The Stars of ’93!
GamePro Editors’ Choice Awards

SNES ProStrategy Guide – 16 pages BIG!
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42 ProReviews!
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Terminator 2: The Arcade Game
Claymates • Jammit Basketball
Joe Montana’s NFL Football
Fatal Fury Special and MORE!

PreVIEWS!
Mortal Kombat II
Sonic the Hedgehog 3
Ground Zero, Texas
Star Trek: The Next Generation
Dragon’s Lair and MORE!

The Fighter’s Edge!
A New Column About Fighting Games
See Page 186

ETERNAL CHAMPIONS
ProStrategy Guide!
See Page 74

Hot Arcade Games for 1994!
See Page 38
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Whatever the race, it's up to you to be ready for anything. And anybody. Because Snake Oil, Captain Terror and all the other goons from my TV show will also be out to send you over the guardrails. So fasten your seatbelt. And get ready for action. Gosh, I hope no one gets hurt." To order, race to your favorite retailer, or call 1-800-245-7744.

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It all began when I pushed the start button on my new asciiPad SG-6. There was this gigantic flash, and suddenly, I was floating in space. Just then, hundreds of vicious alligators solarsurfed past me, heading towards Earth. If you’ve never seen an alligator with an attitude, trust me, they’re scary. Lots of teeth, and they’re not vegetarians. “We’re sick of our swamp planet,” they snarled. “We’re taking Nebraska!” I live in California, so I’m thinking, “So what?”—but then I remembered my buddy Travis, from Omaha.

Besides, sooner or later, I knew they’d add Los Angeles to the menu. So, the fate of the World was in my hands. Actually, a Fighter Stick was in my hands—so I flicked on the slow motion control to buy some time. Just then, a spy satellite flew past, with —get this—a laser cannon. I plugged the cord in, switched on turbo fire and blasted those lizards at over 30 shots per second.
How I Saved the World from the Alligator People

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

I showed them the secret weapon.

“This is a Fighter Stick!” I shouted. “Everyone on Earth has one,” I said, fibbing a little, “so give up your attack, or else!” Before you could say, “later, gator” they were half-way home. This time, we were lucky. But until everyone on Earth has an Asciiware enhanced controller, we’ll never truly be safe.
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All the video game news that’s fit to print.

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The world has taken notice of video games. Just watch the news, read a newspaper, listen to your concerned parents, or hear the politicians. New technology breeds creative new ideas and new cautions, but ultimately the decisions are made by you, the players. You decide what games fly and what games die.

To keep up with all the rapid changes in the industry, video game magazines like GamePro have to keep on their toes, too. Here's what's new besides games in this issue.

The GamePro staff honors the best of the best for 1993 in the first Editor's Choice Awards. So you don't think we included all the top games? Well here's something else that's new: You'll get your chance to drop an official vote for your favorite video games in a couple of months!

We tweaked our magazine design... and will continue to do so. Now we're a little more visual because, as you've pointed out, one picture is worth...yadda, yadda. We plan to provide more screens, more art, and more maps than ever. Check out our snappy new corner elements, and the color pix of all the reviewers. And keep that cool envelope art coming in!

Look for more arcade coverage, as well. Sure tokens cost money, but we've all gotta get to those coin-ops while they're hot.

Whenever we can, GamePro will cover games for new systems as they appear, such as the 3DO Multiplayer, the Atari Jaguar, the Amiga CD 32, and the Philips CD-I. Which will be the first new system to break into the bar at the top of GamePro's front cover?

Some things change, many things remain the same. Of course, we'll continue to bring you the best reviews, previews, strategies, and news you can use. What else do you want? Tell us. Keep those cards and letters comin' in, because some of the best ideas come directly from you!

By the GamePros
TWO-HEADED MONSTER.

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fun, but then it got weird," recalled circus janitor Al Artus. "I thought that little bugger was gonna bite it, all right," added Jeanette Hyssong, circus vendor. "Leaping from a tower, the lofty platform, Aero the Acro•Bat realized that this was more death-defying than he had ever done. One of the platforms was rigged with explosives which threatened not only the super bat, but the entire audience as well! "I thought I'd wet my pants," complained Karen Shadley, a shy young girl who had traveled all the way from Illinois to see Aero the Acro•Bat perform. "When that platform disintegrated, my life was in Aero's hands." Capable hands indeed, as it turned out.

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

This reporter heard that Ektor threatens to sabotage the circus and anyone who gets in his way. And he's not about to stop until Aero—and the circus—are destroyed. Ektor has employed a team of dirty, nasty, filthy, scheming nongoodniks to help him carry out his plan. Clowns that can literally make you laugh to death. Not to mention whipping spiked balls that can do serious damage. Or a psycho madman named Marko, who constantly shoots himself out of cannons like a crazed kamikaze. He even mentioned tightrope-walkers, and I don't think he's talking about balloons! But these battles can't compare to Aero's early struggle toward fame. Auditions landed him bit parts in low-budget films, but nothing he could sink his teeth into. He answered a casting call for a made-for-TV baseball movie. Yet his hopes were quickly dashed. "They said they needed bats," says an embarrassed Aero. "How was I to know they meant wooden ones?" But that setback didn't keep him from the big time under the big top, where the wicked Edgar Ektor was waiting.

The evil Ektor carries a lot of emotional baggage. According to Bruce Reilly, criminologist and noted circus buff, Ektor was banished from the circus years ago after endangering the lives of his fellow circus troupe.
members. Allegedly, his innocent pranks and practical jokes took a decided turn to twisted, and he enjoyed inflicting pain and suffering on circus performers and audience members alike. "Ektor was a really, really sick little boy," said Alison Quirion, the renowned performing poodle trainer who worked with Ektor during the early circuses. "He started out with normal stuff, like squirting ink, exploding cigars, glue and dynamite in their underwear. Next thing you know, there's grease all over them." Ektor hadn't done that for years. Until today, he appeared in the ring with a sign reading "Death to Tad Smith, the Maniac!"

But Aero the Acro-Bat was a lacker and kept on ticking. Using strength and wit, he avoided becoming a shishkebab on hidden spikes. "It was really warped, man," said David Siller, who himself survived an attack by Waldo, the wicked, whipping lion tamer. "When Aero swooped from the air and deftly punched the muscular Waldo into a pulp. "It started out as the coolest circus stunt," he said, "but then the bodies flying everywhere from the fleas from the flea collars were into demolition."

Aero continued to perform for the now-terrified audience even while the sickos saboteurs tried to slice his body into tiny pieces. "We had to go down and get some cotton candy when this horrid, ugly slimeball grabbed us from behind!" recalled Tad "Smiley" Smith. "He threw a grenade in a bag, and we didn't even get cotton candy," he added.

"The reporter, the climax of the biggest show on earth," Aero's voice boomed. "Zero and I are going to go down and stop that madman!"

The clown diabolically ended his speech, intending to dwarf Aero into the ground himself. Negotiations and courage? Not this time! His body became a irresistible force... all that power is going to be used to turn this on its head!"

Ektor had placed on the floor and roof. He spun, drilled, and flipped his way past an onrush of Ektor's henchmen. And he finished them off in style! The audience was in awe of their money's worth. Because the clown diabolically ended his speech, intending to dwarf Aero into the ground himself. Negotiations and courage? Not this time! His body became a irresistible force... all that power is going to be used to turn this on its head!"

"The winner of the colossal clash turned out to be (continued)"
Video Violence - The Debate Continues
I wish that pro-censorship groups would realize that video games are only a reflection of society. If those groups want to cut the violence in the games, they should first cut the violence in society, not the other way around.
Eric Corse, Crystal, MN

Cut the violence from games? Or from society? Here's a scene from the ultra-violent Time Killers.

I encourage Nintendo to continue making games with no gore, blood-splashing scenes. We must recognize that human life is sacred. If everyone is taught extreme violence when they're young, they'll think that violence is the standard way of living. I know Nintendo has received a lot of criticism for taking the gore out of Mortal Kombat, but I think it's alright, and we should be focusing on the graphics, game play, and quality of the game.
Benedict Swift, Houston, TX

Everybody thinks that kids are going to grow up with ruined lives because they played violent video games, but nobody knows because no gamer has grown up yet! Games are evolving – did anybody think gamers were going to want to play Mario forever? There is far more to worry about than Mortal Kombat. Parents, please leave us alone.
Matt Keatley, Boulder, CO

I heard that Lethal Enforcers for the Sega CD will be rated MA-17. What makes it deserve that rating?
Stephen Swan, Oceanside, NY

(You can shoot very real-looking digitized enemies in very real-looking settings with a very real-looking gun. When you get shot there's blood splattered on the screen. You can also shoot innocent bystanders and police officers by accident. The non-stop violence and realism earned the game the MA-17 rating.
- Willy Y. Pohl)

Lethal violence.

More Mortal
I've noticed that in Mortal Kombat for the SNES, Kano has something gray in his hand when he does his Finishing Move. What is he holding?
Chris Mendez, Sauterace, Puerto Rico

(You might be reading more into the image than what's there. At the end of Kano's arm is his closed fist. Nothing else – no body part of his victim has been identified.
- Scary Larry)

What's Kano holding in his clenched fist? Nothing.

After playing a lot of MK, I've found that the violence and gore don't really matter. The blood isn't what makes the game, and the Fatalities have become boring, believe it or not. Once you see them over and over, they lose their effect, and the only reason to do them is to get extra points and impress That Little Kid Who Won't Shut Up. (Wow! Is that his spine?) I'm sure 99 percent of the MK fans will hate me for saying this, but the graphic and sound advantages of the SNES version are enough, and you don't need all the gore.
Robert Fielder, Abilene, TX

Will there ever be a Mortal Kombat game for the NES?
Tom Mills, Shelton, CT

(We've had lots of similar questions lately from readers wondering if MK will come to the NES, the Sega CD, the Lynx, the Duo, and so on. The only additional versions we've heard of are the Sega CD and the Tiger Electronics hand-held version, both due later this year. Acclaim seems to be devoting its resources to other projects.
- The King Fisher)

Fightin' Words
In your November issue you gave a code to fight character vs. same character for SF II Special Champion Edition. Your code was Down, Z, Up, X, A, Y, B, and C on Controller 2, but there aren't any X, Y, or Z buttons for the Genesis. How do you put in the code?
Matt Schmidt, Beaver, PA

(Slasher Quan)

Let's Get Technical
What are Mode 7 graphics?
Scott Powell, Belleville, IL

(Mode 7 is a special mode that allows programmers to scale and rotate graphics in SNES video games. Using Mode 7, programmers can achieve the kind of dynamic effects seen in Pilotwings and Super Empire Strikes Back, both for the SNES.
- Bro' Buzz)

Mode 7 Snowspeeders on Hoth.
Can I use a Game Genie with the Super Famicom?
Troy Edison Yaw, Manila, Philippines

(Galoob says that you're taking a chance if you do. The Genie is only designed to work with the American game systems.
- Lance Boyle)

Is there a joystick available where the buttons are on the left and the stick is on the right? I have better control of the joystick with my right hand.
James Hale, Palm Bay, FL
(There’s no such joystick, unfortunately. Some gamers in your situation turn their joysticks upside down if their games allow them to reconfigure the buttons. — The Lab Rat)

Will there ever be a Game Genie for the TG-16?
Nick Bild, Grand Rapids, MI

(No way. The TG-16 is on the verge of extinction, so other companies aren’t about to make new products for it. — The Tummynator)

I lost my SNES RF cord, so I plugged in my Sega RF cord, and it worked. Am I damaging my SNES?
Keith Modelski, Midland Park, NJ

(Nope. Those cords are interchangeable. — Andromeda)

**Game Requests**

Are there any games for Hudson’s Super Multitap other than Super Bomberman for the SNES?
Jon Whitaker, Winter Park, FL

(Some of the most popular games that use the Multitap are made by EA Sports, including Madden NFL ’94 and NHL ’94, both for the SNES. Supposedly all of EA Sports’ future SNES carts will be five-player games. — Toxic Tommy)

(According to the lore of the galaxy, the Krayt Dragons live on the desert planet of Tatooine. These monsters prey on Jawas when they roam from their Sandcrawlers. The Dragons aren’t shown in the movies or the games. In the first film, Obi Wan imitates a Krayt Dragon to make the Jawas scatter when they’re surrounding Luke. — Captain Squideo)

Don’t look for the legendary Krayt Dragons.
Is there any chance that Capcom could be a third-party licensee for the Jaguar? Super SF II would be awesome on the Jag!
Phil Jackson, Jr., Apopka, FL

(Atari is seeking Capcom, among other companies, as a third-party licensee, but right now it looks doubtful. — Lance Boyle)

Why are newer SNES cartridges different from older models? The new ones can be pulled out during play, while the older ones couldn’t.
Matt Kelley, Jacksonville, AR

(Consumers complained that the older carts were too hard to insert into the SNES, so Nintendo streamlined the carts to make them easier to handle. — Earth Angel)

I’ve heard of record clubs, but do you know of any video game clubs?
Aaron Edgell, Belpre, OH

(The closest you can get are the mail-order clubs that advertise in our back pages. — Manny LaMancha)

(Had Nintendo followed Greg’s advice, there’d have been no Kirby in ’93.

Adios, NES?
What’s all this talk about saving the NES? Who cares? It’s only causing Nintendo to waste money on an old system, when it could be spending that money on new 16-bit games or a whole new system! You said in your June issue that the NES may become extinct like the dinosaur. Though some dinosaurs became extinct, others evolved into birds. Nintendo has evolved to the SNES, so they shouldn’t cling to something more primitive. It’s common sense.
Greg Rice, Cincinnati, OH

(Here ya go: Atari Customer Service, 1196 Borregas Avenue, Sunnyvale, CA 94089. — Uggz the Bug)

I have many questions about the Victor Maxx Virtual Reality Stuntmaster for the Genesis that has been advertised in your magazine. How can I reach Victor Maxx to get these questions answered?
David Hepfl, Cowansville, PA

(We had lots of calls about those ads, David. Here’s the Victor Maxx phone number: 708/291-7666. — Lab Rat)

I bought a Game Genie but I lost their address, so I can’t get their codes. How do I reach Galoob?
Joe Aguilar, Dallas, TX

(Call Galoob’s Customer Service Department at 415/873-0680. — The Desk Jockey)

Sssshh! Don’t Tell!
While fooling around with my Game Genie and Super Mario Land, a message popped up on the screen while I was entering a random code: “Congratulations! You have discovered the secret!” I had no idea what I had done to discover “the secret,” and I still don’t know what it gave me the power to do. Any ideas?
Chris St. Clair, Round Rock, TX

(The fate of the world is in your hands, Chris. Now that you have The Secret, we’re all counting on you. Don’t let us down. — Lawrence of Arcadia)

**Address Central**
I just bought the new 3DO system. How do I write to the company to ask for more information?
Kent Edmonds, Shelbyville, IN

(Write to 3DO at 1820 Gateway Drive, San Mateo, CA 94404. — The Unknown Gamer)

I want to give feedback to Atari about the games I’m hoping they’ll have for the Jaguar. What’s their address?
Dan Johanson, Des Moines, IA
**Reader Report**

Of the thousands of letters we got last month, nearly two-thirds asked how to find something special in Mortal Kombat. Here’s what readers wanted to find:

- Fatalities on the SNES - 30%
- Reptile or Ermac - 23%
- Invincibility codes - 12%
- Codes to play as Goro and Shang Tsung - 10%
- GamePro Strategy Guides - 9%
- MK for the NES - 8%
- MK for the Sega CD, Jaguar, or 3DO - 5%
- MK for the Duo or Lynx - 2%
- A way to play MK and SF II simultaneously - .03%
- Sonya’s phone number - .01%

Sonia probably screens her calls anyway.

**Envelope Art Award!**

Attention, artists! Each month the creator of our Envelope of the Month will receive Acclaim’s Dual Turbo Wireless Remote System for either the SNES or the Genesis. Two controllers per system enable you to play from across the room with two-speed Turbo and Slow Motion. Now when you’re done drawing that great envelope art, you’ll be able to use these remote controllers to go head-to-head with a friend from 25 feet away!

**Whaddaya Think?**

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

**GAMEPRO Magazine**

Dear Editor

P.O. Box 5828
San Mateo, CA 94402

Thanks for your help!

**Envelope of the Month**

Jen Seng, Westborough, MA

Erik Maruwech, Mountain View, CA

Jesse McDaniel, Pleasant Hill, MO

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**SUPER NINTENDO**

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**SEGA CD-ROM**

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By the Whizz

Full-motion video. Outrageous game graphics. Movies on compact discs. If this is what you've been waiting for from multimedia players, maybe you've been waiting too long.

Philips CD-I has been around since 1991, when it and Commodore's CDTV (recently replaced by the Amiga CD 32, see The Cutting Edge, January '94) fired the first shots in the multimedia wars. To refresh your memory, CD-I is a CD-ROM multimedia system based on a Motorola M68070 chip, with one megabyte of main memory and a gang of graphics processors.

Play or Pay

In its first go-round with CD-I, Philips decided not to emphasize games. However, according to Dave McElhatton, President of the Philips Games Division, "Eight out of the top ten CD-I titles sold were games. A lot of hard-core gamers liked the CD-I platform, but frankly it lacked key elements to produce good game play and good games." With the big splash being made by 3DO, Philips has seen the light. Now there are four new divisions within Philips, all oriented toward electronic entertainment, and one division charged solely with creating killer video games.

To help the CD-I unit bring the games to life, Philips has created a couple of hot-sounding new peripherals. The standard CD-I controller is a cool-looking one-handed remote device that looks like a Star Trek hand phaser, and it's just as lethal to precision game play. Fortunately, Philips now has a control pad with a typical video game button design.

The new pad was created by Advanced Gravis, makers of personal computer joysticks.

The killer peripheral is the Digital Video Cartridge, which slips into the back of the player. The cartridge contains a multi-RISC processor with 1.5 megabytes of additional memory for games or other applications. The cart enables the CD-I to paint graphics at 30 frames per second in better-than-VHS-quality video.

DV Cartridge supports MPEG 1 video compression, meaning you can get 75 minutes of video on one disc. Now, you can even get CD-I movies on discs. Try Top Gun, Star Trek VI, and Patriot Games for a start.

CD-I Comin'

Philips CD-I seems set to get into some serious fun. Here's a sampling of CD-I games. Keep your eyes open for ProReviews in future issues of GamePro.


Caesar's World of Boxing

This fighting disc showcases the "sweet" science at Caesar's Palace. Thirty live actors portray fighters, managers, trainers, and even hangers-on. The entire show was shot on location at Caesar's in Las Vegas. You train your own fighters and take on 65 opponents. This side-view punch-out is punishing. (DV Cartridge game)

Mad Dog McCree

Sure this cowboy gunslinger game has ridden into just about every one-horse game system there is (see the 3DO review in this issue), but this may be the best-looking version yet. You still need a hand-held gun device to do this game justice, and Philips has one in the works. (DV Cartridge game)
**Kether**

Here's an out-of-this-world space combat shoot-em-up. You fly your spacefighter via a behind-the-ship view past murderous obstacles in order to save the Princess from the Master of Darkness. You tackle five planets where the challenge is equal parts fighting and flying.

**Inca**

Ancient history meets science fiction in this far-out action/adventure game. You are the present-day Chosen One, and you're out to retrieve the great powers of the Incas. The powers were sent into time and space before the Spanish Conquistadors conquered the ancient Incan nation. It's got behind-the-spede spaceship shooting action, hand-to-hand fighting, and wow, what a story line.

**Zelda: The Wand of Gamelon**

Nintendo's two prime adventurers, Link and Zelda, make it to CD! In this action/adventure game, Zelda's on a mission to save Link, King Harkinian, and the nation of Gamelon. Awesome animated story sequences talk to you during mini-cartoon movies that carry the storyline. Zelda still swings in side-view swordplay, but you also converse with 90 characters on your journey.

**Link: The Faces of Evil**

Koridai has fallen to Ganon! If you're an action/adventure game fan, you know that means it's Link to the rescue. This is a side-view hack-n-slash game that leads you on a lengthy journey. You meet 90 weird characters who talk to you in animated video sequences.
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SUPER G
The precision of Slalom and the speed of downhill combine to challenge even the best skiers.

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

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

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

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

BIATHLON
It takes the stamina of a crosscountry athlete and the eye of a marksman to win this event.
It’s that time of the year, when GamePro’s editors get to stick themselves out on a limb and name their picks for the best games of ’93. After some, well…shall we say heated discussions, here are the winners. We focused on choosing a top game in each category—one that we felt had an innovative or original style and contributed something new to the gaming world.

**Super Nintendo Game of the Year**

**Super Empire Strikes Back**
by JVC/LucasArts

JVC/LucasArts pushed the SNES farther than ever by producing a video game experience that spectacularly recreates one of the greatest epic sci-fi films ever. Gorgeous detailed graphics, including exciting Mode 7 flying sequences and innovative rotation and scaling, lend a cinematic mood to the game. The many game play modes include a snow speeder segment, the asteroid field, and the awesome Darth Vader battle. John Williams’ original scores are recreated beautifully, and cool effects were added, including digitized voice-overs by Yoda and Vader. The Force will be with you in this game...literally!

“Super Empire Strikes Back delivers all the intense action and state-of-the-art graphics you’d expect from LucasArts, the people who brought the highly acclaimed Super Star Wars to a SNES galaxy near you.” (GamePro, Nov., ’93)

**Super Nintendo Runners-Up**

**Mortal Kombat**
by Acclaim

Despite some big changes from the arcade version, MK shined through with great colors, superb sounds, clean digitized characters, a fair number of combos, and solid fighting.

“The SNES version of Mortal Kombat whips up more challenge than any of the other versions.” (GamePro, Sept., ’93)

**Street Fighter II Turbo**
by Capcom

This Hyper Fighter is an awesome, value-packed upgrade of last year’s blockbuster hit. It has boss action, insane speed settings, devastating new combos, better graphics and sound, and lasting game play.

“SF II Turbo brings home a near-perfect version of the coin-gobbler, Turbo Street Fighter II: Champion Edition Hyper Fighting.” (GamePro, Aug., ’93)
Genesis Game of the Year

Disney's Aladdin by Sega

Some of the biggest names in entertainment—Disney, Sega, and Virgin—joined forces to use a revolutionary new process, the Digicel technique, to bring actual Disney animation to the video game scene. Aladdin looks and plays more like an animated cartoon than any game before it. Accompanying the beautifully smooth animation are great bits of humor, scenes from the movie, and nice renditions of the theme songs.

"Street rats and riff raff gather round. One of your own is about to make video game history thanks to the magic of Disney, Virgin Games, and Sega. Disney's Aladdin is one of the most beautiful video games to date." (GamePro, Nov., '93)

Hand-Held Game of the Year

Mortal Kombat by Arena (Game Gear)

No one really believed that Arena could stuff arcade-quality head-to-head fighting action into a Game Gear cart—but they did. Crisp, clear graphics faithfully capture the look of the arcade game. Two-button controls aren't made to handle complex fighting moves, but Arena did an admirable job of overcoming the limitations of the hand-held system. There's even a blood code, so for the first time here's a truly complete portable fighting game.

"Here's a solid reason to run out and buy a Game Gear: Arena's Mortal Kombat for the Game Gear is everything its 16-bit big brother is, plus it's portable." (GamePro, Sept., '93)

Genesis Runners-Up

Mortal Kombat by Arena

Gore galore! MK Genesis has it all, plus smooth-feeling gameplay (with the six-button controller). ABACABB and DULLARD make it even hotter!

"Great graphics, sound, and control, in combination with the special Mode A setting, make the Genesis Mortal Kombat a beat-em-up force." (GamePro, Sept., '93)

Street Fighter II Special Champion Edition by Capcom

The voices and sound were a loss, but otherwise SCE was a superb version of the Champion with all the Hyper Features, including star speeds, all 12 characters, and superbly smooth play and combos.

"Street Fighter II Special Champion Edition is a razor-sharp translation of the arcade Turbo Hyper fighting." (GamePro, Nov., '93)

Hand-Held Runners-Up

The Legend of Zelda: A Link to the Past by Nintendo of America (Game Boy)

Unreal! Zelda crammed a game that's as in-depth as its SNES cousin into a four-meg masterpiece. More moves, more levels, and more items make this game all right!

"You only need to glance at the box to know that finally, after four years, a true work of brilliance in the action/RPG genre has arrived for the Game Boy." (GamePro, Nov., '93)

Star Wars by U.S. Gold (Game Gear)

This Forceful action/adventure cart truly does the Star Wars license justice, boasting excellent gameplay, superior graphics, and marvelous sound. It's a superb new adventure.

"You won't have to Force yourself to enjoy this hand-held version of Star Wars." (GamePro, Oct., '93)
**Editors' Choice Awards**

**NES Game of the Year**

**Kirby's Adventure**
by Nintendo

Overgrown puffball Kirby has rocketed into the limelight in one of the best, and biggest, NES carts ever. Six whopping mgs and battery-backup, plus colorful, entertaining game play with delightfully funny twists add up to something special. This should be at the top of your NES wish list.

"If you aren't yet a fan of Nintendo's Kirby, you will be once you start playing this addicting game." (GamePro, Sept., '93)

**NES Runners-Up**

**Mega Man 6**
by Capcom

New secret passages and items combine with the stellar game play that has made Mega Man a legend in his own time.

"Fans of the Man in Blue have a ton of reasons to cheer." (GamePro, Nov., '93)

**Rescue Rangers 2**
by Capcom

Capcom's still cranking out the 8-bit greats, and RR 2 features a neat plot based on the cartoon. Its solid platform action and bright graphics make this game a winner.

"The chipmunk crew is back! Disney Afternoon toonheads will go gaga for this terrific sequel to one of Capcom's 8-bit masterpieces." (GamePro, Jan., '93)

**CD Game of the Year**

**Sonic the Hedgehog CD**
by Sega of America (Sega CD)

Sonic made his CD debut in an adventure very worthy of His Hedgehogginess. The game has Sonic's trademark style of play, enhanced with new moves, new gadgets, and all-new levels to explore. Each of the massive acts is filled with hidden surprises and has multiple-play pathways.

"This one's everything you've come to expect from Sonic - super speed, super game play, super original, super fun, and now a super CD!" (GamePro, Jan., '94)

**CD Runners-Up**

**Lords of Thunder**
by TTI (Duo)

The Lords fulfill the need for CD shooting speed with rockin' sound tracks and the baddest bosses you've ever seen on a silver disc.

"Lords of Thunder from Turbo Technologies has enough shoot-em-up action to satisfy even the pickiest space jockeys." (GamePro, March '93)

**Silphed**
by Sega (Sega CD)

This massive shooter featured some new tricks for the Sega CD, including polygon graphics and other unusual visual effects, such as rotation and scaling.

"Climb aboard the Silphed and launch into shoot-em-up action that'll make even veteran space jockeys break into a sweat." (GamePro, Dec., '93)
**Fighting Game of the Year**

**Samurai Shodown** by SNK (Neo-Geo Coin-Op)

SNK outdid itself by releasing the undisputed all-time best Geo fighter, introducing and redefining weapons and fighting style. The game has tons of depth, incorporating breakable weapons, counters, and fine technique. It has some of the smoothest, richest Japanese Anime-style animation ever. The mega-detailed backgrounds didn't hurt, either. This game didn't have the combos of Hyper Fighting or the gushing gore of MK, but the fun and strategy made it an underdog winner! *(Note: This award recognizes the coin-op version — the home version has been censored and is not as good.)*

"Samurai Shodown is one of the two best fighting games of all-time, period!" *(GamePro, Oct., '93)*

**Action/Adventure Game of the Year**

**Flashback** by U.S. Gold (Genesis)

Flashback went where no game had gone before to create a new style of action/adventure gaming. Its animation, which was created with the rotoscoping technique, produced a surprisingly lifelike hero who had very realistic movements. The unique game play combined shoot-em-up with adventure elements and even puzzle/strategy ideas.

"This awesome action/adventure cart mixes solid, complex gameplay with outstanding action and wraps it all in magnificent, never-before-seen graphics." *(GamePro, Feb., '93)*

**Action/Adventure Runners-Up**

**Mega Man X** by Capcom (SNES)

The star of ten NES and GB adventures made his 16-bit debut in style. X has new moves — like the Dash Attack and the Triangle Jump — to help him conquer more detailed worlds, defeat better-looking enemies, and uncover a host of hidden surprises.

"Capcom has finally brought its man of titanium from the 8-bit wastelands into the bright, bold, brilliant 16-bit glory! Mega Man X is one of the best SNES sidescrollers ever." *(GamePro, Jan., '94)*

**Super Empire Strikes Back** by JVC/LucasArts (SNES)

This all-around excellent action/adventure game would please even Jabba the Hutt. New features, such as the Force icons, make it play better than its Super Star Wars predecessor, and give you more satisfaction when you win.

"The Force will be with everyone in this exciting, gorgeous, and imaginative game." *(GamePro, Nov., '93)*

**Fighting Game Runners-Up**

**Mortal Kombat** by Acclaim (SNES/Genesis)

Okay, Kombaters, you got what you wanted...almost. The SNES had the graphics and sound, the Genesis had the original moves. Put the two together and you'd have a perfect version.

"Mortal Kombat — a game that could put other Fighters out on the street." *(GamePro, Sept., '93)*

**Street Fighter II Turbo/Special CE** by Capcom (SNES/Genesis)

While neither edition is flawless, both are 99% perfect game play-wise, and they're the deepest, most playable home fighters ever.

