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GAMEPRO®

#1 VIDEO GAME MAGAZINE

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Which video game system should YOU buy? Page 46

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December 1993

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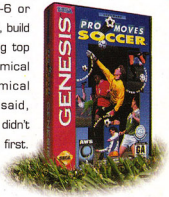

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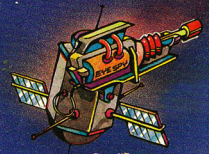
It all began

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

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

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



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

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

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asciiPad (SNES) Turbo, Auto-Turbo and Slow-Mo have made this the world's most popular enhanced pad.

HOW I SAVED THE WORLD FROM THE ALLIGATOR PEOPLE

Fighter Stick SG-6 (Genesis) Designed by an Italian sports car company. Okay, not really. But these kind of features are barely street legal.

Soon, I had 'em all rounded up, and boy, were they faced.

I showed them the secret weapon.

"This is a Fighter Stick!" I shouted. "Everyone on Earth has one," I said, fibbing a little, "so give up your attack, or else!" Before you could say, "later, gator" ™ they were half-way home. This time, we were lucky. But until everyone on Earth has an Asciiware enhanced controller, we'll never truly be safe.

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Fighter Stick SN (SNES) The heavyweight of fight controllers. Imagine 2 months of football.

asciipad SG-6 (Genesis) Six buttons, and killer sliding Black belt for ultimate steering. The ultimate fighting pad.

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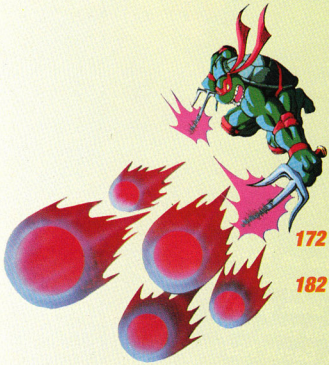

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Volume 5, #12; December Issue; **GAMEPRO**® (ISSN 1042-8658) is published monthly for $24.95 per year by Infotainment World, Inc., 951 Mariner's Island Blvd., Ste. 700, San Mateo, CA 94404; An IDG Company: The World's Leader in Information Services On Information Technology. For subscription problems only: (303) 786-7459. Second class postage paid at San Mateo, CA and at additional mailing offices. **POSTMASTER**: Send address changes to GAMEPRO, P. O. Box 55527, Boulder, CO 80322-5527. **Change of Address**: Please send old label and new address to GAMEPRO, P.O. Box 55527, Boulder, CO 80322-5527. **Foreign and Canadian** orders must be pre-paid in U.S. dollars on a U.S. bank and must include $20/year additional postage.

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

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

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

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Secret of Mana: a three-player SNES fantasy! See page 256.

It's time to get out of the house and into the arcades for some Super Street Fighting! This Pro-Strategy Guide is packed with the new Combos and Techniques that you'll need to win!

DRAWN TO BE DIFFERENT!

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

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

SNES

Genesis

Genesis

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The Class of Ninety-Three

What a year! As you sit around the holiday table, surrounded by relatives and roasted turkeys (same thing), don't just give thanks for Middle East peace. Think a minute about all the great events that made '93 such a banner year for GamePros around the world.

From the big buildup for Star Fox and its SFX chip to Mortal Monday, gamers were inundated this year by a massive marketing blitz. Sorting out fact from fiction got pretty complicated. Then, along came the masters of hype – Hollywood producers.

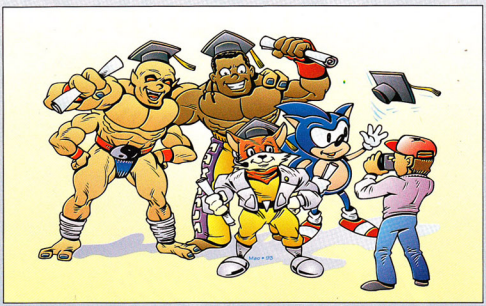
This year Hollywood woke up and smelled the Hedgehog. Movie moguls have finally realized that there's big money in video games. "Strategic alliances" and Hollywood licenses topped the news all year. There was a Super Mario movie, a Sonic cartoon, the Jurassic Park game/movie/toy frenzy, and plenty of games based on the flicks: Last Action Hero, Home Alone 2, Batman Returns, Alien 3, Disney's Aladdin, Wayne's World, Super Empire Strikes Back, and more. All we need now is a Street Fighter II movie and a Beavis and Butthead video game.

Everybody from CBS News to Time Magazine started talking about violence in video games. Nintendo was so worried that it took the gore out of Mortal Kombat. Sega kept the gore, but added ratings. Watch out for the next flash point – it may be Time Killers, the arcade limb-ripper that goes 16-bit in January.

What's a new year without resolutions? We'd like to get some resolution on these pressing questions: Who's gonna pay $700 for a 3DO? Will Atari actually have games for its 64-bit Jaguar? What happened to the SNES CD? What will become of the Sega CD? When will we see the Sega Channel? Where's Sega's "next generation" system? Remember: It's all vapor-ware until it hits the shelves.

Let's hope next year brings some changes. We'd like to see innovative new software, not just copycat carts, endless sequels, or crummy games with fancy licenses. While you're at it, leave out the violence, unless it makes sense in the game. Otherwise, it looks like a "cheesy" way to conceal a game's flaws. And please, no more games starring cute fuzzy creatures in fashionable footwear!

Still, GamePros, we've gotta lotta thankin' to do around the holiday table this year: Thanks to Capcom and Acclaim for all the Street Fighter II and Mortal Kombat action. Thanks to Disney for Aladdin. Thanks to every company that's planning a new game system (for keeping it all so interesting), and thanks to all you gonzo gamers for having so much fun.



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THE MAIL

Mending Endings

I agree with the Sept. '93 letter about game endings. Once you pay $65–$85 for a game and then play it for days, you feel like you've wasted your money if you just see a lame ending. I expect a decent ending, not just "Congratulations" and a few fireworks. The best ending I've ever seen is in Immortal for the Genesis. As you near the end of the game, you can hear the dragon breathing before you get there.

Tina Robinson, Liberty, SC

A rating system for game endings would serve readers well. If we pay $60 per game and work for hours to beat it, we deserve something spectacular. At the end of Alien 3 for the Genesis, all that happens is Ripley says, "It's done." I enjoyed the game, but threw a fit when I saw that.

David Cantu Jr., Hempstead, TX

David's least favorite ending.

I, too, would like to see "better endings." We need endings that are worth the aggravation of getting stuck many times during the game. One of the best endings is in Nintendo's old Guardian Legend. It made the game.

J. Novack, Phillipsburg, NJ

I've beaten a lot of games with a range of endings from good (Strider and Lightening Force on the Genesis) to boring (Gunforce and Brawl Brothers on the SNES). The ending in a movie can guarantee a movie's success, and the same goes for video games. Without a good ending, a game isn't really a "finished product."

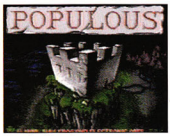
Jeff Britton, NY, NY

Let's Get Technical

When renting Populous for the Genesis, I noticed the package label said the game would only work on Genesis machines that had not come with Sonic The Hedgehog. Why?

Jeff Mills, Nampa, ID

(The Genesis system has been internally reconfigured several times. Unfortunately, this means that some of the earlier software is incompatible with later versions of the Genesis. If Sonic The Hedgehog was packed in with the Genesis you bought, you know you have one of the later revs of the Genesis. Consequently, early software, such as Populous, isn't going to work on your system.)

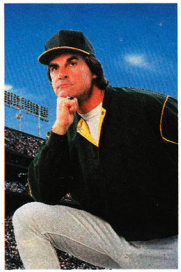


Popular Populous

I noticed that the Genesis control ports were the same as the ports on my old Commodore 64. I tried my Commodore controller on my Genesis, and to my surprise it worked! Why would Sega use an old port style for its "advanced" system?

Dan Hummon, Pittsburgh, PA

(The Genesis ports simply have the same tried-and-true pin configuration as the Commodores. What makes the Genesis so "advanced" is what those ports lead to. – Lab Rat)



Tony La Russa for the Genesis is great, but it seems to have a lot of imperfections. The umpire keeps repeating "Strike!" Plus, when I select an All-Star team, there's one player listed 12 times. Sometimes the stats get messed up, or runners go around the bases when I don't want them to. Is it just my copy, or do all Tony La Russa games have these problems?

Dave Kaiserman, Holmdel, NJ

(Glitches can happen in any game, not just La Russa. Sometimes, you just get a "lemon." If you have problems, call the Customer Service numbers of the manufacturers, and they'll usually promptly replace the defective games. EA hasn't had wide-spread problems with Tony La Russa. Their number is 415–572–ARTS. – Jinky the Monkey)

I don't understand why different game systems have identical games. For example, Bubsy was introduced on the SNES, and now it's on the Genesis. I thought games were copyright protected.

Rakesh Christian, Andrews, TX

(Games are copyrighted by the company that makes them to prevent anybody else from making illegal copies. The company that owns the copyright can then publish the game or license it for any system it wants. – Hack 'n' Slash)

Bubsy the bi-system Bobcat.

In the July *GamePro*, Weekend Warrior said you could play NBA Jam as Jordan. What's the code for this?

Jason Weger, Tucson, AZ

(You could in a preliminary version, but Jordan's no longer

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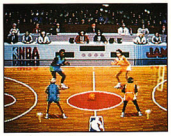
there. He was taken out, along with some other hidden characters like Magic, Godzilla, and Rayden from Mortal Kombat. Instead of shooting baskets, how about shooting tanks on this machine? Here's a nifty trick we got from one of the programmers: At the Matchup Screen, press down on the joystick, then hold down all three buttons for Players 1 and 2. Now, Player 1 gets to enter a hidden tank game! The joystick controls movement, Turbo moves you faster, and you shoot with the Shoot button. You try to live for 60 seconds or take out 10 tanks. The game will then power up all your basketball players. – Scary Larry)



Jordan-less Jam.

Video Violence – The Readers Speak Out

Parental groups really do know what they're doing. Violent games meant for adults still might get played by little kids, who might grow up to be just as violent as the characters in Mortal Kombat. People are exposed to enough violence in the real world.

Drew Willcoxon, Lithonia, GA

How can people get mad at violent sports video games? They're nothing compared to what really happens on the field. Ban these video games, and you might as well ban professional sports.

Brian Van Orsdel
Murfreesboro, TN

I think Sega should be applauded for taking the initial step with ratings, no matter how tentative a step it is. We should be glad that Sega took the ratings initiative before someone else stepped in and did it for them.

R.I. Palmer, Greensboro, NC

Adults worry too much about what kids see and hear. Kids aren't stupid. If kids don't know the difference between real and make-believe, it's because their parents never took the time to teach them.

James Addison, Alta Loma, CA

Lost and Found Dept.

I have the original Sega 8-bit system, the Master System I. Are there any games for it?

Patrick Dixon, Carson City, NV

(Golden oldies like Phantasy Star and Wonderboy aren't produced anymore, but sometimes they can still be special ordered through mail-order companies. Toys "R" Us also carries the odd Master System game, usually at drastically reduced prices. – The Missing Link)

Fightin' Words

When Ken or Ryu say "ha–do–ken" or "sho–ryu–ken" in Street Fighter II, do those words really mean something?

Dustin Johnson, Abilene, TX

(Yes – they're both Japanese. The first term means "fireball," the second means "rising dragon" to announce the Dragon Punch. – Slasher Quan)

The Magazine Biz

How do you decide which envelopes to use for your envelope art?

Ryan Macis, La Mesa, CA

(Creativity rules! Rather than just copy the box art, artists should use the characters in creative ways if they want to get in our pages. We get thousands of entries every month, and many of them are exact duplicates of game logos. We like to pick out the creative drawings, as with the recent "Tweet Fighter" art. You don't have to be a pro, since we always pick out at least one example from a younger artist. – Sister Sinister)

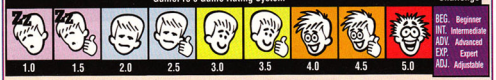
What is CES? When is CES? How can I go to CES?

Ken Christionson, Poway, CA

(The Consumer Electronics Show brings together all the latest electronics products – video games, stereos, car alarms, etc. It's held twice a year, usually in early June in Chicago and in early January in Las Vegas. During the Chicago show, there's one "consumer day" that's open to the public. Tickets cost about $10. – Andromeda)

A fraction of the action at CES.

GamePro's Game Rating System



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

Whaddaya Think?

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

GAMEPRO Magazine
Dear Editor
P.O. Box 5828
San Mateo, CA 94402
Thanks for your help!

SUPER NINTENDO ENTERTAINMENT SYSTEM

YOSHI'S COOKIE™

Cookie Chaos for Mario and Yoshi!

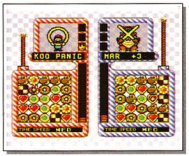
Mario and Yoshi are filling in at the Cookie Factory, and the snacks are piling high!

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

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

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

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



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

It's a snack attack!

Bullet-Proof Software, Inc.
8337 154th Ave. NE
Redmond, Washington 98052

Bullet-Proof Software

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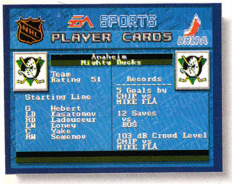
DEKE YOUR

NHL® '94 is Gilmour deking by Belfour. A MacInnis blast from the point. Robitaille crushing a one-timer. Moog smothering the puck with a double pad stack. Lindros enforcing with a perfect board check. Yzerman going back door.

'94 GAME HIGHLIGHTS

- EVERY NHL TEAM
- EVERY NHL PLAYER
- EVERY NHL LOGO
- PENALTY SHOTS
- ONE-TIMERS
- GOALIE CONTROL
- 4-PLAYER ACTION
- 50+ ORGAN TUNES

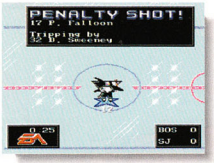


You get the new NHL expansion teams: the Mighty Ducks of Anaheim and the Florida Panthers. Plus digitized player images for every NHL starter.

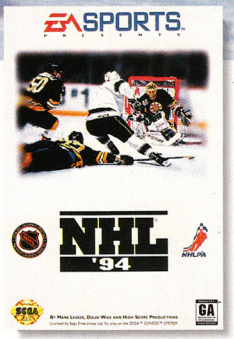
New animations really deliver the impact when Chelios bench checks Neely

BRAINS OUT.

It's the hottest, fastest, most realistic hockey action ever. Penalty killing. Wrap around shots. Control of goalie moves. Plus 4 Way Play™ for tournament raging. Visit your EA SPORTS dealer or call (800) 245-4525 anytime. And deke your brains out.



Now you can go one-on-one with the goalie if you're tripped up on a breakaway. The pressure's on, the crowd's going nuts. Do you have what it takes to make the siren wail?



EA SPORTS™

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

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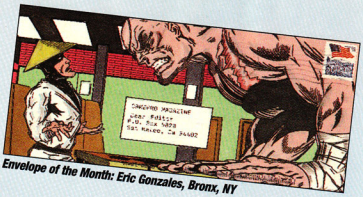
Congratulations to Eric Gonzales of The Bronx, NY, for sending us the Envelope of the Month. Keep those great envelopes comin.'

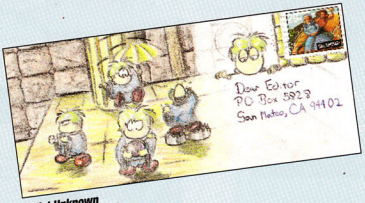


Envelope of the Month: Eric Gonzales, Bronx, NY

Tania Del Rio
Highlands Ranch, CO

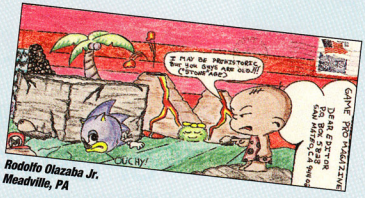
Mike Staples
Braintree, MA

Philip Morgan
Hobe Sound, FL



Artist Unknown

Kim Clark
Chicago, IL



Rodolfo Olazaba Jr.
Meadville, PA

Will You Accept the Challenge of a Jedi Knight?

Teach a gruesome ice beast a few manners as only a Jedi knight can!

Battle menacing probe droids and Imperial Walkers on the ice planet Hoth!

Learn the secrets of the Force as you train in the hostile world of Dagobah with the Jedi Master Yoda.

Pursued across the galaxy, you and your Rebel Forces now marshall new strength on the remote ice world of Hoth. Although tracked by probe droids, attacked by ice monsters, and confronted by an army of gigantic Imperial Walkers, you must not give in. You are the Alliance's only hope. Learn the ways of the Force, then test your skills in this fast-paced, action-packed sequel to the hit game, Super Star Wars.

Alternate between sideways scrolling, dizzying Mode 7 flight sequences and first person cockpit views. Experience the richness of a 12-megabit, interactive Star Wars universe, loaded with new enemies, exciting dialogue, movie sound effects, cool vehicles, and intense 3-D space battles. Join Luke Skywalker, Han Solo and Chewbacca in a continuation of their epic action/adventure in Super Empire Strikes Back.

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SUPER NINTENDO ENTERTAINMENT SYSTEM

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Official Nintendo Seal of Quality

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"**WORKS GREAT**...WIDE
GOBBLE BATTERIES!" NINTENDO

"A SOLID CONTROLLER
OF A CORD!" GAME PLAYERS

TWO WIRELESS CONTROLLERS AND INFRARED RECEIVER

- INDEPENDENT 2-SPEED TURBO FOR ALL BUTTONS.
- SLOW MOTION & AUTO-FIRE.
- AUTO BATTERY SHUT-OFF.
- ACCURATE UP TO 25 FEET.
- HEAD-TO-HEAD CAPABILITY.
- FOR SEGA GENESIS™ AND SUPER NES®.

TROLLERS EVER!" GAMEPRO

THE ULTIMATE REMOTE

N STOP NOW!" CHIP AND JONATHAN CARTER, SYNDICATED COLUMNISTS

RANGE AND DOESN'T

POWER

VITHOUT THE HASSLE

PLAYERS ARE ARMED AND **WIRELESS!** APPROACH WITH EXTREME CAUTION...

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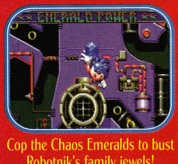
PUT A NEW SPIN

SONIC THE HEDGEHOG SPINBALL™

Vault into the Volcano Veg-O-Fortress and kick some 'Bot!



Cop the Chaos Emeralds to bust Robotnik's family jewels!

Get down...get up...get a new perspective in the 3-D Pinball Bonus Round!

STRAP ON YOUR POWER SNEAKERS FOR SPINSATIONAL NEW SONIC MOVES!

Lever-launch through eight fresh worlds of pinball-pumping mutant mayhem as Mobius' most heroic hedgehog rolls into action against the demented Dr. Robotnik! Thousands of Sonic's friends are about to become vegged-out robots... So why are you just sitting there? Get your flippers-flapping – and start spinnin'!

Neither sleet, nor snow, nor a slime slurping Scorpius can stop him!

Pull the plug on the Lava Powerhouse for a real global warm-up!

Waste the evil Doc, save the prisoners and make Mobius free at last. Hey, piece of cake!

SEGA™

WELCOME TO THE NEXT LEVEL.

ON YOUR GAME!

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THE CUTTING EDGE

Commodore Comes Back!

The Amiga CD32!

By the Whizz

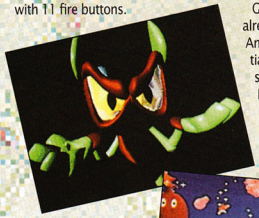
While 3DO, Atari, and Nintendo/Silicon Graphics were busy capturing headlines with new high-powered video game/multimedia systems, no one noticed that Commodore was already there. Yes, CDTV is still slowly sailing into the sunset. However, Commodore is retossing its hat into the multimedia entertainment ring with a new compact disc-based game system called the Amiga CD32.

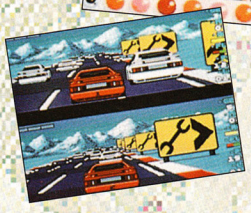
32 and Counting

The CD32 is a 32-bit console which houses a double-speed CD-ROM drive with 2 megabytes (MB) of internal RAM. The unit's brain power is based on the 32-bit Motorola 68EC020 chip coupled with the Commodore Advanced Graphics Architecture chip set. All this for a list price under $400.

Amiga buffs will recognize this as basically a condensed version of the Amiga 1200 computer. The 14 Mhz 68EC020 system contains 2MB of 32-bit chip RAM and the Amiga AA chip set. According to Commodore, the unit is capable of displaying 256,000 colors on-screen with a total palette of 16.8 million colors.

The top-loading box houses ports for the regular stereo, S-Video, composite video, good ol' RF output, two joysticks/controllers and a headphone jack. The standard controller, a streamlined version of the CDTV unit, sports the familiar directional pad with 11 fire buttons.





Game developers already recognize the Amiga CD32 potential. Acclaim, Psygnosis, Ocean, Mindscape, Virgin Games, Millennium, Core Design, and Gremlin are among the developers already on board. According to Commodore, 50 games are already in the works, including existing video and computer games such as Mortal Kombat, Jurassic Park, Microcosm, Dune CD, Liberation, and Defender of the Crown.

A Video Revolution

In addition to the 32-bit silicon muscle, the CD32 promises to put the "video" in "video games" – full-motion video, that is. The unit's expansion bus is directly accessible to the main functions on the motherboard, making it perfect for an optional MPEG module. MPEG (Motion Picture Expert Platform) is an international standards committee that strives to develop a single standard for audio and video compression. MPEG capability will enable multimedia systems to run better-than-VHS-quality video off a CD, at least 74 minutes worth of full-motion video! With its double-speed CD-ROM drive, the CD32 positions itself as a monster MPEG carrier. Naturally, the unit plays audio CDs and CD+G, too.

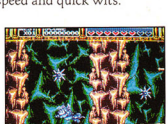
Hardware Wars

The high-tech game systems showdown is really getting interesting! Can Commodore make a run? Can anyone else? You'll be the judge of that! Stay tuned. G

WHEN CONFRONTED WITH DANGER OPOSSUMS WILL OFTEN PLAY DEAD...

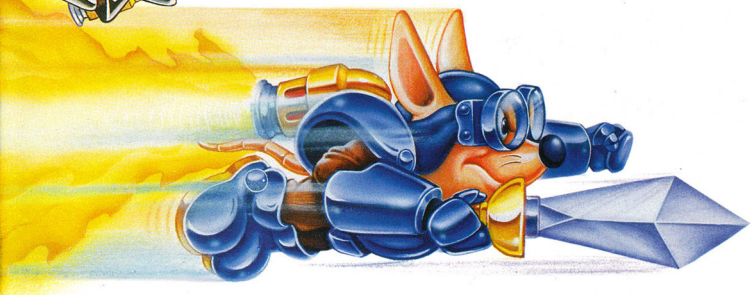
THIS ONE GOES

It's Sparkster™ the Rocket Knight, the most amazing opossum ever to rocket to stardom! He's the star of **Rocket Knight Adventures**™ for Sega™ Genesis™ And he's got pumped up personality, warp speed and quick wits.



Konami Game Hint and Tip Line: 1-900-896-HINT (4468). 70¢ per minute charge. Minors must have parental permission before calling. Touch-tone phone required. Rocket Knight Adventures™ is a trademark of Konami (America) Inc. © Sparkster is an official Konami character and all rights are reserved. Konami is a registered trademark of Konami Co. Ltd. © 1993 Konami (America) Inc. Sega™ and Genesis™ are trademarks of Sega Enterprises Ltd. All rights reserved.

BALLISTIC.



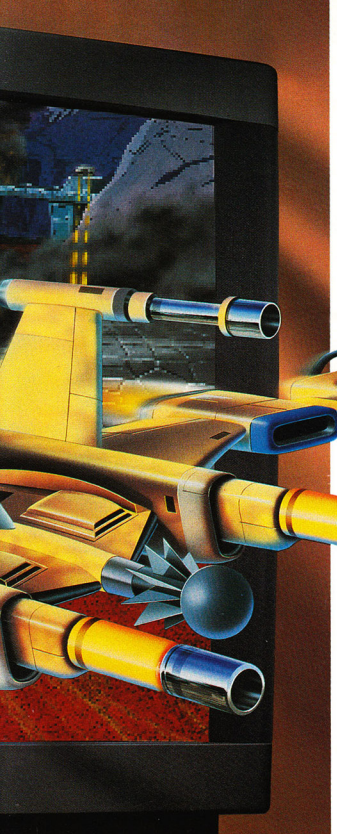
Blast off into 7 epic stages of adventure and go hog wild against the hugest, strangest pig creatures imaginable. They're after the mysterious Key to the Seal once handed down by the brave founder of Zebulous. In the wrong hands it will unleash total destruction. Through every stage Sparkster moves,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

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

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

KONAMI®

CRYSTAL DYNAMICS
HANG ON!
PANASONIC INTRODU
INTERACTIVE



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CES THE R·E·A·L.™ 3DO.™ MULTIPLAYER.™

More responsive, more colorful, and up to 50 times more powerful than ordinary systems. It's 3DO technology and Panasonic makes the only system that has it.

A 3DO EXPERIENCE.™

Strap yourself in; this is no armchair flying game.

You plunge into pursuit, barrel-rolling through the atmosphere at Mach speeds. Pulling up to skim the planetary terrain, you lose your horizon and go into a spin. Earth. Sky. Earth. Sky. Earth. And your stomach just can't catch up. This is a video game you can feel. This is R·E·A·L.

Introducing the Panasonic R·E·A·L 3DO™ Interactive Multiplayer.™ The most highly evolved integration of audio, video and interactive technology available.

Crystal Dynamics' Total Eclipse™ gives you the real feeling of flight.

What you're seeing are near 3-D graphics combined with state-of-the-art flight effects. What you're hearing is full, digital CD sound. Definitely cinematic.

Except that you're in control in a world without edges. Fly as far as you want left or right and the program never stops you.

Facts. Up to 50 times more powerful than ordinary PCs and video game systems. With up to 16 million displayable colors for photorealistic picture quality. And a custom multimedia architecture that makes R·E·A·L so responsive it practically redefines interactivity.

There's a range of 3DO software available; from flight simulators to education, information, sports and children's titles. Plus, R·E·A·L also plays audio and photo CDs and soon, with an optional adapter, full-length movies.

Entertainment, music and more interaction than ever—the Panasonic R·E·A·L 3DO Interactive Multiplayer brings you the future in one amazing unit. And, yes, it'll fly.

To speak directly to the dealer nearest you, call **1-800-REAL-3DO.**

3DO

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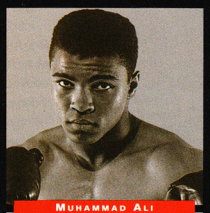
IN THE ANNALS OF TWENTIETH CENTURY PHILOSOPHICAL THOUGH

WHO'S THE TOUGH

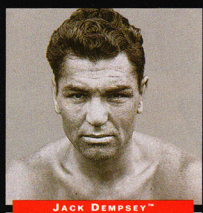
GREATEST HEAVYWEIGHTS

HOLD EXHIBITIONS OR CHAMPIONSHIP TOURNAMENTS BETWEEN THE GREATEST BOXERS THE WORLD HAS EVER KNOWN.

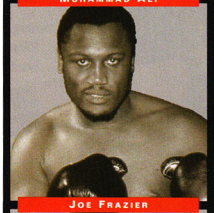
BUILD YOUR OWN BOXER AND BATTLE YOUR WAY THROUGH THE RANKINGS AGAINST THIRTY CHALLENGERS. EARN A SHOT AT THE TITLE.



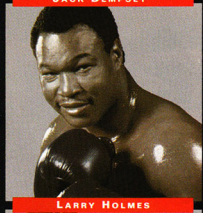
MUHAMMAD ALI



JACK DEMPSEY™



JOE FRAZIER



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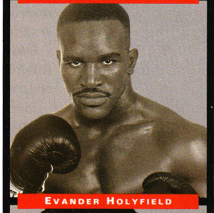

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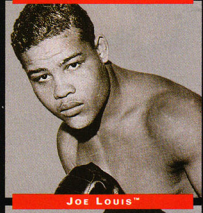

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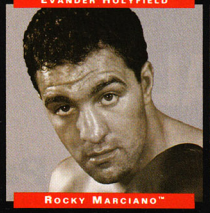

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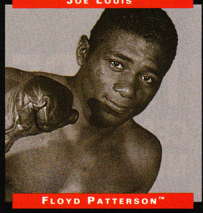

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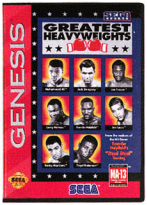

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SPECIAL FEATURE: SUPER NES PROREVIEW

TEENAGE MUTANT NINJA TURTLES® TOURNAMENT FIGHTERS

By Bro' Buzz

It's going to take a heroic effort for any cart to knock Street Fighter II off its champion's perch. So how about four heroes in a half shell? Teenage Mutant Ninja Turtles: Tournament Fighters is a mean SNES contender!

Be Turtles Tough

You can enter the Tournament as one of the four Teenage Mutant Ninja Turtles (Leonardo, Donatello, Michaelangelo, and Raphael, of course) or six other TMNT characters: War, Chrome Dome, Aska, Wingnut, Armaggon, and Cyber Shredder. But watch your tails, this is no cartoon show! The attitude these dudes display (Turtles included) is mundo mean.

This tough-as-toenails tourney is no kiddee's club! However, the fierce fighting action is suitable for players of all calibers and age groups, thanks to its seven skill levels. You can also pump up the speed two levels or set game time to four lengths, including bop-till-you-drop infinity time.

There are three primary modes of play: Tournament, Story Battle, and Vs. Battle (against a pal). All are outstanding one-on-one matchups, maxxed with fighting action. If you prefer to see rather than do, choose the Watch Mode to set up and view a CPU-controlled fight.

Mutant Turtles Versus World Warriors

Is Tournament Fighters as good as Street Fighter II Turbo? It's not as fast, but in all other aspects it's pretty darn close! In fact, there's enough similarity here to entertain even hardened SF II snobs and stiffs, provided they can get into the Turtles.

The excellent controls put you totally in charge of your Turtle or Turtle foe. Each fighter has a formidable arsenal of basic fighting skills: two punches, two kicks; two throws, chokes, or bites; and a block. Each basic punch and kick has jumping and crouching variations. Additionally,

Donatello

Donatello!

Bo Thrust

Ground Claw

Headspin Attack

Michaelangelo

Michaelangelo!

Rising Thunder

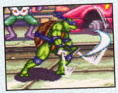
Dragon Breath

Dynamite Bomber

Leonardo

Leonardo!

Endless Screw


Shining Cutter

Roto Cutter

SNES Game ProFile

Teenage Mutant Ninja Turtles: Tournament Fighters

(By Konami)

You want Street Fighter action without Street Fighter II? Here's a serious SF II clone that can bring Street snobs as well as fledgling fighters out of their shells.

Price not available	Two players
16 megs	Side view
Available December	Side-scrolling
Fighting game	

there are three Special Attacks and one Ultimate Attack per fighter. Firing off an Ultimate Attack depends on your ability to score hits on your foe, which powers up an Ultimate Attack gauge.

PROTIP: CPU opponents like to attack through the air and fire medium-range projectile attacks. Practice countermoves against these attacks.

PROTIP: Cyber Shredder is the most powerful character.

PROTIP: Donatello is the most powerful Turtle.

PROTIP: To make a throw or a choke, you must be close enough to your opponent that at least your toes touch theirs. Then, press either Left or Right and X or A.

Street Fighter II vets will recognize clone moves based on such SF II staples as Spinning Pile Drivers, Flash Kicks, Hurricane Kicks, and even Hundred-Hand Slaps. Moreover, Controller motions and Charges are similar, too. As in SF II, you can toss projectile attacks, throws, and holds. Two-in-one attacks and combination attacks are there for those skilled enough to find them. You can even Dizzy an opponent.

The backgrounds are a trip!

PROTIP: You can block another fighter's projectile attack with your own.

PROTIP: You're asking for trouble if you begin a Special Attack from too far away.

PROTIP: Blocking is a key skill, especially for beginners. However, you absorb some damage whenever you block.

PROTIP: The Ultimate Attack can be a great finishing move...or a desperate act.

RAPHAEL

Raphael!

Chest Buster

Jamboree

Power Drill

The Fearsome Turtle Foes Turn Out for the Tourney

War

Turning Uppercut

Chrome Dome

Electric Pile Driver

Armaggon

Aqua Shock

Wingnut

Power Dive

Aska

Spinning Uppercut

Cyber Shredder!

Knee Crusher

In Your Eyes... and Ears

The game's graphics are imaginative, but a tad less sharp than other Konami SNES carts. However, the precise animation catches every muscle flex of the fighting action. The 10 background scenes are simply gorgeous, and the character art is Turtles true!

Even the sounds grab you. The voice blasts a cool assortment of grunts, groans, taunts, and yuks. The effects catch every slap, punch, and foot in your face.

Pizza Power!

The Teenage Mutant Ninja Turtles score a knockout! If you're strung out on Street Fighter, you get no break here. If you're a Turtle maniac interested in an SF-quality fighting game, this cart delivers. Tournament Fighter is one shelluva fighting game. G

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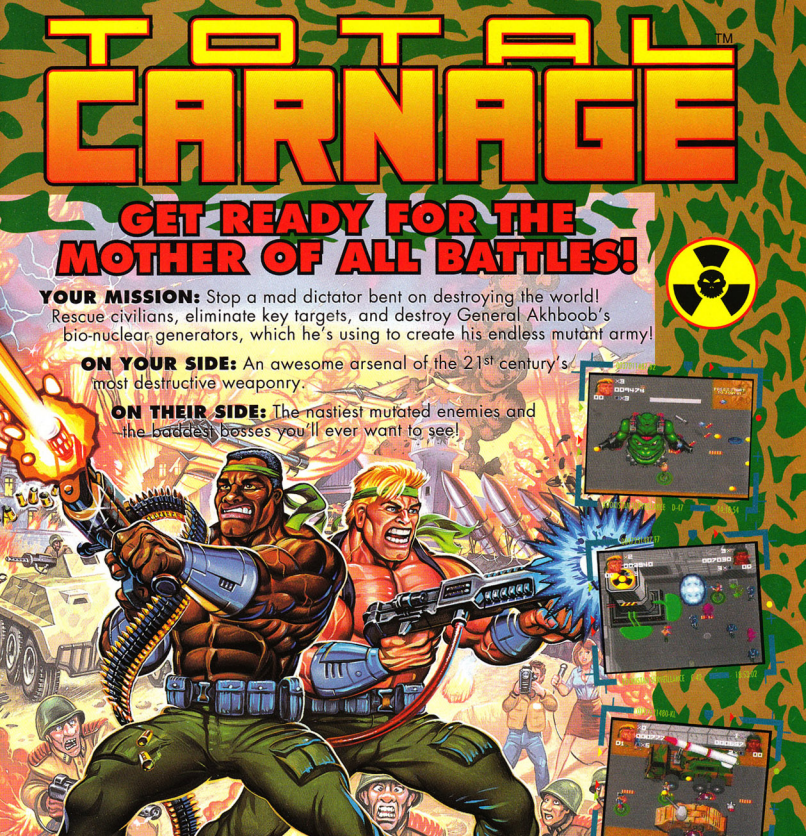

Screen shots shown are from the Super NES version of the game.

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SPECIAL FEATURE: GENESIS PROREVIEW

By Bro' Buzz

Time to get mean and green with the Genesis! Teenage Mutant Ninja Turtles: Tournament Fighters dishes out its own unique brand of fighting action, which is different from the SNES version. Even if it won't make you forget Street Fighter II Special Champion Edition, it's at least a good stablemate.

Splinter Removed

Hey, somebody wrapped a story line around a fighting game! Four evil purple Teenage Mutant Ninja Turtles have bagged Master Splinter and whisked him away to Dimension X. Now the green good guys must mount a rescue by recruiting fishy Ray Fillet, buggy Sisyphus, Casey Jones (of course), and even April O' Neil for some feisty one-on-one fighting action.

Genesis Game ProFile

Teenage Mutant Ninja Turtles: Tournament Fighters

(By Konami)

Here's a fun way to work up a fighting sweat, but major league Street Fighter junkies should not approach this cart with a killer attitude. Turtle fans,however, will love playing with some of their favorite characters from the supporting Turtles cast, such as April O'Neil.

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

Price not available
16 megs
Available December
Fighting game

Two players
Side view
Side-scrolling

The aforementioned lineup ought to make TMNT fans go "ahhhhh." This cart draws its bad-amphibian attitude, as well as its characters, directly from the comic book. You can choose from the eight heroic characters. The four sinister Turtles and crafty clones of your pals lead the bad guys. Later, as you beat up on Krang's gang, you face Triceraton, Krang, and Karai (the supremely evil female Shredder-wannabee).

Pick your partners.

Nine worlds and a spaceship host the fights.

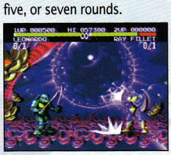
Rumble in this jungle.

Things are hot in Magma Ocean.

Fighting As You Like It

Tournament Fighters plants your tail in four fighting modes, where you definitely get your one-on-one workout. In Story Mode, you planet hop to seven worlds and pound it out in a spaceship. Tournament Mode tests you in 88 matches, where you must beat each character 11 times. Naturally, you can pound a pal in Two Player Mode. It's highly likely you'll need a workout via Practice Mode.

The cart offers adequate handicapping. You can adjust each fighter's Speed and Power to eight settings, pump up skill levels eight notches, and give yourself up to seven continues. You can also set wins for the best out of two, five, or seven rounds.



PROTIP: Following a special attack projectile in is a good way to set up another attack.

PROTIP: CPU opponents love it when you jump in to attack.

PROTIP: Press Down-Toward to pull a low Fierce blow with any character.

Tough Turtles?

Tournament Fighters for the Genesis puts up a good, fun fight, but it's not as complex as either Street Fighter II Special Champion Edition or Tournament Fighters for the SNES. Street Fighter stalwarts will like the fact that you can string together some moves for Combos, but they'll miss the absent SF-style Two-in-Ones.

Just the same, you get a workable arsenal, even though fighting only uses two buttons on the standard controller. There are six punches, six kicks, a hold or a choke, and a block. Additionally, every character has three or four Special Attacks. Button C is only used to taunt your foes. That's a kick when you're beating up a buddy, but using C for added firepower would have been preferable.

The punches and kicks include Fierce blows when you press the directional pad towards an opponent. This also means hitting the diagonal directionals with precision and frequency, sometimes a challenge with an old Genesis controller.

Turtles to the Rescue!

Splinter's been kidnapped to Dimension X! Now the Teenage Mutant Ninja Turtles and their cohorts are on a rescue mission.

Michaelangelo

Raphael

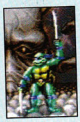
Casey Jones

April O'Neil

Sisyphus

Ray Fillet

Leonardo



Donatello

***PROTIP:** To make a throw or a choke, move into your opponent, press Left or Right toward your foe, then hit B.*

***PROTIP:** Try to fake out human opponents. Make a move that the other guy will try to block, then hit him with your real attack.*

***PROTIP:** Learn to block or learn to accept defeat.*

***PROTIP:** When an opponent jumps in on you, you can usually nail 'em with a low blow. Press Down and hit either A or B.*

Eyes, Ears, & Shells

The graphics are good Genesis fare. Turtle fans will dig the comic's supporting cast of characters come to life, such as Casey Jones.

Get your ears in gear. The rad rocking music rises a notch above other fighting games. The effects sound off effectively with violent grunts, groans, and body shots.

Fight the Good Fight

TMNT: Tournament Fighter is a good Genesis fighting game. Although it can't vie for Street Fighter's top spot, it pounds out a solid bid for second place. If you want a break from the Street Fightin' action, warm down with the Turtles. G

SPECIAL FEATURE: NES PROREVIEW

By Bro' Buzz

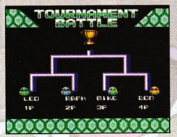
Leonardo, Raphael, Donatello, and Michaelangelo are NES classics. Too bad that old format couldn't have been a little kinder to the Teenage Mutant Ninja Turtles in their latest incarnation. This time Konami disarms them from their famous martial arts weapons and makes them fight each other one-on-one.

Shred-head Dread

If you need to be goaded into taking on an NES one-on-one Street Fighter wannabee... heeeeere's Shredder. This time the Turtles decide to fight hand-to-hand to determine who deserves the honor to meet – and defeat – the evil Kuroku Saki.

This version of Tournament Fighters offers four play modes, including a four-player Tournament Mode. In Story Mode, you pick a Turtle champion and fight the remaining Turtles and two pals, Casey Jones and the Samurai-dragon, Hothead. CPU and Versus Player modes are self-explanatory one-on-one fights.

Casey versus Shredder.



Try a four-player Tournament.

PROTIP: This Fireball appears randomly. If you throw it, run in after it. You can catch it on the rebound for another toss.

Fighting an Undercard

The fighters' standard arsenal is serviceable. You get three punches, three kicks, and a block. Additionally, each fighter has a throw, a choke, or a bite, and two documented Special Attacks. Standing punches and kicks produce variations if you're toe-to-toe with your foe.

The frisky fighting action holds your attention, but it isn't going to make you sweat. You can bump speed three levels up to Turbo Mode, and that's the way to play.

PROTIP: If your opponent's fighting from the crouching position, watch out.

The Turtles are fighting mad!

PROTIP: If you toss a Burst Attack as Shredder, the flames will disappear if you press any button before they reach their target. You can't move in behind this Special Attack. Remember this info so that you don't waste a shot, or you can use it to fake out an opponent.

PROTIP: Since all the Turtles' Special Attacks require you to hold either Down or Down-Toward to charge them up, practice defensive and offensive moves from the crouching position as you charge. You can then launch a sneaky Special.

PROTIP: Some fighters have undocumented special moves.

Your eyes and ears are going to take a slight beating here. The graphics put on a decent NES show, with detailed character pix and swift animation, but the dark, dreary background colors are a downer. The sound effects and music are best kept at low volume.

Save the Turtles

Konami's latest dip into the Sewers of Manhattan produces a workable NES fight, but it comes up a tad murky. Yanking the Turtles' weapons definitely makes them lose some bite. Either yah gotta love them Turtles or you must really need an NES fight to get into this cart. G

NES Game ProFile

Teenage Mutant Ninja Turtles: Tournament Fighters

(By Konami)

Ouch! This TMNT game hurts, and it's not just from the fighting.

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

Price not available
2 megs
Available December

Fighting game
Four players
Side view

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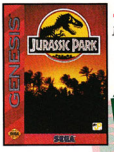

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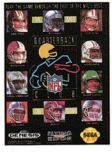

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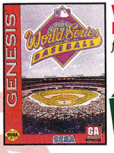

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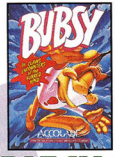

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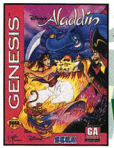

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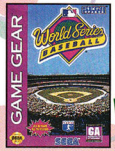

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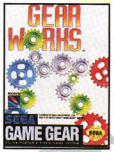

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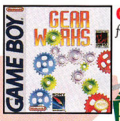

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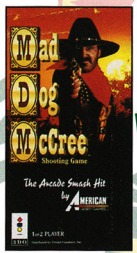

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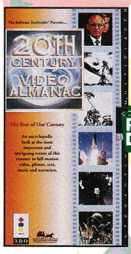

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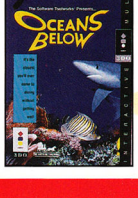

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SYSTEM SHOPPER

By Slasher Quan and the GamePros

The most intense video game wars this season aren't being fought on a screen, but at your local toy store. With eight home game systems on the shelves by Christmas, the task of selecting new hardware is daunting. Our shopper's guide suggests what to try, what to buy, and what to skip.

16-BIT SYSTEMS

SEGA GENESIS

Models Available

Sonic 2 System ($129.99, includes Sonic The Hedgehog 2 and one 3-button controller): Sonic 2 is a great cart well worth the extra $30 this system costs.

Core System ($99.99, includes one controller): The stripped-down model is unfortunately not packed with the six-button controller.

Controller: The standard three-button job is limited by today's standards. The new six-shooter provides gamers with more game play options, but costs $19.95.

Technology

The Genesis is fast, but the graphics show its age.

Graphics: A limit of 64 on-screen colors hurts the system, but artists can sometimes skirt this problem, as in Disney's Aladdin.

Sound: In comparison to the SNES, the Genesis sound chip is mediocre. It can produce good music, but digitized voices sound garbled.

Speed: This is the fastest 16-bit system and rarely has slowdown or flicker.

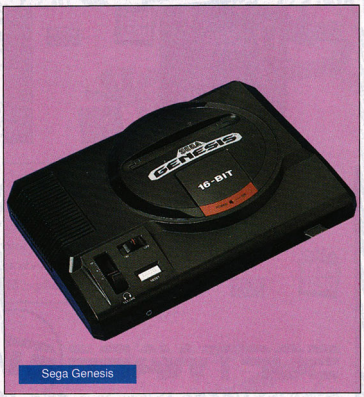
Software

It will have more than 500 games by the end of '93, the largest 16-bit software library. Great games are in almost every category for this system!

Direct support: Sega of America has the best software track record of any hardware manufacturer. Shinobi III, ToeJam and Earl 2, Disney's Aladdin, and more made this Sega's best year ever.

Third-party support: The Genesis is almost dead-even with the SNES. Sega will need to continue to sign on key missing companies, like Square Soft and Enix, but the addition of big players like Capcom and Konami has been a big boost.

Recommendation: While the SNES is in many ways a better piece of hardware, more and better Genesis games made '93 Sega's year.



Sega Genesis

SUPER NINTENDO ENTERTAINMENT SYSTEM

Models Available

Super Set ($149.95, includes Super Mario World and two controllers): SMW is still a classic. Plus, once the extra $20 controller is factored in, you're getting Mario for only $30 – a bargain.

Control Set ($99.95, includes no game and one controller): Don't buy this model unless you hate Mario and play one-player carts exclusively.

Controller: The pad has four standard fire buttons, two top fire buttons, and two option buttons. It's an awkward configuration for six-button fighting games, but the pad is smooth and responsive.

Technology

Overall, the SNES is the more advanced 16-bit system available.

Graphics: 256 on-screen colors paint the best visuals in a 16-bit system.

Sound: The SNES sound chip has more channels and pumps much better sound effects and voices than the Genesis.

Speed: Too slow! Even today, many games have slowdown

Software

The SNES support will be approximately 305 games by end of '93. Although its fighting games and RPGs are better, the SNES lags behind the

Super NES

Genesis in sports. The systems are virtually tied in the action/adventure genre, though.

Direct support: Nintendo of America puts out reliable hits, but not enough of them. Look for only two or three big games from the company per year. Where are all the Super FX games?

Third-party support: The SNES is the best-supported system in history. Virtually every company which makes electronic games develops for this system.

Recommendation: The SNES has a slight edge over the Genesis in terms of graphics and sounds, but the Genesis has more speed and a better software library.

SNES vs. Genesis: Which is better?

All other factors being equal, the SNES version of a game is usually superior to the Genesis version because of better graphics and sounds. However, the Genesis's speed can put SNES versions of games out to pasture. Your call.

While SNES Street Fighter II Turbo (L) knocks out the Genesis version's (R) with sharper graphics and clearer voices...

...the SNES edition of NHL Hockey '94 is out-sticked by the Genesis cart's faster speed. EA Sports had to cut frames of animation to make the SNES cart playable.

TTI DUO

Models Available

Duo ($299.95, includes 1 controller and 1 disc with 5 games: Bonk's Adventure, Bonk's Revenge, Gate of Thunder, Ys Book I & II, and Ninja Spirit. Enter Up, Right, Down, Left, II at the Title Screen to play Bomberman, too): It's lots of value for the buck, since these are some of the system's best games!

Controller: An outdated two-button contraption identical to the NES controller. Although the five-player capability features some of the best multi-player games to date.

Sound: The CD music and voices are generally superb, as with the voice actors in Ys Book I and II. Unfortunately, the TurboChip music is not as good as the SNES.

Speed: The CD access time is annoying, but many of the games can move at lightning speed (e.g. Gate of Thunder).

Software

It will have approximately 57 games by late '93. Bonk, Bomberman, and the RPGs are the strongest. The rest of the Duo software line is not as strong as the Genesis and SNES libraries.

Direct support: The majority of TTI's titles are imported and are more suited to the Japanese market.

TTI Duo

Technology

The Duo runs both CD-ROM and cartridge games. This system's 8-bit CPU lacks the power to be a top contender over the next few years. Although the 2 Super CD technology has muscle, it needs more games to prove it.

Graphics: The 16-bit processor is good and can pump colors on the screen.

Third-party support: TTI's support is almost nonexistent. Games from companies like Electronic Arts and Working Designs are rare.

Recommendation: For a gamer who has it all, the Duo has some entertaining games, especially it s multi-player carts. Make this the third 16-bitter on your shopping list, though.

8-BIT SYSTEMS

NINTENDO ENTERTAINMENT SYSTEM

Models Available

NES Challenge Set ($89.95, includes two controllers and Super Mario Bros. 3): This set is the best NES buy, as SMB 3 is one of the best NES games ever. Get this set while you can – it's about to be discontinued.

New NES ($49.95, includes one controller and no game): It's a decent deal, but the money's better spent on a new SNES game.

Controller: The classic two fire-button configuration can be mastered by beginners, but it's very limiting when you're playing complex carts.

Technology

The seven-year-old NES has seen better days....and probably won't see them again.

Graphics: The 8-bit graphic processor putters along. However, if you aren't used to 16-bit, then the recent NES carts (such as Castlevania III) will look OK.

Sound: The NES tunes are devoid of good bass effects, and voice is nearly impossible. Still, the music in carts like Batman is decent.

Speed: Look for slowdown and flicker in all but the best-designed games.

Software

It will have approximately 655 games by the end of '93, the largest video game library in history. The system's got great classics, but its future is limited.

Direct support: Although Nintendo claims the NES is still a key core product, it looks like NOA's NES development plans are DOA. Expect fewer than three games next year.

Third-party support: Almost all third-party companies have halved or quartered their NES product plans. Konami's Tiny Toons, Capcom's Mega Man, and Disney sequels are among the last big names.

Recommendation: This is a great starter system for a kid, sibling, or gamer on a budget, and you should be able to find some inexpensive golden oldies. However, with the 16-bitters so close in price...

Next Generation Systems

SEGA CD

Models Available

Sega CD ($229.99, includes Sewer Shark): The new, sleeker, remodeled system fits side-by-side with the Genesis. Shark's one of the system's better games, but the package is still pricey.

Technology

The Sega CD could have been an upgrade, but it's essentially a big memory device with CD sound.

Graphics: The lack of a graphic upgrade chip impairs the SCD's ability to have high-quality full-motion video. More importantly, it doesn't even match the quality of graphics found on the SNES.

Sound: CD-quality music, such as Batman Returns' crankin' tunes and the Q-Sound in Ecco the Dolphin, is one big reason to buy the system.

Speed: Game play speed is comparable to the Genesis, but did you ever think you could go grab a Gatorade between levels without having to pause? With certain Sega CD slow-loaders, like Willy Beamish, you can.

Software

More than 75 games by late '93. Hopefully games will start coming out faster.

Direct support: Sega of America started off on the wrong foot last year by converting some carts to CD with few enhancements. Timely releases of more innovative products (like Jurassic Park and Sonic CD) would have gone a long way toward correcting this problem.

Third-party support: Many companies have signed on, but few have actually released games. Hopefully we'll see more discs in '94. Some great discs are spinning out of Japan, though, such as Silpheed and Sonic CD.

Recommendation: Since CDs are cheap to make, you'd think game prices would be lower, right? Guess again. Sega CDs are just as expensive as carts, and the system's more expensive. If you own only a Genesis, buy a SNES – then think about a Sega CD.

Sega CD

SNK NEO·GEO

Models Available

Gold System ($649.95, includes the game of your choice and two controllers): Ouch!

Controller: Although not the ultimate for fighting games, the four fire buttons do their job. You'll get used to the goofy stick.

Technology

SNK packed every last byte of 24-bit arcade power into the home system. Although it may not have the muscle of 3DO (or maybe even the Jaguar), the Neo•Geo's massive 100-megabit+ carts give the games kick.

Graphics: The 24-bit graphics have tons of on-screen colors, and SNK's artists have gotten better at shading characters. Compare Art of Fighting to Burning Fight – what a difference!

Sound: The horsepower of arcade-quality tunes is hard to match. The music and digitized voice in Samurai Shodown rule!

Speed: One might think a 24-bit processor is immortal. One would be wrong. Why does Last Resort have slowdown?

Software

Look for approximately 38 games by the end of '93. You've gotta be a fighting fan to play on this system!

Direct support: SNK has shown surprising dedication, releasing approximately one game a month. Granted, the company is fighting-happy, but you'll be, too, when you play Shodown and FF 2 Special. Some nonfighters, such as Viewpoint, are also impressive.

Third-party support: The few third-party companies (ADK, American Sammy) don't publish under their own name,

but they do come up with hits like World Heroes 2.

Recommendation: Fight fans with mind-blowing budgets should consider this killer system. If you don't have $650 to burn, however, play it in the arcades – it's just as much fun.

3DO Interactive Multiplayer

Models Available

Panasonic's FZ-1 REAL ($699.95, includes Crash 'n' Burn, a Demo Disc, and one controller): Sounds expensive, but the machine has potential.

Sanyo's model: Due out First Quarter '94.

AT&T's model: Due sometime in '94.

Controller: With only three buttons, plus L and R, you couldn't play a decent fighting game...if there were one available. The multimedia games should play OK, though, and you can daisy-chain controllers together for multiplayer games.

Technology

The 3DO is the first CD-ROM system to make a real jump forward in graphics, sound, and game design. The only question is whether the 64-bit Jaguar CD or Project Reality will supplant it.

Graphics: 3DO moves multi-million pixels per second, a big jump over the 16-bitters. However, true full-motion video won't be possible without an MPEG upgrade cartridge.

Sound: CD-quality is important, but good music composition is even more important.

Speed: Good news! Preliminary software tests indicate that the 3DO should not have problems with slowdown or slow access time, and Crash 'N' Burn loads as fast as a cart.

Software

Trip Hawkins originally promised 20 carts, but there will be only 12 to 18 games available by year's end. Crash 'N' Burn was the only completed disc at press time.

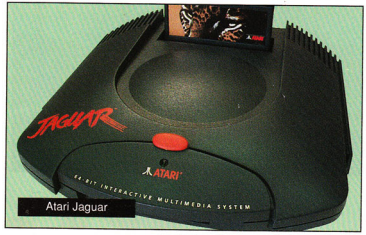
Direct support: None! 3DO doesn't develop games, it just licenses the technology.

Third-party support: EA will lead the charge with enhanced versions of its Genesis line of games, followed by some familiar companies, such as Interplay and Virgin. The 3DO has more developers than any other system. However, it's missing some key cart companies – notably Capcom and Konami.

Recommendation: Still stoked on 16-bit? Then you don't need this system unless you've got money to burn. Take a wait-and-see attitude. If enough games are out by spring, take another look at both 3DO and Jaguar. We will.

Atari Jaguar

Jaguar (About $200, includes one game and one controller): Here's reasonably priced 64-bit power.



