Killer Instinct
For the Ultra 64 Home System!

Arcade ProStrategy Guide
Killer Instinct
Finishing Moves, Air Attacks, Shadow Moves, and MORE!

ProReviews
• NBA Jam Tournament Edition (Genesis, SNES)
• Pitfall (Sega CD)
• Jurassic Park II
• The Need for Speed (3DO)
• Iron Soldier (Jaguar)
• Syndicate (Jaguar)
• Wario Blast and MORE!

High-Tech Hardware:
Sega Saturn
Sony PlayStation

The Consumer Electronics Show!
StarFox 2 • Comix Zone
Chaotix (starring Knuckles)
Earthworm Jim (Sega CD)

Final Fantasy III Strategies
Primal Rage
Outrageous Combos!

March 1995
$4.95 Canada $5.95

An Ultra 64 Update!
Nintendo’s Virtual Boy
"He used to be such a good boy."

Kirby's back with a couple of real brutes for Super NES®. Sad. One day you're cute 'n cuddly. The next, you're burying your opponents and spitting on your enemies. Who's to blame? Bad parenting? One too many sitcoms? Either way, the mutant marshmallow is now on 16-bit in two games. So prepare to be toasted. **Kirby's Avalanche**: The chain-reaction puzzle game where saving your skin means burying your opponent in boulders. Then facing some of the nastiest names in the business—like Waddle Dee and Squishy. (OK, so "The Mangler" and "Scarface" they ain't.)
Kirby's Dream Course™: Trip to a whole 'nother dimension. Is it miniature golf? Is it a wacky obstacle course? Yes! Add mayhem and, "Voilà!"

Hey, look, 3-D without the stupid glasses.

eight 3-D landscapes with eight courses each to bop around in. There's even a hidden bonus level (if you're really good).

Yes, His Flabbiness is back in two new games for SNES. And this time he's here to separate the men from the cream puffs.

Only For

SUPER NINTENDO
ENTERTAINMENT SYSTEM
WHEN YOU DIE,
IT'S NOT YOUR LIFE
THAT FLASHES
BEFORE YOUR EYES.

IT'S A CATTLE PROD.
Why observe laws when you've got an all-time favorite like the club to solve your problems?

Ditch these cops and they'll take to the air in their helicopters, ready to bust your chain wielding butt.

How about a little oil to send your pesky nemesis to scab hell?

If you think a couple of punches to the head blurs vision, check out the mace.

The cattle prod and six other weapons will get you pumped up for some serious nipple surfing.

Terrorize seven international roadways and learn to say road pizzas in the local tongue.

The nastiest, no-holds-barred motorcycle combat game returns to Genesis®.
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## Game Genie Codes

### Genesis

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>A3X-CA7L</td>
<td>Beavis is invisible against shopping carts, mice, ice cream cones, oil, bowling balls, skateboards, thugs, buzz saw-men, sewer rats, ants, birds, etc.</td>
</tr>
<tr>
<td>AT3A-CAY7</td>
<td>Beavis is invisible against polcemen and women</td>
</tr>
<tr>
<td>AT3A-CABR</td>
<td>Beavis is invisible against dogs</td>
</tr>
</tbody>
</table>

### Wolverine: Adamantium Rage

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>83V-897L</td>
<td>Super jump</td>
</tr>
<tr>
<td>ATKA-A9CC</td>
<td>Infinite lives</td>
</tr>
<tr>
<td>JAVA-200A</td>
<td>Health increases by 8% every few seconds</td>
</tr>
<tr>
<td>NVD-2A2F</td>
<td>Health pickups add 100% to health</td>
</tr>
<tr>
<td>A2SA-A18B</td>
<td>Almost invisible</td>
</tr>
</tbody>
</table>

### Game Gear

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>OF6-2DF-2E66</td>
<td>Start with 15 lives</td>
</tr>
<tr>
<td>OF6-2F8-2E66</td>
<td>Start with 15 points</td>
</tr>
<tr>
<td>88E-4F5-5D4</td>
<td>Start on level 1</td>
</tr>
<tr>
<td>3AF 319 2A2</td>
<td>Infinite lives</td>
</tr>
<tr>
<td>3D0 5SD 2A2</td>
<td>Almost infinite stars</td>
</tr>
<tr>
<td>9C9 G55 02E</td>
<td>Almost invisible</td>
</tr>
</tbody>
</table>

### Beavis and Butt-Head

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>09B 0BD 2E66</td>
<td>Start with 5 lives</td>
</tr>
<tr>
<td>09B 5ED 3B7</td>
<td>Almost infinite</td>
</tr>
<tr>
<td>09B OD5 5D4</td>
<td>Lose all your bullets on 1st level and move on to next level</td>
</tr>
</tbody>
</table>

### Star Trek Generations: Beyond the Nexus

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>3A2 93C 2A3</td>
<td>Infinite shields</td>
</tr>
<tr>
<td>001 77D 3B7</td>
<td>Infinite power for phaser banks</td>
</tr>
<tr>
<td>95 5AF 3B8E</td>
<td>Infinite attempts in sub-games</td>
</tr>
</tbody>
</table>

### Space Ace

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DB61-47D7</td>
<td>Start with 9 lives</td>
</tr>
<tr>
<td>D161-47D7</td>
<td>Start on level 1 with 6 lives</td>
</tr>
</tbody>
</table>

### Demon's Crest

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>D467-C703</td>
<td>1st monster easier to kill</td>
</tr>
<tr>
<td>C938-140F</td>
<td>Infinite energy</td>
</tr>
<tr>
<td>D867-C703</td>
<td>1st monster harder to kill</td>
</tr>
<tr>
<td>D4CE-37AC</td>
<td>Each coin gives 9999 wood slot rotations</td>
</tr>
</tbody>
</table>

### Animaniacs

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DFCB-3D0C</td>
<td>Each coin gives 9999 wood slot rotations</td>
</tr>
<tr>
<td>D4CE-37AC</td>
<td>Each coin gives 9999 wood slot rotations</td>
</tr>
</tbody>
</table>

### Taz-Mania

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>FAC-519-4C1</td>
<td>Infinite spins</td>
</tr>
<tr>
<td>FA7-3CC-4C1</td>
<td>Infinite hearts</td>
</tr>
<tr>
<td>FA6-AAB-4C1</td>
<td>Infinite time</td>
</tr>
</tbody>
</table>

### Samurai Showdown

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>F92-46D-4C1</td>
<td>Infinite time</td>
</tr>
<tr>
<td>36B-60D-7F1</td>
<td>Computer takes all damage even when you get hit</td>
</tr>
</tbody>
</table>

### Star Trek Generations: Beyond the Nexus

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>3F3-F7B-7FB</td>
<td>Start with 1/2 plasma and shields</td>
</tr>
<tr>
<td>182-56D-2AA</td>
<td>Almost infinite plasma and shields</td>
</tr>
<tr>
<td>013-D48-805</td>
<td>Infinite attempts in sub-game</td>
</tr>
</tbody>
</table>

### Disney's The Jungle Book

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>IAVY-2LAA</td>
<td>Start with 10 of each weapon</td>
</tr>
<tr>
<td>02V3-5SSE</td>
<td>Infinite lives</td>
</tr>
<tr>
<td>AAEVFPY</td>
<td>Infinite time</td>
</tr>
</tbody>
</table>

### Game Boy

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ZKX6UL-5XXNKOY</td>
<td>Only need 2 diamonds to finish levels 1, 3, 4, 7, 9</td>
</tr>
</tbody>
</table>

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Get a Grip!
The galaxy's newest superstar is only on SEGA!

Ristar™

Have 'em seeing stars! Stretch your long elastic arms and head butt space enemies before they star-dust you!

Meet 'em and feed 'em! To save the planets you'll have to get past this guy and the only way to hit his heart is through his stomach! Keep those pizzas coming!

Swing out! You've got to save seven different planets, so there's no time to hang out. It don't mean a thing till you start to swing!

Only on Sega Genesis™ and Game Gear™!

Ristar may be new at the superhero biz but he's got attitude to spare, not to mention a universe to save!
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YOUR TOMBSTONE WILL READ "GAME OVER."

Looking for a meaning-of-life thing? Look no further. Sega Channel is here. It's up to 50 games a month. With secret codes, insider tips and test drives of the newest games pumped into your home 24 hours a day. Play what you want, when you want, for as long as you want, for one low monthly fee. Call your local cable company or (402) 573-3637 today. You'll get old. Sega Channel won't.
Hey, How Do You Rate?

Last month, GamePro started printing a new rating icon with each ProReview. The rating doesn't assess coolness of graphics or slickness of sound. Rather, it rates controversy: foul language, sexual innuendo, gruesome violence, and other explicit content.

Last year, the parental population of the United States decided that video games had gotten out of hand. U.S. Senator Lieberman (R., Connecticut) hauled in honchos from Sega, Nintendo, and other game companies to justify their products before the U.S. Senate. Lieberman and his colleagues also threatened to pass a law if the video game industry didn't clean up its presumably dirty act.

The ratings GamePro began publishing last month represent the video game industry's effort to satisfy the Congress. They were developed by an industry coalition called the ESRB, the Entertainment Software Ratings Board. Sega, Nintendo, Atari, and other game developers have signed onto the new rating system and will publish ESRB ratings on most, if not all, of their game boxes. 3DO has chosen to continue providing its own rating system, and makers of 3DO software are free to decide which rating system to use on their packages.

What do these ratings mean? To most gamers, "Early Childhood" means you shouldn't bother. Games rated "Kids to Adults" offer a bit more spice, but the fare's still safe. (Sonic, for example, might plow headlong into a spike, but it's not likely you'll see his blood splatter against the wall.) The "Teen" rating covers games like Pitfall and The Adventures of Batman and Robin. This is probably where most games will fall. Doom and Demolition Man sport the more risqué "Mature" label, earning the distinction through gratuitous bloodletting and/or locker-room vocabulary. (We expect that a few stores will prevent young gamers from buying Mature-rated games.) And finally, there's "Adults Only." We don't know anything about these games. Cross our hearts.

Although the rating system has its critics, GamePro believes that the more information available to consumers, the better. You're spending your hard-earned cash on games, so you deserve to know what you're getting. For details about the ratings, see page 81 of the January issue or call the ESRB at 800/771-3772.

The GamePros
San Mateo, CA

Fightin' Words

Why do gamers take sides and argue that Sega is better than Nintendo or vice versa? Why can't they just enjoy their own system or enjoy both systems without trying to prove that one is better than the other? Who cares? Just play!

John Craske
Palo Alto, CA

3DO

3DO

A Babality, a Tomb/Pit, and a Dead Pool move. And he says SSF II has more game play, but MK II has more new characters (seven), hidden characters, interactive backgrounds, Pong, and much more. If i were in a desert with one game, it would be MK II.

Chris Ross

The Magazine Biz

What's in the background of the Atari ad on page 31 of your December issue?

Justin Bradock
Lake Helen, FL

Bruised Lee replies:

That's an x-ray. Look at both pages of the Kasumi Ninja ad, and you'll see it's a broken leg.

In your November issue you showed a confusing screen from the great Primal Rage game. It was a screen of a Chaos fatality, and it said "Censored" across it. Why?

Adam Volker-Yoblick
Miami, FL

Earth Angel replies:

Chaos executes a move that some people might find offensive. The word "Censored" doesn't appear on the actual
game screen. We added it to cover up the objectionable image (but we did give you all the button presses so you can see it for yourself).

Here's an imaginative GamePro! Meet 14-year-old David Werner of Burke, Virginia, who writes lyrics for video game music. He turned the music from Star Fox's Corneria level into a song called "Grasshopper Suicide"!

**Cart Queries**

**Ridin' with the remarkable Road Rash for 3DO.**

I need help! I spent a lot of money for a Panasonic 3DO, and I can't find a lot of good games for it. I've got four: Crash 'N Burn, Jurassic Park, Shock Wave, and The Horde. Can you recommend others?

Remo Fickler
Albany, CA

**Captain Squideo replies:**

No problem! Good 3DO games are coming out all the time. Try out great space shooters like Total Eclipse or Shock Wave 2, wild and woolly Road Rash, humorous Mad Dog McCree II, suspenseful Escape From Monster Manor and Dragon's Lair, and John Madden's terrific football game. In our February sports section, we reviewed what some people feel might be the best sports game of all time for any system – FIFA Soccer for six players. In this

**Indiff the Incredible replies:**

Legend of Zelda, Nobunaga's Ambition, Final Fantasy Legend, and its sequel, FFL II, are four good ones.

Jason Viera
Boulder, CO

**Manny LaMancha replies:**

According to Nintendo lore, Wario was the neighborhood rival to Mario and Luigi in their childhood. Basically, he's jealous of Mario and Luigi's success, which is why in Wario Land he even acted like Mario in a Mario-style game.

Jared Wilber
Elson A.F.B., AK

**Wario Land for the Game Boy**

I'm a big fan of Mega Man. What were the ratings for the first Game Boy MM game?

Doug Grayson
Desilge, MO

**Quick-Draw McGraw replies:**

Back in August 1991, the Unknown Gamer said this was a "high-quality rehash of past MM carts," with all the "great game play and graphics that have come to signify the Mega Man games."

**W**hat are the teams in Bill Walsh's College Football? I don't recognize schools such as State College, College Station, Pullman, Raleigh, and Provo. Who are these guys?

Daniel Dreon
San Jose, CA

**Ben D. Rules replies:**

EA Sports didn't get the licensing to use actual names for the famous schools, so they listed their cities instead. Los Angeles 8, Provo (Brigham Young) in dark blue challenges Los Angeles (UCLA) in powder blue.

Angeles is UCLA, Tallahassee is Florida State, Atlanta is Georgia Tech, Columbus is Ohio State, Baton Rouge is LSU, State College is Penn State, College Station is Texas A & M, Pullman is Washington State, Raleigh is North Carolina State, and Provo is Brigham Young. Team colors and ratings are appropriate for the actual schools.
GAMEPRO GALLERY

GAMEPRO GALLERY PRIZE
This month's winning artist will receive a GAMEPRO T-shirt!

Ivan Hurtado, Miami, FL

Mike Voshell, Harrington, DE

Audrey Adair, Three Rivers, MI

Travis Frazee, San Diego, CA

Andy Kinabrew, Albuquerque, NM

David Chia, Port Hardy, British Columbia, Canada

Calvin Armstrong, New York, NY

GAMEPRO • March 1995
When Systems Collide

What's the result when Game Boy® and Super NES® have a head-on collision? Super Game Boy®. This high-impact unit transforms your favorite portable game screen, multi-colored masterpieces! Super Game Boy packs a lot of technology into a tiny Pak, but you don't have to be a brain surgeon to figure out how to use it. It's a simple piggy-back job. Just slide the Super Game Boy into your Super NES, as you would any other Super NES game, then pop any Game Boy game into the Super Game Boy. Instant color conversion! And it's not just for new Game Boy games. ANY Game Boy game can take advantage of Super Game Boy's powers of color transformation. That's a lot of games, too—well over 350 titles! And once you're all set up, you'll play your Game Boy games using Super NES controllers. You'll hear the stereo Game Boy music through TV or stereo speakers. You'll play it in living color on your TV screen. Get the big picture?
With Game Boy, you have the ability to "take it with you," but Super Game Boy lets you show off your favorite Game Boy games in an all-new way. Your Game Boy games will look better, play easier and take on a whole new level of graphic detail. In this case, bigger is definitely better. Instantly mutate Metroids to 10 times their original size! If a picture is worth a thousand words, the "before and after" shots here are saying a lot of good things about Super Game Boy!
If you have a Super NES but not a Game Boy, you can access a whole new world of games once you have a Super Game Boy. Exclusive Game Boy titles like Donkey Kong Land, Metroid II: Return of Samus and the entire Super Mario Land series can now be played on your Super NES! Paks like the Legend of Zelda®: Link’s Awakening™ and the Final Fantasy Legend™ series take on a whole new level of excitement with Super Game Boy.
When you plug a game into Super Game Boy—POW—instant color. Some color combinations look better than others, and some might be fitting for one game but not another. It all depends on what looks good to you. If the default color palette isn’t to your liking, that’s not a problem. Super Game Boy has lots of palettes to choose from, 32, to be exact.

As you can see, games like Link’s Awakening look great in almost any color palette. When customizing the game you’re playing, you’ll find that contrasting colors often work best.

There is a secret about the border. If you pause your game and let it set long enough, the border image changes and/or sets itself in motion. It’s like a Super NES screen saver. Try it!
Another custom feature that will help you create stand-out screens is Super Game Boy's border option. It has nine pre-programmed borders, but your choices are almost endless because you can also design your own borders. Be creative. Select the Custom Border Icon and paint your own masterpiece.

Using a border that complements your game screen can certainly enhance your gaming experience. For example, set the scene for Link's Awakening by painting a border that features Koholint and Egg Mountain, or build an arena around your NBA Jam™ court.

If you really want to go crazy with your borders, we suggest hooking up the Super NES Mouse to part II on your Super NES. It will work kind of like Mario Paint. Just select a color from the color palette, click and hold the buttons, and paint away!
Programmers can now pre-assign colors to provide optimal contrast, vibrancy and detail with Super Game Boy Enhanced Mode. Different levels of a game can access different color palettes, as well. And customized borders that surround the playfield can be built-in to create an exciting frame that complements the game. Check out games like Donkey Kong, Space Invaders, Mighty Morphin Power Rangers, Wild Snake, Bonk's Revenge, Mega Man V, Donkey Kong Land and more! Keep an eye out for the happy face icon on the box. It lets you know that the Super Game Boy Enhanced Mode is ready to roll!

Select any Power Ranger and the Enhanced Mode outfits them in the right color.

Hey! Rip out this coupon and score $5 off your purchase of Super Game Boy!

Save $5.00 When you purchase one Super Game Boy.

CONSUMER: Coupon is only valid towards the purchase of Super Game Boy. Coupon must be submitted to an authorized Nintendo retailer by the printed expiration date at the time of purchase in order to receive the discount off the retail selling price. Limit one coupon per specified Super Game Boy purchase. No other discount promotions may be used in conjunction with this coupon. Consumer is responsible for the payment of applicable taxes in connection with the purchase. Good in the U.S. and Puerto Rico only. Cash value 1/100¢. Coupon expires December 31, 1995.

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Start cramping.
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By Bruised Lee
Virtua Fighter broke into the arcade fighting-game field with an entirely new idea: polygon-based fighter graphics in a 3D arena. The original VF drew in players; now VF 2 with its vast improvements seems set to deliver the knockout punch.

They're Back!
All eight original fighters will return in this eagerly awaited sequel, but they aren't alone. Joining the ranks are two new fighters, Shun and Lion, who pull moves based on real martial arts forms - just like the other Virtua combatants. Shun and Lion use the new fighting techniques of Suiken (Kung Fu) and Toroken (Chinese Kenpo).

You'll get all the original moves in this version - and more. Altogether, you can try out up to 500 new moves.

Sega's designers didn't stop there. They also refined the fight areas and backgrounds, building in a 3D look. The arenas are also much larger, so you don't have to worry about ring outs as much as you did in the original VF.

Technical Knockout
You won't believe how much better this game looks compared to the first installment. To make an arcade analogy, Virtua Fighter 2 is to Virtua Fighter as Daytona USA is to Virtua Racing.

Much of what makes Virtua Fighter 2 look so good and play so well is Sega's upgraded arcade hardware. VF 2 sports the CG Model 2 board, which is the same graphics technology used in Daytona USA. The beefier chip set enables VF 2 to display texture-mapped polygon graphics with 1200 patterns of motion.

Sega also doubled the frame rate, cranking it up from 30 frames per second to 60 frames. This increase endows the characters with a much more realistic look and feel, especially in response to the controls. Many Virtua Fighter players, though entranced by the visuals, felt that the game play had to be juiced. The jacked-up frame rate completely revamps the action. The characters move more smoothly and execute their moves more quickly.

Virtually Brand New
VF 2 appears to take the great aspects of the original VF and improve upon them. It's worth a few rounds to find out if you can be a Virtua Fighter, too.

By Sega
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VIRTUAL PLACES in small spaces
The Virtual Boy leads Nintendo’s foray into virtual reality.

By The Whizz

When Nintendo announced the 64-bit Ultra 64 game system, most video game brainiacs figured it planned to leapfrog 32-bit technology altogether. Wrong!

The big N saw something in a Reflection – a Waltham, Massachusetts-based Reflection Technology, that is – and decided to take 32-bit technology small. Now it’s set to explore virtual reality with the Virtual Boy, a compact 3D game system.

The Kid’s All Right
Virtual Boy is a stand-alone tabletop unit that doesn’t connect to a television. The 32-bit virtual-reality (VR) system, powered by six AA batteries, is built around a RISC (reduced instruction-set computing) chip. It uses two high-resolution mirror-scanning LED (light-emitting diode) displays to produce a 3D image.

The Virtual Boy resembles a pair of ski goggles mounted on short metal legs. You set the unit on a table and simply slide your face into it. The design is meant to eliminate all external stimuli, totally immersing players in a multifaceted monochrome world consisting of high-resolution red images against a deep-black background.

The separate VB controller is totally unique. It sports a two-handed design consisting of double pistol grips mounted on either side of a control pad, which features four action buttons and two directional pads.

Nintendo Sees Reflection
The brains behind the Boy belong to Reflection Technology, a company that specializes in virtual-display technology. What has the company that Mario built so jazzed is Reflection Technology’s patented virtual-display technology, the Scanned Linear Array (SLA). With it, Reflection displays can produce a readable image comparable to that of a 12-inch monitor – within a one-inch-square window!

The SLA is built around a vertical column of tiny LEDs and a magnifying lens. A vibrating mirror sweeps the magnified image of the LEDs horizontally to paint a full-screen image. To view the image, you put the SLA display up to your eye and look into a tiny viewfinder. Because of the high speed of the mirror and the LEDs, your eye is fooled into seeing a single continuous image.

The same phenomenon occurs when you watch a movie. You see separate frames of moving film as a continuous animated picture rather than the individual images that comprise it.

The Boy as Toy
Nintendo of Japan is talking up the Boy big. The VB is slated for release in Japan this April at a suggested retail price of 19,800 yen ($210). According to Nintendo, three cartridge-based games will be available at the launch, followed by two to three titles each month. At press time, Nintendo projected that Virtual Boy sales in Japan will reach 3 million hardware units and 14 million software units by March 1996. That’s a man-sized task for the little Boy.
What are you waiting for?

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- PC Gamer

"It's Doom with a twist, a turn, and a gravity free flip."
- Computer Gaming World

"Played it ... and I have one thing to say. Wow."
- Sir Ryck AMERICA ONLINE

"If you still have Doom loaded on your HD you're just wasting space."
- Big Joe d. AMERICA ONLINE

"Fantastic graphics, incredible 3-D animation, support for modems and LANs, music, you name it. The best I have ever seen."
- Jon Yardney, Compuserve 70563.2311

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Welcome to Descent™ - 30 levels of the most mind-bending, stomach-churning action game ever. Featuring true 3-Dimensional worlds with light source shading, texture mapping, 3-D morphing, directional sound effects and sizzling music, this technology taken to the limit.

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And what's the good of losing your mind if you can't share the experience with your friends? Descent invites you and your buddies to dive into the action together with head-to-head combat and cooperative two-player modem and eight-player network support.

Challenge yourself and experience what everyone's talking about!

Coming March 17th to a store near you. For IBM and compatibles.
Nintendo announced in January that Killer Instinct will make the trek from the arcades to the eagerly awaited Ultra 64 home system. Silicon Graphics, Inc., has completed the basic Ultra 64 hardware design (see sidebar), and according to Dan Owsen, product manager for Killer Instinct, the Ultra 64 home system is "on schedule for shipping in late '95."

**Fighting First**
Killer Instinct will be one of the first games released for the system, but the game design is still on the drawing boards. "Right now," says Owsen, "we're thinking straight conversion, but it's possible we may do a tournament edition or something. Ken Lobb, our fighting guru, helped design Killer Instinct, so he'll oversee the project. At the very least, the game can be an exact copy. What would be ideal is that we re-create a Killer Instinct for the home system that's as different from the arcade version as Street Fighter II was from Street Fighter II Turbo. If we have the memory — and we probably will — we can add some extras."

Since players are just now discovering how deep the arcade version of Killer Instinct is (see page 77), those extras are most intriguing.

**Killer Moves**
The Killer Instinct arcade game was a collaboration by a heavy-hitting team: Nintendo, Rare Ltd. (the Donkey Kong Country designers), and Williams Entertainment, with some good advice from Silicon Graphics, Inc. Since the final Ultra 64 technology was not available for the arcade machine, however, the home game will be more sophisticated than the arcade version.

For example, Killer for the home should move much faster. The cartridge game will use a new compression algorithm that enables it to use fast-access chips to store certain game-play information that the arcade machine now stores on a relatively slow-moving hard-disk drive.

What's more, the Ultra 64 home system will have polygon scaling and texture mapping built into the hardware — effects that the coin-op produces via software programming. That means the rotating 3D levels and the in-and-out scrolling that occurs when characters approach each other will move much more quickly.

Killer will sport the same rendered-polygon look of the arcade version. In fact, Nintendo will use the same Silicon...
Silicon Graphics, Inc. (SGI) has completed work on Nintendo's Ultra 64 home system. George Zachary, SGI's manager of consumer electronics marketing, gave GamePro an update.

**GP:** What's was your biggest technology challenge?

**GZ:** Trying to take the highest-end performance of Silicon Graphics workstations and put it into a low-end consumer device. A game machine should be optimized for fun, but that's not the goal of a workstation.

SGI makes a high-end graphics workstation called the Reality Engine, on which the Ultra 64 hardware is based. One of the toughest things was to design a Reality Engine-like coprocessor into a system for less than a $250 price point. It's easier when you want to go after an arcade system.

**GP:** Is the Ultra 64 going CD like the Saturn and the PlayStation?

**GZ:** The Ultra 64 is still a 64-bit cartridge-based system.

**GP:** How closely does the Ultra 64 arcade hardware match that of the home version?

**GZ:** Killer Instinct and Cruis'n USA for the arcades are Ultra 64 titles, not Ultra 64 hardware. The Killer Instinct arcade machine was not a full-fledged Ultra 64 system. Killer Instinct for the arcade uses a 64-bit MIPS CPU, and it uses the Ultra 64 file format for data structure, but it doesn't use Ultra 64 memory media or the graphics technology.

We worked with Nintendo and Williams to get them the information they needed to build a good arcade machine so it could be ported to a home system. However, over time there will be arcade versions of the completed Ultra 64, but our number-one priority was with the home system.

**GP:** SGI isn't known for electronic-gaming products. How can you add that entertainment element into the Ultra 64 design?

**GZ:** Our goal was to build the fastest, coolest game machine. We have 110 people on the Ultra 64 development team. Every Friday, we get together for video game contests with a bunch of games on a bunch of platforms. Everyone likes the games with great game play, not necessarily the best graphics.

**Evolutionary Instinct**

Like any new system if the Ultra 64 appears this year, it's going to need some knockout games. Killer Instinct could have fighting impact.

Graphics models that appeared in the arcade system, which was designed by Rare. "From the get-go," says Owsen, "we planned that Killer Instinct would be an arcade game that would also be for the home systems."

Design plans also call for all the original characters to appear in the home version with all their moves intact. Naturally, the game will feature its signature multi-hit combos, but it's still too early to tell what the control-pad layout will be.
**Battlemorph**
This much-anticipated 3-D sequel to Cybermorph has a killer new twist. You can seek out new worlds underwater and underground. Available 1st quarter.

**Brett Hull Hockey**
With awesome digitized graphics and a real-time 3-D rink, you'll feel every slapshot, save and humiliating slam into the boards. Available 2nd quarter.

**Dragon's Lair**
Dirk's back, only this time he'll be fighting dragons in your home. It'll take the Jaguar's raw 64-bit power to the max. Available 1st quarter.

**Highlander**
Based on the hit movies and TV series, Highlander will take your swordsmanship to the 64-bit level. Available 1st quarter.