"July marks the first anniversary of the award-winning Street Fighter II release. For its publisher, Capcom, there's only one way to celebrate: SHOW EM WHO'S BOSS!" *(GamePro, Aug., '93)*
**Editors' Choice Awards**

**Sports Game of the Year**

**NHL Hockey '94** by EA Sports (Genesis and SNES) - Winner!

This year's version of NHL was far better than previous editions, due primarily to its four- and five-way play on the Genesis and SNES, respectively. The real-life players and teams make the game great, but it's the new crowd animations and the other little touches that make it a favorite here.

"Hard-core fans will definitely want to grab NHL '94. It's the hottest thing on ice." (GamePro, Oct., '93)

**Shoot-Em-Up Game of the Year**

**Star Fox** by Nintendo (SNES) - Winner!

In this first (and so far only) Super FX chip game, innovative graphics and crisp, thumbblistering game play brought a much-needed change of pace to cartridge shoot-em-ups. Multiple play levels and secrets were the touches that made this cart a shoot-em-up stand out.

"Star Fox is the first SNES cart to be equipped with Nintendo's Super FX (SFX) graphics chip. If this is any indication of things to come...wow!" (GamePro, April, '93)

**Sports Runners-Up**

**NFL Football '94** starring Joe Montana by Sega (Genesis)

Joe Montana delivers the NFL teams, players, and numbers, as well as the trademark Sega SportsTalk play announcing, incredible graphics, and more than 100 possible play combinations.

"NFL Football '94 Starring Joe Montana has it all." (GamePro, Jan., '94)

**Madden NFL '94** by EA Sports (Genesis)

More Madden means more good football action. The 4 Way Play support alone is worth the price of the cart, but you also get 80 teams, a tough CPU opponent, and quick, realistic game play.

"John Madden is still the video league MVP." (GamePro, Nov., '93)

**Shoot-Em-Up Runners-Up**

**Viewpoint** by SNK (NeoGeo)

Eye-popping Zaxxon-style graphics, huge bosses, and mind-blowing power-ups made this cart hot, while the rap soundtrack made it cool.

"Viewpoint is hitting the NeoGeo like an asteroid storm, and you're the cockpit commando." (GamePro, Feb., '93)

**Lords of Thunder** by TTI (Duo)

This shooter was a feast for the eyes and a much-needed boost for the Duo. It rained an amazing number of objects onto the screen with no slowdown.

"Lords of Thunder has some of the most awesome graphics ever assembled in one game." (GamePro, Feb., '93)
Role-Playing Game of the Year

Secret of Mana by Square Soft (SNES)

Two years after producing the greatest RPG of all time, Final Fantasy II, Square Soft returns to the market with a truly innovative action/RPG adventure. Mana offers a massive action environment to explore, very nice Japanese-style graphics and music, a three-player party that flies over the world in Mode 7, and much more.

"Without question, Secret of Mana is one of finest action RPGs you'll ever play on the SNES." (GamePro, Dec., '93)

Role-Playing Runners-Up

Lufia by Taito (SNES)

This is the story of boy meets girl, girl meets four elemental warlords, boy gets upset. That time-tested plot is borne out exceptionally well in an RPG that brings back fond memories of Final Fantasy II.

"Out of the many RPGs that will crowd the stores this holiday season, Lufia stands apart from the pack." (GamePro, Dec., '93)

Shadowrun by Data East (SNES)

Shadowrun takes RPGs into the 21st century with a cyberpunk background and a gritty, no-hope-for-the-future story line. Shadowrun deserves mention also because it incorporates lots of object interaction in an isometric perspective. The environment aptly recreates the pen-and-paper RPG.

"If you're tired of kill-the-dragon RPGs, this game should be right up your darkened alley." (GamePro, April, '93)

Educational Game of the Year

SimAnt by Maxis

SimAnt is a delightful combination of simulation, strategy, and adventure. You become an ant and learn all about...well...ants. This cart is fun, and if educational carts aren't fun, no one's gonna play them.

"Ants may be the ultimate in insect pests, but SimAnt, an absorbing sim-style game, won't bug you at all." (GamePro, Oct., '93)

Educational Runners-Up

Where in Time is Carmen Sandiego? by Hi Tech Expressions (SNES)

Carmen and her gang are still stealing priceless objects from throughout time, and everyone's still having fun rounding her up.

"Carmen Sandiego is a timeless game that big and little kids alike are gonna enjoy."

Where in the World is Carmen Sandiego? by Hi Tech Expressions (SNES)

This Carmen runs a close third behind Where in Time, but it's still packed with entertaining sleuthing and enough geography to keep your parents happy.

"Roam the world with Carmen Sandiego...psst, you'll learn a lot in the process."

Strategy/Puzzle Game of the Year

Super Bomberman by Hudson Soft (SNES)

Party time, uh huh! Super B blasts multi-player fun wide open. Despite the unfortunate loss of the fifth player, this cart is polished, playable, and packed, featuring all-new power-ups and weapons, more stages, more interaction with the backgrounds, and far more strategies than in any previous version.

"This high-action blow-em-up is the best thing that's ever happened to group SNES game playing." (GamePro, Sept., '93)

Strategy/Puzzle Runners-Up

Bomberman '93 by TTI (Duo)

Although the SNES version has more bells and whistles, the TTI Duo version is a five-player bomb fest. Its exciting list of enhancements makes the game positively addicting.

"The box of Bomberman '93 should be labelled with a warning for folks prone to game dependency." (GamePro, March, '93)

Dr. Robotnik's Mean Bean Machine by Sega (Genesis)

The Genesis was sorely in need of a solid new puzzle game in the tradition of Columns and Tetris. Dr. R makes his solo debut in a mind-numbing, addicting puzzle challenge that's been quite a hit at GamePro.

"Fans of this genre should find Mean Bean Machine a match made in heaven." (GamePro, Jan., '94)
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SELL HIGH
By Slasher Quan

With the deafening sound of "Finish him!" in your ears, Baraka decapitates yet another victim, and Midway's Mortal Kombat II is up and fighting. Even more violent than the original Mortal Kombat (which sparked a public outcry), this game features great enhancements in graphics, sound, and gameplay. However, Mortal II still lacks the depth to keep it in the number-one spot indefinitely.

The New Kombat

Essentially, MK II was recreated from scratch — this isn't merely an MK: Champion Edition. Although the basic gameplay is virtually the same, all of the art and music from MK I were thrown out. The great results are obvious — just compare the old and new machines!

While Sonya, Goro, and Kano have disappeared, favorites Sub-Zero, Scorpion, Raiden, Liu Kang, and Johnny Cage are the returning veterans. Two familiar faces are now playable — Reptile, a former secret character, and Shang Tsung, the final boss of MK I. The new characters are Jax, a buff martial artist; Baraka, a blades-for-hands demon; Kitana and Mileena, two bruise-bustin' brunette twins; and Kung Lao, the Shaolin monk who controlled the tournament before Shang Tsung entered the picture.

Overall, Midway should be complemented on the new characters. Instead of merely making Reptile a Sub-Zero/Scorpion clone, he has his own unique set of moves. Shang Tsung's character-transformation abilities are well-balanced, since he must beware of being hit out of the transformation and returning to his own meager body at an inopportune moment.

The new tournament is also well presented. There's a cool story line, new and old bosses, and a very imposing "king of the mountain" battle plan for you to tackle.

Once you've logged some hours with MK II, however, you'll notice some weaknesses. You often feel like there are only so many patterns, and you're seeing the same stuff over and over again. However, the game keeps your interest for some time, as it's quite a task to find all the Fatalities and combos that Midway added, not to mention discovering the secret characters or beating the bosses.

The Finishing Move

If you loved Mortal Kombat, get out there and pump some quarters into Mortal Kombat II. We'll have a further blow-by-blow in an upcoming issue.

Note: This preview was based on a test machine that was close to complete. However, Midway was working on the final version and reported that several problems were being fixed and upgrades were being made. (including revising the program so that the computer no longer plays cheaply). We will report back with a final review in our next issue.

MK II — A Major Revision

While the comparisons between MK II and Super Street Fighter II will rage endlessly in the arcades, this game surpasses Super Street Fighter II as a revision, since it features more improvements over its predecessor than Super does. Check out what's new and improved.

- Twice the Fatalities. The old ones are redone and improved, and the new ones are more gross than ever.
- Faster gameplay. MK II is about twice as fast as MK II.
- Tons of secrets. In addition to the Fatalities, there are rumors of up to five hidden characters!
- Air moves. Certain techniques can now be done in the air!
- More bosses, including a relative of Goro.
- Much cleaner character graphics. Now you can actually see facial details instead of pixelated blurs.
- New multi-scrolling backgrounds.
- Spooky music and clearer vocals will send chills up your spine — if you don't lose it first!
- Extended combo protection, which stops the juggling in the corner and other ridiculous combos, but still allows for some cheese! There are also cross-ups.
- Awesome intro sequence.
- A kick-butt cabinet that features cool art and logos.
Flawless? Not!

This preliminary version of Mortal Kombat II certainly had its bright spots, but lets hope they fix these flaws in later revs.

- Nearly identical character moves. Aside from their specials, the characters all have virtually the same moves.
- Three palette-swap characters (that is, characters who are graphically identical except for the colors of their clothing).
- Few reversals, counters, and hit-trades. The whole game often boils down to who stuck out their kick first.
- Sluggish controls and movement, especially in close. (MK I had the same problem.)
- Weird counter moves, like being able to block someone as they jump in, and uppercut before they land.
- A one-dimensional combo system. It isn’t cheap anymore, but it primarily involves doing moves suddenly into other moves (a.k.a. “glitch-in-ones”).
- Overly cheap CPU opponents who can throw you with literally no way to reverse.
- Limited background activity. While the graphics are crisp, more movement à la Samurai Shodown would help.

All-New Fatalities!

Check out a preview of some new Fatalities in MK II. We won’t ruin all the fun – there are plenty more to find. Look for a Fatality and combo guide in an upcoming issue! Note: All Fatalities are done when close to the enemy unless otherwise indicated.

Baraka’s Decapitation

PROTIP: Baraka’s foes have a hard time keeping their heads attached to their bodies. Get in close and Jump Up, then tap Away three times while in the air. When you land, push High Punch.

Reptile’s Skull Snack

Reptile wraps his long tongue around the enemy’s head and swallows it whole from more than half a screen away.

Kitana’s Kiss of Death

If you thought a kiss from Kitana would be heaven, well, that’s where you’re going, buddy. Pop goes the Kombatant!

Cage’s Torso Split

PROTIP: To make Johnny Cage’s opponent half the person they used to be, tap Down, Down, Toward, Toward, and then Low Punch.

Jax’s Fist of Doom

Jax likes to play a game of bloody knuckles and imploding skulls.
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(2nd player can use controller or mail in for another “Justifier.” See details inside package.)

A Super NES® game may be released. Please check with Konami for availability.

KONAMI®
By Slasher Quan

More than two years after starting a revolution, Capcom has fired the final shot in one of the most popular, highest-earning video game series of all time. Super Street Fighter II isn't entirely super, but it's well worth the tokens you'll drop – and it should whet your appetite for the SNES home version, which is due in July.

Somewhat Super

Super SF II is packed with many new features and exciting additions. New characters, moves, art, music, and combos add greatly to the depth of the game and to the player's enjoyment. Overall, this is without a doubt one of the best fighting games of all time.

Despite this, Super SF II could have been a bit better. The game is simply a revision of its predecessors, and you wonder if it should really be called "Special" instead of "Super." The graphics were retouched – but not completely redone. The game in some ways is a step backward, as it's slower and it's missing moves.

Still Super

Super's still number one, but if Capcom doesn't make significant improvements in the series, another fighter will come along and dethrone it with more techniques and more depth – and it might happen sooner than you might think. Already Samurai Shodown and Fatal Fury Special are challenging for number one.

For now, though SSF II reigns supreme despite its many flaws.

What's Right with Super SF II?

- **Four new characters.** The new characters are totally cool and can hang with the original 12 for the most part. Some, though (especially Cammy), could have benefited from more tweaking.
- **New dizzies** that go into effect instantly, so you have more time to plan combos.
- **New moves** for the original characters, such as Zangief's Siberian Bear Crush and Bison's Flying Psycho Fist.
- **New music** and sounds. Although the Q-Sound effects could have been better, the remade stage tunes jam!
- **New art** for the cinematic win and lose screens and new animation frames.
- **New two-in-one hits.** Although you'll want even more, new two-in-ones, such as Sagat's Roundhouse/Uppercut and Blanka's Head Butt/Rolling Attack, give combos that extra spark.
- **Combo counting** so you know if it was for real or not.

What's Wrong with Super SF II?

- **Slow action,** nearly back to Champion Edition. Don't you just love waiting for combos to come out? Argh!
- **A floaty control** feel due to the slower speed.
- **Missing moves.** Some of the awesome Turbo moves, such as Ryu and Ken's combo-ready Air Hurricane, are gone.
- **Unbalanced play.** Some characters are too powerful. Because some moves have been removed, the game has become unbalanced. Now that Guile's Flash Kick doesn't double-hit, he's not vulnerable to the Uppercut Brothers, Ryu and Ken, if he does it from too far away. Also, some of the hits and counters needed more tweaking.
- **No damage protection.** Turbo should have taught us that killing in two combos is unfair – in Super this factor is actually worse!
- **Gooey voices.** What's up with the announcer? And why does Guile have such a strange voice – is he trying to sing soprano?
- **Cheesy cabinet art.** We prefer the great, accurate anime art from Japan, which was used in Turbo. The airbrushed American art used for Super looks like anything but the characters on the screen.

The characters on the cabinet don't look like the anime characters in the game.

Capcom could have used the real anime art from Japan.
Games never looked so good. Introducing the new CD-i titles from the Games Division of Philips Media, many featuring MPEG 30 frames per second Digital Video. You've got to see them, hear them and play them to believe them. Try them out and you'll see why our beauty isn't just screen deep.
By Manny LaMancha

Twice a year, the coin-op industry showcases new games at the AMOA (Amusement and Music Operators Association) show. This year the show floor was packed with karaoke machines, jukeboxes, ticket-dispensing games, basket-shooting and football-throwing challenges — and a whole slew of video games, such as Mortal Kombat II (previewed in the last issue of GamePro), and pinball tables.

Here are the hot coin-ops due to arrive at your local arcades this year. Check out future installments of Hot at the Arcades for extensive reviews of these games.

**Biff Boarding (Surf Systems)**

One of the strangest exhibits at AMOA was a game from Surf Systems called Biff Boarding. The company explains that with a little work, an arcade operator can take a standard upright game cabinet and modify it to include a small platform in the front. With new software and the addition of a surfboard, this altered machine becomes a surfing or snowboarding simulator. In the spirit of Nintendo’s Power Pad for the NES and Sega’s Activator for the Genesis, Biff Boarding is a very physical game to play.

**Bonk’s Adventure (Kaneko)**

Bonk has returned, this time in a Kaneko coin-op called Bonk’s Adventure, The Arcade Game. It has the standard complement of head-bashing and meat-eating that made Bonk so popular on the TurboGrafx-16 game console.

**Cybersled (Namco)**

Namco showcased Cybersled, a two-player sit-down that’s like Battlezone with jet sleds. You have to maneuver through a deadly, obstacle-filled course, while zapping enemy threats and snatching bonus items.

**Crime Patrol 2: Drug Wars**

**Shoot Out at Old Tucson (American Laser Games)**

American Laser Games, creators of the very popular Mad Dog McCree, showed a couple of new laser-disc titles. Drug Wars is similar to Mad Dog in that you have to fire your gun at vicious criminals — don’t hit the innocents! — before you take any damage yourself.

Another game, Shoot Out at Old Tucson, has a Western theme, but the highlight is that it uses a 3DO as the “engine.” The software wasn’t complete at the show, so we’ll have to wait to see how it turns out.
Punky Doodle (Sunsoft)
Sunsoft has reentered the arcade market with Punky Doodle, a game aimed at younger arcade players. Designed in-house by David Siller, who also created the Aero the Acro-Bat games for 16-bit home systems, Punky Doodle requires you to maneuver 3D-rendered pumpkins around the screen.

Power Instinct (Atlus)
Atlus is entering the fighting-game market with Power Instinct, a jawbreaker that also aims for your funny bone. The moves include your ability to transform your beautiful female fighter into a granny who damages her adversaries by throwing her dentures at them from across the screen.

Judge Dredd
Star Trek: The Next Generation (Bally/Midway/Williams)
Bally/Midway/Williams had a typical full plate of products, with Mortal Kombat II being the obvious magnet (for more on MKII, see our PreView in the January issue). Also new from this innovative company are a couple of challenging pinball tables, Judge Dredd and Star Trek: The Next Generation. Both offer ramps, multi-ball action, skill shots, and compounding jackpots, as well as digitized sound and an animated LCD score display.

Ridge Racer (Namco)
Namco, the maker of Air Combat, has followed up with a driving game called Ridge Racer, which consists of realistic texture-mapped backgrounds and ray-traced 3D vehicles. This was one of the top new games at AMOA.
Raiden II
(Fabtek)
Raiden has made a return in a shoot-em-up sequel called, not surprisingly, Raiden II. There have been few changes in the concept of the game, in which one or two players fly fighter planes over various battlefields. New weapons have been added, however, and the graphic appearance has been spruced up.

Last Action Hero
Tales from the Crypt
(Data East)
Data East had two hot licenses on the pinball side, Last Action Hero and Tales from the Crypt. Last Action Hero features a big portrait of Arnold Schwarzenegger on the backglass, and moviegoers will recognize the crane from the funeral scene as a way to take the ball from one place to another for bonus points.

Both Last Action Hero and Tales from the Crypt (from the HBO thriller series starring the Cryptkeeper) are packed with numerous mechanicals and skill shots for adventurous pin players.

Run and Gun
(Konami)
Konami may be ready to tear up the arcade courts with Run and Gun. This action-packed basketball game uses a “camera” located behind the backboard rather than at courtside, and it uses drawn characters instead of going the digitized route like NBA Jam. The gameplay appears to be top notch.

Spinmaster
(Data East)
One of the stories of the show was Data East’s appearance as a Neo Geo licensee. Spinmaster is a scrolling game that looks like a kiddie funfest—you use yo-yos as your primary weapons against a ton of cartoony enemies—but it certainly doesn’t play like one. The riotous action offers a high level of challenge. Unfortunately, Spinmaster isn’t targeted for release to home-based Neo Geo owners.
Survival Arts
(American Sammy)
American Sammy is preparing Survival Arts, a fighting game that offers digitized characters, à la Mortal Kombat. But in this game the character sprites are much bigger. It also places a higher ceiling on the play field, so you can leap high and come down hard on your opponent.

2-Minute Drill
(Taito)
Taito, the creator of such arcade classics as Arkanoid and Bubble Bobble, is heavy into redemption games—that is, games that reward players with tickets toward prizes. One innovative redemption unit is a football tosser called 2-Minute Drill. It mixes real video of football action along with the physical task of trying to throw a football as hard and as accurately as possible. The key is to take your team down the gridiron in four downs to score a touchdown.

Driver's Edge
Hard Yardage
(Strata)
Time Killers helped put Strata on the map, but the company's two latest games head off in totally different directions. Driver's Edge attempts to pull some of the market from Sega's Virtua Racing with 3D graphics and fast-paced automotive thrills.

A trio of L.A. Raiderette cheerleaders drew a big crowd to see Hard Yardage an NFL-licensed football game. Not only are all the NFL teams represented in this game, but footage from NFL Films appears at key moments. Look at this as an attempt to make a football version of NBA Jam.

Virtua Fighters
(Sega)
Hot on the heels of the successful Virtua Racing comes a strange combination of fighting games and rendered 3D graphics. Sega's Virtua Fighters offers loopy, marionette-like movement for a selectable stable of martial arts combatants. One player can face off against the computer, or two players can battle head-to-head using various kicks, punches, and throws.
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What we're really saying is Jaguar's 64 bits eats the competition alive. Sink your teeth into it and you'll see what we mean. Get Bit by Jaguar.
Sonic’s been makin’ the Sega scene in a big way in the last couple of months. Welcome to the next generation: Sonic 3 for the Genesis is the eagerly awaited next installment in Sega’s saga of the feisty hedgehog and his arch-nemesis, Dr. Robotnik.

He’s A Bad Egg
Robotnik never gives up. In Sonic 2 you thought you destroyed the Doctor’s evil Death Egg Machine. You were wrong! In this 16-meg, two-player game, the sinister Doctor’s latest scrambled plan is to rebuild the Death Egg Machine and crack up Sonic once and for all.

Night, the Ice Cap Zone, and the Launch Base. Each has two huge Acts, with the multiple pathways and the secret areas you’ve come to expect in a Sonic game. There’s also a brand new incarnation of Robotnik to battle at the end of each Act. The all-new graphics are the icing on the cake. They give Sonic a much more three-dimensional look and include many animations for each character.

A Well-Rounded Game
The game play in this cart is true-blue Sonic. He runs, jumps, ricochets off enemies, and activates his mighty Spin Dash to leap tall ledges and cliffs in a single bound. When you play alone, you can even use Controller Two to get some help from Tails, who can fly above Sonic and lift him up to hard-to-reach areas.

There are speed tunnels everywhere. This one’s on Angel Island.

In Hydro City Sonic learns to ride these treadmills – a new trick!

Sonic’s teamed up once again with his trusty sidekick, Tails. They’re fighting the Doctor’s latest collection of mechanical menaces on an island paradise gone Robotnik. There are six all-new Zones on the island: Angel Island, Hydro City, Marble Garden, Carnival Night Zone to leap to new heights.

When Sonic picks up speed, he can windsurf across the surface of the water.

Sonic gets caught in this underwater current, hangs on for dear life, and then gets washed away with some spectacular graphics.
In addition to the standard power-up Monitors, there are three new power-ups. The original Shield is gone, but now Sonic can grab either a Water Shield, an Electric Shield, or a Fire Shield. Each Shield empowers Sonic with a new special move and protects him against that type of elemental danger. For example, with the Water Shield, Sonic doesn’t need to remain underwater.

Other new surprises include a new character named Knuckles, an Echidna (look it up, Jack), who’s a real practical joker. There are also some fun variations in two-player mode, including larger split-screen graphics. In two-player contests you can race as Sonic, Tails, or Knuckles, and you can compete in Grand Prix, Match Race, or Time Attack. In Grand Prix, you race through five Zones (Azure Lake, Balloon Park, Chrome Gadget, Desert Palace, and Endless Mine). In Match play, you go head-to-head against a bud in the Zone of your choice. Time Attack pits you against the CPU.

The Word
When it comes to Sonic, Sega always delivers something new and different. ‘Nuff said! Enjoy the pix and welcome to the next level – Sonic-style. "

Sonic 3
By Sega
Available February
The Special Stages and the Bonus Rounds

You've got to find these big rings to reach the Bonus Rounds.

These giant machines dispense all kinds of power-ups for Sonic.

During the Special Stages, Sonic races across the surface of this globe and tries not to see red!

If Sonic snags all the blue orbs in the Special Stages, he gets a Chaos Emerald.

Two-Player Mode

Doin' the Time Attack with Knuckles.

Choose between five two-player Zones - all unique to the two-player mode.

Head to Azure Lake or Balloon Park to go nose-to-nose in Match play.

There are three two-player modes: Grand Prix, Match, Race, and Time Attack.

Robotnik Lives!

Sonic rotates 360 degrees around this wild tower in the Carnival Night Zone.

In the Carnival Night Zone, Sonic becomes a hedgehog cannonball.

Get some anti-gravity going with these special tiles in Carnival Night.

It's hard to tell if Knuckles is on Sonic's side or Robotnik's. One thing's for sure, though, he plays plenty of practical jokes on Sonic and Tails.

Robotnik sends in mechanical contraptions to make Sonic's life miserable. This giant rains down bombs on Sonic's head.

Robotnik makes the scene in Hydro City.

Here's how Robotnik looks on Angel Island.
This couldn't wait 'til the 21st century.

The “X” generation of Mega Man adventures is here. For the first time on the Super NES.

As his last great creation, Dr. Light developed “X”—the first thinking, decision-making robot. Years later, Dr. Cain modifies his design to make thousands of supposedly “harmless” Reploids. That is until Sigma, the most intelligent Reploid of all, decides to lead the others in eliminating all humans from the planet. Now “X” must hunt down Sigma using his all-new arsenal, including the X-Buster and the awesome Emergency Acceleration System. It's the Mega battle of the next century, found only on the Super NES.
By The Unknown Gamer

Goofy's finally got a game he can sink his teeth into. This cart takes Disney's lovable bumbler and gives him an appropriately offbeat adventure that's tough, but loads of fun.

Hey, Goofball

Goofy's got big problems. He's a janitor in a museum, and he's got to make sure everything's shipshape in four new exhibits for the grand opening. The museum's curator, Professor Ludwig Von Drake, has promised to make Goofy the head janitor if he does a good job. However, Goofy's long-time arch-rival Pete is intent on snaggling the head janitor job for himself, and to get it he's sabotaging Goofy (who's pretty good at sabotaging himself, anyway). Pete hides important items from each exhibit, so Goofy's got to find them or risk Von Drake's legendary wrath.

As Goofy enters each of the four huge exhibits, he starts daydreaming and imagines he's really back in four historical eras: Prehistoric, Medieval, Colonial America, and the Wild West. This means you get to guide Goofy as he battles Pete's nasty ancestors and a slew of other odd and imaginative creatures. Each exhibit contains several levels with clever obstacles and enemies that match the theme. For example, in Colonial America, Goofy scales the rooftops of a colonial city and battles Weasles with muskets. In the Prehistoric exhibit, Goofy rides a unicycle across the backs of giant dinosaurs and fights an egg-tossing, neanderthal progenitor of Pete.

ProTip: To reach difficult objects, you can jump and use the Extend-O-Hand at the same time.

Gawrsh!

Goofy navigates through each exhibit in hop-n-bop-style game play. Innovative twists make the game more complicated and far more challenging than average action-adventure fare. Namely, he has some new inventions -- the Extend-O-Hand and his Gooftraptions. Goofy uses his Extend-O-Hand to climb, to swing, and to reach things that are too high for him to grab normally. As he shuffles through each exhibit, he'll find attachments for his Extend-O-Hand that give him other useful abilities, as well. For example, the Boxing Glove gives him a one-two punch that'll take out Pete's ancestors in seconds. Other attachments include a special boot, a Propeller, and the Goofball Glove.

Also scattered through each exhibit are Gooftraptions. These include the Goofball Funnel, a special Birdhouse, a Factory Whistle, a wacky Cuckoo Clock, Fireworks, and the Goofball Popper. Each of these can help Goofy in some way. For example, when Goofy slaps the Factory Whistle with his Extend-O-Hand, it blows and all the enemies take a coffee break.

Genesis Game Profile

Goofy's Hysterical History Tour
(By Alonchoe)

Goofy's got big problems -- but his cart doesn't. You can give him a hand and have a lot of fun doing it with this wacky game.

- Graphics: 4
- Sound: 4
- Control: 3
- Fun Factor: 4
- Challenge: 3
- Adjustability: 4

$49.95
8 mgs
Available January
Action/Adventure

ProTip: To defeat Prehistoric Pete, wheel from side to side on your unicycle, dodge the eggs he tosses, and then jump on his head. This is safer than trying to move in and punch him.

Goofy also stumbles across a gaggle of other gatherings. He picks up Balloons to earn extra lives, Goobers and Goof-
Ups to restore his life, and Goofballs to enable him to fire at his enemies.

**Goofy Graphics and Sounds**
Disney always carefully controls how their characters are depicted in games, and Goofy's looking good here. The Goofster, as well as Pete and the rest of the gang, were drawn nicely as large sprites. Goofy's got a number of humorous animations, and he lumber along the same way he does in his cartoons. Each exhibit is rendered beautifully, with interesting background detail and unusual scenery. The music's somewhat repetitive, but the digitized voice of Goofy saying the old standards like "Gawrsh" and "Unh, Unh" are great.

Goofy — and very frustrated. It frequently doesn't grab and hold on when you need it to, usually sending Goofy plummeting to his doom. The third button makes for easy swapping between Extend-O-Hand attachments.

**PROTIP: You can't destroy the frogs in the Prehistoric Exhibit. All you can do is stun them, and then move on quickly.**

**PROTIP: Beware of this lovesick bird in the Colonial America Exhibit. Try to take her out before she comes after Goofy, or she'll cause major damage.**

**PROTIP: If you destroy your enemies by punching them, they'll turn into Balloons, which give you extra lives. If you jump on them, they won't.**

**Hysterical Controls**
Goofy's three-button controls are somewhat tricky. Walking and jumping are no problem, but trying to get the Extend-O-Hand to operate reliably makes you feel as klutzy as the blocks in the air. The route along the face of the cliff is nearly impossible to navigate.

**PROTIP: Watch out for puffs of smoke coming out of chimneys in the Colonial America Exhibit.**

**PROTIP: If you run from the Bees in the Wild West, they'll continue to follow you. Instead, turn and face away from them so that they'll fly in close, then quickly turn back and clobber them with the Extend-O-Hand.**

**Not a Museum Piece**
Despite the high frustration factor, this game's a fitting saga for the Goofster. An appropriately quirky story line, tons of wacky contraptions, and of course, the "dawg" himself, make this more than just average action/adventure fare. It's...well...Goofy!

### Goofy Gatherables

- **Grab Goobers to give Goofy extra life.**
- **When Goofy slips on the Banana peel, he's invincible.**
- **Grab 50 Balloons to earn a 1-up. The Blue Balloons are worth five Balloons.**

### The Gooftraptions

- **Goofy's got a ticket to Blow the Whistle to stop Goofy's enemies in**
- **Stash Goofballs inside the Funnel for extra points.**
- **Goofy's bird friends will carry his enemies**
- **The Fireworks will destroy Goofy's enemies.**
Genesis

By Manny LaMancha

The Lost Vikings are in trouble again, this time on the Sega Genesis. They've got to escape "intergalactic zookeeper" Tomator's ship, and it's up to you to get the hapless threesome back home in this very entertaining puzzle/adventure game.