Atari Jaguar

Controller: It's the single biggest problem. Basically, it's a standard Genesis controller with a ton of option buttons, a 12-key pad, and plastic overlays.

Technology

According to Atari's specs, this machine is the best on the block. No games are complete, but it may deliver.

Graphics: Atari claims the Jaguar moves twice as many pixels on-screen than the 3DO does, and won't have any problems out-muscling the 16-bitters. The CD drive will need a cartridge upgrade for good full-motion video, though.

Sound: Atari claims CD-quality sound from its cart. (We'll believe it when we hear it.)

Speed: The Jaguar's processing muscle looks like it's gonna make slowdown a thing of the past.

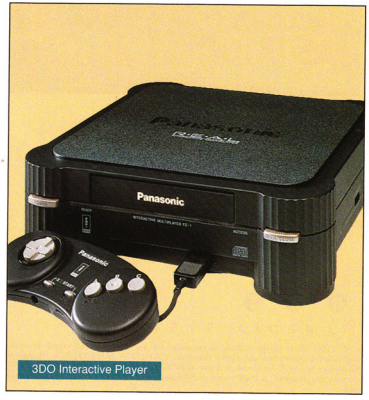
Software

It will have five games by the end of '93. Since it's only at the test-market phase, don't expect a complete library for another year.

Direct support: Atari will be the primary software source. 25 games are in development, mostly originals and upgrades of classics. To our knowledge, no current arcade hits are being converted.

Third-party support: The recent announcement puts a few biggees on Atari's side, including Tradewest, Park Place Productions, and Maxis, but they'll need the Capcoms of the world to survive.

Recommendation: Like the 3DO, the Jaguar is a risky investment – just not quite as expensive. If you've got the money, go for it. Atari must learn to attract good third-parties, though, and to develop revolutionary games.



3DO Interactive Player

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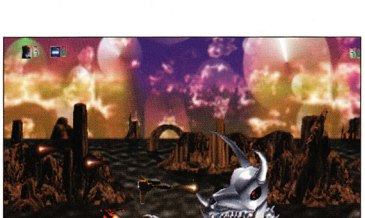

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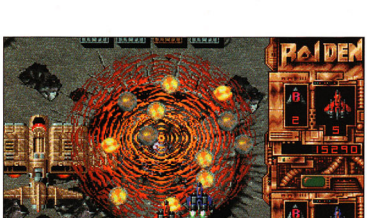

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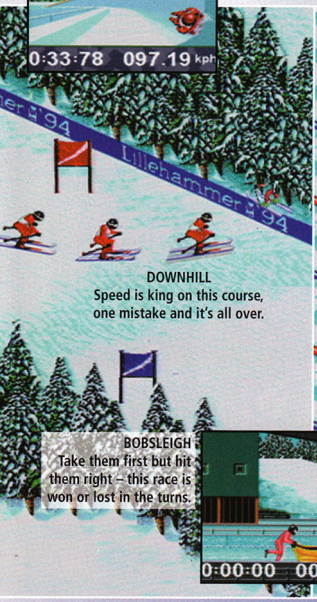
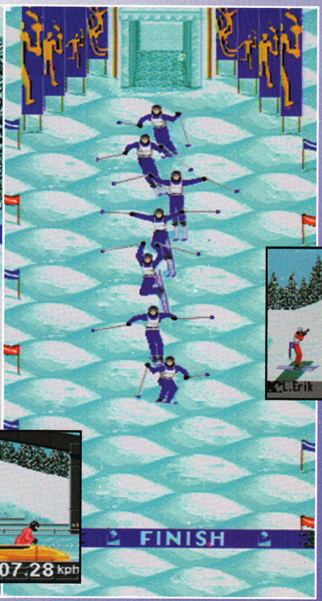
LUGE
Yeah, you heard it right, steer with your feet and break with your hands, all at 60 miles per hour.



DOWNHILL
Speed is king on this course, one mistake and it's all over.



FREESTYLE-MOGULS
Let it all hang out, bang the moguls, do some aerials and don't break your neck.

BIATHLON
It takes the stamina of a crosscountry athlete and the eye of a marksman to win this event.

BOBSLEIGH
Take them first but hit them right – this race is won or lost in the turns.

U.S. GOLD®

Crash 'n Burn

By Bits for Brainz

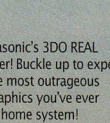
Scene 1: All's quiet on a serene plain. Suddenly, a blinding flash of light obliterates the view. There's a tremendous roar, and an ominous dark mushroom cloud mars the vista. **Scene 2:** The streets of a futuristic city sit in antiseptic silence. Then the A-bomb's shock wave sends a million jagged shards of glass slicing through the air!

Armageddon? Nuclear terrorists? Extraterrestrial invaders? No way! It's just the 3DO equivalent of the starter's flag for Crystal Dynamic's radioactive auto racing game, Crash 'n Burn. However, despite an atomic story line cooked by the heat of a thousand suns, the disc and its features run from hot to lukewarm.

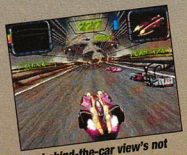
A Race in Your Face

Crash 'n Burn is the first 3DO game to hit the market...that's because it comes bundled with Panasonic's 3DO REAL Multiplayer! Buckle up to experience the most outrageous racing graphics you've ever seen in a home system!

You can use two views to race: behind-the-car and behind-the-wheel. Lose the behind-the-car racing as soon as you can. The car movement from this angle is stilted and distracting. However, put yourself in the driver's seat and you're in for a slick ride. You sit low, right down on the roadway, and with the awesome 3DO graphics, you can practically feel the ground whizzing just a few inches below you.



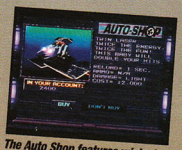
The blood-and-guts driving burns rubber across six circuits, consisting of 30 tracks. As in most racing games, you take your best shot...but expect someone to shoot back here! Winning strategies require sharp driving skills and a sharpshooter's eye.



The behind-the-car view's not bad...

...but get inside the cockpit for the real heat!

You encounter wild banks and turns.



The Auto Shop features wicked weapons and wicked graphics.

3DO Game ProFile

Crash 'N Burn

(By Crystal Dynamics)

You gotta see Crash 'N Burn to believe it. However, this reach-out-and-zap-someone racing game is a good, not a great, ride.

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

Bundled with 3DO
Multiplayer
Available now
Auto racing
One player

30 tracks
Cockpit perspective and behind-the-car perspective
Forward scrolling

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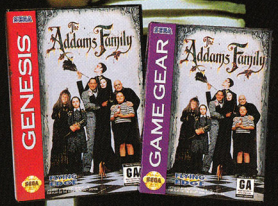
IT'S THE FEZI-COPTER FLYING GOMEZ TO THE RESCUE!

Great Scott, man! Morticia's been kidnapped! It's up to the golf-ball-hurling, sword-fighting, Fezi-copter-flying Gomez to rescue her or she'll face a fate worse than life! Blood-curdling dangers haunt every spine-chilling bend, but with Wednesday, Pugsly and Thing around, help is always at hand!

So, for the kookiest, ookiest, creepiest Sega™ action... welcome to the family!



FLYING EDGE™

SEGA

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Keep Your Eyes on this Road

As expected, Crash 'N Burn's 3DO graphics will make your eyes bug out. The car designs are killers. Also, the expansive outdoor horizons are knock-outs, with brilliant colors and beautiful cloud patterns! Hey, nuclear fallout looks good in the atmosphere anyway.

Every track features a unique look. For example, on the transparent tracks, you can look right through the road surface! The quick animation makes the roadway race past you, but wait until you hit the banks and loops! You fight centrifugal force and your sense of balance as the view turns 180 or 360 degrees.

PROTIP: Being a smart shopper is crucial. You must buy weapons based on their effectiveness against your opponent's defenses.

Unsafe at any Speed

Unfortunately, this is a single-player game, and Crystal Dynamics really missed the bus there. At least they make up for your lonesome ride by supplying six weirded-out CPU raceheads. These wacked-out road warriors are straight from the Weirdo School of Driving. You pick one and drive against the others.

PROTIP: Watch out for Mines at the Pit Stop exit.

PROTIP: Guided missiles are choice long-range weapons.

The creative character selection screen puts on a mini-show of its own. Actors in bizzare costumes (and off-Broadway makeup) play the digitized competitors with over-the-top performances. Radiation levels must really play havoc with the hormones because these ego-maniacal nuts are in a foaming-at-the-mouth frenzy to drive you into the dirt. At least their rantings are crystal CD clear, and you can plan your strategy by what they say.

PROTIP: Shoot your opponents every chance you get. Even if you don't destroy them, the damage can send them to the pits so that you can pass them by.

The sounds are curiously subdued for a high-powered CD game. C & B doesn't push the effects, outside of some cool weapons fire. Moreover, the disc's music doesn't rock beyond the ordinary.

Rough Riding

Once you make it onto the track, the ride gets a little bumpy. Mastering the controls and the car's heads-up displays (HUDs) is a breeze for anyone who's ever run a video racer, thanks to the game's simple, intuitive design. However, hard-core drivers will crave more sophisticated road racing action.

Basically, you just stomp on the accelerator button and go. There are no brakes (any decent race driver shouldn't need them anyway), but you can't drive off the road, so there's no danger of crashing to spice up the challenge. The car-versus-car fighting's all right, but maneuvering your racer and jamming the trigger button is definitely a thumb-spraining experience.

Let the Buyer Beware

Placing in the top three earns you cash and the right to race on another track. Ending up in the money is critical, so you can fortify your racer with exotic weapons and shields.

PROTIP: Take a chance and pass on a Pit Stop when you're in the final two laps of a race. However, you'd better not get hit!

The 3DO graphics shine at Floyd's Auto Shop, where you purchase new gear. You can score Guns, Energy Weapons, Missiles, Hazards (mines), and Shields, 35 individual pieces in all. Check out the Hellfire Rotogun, the Plasma Sun Gun, and the self-repairing body armor. Of course, prices vary according to individual firepower. To help you make your buying decisions, the Auto Shop screen displays a beautiful graphic of your potential purchase, which automatically rotates for a 360-degree view and shows the weapon in action.

PROTIP: In the early races, don't go out of your way to blast drones, since it can eat up time. However, clearing them out is definitely advantageous.

Periodically, the shopkeeper, a sort of pirate-parts sales-cyborg, breaks in on Floyd's screen. He can smell your dough, and he always has awesome stuff, naturally at awesome prices. However, he won't guarantee how long the goods will last.

PROTIP: If you're headed into a tight turn with another car, try to get the inside track. You can then bump him to the shoulder.

The HUD is easy to read. Notice the display in the upper right-hand corner here. Red means your car's in trouble.

Klaw drives the Sniper.

The action gets dark and wet, too!

The shopkeeper's got a deal...but think twice about doing business with him.

Fang drives the Hammerhead.

Take a Free Ride

This CD game scores as the first of its kind. It's a radical ride, a tantalizing look at the potential of 3DO gaming, and a satisfactory workout. Crash 'N Burn definitely sets your imagination on fire. G

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HOT AT THE ARCADES

By Hack 'n' Slash

This month's arcade action takes us into the future and the past with silver-ball battling. Check out Williams' Indiana Jones and Sega's sequel to their classic coin-op, Out Run.

Indiana Jones, The Pinball Adventure (Williams)

Williams' latest Superpin,™ hot on the heels of Twilight Zone, is a brightly colored table called Indiana Jones, The Pinball Adventure. As with all Williams tables, look for heavy action on your flipper fingers, with lots of ramps, targets, and multi-ball play. Indy's also loaded up with bonus goals, including a sequence that lands you in the middle of a crazy six-ball multi-ball play, where hitting targets can snag you a billion-point jackpot.

In the spirit of Twilight Zone and Dracula, Indy has animated LCD score displays that track points and give status reports on how many targets you need to hit before earning certain bonuses, targets that score you big points, cool animations that relate to the film, and one of three video games that add to your score and status. There's also a fun mini-playfield called a Tilt-A-Matic,™ where you jam the ball around a wild, labyrinthine track to snag points for an extra-ball bonus.

Of course, you'll also get your fill of audio tidbits in the way of sound bites from the movie's characters. Don't forget to try the monkey brains!

© 1993 Lucas Film Ltd.

Out Runners (Sega)

One of the top driving games in coin-op history is Sega's Out Run. Now, Sega's bringing the series into '93 with the release of Out Runners. Two racers go head-to-head in the same style and quality of game play found in the original Out Run. The sequel, though, has thrown in some new, highly entertaining features to spice up the action.

Control is still Out Run-simple. Climb into the car cockpit to reign over a steering wheel, a gas pedal, and a brake pedal. Overall, the driving action is pretty hot. Rev your engines, then drive as fast as possible without running into anything. The lead car at every checkpoint gets to choose from one of two racing locales, such as Hawaii, Japan, Hong Kong, San Francisco, and more. As in the original Out Run, you've got to survive a series of races before you reach the final course.

Dashboard buttons, like those in Virtua Racing, enable you to alter the background tunes. The current song scrolls along the edge of the screen. There's even a DJ name Jake Elwood (someone at Sega's been watching too much Blues Brothers) from a radio station called Mega Radio Station (MRS). He'll update you on which car is in the lead.

Out Runners

Out Runner's scenery is decent, though a bit cartoony when compared with a game such as Air Combat with its high-resolution treatment. Although not earth-shattering technology, the game's still got the stuff that made the original fun, plus enough enhancements – such as messing with the radio or seeing the status of the player following you, – to make it worth a test drive.

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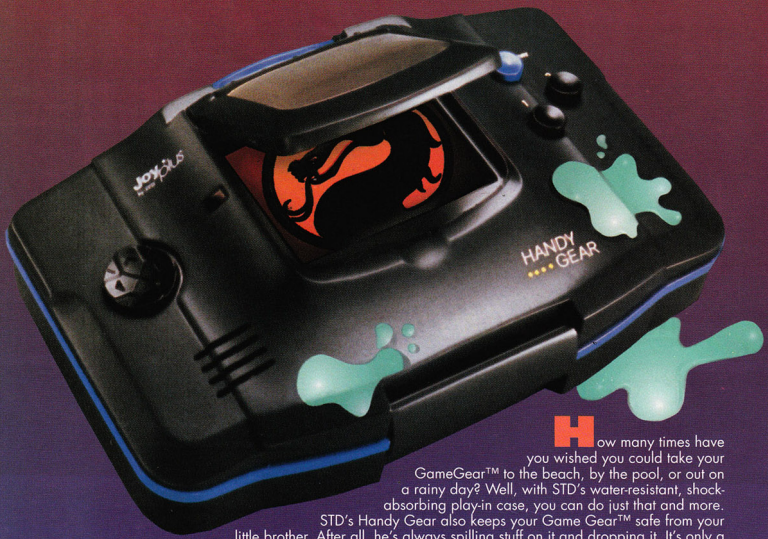
YES, You Can Take it Everywhere.

(Well almost...we don't suggest scuba diving)



How many times have you wished you could take your GameGear™ to the beach, by the pool, or out on a rainy day? Well, with STD's water-resistant, shock-absorbing play-in case, you can do just that and more. STD's Handy Gear also keeps your Game Gear™ safe from your little brother. After all, he's always spilling stuff on it and dropping it. It's only a matter of time before he totally destroys it. The Handy Gear's unique outer casing makes it little brother-proof. Plus, the Handy Gear's carrying strap goes around your neck to make sure he can't grab it without a fight. And it makes things easier when you're playing on the move too. The Handy Gear also has hot extras to make game play even better: 2x screen magnification for better visibility, adjustable screen protector to reduce glare, and inner storage for an extra cart. So seal up your GameGear™ and take it anywhere you want to go 'cause this is one game that won't get rained out.

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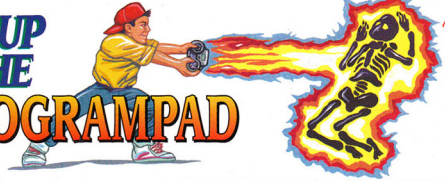

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WE DON'T MAKE WE MAKE THE

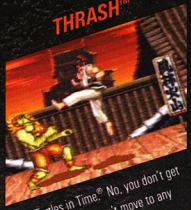
Get this–your controller is not obsolete. This might come as a bit of a surprise, since this magazine's loaded with ads trying to tell you that your controller is a piece of junk.

Wrong.

POWER PLUG™ will give you more total game performance than any of those mega-dollar new controllers. They just don't get what we got. Connect the POWER PLUG™ between *your* controller and *your* system and go kick some butt.

No one else beats THRASH™ power. Select THRASH™ mode on POWER PLUG™ and you activate preprogrammed moves for best-selling games like Street Fighter II.™ Hit one button on your controller instead of four, and you *own* the Hurricane Kick.* Think of the possibilities of Contra III: The Alien Wars,™ Streets of Rage II,™ Super Star Wars,™ even Turtles in Time.® No, you don't get extra lives. No, you can't move to any level. That wouldn't be fair. You still gotta fight your way to the top.

THRASH™



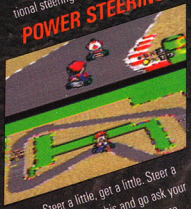
Want to create your own combination moves? No problem. Program the moves yourself with the killer PRO THRASH™ feature, which you only get with the POWER PLUG.™ Do it your way, any combination, any game. Up to 17 commands

PRO THRASH™

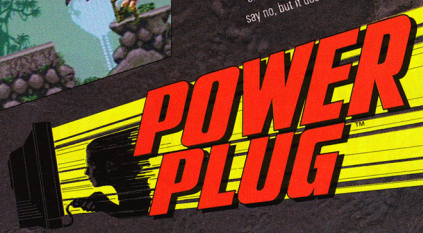
channelled to any button on your no-longer-obsolete controller. So in X-Men,® you hit one button to make Wolverine do a spinning, slashing jump. Starting to get the picture?

Look out for that—*CRASH!*—car. Welcome to POWER PLUG'S POWER STEERING mode. This is analog proportional steering. No more all right, all left.

POWER STEERING



Mario. Steer a little, get a little. Steer a lot, get a lot. Master this and go ask your old man for the keys. He will, of course, say no, but it doesn't hurt to ask.



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Oh yeah, all those other "advanced controller" features—AUTO FIRE, VARIABLE TURBO, SLO MO—we give you them too. But next to THRASH,™ PRO THRASH™ and POWER STEERING, that's just kid stuff.

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GENESIS PROREVIEW

By Atomic Dawg

When the going gets weird, the weird turn pro. In Soldiers of Fortune by Spectrum HoloByte, you lead a team of cutthroats-for-hire in a desperate mission to save...Reality! This tough-as-nails action/adventure game is a surefire blister-maker.

A Chaotic Situation

If you like off-the-wall sci-fi, the Soldiers story line will satisfy you. It's 1887, and the turn of the nineteenth century is taking a turn for the worse. In England, a Tyrannosaurus rex appears in a rock quarry. Half the residents of Bavaria become ravenous wolves. The newly assembled Statue of Liberty in New York starts stomping on citizens. The source of this mad attack on reality is a wacked-out machine called the Chaos Engine.

PROTIP: Shooting at an angle is a critical skill.

PROTIP: Some bad guys can't angle their shots at you.

Enter six soldiers of fortune...and you! You must blast to the last through four deadly worlds in search of the Chaos Engine and its insane inventor.

Guns for Hire

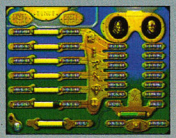
Teamwork counts in this game. One or two players choose a soldier – the Gentleman, the Brigand, the Scientist, the Mercenary, the Navvie, or the Thug. In single-player adventures, the CPU controls the second fighter.

PROTIP: Bad things always come after you. Ambush them by waiting around corners or at narrow entrances.

PROTIP: The order in which you pick up keys can affect which areas are open to you, or what exits you take.

These dudes are bad to the bone! They each pack unique firepower and special wide-area weapons, such as bombs and 360-degree shots. Additionally, they're rated on attributes, such as maximum health, speed, and brains. You can upgrade these traits with the cash you earn by zapping monsters.

The world has taken a turn for the weird.



The Level Bonus Screen tallies each character's findings or killings, then it doles out money according to the percentage of work completed.

No Man's Lands

If you dig run-and-gun, this game grabs you by the barrel and doesn't let go. The action-packed game play features classic overhead-view fighting, using unlimited ammo to waste a crazy countryside. Until you reach the Chaos Engine in the last world, your goal is simply to find silver exit switches called "Nodes," ...and to survive!

Genesis Game ProFile

Soldiers of Fortune

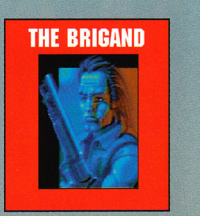
(By Spectrum HoloByte)

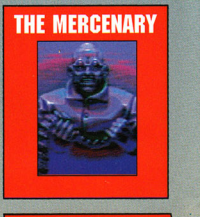
Overhead-view gunfighting has never played better. The small sprites take getting used to, but you'll zero in on the action in no time.

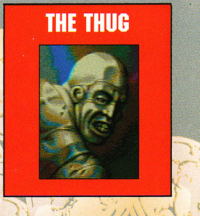
Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	4.0	4.5	INT. Intermediate

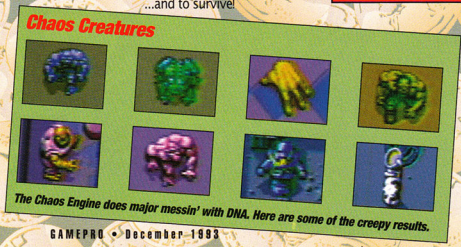
Price not available
16 megs
Available November
Action/adventure

Two players
Four worlds
Overhead view
Passwords









DIERS OF FORTUNE SS

It's much easier said than done. The labyrinthine levels can plunge you into a maze daze. A horde of horrific man-killers attack you at every turn. Stone Golems, muscle-bound Goons, Lizard men, and Robot Killers are a few of the nasties waiting to surprise you. Toss in spitting swamp plants, mini-volcanoes, giant marsh frogs, and a flurry of freaks of nature, and you've got a mercenary-murdering mess on your hands.

PROTIP: You can out run enemy shots.

Don't worry. You can wheel and deal plenty of punishment to the bad guys, thanks to the simple, effective controls.

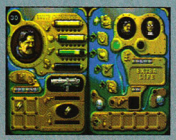
PROTIP: When the CPU is your partner, let the character it controls clear out tough areas ahead of you.

PROTIP: The Brigand, the Mercenary, and the Scientist are good, well-rounded characters for beginners. The Thug and the Navvie are tough characters to play.

THE GENTLEMAN

THE NAVVIE

THE SCIENTIST



PROTIP: Buy extra lives whenever you can afford them.

PROTIP: Sometimes the passageway that a key opens isn't in the immediate area.

See Evil, Hear Evil

At least you have no problem seeing approaching doom. The character sprites are small and the overhead view puts a bit of a damper on the detail. However, ace artwork offsets the pint-size pix and makes you long to see the creatures featured in larger scale. Moreover, the terrain and the Character Building screens sport terrific Victorian-age sci-fi flourish *à la* Jules Verne.

PROTIP: Sometimes you can blast open a wall.

PROTIP: If you run into a water hazard, look for something to shoot to drain it.

The sounds take their job seriously, with workman-like results. The music pumps a catchy techno-rock beat. The effects are few, but they rock and roll, too.

PROTIP: You can't shoot something that's off screen, but you can't be shot from off screen either.

Let Your Fingers Do the Fightin'

Soldiers of Fortune wraps furious fighting in an interesting, unusual story line. If you like to look down on the action, this thumb-burner produces. It's a fun fight to the finish. G

The Special Abilities

Each Soldier can use special weapons like these.

AYE CARUMBA!
HUT
HUT
SUGAR
WOW
COOL
RAD
WILD
KOOM
© Sears, Roebuck and Co. 1993

THE HOTTEST TITLES. STATE-OF-THE-ART TECHNOLOGY. GAME SAMPLING. CAN YOU HANDLE IT?

By Gideon

Konami's right on-target with Lethal Enforcers for the Genesis. All the action, features, and challenge of the arcade hit have been faithfully translated, especially the light gun interface. Even more impressive, the Genesis version is identical to the Sega CD version in graphics, sound, and game play.

Roll Call

Listen up, rookie! You've been assigned to Lethal Enforcers – a first-person perspective, one- or two-person shooting game where you have to clean out a city full of thugs, punks, and terrorists. You're armed with a standard police-issue, six-round shooter that has unlimited firepower, but you can upgrade to higher caliber weaponry. If you take a hit, you lose one of your five stars. Lose all five stars, lose a life. Fortunately, there are four continues.

At the end of each of the five stages, your boss tallies your shot percentage, including your hits to innocent bystanders, and decides whether you deserve to be promoted. If you don't rank high enough, you'll be forced to repeat the stage until you get it right, so fine-tune your shooting skills at the firing range in the Practice mode.

PROTIP: The Knife-Throwing Boss at the end of Stage 2 always tosses Knives in pairs. Follow the trajectory of each Knife, and shoot when it becomes a larger, clearer target near the bottom of the screen.

the original coin-op. Each scene is a multidimensional fusion of digitized actors, photorealistic backgrounds, digitized music, and sound effects. There's no gratuitous blood in the game, but there are plenty of shrieks and groans to accompany the gunfire.

PROTIP: Quickly empty three rounds into a Terminatin' villain at the start of Stage 4 before he has time to take aim at you.

PROTIP: Don't shoot innocent bystanders who cry "Don't Shoot!"

and extremely responsive to the on-screen action. A fast trigger and ultra-sensitivity to the screen make this one of the best light gun interfaces.

PROTIP: The robot drones in Stage 5 move in very predictable patterns. Take aim at their tiny heads as they enter the screen. Forget about shooting their lasers.

PROTIP: To reload faster, shoot anywhere offscreen.

Three levels of game play and a stage select feature make this game a good target for players of all calibers. However, even set on Easy, Lethal Enforcers is tough. Although the villains appear in the same pattern every time you play, the real challenge is whether your reflexes and aim can match those of the on-screen competition.

LETHAL ENFORCERS

Genesis Game ProFile

Lethal Enforcers

(By Konami)

The smash arcade shooter hits on target for the Genesis. Identical to the Sega CD version, this cart enforces all the same thrills, and has one of the best light gun interfaces of any shooting game.

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

$49.99
CD
Available now
Shoot-em-up

Two players
Five stages
First-person view
Light gun

PROTIP: Between shots, aim your gun at the windows of the jetliner in Stage 3 to take out snipers.

Go Ahead, Make My Day

Lethal Enforcers has almost the same level of high-quality digitized graphics and sounds as

PROTIP: In section 4 of Stage 4, shoot the missiles first.

Although you can play Lethal Enforcers with a regular control pad, the game's the most fun with the "Justifier" Light Gun package. Shaped exactly like the arcade version, this piece is lightweight and extremely responsive to the on-screen action. You'll find yourself wanting to peg a higher percentage each time you play.

Bull's Eye!

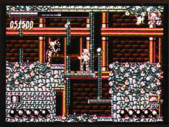
Although this game is inherently violent and may not be suitable for younger children, it's one of the best shooting games available for any home system. Fans of the arcade game won't be disappointed. Take aim at Lethal Enforcers for on-target fun! G

FANG-TASTIC JOURNEY

With a mad howl, the transformtion is complete—and the journey begins.

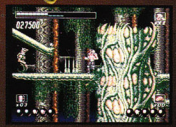
From the fire you emerge, half man, half monster . . . a snarling wolfbeast hellbent on revenge. There's not a bolt-spitting arthropod who can stop you on your quest to rescue your father. Tonight you've got enough animal instinct to tear apart a thousand mutant minions.

It's full moon fever and Wolfchild to the rescue!

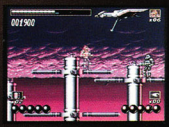


Pray for your life in the Ancient Temple and splatter mutating larvae and mansized cockroaches.

In the madman's lair battle body-snatchers and fire-spewing gargoyles before facing the psychopath himself.



Weed your way through the jungle while fending off volatile vegetation and scaly lizard mutants.



Hair-raising graphics bring to life every mutation, including salmonhead laserblasters and deadly airborne assault squads.

SEGA GENESIS

JVC

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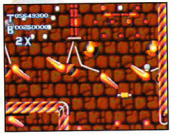
VIRTUAL PINBALL

By Slo Mo

Virtual Pinball by Electronic Arts dishes out a fine-looking decent game of pins, but hard-core players may find the game a little too clean and a tad too tame. Crüe Ball (another well-crafted EA pinball cart) is a little more raw, a little more hairy, and consequently a little more exciting for Pin-heads. However, the beauty of this cart is that you can build your own pinball board.

Play the Silver Ball

If you just want to whack some steelies, you can play on 21 preset tables. The game's overhead view competently follows the dizzying action of your ball as it careens across the multi-screen layouts.



PROTIP: "Catch" balls with the flippers by hitting the button to make them roll gently against the flipper and stop moving. Then you can aim your shots.

PROTIP: Sometimes it pays not to use the top-side Flippers on boards where the upper half action is hot.

PROTIP: Identify Targets and Special Tracks before you put your ball in play. Then aim 'em to rack up the points.

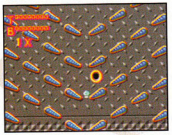
The pinball play is fast, lively, and wild-looking, but it's a bit too easy. Every table is so packed with bumpers, flippers, tracks, and other pinball-paraphernalia that it's easy to keep your ball in play.

The graphics are dazzling. There's a style for every taste and mood, including gore, high-tech, classical, or industrial.

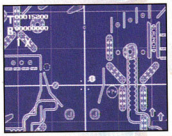
The pulsating sounds will rattle your eardrums. The music blasts several rocking, techno-groove tunes. The sharp effects range from bells to shrieks of pain.

PROTIP: Since Button B nudges the machine, use it to shake balls around corners or into tight spots.

PROTIP: During multi-ball action, the on-screen view follows the regular ball, but the additional balls are still in play even if you can't see them. So, keep that flipper action going!



Check out this All-Flipper Board.

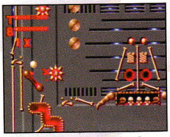


Try to find the ball in the Blueprint Board.

It ain't easy money on the Money Table.

Roll Your Own

Creating a Virtual Pinball board is a kick, but it takes time, thought, experimentation,... and patience. In Workshop mode, you move an easy-to-use Construction Tool around the screen to position various pinball mechanisms on your board. You can build a table from scratch using 11 basic backgrounds, or you can modify any of the existing 21 tables. You choose from eight types of devices, including Bumpers, Flippers, Kick Walls, and Tracks, in eight styles with 256 parts. You can even save up to 10 tables.



Gore parts play bloody hard.

Insert Coin

There's nothing like real pinball! However, if you're any kind of pin pro, Virtual Pinball should at least make you get off your behind and seek out some real flipper action. The real thing features bright lights, unique sounds, and crazy kinetic action. This game is virtually similar. G

Genesis Game ProFile

Virtual Pinball

(By Electronic Arts)

Virtual Pinball features good pin play, but the real action and fun comes when you design your own boards.

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

$54.95
16 megs
Available November
Pinball

Four players
Overhead view
Passwords
Build boards

How to Make a Pinball Board

Once you pick a board to modify, the Workshop Menu lists the parts.

This Construction Tool can stamp a device on any part of the board.

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VideoGames magazine

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Games Master magazine

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Neil West, 92% Mega magazine

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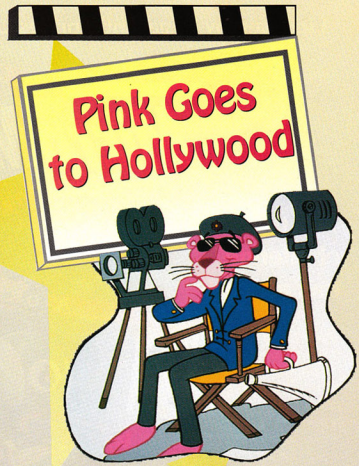
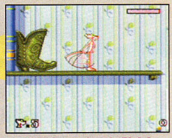


By Captain Squideo

TecMagik gives you two ways to think Pink this Christmas. To answer the obvious question: The Genesis version is better than the fine SNES version (see SNES ProReview, Nov. '93). Check out one of the coolest cartoon carts to hit the Genesis this season.



PROTIP: Get to Jungle Pink by running off this shelf and jumping high to the right.

Pink Pun-ther

As in the newly released SNES cart, the Genesis' precocious Panther is stirring up trouble on Hollywood movie sets. A flummoxed Inspector Clouseau chases him through such pun-happy backdrops as Honey, I Shrunk the Pink, Polter Pink, and the Pink Ranger. Special Tricks and Toll Cards still add extra surprises when battling enemies or trying to scale new heights. New to this version are some tricky Sound Stages for jumping practice between levels. Also, more end bosses populate the main movie sets, adding welcome new challenges.

PROTIP: Take the low road, cross this bridge, and bounce off the Clouseau rocks to find special treats in Jungle Pink.

PROTIP: Don't try to jump across these mine shaft spikes in the Pink Ranger. Wait for a mine car to carry you to safety.

Thankfully, the game play of the Genesis cart improves over the SNES version, where sluggish controls and repetition added frustration to the fun. Here, Pink jumps farther than he used to, and he's better able to dodge obstacles. He no longer bops enemies on their heads, but he does whip out a quick-draw Boxing Glove that's more effective than the feeble Pink spray he had on the SNES. Another good addition is the Health Bar, which joins with two extra Lives to make this Panther more durable than he was before.

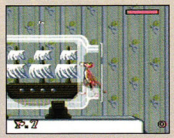
Graphic and Sonic Purr-fection

TecMagik has made both Pink carts gorgeous. Strong colors and detailed multi-scrolling backgrounds give this Genesis game a look similar to, but still different from, the dazzling SNES version. Some of the enemy sprites do look a little too simple at times, but overall this game captures the full technicolor flavor of the classic cartoon.

PROTIP: Stand on light fixtures in the Sound Stages to reach new ledges and dodge moving cameras.

Food-themed enemies are everywhere in the Stuffing Battle, but plentiful punches with your Boxing Glove should get you through.

One of the supreme achievements of Pink Goes to Hollywood is the music, which is as good here as it is on the SNES. Henry Mancini's familiar swingin' tune punctuates all the action, with new arrangements adding the appropriate thematic touch to the various levels.



PROTIP: To reach Pink Beard, work your way to the top of the Refrigerator and get inside this bottle.

Dreaming of a Pink Christmas

Younger gamers especially will be captivated by the Pink Panther's 16-bit charms, but older gamers will also find lots to like in this Hollywood frolic. If you thought watching the cartoon was fun, wait until you play it. G

Genesis Game ProFile

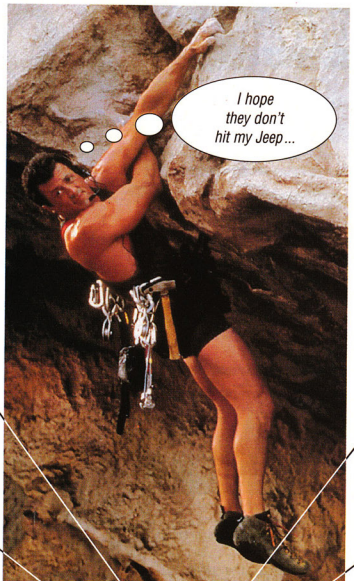
Pink Goes to Hollywood

(By TecMagik)

The cool cartoon cat stars in an excellent game that takes him through imaginative and attractive movie sets.

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

$54.95	One player
8 megs	12 levels
Available November	Side view
Action/adventure	Multi-scrolling



CLIFFHANGER™

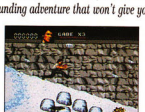
SONY IMAGESOFT

(sure, it's just a game.)

"Cliffhanger could send gamers over the edge."- Gamepro, October 1993

"Non-stop, pulse-pounding adventure that won't give you a break."- Electronic Gaming Monthly, October 1993

Climb, fight, and shoot your way through 7 ice-kicking levels, with unbelievable digitized film clips. The 3-D action sequences and incredible CD sound on the Sega CD version will blow you out of your chair.



Talk about rugged terrain–the mountain is a boss you'll have to defeat as you master wicked rockslides, decaying bridges, and a deadly avalanche. Learn the lay of the land, or you'll be laying under it.

Battle the heavily armed attack helicopter, rescue the hostages and finish off the sadistic terrorist kingpin...before he turns you into a blood-flavored slushee.

Hang on! For the first time ever on any video game, test your survival skills on a high-speed snowboarding level that Electronic Gaming Monthly says "has to be seen to be believed."

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Hook

By Gideon

Having already voyaged to the SNES, Sega CD, and Game Gear, Hook finally soars to the Genesis. Gamers who have already played the other Hooks may suffer from serious déjà vu, but newcomers will be totally enthralled by this complex, well-rendered swashbuckler.

Yo Ho! Yo Ho! A Pirate's Life's For Me

Hook faithfully follows the movie's story line, which itself adapted the classic children's tale, Peter Pan. You are Peter Banning – a mid-30's yuppie who must remember that he's really the grown-up Peter Pan. Banning's mission, spread over 11 challenging levels, is to return to Neverland to rescue his two children, who have been abducted by Captain Hook. But first Peter must regain his Golden Sword from a band of Lost Boys, and then he must travel throughout various regions of Neverland, such as the Forest, Lagoons, and Pirate Town. If he survives, he faces a final showdown with Hook aboard his ship. Fortunately, the controls are smooth, and your Pan responds easily to each challenge.

PROTIP: Attack Rufio from behind. Leap over his attack and strike him three times to regain your Golden Sword.

PROTIP: Most enemies attack in preset patterns. These Forest bowmen shoot their arrows in sets of three.

The wide assortment of scenarios and challenges keeps the game play interesting. Peter's moves include running, leaping, sword-fighting, and flying. There's also a bevy of hidden items, power-ups, and 1-Ups scattered throughout Neverland.

Pan-oramic

The Genesis Hook is almost as visually rich as its predecessors. Multi-scrolling backgrounds plus a full maximization of the Genesis's color palette make this game a sight to behold! The characters are large and smoothly animated, and Peter Pan moves fluidly. The only visual difference is that the Genesis's images are a little less crisp than those on the SNES. This version also doesn't sport the Sega CD's fully digitized animated opening sequence. Although neither of these points detract from the overall enjoyment of the game, they lower the graphics rating a tad.

PROTIP: Conserve your Fly Meter as much as possible. Most obstacles may be crossed by taking off with a running start.

PROTIP: Why fight when you can fly? Discretion is always the better part of valor, especially when you only have a handful of life units!

There's a noticeable difference between the sound quality of the Genesis version and the Sega CD and the SNES versions. Obviously, the CD has the advantage of its vast capacity for fully digitized music, voices, and sound effects. Compared to the SNES, though, the Genesis version's music and sounds are not as clear. Even so, this is still a first-class soundtrack.

PROTIP: Tinkerbell's shower of Pixie Dust signals that it's time to fly!

PROTIP: Stay in the bottom left-hand corner and let the Forest Boss come toward you with his attack. Leap and crouch around his advances.

Pan-Tastic!

Despite the fact that this Hook doesn't look or sound quite as good as its predecessors, it's just as fun to play. If you've played Hook before, you won't find many surprises. Newcomers, though, will be enthralled by the graphics, game play, and challenge. Get Hook-ed! G

Genesis Game ProFile

Hook

(By Sony Imagesoft)

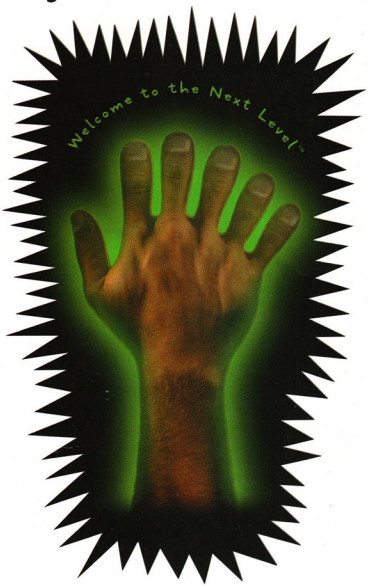
Based on the hit movie, Hook swings aboard the Genesis with style. This game's a treasure chest of fun, with graphics and game play almost identical to the acclaimed Sega CD and SNES versions.

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.0	4.5	4.5	ADV. Advanced

$49.95	One player
8 megs	11 levels
Available now	Side-scrolling
Adventure	Continues

Sega™ 6-Button Controllers.

If this were a perfect world you'd be all thumbs. That way you'd have more moves, you'd have more control, you'd have more intense combinations. But things aren't perfect. So if you want all that stuff you should either buy one of our new arcade style 6-Button controllers or start handling large amounts of nuclear waste and—well, hope for the best. Personally, we'd go for the controllers. They're more reasonably priced and a heck of a lot easier to come by than a chunk of plutonium.



The Next Best Thing To Genetic Mutation.

SEGA GENESIS & CD

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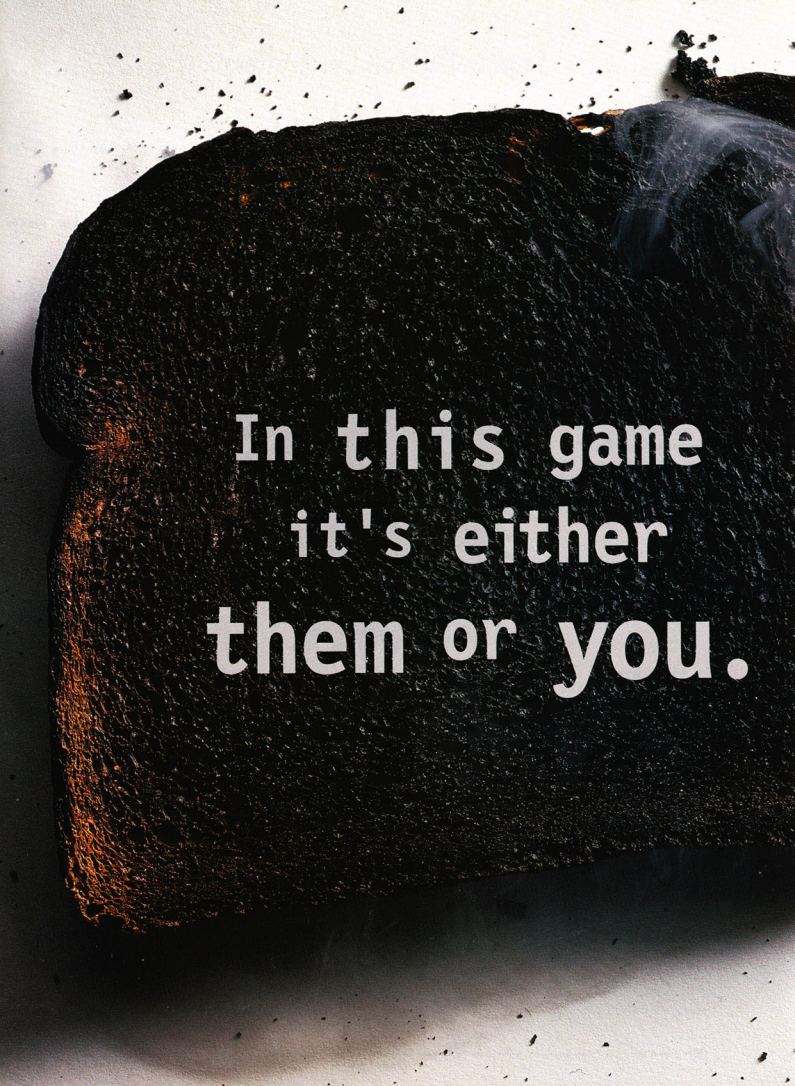
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AWESOME POSSUM

By Feline Groovy

Awesome Possum is the latest woodland creature to hit the trails in an action/adventure game. Tengen's set their little marsupial out to clean up the trash and pollution in four worlds: the Rain Forest, the Sea Caverns, the Arctic Circle, and evil Dr. Machino's Domain. A nice idea for a game, but this possum definitely isn't Awesome.

PROTIP: In the Sea Cavern, learn which fish are friendly and which aren't. Hint: The eels may give you a charge, but they're not friendly.

Promising Possum

Awesome moves much like a more famous rodent (you know, the blue one with the red shoes). Awesome runs, skids, gets catapulted off of objects, and flips into a deadly ball of fur to wipe out his evil enemy's robots. Just like other games of this genre, the game play moves along quickly as Awesome hops 'n' bops through the worlds, exploring, collecting recyclables, and occasionally finding a secret area. As an interesting variation, after completing each level you have to answer a multiple-choice question about environmental issues.

To earn 10,000 points, correctly answer the multiple-choice questions between the levels.

PROTIP: Watch out for the golden traps. They're often hidden behind bushes and at the bottom of long falls.

Despite the similarity in game play, the resemblance to Awesome's hedgehog competitor doesn't extend to the game's graphics. Awesome is a cute sprite, but washed-out backgrounds, less-than-colorful enemies, and dull bosses are nothing to chatter your teeth about. You may even notice some slowdown in areas like the Sea Cavern.

PROTIP: Don't fall in the waterfall in the last section of the Rain Forest, or you won't be able to catch your last breath.

PROTIP: Go for a ride on the Rhino in the last section of the Rain Forest to collect a lot of recyclables and to plow over enemies without taking any hits.

A large chunk of this cart's 16 megs went to Awesome's digitized voice, which chirps on throughout the game. Given the limitations of the Genesis hardware, Tengen's done an awesome job of giving voice to its critter. Although the phrases occasionally get a little annoying, there's enough variety overall to keep the chatter interesting. The tunes are nice and soothing, so most of the time you don't even notice they're there.

Despite adjustable challenge, a lack of passwords and continues keep Awesome on his claws, and may make the frustration level pretty high for beginners. Luckily, Awesome is easy to manipulate, even for less experienced mammals.

PROTIP: The Boss 'Bot in the Rain Forest, Part 3, is easy to turn into a scrap heap. Back him into the bottom left-hand corner and keep pouncing on his metal head.

Awesome Riding!

PROTIP: Always ride when you can. It's much quicker than walking, especially in the Sea Caverns.

Possum with Potential

Awesome Possum may not be awesome, but it'd be close if it weren't for the repetitive, lackluster graphics. If the other critter games are making you feel like hibernating for the winter, you might want to curl up with Awesome. G

Genesis Game ProFile

Awesome Possum

(By Tengen)

Similar in game play to other hop-n-bop games starring cute furry creatures, Awesome Possum may live up to its name in sound and speed, but its graphics are more like a real possum – a little slow and tired.

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

$69.95
16 megs
Available November
Action
One player

12 levels
Multi-scrolling
Side view
No Continues or passwords

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By The King Fisher

Beastball is Spectrum HoloByte's new pseudo-sports title. It's filled with blood and mayhem, but not much more. Spectrum HoloByte tries to run alongside such brawling football/rugby games as Mutant League Football, but they've come up a few yards short.

Stabbing an opposing ball carrier makes them fumble.

BEASTBALL™

Real-Em-Up Beastball

With four difficulty levels, Beastball presents you with the chance to play as one of eight teams in League, Knockout, or Unfriendly games. (There are no friendly games in Beastball.) The object of this rough and weird rugby-like game is to score goals by passing and kicking the ball up and down the field. Sound easy? It's not with the opposing teams attempting to literally knock your head off! Of course, you're trying to knock the opposing team's blocks off as well, since each head earns you some bucks. To help you keep going, there are also lethal power-ups lying all over the field, ranging from Grenades to Swords and Shields.

PROTIP: If you're lucky enough to pick up Grenades, toss 'em in front of the opposing team's goal to clear the area.

PROTIP: When tending goal, toss blocked shots away from your goal. It's easy to score goals against yourself.

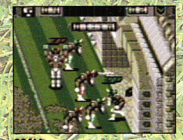
If a match is tied after regulation time has expired, it's time for Sudden Death Overtime. Sudden Death is appropriately named. The team that kills all the opposing team, wins.

Beastly Graphics, Boastless Sounds

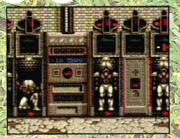
The graphics are bloody decent, featuring okay portrait screens. Playing field and character graphics, on the other hand, are nothing to howl about. However, if you want blood, you've got it! There's plenty, with rolling heads and headless players scattered all over the field.

The sounds will make beasts bawl, and with its repetitious power cords, the music sounds like a jam from the headbangers' ball. Fortunately, the mindless music matches the game's mindless mayhem theme.

PROTIP: If you find your team short by a player or two, knock an opposing player's block off to even the odds.



GOAL!



PROTIP: Earn credits to heal players in the locker room. Keep all players as healthy as possible, or you may lose a head or two.

Beastball's controls feel clumsy initially, but that's due to the animation. Once you've adjusted your rhythm to the on-screen pace, the controls become easier to use. Luckily, Beastball's action doesn't have slow-down problems. Unfortunately, though, that's due to the naturally slow game play. Character movement seems choppy at times, too. Perhaps that's the nature of the beast?

No Beauty in this Beast

Beastball is at best an average action game. If you lust after blood and gore in the name of "sport," this cart's for you. However, if you're hunting for a fun top-quality game with all these grisly ingredients, keep this Beast at bay. G

Genesis Game ProFile

Beastball

(By Spectrum HoloByte)

Beastball is the latest creation on the evolutionary scale of mutant warrior football/rugby sports games. Unfortunately, it's a beast among beasts.

Graphics	Sound	Control	FunFactor	Challenge
3.0	3.0	3.0	2.5	ADJ. Adjustable

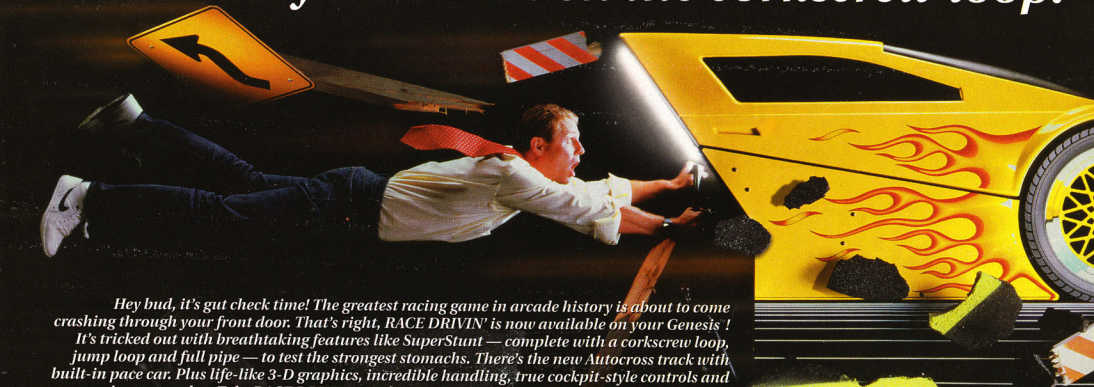
Price not available
16 megs
Available December
Action

Two players
¾-overhead view
Passwords

Race Drivin'™

ON SALE NOW!

Don't hurl your lunch on the corkscrew loop!



Hey bud, it's gut check time! The greatest racing game in arcade history is about to come crashing through your front door. That's right, RACE DRIVIN' is now available on your Genesis ! It's tricked out with breathtaking features like SuperStunt — complete with a corkscrew loop, jump loop and full pipe — to test the strongest stomachs. There's the new Autocross track with built-in pace car. Plus life-like 3-D graphics, incredible handling, true cockpit-style controls and instant replay. Take RACE DRIVIN' out for a test spin today. And try to keep it down, OK?

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By The King Fisher

Dune (a.k.a. Arrakis) is the only planet that contains Spice. Spice enables Guild Navigators to "fold" space to make spacecraft travel possible without moving. For humans who consume it regularly, Spice prolongs life for hundreds of years. Consequently, whoever controls the Spice, controls the universe.

Virgin Games gives you the opportunity to control the universe in Dune: The Battle for Arrakis. In this overhead-view strategy game, you command an army in a campaign to destroy your enemies and become Ruler of Arrakis.

Building Sand Castles

You play Dune as the ruler of one of three noble Houses. Part of the fun and much of the strategy comes from improving this arid world. For example, you must build military installations from the ground up by laying foundations, installing power plants, and so on. Since you have a limited budget, you must harvest Spice and sell it for credits to continue building structures and weapons.

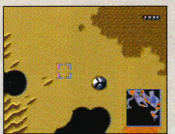
Meanwhile, your enemies are plotting your demise.

The political intrigue adds spice to the Spice. You must play through several military campaigns, which get progressively harder. You get various ground troops, including Dune's guerilla fighters – the famous Fremen. Motorized armaments range from Trikes to Sonic Tanks, and your weapon choices grow as you win campaigns.

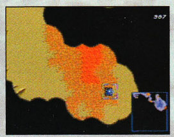
The controls in Dune are fluid. You pick your force, then click on the enemy you wish to attack. Battles are fought in real time, too.

PROTIP: Build a Space Port as soon as possible, and start buying weapons at premium rates.

You fight with state-of-the-art weaponry.



PROTIP: If this oversize, fish bait becomes a pest, shoot it. You won't destroy it, but you can at least drive it away.



PROTIP: As soon as you get an Outpost up and running, send out a scout vehicle to explore the region for both enemy units and Spice.

PROTIP: In your first two campaigns, you only need to earn a specific number of credits. You must erect just one Power Plant, one Spice Refinery, one Spice Silo, and one Outpost. The less you build, the quicker you'll reach your credit target.

PROTIP: Before entering an enemy compound, be sure to take out any gun or rocket turrets.

Cool Sights and Hot Sounds

The sound effects and music in Dune are outstanding. The tunes set the mood for the various campaigns, plus distinct sound effects and digitized speech add character to the game.

Visually, Dune is no stunner, but you can easily recognize every unit and building. The one thing that dampens the fun is slowdown when multiple units move on the screen together.

Spice up your Life

Dune is a great exercise for your brain. Even though this is a strategy game, nonstop action is the norm. If you aspire to conquer a planet, have some hot fun in the sun with Dune. G

Genesis Game ProFile

Dune: The Battle for Arrakis

(By Virgin Games)

If you've ever had thoughts of conquering a world, then pick up Dune: The Battle for Arrakis. This translation from the smash personal computer hit is without a doubt one of the best war strategy carts for the Genesis.

Graphics	Sound	Control	Fun Factor	Challenge
3.5	5.0	4.5	4.0	Intermediate

$59.95
8 megs
Available Feb. '94
Strategy

One player
Overhead view
Passwords

DUNE
The Battle for Arrakis

BATTLE *with the*

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CLIFFHANGER™

By Manny LaMancha

Cliffhanger's perfect material for an exciting video game – snowy mountains, plane crashes, treacherous cliff climbing, and relentless opponents with bare fists, knives, and machine guns. What kid wouldn't want to play Sylvester Stallone? Too bad Sony didn't take all that great stuff and make it into an exciting video game.

There's Money in Them Thar Hills!

Gabe Walker is a hardened climber who rescues people for a living. Cliffhanger puts you in Gabe's hiking boots in the middle of a rescue-gone-awry. You have to rescue your friends from Qualen and his band of robbers, and search for some missing cash.

PROTIP: During the first level, the fastest route is along the far front of the snow-capped path.

PROTIP: When you're attacked by multiple enemies, take some shots at the first pair that runs at you. While they're temporarily disabled, move aside to dodge the attack from the back.

PROTIP: A running punch can do some serious damage to groups of enemies.