**Robinson's Requiem**
Imprisoned on an alien planet, you either escape or die. You'll cover 3 miles of 3-D terrain as you fight off starvation, predators and insanity. Available 2nd quarter.

**Blue Lightning**
You're in an F-18 battling a renegade general. Can you handle precision flying and stomach-wrenching dogfights or do you need your mother? Available 1st quarter.

**Creature Shock**
You're on a mission to find the remains of a lost ship on the near-dead Planet Earth. 3-D graphics and eerie special effects add to the chills. Available 2nd quarter.
How can we possibly make the 64-bit Jaguar more powerful? Attach an Atari double-speed CD player. It's a lot like attaching an atom bomb to an F-14. We're talking explosive power that no other CD-ROM combination can match. Just piggyback this 790-meg monster onto your Jaguar and watch your TV come alive with insane true color, movie-like images and CD-quality stereo sound.

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Is the world ready for 32-bit game systems? Well, initial Sega Saturns were gobbled up by technology-mad Japanese gamers in a day. Now the scramble is on to keep units on Japanese store shelves.

**Spinning Silver**

The Saturn by Sega Enterprises of Japan is basically a CD-ROM system; however, there's a cartridge slot mounted in the top of the unit. Right now there's only an add-on RAM memory cart for saved games available on the Japanese market, but rumors in the Japanese press advise players not to rule out the possibility of cartridge/CD-based games. Another intriguing Saturn mystery: a simple five-pin port in the back labeled simply "communications connector."

The system unit costs 38,000 yen (about $400). You get a single six-button controller, an audio/video connector, and a power cord -- no bulky AC converter (yes!). Of course, for fighting-game fans, the best bundled goody is Virtua Fighter (see the ProReview in this feature).

The control-pad button layout is similar to typical Genesis six-button jobs, but there are two SNES-style buttons in the front of the pad. The two new buttons broaden the base of the pad, so it fits much more comfortably in your hands. Additional peripherals available in Japan include control pads, a joystick, and a mouse. Sega of Japan also has a six-player adapter in the works. You can also purchase an S-video adapter to produce a video image that's much cleaner than the standard composite (AV) image.

**At Saturn's Core**

What enables the Saturn to strut its next-generation video game stuff is a fancy bit of engineering called parallel processing. Two 32-bit Hitachi SH2 RISC (reduced instruction-set computing) processors, running at 28.6 megahertz, team up to pump graphics and game play into the system.

The Saturn has hardwired graphics capabilities that should make things easy for software designers. Among other features, Saturn can easily handle the flat shading and texture mapping showcased in games like Daytona USA. It will also create image scrolling so sprites can move in and out of the screen, as in Virtua Fighter.

You can also keep an ear or two open for great sound effects. There's a dedicated Motorola 68EC000 sound processor.

**Do Not Lead Us Into Temptation**

The Saturn has the goods, and video games are looking good in Japan. But before you rush off to the nearest import-export operation, remember that there's no guarantee that Sega Saturns produced in Japan will support games created anywhere else.
Lucky Japanese fighting fans are being treated to one of the best games ever bundled with a system. Spectacular polygon graphics, arcade-true game play, and killer sound will keep you fighting virtually for days on end.

**Generation X-cellent**

For a first-generation Saturn game, you won't believe how close Virtua Fighter is to the arcade version. All the fighters made the transition intact — as did all of their moves and combos.

The characters look great, and almost all their arcade polygons were carried over. Some fluidity of movement is missing, but the game seems to play a little faster than the original quarter-cruncher.

Sega wasted no time in showing what the Saturn hardware can do. Both the scaling and rotation effects are great, and the different camera angles have been faithfully ported over. When the game scales in and out of a fight, it's so smooth that you may not even notice it.

Overall, the polygon graphics are winners, but there are some points in the game where the action breaks up and flickers. Fortunately, it usually happens only during the instant-replay scenes.

The rockin' sounds that were in the arcade are here also, as you may have guessed. Some, like the voices and collisions hits, sound even better on the Saturn.

**Get Ready to Rumble**

Producing games that are almost direct clones of arcade versions is practically a survival tactic for Sega of Japan. Among fanatical Japanese players, the Saturn faces stiff competition from the Sony PlayStation and the upcoming Nintendo Ultra 64. Virtua Fighter is a great way to start a fight.

**PROTIP:** When fighting the boss, Druj, make sure you take clean shots at him. He always counterattacks you.

**PROTIP:** When your opponent's down, pull a ground attack for an extra hit.

**PROTIP:** If you get the opportunity, try to push your opponent out of the ring for an easy win.

**PROTIP:** After you throw your enemy in the air, do a combo on him.
**Saturn Games in Orbit**

Here are some CD games that Japanese Saturn-savvy gamers can play.

**Virtua Racing**

The best racing game for a home system just got better! The Saturn version of this monster road racer will be huge. Now you'll be able to drive five cars - a high-speed go-cart, sports coupe, sports prototype, modern Formula 1 racer, and vintage 1960s Formula 1.

You'll burn rubber across ten awesome tracks: the three originals from the arcades and seven new tracks created just for Saturn drivers. There are three game-play modes: Arcade, Grand Prix, and Practice. Arcade mode is just like the original coin-op, but the big race is the Grand Prix, where you drive in all the cars against 15 teams through an entire racing season.

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**Daytona USA**

Sega of Japan's taking its Saturn racing action seriously. Although Time Warner's engineering Virtua Racing, Sega of Japan is driving Daytona USA onto the 32-bit fast track. The game will be almost identical to the arcade version. Your racing choices include two hot cars, manual or automatic transmissions, and three courses - beginner, advanced, and expert.

You'll drive against a pack of stock-car pros who have no qualms about banging up your shiny, new 32-bit paint job. Selectable outside-the-vehicle views will propel you past gorgeous scenery. You'll be surprised by how much you can see at 300 miles per hour.

*By Sega*

*Available Spring '95*
**Digital Shinobi**

Shinobi disciples everywhere have been on the lookout for Joe Musashi. Well, he's been busy mastering new forms of ninja magic for his Saturn debut. Shinobi's set to display its usual side-view ninja-fighting heroics. The "digital" in the title refers to the sharp digitized graphics that include huge boss creatures and mesmerizing backgrounds. Yes, the rainbow shuriken toss is still in the game.

*By Sega*

*Available Spring '95*

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**Clockwork Knight: Pepperouchnau's Adventure**

When the kids go to sleep, the toys take over. Now you can see what really goes on after hours. Clockwork Knight's an action/adventure game set in an unusual 3D world. Rendered polygon graphics create a unique gameplay perspective. As you watch from a little toy's point of view, a normal-sized house becomes a fascinating fantasy land. You guide the good Knight in a quest to make it a good night for all toys.

*By Sega*

*Available Now*

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**Panzer Dragon**

If your fantasy is to ride a flying dragon, here's a fantasy world where you can. In Panzer Dragon, your sharpshooting and dragon-riding skills will help save the land from magical invaders. You command a 360-degree view that enables you to blast your foes in any direction via a targeting cursor. Dragon may turn you into a Saturn frequent flyer.

*By Sega*

*Available March*
**Gale Racer**

Gale Racer, formerly known as Rad Mobile in the arcades, motors to the Saturn. Your challenge is to race coast-to-coast across America in the Saturn Rally. The race starts in Los Angeles and finishes in New York. In between, you'll hit 16 other cities and hot spots like the Mojave Desert. You go up against 24 rivals—the first one to finish claims the Gale Racer crown. The road to success is not an easy one. You have to watch out not only for the winding road and the grueling elements, but for oncoming traffic as well. There are no rules to Gale Racer, so anything's possible. Don't blow it.

*By Sega
Available Now*

---

**Tama**

Tama takes the classic marble maze from those tilting wooden cases and turns it into a beautifully rendered game for the Saturn. The main goal is to tilt, twist, and turn the maze surface to roll a marble around obstacles to a goal. Through seven landscapes, you can rotate mazes or zoom in on them for different perspectives of the puzzle. It's a race against the clock, so you must think and move fast. Don't lose your marbles.

*By Time Warner Interactive
Available Now*

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**Victory Goal**

Until the Saturn reaches the U.S., "football" definitely means soccer, the most popular sport in the world. You'll play with international teams and vie for the world championship. The game features multiple views that you can control, so you'll be able to set up defensive and offensive strategies. Individual character moves include headers and tackles, but watch out for yellow flags.

*By Sega
Available Now*
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Sony's well known worldwide for its audio CD players, but the arrival of the CD-based PlayStation should be music to the ears of gamers everywhere. This sleek, solidly built system is like the sports car of video game systems. The asking price in Japan is the same as the Sega Saturn, approximately $400.

Scoring Style Points
The PlayStation's trim, high-tech styling is eye catching, but what you notice right off the bat is its compact size. Only 2 1/2 inches high, its base footprint is smaller than an issue of GamePro. The CD player sits under a large circular cover mounted in the center of the unit between oversized Power, Reset, and Open buttons.

When you swing the PlayStation around, you immediately see its consumer electronics lineage. Across the back because its ports are standard size, any AV cord fits.

For a finer video image, you also get a standard S-Video connector — again, one size fits all. The power cord is detached to tell how the directional buttons will affect game play for combo-rat kids playing gamers, but they don’t seem to adversely affect the game play of Ridge Racer, which comes bundled with the unit.

Made in America
PlayStation's miniscule size is largely the result of nifty custom engineering by LSI Logic of Milpitas, California. No off-the-shelf chipsets for Sony. LSI, which specializes in this sort of stuff, used advanced semiconductor-manufacturing techniques to combine several microchips, such as the microprocessor, memory managers, and video functions, into a single chip the size of a large fingernail.

PlayStation has built-in texture mapping; gravity simulation, which makes on-screen objects respond more precisely to perceived gravitational pull; and elasticity, which enables objects to be pulled and twisted. The system can also display three light sources, which means game artists can more easily create realistic visual effects for shading. Another intriguing hard-wired feature is four-motion video. The PlayStation supports JPEG compression, and can play compressed video from a CD-ROM.

Japan Takes a Station Break
Sony did its hardware homework; the thing to watch with the PlayStation will be future software support. Japanese gamers have already checked into this 'Station. Next stop... you know where.
RIDGE RACER

By Bruised Lee

The PlayStation is sending Japanese gamers off to the 32-bit races in more ways than one: Ridge Racer, the port of Namco’s awesome arcade driving game, is bundled with the unit. Great move!

Racing Basics
You can drive in a 12-car jam or in a two-car race against the computer. The game moves at very high speeds, especially if you choose the faster cars available in the game.

As in the arcades, Racer sports a single track, but it’s fairly large. If you can beat the clock at various checkpoints, you can extend the number of laps and even add extra lengths onto the track. Still, it would be nice to have more tracks. Ridge-racing GamePros are hot on the heels of a Japanese code that opens up this CD.

The control is very responsive in the first-person perspective. With the behind-the-car view, the controls are a little sluggish and tend to slow down in spots.

Access This
Ridge Racer via the PlayStation obliterates the common problem of CD access time. Once the game is loaded, you can remove the disc!

Try this ProTip: Play your favorite music CD in the PlayStation and listen to it while you’re racing. If that’s still too much access time for you, you can play Galaxian, a classic Namco arcade shooter, while the game’s loading.

Sleek Looks
If you’ve played the U.S. coin-op, you know the textured polygon visuals kick asphalt. On a TV, the graphics look incredible overall. The awesome first-person view feels like you’re really on the track.

Almost all of the arcade version’s polygons are present; this game appears like a near carbon copy of the original. However, despite Racer’s eye-catching sheen, the paint job has scratches: Sprites glitch up in some areas, and slowdown plagues some spots, especially in the behind-the-car view.

Racer’s super sounds include a very cool echo effect in the tunnel. The six selectable techno-rock tracks are equally great and suit this fast-paced game very well.

Ridge as Bridge
It looks like Ridge Racer’s a great ride in any language. When the PlayStation hits the U.S., let’s hope Ridge Racer’s part of the deal.

PROTip: Letting off the gas to slow down through turns, then accelerating when you’re into the turn makes your car skid. For top speed in turns, simultaneously press the gas and brake buttons.

PROTip: Just like in real race driving, begin turns on the outside edge so your car can take them at high speeds.

PROTip: Play Galaxian while Racer’s loading. Shoot all the Galaxian enemy ships to get more cars.
**Super Parodius Deluxe Pack**

The first PlayStation shoot-em-up out of the gate in Japan is Super Parodius, and it's what would result if Hello Kitty had a nightmare about Gradus. You "fly" such bizarre characters as Twinbee, Pentaro Penguin, octopuses, and pigs with wings against bosses that include a giant Las Vegas showgirl, a cat-headed pirate ship, and a dog-faced space cruiser. Weird and wacky - but fun.

*By Konami
Available Now*

---

**Hot Blooded Family**

Hot Blooded Family is a Final Fight-style street brawling game. Three characters and three lengthy worlds make Family straightforward side-view combat stuff. Each hero has a unique scum-scattering offensive tool, including a polo mallet and a sword, in addition to major muscle power. They can also grab rifles, bazookas, and bombs along the way. Hot Blooded Family reunions are knock-down drag-out workouts.

*By Technosoft
Available Now*

---

**Crime Crackers**

Crime Crackers is a first-person perspective maze shooter. You're stuck in a weird outer-space fortress where you must shoot your way past angry, well-armed aliens. You must manage your arsenal by buying and selling several types of items, weapons, and armor, but the descriptions are, of course, in Japanese. English-speaking sharpshooters might find that daunting, but this CD's fluent in the international language of firepower.

*By Sony Computer Entertainment
Available Now*

---

**Tekken**

American arcade gamers may have already seen Tekken, a 3D polygon one-on-one fighting game. In fact, Tekken's the first coin-op to use the PlayStation's graphics-driver board. Eight warriors battle their way to eight boss characters in unusual international locales such as the Acropolis in Greece. In the arcade version, you control the punches and kicks of each arm and leg independently. The eight-button PlayStation controller certainly has the ability to support that unique feature.

*By Namco
Available First Quarter '95*
Toh Shin Den
(Tale of the Gods of Combat)

You've seen Virtua Fighter? If first looks at Toh Shin Den are any indication, you haven't seen anything yet!

Polygons with Personality
Toh Shin Den is a wicked one-on-one weapons fighting game that features texture-mapped polygon graphics. Eight combatants and a boss each fight with such weapons as a Japanese katana sword, iron-claw gloves, two-handed broadsword, and a whip.

Every fighter has standard slash, punch, and kick attacks. They also wield multiple long- and short-range special attacks.

Fighting with Flair

The eight fighters are depicted in excellent textured-polygon style.

Characters can fight themselves.

which you fire off by sweeping the directional controls and hitting an attack button.

The multibutton PlayStation control pad should strut some serious stuff here. You can handicap the controls so that a single button press busts a special move. You can also activate an autodefense feature, so that the CPU helps you defend yourself during a match. You can even set the controls to display a certain camera view whenever you like.

Toh Shin Den's other impressive features include a variety of camera angles and fast action that makes this game possibly the fastest-moving polygon fighter around! Plus, the camera views scale in and out according to the proximity of the fighters to each other.

Fighting's Future
Every system's hot for a polygon fighting game. The PlayStation definitely has a contender in the wings. Toh Shin Den could be a winner...and you don't have to speak Japanese to play it.

By Takara
Available Now

Eiji's Nihontoh Sword versus Kaylin's Claymore Sword. Projectiles intercept each other.

Want to play as Gaia, the boss? The instant the title screen appears, press Down, Down-Right, Right, and hit the Square button. You'll hear a voice say "Fight!" Then select 1 Player, choose Eiji, hold Up, and press any button.

Sofia slaps Ellis.

Automatic rotation effects add drama to every fight.

Mondo's Spear versus Fo's Iron Claw. Mondo sticks Fo.


Defense is key to victory. Here Ellis evades Duke's attack.
ON LOCATION

WeaponLord

Game-Play Evolution Or Revolution?

Namco and Visual Concepts break the fighting-game mold with WeaponLord.

By Slasher Quan

A sk pro street fighters what makes a fighting game great, and the first words out of their mouths will be "game play." Sure, newfangled graphics and fatal endings are fun, but strip away the chrome and you're left with the substance, or the lack thereof.

Featured on last month's cover, WeaponLord by Namco and Visual Concepts for SNES and Genesis (due this May) is trying to push the fighting-game envelope in many areas. But the game's greatest ambition is to dethrone every other fighter in the category of game play.

Something Different, Something Better

Why is it that almost every fighting game — including Killer Instinct, Samurai Shodown, Art of Fighting, and World Heroes — has Fireball and Dragon Punch moves that use the exact same motion and produce the same effect as in SF II?

WeaponLord is a head-to-head fighting game similar in format to the Street Fighters and Mortal Kombats of the world, but that's where designers James Goddard and David Winstead at Namco Research want the similarities to end. WeaponLord's prime directive: To feature original, first-class game play while being marginally similar to other fighting games.

The Weapons System

Everything in WeaponLord springs from one concept: weapon-to-weapon interaction. There is no unarmed combat in WeaponLord; at all times the characters wield their trademark weaponry, whether it be a broadsword, a warhammer, or a staff. The idea is that instead of the weapons always hitting the characters, there will be a much greater chance of the weapons colliding into each other. Players must attempt to control the momentum and tempo of the fight by dominating the weapon-to-weapon interaction.

Several key questions springboard off this idea. When the weapons interact, what happens? What occurs when a strong weapon attack...
hits a weaker weapon attack? How can a player's defenses be compromised so he can be struck by a weapon and damaged? Is it possible to reverse and counter moves?

WeaponLord's designers asked and answered these questions, then questioned their answers, then asked more questions. This process led to what is, on paper, the most complicated combat system ever attempted in a fighting game.

First, when two weapon strikes of relatively equal strength collide, the characters recoil for a moment, much the way you'd recoil if you swung a baseball bat at a wall. But WeaponLord has tons of regular moves and about ten special moves per character, so there are plenty of techniques of unequal strength.

For example, if a lightly swung weapon contacts one that is swung hard, the player who used the hard-swinging weapon recoils for a split second less than their opponent. This split second gives the aggressor a slight advantage—not enough time to score a free hit, but time enough to begin his next move first.

And that's just for normal moves. Say the aggressor immediately activated his Guard Drop, a special technique. If the opponent tried a normal block, it would be knocked away, leaving them vulnerable to a possible hit or combo. On the other hand, if the opponent quickly reacted with a more difficult move, such as a Thrust Block or Power Deflect, the aggressor's Guard Drop attempt would be countered, shifting the momentum of the fight.

With so many different techniques (see sidebar), WeaponLord should keep players on their toes by challenging them to master a multitude of possible actions and strategies.

**Forehands and Backhands**

Must every fighting game have punches and kicks? No. WeaponLord's attack buttons are divid-
WeaponLord's Special Techniques

**Power Strike:** An very powerful attack that can knock away certain blocks or be used in a vicious combo.

**Thrust Block:** An aggressive block that can turn away or stop many attacks.

**Take Down:** A move that knocks down the enemy. Remember, you're vulnerable even on the ground!

**Frenzy:** An all-out weapon-attack sequence that can hit several times.

**Guard Drop:** An aggressive move used to bat away a normal block, leaving the enemy vulnerable.

**Power Deflect:** Used to aggressively counter an enemy's weapon attack, possibly knocking aside their blade and leaving them on the defensive.

The moves are divided into two types: Forehand swings and Backhand swings (each at three strengths). Best of all, the graphics actually match the swings. A Forehand swing travels around the right (or primary) side of the body, and a Backhand swing comes from the left side of the body. This movement looks very realistic!

**It's Gotta Feel Good**
Control can make or break a game. A champion can become an eternal chump if executing the moves is like punching Morse code or drawing figure eights with the joystick.

WeaponLord is generally a controller-motion-based game, much like SF II's quarter-circle and half-circle motions. The biggest difference is that many moves are activated by holding down a single button first and then doing the action. This setup makes it possible to use motions that travel over the top half of the controller.

Designed to be similar to the style that players are used to but different enough to have their own feel, WeaponLord's controls are also simple enough not to cause players to miss their moves. And with the hold-down-the-button motions, combos will feel very different!

**Power Combos**
Like the rest of the game, WeaponLord's combo system...
is based more on what you can do than on what you can’t do. Other fighting games restrict players in many ways—for instance, by not enabling you to hit the enemy more than once when they’re in the air or by preventing you from hitting the enemy when they’re on the ground.

WeaponLord eliminates such restrictions, adds new ways to start combos, and incorporates familiar elements, such as two-in-ones and juggling. For instance, you can hit the enemy on the ground.

Talazia’s Guard Drop takes Zorn’s powerful shield out of her way.

don’t think a downed enemy is out: They can block immediately as they start to get up. You can also begin a combo with a weapon-to-weapon interaction, which can take place on the ground or in the air. There are also many possible two-in-ones, but you must learn them individually.

**Not a Small Step**

It’s hard to dispute WeaponLord’s claim that it is different from the pack. Now the question is: Will it break away and become the new standard that others follow? (Look for continued coverage on the creation of WeaponLord next month in GamePro.)

**The Minds Behind The Weapons!**

The key people who devised WeaponLord’s game play are producer-designers, James Goddard and David Winstead of Namco, and the game’s programmers, Steve Chiasson (SNES) and Aki Rimpiläinen (Genesis) of Visual Concepts.

**GamePro:** What makes you think weapons are exciting?

**James Goddard:** How many times have you watched a movie and seen someone go weapon-to-weapon—bang! bang!—and then, whoosh, the guy parries and cuts the other guy’s stomach open. It’s bad-ass, it’s intense, sparks are flying—what kind of vision does that give you?

**GamePro:** What’s the objective with the moves?

**JG:** Everything has to be useful. We don’t have fluff moves that look fancy just so you go, “Ooooh, ahh,....” and then you go, “Ah...that sucks because I can’t use it in a combo.” In Way of the Warrior, when the biker throws lighter fluid on the guy and then lights it, how effective is that? We don’t waste our time with stuff like that. Everything in WeaponLord is deadly precision.

**GamePro:** What is your definition of a combo?

**JG:** A lot of people play games like Eternal Champions and say, “Look, I can do a combo, there are combos in this game!” If the opponent can block after the first hit, that’s not a combo.

**GamePro:** How will players’ strategies evolve?

**Steve Chiasson:** When people first started with Street Fighter, you didn’t see a lot of trading hits or Ryu Dragon Punching Dhalsim’s foot. You probably won’t see advanced weapon-to-weapon action [from players trying out] WeaponLord for a few months.

**GamePro:** How are throws handled?

**Dave Winstead:** We were at some convention, and we met some overconcerned game designer who didn’t put throws in his game because he thought they were cheap. In our game, throws aren’t cheap. They require a motion, can be blocked, and can be used in a combo.

**GamePro:** How is the control unique?

**JG:** We’re trying to match the motion to the move so it feels like you’re actually doing it, especially with the over-the-top motions. We could have done Dragon Punch motions like everyone’s used to, but how much would that have cheapened the feel?

**GamePro:** What is your ideal control?

**JG:** It should be silky smooth with lightning responses. If you miss a move, it should be human error rather than the game’s fault.

**GamePro:** What’s an example of bad control?

**JG:** Mortal I for SNES was a game with sloppy control. You’d press Up, and nothing would happen. You could feel the delay. Dave had this trick where he’d push down all four buttons and release, and four attacks would fire off in sequence.

**GamePro:** How is the game play designed and programmed?

**SC:** I wrote an in-house tool called Hero that we use to take the art files and go through, frame by frame, to hand-tune the collision.

**GamePro:** How close will the Genesis and SNES versions be to each other?

**Aki Rimpiläinen:** In game play, they will be 99.9 percent identical to each other. The Genesis has a faster processor so it can do a few more things, but graphics and sound will be better on the SNES.
Brain Lord Official
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By Tim Rooney
- Filled with weapons charts, town guides, and in-depth maps!
- Learn how to escape the Tower of Light and the Ice Castle.
$9.95 Code: BK-305 SNES

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By Corey Sandler and LeeAnne McDermott
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By Corey Sandler and LeeAnne McDermott
- Get hot tips and devastating combos for NBA Jam, Sonic and Knuckles, Contra Hard Corps, Jurassic Park Rampage Edition, Virtua Racing and more!
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- Keys to success for all levels of the game!
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Pitfall: The Mayan Adventure Official Players Guide
By Corey Sandler
- Jam-packed with all the secret tips you'll need to score big on Pitfall!
- Secret game-saving codes!
- Full detailed maps of all the game levels!
$13.95 Code: BK-332 SNES, Genesis, and Sega CD

Mortal Kombat II Official Players Guide
By Matt Taylor, Jim Fink, and Graham Wolfe
$12.95 Code: MKII SNES, Genesis, Game Gear, and Game Boy

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- 164 pages of game-winning strategies.
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9503GP
Super NES

By Scary Larry

Fillin' it to the rim doesn't just apply to coffee ads anymore. NBA Jam TE is loaded with options, action, and more backboard-bending fun than before.

The Jam Giveth...

So what's changed? Jam TE has a more developed game-play system. If you're used to sinking three from the opposite basket, expect to be disappointed. It's also easier to pick shots from the rim without getting called for Goal Tending, which makes the game more fair for defensive players.

As for options, you can find a wide range of spooky power-ups like Unlimited Turbo, permanent On Fire ability, and more. Another new feature is the ability to substitute players after every quarter. When rested, they return with a zero injury rating.

More players are packed into NBA Jam TE for the home system than there were in the arcade. Each team has more than two players, and there's even a new rookie team with such first-year hopefuls as Jason Kidd, Grant Hill, and Glen Robinson. Minute touches, like Dennis Rodman's snow-white hair, enhance the game even more.

...And the Jam Taketh Away

What you won't see here are

PROTIP: When playing with the floor icons, be careful. If you pick up the Fire icon, don't pick up anything else.

better graphics, better sound, and halftime shows. With larger character sprites, this version seems a lot closer to the arcade game. Although the crowd has been enhanced, the overall graphics look pretty limp.

The sounds are the most disappointing feature. Extra sound samples were added, but the announcer at times sounds so muddled that you don't know if he's saying "He's on fire" or "Heath goes higher."

Blonds have more fun, as Dennis Rodman knows.

No music highlights the actual game play, and the dribbling ball and slams are characterized with standard sound effects.

Control-wise, there's so little to learn about playing this game that any ball bouncer with a joypad can join in. But the gameplay is advanced enough that good players will have a tough time challenging each other.

Jam-Tastic

If you're a Jam fan, then you've been waiting all year for this version. Although short on the graphics and sound, this one has "Hoop Hooray" written all over it.
By Bacon

The courts are open for another round of slammin' and jammin'! The sights and sounds of NBA Jam Tournament Edition haven't changed much from the previous version, but the wild array of fresh options and gameplay refinements make for a whole new game of hoops.

Razzle Dazzle

With the depth and variety of Jam's new features, this cart has enough staying power to challenge - and please - serious Jammers. All 27 NBA teams and a sharp Rookies team now offer three to five players per team, and the rosters are so current that Chris Webber even plays for the Bulls! Although new hidden characters were reportedly included, none were available at press time.

With the radical new options, players can delve deeply into the entertaining realm of fantasy b-ball with power-ups that deck everyone else on-court, enable you to jam from anywhere, and more. Bag a bucket from a hot spot to net anywhere from four to nine points or kick up the speed with the four Juice settings!

Sweet Touch

Acclaim didn't forget the straight-up b-ball fans. Killer game-play refinements, like picking the ball off the rim, keep the action fast and furious. The game's cranked up speed means you'll have to work harder to bag threes or plant dunks.

You'll need a microscope to spot the graphical improvements. The crowd now waves at you, and minor details like the scoreboard were reworked, but the well-detailed sprites still dunk and block with the same stiff, jerky animation found in the first Jam. Fortunately, the graphics were strong to begin with, and this 16-bit game serves up a remarkable rendition of the arcade court.

Grabs the Rebound

In the sound department, the announcer belts out a nice variety of new phrases, but the muddy sounds effects, especially the flat backboard bounce, fall short. The controls, however, handle well and feel comfortable.