Vikings Stick Together

Teamwork is the key to the challenge and fun in this game. The Vikings each have particular attributes, but individually they can't accomplish much. You must team them up to solve various puzzles and work their way through the 43 levels.

**Protip:** Unless otherwise necessary, it's a good idea to keep your three party members close to each other. They work better as a team.

** Protip:** Before you rush in, look ahead for which obstacles need to be cleared. Then, carefully think through how you can best solve the problem.

**Protip:** When you take a down elevator, be sure to bring the entire party along. A steep drop means certain doom for straggling Vikings.

Good Enough for the Genesis

It's natural to compare this version with the original SNES game. What you'll find are slightly poorer graphics and sound, and not as much programming pizzazz. Even so, the graphics are nothing to sneeze at (bless you). All of the characters are well animated, and they tickle your funny bone with their expressions and comic appearance. The sound effects really spice up the game play. Overall, Interplay has compensated for the cart's shortcomings by adding six new levels and humorous mid-game intermissions.

You'll Laugh 'Til You're Norse

This cart offers fresh puzzle-solving fun that strains your brain and takes a long time to complete, but makes you laugh out loud along the way. There's no crowd when you get lost with the Vikings.

---

**Baleog the Fierce**

- **Age:** 25
- **Height:** 6'0"
- **Weight:** 220 lbs
- **Hobbies:** Body-building, knife throwing, bowling

**Eric the Swift**

- **Age:** 19
- **Height:** 5'8"
- **Weight:** 160 lbs
- **Hobbies:** Sprinting, rock climbing

**Olaf the Stout**

- **Age:** 23
- **Height:** 6'2"
- **Weight:** 320 lbs
- **Hobbies:** Para-sailing, bungee jumping

---

**Genesis Game Profile**

**The Lost Vikings**

(By Interplay)

Lost Vikings lost a little of its sights and sounds during its jump to the Genesis, but it gained more levels and intermissions. The fun is the key, though, and that's not lost in the translation.

- **Graphics:** 4.5
- **Sound:** 4.5
- **Control:** 4.5
- **Fun Factor:** 4.5
- **Difficulty:** INT.

- **Price:** $39.95
- **6 meg.
- **Available January
- **3 players"
JAM IT HOME MARCH 4TH!

SUPER NINTENDO ENTERTAINMENT SYSTEM
GENESIS GAME GEAR

AKLAIM ENTERTAINMENT INC.
Better Dead than Red

The planet Gunstar has the Red blues. Colonel Red, a vicious dictator, has stolen four Mystical Gems, which can revive a long-dead, planet-killing robot. The Gunstar twins are out to retrieve the Gems and cream the Colonel.

Colonel Red is a vicious dictator (and a very bad dresser).

Gunstar Heroes is chaos in a cart. Colonel Red's droid horde comes charging at you on land and in the air from both sides of the screen. The Gunstars fight through a spaceship/shooter stage. The bad boss 'bots run the gamut from weird, Erector-set rejects to teeny, tiny, mechanical terrors. You select four difficulty levels, where even Easy is nasty hard.

You need superior firepower to survive, and the cart obliges nicely. Periodically an Electronic Duck flies in to drop four energy weapon power-ups. You can use two separately or combine them into one awesome blaster. There are ten combo weapons possible.

What the Duck Drops!
- Duck!
- Force!
- Lighting!
- Chaser!
- Fire!

Combine these power-ups into ten super weapons!

Killer Controls

The real stars of this thumb-buster are the outstanding controls and the character moves. In addition to the energy weapons, each Gunstar has an easily accessible hand-fighting repertoire: a flying kick, a sliding kick, a throw, and a body slam. They can block attacks, fire weapons 360 degrees, and climb hand-over-hand. During the mining cart sequence you can even fight upside down.

Eye Strain, Ear Gain

The cart's graphics wage their own battle against good and evil... but good ultimately prevails. The character sprites aren't very sharp, and during the riotous two-player contests, you're hard-pressed to distinguish your Gunstar from your friend's. Although slowdown is infinitesimal, blocks of pixels sometimes disappear from your sprite during heavy fighting. On the other hand, there are some truly creative stage designs. For example, one imaginative stage is a board game, where you roll dice, move to a square, and warp to a boss challenge.

The sound effects pack a power punch. Crystal clear gun blasts and explosions will rock your house.

'Star Quality

This cart doesn't blast open new territory, but it soups up a standard shoot-out game with murderous action, excellent controls, and imaginative game design. Gunstar Heroes is a certified Genesis gun star.

PROTIP: In Stage Four, you can make a stronger throw with the dice if you catch and throw it before it stops bouncing.

PROTIP: You can snatch bad guys, robots, and bombs out of the air and toss 'em. Time a jump and hit B.

PROTIP: Force with Lightning and Double Force are strong weapon combos, especially at the end of the game.
SEGA® PLAYERS... WELCOME TO THE FAMILY!

The Addams Family®

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

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

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Genesis

By Lawrence of Arcadia

Cosmic Spacehead tries to combine role-play, text adventure, and a comic story line. With such galactic goals there's some cosmic fallout, but also a lot of outer space fun.

Cosmic Calamity

Cosmic Spacehead is a point-and-click text-based adventure, similar to Monkey's Island for the Sega CD and King's Quest for the NES. As Cosmic Spacehead, you travel around and collect items to progress to the different stages in the game. You can combine the items or use them on other characters to gather more items.

PROTIP: Ask to play in the Space Bumper Car. You'll be rejected, but you'll receive a balloon that will help you against a very stubborn alien monster.

In this cartoon adventure, the land you explore is the Planet Linoleum, with such cities as Formica, Linogr, and Cape Carnival. You're trying to get to the car show in Detrotica, although you start the game with nothing but the space suit on your back.

PROTIP: Sugar icing does a great job of freezing some watery areas.

The sounds and music in C.S. lack originality, but then again, what Saturday morning cartoon boasts great music? The sound effects are common plinks and plonks, and the music is static and mildly annoying.

PROTIP: Flying back and forth in the Teleporters empowers you with some strange side effects. When you transport to Old Lino Town, you'll glow like a flashlight. This might be useful in a dark underground place.

PROTIP: Sugar icing does a great job of freezing some watery areas.

The sounds and music in C.S. lack originality, but then again, what Saturday morning cartoon boasts great music? The sound effects are common plinks and plonks, and the music is static and mildly annoying.

PROTIP: You'll need to enter Dodgey City from the front and the back to receive the Driver's License and the Rubber Plug for the Bathtub.

Most intermediate gamers will spend a lot of time with this one, although the graphics are geared toward young players. Younger players will need a little help to figure out the text and some of the clues. Don't let a little reading deter you, though. Cosmic Spacehead will grow on you like an alien space fungus.

Along the way, you pick up objects like Teleport Keys and Coins, and use them to obtain Passports, Bus Tickets, and other items to get to Detrotica. A menu of interactive commands like Look, Pick Up, Talk To, Give, and Use is at your disposal. Before each city you must get through a cute side-scrolling game where you pick up icons to get an extra life. On one level there's even an overhead-view car-racing game.

PROTIP: The Clerk won't give you the Targeting Device until you get all the parts for the Missile. You need the Gunpowder, a Match, and the Fusewire.

PROTIP: Leave some password icons lying around and return to them after you've completed difficult side-scrolling sections.

Cartoon Cosmonaut

The graphics in this game are colorful and very cartoony. As a matter of fact, Cosmic Spacehead would probably fit right in on most Saturday morning lineups. The backgrounds are bright and vivid, and the towns have a very Hanna-Barbera look to them.

PROTIP: The first two items to pick up are the Old Lino Town Teleport Key and the Coin. Take the Coin to the left and find the Luf-E-Day slot machine.

It's Like...Cosmic, Man...

The real fun in Cosmic Spacehead is the addictive hunt-and-search clue-finding that pervades the game. The story is linear, so you won't be able to get past an area without finding or doing something to complete your mission.
EXPERIENCE REAL CHAMPIONSHIP TENNIS!

INTERNATIONAL TENNIS TOUR™

CHALLENGE THE WORLD’S GREATEST PROS!
TAKE TRAINING LESSONS TO BUILD SKILL!
GRAPHICS THAT BRING EACH MATCH TO LIFE!

TAITO’S TENNIS TOUR IS AS REAL AS IT GETS!

Taito’s new International Tennis Tour presents the game in stunning detail, making it seem as though you are actually on the court. You’ll face the same challenges the pros do, from tough training sessions to the pressure of court competition. Play the professional circuit and battle the world’s 64 best players for the championship title!
Automobile-impact testing tools, safe-driving TV commercial stars, toy figurines, and cultural icons...not a bad track record for a bunch of Dummies. In fact, The Incredible Crash Dummies is not bad for a Genesis video game.

This zany, side-view action/adventure game makes you the Crash Dummy, Slick. You're on a mission to save the synthetic hide of Dr. Zub, who's been Dummy-napped by the villainous Junkman and his Junkbot gang. You must find Zub before Junkman can squeeze the plans for the TORSO-9000 Super Dummy body out of him!

**You Ain't Got No Body**
The frenetic fighting action here is straight hop-n-bop, and the hoppin' plays off the key characteristic of the Crash Dummy toys—detachable limbs. You got it! It literally costs you an arm and a leg every time you get hit by a bad guy! If you aren't careful, you'll wind up as a tumbling torso. Don't worry, you can still hurl a mean Wrench at the Junkbots, and Screwdriver power-ups restore your appendages.

Crash Dummies' challenge won't make your ego crash and burn, but intermediate action buffs will get a good workout. The cart’s four Zones consist of four to five Dummy-dangerous stages, each of which has a hard-to-find exit and a time limit.

**PROTIP:** If you have the time, you can outrun most moving Dummy destroyers, such as tires. Reverse direction and run away until they disappear off-screen.

In general, the controls do a good job of enabling you to handle the action. However, precision play is necessary, since the Dummies slip and slide whenever they leap.

**Looks Like a Dummy**
The smart-looking graphics do the Dummies justice, but the sprites definitely lack personality. Turning down the game's volume is no loss. Its sound effects are cute, but not cutting edge.

**Do It for the Dummies!**
The Incredible Crash Dummies is a creditable cart. Dummy fans will want this game for their collections, but kids will face a fairly tough fight. If these merry manikins turn you on, don't be a dummy, be a Dummy.
The excitement of a coin-operated pinball game is in the flashing lights, the harsh sounds, and the massive scores you can accumulate. But pinball video games always seem to lose something in the translation. With Dragon's Revenge, Tengen lost and found something new.

**Fury's Revenge**
Almost two years ago, Tengen released Dragon's Fury for the Genesis. This cart opened up an entirely new dimension in pinball video games by incorporating sub-levels, monsters, great graphics, and awesome sound effects. Dragon's Revenge definitely borrows a lot from Dragon's Fury, but it improves just slightly upon the original game.

**PROTIP:** If you can make it here, you'll rack up thousands of extra points.

**PROTIP:** Don't mess around with the Gold Ball. It lasts for only 60 seconds.

**Genesis Game Profile**
**Dragon's Revenge** (By Tengen)

Dragon's Revenge is a nice followup to Dragon's Fury. It's a good, though not great pinball game.

**GRAPHICS**
4.0/5.0

**SOUND**
3.0/5.0

**CONTENTS**
4.0/5.0

**PLAYABILITY**
2.5/5.0

**CHALLENGE**
2/3

- 164.96
- 8 megs
- 2 players
- 9 levels

You get eight sub-levels this time. Naturally, you run into an entirely new set of nasty-looking boss characters and monsters, such as the Mindslayer and Baalzog the Spiked Nightmare. You also get much more detail in the background graphics.

**PROTIP:** If you nail the Dragon's head enough times, he'll let you inside his mouth.

You must destroy this fiery foe.

**Simple Sounds**
Dragon's Revenge makes good use of the Genesis's audio port by presenting a ton of digitized explosions and voices. When you lose at a sub-level, a girl sarcastically taunts "Try again," and amazingly enough you can understand it. Although the music fits the game, it's merely average and has an annoying twang.

**PROTIP:** You must destroy Darzel's face after you complete the 8 sub-levels.

**Is Vengeance Yours?**
Dragon's Revenge is a solid game for pinball fans and gamers who like fast action. It offers new variations and hides plenty of secrets. If you liked Dragon's Fury, then definitely go for Revenge.

**PROTIP:** Try to balance the ball on a flipper, a bumper, or some other object. If you keep it there long enough it explodes, but you get 500,000 points.

The flipper-pumping game play makes you sweat, and it keeps you guessing, too. Dragon's Fury required sharp flipper skills and good timing to successfully complete the game. With Dragon's Revenge, skill is still essential, but luck plays an almost equal role in your success. The multiplier balls, especially the Gold Ball and the Red Balls, really come in handy.

**Color Blind**
Graphically, Dragon's Revenge looks good for a pinball video game, but the muted color schemes wash out the wild fantasy-land art. In particular, the cart's limp color palette causes some otherwise nicely drawn pix, such as Darzel's face and the Dragon's head, to look pale. Still, the graphics are definitely unique, and they keep you entertained.

The flipper-pumping game play makes you sweat, and it keeps you guessing, too. Dragon's Fury required sharp flipper skills and good timing to successfully complete the game. With Dragon's Revenge, skill is still essential, but luck plays an almost equal role in your success. The multiplier balls, especially the Gold Ball and the Red Balls, really come in handy.
By Manny LaMancha

Ah, poor Cap'n Havoc's gotten himself into a fix. Bernard, the seafaring pirate canine, is holding a map that could lead him to wealth – and the Emeralda gem filled with magic. It's up to you to guide Havoc's search for the treasure in this fun adventure.

**Who Said the Pen Is Mightier Than the Sword?**

High Seas Havoc is a fast-paced hop-n-bop action/adventure jaunt that will test your reflexes. As you hunt for hidden riches, you must survive all kinds of peril, from ice caves and fire pits, to danger on the open water and struggles at the top of the world. Each level has more than one path to the exit. You can take detours that will bring you more treasures or more enemy conflicts. This enables you to make your seafaring different each time.

Putting Havoc, a cartoonish character, through his paces is very easy, thanks to a simple control system. The directional pad moves him from spot to spot, and makes him squat or look up. Each of the buttons does the same thing: A single button push makes Havoc jump if he's standing, or he can roll out of danger if he's in a squat position. Havoc can bop enemies by jumping on their heads, or double-push on a button to swing his sword at evil passersby.

Not all is dangerous in Havoc's trek. Treasure chests are strewn about, and can provide swifter footwear, food that offers healing to Havoc's damage bar, as well as extra lives and bonus points.

**PROTIP:** You've got to beat the clock, but if going for additional points or bonus power-ups doesn't put you in danger, make a quick run for them.

The graphics are very crisp and clean. The animation is smooth for all characters, and levels such as the Burning Hamlet feature swirling backgrounds (and you thought that was only possible with Mode 7).

**PROTIP:** When you reach the first boss at the end of the Pirate Ship level, you can safely bounce on his head, then jump off and strike as he turns. If you hit him and bounce away, you'll be out of reach when he starts swinging wildly with his sword.

**PROTIP:** You can springboard off an enemy's back to reach him.

**Bon Voyage!**

High Seas Havoc's faults are minor, but can combine to really distract you from your mission. If your preference leans more to gradually discovering how to reach the goal rather than being battered until you complete a level, High Seas Havoc might not be your gaming lifeboat. Otherwise, prepare to set sail.

---

**Genesis Game Profile**

**High Seas Havoc**

*(By Data East)*

Ahoi, mates! Better baten down the hatches and swab the decks – then take to the ocean blue for some wild adventure courtesy of Data East.

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**54,99 at E's,** 2 doses
Available January
Action/Adventure, Side-scrolling

**Wreaking Havoc**

High Seas Havoc sports a hopinn' soundtrack. The sound effects, however, can be pretty disappointing. While most are decent, many of them are raspy.

**PROTIP:** Be sure to hit the orb checkpoints. Even if you backtrack for bonus items and get killed, you'll be able to restart from the point farthest forward.
**Genesis**

**By Scary Larry**

Happy Happy, Joy Joy! Ren and Stimpy are on the Genesis in a very funny (and very playable) game that gives you all the best elements of the TV show. Although the party ends just as it starts to warm up, Stimpy’s Invention is the formula for fun along the way. The levels are so imaginative and fun, you’ll wish they were longer.

**Small, Dark, and Handsome**

The graphics in Stimpy’s Invention will keep you glued to the set. All the outrageous characters appear, including the Horse and the Tooth Beavers. The backgrounds look like they came straight from the R & S episodes, and they’re as colorful, cartoon-y, and comedic as the two stars.

**Protip:** Long Jump (Button A) from a Hippo’s butt when there’s no landing place in sight. Also, don’t rest too long on one hippo. They submerge after awhile.

**Protip:** Hop a rising bubble in the Lab, and stay on it until another bubble surfaces nearby. Continually use Ren or Stimpy’s flying move to get to the tip of the Test Tube.

**Protip:** In the Icebox, you’ll need to use Ren as the shovel or Stimpy as the jackhammer to break through the blocks of ice guarded by the Walruses.

**Protip:** Knock off the Fireman in the City Streets, then jump on the hydrants for a lift to new areas.

**Stimpy’s a Joy!**

In Stimpy’s Invention, you play either Ren or Stimpy as you wind your way through five twisted levels in search of pieces of Stimpy’s new invention, the Mutate-O-Matic. You’ll go through such levels as the Zoo, the City Streets, the Dog Pound, and Stimpy’s Lab. You’ll meet banana-tossing Chimps, ice-box bound Walruses, and bullish Bulldogs.

**Genesis Game Profile**

**Stimpy’s Invention** (By Sega)

**Ren and Stimpy are havin’ a blast. Stimpy’s Invention is not only a treat for fans of the show, but also for side-scrolling video game enthusiasts.**

- **Graphis:** 4.5
- **Sound:** 4.5
- **Control:** 4.5
- **Fun Factor:** 4.5
- **Challenge:** 4.5

**DIFF:** Intermediate

**$9.99:** Available now

- **Action/Adventure:** 2 players
- **Side view:** Multi-scrolling
- **Password:**

**Protip:** In the Zoo, the easiest way to get past the killer Giraffes is to fly by them.

**Protip:** In the Aviary, watch out for thorny traps. To make it out safely, aim Ren or Stimpy’s head in one direction, then press on the pad in that direction.

**Protip:** In the City Streets, pedal the bike and jump over the cars in front of you.

**Ren Again**

Stimpy’s Invention plays better than the SNES game (called Veedlots, reviewed in December ‘93), and it captures the humor better than the Game Gear version (Quest for the Shaven Yak, reviewed in November ‘93). If you’re looking for something fast and funny, then Stimpy’s Invention is right on the money.
SPEED THRILLS

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

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

- High speed side swipes!
- Blow away traffic jams!
- Run 'em off the road!
- Two player split screen Mode 7 head-to-head action!

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

High speed thrills!

SUPER NINTENDO ENTERTAINMENT SYSTEM

Battle Cars TM & © 1993 Namco Holdings Inc. All Rights Reserved. Nintendo and Super Nintendo Entertainment System are registered trademarks of Nintendo of America Inc. © 1991 Nintendo of America.
By Scary Larry

The Belmonts are back with a blood lust for the baddest biter around. That's right, look what the cat Drac'd in, folks. It's an interview with a vampire, and with so much at stake, the Count had better take it to heart (ouch!).

**Fangs for the Memories**

Genesis owners have been waiting breathlessly for Konami to bring its classic Castlevania series to the Sega systems. Castlevania Bloodlines, an action/adventure side-scroller with graphics and game play similar to the rest of the carts in the Castlevania series, brings new blood to the popular series, as well as a lot of new bite.

The story's hero is John Morris, the great grandson of Dracula-slayer Quincy Morris, and a dedicated vampire hunter himself. You can also play as Eric Lecarde, a young man who wants revenge against the witch who turned his girlfriend into a vampire. During the adventure, you travel through castles, haunted ships, and more as you search for the father of all vampires, the Fang Sinatra of bloodsuckers...Dracula.

John is armed with the patented Belmont whip, while Eric uses a spear. The spear-tossing Eric can also superjump, and both characters collect weapons, life bar power-ups, and more to fortify themselves during their hunt for Dracula.

**Tooth or Dare**

Konami's first Castlevania foray for the Genesis looks to be filled with ghoulish fun, lots of thrills, and plenty of excitement in the true Castlevania tradition. Tune in next month for a complete ProReview—and don't forget your garlic!
For goodness snakes, somebody is going to get rattled!

The heating bill must be enormous for a dump like this.

Niiiiice doggie!!

Try not to be part of the castle's menu, like this poor soul.

This pendulum is really the pits.

Eric isn't bothered by what his friends think of him, because he loves spear pressure.

He's definitely got an axe to grind.

Don't like your little furry flying friends? Bats too bad, they seem to like you.

Place your bets, it's Atlantis City!

He's just trying to stay a-head of the game!
**Genesis**

By The Unknown Gamer

Man your battle stations, space jockeys! Sega's letting fly with a space shooter that has some very interesting twists.

**Don't Let It Get You Down**

Fire up Sub-Terrania and climb aboard for nine missions of interstellar combat. In each mission you must complete various tasks, including rescuing stranded space miners, destroying nuclear reactors, and defeating awesome space bosses. You'll notice that the game play is similar in style to Ecco the Dolphin or Jungle Strike—with a cool spaceship thrown in.

**One of your mission objectives is to destroy this space colony.**

When you voyage under water, gravity disappears, but you'll have to deal with your ship's buoyancy, which pushes you to the surface.

**There's plenty of variety among the mission objectives.**

The training mode helps you get a handle on maneuvering your ship.

**It's gonna take more than a fly swatter to destroy this pest.**

You've got an overhead view of the shooting as you pilot your ship through eerie alien landscapes. Your ship rotates 360 degrees, and you maneuver with Forward and Reverse Thrusters. This may sound easy, but gravity's waiting to drag you down. Gravitational forces constantly pull your ship to the bottom of the screen, draining energy and damaging you badly. Fortunately, power-ups include Shields, Missles, and three different Lasers.

**Fly Me**

Designed by Scavenger, a new developer for Sega, this game looks like an original and extremely challenging shoot-em-up adventure. Stand by for a closer look in an upcoming issue.

**Sub-Terrania**

By Sega of America, Available First Quarter '94

**PICK UP SPECIAL ITEMS LIKE THIS SPIKED BALL, AND USE THEM TO BUG THESE STRANGE ALIENS.**

**MELT DOWN THIS NUCLEAR PLANT, BUT WATCH OUT FOR BLOWOUT.**

**IT TAKES SOME FANCY FLYING AND SERIOUS SHOOTING TO PUT THESE EXTRATERRESTRIAL BOSSES IN THEIR PLACE.**

**LARGE, COLORFUL BOSSS ADD VARIETY TO THE GAME.**
CHASE HQ
RUNS DOWN CRIME!

Put your Super NES on wheels with Taito’s turbo-driven CHASE HQ! In an undercover sports car, you’ll race through cities and mountains in pursuit of suspects. Shift your reflexes into overdrive to dodge through traffic and around obstacles as you catch up with the fleeing vehicle. Force the criminals over or smash their car to a standstill - in this game, you choose the method of justice!

- Turbo Acceleration!
- Five Different Rounds!
- Windshield Screen View!

Also available for Game Boy.

TWO NEW HEART-POUNDING GAMES FROM TAITO!

SUPER NOVA

SUPERNOVA UNLEASHES THE SILVER HAWK!

Taito’s SUPERNova for the SNES offers you the sleekest fighting ship ever launched! You will command the Silver Hawk in battle against hyperbacteria, dinosaurs, and a leviathan battle cruiser as the Pelsar Empire attempts to conquer the federated planets. Victory depends on your skill with Silver Hawk’s three fighting modes and power balance system!

- Fifteen combat zones!
- Three different endings!
- A war of wits and speed!
The Enterprise is finally about to enter Genesis space. Star Trek: The Next Generation is due to be released by Sega in March. This long-awaited 24-meg action/adventure game will enable you to command the U.S.S. Enterprise 1701-D.

A Strange New Story
The cart warps you into several types of game play challenge which are woven into an intriguing story line. During a routine mission, the Enterprise encounters a derelict spaceship. Captain Picard brings the crew out of suspended animation and finds that they seek a legendary omnipotent device. The device was created thousands of years ago, but it was so powerful that its creators, fearful that it would fall into evil hands, sent it into the future, where it reappears every 10,000 years.

A Trek for Trekkers
Trek will combine several interesting game play interfaces. You'll start out on the Enterprise bridge with a first-person perspective. Full-screen displays enable you to use such ship's stations as the Sensors, the Computer, and Engineering, as if you're the crewman on duty. Although fighting is always the last resort (as in the television show), you'll engage the starships of Romulan, Ferengi, and other races in face-to-face confrontations, some of which will end up in Phaser shoot-outs.

When it comes time to carry on outside the ship, you pick an Away Team based on the talents of your crew. Commander Riker, Data, Dr. Crusher, Worf, Geordi, and Counselor Troi are among the crew members eligible. Of course, you have a full complement of "expendable" crewmen. Away Team missions appear in a 3/4-overhead perspective and take place on various planets and ships.

You'll be able to switch control among the Away Team members, so that the Team can accomplish several tasks at once, in real time.

A Genesis Generation
Star Trek: The Next Generation sounds like it's going to satisfy even hard-core Trek aficionados...and it had better! Since there are no fans like Star Trek fans, let's hope Sega can make it so.

Star Trek: The Next Generation
by Sega
Available March
If you think cafeteria food's gross, try eating this.

But you better get help first. Because, as an ant, that spider is about ten times bigger than you. And you better hurry up or you won't be eating—you'll be eaten.

Introducing SimAnt for Super NES—the first, best and only game that lets you experience real life through the compound eyes of an ant.

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

We've cornered one of the hottest fighting carts this season, and if you read last month's review you know that Eternal Champions is setting new standards for fighting games. In this special three-part series, we'll show you some of the best combos for this mega-monstrous masher!

The Cut and Run

Leap in with Button B.

Stand and hit B again.

Leap into a High Angle Jump Kick (Charge Down, then go Up and press Button B).

End with the Super Slide (Button A and Button C simultaneously).

The Killer Kick Clique

Leap in with Button B.

Next, go low and tap Button 2.

Move in close and hit Button B again.

Finish off the combo with a Shuriken (Charge Back, go Forward and press Button Y).

Shadow

Shadow's martial arts style is a combination of Taijutsu and Ninjitsu. Her deadly good looks are offset by her fatal fighting prowess. Better keep the lights on when she's around.

The Shadow Blaster

Leap in and hit Button B.

Then, crouch low and tap Button Y.

Conclude with the Twirling Fan (Charge Back, then go Forward and hit Button A, B, or C).
**The Cloak Smoker**

To begin, jump and hit Button A.

Then, go low and hit Button X.

Stay low and hit Button Y.

Stand and hit Button Z.

End with the Attract-and-Smack (Buttons A, B, and C simultaneously).

---

**The Cane Cracker**

Leap in and hit Button C.

Then, move in close and press Button X.

End this mess with the Dragon Trap (Charge Back, then go Forward and hit Button Z).

---

**Xavier**

Xavier is a real cloak-and-dagger (in-the-back) fighter. His Hapkido Cane Fighting style is great for long-range attacks, and his background in Alchemy lets him do some weird stuff to his opponents. Watch out for this boy in the hood.

---

**The Gold Digger**

Leap in and press Button C.

Go low and press Button X.

Stand and deliver with Button Y.

Finish with the Midas Touch (Charge Back, then go Forward and press Button Y).
The Slash Kicker

To begin the Slash attack, leap forward and press Button C.

Then, get in close and hit B.

Stand and press Button Z.

Finally, send Slash in with a Running Head Butt (Charge Back, then press Forward and hit Button C).

Slashes to Slashes

Leap Forward with Button Z.

Then, go low and hit Button B.

Stay low and hit Button C.

Conclude with the De-Claw (Charge Back, then press Forward and hit Button Z).

Welcome to My Club

Leap Forward and press Button Z.

Go into the Double-Footed Swing Kick (simultaneously press Buttons A and C).

To end, stand and hit Button Z.

Next Month: Trident, Larceen, and Jetta!

Slash

Cavemen (excuse me...cavepersons) are not an easy bunch to please. Unless you're somewhat adept at cave painting, it's hard to get a grunt out of them. They like to hang out, and they enjoy the (spiked) club scene immensely. Although somewhat slower than his advanced opponents, Slash's Pain style of fighting can be very effective. Who needs opposable thumbs when you walk heavily and carry the biggest stick?
In this action-packed role playing game, you’ll either use your brain to solve a complex series of puzzles, fight your way out of danger or you’ll die. Actually, you’ll die in very gruesome, rather nasty ways, made all the more vivid by CD graphics, advanced animation and digital sound. Oh, this game comes with a free poster of the mysterious Kingdom of Shadowgate, created by the legendary Jim Holloway. If you can’t find this game or TTI Products at your favorite retailer call 1-800-995-9203 to order.
GO AHEAD, PICK A FIGHT!
But be prepared, because Tournament Fighters for Super NES® and Sega Genesis
puts a whole new face on fighting games. It’s intense, one-on-one fighting that has
every savage street hardened warrior drooling with anticipation.