In each of the game's seven levels, you're challenged to battle Qualen's gang – first with your fists, then with weapons, that is if you can manage to grab a knife or a gun. The game play is Double Dragon/Final Fight-style, and you've got several moves, including punches, kicks, and, a sweeping "super kick" (the most effective).

Gabe's Slip-Ups

Cliffhanger's a tough challenge for any gamer, but it's that frustrating kind of challenge that'll make you want to rappel away from your TV. The game play is uneven – you'll survive a tough battle only to fall into the water and die.

Cliffhanger's animation is simplistic by current Genesis standards. The characters don't move realistically, although the variety of offensive moves mixes the action. The background graphics are average and repetitive. The sound effects are clean, ranging from bassy punches to painful groans.

PROTIP: Practice the Fast Run. Use it to get out of tight spots and cross large chasms.

PROTIP: The Roundhouse Sweep is very effective in a crowd, but it takes life away from Gabe.

Gabe's controls just don't have a crisp feeling. It's sometimes hard to activate the Fast Run – which you really need to make some jumps.

PROTIP: Don't let the guy with a gun draw a bead on you. If you stand still, he'll line up with you on-screen and plug you. If he stops moving, be sure you quickly move toward the top or bottom of the screen to dodge his bullets.

Falling Down

You don't need to know the finer points of mountain climbing to dive into Cliffhanger – you'll learn the ropes in no time. Unfortunately, you may not feel like hanging around long enough to find out. G

Genesis Game ProFile

Cliffhanger

(By Sony Imagesoft)

Although you get fight scenes, harrowing jumps, and chase action, Cliffhanger's uneven game play will keep it from being a smash.

Graphics	Sound	Control	FunFactor	Challenge
3.5	4.0	2.5	2.5	ADV. Advanced

$59.95	One player
8 megs	Side view
Available November	Multi-scrolling
Action	

Up to 16 lip-smacking levels of twisted gameplay, man! Yes, sir. I like it!

Load up on putrid power-ups like stinky socks, band-aids, Powdered Toast . . . even Log™.

Bizarre graphics and voice tracks make you feel like you're in the show. Oh, Joy!

Holy Lederhosen! Ren Hoëk & Stimpy are trapped in their own TV show...and it's up to you to bust 'em out before they fall victim to unsightly yellow build-up—or worse!

All you have to do is help your heroes survive four of their classic episodes—including an enchanted, yet *deesgusting* journey through Stimpy's digestive system.

So don't just watch Ren & Stimpy—play Ren & Stimpy. And don't forget your breath mints!

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T•HQ SOFTWARE

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Oh man, we'll be rich!

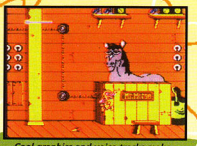
Happy, happy, money, money!!

The Ren & Stimpy Show™

NICKELODEON

Lead your heroes through 12 hilarious Channels—all based on actual episodes of The Ren & Stimpy Show.

Toasterific power-ups like glazed hams, money bags... even homing chickens.



Cool graphics and voice tracks make you feel like you're in the show. Yo! Mr. Horse™.

Tired of surviving on your meeesly allowance? Then test out Stimpy's new invention—The Gametron 5000 Moneymaker.

The Gametron 5000 pays you for playing video games with Ren & Stimpy! All you gotta do is save the planet, kidnap Mr. Horse, and rescue the bea-u-ti-ful Maid Moron . . . It's easy money, man—you'll be a meellionaire!

So let some other eediot mow the neighbor's lawn. It's time to play Buckeroo$—and make meellions the Ren & Stimpy way.

BUCKEROO$!

LICENSED BY:

Nintendo

Nintendo Seal of Quality

T•HQ SOFTWARE

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ToeJam & Earl Panic on Funkotron

By The Unknown Gamer

Yo, homeys, listen up! ToeJam & Earl, masters of funk and cool dudes extraordinaire, have a big problem. A couple of years back, TJ & E were marooned on a horrifying planet, Earth. If you've ever played to the end of the game, you know they managed to escape and return to their home-world, the happenin' planet of Funkotron. Somehow those truly uncool Earthlings tracked the rap masters home, and now they've infested Funkotron. If TJ & E don't send the Earthlings home, Funkotron will turn black and white, and everything that runs on Funk will be history.

PROTIP: Search for Funkotronians with Boxes. They'll challenge ToeJam & Earl to a rap contest. If the boys win, they get Funk points.

Genesis Game ProFile

ToeJam & Earl: Panic on Funkotron

(By Sega of America)

Those radical rap masters, ToeJam & Earl, are back in a very cool new adventure. Bigger sprites, bigger levels, and big Earl combine to make this one happenin' cart.

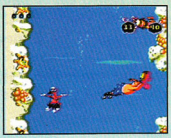
Graphics	Sound	Control	FunFactor	Challenge
5.0	4.5	4.5	5.0	BEG. Beginner

$49.99
16 megs
Available December
Action/adventure
Two players
17 levels
Side view
Multi-scrolling
Passwords

Whaaaaat's Uuuuup!

In each of this game's 17 gigantic levels, ToeJam & Earl (either solo, or together for simultaneous two-player fun) have to boogie across the landscape in search of pesky Earthlings. Funkotron's got freaky forests, oceans, volcanic caverns, snowy peaks, and more. Each area in Funkotron is huge, with many secrets to discover, such as hidden caves, underwater passages, warps to other areas, and warps to the Hyperfunk Zone. The bro's can't exit any level until they've captured all of the Earthlings, put 'em into Trap-O-Matic Jars by tossing jars at 'em, and thrown 'em onto a space ship – destination Earth.

PROTIP: Shake trees and bushes. Hidden surprises include Earthlings, Presents, and the occasional Bowling Ball, Trash Can, or Tire.



PROTIP: When you're underwater, keep an eye out for Blow Fish. Give 'em a smooch, and they'll give you some extra air.

While they're cleaning up after Earthling scum, TJ & E also need to keep an eye out for Lamont the Funkapotamus' favorite stuff, like his Pet Slug and his favorite Red Sneakers. They're gonna need all this junk in order to coax Lamont out of hiding. (You can't get the game's real ending unless you get the Funkapotamus to put the Funk back into Funkotron.)

PROTIP: Balance on Bubbles to ride to special areas. If you're falling off a bubble, quickly tap the directional pad in the direction opposite your fall.

PROTIP: Hang with the folks you meet throughout Funkotron, and listen to everything they tell you.

ToeJam & Earl are way cool, but even that's not enough to get them out of this extremely un-Funky predicament. Fortunately, the bro's can grab some highly amusing and original power-ups as they hip-hop across Funkotron. They've got to shake every bush and tree in search of Earthlings and hidden Presents. The two dudes can call on the Funk Powers for assistance, but some of these powers are limited by the number of Presents TJ & E can grab. They've got an unlimited supply of Trap-O-Matic Jars, but they can also snag Super Jars, which bottle Earthlings in one toss. Funk Moves come in handy for zapping through walls and out of danger. The Funk Vacuum transforms ToeJam or Earl into the ultimate Earthling-collector.

PROTIP: When you're in the Funk Zone bonus levels, tap Button B as you run under the warp-holes. You'll shrink below the exit and keep running through the Zone.

PROTIP: Press Up whenever you're standing on an empty platform. You may find a hidden doorway.

Who Put the Funk in Funkotron?

Funkotron is one psychedelic feast for the eyes, with plenty of fly color. Don't put on your shades, though, cause you're gonna wanna enjoy every last detail. ToeJam & Earl are much larger sprites in this new adventure, which means you can see all of their fresh moves, including tons of amusing animations. The bros rap, dance, swim, jump, and mug their way through the game, each with their own unique personality. The enemies are also well-animated, from the twirpy barking Poodles to the tacky Male Tourist with the flash camera. Funkotron's backgrounds are lush with bright color and multi-layered background details, which are especially noticeable in the Meadow scenes.

TJ & E's smooth moves are easy to master. Activating the special Funk Powers happens with button presses and an only slightly annoying pause to reach the Funk Menu. There's nothing complicated about Panic on Funkotron in the early levels, but hangin' with the bros gets a lot tougher. As they search Funkotron's massive later levels, the game becomes a good play for intermediate and advanced gamers. A special Lil' Kids Mode targets beginning gamers, too.

PROTIP: If a Present pops out of a Bush or Tree, it's worth checking that spot again. Sometimes you can snag more Presents.

PROTIP: Save your Funk Vacuum for situations when you're surrounded by a bunch of Earthlings.

PROTIP: Use your Funk Scan to check out areas that seem like dead ends (walls).

Panic on Funkotron's tunes are similar to those in the last adventure. Although they're occasionally a little repetitive, they create a great hip-hop rap mood with plenty of def effects. ToeJam & Earl also have cool digitized voices. You can even participate in a rap contest and use the buttons to replicate a pattern of rap sounds that another character reels off.

PROTIP: Don't forget to check under manhole covers for missing Earthlings.

TJ & E, ASAP

ToeJam & Earl have the kind of charisma that makes them a natural for a sequel, and Panic on Funkotron's a perfect opportunity for da boyz to show off their stuff. Get ready to jam! G

Earthlings are too weird for words.

Barking Poodles usually come in hordes. Jump over them and tag 'em with Jars from overhead.

Meeting up with the Cow Ghost's a spiritual experience. Leap and "jar" her before she haunts the boys.

Leap over the Construction Worker at all costs. He does massive damage to ToeJam or Earl when he runs into them.

The Fairy/Witch casts a spell on the boys. Nail her before she leaves 'em laughing...and helpless.

The Male Tourist has a nasty habit of flashing his camera right in your eyes. Press Down to duck and avoid the flash.

You can only tag the Man in A Box when there's a part of him out of his box.

PROTIP: Search for Trixie the Mermaid throughout the game. She'll give you special abilities that help you beat the game. In Level 3, you'll find the door to reach her inside this purple cliff.

PROTIP: When you find a Fungus trampoline with a meter next to it, pop a coin in. Judges will rate your jumping ability, and you can score big points really fast!

Dr. Robotnik's Mean Bean Machine

By the Unknown Gamer

Dr. Robotnik, Sonic The Hedgehog's archenemy, makes his first appearance sans Sonic in this Columns-style puzzle game. Dr. Robotnik's Mean Bean Machine closely follows in the tradition of Tetris and Columns, and it looks like this absorbing two-player challenge is going to be just as mind-bending.

Robotnik's Bean Very Busy

Robotnik's invented a new device, the Mean Bean Steaming Machine. This nefarious device transforms the citizens of Beanville into devious little robots. Your mission is to help the Bean folk escape from Robotnik's dungeon before they're sent to the Bean Machine.

Once the game begins, Columns veterans will feel right at home. Two linked but different-colored Beans drop from the top of the screen into a rectangular dungeon. You use the directional pad to move the Beans from left to right across the screen and to control how fast they fall. Button A rotates them. If you make the Beans fall so that four or more same-colored Beans line up, they vanish and escape. If Robotnik's dungeon fills up with Beans, you lose.

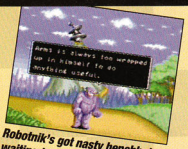
The game will boast three modes of play. In the Scenario Mode, you match Beans with Robotnik's henchbots. In head-to-head play, two players compete. Exercise Mode pits you against the clock.

Beans for Brains

Robotnik's first solo adventure looks like a Bean Blast Bonanza for puzzle players. We'll take a closer look at it in an upcoming issue. G

Dr. Robotnik's Mean Bean Machine by Sega
Available December

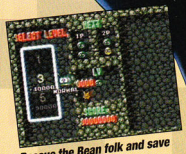
Robotnik's up to no good again.



Robotnik's got nasty henchbots waiting to make trouble.

There are multiple stages of increasingly difficult play.

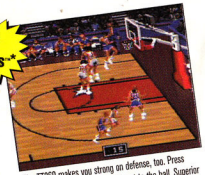
Hey, bean counters, you're gonna love this one!



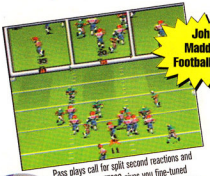
Rescue the Bean folk and save the day.

Where you Bean, partner?

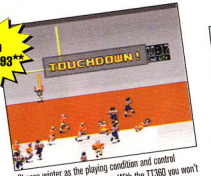
Most SNES controllers make it difficult to move diagonally. The TT360 gives you the power to make diagonal drives on the net with no numb thumb!



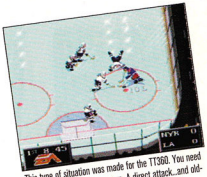
The TT360 makes you strong on defense, too. Press Button B to select your man closest to the ball. Superior diagonal control puts you where you need to be, ready to hit Button Y and block the shot.



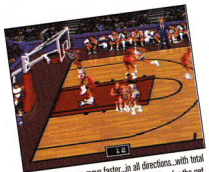
Pass plays call for split second reactions and timing. The TT360 gives you fine-tuned control over all your players, where old-fashioned controllers might only slow you down!



Choose winter as the playing condition and control becomes even more important. With the TT360 you won't slipslide away...or mangle your thumb trying to turn on a dime and make the end zone.

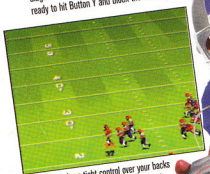


This type of situation was made for the TT360. You need to move fast and tight to score. A direct attack, and old-fashioned controllers...won't make the grade. Head Diagonal behind the net and try to dump it in the corner of the crease.

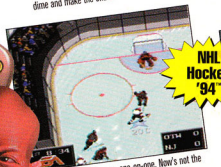


The TT360 lets you move faster...in all directions...with total circular control. Fake left and right as you drive for the net, then Button A for the Jump Shot.

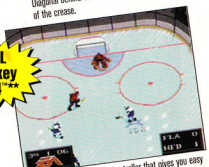
*Shown on SNES **Shown on Genesis



Now you can have tight control over your tracks in an end run. The TT360 makes it easy...Left, Diagonal and Up in a simple thumb sweep. The advantage is yours. Drive for the goal posts.



You're on breakaway...one-on-one. Now's not the time for your controller to let you down. The TT360's smooth Touch Pad lets you switch direction fast to fake-out the toughest defense men. Cut to the Left Diagonal and go for the goal.



To be the best, you need a controller that gives you easy access to the diagonals as well as the cardinal directions. Use your right wing to pull your opponents off to the side. Diagonal pass, shoot, and score for victory. The TT360 can make you a winner.

PLAY WITH AN UNFAIR ADVANTAGE

When you play EA Sports® games, you need a controller that's fast, that gives you all the action you want – easily and effortlessly, and that destroys your opponent, not your thumb! That's why you should be using the Turbo Touch 360.™ The Ultimate Scoring Machine, for all your favorite games. The Turbo Touch 360 "touch sensor" allows your thumb or index finger to move effortlessly across the sensor plate – you don't have to push down. Objects on the screen move as fast as you move your finger, you've got real diagonal and true circular control, and you really feel like you're in the game. The pay-off is being the ultimate scoring machine and trashing your opponent... you know the guy using the old-fashioned control pad. So, play with an unfair advantage. Play with the Turbo Touch 360.

Turbo Touch 360.
The Ultimate Scoring Machine.

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By Lawrence of Arcadia

Oh, boy! If you thought Mortal Kombat got your parents all lathered up, wait until they see Time Killers by T•HQ. This hack-n-slash fighting game would make Genghis Khan take up Parcheesi. In this Genesis version of the coin-op original, most of the limb-lopping, head-chopping action has been kept intact.

Chop 'Til You Drop

All eight of your time-travelin', intestine-unravelin' buddies are back in this spotty arcade translation, which definitely showcases action and shock value over graphics. The backgrounds for each character have also made it across the arcade floor and onto your TV, and they're painted in vivid shades of blood red and bruise blue.

The Right to Bare Arms

There are bonuses for chopping off arms, legs, or even an opponent's head. You even get a bonus for something called a Limbless Win, where you basically win the game by bludgeoning someone with your torso.

You'll travel across space and time...but trust me, the blood is just as red in outer space.

Each of the Time Killers has some type of sword or club, but you'd better hold on tight...the arm that supports it could be lost at any moment.

If you liked the arcade game, you'll probably enjoy this Genesis rendition, which keeps most of the violence. If not, you may not want to waste your Time, killer. G

Time Killers by T•HQ
Available December

"Oh, I'm sorry, I thought you wanted a buzz cut!"

Not all the projectiles come from the weapons. Thugg just pulled this one from his mouth.

Can someone give me a hand here?

Not everyone you fight is human.

If you Lief me now, you'll take away the greatest parts of me.

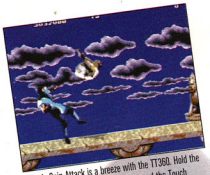
Rancid is just a chainsaw-wielding maniac.

Thugg discovers the Fountain of Goop.

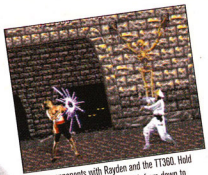
Some of the fights will cost you an arm and a leg (c'mon, you saw that one coming).

Wulf takes the "hands-off" approach.

Throw Liu Kang's finishing move with the deadly accuracy of true circular control on the TT360. Hold the Start Button and, starting with your thumb at the bottom of the Touch Sensor, make a full circle towards your opponent.



Kano's Spin Attack is a breeze with the TT360. Hold the Start Button and run your thumb around the Touch Sensor toward your opponent. Release the Start Button to unleash the attack!

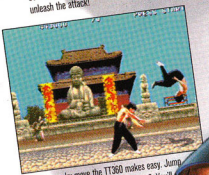


Fry your opponents with Rayden and the TT360. Hold down Button A and slide your thumb from down to toward your enemy.

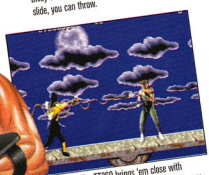
Tear 'em up with Kano's Knife Attack. The TT360 is cutting-edge fast! Hold Start and slide your thumb from away to toward on the Touch Sensor. As fast as you can slide, you can throw.

Rayden's Superman move catches 'em by surprise. Press away-away-toward on your TT360's Touch Sensor. The slide from away to toward gives you the win with split-second speed..without the numb thumb!

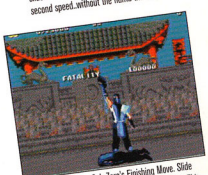
Real diagonal action on the TT360 gives you the edge! Chill 'em with the Sub Zero Freeze. Hold down Button A and slide your thumb on the Touch Sensor from down to toward.



Here's a sneaky move the TT360 makes easy. Jump over your enemy, turn and press Button C. You'll make a throw they can't beat!



"Get over here!" The TT360 brings 'em close with Scorpion's Spear. Rapidly press the Touch Sensor away twice and press Button A.



Shred some head on Sub Zero's Finishing Move. Slide your thumb toward-down-toward and hit Button A. This move is much easier than on an old-fashioned control pad.

BATTLE TESTED IN KOMBAT

When you go into Kombat, you need a controller that's fast, that gives you all the action you want – easily and effortlessly, and that destroys your opponent, not your thumb! That's why you should be using the Turbo Touch 360™ to play Mortal Kombat®* and all of your other favorite games. The Turbo Touch 360 "touch sensor" allows your thumb or index finger to move effortlessly across the sensor plate – you don't have to push down. Objects on the screen move as fast as you move your finger, you've got real diagonal and true circular control, and you really feel like you're in the game. The pay-off is being the ultimate fighting machine and trashing your opponent... you know the guy using the old-fashioned control pad.

So, go into Kombat to win –
go battle tested with the Turbo Touch 360.

The Ultimate Fighting Machine

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Turbo Touch 360™ & Mortal Kombat®. The Winning Combination.

For Genesis, SNES, & Nintendo

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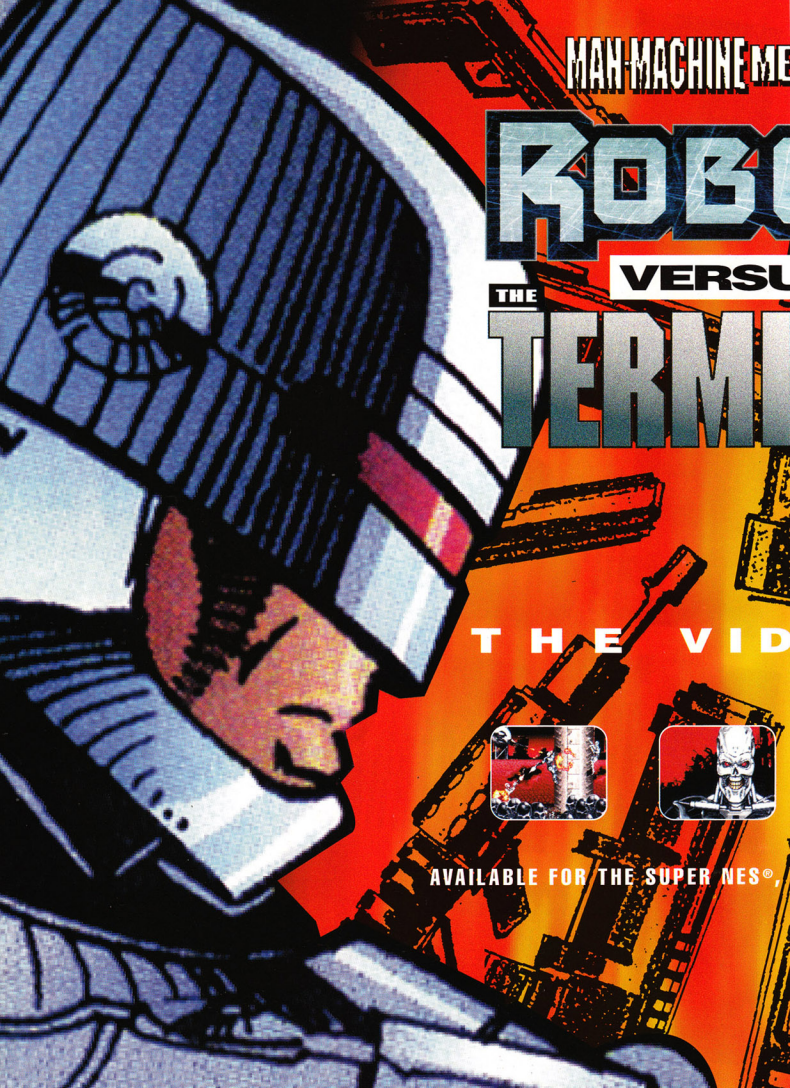
*Game played on a Genesis® system. © Acclaim Entertainment, Inc. 1993.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ETS MACHINE MAN

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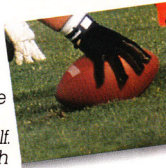
Virgin GAMES

WHO'S NUMBER ONE IN COLLEGE FOOTBALL?

Finally you can answer that question. With the National Championship Tournament in Bill Walsh College Football.™

It's the game that lets you pit the best 24 teams from '92 against each other. Like Alabama, Miami, Washington, Florida, Michigan, Stanford, Georgia. And see who's in a class by itself.



Bill Walsh captures the character of the college game. The triple option, wishbone, and 2-point conversion. College rules, formations, and schemes. The wide-open gameplay. The speed of the South, power of the Midwest, finesse of the West. Classic rivalries. Rabid fans. Cheerleaders. It's all there.

You can even settle the question of who's the best college team of all time. Because the game also includes the top 24 greatest teams since the '70s. Teams like Alabama '78, Pittsburgh '80, Nebraska '83, Auburn '83, Oklahoma '85, and Colorado '90.

TOURNAMENT 4 WAY PLAY SERIES

Only from EA SPORTS. 4-Way Play™ lets four players compete at the same time: 2 on 2, 3 on 1 or 4 against the computer. Perfect for tournament play. Call 1-800-245-4525 to order yours for only $29.95.

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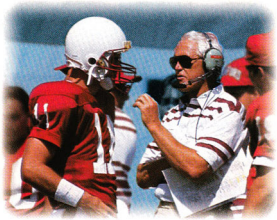
PRESENTS



BILL WALSH COLLEGE FOOTBALL™

FROM THE DESIGNERS OF **MADDEN FOOTBALL**
NOT SPONSORED OR ENDORSED BY ANY TEAM OR SCHOOL.

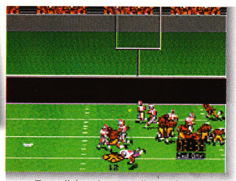
COLLEGE FOOTBALL — BILL WALSH

BY JIM SIMMONS AND HIGH SCORE PRODUCTIONS
Licensed by Sega Enterprises Ltd. for play on the SEGA™ GENESIS™ SYSTEM

OFFICIAL SEGA SEAL OF QUALITY

In designing this game, Bill Walsh has definitely done his homework. The famed Stanford coach has scripted a variety of gameplans. So you have the best line of attack to kick-off the game. Bill's also scouted all the teams. Giving you a gold mine of insider information and team tendencies.

It's the fastest, most explosive football yet. Bluff your plays. Set your own audibles. Make the right calls and you could wind up #1 in the rankings after the National Championship 16-team playoff tournament.



Run all the classic college plays. Like a highstepping tailback behind a wall of student body blocking.

It's a much faster game with one-step play calling. You can also bluff plays and set your own audibles.

Now the hits are bigger than ever. If you turtle the running back, he stays on his back.

The action's never been more in your face. Reverse angle replay and panning stadium cams deliver a closer view of the field. So the players are bigger, the hits more intense.

Call (800) 245-4525 anytime. And choose the number one team in college football.

EA SPORTS™

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

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By The King Fisher

Drum roll, please. The one, the only, the original super speedy 'hog with the red high tops is finally ready to make his much talked-about, much anticipated Sega CD debut.

Hog Heaven

Sonic's got a recurring problem – Dr. Robotnik is a pain in the tail (do Hedgehogs have tails?). In his latest adventure, Sonic has to stop the doc by traveling through time – the past, the present, and the future. Tails is missing, but Robotnik has kidnapped Princess Sally, a beguiling pink hedgehog. Sonic, of course, gets to rescue her.

Beware! Sonic could get an unwanted charge out of these Power Coils.

Sonic pinball? Give Sonic a paddle and send him on the ride of his life.

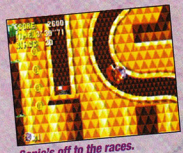
SONIC CD

Running through the loop-the-loop's as fun as ever.

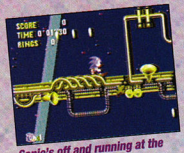
Dr. Robotnik goes down in flames one more time.

Send Sonic running through the Tidal Tempest Zone.

You're now entering the Wacky Workbench Zone.



Sonic's off to the races.



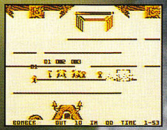
Sonic's off and running at the Stardust Speedway.

This strange contraption gives Sonic a powerful lift.

This Wacky Workbench has piston power.

Take Your Lemmings for a Walk.

To school. To camp. To the beach . . . but keep these mentally challenged mammals away from the water! Climb, dig, skydive . . . don't keep your Lemmings locked up—take 'em out once in awhile. It's why you got a Game Boy in the first place.



Yo—Lemmings that explode? It's perfect portable fun!

Take Lemmings for a flying leap—with their parachutes!

Lemmings™

FOR YOUR GAME BOY

ocean

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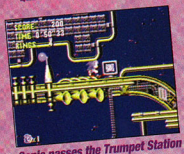
The game play in each of the acts is very similar to Sonic's previous adventures, only bigger and better. Sonic spins with all of his trademark moves, and one new move – a corkscrew twist. In each of the zones, Sonic has to travel to the past to make things right in order to save the future. Each of the 70 acts has a past, a present, and a future, with different graphics but basically the same obstacles. Each act also has the usual multiple pathways you've come to expect as standard in Sonic adventures.

New effects lend extra pizazz to the game's looks. Sonic's sprite is more 3D than in the previous games, and the special stages are cool, forward-scrolling hovercar chases *à la* Mario Kart. The effects aren't true Mode 7, but it'll fool most folks. In a fun twist, the tunes in each level change to match the time era you're in.

Check out the cool rocks in the Quartz Quadrant Zone.

Here's one of Robotnik's diabolical robots.

Oh, those neon lights!



Sonic passes the Trumpet Station for a power-up.

Sonic's jamming now, and look at those city lights.

Need for Speed

Of course, there's more, much more, including tons of secret areas and the kind of surprises you've come to expect in a Sonic game. There's even a two-and-a-half minute cinematic intro at the beginning of the game. Wow! Looks like Sonic'll take the CD by storm as the best disk to date for the Sega CD! We'll have a Super Sonic ProReview in the next issue! G

Sonic CD by Sega
Available November

He's back!

What new contraption is this?

Beware of falling rocks.

The doc likes to play with bubbles.

3...2...1...Lift off!

Robotnik's destroyed Sonic's rhythm section.

Air Sonic!

Sonic, Robotnik, and ...who is that masked Hedgehog?

Getting into the swing of things!

Robotnik's back and wants revenge.

Welcome to the Collision Chaos Zone.

Sonic's bad, he's bold, he's...well, blue!

This world tour isn't exactly a vacation.

This time the Mad Gear Gang is out to conquer the world. As insurance, they've kidnapped Genryusai and his daughter Rena. To save both, Mike and his new partners Carlos and Maki must fight through 6 levels filled with enough boss characters to kill them many times over. Whether you fight alone, or use the new two player simultaneous option, you will need your hottest moves to eliminate the Gang forever. The world depends on it.

Haggar's headbutt and Maki's spinning bandstand leave their opponents in bad shape.

Carlos is a real cut-up with his sword, while Haggar plans his next move.

Haggar leaves 'em out to dry with his clothesline and Maki executes her flying kick.

Now You Can Get Game Codes And Exclusive Street Fighter Information Anytime. Just Call 1-900-680-2583
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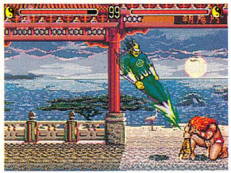
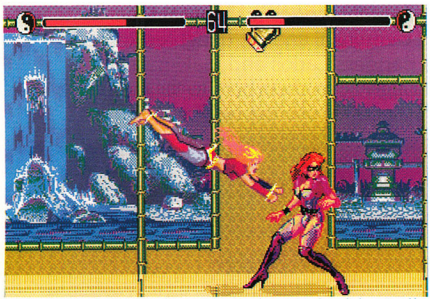


In a full force attack, Blade humbles Slash in China. Look at these warriors, they're huge. A wimp like Blanka wouldn't stand a chance.

In the Tournament Mode, Trident pulls a downward flying attack on Midknight. 32 players can compete here, 20 more than any other fighting game.

Check out Rax doing a few kicks in the practice mode. Name another game that lets you hone your skills before battle. Don't rack your brain, there isn't any.



The Battle Room, where the room itself can sap your strength. Here, Jetta does a little sapping of her own with a double-fisted air-dive on Shadow. Hey Johnny Cage, scared you'll get whipped by a girl?

You probably aren't prepared for such an intense fighting game. Few are. That's why we've included the Holo-Trainer and Instant Replay, to help ready you for fierce competition. You'll battle nine huge warriors, each with their own martial arts fighting style, like Jeet Kune Do and Ninjitsu. With 35 killer moves, any of these guys could kick Guile's butt. Get good enough and you'll discover all the cool Overkills. Prepare yourself. Because when it comes to pain, it's better to give than receive.

SEGA GENESIS

ETERNAL
CHAMPIONS
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By King Fisher

It's 3076, and hostile alien ships are on the move again. This time they're going against the colony planets. With this hostile action, Zakarte, an alien terrorist, threatens the survival of the Galaxy Union of planets. It's up to the survivors to use a specially designed tactical fighter craft, the Silpheed, to counterattack the terrorists in their stronghold – planet Earth. Climb aboard the Silpheed and launch into shoot-em-up action that'll make veteran space jockeys break into a sweat, but won't blow them away with its looks and sounds.

PROTIP: All of the bosses fight in set patterns. Take some time to study their patterns, then plan your attack strategy.

Take Heed

You've seen this style of shooter many times before.

Sega CD Game ProFile

Silpheed

(By Sega)

Silpheed's a fun, tough challenge for veteran star pilots, but this CD shooter's polygon graphics aren't up to par with those of Star Fox.

Graphics	Sound	Control	FunFactor	Challenge
4.5	3.0	4.0	4.0	Advanced

$49.99	One player
CD	12 levels
Available October	Overhead view
Shoot-em-up	Forward scrolling

Silpheed's 12 stages feature forward-scrolling action with standard shooting game play. You pilot the Silpheed through each level, dodging alien craft, destroying them when you can, and facing off against the requisite boss at the end of each stage.

PROTIP: Auto-Aim for the Right and Left shot really boosts your attack capability.

PROTIP: During Stage 2, the asteroids come at you in a set pattern. Simply dodge to the left and the far right to avoid them. Plus, listen to the clues from the Squadron Leader.

Your starship is armed with several kinds of weaponry. In most shooters you earn weapons via a power-up system, but in Silpheed you earn them as you successfully fight through the game. The Main Weapons include a Forward Beam, a Wide Beam, a Phalanx Beam, and Auto-Aiming. You earn an additional Main Weapon every time you score 40,000 points. Optional Weapons include Graviton Bombs, an E.M. Defense System, Photon Torpedoes, and Anti-Matter Bombs. Optional Weapons are randomly awarded every time you score 50,000 points. The weapons vary in appearance, but they aren't as dramatically different from each other as they are in other shooters, where wildly varied weapons add style and excitement.

PROTIP: In Stage 6, as soon as the Squadron Leader warns you to take evasive maneuvers, watch out for laser shots from behind. You'll have to dodge quickly to avoid serious damage.

PROTIP: Watch out for the chopper blocks that'll try to squash the Silpheed in Stage 7.

Power-ups are fairly standard. You get Bonus items that score you points, Shield Repair, Option Energy-Ups, Destroy (a smart bomb that takes out everything on the screen) and limited Invincibility.

Star Foxy

The game's highpoints, especially in the cinematic Demo Mode, are its polygon graphics. The graphics are only partly successful. Although they're impressive in spots, the backgrounds and enemies in the various levels are somewhat uneven. Additionally, some of the levels are repetitive, and the same bosses repeat at the end of several stages. Star Fox's overall usage of polygons was more consistent, and this CD can't pull off Mode 7 effects, like true rotation or scaling.

PROTIP: Don't try to blast every enemy you see. You'll need to concentrate on dodging hostile alien craft instead.

PROTIP: The E.M. Density is the handiest of the Optional Weapons.

Unfortunately, Silpheed's tunes are also disappointing. They're unexceptional and repetitive, and the sound quality isn't up to par with current CD standards. The digitized voice of the Squadron Leader, however, is fun and adds a cool ambiance to the game.

PROTIP: Stay in front of these alien craft in Stage 11 to avoid their deadly fire.

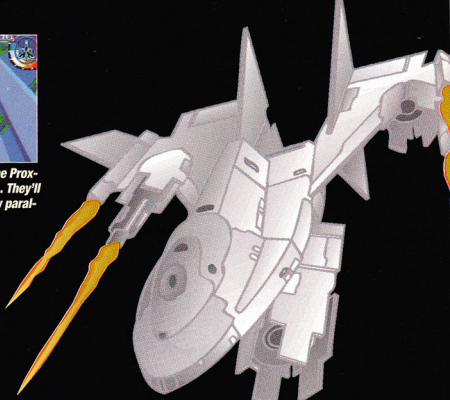
PROTIP: Watch out for the Stage 11 Boss's deadly energy pulse. Dodge to the lower far left or far right-hand corner of the screen.

Silpheed's controls are straightforward and easy to master. You can't swap weapons during the middle of

a stage, which makes the game less varied. At least you don't have to worry about mastering a complicated control system.

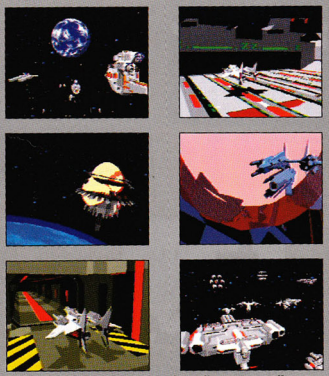
PROTIP: There are more power-ups in this area of Stage 11 than in any other area of the game. Take advantage of this to power up for the final battle of the game.

PROTIP: Watch out for the Proximity Bombs in Stage 11. They'll blow up when they draw parallel with the Silpheed.



SILPHEED

Silpheed Enters Battle



Sit back and soak in these great cinematic sequences, then prepare for battle.

Some of Silpheed's graphics do a good job of mimicking rotational effects.

Texture-mapped surfaces are beautiful to soar over.

Advanced star jockeys will find that Silpheed blasts through the stratosphere challenge-wise. The speed and strength of the enemies will overwhelm your fighter. Beginners, and even some intermediate gamers, should steer clear, or they'll be headed for a nasty crash and burn.

PROTIP: Always grab Repair power-ups. It's crucial to keep your Shield at maximum strength.

A Need for Silpheed

All in all, Silpheed's a decent attempt at a first-class polygon-style shooter. Although it's light years away from some of the stuff that's coming down the pipeline on more powerful systems, it's a good warmup for itchy trigger fingers across the Milky Way. G

LUNAR

By Lawrence of Arcadia

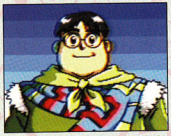
Working Designs has been creating Duo games (King of Monsters 2, World Heroes), and now they're bringing their expertise to the Sega CD with Lunar: The Silver Star. With its great graphics and tremendous sounds and voices, this RPG epic is sure to win over hard-core RPG addicts.

Luna is as beautiful as she is talented!

A Dyne a Dozen

In Lunar, you play Alex who, along with his friends Ramus, Nall (a small white Dragon), and Luna, dreams of action and adventure in the great wide open. His hero and role model is the now-deceased Dyne, a Dragon Master who died trying to save the world from the insane Black Dragon.

During the journey, you'll meet Nash (a magician's apprentice), Mia (a very powerful magician and the object of Nash's affections), Kyle (a rogue warrior), and Jessica (a powerful healer). Each of these characters has special abilities and adds more strength to your party.



Ramus wants the best out of life... wine, women, and song. Unfortunately for him, he gets nothing.

There are, of course, all types of armor and weapons, ranging from leather clothes to Iron Armor, and from a Claw, to a Long Sword. There are also many items to find and buy.

It's a Kodak moment.

Some boxes are left locked for a good reason.

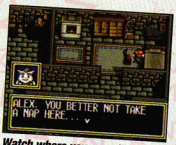
Lunar Mission

You'll have no trouble getting right into Lunar. The menu system is complex but appears to be workable, and there are plenty of options. All combat takes place from the side (like Final Fantasy Adventure) and the enemies are illustrated beautifully.

Lunar looks like a winner in the RPG category. We'll give you a more complete review of the game in Role-Player's Realm in an upcoming issue. Till then, check out the pix and enjoy! G

***Lunar* by Working Designs**
Available First Quarter '94

This land is your land.



Watch where you nap...it could be your last.

Nall gives advice on who you can whup, and who's gonna whup you.

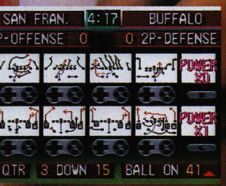
I hope you don't get bugged easily.

Luna can heal with her voice.

Talking to people more than once usually reveals different answers.

Frank Gifford calls every down.

Power Play Mode zooms in tight on all the action.

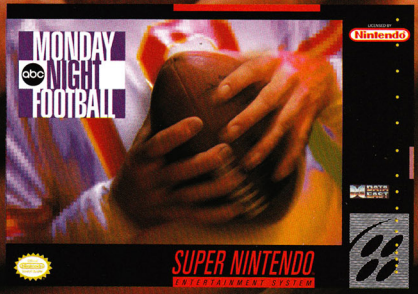


Run a variety of offensive and defensive plays.

Try not to fumble as you plow down a mud-slicked or ice-packed field.

THE ONLY THING WE LEFT OUT WAS THE COOLER OF GATORADE®

THIRST QUENCHER



SO REAL IT HURTS

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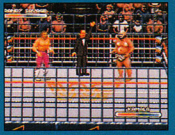
SEGA CD PREVIEW

By Miss Chievous

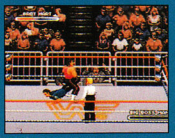
Acclaim's climbing into the ring with their first disc for the Sega CD, and they're bringing all their pals from the World Wrestling Federation® with them. WWF Rampage in the Cage slams to the mat with all the features found in Acclaim's other wrestling carts, plus some cool new features only possible on a CD.

Clear the Ropes

First and foremost, fans of the sport will note that this game boasts the World Wrestling Federation's® best – 20 superstar wrestlers, including Randy Savage, Shawn Michaels, Mr. Perfect, Yokozuna, The Undertaker, Bret Harte, The Narcissist, Rick Martel, Razor Ramon, and Bam Bam Bigelow. Check out the full stats and nifty digitized photos of your fave wrestler.



Get ready to ruuumble!



Arghh, ahhh, ugghh...

Tag up with your favorite wrestling alter ego, then get psyched for One-on-One, Tournament, or "No-Holds-Barred" Brawl modes of play. Each wrestler has, of course, a repertoire of bone-crunching, spine-wrenching, body-slammin' moves, including special moves and out-of-the-ring action. The crowd ups the ante with fan-favorite, fight-to-the-finish steel cage matches.

Use the posts to put a little extra oomph into those body slams.

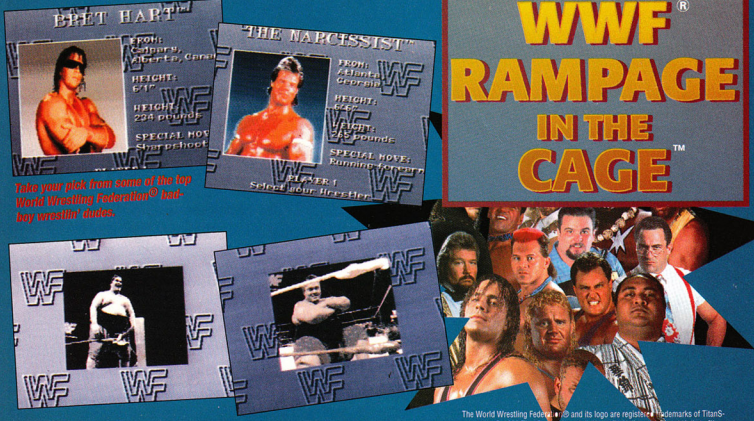
The magic of CD kicks in when the body-busting action begins. Stereo sound captures crowd noises, the grunts and groans as bruised bodies slam to the mat, and, best of all, each wrestler's "taunts." If all that's not enough to make you feel the pain, full-motion video segments of each wrestler's special moves and hot-doggin' crowd-pleasin' jeers after a victory make you feel like you're ringside at the Garden.

Detailed graphics make World Wrestling Federation® stars, like Randy Savage and Big Boss Man, more recognizable.

Tag Team

World Wrestling Federation's® the king of the video game wrestling ring, starring in the top pro wrestling carts for every system. Now they're tagged to battle it out on the Sega CD, and it'll be a blast finding out if they earn the video game championship wrestling belt. Stay tuned for our once-over in an upcoming issue. GP

WWF Rampage in the Cage by Acclaim/Flying Edge. Available Fall '93



Take your pick from some of the top World Wrestling Federation© bad-boy wrestlin' dudes.

Check out the crowd-pleasin' full-motion video of your favorite wrestling stars.

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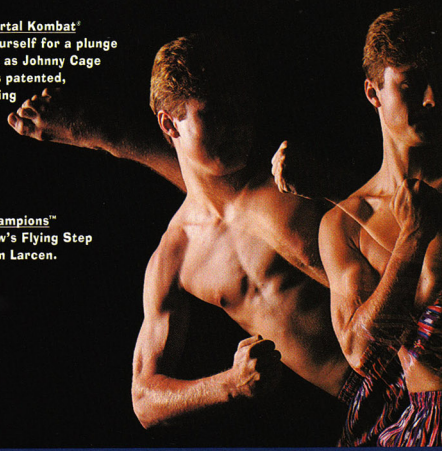

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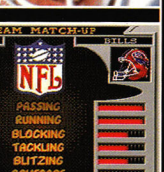

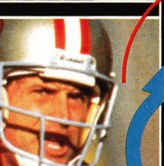

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NFL

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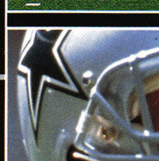

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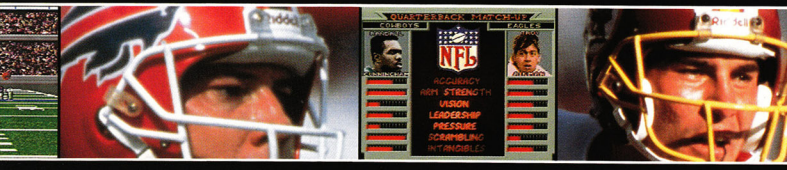
PLAY THE GAME!



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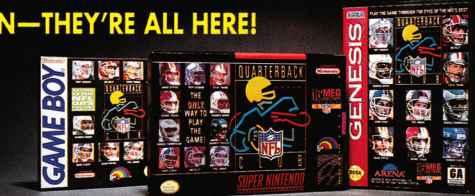


Acclaim
entertainment inc.

By Lawrence of Arcadia

It's a classic story about a boy, a girl, and a Genie, and Capcom has translated it almost perfectly for the SNES. Although the game play is geared towards a younger audience, most SNES owners would be proud to make a wish and find this one on their shelves.

A Whole New World

The Grand Vizier Jafar has sinister plans for the kingdom of Agrabah, and those plans include a magic lamp with an all-powerful Genie inside. Also included in his wicked designs are the beautiful Princess Jasmine, who wants nothing to do with Jafar (or arranged marriages in general). Enter Aladdin, a young thief who becomes entangled in Jafar's plans and ensnared by Jasmine's beauty.

You must guide Aladdin through seven fairly easy run-n-fight action/adventure levels in a search for the lamp, and eventually for Jasmine. You'll take a roller coaster ride on a magic carpet, jump and swing your way through the market at Agrabah, save Abu inside a desert pyramid, and fight a whole host of heavies like the sultan's guards, archers, falling boulders, sand falcons, and snakes, snakes, snakes!

PROTIP: If you collect 10 Red Gems for every stage, you'll see a different ending, but you cannot use passwords or continue. Good Luck!

PROTIP: In the market scene, jump off the heads of people looking out of the windows to reach valuable power-up items like Red Gems and White Rugs.

PROTIP: To knock off the first boss (the angry Merchant), wait until he swings his sword, then jump on his head. If he goes into a sword-slashin' frenzy, throw an Apple at him.

Aladdin's armed in this quest with...Apples? Well, actually, Aladdin uses the Apples to stun the guards, then he jumps on their heads to get rid of them. Similar to the movie, there's no daring swordplay or chair-tossing heroics. Still, Aladdin does get to swing from any object that he can latch himself onto, like chains, lamps, and stalagmites. He also hangs (à la Prince of Persia) from the edges of most objects, such as cliffs and flying platforms. If you find White Rugs, you can jump off death-defying ledges and float to safety.

PROTIP: In the first cave of the second stage, just after the chest with the Scarab in it, you'll see a bat. Jump on the bat to reach a ledge, then head right for a 1-up.

PROTIP: Jump off bats to snag Red Gems.

There are also 1-ups, Blue and Red Gems (Blues are worth one Gem, Reds are worth three), and Treasure Chests strewn throughout each stage. If you collect 100 Gems, you get an extra heart for your life bar. The Treasure Chests contain hearts, food to replenish your hearts, and gold Scarabs which whisk you to a bonus round at the end of the stage. In the bonus rounds, you spin the Genie of fortune to try and obtain more hearts, 1-ups, or continue credits.

It's in the Genies

The graphics in Aladdin are diminutive but clean. Although a larger main character sprite would have been nice, the lush, detailed backgrounds make up for it. The swinging, running and jumping are smooth, despite some slow-down against the final boss. Although the animation isn't as spectacular as those found in the Genesis version, there are some really humorous animations, like Abu almost losing it at a cliff's edge, or the Genie hamming it up in his lamp.

PROTIP: As you run through the molten lava caverns, remember that you can bounce off of any rock, including the dangerous-looking pointy rocks that bob up and down in the lava.

PROTIP: There's a Red Gem hidden in the clouds just before the exit to the first Genie stage.

The music features some songs from the movie ("A Whole New World," "Friend Like Me"), but the rest of the background music is bland and forgettable. A digitized voice for the Genie would have made the sound a lot more entertaining.

PROTIP: To float, grab the Genie balloons inside the Genie's Lamp from below. Or, jump on them to spring to other hidden spots.

Controlling Aladdin is as simple as tossing Apples. It's one button to run, one to jump, and one to throw. The

SNES Game ProFile

Disney's Aladdin

(By Capcom)

It's a whole new world in the Capcom version of Aladdin. The cart is almost as bright and colorful as its Genesis counterpart, but the game play is easier than flying a carpet.

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

$69.95	Passwords
16 megs	Seven levels
Available November	Side view
Action/adventure	Multi-scrolling
One player	

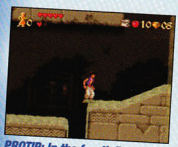
Disney's Aladdin

real challenge is landing squarely on an opponent's head, but you'll get the hang of it after some practice.

You Ain't Never Had A Game Like Me!

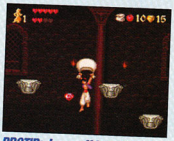
Great graphics and wonderful game play aside, this cart presents no real challenge to the average gamer. It shouldn't take more than one afternoon of your time, especially with the inclusion of a password feature. It's a great time for kids under 12, though, who will thrill to the wonders of the Disney movie over and over again through this game. See if you can beat the evil doings of the Grand Vizier Jafar, then hand the game over to your little brother or sister, or your kids, and let them do some wishin' of their own. G

PROTIP: At the beginning of the fourth pyramid stage, grab the White Rug just above you. You can jump on the Cobra statues to reach other areas.



PROTIP: In the fourth Pyramid stage, remember that you cannot hang off a ledge that has sand running down its side.

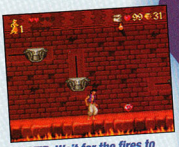
PROTIP: There's a Red Gem hidden behind the pillar just after the beginning of the final Palace stage. To get it, you must bounce off an opponent like the Flying Pots.



PROTIP: Jump off ledges and use the White Rug to float through an area. This way you can scout for 1-ups and Red Gems. Remember that if you find a 1-up and then die, you can return to the same spot and grab the 1-up again. If you see a Red Gem that looks inaccessible, grab it. Even if you lose a life, you can return to the 1-up spot and get your life back.

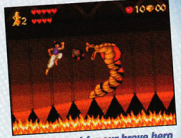
PROTIP: In the second level of the final stage, there's a Red Gem just above the doorway. To reach it, lure Iago the Parrot into the area, then bounce off him and grab the Gem.

PROTIP: During the final Palace stage, you can jump from the spinning swords that Jafar's henchmen throw at you. Use this trick to grab the Red Gem above the door at the beginning of the stage.



PROTIP: Wait for the fires to subside in the third level of the final stage. There are Gems and food hidden beneath the fires.

PROTIP: To beat Jafar, dodge the Scepter he throws (lightning shoots out of it), and then bounce off of it and onto Jafar's head. When he tosses the Flying Pots at you, jump off and bounce on Jafar again.



What lies next for our brave hero Aladdin? Only the Pros at GamePro know, and we're saving it for a future GameBusters, complete with the different endings!

JURASSIC PARK™

TM & © 1993 UNIVERSAL CITY STUDIOS, INC. & AMBLIN ENTERTAINMENT, INC.

PROTIP: Use a Missile Launcher or a Shotgun against the door switches. The Electric Prod will not keep the electrified doors open for long, so you run the risk of frying Dr. Grant.

PROTIP: Use the Electric Prod only against the small dinosaurs. It's useless against the big guys.

PROTIP: In the buildings, you can shoot dinosaurs from a distance if you have the Missile Launcher. Use the L and R triggers to line up the dinosaurs in the middle of the goggles and fire away. If you have the Shotgun, line them up, then run toward them while firing. Remember, although Spitters are usually stationary, Raptors roam the room.

PROTIP: You can jump across some waterways.

PROTIP: You have to find goggles to get into certain rooms. If you see the warning "Night Goggles Required..." don't go any further unless you have the goggles. Remember, the goggles for one building won't work in another.

PROTIP: Dr. Hammond's ID Card is on the roof of the Visitor Center.

SNES Game ProFile

Jurassic Park

(By Ocean)

The dinos are here, and boy, do they look upset! You won't be, though, with this stylish, diverse cart that has more features than a T. rex has teeth.

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.5	4.0	5.0	INT.

Intermediate

$59.95
16 megs
Available now
Action/adventure

One player
Overhead and first-person views

By Scary Larry

Just when you think you've seen enough of Jurassic Park, here comes the SNES entry. Although not the fast-paced run-n-jump game that the Genesis version was, this cart still has a thrill a minute, and you'll find yourself jumping out of your seat more than once. Added to that are two points of view – the first-person perspective of Dr. Grant, and an overhead view. Informational tidbits about dinosaurs and the Jurassic Era round out this cool, multi-dimensional game.

I Was Spittin' in the Park One Day

You play as Dr. Grant (although also playing as the Raptor would have been a thrill), and you have a set of tasks to complete in order to shut down the Park and bring all concerned to safety. You have to find and turn on the power generator, secure the Visitor's Center, retrieve Security Cards, and collect Dinosaur Eggs to stem the 'saur breeding. Along the way, you'll find a variety of destructive dino weapons, like Gas Grenades, Missile Launchers, Shotguns, and Bolas Snare Rifles. When you get to an Information Booth or Computer Terminal, you can also get helpful hints from the other people trapped in the park.

So what's the rush in getting out of the park? A Jurassic jaw-snapping crew of dinosaurs are after your paleontological tail. These fanged fossils, including Raptors, Gallimusses, Spitters, and the T. rex, want to put you underground for a few million years so that their ancestors can dig you up and make a movie out of you.

A Sight for 'Saur Eyes

Jurassic Park for the SNES has all the earmarks of a winner. The compact (but detailed) overhead graphics are a true Ocean trademark, but it's what you *don't* see that makes this game so exciting. Dinosaurs have a tendency to spring out of nowhere, shocking the shirt right off your back. Although the ground you cover does get extensive, it's broken up by a variety of terrains (jungles, deserts, caverns, streams, and so on). The first-person view is the real graphic winner. Nothing can describe the feeling of going into a room and not finding out until it's too late that there's a dinosaur sharing your space.

The music and sound effects are all done in Dolby Surround, meaning if your SNES is hooked up to your stereo, you can hear sounds

relative to their position in the game. If a Raptor is snorting hot air to your left, you'll hear it on the left. It's an awesome sound experience that greatly enhances the game.

Thankfully, controlling your character is not as hard as staying alive. The controls are simple and self-explanatory, although switching weapons can be a little confusing. The game is also SNES-mouse compatible, giving it even more depth. The only feature lacking here is a battery backup, which means you have to finish the game in one sitting, and unfortunately this is one big park.

Fossil Fun

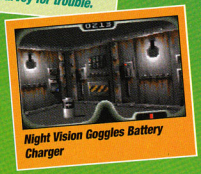
You'll love Jurassic Park, regardless of whether you loved the movie. The game's features and unique perspectives give this cart an edge over most SNES action titles. Because of its size and lack of backup, the challenge here is to stay interested for hours on end, which you will. Get in on the dinosaur hunt with this great Ocean game, and maybe you'll come home with a T. rex trophy. G

PROTIP: Try jumping into bushes to find hidden passages that reveal Dinosaur Eggs.

