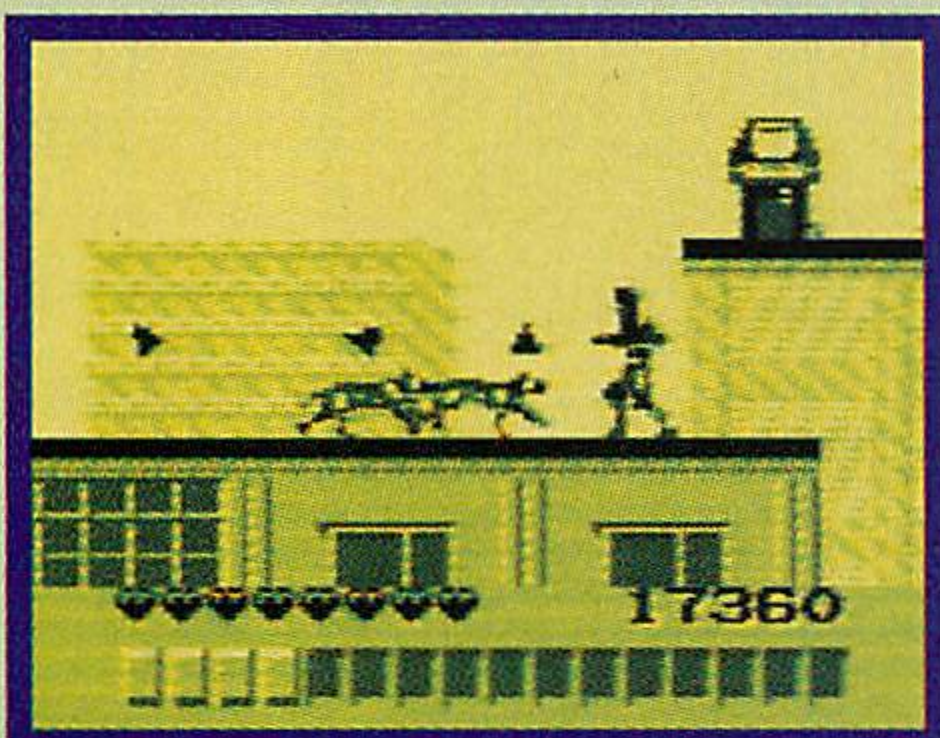
**COMPANY:**

THE SALES CURVE  
DISTRIBUTED BY T•HQ, INC.  
5000 N. PARKWAY CALABASAS  
CALABASAS, CA 91302

**PHONE:** (818) 591-1310

The stunning *Lawnmower Man* SNES cartridge was a huge surprise to nearly everyone. Its developer, the U.K.-based Sales Curve, was known in these parts only for a pair of mildly successful efforts: Sunsoft's *Firepower 2000* and Seika's *Troddlers*. Who would have thought that these guys would deliver one of the finest games of 1993—or that it would be a title distributed by T•HQ?

Folks, get ready for an encore. You're never going to believe this, but *The Lawnmower Man* lights up the Game Boy with the same imaginative design and varied play mechanics as its 16-bit counterpart.



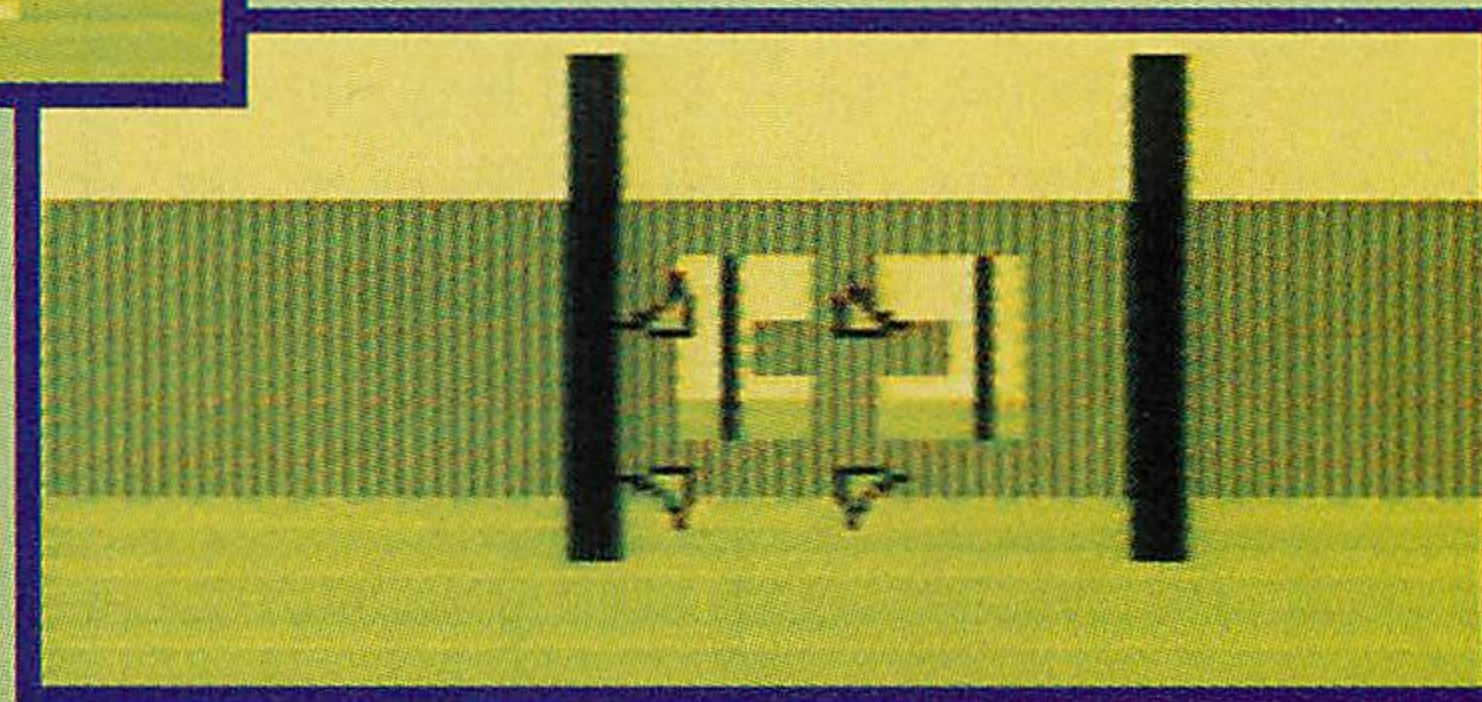
While it's not an exact duplicate, most of the original game's features are intact. The side-view, run-and-shoot scenes are here, as are the "Cyber Tube," the driving sequence (a sideways *Spy Hunter*), the sequential puzzles, the digitized-photo intermissions, the first-person "Virtual World" stages and more.

Aside from the color, the only thing I really missed was the pair of floating hands in the "virtual" scenes; otherwise, it's a stunner!

If I had to pick on a flaw, I'd argue that it's too hard to make certain high jumps in the platform stages; but even there, the designers have tried to simplify the process by drawing everything but the screen's most essential elements in the Game Boy's palest shades. The game is also a lot shorter than the Super NES *Lawnmower Man*, and it seems much easier, too—particularly the Virtual World sequences, which some folks may consider to be even more enjoyable on the Game Boy because they're less frustrating.

The consensus on both versions of the game seems to be the same: The film *The Lawnmower Man* was not a particularly good one, and it didn't deserve to have such a great game based on it!

—Chris Bieniek



The Doomplayer looks like a Steve Ditko character from a 1960s *Dr. Strange* comic.



## GRAPHICS

9

The characters are a bit too tall and rough-looking during the platform stages, but the first-person stuff is excellent—particularly the Cyber Tube, which has a very dramatic, gut-wrenching feel.

## SOUND/MUSIC

7

While I would have preferred a more subtle soundtrack, subtlety is not really the Game Boy's strong suit. I did like the accelerating theme music in the Virtual World, though.

## PLAYABILITY

9

I swear, if I hear the term "virtual reality" one more time, I'm gonna throw up! Unfortunately, this game is so damn playable and entertaining that I can almost forgive the inevitable VR tag.

## EDITORS' RATINGS

GORE 9 MIKE 8 BETTY 8 NIKOS 7

## BANG FOR THE BUCK

9

## THE LOWDOWN

Making *The Lawnmower Man* a portable game hasn't diminished its appeal or play value at all. This puppy pushes the Game Boy to the limit! Hey, Sales Curve: This would make a killer Game Gear or Lynx title....





PRICE: N/A

AVAILABLE: NOW

DIFFICULTY: EASY

COMPANY:

ACTIVISION

11440 SAN VICENTE BLVD., SUITE 300  
LOS ANGELES, CA 90049

PHONE: (310) 207-4500

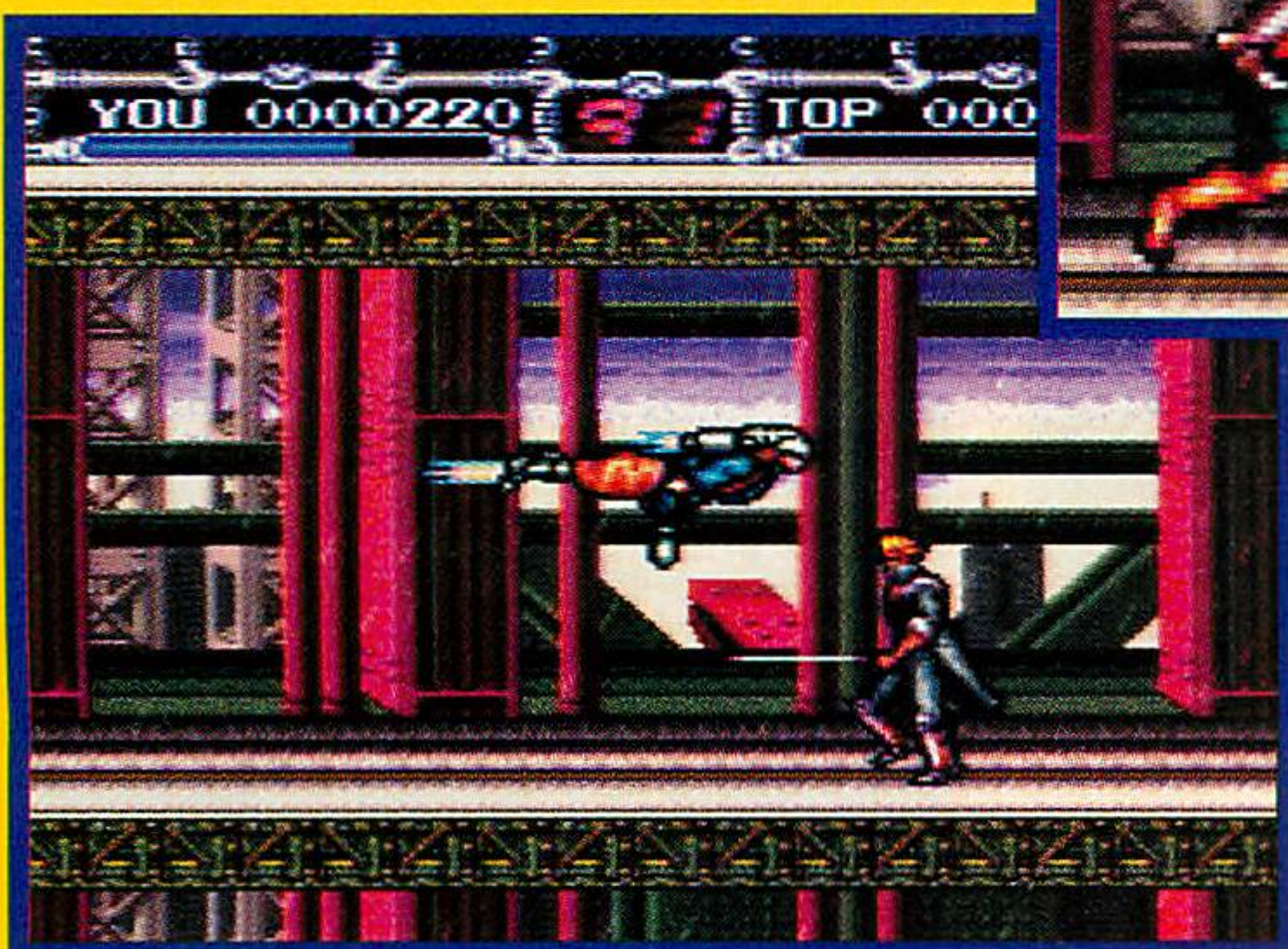
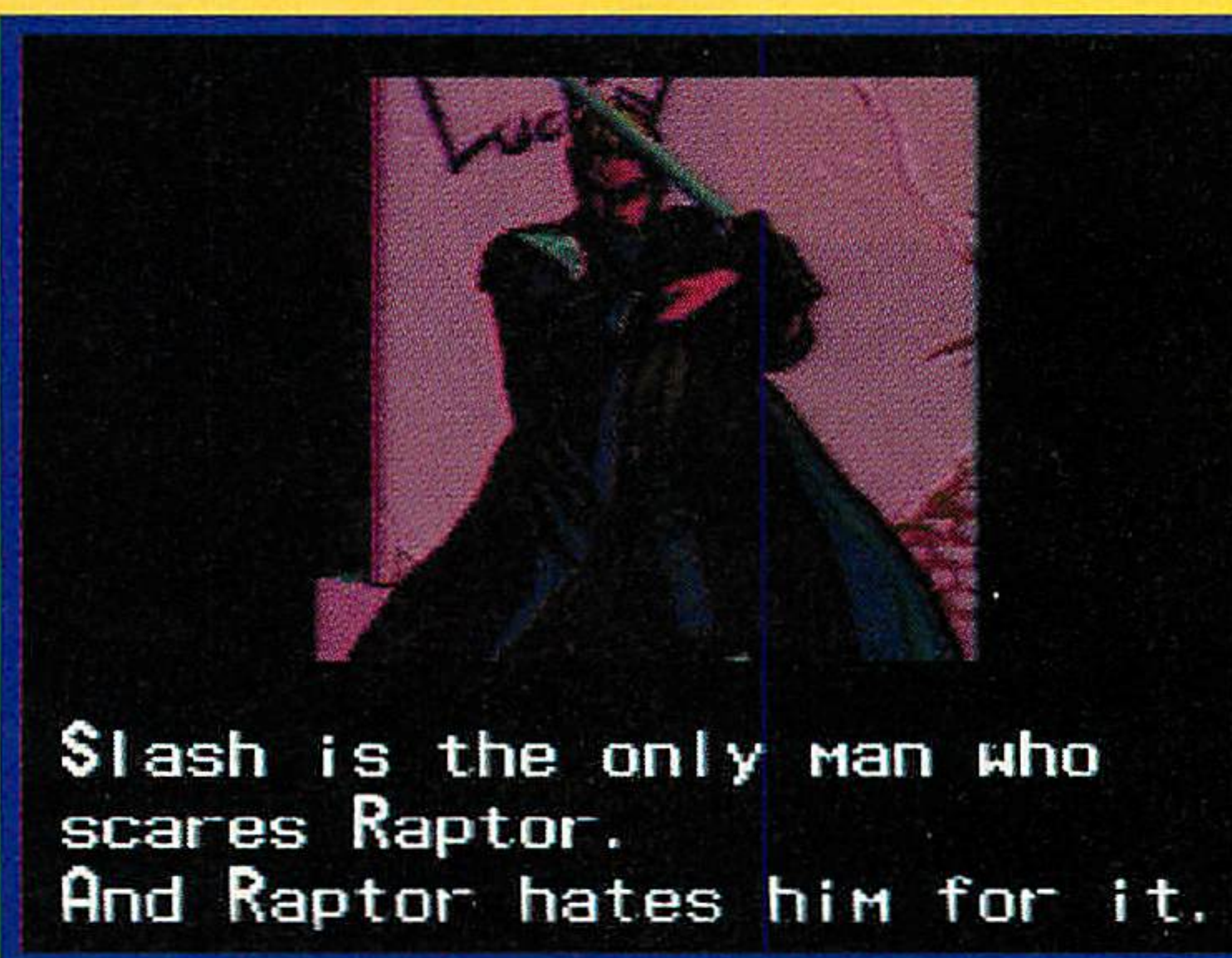
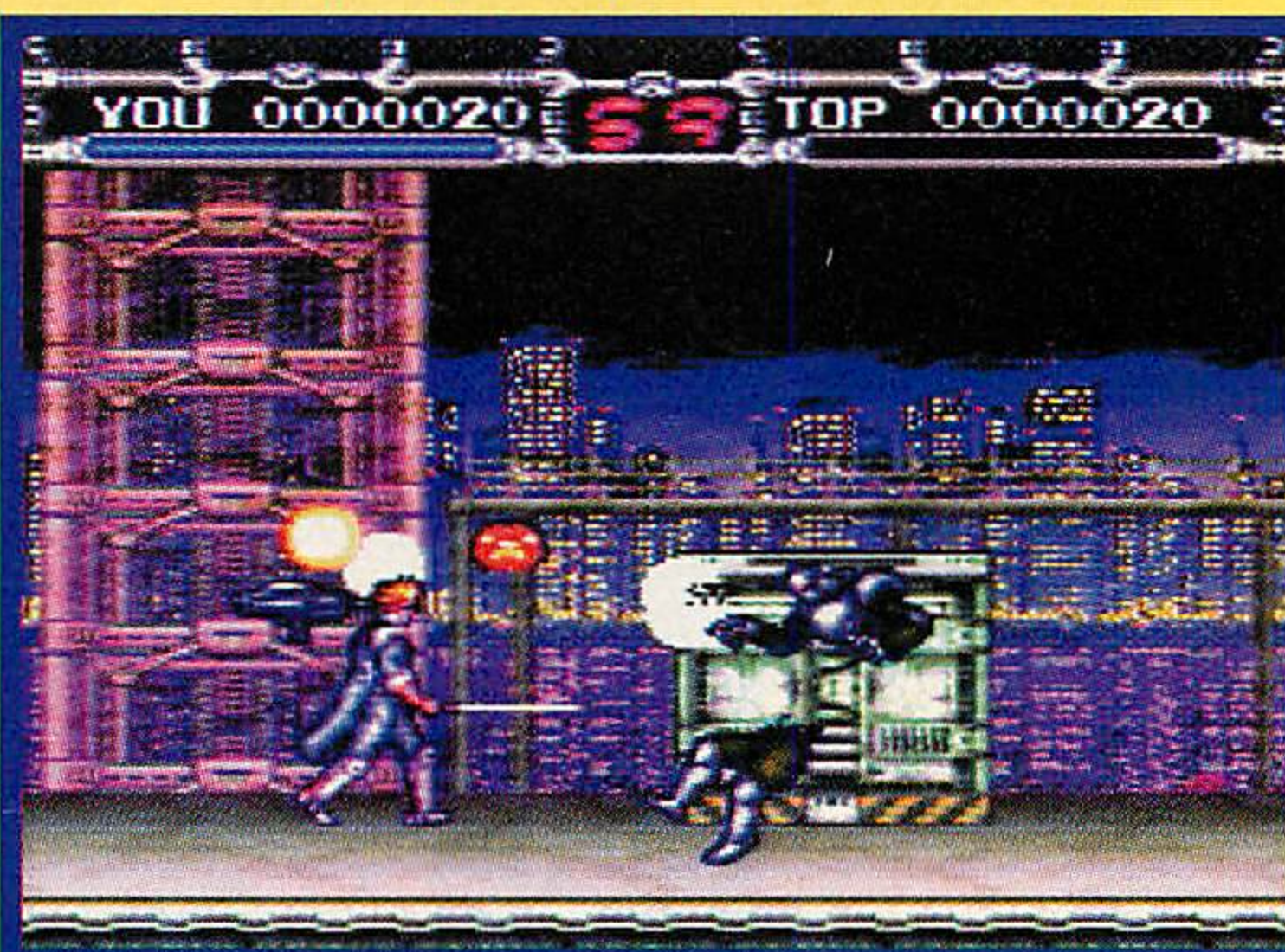
If you have some difficulty distinguishing *X-Kaliber 2097* from any number of horizontal-movement, kill-'em-all action games, you won't be alone, nor will you be wrong, because Activision's latest offering is largely like all the rest. Of course, there are a few notable, but not entirely pleasing differences, including music tracks by a techno-garbage group and a reasonably cool head-to-head option.

But before we get into the messy particulars, a general overview of *X-Kaliber* is in order. You'll walk, run and jump your way through various scrolling stages, indiscriminately slashing everything in your path with your mighty—*sigh*—sword. But not just any blade, no sir, this isn't even an average medieval sword in a stone; this

neo-Arthurian oversized kitchen knife is actually a super-futuristic interdimensional spastic compu-villain killer. Thank god no innocent bystanders walk the streets in this SNES cyberworld, because they would have been long since eliminated by the bone-crunching psycho that is your character.

But, as many characters as you destroy, the action is not at a frenzied pace; rather, it is slow to the

**Check out the head-to-head competition that pits you against the bosses!**



point of being boring, and almost feels like the game is underwater. And, while the boss-type characters are challenging enough to hold your attention, they are one of the only bright spots in an otherwise featureless landscape.

If you buy or rent *X-Kaliber*, your best bet is to skip the story-line-driven game and go directly to the head-to-head competition that pits you against the boss characters. It's less convoluted and enough fun to make you forget the failures of the game.

—Kevin Burke



## GRAPHICS

6

The images are standard for this type of futuristic scrolling game and will not impress even the most inexperienced video gamer. There are a few interesting moments in the title screen that promise more than the game delivers, ultimately leaving you unsatisfied.

## SOUND/MUSIC

6

For a game that boasts "five hot tracks performed by emerging techno-rock group Psykosonic," the sound to *X-Kaliber* leaves much to be desired. Let's face it, any band that is "emerging" into video-game soundtracks probably won't be showing up on any *Billboard* charts in the near future.

## PLAYABILITY

5

*X-Kaliber* is often too slow to match your reflexes and thoughts, and it will leave you a step ahead of the action but will prevent you from being in full control of it. Your character never matches up to your expectations of speed and maneuverability and leaves your butt hanging in the wind if you get at all careless.

## EDITORS' RATINGS

GORE 8

MIKE 7

CHRIS 7

NIKOS 7

## BANG FOR THE BUCK

6

## THE LOWDOWN

Except for the head-to-head action, *X-Kaliber* is best left to the occasional rental just to see for your own self if you have any interest whatsoever in purchasing a copy. The sound/graphics are bland and characterless and the action is slower than molasses, so you'd better save your parents' pocket change for something special.







# STELLAR-FIRE

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PRESS START



PRICE: \$59.95

AVAILABLE: NOW

DIFFICULTY: EASY

COMPANY:

SIERRA

P.O. BOX 600

COARSEGOLD, CA 93614

PHONE: (800) SIERRA-5



You're the pilot of a powerful spacecraft called the Raven, which is the last line of defense between Earth and the forces of the Draxon Empire. Your goal is to battle through each of Arctura's five moons and to eventually destroy Arctura itself. (Five moons + one planet = six levels in all.)

Each of Arctura's moons has an extremely goofy name and a unique terrain. Xarz Voor, for example, is a barren, rocky world, while Nibor Fren is an icy world where the Raven slips and slides. (An ice level in something other than a platform game? I'm in shock!) Each moon is also covered with objects called Moon Crystals. Your goal is to collect all the Moon Crystals so that you can fight the Guardian of the moon. Defeat the Guardian and it's off to the next moon for more wacky shooting fun.

The Raven is armed with three weapons. The cannon fires slowly, but is more powerful than the laser; the laser fires quickly, but isn't as strong as the cannon; and the Fat Boy is a smart bomb that blows up all nearby enemies. There are Power-Ups scattered around the surface of each moon that you drive over to improve your weapons—making the cannon more powerful, making the laser beam zigzag instead of firing straight ahead, and so forth.

*Stellar-Fire's* most unique feature—the polygon graphics used to render all of the objects in the game—is also its biggest weakness. The graphics are drawn with a limited palette (which was, according to lead programmer Rhett Anderson, necessary to keep the frame rate at a tolerable speed) and just don't have the pizzazz most players expect from Sega CD games (especially after the outstanding visuals in *Silpheed* and *Thunderhawk*).

Don't let *Stellar-Fire's* less-than-spectacular visuals turn you off, though. Its strength is in its game play, which seems very basic at first and grows more complicated with each new level. Rhett himself says that the game doesn't really get going until you reach the ice moon Nibor Fren, and he's right. From that point on, *Stellar-Fire* reaches heights that few shooters dream of.

—Zach Meston



Decimate the forces of the Draxon Empire and shake your booty to the awesome CD soundtracks of *Stellar-Fire*.

## GRAPHICS

8

*Stellar-Fire's* polygon graphics are good, especially considering the wimpy Sega CD hardware, but they certainly won't blow you away. You'll *really* be blown away by the intro sequence, which is even better than the intro for the 3DO game *Stellar 7: Draxon's Revenge*. No lie.

## SOUND/MUSIC

9

The sound effects are sparse and simple (with the exception of the over-the-top explosion when your ship blows up), but the intense, hard-rock CD soundtracks more than make up for it. (I just have this thing for loud music and guitar solos.)

## PLAYABILITY

9

This may *seem* like a game where you just drive around and shoot things, but there's more to it than that, as you'll find out when you reach the deviously designed later levels. There's also plenty of challenge to be had, even on the easiest difficulty setting.

## EDITORS' RATINGS

GORE 7  
MIKE 8  
CHRIS 7  
NIKOS 5

## BANG FOR THE BUCK

8

## THE LOWDOWN

After having your eyes grabbed by *Stellar-Fire's* intro sequence, you might be disappointed with the plain-Jane appearance of the actual *game*. Don't be. Just play for a few hours and you'll soon find yourself pathetically addicted. This is the cream of a bountiful Sega CD crop.



GENESIS



PRICE: N/A

AVAILABLE: NOW

DIFFICULTY: HARD

COMPANY:

KONAMI INC.

900 DEERFIELD PARKWAY  
BUFFALO GROVE, IL 60089

PHONE: (708) 215-5100

I'm plenty familiar with Konami's *Castlevania*, having played all three NES games (*Castlevania III* was my favorite because of the variety of characters, but *Castlevania II* was also bitchin') and the lone Super NES game. Now I've played the first version for the Genesis, *Castlevania Bloodlines*. So what's my opinion of it? If I were a *Die Hard Game Fan* reviewer, I'd say, "This game really impressed me."

The story line goes a little something like this: In the early 19th century, a witch named Dorothea Swentes resurrects a vampire named Elizabeth Bartley, who, in turn, resurrects her dear Uncle Dracula. You take on the role of the whip-cracking John Morris or the spear-wielding Eric Lecarde, two vampire killers on a mission to send Drac and Liz back into the pits of Hell. (Yikes!)

The game play is very basic and exactly like previous *Castlevanias*: You walk to the right (or climb up or down the screen in a few stages) while using your weapon to kill bad guys and hit burning candles, which contain items and power-ups. There are also several walls in each stage that can be broken open to reveal hidden items.

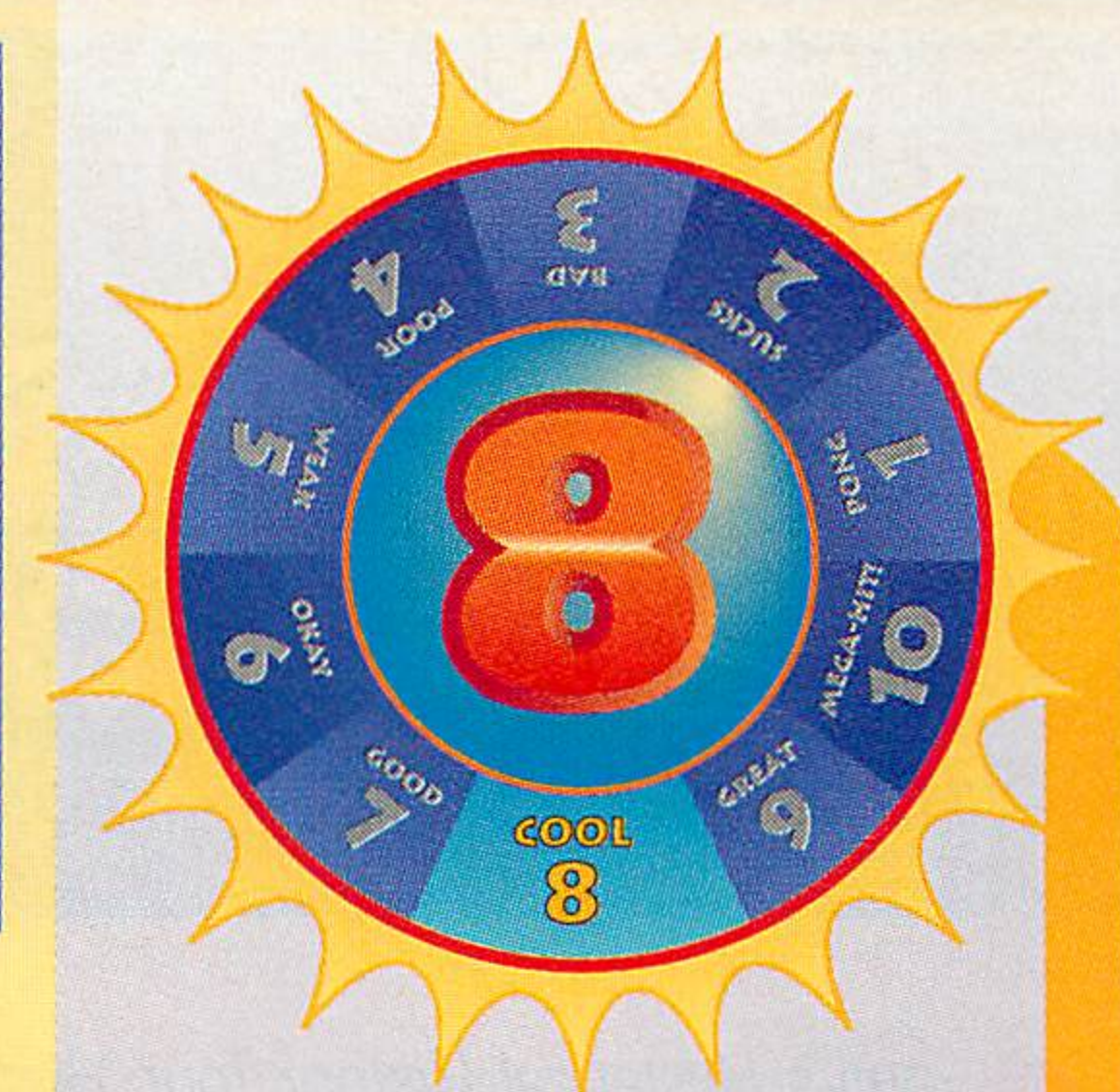
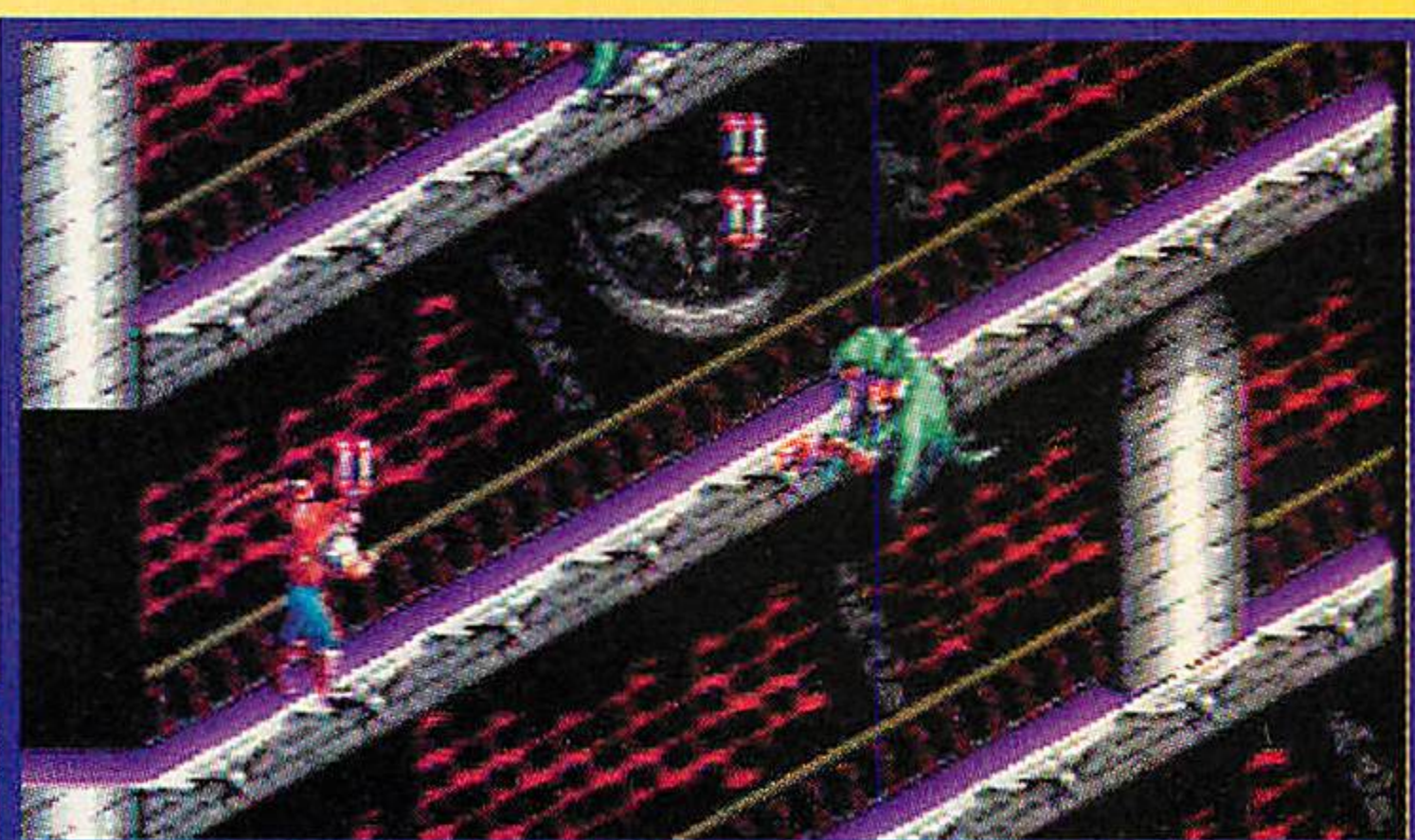
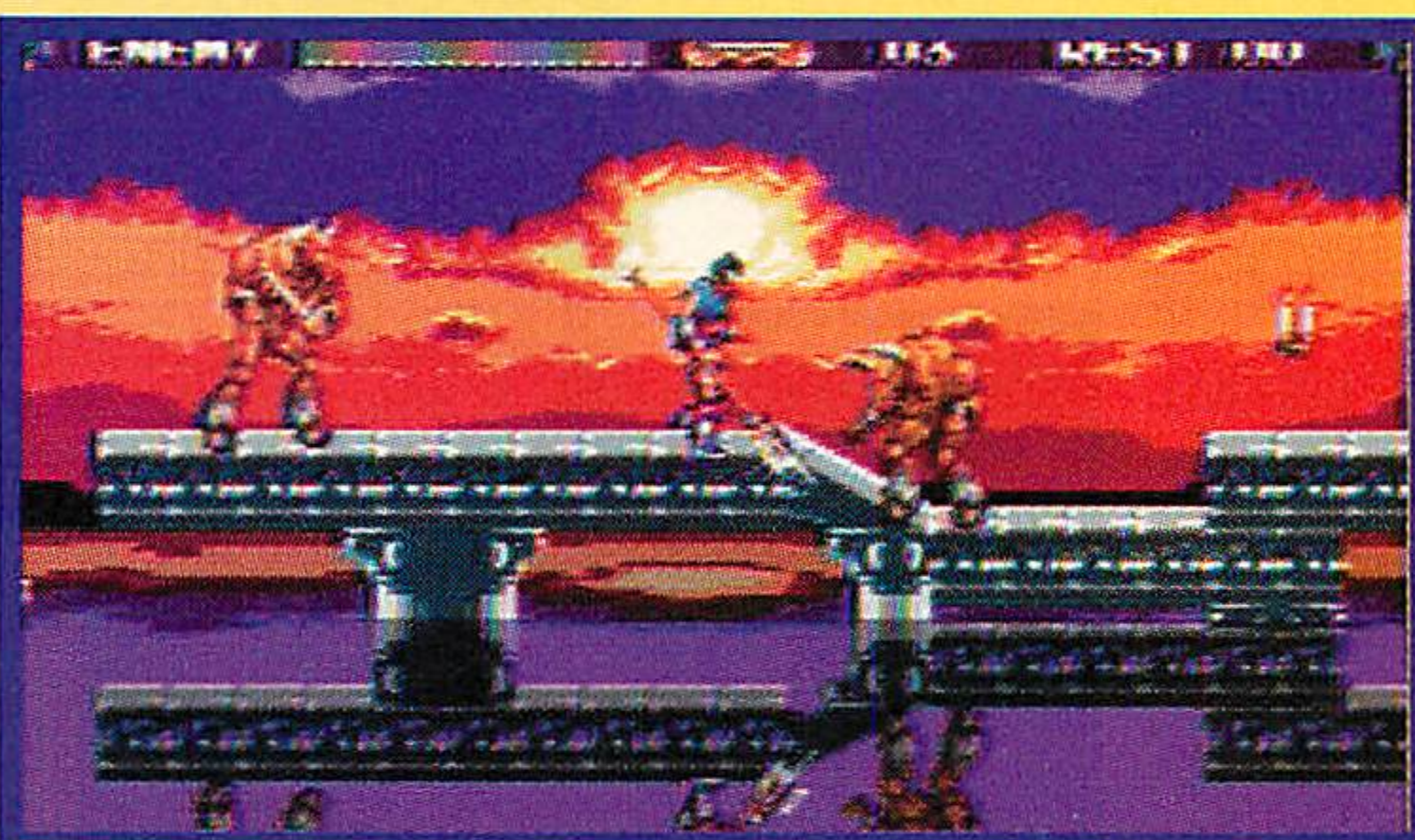
Which leads to one of my two major beefs with *Bloodlines*. In previous *Castlevania* games, you didn't know which walls had items inside, so you had to search for them by using your whip on every wall in sight. In *Bloodlines*, walls with items have visible cracks that make them stand out. This is a silly design decision—searching for hidden stuff is fun and it rewards the patient player, whereas any doofus can see a cracked wall and break it open.