Despite the impressive additions, casual Jammers might find the action a bit too familiar to actually plunk down the cash. Hardcore hoops fans, though, will face enough challenges to keep them dunkin' and bumpin' for quite some time with this strong arcade conversion.

Genesis Game Profile

NBA Jam Tournament Edition

(By Acclaim)

Despite the all-too-familiar look and feel, Tournament Edition's dazzling new features and fast action will win the hearts of its fans.

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$64.95
Available now
Fantasy basketball
Battery backup

Protip: If you lose the tip-off, immediately go for a hit to regain the advantage.

Protip: Follow your teammate into your opponent's end of the court to set up a pick.

Protip: Pick teammates with complementary strengths. For instance, match a small three-point wizard with a gigantic defensive player.

Protip: After shooting from the outside, immediately head under the net to knock down the other team's rebounder.

Protip: To use the Team Swap, press Up on the directional pad and hold Button B until "Team Swap Enabled" appears.

Protip: Create openings by starting to shoot (which should make your opponent block), then pass to your teammate before you release the shot.

Protip: Guard the hot spots and let the opponent freely shoot two- and three-pointers. Gun hard for the spots once you're on offense.
Genesis

By Manny LaMancha

As usual, Metropolis is in dire trouble. Superman is battling Doomsday to keep the city intact, but this time the Man of Steel ends up defeated—and dead. Thus begins Sunsoft's The Death and Return of Superman, an average beat-em-up contest based on the popular DC Comics series.

PROTIP: First deal with the enemies who can damage you from a distance, then take on the ones that punch from up close.

Blue and Red... And Black and Blue

After Superman's demise, four Superman wannabes come out of the woodwork to fill the downed hero's shoes. As you fight through the game's ten levels, battling all forms of ground- and air-based opponents, you play as sassy Superboy, dark Eradicator, metallic Man of Steel, or robotic Cyborg.

Each character has their own special attack and super weapon in addition to the normal punches, throws, and flying moves. Only through a careful combination of these powers can the real Superman be brought back for his revenge and Metropolis's salvation.

Fortunately, control is consistent from character to character. The on-screen moves may be unique—such as the Man of Steel's sledgehammer swing—but the end result is nearly always effective. This setup simplifies the switch from one superhero to the next.

Sorry, Kent Hear You

The background music rocks, providing adrenaline-pumping motivation as you play. However, the Genesis can't always keep up the pace with the other audio, and often drops key sound effects when the action gets heavy, which momentarily pulls you out of the game.

Death and Return's graphics are really sharp and colorful, but the animation is often jerky and quite repetitive. For example, the flying enemy Warwolfer is simply a recolored Elite from earlier levels.

Kryptonite Moves

Death and Return has some thumb-busting segments and plot-building intermissions, but by the time you reach the later levels, you'll be worn out by the redundancy of the game play. Hover, wait, attack... hover, wait, attack...and so on.

The final battle, if you have the stamina to make it, is an exercise in tedium: Fall once, and you submit to a life-depleting pounding. Too bad—the story is compelling, the variety of Supermen is interesting, and there's a wealth of moves you can execute. But where's the game play? Guess it's...
By Scary Larry
If the video game industry ever
comes crashing down, Itchy and
Scratchy will be near the
top of the "Blame Us" list.

The Itchy and
Scratchy No-Show
The first thing you'll notice is
that this game is missing the
tings that made Itchy and
Scratchy famous: their theme
song, the rest of the Simpsons
menagerie, and the humorously
excessive violence, which is
toned way down.

Instead, you get a cat-and-
mouse version of Chuck Rock.
As Itchy, you cruise through
levels bopping Scratchy with
such trite weapons as axes and
arrows. You hit Scratchy until
he expires; then you fight the
boss. That's it. Scratchy chases
you and sends miniature
Scratchys after you, but any
novice could knock this puss
from his boots.

Genesis

The Itchy and
Scratchy Game

By Acclaim

PROTIP: Inside this room are two
1-ups. Check the top of the
screen when you enter.

PROTIP: Look for floor triggers
that light up when you pass them.
They reveal hidden platforms.

The Itchy and Scratchy Game By Acclaim

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Eat My Shorts
The pale, lifeless graphics depict
backgrounds that could be from
any game and sure lack the
Groening (The Simpsons creator)
touch. Watching this game is
definitely less fun than watch-
ing the cartoon show.

Music? Without the theme
song, what music would suffice? The remaining sounds
are as lifeless as the graphics.
Acclaim hasn't done the
Simpsons license a lot of justice
in this or previous games. It's
time to let the cat out of the
tape, and see what other compa-
nies can capitalize on the Sim-
psons' video game potential. This
one's just too...mousy.

PROTIP: To fight more efficiently,
keep multiple enemies on
the same side.

PROTIP: Blast suspicious-look-
ing objects, like these barrels, to
find power-ups.

PROTIP: Use a quick jump to get
in close when you're unarmored
and facing enemies with slashing
weapons.

Stone Protectors

By Captain Squideo
Stone Protectors
brings a rock-n-roll
spirit to cartoony beat-em-ups.
The results will please novice
fight fans, but veterans will
move a stone's throw away.

Troll Call
Two slimy monsters attack
Princess Opal with their reptil-
ian army to get their claws on
her powerful Great Crystal.
Rushing to her rescue are the

musical moves and special
attacks. However, the enemies
are repetitive, so you can keep
your attacks basic and still
win. This game's not a brain-

strainer, especially if you team
up with a pal or the CPU.

Romancing the Stone
The graphics and sounds are
straight out of the Saturday-
morning TV lineup. Colorful,
imaginative, otherworldly
backgrounds are populated
by small but detailed sprites
that move stiffly. Rockin'
music provides a good back-
drop, and you get lots of
sound effects. A few roars or
voices would've sent the
sound rating soaring.

Two big plusses are Stone
Protectors' wide-ranging
difficulty setting, which makes
this game beatable for young
players, and the level-select
option, which enables you to
see almost everything.

Stone Protectors isn't fabu-
lous fun, but you could do a lot
worse on a rainy afternoon.

Stone Protectors By Vic Tokai

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Sega CD

By Bonehead

Crocodiles, vines, scorpions, and jungle jumpin' – Pitfall Harry returns! Fans of the original game and anybody who loves run-and-jump adventures should dig into Pitfall for the Sega CD. Pitfall's anything but the pits.

Young Indy

A terrific platform-action game, Pitfall: The Mayan Adventure fills a void in the Sega CD game lineup. If you played the earlier 16-bit games, you'll recognize virtually everything in this version because most levels are identical.

Once again you're Harry Jr. searching for your lost father through Indiana Jones-style settings and using stones, boomerangs, whips, and bungee cords to overcome a jungle full of carnivorous creatures. Three new levels strengthen this adventure, providing refreshing vertical platform action to complement the horizontal levels.

As in the SNES and Genesis games, the controls may be problematic to some gamers. Harry Jr. does a lot of throwing, bouncing, jumping, and vine swinging, but executing these moves cleanly requires extreme concentration. You'll sometimes struggle repeatedly to master simple-looking jumps (especially in the new levels), and you'll find many of the small enemies frustratingly difficult to hit with your main weapons, the stones. Plan on a hairy adventure, young Harry.

It's a Jungle Out There

The dynamic graphics that made the 16-bit games memorable are even better here.

Example of gameplay:

PROTIP: Take out the annoying monkeys at Xibalba Falls with an Exploding Stone. These powerful weapons are in limited supply, so wait until lots of monkeys appear on-screen.

PROTIP: In the Mayan Jungle, don't jump prematurely when the first boss charges – he sometimes stops in front of you.

PROTIP: At the start of the Lost City of Copan, look for the Atari scorpions. Enter the door behind them, and you'll play the original Atari 2600 game.

PROTIP: At Xibalba Falls, jump up to the ledge in the upper-right corner to gain a hard-to-see 1-up.

PROTIP: Stay low to dodge the projectiles tossed by this final Warrior Spirit.

PROTIP: In Tezumul Mines, push this cart to the brink of the broken track, then jump on it to reach the rope on the right.

Fast, live-action film footage thrusts you into the adventure, then you're immersed in an exotic world of lush foliage, ravaged ruins, and immense waterfalls. Harry Jr. and the jungle beasts move smoothly, and clever visual touches liven up the action (watch what happens when Harry stands around).

Best of all are the realistic sounds, which were recorded in Costa Rica by a Hollywood special-effects crew. The rich sonic background creates a distinctly tropical atmosphere, supplemented by effective jungle music.

Harry to the Rescue

Long and exciting, this well-crafted disc is one of the year's best platform games. While Pitfall may be too difficult for younger gamers, to everyone else, Harry's a hero.

Sega CD Game Profile

Pitfall: The Mayan Adventure
(By Activision)

You don't have to be a fan of the classic Atari 2600 game to enjoy this excellent run-and-jump adventure. New levels and sounds make this disc the best of the recent Pitfall games.

<table>
<thead>
<tr>
<th>Graphics</th>
<th>Sound</th>
<th>Control</th>
<th>Feel Factor</th>
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959.95
1 player
No Side view
Action/adventure
Multiscrolling

52
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By Athletic Supporter
At first, Slam City seems like one of the coolest games around. And it is – at first. But despite its starting use of video, Slam City gets old in a hurry.

Slam 'n' Jam
Using a first-person perspective similar to last year's Prize Fighter, Slam City pits you against four street players with cocky attitudes and unique skills. If you're a street-hoops fan, you'll enjoy the in-your-face hoops that these players dish out.

Beat each player, earn enough Respect Points by blocking shots or making steals, and you take on Pippen. Be forewarned: He's almost unbeatable.

Sound cool? Play it for a while and see if you feel the same way. You soon get tired of seeing the same moves and video clips. Slam City is innovative, but it's like the Energizer Bunny: It keeps going and going – with very little change.

Brick City
The graphics and sounds are the best parts of the game. Everything's shown in video clips from a first-person perspective, so you stare down your opponent and play the game just as if you were pounding parquet.

Good graphical details make you feel like you're right there in some big-city gym with streetwise spectators watching. The trash talking is also good, though it eventually gets tiresome.

Unfortunately, Slam City's controls stink. They're so inaccurate that sometimes when you intend to move left, your player moves right and vice versa. Granted, you can't often go where you want because your opponent is countering your move, but this concept is taken to a frustrating extreme. And your moves aren't very sophisticated: You can't perform spin dribbles or head fakes, for instance.

Air Ball
A few other minor problems lower the Fun Factor. You'll think the basket is set at about seven feet because every player constantly dunks.

Also, the game tries too hard to be politically correct, crediting the female player with slams when she makes lay-ups. You won't notice these flaws until you've played a lot of games, but there's a good chance you'll have left Slam City by then anyway.

PROTIP: Juice can shoot, so stay tight on her. Press Button B to make the block when she goes up with the ball.

PROTIP: Against Fingers, dribble left, fake left, press Button B, and head right for an easy hoop.

PROTIP: As soon as you get the ball against Smash, hit Button B to blast by him.

PROTIP: If you're ahead and the shot clock is running down, let your shot be blocked. You'll lose Respect Points, but you'll also get the ball back with a fresh ten seconds.

PROTIP: If you block Mad Dog's shot or slam over him, he immediately loses his cool.

PROTIP: For a quick score, take a long-range jumper the instant you touch the ball.

PROTIP: On defense, don't always press Button C to steal because opponents will catch on and start pulling up for short jumpers.
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Skateboarding over to his third system is Radical Rex, and like his 16-bit predecessors, this Sega CD dinosaur offers easy-going, easy-playing fun for younger players.

**Dino Delights**

Rex is a dinosaur, but he's nothing like the savage monsters of Jurassic Park. Ever smiling, this T. rex rides a speedy skateboard through five prehistoric worlds and numerous bonus areas. When he's not riding down ramps, Rex is a run-n-jump dino who breathes fire on the many flying, crawling, and swimming creatures he encounters.

Good controls enable him to perform skateboard tricks, swing on vines, swim, climb, and high-jump with ease past danger. Joining in the fun is his girlfriend, who teams up with him for simultaneous two-player romping.

**Rappin' Rex**

Although some of the levels and enemies are new, the CD graphics and sounds are virtually identical to those on the SNES and Genesis. The sprites are big, the worlds are colorful and cartoony, and Rex again displays a range of charming animations. The sounds are also the same (lots of jungle

hateful rhetoric. The result? A fully automated, overly sensitive corps of flying nightmares.

You take hold of some pretty solid metal yourself, navigating from a behind-the-ship view through four worlds with tight, precise controls. But the excitement soon thins, because with only four scenarios, the action seems finished before it's begun.

**Super Nova**

Despite the lack of full color, Novastorm delivers some low-resolution but spectacular graphics. Liberal amounts of nonparticipatory flying scenes are packed in, and many of the landscapes will remind you of Total Eclipse.

The sounds are right on target. Good voice, techno-trashy music, and great explosions turn the Storm into a blizzard.

But the lack of any intense fighting and the ease with which you'll complete the levels soon downgrade the 'Storm to a tropical depression. This shooter parades out more bosses in less time than a coffee break at a construction site. But it's a great ride while it lasts. A two-night rental should cover this weather system.

---

**Radical Rex by Activision**

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**Novastorm by Psygnosis**

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**PROTIP:** Pick up the multi-shot power-ups first. Their increased range enables you to easily take out smaller fighters.

**PROTIP:** Explosions on the bosses indicate weak spots. Target the end-level boss's radar.

**PROTIP:** Learn to identify the different vines. Some can be climbed, and some can be swung on to reach new platforms.

**PROTIP:** When underground, you can stand temporarily on the brown blocks, but the clear bubbles will quickly give way and dump you into the deadly lava.

**PROTIP:** Keep your momentum on your skateboard to negotiate sudden loops and ramps.

**PROTIP:** Save Smart Bombs to use against the bosses, but unload them at first sight! If you die when fighting a boss, your SBs are replenished.
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NOW YOU'RE ON FIRE!
**Sega CD**

**Mary Shelley's Frankenstein**

*By Bro' Buzz*

Mary Shelley's Frankenstein mixes an action/adventure game with one-on-one fighting. However, as Frankenstein knows, building something from disparate parts can produce mixed results. The lengthy treks to collect puzzle-solving objects are challenging but ultimately a no-brainer.

The graphical quality is wide-ranging. The 3D cinematics look amazing, but the side-view visuals are flat; the ¾-overhead look just reveals dull scenery. Moreover, the limping Frankenstein looks like the Addams Family's Uncle Fester.

Frankenstein comes bundled with Bram Stoker's Dracula, another frightfully average CD game. This two-for-one deal's okay...at discount.

**Protip:** Some items help you avoid a fight. For example, there's one that puts Dr. Frankenstein to sleep.

**The Misadventures of Flink**

*By Scary Larry*

Platform games on the Sega CD are rare. Although it tries to make the grade, Flink flunks.

Flink, a cutey cartoon wizard's apprentice, bops enemies on the head and opens treasure chests. Your goal: Find ingredients for spells so you can progress.

The graphics are crisp, clean...and too cute. In the Enchanted Forest, too many enemies look alike.

The music is also youngish. Deep and well-balanced, it's nevertheless something that only a child can listen to without going nuts.

If you're really desperate for platform action, then Flink delivers...though the delivery is for an audience that thinks Mickey Mouse is too grown up.

**Protip:** If you come to a dead end or a spot that seems impassable, try a spell.

**Protip:** Time your jumps carefully, Flink moves slowly and is often caught just short of his target.

**Cadillacs and Dinosaurs: The Second Cataclysm**

*By Scary Larry*

Despite an interesting premise, comic-book-based Cadillacs and Dinosaurs quickly runs out of gas.

**Protip:** Power up (hold down the Fire button) for big obstacles like large tree stumps.

You fire at rocks, tree stumps, and other obstacles while avoiding the dinosaurs that lumber across your path.

The comic-book graphics don't translate very well to the Sega CD. The colors are muted and muddy, and the details wouldn't do justice to a coloring book.

The sounds are awful but essential. There's some speech, which you have to hear to complete the courses.

There's not much else to do here but shoot and steer. Bury this one with the mediocre Sega CD fossils.

**Protip:** Listen for Haman's audio clues. If it seems like you're going around in circles...you are.

**Space Ace**

*By Scary Larry*

Interactive cartoons take center stage again with Space Ace. This Dragon's Lair clone doesn't offer anything new, except more voices and a better story.

The plot's simple: You guide Dexter through a series of point-and-click adventures trying to save his girlfriend.

The graphics aren't any better than those in Dragon's Lair, though you'll see more fantastic creatures and exotic locales. The color bleed on the Sega CD is overly apparent in this game.

The deep-space disco music is greatly enhanced by voice-overs. It's just what these cartoons need.

Space Ace is great for animation buffs or gamers who enjoyed Dragon's Lair. If that's you, pick up the Space.
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WHERE THE CHALLENGE NEVER ENDS.
Corpse Killer is making a rerun as a 32X CD (see ProReview, GamePro, January 1995). This time, according to Digital Pictures, you get five times more color and a 50 percent larger image. Killer colors breathe life into Corpse, even if it's exactly the same game.

**Black-Magic Bullets**

Although it's simple fun, this voodoo shooter isn't brain dead. Yes, you merely mow down gamey geeks, but to master the autoscrolling shoot-em-up action, you have to protect your, uh... assets.

Corpses are feasting in Zombietown, and you're the main course. In order to defeat the dead meat, you must plan monster-zapping patrols to secure poison ammo, protective potions, and other black-magic armaments.

The crisp game controls keep the ghoulis at bay. A game gun makes the corpse killing a breeze; using the controller is more challenging.

The graphics are dead and alive. The zombies look Halloween-costume lame, but the color and clarity of the live-action visuals are much better than regular Sega CDs.

The sounds have style. Voices are crystal clear, especially your screams. The music has a good jungle beat with bongos, of course.

**Dead Again**

Corpse is a B-grade game that's as fun as a B-grade movie. If you can't keep a good zombie down, you can't keep a pretty good one down, either.

---

**Protip:** Shoot your zombitized squad members with Potion bullets to revive them.

**Protip:** Autoscrolling slides right by some zombies. Hold your fire and save ammo.

**Protip:** To fight Black Magic Strawmen, you need either Datura bullets for ammo or Ju-Ju Stick for protection.

---

**Protip:** Don't be too stingy with your missiles. You can reload during the flight and also between stages.

---

**Protip:** Roll to escape sticky situations. If missiles are coming your way, wait until the last second before rolling.

---

**Afterburner**

The graphics are superior to the lowly 16-bit's, with better color, faster animation, and screen-filling explosions. No flicker, and certainly no slowdown.

The music and sound effects rock while you're rolling. A superb jet-jammin' score is offset by great sound effects.

Great sound, great graphics... great game? Only if you haven't played it before. Veterans, check out the speed, then move on. Rookies, strap in, lock on, and fire!
PREPARE FOR THE FINAL BATTLE!

PHANTASY STAR IV

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While in port, explore the guild, bank, fortune-teller and Round Earth Society
When in battle, challenge your opponent to a duel aboard ship
One player with battery back-up to save games
By Scary Larry

Just when you thought it was safe to delve into genetic engineering again, Jurassic Park 2 comes along.Filled with standard platform action (but awesome sound and music), JP 2 isn't quite ready for extinction.

Dino Sore
John Hammond is having some trouble in the Park. It seems that Bio Syn, the company that hired Nedry to steal embryos, has invaded the island. Now Hammond wants Dr. Grant to return to Isla Nublar to help control the dinosaur population.

The action takes place in a side-scrolling platform style much like Jurassic Park for the

Genesis. This departure from the earlier SNES JP (which used a first-person perspective) also incorporates another player. You take on various missions (like Raptor Attack, High Ptera, and T. Rex Carnage) and fight Raptors, Pteranodons, and the most fearsome animal of all, humans.

JP 2 is standard jump-n-shoot action: You try to make the dinosaurs extinct, and the dinosaurs try to do lunch with you...literally. The controls also follow a simplistic pattern - shoot, change weapons, and shoot some more.

Dark and Deadly
The graphics are typical of Ocean - the characters are squashed, the backgrounds are lifeless, and scenes where the light changes (underground, in a cave, and so on) become too dark. Even the dinosaurs look like they went through the graphical trash compactor. Fortunately, the variety and detail of the animals in the park compensates for the lack of imagination in the backgrounds.

The sounds are superb. Eerie, haunting music enhances the sharp, realistic dinosaur cries. Each dinosaur is easily identified by its roar. A feast for the ears, especially if your SNES is hooked to a stereo.

Dullasaurus Wrecks
Although JP 2 is fun, you've seen this type of game play in a hundred other games; unfortunately, nothing new is added here to improve upon mediocrity. Whether or not you'll have fun depends on how good your excavating skills are.
You’ll Spend Weeks Trying To Conquer Sheltem.

(But Exploring His World Takes Much, Much Longer)

Might and Magic III is a Role-Playing Game in which you’ll head up a team of six fighters consisting of thieves, wizards, clerics, barbarians and others in varying races including human, gnome, elf, dwarf, half-orc, and others. The huge size of the world with all its towns, dungeons, and powerful spells makes M&M III the ultimate quest for survival and domination.

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But it won’t be easy. You’ll have to:
- Map your surroundings
- Talk to hundreds of people to learn clues
- Strengthen your team through battle and training
- Learn dozens of new, powerful spells to cast
- Complete many mini-quests

So start preparing yourself now for those mythological monsters who want to keep you from your mission, and remember...they don’t like to lose!
By Sarah Nade

The Looney Tunes are back! This time, they’re jammin’ hoops in a wacky game with funny moves never before seen in basketball.

**Slam Dunk**
Looney Tunes B-Ball starts on the set of a cartoon, where Bugs and the crew have just finished another work day. A pick-up basketball game ensues, so get ready for some seriously funny antics, especially if you team up for four-player simultaneous action.

You choose from Bugs, Daffy, Taz, Sylvester, Wile E. Coyote, Elmer Fudd, Marvin... and the Martian, and Yosemite Sam for two-on-two basketball. In addition to standard shots and passes, the characters sport special offensive and defensive moves, such as passing a time bomb, that create as much mayhem as mayhem.

The hoopsters handle well, and the special moves are easy to locate and use. It’s sometimes hard to steal the ball, but otherwise the on-court action moves smoothly.

The graphics are equally great, with large, easy-to-follow sprites and fluid passing, shooting, and running. The well-detailed studio backdrops are highlighted by colorful multi-scrolling backgrounds that add perspective. The sprites are large and easy to distinguish. The background music is average, but at least you get the familiar theme. The plentiful sound effects are cool, adding lots of charm to the action. More voices would’ve added flair to the game, however. The only vocal is Fred’s famous “Yabba Dabba Doo!” before the game even begins.

**PROTIP:** When climbing a cliff, time your progress so the caveman isn’t close enough to knock you off.

**PROTIP:** On offense, the cream pie is the easiest and most effective power-up.

**PROTIP:** In Bedrock, watch for Bamm-Bamm’s backward bounces – he’s so small you could miss him.

**PROTIP:** On defense, Bugs’ Disguise Defense freezes all the players, so he can steal the ball.

The control is great – Fred has basic running, jumping, throwing, bowling, and clubbing abilities that are generally responsive, though they feel slightly sluggish during the heaviest action.

**PROTIP:** On the volcano, go to the very top of the hill and push this button to activate the ledges.

**Yabba Dabba Doo!**
Overall, The Flintstones is a fun game, definitely geared for younger gamers because of its easy challenge, despite its increasing difficulty. Cavemen didn’t need much strategy to survive, evidently. The Flintstones still rule in Bedrock!

LOONEY TUNES

**B-Ball**

**That’s All, Folks!**
Looney Tunes B-Ball is great fun for any Looney Tunes or basketball fan. The wackiness and simple yet fun game play makes this cart a winner.

**The Flintstones**

**By Sarah Nade**

Fans of last year’s movie The Flintstones will enjoy this fun, frolicking, lightweight game. Good game play and exciting action make for a cheerful blast to the past.

**Wilmaaaaaa!**
In The Flintstones, you play as Fred, who must rescue Pebbles, Bamm-Bamm, and the rest of the Stone Age crew from kidnapper Cliff Vanderclave. You navigate through levels such as Bedrock, the jungle, and even an active volcano in your run-n-jump quest.

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Blast 'em and escape. You've got one desperately slim chance to warn Earth. These aliens are trying to unlock your secret of MetalMorphosis and cross through the interdimensional Hypergate into our galaxy. But they won't succeed... not if you can help it.

- An experiment in genetic engineering and space technology, your body and ship can instantly change shape and size.
- Five mysterious planets to investigate and a galaxy full of aggressive alien life forms to fight.
- Two stages of play in every level — intense hand-to-hand ground combat and wickedly swift space warfare.
- Force fields, sliding floors and conveyor belts complicate every move.

METAL MORPH

© 1994 Metal Morph is a trademark of ORIGIN Systems, Inc. FCI is a registered trademark of Fujisaki Communications International, Inc. 150 East 32nd Street, New York, NY 10022-6017.
Some games make great movies (like Street Fighter and Mortal Kombat), and some movies make great games (like Jurassic Park and Star Wars). Then there are the so-so movies that are made into horrible games. Guess which one this is?

**Time Will Tell**

Time Cop, based on last year’s movie, is one of those good-looking, poorly playing platform games that make veteran gamers wince. This slow, jerky game will never make it out of the rental arena.

You play as Max Walker, a cop who used to hunt down bad guys that abused time travel. Now you have to fight the inventor of the machine, Dr. Kleinstadt, and travel through time to get home.

**Time Out**

The crisp, clear graphics are stunning. Apparently digitized from live video, the visuals are slick and realistic. But the characters move with such exaggeration that they soon feel cartoonlike. With the brainless way that most enemies walk right into you, you’re in for one timeless evening.

The futuristic funk soundtrack never gets off the ground. The sound effects are poor, and there are no digitized voices of the actors to liven things up.

Time Cop also has two difficulty levels: Hard and Impossible. Breakaway floors, surprise enemies, and unseen obstacles will have you glancing at your watch one time too many. When the movie hits the rental shelves, they can put this game right next to it.

**PROTIP:** Don’t waste time with the octopuses in the San Andreas levels. Shoot what you must but run when you can.

**PROTIP:** In the end of the first scene, run through the level, shoot, and collect hearts. Jump over all mechanical enemies, and you should be home free.

**PROTIP:** Crouch and kick. Almost all human enemies can be disposed of in this way. Jump kicks also dispose of human enemies in one shot.

**PROTIP:** In the empty pool, don’t go all the way up the side, or you’ll lose the puck.

**PROTIP:** In some games, certain shots are worth more points.

and trash talking that made Jammit famous are just as entertaining here.

Large sprites and pucks are a plus in hockey titles, and SH has ‘em. Detailed backgrounds show off the clever inner-city stadiums where the real action takes place.

Although games like NHL ‘95 provide more realistic hockey, Street Hockey shows off what really goes down every day on the streets. SH ‘95 is a decent walk on hockey’s wild side.

**PROTIP:** A good scoring tactic is to wait behind the opposing goal when your teammate steals the puck. Have him pass to the corner and try a wraparound.
Motorcycle fans, strap on your helmets! Biker Mice From Mars has all the elements of a good racing game.

**Let's Rock and Ride!**
This cart is much like the recent Street Racer—you play as one of the main characters, each with their own vehicle and weapon. The vehicles range from a hovercraft to a bike that looks like a bug.

In the Main Race, you compete in rounds against computer-controlled characters on increasingly difficult tracks. Some tracks are simple squares with no obstacles, while others offer hairpin curves, jumps, and rough terrain.

**Stylin' and Profilin'**
The bright colorful backgrounds feature cityscapes, islands vistas, and sewer views. Although the large sprites can sometimes be hard to tell apart, the graphics are generally strong. The sounds vary: there aren't many voices (other than the occasional "Let's rock...and ride!"). But the sound effects (especially the explosions) and music are both good.

Konami included all the elements of a fun racing game in this cart: good game play, cool characters, easy control, and variety. The Biker Mice will be taking the checkered flag back to Mars!