One game, three unique versions!
No matter which format you choose, you’re in
for a new breed of Turtles fixated on fighting
in four different modes. For Super NES fans
there’s 12 unique mutant maulers, 12 arenas, adjustable
fighting speed for fast fighting action, and spectacular combo
assault techniques plus the dreaded Ultimate Attack
Moves. The Sega Genesis version hits you
with 11 brutal opponents including evil clones
from Dimension X, 11 awesome battle-
grounds, adjustable fighting speed and power,
instant replay, and amazing arsenals of
physical punishment featuring one-of-a-kind
Ultra Desperation Attack Moves. And the
NES game includes 2-Player and Tournament
modes, 7 furious fighters and specialized
attack techniques.

Hit the streets and pound more than
pavement!
Roto Cutters, Dynamite Bombers, Chopper
Chukers, Vacuum Waves, Electric Pile
Drivers, you’ll feel
and inflict them all.
If you think you’ve
already experienced
real street fighting, wait ‘til Tournament Fighters
lets you kick the (CENSORED) out of your
enemies. So trash the surfboards, heave the
‘za and pick a fight!
The boyz are back... and ready to party!

Streak across the stars for an all-new hip-hop-til-U-drop adventure on the far-flung planet of Funkotron! Toejam & Earl are caught in a manic panic when a flock of Earthling tourists hitch a ride on their Rapmaster Rocket. Now it's your turn to help the dynamic duo round 'em up with their FunkScan and send this pesky posse packing through 17 levels of funkified fungi jumping, bubble bouncing and rhythm rapping fun!

Feel the funk... with Toejam & Earl!
**SPLASH DOWN!**
Dive for presents in underwater caverns and sneak a smooch from a friendly blowfish!

**BUBBLE UP!**
Bubble-bounce your way to the Funktivate Spots and help restore the fabric of the Funk Dimension!

**LOCALES ONLY!**
Jar the touristy twits — and those pesky poodles too, while you’re at it!

**THE ACTION HEATS UP!**
Hotfoot through the fires of the underground caverns!

**JAM OUT!**
Kick it with the jivesters on Homey Street...and collect valuable clues in the process!

**BUST A MOVE!**
Drop-lob a jar on shin-kicking Earthlings! Everyone on the bus...pronto!

---

**Toejam & Earl take off on a Funktastic New Voyage!**

[Image of game box and SEGA Genesis console]
Sega CD

By Lance Boyle

Francis Ford Coppola’s 1992 movie of Bram Stoker’s classic novel didn’t become the new standard for Dracula films, and the recent 16-bit games weren’t huge hits, either. Now that the CD version has finally arrived with little impact, perhaps we can finally lay this bloodsucker to rest.

PROTIP: Pay attention to Van Helsing’s commentary between levels. He’ll point out some of the dangers ahead.

PROTIP: Don’t walk to the edge of this last plank to get across the Level One bridge. Step back to the center of the plank, then make your jump.

PROTIP: Walk halfway into the traps buried in the Level One snow, then jump safely across them.

Wanna meet a ruthless villain? This guy goes for the throat!

PROTIP: Get your kicks (and punches) in the Castle’s library. Stand in front of the pillars and you won’t be struck by the books that fly from the background.

Music of the Night

The chilling sounds help keep you on your quest, however, and are the best part of the game. The suitably creepy music underscores the action in the horrific settings, and atmospheric sound effects create a malevolent mood. Screaming ravens, tolling bells, and whistling winds add life...er, death...well, you get the idea.

Fangs, But No Fangs

Despite the potential for a gruesomely good time, you’re really sticking your neck out with this monotonous game. Bram Stoker’s timeless novel deserves a great treatment, but, unfortunately, this isn’t it. The CD game only makes you hungry for a nice stake.

Sega CD Game ProFile

Bram Stoker’s Dracula
(By Sony Imagesoft)

There’s not much life left in the Count. Slow, repetitive gameplay and disappointing graphics make the CD version the worst of ‘93’s Dracula games.

<table>
<thead>
<tr>
<th>Dracula</th>
<th>Sound</th>
<th>Control</th>
<th>Use Factor</th>
<th>Challenge</th>
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<tr>
<td>$39.95</td>
<td>1 player</td>
<td>7 levels</td>
<td>Side view</td>
<td>Multi-scrolling</td>
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Less Bite for Your Buck

The film and Sony Imagesoft’s SNES and Genesis versions all shared two things: the plot and the lush visuals. On the Sega CD, you again play Jonathan Harker, a young English solicitor who fights his way to a deadly rendezvous with that pain in the neck, Count Dracula. While the story line is familiar (and illustrated here with scenes from the flick), the Sega CD for some reason has the weakest Harker of the bunch (including the fine Game Boy version). Harker no longer picks up daggers, swords, and muskets along the way. He’s your standard punchin’, kickin’ fool in a supernatural world that demands extraordinary powers. With only three continues, this slow, feeble hero drains all the life from the game’s veins.

PROTIP: Kick field goals with these nasty beastsies as you move through the Castle.

PROTIP: Rely on your Jump Kick against this batty version of Drac near the end of Level Two.

Even worse, the graphics have somehow been diminished. The full-motion video scenes from the movie, which you get at the beginning of the game and between levels, are pixelated and unimpressive. The colorful backgrounds from the SNES have gone gray, and the varied enemies of the other games now seem small and monotonous.

The Count showed up in several huge forms on the 16-bit systems, but here he seems much less intimidating and much more beatable. You’ll want more from the game’s graphics than you’ll get.
FROM THE MINDS THAT BROUGHT YOU CLAY FIGHTER™

First they brought you Clay Fighters — the clay animation heroes that hilariously ruled the Super Nintendo action scene. Now, the Interplay team introduces Claymates™ — five amazing clay animation characters to bring you hours of action-packed fun.

Transform yourself into any Claymate character, like Muckster the cat to race up a tree, Doh-Doh the bird to flap through the air, or Oozy the mouse to turbo-scurry out of danger. Claymates — the outrageous new game from the people who made clay a force to be reckoned with. Coming March 1994.
**Sega CD**

**By Captain Squideo**

There's a new shooter in the galaxy, but it's not as blazing hot as everyone was hoping for. Stellar-Fire arrives with fiery sounds, some sparkling graphics, and a stellar heritage (it's based on an acclaimed PC game), but there's not enough action to keep this Fire burning brightly.

**PROTIP:** Pick up stray Damage Repair power-ups just before you approach the Guardians.

**Stellar Shooter**

You're the last remaining pilot in the battle to wipe out the evil Draxons, whose home planet, Arctica, is protected by five moons. Skimming above the colorful lunar surfaces, you shoot, chase, dodge, and gather Crystals until you finally arrive on Arctica for a final confrontation.

**Sega CD Game ProFile**

**Stellar-Fire**

(By Dynamix)

This eagerly awaited CD doesn't quite deliver the intense, varied shooting action everyone had hoped for. Strong sounds and graphics help keep Stellar-Fire burning, just not as brightly as you'd expect.

**Galactic Graphics**

Stellar-Fire boasts a great opening sequence that will make you want to get your hands on the controller. The game, though, looks nothing like that teaser. You peer out from a wide cockpit onto a colorful lunar surface. As in Star Fox for the SNES, polygonal ships zoom toward you, but they are slower and less exciting than in Star Fox. Only a few of the Draxon ships are particularly imaginative. Your cockpit Radar isn't very helpful, either. The best details are the cracks in the windshield after a collision and the splot you get when a flying enemy hits the glass.

**Explosive action sequences start the game.**

The sounds are consistently strong. You'll hear an array of rockin’ tunes that'll get your adrenalin pumpin'. A snippet of speech propels the action, as do the sounds of shots, collisions, and explosions.

**Stellar Fox**

If Stellar-Fire seems disappointing, it's only because we had such high hopes. It's still a good shooter, just not a space ace.
Outlaw Mad Dog McCree and his henchmen have taken over a wild west frontier town, locked the sheriff in his own jail, and kidnapped the mayor and his daughter. Sharp shooting is a must in this arcade classic where the player must save the town, rescue the mayor and his daughter, and triumph in a final showdown against Mad Dog himself.

It's the Rollicking '30s and someone has killed popular singer Johnny Rock in this action-packed gangster whodunit. The player will need to navigate the back streets, gaming halls, funeral parlors and the dirty sections of this city to get at the clues held by a number of shady characters and solve this murder mystery. Bad guys with machine guns provide a high level of challenge.

**SEGA CD**
**PC CD-ROM**
**3DO**

Introducing the world's first interactive live motion picture games, for CD home entertainment systems. Now available at your favorite retailer.
**Sega CD**

By Manny LaMancha

Acclaim's the first company to climb into the Sega CD ring with a wrestling disc. WWF Rage in the Cage is a lot of fun—if you don't mind waiting for your match to begin.

**Beaten to the Punch**

The name of the game in Rage in the Cage is as simple as pro wrestling itself: beat the stuffing out of your opponent with kicks, punches, elbows, and eye gouges. For variety, you pull special moves (each of the 20 wrestlers has one).

In the simple one-fall match, all you have to do is slam and pin your opponent. In the no-rules, no-holds-barred Brawl contests, the match goes on until one wrestler can't fight any longer. In the Steel Cage matches, whoever escapes first by climbing the fence that surrounds the ring, wins. Finally, during the Tournament you pick one wrestler and compete against the 19 other computer-controlled stars for the WWF Championship.

**A Smashing Success**

Rage in the Cage is a lot of fun—once you get the hang of the controls. Veterans of prior WWF carts will find the game play very familiar, but beginning wrestlers and any using a three-button controller will have to learn myriad techniques. Six-button controllers make things a little easier, but still it takes practice.

Once you really start sweating, the game play makes you laugh and cry. The good variety of the matches extends the game's playability, but despite the smooth action, the CD takes annoyingly long to load game information.

The massive information storage comes into play with the sound more than with the graphics. Each wrestler has his own theme music, and cool battle sounds and the thuds of bodies hitting the mat definitely set the mood.

**PROTIP: Study the special move for the wrestler you're using. It's usually the best way to drain your adversary's energy.**

The visuals have style, at least. At the character selection screen, each WWF star (such as Macho Man Randy Savage, the Undertaker, and Yokozuna) gets a half-screen "photo" and (the best part) a quick film clip of his special move taken from actual wrestling footage.

**PROTIP: The cheap, against-the-rules moves are great in the Brawl match. Be sure you know them going in.**

**PROTIP: In a Steel Cage Match, get your opponent down on the mat away from your corner. If you stun him well enough, he won't be able to catch you before you get out.**

**PROTIP: If your opponent is climbing out of the Steel Cage, quickly run to the corner he's leaving from and hit Button B. You'll slam into the ropes, causing the other wrestler to fly back into the ring.**

**PROTIP: If you're running between the ropes, a flying kick will tag your opponent before he has a chance to pull a move on you up close.**

**More Trounce to the Ounce**

Rage in the Cage isn't dramatically different from Acclaim's prior WWF carts, but it has some additions worth pondering the mat for. If you don't mind the frequent breaks—in time, that is, not bones—you'll get a kick out of Rage in the Cage.
### Super NES

#### Super Empire Strikes Back
- `6DE9-47AF`: Infinite thermal detonators
- `6D23-47F9`: Start with all force abilities
- `C238-C70F`: Infinite lives
- `F169-1707`: Start at fight with Darth Vader™
- `D369-1707`: Start on Cloud City™ 3D
- `FC69-1707`:

#### Disney's Aladdin
- `D221-FA5`: Infinite lives
- `C267-400A`: Almost invincible
- `3CA9-C4A5`: Infinite apples
- `DBB5-2467+`: Level select on main menu – hold down R, use Up/Down to change level, Left/Right for sub-level
- `DDA7-44DD`: Bonus round played after every level

#### ActRaiser
- `C290-2C07`: Protection from most enemies
- `3C65-CFA8`: Infinite magic (must have 1 to cast)
- `DDB3-C76A`: Kill most enemies with 1 hit
- `DD33-476F`: Infinite time
- `DD67-4468`: Infinite lives

### Sonic Spinball

#### Sonic
- `AXBA-A4AT`: Infinite lives
- `APBT-5N7G`: Start on Level 4: Showdown
- `AXST-BASL`: Infinite balls in all bonus rounds

#### Teenage Mutant Ninja Turtles: Tournament Fighters
- `AJXT-AA90`: Set any # of continuers in Options screen
- `AJYA-A33Y`: Set any # of rounds in Options screen
- `AJYA-A95G`: Set any difficulty level in Options screen

#### Spider-Man/ X-Men – Arcade's Revenge
- `BAAX-2A52`: Always get option of playing Spider-Man™ Security Level
- `ACBT-GAAQ`: Spider-Man is invincible
- `AKST-SA6T`: Cyclops™ and Wolverine™ are in invincible
- `ATYA-CA26`: Gambit™ is invincible

### Game Gear

#### Sonic Chaos
- `008 3DE E6E`: Infinite time
- `0A2 1EC E6E`: Each ring worth 10
- `3A9 DCB 2A2`: Never lose rings
- `2A9 9D2 2A2`: Start with same rings most of the time
- `036 926 E6E`: Spinic™ starts on Electric Egg Zone™ with 5 lives
- `006 9DC 0BF+`: Spinic™ starts with 5 lives
- `218 15C 9D1`: Infinite lives
- `21A 1BC 9D1`: Infinite energy
- `00A 05B E6E`: Infinite time
- `057 2CF E6E`: Start on stage 6
- `023 2CF F74`: Unlimited

#### Streets of Rage
- `V01 2C6 E6E`: Each ring worth 10
- `2A9 9D2 2A2`: Never lose rings
- `2A9 9D2 2A2`: Start with same rings most of the time
- `036 926 E6E`: Spinic™ starts on Electric Egg Zone™ with 5 lives
- `006 9DC 0BF+`: Spinic™ starts with 5 lives
- `218 15C 9D1`: Infinite lives
- `21A 1BC 9D1`: Infinite energy
- `00A 05B E6E`: Infinite time
- `057 2CF E6E`: Start on stage 6
- `023 2CF F74`: Unlimited

### Game Box

#### Star Trek: The Next Generation
- `FAA-27D-4C1`: Infinite shields
- `001-150-667`: Damage repaired immediately
- `001-130-38A`: Damage isn’t repaired
- `1A-0BF-4AD`: Infinite lives
- `FAD-398-4C1`: Infinite ammo on pick-up
- `591-84F-FA4+`: Start with 9 ps. of energy and 9 lives
- `099-0F4-FA7`:

#### Darkwing Duck
- `AAUESSO`: Speed doesn’t decrease – 1 player game
- `VNUESSO`: Speed increases much faster – 1 player game
- `ZEKESSP+ PEOASAP`: Max speed is 2 – 1 player game
- `AVEXOYX`: Don’t fade remaining points during pause – all games
- `AAVYZV`: Damage repaired immediately
- `AAUZPAG`: Photon Torpedoes™ always work
- `AAEOTPN`: Phaser™ always work
Any player who fought for Daphne's hand in the arcade a couple of years back knows that the game's move-and-click interface is somewhat archaic when compared to the advanced button movements of newer games. However, this animated graphic adventure still has a great charm that won't be lost on the new breed of gamers.

Dragon's Lair is the tale of hapless Dirk. He's in love with Daphne, who's been kidnapped by the Lizard King. It's the timeless story of knight-meets-girl, girl-meets-dragon, with outrageous humor and lively graphics. You travel through the forest, into the castle, and eventually right into the Dragon's Lair in your search for Daphne, glory, and a little respect.

Dirk Works It
Since its term at the top of the arcade scene, Dragon's Lair has been imitated but never surpassed. The pictures in this article tell the real tale. For more on this classic adventure, see our ProReview in an upcoming issue. You may find you'll want to spend a lot of time in Dirk's world.
Are you a Sega-maniac? Or an SNES success? Would you rather duke it out in the street? Or at an altitude of 30,000 feet? No matter how you play the game—or what games you play—QuickShot is behind you all the way. With a full lineup of high-quality joysticks, arcade-style controllers, and thumb-control pads. And the best prices anywhere.

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**PYTHON 3**
**QS135**
Get a grip on the action with cutting-edge control.

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**QS162**
Get powerful arcade-style performance— to go!

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**QS185**
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Fast fun for thumb people!

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**QS184**
Blast the competition with high-speed turbo power.

**PYTHON 2**
**QS197**
The only SNES controller for joystick fanatics.

**MAVERICK 2**
**QS190**
Deliver your best shots with arcade accuracy.

**CONQUEROR 2**
**QS186**
Program and play back your best action sequences.

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Sega's ready to unveil its next generation of discs for the CD system. Here's a first look at the games — we'll give them ProReviews in upcoming issues of GamePro.

**GROUND ZER0, TEXAS**

There's a little problem deep in the heart of Texas. It seems that about 20 years back, the inhabitants of a small town were faced with an influx of immigrants — from light years away! Now the aliens are planning the extermination of the human race. As a government agent, you're assigned to move in and clean out the aliens in this two-disc game, which boasts a movie-quality soundtrack and more than 100 minutes of full-motion video.

![Disguised aliens lurk everywhere, even in the Cantina.](image)

Similar to Night Trap, Ground Zero, Texas' TruVideo game play puts you in control of the plot and the action. Its innovative style and extensive full-motion video are an out-of-this-world change of pace for CD gamers.

**JURASSIC PARK**

The long-awaited Jurassic Park CD is finally about to hatch, and it looks well worth the wait. The story begins after the book and movie end. You're the first visitor to return to Jurassic Park, and you've got to find the dinosaur eggs and return them to the Visitors Center to be preserved. Of course, the island is still populated with dangerous dinosaurs, so you've also got to stay alive long enough to escape after you've completed your mission.

![T. rex is looking for lunch, and you're a likely entree.](image)

The game play is similar to other graphic adventure games, except that the graphics are highly involved and detailed — so real you'll feel like you're actually walking through the steamy jungles. You have a 360-degree panoramic view of the action as you journey to more than 50 locations on the island. Lurking everywhere are beautifully detailed and animated dinosaurs, which were created with the help of the same powerful Silicon Graphics computers used to create the movie.

Q-Sound adds to the atmosphere, with actual reptile and jungle noises. In fact, you've got to listen if you want to survive, because dinosaurs and other dangers will come at you from behind, and your only warning is the sound of their footsteps.

In addition to having fun with the Jurassic CD, you'll be able to learn a lot about dinosaurs. Sega recruited Dr. Robert Bakker, a renowned paleontologist and dinosaur expert, to appear in the game. Jurassic Park looks like an exciting addition to the Sega CD library.

**Jurassic Park**

By Sega
Available First Quarter '94, $59.99

![Dr. Bakker's always got a few handy tips that'll help you solve your dinosaur problems — or scare you to death!](image)
Sega's climbing into the ring with this interesting disc, which makes use of innovative technology to involve the player in realistic first-person game control. With the help of Ron Stein, who choreographed the boxing sequences in the movies Raging Bull and Rocky III, Sega filmed boxing footage in a real ring using actual boxers. It took five weeks of choreographing and training to get the moves right for filming, and the resulting footage (done in black-and-white to set the mood) is very cool.

When you tag your opponent on the chin, the entire screen rocks.

Even before the bell rings, you've got a first-person view of the game as your trainers prep you for the fight and your opponent taunts you with his prowess. When the bout begins, you throw lefts, rights, uppercuts, and other standard punches. You'll see your fists tag your opponent right on the chin, and the controls are so fast that there's virtually no delay between your button presses and your fighter's reactions.

This apartment building has...well...shall we say, some unusual tenants.

During the game's cinematic intro, you meet Eddie, a kooky guy who's set up a series of traps to provide security for a crazy old mansion and its tenants. The tenants range from techno-punk band members "Jeff and the Scream," to archaeology and architecture graduate students. Unfortunately, Eddie's gotten himself locked in the basement, and now he wants your help to get out...or so he says. With that, the mystery begins.

As in Night Trap, you move from room to room in the mansion in real time, trying to solve puzzles and problems and figure out what the heck is going on. There's always something happening in any room at any given time - it's up to you to be in the right place at the right time.

Don't let him intimidate you.

He's down for the count.

Once they had the footage on tape, Sega went into their own studio to put together a very unusual fighting interface. As "The Kid," you're trying to battle your way to the championship. You fight four other increasingly challenging boxers, including Mega Joe, Honey Boy, and T. Rex.

The fighters' faces at the bottom of the screen illustrate how much damage each boxer's taken.

Other details in this two-disc boxing extravaganza include detailed stats after each fight, different fight action each time, a training mode, and, for boxing aficionados, the one, the only Jean LaBelle as the referee.

Double Switch
By Sega
Available Now, $59.99

He's screaming because...no we can't tell you - that would ruin your fun.

The game also features a very cool musical soundtrack by none other than Thomas Dolby. Various celebs, including Deborah Harry and Corey Haime, also make guest appearances.

Prize Fighter
By Sega
Available Now, $59.99

Weird things are going down in this creepy old apartment building.
OUCH!

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16 pages of the hottest tips, tricks, and tactics for making it through GamePro's winner for Best SNES game of 1993!

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Hangin’ on Hoth

If you’re gonna try to fight while riding your Tauntaun, use your Blaster, not your Lightsaber. The Hoth beasts won’t be able to get as close to you.

Avoid the Ice Crystals that form underneath you. They inflict the most damage.

Just inside the first Ice Cave is an air flow where you’ll find some big Hearts and a weapon power-up.

Use your Tauntaun to jump safely over the Ice Crystals on Hoth.

To get the best footing on the ice, dismount from your Tauntaun and jump from column to column on foot.

Constantly jump in the Ice Cave to find hidden air drafts that will take you to weapon power-ups and Health Swords.
Don't use your Lightsaber against these Wampas. Shoot them from a distance with your Blaster.

Use the L and R buttons to look up and down in the Ice Cave. You'll avoid many crippling stalagmites this way.

Jump up when you get to this dead end. You'll be rewarded with two lives. The platforms that you land on are invisible.

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

If you die halfway through the Ice Cave, you'll end up on this ledge, with a Hoth monster breathing down your neck. Just above you is an air flow that will take you to some power-ups.

To knock off the Hoth Wampa Boss, just stay to the right or left of his mouth and shoot up and toward his head. After he breathes his icy death breath, immediately jump to the other side of the screen and shoot from there. Repeat this procedure until he goes down.

After you beat the Wampa Boss, you'll fight through a stage that ends with this Probe Droid. Take him down with a few hits of your Lightsaber. Proceed right and you'll encounter the mother of all Probe Droids. Leap from floe to floe, stay airborne, and keep twirling your Lightsaber.
Luke in the Rebel Base

Shoot boxes in the Rebel Base stages to uncover power-ups, Hearts, and Health Swords.

Use your Slide to get past these fiery floor sensors without taking any damage.

When you're on the Speeder Bike, stay in the upper left-hand corner and blast any Stormtroopers that get in your way.

Mode 7, AT-ATs 5

Keep your Snowspeeder's nose up or you'll bump into small slopes as you skim across Hoth's surface.

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

If you've got the patience, skill, and dexterity, you can shoot the AT-ATs from your Snowspeeder, rather than using the faster harpoon strategy.

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

To take down an AT-AT with your harpoon, get in close, fire your harpoon with L or R, then swing to your right. Circle the AT-AT three complete times (you'll hear a noise after each pass). When the harpoon automatically releases, the Walker will tumble.
The Rebels dig in against the approaching AT-ATs on Hoth.

No Business Like Snow Business

Before you get to the AT-AT Boss, knock off the flying Stormtroopers until one of them gives up a Thermal Detonator.

After you destroy the last AT-AT, you enter this side-view Snowspeeder Stage. If you hold down the Fire Button, you'll achieve rapid fire. Don't let Stormtroopers get behind you.

When inside the AT-AT, it's always best to use your Lightsaber instead of your Blaster. Jump over enemies and attack 'em from behind.

To destroy this AT-AT Boss at the end of the Ice Field, knock off the flying Stormtroopers. Then, when you reach the AT-AT's head, explode a Thermal Detonator. If you don't have a Detonator, go after the guns one by one, beginning with the gun on the left.
Don't let Han stand too close to boxes when he shoots them, or he'll be hit by flying shrapnel.

The best way to get Han under these swinging spikes on the Rebel Base is to use his Roll move.

Using your powered-up Blaster, stay low and shoot at this hovering Stormtrooper. You'll get a big Heart.

While inside the Rebel Base, don't waste Han's Grenades by throwing them at Snowtroopers with Shields. Get up close to them and their bombs will arc over you.

When you reach dead ends, shoot into the air to find power-ups, Hearts, and Health Swords.
**Base Bosses**

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

To take care of this AT-ST at the end of the Rebel Base, roll under him and blast him from behind. There's a Shield at the far right of the screen to help you in this battle.

Grenades are more effective than your Blaster against this AT-ST Boss at the end of the Rebel Base.

---

**Asteroid Field**

When you see a red dot on the *Millenium Falcon's* Radar Screen, there's a Tie Fighter behind you. Pull hard left or right on the directional pad, then swerve back to your original spot. The red dot will turn green, and the Tie will be in front of you.

---

**The rascal Rebel, Han Solo**
Luke Does Dagobah

When exploring Dagobah’s swamps, look out for these blue Gundarcs. Don’t waste your time fighting ’em, because they take too many hits and don’t yield enough Hearts for your trouble.

Find a Blaster power-up and a large Heart in the lower left-hand corner of the second Dagobah Stage.

If you get to the Swamp Creature’s body on Dagobah without picking up the Force Powers, bounce up on any ledges you see. Keep bouncing and battling all the way to the top, and you’ll find more Force Powers. You may lose a life in the process, but you’ll need the Force Powers to finish the game.

Use the Lightsaber against all small land animals, such as these creatures on Dagobah. Your ‘Saber is more effective and has greater range than some of the other weapons in your arsenal.

There’s a 2-Up loop in Dagobah that you can use to maximize your lives. Just after the first set of rocks (where many Force Powers are waiting to be found), you’ll see a second set of rocks. Climb to the top rock and use your Lightsaber to thrash the air. You’ll find a weapon power-up and two 1-ups. Now die and repeat the trick to get another life.

Once you have Elevation, let yourself die. You’ll keep your Force Powers, even if you have to Continue. Go back to the beginning of the stage and use Elevation to float up to the rest of the Force Powers. Slash with your Lightsaber or shoot with your Blaster to uncover the other Force Powers.
Habogad on Dagobah

To get rid of Habogad at the end of the stage, you must first shoot out his eyes and nose. After that, every shot you make will decrease his life bar. To regain some Health when you're low, use the Heal Force Power.

For Luke and R2, next stop... Dagobah.

R2 goes for an impromptu swim on Dagobah.

Luke finds his wet friend.

Yoda, the lean green teaching machine.
Don't roll Han along the outdoor ramps of Bespin. He'll tumble into lowered platforms that have high voltage.

If Han lingers while bouncing past the ramps, he'll be attacked by these Cloud Cars.

Duck in front of Bossk, the disk-throwing Bounty Hunter, and shoot him from a crouched position.

Use Superjump to bounce past the platforms.

Crouch down in front of the Laser Cannons and shoot forward. Then, press diagonally up on the directional pad to nail the Cannon. Immediately step away as it explodes, or Han will be hit by flying shrapnel.

This bug-eyed Bounty Hunter on Bespin is invincible when he goes airborne. Use Han's Roll move to get out of the way and over to...

...this gap to the right. Ride the platform to the bottom and go right to find 1-ups, a Blaster power-up, and Health Swords.

It's a waste of time to shoot at these invincible ceiling cannons.

You'll have to blast this Hover Transport in seven places before it disintegrates. Lando Calrissian will enter as the boss exits.

Bounty Hunters - They're eager to collect the price on your head.
Keep Chewie moving at the start of the Ugnaught Factory, or he'll be overwhelmed by these small workers.

Don't waste energy shooting at these purple droids while you're still in the lava. Keep moving until you're on solid ground, then shoot the droids.

In the Ugnaught Factory, have Chewie shoot whenever he comes to a pillar. Workers love to hide behind pillars.

Chewie can briefly stand in this hot Ugnaught Factory goo, which he couldn't do with the lava in Super Star Wars.

The Ugnaught Factory Boss will spew garbage at you from openings in his ship's hull. Shoot at those openings, then fire on his craft.
Chillin' With Han in the Carbon Freezing Chamber

At the beginning of the Carbon Freezing Chamber, go left and let the "pincers" deplete your Health to three-quarters, then continue left. You'll find Hearts, 1-ups, and Blaster power-ups in the gap on the left.

You can use Han's Roll maneuver to get past the Carbon Freezing Chamber's pincer-like cranes.

If you fall into this bottomless pit in the Carbon Freezing Chamber, glide to the left or right and you'll land safely on the walls.

If Han's Health Sword gets low in the Carbon Freezing Chamber, shoot out the pincers to find a load of Hearts.

Don't stand on Carbon Freezing Chamber vents. Even though the carbon blasts can't touch Han, he'll still get frozen.

Check dead ends for Hearts in the Carbon Freezing Chamber.

Hearts, 1-ups, and Blaster power-ups are above this platform in the middle of the Carbon Freezing Chamber.

To defeat the boss at the end of the Carbon Freezing Chamber, jump to the highest platform and shoot at it from above. If your Health Sword is full, you'll beat the boss.

It's the big chill for Han in the Carbon Freezing Chamber.

Han Meets His Boss
**X-Wing X-cellence**

When Luke's flying his X-Wing to Bespin, avoid collisions at all costs. They cause far more damage than the enemy shots do.

In addition to rapid-fire wing guns, your X-Wing has slow, but powerful, cannon shots that are effective at close range. Blast away with your L and R buttons.

Do your X-Winging above the clouds. When you're below the cloud layer, you can't see the on-screen status indicators or the approaching Cloud City.