My other gripe is that the game play is *too* closely based on the original *Castlevania* and not as varied as the later games. *Castlevania III*, with its trio of characters and its multiple game paths, is still my favorite in the series, and I was hoping *Bloodlines* would be a little closer to that. Then again, maybe Konami wants to start with a basic game and then make the sequels more complex. Whatever. Just have lots of fun playing *Bloodlines* and let ME worry about Konami's marketing strategies.

—Zach Meston



Drac's back for the umpteenth time in *Castlevania Bloodlines*, the first *Castlevania* title for the Sega Genesis.



## GRAPHICS

8

There's more gore in *Bloodlines* than other *Castlevanias*, but nothing really disgusting (sigh). The animation is very good throughout, and the bosses are very cool, but the main character sprite is painfully small.

## SOUND/MUSIC

8

There are some very good tunes here, particularly a remix version of the theme music from the original NES *Castlevania*; hearing it brought back fond memories of my carefree 8-bit days. There are also a mind-numbing 168 sound effects. (I know that 'cause that's how many there are in the sound test.)

## PLAYABILITY

8

Imprecise jumping has always been my only real complaint about *Castlevania*, and it also applies to *Bloodlines*; I don't like feeling so out of control every time my character leaps into the air. Everything else about the game play is just nifty.

## EDITORS' RATINGS

GORE 4

MIKE 7

CHRIS 7

NIKOS 7

## BANG FOR THE BUCK

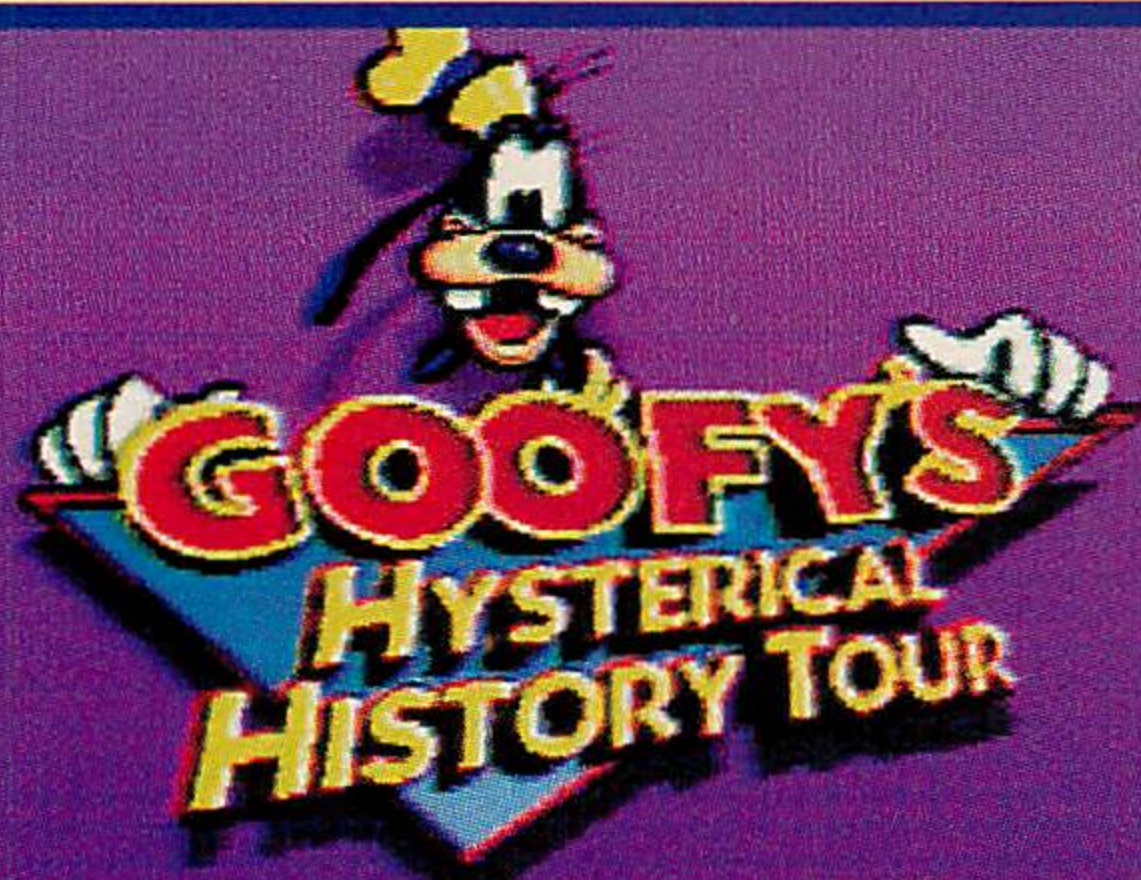
8

## THE LOWDOWN

*Castlevania Bloodlines* is a fine addition to the *Castlevania* series, even if the game play isn't quite as varied as in previous games. It's tough enough so that you won't blow through it in a day, and cool enough so that you'll *want* to blow through it in a day to see all the killer bosses.



GENESIS



PRICE: \$59.95

AVAILABLE: NOW

DIFFICULTY: EASY

COMPANY:

ABSOLUTE ENTERTAINMENT  
10 MOUNTAINVIEW ROAD  
UPPER SADDLE RIVER, NJ 07458

PHONE: (201) 818-1141



**G**oofy's *Hysterical History Tour*. Hysterical? Yes, someone must have been hysterical when coming up with the name for this game. Am I right, or am I right? Otherwise, nothing else really struck me as hysterical—but the way Goofy walks is cool. You know that funky saunter he's got? Kinda like a hooligan on butter.

I highly credit this to the game's animation. Actual Disney animators worked with the developers. Yeah, I know. So what? Anyway, Goofy's got this interesting attachment called the Extend-O-Hand. The Extend-O-Hand is a hand that stretches out in five different possible directions and picks up stuff that Goofy needs or gets him where he needs to go by allowing him to swing from spot to spot. I bet a lot of people would like to extend other parts of their bodies too, eh? And be able to move it in five different directions! This thing can also turn into his own personal little helicopter. Go on, Goofy.

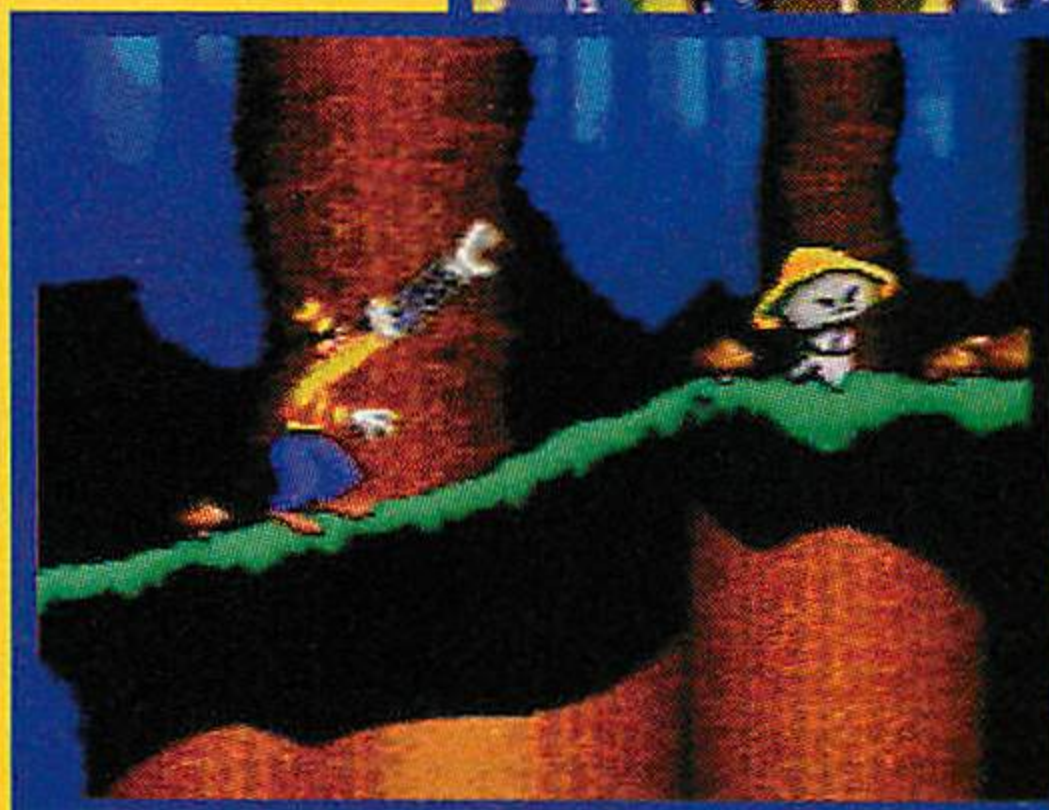
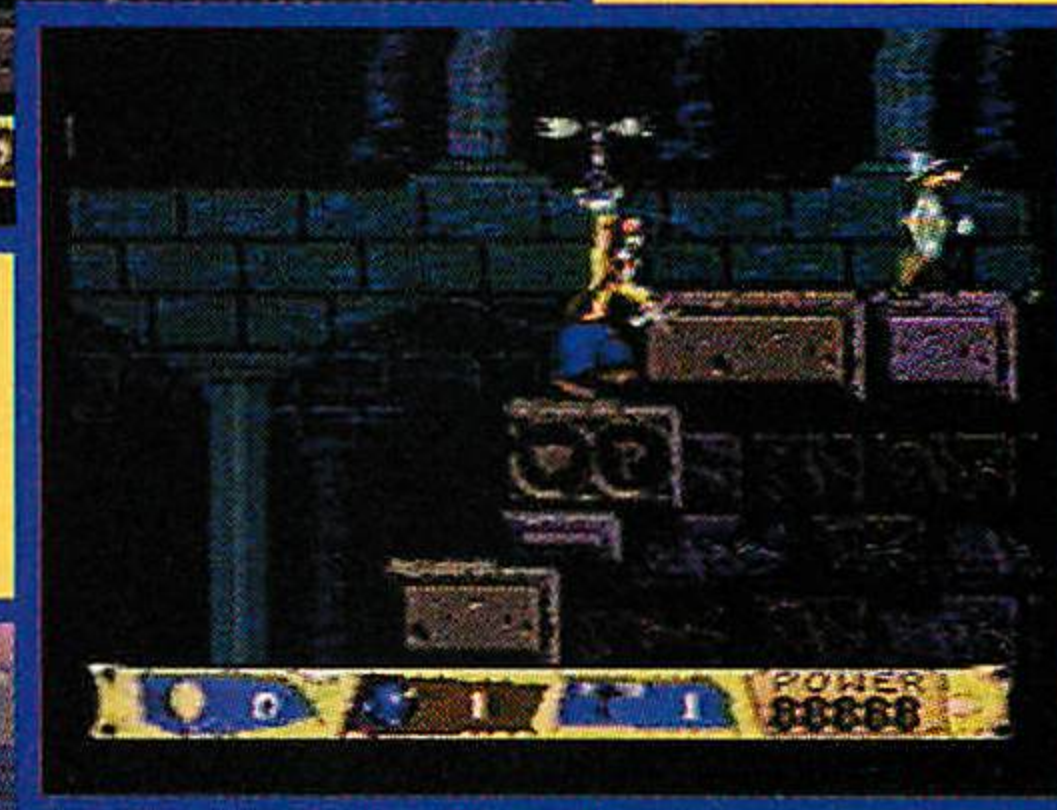
The story that goes with the game is a waste of time, as far as I'm concerned. They usually are, aren't they? Goofy's working at the Ludwig von Drake History Museum as a janitor. The game takes place the night before the opening of four new exhibits. Goofy's always goofing up, and, if he doesn't get the job right this time and get this place cleaned up, he's canned. And the Extend-O-Hand will help him out by making his custodial duties a lot easier. But jealous janitor Pete is out to get Goofy.

So the whole game is a daydream kind of sequence that includes each of the four exhibits: The Prehistoric Exhibit, The Medieval Exhibit, The Colonial America Exhibit and The Wild West Exhibit. He daydreams himself through each exhibit and meets up with one of janitor Pete's ancestors in each one, like Caveman Pete, Sir Pete the Rotten-Hearted, Peg-Leg Pete and Gunslinger Pete.

Basically, you just jump around and either grab things or punch things with the trusty Extend-O-Hand. Some other cool stuff's goin' on too, though. Goofy will ride around on a wheel across a dinosaur's back or fly on top of a giant dragonfly or take a ride in a wagon train. But, really, nothing tremendously exciting.

The graphics are the best thing about this game. The animation is, of course, pretty darn good, and it's surprisingly colorful (especially for the Genesis). I like the fact that Goofy is so big. He takes up half the screen. Just kidding. I bet this is a pretty all right game for kids, but it didn't suit my tastes.

—Betty Hallock



Goofy extends Extend-O-Hand to protect himself from a weird, mushroom-type creature.

## GRAPHICS

8

Goofy looks really good. He's a big guy, and it's kind of fun playing with a character that's that big. Although graphics and animation are very good, I didn't run across any really interesting looking characters. And Goofy himself is something we've all seen.

## SOUND/MUSIC

6

The music for the most part is really boring, but the sound effects are all right. I like the way Goofy sounds when he's jumping around and when he uses his Extend-O-Hand.

## PLAYABILITY

7

Solid controls make Goofy easy to maneuver. Plenty of methods with which to eliminate the enemies. The most challenging aspect of the game is probably trying not to fall off cliffs.

## EDITORS' RATINGS

GORE 6 MIKE 7 CHRIS 7 NIKOS 6

## BANG FOR THE BUCK

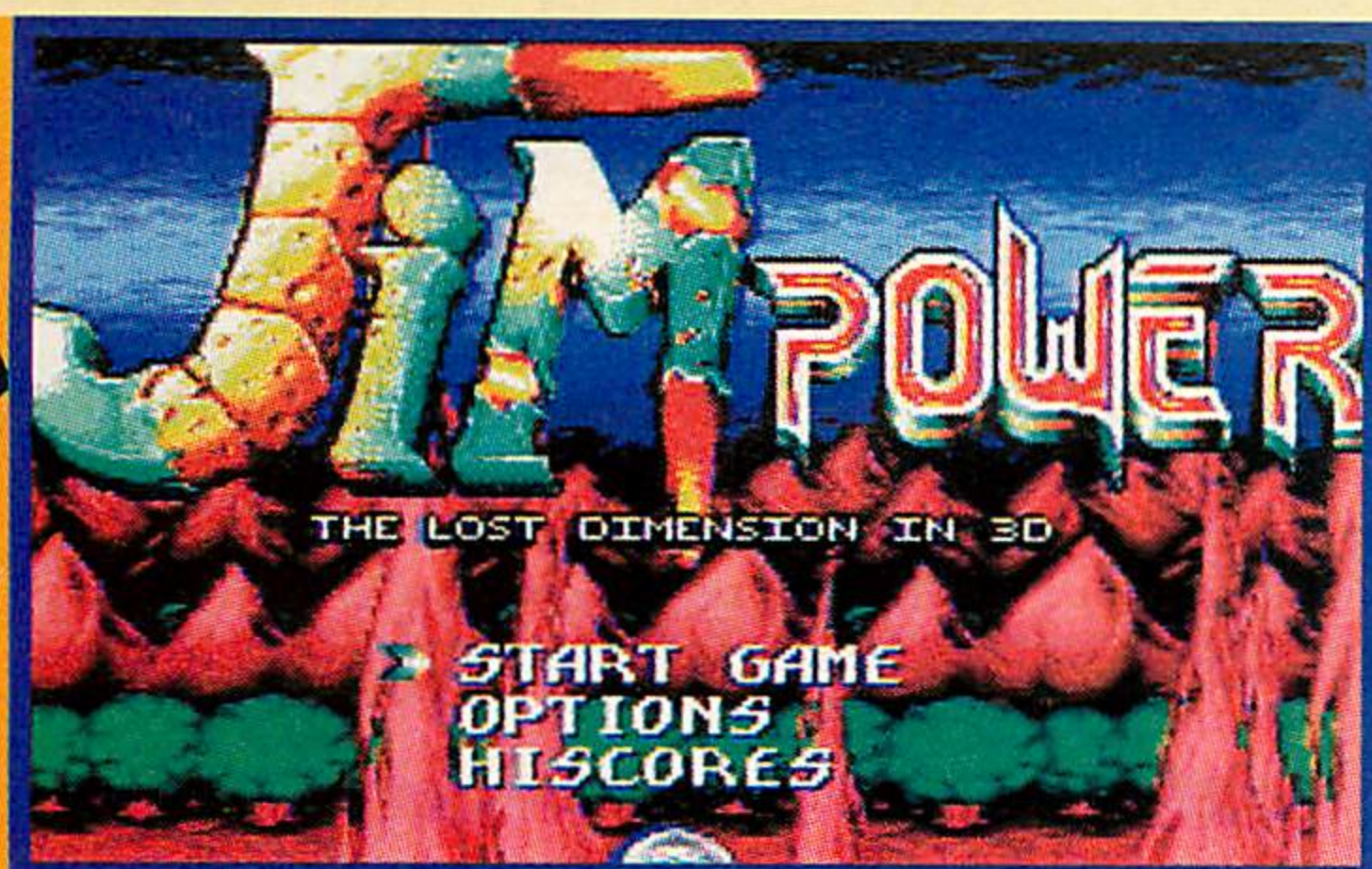
6

## THE LOWDOWN

A good game because Goofy's kinda cool, but it's not going to get you bouncing off the walls. It's just not that exciting, nor is it much of a challenge. If anything, it's probably a great game if you're somewhere between the ages of four and seven.



GENESIS



**PRICE:** \$69.95

**AVAILABLE:** NOW

**DIFFICULTY:** HARD

**COMPANY:**  
ELECTRO BRAIN CORP.  
573 E. 300 SOUTH STREET  
SALT LAKE CITY, UT 84102

**PHONE:** (801) 531-1867

The Super NES version of *Jim Power: The Lost Dimension in 3-D* was great for shock value; you could put it on and impress your friends with one of the coolest gimmicks ever attached to a video game. It wasn't the greatest game in terms of play value, but it caught a lot of people off guard with its brilliant colors and multiple layers of scrolling backgrounds.

Now the Genesis *Jim Power* has arrived. Though it's lacking the Mode 7 effects of the SNES version, it's an extremely impressive game in its own right. The 3-D glasses are pretty snazzy; the first thing you'll notice is that the 3-D is happening! It's much better than Howard Stern's *Butt Bongo Fiesta*.

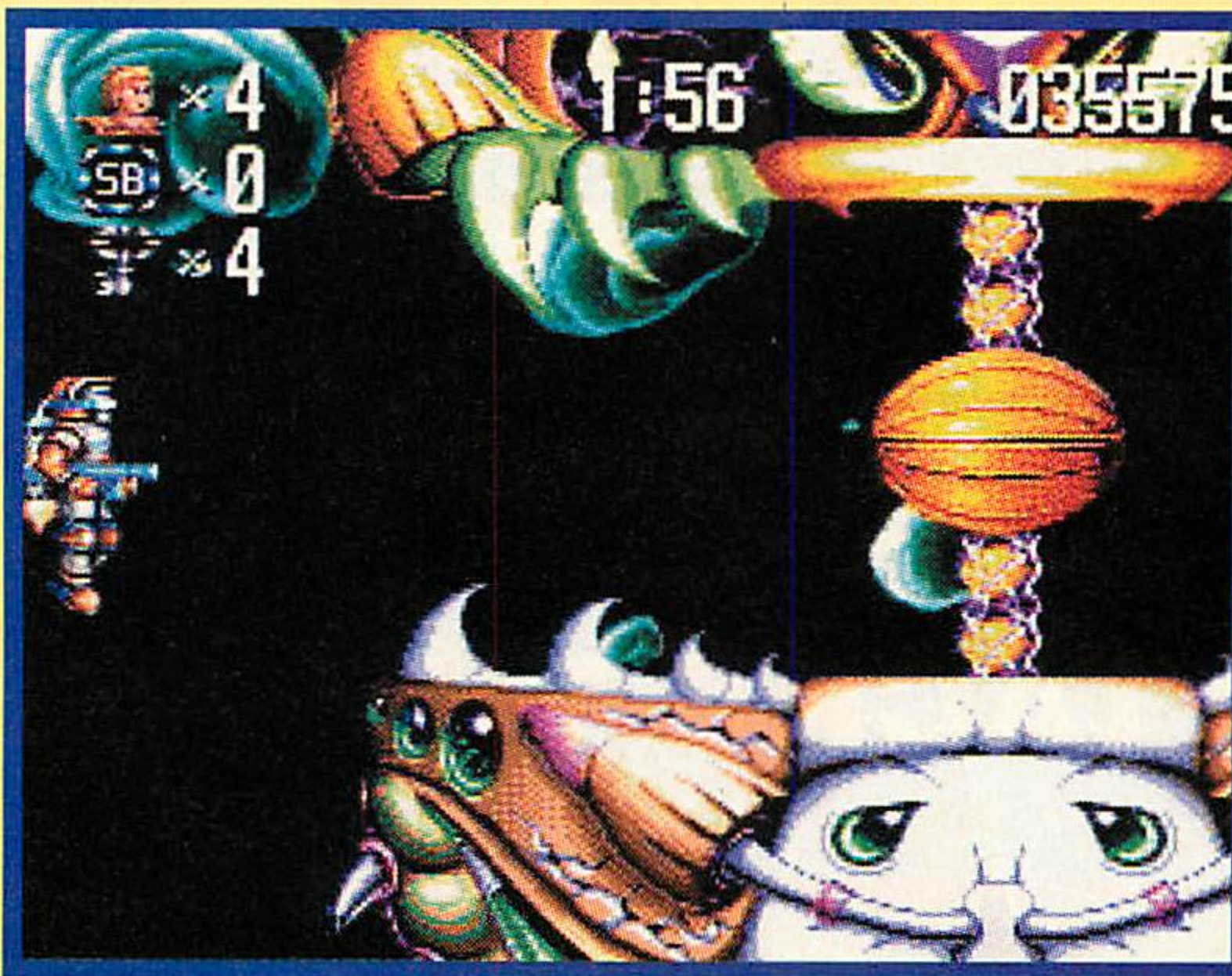
The plot isn't very complicated when you first start out; just a lot of jumping early on in the "Forgotten Path" stage. One goal is to collect coins for points, but you'll also need to collect keys to open stone walls and advance through the game, where you'll face dangerous walking guards, flying griffins and jumping dogs. Beware of any on-screen enemy; the slightest touch by any of these will result in instant electrocution and loss of life!

You can use smart bombs to charge yourself up as you jump over and walk through dangerous spots, but use 'em sparingly, since you only have six to work with. Here's a helpful hint for battling the long-necked monster in the first stage: Immediately after the area with the dripping oil, jump down the last cliff, run to the middle of the screen to fish out your nemesis, then run back to the corner to crouch down and fire (don't forget to duck!).

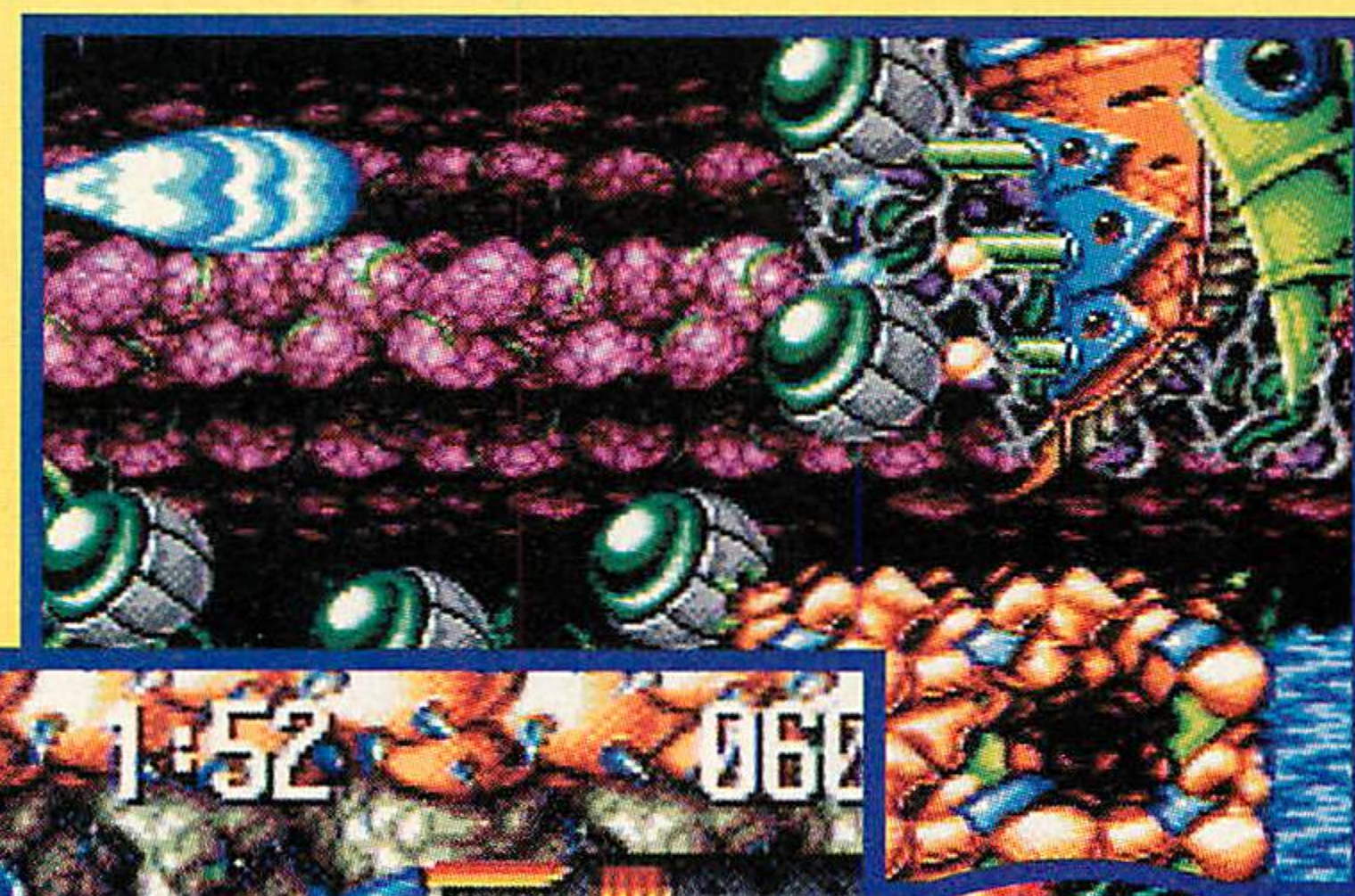
The later levels are even more impressive; many of them are scrolling shooters like *Gradius* or *R-Type*, but with outrageously rich graphics. You'll face many other huge boss characters, too. There's one that nearly fills the screen in a stage that looks a lot like Sega's *Space Harrier*.

Unfortunately, it's a tough game and it doesn't allow you to continue from the exact spot where you lost your last life. After all of that hard work, back to the beginning you go! Hmph! Aside from the excellent graphics, *Jim Power* is a good test of nerves, patience and timing, so play with focused concentration—no distractions!

—William Howell



Dim the lights and grab your 3-D glasses—*Jim Power* has come to the Genesis.



## GRAPHICS

The 3-D effects are *stunning!* To get really involved, hit the lights and watch the brilliant colors come to life on the screen. Great character design, even if the animation is a bit stiff in some spots. Even the "Game Over" screen and high score tables look great!

## SOUND/MUSIC

There are 17 musical themes, some of which are reminiscent of *Aliens* sound bites—but, for the most part, it's pretty basic. I like the voice that tells you when you've picked up keys or one of the power-up items.

## PLAYABILITY

The keys to success in *Jim Power* are a ready, steady thumb, lots of patience and the ability to time your jumps precisely...all while fighting the clock! The smart bombs help, giving you a two- or three-second breather.

## EDITORS' RATINGS

GORE **8**    MIKE **9**    CHRIS **8**    NIKOS **7**

## BANG FOR THE BUCK

## THE LOWDOWN

Even without the 3-D glasses, *Jim Power* delivers arcade-quality graphics and special effects. With the glasses on...wow! I hope we'll be seeing more 3-D titles from Electro Brain (or any other licensee, for that matter). Try the 3-D glasses with some of your favorite cartridges; you'll be surprised at the effects that spring up in many side-scrolling action games.

REVIEWS



# LET THE GAMES BEGIN!!

VIDEOGAMES ATTACKS THE 1994 WINTER CES



**WHO:** Gore, Mike, Chris, Nikos, Betty, Zach, Jeff, Gregory, Josie and The Snitch  
**WHAT:** The 1994 International Winter Consumer Electronics Show.

**HOW:** Who knows? We're just glad we came back alive. The event runs twice a year; once in January in Las Vegas and again in June in Chicago—but don't pack your bags just yet, as the CES is for the trade only. An estimated 10,000 people attended the January 1994 CES.



**WHERE:** Las Vegas, Nevada  
**WHEN:** January 6-9, 1994.  
**WHY:** To exhibit and also to demonstrate new hardware and software for the electronics industry. Dealers, distributors and the media can find out what new products will be available over the next six months. The most exciting part of the show, of course, is the section spot-



**VIDEOGAMES** was there in force, passing out magazines and announcing the impending premiere of our two new **WINTER COMPUTER PLAYER** and **Tips & Tricks**. This special eight-page CES article is intended to give you an overview of what we saw at the show—and to give you an idea of how exhausting it is to spend four days on your feet playing video games, many of which are at an extremely early development stage!