PROTIP: When you come across a door that requires someone else's Security Card, jot down on a piece of paper which building you're in and which floor you're on.

PROTIP: If you pass by food or medical kits, they'll still be there later when you need to restock your life bar.

PROTIP: Try walking into doors, then quickly retreating. This will give you a quick peek into a room to survey for trouble.



Night Vision Goggles Battery Charger

Weapons for Dinosaur Hunting

Electric Prod

Shotgun and Shells

Missile Launcher

Gas Grenades

Bolas Snare Rifle

SUPER NES PROREVIEW

By Manny LaMancha

Ages ago, an overhead view Apple II computer game called Castle Wolfenstein wiped out a mess of Nazis and became a huge hit in the process. Last year, Id Software updated the Nazi-nuking legend as a PC game with a first-person, over-the-barrel perspective called Wolfenstein 3D. It too became a huge hit.

Now Id has teamed with Imagineer to bring Wolfenstein 3D to the SNES. Prediction: though it's changed somewhat from its predecessors, it will be a huge hit, too.

Guns, But No Roses

It's World War II, and you're the world-famous soldier, B. J. Blazkowicz. Your accomplishments are legendary, so much so that President Roosevelt has your phone number in his Rolodex – and he uses it. The vile Staatmeister and his Master State are up to their dirty tricks again. It's your job to break into their fortresses and take them down.

You set off on 30 missions as a one-man wrecking crew. You're initially armed only with a pistol and a handful of bullets. Luckily, machine guns, flamethrowers, rocket launchers, and a ton of ammunition are spread in abundance throughout the game.

Wolfenstein's challenge will make you howl. Of course, the Master State is expecting you, so there are Guards, Elite Guards, Officers, and Mutant Attack Rats lurking everywhere. In later levels, you meet up with Frankenstein-like mutant soldiers that have guns mounted in their chests, chain guns for arms, and knives for hands.

It's obvious what comes next: You blast your way through the ranks to find the level exit as quickly as you can. If you take out all the enemies and snatch all the treasures in each level, you earn bonus points toward extra lives. You also earn bonus points for beating the level within a certain time limit and more points for finding secret rooms.

All Shot Up and Nowhere to Go

The controls in Wolfenstein are as simple to use as A-B-Start, but they take time to master. B shoots and A opens doors. Start displays a map of what you've seen so far. Even with this simplicity, the controls are a bit skittish, especially during intense firefights. Until you nail the directionals down, it's tough to swing your gun around quickly or stop on a dime to take a precise shot.

You can constantly monitor your health with a percentage display on-screen. Anything less than 100 percent means you've been hit. If you aren't into percentages, you can

SNES Game ProFile

Wolfenstein 3D

(By Imagineer)

From a classic computer game comes a lethally accurate in-your-face translation for the Super NES. Wolfenstein blasts fast-moving guns-and-guts action on your way to defeat the evil Master State.

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

Price not available
Available December
Arcade/adventure
One player

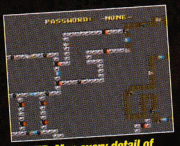
30 missions
First-person view
Multi-scrolling
Passwords

PROTIP: It's easy to get spun around and find yourself covering ground you've already conquered. Use the map frequently to analyze your progress.

PROTIP: Learn to use L and R. Running into a room sideways can get you a valuable jump on certain enemies.

PROTIP: Some levels have more than one exit, which can give you a speed bonus if you get to one quickly. However, it's usually worth the time to find all secret rooms and treasures, and get rid of all enemies.

PROTIP: Find a Gatling Gun ASAP!



PROTIP: Map every detail of each level. This will help you grab every point and get out as quickly as possible.

Beware of gun-toting zombies.

PROTIP: When you run into uniform types, take out the dudes in white first, the ones in blue second, and the ones in khaki last.

PROTIP: Check every wall for secret passages. Not only will this help your bonus score, but you'll also end up with a good cache of weapons.

PROTIP: The boss levels all have large quantities of first aid and ammo available, usually hidden in secret rooms. Until you find them and know you can get to them quickly, stay clear of the big, bad boss.

PROTIP: If your health is 100% when you come across First Aid Kits, save 'em for later, but remember their location.

Set up ambushes in the corridors.

One bad dude!

PROTIP: Master Slaters hide behind every column.

PROTIP: Your Auto-Map paints an incomplete picture, so look into every nook and cranny.

PROTIP: Listen to the sounds carefully. Not only will you hear any off-sides threat, but the sound of opening and closing doors in the distance will alert you to approaching enemies, especially aggressive bosses.

PROTIP: Try not to get caught with a door in front of you and behind you. Once the bullets start flying, you may find yourself in a crossfire.

"face" your health. A visual display of Blazkowicz's face starts to look downright nasty, with puffy eyes and bloodied lips when he's hurt.

The Sights and Sounds of War

Outside of the wild action, Wolfenstein 3D has incredible audio accompaniment. Sure, the music is funky and upbeat for a war battle, but this is one of the few games where the sound can really help you – particularly if you're hooked to a stereo system. For example, Guards shout "Stop" and "Halt." Depending on how far the enemies are from you, the volume of their shouts vary. Similarly, if something's happening to the left of your character, you'll hear it more in your left speaker. The game's filled with other effects as well, like the snarls of the rats and the reverberating door slams. It all builds intense realism.

Overall, there's great attention to graphic detail. You get a big window on the action, and the screen updates are fast. Also, if you pick up a weapon, Blazkowicz's face puts on this greedy, "look what I found" sneer. Cool. If you get killed, the screen freezes, then spins to show you who did the final deed.

The dramatic graphic drawbacks are the overly pixelated surroundings and character sprites – it looks like you're fighting giant Lego people in a Lego castle. Even though the graphics are generally very blocky, the scaling of objects is good.

Cry "Wolfenstein!"

Wolfenstein 3D is a major blast! It's one of those rare games that's simple in design, easy to control, and a heck of a lot of fun to play. You get all that and world war, too. G

As much excitement as you can get from a wall socket without that funny burning smell.

Why just play games, when you can live them? Forget those digitized cartoons, Sega TruVideo™ games use real video footage. Meaning the action in the games is real. So's the rush of adrenaline you get while playing them. These aren't video games as you understand them. They're more like Hollywood movies, only you control the plots. And they have CD quality sound effects and music tracks, adding to the realism. So, when someone screams, it sounds

DOUBLE SWITCH™—

You find yourself in a turn-of-the-century mansion full of surveillance cameras, traps, shady characters and unexpected secrets. It's rumored there's treasure buried somewhere, but no one knows for sure. You control the plot as the mystery of this mansion unravels.

JOE MONTANA NFL FOOTBALL™—

It's game day and you're calling the action. You choose your team—you have access to all 28 teams and stats. You choose your plays—TruVideo™ Joe Montana will help you. And there are four different field views, creating endless hours of gridiron action.

PRIZE FIGHTER™—

This interactive movie game is played entirely from your point of view. Land a punch and watch as your opponent reels. Take a punch, your screen rocks. Take too many punches, you're flat on your back-looking up at the ref as he gives you the count. Don't forget your mouthpiece because this is classic interactive boxing at its best.

GROUND ZERO, TEXAS™

Aliens disguised as humans are ready to exterminate the entire human race. It's up to you to stop them. Uncover their plot, figure out how to kill them (man-made weapons only stun them) and annihilate their forces before it's too late. But be careful. Screw up and you'll be reduced to subatomic particles of radioactive fallout.

like you're in the room with them. Which, in a way, you are. What does all this TruVideo™ stuff mean? It means your optic nerves are in for a workout. It means you should go try these games. It means you may soon be wearing your hair differently. It means these games are indeed the next level. It means 110 volts never felt so good.

SEGA CD™
WELCOMETOTHENEXTLEVEL™

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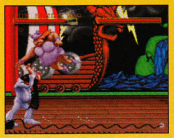
Clay Fighte

By The Unknown Gamer

Sick of Street Fighter II? Mired down in Mortal Kombat? How about a little street-fightin' action with a flexible change of pace.

Enter Interplay with the strangest cast of street fightin' characters ever to plop onto the SNES screen, or any other video game system. Get ready to laugh – the Clay Fighters are here!



PROTIP: Lesson Number One – a street-fightin' basic: Block, block, and block some more.

Feet of Clay

It seems Playland, former Muddville vacation hot-spot, was doing nothing much but collecting dust and cobwebs, until a purple clay meteor rocketed out of the sky and splattered in the middle of the park. In a second, Playland became Clayland, home to eight fighting warriors. Only you can help these malleable creatures achieve their one, their only, their ultimate desire. Only you can mold them into the King of the Circus (come on...you gotta roll with this).

The Clay Fighters are a highly entertaining and highly original cast of characters. Meet Bad Mr. Frosty (a devious snowman); Taffy (a real candy-man), Tiny (a totally buff fighter from the World Clay Wrestling Association), Blob (a...well...a blob), Blue Suede Goo (Elvis's latest and weirdest incarnation), Ickybod Clay (a pumpkin-head ghost), Helga (a Viking descendant, and more fun than Chun Li or Sonya anyday), and Bonker (a psycho circus clown).

OK, sure, you're laughing now, but you're making a big mistake if you just stick the Clay Fighters back into their can. Each of the fighters has enough different moves to put them head-to-head against just about any fighting game except Street Fighter II or Mortal Kombat. The gang can jump, jump punch, jump kick, flip back, block, low block, and duck. They've got three strength punches and three strength kicks – all of which vary if they're pulled while fighting in close to an opponent. The clay battlers can also throw their foes, and hold 'em and squeeze 'em. Finally, each of the flexible fighters has at least two special moves, like the Blob's Clay Stomp or Blue Suede Goo's Hair Blade (a kind of hair projectile attack).

Still not impressed? Stretch your imagination to include Clay Fighting combos. You ain't seen nothin' until you've watched Bad Mr. Frosty string together kicks and punches with his projectile attack (what else but the Snow Ball) for several deadly hits. Two-in-ones? Why not, Blue Suede Goo is ready, uh, huh.

PROTIP: Clay Fighters can get knocked dizzy. To clear your Clay Fighter's soft head, rapidly hit Left and Right on your control pad.

SNES Game ProFile

Clay Fighters

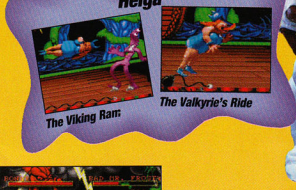
(By Interplay)

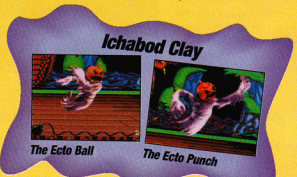
Although not as sophisticated as Street Fighter II or Mortal Kombat, Clay Fighter's a suprisingly entertaining entry into the holiday beat-em-up sweepstakes.

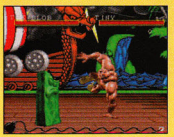
Graphics	Sound	Control	FunFactor	Challenge
5.0	5.0	4.0	4.5	ADJ. Adjustable

Price not available
Available November
Beat-'em-up

Two player
Side-view
Side-scrolling







PROTIP: Rumor has it that there are secret hidden Clay Fighter moves. Practice, and see what you find.

Give Me All Your Dough

An Option Screen lets gamers model their play after their favorite street-fightin' pace. You want Turbo Clay Fighting? No problem. Clay Fighter's speed can be set up to eight, making those clay behinds move as fast as Ryu and the rest of the SF II gang in Turbo. Adjustable challenge makes Clay Fighter fun for beginners, while keeping it challenging for better gamers at the tougher settings.

The fighters' moves don't pop with the same precision as SFII, though, especially at the game's slower speeds. The timing of two-in-one's and combos is different than other fighting games, and takes a little practice to master. The controls feel more precise at the turbo speeds. The characters' moves require the usual combinations of Toward, Away, and button presses.

Clayful Sights and Sounds

Clay Fighter's graphics are delightful. Interplay digitizes real clay models to create the character graphics. Each fighter's every move has an amusing animation. Although the circus background is a little flat and cartoony, the Clay Fighters are worth the price of admission. The effect is definitely original, colorful, and good for a belly laugh or two.

Sound-wise, Interplay's really put on the polish. Excellent digitized voices include a crystal-clear announcer and hysterical utterances by each of the clay fighters, from Taffy's high-pitched giggle to Helga's operatic solo. The requisite grunts and groans round out the sound track. But best of all is the Saturday afternoon cartoon-style theme song.

PROTIP: When "KO" appears over your opponent, move in with a flurry of quick punches and kicks, or execute a series of projectile attacks to finish 'em off.

PROTIP: Batter your enemy with projectile attacks to keep 'em at a distance, then close in on them. You're vulnerable to Throws and Grabs – both of which do more damage here

Let Us Clay

OK, OK, OK, it's not SF II or Mortal Kombat. Interplay sure knows how to poke some fun, though, right at everyone who takes their street fightin' a little too seriously. (It's satire, junior. Look it up.) In the process, they created a game that includes most of the features that make the big fightin' games so popular. Clay Fighter's a great game for beginners, anyone with a sense of humor, and all of you stressed-out street fighters who could stand gettin' the clay kicked out of you now and then. **G**

The Making of Clay Fighter

Interplay used a "Claymation" process to create the cool effects in Clay Fighter. Here's a peek at the "Claymaters" at work.

Clay Fighter

First, artist Josephine Huang makes a model of Helga and poses it correctly. Then, the model is photographed, digitzed, and displayed on a computer screen.

Bad Mr. Frosty

The Frozen Fist

The Snow Ball

Each of the Blob's moves is molded in clay, and then photographed for incorporation into the game.

Blue Suede Goo

The Hair Blade

The Humming Attack

Artist Ralph Miller mixes the modeling compound, molds the character, and poses it. Then animator Ken Willard paints Tiny.

Every animation of every character is modeled and photographed individually.

Bonker

The Cutting Cartwheel

The Flying Pie

If you think cafeteria food's gross, try eating this.

But you better get help first. Because, as an ant, that spider is about ten times bigger than you. And you better hurry up or you won't be eating—you'll be eaten. Introducing SimAnt for Super NES—the first, best and only game that lets you experience real life through the compound eyes of an ant.

For the location of a dealer near you, or for more information, call 1-800-33-MAXIS.

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SUPER NINTENDO ENTERTAINMENT SYSTEM

MAXIS

By Data Carvey

When the evil Dazzledaze and Dweezil attempt to conquer the squishy, blue Putties on the Putty Moon, only Super Putty can save them. This mind-bending, body-twisting, shape-shifting blob uses a wide variety of unique skills to do battle in this challenging and creative game.

PROTIP: You'll find Uncle Ted if you punch the green brick pillar in the lower right-hand corner of the Moon.

PROTIP: Ricochet off the walls and use ladders to reach tricky platforms.

Super NES Game ProFile

Super Putty

(By U.S. Gold)

Dazzling graphics, imaginative enemies, and a sense of humor make Super Putty one of the most charming games of the season. It's not easy, but it's fun!

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.5	4.0	4.5	INT.

Intermediate

$59.95
8 megs
Available November
Action

Side view
Multi-scrolling
Six levels
Two players

Putty in Your Hands

Putty's a pretty flexible guy. It's a good thing he's so versatile, because he has no weapons, only his special skills against Dazzledaze's endless, multifaceted army. Basically, Putty can hop-n-bop his way to glory by bouncing on enemies' heads. He can also defrost his frozen friends with a quick slap, and absorb whatever's next to him (a trick similar to Kirby's famous inhale move on the NES). Putty can soak up good or bad guys, and then release them somewhere else. This nifty ability is the key to saving his friends, and it's what separates this Cool Putt from Cool Spot.

PROTIP: Watch for the spikes – one touch and it's pow, Putty.

The challenge lies in the zillions of flying obstacles awaiting the Puttster. The mazes on the six levels get increasingly more complex, and the enemies get faster and meaner. The controls also increase the difficulty: Putty often leaps so high that he sometimes leaves the screen, making it hard to position him to land on small moving platforms. Putty's also not very fast or agile. The simple training level called the Gym introduces you to his basic moves, but young gamers will need plenty of practice.

Pretty Putty

The graphics are, in a word, dazzling. Bright colors, attractive shapes, and imaginative enemies of all shapes and sizes fill the screen. The Putty Moon is like a gorgeous high-tech version of Kirby's beautiful Dream Land, with wonderful Toy Towns, Twilight Zones, and Oriental Rooms at the end of the game.

PROTIP: Use Putty's Inflate just before sucking in the last 'Bot of every level. His Inflate moves take up his Pliability, which he needs to keep for as long as possible.

The sounds, though not as impressive as the graphics, do bring a sense of humor to the game. Putty burps when he absorbs someone, and all kinds of boingy noises complement the quick action. The rollicking soundtrack provides appropriately fast rhythms for the frenzied fun.

PROTIP: Find the 'Bots that are farthest from the Goal, and deliver them first. Then scoop up the 'Bots nearest to the Goal.

Nutty Putty

There's a lot to like in Super Putty. The game has a real sense of humor – expect encounters with a hot dog named Steve MacLean and an exploding Kamikaze Chicklet. This charming hero will generate lots of Putty Love this Christmas. G

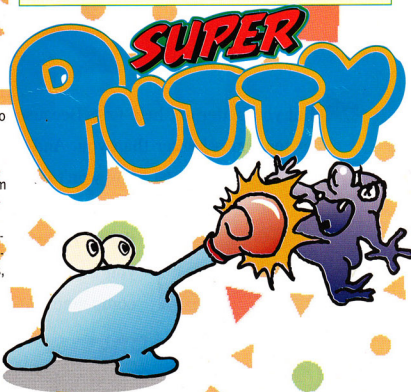
The Many Moves of Putty

He bounces...

...he stretches...

...he melts...

...and he inflates!



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By Bro' Buzz

Before there was virtual reality, there were 3D glasses! Jim Power: The Lost Dimension is a fast-paced game that seeks to introduce that mysterious "third dimension" to a new generation.

In fact, much of this action/adventure game's personality resides in its interesting mix of viewing perspectives. Just like in those old '60s movies, you wrap hokey cardboard and cellophane glasses around your face to see the 3D effects. If you like to keep cool, though, you can play the game without the glasses. Power also features side-view action, an overhead-view fighting level, and a side-view vehicle shoot-em-up.

Jim Power's power!

The map empowers your path.

PROTIP: You may be one of the 10% of the population who has little or no 3D vision. You may be lucky.

JIM POWER
The Lost Dimension

Vaprak Attacks

Power is a run-n-gun cart until late in the game, when Jimbo hops into a space fighter for some shooter pyrotechnics. In this game "our very universe is threatened with extinction." That quote from the manual should tell you everything you need to know about the story.

PROTIP: Save your Smart Bombs as long as you can.

PROTIP: Many foes attack in pairs. Be prepared.

PROTIP: In the Uni-Jet (shooter) level, try to clear auto-weapons off the walls and ceilings whenever you can.

It's overhead view like you've seen before.

PROTIP: The ol' one-foot-off-a-ledge position comes in handy.

PROTIP: Shoot the first mid-level boss in his face. He won't chase you to the end of the level.

Super NES Game ProFile

Jim Power: The Lost Dimension

(By Electro Brain)

***Jim Power* powers up standard but fun run-n-gun action. Try the 3D glasses for a different look at familiar stuff.**

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

Price not available	Side and overhead view
8 megs	Multi-scrolling
Available November	Battery backup,
Action/adventure	3D glasses
One player	

For those who want more detail: An evil being named Vaprak is threatening to unleash his horrible hordes by cracking open a secret, lost dimension. You guide Special Agent Jim Power in a mission of mayhem against the vile Vaprak.

Jim Power is fast, familiar fun. The precise controls are no-brainers, even for inexperienced gamers. You'd better warm up your thumbs, though, because JP dishes out monstrous challenge even on the Easy setting. Jim must blast past a fast-moving army of men, mutants, and machines, plus face humongous mid-level and end-level bosses. Booby traps and icky, gooey creatures are strewn across your path.

Audio/Visual Power

The graphics are good, with or without the 3D, but this game doesn't give your eyes a break. Enemies, platforms, and booby traps produce a constantly moving melange of colors and patterns. The backgrounds feature weird, scrolling landscapes that look like a psychedelic painting.

Power doesn't power-up the sound, but it rates an "E" for effort. The music consists of speedy rock that tries hard to pace the action. The highlight of the effects is your mournful scream whenever you get zapped.

Lost Dimension Found

Jim Power: The Lost Dimension is a good game that tosses the classics at you: classic story line, classic action/adventure gaming, classic overhead-view gaming, classic shoot-em-up, and classic 3D glasses. There ought to be something here for anyone who likes shoot-and-scoot action.

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IRWIN

ART OF FIGHTING

By Scary Larry

Art of Fighting is the latest Neo•Geo arcade classic to make the jump to the SNES. Although not as deep or strategy-intensive as Street Fighter II and Mortal Kombat, this fighting game is pugilistic poetry if you get the moves down and the timing right.

'Ave a Little Art

It seems there's trouble in South Town. Someone has kidnapped Yuri, and her brother Ryo is out to track 'em down. Ryo's mentor, Robert Garcia, also wants a piece of the action.

PROTIP: Use the kick against Jack in Mac's Bar. Jump high and sweep low.

In one-player mode you choose either Ryo or Robert to brawl through eight levels in the alleys, streets, bars, clubs, and anywhere else evil rears its ugly head. To help you in your quest, you have extensive training in martial arts and a variety of special power moves.

The CPU competition is fierce. You face some of the most skilled fighting masters known to man, including back-street brawlers like Micky, bouncers like King, and giants like Jack.

PROTIP: Be sure to back up and defend whenever you come out of a tangle with Lee Pai Long. He goes into his Fan Blade Kick whenever he gets the chance.

The one-player story mode is this game's strong suit, but you can also fight against the computer in a best-brawler mode, or against a friend. You may want to brawl with a bud first, since the controls are tougher to master than the moves. Get yourself a good, dependable joystick.

PROTIP: In the Bonus Stage, try to master the Super Fire Blow. It wipes out one-half to three-quarters of an opponent's life bar.

PROTIP: If you dizzy Micky, the Hienshippukyaku re-dizzies him.

PROTIP: In the last round against King, use a power move to knock him out and reveal a secret....

The South Town Gang

SNES Game ProFile

The Art of Fighting

(By Takara)

Art of Fighting jumps from the Neo•Geo to the SNES. What's been lost? Not much. This definitely sweats the punches out of you.

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	3.5	4.0	Expert

$69.99
16 megs
Available November
Fighting game
Side view

Side-scrolling
8 levels in one-player mode
Two players

Art Works

The graphics in this cart are a fair translation of the Neo•Geo version's, although not as smooth or detailed. There's some slowdown, and a few sprites are missing from the animations. Your ears take a little beating. The sound effects are all standard fighting noise, with lots of screeches and groans, although it doesn't interfere with the action.

Fighting's Alright

Art of Fighting is a fair play, but it doesn't play fair. At the number three difficulty setting (there are eight), the game is not only hard to beat, but the computer cheats every chance it gets. What's more, at lower skill levels, victorious players aren't even rewarded with the true ending, which allows you to play against one of the Fatal Fury characters. The challenge versus the low-down CPU is definitely for the fighter with lots of patience. If that's you, you'll love this cart of fighting. If not, stick with the bigger, more honest bruisers like MK or SF II. G

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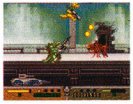

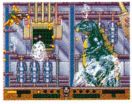

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The Tummynator

There just aren't enough awesome side-scrolling action games for the SNES. Although Time Slip probably won't knock you off your feet, it'll do until another Contra shows up.

Slip Slidin' Away

In the year 2129, the small planet of Tirmat got caught in a temporal space/time rift, sort of like a galactic washing machine on spin. Unfortunately, it's on its last rinse. The Tirmatians have their eyes on Earth and they're sending agents back through time to destroy man's ability to develop sophisticated weaponry, in the hope of scoring the best real estate deal since the colonists bought Manhattan.

PROTIP: While hanging from the side of the cliff, shoot the Archers from below at an angle.

SNES Game ProFile

Time Slip

(By Vic Tokai)

Time Slip is a new game by Vic Tokai for the SNES that contains a few Contra-dictions, maybe too few. Its style mirrors Contra III, although its graphics won't send you into a battle frenzy.

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	4.0	3.5	INT. Intermediate

$39.50
8 megs
Available November
Action/adventure

One player
Side view
Multi-scrolling

Earth responds with the time-traveling Dr. Vincent Gilgamesh. The Doc wants to put an end to these illegal aliens, but you'll be hard-pressed to make that happen.

PROTIP: Shoot this first level mini-boss while he's in the air, then fire special weapons at him when he lands. If he's still standing, shoot him, wait until he turns around, then fire at him until he breaks. Flying orbs will shoot from his body when he breaks. Make sure to blast them, too.

PROTIP: When you come across the Rock Men in the second part of the first level, keep moving toward them as you shoot, or they'll swarm all over you.

At least the Doc comes strapped. You can power his large caliber gun up to Bullet Level 4. You can also find missiles, bombs, and other incendiary devices, which you'll need to battle the barrage of bad guys and traps that the Tirmatians use to stop you dead in your tracks. These include fire-breathing skulls, flame-flinging archers, boulders, spiked pendulums and other various "ouch!" inducers. You chase (and are chased by) the evil ET's through an old castle, an underground cavern, and even some Jurassic scenery, plus other exotic locales.

Time and Time Again

The graphics in Time Slip are adequate, but they swing hot and cold. Overall they're smooth, fast-moving, but small. The boss sprites (especially the Knight) are large but somewhat uninspired. The backgrounds are repetitive and static, but well-illustrated.

PROTIP: When flying through this area, stay in the lower left corner as much as possible. When you get to the boss, hit it at an angle rather than head-on.

PROTIP: Don't shoot at the spiked square that falls from the ceiling. Instead, take a hit and run past it. If you shoot it, another one will fall.

Your ears won't take a beating, though. The music works well in this cart, with heart-pounding, futuristic funk pacing the action. The laser thuds and death screeches of your opponents are basic. Some voices would have been a nice touch.

PROTIP: Destroy the Knight Boss by firing special weapons into his shield, then go for his arm, head, and body (in that order).

PROTIP: To knock off this Dragon Boss at the end of the first level, cling to the wall and fire all your special weapons at him. Don't shoot at the rocks that fall from the ceiling, because they break into pieces and can harm you.

PROTIP: Check all the walls in the castle for hidden areas.

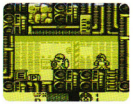
Some Like It Not

Time Slip has a split personality: Average graphics and fast action with super-hard levels and impossible-to-beat bosses. But if you like intense side-scrolling action and an incredibly tough challenge, then take a look at this cart. If not, slip into a more exciting side-scrolling action/adventure game for the SNES...well, that may be a challenge, too.

Wily's 8 most rotten robotic renegades return. Ready for the reunion?

Well, more like the ultimate worldwide cybernetic showdown. It's Mega Man, Rush and Dr. Light's new remote controlled robotic attack bird Beat versus 8 robot masters and their hundreds of armed androids. Run, jump and blast your way through them. But even if you make it to the inner sanctum, you'll still have to show Dr. Wily who's boss.

Wily and his most fearsome robot masters are prepared for action.



Proto Man's back to help Mega Man do away with Wily once and for all.

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CAPCOM

By Lance Boyle

Beautiful, scary, and challenging, Bram Stoker's Dracula is flying onto the SNES this month to put some bite into your Christmas. You'll be staying up late as a creature of the night once you get caught up in this long, seductive game.

PROTIP: Jump into this notch in the ground to dodge the trio of Bride Bosses at the end of Level 5.

Fangs a Lot

Based on Francis Ford Coppola's artsy film adaptation of Bram Stoker's classic novel, the game centers around Jonathan Harker's search for Dracula, the evil impaler who likes to go for the throat. You play Harker as he walks through 16 horrific levels of Transylvanian scenery, searching for the ol' blood-sucker. Along the way, you'll encounter every imaginable horror, from rabid wolves to sword-wielding skeletons, from huge spiders to lovely-but-lethal Brides from the Underworld. It's enough to raise the Undead.

PROTIP: Rats, hounds, and henchmen are everywhere in the early levels. Dodge them so as not to risk losing a precious Energy Beaker in a fight.

Regrettably, Harker's a feeble hero. He's barely strong and nimble enough to cleanly defeat a single rat with a dagger. Nor is he able to leap the numerous sharp-edged moving obstacles he'll encounter. Although he finds swords, guns, and other armaments scattered ahead of him, most of them have limited use and aren't up to the difficult challenge, even at the Trainer setting. A hero who doesn't merely plod along, and who can fend off a small vampire bat without hurting himself, would've made the game much less frustrating.

PROTIP: Light Torches as you progress. They'll be your new starting points when you die.

PROTIP: Against Level 2's whip-toting Blue Dracula, sneak in close and quickly hack him with your sword.

Horror Show

While the lame Harker will make you want to impale yourself on the nearest spike, the excellent graphics and sound effects will make you persevere. The visuals are the best part of Bram Stoker's Dracula, with strong colors, well-detailed backgrounds, and eerie surprises around every corner. Skeletal horses show every bone, deadly tarantulas move with spindly ferocity, and hellacious zombies swarm with fluid grace. This is a game you'll enjoy more for the sights than for the game play.

PROTIP: Be careful while walking under trees. Arachnids above will quickly pounce on you.

PROTIP: Rabid Wolves are upon you as soon as you leave the Castle. Jump onto this chain to get some breathing room.

The sounds contribute to the horror, too. Creepy music underscores the action to help build the suspense. In addition, scary sound effects, such as the howling of distant wolves, make what's left of your blood run cold.

Drac Attack

You've probably played other Draculas before – as in the movies, it's one of the most belabored stories ever. Overexposure shouldn't keep you from staking out a claim with Sony Imagesoft's latest version. Though it's a long, hard journey, those who survive will be able to say "Fangs for the memories." G

Super NES Game ProFile

Bram Stoker's Dracula

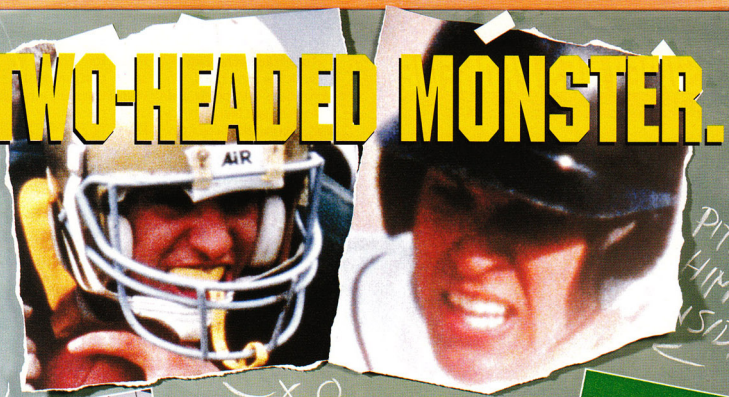
(By Sony Imagesoft)

Lovely to look at, deadly to hold, Dracula's thrills make your blood run cold! This long, challenging game is a good creature feature from start to finish.

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.5	3.0	3.5	Adjustable

$59.95	Side view
8 megs	Multi-scrolling
Available November	16 levels
Action/adventure	One player

TWO-HEADED MONSTER.



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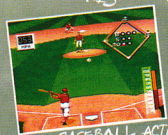

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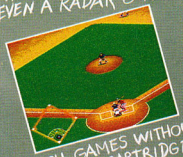

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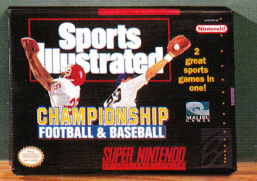

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By Lawrence of Arcadia

Fans of Ren and Stimpy no doubt look forward to any game featuring their favorite comedy team. This cart from T•HQ, however, may not be the one they want.

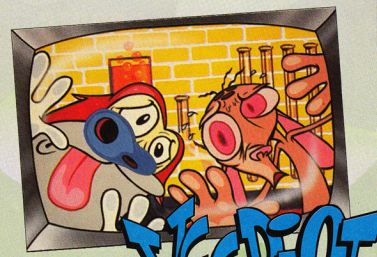
Choking Chihuahuas!

Veediots is a colorful, simply illustrated side-scroller that follows the cartoon antics of Ren and Stimpy. There are some funny inside jokes here, but the lackluster graphic style (blah) and dull game play (blah blah) won't even make an "asthma hound Chihuahua" wheeze.

PROTIP: Keep something in Ren's hands at all times, like a Vase or Picture Frame. You never know when that bloated sack of cat hair is going to show up.

The game depicts four classic R & S cartoons. In "The Boy Who Cried Rat," you must travel through a living room filled with obstacles, like Mouse Traps, and Electric Fans. Then you must dive into Stimpy's mouth. In "In The Army," you face Grenades, Cannons, and The Sarge while trying to keep your fur. "Stimpy's Invention" takes you through the labs of Dr. Stupid, and "Marooned" strands our boys on a deserted planet.

To help Ren along, Dirty Socks deliver extra speed, Money gains extra points, and Powdered Toast brings invincibility. You can also jump from clocks and ringing telephones for extra bursts of power, and you can pick up and throw almost anything.



PROTIP: In the living room, stand on the blocks to make them fall, then stay there and throw something at Stimpy while he's dashing around like an idiot.

PROTIP: The only thing you'll want to touch in Stimpy's mouth is the Powdered Toast invincibility icon (and the Money, of course).

PROTIP: Behind the Drapes is a 1-up. Watch the timer, though, and keep your eyes peeled.

Ren and Limpy

Unfortunately, the graphics in this cart just don't match up to the cartoon. There are no humorous interludes (unlike the Game Gear Ren and Stimpy, where Ren scratches his butt when you pause), and the backgrounds are uninspired, to say the least. It's all teeth and no bite, especially in Stimpy's mouth.

PROTIP: Use Umbrellas in the Army stage to shield yourself from falling Watermelons.

PROTIP: Use Safes as step ladders in the Lab.

The sounds, too, don't quite do justice to the show. The sound effects are weak and barely audible. There's some familiar theme music, but the absence of certain songs is disappointing. Where are the "Log" song and "Happy, Happy, Joy, Joy" when you need them?

Stimpy looks troubled....

The Village Veediot

You really have to be hard up to like this cart. As a ho-hum run-n-jump game, it offers little challenge to the intermediate gamer. You'll probably suffer from boredom, not frustration. For Ren and Stimpy fanatics, until new episodes of the cartoon appear on TV, Veediots will have to do, you sick...Leee-tle...MONKIES! G

SNES Game ProFile

The Ren and Stimpy Show: Veediots

(By T•HQ)

Ren and Stimpy are back and up to their bad habits on the SNES. It's a Chihuahua's life for this game, however, which suffers from a lack of humor.

Graphics	Sound	Control	FunFactor	Challenge
3.5	3.5	4.0	3.5	INT. Intermediate

$59.95	Four cartoon adventures
8 megs	Side view
Available now	Multi-scrolling
Action	
One player	

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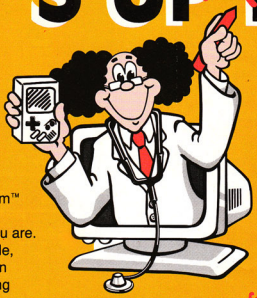

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By Manny LaMancha

Skyblazer's frustrating, and that's good! It's the kind of frustration that dangles victory just out of your reach, urging you on to try again...and again...and again. That makes for some great gaming.

Hit or Myth?

A young warrior named Sky must battle Ashura, a particularly nasty mythical enemy who's arisen to take back the land. Lead Sky through four areas (each guarded by a giant boss) and onto a final battle with Ashura.

PROTIP: You'll find a lot of rooms where you can gather gems and 1-ups. If you get low on lives, backtrack and stock up. Once you reach a boss, though, you can't return for more until you've defeated it.

PROTIP: When you're in the heat of battle and want to switch to a special weapon, hit Start to pause the game and switch weapons without risking damage.

PROTIP: Get familiar with your special powers – some enemies are immune to certain powers, but are easily damaged by others.

One of Skyblazer's attractions is its mythological setting. You're back in ancient times with half-man/half-animal archers, evil genies in bottles, and gargoyles. There are also fantastic beasts, like giant, snapping piranhas and flying eyeballs.

Hope you aren't afraid of heights, or the tower will give you vertigo.

Skyblazer puts the squeeze on you.

To defeat this mythical force, Sky lashes out with mighty punches, kicks, and weapons he finds along the way. You begin with a Dragon Slash (a powerful boomerang-type bullet). However, every boss character you defeat coughs up another bonus weapon or special item. These include the abilities to heal yourself, to stop time, and to climb up walls. Skyblazer's simple controls make your moves easy to master, too.

Gaming à la Mode...7

Most of Skyblazer's action has a side-scrolling perspective, but the game puts the SNES through a full-out aerobics workout when it shows off some inventive uses of Mode 7. In one stage, you fight a boss, which is a face on the wall. You have to jump through cutaways as the wall rotates, or else get squashed against the edge of the screen. You must also work your way around the outside of a cylindrical tower that rotates as you jump from step to step. The wildest level has no firm ground, only clouds with "air flow" that goes in all different directions. Hit the right air flow, or you'll drop to the bottom of the stage. In this wild game, you also face levels where you fly and swim. Skyblazer is more than just hot visuals – the music is a smooth backdrop for the action.

SKYBLAZER

PROTIP: To beat the Eyeball Boss, hit it, then climb the wall and jump before the boss returns to hit you. Once you've nailed it a few times, duck in the left corner and it'll roll over your head.

It's No Snoozefest!

What makes Skyblazer a big winner is the game play. Variety, inventive effects, and a creative story line make this game frustratingly good! It could be the sleeper hit of the season. G

Soar through the air with the greatest of ease.

SNES Game ProFile

Skyblazer

(By Sony Imagesoft)

If you liked Enix's ActRaiser and Soul Blazer, you'll enjoy Sony's Skyblazer. It's a great mix of side-scrolling action, puzzle solving, special powers, and tactics.

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

$39.95
Available November
Action/adventure
One player

Side view
Multi-scrolling
Passwords

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It's hypersonic battle action with a mind-blowing techno beat as you jockey to out-maneuver, out-think and out-gun the gruesome mutant BioMetal race and destroy its virulent breeder colony. Bristling with hostility and awesome firepower, BioMetals stand on the very brink of total galactic domination.

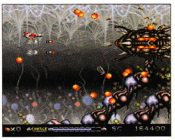
To avert total destruction, you've got to think as fast as you fire...and conserve valuable energy for the final confrontation. Blasting away to hot, cutting-edge techno tracks composed by the world renown techno group 2 Unlimited, it's all-out combat through five hellacious levels in lethal alien worlds.

"...One of the years best and hardest shooters ...Shooters have rarely had it so good"

Graphics	Sound	Control	FunFactor	Challenge
4.5	5.0	4.0	5.0	ADV. Advanced

As Seen in GamePro Magazine

With six powerful "switch-on-the-fly" weapon systems, including the radical G.A.M. offensive-defensive shield, you waste wave after wave of relentless and evil marauding mutants.



BioMetal: the 22nd century's epic battle for survival. It's meltdown intensity on SNES now.

ACTIVISION.

BIOMETAL IS FOR YOUR SUPER NINTENDO ENTERTAINMENT SYSTEM. TO ORDER: SEE YOUR LOCAL RETAILER OR CALL 1-800-477-3650.

(cont.) amazing feats ever attempted. This is a circus act like no other, with thrilling stunts and [illegible] aerobatics that s[illegible] audience. Sum[illegible] Aero the Acro-Bat high-flying, death-defying who combines superb 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 [illegible] the circus. "For a little bat [illegible] act is based [illegible] lity and plain [illegible] ently buzzes the a[illegible] [illegible] leaps from trapeze to [illegible] bathed in brilliant [illegible] zes the audience [illegible] spotlights. 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 prepa[illegible]es for one of his now-fa[illegible]mous power dives.

Even the other circus performers stop to watch Aero. This reporter noted clowns, magicians and even [illegible] operators from the fa[illegible] gathered und[illegible] what migh[illegible] fin[illegible] [illegible]rmance. [illegible]ed [illegible]out really fun, but then it got weird," recalled circus janitor Al Artus. "I thought that little bugger was gonna bite it, all right," added Janette Hyssong, circus vendor.

Leaping from a towering, teetering platform, Aero the Acro•Bat realized that this [illegible] was more death-defying than [illegible] One of the platforms was [illegible] rigged with explosives ... which threatened not only [illegible] 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.

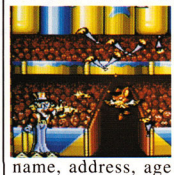
Shrouded in darkness as the [illegible] mysteriously malfunction, Aero leaped to safety [illegible] jury and still managed to land with a flourish!

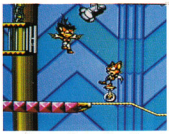
But it was only the beginning. Not only did Aero have to protect the audience from the danger of falling debris, he had to protect himself from the "bad boy of the big top," the evil, diabolical and just plain mean Edgar Ektor. This guy must really hate bats.

This reporter [illegible] that Ektor [illegible] sabotage the [illegible] and anyone [illegible] to get 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. [illegible] even mentioned tightrope-balleriniwho loves to squish bats. [illegible] about a handful!

If you've read this far, you qualify as a real fan of Aero the Acro•Bat. And if you're one of the first 100 people to send a 3x5 postcard with your name, address, age and telephone number to Aero's Secret Offer, Sunsoft, 11165 Knott Avenue, Suite A, Cypress, California, 90630, we'll send you a free copy of the Aero the Acro•Bat video game. Please specify Super NES or Sega Genesis format. But hurry up and do it. Only people who read this far will know about it. Now back to our story.

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





GAMEPRO

PROSTRATEGY GUIDE

SUPER STREET FIGHTER II

The New Challengers

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Section 2 of 2

All-New Moves, Combos, and Strategies! Win The Tournament Battle!

CAMMY

Cammy, a British special agent, was found unconscious in front of the Special Agency Academy. The Agency took her in, and her amazing reflexes made her remarkably adept at learning Special Forces training. She became the top agent very quickly, which enabled her to receive special permission to enter the World Warrior Tournament. During the tournament, in the heat of competition, her memory returns and she realizes a startling truth!

Battle Quotes

"Your missing teeth will remind you of my victory!"
"You must enjoy getting beaten. Let me remodel your face one more time!"

ENGLAND: Castle

Cammy's home in an ancient castle overlooks a village in Great Britain. The Northern Lights twinkle in the distance.

SPECIAL TECHNIQUES

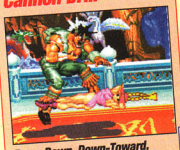
Thrust Kick

Cammy's Thrust Kick is a powerful weapon. Press Toward, Down, Down-Toward, and any kick button. You can execute this kick from a close or a far range!

Spinning Knuckle

Press Back, Down-Back, Toward, and any punch button to spin and slap the enemy with a double-fisted attack. The Spinning Knuckle is invincible to Fireballs if timed correctly!

Cannon Drill



Press Down, Down-Toward, Toward, and any kick button. This spinning kick causes precision pain.

KILLER THROWS

Air Body Throw

Catch your foe in the air by pushing Toward or Back plus Strong or Fierce when close.

Thigh Press

Cammy's choke hold catches opponents off guard. When close, press Toward or Back plus Forward or Roundhouse.

Frankensteiner

Cammy uses this move to cause major midair headaches. Press Toward or Back plus Forward or Roundhouse when close.

Suplex

When close, slam Warriors into the ground by pressing Toward or Back plus Strong or Fierce.

CRUSHING COMBOS

Cannon Drill Three-Hit

1) Jump in with a deep Fierce.

2) Do a standing Strong, then begin the motion for a Cannon Drill.

3) Complete the Cannon Drill and press Roundhouse.

Thrusting Combo

1) Jump in with a deep Fierce.

2) Do a standing Strong while holding Toward, then begin the Thrust Kick motion.

3) Complete the Thrust Kick and press Roundhouse. Cammy puts plenty of leg into this triple-hitter.

SUPER STRATEGIES

The Fireball Snuff

Cammy's standing Fierce Fist is quick enough to counter an enemy as they're starting their Fireball motion. You can put out their fire with super timing!

Beware the Frankensteiner!

Cammy's monster slam move is her specialty. You can really mess up opponents by throwing them after they pull a power move, such as a Dragon Punch or Flash Kick.

Handstand Counter

Cammy's kick doesn't just look awesome – it's deadly, too! It can knock the enemy out of the air when they come in for a combo!

The Double Cannon Spike Psych

Use the Cannon Spike Kick once, hesitate, then do it again for effect! This will psych out the opponent, and they'll be hit if they flinch!

Cammy's Crazy Corner Trap

Bison's got nothin' on Cammy when she turns on the nacho cheese sauce with this Corner Trap.

1) Corner the enemy and come in with a Spinning Knuckle. They'll be forced to block or take the hit.

2) Do a low Roundhouse and begin the Thrust Kick motion.

3) Immediately complete the Thrust Kick. You can repeat this Corner Trap again, but beware of Uppercuts!

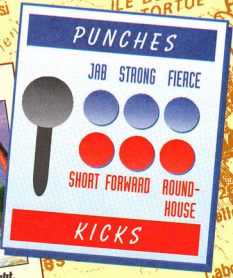
DEE JAY

Dee Jay is an original character created by James Goddard of Capcom U.S.A. He's a kickboxer from Jamaica. He was trained in the Western style of kickboxing, but he's proud of his Jamaican heritage. Overall, Dee Jay is a cheerful guy with a zest for Street Fighting. He's also a musician, who was once on the road to super stardom. He believes that by perfecting his fighting style he will become the ultimate entertainer, so he pulls flashy combos and puts real showmanship into his moves.

Battle Quotes

"Your problem is you don't have any rhythm!"

"Were my killer combos too much for you, mon?"



JAMAICA: Jammin' Reggae Fest

Dee Jay likes a crowd, and a local Jamaican band is providing some great tunes for the fight. Dancers are exhilarated by the the music...and Dee Jay's killer combos!

SPECIAL TECHNIQUES

Hyper Fist

Dee Jay's Hyper Fist is lightning quick. To slug away, Charge Down, then push Up and rapidly jam on any punch button.

Max Out

This projectile attack looks like Guile's Sonic Boom...and it's just as lethal. Charge Back, then push Toward plus any punch button to do some damage.

The Double Dread Kick

This devastating double-spinning kick is a kickboxing classic. To execute, Charge Back, then push Toward plus any kick button.

KILLER THROWS

The Shoulder Toss

Dee Jay's power throw goes the distance! Move close, then Push Toward or Back plus Strong or Fierce to throw them.

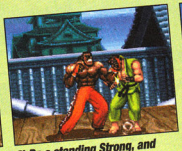
The Backflip Toss

If you can pull off Dee Jay's Backflip, your opponent will take off and come in for a crashlanding. Stand close, then push Toward or Back plus Forward or Roundhouse to flip.

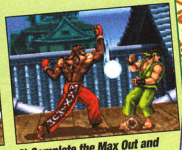
CRUSHING COMBOS

Maximum Three-Hit

1) Jump in with a deep Fierce while Charging Back.



2) Do a standing Strong, and immediately begin the motion for the Max Out.



3) Complete the Max Out and press Fierce. Three strikes – and your foe's out!

Four-Hit Dread Combo

1) Jump in with a deep Fierce while Charging Back.

2) Do a standing Strong and immediately begin the motion for the Dread Kick.

3) Complete the Dread Kick and press Roundhouse. The Dread will double-hit as a nasty conclusion to this cool combo.

Eight-Hit Hyper-Fist Combo

Dee Jay wheels and deals an unbelievable eight-hit combo! Hawk is placing his bet...and losing!

1) Cross 'em up with a super deep Roundhouse while Charging Down.

2) Land and do a crouching Jab while still Charging Down.

3) Press Up to begin the Hyper Fist motion. At the Fist's neutral point throw a Strong.

4) Complete the Hyper Fist and press Fierce.

If timed correctly and you're positioned deep enough, the Hyper Fist will hit four or five times.

5) This devastating combo will knock them dizzy – or kill them outright!

Slide Kick Counter

Dee Jay's crouching Roundhouse is a super Slide Kick that's a good counter to jumping enemies. See if you can get some cheesy patterns going with the Max Out and the Slide Kick!

Hyper Counter

It's not as flashy as, say, a Flash Kick, but Dee Jay's Hyper Fist is a nearly infallible counter to jumping enemies!

SUPER STRATEGIES

Hyper Through Fireballs

Do the Hyper Fist to make yourself invincible to Fireballs. If you Charge Down-Back at all times, you'll be ready to throw the Max Out, come in with a Dread Kick, or Hyper through Fireballs!

The Hyper Dread Corner Trap

1) Corner the enemy and come in with the Dread Kick. As soon as you start the Dread Kick, Charge Down-Back.

2) As you land out of the Dread Kick, do the Hyper Fist and Charge Down-Back again.

3) Immediately do the Dread Kick and repeat the trap! It can be countered by Uppercuts, but this trap can wear away energy mondo fast, mon.

CHUN LI

Kikkoken Corner Trap

Trap an opponent in the corner and see how they like this tactic!

1) Throw a Fireball, then immediately Charge Back again.

2) Do a low Forward and begin the Fireball motion.

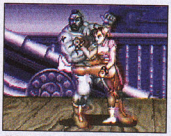
3) Throw the Fireball and repeat the pattern.

You must be a quick and agile Charger, but this trap is deadly and can only be broken with timing and a super move, such as a Dragon Punch!

Flipping Neck Combo

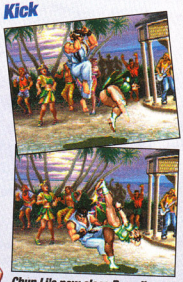
This combo works in Turbo, but many fighters have never seen it.

1) Jump in with a deep Fierce while holding Toward.



2) When you land, immediately press Toward plus Roundhouse to do the Flipping Neck Breaker.

New Roundhouse Kick



Chun Li's new close Roundhouse looks deadly and is a great counter-move against jumping-in opponents.

Triple-Fierce Fireball

Finally, the long-awaited Fireball combo that didn't work in Turbo!

1) Jump in with a deep Fierce while Charging Back.

2) Throw a standing Fierce and immediately begin the Fireball motion.

3) Complete the Fireball and press Fierce for the third hit.

New Fireball

To do Chun Li's new Fireball, Charge Back for approximately 1.5 seconds and press Toward plus any punch button. While it doesn't cover the entire length of the screen, Chun Li's Kikkoken is more stylish and deadly in combos!

CHINA: Village Market

Chun Li's friends and family have more detail now as they watch their young detective fight to victory.

DHALSIM

Fierce Combo Firepower

1) Throw a Fireball at the opponent to stun them. As the Fireball is travelling, rapidly jam on the Fierce button.

2) As the Fireball connects, your Fierce will deck the enemy. This two-hitter is a great way to inflict an unexpected dizzy!

Teleporting Cheese Throw

1) Throw a Fireball at the enemy and begin the Yoga Teleport motion.

2) As they block, complete the Teleport to land behind your foe. Throw them while they're stuck in the block stance!

Butt Heads

1) Do a standing-close Jab and immediately tap Fierce.

2) As the Jab connects, you'll go into the double-hit Head Butt. This combo hits three times!

Easier Teleport

Dhalsim's Yoga Teleport is now easier to do, and it features a cool new "warping" sound effect.

INDIA: Indoor Temple

Dhalsim's temple now has more color and detail.

Improved Air Hurricane

You have more control over Ryu's Air Hurricane. Do the motion early to travel far. For short range, do the motion late.

Air Hurricane Two-in-One

1) When close to an opponent, jump straight up and do a Roundhouse Kick.

2) As you do the Roundhouse, immediately complete the motion for a Hurricane Kick.

Note: The timing of this two-in-one has been changed. It's no longer a combo, but it can be used to confuse and cross up the enemy!

The Red Hadoken

To throw Ryu's Red Hadoken, press Back, Down-Back, Down, Down-Toward, Toward, and any punch button. To use this move correctly, you must learn its range! From farther away, it'll knock the enemy down. At close range, it'll stun Ryu's foe.

Easy Combo Knockdown

Ryu can guarantee his own safety after a combo with the Red Hadoken.

1) Jump in with a deep Fierce.

2) Do a standing Fierce or crouching Forward, and begin the motion for the Red Hadoken.

3) Immediately complete the Red Hadoken and press Fierce. You'll automatically knock down the foe!

Back-of-the-Head Three-Fierce Fireball

Everyone knows Ryu's regular Triple Fierce, but is it possible to throw two Fireballs in the same combo? Yes!

1) Knock down the enemy and stand approximately one step away. Just as they are beginning to get up, throw a Jab-button Fireball or Red Hadoken.

2) The Fireball must be timed to hit the opponent in the back of the head.

3) As they are reeling back from the impact of the Fireball, throw a standing Fierce and begin the Fireball motion.

4) Immediately complete the Fireball motion and press Fierce.

KEN

Flaming Dragon Punch

Now Ken's Dragon Punch really breathes fire! When close to the enemy, do the Fierce Dragon for three guaranteed hits.

Five-Hit Hammerin' Hurricane Combo

1) Jump in with a deep Fierce Punch.

2) Do a standing Jab Punch, and immediately begin the Hurricane motion.

3) Instantly complete the Hurricane Kick motion and press Roundhouse. The Hurricane now hits from the hip. You'll score five hits with this Super devastating combo!

Four-Fierce Dragon Combo

Note: You can do a five-hit combo with a deep cross-up Roundhouse. Experiment!

1) Jump in with a deep Fierce.

2) Do a standing Fierce and immediately begin the Dragon motion.

3) Complete the Dragon motion and press Fierce.

4) The Dragon will hit twice, for four hits! Burn, baby, burn!

Back-of-the-Head Fireball Confusion Combo

1) Knock down the enemy and stand approximately two steps away. Just as they're beginning to get up, throw a Jab-button Fireball.

2) The Fireball must be timed to hit the opponent in the back of the head.

3) While the enemy's reeling back, do the Dragon Punch. The Dragon will hit at least twice for a total of three hits! Try experimenting with this combo for even more hits!

BALROG

More Punch for Balrog

Balrog still can't do kicks, but Capcom added quite a few cool new animations to his punching arsenal.

New-Looking Dashing Combo

This combo has a new look, but it's just as deadly as ever.

1) Jump in with a deep Fierce while Charging Back.

2) Do a crouching Jab and begin the motion for a dashing Punch.

3) Immediately complete the Dashing motion and press Fierce.

Shoulder Butt

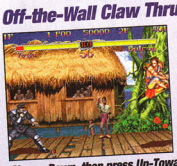
Charge Down, then press Up and any punch button to blast into an enemy with your shoulder. This will pass through fireballs and jumping-in attacks.

U.S.A.: Las Vegas

The dancing girls are prettier than ever on the Vegas boardwalk.

VEGA

Off-the-Wall Claw Thrust



Charge Down, then press Up-Toward or Up-Back plus any punch button to spring off the wall. Vega's claws stick into the walls...and through his opponents.

New Animations

Vega likes his looks, and his fans will adore the new views of his Jumping Claws and Standing Kicks. His new moves are good counterattacks.

New Backflips

Vega can now control the range of his backflips to throw off his opponents' timing.