**Biker Mice From Mars By Konami**

**Home Improvement**

The game handles well, and you can play without looking at the manual. But there's some problem-solving, too, so don't expect to breeze through the levels.

**Tool Be or Not Tool Be**
Tim Taylor, the popular Tool Time host, has his hands full. He must recover all the prototypes of the Taylor Turbo Power Tools set. The problem is that the tools are scattered throughout four obstacle-filled studios: Dinosaur Safari, Temple of Tools, Monster Theater, and Lost on Mars. Tim's equipped with a standard Nail Gun, but he finds Chainsaws, Jackhammers, and more as he battles dinosaurs, ghosts, and flying saucers.

**Home Hum**
If you're a fan of side-scrolling fun or just a fan of the show, you'll find something to like here. But serious gamers will find that Home Improvement doesn't have the challenge or long-lasting appeal of some other platform games. And that's too bad.

**Home Improvement By Absolute**

**Graphics**

**Sound**

**Control**

**FunFactor**

**Challenge**

**Price**

$69.95

**Features**

4 studios

**Available**

Side view

**Multiscanning**

Action/adventure

**ESRB rating**:

Not Yet Rated
Meet the next generation of Lemmings. Twelve tribes of those clueless, lovable critters, each with its own set of unique characteristics. Experience 120 levels of completely new gameplay featuring the tribal Lemmings: Surfing, Swimming, Running, Jumping and more, 55 new skills in all.

Lemmings 2™ features 8-way scrolling with full sound support and a special practice area where you can hone your new Lemmings skills before embarking on the perilous journey with your new companions.
Uniracers

By Scary Larry

A clever concept that's a little one-dimensional, Uniracers is the most fun you can have with one wheel on the SNES.

The Wheel World

Uniracers is a fast-paced racing game that pits you against up to eight other players in a wild, cookie-tossing sprint to the goal line. You take command of an unmanned unicycle (pick one from a menu or customize your own), then race other players through an incredible set of loops and whirls.

It's not enough to just race, though. You gain real speed from performing a dizzying array of stunts, from simple wheel flips to treble twists and loop the loops. Your timing has to be perfect, and you have to know just when to perform the stunts.

Uni-que

The graphics are crisp and clean but a little boring. The backgrounds should've been touched up, and the bikes all look identical. But the animation is smooth and very fast, so if you're at all prone to motion sickness, bike off, man.

The lame sound effects will puncture your tire. Each move

PROTIP: Always continually roll on flat spaces.

PROTIP: If it's obvious that you're going to lose a race, take some time to survey the track. You may find hidden tracks that'll be useful the next time around.

PROTIP: Listen for audio clues. Whenever you hear your opponent do a roll, do one yourself to catch up.

is accompanied by a feeble tone, though the music spins your spokes nicely. Hard-drivin' unicycle music has never been this good. Actually, it's never been.

Control is easy once you practice for about ten minutes. Each track also has a Stunt Section where you can practice your most difficult moves. If you're hard up for some bike action, try this addictive game. You'll be one-wheelin' and lovin' it before you know it.

By Captain Squideo

Top Gear returns to shred more SNES asphalt. Although the racing action is familiar, this game includes a terrific four-player option.

Green Flag

You've probably raced games like this before. Top Gear 3000 seems like the 3000th game with behind-the-car racing on forward-scrolling highways. The usual options are here: Win races, and you win car improvements in everything from engine to tires.

As you progress deeper into the game, you acquire special abilities like weapons, but Top Gear's mainly a racing game, not a Road Rasher, so the weapons aren't integral to the action. The best option is the head-to-head simultaneous racing, where the screen divides into four square boxes for good four-player fun.

The graphics are above average. The 47 tracks take you to various spacey locales throughout the galaxy, though many of them look suspiciously Earthlike. The cars are big, but you only get spinouts, not wrecks. The four-player boxes make multiplayer racing easier than it is in Street Racer, which gives its four drivers thin, layered strips of track.

Top Gear 3000

The sounds are pretty ordinary. Rumbling engines and mild tire screeches rev up the action, but there are no voices or dynamic tunes to keep your ears excited.

Checkered Flag

Adjustable difficulty and smoothly handling cars that are easy to win with make this cart a good choice for drivers who don't yet have their license. Top Gear 3000 isn't at the top of the winner's list, but it's running fine.

Uniracers By Nintendo

$49.99
15 migs
Available now
Unicycle racing
8 players
Sidewalk
Multi-scrolling
Battery backup
ESRB rating: Kids to Adults

Top Gear 3000 By Konami

Engine: Game: Control: Fairness: ADJ.
$59.99
8 migs
Available now
Forward scrolling
Driving
4 players (using Hudson Super Multi Tape)
47 tracks

GAME PRO March 1995
BrainDead 13

Fritz... Armed and Dangerous

BrainDead 13 starring Fritz... a bizarre comedy, horror, action-adventure
IBM PC CD-ROM • SDO • MAC CD-ROM • SEGA CD • MPEG CD-ROM

ReadySoft Incorporated
3375 14th Ave., Units 7 & 8
Markham, Ontario Canada L3R 0H2
Tel: (905) 475-4801 Fax: (905) 475-4802

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**Hurricanes**

*By Quick-Draw McGraw*

Soccer fans will enjoy this soccer-themed adventure that's based on the cartoon. When a madman challenges the Hurricanes to a match, you guide the 'Canes through 15 stages to the final clash. Choose between two characters and use your weapon, a soccer ball, and three types of kicks to defeat the Gorgans waiting to ambush you. Good controls guide the ball. Special power-ups grant extra abilities so you can bash bosses. Decent graphics compensate for poor sounds. Although the sprites are small, the oversized ball is easy to follow. Colorful stages help you overlook the minimal sound effects. With many standard soccer titles available, it's refreshing to see a variation. If you like the show or the sport, join this winning team.

---

**3 Ninjas Kick Back**

*By Tommy Glide*

3 Ninjas Kick Back comes from the silver screen to the SNES in this below-average platform adventure. As one of three ninjas, you must rescue your grandfather from mobsters. Most rental-only cars aren't good enough to sell, and this game falls into that category. Graphically, the backgrounds are passable, but the poorly depicted characters give 3 Ninjas an 8-bit look. The good sound effects and music help carry the game.

The best part is the simultaneous two-player action. While the control is decent, trouble spots exist - like when you try to grab swinging ropes. Fans of the film might like it, but others should avoid these new ninja kids on the block.

---

**Beavis and Butt-Head**

*By Toxic Tommy*

Beavis and Butt-Head is a solidly crafted hop-n-bop adventure with moderate challenge but a diluted version of B&B's trademark puberty-propelled personality. In their quest for admission to a GWAR concert, the boys nudge along in straightforward but uninspired gameplay. The controls keep the game crisp, but B&B are limited to basic jumps and nonviolent freakoid firepower like paint guns.

The graphics and sounds are cartoon-simple. The flat, slightly grungy graphics are B&B perfect, but the guys would trash the jumpy rock tunes. Beavis and Butt-Head doesn't suck, but it doesn't rule either. This game's strictly a thumb massage...but if saying "massage" makes you giggle, you're Beavis and Butt-Head material.

---

**Tin Star**

*By Tommy Glide*

Cross cartoon robots with the Old West, and you get Tin Star. As Sheriff Tin Star, you command the cursor that controls a six-shooter. Lighthearted in design, Tin Star's colorful, sharp graphics make watching this wacky western enjoyable. Cartoonery noises add to the game's charm, while effective sounds and upbeat music enhance the humor.

The challenge depends largely on your controller. The Super Scope and Mouse (sold separately) are easier to use than the control pad. Tin Star's comedic twist stands out, but the jokes don't change, and the game play's repetitive. Greenhorn desperadoes will find more pleasure here than experienced gamers.

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**HURRICANES BY U.S. GOLD**

<table>
<thead>
<tr>
<th>Graphics</th>
<th>Sound</th>
<th>Control</th>
<th>Fun Factor</th>
<th>Challenge</th>
</tr>
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<tr>
<td>2.5</td>
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<td>3.5</td>
<td>ADJ.</td>
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$39.95
6 meg
Available now
Soccer/Sestation
2 players

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**3 NINJAS KICK BACK BY SONY IMAGESOFT**

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<thead>
<tr>
<th>Graphics</th>
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<th>Control</th>
<th>Fun Factor</th>
<th>Challenge</th>
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<td>3.5</td>
<td>ADJ.</td>
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Rental only
16 meg
Available now
Side view
Action/Adventure
2 players
5 levels

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**BEAVIS & BUTT-HEAD BY VICASAM NEW MEDIA**

<table>
<thead>
<tr>
<th>Graphics</th>
<th>Sound</th>
<th>Control</th>
<th>Fun Factor</th>
<th>Challenge</th>
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<td>3.0</td>
<td>3.0</td>
<td>3.5</td>
<td>INT.</td>
<td></td>
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</tbody>
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$64.95
12 meg
Available now
Viewing
Password
ESRB rating: Kids to Adults

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**TIN STAR BY NINTENDO**

<table>
<thead>
<tr>
<th>Graphics</th>
<th>Sound</th>
<th>Control</th>
<th>Fun Factor</th>
<th>Challenge</th>
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<tbody>
<tr>
<td>2.5</td>
<td>2.5</td>
<td>3.0</td>
<td>INT.</td>
<td></td>
</tr>
</tbody>
</table>

$46.95
16 meg
Available now
Shoot
5 player
7 levels
First-person view
Multiscrolling
Save feature
Compatible with Super Scope and SNES Mouse
ESRB rating: Kids to Adults

---

*GamePro, March 1995*
This year, Shawn Kemp will play for you.

The Upper Deck Company introduces “You Crash The Game” by Collector’s Choice. Inside packs of Collector’s Choice Series 2 Basketball you’ll find Crash cards featuring the 15 top rebounders in the game. When your Crash player grabs 1,000 boards during the season, you snap a prize.

The prize? A complete set of Crash cards you can’t get anywhere else. You’ll also find Crash cards for the top “Rookie Scorers.” If your Crash Rookie scores 1,250 points, you score too.

Hey, this year the best players in the NBA aren’t just playing for a title. They’re playing for you.

Hey, Shawn, grab some boards or grab some bench.

A 210 card set that delivers the best players, inserts and subsets in the game.
By Captain Squideo

If you love to blast away at rapidly side-scrolling aliens, you'll go zany for Zed Blade. While not wildly innovative, it extends SNK's long line of well-crafted outer-space shooters.

Use Your Zed

Check your brain at the door when you take on Zed Blade. There's no plot, no strategy, and no time for thinking. This game demands lightning-quick reactions - no more, no less.

You fly as one of three pilots, soaring to eight worlds against unending waves of alien fighters, ground-based antiaircraft installations, and huge mechanical bosses. Nailing a bogey sends a power-up floating your way, which leads to all kinds of wild weaponry.

The action is so fast and intense that sometimes you'll lose track of your ship. This is especially true in the two-player simultaneous mode. Fortunately, there's method to the mayhem: Crisp controls enable you to dash into tight spots to snag power-ups, then dash back safely.

Your weapons are terrific. You preset your effective armaments with a choice of shots (including a combination forward-and-vertical blast), missiles, and rear weapons. With firepower like this, you may never lose.

Zed Blade

The graphics are good for this genre. You start on an earthly setting, with later levels taking you to various planets in the solar system. Spicing up the visuals are the many morphing mutants: Blocks and blobs suddenly turn into jets, helicopters, and technomons as you approach them.

The sounds pump your adrenaline. Rave-type music slams along while you do your damage, and occasional voices jump in for effect. Full-blown explosions add to the sonic excitement.

Zed Blade has something for every shooter fan. The different speeds of the three pilots and the multiple weapons make for a variety of challenges. And with so much to see, hear, and do, you'll want to stay with Zed just to discover what's next. This Blade is sharp.
GamePro Pro Strategy Guide

Killer Instinct

Complete Profiles of Each Character

Special Moves
Release Moves
Shadow Moves
Humiliation Moves
No-Mercy Moves

How To Do Ultra and Killer Combos

Game Endings for Each Character

Strategies and Endings for the Battle with Eyedol

ARCADE
By Bruised Lee
(Special thanks to Joe Willis, Brian Smolik, and Scott Petersen)

It's official – the final version of Killer Instinct is out. More has been added since the test versions, including additional Special moves, Finishing moves, air attacks, Release moves, and Shadow moves. And make sure you check out the Humiliation moves!
(Note: All moves are based on the most current version of Killer Instinct available at press time.)

The Controls
Killer Instinct's controls use an auto-hit mechanism. In other words, if you hit the right combination of buttons, the moves automatically happen in sequence. As with any complex game, learning to pull off the moves will take practice.

Controller Legend

<table>
<thead>
<tr>
<th>Button</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td>Quick Punch</td>
<td>Up</td>
</tr>
<tr>
<td>Medium Punch</td>
<td>Up-Toward</td>
</tr>
<tr>
<td>Force Punch</td>
<td>Toward</td>
</tr>
<tr>
<td>Quick Kick</td>
<td>Down-Toward</td>
</tr>
<tr>
<td>Medium Kick</td>
<td>Down</td>
</tr>
<tr>
<td>Fast Kick</td>
<td>K</td>
</tr>
<tr>
<td>Press any Kick Button</td>
<td>F = Fierce Kick</td>
</tr>
<tr>
<td>Press any Punch Button</td>
<td>F = Fierce Punch</td>
</tr>
</tbody>
</table>

Motion = Move the joystick in one smooth, continuous motion.
Tap = Tap the directions indicated in sequence.
Charge = Hold the direction indicated for the number of seconds indicated.
Close = The move must be done when close to the opponent.
Rapidly = Hit the indicated button rapidly.
() = Execute commands in parentheses simultaneously.

Special Note: All instructions assume that your character is facing to the right. If you're facing to the left, reverse any Toward and Away commands.

Before the Fight

Different Colors
At the two-player mode screen, tap Up or Down on the joystick to change the color of your fighter.

Random Character Select
At the two-player mode screen, hold Up on the joystick and press Start to access a random character-select option.

Swap Backgrounds And Music
In the two-player mode, you can choose your background and music. (See the next page for further details.)

Turn On Combo Breaker
At the two-player mode screen, both players must press Down and Start until you hear the computer say “Combo Breaker.” This option enables you to break combos more easily.
In the two-player mode, players can choose their favorite background and music. When the character-select screen appears, the first player to press Up or Down and any button gets to choose the background. The second player then uses the same method to pick the music. Here are the backgrounds you can choose from:

- **Castle Room**
  - Down, MK

- **Warehouse**
  - Down, FK

- **Temple**
  - Up, QP

- **Cave**
  - Up, MP

- **Shrine**
  - Up, FP

**THE ROOFTOPS**

**Chicago City Rooftop**

- Up, MK

When you fall off the roof in Chicago, you'll fall on top of this parked car.

**Desert Rooftop**

The Desert rooftop is not associated with any other background in the game. If you fall off, you land in a pool of lava.

- Up, FK

**Castle Rooftop**

If you fall off the Castle rooftop, you'll fall through the drawbridge in front of the Castle entrance.

- Up, QK

**SECRET STAGE**

To reach this special stage, both players must simultaneously press and hold ↓ and MK. You can be knocked off the platform at any time, so be careful.
Killer Instinct is more than just your basic fighting game. To prevail in this arena, you must master many elements. In this section, we quickly run through some of the essentials. Further explanations and instructions appear in the individual character profiles.

**Know Your Turf**

Killer's backgrounds can affect your strategy. Some backgrounds scroll in such a way that you can see the entire level at all times.

When you're playing in these areas, tossing multiple projectiles is an excellent strategy.

During other levels, the ground level may change, putting you on higher ground than your opponent and making it difficult to block.

**Crouch Attack**

Every fighter has a high attack that they can use when both players are blocking low.

To activate it, press ↵, FP. This move hits your opponent on top of the head. From there, roll into a combo.

**Air Juggle**

To Air Juggle, perform a combo that launches your enemy into the air. To juggle them again, perform another move that hits them as they're on their way down.

**Ultra Combo**

You can't perform an Ultra Combo until your opponent's energy is flashing red. To execute the Ultra Combo, come in with any combo and end it with an Ultra Move.

For example, with Orchid, Charge ← two seconds, →, FK, OP, Charge ← two seconds, →, MP.

The Charge ← plus → with the Medium Punch initiates Orchid's Ultra.

**Counter Projectiles**

Each fighter has a move to counter projectiles. Using their counter is a great way to begin a combo.

**Combo Breaker**

Combo Breakers are an important element in this game. When a player begins to combo you, perform a Combo Breaker to end the beating.

Combo Breakers are just one of the keys that opens the door for Shadow moves and some Release moves.

**Shadow Moves**

To pull a Shadow move, you first have to perform a Combo Breaker. Then perform the Shadow move just as if it were a Release move.

Shadow moves are normal moves, but a black-and-white image of your player follows behind you. When you strike the opponent, the move does more damage that it normally would.

**Release Moves**

In addition to their normal moves, some characters have Release moves.

To perform a Release move, press and hold a button, perform the motion with the joystick, and then release the button.

Some Release moves, like Jago's red Fireball, can only be executed following a Combo Breaker.

**Last Chance**

It's possible to escape death if your opponent can't pull off a Finishing move quickly enough.

Just slap all the buttons and wiggle the joystick around. If you're quick enough, you'll come back to life.

**Show No Mercy**

Each character has more than one way to finish off any enemy, including several Finishing moves, which are called No Mercy moves, and a Humiliation move.

The Humiliation move makes your opponents dance around, but you can only execute it if your character is still on their first life bar.
**Swinging Backhand**  
Charge → two seconds, Tap →, QP

**Double Roll Punch**  
Charge → two seconds, Tap →, MP

**Charging Punch**  
Charge → two seconds, Tap →, FP

**Straight Knee**  
Charge → two seconds, Tap →, QK or FK

**Flying Knee**  
Charge → two seconds, Tap →, MK

**Punching Bag**  
Rapidly Tap QP (close)

**Winding Uppercut**  
Hold FP for three seconds, then release

**Combo Breaker**  
Charge → two seconds, Tap →, MK

**Ultra Combo**  
As part of a combo, Charge → two seconds, Tap →, FP

**Shadow Move**  
Press and hold FP, Charge → two seconds, Tap →, then release FP

**Air Juggle**  
Charge → two seconds, Tap →, FP

**Counter Projectiles**  
Charge → two seconds, Tap →, MP

---

**T. J. Combo**

Height: 6'1"  
Weight: 220  
Age: 25

The undisputed heavyweight champion for five years, T.J. Combo was stripped of his title when he was caught fighting with cybernetically enhanced arms. Now penniless, he enters the contest for the love of money.

---

**Finishing Moves**

**Humiliation**  
Tap ↓, ↓, ↓, QP

---

**Killer Combos**

**Combo No. 1:**  
Charge → two seconds, Tap →, MP, →, FK, Charge → two seconds, Tap →, MP

**Combo No. 2:**  
Charge → two seconds, Tap →, QP, →, QK, Charge → two seconds, Tap →, QP, →, QK, Charge → two seconds, Tap →, MP

---

**No Mercy – Number One**  
Motion ←, ↓, ←, → → FK (close)

**No Mercy – Number Two**  
Tap ←, ←, →, →, MP (stand one character's distance away)
**Jago**

Height: 5'6"
Weight: 190
Age: 21

This Tibetan warrior-monk calls on the power of the tiger to discover his destiny. Overseen by the Tiger Spirit, Jago must enter the contest and destroy the evil within.

**Ultra Combo**

As part of a combo, Motion \down\leftarrow \uparrow \rightarrow OK

**Release Move 1**

Press and hold QP, Motion \downarrow \leftarrow \uparrow \rightarrow. Release QP. You can't counterattack the yellow Fireball.

**Release Move 2**

Press and hold FP, Motion \downarrow \leftarrow \uparrow \rightarrow. Release FP. You can only perform the red Fireball after a Combo Breaker. It's super fast and does major damage.

**Shadow Move 1**

Press and hold FK, Motion \downarrow \leftarrow \uparrow \rightarrow. Release FK.

**Shadow Move 2**

Press and hold FP, Motion \downarrow \leftarrow \uparrow \rightarrow. Release FP.

**FINISHING MOVES**

**Humiliation**

**No Mercy - Number One**

Tap \leftarrow, \rightarrow, \rightarrow, QK (close)

**No Mercy - Number Two**

Tap \leftarrow, \rightarrow, \rightarrow, MP (stand three characters' distance away)

**Killer Combos**

**Combo No. 1:**

Motion \downarrow \leftarrow \uparrow \rightarrow, Tap FK, MK, Motion \downarrow \leftarrow \uparrow \rightarrow, Tap FP, MK, Motion \downarrow \leftarrow \uparrow \rightarrow, Tap FP

**Combo No. 2:**

Jump in with FK, MP, Motion \downarrow \leftarrow \uparrow \rightarrow, Tap FP, MK, Motion \downarrow \leftarrow \uparrow \rightarrow MK
**Special Techniques**

**Blade Arm**
- Motion: 🔵 🔵 ➩ QP

**Arm Extension**
- Motion: 🔵 ➩ P

**Bouncing Fireball**
- Motion: 🔵 ➩ P

**Shoulder Charge**
- Charge: left two seconds, Tap ➩ P

**Teleport Behind**
- Motion: 🔵 ➩ QK

**Teleport Uppercut**
- Motion: 🔵 ➩ MK. Use FK to knock down your opponent.

**Air Juggle**
- Motion: 🔵 ➩ FK

**Counter Projectiles**
- Motion: 🔵 ➩ MK or FK

**Combo Breaker**
- Charge: left two seconds, Tap ➩ QP

**Ultra Combo**
- As part of a combo, Charge left two seconds, Tap ➩ FP

**Release Move**
- After a Combo Breaker, press and hold QP. Motion down ➩. Release QP. This move produces a much faster fireball.

**Finishing Moves**

**Humiliation**
- Motion: 🔵 🔵 ➩ ➩ MK

**No Mercy – Number One**
- Tap, left, right, FK (stand one character's distance away)

**No Mercy – Number Two**
- Motion: ➩ ➩ ➩ ➩ MK (stand one character's distance away)

**No Mercy – Number Three**
- Motion: 🔵 🔵 ➩ ➩ MP (stand one character's distance away)

**Killer Combos**

**Combo No. 1:**
- Charge left two seconds, Tap ➩, MP ➩, MP ➩, MP, Motion ➩ 🔵 ➩ QP

**Combo No. 2:**
- Charge left two seconds, Tap ➩, MP ➩, MP, Motion ➩ 🔵 ➩ FK

---

**Glacies**
- Height: 6'3"
- Weight: 300 lbs
- Age: Unknown

An alien being from a distant planet, Glacies crash-landed on Earth. He was captured by Ultratech. Hoping to prove that aliens are inferior, they force Glacies to fight for his life.
Special Techniques

Spinal
Height: 5'5"
Weight: 110
Age: 2650
Thanks to an unprecedented discovery in cell regeneration, Ultradeck has recreated an ancient warrior from the past. Although he has no memory and lacks purpose, he fights tirelessly.

Counter Projectiles
Tap ↓, ↓, ↓, K

Slide
Press and hold ↵ FK

Air Juggle
Motion ↓ → P

Combo Breaker
Tap →, →, MP

Ultra Combo
As part of a combo, Motion ↵ ↓ → → FP

Humiliation
Motion ↵ ↓ → → FK

Shield Charge
Tap →, →, P

Fireball
Motion ↓ → P

Sword Attack
Charge ← two seconds, Tap →, MP

Morph
As part of a combo, Tap ↓, ↓, ↑, and any button. You'll transform into your opponent and complete the combo as the.

Teleport
To Teleport in front of your attacker, Tap ↓, ↓, ↓, ↓, P. To Teleport behind your opponent, Tap ↓, ↓, ↓, K.

Projectile Charge
Charge ← and hold down QP. Your shield glows and collects your attacker's Fireballs.

No Mercy - Number One
Tap ←, ←, ←, MK (stand one character's distance away)

No Mercy - Number Two
Tap ←, ←, →, QK (stand one character's distance away)

Release Move
Press and hold down QP. Then jump in the air and Tap ↓, ↓, ↓, and release QP. To Teleport in front of your attacker, hold down QK. Then jump in the air and Tap ↓, ↓, ↓, QK to Teleport behind your attacker.

Killer Combos

Combo No. 1:
Tap →, →, FP, →, MP, ↓, ↓, ↓, and then any button

Combo No. 2:
Charge ← two seconds, Tap →, MP, →, →, MP, Charge → two seconds, Tap ←, MP, →, →, QP
**Orchid**

Height: 5'6"
Weight: 125
Age: 23

A secret agent, Orchid is trying to investigate the mysterious disappearances that surround the Ultratech contest. Her true identity and abilities are shrouded in secrecy.

---

**Special Techniques**

**Fireball**
- Motion ↓ ↘ → P

**Tiger Morph**
- Charge ↓ two seconds, Tap →, P

**Charge**
- Motion ↓ ↘ QP, MP

**Spinning Swords**
- Motion ↓ ↘ K FP

**Back Flip Kick**
- Hold, FK

**Spinning Kick**
- Charge ↓ two seconds, Tap →, K

**Air Juggle**
- Motion ↓ ↘ → QP

**Front Flip**
- After being knocked down, hold ↓ for two seconds, FK

**Combo Breaker**
- Charge ↓ two seconds, Tap →, FK

**Ultra Combo**
- As part of a combo, Charge ↓ two seconds, Tap →, MP

**Shadow Move 1**
- Press and hold FP, Charge ↓ two seconds, Tap →, then release FP

**Shadow Move 2**
- Press and hold MP, Motion ↓ ↘ K, then release MP

---

**Finishing Moves**

**Humiliation**
- Motion → ↓ ↘ K → FK

**No Mercy - Number One**
- Tap ↓ →, ↓, QK (close). After your attacker transforms into a frog, Tap FK to step on 'em.

**No Mercy - Number Two**
- Tap ↓, ↓, →, →, QP (stand one character's distance away)

---

**Counter Projectiles**
- Charge ↓ two seconds, Tap →, P

**Killer Combos**

**Combo No. 1:**
- Charge ↓ two seconds, Tap →, FK, ↓, QP, Charge ↓ two seconds, Tap →, FK, ↓, QP, Charge ↓ two seconds, Tap →, FK, ↓, QP, Charge ↓ two seconds, Tap →, FK, ↓, QP, ↓, V, V, FK

**Combo No. 2:**
- Charge ↓ two seconds, Tap →, MP, ↓, QK, , V, V, FK
Chief Thunder

Height: 6'2"
Weight: 280 lbs
Age: 42

A mystical defender of Native Americans, Thunder enters the contest in order to uncover the mystery surrounding his brother's disappearance in the previous year's tournament.

Special Techniques

- **Spinning Axe**
  - Charge left two seconds, Tap right, P

- **Uppercut**
  - Motion down left

- **Tomahawk**
  - In the air or after an Uppercut, Motion down left to FP

- **Fireball**
  - Motion down left → K. Hold up or down to direct the Fireballs.

- **Knee Charge**
  - Charge left two seconds, Tap right, FK

- **Air Juggle**
  - Motion down left → QK

Counter Projectiles

- **Charge left two seconds, Tap right, P**

Shadow Move

- **Press and hold FP. While in the air or after an Uppercut, Motion down left, then release FP.**

Combo Breaker

- **Motion down left → QP**

Ultra Combo

- **As part of a combo, Charge left two seconds, Tap right, QP**

Finishing Moves

Humiliation

- **Motion down left → QP**

No Mercy – Number One

- **Motion down left → FP (stand two characters' distance away)**

No Mercy – Number Two

- **Motion down left → FK (close)**

Killer Combos

**Combo No. 1:**
- Charge left two seconds, Tap right, FP, FK, →, →, →, →, →, →

**Combo No. 2:**
- Charge left two seconds, →, FP, FK, Charge left two seconds, Tap →, FP
Special Techniques

**Fireball**
Motion ↓ → P, Tap ←, ←, ↓, →, QP to throw two Fireballs. Tap →, ←, ↓, →, QP to throw three Fireballs.

**Uppercut**
Motion → ↓ → P

**Teleport**
To Teleport in front of your attacker, Motion ← ↓ → P. To Teleport behind your attacker, Motion ← ↓ → K.

**Reflector**
Motion → ↓ ↓ ← P

**Claw Charge**
Charge ← two seconds, Tap →, K

**Laser Shot**
Motion ↓ ↓ → FK

**Air Juggle**
Motion ↓ → QP

**Combo Breaker**
Motion → ↓ → MP

**Ultra Combo**
As part of a combo, Motion → ↓ → QP

**Counter Projectiles**
Motion → ↓ → P

**Shadow Move**
Press and hold FK. Charge ← two seconds, Tap →, then release FK.

**Fulgore**
Height: 6'5"
Weight: 560
Age: 1
A prototype cybernetic soldier developed by Ultratech, Fulgore's been entered into the contest as a final test of its capabilities before mass production begins.