Capcom's *Mega Man X* bash at the newly christened MGM Grand Hotel got the show off to a great start, easily qualifying as this year's best CES party. The abundant food, drink and music kept us smiling for hours, as did the models who dressed up as Chun-Li and Cammy from *Super Street Fighter II* and



posed for photos with the crowd. By the end of the evening, Capcom's overzealous Polaroid photographer was freely encouraging the female World Warriors to put their hands *all over* our editors. Equally amusing was the ice sculpture of Mega Man, whose hand melted into a vaguely obscene gesture as the room heated up. A good time was had by all; thanks, Joe!



# SEGA™

## Genesis CDX SEGA



One of the best pieces of new hardware at the Winter CES was the

new integrated portable Genesis and Sega CD. Weighing in at only 1.3 pounds, the unit can also be used as a portable CD player when games are not being played. The suggested retail price will be \$399.99, and it will hit the shelves in March.

## Drop Zone GAME GEAR CODEMASTERS



Originally available as an arcade game, *Drop Zone* is a horizontally

shooting scroller with action similar to that of *Defender*. The game takes place in the 21st century, where robot wars have claimed many human lives. Your mission is to fly around on your jet pack and defend a group of scientists from swarms of incoming aliens.

## The Incredible Hulk GENESIS U.S. GOLD

In conjunction with Marvel Comics, U.S. Gold has created a game based on the mutated comic superhero. This Genny

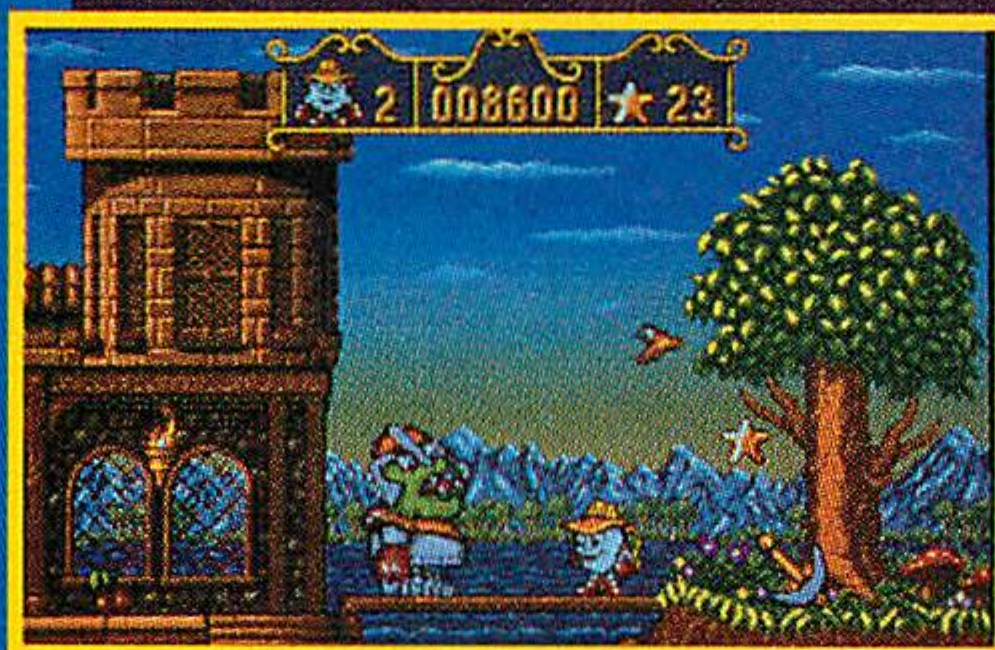


cart has 3-D multilayered scrolling, over 25 moves for The Hulk and several of the villains (e.g., Tyranus, Absorbing Man,

Rhino, etc.). *The Incredible Hulk* will be available in March.

## Excellent Dizzy

GENESIS  
CODEMASTERS



A triple-game, triple-genre cartridge from the gang that brought you *Micro Machines* and the

Game Genie. The three original games available in this cart are

*Dizzy the Adventurer!* (action/adventure), *Go Dizzy Go!* (arcade action) and *Panic! Dizzy* (puzzles). *Excellent Dizzy* is expected to hit the shelves at the end of April.

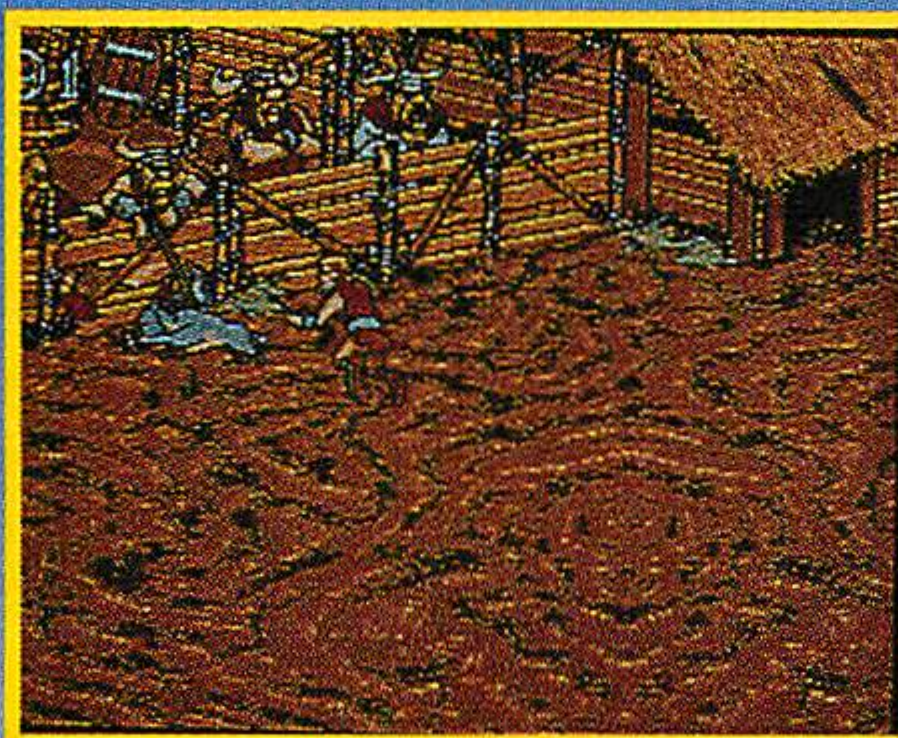
## Tomcat Alley SEGA CD SEGA



This intense aerial combat game puts you in the cockpit of the

Navy's most lethal jet fighter, the F-14X Tomcat. The game uses a lot of very clean full-motion Tru-Video. The gamer is the Radar Intercept Officer, who is responsible for weapons and navigation. *Tomcat Alley* is bound to be one of the best Sega CD titles of the year and is expected to go on sale in March.

## Heimdall SEGA CD JVC



This not-so-unique role-playing game has your typical

warlords, wizards, thieves, elves, etc. Gamers must prove their Vikinghood by wrestling wild boars, rescuing feisty barmaids, casting magic spells and ultimately taking the gods' weapons. Sound familiar?

## Battletech GENESIS

EXTREME ENTERTAINMENT

Based on the FASA role-playing board games, this one- or two-player game lets you take command



of a six-story Battle Mech. The player must make it through 25 missions and conquer the five fierce enemy clans. The two-player mode lets you go head-to-head against another player. *BattleTech* is expected to be available in the spring.

## World Cup USA '94

GENESIS  
U.S. GOLD

With the World Cup just around the corner this summer, we are starting to see a flood of cart soccer games, but U.S. Gold's version is the only one with the official license of the Cup. This game has the actual 24 teams that qualified and the nine stadiums that they will play in.



## Star Wars: Rebel Assault

SEGA CD  
JVC

JVC's fourth video game *Star Wars* title to be introduced offers something different from the others. Players get to pilot four different spaceships, as in the PC version. There are digitized sequences from the movie and 15 levels to get through. *Rebel Assault* will be available in March.



While shaking hands and schmoozing with industry figureheads, the VIDEOGAMES staff was treated to a candid conversation with one of the most revered designers in the history of video games on the third day of the CES. Look for our recap of this revealing Q & A session in an upcoming issue.

We also found time to make a pilgrimage to the site of Nikos & Josie's excellent adventure: Sega's Virtualand at the Luxor. (See the January *Press Start* for details.) An eight-man session in the Michael Jackson-less *AS-1* simu-

lator found our high-scoring Sports Desk editor, Jeff Tschiltch, at the controls of the capsule. Proving that he knows more than just sports games, Jeff later managed a successful landing in the *R-360* gyroscope after gunning down 20 planes.

Even in the hours after the show, our restless editors couldn't stay away from the local arcades each night, where we'd invariably run into such worthy opponents as Namco's James Goddard, *GamePro's* Matt Taylor and Jaleco's Joe Sislow. Joe's *NBA JAM* prowess is peerless!





**Virtua Racing**  
GENESIS  
SEGA

The long-awaited and much-rivaled arcade game will soon be available on the Genesis. *Virtua Racing* will use a new SVP (Sega Virtua Processor) microchip that will allow for high-speed polygon image manipulation. Unfortunately, the cartridge price will be high because of the new chip. Just how high? Try \$99.99; and it will be available in June.



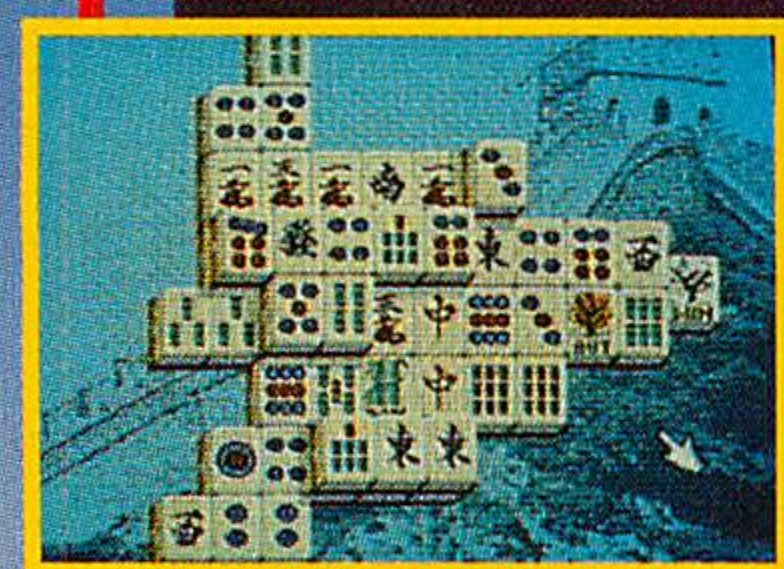
**Speed Racer**  
GENESIS  
ACCOLADE

True to the cartoon characters' personalities, players assume the role of the courageous teen driver. You get to drive the amazing Mach 5, or you can choose to drive as the mysterious Racer X behind the wheel of the Formula race car "The Shooting Star."

**Shanghai II: Dragon's Eye**

GENESIS  
ACTIVISION

This new Mah-Jongg simulation offers 13 tile layouts, one- or two-player competition and a tournament mode. The game's objective remains the same as the S N E S version:



to match pairs of intricately detailed tiles, which can only be removed from the board when the tiles' exit route is revealed.

**SEGA™**



**Brett Hull Hockey**  
GENESIS  
ACCOLADE

This slap-shot NHLPA simulation features choices of exhibition game, an 11-game short season, 42-game half season or an 84-game full season. The game also includes best of three, five and seven playoff series.



**Rise of the Robots**  
SEGA CD  
JVC

You are cast as a half-man, half-droid fighting machine (cyborg) and commissioned to destroy the most sophisticated army of opponents ever assembled. There is 360-degree character rotation, and you can fight any of the seven characters. Also, you can duke it out against another gamer in two-player mode.

**Hammer vs. Evil D. in Soulfire**

SEGA CD  
SEGA

Is it a make-your-own-music-video CD game? Is it an action game? Is it a fighting game? We'll tell you what it is: weird! There is little known about this Sega CD title other than it stars veteran music rappers Hammer and Evil D. This definitely is a very strange one.



**Star Trek: The Next Generation**

GENESIS  
SEGA

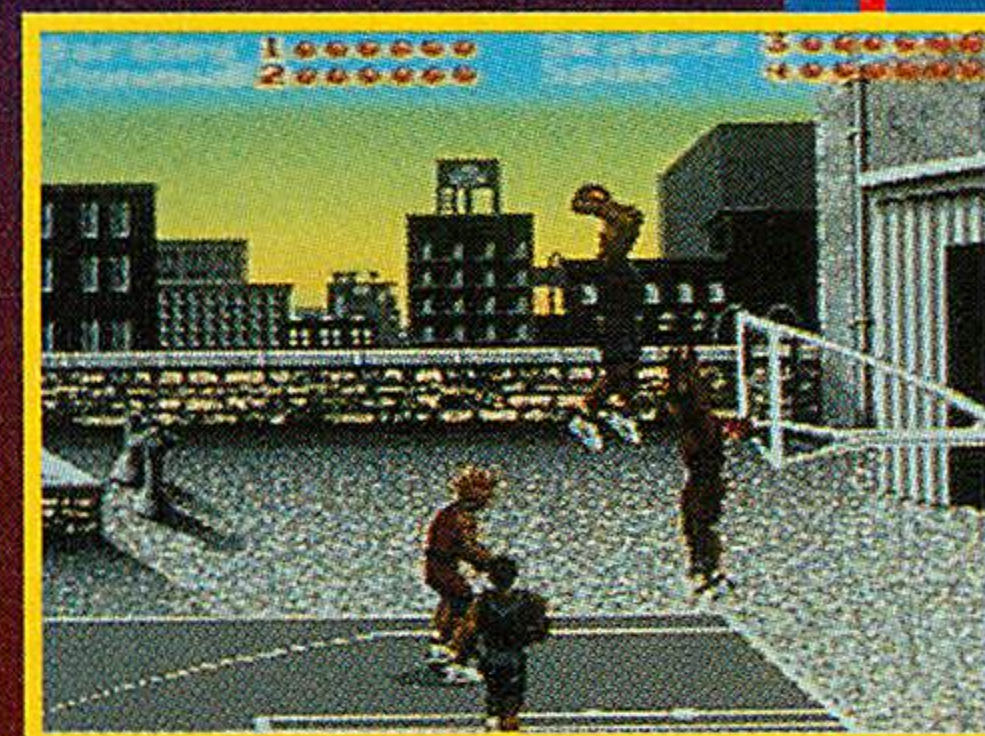
Virtually identical to the SNES version and based on the television series. Players get to go on missions and can control all of the ship's operations, including engineering, transporter, navigation and sensors. The game plays more like an interactive episode than a video game.



**BARCLEY: Shut Up and Jam!**

GENESIS  
ACCOLADE

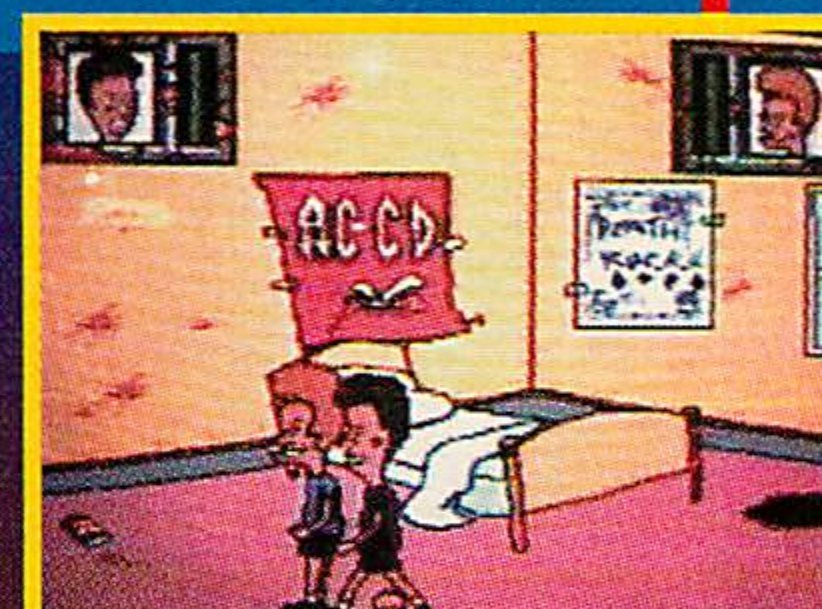
A unique sideline-view hoops cart that is a two-on-two jam simulation. Charles Barkley interjects digitized commentary of his own throughout the course of the game. *Shut Up and Jam!* supports the four-player adapter available for the Genesis and will be re-released in March.



**Beavis and Butt-Head**

GENESIS  
VIACOM

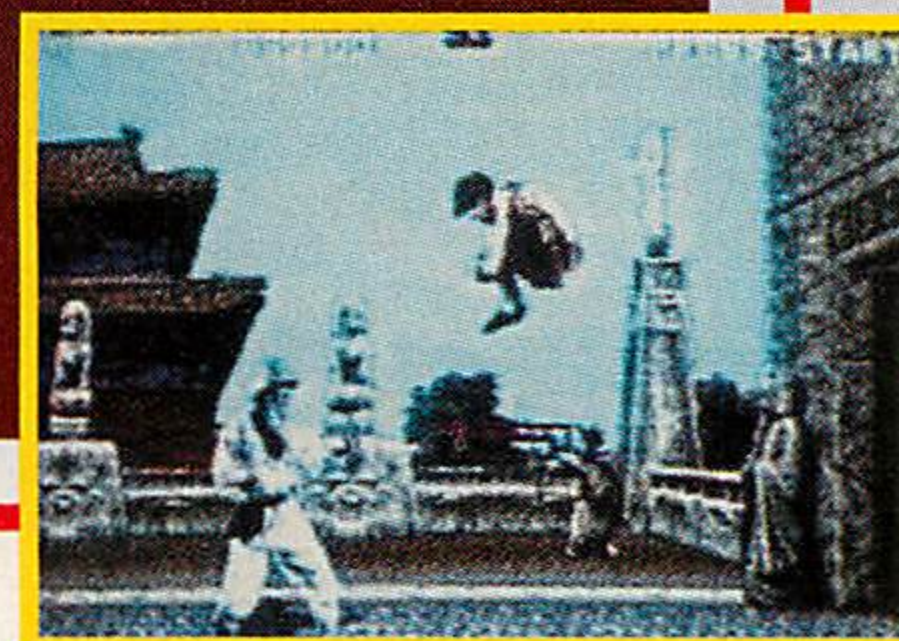
Cool! Heh-heh, heh-heh. America's two most dysfunctional teenage boys get to star in their very own game. The game is an adventure where the two youths go around exploring and interacting with their environment. A menu system lets players select dialogue such as "it sucks."



**Mortal Kombat**

SEGA CD  
ARENA

What!? More *Mortal Kombat*? The new CD version has more frames of animation, better sound effects and improved music. Also, the character profiles that are shown at the beginning of the game have the same full-motion video scenes as the arcade coin-op.



After the Capcom party broke up, our grinning staff stumbled into RJ Mical, codesigner of 3DO, Lynx and Amiga hardware. After shamelessly proclaiming our love for his handiwork, we talked him into a group photo with the threat of a future interview in our *Press Start* section.

Only Josie missed our drunken encounter with RJ; the poor girl spent most of the show in her hotel room with a 103° temperature. Our editors were astounded to find that you can't buy a freakin' "get well soon" card anywhere in the MGM Grand Hotel, one of the world's largest resorts!

We spotted quite a few celebrities during our trip to Las Vegas, including Magic Johnson, Richard Dreyfuss, Sinbad and Kirk Cameron, who appears as the star of Crystal Dynamics' new 3DO epic, *The Horde*. The best star story, however, comes from Crystal Dynamics' Greg Mar-





**Stunt Race FX**  
**SNES**

NINTENDO

Nintendo has done a lot of work on improving its Super FX-chip racing game, which was unveiled as *FX Trax* to a lukewarm reception at the 1993 Summer CES. Currently titled *Stunt Race FX*, the game uses the second-generation Super FX RISC chip to animate polygons and texture-map objects. A one- or two-player contest that's expected to retail for \$59.95, *Stunt Race FX* was designed by Shigeru Miyamoto, the creator of Nintendo's super-popular *Mario* and *Zelda* series.



**Radical Rex**  
**SNES**

ACTIVISION



Scheduled for a summer re-release, Rex is a skateboarding dinosaur with the ability to breathe fire at his enemies. This 8-meg game has Rex looking for the dastardly daring Sethron, who has a plan to drive all of the dinosaurs to extinction. You control Rex as he skates through five worlds and ten play levels like a mad pyromaniac, burning the flesh of all the bad guys.

**Hardball III**  
**SNES**

ACCOLADE



You can almost smell the steamy hot dogs in *Hardball III* with its hyper-real interpretation of Major League Baseball. This one- or two-player game has the statistics of 700 real players from the MLBPA in a built-in baseball card roster, along with accurate renderings of all 28 major league ballparks. This customizable baseball simulation even allows you to control each player's individual skills and design your own teams and logos.



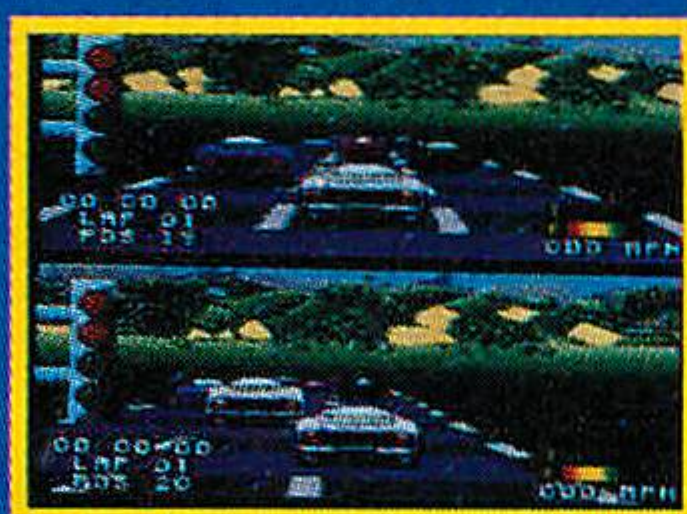
**The Shadow**  
**SNES**

OCEAN OF AMERICA

The Shadow was originally the star of a radio drama and comic book during the 1930s. This action/strategy game involves The Shadow in his struggle with the gangster Shiwan Kahn in a chase through New York's Times Square, China Town and Queens. Combining the mysterious power of the brain with the body-blasting power of a Colt 45, the game will be out in the third quarter of '94, following the release of a *Shadow* feature film this summer.

**Jaguar XJ220**  
**SNES**

JVC



You may recall the Sega CD version of this racing game; now it's ready for release in the first half of '94 for the SNES. Car buffs will know that the XJ220 is the world's fastest production car with a top speed of 200-plus m.p.h. You can race against the computer or a friend through the World Tour, braving hazards such as rain, snow, and the dark. When you've beaten your opponents, you can hit the pits to fix your car, using the money you've won.

**The Final Option**  
**SNES**

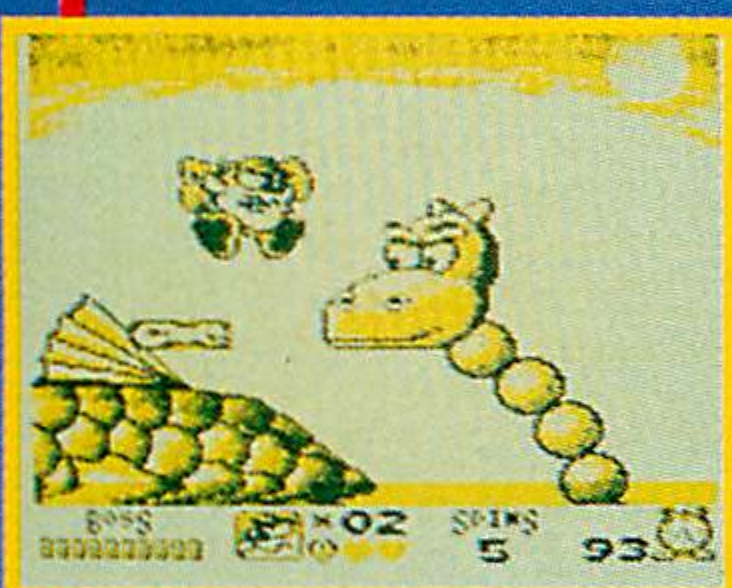
TECMAGIK

This game stars movie star Steven Seagal, who uses his expert training as a master of the martial art Aikido to battle his way through the game. It features live-action video to accurately portray the real Aikido moves that Seagal features in his hit movies. Out in mid-'94, *The Final Option* was written exclusively for Seagal, and could be the first video game to feature a movie star without a specific movie tie-in. Get ready to get macho.



**Taz-Mania**  
**GAME BOY**

SUNSOFT



Become a Tasmanian devil on the road with Sunsoft's new Game Boy cart. This run-and-jump action/adventure game includes all the tornado spins you can stomach. Try to find your way back home after your daring escape from the ACME Zoo, but watch out for the zookeeper and a big-game hunter who are on your tail, ready to kill and stuff you as the new centerpiece for their TV rooms.

**Pirates of Dark Water**  
**SNES**

SUNSOFT



Choose from Ren, Tula or Loz, the noble heroes of the animated series *Pirates of Dark Water*. Sneak, or preferably slash, your way through the *Final Fight*-style action, maiming pirates as you try to regain the throne of Rule by picking up various treasures that will help you against the pirate leader Lord Bloth. Pirate fanatics probably won't like this game—since you have to kill your brethren—but if you love to play the Goody Two-Shoes, then hit the high seas with this incredibly moral adventure game.

**The Death & Life of Superman**  
**SNES**

SUNSOFT



If you haven't been living the past year in a cultural void, you'll know that Superman was killed by Doomsday in the popular DC comic. As you play the new game based on the comic, you become Superboy, the Eradicator, the new Man of Steel and the Cyborg, in order to find out what happened to the real Superman. The characters have different special powers to help them solve the mystery of one of the most overhyped comic books ever released.

quez, who spent several minutes demonstrating the 3DO version of *Jurassic Park* to an interested onlooker before a flock of photographers made him aware that the onlooker was Steven Spielberg himself, director of the film upon which the game is based!

Sega's premium giveaways were extremely impressive; our editors scored three different kinds of baseball caps, including a sharp-looking *Tomcat Alley* hat that had to be earned by playing the game at the show. Sega's press kit also included a pleasant



surprise: a limited-edition *Sonic Boom* audio CD, featuring over 70 minutes of music from *Sonic CD* and fully orchestrated versions of several themes from *Sonic Spinball*.

Humidity is not exactly the order of the day in Las Vegas; dehydration and static electricity left us rotted out long before we returned to Los Angeles on Sunday. Quietly chugging our caffeinated beverages, we





**Speedy Gonzales**  
SNES  
SUNSOFT

Play the sombrero-wearing rat who races around saving his friends who were rat-napped by the gang of evil cats Los Gatos Banditos. If you save all of your friends, you'll be able to have a fiesta. Can you wait? Like Sunsoft's previous *Looney Tunes* licenses, this one looks fast, furious and funny.



**The Twisted Tales of Spike McFang**  
SNES

BULLET-PROOF SOFTWARE

If you've ever dreamed that you lived on an island (just like Zach Meston) and your parents were vampires who had been kidnapped by a guy named Von Hesler, then *Spike McFang* is the game you want to play. Watch out for garlic as you maneuver through the 11 game levels in this 8-meg

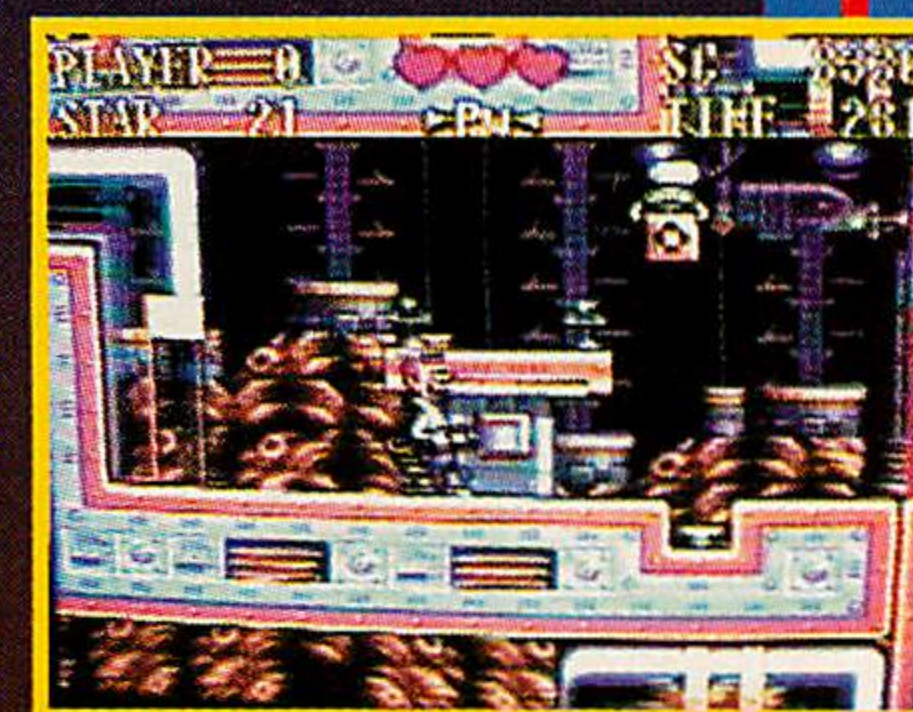


game. This is essentially an RPG, so don't expect the best action—but it's always fun to play a vampire.

**The Jetsons: Invasion of the Planet Pirates**

SNES  
TAITO

Meet George Jetson...and the rest of his family in one of the coolest games at the show. Walk through the future as George, using your vacuum gun to suck and spit blocks at all sorts of zany enemies. You can even use the gun to climb walls and travel across the ceiling. Collect food along the way to maintain your health and get points. Zip from level to level in the transporter shafts, just like in the cartoon. This game had us humming the *Jetsons* theme song all day.



**Ken Griffey Jr. Presents Major League Baseball**  
SNES  
NINTENDO

Nintendo's new baseball game will be released on the opening day of the 1994 Major League Baseball season, April 4. It joins the long list of games with highly detailed statistics, stadiums and logos that fanatical baseball fans really care about. The coolest feature seems to be the large size of the batters; they stand almost half the size of the screen. Though not as exciting as the batter's-box view introduced in Sega's new MLB title, the animation looks sharp, with the batters taking practice swings and blowing bubbles.



**Ardy Lightfoot**

SNES  
ASCII

Jump around and collect stars in level after level of slightly varying scenery. The Japanese edition of this action game was featured in our December '93 issue's *Global Gaming* column, where we described it as being "not very original in theme," but providing "clean playability and entertaining value." It'll be interesting to see how *Ardy* will be received by American gamers.

**The Lord of the Rings**

SNES  
INTERPLAY

Having bought the rights to parts of the Ralph Bakshi animated feature film based on the original Tolkien novels, Interplay has converted the popular *Lord of the Rings* story into a party-based adventure/RPG with real-time combat. This mouse-compatible epic uses thousands of frames of rotoscoped character animation—"the largest use of rotoscoping in any SNES game ever produced," according to Interplay.



**Super Metroid**

SNES  
NINTENDO

The third chapter in what must be Nintendo's third-most popular series (after *Mario* and *Zelda*), *Super Metroid* is one of the few games that has a female as the main character. The game includes a long intro sequence with scenes from the first two games; later on, some cool Mode 7 effects slant the playfield left and right. Samus Aran battles the Metroids who are trying to take control of the galaxy from the Galactic Federation Space Colony. It's kind of like Captain Kirk's trouble with the Klingons in the old *Star Trek* TV series. With a variety of weapons at her disposal, maybe Samus should get together with Mega Man. They'd make a cute couple.

**Speed Racer**

SNES  
ACCOLADE

Play Speed Racer or his brother Racer X in this high-speed driving/adventure game. The Mach 5 will never be the same after you've driven it and mauled the bad guys with spikes, speed and smoke. This game is capitalizing on the retro craze of late '60s and early '70s cartoons, but it's really about time. As an added bonus, parts of the game involve platform levels. You're not just gonna be drivin', you're gonna be runnin'!



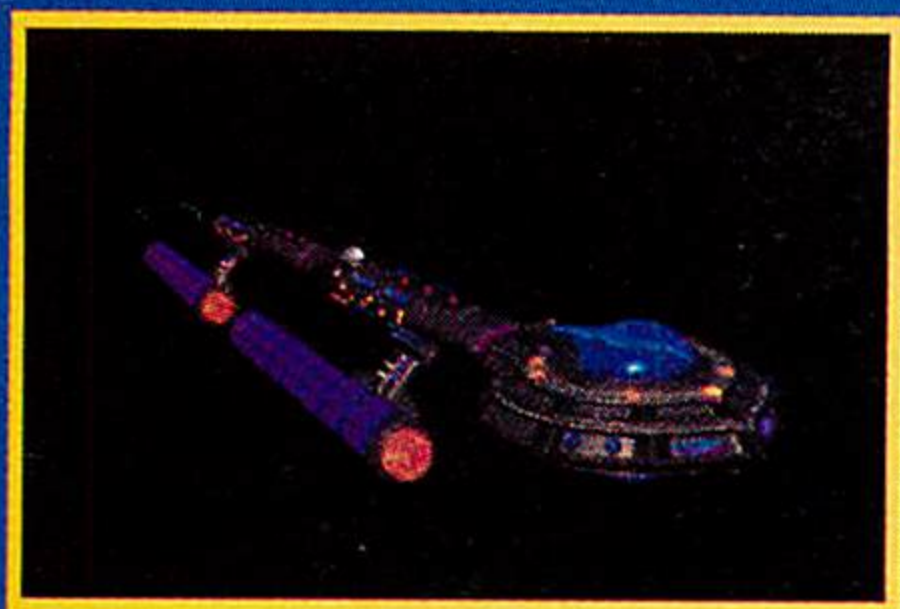
vowed to return next year with the show's most popular giveaways: tubes of ChapStick emblazoned with the VIDEOGAMES logo.