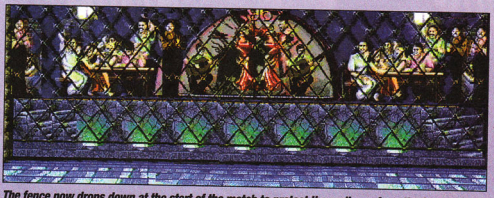
1) Press all three kick buttons to do a single flip.

1) Press all three punch buttons to double-flip and roll back.

Get the Combo Going

Vega's new jumping Fierce is a great first attack to set him up for a deep combo, such as the Claw Roll combo.

SPAIN: The Fight Pit



The fence now drops down at the start of the match to protect the audience from the fury of Vega's fighting.

NEXT MONTH:
More Super Street Fighter II!
• Stage Maps
• Super Strategies
• Crushing Combos
• New Moves and Animations
WIN THE TOURNAMENT BATTLE

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 normal stuff like squirting flowers, exploding cigars, glue on your underwear, that sort of thing. Next thing you know, there's grease on the seats and dynamite in the trunk."

Ektor hadn't been with the circus for years. Until his untimely appearance on the scene, the Flying Wallendas were the acrobatic act to watch. Their untimely demise in mid-air during a performance of Tad "Smiley" Tadpole's signature triple-somersault-with-a-twist-and-a-half-and-a-flip-for-good-measure left Ektor the sole survivor of the family. Ektor was devastated by the loss of his family, but he was also relieved to be free of the constant abuse he had received at the hands of the Wallendas. Ektor was a changed bat. He was no longer the sweet, lovable bat he had been before the accident. He was now a cold, calculating, vengeful bat. He was a bat with a mission.

Ektor's mission was to destroy the circus that had destroyed his family. He began by sabotaging the circus's equipment. He cut the ropes on the trapeze, he loosened the bolts on the high wire, and he even managed to sneak into the lion's cage and pull out a few of the lion's teeth. But Ektor's most devious plan was to kidnap the circus's star performer, a beautiful young woman named Amy Rose.

Amy Rose was the daughter of the circus's owner, and she was also the fiancée of the circus's ringmaster, a man named Waldo. Waldo was a cruel and abusive man, and he had been mistreating Amy Rose for years. Ektor knew that Amy Rose was unhappy with her life, and he saw her as a perfect target for his revenge.

Ektor's plan was simple. He would kidnap Amy Rose and hold her for ransom. He would demand that the circus be shut down and that Waldo be turned over to him. If the circus refused, Ektor would kill Amy Rose.

Ektor's plan was put into action on the night of the circus's final performance. He waited until the show was in full swing, and then he snuck into the circus's trailer. He found Amy Rose sleeping in her bed, and he quickly and quietly kidnapped her.

Ektor took Amy Rose to his lair, which was located in the abandoned circus train yard. He tied her up and left her in a cage. He then began to send ransom notes to the circus.

The circus refused to shut down. They refused to turn over Waldo. They refused to pay the ransom. They were determined to find Amy Rose and rescue her.

The circus hired a private detective named Sam Spade to find Amy Rose. Sam Spade was a tough, no-nonsense detective who had a reputation for getting the job done. He began his investigation by questioning the circus's employees and by searching the circus's trailer.

Sam Spade found a clue in the trailer. He found a piece of paper with a map on it. The map showed the location of the abandoned circus train yard. Sam Spade knew that this was the place where Ektor was holding Amy Rose.

Sam Spade went to the train yard and found Ektor's lair. He broke in and found Amy Rose in a cage. He untied her and helped her escape. Ektor was furious when he found out that Amy Rose had been rescued. He vowed to get revenge on Sam Spade.

Ektor's revenge was swift and brutal. He sent a group of his henchmen to attack Sam Spade's office. They destroyed the office and beat Sam Spade to a pulp. Sam Spade was left for dead.

But Sam Spade was not dead. He was a tough guy, and he had been in worse situations before. He managed to crawl to a nearby hospital, where he was treated for his injuries. He then began to plan his revenge on Ektor.

Sam Spade's revenge was also swift and brutal. He tracked down Ektor's henchmen and killed them one by one. He then went to Ektor's lair and killed Ektor himself.

The circus was saved, and Amy Rose was safe. The circus's owner was grateful to Sam Spade for his help, and he offered him a job as the circus's new ringmaster. Sam Spade accepted the job, and he became a beloved figure in the circus world.

Ektor's story is a cautionary tale about the dangers of revenge. Ektor's desire for revenge led him to commit terrible crimes, and it ultimately led to his own death. Sam Spade's story is a story of redemption. Sam Spade was able to overcome his past and to find a new purpose in life.

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MAGIC BOY™

By Martin Kubeczech

Hewlett is a hazard! The hapless sorcerer's apprentice of Magic Boy accidentally turned the Wizard into a blue elephant, and the animals in the kingdom into monsters. In JVC's fun action/adventure game, Hewlett must capture all the animals, rescue the sorcerer, and return the kingdom to normal.

Hewlett Packs 'Em In

You play Hewlett, the apprentice trying to recapture all the animals and free the Wizard from his pachyderm prison. Along the way, you tackle 64 levels of monster-tracking in eight worlds, with 32 bonus screens.

PROTIP: In Sand Land, Room 4, find the Spell Book by shooting up at the block between the first double set of water pools.

PROTIP: In Plastic Place, Round 2, Room 3, the Spell Book is in the wall to the right of the blue elephant in the lower right corner.

SNES Game ProFile

Magic Boy

(By JVC)

Magic boys and girls will need to use all the magic they can muster to capture escaping animals in this fun but challenging game.

Graphics	Sound	Control	FunFactor	Challenge
3.5	3.0	3.5	4.0	Expert

Price not available	Multi-scrolling
4 megs	64 levels
Available December	One player
Action/adventure	Passwords
Side view	

Hewlett uses his magic wand to stun each beast, stuff it in a sack, then drop it into one of the jail cells on the bottom of the screen. When all of the creatures have been captured and imprisoned, you can pick a new level. If you take too much time to finish a level, the prisoners will figure out a way to bust out of their cells, and they'll reappear to threaten you again.

PROTIP: Some blocks have a diagonal blue strip that turns alternately red and blue when you step on them. If all of the blocks are red when the round is completed, you receive a 1000-point bonus.

PROTIP: A later enemy sometimes yields an item to capture an earlier enemy.

Rescuing Apprentice!

You'd better make sure your technique is in tiptop form. Some of the hazards, especially the Springs, will require split-second timing and dead-on control to successfully negotiate. Luckily, the controls respond well, but you'll still need all the concentration you can muster to get out of some of these levels.

The game is chock-full of bonus points, 1-ups, and extra lives. Each of the captured enemies gives up some kind of reward, but there are also bonuses hidden in stones and in the many Exclamation Mark blocks.

The graphics and sounds are solid. Graphics are crisp and cartoony, with smooth animation and interesting backgrounds. Dazzling colors fill each shot. Unfortunately, the type used in the displays is very difficult to read, making it a chore to put in passwords. Sound is good overall, and the sound effects of the creatures being dropped into cells are hilarious.

PROTIP: Shoot blocks in the walls. Some break away to reveal a power-up.

PROTIP: In some levels you'll find what looks like a large bowling ball. Shoot the ball once to get a bomb. Shoot it again, and the bomb stuns all on-screen enemies.

PROTIP: To restart a level with all of the 1-ups still in place, use Select to go to another level, then return to your original level, and the 1-ups will reappear.

PROTIP: Rainbows get you through the level without having to capture all of the animals.

Animal Crackers

Don't let the cartoon graphics and cute music lull you into false confidence – this game is hard! Fortunately, the game is worth the effort. Hewlett may have messed up the magic potion, but JVC got the mixture just right. GP

KAY BEE
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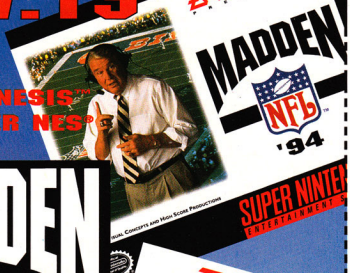

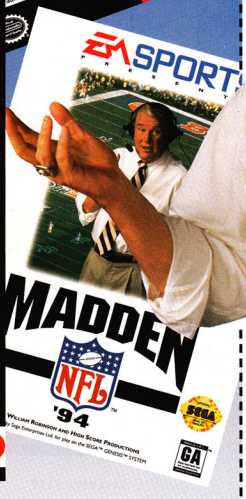

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KAY BEE
AMERICA'S TOY STORE

By Data Carvey

Howdy, pardners, welcome to the hard-ridin', straight-shootin' posse known as the Sunset Riders. Get ready for some fun and challenging shootouts that put the "Wild" in Wild West.

Best in the West?

The classic arcade original made a smooth transition to the Genesis late last year (see ProReview, Feb. '93), and now the Riders have successfully ambled over to the SNES. Like on the Genesis, you play a gun-totin' bounty hunter, walkin' an' ridin' the range in search of bad guys like Poco Loco, Simon Greedwell, and Sir Richard Rose. The chase takes you through Old West towns, to fast-moving trains, and out to the rugged mountains. Unlike the Genesis version, the SNES cart gives you a choice of four bounty hunters (Steve and Bob have now joined Billy and Cormano).

There's still a two-player option and some Bonus Stages, but regrettably the quick-draw Versus Mode has been dropped along the trail.

PROTIP: Watch for the chickens running from an approaching stampede.

The challenge is tough! Nasty varmints are hiding behind every tree and in every haystack, packin' pistols or heavin' dynamite. Smooth controls enable you to fire rapidly, but your man's not very fast on his feet, so he eats a lotta lead. You get limited continues, which unfortunately means you'll be startin' from scratch purty reg'lar. A password feature would've made the Old West more hospitable for young players.

PROTIP: You don't have much range when you throw Dynamite, so it's better just to dodge it and rely on yer shootin' irons.

Sights and Sounds on the Lonesome Prairie

Clear, crisp graphics and rousing Western music make this an easy ride to enjoy. The large, cartoony sprites have nice detail, and the backgrounds have strong colors. There's also a lot to see in the action sequences.

The music propels the action with Old West rhythms that have been pumped up for the '90s. The sound effects can be helpful, too, as when you hear the thundering steers long before they hit the screen.

PROTIP: Keep moving when you square off against the main outlaws.

PROTIP: While shooting riders next to you in Level 2, watch for logs thrown from the covered wagon ahead of you.

PROTIP: As Level 2's train passes you, stay to the right of the screen to see who's about to shoot at you from behind.

Rootin'-Tootin' Riders

Fans of the arcade game will enjoy taking Sunset Riders home on the range. Gamers who have both 16-bit systems won't need this cart if they've already got the Sega version. However, anyone else with a hankerin' for a spirited shoot-em-up can ride happily into the sunset with these Riders. G

SNES Game ProFile

Sunset Riders

(By Konami)

These quick-shootin' riders blast through the Wild West in this entertaining and challenging game.

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.5	4.0	4.5	Adjustable

Price not available	Side view
8 megs	Multi-scrolling
Available December	Six levels
Shoot-em-up	Two players

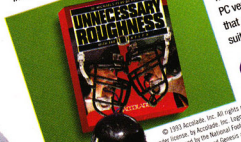
Some Heroes and Villains

Get Knocked Flat On Your Grass.

You're down by six and Junior Seau just sacked you again. Now it's 4th and 18 with only a minute to go. Should you go long to Sterling Sharpe, or dump it in the flat to Thurman Thomas? In *Unnecessary Roughness*™, it's your call. But don't worry. You've got all the NFLPA® pros you'd ever need to build your team. Like "Neon" Deion Sanders. John Taylor. Michael Irvin. And many more. *Unnecessary Roughness* brings hard-hitting excitement of pro football to life like never before. Hair-raising hits. One-handed catches. And sensational sacks. All coming right at you in extra-large, rotoscoped player graphics.

Available in November for the IBM and 100% compatibles. Available in December for the Sega™ Genesis™ System.

All screens shown are IBM Super VGA displays



with Al Michaels' play-by-play. The Sega version also features a field that gets more torn-up with every play, while the PC version features infinite camera views that actually put you down on the field. So suit up and get ready. Because this football game is as real as you can get. Without getting hit.

AL MICHAELS CALLS THE SHOTS

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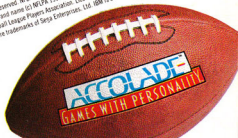

OUT to LUNCH

You'll be an expert by the time you get to the West Indies.

By Ms. Demeanor

Pierre le Chef needs help, and so will you in Mindscape's cute, but difficult, action/adventure game.

The Galloping Gourmet

The story is simple: You're a chef, and your cute little ingredients have run away. You travel through 48 levels over six countries trying to get everything back to make some dinner.

In a style of game play similar to Magic Boy (see ProReview, page 142), you must snag the groceries in your net and drop them in a cage for "safe" keeping. In each level, the sharp controls help you catch a specified number of ingredients, drop them in a cage, and find the exit before your time runs out.

Kiddie graphics carry the international food theme. Wheels of cheese, bouncing mushrooms, and gooey sacks of jello populate the landscape in Switzerland, the West Indies, and four other countries. The clever power-ups also lend themselves to funny animations and sound effects.

PROTIP: This blob of Grape Jelly will attack you and steal a life. Before he has a chance, whack him with a special weapon, then jump on him twice to burst his bubble.

Chef Bored Are We

Unfortunately, this game is too challenging for beginners, and too boring for experienced players. Beginners, in fact, will be grateful that they can turn the perky music off after returning to the first level for the millionth time.

If you're a young, excellent gamer, you'll love this cart. Otherwise, there's little here to send you back for seconds. G

PROTIP: Ring the Bells in order from left to right, then grab the Snowflake to enter a bonus round.

Out to Lunch (By Mindscape)

Graphics	Sound	Control	FunFactor	Challenge
3.5	3.5	4.0	3.0	ADV. Advanced

$64.95
Available now
Action/adventure
Two players

48 levels (six countries)
Side view
Multi-scrolling

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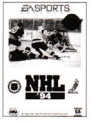

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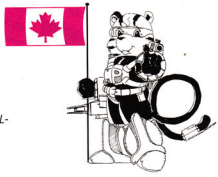

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Dennis the MENACE

By The Tummynator

Hey, Mr. Wilson! Hank Ketcham's towheaded terror is back, and he's wrecking the place. Mr. Wilson, Ruff, and Margaret are just some of the Sunday-funnies regulars in Ocean's tough, but not-very-amusing, side-scroller.

Of Mice and Menace

Dennis the Menace suffers from one serious flaw: terminal cuteness. Although there are enough levels and challenge, the basic run-and-jump antics aren't enough to hold your attention.

PROTIP: Grab the Slingshot just above Dennis's head at the start of the game. The Peashooter is in the basement.

You play Dennis, and you're on the lookout for Switchblade Sam, who's stolen some valuable Coins from Mr. Wilson's safe. He's left the Coins strewn throughout various stages, including Mr. Wilson's house, the Park, the Boiler Room, and the Sewer. You work against the clock to find a certain number of large Coins to get you on to the next level.

PROTIP: Use the Slingshot on the cats and mice.

PROTIP: The switch to make the Attic Rope drop is in the room with Mr. Wilson. Stand on the Jack-in-the-Box and jump up to the cabinet on the left to reach the switch.

PROTIP: There are two big Coins in Mr. Wilson's Attic, one in the kitchen and one in the main room.

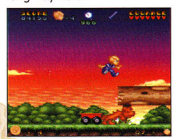
PROTIP: In the first Park scene, go all the way to the right side of the screen to find the blue switch. Then you can access other parts of the tree to the left and find the exit.

PROTIP: Use the Peashooter against enemies in the Park.

Making life miserable is an aggressive onslaught of enemies and dangers, such as mice, spitting fish, hot coals, and more. You get a Peashooter, a Slingshot, and a Water Gun to fend off the hordes. Your supply of ammo is limitless, although your patience for the controls may not be. Switching from weapon to weapon is cumbersome. Dennis can walk, jump, and run, but the button controls are awkward.

Cute Kid

The graphics and sounds in Dennis are anything but menacing. The character sprites are cute, cartoonish, and squashed. Dennis's adversaries are very colorful, if uninspired. The backgrounds are well drawn, but repetitive. In Mr. Wilson's house, for instance, it's hard to distinguish the basement from the attic. The sounds are just as standard as everything else in this game. More voice-overs from Mr. Wilson or Dennis would've gone a long way here.



PROTIP: Get a running start from the Red Wagon onto the Logs.

A Trip to the Dennis

Dennis the Menace is the game to play if you like long, involved side-scrollers (kind of like a blond Cool Spot), and if you have plenty of time. You'll be challenged by the extensive game play and by the difficulty of certain parts of the game. Dennis is a menace any way you look at him. G

SNES Game ProFile

Dennis the Menace

(By Ocean)

Can you hang with a menace named Dennis? You can if you like long, almost endless levels and fairly dull game play. Blonds have more fun, unless your blond is Dennis.

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	3.5	3.5	INT. Intermediate

$59.95	One player
8 megs	Five levels
Available November	Side view
Action/adventure	Multi-scrolling

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By Toxic Tommy

Now, if you have to ask how to play pool...well, okay, but don't forget to renew your Nerds-R-Us membership card. Use...stick...hit...ball...in...hole – got it? If you already thrill to the feel of fine green felt under your fingertips, Championship Pool by Mindscape racks up a great game of billiards (pool).

Call Your Shots

You play via a top-notch overhead view of the table. You take shots by simply moving a cursor next to the ball you want to strike with the cue ball and then you press a single button.

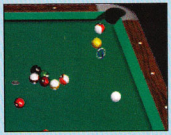
Rack 'em!

PROTIP: Practice bank shots. There's no way that you'll win a Tournament without 'em.

The controls are excellent, featuring muscle and finesse. You can set shot power and determine English (spin) on the ball. You can make all the traditional shots, such as Cuts, Banks, and Pushes. If you need assistance, a slick Phantom Ball feature enables you to see the path of the cue ball.

PROTIP: Play the entire table whenever you shoot. Plan your first shot to set up your second.

The graphics are great. The tabletop action of the balls is realistic and fast. You can also zoom in at any angle and scroll around the entire table for a close-up look at potential shots.



PROTIP: The cushion around the pockets is soft, so shoot straight or reduce Power to minimize rebounds.

PROTIP: To make the most accurate shots, reduce Power to Low.

The sounds of pool star here. The whack of billiard balls and the classic thunk of the pool cue are perfect. The music features toe-tapping rock, country, and blues riffs.

PROTIP: When you have no shot, try to make the cue ball stop at a place that'll make your opponent's next shot equally tough.

Rack 'Em Up!

This game's a winner, even if you've never wrapped your forefinger around a cue stick. Like its real-life counterpart, Championship Pool is a game anyone can play, but not everyone can play well. G

Party hearty with Pool!

SNES Game ProFile

Championship Pool

(By Mindscape)

Championship Pool is as satisfying as a three-cushion bank shot. If you can't get to a real table, this cart fills in quite nicely.

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

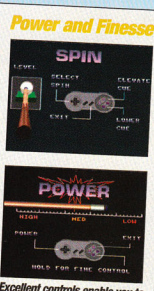
Price not available
8 megs
Available November

Pool
Eight player
Overhead view

Not Just for Hustlers

Championship Pool provides a wide range of challenges. You get the standard eight games, including classics like Eight Ball, Nine Ball, Cutthroat, and Rotation. Tournament Mode sets up 8-Ball or 9-Ball contests versus CPU hustlers. You can even have a pool party featuring 11 games for up to eight people. Further, you can practice trick shots.

Power and Finesse



Excellent controls enable you to set stroke power and English.

Get Your Face into the Felt!

These three views of your shot reveal all the angles.

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SNES

Last Action Hero

By Lance Boyle

How the mighty have fallen. Not only did Arnold Schwarzenegger star in one of the summer's biggest movie flops, but now his name's plastered all over this mediocre cart. Poor Arnold's gone from Terminator to Terminated.

PROTIP: Beat bat-swingers by jumping right into them and punching them as they retreat.

Since you probably missed the movie, here's the plot: A fictional movie hero fights in a movie world, then a magic ticket enables him to fight in the real world. Unlike other high-intensity action games, the feeble fighter here is a Least Action Hero. He plods along, punching and kicking, getting beaten up by everyone he meets. He drives too, but the graphics, sounds and control are all disappointing. The lack of options gives the whole affair a feeling of rushed desperation. It's a Last Action Zero.

PROTIP: Use your kick to stave off knife-wielding thugs.

Last Action Hero
(By Sony Imagesoft)

Graphics	Sound	Control	FunFactor	Challenge
3.0	3.0	2.5	3.0	INT.

Intermediate

$59.95
8 megs
Available November
Action/adventure

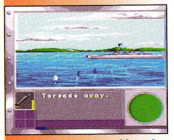
One player
Side view
7 levels

SNES

Super Battleship

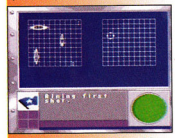
By Doctor Devon

Ahoy, gamers, Mindscape's sailin' the high seas this Christmas with a fine SNES version of the classic board game.



PROTIP: Lead enemy ships when you fire on them in Super Mode.

Super Battleship's actually two games in one. In Super Mode, you command various modern naval vessels in 16 missions. Ambushes, rescues, and Total War await, with an overhead view to plot position and a side view for blasting across the water at the enemy. Classic Mode is the traditional board game, jazzed up with explosions.



PROTIP: Spread out your ships in Classic Mode, or they'll be easy targets.

Crisp, colorful graphics, detailed sound effects, and responsive controls in Super Mode compensate for music that'll give you that sinking feeling. The Classic Mode gets redundant after awhile, requiring more luck than strategy. The choice of modes, though, keeps this cart afloat.

Super Battleship
(By Mindscape)

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.0	4.0	4.0	INT.

Intermediate

$59.95
8 megs
Available now

Side and overhead view
One player

SNES

We're Back

By Captain Squideo

They don't have the high-intensity thrills of Jurassic Park, but the dinosaurs of We're Back are pretty fun nonetheless. Young gamers especially will enjoy these smiling hop-n-bop reptiles.

PROTIP: Try climbing up seemingly impassable buildings.

Rex is the biggest tourist to hit Manhattan since King Kong. He bounces around skyscrapers, climbs construction sites, and runs through subways bopping baddies and dodging obstacles. Unfortunately, he's pretty fragile. Without passwords or unlimited continues, gamers may feel like they're going extinct.

PROTIP: Get off the Subway tracks quickly. Speedy trains appear every few seconds.

Technically, the game is only partly evolved. The graphics are attractive, though the human sprites are stiff and cartoony. Fortunately, the perky music changes for each level, and the dinos emit good roars. Although the control needs a quick DNA fix, you can still bet Jurassic on having fun with We're Back.

We're Back
(By Hi-Tech Expressions)

Graphics	Sound	Control	FunFactor	Challenge
3.5	4.0	3.5	3.5	ADJ.

Adjustable

$49.99
8 megs
Available November
Action

Two players
Side view
Multi-scrolling

SNES

Family Feud

By Data Carvey

Put on your thinking caps, it's time for the Feud! Family Feud comes to the SNES with the questions, competition, and cheering intact.

Good answer, good answer!

Answer cute questions by spelling simple words with the clock running. There's your premise, backed up with thousands of questions. Thankfully, the computer isn't as testy as it was in Gametek's Jeopardy, where spelling inconsistencies produced frustrating game play. Here the computer's more forgiving of off-base answers.

PROTIP: Don't immediately spell out responses. Should you think of a better one, you might not have time to undo your first answer.

The repetitive music, the cheering families, and the stiff-moving sprites either add to or subtract from the experience, depending on your game show tastes. The fun is in the fascinating questions and responses. Survey says: This Feud's OK.

Family Feud
(By Gametek)

Graphics	Sound	Control	FunFactor	Challenge
3.0	3.0	3.5	3.5	INT.

Intermediate

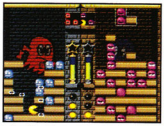
$59.95
4 megs
Available now
TV quiz show

Two players
Side view
Passwords

MUNCHIES!

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

- Three modes of play:
  - One player!
  - Two player head-to-head munch fest!
  - 100 level puzzle game!
- Smoking sound track!
- Cool graphics



Go Head-to-Head with friend in 2-player mode!

Line 'em up! Chow 'em down!

Munch Fest!

Wrack your brain with the puzzle mode!

Warning:
Pac-Attack is highly addictive.

SUPER NINTENDO ENTERTAINMENT SYSTEM

Official Nintendo Seal of Quality

namco®

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The Lawnmower Man

By Sister Sinister

The movie that brought virtual reality to the big screen is pushing the boundaries of reality in a new SNES video game. Get set for a mind-bending experience as you cut through Lawnmower Man's 12 "virtual" worlds.

Just taking a quick break from mowing the lawn to kill a few thugs!

Growing Grass

If you don't know the story, Jobe, a neighborhood mower, gets caught up in Dr. Angelo's research, becomes his human guinea pig, and eventually attains superhuman powers from a unique Virtual Reality system. As Jobe, you experience five "virtual" gaming perspectives. You start in the side-scrolling neighborhood streets, which are packed with shooting thugs who cough up the Data Disks you need to get out of this unseemly world. You zoom on to fly and drive through gorgeous 3D levels, then twist and turn in overhead-view mazes. Simultaneous two-player action piques the challenge.

Lawnmower Man's graphics and sound could rival the movie's amazing special effects, especially the colorful and quick-rotating Mode 7 graphics. Clear, digitized opening sequences accompany state-of-the-art music to create a definite otherworldly ambiance.

Mow Better Game Play

Lawnmower Man looks pretty sharp. Check the January issue of GamePro for more info on both the SNES and Genesis versions of the game! G

The Lawnmower Man
by Storm/T+HQ
Available December for the SNES
Available 1st Quarter '94
for the Genesis

Check out these ominous cinematic sequences.

Fly like an eagle through the sea...or orb?

You'll need a valid driver's license to get through these overhead-view driving levels.

Help me! I'm falling and I can't get out!!

You'll need some wheels to catch up with the evil Dr. Angelo and his thugs.

This is what I call a "hand" gun.

If you keep shooting, access will never be denied.

Bad guys cough up Data Disks when you successfully blast 'em.

You may need a hand as you fly through these excellent 3D effects.

Clay Fighter™

IN THE FINAL COMBAT ONLY THE REAL HEROES WERE LEFT STANDING IN THE STREET

If you're looking for real heroes, Clay Fighter pulverizes them all. These outrageous clay characters rule the street. They're the kings of combat. They'll put you in stitches. . .and those so-called "heroes" in the hospital. Join the Clay Fighters as they punch, kick, fly and stomp their way through the most hilarious adventure ever. But don't be fooled by imitators. Because Clay Fighter stands above them all!

ULTRA TURBO HEAD TO HEAD FIGHTING ACTION

Interplay™

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

Nintendo

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Clay Fighter™

HE'S A MAJOR KI

BLOB

ULTRA TURBO & HEAD TO HEAD FIGHTING ACTION

CK IN THE MASS!

Meet Blob. A hilarious, bizarre mess of radio-active clay, ready to do battle. Blob's a Clay Fighter and a master of goojitsu, able to squash his opponents in a single leap. Forming himself into a vicious attacking shoe, Blob will give anyone the boot. So watch Blob and all the other Clay Fighters "goo for it" in the outrageous adventure that will leave you hysterical.

TOP TEN REASONS TO PLAY CLAY FIGHTER.

10. Interact with radioactive materials - right in your home!
9. Tiny was recently cleared of allegations of steroid use.
8. Taffy's amazing resemblance to Al Gore.
7. Computer screen turns your face a really cool – and disgusting – shade of green.
6. Chicks dig Bad Mr. Frosty.
5. You won't be condemned for mutilating them. (It's not like they're mortal or something).
4. Slimier than your math teacher.
3. You can't poke your eye out with it.
2. Everyone needs a friend named "Blob".

And the #1 reason to play Clay Fighter: YOU TELL US!!!
Send us a postcard telling us your #1 reason for playing Clay Fighter. The ten best reasons will be printed on our next ad and the winner will receive:

1st place prize – A brand new 27 inch stereo RCA color track portable television set and 3 Interplay SNES games.
2nd place prize – 3 Interplay SNES games and a Clay Fighter baseball cap.
3rd – 10th place prizes – A Clay Fighter poster and temporary tattoos.

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Visual Concepts

Interplay™

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714-553-6655

FASTER THAN A SPEEDING BULLET... NOT!

PUGGSY™

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

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

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

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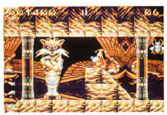
SEGA GENESIS

SEGA WELCOME TO THE NEXT LEVEL



Psygnosis
675 Massachusetts Ave.
Cambridge, MA 02139
(617) 497-7794

Catch'em if you can.

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

Wiz n' Liz have done it now.
They've lost their rabbits, man and how.
They may be good magicians, amazing young and old.
But that last spell they cast must have had a little mold.
Their hutch full of bunnies is now empty, it seems.
The rabbits are everywhere it's like a bad dream.
Now for Wiz and Liz, it's a frantic affair.
Racing to and fro to catch the last hare.

Join Wiz N' Liz in their frantic race to regain their wayward wabbits. Dash across the screen collecting rabbits and gaining bonus points by scooping up ingredients for spells. This one or two-player game is a fast, smooth playing, multidimensional, non-violent adventure that keeps you going at a furious pace. Chock full of hidden levels, puzzles and bonus games Wiz N' Liz will never cease to keep your attention. Multiple sound tracks, 360 pixel/second scrolling for super smooth animation and 56 levels of colorful graphics make this search for bunnies an exciting, whimsical journey through imaginary lands.

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By The Unknown Gamer

Bubble Bobble: Part 2

Bubble Bobble, an NES standard, is back in a sequel that features the same classic game play. However, by today's standards, it seems somewhat dated.

Sound simple? It's not. In addition to the strange enemies that leap, fly, and even command the powers of the elements, the obstacles in each stage include platforms and mazes of all different kinds. If you even get touched by an enemy, you lose a life, which is unfortunate since the dinosaurs are pretty limited to awkward jumping and walking movements that you can't control with any precision at all. (Can you say "frustration," gamers?)

Thar She Blows

You remember Bubble Bobble. In each of the game's one-screen stages, you trap and destroy all of the little critters hopping around. To do this, your Dinos use their bubble-blowing ability to trap the creatures, and then burst their bubbles to destroy them. Luckily, the Dinosaurs have new bubble-blowing skills: They can hold their breath to float in the air and let fly with a stream of Super Bubbles.

PROTIP: Don't let bubble-encased enemies sit too long, or the enemies will break out and pester you again.

Just as in the original game, power-ups abound, appearing randomly as well as whenever you trap and pop an enemy. In addition to scoring points by grabbing tasty food snacks, you can earn all kinds of special abilities, like faster speed and greater bubble-blowing distance.

PROTIP: When elemental bubbles, like Water Bubbles or Lightning Bubbles, are present, it's a clue that you'll probably need them to clear the stage. For example, ride these Water Bubbles to clear the enemies out of this hard-to-reach spot.

PROTIP: Use the Super Bubbles to quickly eliminate enemies, like this pesky fire-spouting Flarion in Round 6.

PROTIP: Don't forget, you can hop off bubbles to reach higher spots.

Busted Bubbles

Although Bubble Bobble's colors are crisp and vibrant, the tiny little sprites and two-dimensional, one-screen stages look pretty dated. The backgrounds are nonexistent and the enemies, although again faithful to the original, seem dull in comparision to current NES standouts like Kirby's Adventure. Bubble Bobble's sounds are repetitive, but not annoying enough to really notice.

Even though it's simple, Bubble Bobble's game play is fairly challenging. Unfortunately, it's that kind of frustrating challenge that's a combination of imprecise controls and repetitive play. Once you've figured out the way past a stage, it's boring to play it over and over again, which you'll have to do to get through the game since there are no passwords. For the most fun, try the two-player Simultaneous Mode, where you can concentrate on discovering interesting power-ups and special items.

PROTIP: Use the Fire Bubbles in Round 18 to lay down a track of flame that sizzles the enemies.

PROTIP: If a door appears, head for it immediately to reach a Bonus Round.

PROTIP: Grab the Umbrella when it appears to fly ahead several rounds.

PROTIP: Grab special items quickly. They disappear after several seconds.

Tiny Bubbles

Most longtime gamers have fond memories of Bubble Bobble. Unfortunately, revisiting this game is like visiting a place you haven't seen since you were a little kid. It seems smaller and it's not as much fun as you remembered. Fans of the original might try this one just for old times' sake, but it may be better to leave this strictly average fare untouched and keep your memories of the original intact. G

NES Game ProFile

Bubble Bobble: Part 2

(By Taito)

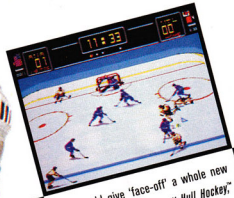
Die-hard fans of the original Bubble Bobble might want to blow into this cart, but it's not worth the effort for those who aren't already hooked on its predecessor.

Graphics	Sound	Control	Fun/Factor	Challenge
3.0	3.0	2.5	3.0	INT. Intermediate

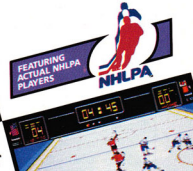
Price not available
4 megs
Available now

Puzzle/action
Two players
Side view

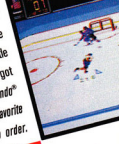
"SCORE ON THESE GUYS, YOU'RE A HERO. MISS IT, AND YOU'RE HISTORY."



"This could give 'face-off' a whole new meaning. Because in *Brett Hull Hockey*," you're playing with 600 scorers, goalies and grinders from the NHLPA™ Like Yzerman, LaFontaine, Chelios, Essensa, Gilmour, McSorley, Roenick and Roy. All coming at you in 16 Megabit, digitized living color–



skating hard and hitting even harder. Set your lines for every game situation. Then catch all the action from my exclusive rink-side perspective. Broadcasting legend Al Michaels handles the play-by-play,



and I'll even be around to help you score against the best in the business. When the game's over, get together with me for a little one-on-one shootout. That is, if you've got anything left." *Available for Super Nintendo® and Sega™ Genesis™. Skate over to your favorite retailer or call 1-800-245-7744 to order.*

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NES ProReview

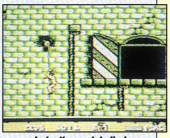
Indiana Jones and the Last Crusade

By Lance Boyle

Poor Indy. One of the greatest movie heroes of all time has become one of the dullest video game heroes in recent memory. Poor Indy? Poor gamers!

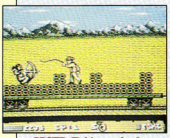
Raiders of a Lost Art

Based on the thrilling Steven Spielberg flick, this is a cart you *want* to like. The plot's familiar: The hunt for Coronado's Cross, tests in the Grail Temple, fights atop a circus train, adventure in Brunwald Castle, and brawling aboard the Zeppelin. Everything's here...except the fun.



Indy, the social climber

Unfortunately, UBI Soft left out the excitement. Indy isn't the dashing character we remember. Instead, he plods along, getting beaten up or shot by everyone he meets. He doesn't always respond well to the controls, either, and clearly the game play doesn't meet expectations.



PROTIP: Fight enemies in the middle of the Level 2 train cars, or else they'll knock you onto the tracks.

Further faults are found in the poor graphics, which are reminiscent of mid-1980s games. For instance, in the Circus Train level, the wheels turn on the train, but the landscape doesn't roll by in the background. Or, look at the simple color palette used in the Level 1 Caves – is this a Game Boy? At least the sprites are large and easy to identify, though their movements are jerky.

The simple sounds are also closer to where video games have been rather than where they're going. The lively theme music is D.O.A. with this weak one-dimensional treatment.

You'll have to pass the film's Three Trials to reach the Holy Grail.

The Very Last Crusade

Sadly, this movie legend winds up in the same pile of failed movie carts as E.T. and Back to the Future. Perhaps Indy will play better as a hand-held. If not, maybe it's better that this is the Last Crusade.

PROTIP: Avoid unnecessary fights. They drain your health bar and waste valuable time.

Indiana Jones and the Last Crusade (By UBI Soft)

Graphics	Sound	Control	FunFactor	Challenge
2.3	1.8	3.0	2.0	INT.

Intermediate

$34.95	Six levels
1 meg	Side view
Available November	Multi-scrolling
Action/adventure	Passwords
One player	

Break Time: The National Pool Tour

By Toxic Tommy

Before video games, television, and rock and roll hit the scene, there was pool to pollute the minds of America's youth. Now FCI presents double trouble in Break Time, a cool pool video game for the NES.

Call Your Shot

If you like to "shoot stick," this game's for you. The cart offers a great selection of games, six in all. You get four pool Classics (9-Ball, 8-Ball, Rotation, and 14-1 Rack), a Practice Mode, and a five-city National Pool Tour, where you try to become "America's Number One Hustler." Good luck, because Break Time's CPU is a vicious pool shark. For example, in the Classics you match up against your choice of four hustlers, whose skills supposedly range from beginner to expert. Hah! Even the beginner CPU player has no problem blasting a three-cushion combo!

Here's all you need to know about pool.

Watch out for these Hustlers!

Using the cue stick is a breeze with the compact overhead view of the table. You line up your shot at the target ball with a cross-shaped cursor. A button press fires up a nifty side-view display of the stick, which you use to set your shot power. You can even add English to your shots with a slick, close-up cue ball display that enables you to pinpoint a contact spot.

The pool action is sweet, and the graphics and animations capture real-world table dynamics, with great action off the cushions. You can hit all the angle and even kiss the ball for precision shots.

Everybody into Pool!

You're just a hick if you can't shoot that stick! Get back to a classic, take a break with Break Time.

PROTIP: Watch your competitors as they play, and you can learn to read the angles the way they do.

PROTIP: Unless you need a very soft shot, always set the stick at the last power arrow.

PROTIP: Learn how to make a bank shot!

Break Time: The National Pool Tour (By FCI)

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.0	4.0	4.5	EXP.

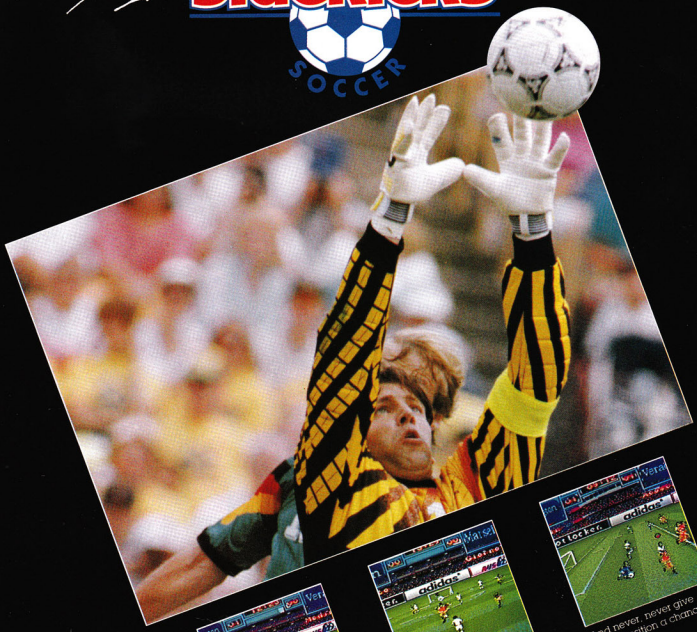
Expert

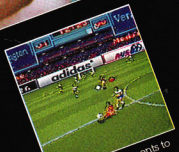
$34.99	Two players
1 meg	Overhead view
Available now	Passwords
Pool	

TONY MEOLA'S

Sidekicks™

SOCCER





Pound your opponents to grab possession of the ball . . .

Rocket the ball at the goal with a mind-shattering bicycle kick . . .

And never, never give the opposition a chance to score . . .

With the most realistic Mode 7 soccer simulation ever to take the field!

Sidekicks™ SOCCER

adidas

foot Locker

Official Nintendo Seal of Quality

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SUPER NINTENDO ENTERTAINMENT SYSTEM

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KONAMI

GO AHEAD, PICK A FIGHT!

But be prepared, because Tournament Fighters for Super NES,* Sega Genesis and NES* puts a whole new face on fighting games. It's intense, one-on-one fighting that has every savage street hardened warrior drooling with anticipation.

One game, three unique versions!

No matter which format you choose, you're in for a new breed of Turtles fixated on fighting in four different modes. For Super NES fans there's 12 unique mutant maulers, 12 arenas, adjustable fighting speed for fast fighting action, and spectacular combo assault techniques plus the dreaded Ultimate Attack Moves. The Sega Genesis version hits you with 11 brutal opponents including evil clones from Dimension X, 11 awesome battle-grounds, adjustable fighting speed and power, instant replay, and amazing arsenals of physical punishment featuring one-of-a-kind Ultra Desperation Attack Moves. And the NES game includes 2-Player and Tournament modes, 7 furious fighters and specialized attack techniques.

Hit the streets and pound more than pavement!

Roto Cutters, Dynamite Bombers, Chopper Chukers, Vacuum Waves, Electric Pile Drivers, you'll feel and inflict them all. If you think you've already experienced real street fighting, wait 'til Tournament Fighters lets you kick the (CENSORED) out of your enemies. So trash the surfboards, heave the 'za and pick a fight!

TEENAGE MUTANT NINJA TURTLES® TOURNAMENT FIGHTERS™

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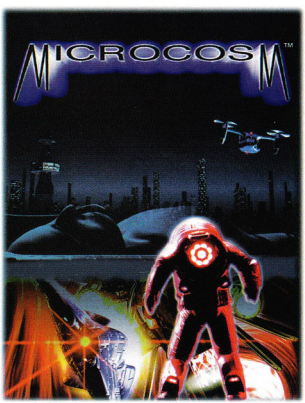
Psygnosis CD's, you Just play it.

A BRAIN IS A TERRIBLE THING TO WASTE.



Take a journey to the center of the mind. This situation is deadly serious. You are coursing through the body of corporate mogul Tiron Korsby in search of a brain manipulation droid planted by a rival company. Time is running out and you're forced to play a fast and furious game of hide and seek. Waste the droid before it wastes Korsby's brain.

Surging through veins, arteries, and other body organs, you blast attacking viruses and your enemies' defensive probes. This struggle for control features non stop action, unparalleled cinematic style imagery, and incredibly smooth gameplay. Over 500 MB of graphic and sound data, coupled with an original soundtrack from Rick Wakeman brings you the look and feel of a true inner-body experience.

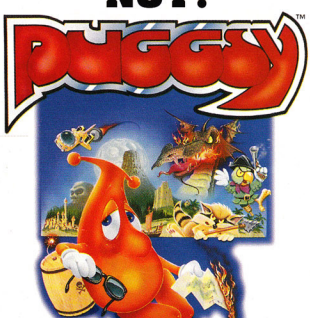
YOU MAY BE BRAVE ENOUGH, BUT ARE YOU SMART ENOUGH.

If this quest was simply a test of physical prowess, you would be all set. But the truth is, your journey will be filled with diabolically challenging puzzles. In order to save your sister from the evil Beast Master Zelek, you need to scour Kara-Moon and confront him face to face. But, to succeed you must master the most deadly weapon: your mind.

A sinister, intelligent game, filled with fiendish puzzles and challenging battles, Shadow of the Beast II is not your ordinary role playing game, stressing brawn alone. Beast II features an essential blend of strength and brain power. Well orchestrated music tracks, eight-way scrolling and cinematic animated sequences transport you to Kara-Moon, the land of the Beast.

don't have to Psay it.

FASTER THAN A SPEEDING BULLET... NOT!



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Psygnosis takes you to the cutting edge of SEGA CD™ technology, with three new games that are guaranteed to challenge, thrill and amuse you. SEGA CD™ has got what it takes to blow you away, with enhanced video animation, more play levels, and the intense music and sound effect of QSound with 3-D sound processing. Take SEGA CD™ to the outer limits with Psygnosis' new games; Puggsy, Microcosm and Shadow of the Beast II. Psygnosis CD is *Psensational.*

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

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SEGA WELCOME TO THE NEXT LEVEL

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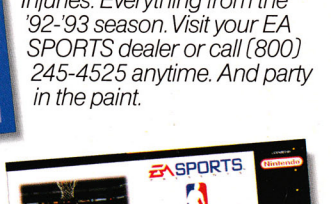

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OVERSEAS PROSPECTS

By Linoleum Blownapart

American gamers are a demanding lot, and European game developers are preparing to meet those demands in '94. Here are a few games that will shortly set sail for America.

Bubba 'N' Stix
(Genesis)

Bubba, the local zoo delivery man, has been kidnapped by a space alien named Waldo and placed in an alien zoo — as the new featured attraction! Luckily, an animated alien stick named Stix befriends our lost driver, and aids his six-level trek back to Earth. Throughout this horizontally scrolling puzzle/adventure, Bubba must use Stix in several creative ways: as a lever, a javelin, a baseball bat, and more. Look for this lively duo to arrive in February '94 under the Core Design label.

AV-8B Harrier Assault
(Sega CD, 3DO, SNES)

Get ready to grab the controls! This one-player translation of a PC flight simulator will be landing soon on several systems. In it, you soar through a training mission, and then onto five increasingly difficult missions. You'll experience realistic 3D graphics, including a heads-up display, and CD-quality sound and music. This flight will arrive in April for the Sega CD and 3DO, and in late '94 for the SNES.

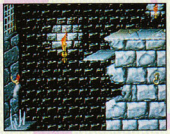
Marko's Magic Football
(SNES, Genesis, Game Gear)

Don't start thinking helmets and shoulder pads. This "football" is of the European variety – we call it soccer. Marko isn't a sports title, either. In this one-player game, Marko kicks a checkered ball around the 10 progressively difficult levels, but the ball has a life of its own. Marko must use this to his advantage to beat more than 100 enemies using his best "football" skills. You'll get a kick out of this side-scrolling action game when it appears next April.

Kawasaki SuperBikes
(Genesis)

Get on your bad motor scooter and race on more than 14 international motorcycle tracks. The game uses the same engine as Domark's F1 racer and incorporates live CD footage. Kawasaki offers two types of game play and several screens full of bike setup options. The four selectable difficulty levels enable any two drivers to race against each other, regardless of skill. Kawasaki SuperBikes will be renamed for release in the States, but you should be able to drive it away some time in late '94.

Prince of Persia
(Genesis)



You've probably already seen PoP before. It's available for almost every system, and now it's back for the Genesis, with four new levels. As the Prince, you'll again need to fight Jaffar and save the Princess before the sands in the hourglass run out. Look for his Highness to arrive in the States in January '94 under the Tengen label.

International Rugby
(Genesis)

If you need a break from all the football carts coming out this winter, take off those shoulder pads and go for some realistic, hard-hitting rugby action with accurate statistics, pitch, and weather conditions. Four players can choose from 16 international teams and compete in two tournaments – the World Cup and Five Nations. Choose your squad and strap on those knee pads, 'cuz International Rugby will be taking the field as early as the First Quarter of '94.

Pinball Wizard
(Game Gear)

Here's some portable pinball action. Up to four wizards can link up and take their best shots with four ball types (rubber, mercury, glass, and steel). You only get one main table, so don't tilt. Expect to flip into this cart in early '94.

ELECTRONIC ARTS

James Pond 3: Operation Starfish
(Genesis)

This time around, James Pond, fish detective, must make his way to the moon. The evil Dr. Maybe is wreaking havoc by mining yogurt, ice cream, and cheese from the rich lunar mineral supplies. In addition to his powerful jumping, ducking, and running abilities, Pond is armed with new power-ups and gadgets, such as suction boots, a fruit suit, rocket boots, skis, and antigravity boots. James plans to become a big fish in a small Pond in January '94

Lotus II
(Genesis)

Slide in behind the wheel of the best cars ever made: The Lotus Elan, Lotus Esprit, and Concept M200. Enjoy more options as you race over infinite tracks that you construct yourself, adjusting the sharpness of the curves and the steepness of the hills, placing numerous obstacles, and more. You and a friend can speed through 13 racing scenarios with varying terrains. Make sure to have your driver's license in time for the game's release in early '94.

INFOGRAMES

The Smurfs
(SNES, Game Boy)

The evil Smurf sorcerer, Gargamel, has "smurfnapped" three Smurfs. Smurf volunteers set off through three levels to rescue them in this one-player game. With 30 full-screen enemies to overcome, these do-gooders won't get far without Jokey Smurf's explosive gifts or a ride on the back of a friendly Stork. Since this game offers five languages, kids around the world will be able to enjoy the Smurfs' adventures. Look for it in early '94.

LORICIEL

Arcus Odyssey
(SNES)

In this 12-meg RPG game, you play one of four characters trying to return light to Castomira. An evil sorceress has hidden the Sword of Light and it's up to you and three allies to get it back. Play alone or with a friend, collecting items and gaining hit and experience points. You'll have to wait until late '94 to see this light, though.

Val D'Isere Championship
(SNES)

Using Mode 7 like never before, Val D'Isere puts you on the ski slopes. You'll hear the snow swishing past as you guide your skier through the moguls in three modes of competition. The Fun Option lets you ski in different weather conditions, on hidden runs, frightening downhill runs, and more. Ski solo, or go with a friend. Look for this game when the snow starts falling in Winter '94.

MICROPROSE

Impossible Mission 2025
(SNES, Genesis)

In this race against time, you play one of three special agents trying to penetrate the corridors of Elvin Atombender's high-security skyscraper. With five levels of computer terminals to explore and three subgames, your agent will need the numerous power-ups scattered throughout. This mission should arrive in May.

Tinhead
(SNES, Genesis)

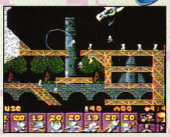
Tinhead is not part of the cast from the Wizard of Oz. He's a metamorphic robot with a four-level mission to stop Grim Squidge from stealing stars from the sky. Equipped with a multiple-shot, multi directional, head-mounted Bounce-blaster, Tinhead must take out more than 35 enemies, including four end-level guardians. Tinhead will arrive under the Spectrum HoloByte label sometime in '94.

PSYGNOSIS

Globdule
(SNES, Genesis)

Globdule is a hop-n-bop game where you control a blob character, much like the one in Super Putty. Globdule wants to become a toy, but in order to do so he must first make his way to the Toy Shop. In this side-scrolling game, which features bright graphics, Globdule uses stick and morphing abilities to get out of tight spots. He'll bounce your way sometime during the summer of '94.

Lemmings 2: The Tribes
(SNES)



You've helped these critters save themselves from them-

selves before. In this sequel to the famous puzzle game, you must lead 12 Tribes of Lemmings through hundreds of new and challenging puzzles. You'll be able to follow the leader in early '94.

Microcosm
(Sega CD)

In Microcosm, you'll see the body like you've never seen it before – from the inside. Using a 3D, inside-the-cockpit view, you guide a ship through the veins and cavities of a human who has been injected with a fatal serum. You must fight off evil microorganisms in six areas of the body. Read up on your biology before this game's Second Quarter '94 release date.

behind on a barren planet to fight off rampaging military robots. He must destroy their stronghold before they destroy him. This metallic marvel will stomp onto the scene in the Fall of '94.

Peaky Blinder
(SNES, Genesis, Game Boy, Game Gear)

Peaky Blinder is one cool dude! This spindly stick figure is so cool that he won't give the secrets to his coolness away. You'll just have to wait until he hits the streets in the Fall of '94.

Dragon
(SNES)

The legend lives on...in a video game. Bruce Lee's 36 fighting moves are put to good use against 12 opponents, including the notorious Sun Brothers, the vicious Oriental Fan Fighter, and the Phantom. If you're not up for the fight, train with Bruce Lee's tutor, Yip Man, and work your way up the black belt ladder. Single players take on two opponents at a time, or a second player can join in to control Bruce Lee's alter ego and choose to fight with or against him. Expect to see Lee's fancy footwork early in '94.

Out of This World, Part I & II: The Second Beginning
(Sega CD)

If you couldn't get enough of Lester Chaykin's adventures in Part I of Out of This World, you'll be able to get that game plus its sequel on one disc. After conquering Part I, you'll be challenged in Part II, where you'll encounter new enemies, make new friends (and lose them), and answer questions. The CD capabilities, rotoscoped animation, and state-of-the-art polygon graphics mix well with the continual audio mix of digitized sound effects, live actors' voices, and musical scores. Look to step into Lester's CD shoes in early '94.

Dinoblades
(SNES, Genesis)

This game features dinosaurs on, what else, roller blades! The action looks like a cross between Cool Spot and Lost Vikings. You'll be able to take these 'Saurs for a spin in June or July of '94. G

Mr. Tuff
(SNES)

Mr. Tuff, a demolition droid, boasts a mean metallic punch. That's why he's been left

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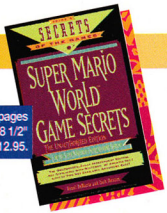

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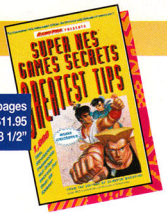

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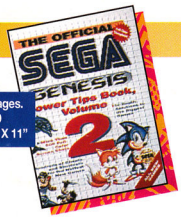

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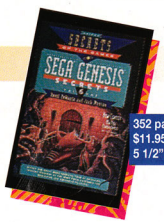

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Brett Hull Skates Hard, But Trails Competition

Brett Hull Hockey

SNES

By Colorful Commentator

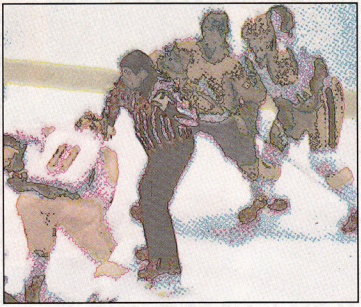
One of the NHL's premiere superstars, St. Louis Blues right-winger Brett Hull, is lacing 'em up for a new team – Accolade. Brett Hull Hockey for the SNES plays with as much flash and style as its famous namesake, but this cart doesn't quite qualify for the Stanley Cup.

Take real players and almost-real teams to the ice.

Al Michaels gives you the play-by-play and rundowns on all the teams.

Stats Now!

There's good news right away – Hull's brought all the NHLPA players with him, making these some of the most complete rosters you'll ever see. The stats, compiled after last year's season had ended, are accurate and up to date. In fact, both expansion teams for '93-'94 (Anaheim and Florida) are included. The only things missing are real NHL team names, but you get real cities and accurate jersey colors.



Play a full season or just shoot it out.

In-Your-Face Hockey

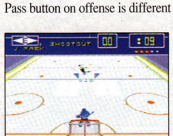
Hull offers a great variety of options and modes. You can practice your skills in an Exhibition, compete in Tournament Mode, or go all-out in adjustable-length Season Play. Unfortunately, you can't play in just a Trophy Tournament, you have to play the whole season and try to qualify. Thankfully, the game has some nifty customizing options, though, such as team roster editing and line changes. However, it would've been better if you could set the computer to automatically make line changes for you.

Hull introduces a superb new visual Mode 7 perspective that bears a strong resemblance to Ninténdo's acclaimed NCAA Basketball. The floating camera looks down on the 3D rink, enabling you to see superb depth and detail. The animation is very slick, and the screen movement is surprisingly fast and fluid. There are no problems with the screen moving too quickly or too slowly and obstructing your view of the action.