**Finishing Moves**

**Humiliation**
Motion ← ↓ ↓ → MK

**No Mercy - Number One**
Motion ← → ↓ → FK (stand two characters' distance away)

**No Mercy - Number Two**
Motion ↓ ← FP (stand two characters' distance away)

**Killer Combos**

**Combo No. 1:**
Charge ← two seconds, Tap →, FK, FK, ↓, →, FK, →, QP, ↓, ↓, →, FK

**Combo No. 2:**
Charge ← two seconds, Tap →, FK, →, MK, →, ↓, →, FK

GAMEPRO • March 1995 87
Cinder
Height: 6'2"
Weight: 195
Age: 31
Cinder is a convict who was experimented on by Ultra-tech. A failed chemical-weapons test mutated his body and turned him into living flame. Promised freedom if he defeats Glacius, Cinder enters the fray.

Uppercut With Kick
Motion → ↓ K

Counter Projectiles
Motion → ↓ ← MP

Combo Breaker
Motion → ↓ ← MK

Ultra Combo
As part of a combo, Tap →, → FP

Air Juggle
Tap →, →, K

Special Techniques
Mini Flame Torch
Tap ←, ←, QP

Charge
Tap →, →, P

Air Charge
Jump into the air and Tap →, →, P

Outline
Motion → ↓ ← MP

Invisible
Motion → ↓ ← FP

Flame Torch
Tap →, →, K

Finishing Moves
Humiliation

No Mercy – Number One
Motion ← ← ← MP (stand two characters' distance away)

No Mercy – Number Two
Motion ← ← ↓ → QK (stand two characters' distance away)

Killer Combos
Combo No. 1:
Tap →, →, QP, ←, MP, ←, ←, QP, ←, FP, →, ↓, F, FK

Combo No. 2:
Tap →, →, QP, ←, QP, ←, FP, →, →, FK
Special Techniques

**Fire Bat**
Motion ↓ ← P

**Spinning Claws**
Charge ← two seconds, Tap → P

**Claw Roll**
Charge ← two seconds, Tap → QK

**Charge Uppercut**
Charge ← two seconds, Tap → MK

**Jump Attack**
Charge ← two seconds, Tap → FK

**Counter Projectiles**
Charge ← two seconds, Tap → QK

**Air Juggle**
Charge ← two seconds, Tap → FK

**Combo Breaker**
Charge ← two seconds, Tap → MK

**Ultra Combo**
As part of a combo, Charge → two seconds, Tap ← QK

**Howl**
Motion ↓ ← FK. This move increases the length of your moves and makes them stronger.

Sabrewulf
Height: 5'11"
Weight: 400
Age: 45
Afflicted with lycanthropy (a disease), Sabrewulf must spend his life as a recluse. If he is victorious in the tournament, Ultratech has promised to cure him.

Finishing Moves

**Humiliation**
Tap →, →, QP

**No Mercy - Number One**
Motion ← ← MK (stand one character's distance away)

**No Mercy - Number Two**
Motion ← ← MP (stand two characters' distance away)

Killer Combos

**Combo No. 1:**
Charge ← two seconds, Tap → QP, ←, FP, Charge ← two seconds, Tap → MP, Charge ← two seconds, Tap →, FP

**Combo No. 2:**
Charge ← two seconds, Tap → MP, ←, MP, Charge ← two seconds, Tap →, MP
Riptor

Height: 7'0"
Weight: 700
Age: 4

A product of Ultratech's DNA-manipulation project, Riptor's a mixture of human and reptilian genes. Ultratech hoped to create a creature with the intelligence and ferocity of a lethal fighting machine.

Special Techniques

- **Fireball**
  - Motion ↓ ↙ ↘ ↘ P

- **Air Fireball**
  - Jump into the air and Motion ↓ ↙ ↘ P

- **Head Butt**
  - Charge ↘ two seconds, Tap →, P

- **Flying Feet Attack**
  - Charge ↘ two seconds, Tap →, K

- **Low Flame**
  - Motion ↘ ↓ ↙ FP

- **Flip Attack**
  - Motion ↘ ↓ ↙ K. You can chain this move with other moves.

Counter Projectiles

- Charge ↘ two seconds, Tap →, FK

Air Juggle

- Motion ↘ ↓ ↙ QP

Combo Breaker

- Charge ↘ two seconds, Tap →, FK

Ultra Combo

- As part of a combo, Charge ↘ two seconds, Tap →, QK

Finishing Moves

- **No Mercy - Number One**
  - Motion ↘ ↘ ↘ ↘ ↘ MK (stand two characters' distance away)

- **No Mercy - Number Two**
  - Motion ↘ ↘ ↘ ↘ → MP (stand two characters' distance away)

Killer Combos

- **Combo No. 1:**
  - Charge ↘ two seconds, Tap →, QK, →, QP, Charge → two seconds, Tap →, QK, ←, QP, Charge ←, two seconds, Tap →, FP

- **Combo No. 2:**
  - Charge ↘ two seconds, Tap →, FP, ↘, ↘, FP, →, FK
**Eyedol's Moves**

- **Charge**
  Eyedol's Charge is unleashed with lightning speed.

- **Foot Stomp**
  When Eyedol stomps his feet, he regains his energy.

- **Air Opening**
  When Eyedol jumps at you, he leaves himself wide open for a free hit.

- **Club Attacks**
  Here is just one of the many ways Eyedol attacks with his club.

- **Kick**
  Eyedol's club is not his only method of attack.

- **Fireballs**
  Eyedol can spit out three Fireballs at once.

---

**Defeating Eyedol**

Use these key pointers when fighting Eyedol.

- **Free Hits**
  Sometimes Eyedol stands still after he does a combo. Use this moment to get in some free hits, but don't try to come in with a special move or combo - Eyedol will block them.

- **Waiting Game**
  The best way to defeat Eyedol is to let him come after you. Wait for him to make a move, block the move, and then counterattack.

- **Keep It Simple**
  Don't try any fancy combos - Eyedol will break them.

---

**Ending One**

This ending occurs if you finish off Eyedol with a normal combo.

---

**Ending Two**

If you polish off Eyedol with a combo that launches him into the air, you'll see this ending.

---

**The Ultimate Ending**

You're rewarded with one of two ending sequences when you defeat Eyedol. The ending you get depends on how you finish him off.
The End?

**Sabrewulf**
With victory, Sabrewulf obtains the cure that he's sought for so long. Rid at last of his curse, Count Von Sabrewulf can lead a normal existence.

**Orchid**
Orchid escapes unscathed with vital information about Ultratech's corrupt future plans. She informs her superiors of Ultratech's evil intentions so they can act to bring about the corporation's destruction.

**T.J. Combo**
When he wins the tournament, Combo finally achieves his ambition to regain his lost fortune and popular status. Once a nobody from the ghetto, Combo celebrates his win and newfound wealth by parading through those same streets. With money and fame at his side, Combo believes he can achieve anything.

**Jago**
Jago returns victorious to his shrine to commune with the Tiger Spirit. By defeating the evil that existed at Ultratech, Jago moves one step closer to total enlightenment.

**Glacius**
After he escapes from Ultratech's grasp, Glacius returns to the site of his crashed spaceship. With the advanced technology present at Ultratech, Glacius can take the materials he needs and repair his damaged ship. As the memories of the evil he faced at Ultratech slowly fade, Glacius begins the long, arduous trek back to his home world.

**Fulgore**
The combat test of the Fulgore series assault cyborg has been a success, and mass production can now begin. After years of research, an awesome weapon is in Ultratech's hands. The dawn of an robot-controlled empire will soon begin. The first prototype model, Fulgore 1, is deactivated and placed in a museum. The only humans left to view it are now slaves.

**Chief Thunder**
After discovering the fate of his brother, Thunder contemplates the future and mourns the loss of Eagle. But, with his death avenged, Eagle's soul can finally rest in peace forever. Or can it...

**Cinder**
As he leaves victorious, Cinder finds a hostile police reception waiting for him outside Ultratech's gates. No stranger to confinement because of his former life of crime, Cinder has no intention of being imprisoned again. Using his newly acquired power, he easily evades the law and escapes.

**Spinal**
Tired of being constantly surrounded by death and destruction, Spinal decides on a career change. Although nominated for an Oscar for his first film, Spinal still has great difficulty finding meaty roles.

**Riptor**
Ultratech's plans to create a genetically engineered weapon have escalated beyond even the company's control. By toying with the laws of nature, Ultratech has finally doomed the human race. Dinosaurs once again rule the Earth.
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By Bacon

Dream Cars
This game's premise is simple, but its car selection blows the competition off the road. The sleek Lamborghini Diablo VT, Ferrari 512TR, Viper RT/10, and five other actual vehicles will leave car buffs drooling.

Once you've chosen a car, you toe the line against the X-Man, the CPU-controlled foe, and dash through twisty streets packed with Sunday drivers. Nope, there's no two-player action — a serious disappointment — but the vicious bump-and-grind business from the X-Man makes you sweat.

You steer from three perspectives (behind the wheel, behind the car, and distant behind the car), and a highlight reel records intense moments from seven impressive camera angles.

Smashing Scenery
Three tracks snake through city, coastal, and alpine scenarios, showing off winding tunnels and snow-covered mountains. Each course is broken down into three segments that take you through increasingly harder regions. You steer toward the finish in each segment, which means you compete in nine separate races, but the fastest overall time on each course scores the win.

This racing action is the most realistic yet. Digitized backgrounds, wild spins and flips, and full-motion video clips that show off the cars make the accurate, gripping sound effects intensify the realism. The only flaw pops up in the cut scenes, where the X-Man chimes in with some supposedly hard trash talkin'. You'll quickly silence this idiotic dork at the Options screen.

You'll Feel this Need
Superb controls put you firmly in the driver's seat. The subtle differences in the handling, shifting, and acceleration of each vehicle infuse the game with taut realism and fascinating variety.

With eight cars to master across nine races and three difficulty levels, this game provides enough challenges to satisfy both Granny drivers and NASCAR pros. You won't get any closer to driving these killer cars without winning the lottery, so strap in and take off.

Road & Track presents
The Need for SPEED

PROTIP: Avoid congested traffic by passing on the shoulder.

PROTIP: If you're about to crash, nail the brakes, and you'll usually sneak away with a spinout.

PROTIP: If your car accelerates faster than the X-Man's, hold the wheel to the right before you pop the clutch at the start, and you'll nudge him off the road for an early lead.

PROTIP: Downshift to reduce your speed through tight turns to gain more control than braking allows.

PROTIP: If you start fishtailing, immediately downshift and steer counter to each swerve to straighten out.

300 Game Profile
Road & Track Presents
The Need for Speed
(By Electronic Arts Canada)

If you dream of racing exotic sports cars, it doesn't get any better than this incredible game. Impressive graphics, tough courses, and authentic driving keep you glued to the screen.

Graphics Sound Control Fuel Use Challenge ADJ.
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Star Wars happened a long time ago in a galaxy far, far away, but it's certainly still near and dear to many hearts. Now you can join the Rebel Alliance against the evil Empire, but it's an uneven fight. The 3DO version features excellent visuals, but you need the Force to master the flighty controls.

Rookie, But No Wookie

Rebel zooms you through 15 chapters based on the original Star Wars movie, Leia, C-3PO, R2D2, and Darth Vader make brief cameos, but the main cast is brand new. Basic flight training prepares you for daredevil dogfights leading up to a planet-busting showdown against the Death Star.

You fly A-Wings and X-Wings through various hairy maneuvers. The training flights are nicely tied to skills you need later, such as running an asteroid field and chasing TIE fighters through canyons. Clashes with Imperial forces look mesmerizing, and they're lengthy and very tough. However, much of the game's challenge is the result of clumsy controls.

The Force Is Not with You

The controls suffer from a skittish and slow directional pad. In behind-the-ship view dogfights, sensitive directionals make your ship rock like a bucking bronco. During behind-the-character gun battles against Storm Troopers, they're slower than Jabba the Hutt.

In cockpit-view action, the directionals pull dizzying double-duty. They move the targeting cursor all over the screen, but they also control the ship's vertical and horizontal movement. You can't make turns unless you shove the cursor to the screen edge.

At least the awesome graphics put on a spectacular show. A few scenes are digitized from the movie, but the majority are excellent computer-generated visuals.

The sounds are also sweet. You get plenty of crystal-clear voice and forceful effects. Of course, the classic theme enjoys a reverent presentation.

Rebel Without A Cause

Rebel Assault launches an assault on your senses with mixed results. Superb graphics and sound immerse you in an excellent Star Wars saga. Impressive controls will drive you to the Dark Side.

If Shock Wave and Total Eclipse are your standards for 3DO shoot-em-ups, Rebel will make you rebel!

Protip: Feel your way through asteroid fields by watching the autoscrolling and then pressing the directionals to exaggerate the left-to-right movement. You must destroy most of the gray ice asteroids, but not all of them.

Protip: When you attack the Imperial Destroyer, knock out the closest guns on every pass.

Star Wars Visuals!
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WRITTEN BY COREY Sandler

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By Captain Squideo

If you loved the first Shock Wave, you'll jump for joy over Jumpgate. But you'd better practice before attempting this tough outer-space battle—Jumpgate has a unique requirement. You must beat and save at least one mission from the original Shock Wave before you can access this second game.

**Shock Wave Operation Jumpgate: 2026**

**Shocking News**

Some aliens never learn. After being defeated in the first game, they've amassed a huge strike force that again requires you to leap into your trusty F-177 Fighter. This time, the fight isn't on Earth. Road trip!

Shock Wave Operation Jumpgate: 2026 sends you winging through the solar system in five long missions that supplement the ten missions in the first Shock Wave. Jumpgate's missions are similar to the prequel's. You weave through alien traffic in your low-flying craft, blasting the enemy and trying to ration your weapons between refueling stations. Full-motion video conveys the movie-like plot. During the fight, you'll hear familiar commentary from commanders and medics. By now, these guys are like family.

**Forbidden Planet**

The graphics and sounds will be instantly recognizable to Shock Wavers. Your first-person view of craggy alien terrain and darting ships is initially enthralling, but your surroundings don't vary much. It was more fun to destroy pyramids, casinos, and the Hollywood sign in the first game. As before, the video footage is stellar.

The sounds are also strong, with dynamic explosions and good voices driving the action. Still no battle music, though.

The controls are identical to the first game's: a button each for lasers, missiles, and turbo speed. The targeting cursor feels a little more forgiving this time, registering near misses as direct hits. The flying still feels somewhat limited since you can neither soar high nor burrow into the ground.

**Shock to the System**

The biggest difference between the two games is Jumpgate's difficulty. It assumes you mastered the first game, so the enemies are faster, more numerous, and mostly airborne (the easy-to-bag walkers have disappeared). Expect lots of crashing and replaying. But what replaying it is! This Operation's a success.

---

**3DO Game Profile: Shock Wave Operation Jumpgate: 2026**

(By Electronic Arts)

After repelling the aliens' attempted invasion of Earth in Shock Wave Invasion Earth: 2019, you now take the fight to the aliens' space bases in this excellent but difficult sequel.

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Prices:
- $39.95
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- Shooter
- 1 player

**Protip:** On Mars, destroy rotating rings by pumping four Hellfire missiles into them.

**Protip:** If you're desperate, ram enemy ships, but this tactic also damages you...a lot!

**Protip:** Don't fight near the boundaries outlined on your radar screen. Drifting off your flight path causes extra damage.

**Protip:** Nail all the ground installations in each mission. If one slips by, you must start over, even if you survive the mission.
PAGE 99 MISSING

If you have a scan, please upload it.
Jaguar

By Manny LaMancha

With a BattleTech-like motif, Iron Soldier offers hot and heavy first-person game play. Hey, you’re controlling a robot that’s four stories high – what else would you expect?

Can’t Catch Me!

In Earth’s future, parks and forests give way to factories and blacktop. The evil Iron Fist Corporation (IFC) is a world force, thanks to its mechanical Iron Soldiers. The Resistance movement is fighting back, however. You guide a captured Iron Soldier through 16 shoot-n-stomp missions, discovering weapons to counter IFC’s dreams of conquest.

Iron Soldier’s great graphics present a sharp, through-the-robot’s-eyes perspective on its polygon world. Buildings scattered across the landscape and helicopters, tanks, rocket launchers, and other adversaries clog your path throughout each mission. Pounding a structure with your metallic fist or blasting a foe results in a shower of tumbling 3D cubes – a really cool effect. Although lots of rolling rubble – from a grenade blast, for instance – slows the on-screen movement, the visuals are generally crisp and fast.

The audio really thumps, and you can individually alter the volume of the rocking music and sound effects for the desired mix. Run Iron Soldier through headphones for maximum immersion.

Riveting Action

The intricate controls require simultaneous button and control-pad pressing. However, it doesn’t take long to master.

PRITIP: When everything’s laid to waste, it’s easier to locate bonuses and roads that lead out of town – but you add more time to your mission.

Iron Soldier gives you a 42-foot-high robot with powerful weapons and plenty of things to aim them at. The result is a gripping first-person game with edge-of-the-seat excitement.

Graphics Sound Control FunFactor Challenge
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Robot selector
1 player

PRITIP: Use full tanks to destroy nearby air and ground enemies, but don’t get too close when they blow because they can damage your robot, too.

PRITIP: Press Button 2 to look and shoot at 90-degree angles from the direction you’re walking, guiding the mech, picking a weapon, and dispatching enemies all at once.

Because of its great graphics, sounds, and action, Iron Soldier’s real strength is its pure entertainment value. Although the robot lumbers along, your adrenalin kicks in when the radar screen fills with blips or when the display shimmers from incoming blasts. You’ll yell at the TV and twist in your chair with each attack.

It’s a Steel

The game’s premise is so simple – blast everything and get out before the sheet metal hits the fan – and so well done that you’re instantly hooked. If Atari can release a string of games with fresh game play that’s this compelling, the Jaguar could pounce on its competition. In the meantime, let Iron Soldier test your mettle.

PRITIP: Press Button 2 to look and shoot at 90-degree angles from the direction you’re walking, guiding the mech, picking a weapon, and dispatching enemies all at once.

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Jaguar

By Manny LaMancha

From across the courtyard, you carefully position the cross hair on the scientist who's working for the "other guys." Eliminate the dear doctor, and your foes will lose their grip on the country's population, making you a hero. You gently press the trigger and...

Married to the Mob

In this unique action/strategy game from Bullfrog Productions, you lead mob agents through more than 50 scenarios, including assassinations, elimination of enemy forces, and "persuading" key figures to defect.

Doom it's not -- you don't shoot everything that moves. Missions are filled with normal citizens, hordes of trenchcoated clad adversaries, and policemen who don't like weapons waved about. Completing your objective requires careful planning, and you must take care of your constituents or risk repeating a mission to calm the population.

Trigger Happy

Manipulating your forces requires altering many criteria. Luckily, the Jaguar controller has plenty of buttons. It also doesn't take long to remember which button does what, so you can accomplish tasks easily.

The game's graphics are adequate, but they'll test your eyesight if you aren't using a crisp monitor with audio/video or Super VHS cables; the small condensed lettering on some screens proves particularly challenging.

The game's layout and images duplicate the computer original's. Ditto for the music and sound effects, from the changing music to the sounds of turmoil.

Synner, Repent!

Syndicate jaguar is virtually identical to the computer game, with one notable exception: It's often slower than a worm in molasses. The PC version was slow mostly because of your prey's slow pace.

The Jaguar game, however, has serious speed problems, particularly if you're trailing a bunch of persuaded individuals or facing excessive on-screen movement. Scroll the display past a moving train - it jumps unevenly from fast to slow to fast again.

It's hard to say that Syndicate is entirely enjoyable. If you have patience to plod through the game's many missions and can overlook its flaws, Syndicate is a hit. If you're looking for Sonic-like speed, though, you'll put a contract out on it.

SYNDICATE

PROTIP: Understand the restrictions of saving a game. For example, your taxes aren't stored at 1 percent intervals, so you may find them altered when you reload a saved game.

PROTIP: Persuading a few cops to come along gives you added firepower in battles against enemy agents.

PROTIP: With adrenaline and intelligence set high and perception set low, your persuaded friends crowd around you and shield you from incoming bullets.

PROTIP: Don't get stuck in a car when enemies are firing. The resulting explosion isn't good for your agents.

PROTIP: You may want to sacrifice an agent by causing him to self-destruct as a suicide bomb amidst a crowd of enemy Syndicate agents.

PROTIP: Be sure to keep researching new weapons and tools so you're prepared for the missions requiring advanced utilities.

Jaguar Game Profile

Syndicate

(By Ocean)

Ocean does an admirable job taking this complex computer game to the Jaguar, involving you in more than 50 missions of mayhem and mob activity.

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PROTIP: In the first level, head to the courtyard (A) to take out a foe, then cross to the building (B). Enter the building to take out the next adversary, but be ready with your gun and watch for the cross hairs turning red. Finally, assassinate your target (C) before he reaches the car. Be sure to collect all the weapons from dead foes before closing the mission.
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Jaguar

By Manny LaMancha

Everyone loves amusement parks, but they're not all fun and games. Someone's gotta deal with payrolls, bank statements, and the ice-cream supply. That's what Jaguar owners do in Theme Park, a sardonic strategy game that honors the unique design of SimCity and Populous.

A Walk in the Park

You design and run your own amusement park, manipulating rides, concessions, paths, and decorations. Entertainers, mechanics, and guards even work for you. Once the doors are open, you must keep the attendees happy, so you tap into what they're thinking and upgrade your park accordingly.

Finances are a key problem. If you don't spend enough, there's little to attract customers. You may have a well-designed park, but then charge too much for tickets or forget to order hamburgers. Find the right balance to keep the customers—and money—coming in, and you can re-

search new attractions and even start new parks.

Waiting in Line

Because there's a lot to track, Theme Park's intricate point-and-click controls might keep you at arm's length for a while. The menus and manual are laid out nicely, but the learning curve's high.

Ocean didn't work hard enough to make Theme Park look and sound good on the Jaguar. Images and text force you to strain, and though there's a nice complement of music, sound effects, and "atmosphere" (which you can mix to your liking), you'll also get annoying pops. Offsetting this sonic flaw are comical retching sounds and patches dotting the landscape when a rider's spun too fast, typical of Theme Park's bizarre spin.

PROTIP: Nothing like a line to show you that an attraction's appreciated. Don't miss the Park Advisor's help if you select First Game at the Option screen.

An E-Ticket Attraction

Like Syndicate, Theme Park falls victim to occasional slowdowns. When you push a button and the game doesn't spring to action, you'll know the meaning of frustration. It's not uncommon for a game developer to trip up when writing for a new system. Hopefully Ocean (and others) can better utilize the Jaguar's 64-bit power in future efforts.

Still, there's a lot of entertainment and replay value in this unique contest. Theme Park's strange sense of humor alone is a great draw. If you have the patience to look past its glitches, it's worth the price of admission.

PROTIP: Where there's smoke, there may not necessarily be fire, but there's a problem. Make sure you get a repairman there before the trouble worsens.

PROTIP: The only way to grow your park into an international draw is by putting money into research on roller coasters, staff training, and so on.

PROTIP: The tutorial mode gently leads into the game's controls—too bad more games don't offer this feature.

PROTIP: Better negotiate a pay raise with your laborers, or they'll be out front picketing your park.

PROTIP: Your customers are the best gauge of what you need to add. Looks like it's time to consider putting in more food stands.

PROTIP: Checking your park against others helps you see where you need improvement.

Jaguar Game Profile

Theme Park

(By Ocean)

Ocean introduces a truly twisted game concept— a strategy game that has you running an amusement park. It's an enticing roller-coaster ride with comical graphics and sound.

PROTIP: Better negotiate a pay raise with your laborers, or they'll be out front picketing your park.

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By Peteroo

This entertaining game places you in the catbird's seat of running the world with a UN agency watching you like a hawk. For 30 years, you manage the planet's affairs from an orbiting spacecraft, setting budgets, enacting laws, assigning money for development... and even sending in the troops.

**Planetary Police**

Running Earth requires you to make decisions in every facet of daily life. You can even encourage changes in "lifestyle" issues like meat eating and social activism. Turn the world around, and you earn points for progress and keep your cushy, high-stress job. Do poorly, and you're fired — possibly into space.

You access everything through a point-and-click icon interface that can be overwhelming when you're just starting out since crises are erupting everywhere, and your boss and subordinate crew are sending increasingly caustic video instructions. Hey, there are only so many

---

**Earth Command**

A tutorial mode would have helped; the manual's fine on just the facts, ma'am, but oddly silent when it comes to game-play examples.

**Shiny Happy People**

Fortunately, all this strategy's entertaining because Earth Command comes royally equipped with excellent video clips. You can quickly call up still graphics or full-screen, scrolling TV news clips that heighten the fun. The equally superior digitized speech helps make the problem-solving worthwhile.

**Earth: The Final Frontier**

Earth Command may give you the feeling that you're not ruling the world so much as hammering and chiseling on the fringes of some mammoth equation. But you'll notice that you keep hammering anyway, and that each segment is a little longer than the one before it.

You'll find it's very satisfying when green markers — indicating progress — begin to pop up on the map. If only running the planet were this easy or this fun.
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Tecmo Super Bowl II

By Ben D. Rules

Year after year, Tecmo's football games remain popular with players, even though other cart brands boast better graphics and gameplay. Super Bowl II continues that trend: it's a decent game that'll still rank high in the sales.

First Down

As always, Tecmo's stats are the best part of the game. You select real NFL teams and their real rosters from the last three years, including last-minute acquisitions like the 'Niners late-arriving Deion Sanders. All the players get extensive performance ratings— even in such esoteric areas as "Coolness." Historical records and current season leaders in nine categories add perspective that enriches your feel for the game.

Plenty of options raise the FunFactor. As a coach or player, you compete in single Presession games, play a full Season, or match up stars in the Pro Bowl. However, you don't get any great teams older than '92, nor do you get specially chosen All-Madden-style teams or NFL QB Club's thrilling simulations of epic games. You do have some, but not much, control over game conditions. This feature is also slightly problematic: Indoor stadiums can still suffer a snowstorm.

Tecmo starts to lose yardage against big-name games like Madden in game play and graphics. You don't have nearly as many plays as QB Club, nor do you have the zooming downfield view that makes passing in other games a breeze. Despite a few closeups and diving sprites, the old-fashioned ¾-side view and the stiffly moving midget players feel like yesterday's graphics.

The sounds are also average. The QB barks his signals like a coach's advice. You just choose your play and pull the trigger. Add in the luster of all those name players, and you have a football game that just makes the playoffs, though the new Madden and NFL '95 would pound it in the first round.

PROTIP: Select from all the NFL teams of the last three years (note the newly updated Patriots logo).

PROTIP: Sturdy and speedy Steve Young has only "Average" Physical Condition. You might not agree with these rankings, but check out your players' stats so you know how they can be most effective.

PROTIP: You can't switch your defenses once the play starts, so choose a good all-purpose defender (like a middle linebacker or safety) who can cover both the run and pass. We don't get taunts or commentary, and the thud of collisions sounds ordinary.