Many gaming fanzine editors stopped by the VIDEOGAMES booth to shoot the breeze and check out our February issue. Among the attendees were Andy Saito (*GEA News*), Ben Leatherman (*Fanarchy*), Brian Goss (*The Guru*), Anthony Schubert (*Game Master Journal*) and Sean "Go Away" Pettibone (*In Between the Lines*).



Among other interesting freebies, Sega's big bowls of *Sonic* Life Savers found their way into the mouths of all of our editors. What we didn't realize was that they'd turn our teeth blue for over four hours! One unfortunate staffer found out the hard way when he smiled at Susan Lusty of Core Design. Her response: "Oh, you've been eating the Sonic candy, eh?"

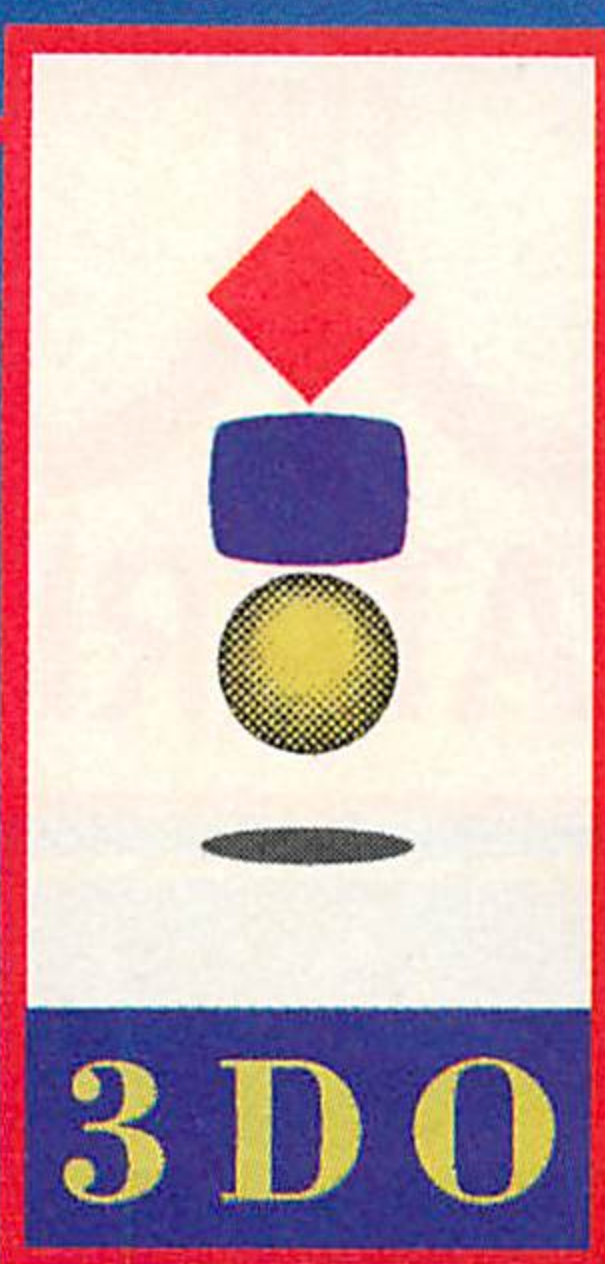




### Star Control II

CRYSTAL DYNAMICS

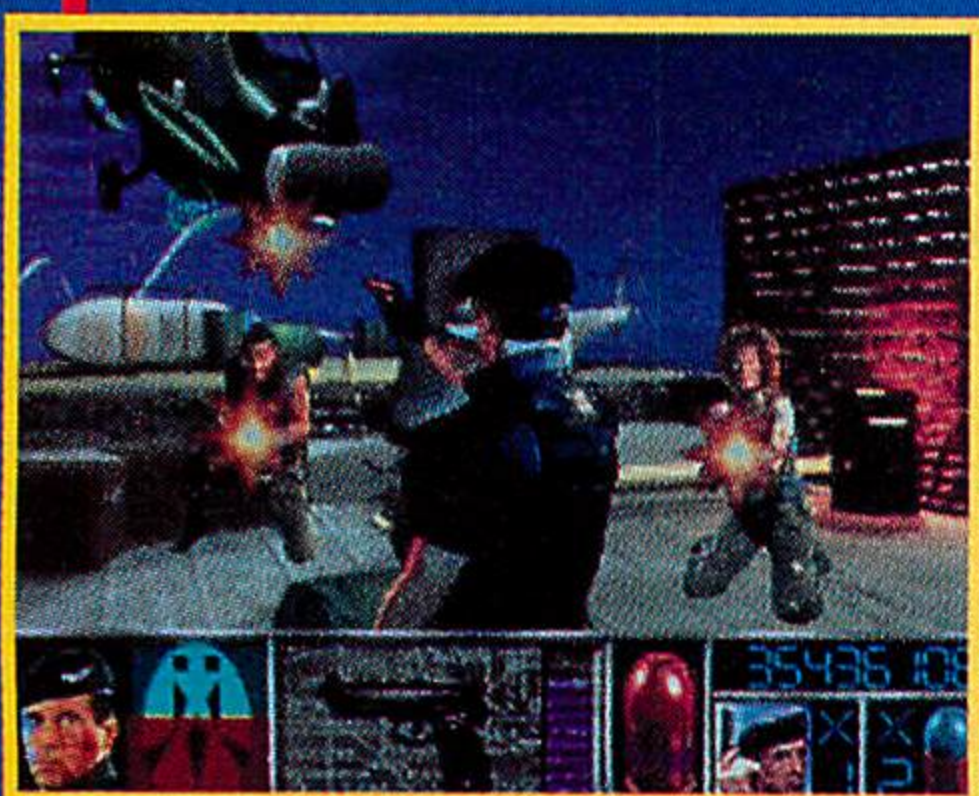
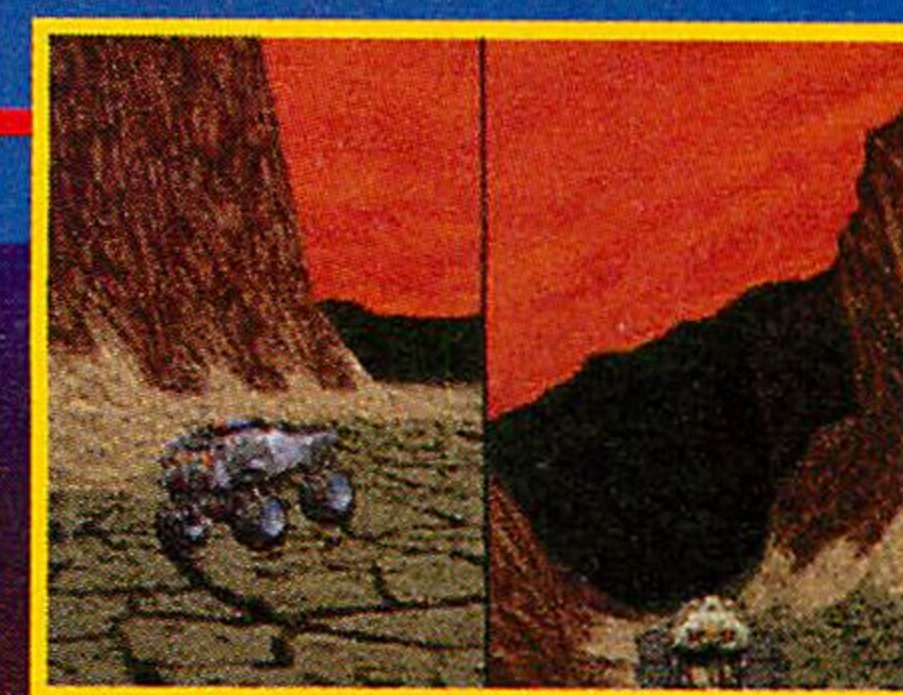
Based on the original PC game by Accolade, the 3DO platform is a natural for this award-winning action/strategy game. You take command of a spaceship and must save the Earth from imperial alien control. There are over 500 star systems to explore with 3,000 planets to visit. This 3DO port has all-new digitized voices and CD soundtrack.



### Orion Off-Road

CRYSTAL DYNAMICS

This alien off-world, off-road 4x4 racing game is the first 3DO game to feature a two-player head-to-head mode. You must search the planets' terrain as a bounty hunter. Cool texture-mapped polygon graphics are similar to those found in *Crash 'N Burn*. There are a total of nine heart-pounding levels to complete.



### Demolition Man

VIRGIN GAMES

Based on the motion picture, this game uses actual live footage that was shot on location during the making of the movie. The game play itself will consist of shootouts using any weapon from the arsenal available (e.g., Magnesium Themite Flare Lance, medieval cannons, etc.).

### The Horde

CRYSTAL DYNAMICS

Starring Kirk Cameron from *Growing Pains* and Michael Gregory from *Total Recall*, this game is an action/strategy/RPG title with a medieval theme (boy, *that's a surprise!*) attached to it. There is lots of live-action video to break up the monotonous strategy board screens.



### Who Shot Johnny Rock?

AMERICAN LASER GAMES

Previously available in the arcades as a coin-op, *Who Shot Johnny Rock?* is a '30s-era gangster detective game. Players must solve a murder mystery that leads them into a city's backstreets, gaming halls, funeral parlors, etc. Also, there are action scenes where you must survive a hail of bullets during machine gun fights.



### Way of the Warrior

NAUGHTY DOG SOFTWARE

It was only a short matter of time before fighting games made their way to 3DO. *Warrior* is a wild and very arcade-like game. There are ten large, digitized characters to choose from and two rendered boss characters. The 3-D graphics are photorealistic with parallax scrolling, zooms and full-motion video clips. There are also plenty of bonus items, like power-ups, invincibility potions, second winds and more.



### Twisted

ELECTRONIC ARTS

A one- to four-player interactive game show for the entire family. There are eight different wacky show contests, including video puzzles, zap commercials against the clock, mix and match famous faces and voices, mind-bending puzzles, etc.



### PaTaank

PF. MAGIC

Tired of conventional pinball games? This one adds a new twist to an old genre by making it a first-person perspective from the vantage point of the ball. There are five challenging levels and miles of tunnels and chutes to bounce around.



### John Madden Football

ELECTRONIC ARTS

The most popular football cart of all time will now be available for 3DO, and it will have loads of new features, such as fully digitized player animations and 3-D rendered stadiums. Also, there are on-line scouting reports featuring over 100 real NFL films. Players can compete in postseason mode and in head-to-head matchups.



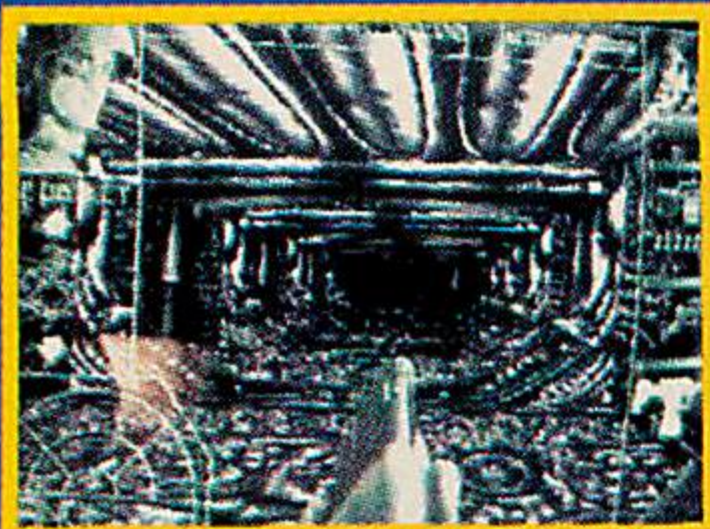
Commodore had a fairly strong presence with its CD<sup>32</sup> game machine. At a press conference on Friday afternoon, it named 25 new titles for release in early '94, including *Jurassic Park* (by Ocean), *Super Methane Bros.* (by Extender), *Micro Machines* (by Codemasters), *Beavers* (by Grandslam) and *Total Carnage* (by Ice).

On different days of the show, we had many memorable meals: breakfast with Ed Semrad and John Stockhausen from *EGM*, lunch with Sega's Johnny Turbo and dinner with our good friend Seiichi Kizu from Pack-In

Video of Japan. A tip of the *VIDEOGAMES* hat goes to GameTek's Jim Master-son, who managed to sneak Chris and Jeff into Sega's "Sonic Cafe" for a much-needed lasagna lunch.

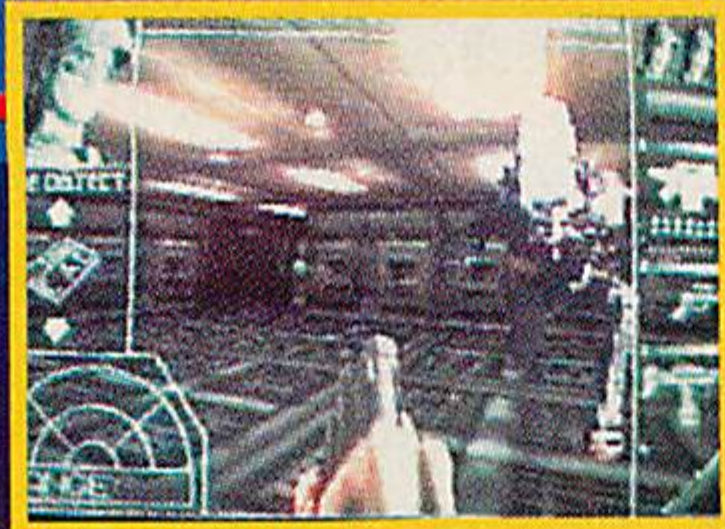
At a cold outdoor meeting with representatives of Turbo Technologies Inc., we came away with the impression that TTI is still alive and kicking. Now that the original TurboGrafx product line has been sold out and discontinued, the company will focus entirely on releasing Super CD games at the rate of one per month, most of which will be carefully selected Japan-





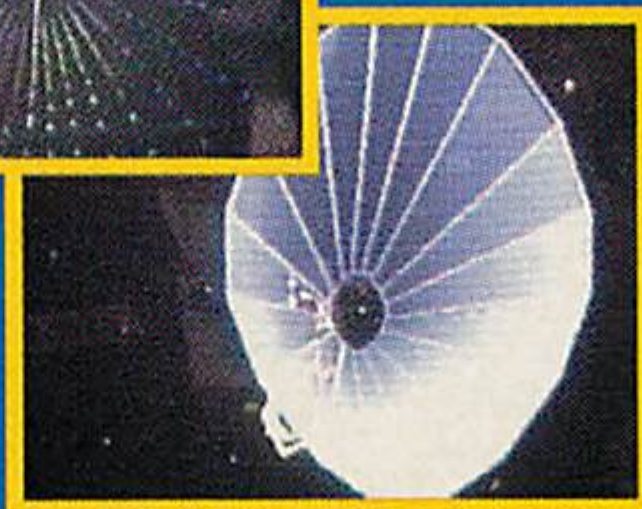
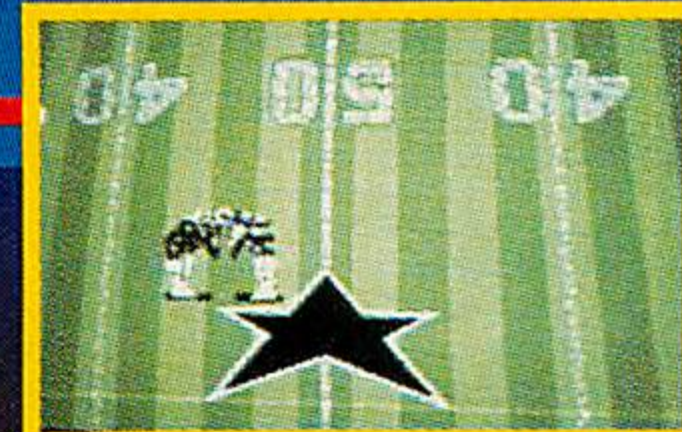
**Alien vs. Predator**  
JAGUAR  
ATARI

Atari showed its *Wolfenstein 3-D* clone to anxious crowds at the Jaguar booth, and it didn't disappoint. We saw lots of different levels and animated enemies who really scrambled after us. The game's lighting and sound effects are really coming along. Atari's producers proudly displayed the game's "strafing" feature to the VIDEOGAMES staff; we were most impressed by the H.R. Giger-inspired alien's lair—with alien eggs that fold open when you approach them—and the laboratory stage, in which dozens of layers of texture-mapped backgrounds can be seen shifting behind windowed partitions.



**Brutal Sports Series Football**  
JAGUAR  
TELEGAMES

Developed by Teque London Ltd., this surreal sports game has been translated from an original Amiga title—in fact, a Genesis version was expected to be released by Spectrum HoloByte under the name *Beastball*. It's a variation on Midway's *Pigskin 621 A.D.* or Electronic Arts' *Mutant League Football*, a horizontally-scrolling ultraviolet football game that's also in an extremely early development stage.



**Tempest 2000**  
JAGUAR  
ATARI

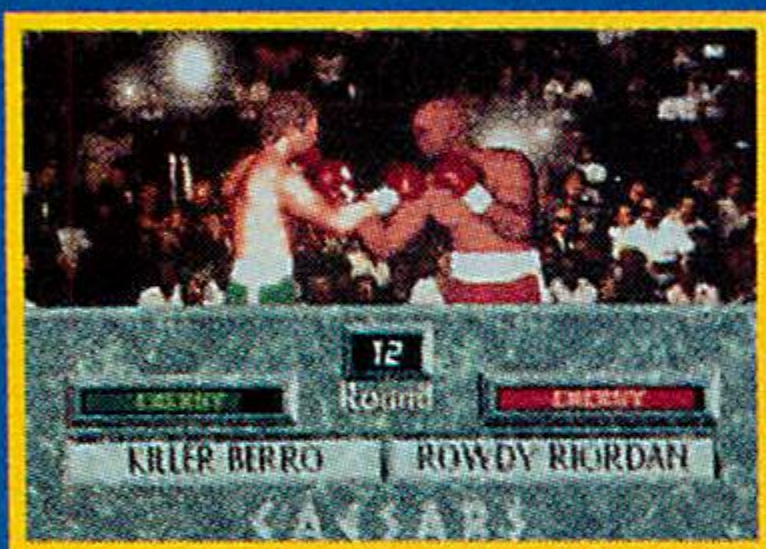
This 64-bit edition of the classic Atari coin-op was a huge hit at the show. Programmed by Llamasoft's Jeff Minter—a well-known European Atari developer who designed several classic Atari 8-bit computer titles and is one of the few known individuals who was directly involved with Atari's mysterious 16-bit Panther project—the game includes many configurations and four different modes of play: *Traditional Tempest*, *Tempest Plus*, *Tempest 2000* and *Tempest Duel*. The warps between levels look like scenes from the climax of *2001: A Space Odyssey*; you fly through tunnels and wild morphing rings that show the zillions of color combinations possible on the Jaguar.



**Double Dragon 4**  
JAGUAR  
TELEGAMES

This one-on-one fighting game is in an extremely early stage of development. Sev-

eral different characters and backgrounds are in place—and there are some *Mortal Kombat*-style blood effects—but the controls and low damage factors point to the fact that it'll get a lot better as the months pass.



**Caesar's World of Boxing**  
PHILIPS

An "in-your-face" boxing action/strategy game that has full-screen and live full-motion digital video. More than 30 actors were used and filmed in the game's development. Gamers must select a good group of advisers that consists of trainers, managers, promoters and even high rollers in order to become a prize fighter. Along the way, the temptations of the big time become a distraction to the boxer.



**Kether**  
INFOGRAMS

In this sci-fi adventure/puzzle game, created by the same people who did *Alone in the Dark*, you play Melkhor, a galactic knight who is on a mission to free Princess Eta Carene and destroy the evil forces of Khork. You must fly your spaceship through wild-looking 3-D obstacle courses. There are also puzzles that must be solved along the way. Included on the same disc as the game is a two-hour original CD soundtrack.



**Space Ace**  
SUPERCLUB

Designed by animator Don Bluth (of *Dragon's Lair* fame), *Space Ace* is a fast-paced action game in which Dexter (our hero) must rescue his bewitched girlfriend Kimberly. Dexter must also destroy the evil Borf. There is a barrage of mazes that you must traverse with your spaceship, while evading attacking robots and nasty aliens.



**Touchpad**  
PHILIPS

Similar to the controllers found on cartridge console systems and, even more so, the Advanced Gravis PC GamePad, this new controller is designed with speed in mind. The controller is better suited for action games and has a removable joystick that screws into the center of the directional pad. The new controller will retail for \$29.95.

**The Seventh Guest**  
VIRGIN

The popular CD game from Virgin that took an eternity to develop for the PC. This CD-I version has a major advantage over its PC sibling in that there is no complex installation required. For those not familiar with the game, the object is to solve a variety of brain-burning puzzles in a haunted mansion. Full 3-D graphics and full-motion video make it a classic on any system.



ese titles that require very little text translation or audio conversion. Titles that are said to be on the way for the first half of 1994 include *Dynastic Hero*, *Bonk III CD*, *Air Zonk CD*, *Might & Magic III* and *Godzilla*.

**H**ave you heard about the 3DO *Brady Bunch* game from Interplay? Good, be-



cause it doesn't exist. It's a rumor that started at the Winter CES and we couldn't resist adding fuel to the fire. The last description we heard of this fictitious game mentioned the "excellent Sam the Butcher level; you gotta get Greg out of the freezer. The disk access time is too long, though."

**W**orst booth demonstration: Nintendo's stage show, with a gang of grinning dancers prancing about while loudspeakers blared the annoying "The best play here...the best play here"



**CES  
Special**

# VIDEOGAMES ANNOUNCES THE BEST GAMES OF 1993

The 1994 Winter CES provided us with the perfect opportunity to pass out awards for the Best Video Games of 1993, as selected by our editors. Many of the awards were not shipped to Las Vegas in time for the CES, so several game manufacturers did not receive their awards on the show floor. While we're shipping the last few trophies, feast your eyes on the winners!

## BEST GAMES BY GENRE

### BEST ACTION GAME

*Disney's Aladdin*  
(Sega/Virgin for the Genesis)

### BEST ADVENTURE GAME

*The Secret of Monkey Island*  
(JVC/LucasArts for the Sega CD)

### BEST FIGHTING GAME

*Mortal Kombat* (Acclaim for the Super NES/Game Boy, Arena for the Genesis/Game Gear)

### BEST ROLE-PLAYING GAME

*Shadowrun*  
(Data East for the Super NES)

### BEST SHOOTER

*Star Fox*  
(Nintendo for the Super NES)

### BEST SIMULATION GAME

*F-1* (Domark for the Genesis)

### BEST SPORTS GAME

*NHL '94* (Electronic Arts for the Genesis)

### BEST STRATEGY GAME

*Vasteel* (Working Designs for the TurboGrafx-16/Duo)



## EXCELLENCE IN GAME DESIGN

### BEST GRAPHICS

*Disney's Aladdin*  
(Sega/Virgin for the Genesis)

### BEST SOUNDTRACK (CARTRIDGE)

*Zombies Ate My Neighbors*  
(Konami for the SNES)

### BEST SOUNDTRACK (CD)

*The Terminator* (Virgin for the Sega CD)

### BEST GAME BY SYSTEM

### BEST SUPER NES GAME

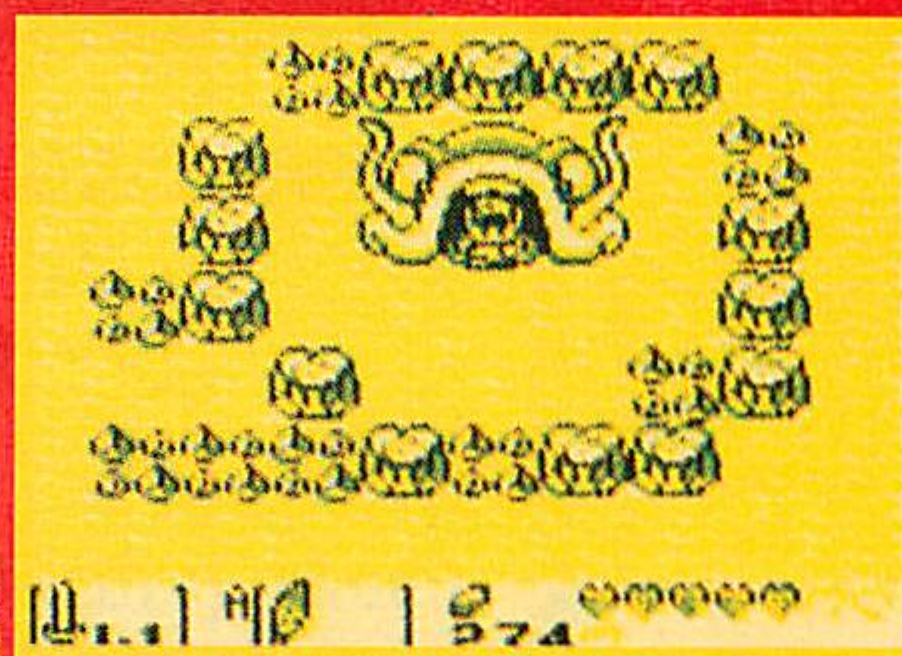
*Super Mario All-Stars* (Nintendo)

### BEST LYNX GAME

*BattleWheels* (Beyond Games)

### BEST GAME BOY GAME

*The Legend of Zelda: Link's Awakening* (Nintendo)



### BEST GAME GEAR GAME

*Mortal Kombat* (Arena)



**Editor in Chief Chris Gore presented Atari's award for Best New Game System (the Jaguar) to Atari personnel at the CES.**

### BEST GENESIS GAME

*Disney's Aladdin* (Sega/Virgin)

### BEST SEGA CD GAME

*Silpheed* (Sega)

### BEST NES GAME

*Kirby's Adventure* (Nintendo)

### BEST NEO•GEO GAME

*Samurai Shodown* (SNK)

### BEST DUO GAME

*Bomberman '93* (TTI)

### BEST ARCADE GAME

*NBA JAM* (Midway)

### BEST OVERALL GAME OF '93

*Mortal Kombat* (Acclaim for the Super NES/Game Boy, Arena for the Genesis/Game Gear)

## THE COOLEST OF '93

### BEST BOSS CHARACTER

Titanic Toddler (from *Zombies Ate My Neighbors*, Konami for the Super NES/Genesis)

### BEST GAME INTRO

*Silpheed* (Sega/Game Arts for the Sega CD)

### BEST GAME ENDING

*Zombies Ate My Neighbors* (Konami for the Super NES/Genesis)

### BEST SOFTWARE DEVELOPER

Silicon & Synapse Inc. (*The Lost Vikings*, *Rock N' Roll Racing*)

### BEST TRICK

"DULLARD Code" (from *Mortal Kombat*, Arena for the Genesis)

### BEST EXPLOSIONS

*Gunstar Heroes* (Sega for the Genesis)

### BEST NEW FIGHTER

Cammy (from Capcom's *Super Street Fighter II* coin-op)



### BEST NEW GAME SYSTEM

Atari Jaguar

### BEST CONTROLLER

ASCII's asciiPad for the Super NES

## THE 10 WORST GAMES OF '93

*We're Back* (Hi Tech Expressions for the Super NES)

*Wayne's World* (T•HQ for the Genesis)

*Pit-Fighter* (Atari for the Lynx)

*Alien vs. Predator* (Activision for the Super NES)

*T2: Judgment Day* (LJN for the Super NES, Flying Edge for the Genesis)

*Hillsfar* (FCI for the NES)

*Race Drivin'* (Tengen for the Genesis)

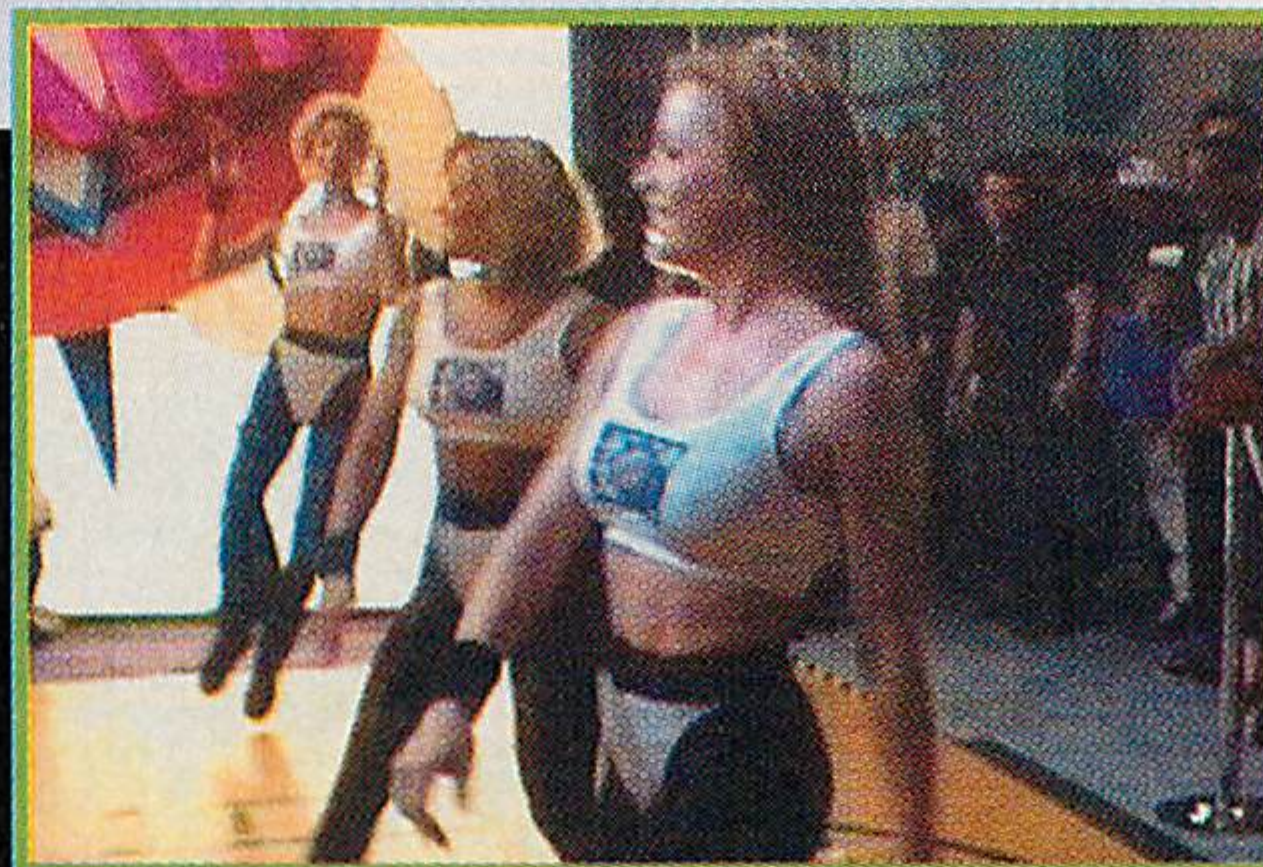
*Street Combat* (Irem for the Super NES)

*Football Fury* (American Sammy for the Super NES)

*Cool World* (Ocean for the Super NES)

theme song. (Well, there were some giant replicas of Nintendo hardware that were pretty cool.) We preferred the live *NBA JAM* demonstration at the Acclaim booth, with gorgeous cheerleaders and brief two-on-two basketball games featuring players on unicycles.

The show's biggest scoops came during a top-secret closed-door meeting with Electronic Arts. No



cameras were allowed, but we did get a peek at *Savage Heroes*, a 24-meg Genesis fighting game with digitized graphics of humanoid animals created with stop-motion animation. The tentatively-titled *Michael Jordan Adventure* features the basketball star as a superhero; he throws basketballs at his enemies! If you think that's weird, how about a fighting game developed by Delphine Software starring Shaquille O'Neal? We're not kidding!





AVAILABLE: EARLY '94



8  
COOL

Interplay  
Phone: (714) 553-6655

An overall attractive game with very-cool looking bosses. You start out as a small ball of clay and you gain the ability to transform into several different kinds of animals. There are huge levels and plenty of different hidden areas to seek out.