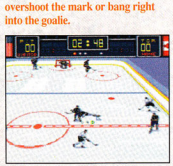
One minor flaw is in the shading of the on-screen icons, so that it's hard to tell when your player takes the puck. You occasionally find yourself breaking down the ice with nothing but a stick coated with ice shavings. This really is minor, though, compared to the biggest graphic annoyance – the generic blue field that attempts to pass for a crowd. It doesn't.

Doin' the Hockey Pokey

Your skater's moves are pretty good. You get Wrist Shots and Slapshots (in two degrees of strength), plus Body Checks and Poke Checks. Your goalie's got lots of fancy moves, too, and he can be controlled by the CPU or by you. You'll find, though, that there aren't as many moves and dekes in this game as in NHL Hockey '94. What's worse, the cumbersome controls aren't as responsive as they should be. The skating is natural, but manipulating the selected player can be problematic. For instance, the Pass button on offense is different



PROTIP: Don't rush the net too fast in the shootout, or you'll either overshoot the mark or bang right into the goalie.



The Mode 7 rink is a treat for the eyes!

PROTIP: Fast passes from a defensive position are a must. The screen shouldn't hamper your vision, but be ready to pass long down the ice even before your screen starts scrolling.

PROTIP: The instant you lose the puck, jam on the X Button to be in position for a hard Check.

PROTIP: When you're in a scoring position and you lose the puck, don't immediately pass it at the goal if you recover, or you'll probably be offsides.

from the Change Players button on defense, which really throws you off kilter.

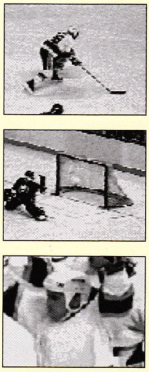
In Hull, you can only play with up to two players – you can't go five via the Multitap, which is NHL's strongest feature. While Hull gives you true-to-life fights, strategies, penalties, and shootouts, you don't quite get the thrills of NHL '94's One-Timers, its awesome crowd details, its constant network updates, and its generally more exciting game play.

That Rallying Cheer

One area where Hull rules is in sound. Hull's audio is absolutely superb and presents some of the best effects heard in a sports cart! Al Michaels is the banner attraction, and he pours forth a fairly diverse running commentary with phrases such as "He just levelled him!" You'll hear an occasional garble and lag, but overall the voices sound clean. The deep-horn music is impressive, and there are plenty of sound effects and crowd chants.

Sudden Death?

Hull is a top-notch hockey game that all fans should place in their starting lineup. However, while Hull moves fast and has innovative graphics and sound, this cart is not as polished as NHL Hockey '94 for the SNES, and it's nowhere close to the all-around 16-bit Stanley Cup winner, NHL '94 for the Genesis. Unlike its real-life counterpart, Brett Hull Hockey will be on center ice most of the time, but it may be spending a few minutes in the box. G



Brett Hull skates onto the SNES. Check out the digitized black-and-white film!

Brett Hull Hockey by Accolade

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.5	3.5	3.0	ADJ. Adjustable

$69.95
16 megs
Available November
Hockey

Two players
Behind-the-goal view
Passwords

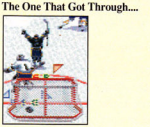
GREAT GOALIE SAVES!

Stick Save

Kick Save

Glove Save

The One That Got Through....



Pro Sport Hockey Shoots and Bores

Pro Sport Hockey

By Colorful Commentator

Remember when Jaleco was on the cutting edge of exciting NES sports games? From the looks of the company's latest offering, Jaleco's edge has become dull.

Pro Sport Hockey offers real NHLPA Players, true-to-life stats, and selectable player formations, but the game play doesn't even qualify for a post-season position.

Mark Chelios slaps one home!

The Flyers are a tough team, and Eric Lindros uses his elbow to good effect.

The overhead-view rink is barren of interesting detail, giving you a white plane that represents the ice and generic-looking players. Not only are there no signature-move animations, but the flicker when sprites clutter the screen severely limits the visual appeal.

The game play is more reminiscent of a pinball machine than a hockey game. Players bounce around seemingly out of control. The game is moderately playable and the controls are reasonably easy to use, but the inconsistent, jumpy action is an ice pick in the coffin. The only saving grace is the CPU, which is hard to beat and makes the tournament a good challenge, but even this is not worth the effort and frustration.

If you're really desperate for a fun 8-bit hockey product, Konami's Blades of Steel is the only way to skate. Pro Sport Hockey is a good buy – only if you're looking to use an NES cartridge as a hockey puck. G

Pro Sport Hockey by Jaleco

Graphics	Sound	Control	FunFactor	Challenge
2.5	2.0	3.0	2.0	ADV. Advanced

Price not available
4 megs
Available November
Hockey

Two players
Overhead view
Passwords

New World Series Star

World Series Baseball

Game Gear

By Doctor Devon

Baseball in winter? You bet, with Sega's solid World Series Baseball for the Game Gear. It's loaded with enough options to keep fans happy until Opening Day.

Choose among an indoor stadium, one with grass, or one with an artificial surface.

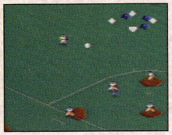
PROTIP: For a brush-back pitch against free swingers like Jose Canseco, position your catcher inside.

Play Ball

Realism is the key to World Series Baseball. You get real teams, real players, and real stats to play with. Unfortunately, the transitory nature of the sport means that some of the data is already outdated – a Dodger outfield with Davis in left and Strawberry in right is more nostalgic than realistic. At least you can make substitutions during the course of a long season. Good controls, such as the ability to pitch vicious screwgies, and strong details (pitchers who tire and start to get wild) intensify the realistic strategy.

A clear behind-the-catchers view enables you to gauge balls and strikes, even though those opposing pitchers can really throw some heat! Once the ball is hit, you switch to the standard overhead view to make your defenders throw to a base. On-screen prompters provide a wealth of pitcher and batter data, pitch speeds, and other game info. Good news for stat freaks.

The sounds are decent by hand-held standards. Continuous music energizes the proceedings, while the crack of the bat and an announcer's enthusiastic play-calling add flair.



Fielders scramble after batted balls and make accurate throws.

Among the many options are a choice of stadiums, variations in season length, and the chance for two players to face-off (using a Gear-to-Gear Cable). If you like options, follow box scores carefully, and can't wait for spring, step to the plate with World Series Baseball. Though not a homer, it's as satisfying as a clean double into the gap. G

World Series Baseball by Sega

Graphics	Sound	Control	FunFactor	Challenge
3.5	3.5	4.0	4.0	INT. Intermediate

$44.99	Two players (with Gear-to Gear Cable)
2 megs	Behind-the-catcher and overhead views
Available now	
Baseball	

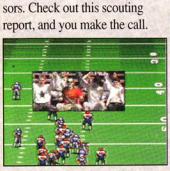
Great Looks Not Enough for Madden Duo CD

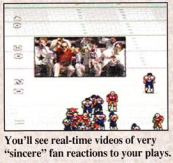
John Madden Duo CD Football

Turbo Duo

By Weekend Warrior

Already an MVP for the Genesis and the Super NES, John Madden sets his sights on conquering the Duo CD gridiron. The combination of Madden's award-winning game engine with the graphic and audio horsepower of a CD was potentially a sure bet for the best Madden game ever. Unfortunately, while John Madden Duo CD Football looks and sounds like a winner, the game play just doesn't match up to its 16-bit predecessors. Check out this scouting report, and you make the call.





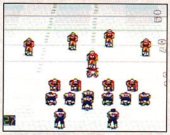
You'll see real-time videos of very "sincere" fan reactions to your plays.

A-V MVP

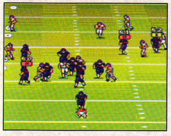
John Madden Duo CD Football starts off well, with a hard-rockin' soundtrack and a quick-zooming 360-degree view of the stadium. From such an impressive opening, expectations are understandably high for the game to come.

The good news: The top-notch graphics take full advantage of the CD's capabilities. All characters are cleanly rendered and are razor-sharp, making this the best-looking Madden ever. The easy-to-read playbooks are just as clear. Game play animation is silky smooth, with no trace of flicker, slowdown, or blurring. All the key animation spots of referees and showboating players are presented as digitized video snippets featuring live actors. There's a limited variety of these scenes, though, and they eventually become repetitive. A Bypass Mode would've been a good option.

Madden Duo CD's sound is equally as impressive as its graphics. Where the background crowd noise was a constant, buzz-like drone in the 16-bit Maddens, the cheers and boos are now crystal clear. Additional digitized sound bites from the QB, the refs, and the bone-crunching collisions create a totally realistic playing environment.



PROTIP: On defense, your best player is the Free Safety when he's lined up behind the Center. He has the mobility to blitz in on runs and drop back to cover passes.



PROTIP: On extremely long pass plays, your QB must avoid being sacked long enough to allow your receivers to get downfield.

Madden Lite

Now for the bad news. The game's major shortcoming is the glaring omission of Madden's trademark passing windows, which track receivers as they run their routes. This omission forces the QB to throw blindly and hope that the receiver's open, thus rendering all the audio and visual bells and whistles ineffective. Ultimately, as with any good sports game, the most important element is always solid game play, and this is where Madden Duo gets sacked for a huge loss.

In other ways, however, the game play is similar to all previous Madden games. You can choose from among 28 teams (not real teams and real players, unfortunately), plus two Madden All-Star squads, and 10 All-Star teams, such as Dallas '93 and San Francisco '84. Play solo against the computer, knock heads with a friend, or team up with your buddy against the CPU. Single Exhibitions, Practice Drills, Sudden Death, and three-round Play-offs are further options. As always, detailed stats are peppered throughout the game and at halftime to update your performance.

Real-time videos of players add to the realism of your on-field performance.

PROTIP: To get a bead on the kicker during Extra Point Attempts, try lining up in a Goal Line Attack instead of the standard Field Goal defense.

The zebras make their calls loud and clear.

Designated Duo Division Leader

John Madden Duo CD Football is a well-crafted football game deserving of the John Madden title. Although the omission of passing windows hurts the game play, this football cart is by far the best football game available for the Turbo Duo. The only disappointment is its inability to successfully launch the John Madden title to a new level of gaming. The final call? A must-buy for Turbo Duo fans, and wait for the next CD version if you already have Madden for the SNES or Genesis. G

John Madden Duo CD Football by TTI

Graphics	Sound	Control	FunFactor	Challenge
5.0	5.0	4.5	3.5	Intermediate

INT.

$49.99	Two players
Super CD	⅔-overhead view
Available October	Forward scrolling
Football	Passwords

FIFA Soccer Gives EA Sports Another Win

FIFA International Soccer

Genesis

By Athletic Supporter

Chalk up another victory for EA Sports. What it did for football with the John Madden series, EA Sports has done for soccer with FIFA International Soccer for the Genesis. FIFA has excellent graphics, the coolest crowd noises this side of the Atlantic, and some of the most exciting game play of any soccer cart on the market. Simply put, this is already the World Cup champion.

FIFA features 48 of the world's top soccer countries competing in three different modes: one-on-one Exhibitions, one- to eight-team Tournaments, or 25-game League seasons. The Tournament and League modes even have passwords so you can kick around anytime you want.

FIFA also utilizes the new 4 Way Play adapter, enabling you to share the fun among four players simultaneously. You can play three against one, two on two, or four against the computer. The only drawback with four players is that the high speed of the game sometimes makes it hard to determine who's who on-screen. This is especially true when playing four-vs.-the-computer games.

PROTIP: Let the computer take over at goalkeeper. Unless you've mastered the game, the computer will always do a better job.

PROTIP: If you have the ball near your goal, and you've got a defender closely guarding you, press Button C to shoot. The ball will be cleared from your part of the field.

PROTIP: When taking a shot, aim high and for the far post. The goalie will have a difficult time coming up with the save.

PROTIP: On corner kicks, aim for the back post. When the ball is in the air, move one of your players into position for a shot. Quickly press C to catch the keeper off-guard with a one-touch shot.

Sights and Sounds Deliver a Kick

The sound effects for FIFA have a definite European flavor. Close your eyes and you'll think you're watching a match in London. EA Sports doesn't miss a trick! You get great crowd reactions to diving saves and near misses. There's also rhythmic chanting, just like at real soccer matches.

FIFA's graphics are top-notch. Check out the lifelike movements of the players as they execute diving Head Shots and Bicycle Kicks. The playing fields, stadiums, and sideline ads provide even more realism. The only minor problem is encountered with the perspective. Some might find the

Continued on page 188.

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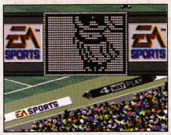
Continued from page 185.

angled side view a refreshing change, but the behind-the-player view of most soccer carts is still the most natural for plotting strategy. Consequently, FIFA's viewing perspective may take some getting used to.

One other flaw is with the control of players when you're on defense. Defenders are sometimes difficult to maneuver and slow to respond. They'll start out fast. However, once they get going a few yards, they'll slow to a turtle's pace.

Tap the ball to your teammate at the kickoff.



The victory scenes when you score are totally wild!

Slide Tackles are tough!

World Class, World Cup

These drawbacks, however, are minor compared to the game's strengths. If you love fast-paced soccer action with superb graphic details and real-life sounds, then FIFA International Soccer is for you. G

FIFA International Soccer by EA Sports

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

$59.95
16 megs
Available December
Angled side view

Four players (using 4 Way Play)
Passwords

No Go for Pro Moves

Pro Moves Soccer

Genesis

By Athletic Supporter

The designers of Pro Moves Soccer for the Genesis had a good idea for this game. They wanted to give you what you haven't had: Total control of the ball. While they succeeded in meeting this goal, the designers unfortunately forgot the other aspects of the game that make a good sports cart. The graphics, sounds, and smooth game play that most of us want just aren't here. Compared to superior soccer carts like EA Sports' FIFA International Soccer, Pro Moves Soccer looks, sounds, and plays like an amateur soccer game.

Pro Moves features 32 individually designed international teams that you play in one-match Exhibitions or in a 32-team Tournament. One of the coolest features is the Team Edit Mode, which lets you build and manage your own team. You start with below-average players and $100,000 that's to be spent buying new players in the Player Market. The money is like a salary cap, limiting who you can acquire. Victories and ties earn you cash, which enables you to afford better players. These transactions do add a good strategic element to the game.

PROTIP: In the Team Edit Mode, make sure you get a balanced team. Don't load up on good offensive players and leave your defense weak.

PROTIP: When taking a shot from the side of the goal, bend the shot around the goalie for an easy score.

PROTIP: For those long-distance shots or passes, press Button B for a few seconds to increase your power.

PROTIP: On defense, keep a player from getting the ball by pressing Button C to hold him. Don't be too obvious, or the zebras will call a foul.

Put on the Moves

The control is pretty strong in this game. Pro Moves Soccer utilizes the six-button controller to execute 10 professional soccer moves, such as Head Shots, bump-n-run High Kicks, Rainbow Kicks, Slide Tackles, and Illegal Holds. The game can also be played with the standard three-button controller, but the moves require a little more timing and finesse. For instance, to perform a Head Shot, you've got to hold one button while pressing another. On the six-button pad, you simply press X.

The best control feature is the single factor that makes this game stand out. In Pro Moves Soccer, you have the ability to steer the flight of the ball once it's shot. You can even curve the ball away from the goalkeeper!

Regrettably, the graphics and sounds are pretty average. You get an overhead view of the players, but you're so far away from them you don't get much detail. The sounds don't inspire you, either.

PROTIP: The spinning-ball Demo is far cooler than the actual game.

PROTIP: Too much roughness gets you the infamous Yellow Card!

Pro Moves Soccer does have its good points, like the Team Edit Mode and various player moves. However, if you want to see a really cool soccer cart on the Genesis, then check out EA Sports' FIFA International Soccer. That's the one that really kicks up some excitement. G

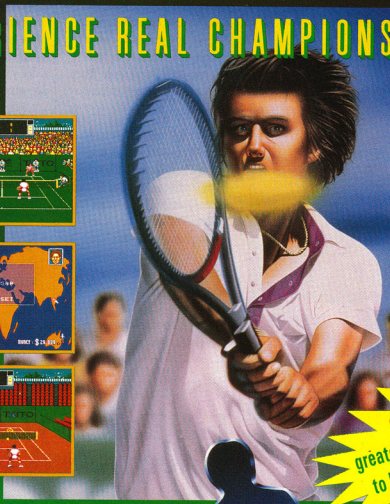
Pro Moves Soccer by Asciiware

Graphics	Sound	Control	FunFactor	Challenge
2.5	2.5	3.5	3.0	INT. Intermediate

$39.95
8 megs
Available November
Soccer

Two players
Overhead view
Passwords

EXPERIENCE REAL CHAMPIONSHIP TENNIS!



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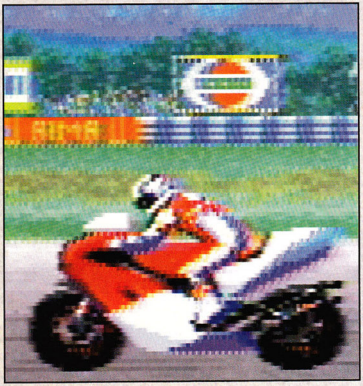
High Performance From GP-1

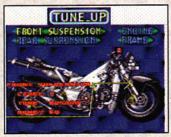


GP-1

SNES

By Coach Kyle

With so many F-1 auto racing games available, you wouldn't think there are any driving thrills left. Been there, done that, right? Wrong! Try hitting the track with GP-1, Atlus's thrilling new motorcycle racer.



Use this Tune-Up Screen to improve your 'cycle.

You don't do this in car racing games!

PROTIP: Don't try to cut corners. This typical racing move will slow you down too much.

High Performance

GP-1 is like a Formula One racing game in some ways. You compete against 15 drivers on 13 international tracks. Solo Qualifying Races determine starting positions, then three-lap Finals assign cash prizes. Use your winnings to buy better suspensions, frames, and engines for your machine.

Fortunately, GP-1 offers attractive advantages that car racers don't have. You get the standard behind-the-driver view and a forward-scrolling track, but here you can lean into turns. Your racer wobbles when he's brushed by traffic, he puts his foot out to right himself, and he gets that knee down on tight turns. Plus, when you spin out, you're thrown off the bike and you have to push-start it to get it going again. These touches add excellent realism to the racing.

Cycle Sights and Sounds

This is a good-looking cart. Detailed backgrounds illustrate the different courses, and brightly colored leathers differentiate the cyclists. The speed, times, and positions are clearly displayed for quick reference during the race. The one visual negative is the course map, which isn't very helpful.

GP-1's sounds are only OK. Though the music is minimal, the whine of the engines and the screech of the tires ring true. What's missing is the clear sound of approaching racers, a drawback since you don't have mirrors to see who's on your tail.

Final Lap

Overall, GP-1 provides an exciting ride. Anyone tired of F-1s should take this machine for a spin. G

GP-1 by Atlus

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	4.5	4.5	INT. Intermediate

$59.99	Forward scrolling
8 megs	13 tracks
Available October	Two players
Motorcycle racing	Passwords
Behind-the-racer view	

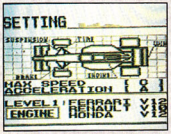
F-1 Takes the Chequered Flag

F-1 Pole Position

Game Boy

By Ben D. Rules

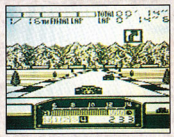
After giving gamers a thrilling ride with their acclaimed F-1 Pole Position for the SNES, UBI Soft now lets you take those racing thrills to-go on the Game Boy. This one's a winner all the way.



Customize your brains out with this Options Screen.

Start Your Engines...

This is a thinking-driver's game. You get tons of drivers, tracks, options, and features in F-1, adding up to many hours of thrilling racing. It's also an exciting ride, with crisp graphics and responsive controls providing solid F-1 fun. The sounds generally enhance the experience, and your engine roars right along. Unfortunately, there's no screech from your tires, only an alarm bell instead.



PROTIP: You can cut across corners to slow your car down without braking.

What a nifty stocking stuffer this'll make. Who would've thought you'd get racing this good on the Game Boy? G

F-1 Pole Position by UBI Soft

Graphics	Sound	Control	FunFactor	Challenge
4.5	3.5	4.5	4.5	INT. Intermediate

Price not available	Behind-the-driver view
1 meg	Forward scrolling
Available December	17 tracks
Auto racing	Passwords
Four players (with Game Link)	

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High-Tech Fun with Mecarobot Golf

Mecarobot Golf

SNES

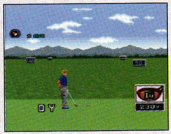
By Athletic Supporter

One question comes to mind after playing Mecarobot Golf: What's the deal with Mecarobot Eagle, the golfing robot you compete against? Eagle's a pretty cool guy and all, but his metallic presence is not necessary, and he doesn't have any special powers that an ordinary PGA Tour pro doesn't have. Mecarobot Golf stands on its own as a realistic, entertaining golf cart even without the robot gimmick.

PROTIP: Eagle is a great putter, but not a great driver. To beat him, be aggressive off the tee.

The course scrolls under your ball once you take your shot.

Mecarobot gives you a variety of playing options. There are three modes to choose from – Competition, Lesson, and Driving Range. Lesson and Driving Range offer you a chance to improve your skills and master the responsive controls. When you think you're ready, take on the Eagle himself in Competition Mode. Although there's no Tournament Mode, you can create your own golfers and watch them progress from duffers to semipros.



PROTIP: Practice on the Driving Range. It's the best way to increase the distance on your shots.

PROTIP: During the fall and winter months, the greens are a little slower, so adjust your putts accordingly.

Despite the robot golfer, Mecarobot is realistic. For instance, the all-season course changes texture when the winter rains come. While the graphics for Mecarobot are not the sharpest and most realistic you'll ever see, the designers compensate with smooth-scrolling action. After you hit a shot from a behind-the-robot perspective, you get a forward-scrolling closeup as your ball whizzes past trees, sand traps, and water hazards. The scrolling adds a good-looking touch of realism and helps involve you in the game.

Mecarobot Golf might not be the prettiest cart on the market, and its sounds are only average, but its strong control and fascinating scrolling effects are worth the price of its green fees. G

Mecarobot Golf by Toho

Graphics	Sound	Control	FunFactor	Challenge
3.0	3.0	4.5	4.0	Adjustable

$64.99
4 megs
Available now
Golf
Behind-the-golfer view
Forward scrolling
Four players
Battery backup

Wicked 18 – A Tough Beauty

Wicked 18

SNES

By Athletic Supporter

Wicked 18 should come with a warning label: Not for the golf purist. How could it be, since the 18 holes are spread across the Grand Canyon? With hanging rock formations that dangle from the sky and unreachable pyramid greens, Wicked 18 is like no other golf cart around.

There's a course out there – the Wicked 18!

PROTIP: Use the Advice Map and the overhead view to aim your shots. On this course, a hole isn't always what it appears to be.

The game presents a course that is lovely to look at. The crisp details of each hole, the hazards, and scenic beauty rival anything at Augusta National. But watch out, because the Wicked 18 course is just that – wicked. It's the most challenging and unconventional golf course on the market, which is the real charm of this cart.

Although you get only the one course, you do have the option of playing four types of games – Stroke, Match, Skins, and Tournament. If you find one hole especially difficult, iron out your problems in the Practice Mode.

PROTIP: When trying to loft tough chip shots, hit the bottom of the ball on the Contact Selector to add backspin on the shot. This gives the ball "air" and makes it stop quickly upon landing.

PROTIP: On Approach Shots to greens surrounded by water, use an extra club length to make sure you'll clear the hazard.

Hitting the ball is relatively easy, however. A change of clubs and a slight adjustment in your stance can mean the difference between a great shot and landing in one of the many hazards. Wicked 18 puts you in control of each shot with an effective Power Scale and Contact Selector. Master these two facets of your swing and you'll be ready to turn pro.

If you're bored with the conventional golf carts on the market and you want great graphics and a challenging course, then Wicked 18 should be a stop on your golf tour. G

Wicked 18 by Bullet-Proof Software

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.0	4.5	4.0	Expert

$59.99
8 megs
Available October
Golf
Behind-the-golfer perspective
Forward scrolling
Four players

Continued on page 196.

CRITICALLY ACCLAIMED SNES HOOK

NOW ON GENESIS AND GAME GEAR!

CROSS YOUR SWORD WITH THE BLOODIEST PIRATE OF THEM ALL!

Hook wants revenge...and he's looking for you! So take on the role of Peter Pan and embark on a magical quest to free your children and destroy the notorious Captain James Hook. Based on the blockbuster Spielberg movie, Hook for Genesis and Game Gear delivers incredible non-stop action and critically acclaimed game play. You'll fight the Lost Boys and Rufio for your golden sword, soar high above the enchanted Neverland, clash with Hook's brutal band of pirates and face strange, dangerous creatures like poisonous porcupines, man-eating tigers and pirate ghosts. As Peter, you'll need all your strength, stealth and magical powers to survive this epic adventure. Then face the ultimate battle against the bloodiest pirate of them all!

OFFICIAL SEGA SEAL OF QUALITY

SEGA GENESIS GAME GEAR

SONY IMAGESOFT

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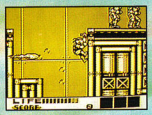
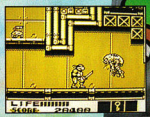
Konami just took your





It's time for a change of screenery as Konami takes the TV style adventures of The Turtles, the Tiny Toon Adventures characters and *Batman: The Animated Series* to Game Boy. With no commercials!

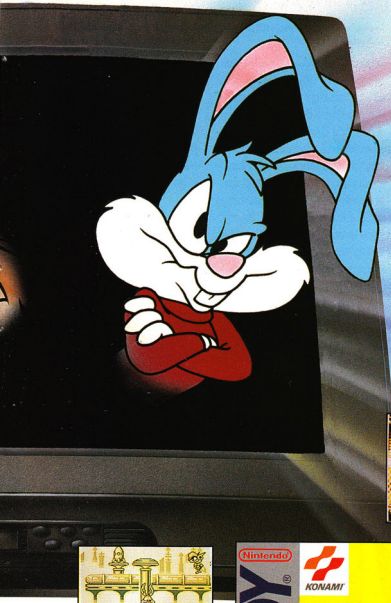
Teenage Mutant Ninja Turtles III — Radical Rescue™ pits the sewer crew against Cyber Shredder, a heinous, hulking cyborg. But first Mike must use a Fortress Map of Shredder's hideout to find the rest of the captured fab four. Luckily, each Turtle has a new special skill for surviving the action. Locate ID cards, keys and power ups in 5 rescue adventures crammed with creeps like Dirtbag, Scratch and Scale Tail.

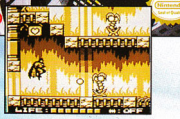
Batman™ ***— The Animated Series*** is 5 original game episodes of sizzling crime fighting action, each capturing the gritty, urban heroics of the hit TV series. Strategically use *Batman's* grappling hook and *Robin's* ceiling grip to survive the onslaught and escape certain doom. In episodes like "The Green Menace" and "The Chill of a Lifetime" you'll suffer the sting of *Catwoman's* claw, the icy burn of *Mr. Freeze's* frost gun, and *The Joker's* sick sense of humor. Sinister fiends like *The Penguin, The Riddler* and other *Gotham City* goons are also out to make this the *Dark Knight's* darkest day.

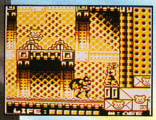
Tiny Toon Adventures 2 — Montana's Movie Madness premieres 4 freaky films directed by that Bad Boy of the Box Office, Montana Max. And he's cast Buster Bunny as the villain! Buster must use new attack moves like the Fast Dash and Freeze Kick to defend his character. Buster's screen test includes action packed scenes in a classic western, a samurai saga, a sci-fi thriller, a creature feature and cool subgames. Ultimately, Buster takes on Max himself and tries to drop the curtain on his movie career.

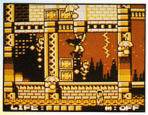
KONAMI®

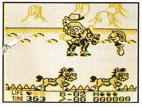
favorite shows off TV.











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Continued from page 192.

On Deck

Previews of Upcoming Games

By Ben D. Rules

As the real-life football season grinds towards the play-offs, some eagerly awaited football games are finally ready to make it onto the video game field. Also look for some decent hockey, tennis, and basketball action in the near future.

Mutant League Hockey

Anything can happen in Mutant League Hockey, including the sudden appearance of this tentacle.

The rowdiness you loved in Mutant League Football comes to the frozen pond in EA Sports' new Mutant League Hockey for the Genesis. Strange rinks, alien players, gargoyle coaches, Nasty Plays, demonic goalies, and gory fights, fights, fights *à la* Mutant League Football will provide weird, warped hockey fun for up to four players at a time. You don't argue with the refs, you bribe 'em or waste 'em! In this hockey game, you literally play with the Sharks – and Ice Worms, too, in arenas booby-trapped with mines, fire hazards, and pits.

Mutant League Hockey by EA Sports Available January

NFL Quarterback Club

The Bills' Jim Kelly goes deep against the Cowboys.

You know the names of the members of this prominent club – Aikman, Elway, Moon, and seven other top field generals. In Acclaim's new football game for the Genesis and SNES, you play these superstars in either The Quarterback Challenge, which pits them against each other in various skills competitions, or in actual games, which include all 28 NFL teams, play-offs, and the Super Bowl. A quarterback's-eye view and the ability to create your own player are added features.

NFL Quarterback Club by Acclaim Available December

International Tennis Tour

Try out different serves with International Tennis Tour.

Precise controls could enable this two-player SNES game to score an ace. The large sprites run, slide, dive, and fire a dozen different shots. You'll be able to practice against a ball machine, play your way through singles or doubles tournaments, and compete in the professional world championships on four different surfaces. Expect good details, such as players nervously tapping their feet with their racquets as they await serves.

International Tennis Tour by Taito Available November

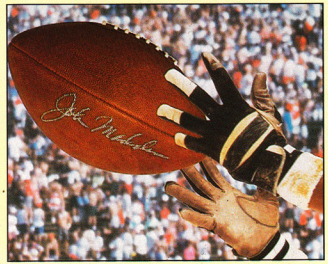
Tip Off

A Free Throw Competition is one of Tip Off's four game options.

Hit the hardwood with this new b-ball game for the Game Boy. You can play against other countries, work inside for a short hook, and even pull off a between-the-legs pass in Tip Off. Five skill levels will enable players of all abilities to go to the hole with authority.

Tip Off by UBI Soft Available January

John Madden Football



One of the most famous names in video football spirals onto the Nintendo field once again, this time for some 8-bit and hand-held action.

After hitting all the 16-bit systems, the blue-collar ex-coach will bring his bombastic commentating style to the NES and the Game Boy early next year.

John Madden Football by UBI Soft Available January

The Official

FORMULA ONE

There are no words to describe how fast it really is.

At least, no clean words.

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

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

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Hurtle down the race track at a blistering 220 mph! And it's speed you can hear and feel! Race against the real pros of Formula One World Championship on 12 real tracks — from Monte Carlo to Australia. Or go head-to-head against a friend in split-screen action. You can even customize your machine right down to the tire design and air foil!

DOMARK

Sold and distributed in America exclusively by TENGEN

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Sports Insider

New Winter Sports Games Talk Up a Storm

By The Locker Room Analyst and Coach Kyle

Creating an optimum sports-game experience requires as much attention to the details as creating real-life sporting events. One major high-tech innovation that brings the game closer to home is commentary during the action, which can transform a sports cart's audio from a "dink" into a "Bam!" (Apologies to John Madden.)

SEGA SPORTS

Sega Sports: The Pioneer Returns

Until 1991, video games had no actual running commentary, just individual quips and phrases. Sega debuted full-blown commentary with MLBPA Baseball. The concept was innovative and stirring, but technical problems, such as a long lag in the announcer's quips, kept the idea from starting a revolution.

You can't keep a good team down, however, and Sega is now determined to improve its commentary. The new SportsTalk engine (sans the SportsTalk name) debuts in three about-to-be-released Genesis carts: World Series Baseball (available January), NBA Action '94 Starring David Robinson and hosted by Marv Albert (available December), and NFL Football '94 Starring Joe Montana and (available December). There will even be a smattering of phrases, though not a full running commentary, in the Game Gear versions of these titles, too.

EA Sports Enters the Voice Arena

The most famous voice-overs, of course, are heard on the 16-bit football field. EA Sports corralled football's biggest mouth, John Madden, for its acclaimed series of NFL games. The new versions, Madden NFL '94 on the SNES and the Genesis, feature even more of the exuberant commentary made popular by the blue-collar ex-coach. So identifiable are his "Pows!" and "Bams!" they've come to be known as Maddenisms. Exclamations like "He'll remember that number!" are a big reason why the games have been so successful.

Al Michaels Calls Accolade's Shots

Al Michaels, the Emmy Award-winning voice of ABC Monday Night Football fame, is color commentator for many of Accolade's sports games. He premiered in Hardball III and followed with Brett Hull Hockey (see page 182). Michaels will expand his play-by-play commentary to the gridiron with the NFLPA-licensed Unnecessary Roughness, due out in late '93 for the Genesis and the SNES. To show how important speech is becoming, Roughness dedicates four of its 16 megs to speech, which is the result of 12 full pages of script.

By the way, another Monday Night veteran, the venerable Frank Gifford, will serve as commentator for Data East's version of Monday Night Football, due out in December.

Barkley Lends Voice, Attitude to Accolade

Following in the footsteps of Michael Jordan and Shaquille O'Neal, Sir Charles Barkley of the Phoenix Suns is the latest NBA superstar to sign onto a video game. Due out this spring for the Genesis and the SNES, Barkley's still-untitled cart will contain more than just a big-name signature. At a recent design session, Barkley fired off some of his favorite patented expressions into a mike, which will then be digitized into the game to complement thunderous dunks and other raucous action. Phrases, such as "Go get the damn ball," "I'm not your role model," and "I hate to see a grown man cry," will add adrenaline to a game that'll probably play more like untamed street ball than pro basketball.

"You're doing better than the guy last night!" – Charles Barkley.

Charles sketches out his secret playbook. Good thing he didn't know there was a secret camera hidden inside the Atari coffee mug.

Frank Gifford speaks out in ABC's Monday Night Football. Is it live or is it SNES?

Al Michaels injects his personality into every word and syllable.

CBS Sports' color man, John Madden, was a natural for his namesake game's voices.

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THE LAWNMOWER MAN™

In the real world, you will battle CyberJobe's minions.

A seemingly normal office building becomes a den of nightmarish danger.

In the Virtual Worlds, you will encounter terrifying manifestations of Virtual Reality.

As a movie, The Lawnmower Man exploded the limits of graphics technology. As a game, it will blow your mind with a dazzling blend of breathtaking 3D and blockbusting action.

It all begins in the shadowy research agency known as 'The Shop'. Here, the brilliant scientist Dr. Angelo uses Jobe, a simple Lawnmower Man, as a guinea pig in his Virtual Reality experiment...and creates a monster, transforming him into the superhuman Cyber-Jobe who vows to dominate mankind. Now the race is on to destroy The Shop before CyberJobe can break out of their computer system and reach the global computer network, from which he will be able to control and manipulate the world's computers.

Nothing can prepare you for the amazing world of virtual reality...

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SUPER NINTENDO ENTERTAINMENT SYSTEM

GAME BOY

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WANNA PLAY?

Grab your pea-shooter— Mr. Wilson needs our help!

It all started at Mr. Wilson's party when my pet turtle, George, dove into the punch bowl. Everyone went nuts: Mrs. Bloopie jumped on Mr. Campbell's back... Mr. Campbell dropped his plate on Mrs. Melarky's toe... Mrs. Melarky spilled her chicken wings on Mr. Botsworth's lap... Mr. Botsworth poured his soup on Mrs. Gaylord's canary... Then, when no one was looking, Switchblade Sam made off with Mr. Wilson's prize coin collection. Now I gotta track down Sam and those coins...or ol' Mr. Wilson's gonna make turtle soup out of poor George!!!

Based on the 1993 Summer Blockbuster by John Hughes!

With Ruff by your side, and your trusty squirt-gun in hand, Switchblade Sam doesn't stand a chance!

Dennis the MENACE

The search for Sam is on! Try the park, the school, Mr. Wilson's house and, of course, the deep, dark forest.

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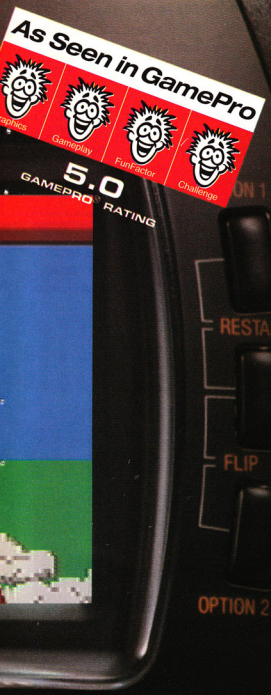

Lynx has a 3.5" screen.

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.

LYNX

THEIR BUTS.

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Teenage Mutant Ninja Turtles III: Radical Rescue

By Coach Kyle

You've seen the Turtles before, but not like this. New moves, a wickedly intricate maze, and a bevy of big, bad, bodacious bosses make Teenage Mutant Ninja Turtles III: Radical Rescue a worthy successor to the Turtles' legacy. Game Boy carts don't get much better than this.

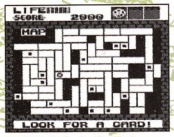
other three Turtles, Splinter, and April are kidnapped by Shredder (who else?), it's up to Mikey to find 'em and free 'em. Standing in Michaelangelo's way, unfortunately, is a formidable Fortress populated by nasty bats, vicious guards, and Turtle Terminators with pleasant names like Dirtbag and Scale Tail. It's enough to make a Turtle draw into his shell.

find these other members of the Green Team before you can play as them.

PROTIP: Choose your Turtle based on the skills he brings to the search. Leonardo, for instance, uses his Katana Blade to break through impassable floors.

Pizza My Heart

The challenge of the game is the maze. The fighting is pretty easy, and the controls are so smooth and responsive that even beginners will whip through some of the levels. But, not only do you have to work your way across, down, up, and through the puzzling Fortress in search of pizza power-ups and pals, you also have to rescue everybody in the right order if you want to serve up Shredder as Turtle soup. Thankfully, passwords enable you to pick up close to where you left off.

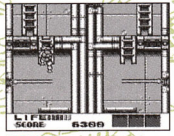


PROTIP: Refer to the Fortress Map often. It'll tell you where power-ups, keys, buddies, and bosses are.

PROTIP: Michaelangelo's Nunchucks can swing through some walls to strike enemies.

Turtle Traumas

The Radical Rescue mentioned in the title is the one pulled off by Michaelangelo. When the

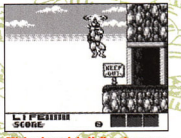


PROTIP: Time your jumps to avoid these Fortress lasers.

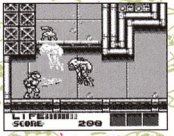
Fortunately, our hero has nimble ninja skills. What's more, Michaelangelo has a new Helicopter move that enables him to get serious hang time when he jumps. The other greenies also have new moves – Leonardo can bust through solid concrete, Raphael can squeeze out of jams in his sliding shell, and Donatello can stick to vertical walls. However, you have to

Lookin' Green, Soundin' Mean

The Turtles' games have always had impressive graphics, and this one doesn't disappoint. Good-size sprites, detailed backgrounds, and quick, imaginative enemies make this Rescue radical. (For once that greenish Game Boy screen actually suits the characters!)

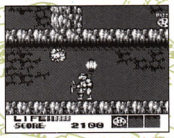


Michaelangelo's Helicopter move floats him to hard-to-reach places.



PROTIP: Stay in the left-hand corner, and you'll quickly defeat these charging Fortress fliers.

There's good news from the sounds, also. The bouncy music changes for each area, and it gets appropriately creepy at the right moments. More and juicier sound effects would've spiced up the action, though.



PROTIP: Be wary of quick-falling boulders as you explore the Fortress tunnels.

Despite the stiff challenge ahead, there are so many good things to be found in the search that you'll be playing 'til your thumbs go green. This Rescue's fun enough to make anyone a dedicated fan of the Turtle clan.

Game Boy Game ProFile

Teenage Mutant Ninja Turtles III: Radical Rescue

(By Konami)

The lean, green fighting team returns in a great new hand-held game. Mazes, fights, pizza – who could ask for anything more?

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

Price not available	5 levels
1 meg	Side view
Available December	Multi-scrolling
Action/adventure	Passwords
One player	

IVAN STEWART'S SUPER OFF ROAD The BAJA™

When we cross the finish line, you'll be dusting yourself off!

Compete against Ivan in The Mexican 250, The Ensenada 500 and The Baja 1000!
Each patterned after the actual racecourse!

Incredible sound & graphics in Mode 7
Perspective for 1 or 2 players!

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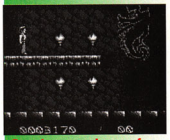
TRADEWEST SPORTS

Game Boy

Bram Stoker's Dracula

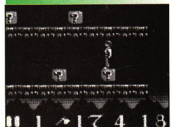
By Doctor Devon

The Dracula story reaches new heights on the Game Boy. Excellent graphics are this game's prime assets. Just as the Francis Ford Coppola film and the SNES game were visual triumphs, the hand-held Bram Stoker's Dracula is a scenic delight with eerie forests, detailed castle walls, and supernatural villains creating an appropriately scary atmosphere. Adding to the horrific effect is the music, which contributes undercurrents of suspense.



Dracula appears in many forms, including this castle spectre.

The biggest flaw in other versions of Bram Stoker's Dracula was the game play, where a feeble hero plodded along, Here your man Harker works through Transylvania, moving quickly, jumping higher than ever, and attacking boldly. Finally, here's a sprite worthy of Dracula's challenge, and a game worthy of Bram Stoker's classic novel.



PROTIP: Zombies will jump from some Question Marks

Bram Stoker's Dracula
(By Sony Imagesoft)

Graphics	Sound	Control	FunFactor	Challenge
3.0	4.5	4.0	4.5	INT.

Intermediate

$18.50
1 meg
Available November
Action/adventure

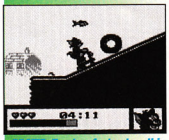
One player
Side view
Multi-scrolling
7 levels

Game Boy

Tom and Jerry: Frantic Antics

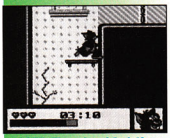
By Data Carvey

There's quick-moving fun in these Frantic Antics. The premise is simple enough: The familiar cat-and-mouse team races through town and bounces through the house, picking up items and dodging oncoming objects. It's about as complicated as a Saturday-morning cartoon, and it's ideal for kids.



PROTIP: Tom's a fast cat on this scooter, but he reacts quicker on foot.

The game's decent graphics capture some of the personality of the heroes, like when Tom looks at you helplessly while a scooter sends him flying. The music races along with an appropriate frenzy too.



PROTIP: These Level 2 platforms won't hold Tom.

Control frustrations might make players more frantic than they should be. Tom jumps quickly, but not always accurately, and trying to bounce off Level 2's chairs will teach you persistence. Not a bad lesson to learn, and not a bad game to play.

Tom and Jerry: Frantic Antics
(By Hi Tech Expressions)

Graphics	Sound	Control	FunFactor	Challenge
3.5	3.5	3.7	3.5	BEG.

Beginner

$29.95
1 meg
Available November
Action/adventure

Two players
Side view
Multi-scrolling
10 levels

Game Boy

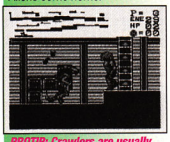
Alien vs. Predator: The Last of His Clan

By Captain Squideo

Two great movie bad guys go claw to claw in this titanic hand-held battle. You play the Predator, a musclebound monster that's fighting his way through the claustrophobic caverns in search of the Alien Queen. Before he gets to her, though, he'll have to overcome everybody's favorite crawlers in all their creepy forms (Facehuggers, Chestbursters, and Warriors). Mazes, Eggs, and Acid Slime present further obstacles. Fortunately, the Predster has various weapons and an on-screen Radar Display. It won't be easy, but it'll be exciting!

Use this Weapon Screen to choose your armaments.

Activision's given this cosmic clash a first-class treatment. Large, well-rendered sprites move crisply against atmospheric backgrounds. As usual in an Activision game, the sounds are terrific, with propulsive music and sonic effects driving the action. You'll be playing with these space invaders until the Aliens come home.



PROTIP: Crawlers are usually lurking at the bottom of vertical shafts, so go down blasting.

Alien vs. Predator: The Last of His Clan
(By Activision)

Graphics	Sound	Control	FunFactor	Challenge
4.5	3.0	4.5	4.5	INT.

Intermediate

$29.95
2 megs
Available November
Action/adventure

One player
Side view
Multi-scrolling
7 levels

Game Boy

We're Back

By Coach Kyle

You've sent Sonic and Speedy running and jumping for items while dodging enemies. In We're Back, you do the same thing with dinosaurs.

PROTIP: Slam on the brakes to avoid the oncoming spikes.

We're Back suffers in comparison to those earlier classics. The game play here is basically the same old go-n-throw you've seen before. Your dino isn't much of a hero – he's not supersonic, he often falls short on jumps, and he flings his cereal boxes with little accuracy.

PROTIP: Dodge flying enemies, because they're hard to hit with boxes.

The graphics are disappointing: The backgrounds aren't very new or detailed, and some enemies are ant-size. The peppy music is a plus, though. Young players will get a mild sugar-rush of thrills out of this sweet, but insubstantial game. A more dynamic critter and some password-words would've saved these dinos from extinction.

We're Back
(By Hi Tech Expressions)

Graphics	Sound	Control	FunFactor	Challenge
3.0	4.0	3.0	3.0	INT.

Intermediate

$29.95
1 meg
Available November
Action/adventure

Two players
Side view
Multi-scrolling
10 levels

WILD THING

Disney's Beauty and the Beast

Roar of the Beast

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

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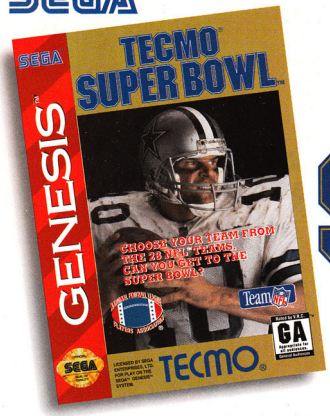

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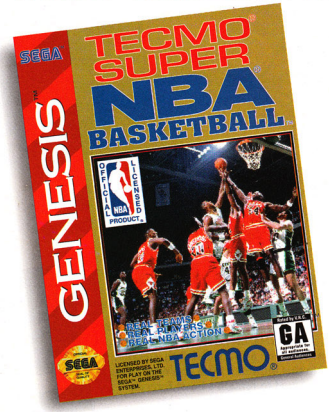
THE GREATEST SPORTS G



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TECMO 16 Bit SPORTS

NATIONAL FOOTBALL LEAGUE PLAYERS ASSOCIATION

Team NFL™

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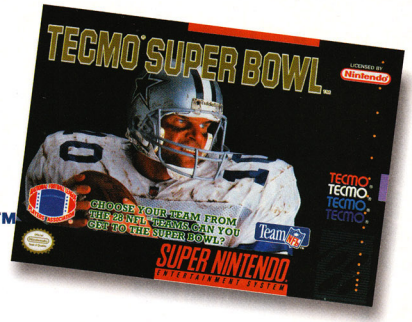

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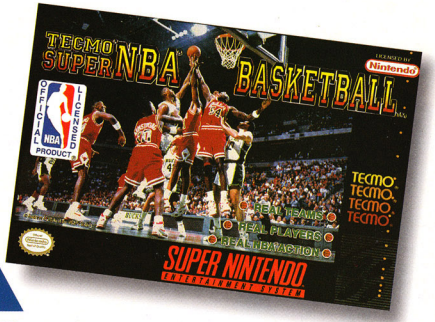

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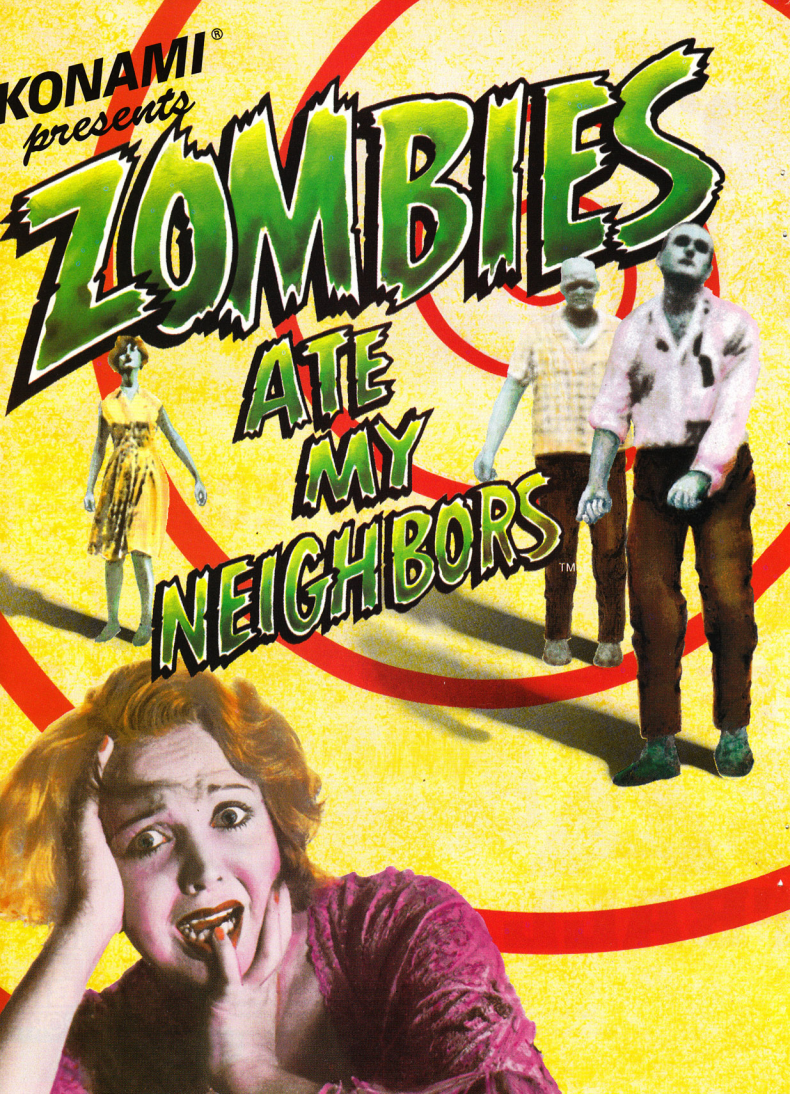

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Anita Placetohide
-Amityville Herald

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"55 levels of sheer terror. Not a dry seat in the house."

-Washington Post Mortum

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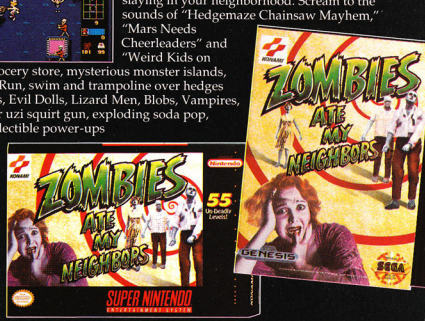
Slash Meehup-*Rolling Tombstone*

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

"Somebody help me! Help me please!"

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

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



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ECCO the DOLPHIN

By Squideo

To the joy of Ecco lovers everywhere, the most famous mammal in the sea is swimming onto the Game Gear. Last year, Ecco the Dolphin made sensational splashes on the Genesis and the Sega CD to become one of the highest-rated titles of all time. What worked before works again in this fine hand-held version.

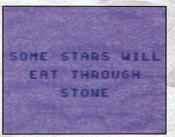
PROTIP: Sing to the Pteranadon, and he'll take Ecco for a quick flight.

Sea Quest

As in the previous games, Ecco the Dolphin is searching for his lost pod, crystalline Glyphs, and the secrets behind the storm that swept his friends from the sea. His ocean odyssey takes him through countless mazes that sprawl across 17 undersea levels. Along the way, he encounters every fish in the sea, including dangerous sharks, octopi, and stingrays. Life's no beach for Ecco.

PROTIP: A leap at the beginning brings on the sudden storm that starts the action.

Thankfully, Ecco has his usual skills to make life easier. Sonar enables him to communicate with other dolphins in cryptic, hard-to-fathom messages. He can also access a Sonar Map that shows him locations of food, air, and enemies. Finally, Ecco moves and responds to controls well. He can high-jump better than Carl Lewis, swim faster than Mark Spitz, and Charge Attack more effectively than John Paul Jones.



PROTIP: Use your Sonar frequently to get helpful hints wherever you go.

A Sight to Sea

Ecco's games have always been wonderful to look at, and this one doesn't disappoint. Lavish colors and details fill every screen, making every level worth reaching just for the graphics alone. Eventually, the levels become redundant and start to look the same (as you'd expect, since there's only so much you can see underwater). However, when Ecco leaps into the air and does a quick, graceful somersault, it's a moment of pure Dolphin delight.

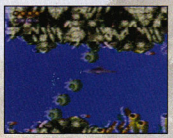
PROTIP: Use your Sonar Map frequently, especially in the later, longer levels.

The underwater city is filled with suspense.

PROTIP: Always explore the entire perimeter of Ecco's area.

Passageways are often small and easy to overlook.

The sounds approach what's been done before, but they don't reach those previous lofty heights. The same dreamy, astral music you've come to know and love tends to drone on tinnily after awhile. The special effects are as good as ever, with lots of boings and splashes creating a realistic undersea environment.



PROTIP: If you've never played Ecco before, watch the helpful Demo Mode for good gameplay tips.

A Dolphin's Dilemma

Despite all its attributes and political correctness, Ecco the Dolphin is not for everyone. Gamers who like lots of variety and intense action will be disenchanted with Ecco's slow and repetitive game play. What's intellectually stimulating to some players will be boring to others. For fans of Ecco, though, he's still the king of the sea. G

Game Gear Game ProFile

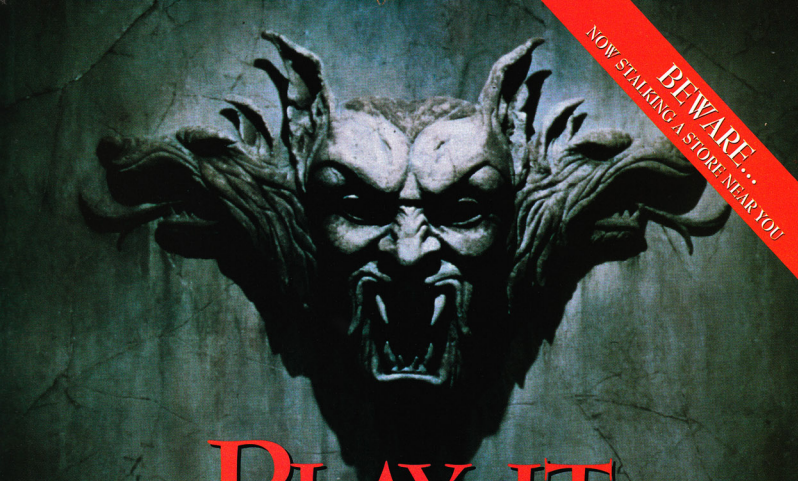
Ecco the Dolphin

(By Sega)

Swim, splash, and search with this beautiful mammal in an amazing undersea world. Redundant game play is the only drawback to an otherwise enchanting experience.