---

**Luke abandons his Jedi training to save his friends on Bespin.**

Luke parks his X-Wing in the Cloud City and immediately inserts The Club into the steering column.
In Bespin, Chewie can safely shoot up at Laser Cannons mounted on the ledges.

To defeat Boba Fett, shoot him, trap him in a corner, and use Chewie's Flame Spin.

For a quick kill with no damage to Chewie's Health, use his Flame Spin on the Cannons.

To gun down Boba Fett's ship, shoot out the turrets first, then use the Flame Spin on the ship.

If things get too hairy on the lower walkway in the Reactor Core, use your Elevation Force Power to float to a higher one.

Use Luke's Slide move to get past these Reactor Core wall cannons.

If you come to this bridge in the middle of the Reactor Core and you've used up all your Force power-ups, wait and blast approaching enemies. Many of them, especially the flying Stormtroopers, will yield Force power-ups.

Don't use your Blaster on Darth. He'll block your shots and send 'em right back at you.
When you finally meet Darth Vader at the very end of the game, jump...

...and slash at the debris he throws at you. Hit his projectiles to get power-ups.

Use your Slide to evade Vader...

...and use the Saber Control Force Power, which is your most effective weapon.

Beware as you get close to eliminating Darth; he rains debris on you, even when he's off the screen.


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"Teenage Mutant Ninja Turtles III — Radical Rescue" pits the sewer crew against
Cyber Shredder, a hirsuous, hulking
cyborg. But first Mike must use a
Fortress Map of Shredder's hideout to
find the rest of the captured fab four.
Luckily, each Turtle has a new special
skill for surviving the action. Locate ID
cards, keys and power ups in 5 rescue
adventures crammed with creeps like
Dirtbag, Scratch and Scale Tail.

"Batman — The Animated Series" is 5 original game
episodes of sizzling crime fighting action, each capturing the
gritty, urban heroics of the hit TV series. Strategically use
Batman's grappling hook and Robin's ceiling grip to survive
the onslaught and escape certain doom. In episodes like "The
Green Menace" and "The Chill of a Lifetime" you'll suffer the
sting of Catwoman's claw, the icy burn of Mr. Freeze's frost
gun, and The Joker's sick sense of humor. Sinister fiends like
The Penguin, The Riddler and other Gotham City goons are
also out to make this the Dark Knight's darkest day.

"Tiny Toon Adventures 2 — Montana's Movie Madness"
premieres 4 freaky films directed by that Bad Boy of the Box
Office, Montana Max. And he's cast Buster Bunny as the villain!
Buster must use new attack moves like the Fast Dash and
Freeze Kick to defend his character. Buster's screen test includes
action packed scenes in a classic western, a samurai saga, a sci-fi
thriller, a creature feature and cool subgames. Ultimately, Buster
takes on Max himself and tries to
drop the curtain on his movie career.
Super NES

By Scary Larry

There have been many incarnations of the various Terminator films—except for 3DO, there isn’t a game system around that hasn’t seen at least one Terminator game. One of the most popular spinoffs was the action-packed arcade shooter called T2: The Arcade Game. Now it’s here for the SNES, and the graphics and sound keep pace with the blockbuster arcade title.

**PROTIP:** If you pop off an Endoskeleton’s head, it quietly self-destructs. Try keeping the gun at the Endoskeleton’s neck level and sweep from left to right.

**Gunning on Empty**

In 1997, three billion people perished in the nuclear devastation known as Judgment Day. Now, three decades later, those who survived the fire are subjected to Skynet’s ultimate irony. Machines have taken over the planet, and a small human resistance is fighting to keep them at bay.

In T2: The Arcade Game, your mission objective is to shoot first, and forget about the questions later. Using either the Super Scope, the SNES Mouse, or a joystick, you blast through seven cyborg-slauling levels as you try to protect the leader of the resistance, John Connor.

**PROTIP:** To get past the Level Three Track Stage in one piece, shoot at flying HKs before they appear (this takes some guesswork and a lot of patience). Shoot the HKs in the middle with a Rocket, and they’ll explode immediately.

In this one- or two-player game, you start off in the ashes of Judgment Day, fighting leagues of Endoskeletons and flying HKs while trying not to shoot human resistance fighters in the back. You move on to Skynet, where you find the time-travel equipment, then you zoom back to the past, where you must destroy Cyberdyne Labs and retrieve the CPU from the first Terminator. From there it’s off to the Steel Mill for the final confrontation with your nemesis, the poly-alloy T1000.

**PROTIP:** When you’re in the Cyberdyne labs, destroy everything. Shoot desks, telephones, file cabinets, and anything else that can be destroyed. If you don’t destroy everything, research will continue at Cyberdyne, and you’ll get a different ending.

**PROTIP:** To knock off the Ground HK at the end of the first level, go for the gun turrets first, then the head, torso, and base, in that order. Use your Rockets generously.

**PROTIP:** Keep the Police chopper away from the SWAT van by aiming your gun sight just above the back door. The Police chopper will try to come in from above as well as from behind.

**PROTIP:** Shoot at the engine and the cab of the big rig that’s trying to squash the SWAT van, and you should make it to the Steel Mill.

Super NES Game Profile
T2: The Arcade Game
(By Acclaim)

The most popular cyborg in video games returns in the much-anticipated T2: The Arcade Game. Was it worth the wait? It was if you like hard-hitting shooting action and non-stop fun.

| Graphics | Sound | Control | Fun Factor | Challenge | INT. | Price
|----------|-------|---------|-----------|-----------|------|-------|
| 4.5      | 3.5   | 4.0     | 4.5       | 4.5       | 50.95| Available January

2 players
7 levels

Helping you out in the fight to save Connor is your trusty machine gun, which you can power up with enhancements like Rapid Fire Coolant, Plasma Pulse Energizers, and Shields. You also have a missile-launching attachment that fires Rockets, Grenades, Shotgun Shells, and MIRV warheads. Shoot boxes along the way and you’ll find screen-clearing Smart Bombs, Extra Lives, and other helpful surprises.
As for control, you may find that the Mouse is more responsive than the Scope, which is, in turn, more responsive than the joystick. No matter which device you choose, you'll need lightning-quick reflexes and precise targeting skills to keep the resistance up and the cyborgs down.

**When the Shoot Hits the Fans**

If turning machines into cyborg sausage is your bucket of bolts, then you can't go wrong with _T2: The Arcade Game_. There's plenty of action, more than enough thrills, and a considerable challenge in this game. Be forewarned: The scene where you must protect the pickup truck carrying John Connor is just as abysmally hard in this version as it was on the Genesis (and in the arcade). But if you make it past that scene, it's smooth shooting all the way.

You'll need this firepower overkill as you battle Endoskeletons, the T800 (Cyberdyne's first foray into the Terminator series), Cyberdyne security personnel, lethal Orbs, and more. Plus, at the end of each level you'll face a boss who would like to separate you from your synthetic hide. The bosses can range from futuristic metallic monsters to scores of LAPD's finest.

**Protip:** When you reach the end of the Level Two Hideout, shoot the wall to the right and you'll get a Continue credit.

**Protip:** Use Rockets as soon as you see the Missile Launchers. You'll hear a lock-on tone when you pass the sights over the machines.

**Protip:** Leave Smart Bombs on the ground until you've gathered a number of enemies. Points are given for the number of enemies destroyed.

**Protip:** What's behind door number one in Level Four? Trouble. Shoot continually at the doors to blast them apart and prevent more enemies from coming through.

**Protip:** What's behind door number two? A machine gun. Shoot non-stop until it's dead. (And then, of course, come back and shoot it again.

**Protip:** What's behind door number three? An E-1000 temperature control panel. Spray the Nitrogen truck with machine gun fire as he lays on the ground. Shoot him again when he tries to get up.

**Protip:** To knock out Skynet, you must blast every inch of its mainframe computer. Shoot at every corner and every bank of lights and buttons, then go for the missile-shooting panels near the middle.

**Weapon Systems On-Line**

- **Rapid Fire Coolant**
- **MRV Warhead**
- **Shield**
- **Plasma Pulse Energizer**
photographed, and digitized into the game to create a unique look and a new twist on an otherwise overused game concept.

**Claymation Temptation**

Claymates is a visually grabbing side-scroller from Interplay that you can't help but like. Like its fightin' friend Clay Fighter, Claymates features actual claymation. The characters were modeled in clay, photographed, and digitized into the game to create a unique look and a new twist on an otherwise overused game concept.

**PROTIP:** In World One, Level Four, you have to hit the levers to turn off the steam jets and clear the way for safe passage.

The appeal of this 'mate is definitely in the unique cast of hero characters. You start out as a ball of clay with only limited jumping ability and a powerful fist. As you find color-coded balls of clay, you turn into one of five clay animals: a cat, a mouse, a fish, a gopher, and a bird. Despite their dopey names, each of these animals has unique talents, weapons, and weaknesses. This power-up system is similar to Super Mario's—take a hit and you return to the small, weakened state of the clay ball. Take another hit and you're road pizza.

**The Proof Is in the Clayging**

Other than the transformation ability and the innovative animation routines, Claymates is a typical, but enjoyable platform hop-n-bopper. You traverse five big worlds en route to rescuing your dad, with four levels per world. Enemies come in all sizes and shapes, from little clay glob of evil Claymate clones to giant flying dogs. The claymation really stands out when you fight the big bosses!

**PROTIP:** If you already have an extra clay ball for shooting, don't touch like-colored clay balls—they'll do no good. Save them for later.

**PROTIP:** Use rapid jumps to clear spikes in the water. If you're not fast enough, you'll sink and be poked.

**PROTIP:** Muckster can make high and long jumps if you build up enough speed.

**PROTIP:** Muckster can grab walls in midair if you hold up.

**PROTIP:** Punch to increase the speed of the robots on the Overworld Map.

The game imitates Mario more than any other cart. You explore each world to find the exit, searching for midway continue markers, power-up clay balls, extra points, and secret areas. You'll find some nice diversions in the game, such as a Mode 7 "superball" bonus stage and overworld map puzzles, where you guide robots as they smash barricades to clear the way to the next level.

**PROTIP:** To beat the big Dog Boss of World One, stay a few steps away and watch for him to try to land on you. Run under him and hit him with acorns.

Fortunately, the controls aren't made out of clay. You move with reasonable agility, but there are also times when it's hard to turn around or jump precisely.
Claymates was designed with a young audience in mind, but the game doesn't skimp on the challenge. This one can reach the "controller-throwing" frustration level, especially during the harder mazes. However, you never get totally discouraged as continue are unlimited. The warp zones, which enable you to skip worlds, are also nice.

When you clear a World, you're shot out of a cannon to reach the next Continent.

PROTIP: One warp zone is hidden in each of the first four worlds. In World One, Level One,

jump on the first flower you find four times. This will warp you to World Two.

Graphics are Clay's strongest suit. The weak point is the background art, which is reused from level to level. The pop-off-the-screen animation earns the cart a high mark, anyway.

Bouncing a clay ball gets a whole new attitude in Mode 7.

PROTIP: You need to be a fish out of water to finish World Two, Level One.

PROTIP: Run back and forth to build up speed for Doh-Doh's flight.

Claymates has fun fingersnapping songs and sharp sound effects. (Listen for Muckster's squeal when he takes a hit.) Be warned, though: If you hate bouncy kiddie music and repetitive theme songs, Claymates may drive you bonkers.

Good Things Come to Those Who Clay
Claymates certainly won't open any eyes with its gameplay. However, the cool look of the game's characters and the length of the cart give you enough reason to fire up Claymates. This one was cut from the right mold.
Super NES

by Gideon

Following up on the tracks of last year's hit SNES cart, this sequel has even more missions and new challenges, along with heavy doses of arcade-shoot-em-up action that give it a wider range of appeal. Ten-hut!

Desert Demolition

You command an M1A2 Battletank, the most technologically advanced ground-based fighting vehicle ever created. Civilians needn't shy away from this cart, though, because it's not a stiff, heavy-handed war game. As in the original Super Battletank, the programmers are extremely faithful to every detail of the real tank, but the game interface is very user-friendly.

PROTIP: Use the flash of your opponent's fire and the radar map to target enemies through a smoke screen.

All the action is viewed from a first-person perspective in the tank cockpit. The clearly illustrated control panel shows all the important features of the tank, including weaponry, radar, speedometer, and fuel. You move within a 3D environment, which you view through the main and side windows. Your secondary view is via the Radar Map.

PROTIP: The M1A2 is not intended for close combat. You need some range between yourself and your enemy in order to hit your target. The optimal range is situating your enemy right below the horizon line.

PROTIP: Attack enemy bases last, after you've removed all other possible mobile enemies.

It gives you a birds-eye view of the entire mission terrain, tracking not only your movement, but that of all enemy elements.

Sixteen hard-core missions pit you against a wide array of enemies, such as Soviet T-72 tanks, SCUD missile launchers, armored jeeps, and armored assault choppers. To help you tackle such tough adversaries, your tank's arsenal has high-powered weaponry and defense systems that include smoke screens, Air Support, and Patriot Air Defense Missiles. Allied Supply Depots also appear on certain missions.

Super Battletank 2 is extremely challenging and may prove frustrating at times. As in true warfare, you don't have a difficulty select or customizable options. If you crash and burn, that's it. Fortunately, the programmers were kind enough to grant a password feature.

Super NES Game ProFile

Super Battletank 2
(Proviews)

This tank-battle simulation is even more realistic and challenging than the original. Fast-paced, arcade-style shoot-em-up action ensures this cart won't appeal just to war buffs.

Graphis: 8
Sound: 8
Control: 8
Fun Factor: 8
Challenge: ADV.

$59.95
16 missions
Available now
Tank simulation
1 player

PROTIP: Plot the most fuel-efficient route through the battlefield in order to engage all the enemies and objectives with as little unnecessary movement as possible.

On-Target

Although the graphic range is limited in the tank cockpit, it realistically recreates the atmosphere of tension and claustrophobia of actual tank battle. The sound effects are limited, but they're well executed. This cart does get a chance to strut its Super NES-powered audio-visual muscle, though, with an impressive full-motion startup sequence.

Tanks for the Fun

Super Battletank 2 is a welcome change of pace from the flight games hogging the market. Although it's fashioned with an easy shoot-em-up interface, this cart is really a very engaging and challenging puzzle. You've got to accomplish a task and stay alive against immense odds. This cart takes no prisoners in its campaign for 16-bit fun!
KICK SOME LIQUID METAL BUTT!

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GENESIS
GAME GEAR
SUPER NINTENDO

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**Super NES**

**By Game Over Man**

Zool is an extraterrestrial ninja with a big responsibility. He's Protector of Creative Thought and Defender of Positive Action...for the entire universe! If you have a positive attitude toward SNES fighting/platform games, Zool's very cool.

**Good-bye, Krool Worlds**

Zool, is battling the negative forces of the cosmos, which are led by the evil Krool. Zool must pull every martial arts trick in his arsenal to blow Krool's cool and blow through seven wild Worlds.

**Colorful Combat**

Zool's great-looking graphics make the game seem like an outrageous Disney hallucination. Krool's hordes feature handsome character sprites that launch a fun-loving visual assault on your eyes with sharp animation and slick details.

The sounds swing hot and lukewarm. There's a ton of crystal-clear effects, but most aren't too imaginative. The music tries hard with sometimes-catchy syncopated rhythms.

**Zool's Tools**

Zool possesses a nifty repertoire of moves. He fights by tossing energy blasts and stomping on his enemies. His speed enables him to take big-time flying leaps.

Moreover, Zool climbs hand-over-hand, scales walls, and slide-kicks, too. One slick power-up creates a Zool shadow double. The top-notch controls make executing any move a breeze...and you need all the help you can get!

**Study Zool-ology**

Zool is a tough game with great-looking graphics. If you think you're a pugnacious platform player, Zool will take you to school.

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**Super NES Game Profile**

**Zool: Ninja of the Nth Dimension**

(By Gametek)

This good-looking action platform game will keep you lost in space...but you'll enjoy every minute of it.

**Graphics/Sound Control Fast Factor Challenge**

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<tr>
<td>95%</td>
<td>80%</td>
<td>28 levels</td>
<td>300 points</td>
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You run through major pulse-pounding platform action. Zool is one of the fastest-moving SNES ninjas around, but he must sprint and jump through 28 stages to beat the clock, fight Krool's weird minions, and find stage exits.

Each World looks like a theme park gone mad. For example, among the beings that overrun the Sweet World are pesky Humble Bees, gruesome Dodgy Jellies, and sharpshootin' Life-Saver clones called Sweet Beasties. The Music World is populated by cunning Cymbals, devious Drums, and violent Violins.

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**Zool's Moves**

- Climbing
- Slide
- Ninja Twist
- Star Toss
Heads Up! The Crash Dummies are now on Genesis!!!

Also on Super NES®, Game Boy®, Game Gear® and NES®.
By Marvin Kubecezec

It's time to face the facts: First-generation video gamers now have children old enough to play games. Now parental gamers are eager to find not only games they can play with their children, but also carts that will help their kids grow and learn. Mario's Time Machine is a great place to start.

**PROTIP: Spiked mines make you lose all your Mushrooms when you Time Surf.**

**Bowser Stays after School!**

Bowser's back, but he's not kidnapping the Princess or holding the kingdom for ransom. This time he's stolen artifacts from famous historical figures in order to alter the course of history...in his favor! Mario has to use the Time Machine to restore the artifacts to their rightful owners.

**Make History No Mystery**

The game design is simple, but little kids will need someone with good reading skills and reading comprehension to make this trip. You sneak into Bowser's museum, snatch the artifacts, and then display a History Sheet, which is a fill-in-the-blanks reading lesson about the owner of the item. The Sheet reveals a year and a location, which you program into the Timulator, Mario's time machine. Next, you take Mario Time Surfing.

**Mario finds the missing artifacts in Bowser's museum.**

**PROTIP: If the Whirlpool hurls you back to the Donkey Kong prehistoric world, use those classic DK strategies! Climb ropes to avoid boulders. Don't jump up into boulders on the ramps above you. Hold down Y to move more quickly.**

When he reaches his destination, Mario talks with characters to find the answers for the History Sheet. You can help out 15 historical figures, including Abraham Lincoln, Marco Polo, Cleopatra, and many others.

The dialogues with historical figures are original and witty, and the scenarios make flesh-and-blood human beings out of people who are usually just static pictures in textbooks.

**Imaginative backgrounds help you feel like you're making history...again!**

Mario's Time Machine has its flaws. The historical backgrounds feature some imagination, but only Mario adds personality to the graphics. The confusing button sequences needed to set the Timulator are too clumsy for little kids, and Time Surfing gets repetitious fast.

**PROTIP: Conversations hold all the answers you need.**

**It's about Time**

Make no mistake about it - this game is meant for kids under 12. If you're the average GamePro reader, you won't find it very challenging. Still, Mario's Time Machine is an engaging way for little kids to learn history while having fun.

**PROTIP: Scan over the answer list when you first display the History Sheet. Maybe you know more then you think.**

**PROTIP: Time Surfing takes time, so to help you remember key facts, jot down notes when you arrive at a destination and begin your research.**
ALL YOU NEED TO BE A ROOTIN’ TOOTIN’ COWBOY.

All 7 shoot ‘em up arcade levels.
Dozens of realistic wild west scenes. Enough train robbers, cattle thieves and stagecoach bandits to fill every saloon in Dodge City. Non-stop, guns-a-blazing 2 pardner action. And bonus six shooter stages where you can quicken your draw and double your firepower. Bounty Hunters everywhere agree, Konami’s Sunset Riders for Super NES® is just about all you need to blow your fellow cowboys away.

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Explore the magical kingdom, Palm Tree beach, medieval towns, haunted graveyards, the troll palace and many more exciting and mysterious realms. Loads of great characters to interact with in this most excellent adventure of a lifetime!
"In a league of its own, a unique cartoon adventure"
EGM magazine
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Join Bignose the Caveman in Dinobasher!
A mad, prehistoric platform race to catch his fast-moving dinner!
Bash and club your way through hordes of dinosaurs across four huge islands, collecting bones and rocks to increase your strength and rock power!
Pterodactyls, huge scorpions, saber-toothed tigers and more - let's go clubbing!
"Great cartoon graphics, brilliant music and, most importantly, excellent fun"!
AVAILABLE FEB '94

To grab a piece of Codemasters action contact your favorite retailer!
Retailers contact CODEMASTERS, Ontario, Canada - Tel: (905) 771 9007
By Johnny Combat

After a massive Anti-Matter chain-reaction accident, the shattered Earth is in chaos. The only order is a cruel empire ruled by a former Federation general. This dictator’s only opponents are you and your Metal Marine warrior robots. You must take the Earth back. Your orders are to defeat the Federal forces and destroy enemy HQs around the world. Prepare to move out!

**Super NES Game Profile**

**Metal Marines**

_Metal Marines has the firepower, the mettle, and the metal to be a great robowarrior strategy game._

<table>
<thead>
<tr>
<th>Feature</th>
<th>Rating</th>
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<tbody>
<tr>
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<td>Challenge</td>
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$74.95
8 maps
Available February
Strategy

**Military Mindset**

Metal Marines is a tough strategy game that calls for hard-core tactical thinking. You assemble a force of awesome offensive and defensive high-tech, sci-fi weapons, then you go head-to-head with your nemesis. Once you move individual weapons systems into position, you begin turn-based combat on 3/4-overhead view battlefields. The computer fights the fights with a nearby enemy and displays the carnage with action-packed animation. Hopefully, you chose the superior firepower.

**PROTIP: Listen to any advice given to you, especially in the early campaigns. It will prove to be invaluable.**

**Marines in Control**

The controls in Metal Marines look tough, but after the first couple of campaigns, they’re easy. You choose your weapons from an easy-to-read menu, then you scroll around the battlefield and place them. Setting up battles is a simple point-and-click affair.

**PROTIP: During the early stages of your campaigns, check the enemy’s defenses by bombarding their coastline with missiles. You may even get lucky and blast a site or two.**

**PROTIP: Once you locate an enemy base, soften up its defenses with a heavy missile attack, then clean up the mess with your Metal Marines.**

You scroll around the terrain to select enemy targets for your missiles as well as landing zones for your Marines to do the voodoo that they do so well. Your opponent has the same weapons of destruction, so developing a defensive stance is equally important. You must also build and support your forces, so you construct weapon facilities and energy plants, too.

**PROTIP: Since gun turret pods in the ground can blast your Marine, try to take 'em out with missiles before you land. If you must land in an area that has several pods, choose a location that's out of range and take out the guns one at a time.**

Usually, strategy games lack hot graphics or sound, but not Metal Marines. From the launching rockets to the growing military installations, the graphics are sharp and the animation sizzles.

The sound and music, too, are above reproach. Explosions and high-tech gunfire rock your world. Likewise, the jazzy, symphonic music jams.

**PROTIP: Make sure your bases are deployed in areas that are heavily defended against both air and ground attacks. Remember, your overall defense is only as strong as its weakest link.**

**Gold Medal Metal**

Metal Marines scores a victory. It’s a must for all strategy buffs, and anyone else who wants to get their mind into hard-hitting warfare. Do you have the “metal” to be one of these marines?
Super NES

By Lawrence of Arcadia

Pool games rarely make it past the 8-bit market these days, but Data East is taking a chance on a 16-bit version of this NES classic. The gamble will pay off in the end, because Side Pocket is challenging, entertaining, and fun!

Right on Cue

This overhead cue pool game transforms a felt table into a nine-ball chess board. In the Straight game, you accumulate points by sinking a certain number of balls in a row or by dropping the balls in numerical sequence. In the traditional Nine Ball game, you sink balls by banking them off the number nine ball.

PROTIP: When you see a flashing “SUPER” ball, hit it and your cue ball becomes a high-powered projectile, careening all over the board and sinking balls left and right. In that situation, it’s best to drop the balls consecutively and forget about hitting them in numerical order.

PROTIP: Pay close attention to the angle markers. Sometimes your heart says you can make a shot, but the angle marker says no. Trust the angle marker.

You play for the championship by competing in five cities. There are a set number of points that you must make to pass through each locale. You have to use every millimeter of the table to hit shots. The computer allows you to hit the ball from any angle, and it even lets you add Draw (which drags the ball backwards after it’s hit) or Follow (which makes the cue ball trail the ball it hits). You can also make Masse shots, which make the cue ball jump over another ball.

Cool Pool

The lush, realistic graphics in Side Pocket have nice details, with highlights on the balls and gorgeous cut scenes. All that’s missing is a cloud of cigar smoke.

PROTIP: If you’ve got balls lined up at the top and bottom pockets, put a Draw on the cue ball.

PROTIP: If you use the Masse, only the Masse 3 jumps balls. The other two levels of Masse just put extraordinary spins on the ball.

The sound effects are awesome, and the music is cool, clear, and crisp. You can hear the satisfying smack when balls collide and even the excited murmur of the crowd as you make a spectacular shot.

Rack ‘Em Up

Side Pocket is a great game for pool enthusiasts and casual video game pool players alike. There are plenty of great options and genuine pool strategies to keep serious players interested, and yet it’s simple enough to play without the manual. Whether you’re slick with a stick or a fool at pool, you’ll enjoy Side Pocket.

Super NES Game Profile

Side Pocket
(By Data East)

Side Pocket is video pool—player’s heaven. If you like to bank the ball, sink the nine, call the shots, or play the trick, then you gotta get it.

Graphical: 8
Sound: 9
Control: 8
FunFactor: 8
Challenge: 7

$50
8 meg
Available now

Pool

GAMEPRO • February 1994

121
PRO Review

By Game Over Man

Now this is more like it! Nevermind that Stellar 7 is more or less a straight translation of a PC game. This first-person perspective tank combat game brings good fighting action to 3DO and gives the system's much-publicized graphic promise some teeth.

Tanks a Lot

Gir Draxon, Supreme Overlord of the Arturan Empire, is hot to add the Earth to his dominion. But you're ready to turn up the heat on his invasion fleet with your ultra-deadly super-tank, the Raven.

PRO TIP: Outrun Seeker homing bombs.

PRO TIP: You can see cloaked enemies on the radar screen.

PRO TIP: Yes, that's the voice of Michael Dorn, TV's Worf of Star Trek: The Next Generation.

3DO Game ProFile

Stellar 7:
Draxon's Revenge
(By Dynamix)

This fierce sci-fi tank game will make you go "Wow!" as you make your guns go "Pow!" The distinctive graphics go a long way toward establishing a 3DO "look."

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<td>ADJ.</td>
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$29.95
CD
Available now
Shoot-em-up
1 player
7 worlds
First-person perspective
Forward-scrolling

Your basic gun is mean, but you can power it up into a rapid-fire super cannon. With luck you can also find an invisibility generator, a shield that destroys tanks and mines.

The Raven's controls are excellent. The game keeps up an all-out pace. You rely on a sharp view-screen and a radar panel to track your foes. You can whip your tank at breakneck speed around the surface of the seven Arturan worlds.

The Raven, Nevermore

Graphics Rave On

Stellar 7's graphics are a knockout. The Arturan armor consists of vividly painted polygon-based vehicles, and the animation sizzles. Each world's backgrounds present gorgeous planetary scenery.

The game sounds are a little lean, but they come off well. In particular, the blast effects and the excellent voice narration stand out.

PRO TIP: If you're moving in reverse to escape an enemy, watch the radar screen. Run up against an obstacle, and the Arturans will be on you in no time.

Lucky 7

If you want to space out with your 3DO Multiplayer, take a shot behind the controls of the Raven. Stellar 7 is stellar.

Gir Draxon has Raven on the menu.
Is it a **Video?**

Is it a **Game?**

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The revolutionary *AdventureVision™* gaming experience is on sale now at stores everywhere. Start your quest today!

When DRAGON STRIKE™ the video ends, **DRAGON STRIKE** the game begins!
By Game Over Man

Mad Dog McCree is a rootin' shootin' game in the arcades. The 3DO version mimics the original's graphics and basic gameplay, but the arcades are still the best places to play this game.

"If you're going to a gunfight, you'd best bring along a gun."

— Wild Bill Hickok

The Wild, Wild West

In this funky first-person gun game, you're a gunslinger called the Stranger, and you're out to clean up a one-horse town that's being held hostage by Mad Dog McCree and his notorious gang. You aim by pressing the directional controls to move a little hand holding a gun.

You must make long-range shots, too!

PROTIP: Remember, since you have to pull the trigger to select the stage you plan to play, you lose one shot!

3DO Game File

Mad Dog McCree
(By American Laser Games)

This shooter looks good, but it's a slowpoke, cowpokes. Chalk it up to 3DO's graphics and frame rate.

3DO Graphics Sound Control FPS Factor Challenge

4.0 4.5 2.8 2.3 2.0 Advanced

$59.95 2 players
CD 5 stages
Available now First-person perspective
Shoot-em-up Forward-scrolling

The Wild West comes alive.

The Practice mode is the first indication that you're in for a long ride. You shoot bottles off a fence. The firing sequence goes like this: press the trigger button, hear a bang, count "one Mississippi," see the gun recoil, blink your eyes, then watch the bottle break. That would be nice if you were shooting from 200 yards away, but these targets are in your face!

PROTIP: During a one-on-one showdown, slide your holstered gun along the bottom of the screen until it's directly underneath the bad guy. That way you can load quickly and press up to draw a bead on him.

PROTIP: Don't fight fair! Never let the bad guys draw first.

PROTIP: Always aim for the torso.

PROTIP: It's critical to reload as quickly as you can. Do it at any opportunity!

PROTIP: If a bad guy pops up when the screen freezes as the game reads the CD, move your gunsight on him. Immediately press the trigger before the action resumes, or he's likely to nail you.