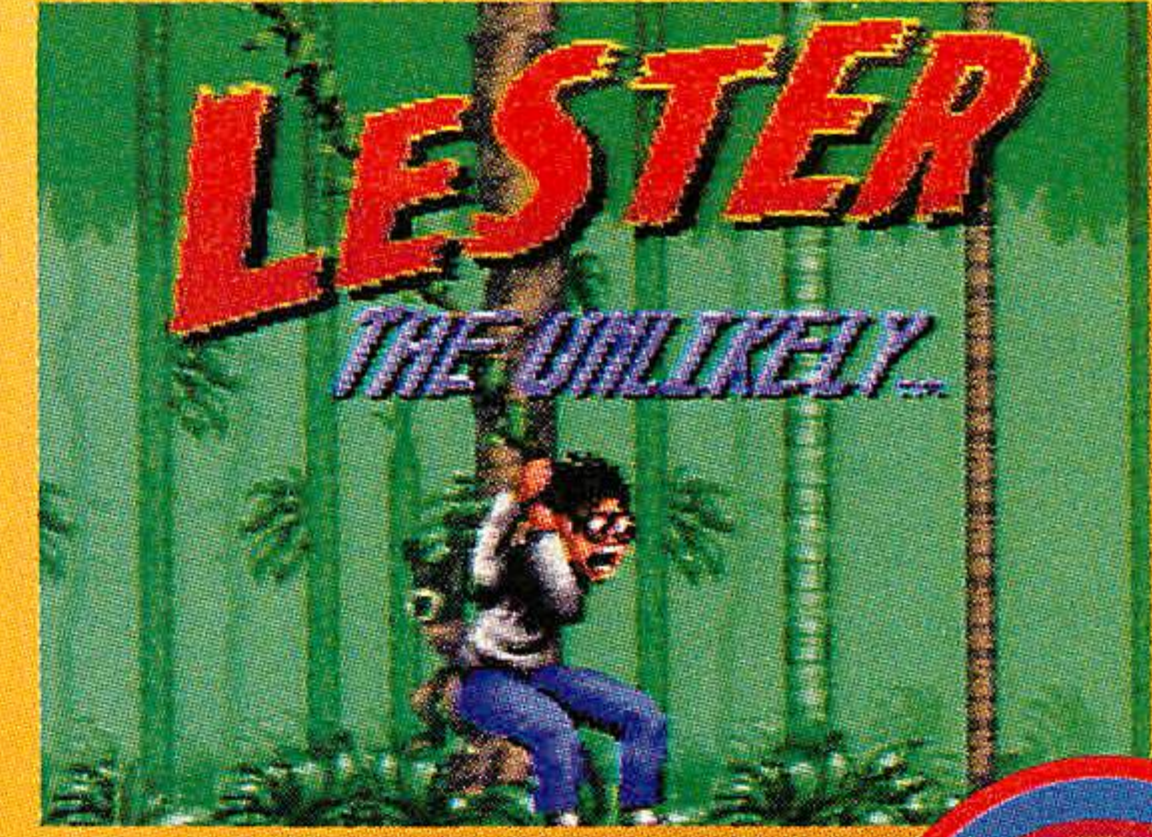
AVAILABLE: NOW



7  
GOOD

DTMC  
Phone: (415) 367-9891

One of the most popular cartoon and comic book characters in Japan. This 12-meg SNES cart has been available in that country for almost a year now. *Ranma 1/2* might not add nothing new to the fighting genre, but it adds a sense of parody humor to the genre.



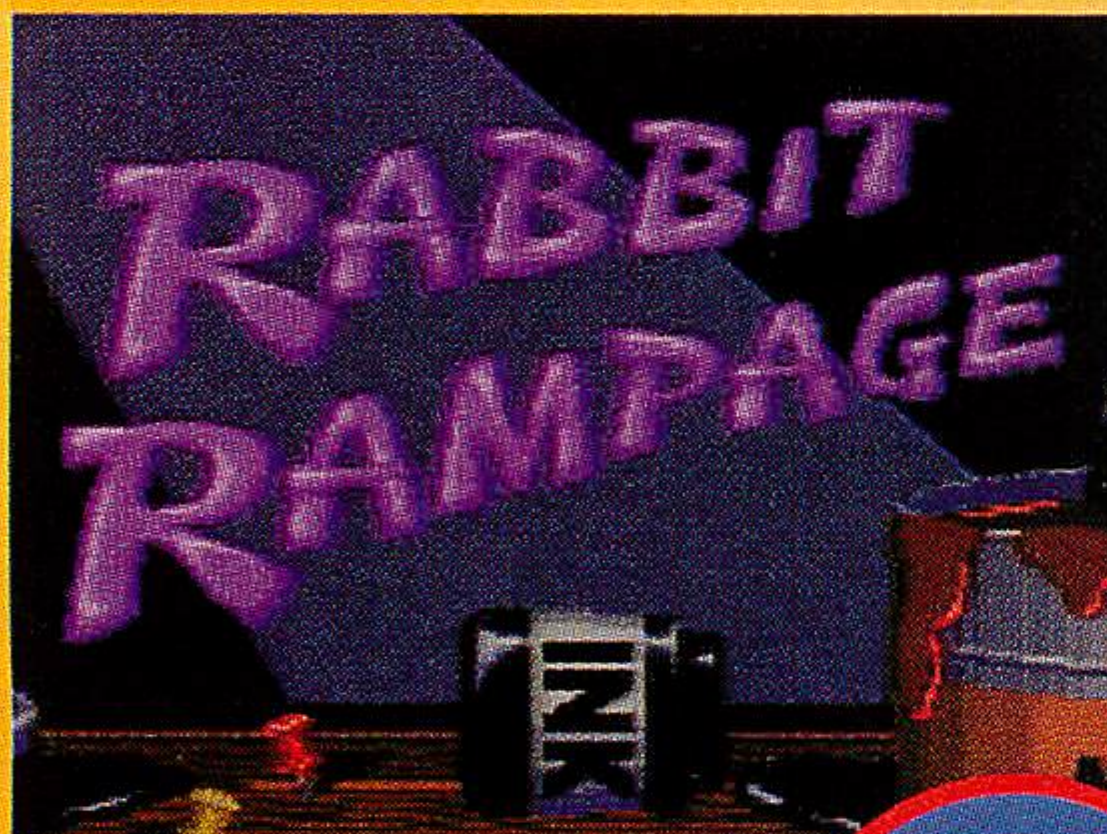
AVAILABLE: NOW



8  
COOL

DTMC  
Phone: (415) 367-9891

No. He's not who you think he is, despite the incredible resemblance to our former Computer Entertainment Editor. This action game based on a cowardice, slouch-backed nerd, adds a bizarre, but fun twist to an over-used genre.



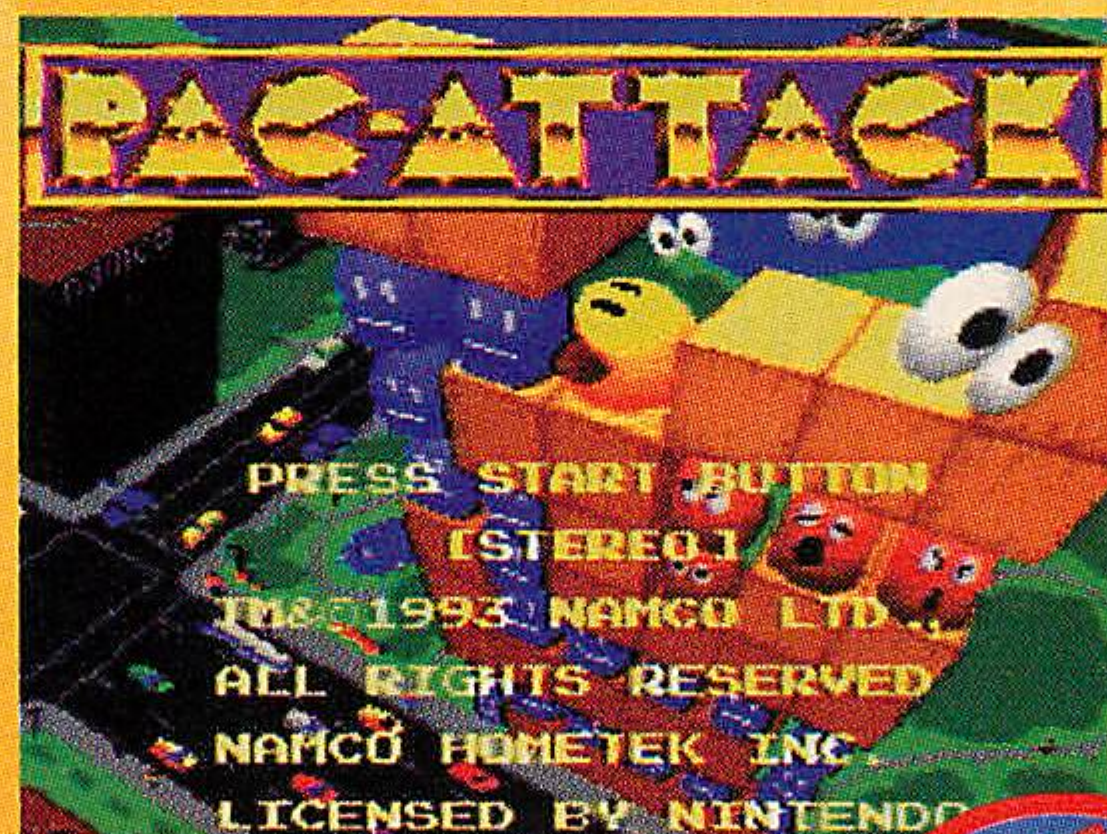
AVAILABLE: NOW



8  
COOL

Sunsoft  
Phone: (714) 891-4500

Sunsoft does it again, reproducing a Warner Brothers character that is faithful to the cartoon series. All your favorite Bugs Bunny characters are here, including Elmer J. Fudd. The animators paintbrush and pencil is hysterical, especially when Bugs expires.



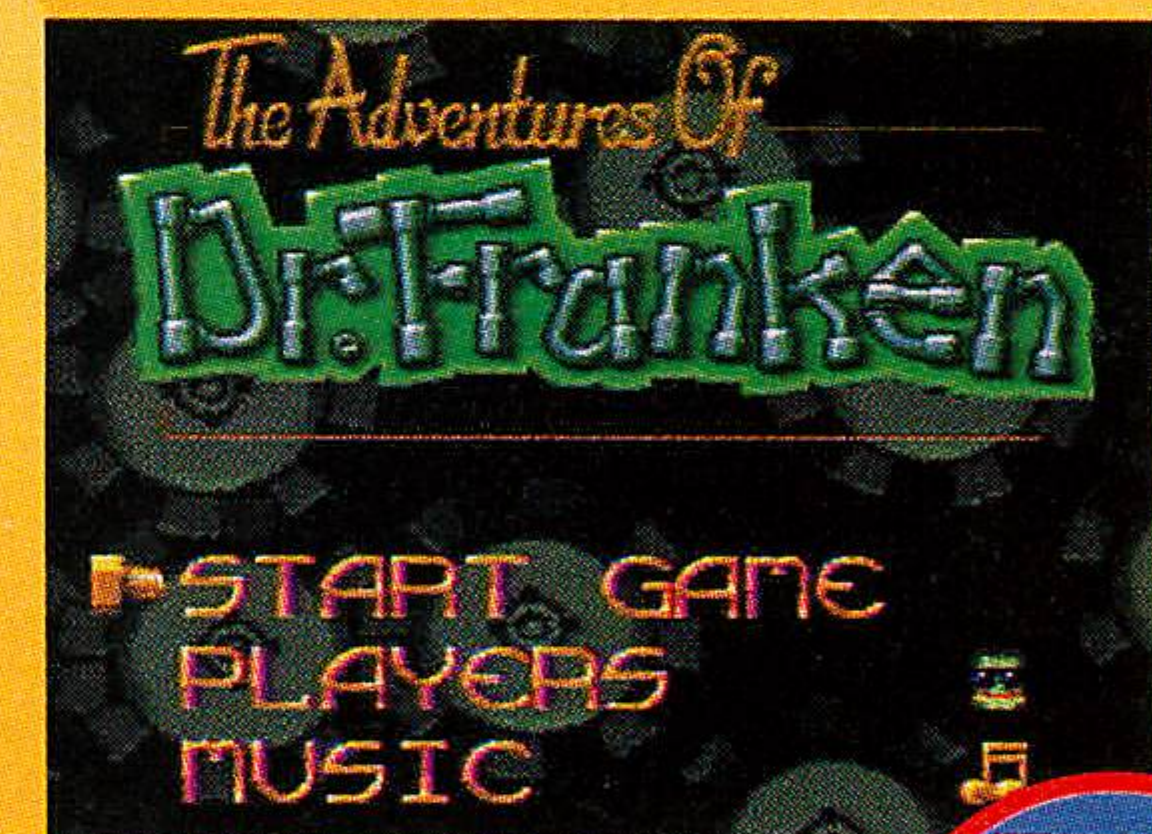
AVAILABLE: NOW



6  
OKAY

Namco  
Phone: (408) 922-0712

*Pac-Man* meets *Tetris*? That's exactly what this game is, a hybrid of two popular games. The game's music and sound is decent throughout, but does nothing graphically. There are 100 different puzzle boards and a two-player head-to-head mode that's cool.



AVAILABLE: NOW



7  
GOOD

DTMC  
Phone: (415) 367-9891

In this 8-meg game, players help Franky find and reassemble his girlfriend Bitsy, whose parts have been dispersed around the world. You must get by several obstacles at those locations in order to complete the game. Its also pretty cool to see Franken die.



REVIEWS





AVAILABLE: NOW



6  
OKAY

Takara, USA  
Phone: (212) 689-1212

The short levels are the best attribute of the game. You get to see lots of cool looking scenery and plenty of different bosses too. The two-player action is great. And of course, at the end of each level, a cave "babe" will come out and kiss you.



AVAILABLE: NOW



8  
COOL

Sega of America  
Phone: (415) 508-2800

Originally released as *Puyo Puyo* in Japan, this incredibly fun *Tetris*-like puzzle game was on that country's Top 10 list for several months. *Dr. Robotnik's* shows that you can still have a good game without flashy graphics and without being a fighting game.



AVAILABLE: MARCH '94



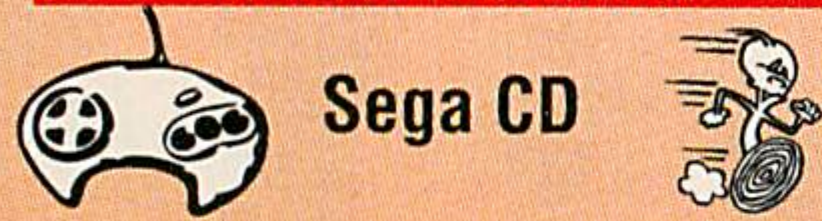
7  
GOOD

Activision  
Phone: (310) 207-4500

Previously available on home computers and the Super NES. This thinking man's game features new tile sets including, Prehistoric and Pairs themes. For those not familiar with this game, the object is to removing tiles in sequence to uncover the board.



AVAILABLE: NOW



8  
COOL

Sony Imagesoft  
Phone: (310) 449-2999

*Night Trap* meets *Mad Dog McCree* is what describes this game the best. This two-disc set features over 110 minutes of pseudo-interactive footage. *Ground Zero* was directed by Dwight Little who's known for *Marked for Death* and *Halloween*.



AVAILABLE: NOW



6  
OKAY

GameTek  
Phone: (305) 935-3995

*Family Feud* manages to capture the essence of the television game show fairly well. Unfortunately the sound track sounds more like it came straight out of *Deliverance* than the show. Also the combination of game's graphics and colors are tacky.



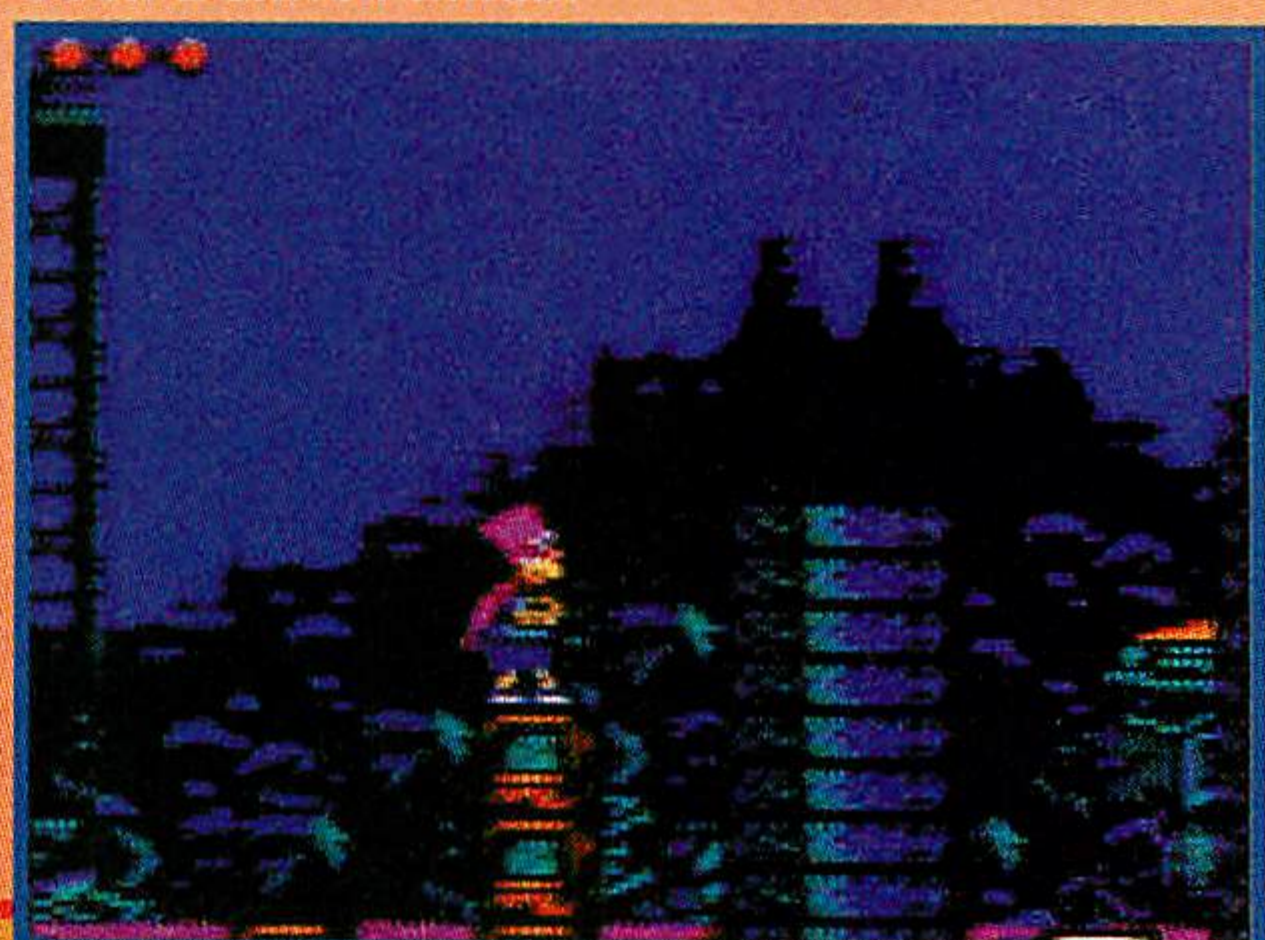
AVAILABLE: NOW



6  
OKAY

Flying Edge  
Phone: (516) 624-8888

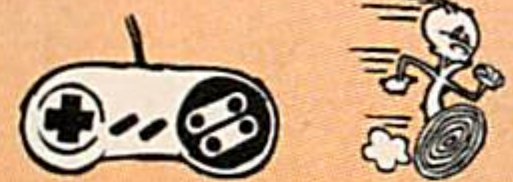
*Bartman Meets Radioactive Man*. What? Yet another *Simpsons* platform game. Guys, I think we've milked this one long enough. How about coming up with a new idea instead of the same old action stuff we've seen a zillion times.







AVAILABLE: EARLY '94



8

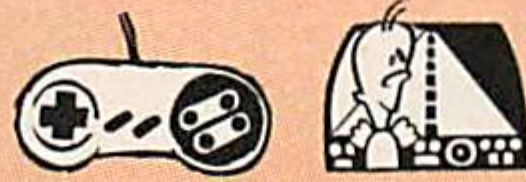
COOL

U.S. Gold  
Phone: (415) 693-0297

Every detail of *Flashback* is virtually identical to the original Genesis version, with the exception of one major drawback: speed. The cinematic polygon sequences are much slower than the Genesis version because of the slower speed of the SNES.



AVAILABLE: NOW

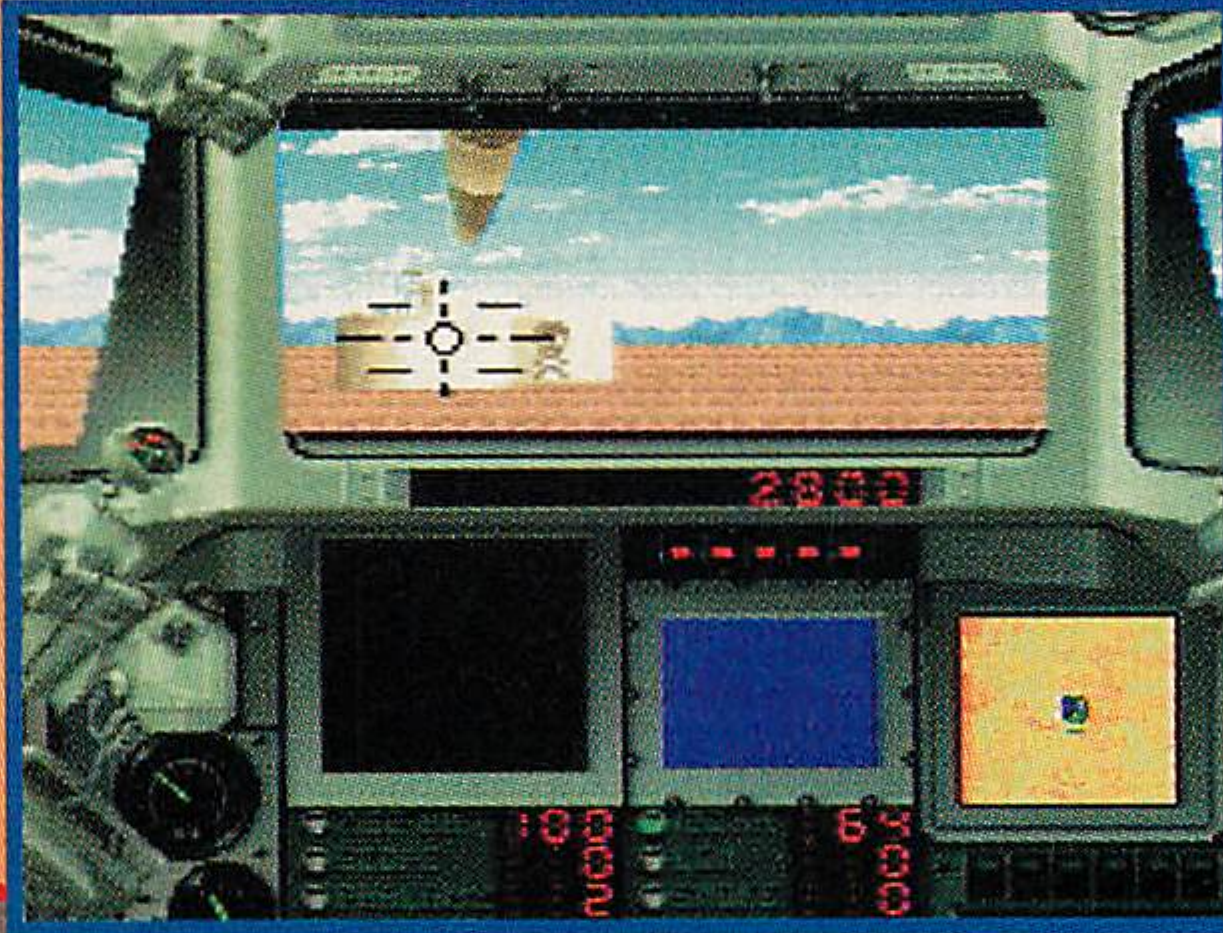


7

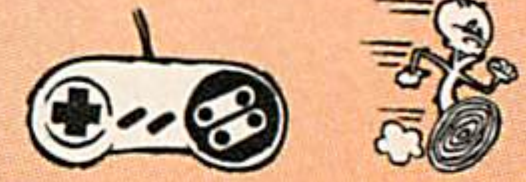
GOOD

Absolute Entertainment  
Phone: (201) 818-1112

Designed by the same group that did the original game, *Super Battle Tank 2* offers loads of new missions. Instead of commanding the M1A1 tank, a new, upgraded M1A2 is the main weapon of assault. The game's graphics have also been improved.



AVAILABLE: NOW



8

COOL

Hi Tech Expressions  
Phone: (212) 941-1224

Geared toward younger gamers, *Mickey's Ultimate Challenge* is a puzzle-solving adventure that lets children play as Mickey or Minnie Mouse. You can adjust the game so that it isn't too difficult or too easy. Also, the game is designed to test memory.



AVAILABLE: NOW



6

OKAY

Extreme Entertainment  
Phone: (201) 818-1112

A simple and straightforward solitaire video game without too many bells and whistles. There are 12 versions of the game to choose from, including Klondike, Pyramid, Aces Up, Scorpion, Golf and more. Players can also choose a tournament game.



Beethoven's 2nd

Press Start

AVAILABLE: NOW

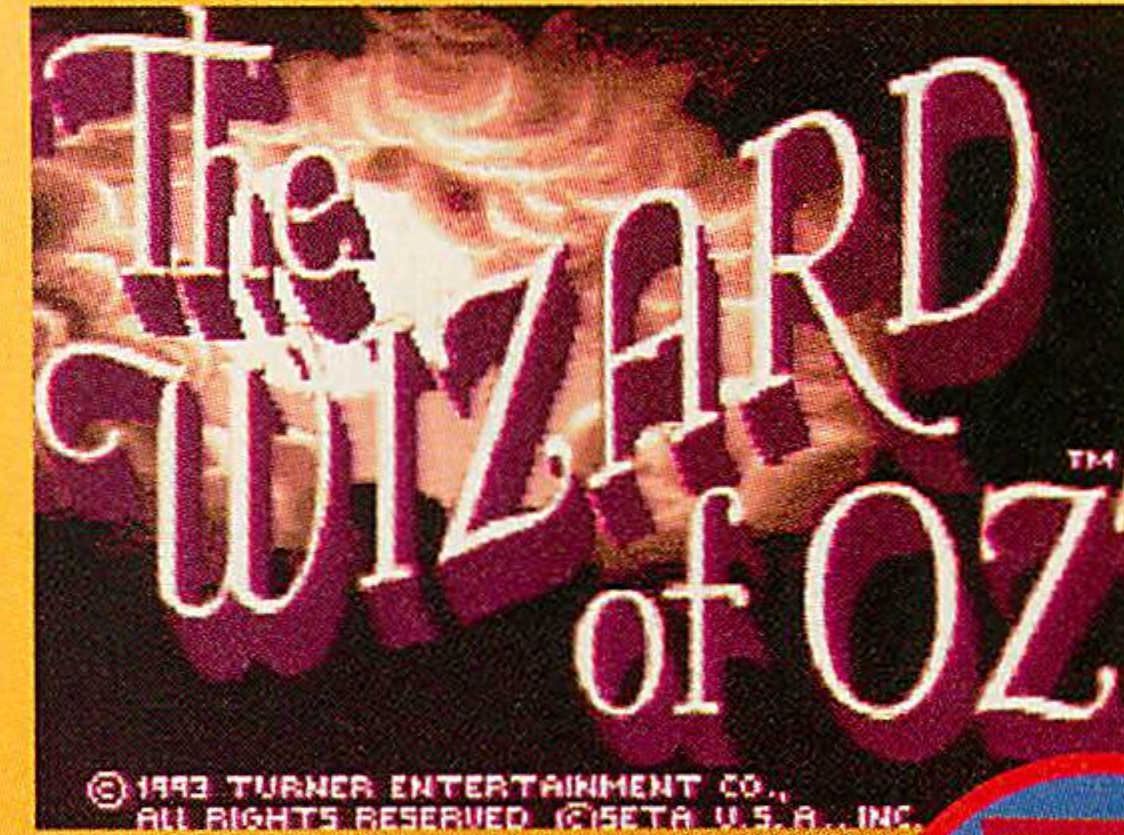
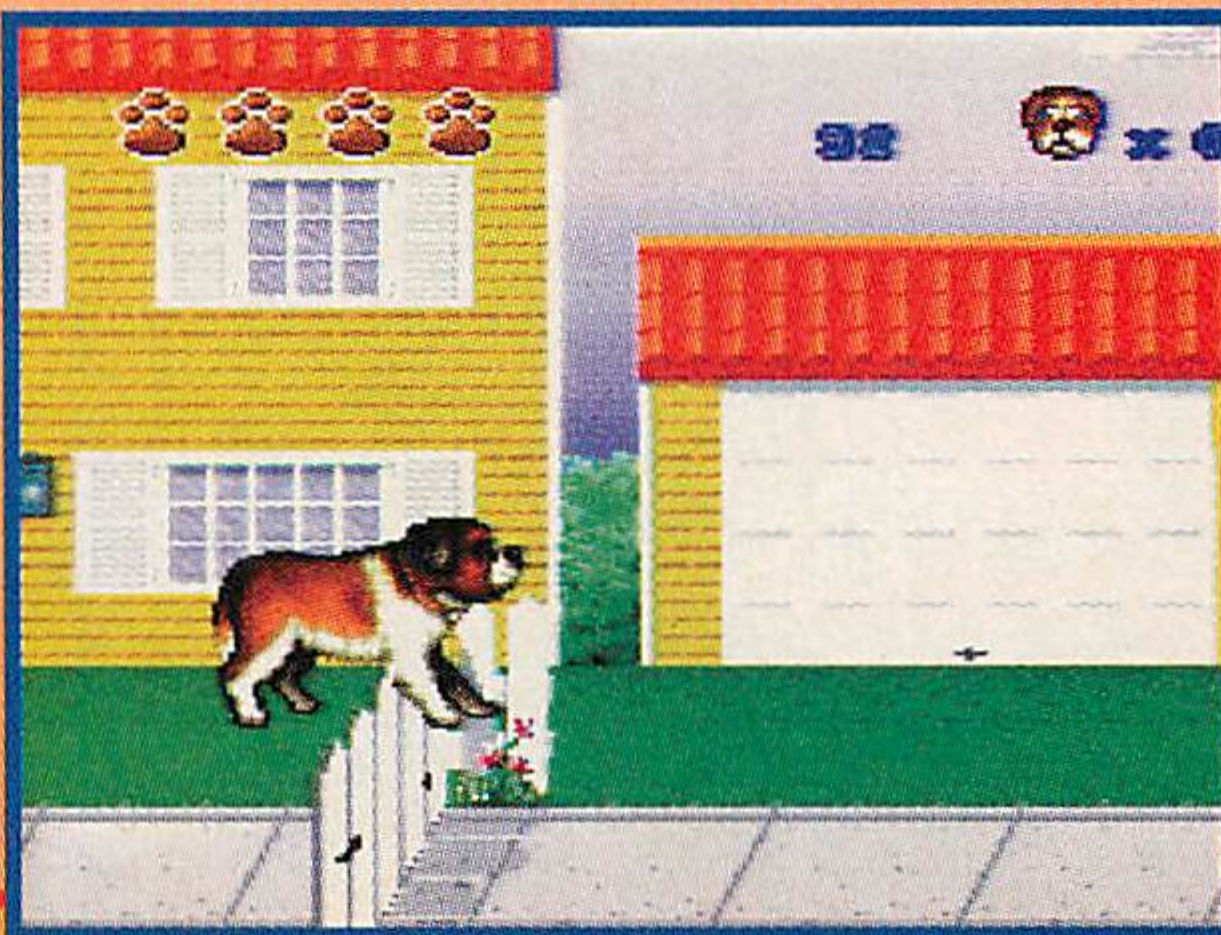


5

WEAK

Hi Tech Expressions  
Phone: (212) 941-1224

There's not much to say about this game. It's a poor action game with a motion picture tie-in. The animation is poor, looking more like a cardboard cutout than a video game. The most exciting thing about it is watching the dog get impaled on the picket fence.



AVAILABLE: NOW



7

GOOD

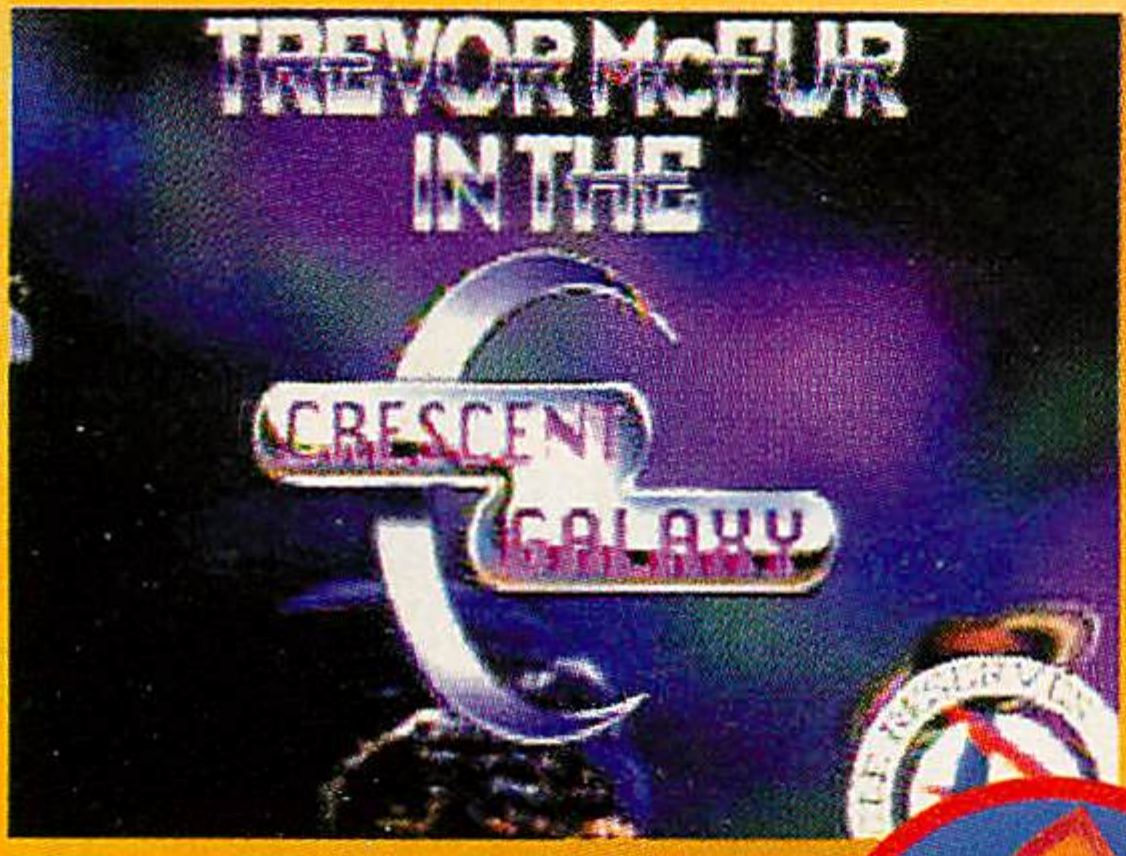
Seta U.S.A.  
Phone: (702) 795-7996

Based on the original movie classic, *The Wizard of Oz* is an action/adventure game. The soundtrack is also straight out of the movie. Gamers can play as any member of the Oz crew. There are over 31 levels that include mazes and puzzles.