Tecmo's Touchdown

So if it's not perfect, why will it be so popular? Because it's undeniably fun, especially for first-time players. You don't have complex passing windows to study. You aren't interrupted by

PROTIP: Your QBs can throw far downfield, so drop them way back to avoid oncoming defenders. Your receivers will also have more time to run their routes.

Players celebrate their big plays!

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Quarterback Joins The Genesis Club

NFL Quarterback Club

By Sio Mo

The football season is long gone, but that doesn’t mean you have to stop playing ball. NFL Quarterback Club enables you to replay the 1994 season, relive past glories, and hone your skills for next year’s season.

This QB Can Play

As a versus football game, QB Club’s NFL Action mode makes the playoffs. You get real NFL teams sans real players. QB Club

PROTIP: Use audibles as your team’s bread-and-butter plays. On offense, try a pass and a run. On defense, use a killer blitz or tight medium-pass coverage. Dive for passes and put on speed bursts for quick moves and tackles. You can also pick angles for punts and kickoffs, save audibles, and call no-huddle anytime.

The on-field graphics and sounds do a mediocre job. The sprites aren’t pretty, and they don’t move with NFL’s flair, but they’re quick enough. The sounds are strictly body-on-body effects and stadium noise — no music, no announcer, no problem.

Other great features keep the game interesting. A step cam enables you to isolate replays on Broncos’ classic fourth-quarter comeback against the Oilers in ‘92. Fantasy fans get four imagination-stretching matchups like the Panthers versus the Jaguars in the 2010 Super Bowl.

Training-Camp Blues

QB Club has personality, too. In Quarterback Challenge, you play as 19 real-life pros or build your own QB. The Club includes stars like Aikman — but where’s Montana? You also get slick football-card digitized face shots of the pro stars with their signatures.

Five players can play in four events: Accuracy, Distance, Speed and Mobility, and Read and Recognition. The passing drills (Accuracy and R&R) are great fun from the excellent behind-the-quarterback view. Speed and Mobility features neither, and Distance is merely macho button pressing.

New Look Offense

This cart’s QB Challenge and Simulation mode bring imaginative extras to traditional video football. If you want variety on your video football team, join the Club.

PASSING DRILLS ARE THE BEST PART OF THE QB CHALLENGE.

PROTIP: If you’re in the open field, zigzagging helps you elude pursuit. Press Button C for a quick speed burst just before you’re tackled.

any player and watch the action frame by frame. For stats fans, a Drive Summary reviews the yardage and time of possession for touchdowns.

Fantasy Football

For drama, Simulation mode deposits you into the NFL pressure cooker. You guide teams to victory in 30 tight game situations. Twenty-six are based on real-life contests, including the
They both FEED on their competition.
Mantis

Ever watch the lightning-quick moves of a preying mantis in full-court press against its competition? Gives a whole new meaning to the term attack. Which is probably why it inspired such a killer idea for a new basketball shoe: one with super-sleek lateral support, super-traction grooved soles, and a super-fast ghillie speed lacing system.

Catch a pair, and we pity your prey.
CD-i’s Tame Hall of Fame

NFL Hall of Fame Football

By Slo Mo

If you’ve never visited the Professional Football Hall of Fame in Canton, Ohio, this disc provides a good glimpse. Hall of Fame Football is high on nostalgia but low on action.

Football as Religion

Two Hall tours take you on slick-looking trips down memory lane. You can review the careers of 145 great players, from Slingin’ Sammy Baugh to Roger Staubach. You can also look at 40 of the greatest teams in pro football. Remember the Pottsville Maroons? The history lesson stops, however, with the 1990 Buffalo Bills.

The tours make the graphics a tour de force. There are great photos of actual players and teams with a sufficiently reverent voiceover. Topnotch animation

view is flat, but the character sprites look sharp. The ancillary animations, like the refs making calls, are excellent. However, the choppy animation’s much too pokey for hardcore video-football fans.

The controls are off the mark about half a step. You’ll never make any kind of cut work, and passing’s a mystery. This game’s really about setting up simulations and watching them run.

Hall of Fame Football breaks into a clear field...then fumbles. You’ll have a good time studying football history, and a not-so-good time actually playing the game.

Hull’s Hockey Not Striking on Genesis

Brett Hull Hockey '95

By Greasy Gus

Like his all-star smile, Brett Hull’s hockey sequel looks pretty sharp. And while Brett may not be missing any teeth, his game doesn’t bite into the fast and furious world of the NHL.

Blue-Line Special

Hitting the ice with the NHLPA license, Brett Hull Hockey ’95 brings home all 26 pro teams and their players. You get various play modes, including exhibitions, playoffs, and seasons, along with team stats and an edit feature.

With a new ¾-overhead view, the graphics are the most impressive feature in this great-looking game. The players are crisply animated, and the rink shows depth.

While the graphics are great, the sound effects are sparse. The puck noises seem genuine, but the play-by-play from ABC Sports announcer Al Michaels is grainy. Thankfully, you have the option to shut off the sound.

The real problems with this game begin when you pick up the control pad. The slow game play and slower control take the fun out of playing. There isn’t much hockey strategy required, either. You can skate end to end without passing, and your defensive players never seem to be around when you need them.

Sinking Rink

Pro hockey is a fast game, and unfortunately, the speed and con-
Val d'Isere Is King Of the Hill
Val d'Isere Skiing and Snowboarding
By Sarah Nade
Snow lovers, grab your poles! Val d'Isere Skiing and Snowboarding provides some of the most realistic and fun game play yet in a video skiing game.

Hit the Slopes
Val d'Isere's snow park allows you to choose between a downhill event where you race through gates to beat the clock, a giant slalom, or a free ride, which is similar to the downhill but more challenging. You also have the option to tear down the hills on skis or shred up the snow on a snowboard.

The excellent graphics employ a behind-the skier view that makes you feel as if you're really hitting the slopes. The large sprites are clearly visible with their bright clothing. The background, a spectacular mountain setting that looks like a photograph, adds to the realism.

PROTIP: Watch for the guys in gray; they get in front of you and slow you down.

Checkered Flag Low on Fuel
Checkered Flag
By Sarah Nade
So ya liked Virtua Racing? Checkered Flag is similar in style, and it has ten tracks - seven more than VR's three; however, its flaws make it less than it could be.

The Flag Is Down
In CF, you command all sorts of options, like the weather, your car's color, tires, and transmission, but once you choose your track and actually race, the action isn't great. The biggest flaw is the option that's missing: Unlike most racing games, there's no head-to-head, two-player competition, which seriously downshifts the FunFactor.

The unmanageable controls also keep this game in low gear. It's almost impossible to keep your car on the twisty tracks, and trying to steer and use a manual transmission is a challenge you'd rather not undertake in a fast-paced racing game.

Yellow Flag
The polygon-based graphics are average. The large sprites are easy to follow, but the ordinary-looking backgrounds won't rev your engine. Although it's designed for a 64-bit system, CF looks like a 16-bit game.

Thankfully, the sounds are above average. The engine roar as you maneuver the tracks is pretty realistic, and the music's not too annoying (unless you play the game for six or seven hours straight). The announcer's voice saying, "Gentlemen, start your engines" is a nice touch. More voices would've added interest, however.

It might be best to rent this cart to see if you have the patience to master the controls. Unfortunately, Checkered Flag misses the checkered flag.

PROTIP: If you don't watch where you're going, you may end up facing a head-on collision!
World Cup Golf Tees Up a Good Game

World Cup Golf
By Greasy Gus
Based on the international tourney, World Cup Golf on the 3DO sends you to Puerto Rico’s Dorado Beach resort. You’d better wear some sunblock before you prepare to tee off. The graphics are so good that you might get sunburned.

Greenskeeper’s Dream
Lots of options make this game score. There are no recognizable names from the PGA roster, but nice features allow you to adjust the weather and create your own golfer using a simple pop-up interface. While World Cup Golf offers only one course, 15 types of tournaments like skins, medal, and Stableford should keep the avid golfer intrigued.

With a behind-the-golfer view and a “ball cam,” the game’s graphics are its strongest feature. More than 500 playable views on each hole give you the best possible angle on a lie. On the downside, the computer considers out-of-bounds very close to the edge of the fairway. If you have a playable shot in the rough, you often get an obstructed view of your golfer, making a difficult shot even tougher.

The sound effects are limited but high quality. Most notable is the British commentator and the steel-drum music that plays on the opening screens.

PROTIP: When playing around obstacles at the edge of the fairway, move the cross hair off the hole and align it with the open course.

Not Caddyshack
Serious golfers will appreciate this challenging course and will want to keep trying to lower their handicap. Although it plays like other golf games on the market, the easy-to-command features and graphical realism make World Cup Golf worth the green fee.

Fred Falls Flat on Game Gear
Fred Couples Golf
By Bacon
Fred Couples is a two-time PGA Player of the Year; unfortunately, his Game Gear game won’t win any awards. Golfing fiends may enjoy the strong details in Fred Couples Golf, but the tiny, cramped graphical layout will assault the senses of casual hackers.

Tee Up!
You choose from four courses and options to play alone, with up to three friends, or against a CPU-controlled Fred Couples. Pick your clubs, scout the hole, and account for the wind by adjusting your stance and where you strike the ball.

Fred coaches before each hole, and caddies offer stroke-by-stroke advice. With the nifty Practice mode, you can select any hole in the game and position the ball like miniscule, colorless smudges. Even worse, the screen’s so packed with displays and prompts that you won’t know where to start.

PROTIP: Use the helpful Fairway option to scout hazards before lining up your shot.

Nice animations at key moments (like sinking a putt) lend some realism, but you just don’t get true golfing excitement. Vile, repetitive music and lifeless sound effects further detract from the action.

Once you sort everything out, the smooth controls help you put your strategies in motion, but the fun’s still pretty limited. Despite its thorough details, Fred Couples doesn’t quite make the cut.

PROTIP: Judge the power carefully when putting—slight misadjustments will cause you to miss.
Slowdown Slays Solid PGA Tour II

By Bacon

With remarkable graphics and sound game play, PGA Tour II surges onto the Game Gear with a seemingly strong conversion of the popular Genesis golf series. Sadly, murderous slowdown shatters what could’ve been a superb game.

**Great Birdie!**

If you’ve played the Genesis version, this cart looks like an old friend. Pick your clubs and step onto one of six courses for practice, tournament, or skins action. The well-organized screen keeps you clearly informed about course info and weather while leaving plenty of room to involve you in the realistic, solid game play.

With the steady controls, you can usually line up precise shots by tuning your power, draw, and fade. Unfortunately, the aiming cursor is so wobbly that small adjustments jerk your aim too far out of line.

**Another Bogey**

The lush course backgrounds and detailed player sprites and anima-

---

SI Golf Classic Makes Par

**Sports Illustrated Golf Classic**

By Ben D. Rules

Eager to whack some golf balls, but winter weather won’t let you? Try out this new game for the Super Game Boy. While not the classic its title suggests, SI Golf still offers a satisfying, easy golfing experience.

**Tee Time!**

Did we say easy? Sports Illustrated Golf Classic is clearly for the beginner. The manual defines options, and the controls are easy to master, so you’ll soon send that ball flyin’ accurately.

**Hit the Green**

The graphics are colorful and clear. However, the ball is as small as an atom on the ground, and the overhead view of your small, stiffly swinging golfer isn’t very involving. At least the stats are uncluttered and easy to read.

The sounds don’t add much. The background music percolates along, and the sound effects are average.

If you want an introduction to the golfing world without all the complicated texture mapping, stroke meters, and complicated options that some other games have, then hit the SI links.

---

**PROTIP:** Switch to a low-numbered iron if you land in the rough far from the pin.

**PROTIP:** If you’re a novice gamer, choose one of the amateur players. Their shots are easier to control. "Every golfing term and rule, so if you don’t know the pin from a hole in the ground, this game’s a good place to start. Plus, you only have two courses, which further limits the complexity. However, SI Golf does offer some of the strategy veteran suffers expect. After surveying the course from an overhead view, you select the appropriate club from the 12 available, adjust for the wind, then time your button presses to properly execute your shot. There aren’t tons of strategic elements, but it makes for a smooth, easy game."
No Fantasy Too Final Part III

Now we're into the second half of Final Fantasy III, and it's chock full of secrets and surprises - many of which you could miss entirely and never know it. In fact, there's so much here that we can't cram it all into one article. We'll get to the tail end of FF III next month.

By Peteroo

Dream Demons

Hey, Mog!

The Soul Train

Swordtech techniques - and enables you to find the Magitec shard that Alexander leaves on the throne afterward. This sequence shouldn't give you too much trouble, but the pointers below will see you through the rough spots.

Dumb 'n' Dumber

In the battle with the 3 Dream Stooges, go after the topmost stooge first.

A couple of NPCs (in Nikaah and Thanasa) will relate stories of bad nights spent in Dom Castle. And yet, when you visit it, it may seem as empty as ever.

Well, it isn't. You just have to be careful who you take along. Visit the castle with a full crew of characters - including Cyan - and sleep in the "dormitory" in the west wing. Three characters will wake in the night to find the "3 Dream Stooges" popping into Cyan's dream.

The dream sets off a long sequence that takes you through an Escher-like maze, the Phantom Train, Narsha's mines, and back to Dom Castle for a battle with the Wrex-soul "boss" for Cyan's soul. (Poor Cyan seems to have a lot on his mind)

Success here maxes out Cyan's sword skill - he learns Cleave, the pinnacle of
In the sliding-block puzzle on the Phantom Train, hit the levers in this order to pass: right, middle, right, left.

**Block to the Future**

**Round and Round**

To stop going in circles in the mines, go counterclockwise until you enter a cave with a door at its southern tip. Exit through the door.

**Secrets-a-Gogo**

Who? I can’t blame you for asking. An expert mimic, Gogo’s the best, most useful hidden character in the game. He (or she, we never found out which) can be found below a triangle-shaped island in the northeastern corner of the map.

Let the little men knock you off the bridges to reach the chests on the lowest level and again after reaching the chest to the far left (which contains the Fake Mustache) on the entry level.

To reach Gogo, keep exploring until you find a big creature called the Zone Eater. You can kill it, but the trick is to let it swallow you. The party won’t die but rather will resurface at the top of a big cave system. Guess who’s at the bottom? The following pointers will help you on the way down.

To avoid getting crushed on the next level down, equip the Sprint Shoes relic and run between the areas that match up with the holes in the falling land. The first two are easy to reach. The third doesn’t have a chest nearby for use as a reference point and its position is tough to estimate. (It’s four squares west and two squares south of the second chest.)

**Going to a Gogo**

Gogo’s a demon in combat, perfectly copying the attack of whoever goes after him. Yes, that even means you can break the rules and attack with the same Esper twice in one turn.

**Everyone Hates A Mime**

Gogo’s even more talented than you might think. Call up his Status screen and click the blank area under “Mimic.” You’ll call up a wide range of other characters’ abilities that can be assigned to Gogo. Whoo! Talk about being all that you can be!
Daryl's Tomb

You must go through the tomb of Setzer's old friend to retrieve a replacement airship. There's a side quest here, however, that will net you a great Easter egg when you complete it.

Realm of Shadow

Did you wait for Shadow back on the Floating Continent? Let's hope so because he adds a lot of spice to the game's second half. Although he generally turned up on his own in the first half, you must find him now. Injured, he's deep in the Veldt caves. The party will automatically return to Thamasa after the rescue, and Shadow will eventually disappear from his sickbed.

Shadow's Secret

Now we'll reveal the secret about Shadow that we promised in the last issue. With Shadow in the active party, stay at any inn during the game's second half (Thamasa's a good choice since it costs only 1 GP a night). There's a 1-in-4 chance that you'll see one of four story sequences that will reveal some of Shadow's shadowy background, and a 1-in-32 chance that you'll see a particularly revealing fifth sequence. Without blowing the surprise for you, let's just say that Final Fantasy III has some very Dickensian elements!

If you didn't rescue Shadow, you won't find him at all in the second half. Hope the poor fellow didn't croak! He'll turn up only in the end credits looking down on a town that looks very much like Thamasa. (That's a hint, by the way.) In the Veldt caves, you'll find Relm instead, and she'll likewise disappear from her bed and turn up at Owzer's house in Jidora. If you rescued Shadow, Relm turns up directly at Owzer's.

And Home Again

Most of the Magicite shards are doled out as rewards for progressing in the game. Some you can buy. And one - the useful Pallidor - is just lying around. Make a point of revisiting the beach on the island where the second half of the game begins. The Pallidor should turn up there by the time you rescue Shadow or Relm.

Now head back to the main room, enter through the upper-left door, and write an inscription on the blank stone. Use the inscriptions in this order: WEHT DLRO OSSi and ERAW. They spell "The World Is Square" backwards. Now you can reach the Experience Egg relic. To find it, go through the east wall in the first room of Basement 3. The relic doubles your Experience points.
Ogre Battle

The March of the Black Queen

By Scary Larry

Part RPG, part war sim, and part strategy, Ogre Battle stands alone as a unique RPG. But you may stand back when you see the immense work involved in the game play.

Ogre and Under
The Sage Rashidi has murdered the king of Zenobia. Now Rashidi has joined forces with the Empress Endora, and trouble is brewin'. You're a warrior who gathers forces from liberated towns and battles the enemy. You win the trust of the people, buy supplies, and deploy parts of your massive army.

If you're the type of RPG player that can't even keep your alignments in order, then you're not going to like all this war-sim machismo. It requires organizational skills and lots of patience.

Once you wade through the assorted menus and study the manual, control is usually not a problem. But there's not much to control. The fighting is all generated by the computer - all you do is take care of the troops.

This game has a mystical element as well. When you liberate a town, you receive a Tarot card that can boost your party's strength or act as a one-shot weapon. When you pull the Hanged Man from the Tarot deck, for instance, your party's INT goes up a point, and during a fight, the card takes the defenses of the opposition down a few points.

Somewhere Ogre
The Rainbow
The graphics in Ogre Battle consist mostly of the map and a 2-overhead battle view. They're not bad, but there's so little action that you see more of the map than anything else. The battle view is so small that you'll wonder when the Munchkins will start singing. Some of the spells are nice to watch, and the Telot cards are beautifully illustrated.

The heroic, stirring music is matched with standard sound effects. More voice-overs would have gone a long way, and the death groans when you finish off an enemy are unsatisfying and feeble.

Trolling Through
The Park
This RPG is definitely different. For players looking for a well-rounded, interesting, and involving game, this cart's the ticket. But purists of the role-playing genre may sense that this cart was ogre before it started.

Ogre Battle: The March of the Black Queen

GamePro - March 1995
By Bro' Buzz

Hold onto your calculators and abacuses, Koel fans — Brandish is not a historical strategy cart. It will, however, transport intermediate RPG gamers into an epic quest.

**Down and Deadly**

This engaging ¾-overhead-view adventure is an RPG with action game play. As the hero Varik, you must find your way out of a mysterious underground kingdom overrun with monsters.

There's plenty of mind-bending maze wandering in Brandish, and the cart sets you up for a tough journey. In fact, the game's five stages consist of 38 areas. Vicious traps like Pits and Warps drop you into unknown locations or snap you back to earlier levels. Fortunately, the automap is easily displayed.

If the scenery doesn't sap your hit points, the monsters will. Fifty-five beasts and bad guys are locked underground.

**PROTP: Monsters mean treasure's somewhere nearby.**

**PROTP: Use the adjustable Game Speed feature to hasten your getaways until you're ready to fight aggressive boss creatures.**

With you, and they aren't too happy about it. If you get past the regular troops, seven boss monsters and the head honcho await you.

At least your arsenal's respectable, if standard, RPG fare. You swing a variety of swords, cast an array of slick magic potions, or just toss your fists. The combat system's a simple single-button-press attack (à la Zelda) that's more fun than it sounds once you get caught up in the dungeon quest.

You can purchase and find a variety of gear, Sledgehammers and steel balls are among the esoteric equipment that comes in more than handy. A sure-handed inventory system keeps everything at the ready.

**Optical Illusions**

Brandish sports adequate though average graphics. The characters are tiny, and the ¾-overhead-view dungeon guarantees miles of dead wall space. The graphics also slip on the sometimes-confusing behind-the-character view.

The game rotates the scenery around you whenever you turn; the automap, however, is always aligned one way. To use it effectively, you often have to display the map, move a few steps, then redisplay the map to figure out which way you're headed.

**Brandish This Game**

The sounds are practically nonexistent. The effects are minimal, and you may have nightmares about the sweet but repetitive music.

Despite some shortcomings, Brandish has a fine story to tell. You could be lost in this maze for days.

---

**Varik's Tale**

One thousand years ago, the greedy king of Bermya destroyed his sacred dragon. Because of the dragon's curse, Bermya now exists as an underground land that Varik and his nemesis, Alexis, must overcome.

---

<table>
<thead>
<tr>
<th>Brandish By Koel</th>
<th>Graphics</th>
<th>Sound</th>
<th>Control</th>
<th>FeelFacer</th>
<th>Challenge</th>
</tr>
</thead>
<tbody>
<tr>
<td>3.5 &lt; 2.5 &lt; 4.0</td>
<td>4.0</td>
<td>4.0</td>
<td>4.5</td>
<td>4.5</td>
<td>Intermediate</td>
</tr>
<tr>
<td>Price not available</td>
<td>38 areas</td>
<td>16 maps</td>
<td>Available February</td>
<td>1 player</td>
<td>Not Yet Rated</td>
</tr>
<tr>
<td>RPG</td>
<td>Save feature</td>
<td>ESRB rating:</td>
<td>5 stages</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

---

**PROTP: You can rest (press R and L simultaneously) to restore hit points, but be alert. Monsters cause more damage than usual if they attack while you rest.**

**PROTP: Monsters mean treasure's somewhere nearby.**

**PROTP: Use the adjustable Game Speed feature to hasten your getaways until you're ready to fight aggressive boss creatures.**

**PROTP: Use the limitless swords as a main weapon. Save the stronger swords for bosses.**

**PROTP: There are springs in the Ruins areas and other locations that restore your hit points.**
Future Fantasies

Savage Empire
Two new RPGs from FCI are almost here. The first, Savage Empire, is another Lord British adventure complete with the 3D overhead view and extensive conversation techniques found in the Ultima series. You pilot the Avatar through some dense jungle terrain, wielding Shaman magic (along with a mean whip) and making friends and enemies along the way. Sort of like Indiana Jones meets King Arthur.

By FCI
Available February

Seal of the Pharaoh
Described by one insider as an "easier" RPG, Seal of the Pharaoh is a beautifully rendered 3DO adventure that takes place deep in the heart of an ancient Egyptian pyramid. As you search for your father, you encounter the deadly yet exquisite creatures that have inhabited the tombs of the Pharaohs and have been waiting for an unfortunate soul like yourself to let them loose.

By Panasonics Software
Available March

Ultima: The Black Gate
Seventh in the Ultima series, this installment finds the Avatar perched on the dawn of a new civilization in Britannia. It's time for one being to bring all of Britannia into the new age, but the ruler in question is not the Avatar. Who else can rule? And what has journeyed into Britannia through the Black Gate? Use spells, chat with the citizens, and take your rightful position as leader.

By FCI
Available February

Rise of the Phoenix
Koei brings you back into the glory of Ancient China, where two fierce warriors are battling for the top spot. (And you thought CEOs were vicious!) You must unite 39 cities, using foot soldiers, cavalry brigades, and maybe some unique irrigation control to flood your enemy's castle. Use Arrows, Battering Rams, and Catapults in your quest for domination. Nobody does Chinese warlords like Koei!

By Koei
Available March

GAMEPRO • March 1995 121
**Wario Blast**

By Captain Squideo

A legendary concept gets a great Nintendo treatment. If you know earlier Bomberman games, you know this one. You play as either the B-Man or Wario on obstacle-laden fields, laying bombs to reveal power-ups and detonate enemies.

In one-player Normal mode, you bomb through eight new fields and face eight bosses; the ever-popular Battle pits up to four players against each other. It's all strategic fun.

The small, stiff-moving sprites will make you squint. At least you get new music for the new levels.

Demanding controls limit the enjoyment because you must have razor-sharp precision to survive. But that of Bomber charm makes this game a blast.

**USHRAA Monster Truck Wars**

By Quick-Draw McGraw

Truck fans, get ready! The Monster Truck Wars are in town, and you have the driver's seat.

Six of the meanest monster trucks ever created compete on the championship circuit.

Qualify, and you can race on.

**Icky & Scratchy in Miniature Golf Madness**

By Captain Squideo

Simpsons fans might want to play this game, but don't expect much. It barely makes par.

Scratchy the cat plays miniature golf while Itchy, the manic mouse, torments him. As the Scratchster, you aim shots past obstacles and pound on Itchy.

Both critters use weapons, including bazookas and mallets. The controls for these weapons and your accurate golf shots score a birdie.

Unfortunately, the graphics and sounds add up to a bogey. Plain backgrounds, stiff movements, and minimal details combine for a boring look. The sounds also disappoint, with repetitive music and few sound effects to add interest.

Expect the show's ultraviolence, too. It's funny, but this routine game's not much fun.

**DESSERT STRIKE: RETURN TO THE GULF**

By Quick-Draw McGraw

PROTIP: Blow away everything in sight to find power-ups.

**PROTIP: Beware of heavily guarded areas. This version gives no "Danger Zone" warning.**

The handheld Desert Strike has almost everything that made the original title great.

You pilot an AH-64 Super Apache chopper through three tough desert campaigns. Armed with guns and missiles, you must rescue POWs and destroy Scud launchers. Unfortunately, inefficient controls make it sometimes difficult to position your chopper and fire accurately.

Compendable graphics and clear sounds give this game all the realism it can squeeze out of two mags. Gunfire and explosions are just a few of the sound effects that add life to each tough mission.

Strike fans and gamers who enjoy challenging action/shooters should climb into this Apache's cockpit. You'll be piloting one of the better Game Boy carts around.

---

**Wario Blast By Nintendo**

- Graphics: 3.0
- Sound: 3.0
- Fun Factor: 3.0
- Challenge: 3.0

32B 35
2 mgs
2 levels
Available now
Action/puzzle
4 players

**USHRAA Monster Truck Wars By Acclaim**

- Graphics: 3.0
- Sound: 3.0
- Fun Factor: 3.0
- Challenge: 3.0

Price not available
Available now
Overhead view
Racing
1 player

**Icky & Scratchy in Miniature Golf Madness By Acclaim**

- Graphics: 3.0
- Sound: 3.0
- Fun Factor: 3.0
- Challenge: 3.0

Price not available
Available now
Multiscreen
9 holes
1 player

**DESSERT STRIKE: RETURN TO THE GULF By T-HQ**

- Graphics: 3.0
- Sound: 3.0
- Fun Factor: 3.0
- Challenge: 3.0

Price: $29.95
Available now
Action/Shooter
3 players

---

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**Ristar**

**By Earth Angel**

Ristar's a yellow star who's trying to save his world from destruction. The hop-n-bop platform game play is surprisingly excellent.

At first, Ristar's action seems pretty standard. Ristar runs, climbs, and swings across six rounds of play. A few variations rev up the action, including Ristar's ability to grab hostile aliens and items with his arms.

With one button to jump and one to move his arms, Ristar is easy to control. His movements are also tight and precise. The graphics shine with brightly colored cartoon-style animations and clever backgrounds and enemies. The tunes rate above average.

The game play's tough enough for intermediates, and multiple pathways through the large rounds promise good replay value.

**Protip:** Look in every nook and cranny for hidden power-ups.

**Kawasaki Superbike Challenge**

**By Captain Squideo**

Handheld racing doesn't get much better than this. Options galore make Kawasaki score. Kawasaki comes complete with ten international tracks, 11 ways to customize your bike, and three play modes. Practice and Arcade modes let you select any track, while Superbike puts you on a season schedule. The action's fast, and the two-player racing's even better.

The graphics are good for a handheld game. Big bikes and rainy tracks add interest to the behind-the-rider view, but you don't get GP Rider's wild wrecks. The whiny engine sounds are pretty typical.

While not totally innovative, KSC does this genre proud. It's a winner.