The characters speak directly to you, and the predictable dialogue is a kick for cowboy wannabes. Likewise, the CD sound effects are crystal clear.

It's Called Acting!

At least the graphics are impressive, if a bit grainy. The story is a classic horse opera, played out by real actors in costume, who pull off just about every cowboy stereotype there is. The old prospector, the undertaker, and the dastardly villains are familiar and fun. You get gunfights galore in a saloon, in a stable, at a bank, and in just about every other typical cowboy scenario.

No Thank You, Masked Man

Mad Dog McCree 3DO will make Mad Dog arcade fans mad. American Laser Games reports its a 3DO game in the works for '94. You might not want to face Mad Dog until you get your shots.
By Bro' Buzz

Escape from Monster Manor, the first 3DO game from Electronic Arts, will be a first-person-perspective gun game with a supernatural twist. Armed with only a handheld ghost zapper, your mission will be to recover the scattered fragments of a shattered talisman from a creepy haunted house.

**All Manner of Monsters**

Monster Manor will summon forth memories of the classic PC game, Castle Wolfenstein. You will move in first-person perspective through a murderous maze, zapping any ghosts, grim reapers, or other spectres who come after you. As the search unfolds, players must explore shadowy corridors, clammy catacombs, eerie attic, a mysterious hedge labyrinth, a twisting series of treacherous mud caves, and a graveyard.

![Image of a ghost in a bedroom]

Notice the great transparency effects on these 3DO ghosts.

**There's a grisly surprise in the garden.**

The CD sound, if it remains true to the prelim version, will send shivers up your spine with horrific screams and moans. You'll likely find it hard to believe that audio can do so much to chill the atmosphere of a video game.

**There's No Escape**

Escape from Monster Manor is a 3DO ghostbuster waiting to happen. If your tastes tend toward the macabre, stand by for a ProReview next issue.

*Escape from Monster Manor*
*By Electronic Arts*
*Available Now*

![Image of a ghost in a hallway]

Notice the bones beginning to show through your hands.

Gather these jewels, if you can.

The Reaper reaps for you.

Spiders, always spiders.

If you see him, you're dead!

Automapping keeps you on track.

Don't shake hands with this guy.

These creepy things are all over the place.

The 3DO-generated graphics will try to blitz you. On-screen you'll see your hand holding the ghost zapper as you move left or right to advance through the mazes. You'll face truly creepy-looking beings, primarily sinister spectres. The early version showcased five different ethereal fiends. Each time a phantom puts a hurt on you, the skin on your hand becomes a little more transparent until you're just a bag of bones!
Wolverine™
Adamanium Claws Tear Thru Trouble!

Gambit™
The Ragin' Cajun!

Cyclops™
Optic Blast Your Opponents!

Spider-Man® & the X-Men™
Team Up in Arcade™'s Revenge

Spider-Man®
Keep Your Spider-Senses On Alert!

Juggernaut™
Unstopable Rampage!

Marvel Comics
Spider-Man X-Men™

Take Revenge With You!

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By Erik Suzuki

I don't understand. Usually "super" is supposed to be better than "special," but Fatal Fury Special is definitely a super game.

Fatal Fury Special is the latest in SNK's long line of one-on-one fighting games, which includes the games Art of Fighting and World Heroes. Fatal Fury II was SNK's first actual hit; it had great characters and smooth game play. It allowed you to control one of eight different characters in your goal to be the best fighter in the world.

Super Special

Just how super is Special? Well, for starters there are four new characters, of which three are playable. That brings the total number of playable characters in the game to 13!

Instead of taking away special moves from old characters and slowing down the game like Capcom did with Super Street Fighter II, SNK got smart and added some new moves for the original eight characters and even gave some of them new colors for their costumes. Then SNK used their little noodles again and speeded up FF Special about 15 percent! SNK actually realized a slow game is just...well...slow. Finally, the four boss characters from Fatal Fury II are now playable, and they even have new frames of animation.

The new objects in the background are a serious crack-up to watch, and you'll want to play through the game just to see what's been added. For example, when you beat an opponent in Big Bear's stage, sometimes Kim Kaphan flies across the screen like Superman. Also, when you're in Andy's stage, see if you can spot other Fatal Fury characters cheering in the background.

Looks and Sounds Good

Graphically, Fatal Fury Special remains awesome with fine detail for each character and background. Each new character has an entirely new background and musical score. The new backgrounds seem to have been created by a new artist, as they're noticeably better-looking than those in Fatal Fury II. SNK maintained continuity, however, by drawing the new characters in the same style of animation as the cast of the original Fatal Fury II.

The biggest new feature in Fatal Fury Special is the combos. Every character has at least two different combos and some have more than five. With combos, master players can use their skill to waste their opponents. But the Special difference is that two combos won't destroy you, as they do in Super Street Fighter II. In fact, it can take up to four combos to beat an opponent. That's almost perfect damage control. Amazingly, all 15 playable characters are evenly balanced, including the bosses and the new characters.

The new musical scores sound great, and there are even voices for the new characters. There's still true stereo on almost all of the stages, and digitized music on some of them. If you're good enough to beat the game without losing a round, your character utters a few sentences during the ending graphics sequences. It sounds...
wonderful, but it would be more enjoyable if they spoke English, rather than Japanese.

Secret Stuff
Obviously, combos have helped FF Special's game play by about 1000 percent, but to rev it even more, there's a cool hidden character. As mentioned earlier, there are four new characters. The fourth character appears only after you've beat the other fifteen opponents without losing a single round. Ryo from Art of Fighting then appears in the dream match to challenge your number-one ranking. (Art of Fighting was popular because of the many special moves each character had.) If you can get to Ryo's stage, take a few minutes to notice all the neat little extras in the background. Trust me, you'll be surprised.

Fatal Fury Special also contains death moves, but SNK has made them extremely hard to do. Plan on spending a few rolls of quarters if you want to master these devastating moves.

Special Sauce
With all the improvements in Fatal Fury Special, it's really hard not to love this game. However, in 13 of the stages, you have the option of jumping in and out of the foreground and background, as in its predecessor. This can cause a fight to become very frustrating, especially if your opponent is trying to avoid you or annoy you.

Super Recipe
Special's great game play and likeable characters make it one of the best fighting games around. Anyone and everyone who enjoys one-on-one fighting games should check this one out for its humor first, but then stick around for the great fighting action.

PROTIP: Try this killer combo. Jump in with the Hard Kick, then do a Standing Light Punch. Now follow with a light Dragon Flame for up to four hits.
Walsh’s College Football CD Comes Up Big

Bill Walsh College Football

By Athletic Supporter

Bill Walsh’s College Football for the Sega CD isn’t much different from the Bill Walsh carts for the Genesis or the Super NES. That’s not a criticism, because Bill Walsh College Football is one of the finest football games on the market. The CD version follows that old saying, “If it ain’t broke, don’t fix it.” Thank goodness the people at EA Sports didn’t tamper with an already top-notch product.

Wild About Walsh

With only a few exceptions, playing EA Sports’ Bill Walsh College Football is just like playing any of the John Madden Football installments. And if you liked John Madden ’93, the best-selling 16-bit sports cart ever, you’re almost sure to love its CD counterpart, which has more horsepower than Walsh’s cartridge games.

Football features 24 all-time great college teams and 24 of the top programs from the 1992 season, including Alabama, last year’s undefeated national champs. However, since Bill Walsh is not licensed by the NCAA, the teams are all fictitious. You’ll notice names like Los Angeles for UCLA and College Station for Penn State. Don’t get too upset, because you’ll still be able to pick out your favorite players by their jersey numbers, and the teams’ strategies closely represent their real-life counterparts.

As on the Genesis, there are lots of pre-game options. Walsh himself offers expert advice before each contest, and you can compare performances via the Team Matchups. Better still is the multi-player option. EA’s new four-player adapter, the 4 Way Play, enables up to four gamers to butt heads simultaneously in any combination, including four against the computer.

Psyched for the Big Game

The game play has generally been improved over the Madden games. The hash marks are wider in Bill Walsh College, and some of the offensive formations are a little different, to reflect subtle variations from the pro game. The computer opponents are still creampuffs, but the computer now calls its offensive plays quicker, which can leave you scrambling on defense.

The Team Matchups screen gives position-by-position comparisons.

Learn from the master with video footage.
ers may advance a fumble in college football. These changes aren’t in Bill Walsh. Also, though Bill Walsh supplies you with plenty of team and game statistics, you might miss the individual player breakdowns that John Madden supplied.

Heisman-Winning Sounds and Graphics
The major difference between the Genesis and CD versions is the improved sound on the CD. Thankfully, EA has kept the sound effects and the crowd noise to a minimum. You still get all the grunts and hard hits, but there’s no repetitive, mind-numbing soundtrack, as you get on many of today’s carts.

PROTIP: Don’t always run your offensive plays to the wide side of the field. The computer tends to compensate for this strategy.

Bill Walsh College Football does have its minor problems, but don’t let that stop you from playing it. EA Sports has done it again with Bill Walsh College, a Heisman Trophy front-runner.

Montana Limps onto the Sega CD

Joe Montana’s NFL Football
By Athletic Supporter
For Sega CD owners who have been eagerly anticipating the sequel to Joe Montana- II SportsTalk Football, your wait is over. Was the wait worth it? Not by a long shot. Joe Montana’s NFL Football for the Sega CD is a real bench warmer. This disc doesn’t even stack up to its original namesake (which came out more than five years ago).

Movin’ to Montana
The best part about Joe Montana Football is that this cart is licensed by the NFL. This means you get each of the league’s 28 teams with their real logos. Unfortunately, you don’t get real players, just generic positions.

You have several playing options. You can play an exhibition game between any two teams in the league or start a 16-game season. NFL Football keeps up with league standings while you’re playing, so if you make it through the regular season with a good enough record, you can qualify for the playoffs. If you win the Super Bowl, you’ll get a shot at ten of the greatest teams in NFL history, which include the 1985 Chicago Bears and the 1972 Miami Dolphins.

PROTIP: Study the Team Select screen to learn your opponent’s strengths and weaknesses. It’ll enable you to call the right plays at the right time.

An Average Joe
Now for the bad news: To begin with, the graphics are dull and lifeless, giving you blurry, pixelated figures and awkward movements. What’s more, the poor graphics hinder game play — often the players and the ball get lost on the field. This is especially true during a turnover. In fact, the ball is so difficult to see that you don’t always know there’s an interception or a fumble until the play is over and you’re ready to pick your next formation!

PROTIP: Use the Helmet Cam to get instant replays of exciting moments.

PROTIP: The computer blitzes on almost every third-down play. You can beat the blitz with a swing pass to a running back or a quick slant over the middle.

When in doubt, consult with the expert. You can use the Ask Joe feature three times during each half.

PROTIP: If you’re a defensive back, press Button “C” just as the play is beginning to knock the receiver down and out of the play.

The sound isn’t much better. The crowd sounds like monotonous white noise. The quarterback doesn’t have a cadence before the snap of the ball. He’s totally silent. Even worse, the so-called announcer is late and often wrong with his calls. In Joe Montana-II you got to hear the announcer’s play-by-play call during the action. That’s not true of Joe Montana’s NFL Football. The announcer’s calls come after the play is over, while you’re selecting your next play. Any run of more than ten
yards is called “a big gain,” and you never find out exactly how many yards you gained. Any pass of more than ten yards is referred to as a “bomb!”

Just Shoot the Ball, Jammit!

Jammit Basketball

By Weekend Warrior

Although one-on-one basketball has been featured before in games like Hoops and Jordan vs. Bird, it’s never had the zest and appeal of Jammit Basketball. Virgin’s first b-ball hoop-ful. This cart shoots up extremely sharp, realistic graphics, a wide assortment of half-court one-on-one contests, and a very contemporary, urban interface. Unlike the proliferation of structured, NBA-based carts, Jammit is b-ball in its truest form – in your face and with no holds barred!

In Yo’ Face!
Jammit takes to the streets in an all-out battle for court supremacy. You’ll play against some mean-looking characters named Chill, Roxy, and Slade. When you play solo against the computer, you start with $400 in your pocket and lay bets against your opponents. The more you wager, the harder your opponents play. Win enough money and The Judge will grant you an appearance on his court, The Palace, for a final showdown.

PROTIP: Move your QB out of the pocket on pass plays for more time. This will help your receiver get open.

Out of Control
The controls are only slightly better than the graphics and the sound. Each player has approximately the same speed, which takes away from any realism. The players are slow to respond at times, and once they get going it’s almost impossible to get them to change directions quickly. There are no cutbacks in this cart.

PROTIP: Move your defensive lineman into gaps between your opponent’s offensive linemen. It’s much easier to get to the QB or running back this way.

Joe Montana NFL Football

A big disappointment. Inferior graphics, sound, and controls make this disc a basement dweller – not at all worthy of the superlative Genesis game that premiered in ’93.

PROTIP: Always keep yourself between the basket and your opponent. If your opponent gets past you, don’t go for the steal, just catch up with him as quickly as possible.

PROTIP: When you’re on defense inside the paint, stick close to the basket and time your block with your opponent’s shot.

PROTIP: Avoid knocking down an opponent from behind, or they’ll instantly receive two free foul shots. You can slam opponents as much as you want from the front.

PROTIP: It’s easy to Clear the Ball off the sides of the basket, but sometimes your best move is to go all the way outside the paint and come back in. This separates you from the defender and opens up more lanes so you can charge the basket.

No matter which game you select, the controls are easy to pick up and execute. On-screen action responds very well to your button-pressing, which is crucial in this fast-paced game. Jammit also supports the new six-button controller for even faster action. Be forewarned, however – the computer opponents move just as efficiently as you do, especially in the higher levels.

Walkin’ the Walk, Talkin’ the Talk
Jammit is def with its contemporary presentation of the games. Well-rendered, realistic graphics capture the urban atmosphere perfectly. The large, digitized players dress in the casual clothes you see the outdoor courts, and they move with silky-smooth grace. The backgrounds are lush, with graffiti on the walls, trash on the court, and even dirt smudges on the backboard.

PROTIP: When you carry the ball, crouch low to protect it. Use your Elbow Jab to keep the defender away.

PROTIP: Go ahead, be rude. Dis the foul shooter by pressing B to yell out distracting comments.

A boom box located near the baseline can be reset to play three thumping hip-hop tunes. Crisp digitized voices of the players yell out some of the meanest “trash talk” you’ll hear. Although it’s not profane, some talk is offensive enough to earn it an MA-13 rating.

Gimme the Ball!

Fast action, easy game play, and hip graphics and sound bites make Jammit perfect for action-minded gamers who want the speed and accessibility of an arcade game. Traditional basketball purists may grow bored with the simple gameplay and repetition, but this game is meant to be rowdy, not strategic. See you on the court!

Joe Montana’s NFL Football

By Sega

Graphics Sound Control Facelift Challenge
2 2 2 2 2
Price $25.99
CD Available now
Football 2 players

Jammit Basketball

By Virgin

Graphics Sound Control Facelift Challenge
2 2 2 2 2
Price not available
16 meg Available February
Basketball
2 players
8 games
2 players
Side view

132 G A M E P R O  •  F e b r u a r y 1 9 9 4
Domark Sprints to Formula One Championship

By Doctor Devon

A hot new racer is rolling onto the Game Gear track. Domark’s Formula One sports enough cool graphics, sound effects, and action to be in the running for the Grand Prix Championship!

Gentlemen, Start Your Game Gears!

Formula One presents two rip-roaring ways to play – Arcade mode, which is a sprint around real international F-1 tracks like San Marino’s Imola and Britain’s Silverstone, and Grand Prix, which is a full season of racing action on eight circuits. Other options include the ability to customize your car’s Wings, Tires, Gears, and Engine.

The graphics are not only colorful and attractive in Formula One, they also help you win if you can pick up the details. For instance, the car’s tires will start smoking if you rip too fast around a corner. An on-screen map shows you what’s ahead, but unfortunately the digital prompts are too hard to read at a glance.

Use the Set Up screen to change the features on your Formula One racer.

PROTIP: Italy’s Monza is probably the easiest and fastest track, while Japan’s figure-eight Suzuka is probably the toughest.

PROTIP: The brakes are touchy, so slow your car by running onto the shoulder.

The sounds make the game roar to the pole position. While the music is inconsequential, the racing sound effects will make your heart pound. Your car

whines into high gear, your tires screech around tight curves, and other cars zip past with a whoosh.

Control is another plus. Your car responds quickly and smoothly to your button presses, so you can weave efficiently through traffic at more than 200 miles per hour.

Chequered Flag
Domark’s Formula One was just slightly above average on the Genesis, but it races into first place on the Game Gear. This is a car worth taking for a spin.

Puttin’ Around with the PGA

By Doctor Devon

Good golfing on the Game Gear – that’s the goal of PGA Tour Golf, and for the most part, the game delivers. It’s not thrilling or enthralling, but it does keep you interested enough so that you’ll want to play all the courses.

Walk Softly, Carry a Mean Club
PGA Tour Golf presents three real courses, plus a challenging fictional course, Sterling Shores. In addition to tournament action against the leading pros, you can try out any course in the Practice mode, slug a bucket of balls in the Driving mode, and drop a few in Putting mode.

If you’re a novice, the game helps you by suggesting clubs, offering maps, and providing advice. If you’re a pro, you might be frustrated by the simple controls, which don’t require much skill. You often get the benefit of nice rolls, and it’s fairly easy to score a par.

PROTIP: Play the other three courses before you try out Sterling Shores. Use the map to help you on this long, tough course.

Golf Graphics
Though the game boasts four courses, they all seem to look the same. Your behind-the-golfer view shows you a long stretch of green ahead. Once you swing, the ball sails flatly into the distance, then another screen shows where it lands. Though colorful, the graphics don’t always help, since you can’t see the whole course in front of you, and you’ll sometimes be surprised by the sudden appearance of trees around your ball when it stops. You’ll also see your ball overshoot the hole, even though the stats will tell you you’re still short.

PROTIP: Use the yardage info to calculate how hard you need to hit a shot. You won’t always hit with 100 percent power.

The graphics need to be much stronger in this game, because the sounds are almost nonexistent. A bit of music plays as the maps roll out at the beginning, but you play this game in virtual silence. More and better sound effects would’ve helped involve you in the action.

PROTIP: Yardage estimates include rolls, so be sure to hit your shots hard enough to clear hazards on the fly.

While it’s hardly a double bogey, PGA Tour Golf isn’t quite the eagle it wants to be. It’s about par for the course.
Lynx has a 3.5" screen.

BUT

Game Gear has a 3.2" screen.

Lynx has over 4000 colors.

BUT

Game Boy has two.

Lynx has a 16 bit graphics engine.

BUT

Game Gear has an 8.

Lynx has molded rubber hand grips.

BUT

Game Boy has plastic.

Lynx allows up to eight players.

BUT

Game Boy allows up to four.

Lynx has right or left hand play.

BUT

Game Boy and Game Gear do not.

THEIR BUTS.
**Awesome Super Nintendo Secrets 3**

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Editors of GamePro Magazine

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Like our other SNES titles, this one contains nearly two dozen walk-throughs and some special sections on the newest, most popular games for the Super NES.
- Includes Super Battletoads, Bubsy, Super Strike Eagle, Final Fantasy II, NCAA Basketball and many more. Special sections on Street Fighter II and Super Star Wars!
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Editors of GamePro Magazine

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Neil West

This fantastically popular full-color strategy guide to Sega Genesis games has been updated to include the hottest new games of the season. Over 100 games covered in eye-popping spreads that walk readers through the hardest levels.

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Rusel DeMaria

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Sega Genesis Games Secrets Greatest Tips, 2nd Edition

Editors of GamePro Magazine

Yet another hit volume from the editors at GamePro magazine. GamePro makes it their business to bring gamers the hottest, most outrageous game secrets ever!

- Includes Ecco the Dolphin, Sonic the Hedgehog 2, Teenage Mutant Ninja Turtles: The Hyperstone Heist, Flashback, and many more!
More role-playing games are coming to the game screen than ever! D&D is finally gaining some respect in the arcades with this long-awaited debut from Capcom, and now an all-new Shadowrun is coming for the Genesis. Now if only we'd get Vampire...

By Indif the Incredible

The great-grandfather of all RPGs—and the progenitor of an entire industry—has finally been translated into an awesome action-packed arcade game from Capcom. The RPG and coin-op industries have collided, and hopefully they won't ever look back.

By the Book

Skeptics may ask, "But how could an RPG become a coin-operated action/adventure game and still be faithful to the source material?" No worries. This game combines the finest elements of a side-scrolling Golden Axe or Final Fight with all the rules of D&D.

You choose from four D&D character classes.

You select from four characters: a dwarf, an elf, a cleric, and a fighter. All their talents, skills, and attacks are based on real D&D rules, including weapon selection and a detailed spell system. The game is, of course, four-player simul and features four buttons for a variety of attacks, special weapons, blocking, crouching, dashing, and much more.

Down in Darokin

D&D merges an actual story with hacking, slashing, and exploring action. Obviously the game is extremely combat intensive, but there's more here than meets the sword. You must save the town of Darokin from a collection of enemies, but you have multiple paths to choose from as you explore the game. There are traps, secret rooms, and mazes. Non-playable characters are reasonably interactive.

The game is amazingly faithful to its origins. For example, the monsters incorporate all the special attacks and vulnerabilities of the D&D pen-and-paper games. Beware, Trolls can regenerate!

D&D is nearly complete and will be out by the end of March. We'll be back soon with a full review and a few strategies, to boot.

Dungeons & Dragons: Tower of Doom

By Capcom

Available March

The Lightning Bolt Spell rocks the Displacer Beast.

Pushing aside such objects as boulders can lead to secret passageways.

Yup, D&D has dizzies...and if you're good enough, combos!

The cleric can turn the undead!

Just like in the original D&D, clerics can't use edged weapons!

D&D is four-player all the way, and you'll need the extra firepower to chop off all of the Beholder's eye stalks.
Paladin's Quest

By The Wizard of Awe

Paladin's Quest falls in the middle of the RPG food chain. While the game's overall story is acceptable for this genre, its curious Magic/Hit Points method is frustrating and too easy to exhaust, causing you to frequently start over from your last saved game.

Lennus Under Siege

Like the fine RPG Secret of Mana, Paladin's Quest starts with a young and curious character (Chenzi) causing some big troubles by sticking his nose where it doesn't belong. After class one day in the local magic school, Chenzi's peers dare him to climb to the top of the town's mysterious tower, where Chenzi accidentally awakens the evil monster/machine Dal Cren. Now the bad guy's on the loose, and it's up to Chenzi to stop him and restore order.

Trouble In Paradise

Unlike Secret of Mana, however, Paladin feels rather stale. Its dialogue, story, transitions, settings, and even its game play seem to have been done before. From the very start, foes are enormously powerful. Battles occur at random and switch you from a good 3/4-overhead view to a monotonous first-person view. Even worse, each spell you cast eats away at your Hit Points. Most RPGs assign you Hit Points and Magic Points that gauge your life and magic power separately.

PROTIP: Keep fighting on the outskirts of the second town until you have enough money to buy big weapons.

PROTIP: After the bridge breaks, walk over to a second town and stand next to it. Press A and it will be repaired so you can cross it.

PROTIP: Talk to everyone in the second town to find out that the woman is gone. If you go straight south to where the small house is located, the old man won't appear.

Friendly Advice

Fortunately, the little Chenzi is not alone in his quest. Other characters lend a sword-wielding hand or wand now and then, which makes for fairer combat.

PROTIP: If you see a woman being taken toward the unnamed island, save it.

PROTIP: Look at shelves in buildings to find weapons and items.

PROTIP: To beat the Dragon Boss at the top of the mountain, you must use your Fire Spell—it's futile to waste physical attacks trying to wipe him out. As you attack with Fire, let the other two members of your party heal you and themselves.

PROTIP: Save often, especially when your hero picks up an important person or item, or when he advances a level.

Paladin's graphics are colorful but uninspired. Its sound, as in many RPGs, is mostly dire and repetitive. Fortunately, a straightforward menu system makes controlling Chenzi, brandishing spells and weapons, and checking his status and inventory easy.

Not the Paladin's Best

Despite many hits against Paladin, fans who enjoy lots of slow-going combat and character-building in their RPG's will appreciate the game for its enormous challenge and lengthy crusade. The rest of us, though, will do better keeping with the Zeldas, Manas, and Final Fantasies already out there, and those on the horizon.
Romance of the Three Kingdoms III: Dragon of Destiny

By Bro' Buzz

Romance of the Three Kingdoms III is a fine conqueror-take-all game. You'll plan long-range strategy to unite all of Ancient China by waging war on your unneighborly neighbors. Although it's even more sparse in the graphics and sound departments than most Koei carts, the simulation is excellent. As usual, you should march into any Koei cart with a head for numbers and Asian names, an eye for icons, and hands that have plenty of time on 'em.

Romantic China
You play six scenarios with starting dates ranging from 189 A.D. to 235 A.D. The game's massive menu system is simple to use, but deciphering the abbreviated command labels and the plethora of icons requires a close read of the manual. Eight major commands access a mess of menus that delegate tasks to a stable of Generals. If you like, you can build your own characters, determining their character data, gender, and even their faces.

PROTIP: Invest Gold in Development - of your Economy and your Cultivation - during every turn, if possible.

PROTIP: Search for Hua Tuo the Healer to treat your wounded officers.

PROTIP: Spying is essential to your stratagems. Be sure to give your spy plenty of spying time to do his job.

Among the multitudinous tasks required to lead your state, you must develop your economy, feed your people, and buy and sell goods. To prepare for war, you draft soldiers, train troops, recruit officers, and spy on your neighbors.

Wars between the States
Romance warfare consists of serious number-crunching. Preparation is 90 percent of winning any battle, since victory via the easily executed turn-based combat system is primarily dependent upon your army facing an inferior numerical force.

PROTIP: Ambushes are very effective against superior forces.

PROTIP: Spreading False Rumors can affect an enemy unit that's ready to fold.

Eye Sore, Ear Poor
The graphics, never a standout for Koei, are even more plain than usual. Static portraits of the characters are great, but the Main Map of China seriously strains your eyes with tiny icons. The battle graphics between fighting units are miniscule, and you don't even get Koei's cartoony horses and soldiers. The sparse sounds are dominated by a rich, Asian-sounding, orchestral soundtrack, which unfortunately drives you crazy with its repetition.

Time for Romance?
The joy in RTK III is about watching numbers grow (for example, at harvest time) and shrink (when you knock off enemy soldiers). If you have a mind for it, it's great fun. However, first-time Koei gamers should probably go for easier-to-digest NES fare such as Gemfire or even Genghis Khan II. If you're already Koei crazy, you can't help yourself - you'll love Romance.

Incurable Romance-tics should love this Main Display.

There are 22 battlefields found on four types of terrain, including the famous Great Wall. You can also engage in naval warfare, and take on an enemy commander in a CPU-refereed one-on-one fight.

The frightening reality of war in RTK III.
Shadowrun

By Scary Larry

It's 2053. Do you know where your Shadowrunners are? In this fantastic translation of the all-time number-one cyberpunk pen-and-paper RPG, you'll better hope that your 'Runners are close...and in a good mood!

A Gritty Adventure

This tale of corporate evil and computer-jacking has fascinated RPG fanatics for some time now, although it has just recently been brought to the home video game market. Data East hit the SNES first, and now Sega has brought it to Genesis owners, but with a whole new look and story line. This is no small graphic adventure. Sega has turned FASA's Shadowrun into the monstrous, gritty, and realistic RPG that it was meant to be.

To help you make it out alive, you'll need the help of Shadowrunners, the unique and lethal assassins who will "run" with you...for a price. Talk is cheap, but bullets cost.

Great intro animation starts you off.

Run for the Shadows

This new game keeps the classic RPG elements alive by incorporating a personal electronic secretary who keeps notes of all conversations you've had in the game. When you come across someone or something mentioned in a conversation, the notes are automatically deleted from memory. No more writing down vital pieces of information.

Watch Role-Players' Realm for an extensive review of Shadowrun for the Genesis.

Great intro animation starts you off.

It seems someone has ventilated a 'Runner.

You can now choose to be either a samurai, a decker, or a shaman as you prowl the streets and alleys of a devastated, futuristic Seattle. You'll see action in the urban jungles, in the sinister corporate offices, and in Cyberspace - a virtual reality world where deckers and data-jackers rule the electronic highways.

Check the bars for the best Shadowrunners.

There are some interesting Shadowrunners, like this female Ork...

Choose your profession wisely, for it may be your last.

You'll come across Council Island, and you'll need to make a stop in the Passport office.

Your Shaman has a wide range of spells to cast. Choose one and stand back!

Take a Cyber Taxi around the ruins and find your destiny.

In Cyberspace, you'll battle for information - and your life.

...and the tough and toothyبلد Two Fists.

Shadowrun

By Sega

Available Second Quarter '94
Arcus Odyssey

By Scary Larry

Arcus Odyssey has crept over to the SNES from the Genesis, with very little upgrading. You have to be a fan of the Genesis version to appreciate the shoot-and-scoot play of the latest Arcus Odyssey.

I'll Be Fleeing You

In Arcus Odyssey, you play as one of four warriors with a unique special ability or weapon. Your standard Archer, Sword-swinger, Magic-user, and Whip-slinger are all in the house, this time to bring peace back to the land of Arcus.

PROTIP: The Whip-Slinger is the best fighter. She has a longer life bar and great range with her whips.

PROTIP: Check the statue just before the entrance to the first area, and you'll receive a helpful hint and some power-ups.

It seems that there once was an evil sorceress who planned to wipe out the world, starting with the town of Arcus. Then a good sorcerer harnessed all the powers of light to fight and defeat her.

PROTIP: Wait for this frog to jump before you run past him, then attack him from the back.