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

$39.99	17 levels
Four megs	Side view
Available November	Multi-scrolling
Action/adventure	Passwords
One player	



PLAY IT IF YOU DARE

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

Available for all Nintendo and Sega platforms.

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By Scary Larry

Dinosaurs have fascinated the world ever since man dug up that first huge bone and wondered, "Who does this belong to, and are they still around somewhere?" This game puts the behemoths right in your face with great graphics and lots of prehistoric fun. Jurassic Park for the Game Gear is the best time you can have with dinosaurs without really being there.

Creature Feature

Jurassic Park is filled with rip-roaring action. Basically, you must journey to four sections of the Park where the electric fences have been destroyed. These sections house Tricer-atops, Velociraptors, Bra-chiosaurs, Pteranadons, and the ferocious Tyrannosaurus rex. Your job is to contain these monsters before they do any more damage.

PROTIP: During the shooting sequences, be sure to pick up the extra life bars (they look like small cans with X's on them).

Game Gear Game ProFile

Jurassic Park

(By Sega of America)

Jurassic Park will probably become as much of a standard as Star Wars. To complete your JP collection, pick up this great cart, which has all the movie's thrills.

Graphics	Sound	Control	FunFactor	Challenge
4.5	3.5	4.0	4.5	Intermediate

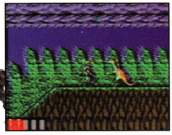
$39.99
Available now
Action/adventure
One player

5 levels
Side view
Multi-scrolling

PROTIP: Wait for the Triceratops to charge, then shoot him from behind when he returns to his side of the screen. Stay on the branches just above the ground when he charges.

In order to survive, you must first play a shooting game to keep dinosaurs away from your jeep. Then you play a side-scrolling action game, which'll put you in the jungle, in the Visitor Center, in the Raptor Pen, or in a Bra-chiosaurus Swamp. You'll fight a boss at the end of each area, and these dinosaurs are big, mean...and hungry!

PROTIP: Use the Air Cannon to shoot flying enemies.



PROTIP: In the Triceratops stage, small dinosaurs jump out of the bushes. Shoot them twice.

Tall, Dark, and Toothsome

JP's graphics are surprisingly clear and beautiful, with scrolling backgrounds and smooth animations throughout. The bosses are unbelievably detailed, and the shooting levels move quickly and smoothly.

The sound effects are stale, but effective. The game tries to emulate the roar of the beasts and the sounds of the jungle, but the dinosaurs end up sounding sickly. The music would make a T. rex weep, but who has time for tunes when you're running for your life?

PROTIP: To get rid of the Raptor Boss, stay in the middle of the screen and shoot it whenever it comes at you. Once you've hit it, it cannot harm you until it goes back in the door.

Controlling your character is easy. You can run, jump, and hang from ledges like an athlete. Unfortunately, chang-ing weapons or refilling your life bar requires switching to a menu system. Thankfully, the action halts when you do.

Park It Here

This game will win you over with its graphics and game play. Its only drawbacks are that it ends too quickly and its bosses are fairly easy to beat. The dinosaurs will keep you entertained, though, and you'll be amazed at how much Sega packed into this small cart. Jurassic Park may not have the dazzling special effects that its 16-bit cousins do, but it has just as much fun and excite-ment. G

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This Knight's having a bad day...

Daphne's missing, the Mud Men trashed your armor, the Shape Shifter's in your face, the Lizard King's a jerk and the dragon's all over you!

Now you're in control of Dirk the Daring, armed with a sword and an attitude. Slash your way through the castle of the dark wizard and rescue Princess Daphne from the clutches of Singe the Evil Dragon!

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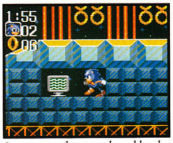
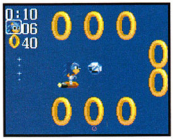
SONIC THE HEDGEHOG CHAOS™

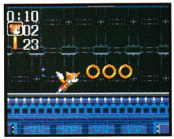


Sonic can explore tunnels and break through walls to find hidden rooms and power ups in the Gigapolis zone.

Tails here, with some serious air time in the Aqua Hill zone, eluding danger, nabbing rings and finding power ups.



Rack up 100 rings and you're flying Air Sonic (strap on the rocket shoes) in the bonus round. The mission: rescue the emeralds.

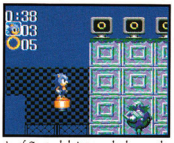


Deep in the Electric Egg zone (no, it's not a rock group), you can take Tails through the tubes to find rings and other bonus items.

WELCOME TO THE NEXT LEVEL

If the

Sega, Game Gear, Welcome to the Next Level, Sonic Chaos, Sonic The Hedgehog and all related characters and indicia ar



As if Sonic didn't jump high enough already, now he can hop on Pogo Springs to take him where no hedgehog has gone before.

SEGA™
GAMEGEAR™

Sonic is back as he battles Dr. Robotnik's evil plan (is it the shoes?) to use the Red Chaos emerald in making nuclear lasers. Tails is hangin,' too, and this time you control him. Both are bound for some serious air time (is it the shoes?), grabbing rings (is it the shoes?) and saving the emeralds from falling into the wrong hands (it's got to be the shoes).

Rocket Shoe fits, wear it.

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GAMEPRO LAB REPORT

Taking you into the technology of tomorrow.

By the Lab Rat

The holidays are here! If you're in a gift-giving mood, then GamePro Labs has some suggestions for you. This month's special feature will show you what WE want for Christmas...a system totally maxed out with the best peripherals around!

Check out our picks for the year, including the best joysticks for the Genesis and the SNES. We made choices on Control (for games like Street Fighter II and Mortal Kombat), Flexibility (for gamers who want something other than regular joysticks), and Multiple Player Gaming for you multi-maniacs. Here's the best of '93!

1 The Pro Action Replay

Type: *Game Enhancer*

System: *Super NES, Genesis, Sega CD, NES, Game Boy, Game Gear*

Features: *The Pro Action Replay is a game-busting code device that allows you to pump up the power on those hard-to-beat games. Imagine Jungle Strike with unlimited lives, or Terminator 2 with unlimited ammo.*

Price: *SNES, Genesis $89.95 NES, Game Boy, Game Gear $59.95*

Available: *Now*

Contact: *Action Video Technology, 702/454-7855*

2 Sound Jammers

Type: *Speakers*

System: *Super NES, Genesis, Game Boy, Game Gear*

Features: *These paperback-size bookshelf speakers are the perfect gift for the video game player who has everything. They're affordably priced, making a great Christmas gift.*

Price: *$19.95*

Available: *Now*

Contact: *Naki, 800/824-NAKI*

3 Super Multitap

Type: *4-Player Joystick Adapter*

System: *Super NES*

Features: *This four-player adapter is being packaged with Super Bomberman. Its sturdy design supports dependable game play. Five-player games are also on their way.*

Price: *$69.95*

Available: *Now*

Contact: *Hudson Soft, 415/871-8895*

4 Super Nintendo Entertainment System

Type: *Game System*

Features: *The SNES is going to wipe you out with its awesome scaling and rotational abilities, plus a seemingly endless supply of rich, vivid colors.*

Price: *SNES Core System $89.99*

Available: *Now*

Contact: *Any Toys "R" Us or Kay-bee toy stores*

5 Konami Hyperbeam

Type: *Remote Joypad*

System: *Super NES*

Features: *Konami knows that most kids want to stay on the couch when they play, and most cords for joypads don't quite make the reach. The Hyperbeam infrared remote joypad lets you stay couched and play.*

Price: *$30-$40*

Available: *Now*

Contact: *Konami, 516/215-5100*

6 Game Stackers

Type: *Game Organizers*

System: *Super NES and Genesis*

Features: *The Game Stackers are a great, low-cost way of helping organize messy, game-infested areas of your home.*

Price: *$9.99 each*

Available: *Now*

Contact: *Naki, 800/824-NAKI*

7 The Fighter Power Stick

Type: *Joystick*

System: *SNES*

Buttons: *The 13 buttons include the six-button standard SF II setup, three Turbo buttons, a Turbo Hold Off button, Start, Select (Mode), and a ⅛-way directional switch.*

Features: *Made by Capcom with Street Fighter II in mind, this awkward joystick nonetheless does its job, and does it well. A Genesis version is also available.*

Price: *$75-80*

Available: *Now*

Contact: *Capcom, 408/727-0400*

8 SegaWare

Type: Game System

Features: The Sega Genesis received a facelift, and this new side-by-side coupling is stylish and very functional. Changing the CD into a top-loading device was a good move. The new CD unit also works with any existing Sega Genesis.

Price: Genesis Core System $99.99, Sega CD $229

Available: Now

Contact: Any Toys "R" Us or Kay-bee toy stores, or Sega of America, 415/591-7529

Solar Gear

Type: Rechargeable Battery Pack

System: Game Gear

Features: The Solar Gear is perfect for "green" gamers who don't want to shell out the bucks for batteries. The sun-powered Solar Gear is the Nineties' solution for politically correct power.

Price: $49.95

Available: Now

Contact: Innovation, 800/INN-OVAT

9 The Team Player

Type: 4-Player Joystick Adapter

System: Genesis

Features: Here's Sega's entry into the multiple-mania sweepstakes. This handy four-player adapter will work with such games as Gauntlet IV and Wimbledon Tennis.

Price: $29.99

Available: November

Contact: Sega of America, 415/508-2800

10 Dual Turbo

Type: Remote Joypads

System: Super NES and Genesis

Features: These sturdy and ergonomically pleasing controllers can give you hours of game play at a distance of up to 25 feet. The set includes two pads (each takes four AAA batteries) and the remote unit.

Price: $59.95

Available: Now

Contact: Acclaim, 516/624-8888

11 The 4-Way Play

Type: 4-Player Joystick Adapter

System: Genesis

Features: The sleek, economic design of this plug-in adaptor is perfect for the always-fashionable Genesis and EA's multi-player sports games.

Price: $29.99

Available: Now

Contact: Electronic Arts, 415/571-7171

12 asciiPad SG-6

Type: Joypad

System: Genesis

Features: ASCIIWARE does it again, improving on a concept and adding their own flair. The asciiPad SG-6 is their six-button Genesis controller. It has a SNES joypad layout, so you get the best of both worlds.

Price: N/A

Available: Now

Contact: ASCIIWARE Entertainment, 415/570-7005

Continued on page 222.

TIME FOR MORTAL

ALL NEW! 16 MEGS OF POWER!

Daring takeoffs and landings on the rolling deck of a seaborne carrier call for nerves of steel!

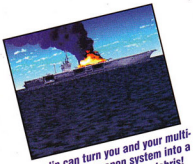
Flying kicks. Super punches. Fireballs. Death blows. Some people call this type of fighting "combat." But there are others who call it kid stuff. Like anyone who's sat in the cockpit of an M1A2 Abrams battletank, ears ringing with each blast of its 120mm cannon. Or someone who, 30,000 feet above the Mediterranean, banked their F-14 Tomcat at Mach 2 to shake a MiG off their tail.

Now we're talking mortal combat!

Sight enemy MiGs with the hi-tech Heads-Up Display and blow them out of the sky!

Dominate the skies in the Navy's most lethal and sophisticated weapon, the F-14 Tomcat!

Challenging night operations test the skill of even the most expert pilots!



One slip can turn you and your multi-million-dollar weapon system into a twisted heap of flaming debris!

SOME REAL COMBAT!

ALL NEW! 16 MEGS OF POWER!

And you can too with our spectacular new 16 MEG military simulators, ***SUPER BATTLETANK 2***™ *and* ***TURN AND BURN: NO-FLY ZONE***™*. They're not real life, of course, but their mind-blowing graphics, senses-shattering 16-bit sound, and lifelike animation make for combat action that sure feels that way.*

Forearm jabs? Roundhouses? Come on. Forget the kid stuff. Try fighting like the big boys do.

ABSOLUTE™

Murderous day, dusk, and night duels against a well-armed and numerous foe test your tactical ability!

Go topside to take on attackers with the high-speed Phalanx machine gun!

Call in F-15 air support to swoop down and lay waste to enemy resistance!

Kill shot! Re-live your victories with full-motion video replays of enemy acquisition and termination!

Ultra-realistic animation includes PATRIOT missile launches!

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Continued from page 219.

13 Cool Screens

Type: Accessories

System: Game Boy

Features: Every Cool Screens pack has five different screens to customize your Game Boy and separate you from the pack.

Price: $5.99

Available: Now

Contact: Naki, 800/824-NAKI

14 The Game Genie

Type: Game Enhancer

System: Super NES, Genesis, NES, Game Boy, Game Gear

Features: The Game Genie enables you to jump farther, shoot faster, and play longer by entering codes developed by Galoob. Galoob has code books and a subscriber service to keep Genie owners up to date on the latest codes.

Price: $59.99 (SNES)
$49.95 (Genesis)
$39.99 (NES)
$39.99 (Game Boy)
Price N/A for Game Gear.

Available: Now

Contact: Any Toys "R" Us or Kaybee toy stores

15 The Handy Boy

Type: Accessory

System: Game Boy

Buttons: This unit comes with a joystick for increased control, along with weird concave overlays for the A and B buttons.

Features: This monstrosity may seem like an abomination to technology, but the speakers rock, a magnifier is always handy, and there's a light included. You've now got everything you need for the Game Boy. Just don't show it to your friends.

Price: N/A

Available: Now

Contact: STD, 410/785-5661

16 Naki Action Pack

Type: Rechargeable Battery Pack

System: Game Boy

Features: The Action Pack is a great concept and features a functional design. This pack blows away heavier, out-dated clip-on or exterior battery packs, and it's good for the environment.

Price: $23.99

Available: Now

Contact: Naki, 800/824-NAKI

Car Power

Type: Power Adapter

System: Game Boy, Game Gear, Lynx, and Turbo Express

Features: Get this universal power supply that will charge up every portable system you own from the car. Mom and Dad won't ever have to stop for batteries again.

Price: $9.99

Available: Now

Contact: Naki, 800/824-NAKI

17 The Master Pak

Type: Accessory

System: Game Gear

Features: This pack is all you need to fully equip your Game Gear. Magnifier, Rechargable Turbo Twin battery packs and game cleaners complete this set.

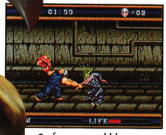
Price: $59.95

Available: Now

Contact: Naki, 800/824-NAKI

HE'S BACK!

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



So fun you could lose your head over it!

Don't get all choked up!

Get your kicks!

Wear a mask and pack a powerful punch.

Pow! Right in the kisser!

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

Walk on the wild side!

You've gotta have guts!

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

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namco

18 The Firestick

Type: Joystick

System: SNES and Genesis

Buttons: The Firestick's six-button layout is similar to Street Fighter II in the arcade. Its buttons can be reconfigured through the game's option menus.

Features: This sturdy, heavy, arcade-quality joystick is made with the same materials used in arcade machines. This is a hardcore players' dream stick. There's also a version available for the Genesis.

Price: $179.95 for a double 'Stick. Single 'Stick unit is also available.

Available: Now

Contact: G & C Controls, 800/JOY-STIK

19 Video Link Game Switcher

Type: Accessory

System: SNES, Genesis, Duo, NES

Features: This switchbox enables you to change from one video game system to another with the flick of a button. You can plug up to five units into its video and audio in/out ports.

Price: $49.99

Available: December

Contact: Innovation, 800/INN-OVAT

20 The Pro CDX

Type: Game Enhancer

System: Sega CD

Features: The Pro CDX lets you play Japanese and European Sega games on your American Sega CD system.

Price: $89.95

Available: Now

Contact: Action Video Technology, 702/454-7855

21 The Eliminator

Type: Accessory

System: Any CD System

Available: Now

Contact: Naki, 800/824-NAKI

GAMETEK

Nigel Mansell's World Championship

RACING

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

– GAMEPRO

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

– ELECTRONIC GAMES

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

– THE MIAMI HERALD

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

– NINTENDO POWER

Drive it home.

AVAILABLE FOR SEGA GENESIS AND THE NINTENDO ENTERTAINMENT SYSTEMS

Game Hint and Tip Line: 1-900-903-GAME (4263).
• 80¢ per minute charge • Touchtone phone required • Minors must have parental permission before calling • Available 24 hours

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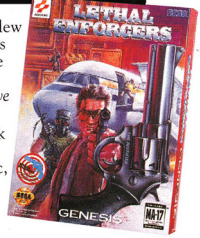
You won't find in any



We needed a gun to bring this treat home.

Lethal Enforcers™ comes to Sega CD™ and Sega™ Genesis™ packed with a powerful surprise inside. The Chicago P.D. needs you to go up against a slew of terrorists like you've never seen. Every deadly move is digitized from actual human movement. It's so lethal we needed to load your side iron, The Justifier,™ into every package, for a *total arcade experience unlike anything you've played at home before.*

Just like at the arcades, you've got to time your quick reload feature exactly right so you don't run out of ammo. Upgrade your firepower along the way to magnum, 12-round automatic, assault rifle or grenade gun. Six levels, including target training, will put your skill to the test in the parts of the Windy City the tourists never see.

a toy like this Cracker Jack® box.

Be on the lookout for a bank job in progress, high speed chase, ninjas in Chinatown, helicopter pursuit and volatile Heat of the Night Vision during a chemical plant sabotage. See and hear it all in intense digitized graphics, realistic settings and painful sound effects. But watch out for the innocent bystanders or you may lose more than your badge.

For one or two top cops.

(2nd player can use controller or mail in for another "Justifier." See details inside package.)
A Super NES® game may be released. Please check with Konami for availability.

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© 1993 Konami (America) Inc. All Rights Reserved. Sega,™ Genesis™ and Sega CD™ are trademarks of Sega Enterprises Ltd. All Rights Reserved. Cracker Jack® is a registered trademark of Borden, Inc.
Konami Game Hint and Tip Line: 1 900-896-HINT(4468).
70¢ per minute charge. Minors must have parental permission before calling. Touch-tone phone required.

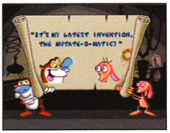
KONAMI®

SHORT PROSHOTS

Genesis

The Ren & Stimpy Show Presents: Stimpy's Invention

(Sega of America)



No, it's not your glasses. Stimpy's latest invention, the Mutate-O-Matic, has exploded, and our heroes need to chase down the pieces through a maze of dangerous challenges and bizarre enemies. These oh-so-odd characters take on Lump & Loaf, Cabbage Heads, and their other not-so-nice nemeses from the TV show. Two players can team up for more than six levels of cooperative action and adventure in this off-beat eight-meg cart.

(Available Winter '93)

Home Alone 2: Lost in New York

(Sega of America)

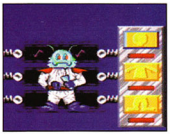
The one-boy SWAT team gets Lost in New York this Christmas, with a cart based on last year's movie. Feisty Kevin McCallister fends off the infamous "Wet Bandits" through eight levels of Big Apple action and adventure. The Bandits get stung by BBs, frozen, slimed, and buried by bubbles. Kevin races from La Guardia airport, through snarls of city traffic, to Duncan's Toy Chest, through a Brownstone, and more in this four-meg, one-player cart.

(Available December)

Fun 'N' Games

(Tradewest)

Looking for a cart to keep younger gamers out of your hair? Check out Fun 'N' Games.



It has more than seven games and activities. There's a paint program, a music composer and synthesizer, a build-your-own-monster module, and more. You can kill some time shooting baskets, flying a spaceship, or dressing up characters.

(Available December)

McDonald's Treasure Land Adventure

(Sega of America)

Ronald McDonald is bitten by the treasure bug when he finds a piece of an old map. Three

major baddies hold the other pieces, and Ronald's off to find them in this eight-meg action/adventure cart. He attacks with sparkling magic, and has a special scarf for latching onto hooks and climbing to higher platforms. Non-threatening monsters and three skill levels promise action for players of all ages.

(Available December)

Pirates of the Dark Water

(Sunsoft)

Fans of the Dark Water comic book and cartoon will be glad to hear that their fave adventure is coming to both the SNES and the Genesis. The SNES version, a two-player simultaneous game, has eight levels and features three swashbuckling heroes – Ren, Tula, and Ioz. Armed with

Once you get your hands on the Conqueror you'll always have a smart gameplaying companion. Because this arcade-style controller has a programmable "brain" that remembers your favorite moves. With the Conqueror you can program in your best action sequences and replay them again and again—to really rack up the scores *big time.*

The Conqueror is the newest member of the QuickShot team which includes a full line of high-quality thumb-control pads, joysticks, and arcade-style controllers.

You'll find QuickShot wherever your favorite videogame products are sold. And in the hands of value-wise gamers like you.

So check out all the Conqueror's special features below. Then check it out for yourself soon.

QuickShot Technology, Inc. A Member of Tomei Group,
47473 Seabridge Drive, Fremont, CA 94538

QuickShot®

It's how you play the game.

STICK WITH THE PROGRAM.

ABOUT FACE.
Conqueror's reverse function lets your hero perform the same programmed sequences, even when he's switched from one side of the screen to the other.

PLAY IT AGAIN.
Program in and play back your winning moves. You can combine up to eight action steps in each sequence. And the Conqueror will save your program even after it's been unplugged or turned off.

LIGHT SHOW.
Bright LED buttons indicate your speed, direction, and other gameplay selections.

AN EXTRA DEGREE OF COMFORT.
The rotating control pads swivels 270 degrees to your own best angle; the ribbed wrist-rest supports you in style.

MORE JOY.
You've gotta feel it to believe it! This smoothly rotating, 360-degree joystick will take you every which way but "lose."

SPEED DEMON.
Your options range from slow motion to turbo speed to independent autofire to keep all your needs covered.

FOR SNES:
Conqueror 3™
QS186

FOR SEGA GENESIS:
Conqueror 2™
QS185

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swords, magic, and martial arts, the three set out in search of the 13 treasures needed to destroy the evil substance known as the Dark Water.

The Genesis version is for one player only.

(Both Versions Available February '94)

Sega CD

Star Wars Chess

(Software Toolworks)

Screens shown are from the MPC version.

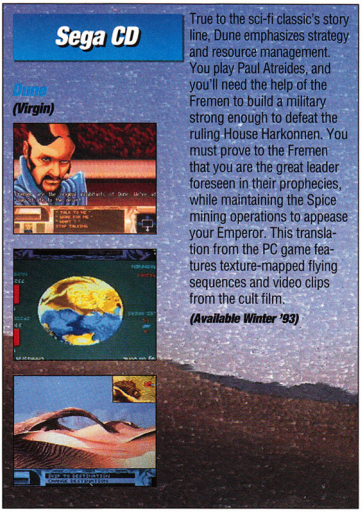
A long time ago, in a galaxy far, far, away, a great battle of good and evil was fought and won. You get to relive the struggle in a timeless game of strategy. With original artwork, Star Wars characters comprise a fully animated chess set. Seventy-two unique capture sequences bring the Star Wars universe to life. This game is being ported over from the PC to the Sega CD and 3DO.

(Sega CD Available May)

Megarace

(Software Toolworks)

It's the far future, and the hottest entertainment around is Virtual World Broadcast TV, featuring head-to-head driving combat on a virtual racetrack.

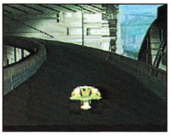


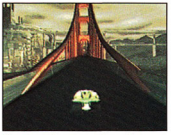
Dune

(Virgin)

True to the sci-fi classic's story line, Dune emphasizes strategy and resource management. You play Paul Atreides, and you'll need the help of the Fremen to build a military strong enough to defeat the ruling House Harkonnen. You must prove to the Fremen that you are the great leader foreseen in their prophecies, while maintaining the Spice mining operations to appease your Emperor. This translation from the PC game features texture-mapped flying sequences and video clips from the cult film.

(Available Winter '93)





Screens shown are from the MPC version.

Pick from a number of extremely lethal race cars, then rev them with weapons and other scavenged parts. Choose your track, strap yourself in, and put the pedal to the floor.

This cart boasts advanced graphics, including more than 30 minutes of 3D and digitized animations, as well as 2D morphing and video.

(Available December)

SNES

Young Merlin

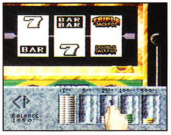
(Virgin)

You're the legendary wizard of Camelot – long before he met King Arthur. Young Merlin is the story of the magician as an adolescent, when he was first learning about magic and magical items. This 16-bit action/adventure stretches across 10 lands, where Merlin must collect magical items and solve intricate puzzles to unlock the hidden power of the land. Young Merlin features four megabits of digitized speech and music, and multi-plane 3D graphics.

(Available January)

Caesar's Palace

(Virgin)



Caesars Palace brings to the SNES 12 games of chance, including Video Poker, Blackjack, Craps, Keno, real-time Horse Racing, and more. A password/save option enables you to continually bankroll your winnings by getting a personal password from ATM machines in the casino. Enter the password whenever you restart the game, and you'll have your earnings intact. Win enough money, and you'll get into invitation-only rooms, where the big spenders play.

(Available December)

YOU BRING THE LIGHTNING

AH-3 THUNDERSTRIKE™

Bring terror to the terrorists. Cruise into town and rain on a guerrilla parade with your deadly whistler rockets. Send a message to drug lords, dictators, and guys named Saddam!

This ain't "Treasure Island." We're not talking eye patches and Jolly Rogers here! These pirates pack enough firepower to blast you into the stratosphere.

Don't play too soon after eating. With a dynamic 360-degree rotational universe, you'll feel like you're flying. And you'll view the destruction in grizzly detail.

Hellacious weaponry. Locking on to enemy targets is a blast when you're loaded to the blades with Vulcan cannons, air-to-sea missiles, and AFG autocannons.

Screaming out of the skies over Panama . . . Strafing pirate gunboats on the South China Sea . . . Punishing ruthless extremists in Eastern Europe.

As you take her into 10 battle missions around the world, your top-secret AH-3 ThunderStrike attack chopper won't be a secret much longer.

With full-function radar and tracking systems, and intuitive flight and weapons controls, you'd fly this chopper down the throat of the devil himself. If that's what it takes. And it will.

JVC
JVC MUSICAL INDUSTRIES, INC

SEGA CD

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Licensed by Sega Enterprises, Ltd. for play on the Sega CD™ System. Sega and Sega CD are trademarks of Sega Enterprises, Ltd. All rights reserved.

Super Chase H.Q.
(Taito)

A criminal cartel is making life downright unpleasant for the locals. You take to the streets in a high-performance, fuel-injected patrol car, just like Crocket and Tubbs from Miami Vice. This one-player racing adventure cart features six stages of action with a behind-the-wheel view. All you have to do is get the bad guy off the road. Of course, that's easier said than done. You'll chase those perps up the coast, through the city, across the desert, and into the mountains.

(Available Now)

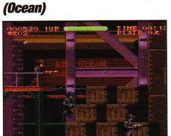
Total Carnage
(T•HQ)

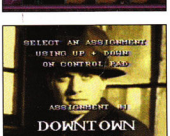
If shoot, shoot, shoot is your aim, you might be interested in this eight-meg arcade shooter from Black Pearl. You're out to stop a mad dictator bent on destroying the world.

You've got to rescue civilians, eliminate key targets, and destroy General Akhboob's bio-nuclear generators, which are churning out endless armies of mutants. You'll blast through 20 multi-scrolling levels of overhead-view action in either one-player or two-player cooperative game play.

(Available December)

The Untouchables
(Ocean)





SNES

Soldiers of Fortune
(Spectrum HoloByte)

As a top soldier, your task is to lead a team of mercenaries in a desperate mission to stop the growing weirdness on Earth. It seems that a machine called the Chaos Engine is making everything go a bit crazy. You can choose from four Soldiers of Fortune, and embark on a mission across four labyrinthine worlds of furious multi-scrolling fighting. Digitized voices and a two-player cooperative mode jazz up the action. If you dig SNES run-n-gun action, this cart's for you.

(Available December)

Ocean's got a new police adventure that puts you in the shoes of U.S. Treasury Agent Eliot Ness and his six Special Agents, all hot on the trail of Al Capone. You'll wend your way through six levels of first-person, side-scrolling action and adventure based on the hit television series. You and your elite, street-smart crew will head out to gather enough evidence to put Capone behind bars.

(Available October)

Pac Attack
(Namco)

Do you miss the good old days of Tetris and PacMan? Pac Attack could be just the ticket.

Reader Survey

Hey ProGamers**, we want to find out more about you and the kind of coverage you want to see in upcoming issues of **GamePro Magazine**. You can help us out by filling in the survey below. **By sending in your completed survey,** you'll be automatically entered in our random prize drawing. **We're giving away** one Super Nintendo, one Sega CD, one Sega Genesis, 10 HOT new game titles, 15 GamePro T-Shirts, and 20 one-year subscriptions! So get busy – fill this out and send it in to **WIN!

1. How old are you? ____

2. Are you: 1 ( ) Male 2 ( ) Female

3a. Which video game system(s) do you or your family own?
(Please 'X' all that apply.)

3b. Which video game system(s) do you or your family plan to buy within the next 12 months?
(Please 'X' all that apply.)

	Currently own	Plan to buy
Nintendo Entertainment System	1 ( )	1 ( )
Super Nintendo	2 ( )	2 ( )
Nintendo Game Boy	3 ( )	3 ( )
Atari Lynx	4 ( )	4 ( )
Atari Jaguar	5 ( )	5 ( )
Turbo Duo	6 ( )	6 ( )
3DO	1 ( )	1 ( )
Sega CD	2 ( )	2 ( )
SNK Neo•Geo	3 ( )	3 ( )
Sega Game Gear	4 ( )	4 ( )
Sega Genesis	5 ( )	5 ( )
Other _____	6 ( )	6 ( )
None	7 ( )	7 ( )

4. How much would you be willing to spend on a gaming system like 3DO?

1 ( ) Less than $200
2 ( ) $200 – $299
3 ( ) $300 – $399
4 ( ) $400 – $499
5 ( ) $500 – $599
6 ( ) $600 – $699
7 ( ) $700 or more

5a. Which of the following peripherals do you or your family own? *(Please 'X' all that apply.)*

5b. Which of the following peripherals do you or your family plan to buy within the next 12 months?
(Please 'X' all that apply.)

	Currently own	Plan to buy
Enhanced controller	1 ( )	1 ( )
Joystick	2 ( )	2 ( )
Control pad	3 ( )	3 ( )
Battery pack	4 ( )	4 ( )
Carry case	5 ( )	5 ( )
Speakers/auxiliary sound system	6 ( )	6 ( )
Game enhancer	7 ( )	7 ( )
Programmable joy pad	8 ( )	8 ( )
Other _____	9 ( )	9 ( )
None	0 ( )	0 ( )

6. Which of these helps you best decide which video games to buy? *(Please 'X' all that apply.)*

1 ( ) Ads on TV
2 ( ) Magazine articles
3 ( ) Ads in magazines
4 ( ) Ads in newspapers
5 ( ) Books
6 ( ) Game rentals
7 ( ) Arcades
8 ( ) Seeing games in stores
9 ( ) Word of mouth/friends
0 ( ) Other _____

7. In total, how many video games do you own? _____

8. How many video games did you buy in the last year? _____

9. How many games do you think you will buy in the next year? _____

10. Where do you usually buy your video games?
(Please 'X' all that apply.)

1 ( ) Computer store
2 ( ) Department store
3 ( ) Discount store
4 ( ) Electronics store
5 ( ) Mail Order
6 ( ) Stereo/TV store
7 ( ) Toy store
8 ( ) Video game store
9 ( ) Other _____

11. How many games do you rent per month? _____

12. Which video game systems do you rent games for?

1 ( ) Nintendo Entertainment System
2 ( ) Super Nintendo
3 ( ) Sega Genesis
4 ( ) Sega CD

13. Where do you rent your video games from?

1 ( ) Grocery store/Supermarket
2 ( ) Convenience/Variety store
3 ( ) Video rental store
4 ( ) Other _____

14a. Did you buy any of the games you rented during the past year?

1 ( ) Yes 2 ( ) No

14b. If yes, how many? _____

15. What type(s) of games do you enjoy playing the most?
(Please 'X' all that apply.)

1 ( ) Adventure games
2 ( ) Role-playing games
3 ( ) Puzzle games
4 ( ) Educational games
5 ( ) Driving games
6 ( ) Fantasy games
7 ( ) Space games
8 ( ) War games
9 ( ) Sports games
0 ( ) Games based on movies
x ( ) Fighting games
y ( ) Other _____

16. About how much time per week do you spend playing video games on either your system or someone else's system?

1 ( ) Less than 1 hour
2 ( ) 1 – 5 hours
3 ( ) 6 – 9 hours
4 ( ) 10 – 14 hours
5 ( ) 15 – 20 hours
6 ( ) Over 20 hours

About Your Readership of GamePro

1. How long have you been reading GamePro?

1 ( ) Less than 6 months
2 ( ) 6 months to less than 1 year
3 ( ) 1 to less than 2 years
4 ( ) 2 to less than 3 years
5 ( ) 3 to less than 4 years
6 ( ) 4 years

2. In total, how many times did you pick up and look at or read this issue of GamePro? _____

3. Besides yourself, how many other people looked at or read this issue of GamePro? _____

4. Please rank the 3 parts of the cover that influence you the most to buy a copy of GamePro. (Use a scale of 1 to 3 where 1 = most influential part of the cover and 3 = least influential part of the cover.)

The GamePro title	( )
The artwork	( )
Free poster offer	( )
Contests	( )
The headlines on the cover that tell what's inside	( )
Free strategy guide offer	( )
Other _____	( )

5. How do you usually get your copy of GamePro?
(Please 'X' only one answer.)

1 ( ) Subscribe
2 ( ) Given to me
3 ( ) Buy
4 ( ) Other _____

6. If you buy GamePro, where do you usually buy it?
(Please 'X' only one answer.)

1 ( ) Bookstore
2 ( ) Supermarket
3 ( ) Airport
4 ( ) Drugstore
5 ( ) Toy store
6 ( ) Video store
7 ( ) Convenience store
8 ( ) Newsstand
9 ( ) Other _____

7. Who actually buys GamePro for you? *(Please 'X' only one answer.)*

1 ( ) Myself 2 ( ) Parents 3 ( ) Friends
4 ( ) Other _____

8. Which of these video game magazines do you read regularly, that is, at least 3 out of every 4 issues?
(Please 'X' all that apply.)

1 ( ) Electronic Gaming Monthly
2 ( ) GamePro
3 ( ) Sega Visions
4 ( ) Diehard Game Fan
5 ( ) GamePlayer's Magazine
6 ( ) Nintendo Power
7 ( ) Video Games (formerly V.G.C. & E.)
8 ( ) Game Informer

9. What other magazines do you read regularly, that is, at least 3 out of every 4 issues?

_____

_____

10. Which of the following GamePro articles and features do you find the most useful? *(Please 'X' all that apply.)*

1 ( ) Advertisements
2 ( ) "Game Busters"
3 ( ) "Hot at the Arcades"
4 ( ) "Overseas ProSpects"
5 ( ) "Letter from the GamePros"
6 ( ) "ProNews"
7 ( ) "ProReviews"
8 ( ) "S.W.A.T."
9 ( ) "The Cutting Edge"
1 ( ) "The Mail"
2 ( ) "PreViews"
3 ( ) "Short ProShots"
4 ( ) "Special Features"
5 ( ) "Roleplayers Realm"
6 ( ) "The Sports Pages"
7 ( ) "GamePro Lab Report"
8 ( ) "On Location"
9 ( ) Other _____

11. What do you like about GamePro more than other video game magazines?

_____

_____

12. What, if anything, don't you like about GamePro?

_____

_____

13. Are you planning to buy a specific game that you saw in GamePro?

1 ( ) Yes 2 ( ) Maybe 3 ( ) No

14. What would you like to see or read about in GamePro in the future?

_____

_____

About your Computer Ownership

1a. Do you or your family own a computer?

1 ( ) Yes 2 ( ) No

1b. If yes, what kind?

1 ( ) IBM compatible/clone
2 ( ) Apple
3 ( ) Macintosh
4 ( ) Commodore/Amiga
5 ( ) Other _____

1c. Do you or your family use this computer for entertainment?

1 ( ) Yes 2 ( ) No

Recycled Paper

THANK YOU FOR YOUR HELP! FILL THIS OUT – SEND IT IN TO WIN!

Send in your completed survey today! To enter your name in the drawing for prizes, please fill out your name and address below. Entries must be postmarked no later than December 31, 1993. Drawing to be held February 15, 1994. PLEASE PRINT CLEARLY!

Name _____
Address _____
City _____
State _____ Zip _____
Phone (____) _____

Mail your entry to:
IDG Research Services
Attn: GamePro
P.O. Box 9151
Framingham, MA 01701-9151

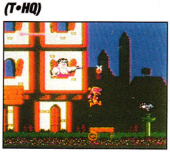
In this game, solid blocks and PacMan-style goblins fall into a well. You clear them by filling whole rows of blocks. Every so often, Pac falls down to chomp the goblins and help clear out your well. Play solo or go head-to-head with a friend in the Versus Mode. Funky tunes accompany the action.

(Available November)

Nintendo

The Ren & Stimpy Show: Buckeroo$

(T•HQ)



The weirdest wackos on TV invite you to frolic through three original episodes of the Ren and Stimpy Show, "Space Madness," "Out West," and "Robin Hoëk." In Buckeroo$, Stimpy has invented a machine, the Gametron 5000, that pays you for playing video game versions of their classic cartoons. Typically odd power-ups and weapons, like Litter Boxes and Horning Chickens, aid you in your journey through eight levels of one-player NES action and adventure.

(Available Now)

Game Boy

Panel Action Bingo

(FCI)

It's you against the computer in 60 levels (more than 180 rounds) of Bingo puzzle/action. Panel Action Bingo combines elements of strategy and action gaming. Stars and black holes create detours and pitfalls as a cat chases you (a bird) around the Bingo board. You can play alone against the computer, which gets more difficult with each level, or go head-to-head against a friend with the Game Link.

(Available Now)

Home Alone 2: Lost in New York

Kevin's Dream

(T•HQ)

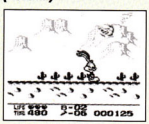
Kevin McCallister is having a dream about his adventures in New York. Suddenly, Harry and Marv appear and turn his dream into a six-level nightmare. Even the objects and toys in his room turn against him. Side-scrolling arcade action stars in this one-meg cart.

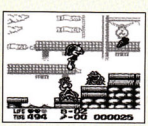
(Available December)

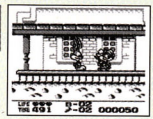
Game Boy

Tiny Toon Adventures 2 – Montana's Movie Madness

(Konami)







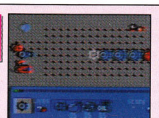
Here's another Game Boy action/adventure cart from those loony Tiny Toons kids. This time, Montana has made four movies that make Buster look bad. You play the embarrassed Buster in this side-view, side-scrolling adventure cart. You jump into the movies to change the plots of all four flicks, making yourself look good in the process.

(Available December)

Game Gear

Gear Works

(Sony Imagesoft)



Gear Works gets you in gear as you create clocks on 12 world monuments. In this strategy game, you have to connect toothed wheels in just the right patterns to make the clocks run. You've got to watch out for enemies, however, that will try to sabotage your mechanical creations by rusting the cogs and breaking off the pegs. It's a race to beat the clock as you grind gears around the world in this one-player cart.

(Available December)

Lynx

Coming in December

Double Dragon

(Telegames)

The Lynx finally gets a shot at Jimmy Lee and Billy Lee, the twin brother stars of Double Dragon. The brothers use their expert knowledge of martial arts, as well as various weapons and street smarts to rescue their friend Marian from the Black Warriors, a savage street gang that follows the mysterious Shadow Boss. This one- or two-player beat-em-up supports the ComLynx.

(Available Now)

Desert Strike

(Telegames)

There's a ruthless terrorist in the Middle East, and the President has tapped you to fly the attack copter mission to obliterate his military arsenal. You'll fly more than 20 fiery missions via a behind-the-copter view. The Genesis version of Desert Strike was very popular, inspiring an SNES version and an SNES sequel called Jungle Strike.

(Available December)

Genesis

Battletoads/Double Dragon (Tradewest)
Blades of Vengeance (Electronic Arts)
Castlevania Bloodlines (Konami)
Chester Cheetah 2 (Kaneko)
Cliffhanger (Sony Imagesoft)
Eternal Champions (Sega)
Fido Dido (Kaneko)
Fun 'N' Games (Tradewest)
Home Alone 2: Lost in NewYork (Sega)
James Pond II (Electronic Arts)
Lotus II (Electronic Arts)
McDonald's Treasure Land Adventure (Sega)
NFL Quarterback Club (Flying Edge)
T2: Judgment Day (Flying Edge)
Teenage Mutant Ninja Turtles: Tournament Fighters (Konami)
Toejam & Earl: Panic on Funkotron (Sega)

SEGA CD

Jurassic Park (Sega)
Megarace (Software Toolworks)

Super NES

Battle Blaze (American Sammy)
Battletoads/Double Dragon (Tradewest)
Caesar's Palace (Virgin)
Champions World Class Soccer (Acclaim)
Chester Cheetah 2 (Kaneko)
Excaliber 2097 (Activision)
Fun 'N' Games (Tradewest)
Joe & Mac (Takara)
The Lawnmower Man (T•HQ)
NFL Quarterback Club (Acclaim)
Obitus (Bullet-Proof Software)
Pac Attack (Namco)
Pink Goes to Hollywood (TecMagik)
Soldiers of Fortune (Spectrum HoloByte)
Sunset Riders (Konami)
Sylvester and Tweety (TecMagik)
T2: Judgment Day (Acclaim)
Teenage Mutant Ninja Turtles: Tournament Fighters (Konami)
Total Carnage (T•HQ)

NES

Cliffhanger (Sony Imagesoft)
Mega Man 6 (Capcom)
Rescue Rangers 2 (Capcom)
Teenage Mutant Ninja Turtles: Tournament Fighters (Konami)

Game Boy

Bart and the Beanstalk (Acclaim)
Batman the Animated Series (Konami)
Cliffhanger (Sony Imagesoft)
F-1 Pole Position (UBI Soft)
Indiana Jones and the Last Crusade (UBI Soft)
Ms. PacMan (Namco)
NFL Quarterback Club (Acclaim)
Spiderman/X-Men: Arcade's Revenge (Acclaim)
Teenage Mutant Ninja Turtles III: Radical Rescue (Konami)
Tiny Toon Adventures 2: Montana's Movie Madness (Konami)

Game Gear

Bartman Meets Radioactive Man (Flying Edge)
Battletoads (Tradewest)
Caesar's Palace (Virgin)
Cliffhanger (Sony Imagesoft)
Gear Works (Sony Imagesoft)
NBA Action Starring David Robinson (Sega)
NFL Football Starring Joe Montana (Sega)
T2: Judgment Day (Flying Edge)

Lynx

Desert Strike (Telegames)

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- **"... a blast to play." –*Game Players Nintendo-Sega***
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- **"... sets new highs for realism and audiovisual effects. From now on all other boxing games are obsolete!" –*Arnie Katz, Editor, Electronic Games***

LET'S GET READY TO RUMBLE!™

SEGA
GENESIS

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Nintendo
SUPER NINTENDO ENTERTAINMENT SYSTEM

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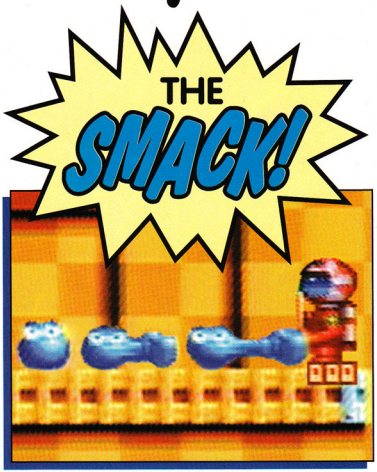
Play With Putty, And



Bounce, bash, squash, and stretch

through six levels and 20 worlds of the

looniest universe ever, complete with wild music, sound effects and voices! Change into other critters to gain extra powers! But watch out for Putty's 40 fear-some foes, including Dazzledaze

and Dweezil. They're the nastiest nightmares a

blob of putty ever had.

Stre-e-etch and slide your way through each zany zone!

Sock your enemies with a patented Putty-punch!

Change into other critters to gain extra powers!

Pop like a balloon to blow everyone away!

You'll Get Popped!

THE SWITCH!

THE Splatter!

SUPER PUTTY

U.S. GOLD

SYSTEM • 3

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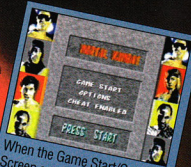
MORTAL KOMBAT
Super Secret Genesis Code!

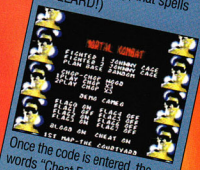
PROGRAMMER'S MODE

Mortal Kombatants! There's a killer code for the Genesis version of the game that let's you enter a Programmer's Mode to do all kinds of weird things with the game. Read on....

Thanks to Dan Amrich and Carl Elston for sending us this wild code!



When the Game Start/Options Screen appears, **press Down, Up, Left, Left, Button A, Right, and Down.** (Hey, that spells DULLARD!)



Once the code is entered, the words "Cheat Enabled" appear underneath the word "Options." Choose the Cheat option, then you can access all kinds of tricks.

Fighter 1 and 2

Use this to select which of the seven Kombatants you want to use for the various options below.

Plan Base – Random, One, Two, Three, or Four

This probably accesses the computer's basic strategies for fighting human opponents.

Chop-Chop

Choose from the five bonus round substances (Wood, Stone, Steal, Ruby, Diamond) for the "Test Your Might" demo.

1-Play and 2-Play Chop

Determines how often the player is given a chance to "Test Your Might." XO is not at all, X1 is after every match, X2 is after every two matches, etc.

Demo

This option enables you to view the Cameo, Biographies (ending stories), and Battle Play for the current Fighter 1. Chop-Chop enables you to play the "Test Your Might" bonus round with the currently selected fighters. Choosing Medal will show you the pre-match screen for a two-player game, using the arena and players currently selected. Press Button A, B, or C to begin the chosen Demo.

Blood

This turns the blood on or off!

Cheat

This turns the Cheat Mode on or off.

1st Map

This option enables you to choose the forum for your first fight. If you choose the Pit, you'll automatically have the opportunity to fight Reptile.

Flag3

Activate this flag, then choose the Pit as your first map background. The initials BYC and a bouncing face will scroll across the Pit's moon. (This activates the Reptile Mode as well.) Choose the Pit as your first fight, or the option won't work. Wonder who it is?

Flag4

Activate this flag and you'll receive Reptile clue messages before every match. Your opponent will be crippled in the second and third rounds only.

Flag5

This flag gives you unlimited continues.

Flag6

This flag makes the computer characters always execute their Finishing Moves.

Flag0

This option cripples Player 2. It takes only one attack by Player 1 to defeat Player 2. The exception is when fighting Goro, who won't be crippled in the first fight, but will be in the second and third fights.

Flag1

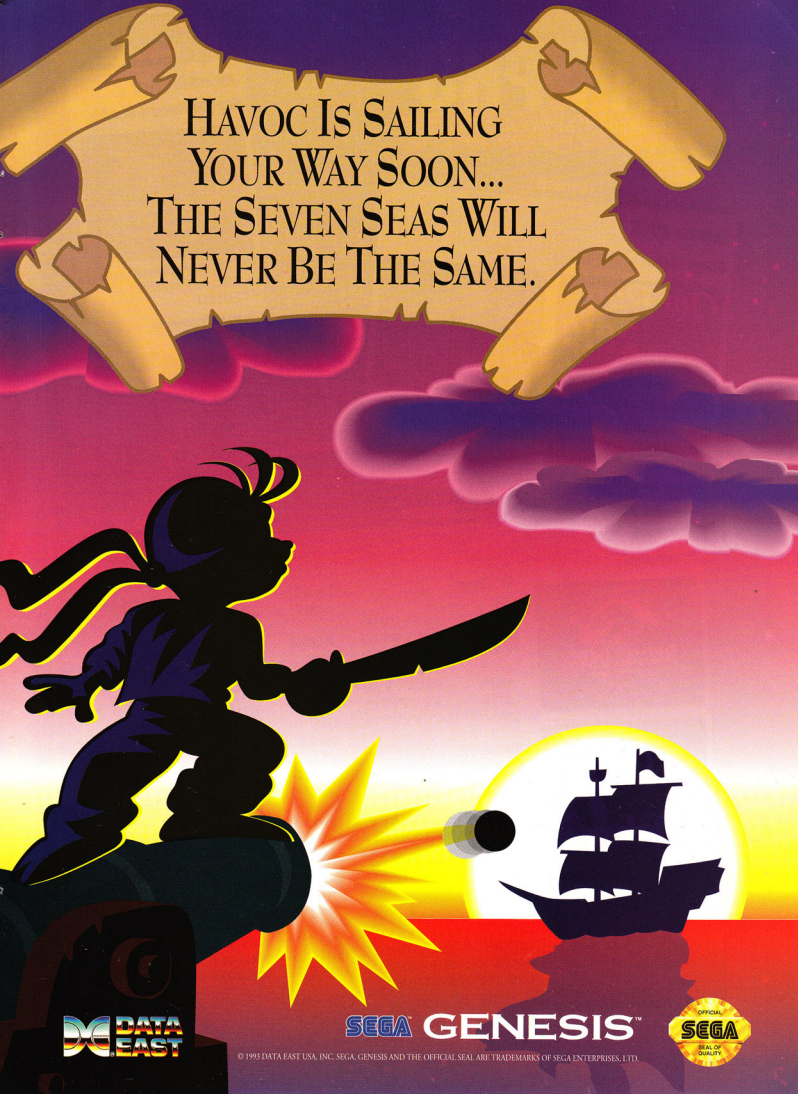
Cripples Player 1 in the same manner.

Flag7

Activate this flag to only fight in the Courtyard against unusually tough opponents.

Flag2

Go straight to Reptile! This activates the various characters that scroll across the moon above the Pit – including Peter Pan, Wendy and Michael, a Witch, Santa and his Sleigh, a Rocket Ship, and a Blimp. If the player activates this option and defeats their opponent in the Pit with a Double Flawless and a Finishing Move, Reptile will appear ready to fight!



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S.W.A.T. PRO

VIDEO GAME STRATEGIES, WEAPONS, AND TACTICS

Genesis

Outrun 2019

Stage Select

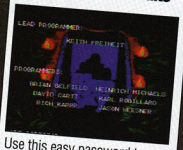
Choose any stage in Outrun 2019 the easy way. When the Title Screen appears, **simultaneously press and hold Buttons A, B, and C, then press Start.**

Anthony Lutz, Norridgewock, ME

Genesis

Jurassic Park

See the Game's Credits



Use this easy password to see Jurassic Park's credits:
FREIHEIT

Jared Hollingsworth
Amherst, OH

Genesis

Jurassic Park

Passwords

Here are passwords for both Dr. Grant and the Raptor for every level of Jurassic Park on all difficulty settings! All of the Dr. Grant passwords give you 60 units of ammo for every weapon.

Timothy Burgess, Nashville, TN

Dr. Grant

Easy

Level 1:	0VVVVVTO
Level 2:	2VVVVVTQ
Level 3:	4VVVVVTQ
Level 4:	6VVVVVTS
Level 5:	8VVVVVTU
Level 6:	AVVVVVT2
Level 7:	CVVVVVT4

Normal:

Level 1:	0VVVVVUP
Level 2:	2VVVVVUR
Level 3:	4VVVVVUT
Level 4:	6VVVVVUV
Level 5:	8VVVVVU1
Level 6:	AVVVVVU3
Level 7:	CVVVVVU5

Hard:

Level 1:	0VVVVVVQ
Level 2:	2VVVVVVS
Level 3:	4VVVVVVU
Level 4:	6VVVVVV0
Level 5:	8VVVVVV2
Level 6:	AVVVVVV4
Level 7:	CVVVVVV6

Raptor

Easy

Level 1:	G21G0014
Level 2:	I21G0016
Level 3:	K21G0018
Level 4:	M21G001A
Level 5:	021G001C

Normal

Level 1:	G21G0025
Level 2:	I21G0027
Level 3:	K21G0029
Level 4:	M21G002B
Level 5:	021G002D

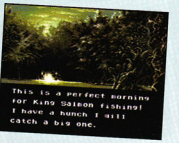
Hard:

Level 1:	G21G0036
Level 2:	I21G0038
Level 3:	K21G003A
Level 4:	M21G003C
Level 5:	021G003E

Genesis

King Salmon

Passwords



Pull in the big one with these King Salmon codes:

Level 40 (Kenai River) – **CNNKBBBQFQ**

Level 47 (Kenai River) – **GJJQWCQWLJ**

Level 57 (Salmon Derby) – **LYSJBWHFQV**

Level 61 (Salmon Derby) – **NJHFVXRSLY**

Level 67 (Salmon Derby) – **YNZQLXMXXS**

Level 73 (Salmon Derby) – **ZHGVWRQDXN**

Level 79 (World Record Challenge) – **RTWJZCCFHF**

World Record, 112-Pound Salmon – **VDLDNJKCKN**

Bill Wango, Northfield, OH

Sega CD

Ecco the Dolphin

Passwords

Here's passwords for Ecco the Dolphin CD:

The Lagoon: **GBZMTVAG**

The Ridge Water: **UMDJAHBA**

The Open Ocean: **CUXMAHBN**

Hard Water: **KOWFEHBL**

The Island Zone: **MWWBBHBO**

The Ship Grave Sea: **OHXTDHBW**

The Library: **WPXXCHBP**

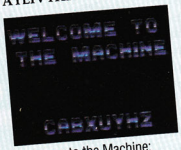
The City of Forever: **KAGVCHBV**

The Pteranodon Pond: **OYXYFEBR**

Origin Beach: **IAFKGEBI**

Trilobite Circle: **SDLGGEBX**

The Tube: **AYEIVYHK**



Welcome to the Machine: **CABXUYHZ**

Lars Engebergy, Moorpark, CA

CLAW

YOUR WAY TO THE TOP

It's claw-to-claw combat as the movie's most fearsome creatures come face to ugly face! It's Alien vs Predator: The Last of His Clan! With four powerful Predator weapons you'll fight five types of Aliens on seven maze-like levels before dueling with the dreaded Alien Queen. It's an action-packed adventure from Activision, only on your Nintendo Game Boy System.

ACTIVISION.

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S.W.A.T. PRO

VIDEO GAME STRATEGIES, WEAPONS, AND TACTICS

Genesis

Lightening Force

Power Up

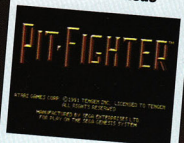
Don't wait around to grab all of the power-ups. Arm your Lightening Force craft the easy way. Begin a regular game, then press Start to pause. Next, **press Up, Right, A, Down, Right, A, C, Left, Up, B, and finally, Up** on your control pad. Press Start to begin play again, and you'll be able to use any weapon.

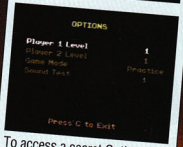
Lee Simmons, Manchester, NH

Genesis

Pit-Fighter

Secret Options Mode





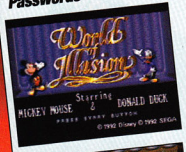
To access a secret Option Screen in Pit-Fighter, wait until the Title Screen appears, then **simultaneously press Buttons A, B, and C**. When the Option Screen appears, you can adjust each player's skill level, try a Practice Mode, or listen to a Sound Test.