REVIEWS





AVAILABLE: NOW

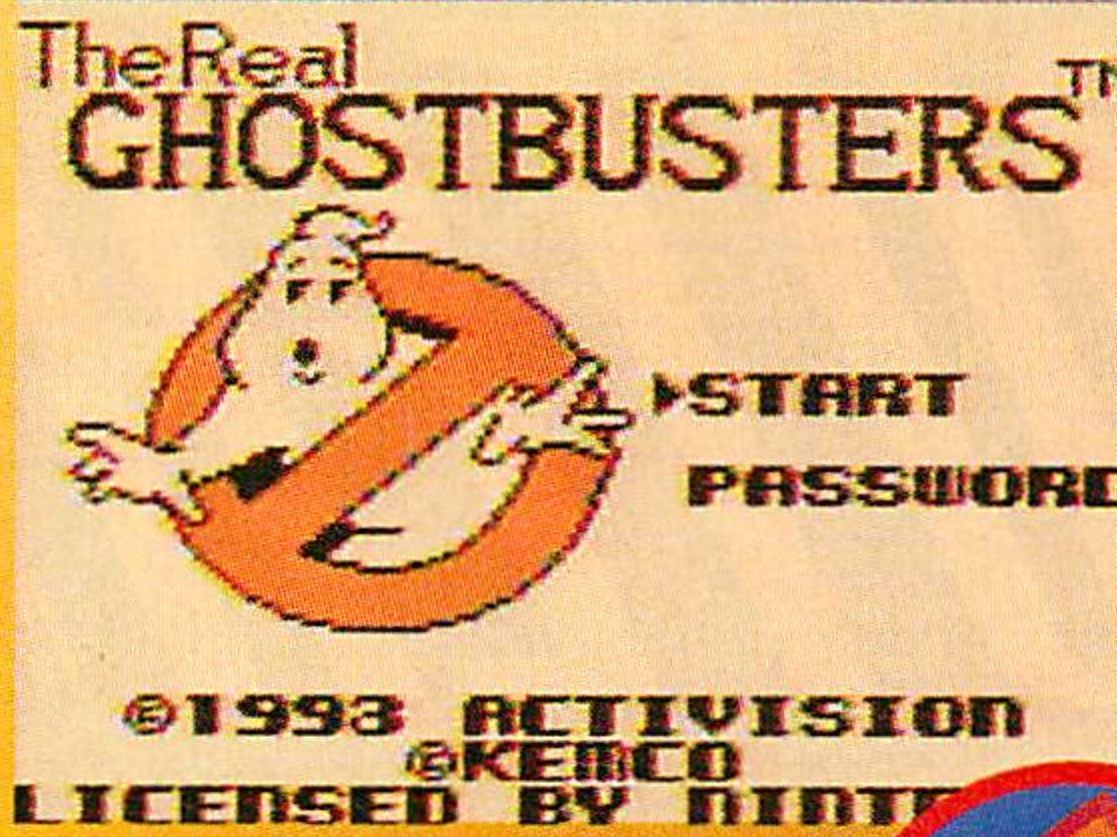
Jaguar



6  
OKAY

Atari  
Phone: (408) 745-2000

There was a mixed reaction amongst the staff as to the perception of this game. The biggest complaint being that there wasn't enough, if any, multilayered scrolling. We thought that it was an interesting hybrid of a shooter and an *Asteroid*-type game.



AVAILABLE: NOW



6  
OKAY

Activision  
Phone: (310) 207-4500

This action/adventure spin-off on *The Ghostbusters* is based on the animated cartoon series. There are over 50 levels that you must explore, each containing a variety of hidden keys and secret passages.



AVAILABLE: NOW



6  
OKAY

American Laser Games  
Phone: (505) 880-1718

Based on the original arcade version that was introduced back in 1990, this 3DO version has all the elements of the arcade. The only problem is that the original game was designed to be used with a light gun and it isn't as much fun without it.



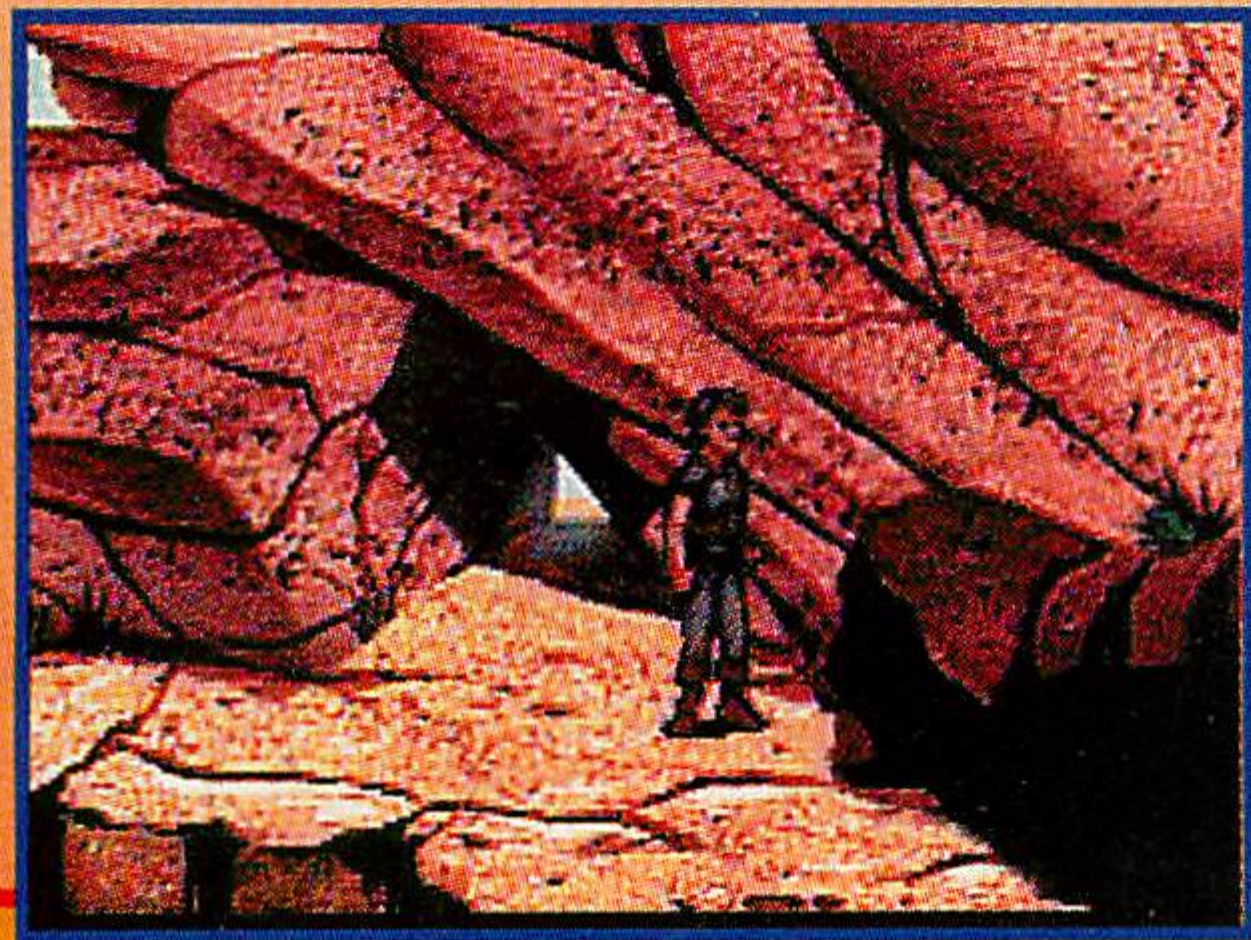
AVAILABLE: NOW



7  
GOOD

Turbo Technologies Inc.  
Phone: (310) 641-4622

Other than the graphics and sound, the biggest highlight of *Beyond Shadowgate* is the variety of game play. Sometimes you have to fight your way out of a situation, and other times you can use a magic object or tool to help you.



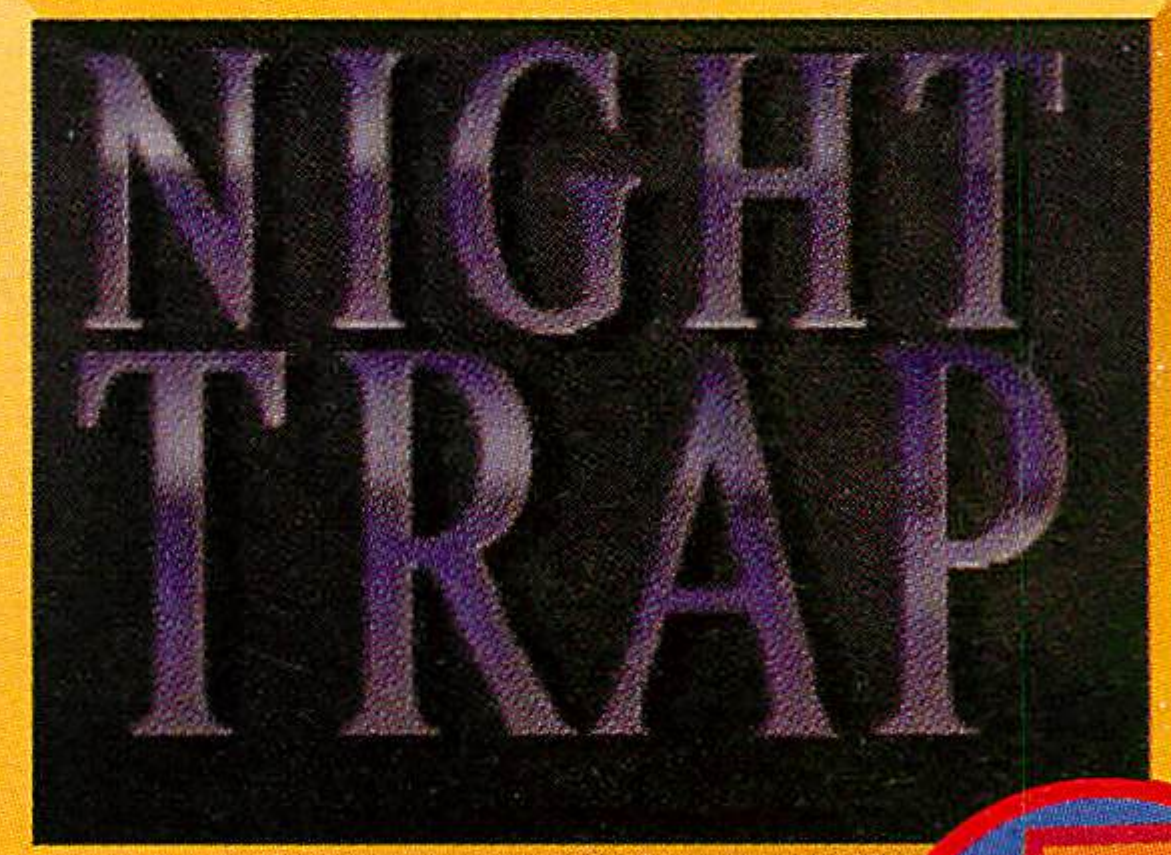
AVAILABLE: NOW



5  
WEAK

Turbo Technologies Inc.  
Phone: (310) 641-4622

*Syd Mead's Terraforming* adds to a genre already cramped with more titles than gamers need or want. Its strongest point is its blisteringly fast action, but, unless you like extremely difficult games, we are not sure this truly has the right stuff.



AVAILABLE: NOW



5  
WEAK

Virgin Games  
Phone: (800) VRGIN07

This *Night Trap* is three-fourths campy horror flick and one-fourth video game. If you can deal with that, you'll have tons of fun. Otherwise, you'll absolutely hate it. In any case, you might as well play it now before Congress decides to ban it!





OVER  
**50**  
GAME  
REVIEWS!

IBM PC MAC CD-ROM 3DO

PREMIERE ISSUE!

FDC 50224

# COMPUTER PLAYER™

Multimedia Gaming & Beyond

## THE LAWNMOWER MAN MOVIES MEET MULTIMEDIA



Steven Spielberg's  
**THE DIG**



SPECIAL SECTION  
**War Games Buyer's Guide**



(SAMPLE COVER)

PLUS EXCLUSIVE GAME STRATEGIES FOR **Syndicate**



# D/GENERATION

AVAILABLE: NOW

CD-32



**8**  
COOL

Mindscape, Inc.  
Phone: (415) 883-3000

In this humorous action/strategy game there are over 120 rooms to search through. You play as a secret agent that must rescue people from a biotech research laboratory when an experiment goes wrong. Also, the 3/4 perspective graphics work well.



## LIBERATION CAPTIVE II

AVAILABLE: NOW

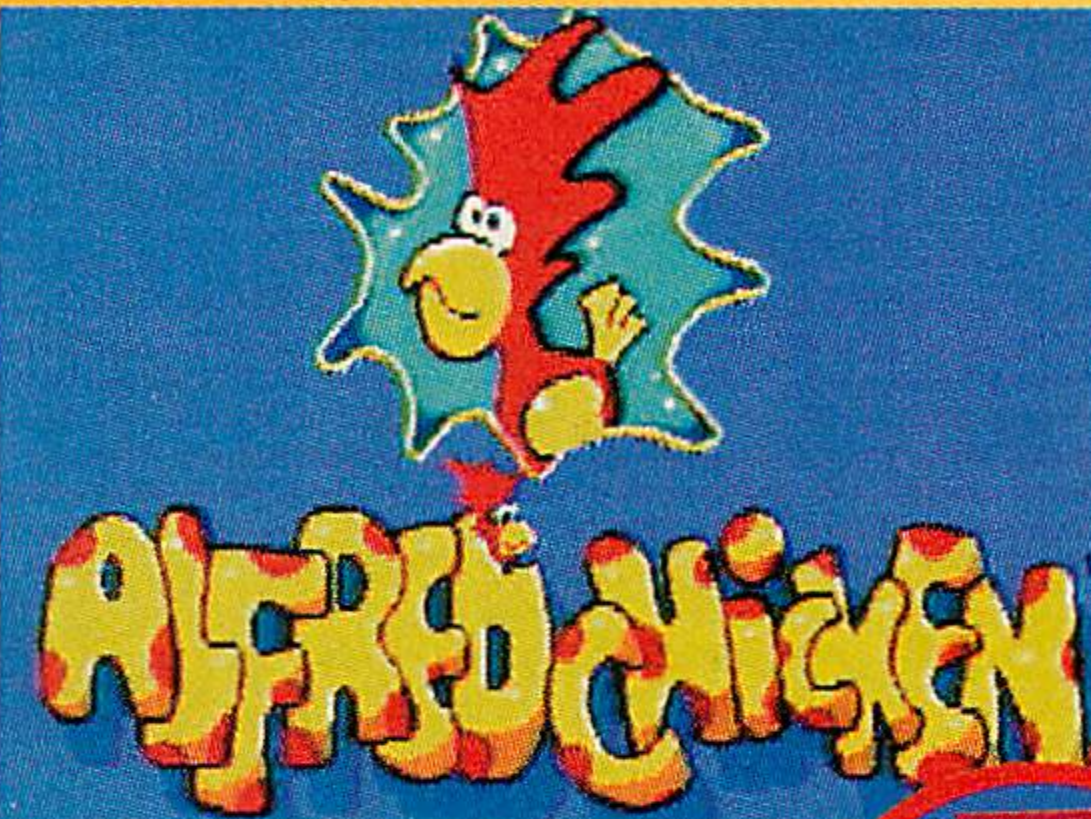
CD-32



**7**  
GOOD

Mindscape, Inc.  
Phone: (415) 883-3000

The long cinematic-style intro is absolutely excellent, but the rest of the game doesn't come as close. You control four droids and explore the different city zones. There is a lot of interaction with game characters, as well as combat.



AVAILABLE: NOW

CD-32



**5**  
WEAK

Mindscape, Inc.  
Phone: (415) 883-3000

This is definitely no game to cluck about, though the soundtrack is pretty catchy. There are 11 transdimensional levels to traverse along with a myriad of baddies and moving platforms. Also, there is a definite resemblance to Nintendo's *Mario* games.



# PREMIERE ISSUE!

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# LUNAR: THE SILVER STAR

Working Designs for the Sega CD

By Zach Meston



**Y**ou wanted it. You needed it. You begged for it. And now you've got it. *Lunar: The Silver Star* (Japan's number-one role-playing game for a whopping 17 months) is available for the Sega CD, thanks to Working Designs, one of the best companies in the biz. Here are two pages worth of hints, tips and a blatant plug for my hint book.

## Basic Tips

- Keep going back to towns and locations earlier in the game, even the ones where you don't have anything to do, and talk to people. This is the only way to make sure you catch most of the dialogue in the game (which is usually extremely funny).
- The locked red treasure chests can be unlocked once you become a member of the Thieves Guild. Remember where the red chests are, because a few of them have weapons you can't find anywhere else.
- If you donate money ten times at any one of Althena's Shrines, the woman sings a little song for you. No big whoop.



## Battle Strategies

- When you start a battle, determine which monsters are stronger than the others and gang up on them. Don't send your fighters to hack at a wimpy Mutant Fly while your magic-users deal with a Zombie. The exception to the gang-up rule is when there's a weak monster that casts powerful attack spells. Magic-using monsters should always be your first priority.
- The way *Lunar* doles out XP (Experience Points) and S (Silver) is a bit confusing, so here's the deal. For the XP award, the game adds up the XP from all the monsters and divides by the number of characters in the party. The number is then rounded down and awarded to each party member. For example: You defeat an Albino Baboon (5 XP) and a Flytrapper (7 XP) for a total of 12 XP. Twelve divided by three characters (Alex, Luna and Ramus) is four, so 4 XP are awarded to each character.
- For the Silver award, the game adds up the Silver from all the monsters you defeated and then awards you anywhere from 87.5% to 100% of the total. For example: You defeat three Ghosts (32 S) and one Air Elemental (14 S) for a total of 110 S. You will be awarded anywhere from 96 S to 110 S.

## White Dragon Cave

- You won't be able to do anything at the altar with the strange purple object above it until you return to the Cave with Ghaleon, and that's about halfway through the quest. Be patient, my son!
- Talk to Quark the White Dragon over and over again until you get the Dragon Diamond. Don't just talk to him once and then leave. (In fact, talk to *everyone* in the game over and over until they start repeating themselves.)





## Meribia and Meribian Sewers

- When you first arrive in Meribia, Nash leaves your party, but you can find him at Black Rose Street (which is off the southwest corner of Meribia). Don't give any money to the panhandler on the east side of town.
- You're probably wondering how to get across to the man standing next to the five chests in the Sewers. The answer: You can't get over there unless you use the alternate entrance to the Sewers, which is on the second floor of Mastel Mel's mansion. You won't get to go to the second floor until about halfway through the game. The mysterious man, by the way, is Brett, a gambler who challenges you to a game of blackjack when you talk to him.



## Cave of Trial

- Stay near the sage at the beginning of the Cave (he heals you when you talk to him) and power up until you reach Level 14 and get the Flamer spell. You'll need it before you try to get through the Cave.

## Reza

- Don't deposit anything in the northwest building, because you'll never get it back. (The guy behind the counter is Dross, who ripped you off back in Meribia.)



## Eastern Desert

- When the inventor in Iluk sends you out into the Desert, keep wandering around and fighting Man-Eating Plants until you get a Giant Root. You can sell Giant Roots for 500 S each at any Shop, so you may want to stick around the Desert and get a bunch of Roots before leaving. It's also great for building up your XP.

## Meryod

- After the bridge collapses, gather up your companions and talk to the man in the Tavern, who gives you instructions on how to get to Damon's Spire. Follow the man's instructions and walk south to the green island, then use Alex's Harp to make the "island" turn into a giant sea turtle.



## Grimzol's Cave

- There's a Pixie's Whip in one of the chests on Floor B1 that you can't equip to anyone in the party, but keep it with you. You meet Tempest at the stairs down to Floor B2. Talk to him and he joins your party. Equip him with the Pixie's Whip before you descend to Floor B2.

## Lunar: The Official Strategy Guide

• Lost in the Cave of Trial? Keep getting wasted by the Vile Tribe? Couldn't find Althena's Sword if your life depended on it—which it does? Sounds like you need *Lunar: The Official Strategy Guide*. Written with the full cooperation of Working Designs, *Lunar: The Official Strategy Guide* is filled with everything you need to know about *Lunar*. Send \$11.95 + \$3.50 (for Priority Mail shipping) to:

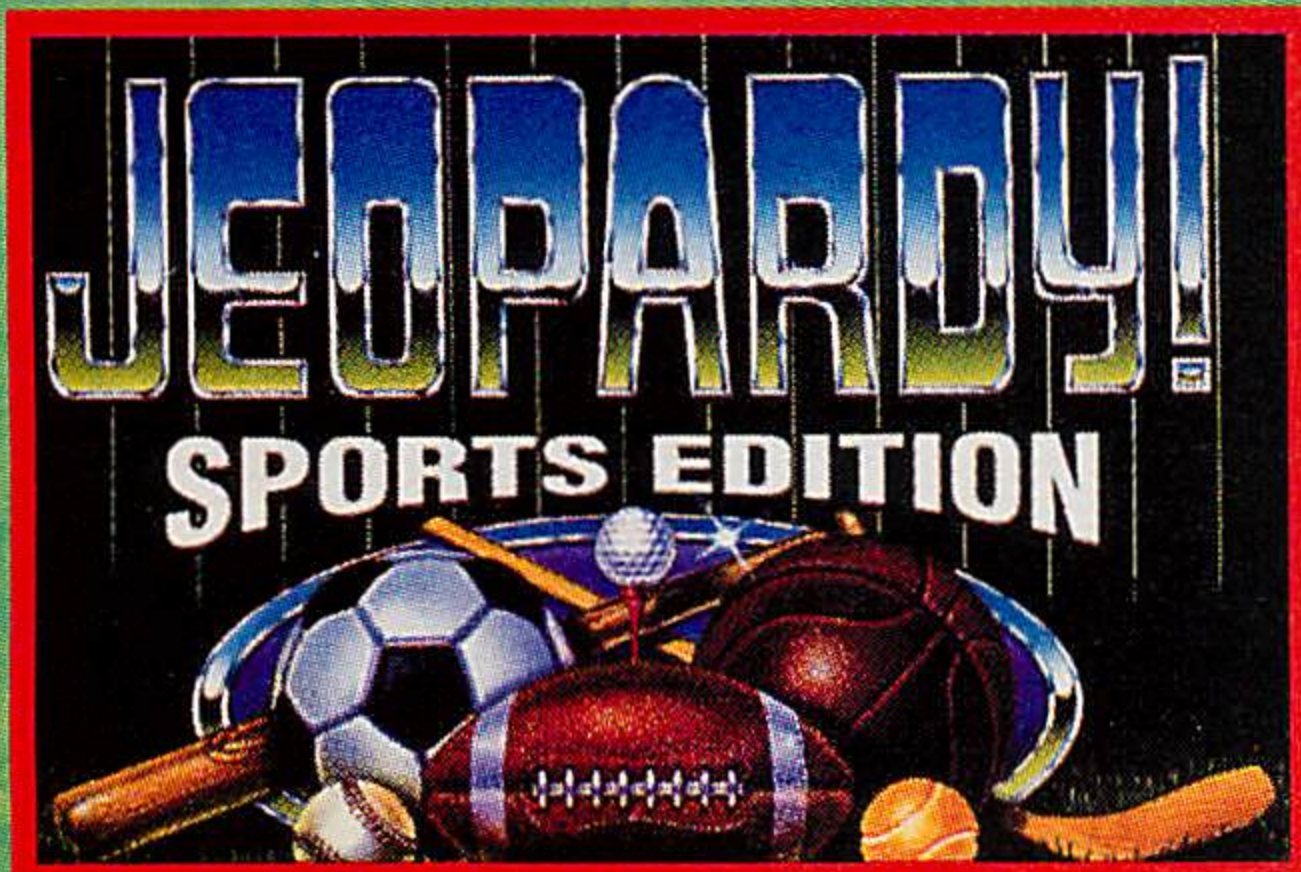
**Lunar Hint Book • P.O. Box 10669 • Lahaina, HI 96761**



# SPORTSWIRE

## "WHAT IS TENNIS ELBOW?" JEOPARDY! SPORTS GAME SHOW COMING TO YOUR LOCAL SNES AND GENESIS

Now you, too, can say, "I'll take Sports Injuries for \$300, Alex." *Jeopardy! Sports Edition* is for everybody who has ever wanted to talk with Vin Scully or John Madden and tell them a thing or two. The game



features 3,600 questions in over 700 categories, animated contestants and the official *Jeopardy!* theme music.

If you have a plethora of friends who match your sports trivia prowess, there is a three-player option so that you can go head-to-head and show them who's the boss sports expert on your block. Smash them and make them cry with the Daily Double and take it down to the wire with Final Jeopardy! You'll be having more fun than you would if you actually went outside and played catch.

You can even play in the Tournament of Champions, matching your skills

against the best trivia geeks in the world. *Jeopardy! Sports Edition* will be available in March with a suggested retail price of \$59.95.



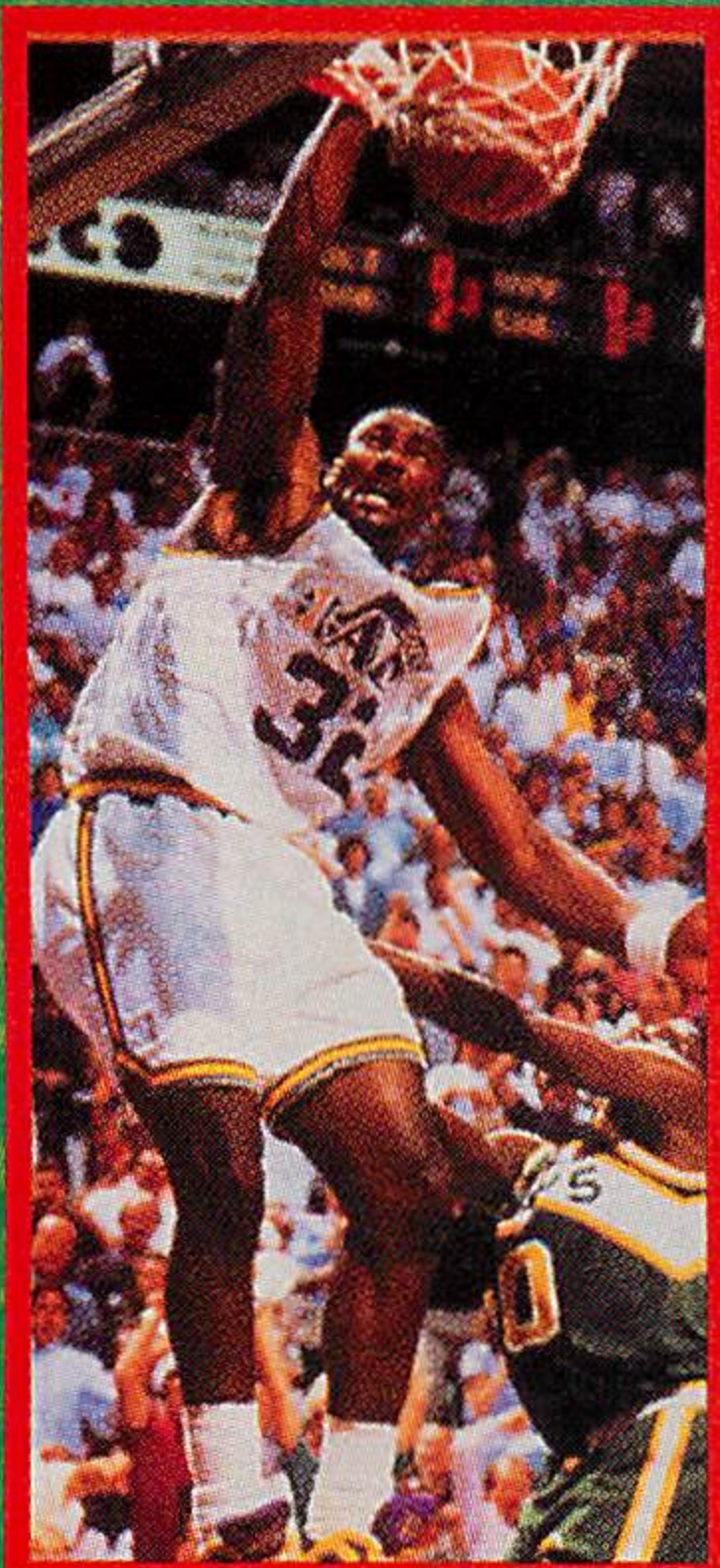
## NBA JAM: TOURNAMENT EDITION READY FOR 1994



*NBA JAM*, the most popular sports arcade game of 1993, is going to be upgraded for 1994. *NBA JAM: Tournament Edition* will feature new and improved backgrounds, sound effects and a new opening title page.

In addition to these supercharged aesthetic features, players of the new *Tournament Edition* upgrade will be able to select the same team for head-to-head action that pits the Bulls vs. the Bulls or the Suns vs. the Suns. Finally, you'll be able to take down Charles Barkley using Charles Barkley!

Adding to the first *NBA JAM*'s roster of 27 regular teams will be a selection of special dream teams that will include both

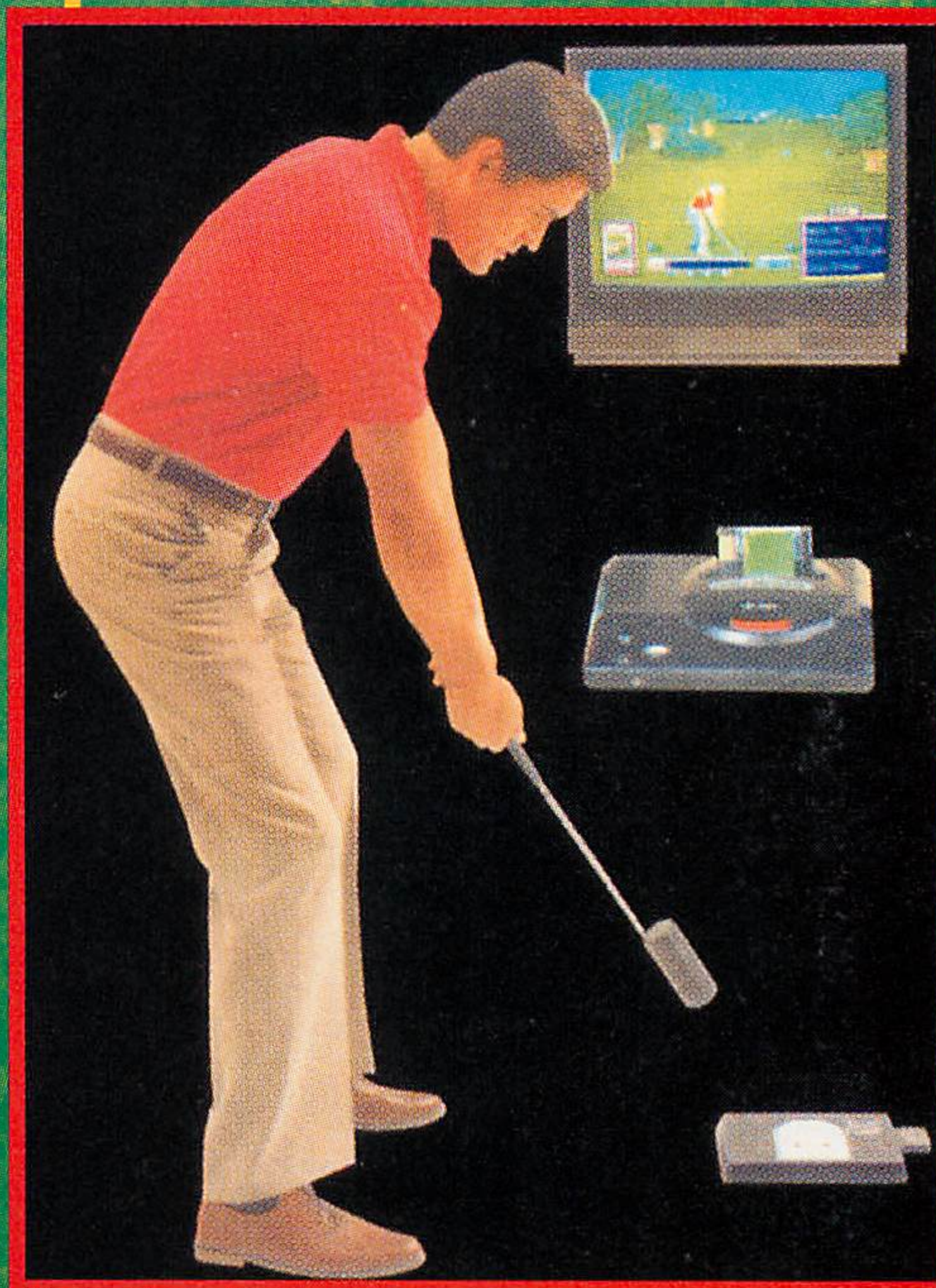


new and old all-stars. Instead of the old game's limited player choice of two, each team will have at least three players from which to choose, and some teams will have as many as five players. At halftime, gamers will be able to sub in new players, adding a greater element of strategy to the game.