You travel through a vast 3/4-overhead world of caverns and mazes. Along the way you'll pick up items to help your quest, like health power-ups and magic spells.

Seen It, Done It

The graphics in Arcus Odyssey are small and crowded. There's not a great amount of detail or special effects in the game, and the enemies are uninspired. Each area looks suspiciously alike, and the only real action comes from the beginning animation. You expect more in the SNES. The sounds are pretty decent, although there's not a lot of 'em. The music serves its purpose, and stays faithful to the overall theme of the game.

Odd(ysey) Man Out

If you played Arcus Odyssey on the Genesis, then you've seen it before. If you're looking for an interesting game with little to offer but average graphics and better-than-average music, this is for you. True RPG fans, though, may want to skirt around the town of Arcus and hold out for meatier titles.

Ultima: Runes of Virtue II

By The Wizard of Awe

Ultima: Runes of Virtue II is a great combo of role-playing and strategy. Like any RPG, you've gotta up your strength in this puzzle-solving quest if you want to find the eight mayors who have been kidnapped by the evil Black Knight. The strategy elements somewhat diminish the story line, but the cart's great fun if you like multi-level puzzles rather than traditional role-playing.

Run for the Runes

At the start, the esteemed Lord British informs you that one of the neighboring town's mayors has been kidnapped. Rescue him and you're bestowed with the first Rune. Then you seek out the next abductee. The puzzles require lots of experimenting: hitting switches, moving barrels, and wiping out certain monsters. Often you'll find yourself totally stumped, but there's light at the end of the tunnel as the cart has battery backup.

PROTIP: Find an area where you can collect Gold, then enter the subarea, and place the cursor on the unhilled stone, then press B to reset the level. Repeat until you're loaded.

PROTIP: Begin the game with Shumino. He has a handy projectile weapon and a good mix of strengths.

PROTIP: To exit Lord British's Castle at the beginning of the game, take the stairs in the southeast or southwest corner.

RoV II doesn't play particularly fast, and the controls are only a bit above average. However, the puzzles are solid, and this cart plays better than its predecessor. You still get two-player link capability.

Ultima Fun

The graphics are shirmpy and the music and sound effects are repetitive. However, with ever-increasing puzzles, you'll be running all over Britannia's huge maps for hours. RPG strategists should read these Runes.
CLIFFHANGER
(sure, it's just a game.)

"Cliffhanger could send gamers over the edge." - Gamepro, October 1998
"Non-stop, pulse-pounding adventure that won't give you a break." - Electronic Gaming Monthly, October 1998

Climb, fight, and shoot your way through 10 kickin' levels, with unbelievable digital 16mm clips. The 5-D action sequences and incredible CD sound on the Sega CD version will blow you out of your chair.

Talk about rugged terrain - the mountain is a beast. You'll have to fight your way through wicked rockslides, decaying bridges, and deadly avalanches. Learn the lay of the land, or you'll be lying under it.

Battle the heavily armored attack helicopter, rescue the hostages, and finish off the sadistic terrorist leader, before he turns you into a blood-splattered wisecracker.

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

Available for all Nintendo® and Sega® systems.
By Lawrence of Arcadia

America's favorite dysfunctional family takes a leap back in time for a satiric retelling of a classic fairy tale. Fans of the show, though, will be disappointed.

**Fee Fi Homer Hum**

Bart and the Beanstalk is a six-level, side-scrolling action/adventure with a Simpsons touch. The very poor Simpson family sends their son Bart into town to exchange the family cow for some food. Along comes Monty the Miser who wants to give Bart some magic beans for the cow. When Bart refuses, Monty throws in a slingshot, and before you can say "Don't have a cow, man," Bart returns home with the beans. The rest is a tale about a boy, a beanstalk, and a big brute of a giant.

As Bart, armed with only your trusty Slingshot, you travel up the Beanstalk, across the Clouds, and into the Castle of Homer the Huge. Along the way, you pick up trusty giant-slaying items like Paper Airplanes, Firecrackers, and Golden Eggs. You can also regain strength by picking up Magic Coins, and you must have a certain number of coins to exit the level.

**Why the artillery, man?**

Because the Beanstalk and the surrounding areas will throw, bees, stalk wewilis, flying bugs, and more at you. Plus, you have to reckon with a boss at the end of each level, and that could be anyone from the Cloud Boss to Homer the Huge.

The graphics in Bart and the Beanstalk are grainy and not very detailed. Bart is a tiny sprite who takes up less than a quarter of the screen, and the backgrounds lack any real detail. The Beanstalk just kind of hangs there.

The music and sounds in the game don't fare any better. There are no discernible Simpson tunes, and the sound effects are minimal. Since Bart is full of his own brand-name witticisms, you'd expect to hear one of them from time to time.

**All Stalk, No Action**

It's hard to figure out where the fun went in this humdrum title, since there's almost impossible to lose out with a naturally funny family like the Simpsons. Nevertheless, this drab game definitely lacks personality. There's a challenge here for those who want to sit through yet another simple side-scroller. Everyone else, though, might be better off trading in their magic beans for a cow.

---

**Protips**

- **Protip:** The regular slingshot doesn't reach all the way across the screen. You'll have to sneak up on enemies and hit them from behind.
- **Protip:** If you catch three Magic Coins in a row, some of your health will be restored. Plan your jumps carefully when you see three coins in a row.
- **Protip:** Use the Firecrackers against swarms of bees. There's no other way to kill them.
- **Protip:** To knock off the Homer Spider Boss in the first stage, just stay in your corner, shoot, and jump over him when he gets near you. Remember that your slingshot doesn't reach all the way across the screen.
- **Protip:** Just to the left and below this cloud is an Invincibility Goose Egg. Use it to march past this missile and into the castle.
- **Protip:** To escape the Holes in the castle wall, steam shoots out of them and knocks you off your perch.
- **Protip:** Beware of stationary light-colored clouds in this stage. They disappear after you jump on them.
INTRODUCING THE ULTIMATE BRAIN GAME

Okay, so you aced the pop quiz on the meaning of existence, showed your shop teacher a thing or two about birdhouse construction and scored big points with your essay “Beavis, Butt-Head and Buddy Themes in Western Thought.” Now, isn’t it about time you gave yourself a real challenge? With Gear Works, the most addictive puzzle game since Tetris.” It takes seconds to learn but a lifetime to master.

GEAR WORKS: THE PUZZLE GAME THAT’LL STRAIN YOUR BRAIN.
By The Tummninator

Whether pressed between the colorful pages of a comic book or brought to life in a cartoon, superheroes are fascinating figures. Now Sega is introducing the greatest lineup of heroes and villains since the Iran/Contra hearings, and they're being brought to you in all their glory.

X, Lies, and Video Games

If someone had told you that Sega could bring all the excitement of the Genesis X-Men to the Game Gear, you'd have thought they were lying. Well, the truth is that X-Men Game Gear squeezes all the action and graphics it can into four megs of Marvel-ous comic book mayhem.

You start the game by choosing either Wolverine or Cyclops, and you can pick from the other X-Men once you've rescued them. You travel through six villain-pounding levels as you search for your mutant mates, who were kidnapped by Magneto.

This arch-villain has locked Storm, Iceman, Nightcrawler, Rogue, and Psylocke in different strongholds, and to find them you must travel through such stages as the Savage Land, Brood Cave, and the Hellfire Club.

Each stage ends with a friend of Magneto's trying to pull the plug on the party. Foes like Callisto, Sebastian Shaw, and Sauron engage you in immortal combat, but the forces of good are on your side. You also have those razor-sharp claws and the patented X-Men abilities, like Storm's power over nature, Cyclops' concussive eye-beams, and Nightcrawler's Teleport.

You Look Marvel-ous

The graphics in X-Men are sharp and clean, but you'll need super-powered vision to see the tiny details on the small sprites. The colorful backgrounds have the comic connoisseur's touch. The sound in X-Men is good, with changes in the unobtrusive music at each level and each boss.

PROTIP: When you play as Wolverine, turn off your Mutant Powers when you're not using them or they'll drain away.

PROTIP: In the Hellfire Club, jump over these pillars with your Spin Jump.

PROTIP: Walk into waterfalls in the Savage Lands and you'll find power-ups.

PROTIP: How do you fight Sebastian Shaw? You don't. He gets stronger with each hit, so knock him off by leading him into his own traps.

PROTIP: To progress through the Savage Lands, jump on these light-colored logs repeatedly and they will break.

The Joy of X

Fans of the X-Men will love this cart, with its formidable array of superheroes and super villains. The long levels are complex enough to keep your battery bill high, and the challenge is strong enough to keep you busy in the back seat for that long drive to Grandma's house.

If you're not a fan of the X-Men, but you like portable side-scrollers with solid graphics and involving game play, then you'll love this game, too. Put all your X in one basket, and check out X-Men.
NOTICE

THE MAKERS OF LAST ACTION HERO DO NOT CONDONE ROUNDHOUSE KICKS TO THE HEAD, WANTON BLOODLETTING OR PUSHING PERSONS FROM HEIGHTS IN EXCESS OF TEN STORIES (UNLESS OF COURSE, IT'S IN SELF DEFENSE).

WE'D APPRECIATE IT IF YOU WOULDN'T PUNCH, KICK, AND SLASH YOUR WAY THROUGH 5 SLEEN-WEAKENING LEVELS AS ARNOLD SCHWARZENEGGER'S JACK SLATER...

TRY NOT TO GEE-FULLY USE BLOOD-RENDERING MARTIAL-ARTS MOVES TO WASTE KNUCKLE-WEARING SCUMBAGS, PUNKS WITH CHAINS, AND THE OCCASIONAL DEMENTED SNIPER...

BY NO MEANS PLAY CHECKERS WITH TRAFFIC AS YOU DOODGE MOLOTOV-COCKTAIL-CHUCKING CONVERTIBLES, ZOOM AROUND DOUBLE-PARKED CARS, AND AVOID TREACHEROUS POTHOLES...

AND PLEASE DON'T CHALLENGE THE HEAVILY ARMED HELICOPTER AS BENEDET AND THE RIPPER ATTEMPT TO REDUCE YOU TO SO MUCH PETROL-SCENTED MEAT...

IN FACT, WHY DON'T YOU JUST SIT IN YOUR ROOM AND PLAY SOME HARMLESS, NONVIOLENT GAME. LIKE MARBLES, OR TAKE A NICE, WHOLESOME NAP.

LAST ACTION HERO FOR SEGA GENESIS AND SNES IS AVAILABLE FOR RENTAL. NES, GAME BOY, AND GAME GEAR VERSIONS ARE AVAILABLE FOR SALE.
**Lean, Mean, and Green**

The 'Toads look great on the Game Gear's tiny screen, warts and all. Each level is well rendered and has very detailed backgrounds. Although the sprites are small, the characters move smoothly across the screen. If you're familiar with the game and its characters, though, you'll notice that many of the whimsical details of the bizarre characters are lost on the small screen.

The two-button controls are easily learned - just punch and jump. The on-screen action responds perfectly to your directional commands. No fancy moves and combos are required - all you need are split-second timing and quick reflexes.

The sound is above-average for the Game Gear. A nice variety of sound effects and musical tracks livens up the action on each stage. It's nothing fancy, but then, hey, they're just frogs, ya know! Ribbet!

**Toad-al Action**

The evil Dark Queen has captured a Princess. It's up to the warty trio to rescue her. Eight action-packed, side-scrolling stages of 'Toad fun lie before you in this one-player game. On each level, you control one of the three toad heroes and then run, jump, and punch through endless waves of the most bizarre-looking enemies ever. Pyscho Pigs, Rabid Rodents, and other mutant goons drop out of nowhere, bent on grinding you into slimy frog patties.

The game play is pretty straightforward - take out all the enemies and progress through each level until you've lost all your lives. However, you start with only three lives, five health units, and three continues, so it's as tough to beat as the original (remember those Speeder Bike levels?).

**AGGRESSIVE**

PROTIP: Hit the Stage 1 Boss three times to destroy it. Use the boss' own targeting display to aim your throws. To guarantee that your rock will hit its mark, position yourself in the center of the target before throwing.

PROTIP: Swing into the green, multi-toothed nasty as you drop down Stage 2's tunnel. Kick rapidly to prevent it from taking a bite out of you. You must kick it three times to defeat it.

**HOP TO IT!**

Webbed hands-down, Battletoads is a solid action/adventure cart for the Game Gear. It offers interesting characters, sharp graphics, simple gameplay, and a tough, but not insurmountable challenge. Gamers who've already played the NES, Genesis, or Game Boy versions won't find anything new and may want to wait for the sequel. On the other hand, Battletoads neophytes can't miss with this fun cart. Last one in the pond is a rotten egg!
ALIENS HAVE COME TO TEXAS TO ENJOY BARBECUED RIBS. YOURS.

The blood-thirstiest aliens in the universe have landed and your job is to stop them in their six-toed tracks. (In Texas parlance, that's kick some alien butt.) It won't be easy. You'll have to blast them with their own artillery. But before any shooting begins in Texas, we had to do a little shooting of our own — in Hollywood. For the first time ever, an entire movie was shot for the sole purpose of making the ultimate interactive game. Then we digitized the whole thing. The result is a game where every decision you make changes the action every time you play. Ground Zero, Texas is so realistic that it will probably revolutionize the way games are made in the future. If there is a future. That's up to you, partner.

Available for Sega CD.

Clues lead you to the invader's arsenal. Careful, Ace. One wrong move and you'll blow it... and the whole town! (Sure, it's just a game.)

Agent DiSalvo clues you in to the innerworkings of a laser cannon. Find it, vaporize the mothership and save the human race from becoming sushi.

Commercial 5 levels of extraterrestrial-bashing. It's all live action with live actors. At least they're alive when you start.

View action through battlecams armed with plasma disrupter particle beams. Messy but effective.

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By Manny LaMancha

Here's a game that forces you to get your act in gear. In Gear Works you start with a truckload of gears. You have to lay them out in a line to get your motor runnin. But there are mischievous Poffins throwing wrenches in your works, and you have to finish before the motor temperature melts your pistons.

**Be a Spin Doctor**
You start with one gear spinning on the left and one gear idle on the right. It's pretty simple to work the Game Gear buttons to drop gears into place, but it's quite another story to make sure they all mesh and spin. As you go further into the game, idle gears appear on the right side. To keep the gears turning, you have to lube the gears with oil, blow up misplaced gears, and blast the annoying Poffins.

**PROTIP:** Learn which gears go together to make a working chain.

The audio accompaniment consists of forgettable background music and simple sound effects. It does just what it should in this type of game—it doesn't get in the way.

The graphics, on the other hand, are simply too small. You'll strain as much over the Game Gear screen as you do over the puzzle you're trying to solve, and the puzzle should be your primary concern. Since you work against a clock, it gets very frustrating if you put down a gear and discover it's not what you thought it was.

**PROTIP:** Don't worry too much about the Poffins. The clock is your biggest enemy.

As a result, Gear Works isn't nearly as enjoyable as it could be. What should be edge-of-your-seat, brain-stumping game play often turns tedious. This game would play much better on a larger screen.

**Slaving over a Hot Engine**
Gear Works is a good concept and a great design, but it's hampered by the Game Gear format. If you don't mind risking your sight for a few hours as you labor over these brain teasers, by all means start this engine. Otherwise, take a vacation day and skip Works.

---

By Earth Angel

There's nothing puzzling about this Game Gear version of Mean Bean Machine. It's more fun than a bowl full of chili.

**PROTIP:** Look to the top of the screen to see where sabotage Beans from your opponent will drop. This gives you a few seconds to strategize.

**PROTIP:** Don't waste bombs unless gears are in the way to finishing a level.

---

**Dr. Robotnik's Mean Bean Machine**

**PROTIP:** Glance at the "Next" window to get a sneak preview of what's coming.

Variations on this theme include the Scenario mode, where you go head-to-head against 12 increasingly difficult stages; Exercise mode, where you practice your bean stacking techniques; and Gear-to-Game mode, which puts you head-to-head against a buddy. In the most innovative game, Puzzle mode, you solve specific puzzle challenges, such as eliminating all the red beans.

Mean Bean Machine is an absorbing and complex game. The graphics and sounds are simple and straightforward, but the fun is in the varied game play. The controls are easy to use and learn. Although novice puzzlers will be able to play the game, the tougher scenarios will challenge even veterans of Columns, Tetris, and the like.

**Make No Beans About It**
Mean Bean Machine is perfect fare for coffee breaks, long car rides, or any other time you need a puzzle break. It's no has-bean!
Cross your sword with the bloodiest pirate of them all!

Hook wants revenge... and he’s looking for you! So take on the role of Peter Pan and embark on a magical quest to free your children and destroy the notorious Captain James Hook. Based on the blockbuster Spielberg movie, Hook for Genesis and Game Gear delivers incredible non-stop action and critically acclaimed game play. You’ll fight the Lost Boys and Rufio for your golden sword, soar high above the enchanted Neverland, clash with Hook’s brutal band of pirates and face strange, dangerous creatures like poisonous porcupines, man-eating tigers and pirate ghosts. As Peter, you’ll need all your strength, stealth and magical powers to survive this epic adventure. Then face the ultimate battle against the bloodiest pirate of them all!
The Road Runner's still plagued by the same old nemesis - Wile E. Coyote. In the cartoons, the fine-feathered bird makes his escape with the greatest of ease. In this Game Gear adventure, things are a lot tougher for the speedy fowl.

Beep, Beep
As the Road Runner, you've got to race through multiple stages of hop-n-hop action. The premise is simple: get to the exit before time or your health runs out.

The music's uninspiring, livened up only by the Warner Brothers theme. The Road Runner's beep sounds more like a broken car horn.

Each stage looks like a scene out of a classic Road Runner cartoon. When he's not evading the hostile desert flora and fauna, the Road Runner has to look out for Wile E., who's looking mighty hungry. The coyote always makes a last-ditch effort to snap the bird, usually while riding atop his latest ACME contraption.

Desert Speedtrap's graphics look like the original cartoon, although the sprites are too small. The various enemies aren't particularly imaginative, and they're often difficult to spot.

The game's controls are very difficult to manage. Button presses make the Road Runner leap with abandon. It's frustratingly difficult to make him hop and jump where you want him to.

Not a Fun Run
Adjustable challenge makes the cart good for beginners in the early levels, but its toughness at the harder difficulty settings is due to frustrating, imprecise controls, not complicated game play. This cute cart's good for a play or two, but if you're looking for a top-notch Game Gear product, you may have to send away to ACME.

PROTIP: Stand underneath these strange metallic contraptions and you'll be zapped to secret bonus rooms filled with stars.

PROTIP: Some stashes of Birdseed fill up more than one health point. Peck several times to see if you've found one of the super bowls.

PROTIP: When the first dinosaur boss stops moving his head, he's coming after you. Slide next to him when he hits the grass and whack him in the head.

Chuck II is easy on the eyes, featuring colorful graphics and smooth animation. Sometimes, though, you wish for slightly better character detail. The sound effects are done well, and the music isn't irritating - which is about all you can ask from Game Gear audio.

PROTIP: Jump around wherever you go - invisible platforms pop up where you don't expect them. Out-of-reach bonuses are a dead giveaway.

Pounding bad beasts is a kick, but the key to the FunFactor in Chuck Junior's trek is trying to reach the end of a level with as little damage as possible. Most of the game play involves memorizing the sequence of hurdles, obstacles, and neanderthals, but it's still an exciting trip.

Dino-soaring Scoring
Chuck II doesn't give up much in the fun department in its step down the evolutionary scale from Genesis to Game Gear. Chuck II is a chip off the old Chuck.
PLAY IT IF YOU DARE

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

Available for all Nintendo and Sega platforms.
By Andromeda

Disney’s duck has a fowl temper, but gorgeous graphics and solid game play make his newest action/adventure cart worth checking out.

**Don’t Quack Up**

Uncle Scrooge is in deep trouble. After messing with an enchanted amulet, he’s blown up like a balloon. Donald must solve the mystery and deflate his unc.

Game Gear

**PROREVIEW**

By Manny LaMancha

In Pinball Dreams gamers get a trio of fields that are far simpler than previous pinball simulations, like Devil Crush and Revenge of the 'Gator. Unfortunately, more sometimes means less.

**Take the Plunge**

You can choose from three playing fields: Ignition, Steel Wheel, and Graveyard. Each has different layouts, targets, bonuses, and goals to shoot for, but the basics are the same: two flippers at the bottom, and progressive point scoring.

Control of the ball is simple, using a standard two-button, directional-pad combo for the flippers and plunger. Sometimes you’ll feel that the ball weighs a ton or the flippers are “soft,” because you can’t zing the ball through chutes and passages.

**PROTIP:** Watch out! Donald’s an instant frozen duck dinner if he falls into the water during the Mountain round.

**PROTIP:** When you reach what appears to be a dead end in the Volcano, simply push Up to enter the door.

**PROTIP:** Grab Chiles to send Donald into a Super Attack mode.

During each round, Donald can capture gems and other treasures to boost his points. He also snags on ice cream and turkeys (hey, Donald’s no cannibal). Then, at the end of each round, Donald snags a special charm that’ll help him solve the mystery.

The game’s graphics capture that of Disney magic. Donald’s personality is quite evident, whether he’s impatiently tapping his webbed toe or racing across the screen during a mad attack. Although the enemies could have been more imaginative, the game’s backgrounds are creative and well done. The music’s not top-tier fare, but it doesn’t detract from the fun.

**Fowl Fun**

Intermediate and advanced gamers will find the game an easy waddle, but it’s still a lot of fun. Donald’s a charmer, and his latest adventure is just ducky.

**PROTIP:** Snazzy graphics highlight the ball's travels around the fields. The sound effects are enough replay value or challenge to keep you excited and wanting to play again. By trying to give Pinball Dreams more with the three playing fields, the game actually ends up with less. It would have been better if Gametek had created one blockbuster pinball field instead of three marginal ones. The elements are all there, but the chemistry just doesn’t hit the jackpot.

**PROTIP:** To score big points, you must have the courage to hit the ball at the very tip of the flippers. It’s scary, but that’s the only way to repeatedly get the ball up to the top section of the playing field.

Pinball Dreams by Gametek

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A Player’s Guide to Power Peripherals

By The Lab Rat

Well, I’m back from my vacation in Raltunga, and just in time, it seems. There are packages on the step of my Rat Hole from Asciii, Naki, and Segal. Hmmm...it’s getting crowded on my step, so let’s grab some cheese and check it out!

Power Players

Asciiiware has long been known for its innovative joystick and joystick designs. Well, they’ve met the demand for a better mousetrap (eek) head-on.

The Fighter Stick SG-6 is a six-button joystick that features independent Turbo control for all six buttons. It also offers Auto-Turbo, Slow Motion, a heavy steel base for stability, and an extra-long cord. The ball on the Fighter Stick SG-6 is oversized for greater control, and its ergonomic design is kind to the hand that feeds it.

Not to be outdone by Asciii, Sega enters stage-right with their new Six-Button Arcade Stick. Like the Asciii Fighter Stick, this joystick features adjustable Turbo settings for all six buttons, but it also has a switch to change the 'stick back to three buttons if necessary. The design on this new stick is also very pleasing. The joystick features a palm rest that’s just as comfortable for five-year-old Billy/Susie as it is for Billy’s dad or mom. There’s something here for everyone, and it’s got the Sega stamp of approval.

On the SNES side of the board, STD’s new SN Programmable Joystick features their usual see-through design, a large joystick ball, pre-programmed moves for the most popular fighting games, and extra memory slots to store more moves. The sturdy unit has a comfortable hand rest molded into the lower-left area.

The button configuration follows the standard SNES configuration, though three Action Buttons were added for the programmed moves. A unique revolving base enables you to turn the buttons to a position that suits your style of game play.

Action Accessories

Just when you thought all the life had been squeezed out of your Game Boy, Naki comes up with a weird-looking accessory for your home or office. Their new Mini-Arcade transforms your Game Boy into a table-top arcade unit. It gives your Game Boy blastin' speakers, a magnifier, a joystick, and storage areas for your earphones and games.

The unit slants down toward you to increase the screen’s visibility. It’s sturdy, tough, and very unusual, putting it in a league with STD’s Handy Boy. Office power players who want arcade fun and arcade control should keep one of these in the top drawer. Just don’t let the boss see it.

The Mini-Arcade

Type: Accessory
System: Game Boy
Features: This sturdy little unit turns your Game Boy into a tiny arcade machine, with speakers, a magnifier, a joystick, and storage areas for your earphones and games.
Price: $39.99
Available: Now
Contact: Naki 800/824-NAKI

The Fighter Stick SG-6

Type: Joystick
System: Genesis and Sega CD
Features: Six-button layout similar to Street Fighter in the arcades. Large ball means greater control and a great design. This looks like a winner.
Price: $49.95
Available: Now
Contact: Asciii Entertainment Software, 415/570-6200

Six-Button Arcade Stick

Type: Joystick
System: Genesis and Sega CD
Features: Sleek, black design, and a six-button layout. Turbo for all six buttons, plus the option of switching back to a three-button control configuration.
Price: $49.99
Available: Now
Contact: Sega 415/508-2800

SN Programmable Joystick

Type: Programmable joystick
System: SNES
Features: This programmable joystick has moves already programmed in. A revolving base lets you position the buttons yourself. This joystick is long on features and short on price.
Price: $59.99
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UNLEASH YOUR MUTANT POWERS

SEGA™ GAME GEAR

RULES AND REGULATIONS

NO Purchase Necessary 1. To Play: Complete all six levels. Find all 12 Bonus Power-Ups hidden throughout the game. (The 12 power-ups can only be found in the "I Don't Think So" difficulty level). Take a picture of the last screen, handprint the secret X-Men password and your score on the back of the picture, and mail along with a 3" x 5" postcard with "X-Men on Sega Game Gear" written on it (including name, address, city, state, zip code, and phone number) to: Game Gear/X-Men Sweepstakes, P.O. Box 656, Amityville, N.Y., 11701-0656.

2. If you do not have a Sega™ Game Gear™, or a Marvel Comics® X-Men™ cartridge, just write or draw "X-Men on Sega Game Gear" on a 3" x 5" postcard. Handprint your name, address, city, state, zip code, phone number and age on the postcard and mail to the same address above.

3. All entries must be mailed separately and received no later than April 15, 1994. No liability is assumed for lost, late, misdirected or illegible mail.

4. Random drawings will be conducted from all qualified entries received, on or about May 16, 1994 by Little & King Co., Inc, an independent judging organization whose decisions are final on all matters relating to this game. Odds of winning Prizes are based on the total number of qualified entries received.


6. Winners will be notified by mail and may be required to sign an affidavit of eligibility and release within 14 days of the date of the notification letter or sponsor reserves the right to choose an alternate winner at random. Prizes are non-transferable.

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• Write “X-Men on Sega Game Gear”, on a 3 x 5 postcard. Include your name, address, city, state, zip code, phone number and age.
• Send both the picture AND the 3 x 5 postcard received no later than April 15, 1994 to:

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- (1) GamePro Magazine Subscription

10 FIRST PLACE PRIZES!
- (1) Sega Genesis Core System
- (1) Any one Sega Cartridge of your choice
- (1) “Bag-O-Comics”/Assorted collection of Comic Books
- (1) X-Men Baseball Cap
- (1) GamePro Magazine Subscription

25 SECOND PLACE PRIZES!
- (1) Sega Game Gear Water Bottle
- (1) X-Men T-shirt
- (1) “Bag-O-Comics”/Assorted collection of Comic Books
- (1) GamePro T-shirt

GAMEPRO
**Ranger-X**

**Level Skip**

Rocket past any level in Ranger-X with this easy level-skip trick. At any time during play, press Start to pause the game. Then, press Up, Down, Up, Down, Up, Down, Button C, B, A, Right, and then Left. If you've done the trick correctly, the music should begin again. Then, press Button B to make the screen fade and the next level appear. You can keep repeating this trick until you get to the level you want.

_Wade Davis, Spokane, WA_

**Mazin Saga**

**Fight the Bosses**

Here's a trick that enables you to fight the bosses without fighting through the stages. Go to the game's Option screen, highlight Sound Test, and select Sound 18. Then, choose the Sound Effects Test option and select Sound 72. Exit the mode and press Start. Begin your game, and you'll zap straight to the first-stage boss.

_Donato Jiminez, Philadelphia, PA_

**Genesis**

**Shinobi III**

**Invincibility**

You won't need three wishes when you plug in this easy level-skip trick for Disney's Aladdin. When you want to skip levels, press Start to pause the game. Then, press A, B, B, A, A, B, B, and then A. You can repeat this trick as many times as you like until you reach the level of your choice.

_Joe Nutsko, San Francisco, CA_

**Genesis**

**Disney's Aladdin**

**Level Skip**

**Genesis**

**Shinobi III**

**Invincibility**

Zeed can't touch a hair on Shinobi's head when you activate this invincibility trick. When the title screen appears, select the Option mode. Choose the "Music" option and use Button B to play the following tunes in this order: He Runs, Japonesque, Shinobi Walk, Sakura, and Getufu. Begin your game, and Shinobi's invincible.