Adam Lamontagne Springvale, ME

Genesis

World of Illusion Starring Mickey Mouse and Donald Duck

Passwords



Here are codes for every level of World of Illusion for Mickey and Donald:

Mickey

Level 2: King of Clubs, Queen of Hearts, King of Hearts, King of Diamonds
Level 3: King of Hearts, King of Spades, King of Diamonds, King of Spades
Level 4: Queen of Hearts, King of Diamonds, King of Spades, King of Clubs
Level 5: King of Diamonds, King of Clubs, King of Hearts, King of Spades

Donald

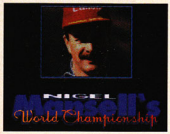
Level 2: King of Spades, King of Diamonds, King of Clubs, Queen of Spades
Level 3: King of Clubs, King of Hearts, Queen of Hearts, King of Spades
Level 4: Queen of Hearts, King of Diamonds, King of Hearts, King of Spades
Level 5: King of Spades, King of Hearts, King of Clubs, King of Diamonds

Erik Frederiksen Saskatoon, Canada

SNES

Nigel Mansell's World Championship Racing

Passwords



Racers, start your engines! Here are codes for every track in this pedal-to-the-metal racing game.

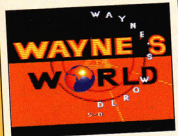
Mexico –
DPGM15M9.LVYSTT.49
Brazil –
4ZF01QWZW74H3.L4JL
Spain –
95T78JFSG9K3VV7L5L
San Marino –
C89K7.6ZJSGG0XBS4L
Monaco –
QPGJFQFJ12N6KNVWW7
Canada –
N5S9LYBB66KKB4PDXX
France –
WPBQJR46RLLBX.F9S7
Britain –
72WNBM5V4NT6H5QZQ7
Germany –
DM46FWWGQBCM0F0.LT
Hungary –
CWTNWRWC4JNZP25T1T
Belgium –
VJ3PNZXP329MHQDP2T
Italy –
WLRCN0QP8LN8FZL12H
Portugal –
9W1XH9G6H9LKV3.8MH
Japan –
HH5GY62QPCVD9ZK5HD
Australia –
X4LWJ01XN6LW0D3KVY
The Championship –
VM.20HQDMSN0QWLT2Q

Peter Anderson
British Columbia, Canada

SNES

Wayne's World

Stage Select



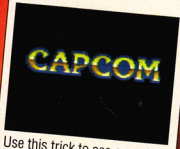
To select any level in Wayne's World, wait until Wayne and Garth appear and begin to sing. Then, **simultaneously press and hold Buttons X, L, and R, then release them. Next, simultaneously press Up and Buttons Y and B** and a stage select will appear at the bottom of the screen. Use Select to cycle through the different stages and press Start when you're ready to begin.

David Joye, Lexington, SC

SNES

Street Fighter II Turbo Hyper Fighting

Easy Path to a Great Ending



Use this trick to see one of the best SF II Turbo endings the easy way. First, you have to use the trick that turns off all the special techniques. When the Capcom logo appears, **press Down, Button R, Up, Button L, Button Y, and Button B**. Set the difficulty to one star, then play to the end of the game. Surprise! It's a great ending without all the hard work.

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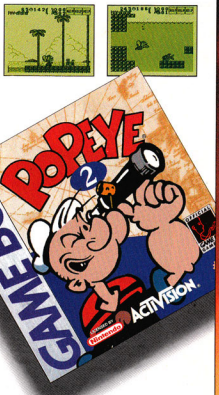
Gobble up the green stuff for super socking power 'cuz Popeye 2 is tough to beat! Battle Bluto and lots of pesky pests as Popeye sails the seas, dives through shark-infested water and creeps through caves to find hidden treasure and save the lovely Olive Oyl! It's 1 or 2 player, action-packed fun from Activision, only on your Nintendo Game Boy system.



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S.W.A.T. PRO

VIDEO GAME STRATEGIES, WEAPONS, AND TACTICS

Sega CD

Night Trap

Secret Scenes

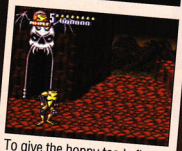
Here's a code that lets you see the Hasbro Group's first annual showing of a full-motion game back in 1986. When the Dedication Screen appears at the end of the game's credits, **press and hold Up and then press Button A five times**. Instead of fading out, a new picture will appear called "The Annals of Digital Pictures." You'll then see a bunch of business men watching a preview of the first concept of Night Trap.

Daniel Salvagno, Miami, FL

SNES

Battletoads in Battlemaniacs

Begin with Five Lives!



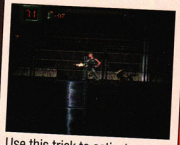
To give the hoppy toads five lives instead of three, wait until the Title Screen appears, then **simultaneously press Buttons Down, A, B, and Start**. If the code worked, a brief red flash will appear. When your game begins, you'll have five lives instead of three.

Drew Morris, Wilmington, DE

SNES

Alien 3

Super Cheats



Use this trick to activate a cheat mode in Alien 3 that gives you all kinds of special options. Begin a regular game, then press **A, B, Y, and X on Controller Two**. Next, press one of the following buttons on Controller One to activate the cheats:

Invincibility – **Button A**

Do more Damage with Weapons – **Button B**

Unlimited Weapons – **Button X**

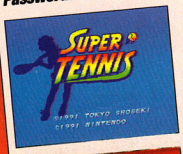
To turn off any of the cheats, simply press the button that activated the option one more time. You can tell which cheats are active by looking at the numbers in the left-hand corner of the screen: "1" indicates invincibility, "2" indicates damage, and "4" indicates unlimited weapons. If combinations of cheats are active at once, the number totals. For example, if all are active, you'll see the number "7."

Jeff Davies, Foster City, CA

SNES

Super Tennis

Passwords



Here's a couple of smashing codes that'll enable you to play as Matt in two different stages of the Super Tennis tournament.

The first code puts you in Matt's tennies in the New York finals. You're in first place with 420 points (two minor tournament wins and three major tournament wins). This code is:

WSLWNS7 N8R13YJ
BMNYLW4 9297HGW
HLX?L8X D3HRFTL
WJPQ5TV 1LG

The second code puts you across the court from Don J., one tough player, in an Exhibition Match. This code is:

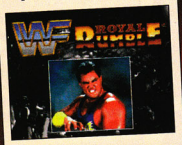
JSTK8XD 3HRFTLW
JPC2GNY BQ14065
C6PDJST K8XD3HR
FTL6WNL ZJP.

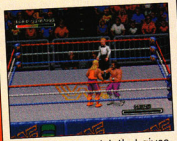
John Henry, Henderson, NV

SNES

WWF Royal Rumble

Super Punch



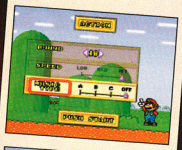


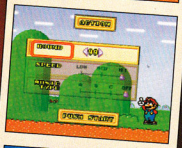
Here's an easy trick that gives your wrestler's a secret Super Punch move. Wait until the legal screen begins to fade, then **simultaneously press Buttons B and Y**. If you hear the word "Ugh," the trick worked and your wrestlers are in business.

SNES

Yoshi's Cookie

Round Select





The cookie won't crumble quite so much when you use this trick that enables you to choose Rounds 11 through 99, and choose among some neat playing pieces. To access this trick, set the Round to 10. Set the Speed to High. Turn the music off. Then, on Controller Two **simultaneously press Buttons L, R, Select, and Start**. If you hear the word "Yoshi," the trick worked.

Bob Mackey, Youngstown, OH

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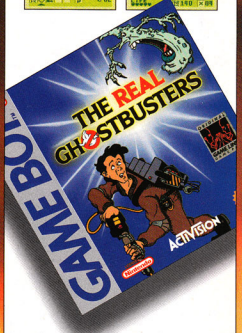

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S.W.A.T. PRO

VIDEO GAME STRATEGIES, WEAPONS, AND TACTICS

SNES

Alien 3

End Game Password

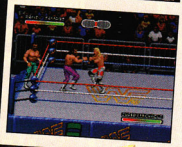
See the game's ending without all that messy fighting. Just plug in the password: OVERGAME.

Brian Bajuk, Ontario, Canada

SNES

WWF Royal Rumble

Wrestle Against the Same Character



This rumblin' code lets you wrestle against the same character or have the same character as your tag-team partner. During the Wrestler Select Screen, **press the L button** to stop the WWF logo from moving. Now, **simultaneously press and hold the L and R buttons** to make the background move again. **Continue to hold both buttons, and press Select**. Now, use the Selection Screen to choose the same wrestler.

SNES

Pocky and Rocky

Stage Select

Choose any stage in Pocky and Rocky. Go to the Player Select Screen, then **simultaneously press and hold Buttons X and Y**. While continuing to hold these buttons, **press Button B four times, A four times, B four times, A, B, A, B, A, B, A, B, and then Start**. Use the Stage Select Screen that appears to go to the level of your choice.

Humberto Villegas, Chicago, IL

SNES

Cyber Spin

Password

Here are some Cyber Spin passwords:

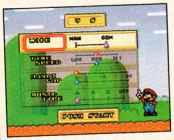
Peru:
MBC27-44111
11111-3P121
Kenya:
GYP74-MGD11
2121K-4R161
Spain:
NZR78-MRH11
21211-1K179
Last Stage: America
V?X8K-MTH11
21211-2C189

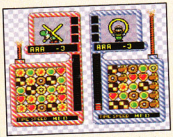
Rudy Davila, Dallas, TX

SNES

Yoshi's Cookie

Up the Challenge





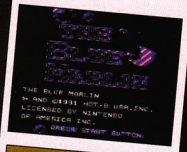
Use this trick to play against more challenging characters in the Vs. Mode. First, set the Mode to COM. Then, on Controller One **simultaneously press Buttons L, R, X, and Start**. If you hear the word "Yoshi," the code worked. When you begin your game, everything will seem the same until the computer contestant appears. You'll notice that it's changed colors, indicating a tougher opponent.

Brian Bauer, Ashwaubenon, WI

NES

The Blue Marlin

Super Password



Go fish the easy way with this password that lets you choose any board you like:

C3C3C3 755XCQ L955HQ 3F2PP5 LLTTZKP

Joshua Ryland, Holden, LA

Game Boy

Fish Dude

Passwords

Here are passwords that enable you to go fish, dude, the easy way:

Level 2-1:	EJ
Level 2-2:	BZ
Level 2-3:	UQ
Level 3-1:	WA
Level 3-2:	NR
Level 3-3:	GI
Level A-1:	CH
Level A-2:	ZP
Level A-3:	LK
Level B-1:	XV
Level B-2:	DA
Level B-3:	MU
Level C-1:	TY
Level C-2:	FO
Level C-3:	SE

Jeremy Francis, Lynco, WV

Game Gear

Wimbledon Tennis

Password

Tennis anyone? Here's the ultimate Wimbledon password that enables you to take to the courts as a player with 20s in every category (Speed, Power, and Skill). You'll begin play at the beginning of the Wimbledon Tournament. The password is: NEO CPO SHJ UFG.

Jim Wurtz, Rochester, NY

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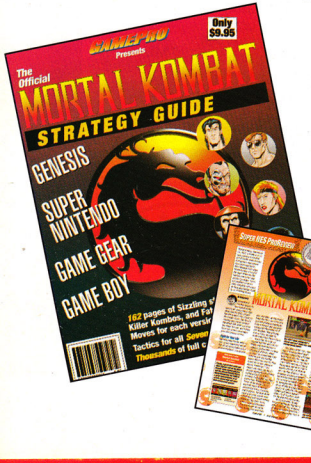

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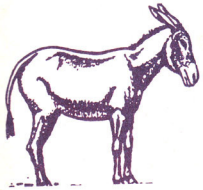

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53DS1

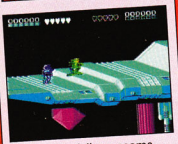
S.W.A.T. PRO

VIDEO GAME STRATEGIES, WEAPONS, AND TACTICS

NES

Battletoads/ Double Dragon

Begin With Five Lives



Here's a toadally awesome trick that enables you to begin Battletoads/Double Dragon with five lives in reserve instead of the normal three. Wait until the Title Screen appears, then press Start. When the Character Select Screen appears, **simultaneously press and hold Buttons A, B, and Up, and then press Start**. When your game begins, you'll have five toads in reserve.

Aaron Becker, Gering, NE

Game Boy

Star Trek: The Next Generation

Passwords

These passwords for the Next Generation version of Star Trek are strangely familiar. They're the names of characters from the television show.

Rank: Ensign – **Q**
Rank: Lieutenant – **Barclay**
Rank: Lt. Cmdr – **Tomalak**
Rank: Commander – **Ro Laren**
Rank: Captain – **Locutus**

Josephine Cheung
Ontario, Canada

SNES

PRO ACTION REPLAY

Shadowrun

Here's a PAR code that gives you unlimited life in Shadowrun: **7E33-DE1E**

Henry Rivera, Martinez, CA

Genesis

GAME GENIE

Buck Rogers

Everything is Free: **AKXT-CA5A + BKYA-CA8T**
Can move Infinite Spaces in Battle: **AM6T-AA4W**

Game Boy

GAME GENIE

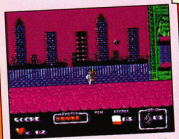
Avenging Spirit

Infinite Energy, Except If Weapon Is Used Against You: **FA5-B5D-4C1**
Infinite "L" Energy Except Against Spikes: **FAE-B5D-4C1**
Start with ½ Energy: **0A3-2BC-B3A**

NES

GAME GENIE

Cool World



Infinite Lives: **GXUVTKVK**
Infinite Bombs: **SXSTOTVG**
Infinite Erasers: **SXVVKTVG**

Game Boy

GAME GENIE

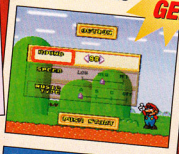
WWF Superstars

Both Wrestlers Begin with Half Energy: **0F0-C7B-912**
Both Wrestlers Do Not Recover Strength: **008-8AE-19A**
Special Power Throw Becomes Super Mega Throw: **3EF-CAA-F72**

SNES

GAME GENIE

Yoshi's Cookie



All 99 Action Rounds Available to Choose: **14C6-0436**
Play Against Tougher Opponents: **D685-A766 + DD86-AF66**
Unlimited Moves: **C2EA-671B**

Advertisement

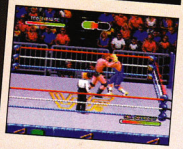
TAKE THE FINAL STEP...

S.W.A.T. PRO

VIDEO GAME STRATEGIES, WEAPONS, AND TACTICS

SNES

WWF Royal Rumble



PRO ACTION REPLAY

Here's a pack of PAR codes that gives you all kinds of cool WWF options:

One Player Grapple Meter Full: 7E06-DF03

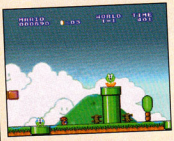
One Player Infinite Energy: 7E06-423A

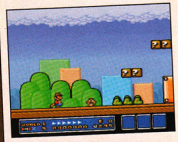
Michael Tavares, Sacramento, CA

SNES

Super Mario All-Stars

GAME GENIE





With these cool codes, get infinite lives and infinite time in The Lost Levels, and change to Racoon Mario when you die in Super Mario Bros. 3:

Infinite Lives: C2B6-A455

Infinite Time: 6D82-0F79

Change to Racoon Mario After You Die: CB69-AC07 and D769-AC67

Game Gear

Alien 3

GAME GENIE

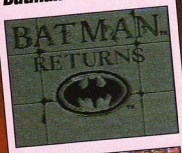
Infinite Time (Timer Still Counts Down): 00B-3D6-3BE

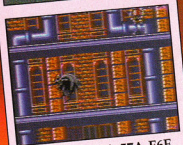
Infinite Energy: 002-B1C-3B7

Infinite Lives: 00C-F2A-F79

Game Gear

Batman Returns





GAME GENIE

Infinite Lives: 00A-57A-E6E

Infinite Special Lives: 004-758-19E

Start With Eight Energy Units, (after 1st life): 08B-33A-C42

Genesis

GAME GENIE

Fatal Fury

Invincible After First Hit in One-Player Mode: C4TA-AAG8
Throw Computer Player From Anywhere: ANGT-BBGC

Chad Aylor, California, KY

Genesis

GAME GENIE

Jurassic Park

Infinite Lives: BVDA-AA5G
Grant Starts on Level 13 (Main Hall): AJMA-JA7G + 9TMA-KGFL + BTMA-JAFN

NES

GAME GENIE

Jurassic Park

Infinite Ammo on Pick-Up: GZUXXKVS
Infinite Lives: GZEULOVK
Immune to Most Attacks: ATVGZOSA

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Role-Player's Realm

The Monthly Guide to the World of Role-Playing Games · Dec. '93

Here's an interesting trend: At least twice as many RPGs are being developed for the SNES than they are for the Genesis. Why is this? To our understanding, Nintendo originally designed the Super Famicom (Japan's SNES) as an RPG-heavy system, which might explain the higher color palette, better sound chip, and slower processor (who needs speed in an RPG?). This month we get two imports from Japan, Secret of Mana and Lufia, and two PC-translations, Might & Magic III and Obitus.

Secret of Mana

SUPER NES

By Monty Haul

What is the Secret of Mana? While that question may not be answered until the end of the game, without question Secret of Mana is one of the finest action/RPGs you'll ever play on the Super NES.

You can program your companions' attacking patterns with this option-menu grid.

The Secret of Square's Success

Already established as the most innovative producer of cartridge RPGs in the gaming industry, Square Soft breaks new ground by combining some of the best role-playing elements of Final Fantasy with an action genre, including an all-new three-player option. The result, while rough around the edges in the combat system and multi-player mode, is a completely satisfying trek though a lavish and expansive new 16-meg world.

PROTIP: Listen for the 100% beep before swinging your Weapon.

PROTIP: Often the best chests will try to run away – catch them!

PROTIP: The Blacksmith is one of your most valuable allies. Visit him every time you get an Orb to reforge your weapon.

Secret of Mana
(By Square Soft)

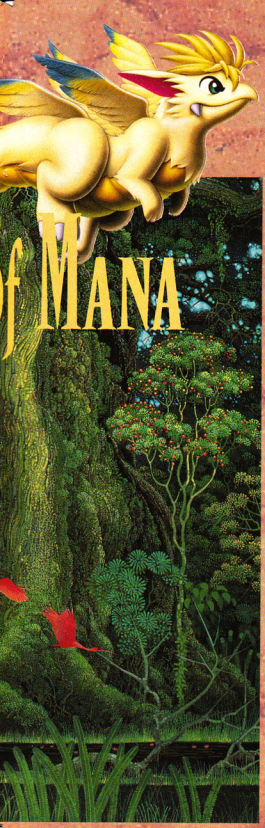
Graphics	Sound	Control	FunFactor	Challenge
4.5	4.5	4.5	4.5	Intermediate

$72.99
16 megs
Available late October
Action/role-playing
Overhead view
Three players, using Hudson's Super Multitap
Battery backup

Good Mana

Mana is the power of life, a sort of fantasy-world Force that controls and binds all that is good and evil. Ancient, evil creatures are threatening the peace and harmony by stealing the eight seeds of Mana. You must recover the seeds by wielding the Sword of Mana and cutting through all that is dark and terrible.

Mana has a serious-sounding plot, but don't think that you're in for an overly heavy game. Like Final Fantasy II, Mana



takes a lighthearted approach, with Japanese-style big-headed characters and lots of humor. (Can you think of another game where getting shot out of a cannon is one of your primary modes of transportation?) The game has a sinister edge when it needs one, though. The bad guys are truly diabolical! There are plenty of little minions, but the endless big, slavering boss monsters are the show-stoppers.

PROTIP: You can reach this Dwarf Boss by swinging a long Spear through the cracks in the wall.

Check out the see-through effects in the forest!

Three for the Road

You start the game as the hero and play by yourself, but soon you'll meet two companions who'll join your party. A second and a third player can take command of the new characters simply by hitting Start. Your buds can also bail out at any time, reverting control of the extra characters over to the computer.

The multi-player action is interesting. However, since you can't split up, it's not a big thrill except in boss conflicts. In fact, if you can't agree on which direction to go, you're going to be bumping elbows as the screen herks and jerks. This game still seems best suited for one player. Plus, since the AI of your comrades is pretty sharp, you rarely have problems with the characters going in the wrong directions.

PROTIP: If you're separated from the Girl, don't start over. Keep playing and you'll meet her again in the forest.

Mana's first-rate game play resembles Zelda, but it has its own unique feel. You hack and slash with a variety of Weapons and Magic, but each time you swing you must wait for a power bar to recharge before swinging again. This adds a more realistic feel to the stat-driven fighting, but it also slows things down. The game handles real-time combat very well by calculating Spells, super blows, and regular hits. However, there are no shields, and all defensive maneuvers are handled automatically. You can run, but you can't jump or interact with objects. The visual interface features rings of items in a layered system that's very easy to use, but it's more time-consuming than a straight-up menu layout.

PROTIP: Hit enemies while they're down. The hit will probably register as they stand up.

PROTIP: You'll need to use the Whip as a pulley in the Underground Palace.

Mana's story is intricately crafted and, while not as complex as FF II's, it features some great plot twists and characters. Little details, such as the extra players being unwilling to follow you unless they know it can help them personally, add higher-than-usual richness to the plot. Mana doesn't skimp on the role-playing at all, and it's as heavy on dialogue and clue-gathering as a straight RPG.

The world is positively massive, dwarfing even Zelda. The game's not too challenging, but the size guarantees over 50 hours for even ace players. You'll explore towns, caves, castles, and

SECRET of MANA

dungeons. You'll even fly around the world on a dragon's back in a breathtaking Mode 7 sequence.

PROTIP: To beat the Wall Boss of Pandora, shut its right eye first and then its left eye, but don't use any Magic. You'll need every last drop of the Earth Slide Spell when the face tries to introduce you to the spikes.

PROTIP: Your Hit Points are recharged when you gain a level. Keep tabs on your Experience Points and don't heal yourself if you're about to move up.

The Lay of the Land

Mana bears the mark of an FF descendant, meaning the visual style is cartoony and cute, but well illustrated. The overhead-view landscaping is impressive, and there's a good amount of eye candy, such as the Mode 7 world view. Short animated sequences advance the story, too.

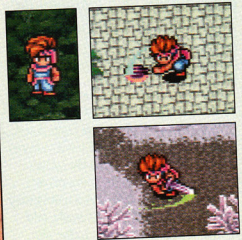
As cutesy as the graphics are, the music scores are even more so! If it weren't for the repetition of tracks, this might not be too bad. However, many of the songs are used a few too many times. They have an orchestral quality, so they're guaranteed to stick to your brain one way or another!

No Secret

Secret of Mana is a unique product that needed a tad more fine-tuning, but not much. This game will provide a superb return on your RPG dollar and is one of the year's best SNES bets. G

THREE-PLAYER PARTY!

The Hero



He's a young boy who has to grow up really fast when he plays Arthur the dim-witted sword-puller. Heavier Weapons, such as the Sword and the Ax, are his constant companions.

The Girl

She may be bull-headed, but this young lass has every reason to find her lost love Dyluck — or die trying. She's versatile and should use ranged Weapons, such as the Whip or the Bow. Her Magic is mainly defensive – heavy on healing, light on hurting.

The Sprite

Described as an "it" by the Dwarves, this young creature of indeterminate gender has a really, really, really bad memory. What was I saying? Oh yeah, the Spear and the Boomerang are good choices. The Sprite's Magic is pure power.

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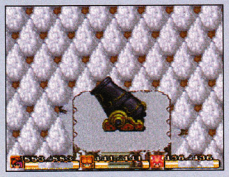


Hop right in the Cannon and fly Mode 7 coach to the destination of your choice! That'll be fifty gp's, if you please.

THE FLAMMIE TAKES WING!

Once you've befriended the Flammie, it will fly you all around the world. You can even scope out a flat or globe-like overworld map!

THE WORLD MAP

You can access the world map by pressing L or R while flying aboard the Flammie.

Lu & The Fortress

Lufia and the Fortress of Doom

SUPER NES

By Lawrence of Arcadia

It has been almost a century since Maxim and Company beat the Sinistrals, a fearsome foursome that controlled Terror, Destruction and Death. At the horrific helm of the Sinistrals was Daos, their leader. Now from the line of Maxim comes you, the unheralded (as of yet) hero and the best of the Alexian Knights. You're ready to do battle again, for Daos has mysteriously returned. This story is pretty fantastic-sounding, but fortunately Lufia's game play is as fancy as its words.

PROTIP: Check every cabinet in every structure for items.

Lufia and the Fortress of Doom
(By Taito)

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

Price unavailable
12 megs
Available November
Role-playing

One player
Overhead view
Battery backup

Lufia™ of Doom

Lufia Lives

This new entry into the SNES RPG realm follows along the classic format of Final Fantasy. As a matter of fact, if you liked the Final Fantasy series, you'll probably love Lufia, which has just as much to offer with impressive graphics and an intriguing (if talkative) story line. You'll see larger-than-life enemies, courageous acts of heroism, and intelligent and well-rendered Magic Spells all brought together in one great RPG.

This user-friendly RPG also sports a smooth-feeling menu system similar to that in the FF series. It has an Equip feature that allows you to see which characteristic increases, decreases, or remains the same every time you highlight an item. Your characters move through the game in an overhead view, and battle scenes are fought with the enemies appearing above you. You can save up to four games. Also, if you die during an adventure, you'll restart at the last town you visited, with Experience Points and Weapons intact. The one drawback of this cart may be its ridiculously long intro, which lasts a good 15 minutes and doesn't tell you anything you don't already know.

PROTIP: When in combat, fight wisely. If you put two fighters on one enemy, and the enemy goes down in one hit, the other fighter will end up swinging in the same spot, leaving you open to attack from other enemies.

PROTIP: If you get stuck in a spot by something you can't see, check the ground (use the A Button).

RPG (Relatively Perfect Graphics)

The graphics in this cart are great. Although the main characters' sprites are squashed and cartoony, the bosses and enemies are colorful and very well illustrated. Even the Magic Spells are impressive feats of video game cinematics. The backgrounds look suspiciously similar, but that's a small flaw in such a large game.

Lufia's sounds are good but somewhat stiff. The music is tame, RPG stuff. There's some rousing fanfare in the intro, but nothing to get your armor all rusty over.

PROTIP: In the cave above the town of Treck, you'll discover a magical spot where your Hit Points and Magic Points are restored automatically. Stay in the vicinity and draw enemies to you, then fight and restore. It's a quick and easy way to build up your Experience Points and Gold.

PROTIP: Check Guy's grave after he's buried, and he'll reward you with steel.

Longing for Lufia

Out of the many RPGs that will crowd the stores this holiday season, Lufia is one that stands apart from the pack. Don't wait for the final Final Fantasy when you can have the immediate satisfaction of this great cart. Intermediate RPG'ers and experts alike will find something to enjoy in this cart. Hail, Lufia, long may you...Loof? G

The Sinistrals

Daos

Gades

Amon

Erim

Obitus

SUPER NES

By Bro' Buzz

Obitus is an entertaining first-person perspective fantasy cart that mixes role-playing game elements with side-scrolling action. Like other RPGs, you meet characters, get clues, pick up items, and develop fighting strategy according to creature stats. Like an action game, you wage one-on-one battles and scroll through the land in real-time. There are even a few side-scrolling action sections. These game play modes work well together.

Family Ties

The story line is definitely familiar fare. Four Gems of Tranquility keep the peace in the land of Obitus. The four sons of Old King Cullen, under the sinister influence of a sorceress, have stolen the Gems, plunging Obitus into despair. You're there to retrieve the Gems and organize a Cullen family reunion.

PROTIP: Arrows appear plentiful at first, but they're worth their weight in gold later. Use them wisely from the very start.

PROTIP: Drakehurst's Knight in FalconWood talks a good fight, but Daggers are his downfall.

PROTIP: In Eldon Mine, save your Firebrands until you absolutely need them.

PROTIP: In Eldon Mine, if you look carefully you can see beasts in the dark.

PROTIP: Examine the bones of fallen adversaries very carefully.

PROTIP: Know if you can beat an adversary before you fight. Use the Ring of Genevieve.

Lost in a Fantasy

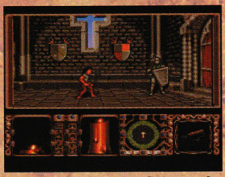
The search for the Gems is what makes this cart go. You trek through a seemingly endless assortment of exotic locales, and you never know what mysteries await you around the next corner. The game moves along smartly. If you take a few wrong turns in this maze-like land, though, you'll be hopelessly lost. In fact, finding the correct path through the Obitus countryside is so tough that the manual includes maps and a partial walk-through for the first two Gems.

The real-time fighting action is a good adrenaline break in your travels. On its own, though, it's nothing special. You fight a battle of attrition, toe-to-whatever against a weird assortment of beasts and brigands. You must be quick on the trigger finger and stocked with enough Daggers, Arrows, or Magic to get the job done.

Obitus' controls are solid. The game doesn't require prodigious button-pressing, and the standard control and interface scheme are well-suited to the unambitious game play.

You fight from foe to foe toe-to-toe.

Some Knights lie through their teeth.



Side-view action breaks up a first-person foray.

Ear, Eye, and Obitus

The cart's visuals are dark and nicely detailed, although the animation runs hot and cold. You move fluidly through the land, but your attackers are as stiff as Frankenstein. This doesn't dampen the game's overall appeal, but it doesn't set your mind on fire either.

The sounds are repetitive, but there's some excellent stuff, such as the chirping birds in FalconWood. The music has an adventurous flair.

Searching for Fun

Obitus is a brain-teasing adventure game with just enough RPG personality to justify down-gearing the action. If you like to lose yourself in your games, check this one out. G

Obitus
(By Bullet-Proof Software)

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	3.5	4.0	INT. Intermediate

$69.99	Five levels
8 megs	First-person perspective
Available November	Side view
Action/role-playing	Multi-scrolling
One player	Battery backup

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Might and Magic III: Isles of Terra

SUPER NES

By Manny LaMancha

Mention the words "Might and Magic" to a hard-core role-player with a taste for mazes and an appetite for combat, and you'll see an ear-to-ear grin that threatens to make the top of their head fall off. The latest and probably greatest in the series, Might and Magic III, will undoubtedly bring on that grin.

PROTIP: Frequently check your map display. It will help you navigate through the maze of similar-looking backgrounds.

Miles and Miles of Isles

Might and Magic III is a worthy sequel to its SNES predecessor. It doesn't add much in the way of graphics and sound, but the new icon presentation and longer quest are good additions. You start this all-new adventure in a land called Fountain Head, where you search for the standard RPG goodies: Gold, advanced Weapons, Gems, and Spells. There are multiple missions and subplots, so you don't have to explore all of this fairly challenging game. The trek will also take you into encounters with endless enemies of all kinds, from Castle Guards, Skeletons, and Vampire Bats to Goblins, Piranhas, and floating faces called Screamers. The game is very heavy on the fighting side and light on dialogue and role-playing, but the combat system is fairly well done.

PROTIP: Prepare yourself to fight the enemy in front of you, and any you may see in the background.

A Terra-fying Trip

The interface and commands used to interact with the game are honed to a point and are totally comprehensive. When you first play the game, the icon-based visual control system is very confusing, but after a few hours it becomes intuitive. To the right of the smallish game-view window is a series of icons that let you put your party to sleep, cast Spells, look at the map, and many other functions. Along the bottom of the screen are at-a-glance color bars to show the conditions of your party members.

The graphics are good, but perhaps a bit repetitive. Most of the walls look too similar, which can be confusing if you don't know what direction you're facing. The monster animation is very limited and not as detailed as it was in M&M II, and the graphics window could have been a lot bigger.

The background music and sound effects are all top-notch, but also repetitive. The music's got a great medieval/classical swing, but you won't hear many resonating sound effects when you swing your Sword.

PROTIP: The game's battery backup makes it easy to save. Don't be afraid to try a risky move. You can always reload if it blows up in your face.

PROTIP: Even the best warriors need to take a break now and again. Don't be afraid to lie down often for a rest.

Just Sit for a Spell

You can't miss with Might and Magic III if you're looking for an involving and intricate game with endless beastie bashing. It's a cartridge you'll quest and re-quest with for hours and hours. G

Might and Magic III: Isles of Terra (By FCI)

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

$72.99	Role-playing
12 megs	One player
Available first Quarter '94	First-person perspective

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Capcom Rolls Out Super SF II in Nationwide Tour

The World War has begun! **Capcom** debuted **Super Street Fighter II** in a four-city national sneak preview tour in mid-September. For the first time, kids in New York, Chicago, San Francisco, and Los Angeles sampled New Challengers Cammy, Dee Jay, Fei Long, and T. Hawk. Before formal release, the game was tested and reported to be the highest-testing arcade game of all time, grossing over $1300 per week at all locations. Capcom initially shipped 4000 machines, an all-time record. To put this figure into perspective, neither the original SF II nor the Champion Edition surpassed 8000 units total.

The SSF II machines have shipped from Capcom and should be at the arcades now!

At Pier 39 in San Francisco, kids crowded in front of a 50-inch monitor to try out Dee Jay's combos.

Chun Li even made a special guest appearance in person!

Super Street Fighter II debuts with a super splash.

Atari Signs 20 Jaguar Licensees

The **Jaguar** system will be supported by no less than 20 independent software publishers. **Atari** has signed 20 licensees and continues to have discussions with many more. Although the initial list is heavy on unknowns and small Lynx publishers, some of the bigger names include **Tradewest** (who's famous for Battletoads/ Double Dragon), **Ocean** (Jurassic Park), **U.S. Gold** (Flashback), and **Maxis** (SimCity for PCs).

SNK to Unveil New System

SNK planned to debut its next-generation arcade machine behind closed doors at the AMOA show in Anaheim, Calif. on October 21st, 1993. To supplant the current 24-bit **Neo•Geo** product line, the unnamed machine is rumored to be downwardly compatible and at least 32-bit. It will not be a home system, and may be introduced as a chip upgrade for existing arcade Geos.

Sega Opens VirtuaLand

Las Vegas just got a lot more exciting for gamers. **Sega** announced plans to open VirtuaLand, a fully equipped state-of-the-art arcade at the soon-to-be-opened Luxor Las Vegas, a gigantic 30-story hotel/casino built by the people who created Circus Circus. VirtuaLand will feature all the high-tech Sega coin-ops, such as **Virtua Racing** and **R-360** New games will include **AS-1**, an eight-person interactive "Motion Theater" flight simulator hosted by Michael Jackson. **Virtua Formula**, an eight-player competitive racer, will also be on-site. While common in Japan, this will be Sega's first high-tech entertainment center in the U.S.

Do some serious flying in AS-1.

Eight drivers can compete simultaneously in Virtua Formula, a centerpiece at Sega's VirtuaLand.

STD, ASCII in Legal Fight

ASCII Corp. has filed suit against **STD**, alleging patent infringement on its hands-free autofire mechanism for the **asciiPad**. STD has returned fire, claiming that "we use an independent one-step sliding switch that is much simpler and completely different." First the shark ads, now a lawsuit – has this war gotten out of control, or what?

Hot Circuits at the AMMI Museum

3DO meets **Pac-Man** at **Hot Circuits**, a video game retrospective exhibition that has been touring the U.S. over the last few years. Circuits has returned to its home, the **American Museum of the Moving Image**, located in Astoria, New York. Tracing the history of coin-ops, Circuits features 30 of the most landmark games ever, including **Computer Space** (circa. 1971), **Asteroids**, **Gauntlet**, **Dragon's Lair**, and **NBA Jam**. New additions to the collection include cutting-edge consumer products such as Panasonic's **3DO**, the **Activator**, the **Imagination Network**, and **The Sega Channel**. For more info, call 718/784-4520.

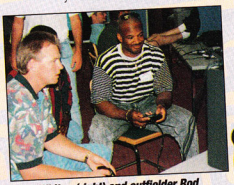
Nintendo Addresses Violence

To help answer concerns about violence in video games, **Nintendo** plans to produce a parent's brochure called "Parent's Guide to Video Game Play." It will offer advice for parents on how to supervise their children's game play habits.

In related news, Nintendo has made available to the press its Game Content Guidelines, the internal standards the company uses when approving games for use on its systems. Among the factors that will cause a game to be rejected: bare-breasted women and other sexually suggestive content, language that is sexist, racist, or nationalistic, "graphic illustrations of death," "excessive violence" such as "body dismemberment," or games that show drugs, cigarettes, or alcohol. Though Nintendo admits that some of these areas are subjective and hard to define, they insist that they will continue to monitor games to ensure they reflect "the acceptable norms of society."

Playing the Cards Right

What do pro ball players do between games? If they're members of the St. Louis Cardinals, there's a good chance they play video games. In fact, when they're in San Francisco to play the Giants some of the Cards usually call up **Electronic Arts** in nearby San Mateo and ask to visit and check out their latest titles. According to slugger Mark Whiten, who was part of the Cards' second visit to EA this summer, "Playing video games is a great way to pass the time when you're on the road. At least seven or eight guys per team are frequent players. We play before games, after, whenever we can." Whiten's favorite, by the way, is **Street Fighter II**. Outfielder Rod Brewer learned about Whiten's skill the hard way, saying "You can't always fight Whiten the same way in SF II. You'd better mix up your strategy, or he'll kick your butt fast!"



Mark Whiten (right) and outfielder Rod Brewer (left) at the controls on their EA visit.

At the Deadline...

Mortal Kombat II: Sources confirm that **Williams/Bally Midway** will unveil their much-anticipated sequel to Mortal Kombat at the fall AMOA show in Anaheim, CA. We'll have more details in the next issue of *GamePro*.

Takara has part of your Christmas wish list covered for 1994. Look for 16-bit versions of these arcade hits in stores sometime between summer and winter of next year: **World Heroes 2** (SNES), **Fatal Fury 2** (SNES, Genesis), **King of the Monsters 2** (SNES, Genesis), and **Samurai Shodown** (SNES). Most of these will be previewed at Summer CES in Chicago.

Bubsy Bobcat Bobs onto Boob Tube: **Accolade's** precocious T-shirt-wearing SNES bobcat is about to scamper through his own animated TV special. Set to air over Thanksgiving weekend, the half-hour show is the joint product of Accolade, the award-winning animators at Calico Entertainment, and Imagination Factory, Inc. Bubsy's cohorts, such as Arnold the Armadillo and the Bubsy Twins, will join with the cool cat in an episode entitled, **"What Could Possibly Go Wrong?"**

EA 4 3DO: **Electronics Arts** has announced its first **3DO** titles. Look for these games sometime soon under the EA or EA Sports logo: **Peter Pan, Madden NFL '94**, a psychedelic-looking game called **Twisted**, and a space thriller called **Shockwave**

EA Part 2: Joining **Electronic Arts** is Murray Allen, a sound specialist and studio designer who has won an Emmy Award for his work. Allen will spearhead EA's efforts to get the best sound possible in its new games for the 3DO and other super systems. Listen for Allen's first contributions in **SSN-21 Seawolf**, a submarine simulator due out in the next few months.

Still more of those crossover characters we identified in October and November: Benjy Stewart writes in to say that Chun Li is eating in the background of the China Stage of **Final Fight 2**, during the third set of enemies. Chad Muse suggests that General Issimo Kilt from Capcom's Bionic Commando for the NES resurfaced in **Street Fighter II** with the alias M. Bison!

Lastly, Ryan Nelson points out "the striking resemblance between Dhalsim of SF II and **Otis Nixon** of the Atlanta Braves. Any day now Otis is going to light up a relief pitcher with a Yoga Flame." Separated at birth?

EA's Peter Pan

Twisted

Shockwave

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Top 10 Video Game Rentals

Nintendo NES	Super Nintendo	Sega Genesis	Sega CD
1. Tecmo Super Bowl	1. Mortal Kombat	1. Mortal Kombat	1. Joe Montana NFL Football
2. Jurassic Park	2. Street Fighter II Turbo	2. Street Fighter II Special Champion Edition	2. Spider-Man vs. The Kingpin
3. Kirby's Adventure	3. Super Mario All-Stars	3. Aladdin	3. Lethal Enforcer
4. Mario is Missing!	5. World Heroes	4. Tecmo Super Bowl	4. Night Trap
5. Battletoads and Double Dragon	5. Capcom's MVP Football	5. Jurassic Park	5. Road Avenger
6. Tecmo NBA Basketball	6. Captain America & The Avengers	6. Bill Walsh College Football	6. Batman Returns
7. StarTrek: The Next Generation	7. Alien vs. Predator	7. NHL Hockey '94	7. Jaguar XJ220
8. Bram Stoker's Dracula	8. Konami NFL Football	8. Shinobi III: Return of the Ninja Master	8. Final Fight
9. Bubble Bobble Part 2	9. Rock & Roll Racing	9. X-Men	9. Sewer Shark
10. Tetris 2	10. Cool Spot	10. General Chaos	10. Adventures of Willy Beamish

This information was provided exclusively to *GamePro* courtesy of Blockbuster Video.

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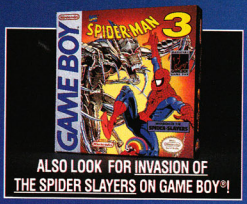

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720	20	4	Bubbl Bbbl * 2	30	16	Dble Drag	6	1	Gum Shoe	5	1	Linus Spchd	30	14
8 Eyes	5	1	Bucky O Hare	22	6	Dble Drag 2	6	1	Gun Nac	22	1	Lit Lg Bskt	12	4
Abadox			Bugs Bny Bdy	20	8	Dble Drag 3	10	1	Gunsmoke	8	1	Lit Mermaid	25	12
Addms Fmly	28	8	Bugs Bny Cstl	20	8	Dble Dribble	8	1	Gyruss	10	2	Lit Ninja Bros	24	10
Adv Bys Bble	20	8	Bump & Jump	10	1	Dble Strike	24	6	Hammerin Harry*	30	16	Lnd Nnc Mtr	3	1
Adv Dino Riki		1	Burai Fighter	5	1	Dr Chaos	5	1	Hatris	15	4	Lstl Samson	30	16
Adv Island	18	4	Burgertime	12	1	Dr Jekyll/Hyde	5	1	Heavy Barrel	6	1	Panic Restrnt	28	12
Adv Island 2	34	12	Buster Bros*	30	16	Dr Mario	18	4	Heavy Barrel	6	1	Lone Ranger	16	6
Adv Island 3	44	22	Cabal	20	8	Dragon	22	1	Hogans Alley	5	1	Superboy	22	8
Adv Of Lolo	18	8	Caesrs Palace	42	24	Dragon Fighter	22	4	Heros Of Lance	10	2	Lost In Vegas	30	16
Adv Of Lolo 2	29	14	Calif Games	30	16	Dragon Power	4	1	High Speed	30	14	Low G Man	30	16
Adv Of Lolo 3	42	24	Calif Raisins	30	16	Dragn Spirit	5	1	Hillsfar	34	16	Lunar Pool	15	4
Adv T Sawyer	10	3	Capt Comic	6	1	Dragn Warr	28	12	Hit The Ice*	30	16	Mach Rider	4	1
After Burner	14	3	Capt Comic	6	1	Dragn Warr 2	28	12	Hogans Alley	8	1	Mad Max	30	2
Airbrn Rngr*	30	16	Capt Planet	18	6	Dragn Warr 3	48	22	Hollywood Squ	12	4	Mafat Conspcy	5	1
Air Fortress	8	4	Capt Skyhawk	4	1	Dragn Warr 4	48	22	Home Alone	20	8	Mg Jmnas Bkds	18	8
Airwolf	8	4	Carmn Sndgo	22	8	Dragons Lair	16	6	Home Alone 2	22	8	Mg Shntrzade	8	1
Alfred Chicken*	30	16	Carts Wthtgn	38	18	Dragonstrike	20	10	Hoops	6	1	Major Duels	28	14
Al Unser	12	1	Casino Kid	25	8	Dream Team	30	16	Hoops	6	1	Magician	18	6
Alien 3	36	16	Casino Kid 2	44	22	Duck Tales	10	3	Hudson Hawk	12	4	Majorsaga	4	1
Alien Syndrome	8	3	Castelian	16	6	Duck Tales 2*	30	16	Hunt Red Oct	12	4	Majr Lg Bsbl	10	2
All Pro Bsktbl	12	2	Castle Deceipt	20	8	Dudes W/Tudes	10	1	Hydlide	4	1	Manic Mansion	15	4
Alpha Mssn	4	1	Castl Drgn	7	2	Dungeon Magic	12	4	I Can Bmbr	22	8	Maniac Mansion	15	4
Amagon *	5	2	Castlequest	7	2	Dusty Diamnd	28	14	Ice Climber	8	1	Marble Madns	8	2
Amer Gldiatrs	20	8	Castlevania	7	2	Dyno Wars	4	1	Ice Hockey	8	1	Mario Bros	4	1
Anticipation	4	1	Castlvania 2	5	2	Elevator Action	7	1	Ikari War	5	1	Mario Is Missng	42	24
Arch Rivals	18	2	Castlvania 3	5	2	Elim Boat Duel	20	10	Ikari War 2	10	2	Mario Mdns*	30	16
Archon	8	2	Cave Mn Gns	10	3	Emp Strks Bck	30	12	Ikari War 3	10	2	Marvels X-Men	22	12
Arkhd Game	10	3	Chall Dragon	30	14	Excell Exct Tm	30	16	Indian Chal	10	2	Master Chu	5	1
Arktstas Rtrn	12	3	Champ Bowlng	20	8	Excitebike	7	1	Immortal	18	6	Mtchbx Rers	16	6
Astrsn Gwl*	30	16	Chmp Pool*	30	16	Exodus	22	8	Imp Mission 2	12	1	Mc Kids	28	14
Astyanax	5	1	Chessmstr	20	8	F-1 Race	16	6	Incht Attack	8	1	Mc Kids 2	36	18
Athena	5	1	Chiller	15	6	F 117 Stealth Ftr	30	16	Ind Jns Lst Cr	18	6	Mega Man 1	20	8
Athletic World	10	1	Chpn Chall*	30	16	F-15 Ftr Wars	18	8	Ind Jns Tmple	18	6	Mega Man 2	16	6
Attck Kir Tom	15	2	Chubby Cherub	12	2	F 15 Strk Egl	30	14	Infiltrator	4	1	Mega Man 3	16	6
Baby Boomer	20	8	Circus Caper	10	3	Faria	18	8	Int Cybrbtl	4	1	Mega Man 4	30	12
Back Futr	5	1	City Connectn	5	1	Fantasy Zone	12	3	Iron Tank	5	1	Mega Man 5	38	18
Back Futr 2/3	8	2	Clash At Demnhd	5	1	Faxanadu	5	1	Ironsw Beach	30	12	Mega Man 6	38	18
Bad Dudes			Classic Ncnn	34	16	Faxanadu	5	1	Jack Nkls Golf	20	8	Mendel Palace	8	2
Bad News Bsbl	15	4	Cliffhanger*	30	16	Felix The Cat	36	14	Jackal	4	1	Mermaid Adnts*	30	16
Bad Str Brawler	8	1	Clu Clu Land	8	1	Fester's Quest	5	1	Jackie Chan	22	8	Metal Fighter	4	1
Balloon Fight	7	2	Cobra Cmnnd	8	2	Fester's Quest	5	1	James Bond Jr	30	12	Metal Gear	5	1
Bnd Kgs Chlnge	34	16	Cobra Triangle	10	3	Final Combat	5	1	Jaws	10	2	Metal Gear 2	10	1
Barbie	30	16	Code Nm Viper	5	1	Final Fantasy	15	6	Jeopardy	18	6	Metal Mech	10	1
Bards Tale	20	8	Color Dinosr	30	16	Final Fantsy 2	15	6	Jeopardy	18	6	Metal Storm	10	1
Bsbll	4	1	Commando	3	1	Fire House Rsc	34	16	Jeopardy 25th	18	6	Metroid	5	1
Bsbll Prss	30	16	Conan	15	3	Fire N Ice	30	16	Jetsons*	30	16	Mickl Anadrnl	8	2
Bsbll Smbr	18	3	Conflict	25	10	Fist Of N Star	8	2	Jetsons*	34	16	Mickey Mouse	8	2
Bsbll Strs	30	12	Cong Xtal Plce	7	2	Flash	30	16	Jimmy onnrs*	30	16	Mickey's Adv	30	16
Bsbll Strs 2	40	22	Contra	7	2	Flight Intruder	30	14	Joe & Mac	30	16	Mickey's Ranch	30	16
Bases Load	6	2	Contra Force	30	12	Flintstones	28	12	John E Obeak	4	1	Micro Mach	30	10
Bases Load	6	2	Cool World	30	16	Flintstones*	30	16	Jordn Bird Vs*	30	16	Milk	4	1
Bases Load 3	20	6	Covrtte ZR1*	30	16	Flying Dragon	5	1	Jordan vs Bird	8	2	Milk Dud Vs	4	1
Bases Load 4*	38	18	Cowboy Kid	28	14	Formula 1 Hero	10	3	Joshua	4	1	Mighty Bmb Jck	6	1
Basewars	8	1	Crash Dummies	30	16	Formula 1	25	10	Journey Silius	7	1	Mighty Fgl Fgt*	30	16
Bthdy/Dbl Drg	30	16	Crash/Boys-Ice	30	16	Frankenstein	20	8	Joust	5	1	Milpitedz	30	16
Battleship*	30	16	Crash/Boys-Strt	28	12	Freedom Force	7	2	Jurassic Park	30	16	Milon Sec Cstle	8	1
Batman	8	1	Crazyland*	30	16	Friday 13th	4	1	Karate Champ	5	1	Mini Putt*	30	16
Batman Retrns	20	8	Creation	30	16	Fun House	15	4	Karate Kid	5	1	Minnesota	8	2
Batmn Rtn 2kr	30	16	Crystal Mines	30	16	Galactic Crsdr	22	12	Karnov	4	1	Mission Imp	4	1
Battle Chess	30	16	Cyberball	10	3	Gargoyles Qst	22	8	Kick Master	5	1	Mkt Basbll	4	1
Battle Olymps	8	1	Cyberball	28	4	Galaxy 5000	16	8	Kickmaster	18	8	Monst Trk Rly	30	16
Battle Tank	8	1	Cybernoid	6	1	Gauntlet 2	6	1	Kid Dracula	18	8	Monster Party	10	1
Battletoads	18	6	Dance Aerobics	10	2	Gauntlet	5	1	Kid Klown*	34	16	Monster/Pocket	20	6
Beauty Beast*	36	16	Darkman	10	3	Gauntlet 2	8	1	Kid Kool	12	4	Moon Crystal	30	16
Bee 52	16	6	Darkwing Duck	30	12	Gemfire	25	8	Kid Niki	6	1	Moon Ranger	30	16
Beetlejuice	16	4	Dash Galaxy	6	2	Genghis Khan	28	12	King Neptune	28	14	Motr City Pnt	34	12
Best Of Best	18	6	Dayden Dreyer	18	8	Ghst Of Dad	28	14	King Of Kings	28	14	Mr Gimmick	25	12
Bible Advntrs	18	6	Days Of Thndr	12	4	Ghost Busrs	5	1	Kings Knight	4	1	Ms Pacman*	60	36
Bible Buffet	22	8	Deadly Towers	3	1	Ghost Busrs 2	8	1	King Of Beach	7	1	MULE	15	3
Big Brd H/Spk	28	12	Death Race	18	3	Ghost Lion	26	12	Kings Qst 5	32	16	Muppet Adv	12	6
Big Foot	4	1	Deathbots	38	18	Ghosts & Gblns	10	3	Kiwi Adv	42	24	Muppet Adv	12	6
Bgme Cvnm	18	4	Def Of Crown	8	2	Ghoul School	20	8	Kiwi Kraz	18	4	Mutant Virus	20	2
Bignose Freaks	24	10	Def Of Dyn City	28	4	Gl Joe	20	6	Klash Ball	16	6	Mystery Quest	7	1
Bill & Ted Adv	30	16	Defender 2	38	4	Gl Joe	20	6	Klax	35	16	Nakd Gun	8	2
Bio Force Ape*	30	16	Deja Vu	12	1	Gilligans Isls	15	6	Knight Rider	7	1	Nascar Chall	22	12
Bionic Commnd	8	1	Demon Sword	8	1	Gimmick!	15	6	Kniht Crusdrs	22	8	Natl Ftbl Lg	3	1
Black Bass	18	6	Dennis/Menace*	30	16	Goal 2	32	12	Krion Conquest	12	4	NES Open	36	18
Blackjack	4	1	Desert Commnd	5	1	Godzilla	28	14	Kung Fu	28	14	Nes Play Actn	30	16
Blades Steel	15	4	Dest Earth Str	4	1	Godzilla 2	30	14	Kung Fu	4	1	Nfl Mnll Reg	30	16
Blast Mstr	8	2	Destiny Of Emp	18	8	Gld Mdl Chll 92	24	6	Kung Fu 2	8	1	Nightshade	16	4
Blststrs*	30	16	Dick Tracy	6	1	Golf	6	1	Kung Fu Heroes	7	1	Ninja Crsdrs	10	2
Blue Marlin	40	20	Die Hard	28	8	Golf Grndslam	36	20	L'emperour	40	20	Ninja Gaiden	5	1
Blues Bros	24	12	Dig Dug II	12	3	Golf Pebble Bch	15	3	Laser Invasion	10	3	Ninja Gaiden 2	8	1
Bo Jackson	22	12	Digger T Rock	18	5	Golf Power	28	14	Lst Actn Hero*	30	16	Ninja Gaiden 3	18	8
Bmrbrmn	4	1	Dirty Harry	8	3	Golgo 13	8	2	Last Ninja	30	16	Nobunaga	15	8
Bmbrmn 2	38	18	Disney Adv	16	3	Goonies 2	4	1	Last Strfghtr	10	1	Nobunaga's	28	14
Bnds's Adv*	30	16	Dizzy	6	1	Gotcha	5	1	Legacy Of Wiz	30	16	Nolan Arnbn	8	2
Boomerang Kid*	30	16	Donkey Kong	16	3	Gradius	6	1	Lgnd Of Kage	3	1	Nolan Arnbn 2	48	20
Boulder Dash	15	3	Dnky Kng Jr	12	2	Grand Prix	30	16	Lgndry Wngs	4	1	Nolan Arnbn 3	48	20
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POW	7	2	Silver Surfer	8	3	Thundrbrds	10	1
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Powerblade	8	2	Simpsn-Bt V Wrl	15	3	Thndr & Litng	18	2
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Mystery Word Grid

				S		MYSTERY
		E				
E	N	T	R	Y		WORD
	T					
				M		

WORD LIST and LETTER CODE chart

ENTRY .....W	CHASE.....G	WINGS .....P	STORM .....E
MAJOR ....H	MICRO.....M	DREAM .....R	NINJA.....B
METER .....F	QUEST.....O	TURBO .....T	RULER.....S
RANGE ....A	TOWER .....J	FLINT.....U	HEAVY.....Z

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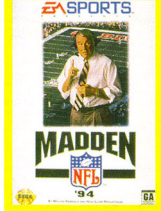

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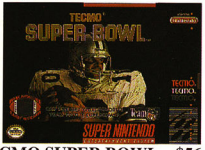

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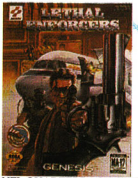

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