**Protip:** Opt for wet-weather tires if you set the Weather to Changeable, or you'll skid out.

**Legend of Illusion Starring Mickey Mouse**

**By Earth Angel**

The latest of Sega's great Mickey Mouse games, Legend of Illusion includes a healthy dose of hop-n-bop play through eight levels populated with cutey Disney characters. To add interest, Sega introduces some puzzle elements.

Mickey moves fairly well, though the controls are somewhat limited: Mickey has more than two moves, but the Game Gear has only two buttons. Although larger sprites would have been nice, Legend of Illusion's graphics are Disney quality all the way. The sounds are standard for the Game Gear.

This game's challenge is pretty Mickey Mouse. Unlike some prior Disney games, it's a breeze for anyone but beginners. It's worth playing, however - the fun's no illusion.

**Protip:** When you find air in Level 4, bob up and down until the air meter is filled.

**Protip:** At the end of the Medieval Dead level, go behind the wall to teleport to a room with power-ups.

**The Itchy and Scratchy Game**

**By Tommy Glide**

Once again, these TV stars headline in a disappointing game. This cat and mouse team feebly attempts more platform-hopping antics. As Itchy the mouse, you must defeat Scratchy with everything from hedgeclopsters to a bazooka.

The graphics are okay; the look approaches the 16-bit versions. However, the sound is grainy and boring for the high-energy chases. You also don't get the boss battles on each level.

While the comedic potential is high, the characters' stiff attacks and the seen-it-before levels defuse the excitement. This game just doesn't capture Itchy and Scratchy's spunky cartoon nature.

**Protip:** At the end of the Medieval Dead level, go behind the wall to teleport to a room with power-ups.
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XBAND™
At the Options screen, select the Sound Test. Set Music to Continue, FX to Appear, and Speech to Think. Put the cursor on Exit and hold Left for several seconds until you hear a noise confirming the trick. Start a normal game, and the Level Select screen appears.

Bruce Kunkel
Kingston, MA

When playing in the Story mode, go to the right-hand corner of Gargoyle’s Peak. A set of stairs leads down the cliff. Move Shaq down these stairs to the black door (the control is sticky) and press Start. You’ll face a blue version of Beast.

Gary Clark
Steger, IL

To make this trick work effectively, you must use saved games. On your last life, you must die playing as Diddy Kong. At the Game Over screen, press Start. When Cranky Kong appears on the screen, press Down, Y, Down, Down, Y (DYDDY, as in “Diddy.”) Immediately a room will appear with three gold Rambis, three gold Winkys, three gold Enguardes, and three gold Expressos. You may enter any of these four bonus rounds as often as you like to collect as many 1-ups as you want.

To leave the special bonus area, press Start to pause, then press Select. You return with all your new 1-ups to the area where you last died.

Philip Burk, Collins, CA
**Jaguar**

**Club Drive**

*Hidden Planet*

Start the game and go to the World Select screen. Put the cursor on the World line and hit button B. Instead of picking a world, hold Button 4 on the keypad and hit Button 2. Then press B again. “Planet Todd” appears on the World line. You’ll now have access to this simple world, which has a couple of cube obstacles, some ramps, and a high sloping wall.

**Sega CD**

**Radical Rex**

*Level Select*

To access the Select Level menu, press A, C, Down, Right, Up, B on Controller 2. This trick works on both the Genesis and Sega CD versions.

**Jaguar**

**Alien vs. Predator**

*Cheat Codes*

Select a character and begin a game. Press Pause, Option, 6, simultaneously press 1 and 3, then press B, A, 9, A, 9, A, *, Option, 6, #, *, *, Option, 2, Option.

If you hear the Predator laugh, you entered the trick correctly. Then press Option and 5, and a “Cheat On” message will appear and give you infinite health and ammo. You can then enter the codes at right by holding down Option and pressing the corresponding buttons.
Super NES

Lamborghini
American Challenge

Big Money Password

Genesis

Dynamite Headdy
Stage Select

Select the Password option and enter the code JKKBBBBBBBBBBJK. You can now buy into any race as you’ll start with $6 million in winnings.

Eric Waite
Williamsburg, VA

At the title screen, press Start to bring up the Start Game/Option box. Highlight Start Game, and press C, A, Left, Right, and B. A sound will confirm the trick. Press Start, and the Stage Select screen pops right up!

Kevin Peterson
Provo, UT
**32X**

**Virtua Racing Deluxe**

**Race on Backward Tracks**

Start by winning a race on each of the five tracks in either the Normal or Hard mode. Once you’ve obtained the necessary five trophies, return to the Mode Select screen. Put your cursor on the Options square, and press Right on the directional pad to reveal a reverse image of the words “Virtua Racing.” Select it to race on the backward tracks.

*Burke Wells*

*Bostic, NC*

---

**Genesis**

**Skitchin’**

**Power-Up Passwords**

At the Warning screen, press B, A, Down, A, Start, Start (BADASS). A crashing noise tells you if it’s done correctly. At the opening Option screen, highlight Password and press A. Enter any of these codes and press Start. You can enter as many power-ups as you want, but you can choose only one city.

- Grade 5 Equipment: **ARMOR**
- 3 Nitros: **SPEED**
- $2000: **MONEY**
- Best 3 Weapons: **THRESH**
- Vancouver: **TOTEM**
- San Diego: **BEACH**
- San Francisco: **HILLS**
- Los Angeles: **STARS**

*Dominic Johnson*

*Dubai, United Arab Emirates*

---

**Ecco: The Tides of Time**

**Hard Mode and Level Select**

To access the Hard mode without using the level select, in the starting area immediately break the two shells over Ecco’s head. Swim into the tunnel that appears to start the game in Hard mode. To access a level select and debug menu, pause the game with Ecco facing you. To make the debug menu appear, press A, B, C, B, C, A, C, A, B.

*Joseph Garcia*

*Miami, FL*
**Doom**

**Level Select and Cheat Codes**

During regular game play, simultaneously press Pause and the corresponding button(s):

Levels 1-9:
**Press Pause and 1 to 9**

Level 10:
**Press Pause and A**

Levels 11-19:
**Press Pause and A and 1 to 9**

Level 20:
**Press Pause and B**

Levels 21-24:
**Press Pause and B and 1 to 4**

You cannot go beyond level 24. Trying to do so may lock up your game.

To become invincible, simultaneously press Pause and * on any level of game play. Hit Pause again to start the game. Your eyes will turn yellow if your invincibility is activated. Simply repeat this trick to deactivate it.

To get all the weapons, 500 bullets for each weapon, all the keys, and 200 percent armor, simultaneously press Pause and # during the game. Hit Pause again to start the game, and these items should appear.

**Eddie Schaeffer**

**Baltimore, MD**

---

**3DO**

**Off-World Interceptor**

Get $9,999,900 Cash

Go to the Options screen and move the cursor down to Sound. Then in sequence, press buttons A, B, C six times, then button L. A drilling noise confirms the trick. Begin the game, and your cash window shows $9,999,900.

**Rael Baisen**

**Brooklyn, NY**

---

**FIFA International Soccer**

**Special Feature Codes**

Any time during a match press II to pause the game. When the menu appears, enter any of these wild codes. You'll hear a noise and get a message confirming each code.

**Giant Player mode:** B, A, B, A, R, B, A, B, B, A, R

**Hot Potato mode:** C, R, A, B, B, R, L, A, B, A, B, B, R

**Laser Ball mode:** L, A, C, R, B, A, L, L

**Invisible Walls mode:** A, B, B, A, C, A, B, A, B, A

**Big Ball mode:** A, B, C, B, A, L, L, A, B, A, B, A

**Metallic Men mode:** A, B, A, C, L, B, A, B, A

**Beef Cake mode:** R, A, A, B, A, C, L, A, B, A

**Radical Curve mode:** C, A, B, A, R, B, A, B, L

**Brute mode:** R, A, B, B, A, C, L, B, A, C, L

**Crazy Bounce mode:** L, A, B, A, R, A, C, C, A

**Kristopher Huynh**

**Houston, TX**

---

**Jaguar**

**Checkered Flag**

**Night Racing**

Go to the Options screen, move to the Weather selection, and press 8, 4, 7, 3. A new option called "Dark" will appear.
### Genesis (Game Genie)

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>REGT-A6XY</td>
<td>Infinite lives</td>
</tr>
<tr>
<td>CRNA-CABA</td>
<td>Player 1 can select any character</td>
</tr>
<tr>
<td>CRNA-CABJ</td>
<td>Player 2 can select any character</td>
</tr>
<tr>
<td>9ITRT-HCP4</td>
<td>In 1-Player game, Player 1 plays as the Eternal Champion</td>
</tr>
<tr>
<td>BERT-GAP6</td>
<td></td>
</tr>
<tr>
<td>Formula One</td>
<td></td>
</tr>
<tr>
<td>ABKT-7TG4</td>
<td>Tires last three times longer</td>
</tr>
<tr>
<td>AAPT-7TCA</td>
<td></td>
</tr>
<tr>
<td>AJTA-6A5L</td>
<td>Each race is one lap</td>
</tr>
<tr>
<td>AJTA-6A48</td>
<td>Each race is infinite laps</td>
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<tr>
<td>Madden NFL '95</td>
<td></td>
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<tr>
<td>R1GB-Y60J</td>
<td>Master code (must enter with following codes)</td>
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<tr>
<td>HT7A-CACT</td>
<td>Game lasts four minutes</td>
</tr>
<tr>
<td>GB0T-DAN2</td>
<td>Safety is worth eight points</td>
</tr>
<tr>
<td>AF0A-DE38</td>
<td>Field goal is worth one point</td>
</tr>
<tr>
<td>CTPT-EADW</td>
<td>Play clock resets to 20 seconds after most plays</td>
</tr>
<tr>
<td>Mazin Saga</td>
<td></td>
</tr>
<tr>
<td>AV84-CAXY</td>
<td>Infinite lives</td>
</tr>
<tr>
<td>AJ9T-CAXY</td>
<td>Infinite continues</td>
</tr>
<tr>
<td>RAMT-DRAE</td>
<td>Invincibility power-up lasts ten times longer</td>
</tr>
<tr>
<td>A4HA-CA2C</td>
<td>Invincible against superboss</td>
</tr>
</tbody>
</table>

### Game Gear (Game Genie)

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>008-E2D-E69</td>
<td>Infinite lives</td>
</tr>
<tr>
<td>004-56C-D54</td>
<td>Infinite energy</td>
</tr>
<tr>
<td>344-F3F-3BE</td>
<td>Start on Toys in the Hood level</td>
</tr>
<tr>
<td>344-EFF-3BE</td>
<td></td>
</tr>
<tr>
<td>The Jungle Book</td>
<td></td>
</tr>
<tr>
<td>3AC-20E-2A2</td>
<td>Infinite energy</td>
</tr>
<tr>
<td>APFC-1FE-19E</td>
<td>Player has only one energy point</td>
</tr>
<tr>
<td>Taz in Escape from Mars</td>
<td></td>
</tr>
<tr>
<td>3AE-916-2A2</td>
<td>Infinite lives</td>
</tr>
<tr>
<td>215-545-6E2</td>
<td>Infinite energy</td>
</tr>
<tr>
<td>304-7BE-6E6</td>
<td>Start with Bubble Gum Float</td>
</tr>
<tr>
<td>C94-7CE-2A2</td>
<td>Keep weapons temporarily after death</td>
</tr>
</tbody>
</table>

### Game Boy (Game Genie)

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>014-68A-F7D</td>
<td>No walks</td>
</tr>
<tr>
<td>014-87A-F&amp;D</td>
<td>No strikeouts</td>
</tr>
<tr>
<td>016-AFC-E66</td>
<td>No outs called except strikeouts</td>
</tr>
<tr>
<td>01B-87C-E66</td>
<td></td>
</tr>
<tr>
<td>Turn 'n' Burn</td>
<td></td>
</tr>
<tr>
<td>7C2-8BE-08F</td>
<td>Infinite missiles</td>
</tr>
<tr>
<td>001-51C-F74</td>
<td>Gun doesn't overheat</td>
</tr>
<tr>
<td>Wario Blast Featuring Bomberman</td>
<td></td>
</tr>
<tr>
<td>03F-87E-E6E</td>
<td>Start with 300 seconds</td>
</tr>
<tr>
<td>210-3BB-4C1</td>
<td>Start on round 3-3</td>
</tr>
<tr>
<td>000-13B-5D4</td>
<td></td>
</tr>
<tr>
<td>210-3BB-4C1</td>
<td>Start on round 3 boss</td>
</tr>
<tr>
<td>3C0-13B-5D4</td>
<td>Extra bomb power-ups have no effect</td>
</tr>
<tr>
<td>003-EFA-3B7</td>
<td></td>
</tr>
<tr>
<td>003-D7A-3B7</td>
<td>Explosion expanders don't do anything</td>
</tr>
<tr>
<td>Xenon 2</td>
<td></td>
</tr>
<tr>
<td>FA4-16D-4C1</td>
<td>Infinite energy</td>
</tr>
<tr>
<td>FA2-EEF-4C1</td>
<td>Infinite lives</td>
</tr>
<tr>
<td>C96-DBC-6EE</td>
<td>Shop items are free</td>
</tr>
</tbody>
</table>
CHAO

Churl

Baron von Riesenberger

VERTIGO

La Vache Qui Rit

Tap (1 2 3 4), ←, →, ↓, →

ARMADON

The Impaler

Tap (1 2 3 4), ↓, ←, ↑, ↓

DIABLO

Inferno

Tap (1 3 4), ↑, ↓, ↑, ↓, ↓

BLIZZARD

Redemption

Tap (1 2 3 4), ↓, →, ↑, ↓, ↑

Controller Legend

↑ = Up
↓ = Down
↑ = Up-Toward
↓ = Down-Away
→ = Toward
← = Away
← = Down-Toward
→ = Up-Away
1 = Press Button 1
2 = Press Button 2
3 = Press Button 3
4 = Press Button 4

Motion = Move the joystick in one continuous, smooth motion.
Tap = Tap the directions indicated in sequence.
() = Execute commands in parentheses simultaneously.

Special Note: All techniques are described under the assumption that your character is facing to the right. If they're facing left, reverse the Toward and Away commands.
New Special Moves!

**Chaos**
- Air-Activated Ground Shaker
  - Tap (2 3 4), ←, →, ↑

**Vertigo**
- Air-Activated Teleport
  - Tap (2 4), ↓, ↑

**Sauron**
- Air-Activated Earthquake Stomp
  - Tap (1 2 4), ↑, ↓

---

**Primal Rage Out-RAGE-ous**

**Combo Contests!**

And the Winners Are....

These radical combos are the winners of our Primal Rage combo contest. They were chosen from the thousands of entries with the assistance of the Primal Rage Team at Time Warner Interactive. The Grand Prize winner takes home Primal Rage for the SNES or Genesis when the game is available this summer; First Prize winners receive a 128-page Primal Rage Strategy Guide and a Primal Rage T-shirt; and Runners-Up each win a Primal Rage T-shirt.

**Talon's Out-RAGE-ous Five-Hit Combo**

From: Sean Bennet of Fremont, CA

1. Leap in with a Jumping High Fierce.
2. Follow up with a Crouching Low Fierce...
3. ...and execute a Crouching Low Power.
4. Follow with a Frantic Fury.
5. To end it all, rip into your opponent's flesh with a Slasher Special Attack.
**THE FIGHTER'S EDGE**

**Sauron's Out-RAGE-ous Four-Hit Combo**
From: Sean Thompson of Pensacola, FL

1. **Come in with a Jumping High Fierce.**
2. **Nail 'em with two Crouching Low Fierces.**
3. **Finish with a Crouching Low Power.**

**Blizzard's Out-RAGE-ous Nine-Hit Combo**
From: Eric Cramer of Chattanooga, TN

1. **Dive in with a Jumping Low Fierce and a Jumping Low Power.**
2. **Tag 'em with an in-close High Fierce.**
3. **Pull a Standing High Fierce and then a Crouching Low Power.**
4. **Freeze 'em with an Ice Geyser...**
5. **...followed by a Jumping High Fierce and a Jumping High Power.**
6. **Conclude with an Air Throw.**

**Chaos's Out-RAGE-ous Seven-Hit Combo**
From: Luis Mairena of Alexandria, VA

1. **Leap in with a Jumping Low Fierce.**
2. **Then execute a Jumping Low Power.**
3. **Whack 'em with a Crouching Low Fierce and a Crouching Low Power.**
4. **Follow with a Battering Ram...**
5. **...and a Jumping High Fierce.**
6. **Finally, pull a Jumping High Power.**
**Armadon's Out-RAGE-ous Five-Hit Combo**

From: Richard Sawyer of Chesapeake, VA

Dive in with a Jumping High Fierce.

Follow with a Jumping High Power.

Do a Standing High Fierce.

Pull a Standing High Power.

Finish with a Rushing Uppercut.

**Vertigo's Out-RAGE-ous Eight-Hit Combo**

From: Dave Prange of St. Jacob, IL

Leap in with a Jumping High Fierce...

...and a Jumping High Power.

Follow up with a Standing High Fierce...

...and a Standing High Power.

Next, pull 'em in with a Come Slither.

Nail 'em with a Standing High Fierce...

...and a Crouching Low Power.

Top it off with a Scorpion Sting.

**Diablo's Pure Simplicity Out-RAGE-ous Combo**

From: Wes Enzinna of Lake George, NV

Start the attack with a Jumping High Power.

Follow up with two Crouching High Quicks.

Finish with a Hot Foot.

---

**Runners-Up**

Daniel Bobb, Austell, GA
Jeff Boutin, Odessa, TX
Luke Bubenzer, Lexington, KY
Chris Conway, Freehold, NJ
Jared Geissler, Littleton, CO
Aaron Gilbert, Temecula, CA
Matthew Golden, Scranton, PA
Tony Gonzalez, Lucedale, MS
Jeff Gregory, Cicero, NY
John Hall, Greensburg, KY
Keith Hupp, Tucson, AZ

Chad Morris, Shawnee, OK
Matthew Moyer, Reading, PA
Nick Patterson, Lapeer, MI
Scott Robey, Thousand Oaks, CA
Brett Steven Sandberg, Chester Springs, PA
Ben Stanwick, Windsor, CT
Kevin Thiessen, Orlando, FL
Sean Thomason, Pensacola, FL
Jorge Valdez, Lake Forest, CA
Adam Volk-Yoblick, Miami, FL
A Player's Guide to Power Peripherals

By The Lab Hamster

I hit the rat...just like that...with a Whiffle-ball bat...oh! Excuse me, you caught me working on my new rap album. But never mind the funk - the lab is loaded with new stuff. Let's look at a SNES-controller adapter for the 3DO, a 3DO flight stick, and a Master System adapter for the Game Gear.

Flight of the 3DO

Any 3DO owner knows that there's an abundance of flying and shooting games available for their system. For the 3DO gamer who wants to enhance the feeling of flight on games like Rebel Assault and Shock Wave Operation Jumppgate, a stick that gives them the pilot's edge has landed.

After releasing several successful flight sticks for the computer-gaming world, CH Products delivers the Flightstick Pro for the 3DO. With nine buttons (four on the base, four on the shaft, and one trigger), this sturdy controller looks and feels like it's straight out of a cockpit. It's specifically designed for games involving aircraft control, so don't expect to use it with games like Street Fighter II.

In flight tests with the games mentioned above, the Flightstick handled, well...like a flight stick. Its sensitivity demands an easy hand, as it really tweaks your flying control. But its sensitivity also impairs your shooting ability. Keeping shots lined up with the Flightstick in Rebel Assault is harder than making Yoda meet the height requirements for rides at Disneyland.

Because this hardware is new, it's currently compatible with several recent 3DO titles. Older games like Total Eclipse and the original Shock Wave won't work with it, so check the game box for Flightstick compatibility. Die-hard pilots will surely be pleased with this piece of machinery, but it's priced at more than 100 clams, so take it for a test run first.

Gear Up Master System Games

Once upon a time before the Genesis, Sega made an 8-bit system called the Master System. It wasn't nearly as popular in the U.S. as the NES, but more than 120 games were made for it. In fact, a Game Gear isn't much more than a portable Master System.

The two are so similar that Innovation's Master Gear Converter enables the larger Master System carts to play on the Game Gear, opening up the library of Master System titles for the Game Gear.

The Master Gear Converter slides easily into the Game Gear cartridge slot and secures itself like a backpack to the back of the unit. This lightweight converter is unintrusive and allows the Game Gear to retain its portability.

Because Master System games were designed for use with a television, the game play and graphics of some titles suffer on the Game Gear's greatly reduced screen. The beauty is, for just about $20, you'll have access to many good Master System games, which Innovation sells used for around $20 - a fraction of the cost of some Game Gear titles.

Control Patrol

If you're still griping about the stock 3DO controller, relax. Innovation now produces a 3DO-SNES adapter for those who would prefer not to leave behind the comfort of their SNES controllers.

This boxy black adapter may be a blessing for joystick fans, as it makes any SNES-compatible controller work with the 3DO. Built with an additional control port, it enables players to use SNES controllers in multiplayer games without breaking the daisy chain of control pads.

The unit adds more than seven feet to your overall cord length, but there is one minor flaw in this adapter's design. Although it plugs into the Panasonic 3DO control port, the head doesn't initially fit flush with the Goldstar 3DO system. You'll manage to jam it in eventually, but it takes a few tries.
By The Watch Dog
March, as they say, comes in like a lion and goes out like...a slightly hotter lion. This month, we tackle a hot Nintendo issue and some sticky Sega situations.

Q: I purchased Mortal Kombat II for the Super NES. I noticed that the small plastic cover that usually fits over the open part of the cartridge wasn't included. I called Nintendo and was told that if I wanted one, I could purchase it for $1 at any authorized service center. I think this is awful!
John R. Botti, Bronx, NY

A: The Watch Dog says:
It's true, those plastic covers will not be included in new SNES games. Sally Reavis, corporate communications assistant manager for Nintendo, explains that the company is trying to reduce packaging. The GamePak sleeves were originally created to help keep NES games clean. With the tight GamePak-to-system connections in the SNES and the new NES, we found that the sleeves no longer provide any added protection for the game.

You can still get sleeves through Nintendo Consumer Service (800/255-3700). There's a $1 charge for shipping and handling.

Q: I've had my Genesis for two years, and now my controllers aren't working. I try to treat them well, but buttons keep sticking. What should I do?
George Varontsoulis, Whitestone, NY

A: The Watch Dog says:
This is the first report we've had of worn-out controllers, but that's what we think happened. The Sega spokesperson thinks so, too. She says they will wear out even faster if you jam 'em really hard, spill liquid on 'em, or get dirt into 'em. It's too late to return them (within 90 days of purchase is the limit); perhaps it's time to upgrade to a six-button controller.

Q: Will the new Sega 32X games play on a Genesis unit?
Dana Gravesen
Chicago, IL

A: The Watch Dog says:
No. 32X games plug into the 32X, which then plugs into the Genesis. You can't just take a 32X game and play it without the 32X system. You can, however, play Genesis games through your 32X. Sega plans to release a new 32X-Genesis combination system called the Neptune later this year.

A BRE representative says:
BRE records show that a $25 check was mailed on June 13, 1994. BRE is still researching to determine if the check was cashed; if it wasn't, you'll be issued a new one, which should've been mailed to you by mid-January.

In cases like this, we suggest you always call the company (BRE can be reached at 209/432-2684) any time you think there's something wrong. (Don't panic, though. Allow the company a few weeks to complete the original transaction.) BRE and other similar companies rely on good customer relations, so they'll do everything possible to make things right.
“He stood about five-foot, nine-inches tall, but he was a giant. Billy Thomas. He ran the Boys & Girls Club where I grew up. Now, I know today it’s different. Young people face problems I never even had to think about.

But that’s why now, more than ever, we need the Boys & Girls Club. It’s a positive place where thousands of people like Billy Thomas help young people succeed. Does it work? It did for me.”

1-800-854-CLUB

BOYS & GIRLS CLUBS OF AMERICA

The Positive Place For Kids.
Virtual Boy Games

Whatever you think about the new Nintendo red monochrome portable, the Teleroboxer and Space Pinball demos wowed 'em at the Consumer Electronics Show (CES). Untitled games in development included two shooters. The T&E Soft game was a behind-the-spacecraft wire-model wing war. The other by Hudson Soft was a classic overhead-view space shooter... except that your ship and your attackers could drop underneath and in between the scenery.

Other intriguing demos included a Mario/Wario platform game and a slick auto racer. Nintendo stated, however, that it hadn't decided if they would be developed into Virtual Boy games.

Teleroboxer

Teleroboxer made players flinch and pull their faces out of the VB display unit. It's styled after first-person boxing games like Super Punch-Out!, so you peer at a robotic opponent over your two metal-gloved hands. Toe-to-toe, the two of you just beat the bolts out of each other. In the prelim version, you could throw high-low combinations. Cool 3D effects bring your foe's attacks literally right into your face: One 'bot spears you right between the eyes with their spiked spinning-top head gear.

Space Pinball

Video pinball never looked like this! You play via a ¾-overhead view on a table that's suspended somewhere in the cosmos. The speedy prelim version rocketed the steelies around the table. Special ramps sent balls into bonus areas below the playing surface. Slam the ball too hard, and it jumps directly into your face and shakes the entire screen.

StarFox 2

StarFox 2 looks even better than the original. Yes, you can fly in any direction! You aren't locked into a straight-path flight like you were in the first game. Your craft also morphs into several forms as you battle both on a planet's surface and in space — another hot new addition. Unlike its predecessor, this game includes a strategy element. You must defend the home world against invasion, and you can choose which squadrons of enemy fighters or missiles to engage. While the main game is still one-player, there's now a two-player split-screen duel mode.

By Nintendo
Available August
Eternal Champions: Challenge from the Dark Side  

Sega CD

Sega's upgraded the Genesis Eternal Champions into a Sega CD fighting heavyweight with enough new features for two games. EC CD is a gorefest galore, sporting four types of death moves per character. You'll wonder if the game has reached new heights or sunk to new lows when you scope out death moves like a Pulp Fiction-caliber gunshot to the head or President Clinton launching a nuclear missile on a hapless victim.

Improvements include 13 selectable hidden characters (for a total of 26 characters), more backgrounds, CD music, and — wonder of wonders! — an actual working combo system with two-in-ones and juggles.

By Sega
Available February

---

Mortal Kombat II  
Super NES

Mortal Kombat II for the Genesis didn't have all of the arcade version's most awesome features, and the graphics paled in comparison to the SNES version. MK II is getting a 32X upgrade, and it certainly restores much of the missing coin-op luster. Get set for full-size cinema pix and endings, more of the missing sounds and music from the arcade, and a lot more on-screen colors. The version at CES was incomplete, so the jury's still out on the controls, graphics, and those missing killer combos — some are back, but some are just as missing as ever.

By Acclaim
Available Spring '95

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Secret of Evermore  

Secret of Evermore is the first game that Square has created entirely in the U.S. Evermore is heavily influenced by Secret of Mana (though there's no story tie-in). Look for the familiar interface and party system but many enhancements and new features. For example, you can cast a spell to summon a boss monster, then use their arsenal of magic. The American-style graphics and story are supposed to give Evermore an extra inroad into this market (it's launching on these shores months before it launches in Japan). Action, adventure, and role-playing all rolled into one should make Evermore another hit for Square.

By SquareSoft
Available May
Comix Zone

Comix Zone was one of the most original games of the show. When his comics come to life, artist Sketch Turner is pulled into the Comix Zone where he must defeat his own animated creations before he's erased.

Experienced comic artists worked on Zone, creating a unique look and feel. The intro cinematics are incredible black-and-white works of art. Great touches, such as Sketch's hand appearing and drawing in each frame, add to the environment. The gameplay is solid, straightforward, side-scrolling punch and kick.

By Sega
Available Spring '95

Rayman

Rayman is this, uh, weird-lookin', disembodied, no-legged, thingamajig, and he, uh, jumps around and floats like a dandelion by using his hair as a propeller, and, uh....