Individual player statistics have been expanded to include dunk, speed, three-point percentage, power, steal ability, blocking, passing and clutch performance. Unlike the first *NBA JAM*, which only had three power-ups, the *Tournament Edition* will have at least ten power-up moves. More than 50 hidden characters are in the game, including four guests from *Mortal Kombat*. Look for the *NBA JAM: Tournament Edition* upgrade marquis at your local arcade, and get ready to jam it!

## CALL "FORE!" IN YOUR LIVING ROOM?

If you're tired of scuffing up your walls using those little plastic practice golf balls, then TeeVGolf is the game controller for you. It turns your Sega Genesis into a virtual-reality golf game. For use with *PGA Tour Golf I* and *II*, the TeeVGolf controller consists of a floor sensor that attaches to your Genesis and a 26-inch golf club that has a motion sensor attached to the end.



TeeVGolf simulates a real club by signaling to the Genesis swing strength, swing angle and club-face angle. These three variables are then translated to the screen, showing your little golf guy going through the swing. The TeeVGolf club can simulate woods, irons and putters to give the all-around golf feel. You can also buy an expansion card to play *Jack Nicklaus Power Challenge Golf*.

Look for TeeVGolf at your local game store.



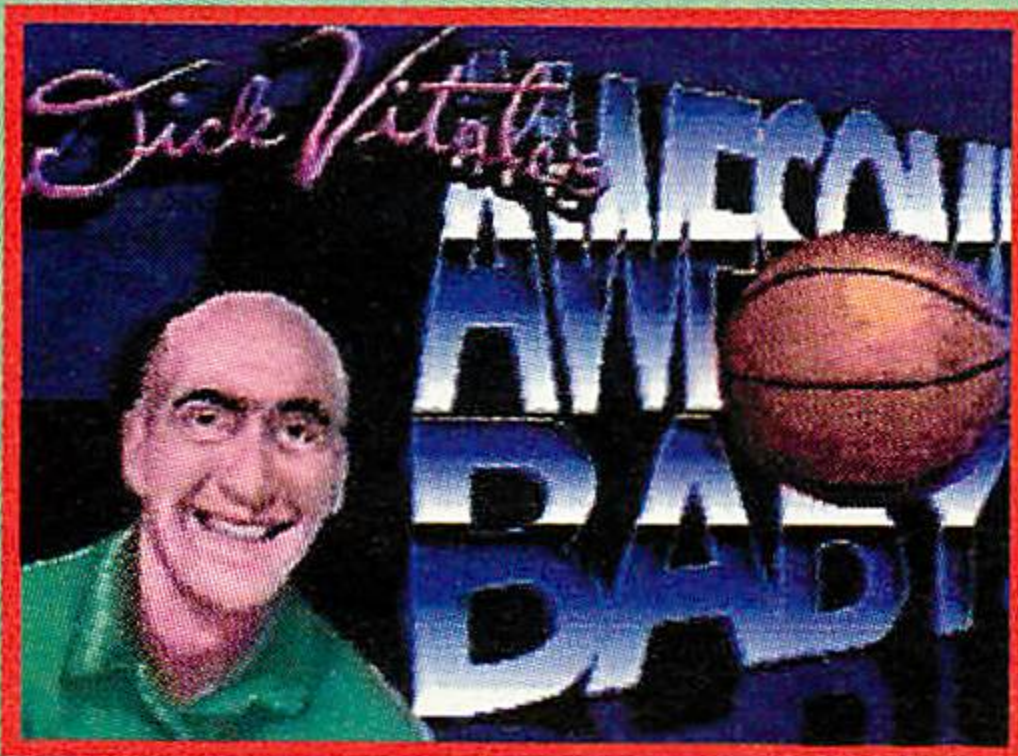
# SCOUTING REPORT

## PREVIEWS OF SOON-TO-BE-RELEASED GAMES

### Dick Vitale's Awesome Baby College Hoops

GENESIS

- ✓ Password Backup
- ✓ Battery Backup
- ✓ Exhibition Mode
- ✓ League/Season Play
- ✓ Tournament
- ✓ Instant Replay
- ✓ Team Construction
- ✓ League Construction
- ✓ Simulation Mode
- ✓ Arcade Mode
- 1 2 3 4 5 players
- ✓ Official License
- ✓ Substitutions



If you're a lover of over-the-top sports commentary and 3-D sports play, then *Dick Vitale's Awesome Baby College Hoops* will be the game for you. With 32 teams



to choose from, you'll be able to create your own NCAA-style Final Four tournament, or just mess around with the practice mode. Other features include a five-on-five pro

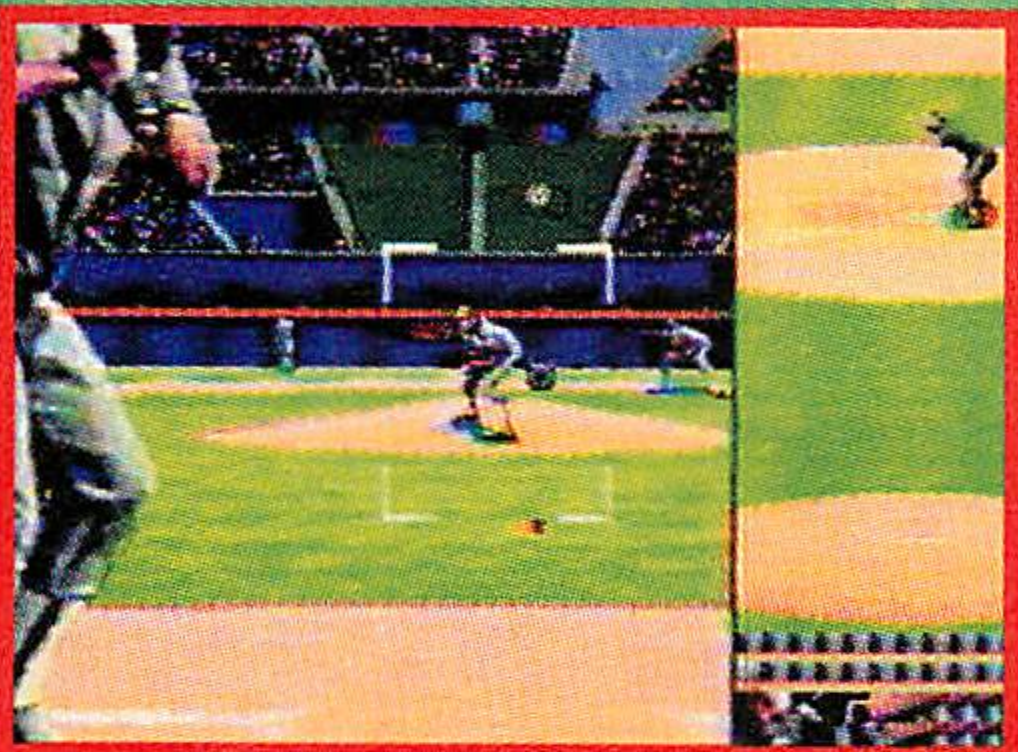


game or a three-on-three street game that is right out of an Adidas Blacktop commercial. And, of course, you'll be able to hear all the calls with digital sound bites by Dick.

### World Series Baseball

GENESIS/SEGA CD

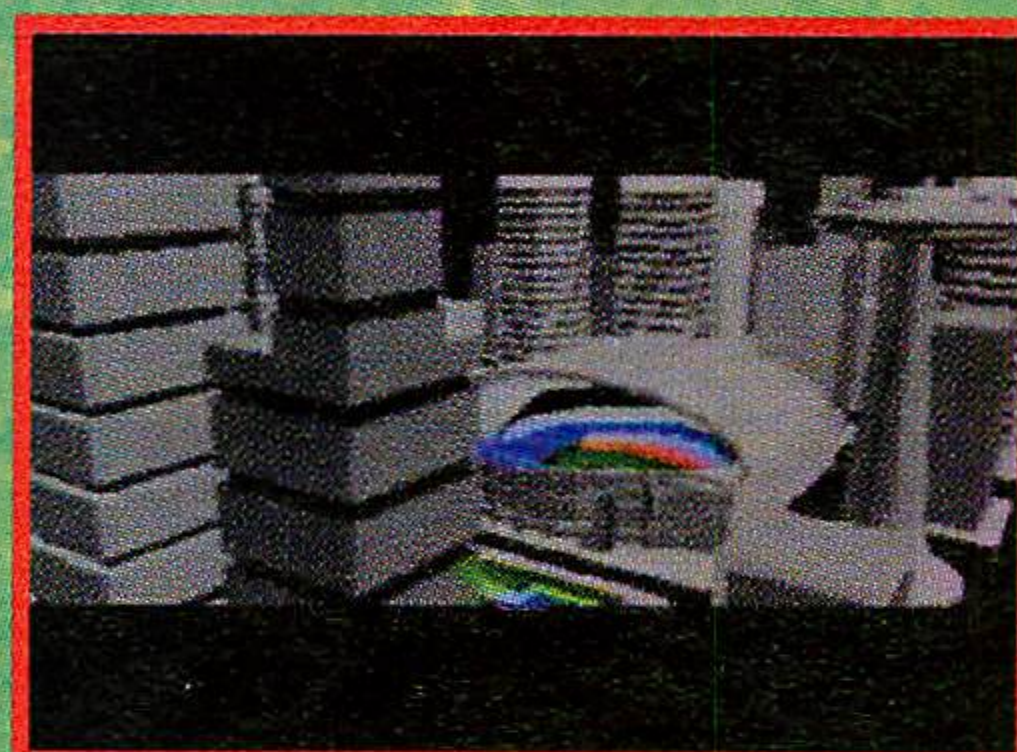
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- ✓ Simulation Mode
- ✓ Arcade Mode
- 1 2 3 4 5 players
- ✓ Official License
- ✓ Substitutions



**W**orld Series Baseball is the only Genesis game licensed by both Major League Baseball and the Major League Baseball Players Association, so, if you want to play with the



real uniforms and in the real stadiums, this is the game you're going to have to get. The "In the Batter's Box" view puts the player right into the monitor for ultra-realistic 3-D pitching

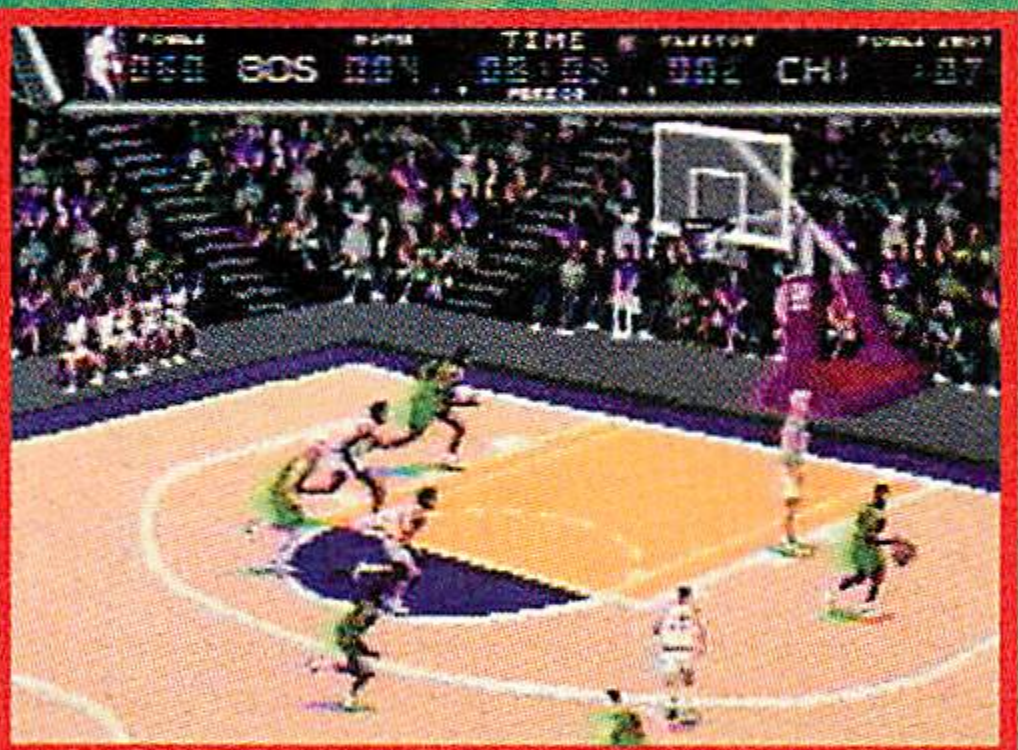


and batting. The "Sports Talk" soundtrack will have the umps shouting calls like stuck pigs just like in the majors. The Genesis version will be available in April for \$59.95.

### NBA Action '94 Hosted by Marv Albert

GENESIS

- ✓ Password Backup
- ✓ Battery Backup
- ✓ Exhibition Mode
- ✓ League/Season Play
- ✓ Tournament
- ✓ Instant Replay
- ✓ Team Construction
- ✓ League Construction
- ✓ Simulation Mode
- ✓ Arcade Mode
- 1 2 3 4 5 players
- ✓ Official License
- ✓ Substitutions



**A**dding to the tradition of sports announcers invading video games, *NBA Action '94 Hosted by Marv Albert* is coming out in April for \$59.95. If you hate watching NBA basket-



ball on NBC, this might not be the game for you, but features that may attract you anyway include 14 different slam dunks, backdoor passes and crossover dribbling. The players have all

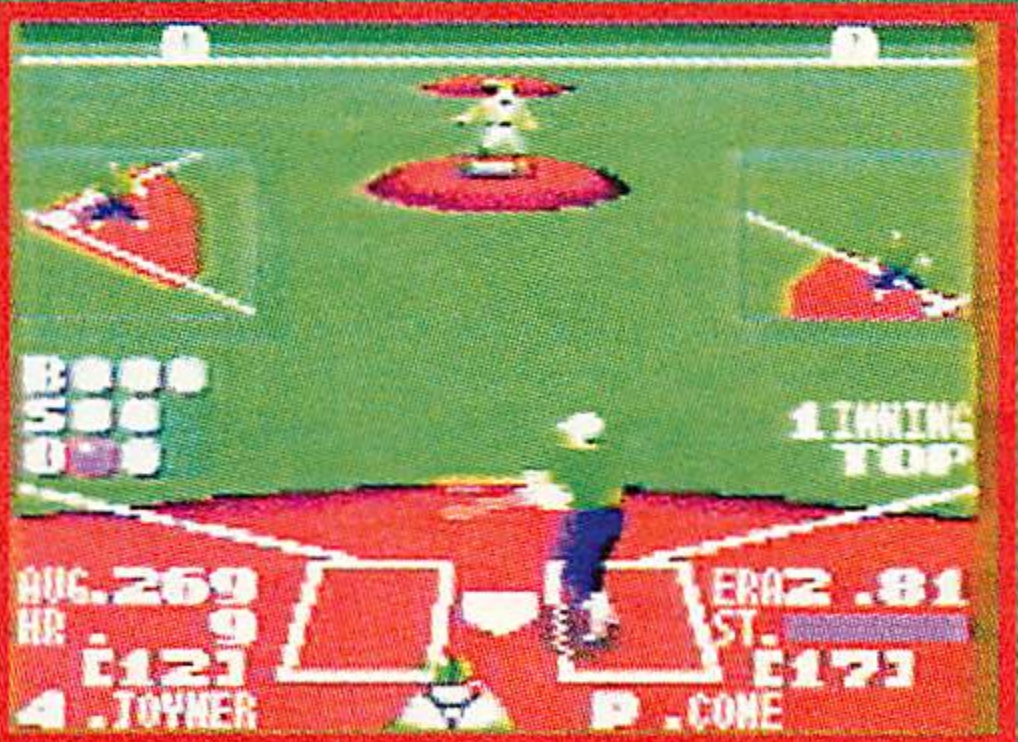


been digitized to give a hyper-real feel to the game. Command one of 27 teams plus the All-Stars, with all of the players, logos and stats for the full licensee effect.

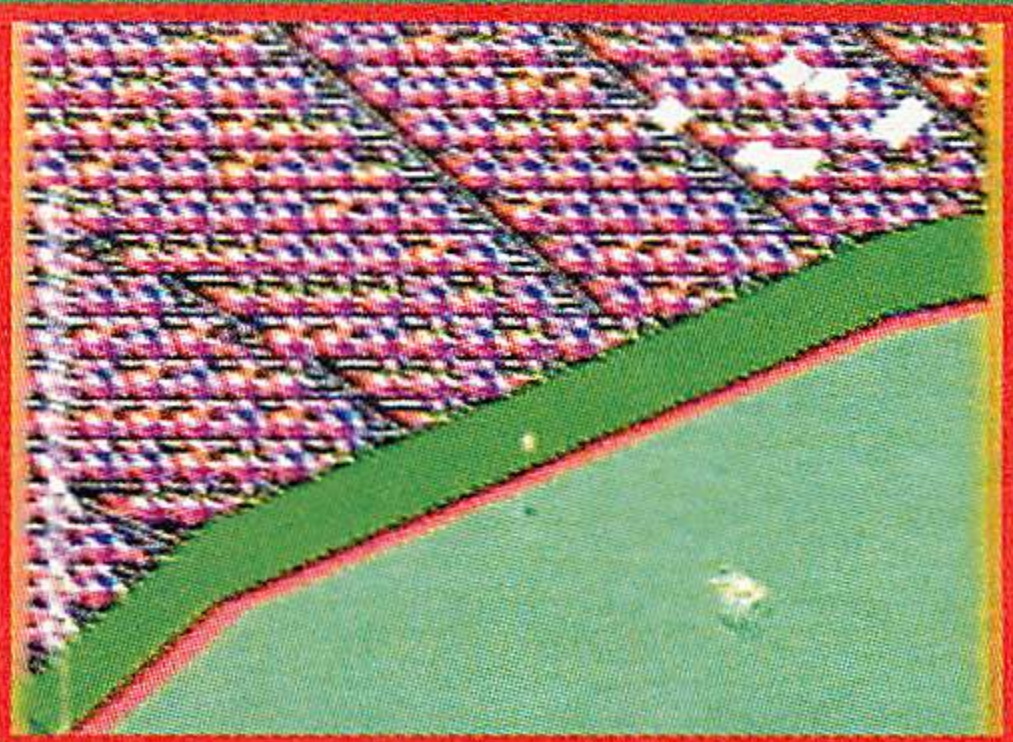
### World Series Baseball

GAME GEAR

- ✓ Password Backup
- ✓ Battery Backup
- ✓ Exhibition Mode
- ✓ League/Season Play
- ✓ Tournament
- ✓ Instant Replay
- ✓ Team Construction
- ✓ League Construction
- ✓ Simulation Mode
- ✓ Arcade Mode
- 1 2 3 4 5 players
- ✓ Official License
- ✓ Substitutions



**C**oming down the Sega pipe is another baseball game for the wondrously portable Game Gear. *World Series Baseball* is one of the few baseball games for the system with



a license from Major League Baseball and the Players Association. You can choose from the 28 major league teams and take the World Series on the road with you. The game



includes all of the players' stats with a behind-the-plate play-perspective as well as complete player control. Get ready for pocket-sized ball play (if you've got big pockets!).





**PRICE:** N/A    **AVAILABLE:** NOW  
**DIFFICULTY:** MEDIUM  
**COMPANY:**  
 ACCLAIM  
 71 AUDREY AVENUE  
 OYSTER BAY, NY 11771  
**PHONE:** (516) 624-8888

- ✓ Password Backup
- ✓ Battery Backup
- ✓ Exhibition Mode
- ✓ League/Season Play
- ✓ Tournament
- ✓ Instant Replay
- ✓ Team Construction
- ✓ League Construction
- ✓ Simulation Mode
- ✓ Arcade Mode
- 1 2 3 4 5 players
- ✓ Official License
- ✓ Substitutions



Acclaim's entry into the rapidly growing SNES library of soccer games is presented in an overhead, side-scrolling perspective with large and colorful players. Since the view is close to the action and only a small part of the pitch can be seen, a "radar" at the top of the screen is used to locate teammates on the field. A variety of moves such as headers, bicycle kicks and volleys are featured.

The controls are different from most other soccer games in that you can adjust the level of power or aggressiveness in a shot or move by the length of time you hold down the button. For example, if you attempt

a sliding tackle with a quick press and release of the button you will rarely draw a foul, but if you hold down the button for a few beats and then release you will not only take down the opposing player but possibly draw a yellow card. The goalkeeper control can either be Automatic, Semi-Automatic (you control once the goalie has the ball), or Manual (full defensive and offensive goalie control).

At the end of each half the game displays the "highlight" moment from that first half, a clever use of the replay feature. Hopefully it will be of your own team scoring the winning goal!

—Jeffrey Tschiltch



**GRAPHICS** 7  
 I liked the look, but the players could have used more detail and smoother animation.

**SOUND/MUSIC** 7  
 Good sound effects with a crowd that is in the game; decent music on the menu screens.

**PLAYABILITY** 7  
 Takes some getting used to, but offers the seasoned player a greater degree of finesse.

**EDITORS' RATINGS**

GORE	8	MIKE	6	CHRIS	6	NIKOS	6
------	---	------	---	-------	---	-------	---

**BANG FOR THE BUCK** 7

**THE LOWDOWN**  
 A good-looking soccer game with unique control that will appeal to some and frustrate others. Remember! Try before you buy.



# WINTER EXTREME

**PRICE:** N/A    **AVAILABLE:** NOW  
**DIFFICULTY:** MEDIUM  
**COMPANY:**  
 ELECTRO BRAIN  
 573 EAST 300 SOUTH  
 SALT LAKE CITY, UT 84102  
**PHONE:** (801) 531-1867

REVIEWS

Getting tired of soccer games yet? Well here's something completely different: Electro Brain's *Winter Extreme*! You can jump moguls and do flips as you ski or snowboard down the mountain's various runs in Fun mode, or try the Slalom, Giant Slalom or Downhill Competitive modes. There is also a Training mode so you can practice the different Slalom and Downhill courses before challenging the best skiers in the world!

*Winter Extreme* is a Mode 7 showcase, featuring some of the fastest first-person graphics I've ever seen on the SNES. The digitized backgrounds give the screen a sense of depth, and you can almost feel your stomach drop as the run dips and twists away from you.



- ✓ Password Backup
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- ✓ Simulation Mode
- ✓ Arcade Mode
- 1 2 3 4 5 players
- ✓ Official License
- ✓ Substitutions

The Slalom and Downhill courses are the most fun, especially when competing against a friend. You'll need to memorize the pattern of the gates first, then it becomes a matter of technique. Fun mode is like Outrun, except you're skiing instead of driving.

You have to make it to checkpoints before the timer runs out, avoiding obstacles and dealing with icy patches and weather changes. Ironically, I found this mode the least "fun" of all due to the limited number of free-style tricks available.

—Jeffrey Tschiltch



**GRAPHICS** 8  
 Great Mode 7 scaling might give you motion sickness! The surrounding graphics are a bit sparse.

**SOUND/MUSIC** 7  
 Catchy music on the selection screens and good digitized sound effects; crashes need more than a thud.

**PLAYABILITY** 8  
 Simple controls respond instantly. Only a good memory will improve your times in the Slalom.

**EDITORS' RATINGS**

GORE	9	MIKE	8	CHRIS	8	NIKOS	8
------	---	------	---	-------	---	-------	---

**BANG FOR THE BUCK** 7

**THE LOWDOWN**  
 A fast ride that will keep skiers happy this summer. While visually impressive and fun against friends, there wasn't enough to hold my interest when playing alone.



GENESIS

## PELE

**PRICE:** N/A **AVAILABLE:** NOW  
**DIFFICULTY:** MEDIUM  
**COMPANY:**  
 ACCOLADE  
 5300 STEVENS CREEK BLVD., SUITE 500  
 SAN JOSE, CA 95129  
**PHONE:** (408) 296-8400

- ✓ Password Backup
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- ✓ Exhibition Mode
- ✓ League/Season Play
- ✓ Tournament
- ✓ Instant Replay
- ✓ Team Construction
- ✓ League Construction
- ✓ Simulation Mode
- ✓ Arcade Mode
- ✓ 1 2 3 4 5 players
- ✓ Official License
- ✓ Substitutions

It's too bad, since the game features cool player moves like bicycle and banana kicks, where you can curve the ball around defenders.

Team formations and substitutions add to the realism, but the refs are a bit too quick calling penalties. Individual player attributes can be modified for exhibition games and the battery backup saves Season and Tournament standings along with player statistics.

—Jeffrey Tschiltch



**Y**ou have to feel sorry for any company bringing out a soccer game for the Genesis right now. While the definitive cart for the SNES has yet to appear, EA has virtually locked up

the Genesis' top spot with *FIFA International*.

*Pelé!* from Accolade invites comparison to *FIFA* with its similarly angled view of the pitch. While *Pelé!* is a bit closer to the action with larger players, the graphics are not as well defined and certainly lack the glorious animation found in *FIFA*. What knocks *Pelé!* from serious contention, however, is the game's awkward control. When you push up on the controller, the player does not move up the screen as you would expect, instead he moves up the field, a 45-degree difference my usually infallible hand-eye coordination refused to deal with.



## GRAPHICS

Large players, cool perspective, even some short FMV clips! Player animation could use a few more frames, though.

## SOUND/MUSIC

Chanting crowds and catchy songs, but the overall quality of the sound effects could have been better.

## PLAYABILITY

Holding the controller at an angle helps somewhat, but can't overcome the game's clumsy feel.

## EDITORS' RATINGS

GORE 8 MIKE 7 CHRIS 7 NIKOS 6

## BANG FOR THE BUCK

## THE LOWDOWN

*Pelé!* has a good look and some appealing features for soccer fans, but the frustrating control undermines what could have been a decent game.

SNES

## SUPER GOAL!

**PRICE:** N/A **AVAILABLE:** NOW  
**DIFFICULTY:** MEDIUM  
**COMPANY:**  
 JALECO  
 685 CHADDICK DRIVE  
 WHEELING, IL 60090  
**PHONE:** (708) 215-1811

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- ✓ Battery Backup
- ✓ Exhibition Mode
- ✓ League/Season Play
- ✓ Tournament
- ✓ Instant Replay
- ✓ Team Construction
- ✓ League Construction
- ✓ Simulation Mode
- ✓ Arcade Mode
- ✓ 1 2 3 4 5 players
- ✓ Official License
- ✓ Substitutions



**T**here's not much "super" about Jaleco's *Super Goal 2*. The tiny player graphics and huge ball remind me more of the first generation *Super Soccer* by Nintendo, certainly not what I expected to see in a sequel.

To its credit, the game does feature some nice coaching options, allowing you to select your starting lineup and choose from 15 different team formations. Player attributes help you decide who should play which position and allow you to juggle your lineup after a red-card ejection.

The game's other strength is its wide variety of specialty moves, such as diving head shots and shoulder tackles. Unfortunately, headers and volleys are difficult to perform due to the bizarre scaling and zooming effects used when the ball is in the

air. Goalie control can be automatic or manual, and the penalty kick shoot-out mode will help you perfect your manual goalie skills.

Accurate passing requires you to select the teammate you want to pass to with the L or R button before passing. With no "radar" to let you know where off-screen players are, your passing options are limited to the few teammates you can see. A different perspective would have made *Super Goal 2* more playable and enjoyable.

—Jeffrey Tschiltch



## GRAPHICS

Tiny players, poor animation and weird Mode 7 effects that detract from, rather than enhance, the game.

## SOUND/MUSIC

The music is okay, but the sound effects all seem to be produced by the "white noise" generator.

## PLAYABILITY

Lots of moves, but tough to pull off; I especially didn't like the passing controls.

## EDITORS' RATINGS

GORE 5 MIKE 6 CHRIS 7 NIKOS 5

## BANG FOR THE BUCK

## THE LOWDOWN

Some decent coaching features don't overcome this game's strange look and feel. Soccer enthusiasts should look for kicks elsewhere.

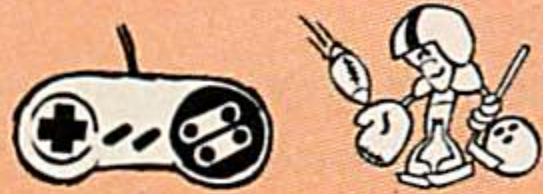
REVIEWS





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AVAILABLE: NOW



**8**  
COOL

Bullet-Proof  
Phone: (206) 861-9200

A one- to four-player links game with Match, Stroke, Skins and Tournament modes, what sets *Wicked 18* apart from other golf games are the weird courses that comprise canyons, mountains, floating rock formations, etc.



THE XVII OLYMPIC WINTER GAMES LILLEHAMMER 1994

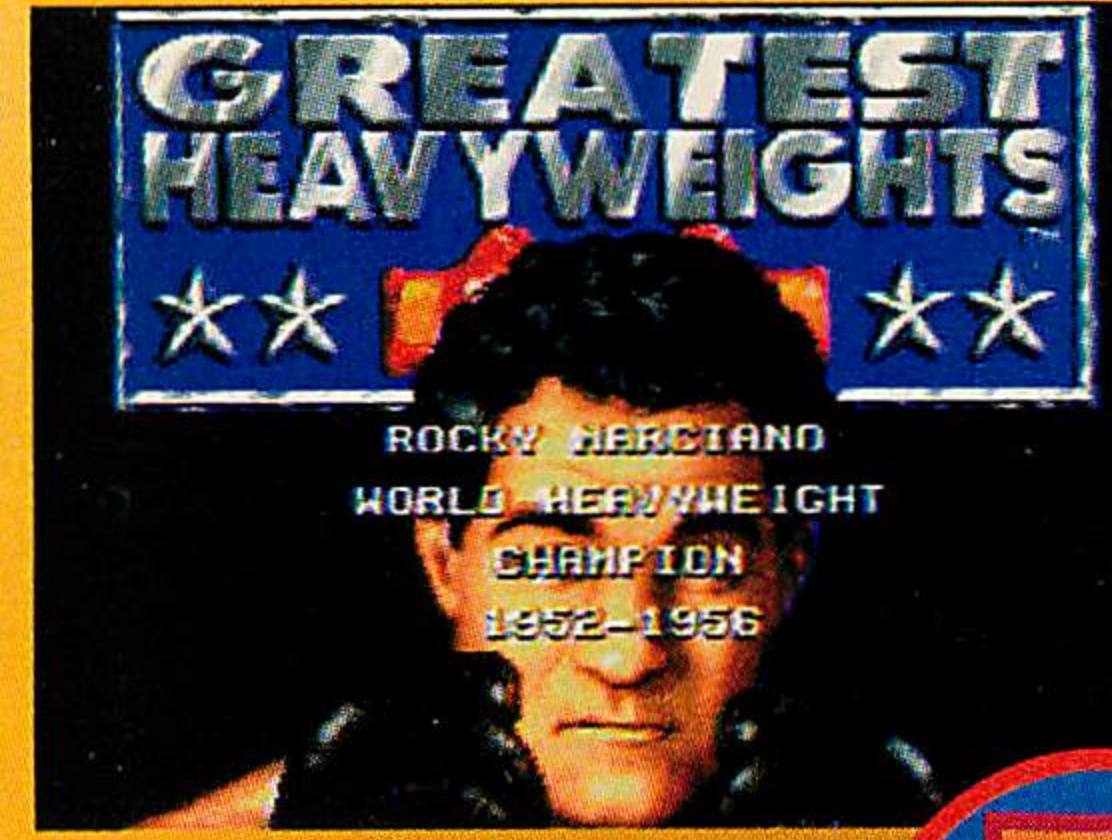
AVAILABLE: NOW



**6**  
OKAY

U.S. Gold  
Phone: (415) 693-0297

Officially licensed by the 1994 Winter Olympic Committee, this ten-event competition is a mediocre attempt, at best. The graphics are below average for the Genesis, and the player-character controls are difficult to manage.



GREATEST HEAVYWEIGHTS  
ROCKY MARCIANO  
WORLD HEAVYWEIGHT CHAMPION  
1952-1956

AVAILABLE: NOW



**7**  
GOOD

Sega of America  
Phone: (415) 508-2800

An interesting copy of Sega's earlier boxing release, *Evander Holyfield's "Real Deal" Boxing*, there are some differences between the two games, but the similarities outweigh them. You can use any of the classical boxers or you can customize one.



THE XVII OLYMPIC WINTER GAMES LILLEHAMMER 1994

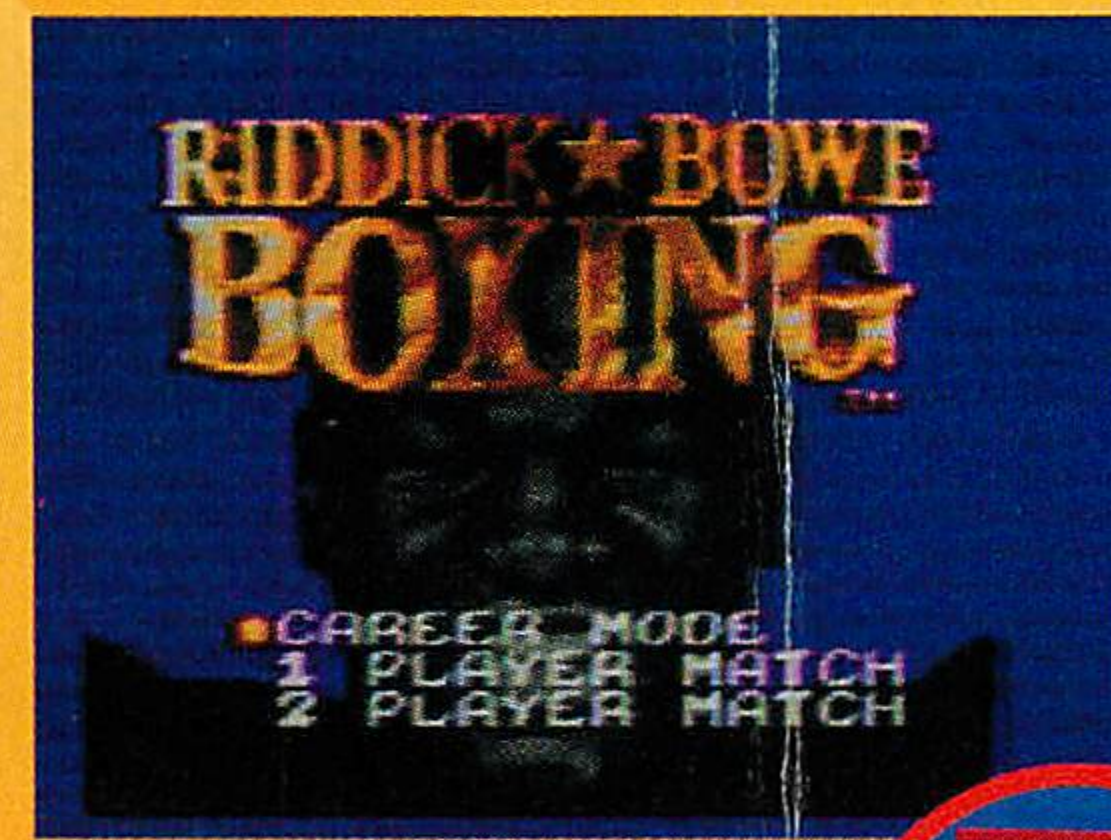
AVAILABLE: NOW



**7**  
GOOD

U.S. Gold  
Phone: (415) 693-0297

Interestingly enough, the Game Gear version of *The XVII Olympic Winter Games* surpasses its 16-bit Genesis sibling (reviewed above) in quality. The graphics and sound are more developed, and the controls are easier to manipulate.



RIDDICK & BOWE BOXING  
CAREER MODE  
1 PLAYER MATCH  
2 PLAYER MATCH

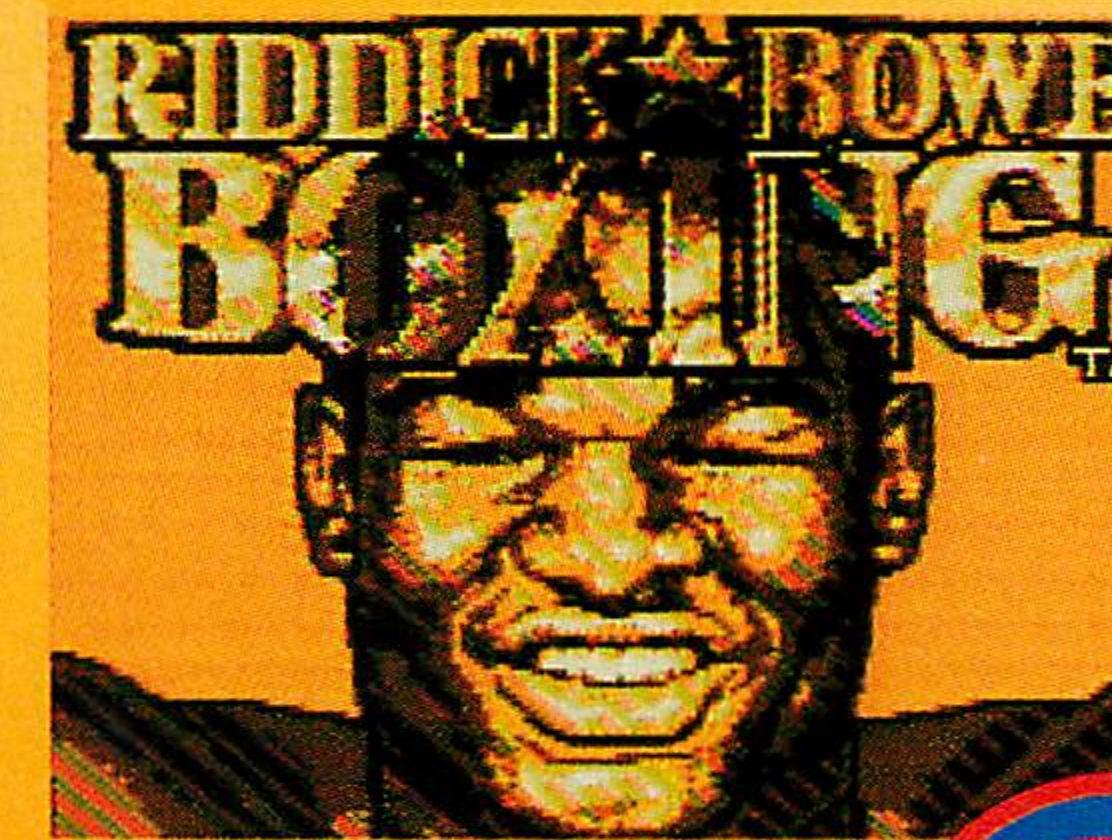
AVAILABLE: NOW



**7**  
GOOD

Extreme Entertainment  
Phone: (415) 296-3883

Gamers can create their own contender or select any of the 25 available boxers. You can also train for the match in the gym. A career mode is available, too: The more fights he has, the more your boxer ages, and, with time, his hair even becomes gray!



RIDDICK & BOWE BOXING

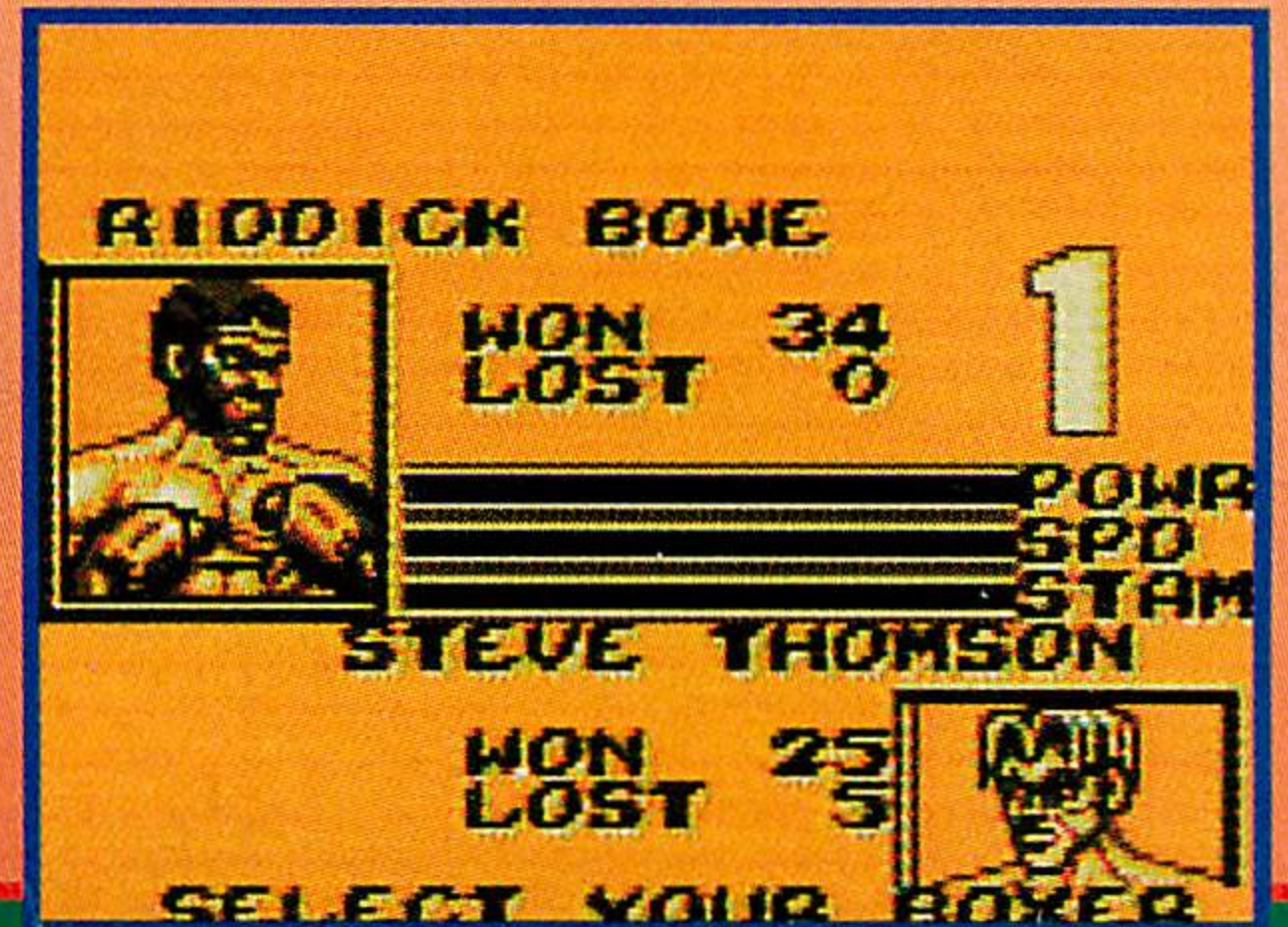
AVAILABLE: NOW



**8**  
COOL

Extreme Entertainment  
Phone: (415) 296-3883

All of the options that are available in the Game Gear version (reviewed at left) are here, including the 25 boxers. But more attention to detail has been paid in this one, e.g., when a boxer is hit, sweat goes flying off. Also, there is a ring position indicator.



REVIEWS



# SCOREBOARD

SNES SOCCER

	TITLE	MANUFACTURER	OVERALL	GRAPHICS	ANIMATION	MUSIC	SOUND F/X	CONTROL	SPEED	CHALLENGE	COACHING	REALISM	OPTIONS	INNOVATION	TEAM SELECTION	LICENSE
1	Tony Meola's Sidekicks Soccer	Electro Brain	8	8	7	6	7	8	8	8	8	8	7	8	7	2
2	World Soccer '94	Atlus	8	8	8	7	7	7	8	7	7	6	8	7	9	n/a
3	Champions World Class Soccer	Acclaim	7	8	6	7	7	7	7	7	6	7	7	7	8	n/a
4	Super Soccer Champ	Taito	7	8	7	5	4	8	8	6	0	6	6	5	5	n/a
5	Super Soccer	Nintendo	6	6	7	7	6	7	7	7	6	7	6	6	6	n/a
6	Super Goal 2	Jaleco	6	6	6	6	6	7	6	6	7	6	7	4	7	n/a

World Soccer '94 by Atlus



Acclaim's Champions World Class Soccer



Jaleco's Super Goal 2



GENESIS SOCCER

1	FIFA International Soccer	Electronic Arts	9	9	9	9	8	8	9	8	8	9	8	8	9	7
2	World Championship Soccer	Sega	7	7	8	6	6	8	8	6	6	6	7	5	7	n/a
3	Pelé!	Accolade	6	7	6	7	7	5	6	6	7	5	8	6	7	5
4	Tecmo World Cup	Tecmo	6	6	6	6	6	7	7	5	5	5	5	4	6	n/a
5	World Trophy Soccer	Virgin	5	7	5	6	4	5	7	4	6	5	7	4	8	n/a

EA's FIFA International Soccer



Accolade's Pelé!



SNES WINTER SPORTS

1	Winter Extreme	Electro Brain	7	7	8	7	8	8	9	8	n/a	6	7	8	n/a	n/a
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Winter Extreme by Electro Brain







# GLOBAL GAMING

BY KEN OGASAWARA



## GAIA SAVER HERO, SAIDAI SUKUSEN



## DAISEIKAI

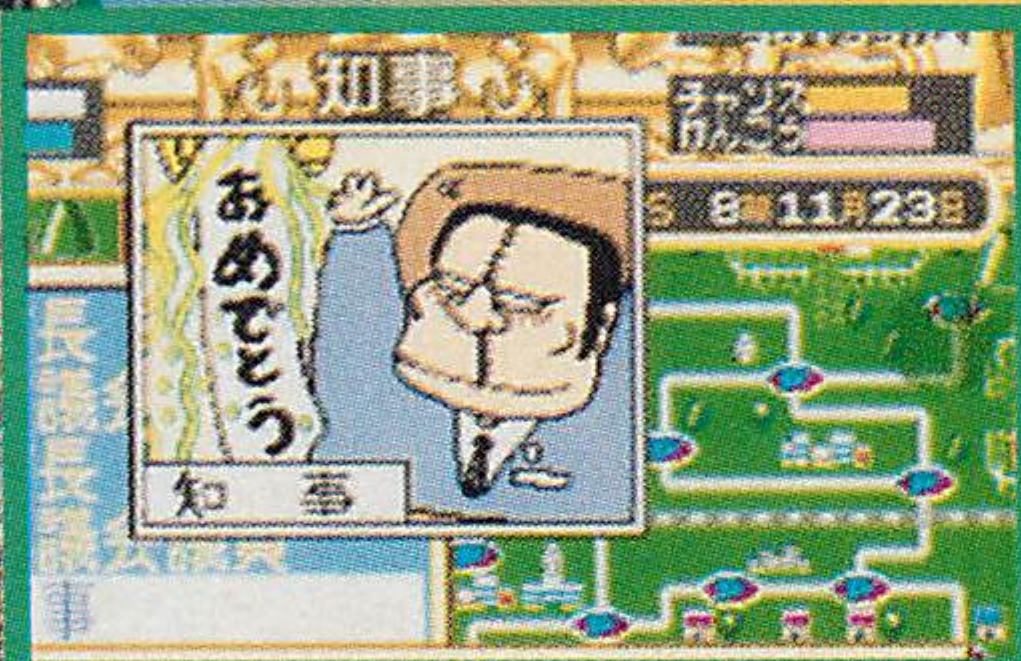


### (The Heroes' Greatest Tactics)

**BANPRESTO**  
Super Famicom

The Earth is in danger from all the powerful villains that want to control the world. The only way to stop them is for the heroes to combine forces. Thus, the various heroes from Japanese cartoons and TV series come together so that you can save the Earth. Your party of four heroes travels around the world to places like New York City and Paris. They must find the villains' hideouts and stop their sinister plan.

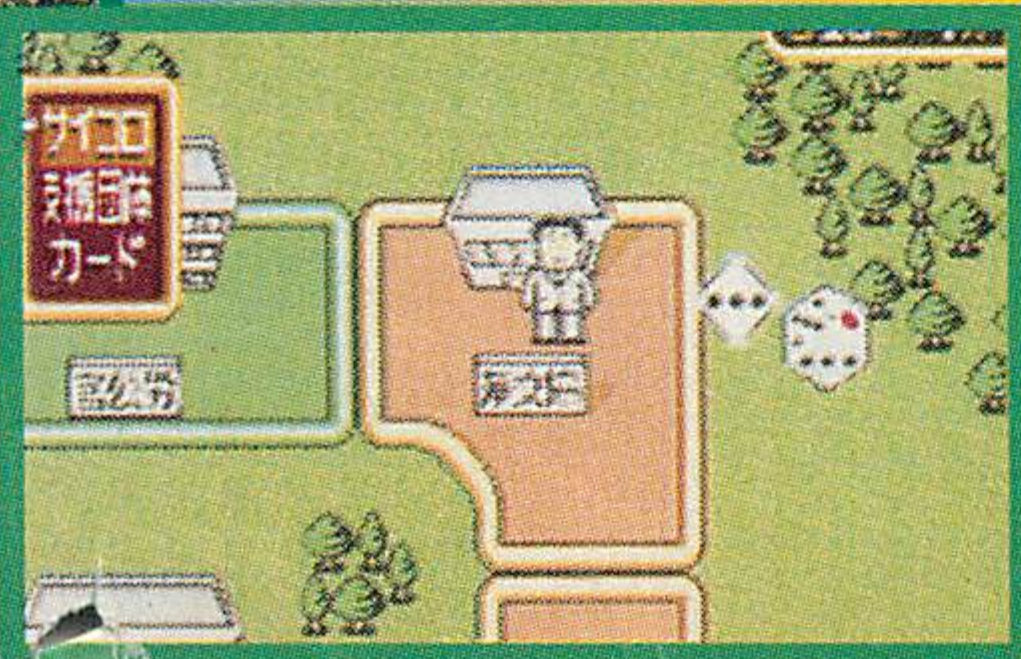
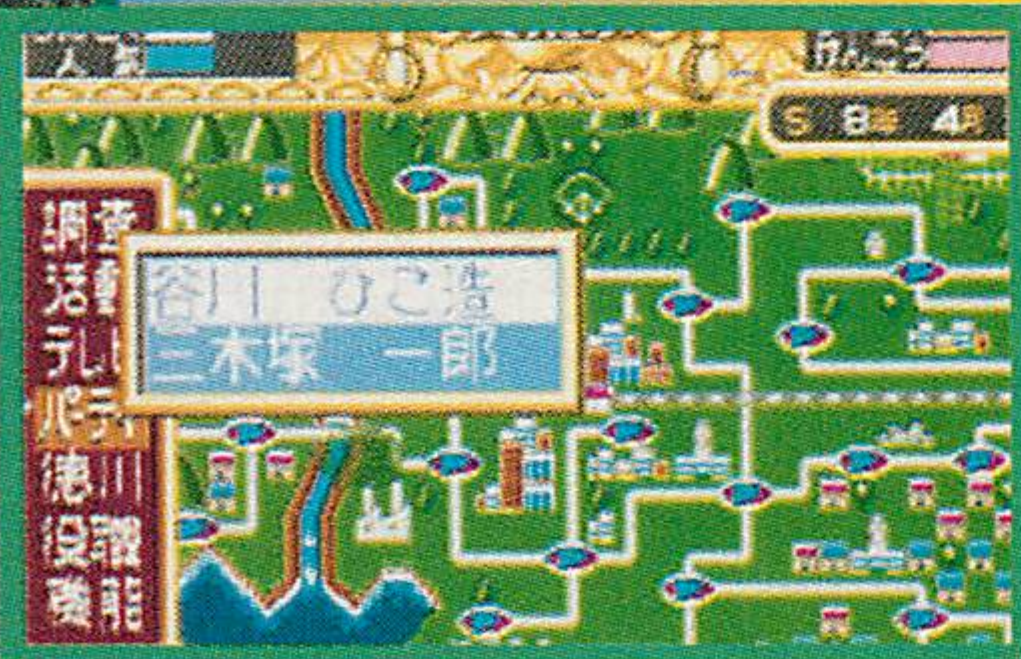
The characters are famous in Japan and the main character comes from the popular cartoon called *Gundam*. Fans of the series will immediately recognize the name Amuro Ray, the pilot of a battle mech. Another one of the characters that helps you is from the popular Japanese *Ultraman* series. There are many more heroes that will aid you in your quest to save the world from domination, but it depends on you to make the right choices along the way. Unfortunately, American players may never get a chance to make a choice with this cart.



### (Political World)

**SEGA OF JAPAN**  
Mega Drive

Here's a different sort of game. This game is a political simulation where you must become a great political leader. But, it isn't a serious simulation game—more of a satire of Japanese politics. The animation was drawn by a Japanese cartoonist that is famous for his lopsided view of baseball. The game starts with an angel giving you the task of making a certain person into a great political leader, which means you are the marketing man or political advisor. As the advisor, you must travel around the city gathering information and solving problems. If you manage to solve all of the problems, then the game moves on to the next chapter, which presents a whole different simulation. I would be surprised if this game makes it to the U.S., but if it does, it might be worth checking out because of its humor.



COOL STUFF



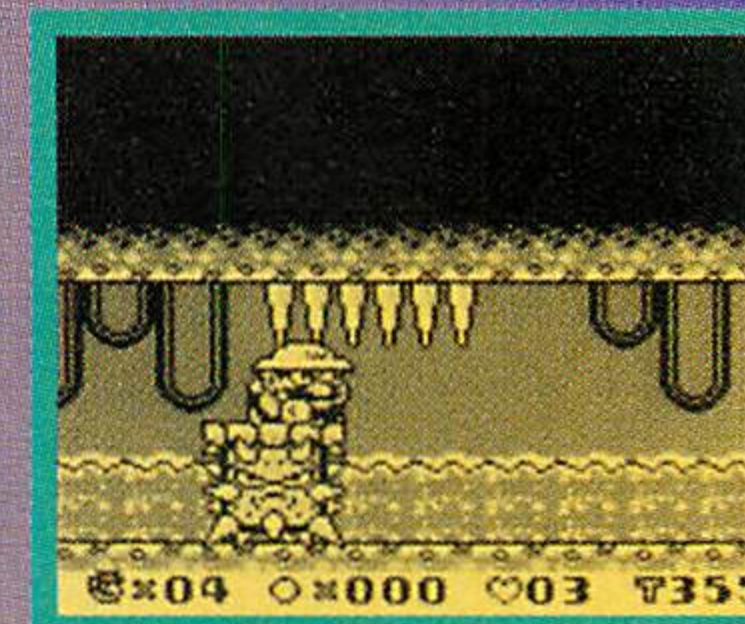
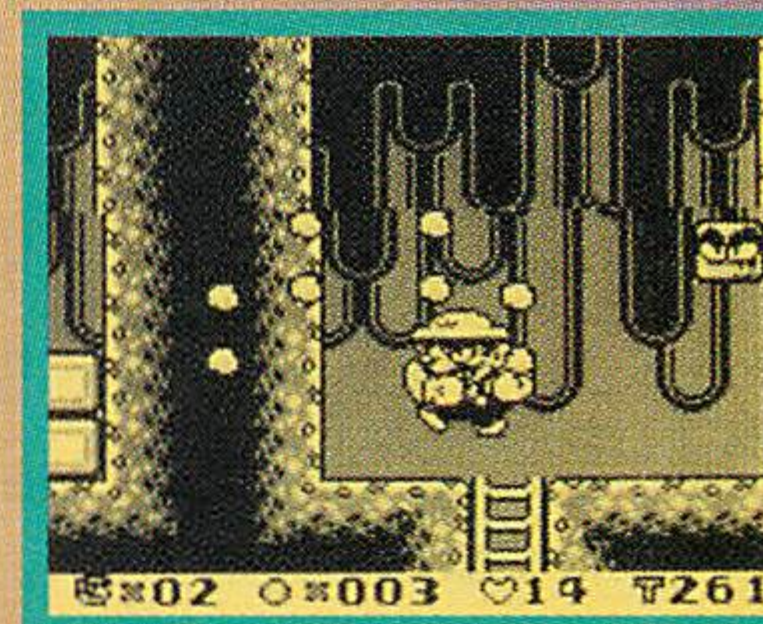
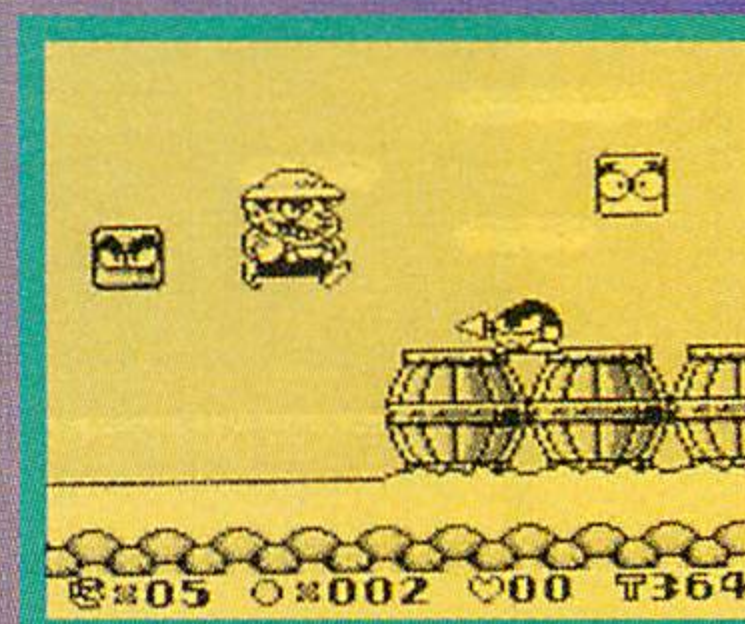
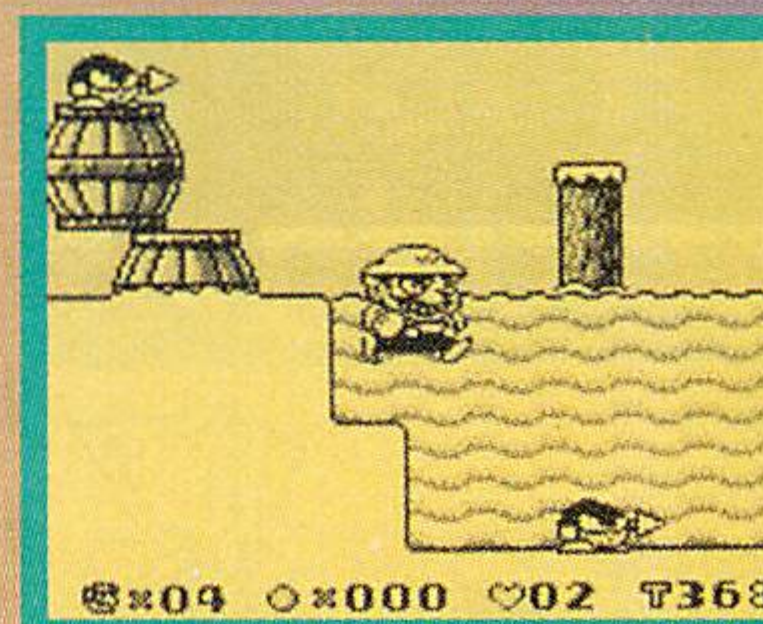


## SUPER MARIO LAND 3: WARIO LAND

**NINTENDO**  
Game Boy

Wario is the star in his very own video game! Does that mean that Wario is actually a good guy? No! In *Mario Land 3*, Wario discovers a treasure map and decides he wants to steal all of the riches. It doesn't mean he's going to work with the pirates—he's decided to rip them off! As you probably guessed by now, Wario is one nasty dude. If you're tired of Mr. Nice Guys like Mario, then check out Wario.

This installment of the popular *Super Mario Land* series is certainly a twist on the original story lines. Nintendo is sure to have another hot seller on their hands. The game play is smooth with lots of hidden tricks that people have come to expect from the big N. Take control of Wario before he takes control of you.



## NINJA WARRIORS AGAIN

**TAITO**  
Super Famicom

An awesome-looking, side-scrolling action game. The company that brought you the tri-screen arcade game of *Ninja Warriors* has now created a new story for the Ninja Warriors to battle their way through. It's a one-player game, but you have three different types of Ninja robots to choose from. There is the ultra-quick female type, Kunoichi; the balanced attacker, Ninja; and deadly Kamatachi that will cripple you with long-range attacks.

The game has beautiful graphics that are sure to please, and the backgrounds are very detailed. The smooth animation and different moves for each of the three characters make it an eye-pleasing treat. This game could be a cart that may breathe new life into the old side-scrolling fighting/action games. You can probably expect to see this game on the store shelves in your area. Check it out!



## SOUL & SWORD

**BANPRESTO**  
Super Famicom

The land is suffering from great evil, and a hero from the time of legends must rise up again to purge the darkness from the land. If this sounds familiar and is getting to be somewhat repetitive, then check out *Soul & Sword*. It has 30 different miniscenarios that you can choose to play, or not. Also, you can choose to quit any time you feel like it. There are ten different types of endings depending on which quests you have completed successfully.

The game itself has a lot of built-in features, so that a lot of the repetition is taken out of the game. No more wandering around until you get to the next village; on the map you can choose where you want to go and to where you are transported. The same system is in place for villages too. That leaves more fun to be had solving quests rather than trying to find them. This is a cart that lets you get right into the game without a lot of hype. If you are tired of the same old story, here's something that may be worth a try. That is, if it makes it to the U.S. market.



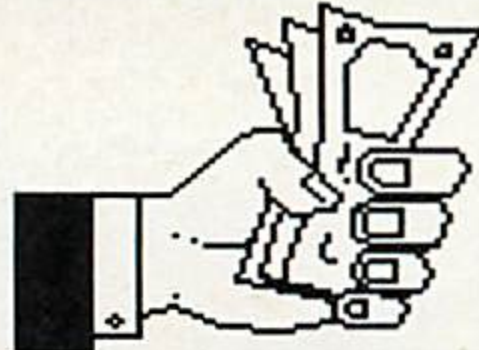


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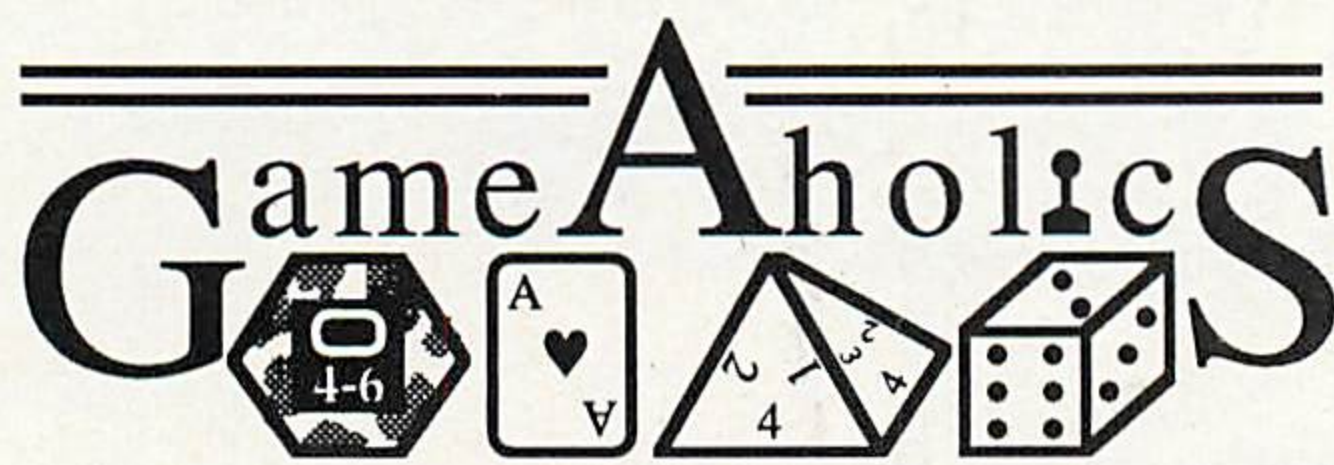


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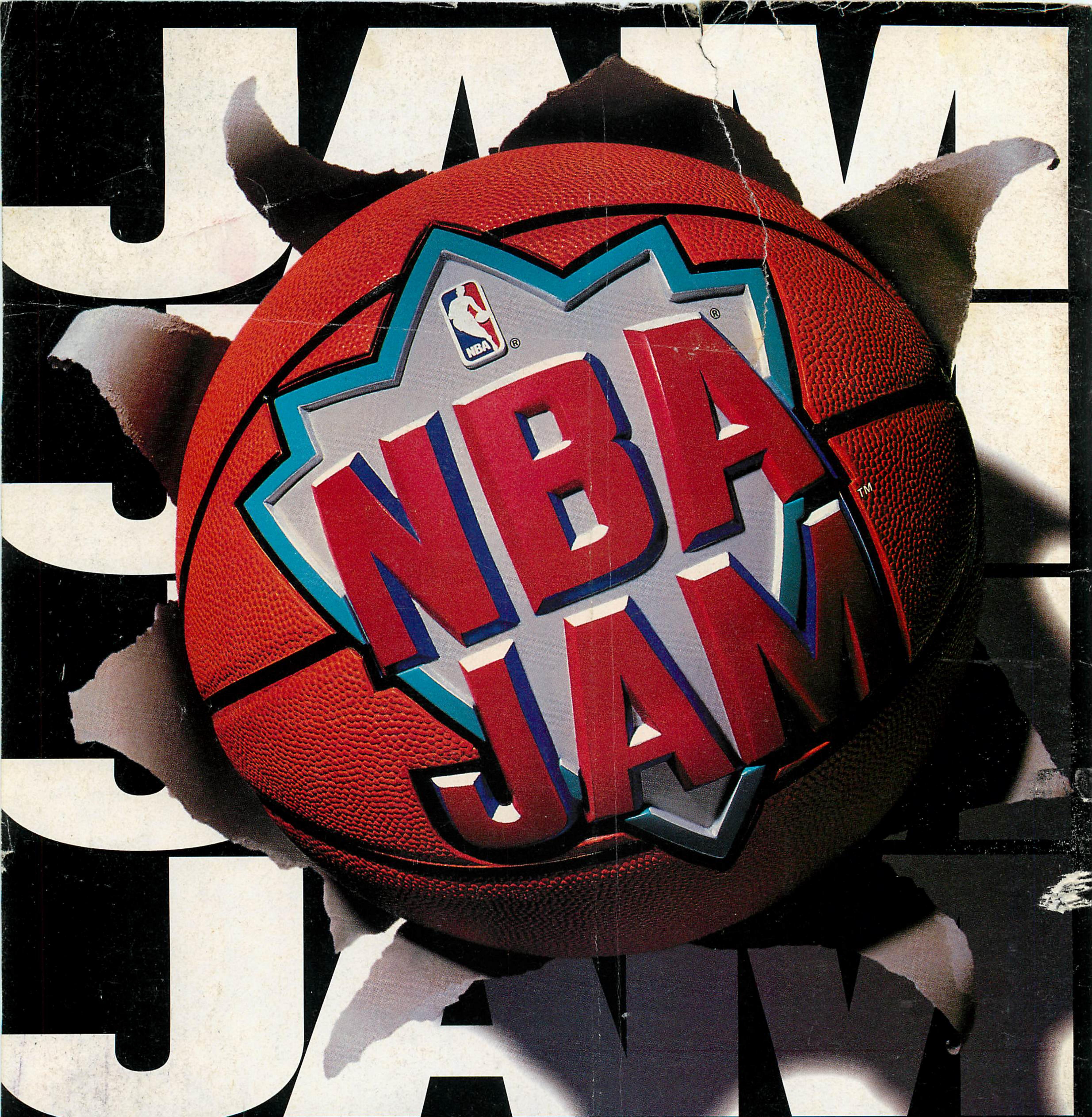
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