While we don't know what Rayman is, we know the game is too cool for words! It's fairly standard side-view hop-n-bop, but Rayman's amazing variety of facial expressions and character moves shows what memory and 24-bit graphics can do for a Sonic-type game. You'll be bug-eyed when you see the gorgeous parallax backgrounds, which seem to use all the colors of the rainbow and then some.

By Ubi Soft
Jaguar and 32X
Versions Available June
PlayStation, Saturn, and 300
Versions Available September

Chaotix

Chaotix, a Sonic spin off, stars a cast of super-heroic Sonic characters. You choose two characters (one leads, the other follows) as you traverse a grand old 25-level theme park in search of Dr. Robotnik.

New characters include Vector Crocodile, Mighty the Armadillo, and Charmee Bee. Standbys like Knuckles and Sonic also appear (but check out Sonic's red hair).

The game presents many unusual aspects, including negative Rings and laws of gravity that make even Wile E. Coyote's midair exploits look believable. Keep an eye on this one...if you can! It's fast!

By Sega
Available Spring '95
The Adventures of Batman and Robin

The Adventures of Batman and Robin is unrelated to the SNES game with the same name, though it, too, is based on the hit animated TV series. This time, Mr. Freeze has Gotham City locked in cold storage, and Batman and Robin must try to counter Freeze's frosty fanaticism with hot side-view beat-em-up action. In this version, you can play as either Batman or Robin (all right!), and the two-player mode features selectable game-play perspectives. The Dynamic Duo punches, kicks, and tosses Batarangs at such infamous foes as The Joker, Mad Hatter, and Two-Face. The preview version looks intense!

*By Sega*
*Available First Quarter '95*

---

Earthworm Jim Special Edition

Egads, he's back! And he's brought more levels, more enemies, and more weapons! Earthworm Jim Special Edition is an upgraded version of the Genesis cartridge that we all "dug" into last year. The game has one spanking-new level with all-new enemies, plus two new mini levels. Additionally, some of the art has been retouched or reanimated. New voice and sound effects are included, as are remastered tracks, courtesy of Tommy Tallarico. Jim also has a new gun that shoots homing missiles, and there's a cool pencil test at the Sega logo screen.

*By Interplay*
*Available February*

---

Donkey Kong Land

What does a $50,000 ultra high-tech graphics workstation have in common with an obsolete black-and-white $49 contraption? Donkey Kong Land, of course! Okay, maybe the good ol' Game Boy isn't obsolete yet, and DK Land proves it with the best graphics ever for the GB. Created using the same Silicon Graphics workstations by the same people who did DK's SNES big brother, Land is almost as cool as Country. Massive sprites (so big it's almost hard to see where you're going) complement the 30 new levels and the Super Game Boy-optimized pix. Beat the Kremkings and don't forget to share the bananas with Diddy!

*By Nintendo*
*Available March*
**Fahrenheit**

**Sega CD**  **32X CD**

Ever wanted to rescue someone from a burning building? This one-player live-action game gives you the chance to be a hero. As a firefighter, you have a first-person view of the action as you run through disasters like burning apartment complexes, train wrecks, and chemical-plant explosions. Your task is to douse the flames and rescue trapped victims.

*By Sega*
*Available Spring '95*

---

**Alone in the Dark 2**

**32X**

In this spooky translation of the popular PC game, you must figure out whether Jeremy Hartwood committed suicide or was murdered. From a first-person view, you explore a strange house. As you search for clues, you're entertained by unusual graphical effects that include zooms, odd camera angles, close-ups, and scaling. The macabre landscape includes a slew of horrifying monsters that pop up everywhere.

*By Interplay*
*Available Second Quarter '95*

---

**Flying Aces**

**32X CD**

This one-player flight simulation is reminiscent of Sega's Tomcat Alley. A pilot in a French Spade plane during World War I, you take to the air to duel with the likes of the Red Baron. The game play is depicted with live-action, full-motion video and includes multiple views from both inside and outside the aircraft. Tongue-in-cheek humor makes the game a lot more amusing than the average flight sim.

*By Rocket Science*
*Available Third Quarter '95*

---

**Blackthorne**

**32X**

Last year's surprise hit for the SNES is coming to the 32X. This game's graphics make heavy use of rotoscoping and digitized sound effects, à la Flashback. The action/adventure centers around Blackthorne's journey through four sci-fi worlds toward an ultimate battle with Sarlac. To survive the quest, you must search for clues, use your wits, and master Blackthorne's many moves to successfully battle Sarlac's high-tech firepower.

*By Interplay*
*Available Second Quarter '95*
PO'ed

This game, the first action/adventure from Any Channel, uses a play style that's similar to Doom, including fully rendered 3D graphics. You're part of an elite space marine squad on a mission to a far-off world. Something goes wrong. Now you're the only marine left of your squad, and you're stranded on a hostile planet. To survive, you must hunt for weapons and artifacts and, of course, fight off scads of nasty aliens. With more than 40 levels, PO'ed looks like an excellent first game for Any Channel.

By Any Channel
Available Spring '95

The 11th Hour: The Sequel to the 7th Guest

The 11th Hour is the next installment in the classic 7th Guest series, and it's even scarier than its predecessor. In it, you return to Henry Stauf's haunted estate 70 years after the end of 7th Guest. You explore 22 rendered rooms depicted with truly horrifying graphics. Blood-curdling surprises lurk around every turn. The many quests and puzzles include more than an hour of full-motion video.

By Virgin
Available March

Daedalus Encounter

Fast forward to the future - to the 22nd century, where your job is to salvage spaceships throughout the galaxy. Your trio of salvage vessels encounters a very large, very strange organism and discovers it's actually a living spaceship. Your task in the game is to maneuver the thing safely through space. Using full-motion video with live actors, the game play includes multiple plot twists, mazes, strategic puzzles, and varying game endings. The game play is designed to shift with the player's attitude (peaceful or hostile).

By Panasonic
Available April
Quick Hits

**Beyond Oasis**
*Genesis*

NovaLogic's Voxel Space technology to create 30 all-new missions as you pilot an RAH-66 Comanche helicopter.

*By Nintendo*
*Available July*

**Bust-A-Move**
*Super NES*

This hack-n-slash adventure has an unusual 34-overhead view that makes the bosses look enormous. The action revolves around Prince Ali's battle against an evil sorcerer.

*By Sega*
*Available March*

**Duelin' Fireman**
*3DO*

Chicago's ablaze in this bizarre game, thanks to an unfortunate midair crash between Air Force One and the Space Shuttle. While the city burns, you have to keep seven parties hoppin' and your guests entertained.

*By RunandGun!*
*Available Summer '95*

**Earthbound**
*Super NES*

This 24-meg role-playing adventure is a one-player sequel to the Japanese game Mother. The game's sci-fi theme includes high-tech weapons, UFOs, and supernatural happenings.

*By Nintendo*
*Available April*

**Cyberwar**
*Sega CD, Saturn, 3DO, PlayStation*

In the newest Lawnmower Man game, you travel into Cyberjoe's Virtual City. Using 3D graphics, Cyberwar's diverse gameplay includes flight simulations, weapon simulations, and puzzles.

*By SCI*
*Sega CD Available First Quarter '95*
*Saturn Available in Japan Second Quarter '95*
*3DO Available Second Quarter '95*
*PlayStation Available in Japan First Quarter '95*

**Comanche**
*Super NES*

This top PC flight sim debuts this summer on the SNES. A Super FX chip combines with

*By GameTek*
*Available June*

**FX Fighter**
*Super NES*

This cyberpunk thriller stars Dennis Hopper and Grace Jones. In it, you journey through a seamy underworld where you must battle Satan and Demons. 3D rendered graphics lend atmosphere.

*By Nintendo/GTE*
*Available May*

**Desert Demolition**
*Genesis*

As usual, crafty Wile E. Coyote's running across Sega country trying to catch the Road Runner. This action/adventure game includes beautiful cartoon-style graphics and guest appearances by the likes of Bugs Bunny and Elmer Fudd.

*By Sega*
*Available February*
Quick Hits

Izzy's Quest for the Olympic Rings

This game stars Izzy, the official mascot of the Olympics, in a hop-n-bop action/adventure quest for the Olympic rings.

By U.S. Gold
Genesis and SNES Available April
32X Available June

Warlock

In Warlock, you're Hero, a Druid warrior who's trying to stop an evil Warlock from ruling the world. The game's based on the cult video series of the same name.

By Acclaim
Available Spring '95

Kirby's Avalanche

In this Tetris-style adventure starring Kirby, you fill your opponent's playing area with colored blobs while matching other colored blobs to keep your playing area from filling up. Sounds familiar....

By Nintendo
Available March

Shellshock

Be prepared for Shellshock as you take to the air in this chopper flight sim. The air jockey action's underscored with cool 3D graphics.

By Core Design
Available Late '95

Stargate

Stargate's based on last year's sci-fi flick. The 16-meg action/adventure game closely follows the movie's plot as an archaeo-

By Acclaim
Available Spring '95

World Series Baseball '95

The sequel to Sega's top World Series Baseball cart, WSB '95 includes 1994 rosters, 700 players, and a new six-division alignment and playoff structure.

By Sega
Available Spring '95

Judge Dredd

Marvel Comics' star Judge Dredd is coming to a slew of video game systems, as well as the silver screen. The futuristic action/adventure game has 12 levels, eight based on this summer's soon-to-be-released movie and four on the comic-book series.

By Acclaim
Available Summer '95

WeaponLord

For more on this hot new fighting game, see the Special Feature on page 40.

By Namco
Available May

Surgical Strike

Battle urban terrorists aided by five high-tech strike vehicles. The action in this one-player

By Sega
Available Spring '95

Star Trek: The Next Generation

You'll have to wait a little longer for this long-awaited game. The latest word is that the 3D interactive adventure includes multiple paths and multiple endings.

By Spectrum Holobyte
Available Summer '95

3DO

CES
Road Rash 3

Prepare for aggressive international motorcycle racing in this latest version of EA's ever-popular Road Rash games. Rev your bike to race seven circuits across the globe, including the streets of Germany and Japan and the African plains. Per usual, you can pick your favorite bike, but now you can soup it up with performance, protection, tire, and suspension upgrades that you purchase with your cash winnings. Available bikes include Rat, Sport, and Super quality. The head-to-head fighting action's been enhanced with five new weapons, including mace, 50,000-volt cattle prods, and nunchucks. This time around, the play modes are Solo (you against the pack), Take Turns (two players take turns challenging the pack), Split Screen (two-player simultaneous racing), and Mano a Mano (a two-player split-screen slugfest). Don't get busted!

By Electronic Arts
Available March

Coach K College Basketball

As Duke University's coach, Mike Krzyzewski, you guide one of 32 top college teams or any of eight all-time championship hoops squads. Try to come out on top in four-, eight-, 16-, or 32-team tournaments in the four-player action. A few of the special features packed in this hoopsfest are 53 offensive and ten defensive sets, dunks, turbo mode, a free-throw perspective from behind the shooter, actual team and user stats, and even college crowd chants.

By EA Sports
Available March

Toughman Boxing Contest

EA Sports's first boxing cart climbs into the ring with a combination of arcade fighting and realistic professional boxing action. The cart's based on the real Toughman contest and includes 24 contestants from around the world. You can customize each fighter's punches and choose from four global fight venues. The fight modes include Exhibition, an entire Toughman Contest, and a Custom Tournament feature for up to eight players.

By EA Sports
Available March
**Battlemorph**

In Battlemorph, the CD sequel to Cybermorph (one of the first Jaguar carts), you soar through more than 50 worlds of space shooting action. As in the original game, the graphics are texture mapped - but this time around the topography includes tunnels and underwater scenes. The one-player action takes place from a behind-the-craft view as you pilot a new spacefighter with improved weapons. An auto-mapping feature comes in handy since the action is non-linear and you roam each world in any order you choose.

*By Atari*

*Available March*

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**Hover Strike**

In this one-player shooter, you pilot a futuristic hover-craft across a weird polygon landscape with 3D-rendered, texture-mapped graphics. Venture across more than 30 worlds with either a first-person-perspective cockpit view or a view from behind the craft. Defend and attack with four weapon systems as you try to complete both day and night missions.

*By Atari*

*Available February*

---

**Space War 2000**

Space War 2000 is another Jaguar space shooter that shows this cat's claws. The eight-meg cart uses real-time, 3D-rendered, texture-mapped graphics, plus unusual views from the spacecraft - including front, rear, and side views from the cockpit. Choose from competitive or cooperative one- or two-player action. An unusual side-by-side split-screen view makes for fascinating two-player gaming.

*By Atari*

*Available March*
**Burn Out**

Take to the streets in this motorcycle-racing game developed by Virtual Experience in France. Only one level was available for an early look, but the fast-paced 16-meg, two-player action has a Road Rash look and feel. Atari's plans include modem compatibility.

By Atari
Available March

---

**Barkley Shut Up and Jam!**

Another license picked up from Accolade, this b-ball cart boasts street-style two-on-two hoops action for two players. The 32-meg cart stars Charles Barkley, of course.

By Atari
Available Second Quarter '95

---

**Bret Hull Hockey**

Atari picked up this familiar hockey license, which stars NHLPA-licensed teams and players, from Accolade. The game's planned as both a 16-meg cart and a CD. On the ice, the two-player hockey action boasts sprites with colors amped by the Jag's built-in color processor and movable camera angles.

By Atari
Available Second Quarter '95

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**Lowest Game Prices In The Universe**

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<tr>
<td>Yoshi's Safari</td>
<td>X-Band</td>
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Prices are for new or near new, with free shipping. All sales are final.
Fight for Life  Jaguar

The next wave of Jaguar carts includes this 32-meg head-to-head fighting game with polygon-based, 3D graphics à la Virtua Fighter. The two-player action features eight fighters, including Lan (a Guile look-alike), and Jenny (a mysterious Cleopatra-like woman). Expect nine digitized backgrounds, an instant-replay window, and a view-changing camera. You can even look up at the action from underneath the fighters!

By Atari
Available March

Ultra Vortex  Jaguar

A head-to-head fighting game, this 32-meg Jag cart developed by Beyond Games serves up action similar to Mortal Kombat's. Eight digitized fighters, each with their own background graphics, special moves, and other standard fighting-game features, carry this cart. Look for this two-player game to feature compatibility with Atari's new voice modem for the Jaguar.

By Atari
Available February

Blue Lightning  Jaguar CD

Climb aboard the Blue Lightning, a jet flight simulator with killer combat and beautiful graphics. This Jaguar CD version of Atari's popular Lynx game of the same name features single-player action with a variety of missions and weapons, plus unusual rendered cinematics.

By Atari
Available March
YOU MAKE THE CALL!

GAMEPRO'S 1995 READERS' CHOICE AWARDS

NOW YOU CAN VOTE FOR YOUR FAVORITE GAMES... INSTANTLY BY PHONE!

Just dial the 900 number shown below and follow the easy directions. You'll need a touchtone phone to place your vote. And remember, if you're under 18, be sure to get your parents' permission to call.

When voting, select only one title from each of the following categories:

**BEST SYSTEM OF THE YEAR**
1. 3DO
2. Atari Jaguar
3. Genesis
4. Neo Geo
5. Philips CD-i
6. Sega 32X
7. Sega CD
8. Sega Saturn (available in Japan only)
9. Sony PlayStation (available in Japan only)
10. Super Nintendo

**BEST ACTION/ADVENTURE GAME**
1. Blackthorne (SNES)
2. Bene: Cycle (CG-i)
3. Demon's Crest (SNES)
4. Donkey Kong Country (SNES)
5. DOOM (Sega)
6. Earthworm Jim (Genesis)
7. Ever: The Tides of Time (Genesis)
8. Mega Man X2 (SNES)
9. Pinball: The Mayan Adventure (Sega CD)
10. Sonic & Knuckles (Genesis)
11. Super Metroid (SNES)
12. Super Return of the Jedi (SNES)

**BEST ROLE-PLAYING GAME**
1. Dungeon Master II: Shal typed (Sega CD)
2. Final Fantasy III (SNES)
3. Guardians of the Galaxy (3DO)
4. New Horizons (SNES)
5. Ogre Battle (SNES)
6. Phantasy Star IV: End of the Millennium (Genesis)
7. Spyro (3DO)
8. Sonic (Sega CD)
9. Vay (Sega CD)

**BEST SPORTS GAME**
1. Bill Walsh College Football '95 (Genesis)
2. FIFA International Soccer '95 (Genesis)
3. FIFA International Soccer '90 (SNES)
4. Madden NFL '95 (Genesis)
5. Madden NFL '95 (SNES)
6. NBA Jam Tournament Edition (Genesis)
7. NBA Jam Tournament Edition (SNES)
8. NBA Live '95 (SNES)
9. NFL '95 (Genesis)
10. NFL '95 (SNES)

**BEST STRATEGY/PUZZLE GAME**
1. 7th Guest (CD-i)
2. Alone in the Dark (3DO)
3. Breakout (SNES)
4. PacMan (3DO)
5. Pac Attack (Genesis)
6. Super Bomberman 2 (SNES)
7. Tennis 2 (Game Boy)
8. The Jungle (3DO)
9. Mario Blast (Game Boy)
10. WildCraft (SNES)

**BEST VEHICLE SIMULATION**
1. Daytona USA (Arcade)
2. Road & Track Presents: The Need for Speed (3DO)
3. Road Rash (3DO)
4. Virtua Racing (Genesis)
5. Virtua Racing Deluxe (32X)

**BEST SHOOTER**
1. Burning Soldier (3DO)
2. Iron Soldier (Sega)
3. Lethal Enforcers (Sega CD)
4. Lethal Enforcers II: Son of Guns (Genesis)
5. NightOmen (Sega CD)
6. Rock 'n Roll (Arcade)
7. Shock Wave Invasion Earth! 2040 (History 2000)
8. Tempel 2000 (Sega)

**BESTUDIOGAMES**
1. Killzone (Arcade)
2. King of the Fighters '94 (Neo Geo)
3. Mortal Kombat II (SNES)
4. Primal Rage (Arcade)
5. Sanitarium Stompdown (Genesis)
6. Street Fighter II (SNES)
7. Street Fighter II Turbo (Arcade)
8. Super Street Fighter II (SNES)
9. Super Street Fighter II Turbo (Arcade)
10. Mega Racers (3DO)
11. Virtuous Fighter 2 (Neo Geo)

**BEST GRAPHICS**
1. Daytona USA (Arcade)
2. Donkey Kong Country (SNES)
3. Earthworm Jim (Genesis)
4. Earthworm Jim (SNES)
5. FIFA International Soccer (3DO)
6. Killer Instinct (Arcade)
7. The Lion King (SNES)
8. Mickey Mouse (SNES)
9. Primal Rage (Arcade)
10. Rebel Assault (3DO)

**BEST SOUND ACHIEVEMENT**
1. 7th Guest (CD-i)
2. Donkey Kong Country (SNES)
3. Escape from Monster Island (3DO)
4. Pinball: The Mayan Adventure (Sega CD)
5. Rebel Assault (3DO)
6. Revelation X (Arcade)
7. Super Return of the Jedi (SNES)
8. The Falcon (Game Boy)
9. Tomorrow Alley (Sega CD)

**BEST EDUCATIONAL GAME**
1. ASME Animation Factory (SNES)
2. Aerobics Supercourse (SNES)
3. Compton's Interactive Encyclopedia (Sega CD)
4. Math Blaster (Genesis)
5. Real surgeon - Experimental Surgeon (SNES)

**BEST OVERALL GAME**
1. Donkey Kong Country (SNES)
2. Earthworm Jim (Genesis)
3. Earthworm Jim (SNES)
4. Killer Instinct (Arcade)
5. Mortal Kombat II (SNES)
6. Mortal Kombat II (SNES)
7. Primal Rage (Arcade)
8. Super Metroid (SNES)
9. Super Return of the Jedi (SNES)
10. Sonic & Knuckles (Genesis)

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Calls cost $.99/minute. Average call lasts 3 minutes. Get your parents' permission to call if you're under 18.
Disney Rides Solo

Disney Software partnered with companies like Sega, Sony, and Virgin Interactive to release game versions of such movies as The Jungle Book, The Lion King, and Disney's Aladdin. However, Disney announced last December that it would set off on its own with more than 200 newly hired employees and a new division: Disney Interactive.

The group started by releasing Aladdin Activity Center and Disney's Animated Storybook: The Lion King for PC CD-ROM. Although no video game products were immediately announced, Disney Interactive committed to releasing products for Sega and Nintendo platforms during 1995. It's expected that the first cartridge releases will revolve around the upcoming Disney movie Pocahontas, which is due out later this year.

Acclaim Gets Busy

Acclaim Entertainment expands with the acquisition of Iguana Entertainment, developers of such Acclaim products as NBA Jam, NFL Quarterback Club, and NBA Jam Tournament Edition. Iguana is also responsible for the development of Sunsoft's Aero the Acro Bat series, as well as computer-software products.

Acclaim also moved into the movie business. Following an announcement that Acclaim Studios would create some visual effects for the upcoming Warner Bros. movie Batman Forever ("ProNews," December 1994), Acclaim announced that it has completed work with computer-graphics wizards R/Greenberg Associates for special effects for New Line Cinemas' animated home video Mortal Kombat.

Gretzky Goes Gaming

Time Warner Interactive (TWI) signed L.A. Kings' hockey star Wayne Gretzky to a three-year deal that will result in a signature line of video game products. TWI said that it will develop versions for arcade and consumer systems, as well as upcoming CD-ROM-based systems. A license with the NHL Players Association will also add real players and stats to the games.

The first game in the series is a Genesis version that's due this spring, and TWI plans to include 26 teams, six international all-star teams, digitized video of Gretzky, and more than 500 frames of real player animations. Super NES and PC CD-ROM versions, along with a 3D arcade product, will follow in the summer. GamePro has learned that the game may end up on the Jaguar as well.

Milking the MK Craze

You can find Mortal Kombat characters on shirts, lunch boxes, and soon in the movies. Now one food hits another as MK meets milk cap. Video Vend, Inc., and Midway have teamed up to produce a series of Mortal Kombat milk caps, also known as POGs. Each set...

Superman Tosses the Jets

Justin Whalin and Dean Cain, who play Jimmy Olson and Superman in ABC's Lois and Clark, took on Marcus Turner and Bobby Houston of the New York Jets in Madden NFL '95. The twist? Each team was located on opposite coasts: Cain's "Super Team" in Los Angeles and the Jets' "Team Kryptonite" in New York. The Genesis workout took place over Catapult's XBAND modem. Final scores were 41–12 and 44–18, with the Super Team handily winning both contests.
Mortal Kombat milk caps are all the rage.

SF Contest Winner Hits L.A.
Christmas came a few days early for George Ferguson, the 14-year-old winner of Capcom and GamePro's Street Fighter movie contest sweepstakes. On December 16, George and his mother, Judy, flew from their Detroit, Michigan, home for a whirlwind weekend in Los Angeles, California, where they were given VIP treatment by Capcom, Universal movie company, and GamePro. After touring the Universal Studios theme park, George and Judy met Hammer (who sings on the soundtrack) and the cast and crew of Street Fighter. Then the party of more than 200 watched the L.A. premiere of the film. Autographs, photos, and GamePro gifts added up to lots of souvenirs to take home.

For George, winning was almost expected, even though he knew thousands of readers also entered the contest. "I knew I would win," he said happily, and he must know what he's talking about: He had already won another sweepstakes contest in Michigan earlier this year. George is an avid game player who hopes to attend the University of North Carolina and then work in the video game industry. His favorite SF II character is Vega, but the truth is that his favorite game is WWF Raw. And his review of the film? In a word: "Wow!"

At the Deadline
The December 26 issue of Time magazine listed its prestigious Best of 1994 winners in several categories. In the category "Best Products," only one video game made the top-ten list: Coming in at number two, right behind the Chrysler Neon, was Donkey Kong Country.

Donkey Kong Country made it to Time's Best of 1994 list.

March Hot Sheet!

N E S
1. Mario's Woods
2. TMNT: Tournament Fighters
3. Mega Man 6
4. Tecmo Super Bowl
5. Mario's Time Machine
6. Kirby's Adventure
7. Mario Is Missing
8. Jurassic Park
9. The Jungle Book
10. Tetris 2

Super N E S
1. Donkey Kong Country
2. The Lion King
3. Wolverine: Adamantium Rage
4. X-Men
5. WWF Raw
6. C2: Judgment Clay
7. Uniracers
8. The Adventures of Batman and Robin
9. Beavis and Butthead
10. Mega Man X2

G e n e s i s
1. The Lion King
2. WWF Raw
3. Madden NFL '96
4. NFL '95
5. The Death and Return of Superman
6. ESPN National Hockey Night
7. NFL Quarterback Club
8. NBA Live '95
9. Rugby World Cup '95
10. PGA Tour Golf III

S e g a  C D
1. Slam City with Scottie Pippen
2. Corpse Killer
3. NBA Jam Session
4. Fahrenheit
5. Masked Rider
6. Supreme Warrior
7. Super Strike Trilogy
8. Exterminators
9. Midnight Raiders
10. Linko
**CES ProNews Flashes!**

**Nintendo Update**

*Ultra 64* was a hot topic in Las Vegas, but public showing of any product was limited. What was available to view included *Killer Instinct*, *Nintendo*’s hot arcade machine, and video tapes that revealed how *Nintendo* expects *Ultra 64* to surpass its competitors. Although *Nintendo*’s marketing VP, Peter Main, insisted that the *Ultra 64* will be popular, expect them to hit the stores soon at around $55.

In software news, *Rare* has signed on with *Nintendo* to convert the first in a series of *James Bond* films to *Nintendo*’s hardware. *Rare* was the company responsible for programming *Donkey Kong Country*, which has sold more than 6 million copies to date. Actor Pierce Brosnan will appear in the game, which will be based on Goldeneye, Brosnan’s first Bond film. No release date has been set for the game.

**Sega Update**

*Sega of America* President Tom Kalinske announced to a rapt CES audience that the *Saturn* is set for a U.S. release this year at a price “greater than $300 but less than $500.” He showed off the Saturn’s American look: a jet-black replica of the silver Japanese Saturn with a slick new logo.

The other addition to Sega’s hardware team is the new Genesis/32X combo system, code-named “Neptune.” Price at less than $200 and slated for a fall release, the console shoeboxes a Genesis and 32X into one box for integrated 16- and 32-bit gaming.

Kalinske also announced that Sega is working on a Genesis portable, code-named “Venus.” He noted, however, that there’s no release date planned for the unit because Sega doesn’t feel it can comfortably price the unit for consumers.

The crowd was also surprised by the appearance of football and baseball star Deion Sanders — especially with his important NFL playoff game only two days away. Sanders has signed a multiyear deal with Sega that makes him the official spokesman for the Sega Sports series and gives him top billing in a line of NFL games that will be coming out in the fall.

**Atari Update**

The makers of the *Jaguar* system aren’t waiting for Sega, *Nintendo*, and Sony to duke it out in the 64-bit ring. One of *Atari*’s most exciting announcements at CES was about Thea Realm Fighters, which is due for release during the third quarter of this year. In a surprising coup, *Atari* has signed four martial artists from Mortal Kombat to appear in the game. HoSung Pak (Liu Kang), Phillip Ahn (Shang Tsung), Katalin Zamiar (Kitana, Mileena, and Jade), and Daniel Pesina (Johnny Cage), along with more than 20 other martial artists, will be digitized combatants in the game.

*Atari* also announced an expected third-quarter release of *Batman Forever*, a game based on this summer’s Warner Bros. movie, in which the Caped Crusader (played by Val Kilmer) battles The Riddler and Two-Face (played by Jim Carrey and Tommy Lee Jones respectively).

*Time Warner Interactive*’s successful arcade game, *Primal Rage*, is scheduled for home release in the fourth quarter. The prehistoric fighter is slated to come out on the Jaguar CD platform.

*Atari* also announced that it will give away free goods to gamers who buy Jaguar systems. If you purchase the regular Jaguar system (which retails for about $250 and comes with Cybermorph), you can send in for a controller and your choice of Tempest 2000 or Wolfenstein 3-D – free!
All The Games Your Mother Still Doesn’t Approve Of.

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