_George Josephson, Miami, FL_
**Genesis**

**Zombies Ate My Neighbors**

**Passwords**

Here are some ghoulish passwords for Zombies Ate My Neighbors:

- Level 5: TYZR
- Level 9: CBRK
- Level 13: LCFJ
- Level 17: BMLK
- Level 21: VQBB
- Level 25: QLNK
- Level 29: QNKR
- Level 33: SDHM
- Level 37: BKVR
- Level 41: BZPM
- Level 45: VNYQ

*Kevin Miller, Regina, Canada*

---

**Sega CD**

**Spider-Man vs. King Pin**

**Find the Comic Book Icons**

Here are the locations for all 21 Spider-Man comic book icons in the game:

1. Starret Leight Building
2. Harlem Meer
3. West 70th
4. Saint Patrick's Cathedral

*Brad Geiger, Logan, OH*

---

**Sega CD**

**Silpheed**

**Ten Extra Continues**

Soar into the stratosphere with ten extra continues for Silpheed. Play a regular game until you're down to one continue. When the screen reads "Continue 01," wait until the demo begins to play. While the demo runs, on Controller One press Right, Up, Button A, B, C, Left, Left, Down, C, A, and then Start. When the title screen reappears, hit Start again. You're set with ten extra continues.

*Brad Geiger, Logan, OH*

---

**Sega CD**

**Silpheed**

**Hidden Sound Test**

To access a hidden sound test in Silpheed, wait until the demo runs and the title screen appears. Then, press Start, and choose Option. Next, simultaneously press and hold Buttons A, B, and C on Controller Two, and press Start on Controller One. A new choice called Voice Test will appear in the Option Mode. Choose it and check out some new sounds.
Super NES

Super Widget
Passwords

Here are passwords for every stage in Super Widget:
Stage 2 – Blue Beach:
JHKBHW
Stage 3 – Wonderland:
RKJS HR
Stage 4 – Volcano Eruption Zone:
JKJMFW
Stage 5 – Moon:
RBLHKH
Stage 6 – Ratchet’s Castle:
JBKFR
Stage 7 – Aqua Platform:
RJRBFF
Stage 8 – Planet of the Giants:
JJRSHH
Stage 9 – Planet of Seven Colors:
WSRMHH
Stage 10 – Dwarf Planet:
JSFKL
Stage 11 – Home Planet:
WLKKKL
Stage 12 – Film Flam Station:
JLLKJK
Stage 13 – Difficulty 1 & 2, Space Wonderland and the Water Planet:
RMLKLL
Stage 14 – Difficulty 3, Ghostship:
HWLBBF
Stage 15 – Difficulty 4, Star of the Demons:
LRBBBJ
Stage 16 – Last Stage, Difficulty 5, Mega Slant Base:
KFBRJS

Rick Krueger, British Columbia, Canada

Street Combat
Begin with 50 Lives

Life on the streets isn’t so tough when you’ve got 50 lives. When the title screen appears, move the cursor to the Options mode and press Start. Then, move the cursor to “Credit” and press Select ten times. Your credits will change to 50!

Omar Chaudhry, Queens, NY

Super NES

Street Fighter II
Turbo

Game Genie Codes

Ryu’s wider Sheng Long:
D630-1DAD
Ken’s vertical Sheng Long:
DD30-17AD
Projectiles go faster:
3E31-37AD
Brian Lesyk, Coatesville, PA

Kevin Ng & Roric Perdon, Ontario, Canada

No charging for special moves: D071-E460

Super NES

Combatribes

Begin with 30 Lives

To give your Combatribes 30 lives, wait until the Game Over screen appears, and then on Controller Two simultaneously press and hold Buttons L, R, and Select until the title screen appears. Next, go to the Option screen and set the Credits to 30.

Omar Chaudhry, Queens, NY
Super NES

Tuff E Nuff

Play as the Bosses

To play as the Tuff E Nuff bosses or any other character, wait until the title screen appears. When the Select Mode screen appears, on Controller One press Left three times, Right three times, and Left seven times. Press Start to begin your game. If you've performed the trick correctly, you'll hear an explosion. When you select which character you want to play as, you'll discover you've got additional characters to choose from, including the bosses. If you want to play a two-player game as the bosses, perform the same trick and then Reset the game. When the Player screen Select appears the second time, press Right three times, Left three times, and Right seven times. Finally, press Start and you're set.

Justin Turner, Huntersville, NC

Super NES

Wolfchild

Invincibility

Don't sit and howl at the moon. Activate this invincibility code instead. Play through the first level of Wolfchild, and then, when the boss dies and you raise your arm in victory, simultaneously press Buttons A, B, and Start. You'll remain invincible unless you touch the Energy/Mutation icon.

Super NES

Zombies Ate My Neighbors

Passwords

The Zombies won't eat the Neighbors when you plug in these passwords:

Level 5: VHRV
Level 9: PBGG
Level 17: BKYZ
Level 21: VXBB
Level 25: XYLZ
Level 29: YLZD
Level 33: WJQK
Level 37: BZVG
Level 41: BRPK
Level 45: VLHX

Jason Day, Center Barnstead, NH
**Game Boy**

**Speedy Gonzales**

**Passwords**

Zip through Speedy Gonzales with these simple passwords:

- Level 2: 500999
- Level 3: 343003
- Level 4: 830637
- Level 5: 812171
- Level 6: 522472

*J.P. Watson, Morgan Hill, CA*

---

**Game Gear**

**Streets of Rage**

**Invincibility and Stage Select**

Make yourself tougher than tough with this double Streets of Rage trick. Select the Options mode and choose Sound Test. Select Sound 11 and then simultaneously press Buttons 1 and 2. Two new options will appear that enable you to choose your stage and make yourself invincible.

---

**Lords of Thunder**

**Begin with 10,000 Coins**

To stock up on coins before you even begin the game, go to the Configurations screen and enter the following options: Set Level to Super, Music to 02, and Sound to 02. Then, highlight "Sound." Finally, press and hold Select and press Button 1. If you've done the trick correctly, you'll hear a chime. Now you can buy everything in stock!

*Raheem Hinton, Hephzibah, GA*

---

**Lords of Thunder**

**Play Only the Boss Characters**

To battle just the boss characters, go to the Configuration screen and choose the following options: Set Level to Hard, Music to 01, and Sound to 01. Next, highlight "Sound," then press and hold Select and press Button 1. The word Boss will appear where the word "Exit" should be. Finally, highlight Boss and press Run to begin the game.

*Raheem Hinton, Hephzibah, GA*
**GAME GENIE**

**Genesis**

**Mortal Kombat**

**Game Genie Codes**

- **Midget-size players:** BBCA-AAZ6
- **Wes Powell, Vernal, VT**

**Cool black background:** CJ1A-AA22
- **Chris Sheppard, Lebanon, MO**

**GAME GENIE**

**Genesis**

**Mortal Kombat**

**Game Genie Code**

- **Invisible characters:** 15CC-176F
- **Scorpion’s Hook shoots arrowheads:** E22C-176F
- **Sub-Zero’s ice blast kills:** A62C-3914

**Jim Boyer**
- **Huntington Beach, CA**

**GAME GENIE**

**Genesis**

**Zombies Ate My Neighbors**

**Game Genie Code**

- **Infinite lives:** A47A-AA6W
- **Almost infinite health:** AL8T-AA3G
- **Infinite special items once you have at least one (except Keys):** DDXT-AA2G

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Some titles are not in stock please call.
**GAME GENIE**

**Super NES**

**Aliens vs. Predator**

*Game Genie Codes*

- No damage taken from punches: C236-0DDD
- No damage taken from jumping attacks, tail attacks, or rushes: C238-0FD
- Infinite Lives: C286-A70D

---

**NES**

**Bubble Bobble 2**

*Game Genie Codes*

- Infinite lives, both players: SZNOASVK
- Blow bubbles further: OXXANUPX
- Start on level 80: ASKEGZPA

---

**Game Boy**

**Kirby's Dream Land**

*Game Genie Codes*

- Infinite lives: 014-DDF-E69
- Infinite time: 005-97F-E6E
- Infinite energy: BA5-0FF-081

---

**Game Boy**

**Darkman**

*Game Genie Codes*

- Infinite lives: FA6-DBB-4C1
- Infinite vitality: FA4-63B-4C1

---

**Do You Have a Secret Weapon?**

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Our Pros will review it. If we publish it, we'll send you a free GamePro Super Shirt! Send your best tips and secrets to:

GamePro Magazine

**Secret Weapons**

P.O. Box 5828
San Mateo, CA 94402
Calling all Street Fighters! Mortal Kombatants! And everyone who wants to get an edge on the opposition! Now more than ever, competitive gamers want an inside source for the best strategies, combos, techniques, and tournament information for fighting games—and you’re looking at it. This new column, The Fighter’s Edge, is backed by such writers as Tomo Ohira and Charles Franco, co-editors of Capcom’s recent SF II strategy videotape, Erik Suzuki, a former Capcom Street Fighter expert, and Slasher Quan, a co-editor of GamePro’s SF II Turbo strategy book. So let’s get to it!

By Slasher Quan

If you thought Guile’s Magic Throw was pretty ridiculous in the original version of the arcade SF II, you’re really gonna flip out when you see this one!

ZANGIEF’S SPINNING GLITCH DRIVER

Take the Fireball Hit and Spin

1) When an opponent throws a Fireball at you, take the hit and watch for Zangief’s head to snap back.

2) As soon as you see the animation frame shown above, quickly spin the joystick for the Spinning Fireball motion and hit the Forward Kick button.

3) If timed perfectly, you’ll suck ‘em in and do the Siberian Suplex. This works from all the way across the screen!

Get Up and Spin

1) Just as you’re getting up and this animation appears, do the Glitch Driver. This is extremely difficult.

2) You sucked ‘em in!

How to Stop the Glitch

1) The best way to stop the Driver is to jump just as the Fireball’s getting to Zangief. He can’t suck you in while you’re airborne.

2) If you can fool him, he might take the hit and try an unsuccessful Spin! Press the advantage!

Block the Fireball and Spin

1) Try blocking a Fireball, then instantly doing the move as you slide back (look for the dust on the ground).

2) This is tougher, but it’s less taxing on your lifeline if you mess up.

Tournament Report – February ’94

Martials Arts Expo

Date: TBA in all locations, probably in February.

Future Locations: Los Angeles; Boston; Milwaukee; Phoenix; Houston; Greensboro NC; Florida

Tourntament Description: A Super SF II single-elimination tournament, with a martial arts exhibition for the spectator’s enjoyment.

Prizes: Trophies and cash (up to $750); other prizes include Dragon: The Bruce Lee Story and Martial Art II movie videotapes, Dragon posters, Capcom home games, in-line skates, and mountain bikes.

Benefit: Supports the National Martial Arts Association

Information Hotline: 408/236-2149

Call to Readers

We are searching for re-dizzy combos for Super SF II and other games. Send us your best! If we print yours, you’ll receive a free T-shirt (indicate choice: GamePro or Street Fighter II, and size). Send all comments, suggestions, combos, tournament listings, artwork, Dragon Punches, and more.

The Fighter’s Edge

c/o GamePro Magazine
P.O. Box 5828
San Mateo, CA 94402

FAX Us!

FAX it to: 415/349-8347 Send us your tournament listings, combos, or any hot tips. Be sure to include your phone number so we can call you back for more details.

Contact Tomo and Charles

Tomo Ohira, tournament champion, play and Charles Franco, at World’s Finest Comics, 9054 Whittier Blvd., Pico Rivera, CA 90606. For more information call: 310/948-4030.
Leonardo – Roto Cutter Combo

1) Cross 'em up with a super deep Fierce Kick.
2) Land and do a Standing Normal Punch.
3) Follow up with an immediate Crouching Normal Kick.
4) Slice 'em with the Fierce Roto Cutter for four hits.

Michaelangelo – Rising Thunder Special

1) Cross up your foe with a deep Fierce Punch while Charging Down.
2) As you land, continue Charging Down and press the Normal Punch.
3) Then, immediately go into the Fierce Rising Thunder attack for five devastating hits.

Aska – Super Spin Attack

1) Tag your opponent with a deep Fierce Kick.
2) Immediately after landing, do a Crouching Normal Punch.
3) Go directly into the Fierce Spin Attack for up to five continuous hits.

Chrome Dome – E.P.D. Combo

1) Jump in and nail your opponent with a Fierce Kick.
2) Next, throw two Crouching Normal Punches.
3) Immediately do the Electric Pile Driver for a massive four-hit combo.

Raphael – Super Drill Combo

1) Cross Up your opponent with a Deep Fierce Kick.
2) While holding Away to charge for the Power Drill, do a Standing Normal Punch.
3) Follow this with an immediate Fierce Punch.
4) Complete the combo with a Fierce Power Drill.

Cyber-Shredder – Uppercut Combo

1) Jump in with a deep Fierce Kick.
2) Land and do two Crouching Normal Punches.
3) Finish them with the Fierce Aura Crusher for five continuous hits.

Teenage Mutant Ninja Turtles: Tournament Fighters by Konami

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<th>Control</th>
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<td>Arcade</td>
<td>Yes</td>
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Two players
Available December
Side-scrolling
The New Challengers

It's the most hotly debated topic in arcades across the country, and we're here to answer the question: "Who are the best characters in Super Street Fighter II?" Well, here they are—Super Street Fighter II Overall and Tournament Power rankings!

What do these charts mean to you? Well, any time you go down to your favorite Super SF II hot spot to show your stuff, you'll put yourself in a position to win more games in various match-ups with either Guile or Sagat than with any other character, and that's what you want, right?

In developing the Overall Rankings, we noticed a tendency for certain characters to pile up big numbers against overmatched weak characters (see numbers in red). Therefore, we added the Tournament Power rankings to show you just how well the eight stronger characters truly match-up against each other. These are the warriors you're most likely to see the elite players use in tournaments.

In the Power Rankings, Balrog leads the way, followed by Vega, Guile, and then Sagat. This shows that while Balrog's Overall scores suffered due to a few key oddball weaknesses (such as Cammy), he can really fight in the top ranks.

Overall Rankings

<table>
<thead>
<tr>
<th>RANK</th>
<th>VS.</th>
<th>Guile</th>
<th>Sagat</th>
<th>Vega</th>
<th>Ryu</th>
<th>Chun Li</th>
<th>Dhalsim</th>
<th>Balrog</th>
<th>M. Bison</th>
<th>Ken</th>
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<th>Fel Long</th>
<th>Cammy</th>
<th>T. Hawk</th>
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How to Read the Chart

Each entry shows the number of fights that the character listed on the left would win in a ten-match series against the character listed at the top. The rankings are calculated assuming that both players are of equal skill, and that they are playing at an Expert level.

For example, Guile will beat Sagat 5.5 out of ten times, given equal skill on the part of the players.

Heavy advantage" fights are highlighted in red.
"Heavy disadvantage" fights are highlighted in blue.

What the Numbers Mean

5.5/4.5: Nearly even match. One warrior has a slight edge.
6/4: Advantage. One warrior in the fight has the upper hand.
6.5/3.5: Heavy advantage. Several counters and scenarios favor one warrior.
7/3: Major advantage. Many counters, hit-trades, and other factors favor one character.
# Power Rankings

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<th>RANK</th>
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<th>Vega</th>
<th>Guile</th>
<th>Sagat</th>
<th>Chun Li</th>
<th>Dhalsim</th>
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## The Top Fighters

### #1 Balrog
With his strong play against the Power characters, Balrog leaps all the way from fifth in the Overall rankings to the top of the Power chart. Keep in mind that Balrog's style still has weaknesses against some of the lesser-ranked characters.

### #2 Vega
Vega uses his reach advantage and overall quickness to mix up his attacks and keep opponents off-balance. He has definite advantages over Ryu and Dhalsim, while giving Guile all he can handle in a very tough, even fight.

### #3 Guile
With excellent defensive and offensive capabilities, Guile plays consistently strong with no real disadvantages. With his ability to follow Sonic Booms, Air Throw his opponents, and use a backhand or knee after matched Fireballs, Guile offers a wide assortment of techniques. When Guile can effectively control the tempo of the game, he usually wins.

### Important Note!
Keep in mind that although certain characters are ranked higher than others, winning is more a test of the player's ability than the character's arsenal.

### Next Month in The Fighter's Edge
Mortal Kombat II: Secret Moves and Fatalities
Fatal Fury Special: Combos!
And much more!
“There’s something about knowing the name of the guy trying to rip your head off that makes it more personal.”

Joe Montana
"Guys like Bruce Smith, Junior Seau, Reggie White and Cortez Kennedy. In Madden '94 all you get is their numbers. My game's got cool stuff like **digitized player movements**, six playable views, **Speed Bursts**, a zoom view and a completely **revamped passing game**. Get Sega's NFL Football '94 starring, me, Joe Montana. Hear the play-by-play commentary. Watch from the new **Behind the Quarterback view**. And learn from the true play calling philosophy of each NFL team. Just go easy on me, Okay?"

*Sega* 

**WE SWEAT THE DETAILS:**
**Sega CD**

**Brutal**
*(Gametek)*

Kung Fu Bunny, Tai Cheeta, and Kendo Coyote are three of the six cartoon critters that have martial arts skills in this new beat-em-up, which is coming first to the Sega CD and later to the Genesis. The fighting action gets a humorous flourish in this game—heads flail back at impossible angles and bodies bend like they’re made of rubber. As players improve they’re awarded higher belts, which are saved with a password feature. You’ll be able to relive your victories at the ten locations with the game’s instant replay. Up to eight players can compete in a single tournament.

*(Available March)*

**Family Feud**
*(Gametek)*

You’ve raced cars and motorcycles—how about rollerblades? In Skitchin’, EA’s 16-meg action cart for the Genesis, you go to various North American cities for no-holds-barred rollerblade racing with a behind-the-skater view. You grab onto cars for a quick ride, use a chain to knock opponents into traffic, or crack the whip on anybody ahead of you. You’ll have to be fast on your feet as you dodge road work, oil slicks, fallen opponents, and dropped weapons. Two players can hit the road simultaneously in this 12-level cart that resembles Road Rash.

*(Available February)*

**Barney’s Hide & Seek Game**
*(Sega)*

The popular purple dinosaur is making his first video game appearance in this one-player, side-view adventure. Children up to six years old play as Barney in a game of hide and seek. As they play, the kids learn counting, matching, and problem-solving skills, as well as recycling and safety lessons. Barney’s colorful world features four levels of forest.

**Genesisc**

**FireTeam Rogue**
*(Accolade)*

FireTeam Rogue combines flight simulation with action/adventure combat for the Genesis and the SNES. Leading the fight on the outer edges of the galaxy against the Dark Lord is FireTeam Rogue, a team of four unique warriors. They use their ninja skills, sword-fighting talents, and problem-solving intellects to defeat the Dark Lord’s minions.

*(Available Summer ’94)*

**Skitchin’**
*(Electronic Arts)*
Super NES

**Alfred Chicken**

*Software Toolworks*

Mino the Whale, Mag-Mine, and Jack-in-a-Bomb are some of the villains trying to ruffle Alfred's feathers as he takes on the evil Meka-Chickens in this side-view, action/adventure game. Alfred's a flyin', walkin', dive-bombin' bird who can pick up items (including a Can O' Worms) and turn on TVs to hear from Mr. Personality during the game. Six levels, invisible walls and platforms, bonus stages, and plenty of hidden rooms add to the cartoon-style fun.

*(Available Now)*

**3DO**

**John Madden Football**

*(EA Sports)*

The best-selling 16-bit football game ever is coming to 3DO. Fully digitized player animations, 3D-modeled fields and stadiums, and CD-quality digitized sound are some of the enhancements EA Sports has built into the latest addition to its acclaimed series of Madden Football games.

You can choose from 28 NFL teams, eight championship teams, and two All-Madden teams. The NFL license means you'll play with real teams and real logos. And, as with previous Madden games, the bombastic personality of the former coach comes through in the exuberant commentary.

*(Available Now)*

**Rocko's Modern Life:**

**Spunky's Dangerous Day**

*(Viacom)*

Media giant Viacom has announced its first video game. Rocko is based on Nickelodeon's new animated series about a friendly wallaby and Spunky, his pet pooh. The 12-meg side-view game is targeted for kids 6–14 years old. It emphasizes puzzle-solving skills as players try to keep the lovable, but not-so-smart Spunky safe through 16 levels of single-player action.

*(Available First Quarter '94)*

**Super NES**

**Bubsy II**

*(Accolade)*

Guess who's going to save the world on both the SNES and Genesis next Christmas? Yep, that precocious Bobcat, Bubsy. Bubsy II unites the Bubster with his sidekick, Arnold Dillo, and the Bubsy Twins. They're battling the evil capitalist, Oinker P. Spamm, and his partner, Virgil Reality. When Oinker and Virgil begin stealing reality with the awesome Wompum machine, Bubsy hits their trail in this side-view, multi-scrolling action/adventure game. Along the way he finds new items (including a diving suit), clever obstacles, bizarre weather, and... his voice? Many of the designers of the first Bubsy adventure are working on this sequel.

*(Available December '94)*
Aliens have bombarded Earth, and only you and your trusty F177 sub-orbital fighter can stop them. Shock Wave is a technologically advanced flight simulator from Electronic Arts. There are three modes of fighting: dogfights against swarms of fighters, battles against alien ground forces, and one-on-one duels with alien motherships. Cinematic motion-video scenes, 24-bit true-color artwork, texture-mapped landscapes based upon real terrains, and digitized sound enhance the game’s realism.

(Available Now)

Play with ten pro golfers, such as Mark O’Meara, Craig Stadler, and Fred Couples, on real PGA Tour courses, including Sawgrass, Avenal, and River Highlands. Plot your strategy, play around obstacles, and learn to deal with the pressure of intense tournament play. There’s also a Skins Challenge in which you compete for big money on every stroke. For this version of PGA, which has been a big seller for the SNES and the Genesis, EA Sports has added more stats, better ball control, ten different ball lies, extra commentary from radio personality Ron Barr, a new interface, and instant replay.

(Available Now)

Johnny Rock, a popular singer, has been snuffed, and his girlfriend wants you to catch the killer. The 1930s mystery takes you to back streets, warehouses, funeral parlors, and other places where you’ll meet shady characters. This movie-action game is based on the popular arcade game. Like its predecessor, it doesn’t use computer-generated characters — instead, it shows footage of actual stunt men and actors on real sets.

(Available Now)

The award-winning 16-bit game goes Super on 3DO. An expanded story line and never-before-released missions put you in the middle of Wing Commander’s exciting 27th-century starfighter cockpit. Thousands of on-screen colors, full speech, and CD-quality stereo sound should intensify the action of Super Wing Commander’s deep-space dogfights.

(Available Now)

Twink Fizzdale’s the smooth-talking host of this wacky TV game show. Choose from six off-the-wall contestants and eight inter-active contests. Trivia quizzes, video puzzles, and matching tests will challenge your coordination and your memory. The challenges are automatically tailored for different skill levels. Gaudy sets and cheesy commercials will help make this the goofiest game show any couch potato ever played.

(Available Now)
In this strategy/action game, you play the CEO of a firm that transforms desolate planets into worlds that are suitable for human habitation. You command spaceships, miniature black holes, and advanced technology, all rendered in 24-bit color. Worldbuilders features video footage from NASA and full-motion shots of the characters you're interacting with. The list of designers reads like an all-star team, with key personnel from Lucasfilm Games, Silicon Graphics, and Industrial Light and Magic.

(Available Now)

There's life in the ol' NES yet with this 8-bit game for young players. Based on the TV series Shining Time Station, this side-view game combines entertainment and learning. Children between three and seven guide Thomas across various tracks that lead to seven worlds filled with puzzles, races, stories, track-building challenges, trivia quizzes, and even a painting program. A special mode helps beginners master the challenging areas.

(Available Now)
An International View on Video Games

By The Trackman in Japan

Japanese gamers have started playing two games that RPG fans around the world can’t wait to hook their controllers into. Here’s a look at the two tantalizing titles.

Phantasy Star IV
(Mega Drive)

We had to look it up to be sure, but yes, it’s been three years since the last Phantasy Star game came out (not counting hand-held versions). Is the new Phantasy Star IV worth the wait? One look should put any doubts to rest for good.

The Rudy-ments of the Game

PS IV takes place a thousand years after PS III and begins in the now-familiar Algol system. This time the hero is a spiffy blonde by the name of Rudy. True to the series’ form, he quickly makes lots of adventuring friends and takes up the challenge of saving planets and populaces.

Probably the most pleasing feature of PS IV is the maximum use of all 24 megigs of memory. Sega has held nothing back, and the results are cleaner, sharper sprites, vivid scenery, and fight scenes that’ll knock you out of your steel boots! Most PS fans were disappointed with PS III because, in an attempt to add something new to the series, Sega took out much of the cool stuff fans loved.

All has been restored for PS IV, though, and it’s most notable in the fight scenes. Different magic and weapons generate different attack scenes, and all characters are visible on the screen at all times (as long as they don’t get killed). Entirely new to PS IV is the Combination Battle System, where characters link their battle techniques into baddie-blasting ultra-techniques that take out monsters in a hurry. You’ll have a hard time finding an enemy that can stand up to the weapon called the Trinity Blaster.

A Phantasy Spring

If you’re new to Phantasy Star, don’t worry. There are the usual non-playable characters (NPCs) to explain the techie wonders of the universe. If you’re a PS veteran, bear with the beginning, as the action gets fast and furious before you can say “mother brain.”

Available in Japan now
Available in the U.S. Spring ’94
Dr. Quest I & II
(Super Famicom)
When a series gets up to the V or VI level, like good ol' Dora-kue, it's sometimes easy to forget there was ever a I or II. For the benefit of those who never got to play the original Dragon Quest games for the 8-bit Famicom (NES), Enix has put the original game and its first sequel on one fab SNES cart.

Quest Times Two
If you think this is just a rehash of old games with out-of-date technology, stop right there. DQ II takes advantage of the more powerful 16-bit system to make the graphics livelier and the game play smoother than they were in 8-bit version. The opening scenes are colorful beyond the capabilities of the originals, and Enix has given gamers many new and useful options. For example, even though DQ II takes place after DQ I and is actually a continuation of that game, you can start from II if you'd prefer.

Thankfully, the basic story and action remain untouched. In DQ I, the player takes the role of an ancestor of Loto, the ancient savior of Alfgart. When new troubles arise in Latatoom, the king lays the responsibility of saving the kingdom on your sprite's shoulders. As always with DQ games, you need to listen carefully to all the NPCs and use the information they give you to your best advantage. In DQ II, the player continues his quest and meets the challenge of tougher enemies and new warp zones.

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WINNING GAMES

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California's Attorney General Attacks Video Violence

In the strongest anti-violence statement yet from a top government official, Dan Lungren, Attorney General of California, has written to 12 major video game companies and retailers asking them "to stop the manufacturing, licensing, distribution, or sale of any video game that portrays graphic and gratuitous violence, including, but not limited to...Mortal Kombat and Night Trap." These are the only two games Lungren names specifically.

"The message conveyed to our children by these violent video games is that the only way to win...is to demean and destroy opponents while stripping away their humanity." - Dan Lungren, Attorney General of California.

In the letter sent November 15, 1993 to Nintendo, Sega, Capcom, Acclaim, Hasbro, and seven retailers, Lungren makes it clear that he's not officially regulating violent video games, nor is he suggesting that legal action will be taken to limit their availability. Rather, he appeals to the companies "sense of corporate and personal responsibility," to "either remove the needless violence from the games or remove the games from the market.

"Let's call these violent games what they are," he writes, "totally unnecessary, completely irresponsible, and destructive to our efforts to create a safer and more humane community."

Lungren cites research to back his claim that "violent video images encourage aggressive activity and antisocial behavior." Among his statistics is a reference to juveniles arrested for murder in the U.S., a number that increased by 119 percent from 1986 to 1991.

Lungren concludes by pointing out the realism of the violence and the adult-oriented themes in the games, 50 million of which, he notes, are purchased each year by "children under the age of 15." He also acknowledges the ironic timing of his request, since it came just before the peak holiday shopping season. His final challenge is for "industry leaders" to "explore new ways to challenge, educate, and entertain our youth, rather than going for the cheap, mindless, misleading, and dangerous thrill of video game violence."

Atari Announces Jaguar Licenses

At a recent press conference in New York, Atari announced a host of new third-party licenses for its 64-bit Jaguar system. Of the companies (all of which are based in the U.S. or Europe), Virgin, Interplay, and Accolade are the most well known. Joining that prominent trio are: ID Software (makers of Wolfenstein 3D), MicroProse, UBI Soft, Gremlin Graphics, Millenium Interactive, and 21st Century.

Accolade has stated its intention to license five of its titles to Atari for the 64-bit machine. Accolade President Alan Miller indicated his company's optimism in a recent press release. According to Miller, the "Atari Jaguar is definitely cool new technology that is being introduced at a price point attractive to consumers. We think Atari has a real shot at establishing Jaguar as a successful system, and we want to be part of that effort."

Blockbuster Busts Out CD Titles

Anticipating a surge of interest in CD games, Blockbuster Video stores have begun renting and selling CD-ROM entertainment software and hardware. At a winter press conference held in San Francisco, Blockbuster's top execs showcased the new Interactive Experience kiosks that will present five CD systems and approximately 200 games to consumers. So far, the kiosks can be found in only 57 of Blockbuster's nearly 3400 stores; all 57 are in the San Francisco Bay area, with a national rollout expected sometime this spring.

The CD systems represented in the stores are the Sega CD, Panasonic's 3DO, the Philips CD-I, the Apple Macintosh, and the IBM PC. One major advantage for consumers is that the systems will be set up adjacent to each other, for easy comparisons. Also, trained demonstrators...
will be on hand to answer questions and help consumers learn how to use the machines. The systems and games will be available for purchase or for rent. Games will rent for $4 per disc for three nights; a system and three discs will be available for three nights for $19.97.

**Video Gifts Top Request Poll**

Did you hope Santa would bring you a new system or a new game last Christmas? According to the seventh annual North Pole Poll conducted by BKG Youth, a youth marketing firm, 91 percent of kids between seven and 13 years old hoped to find video game systems more than anything else under the tree, with the SNES topping the list as the number-one choice. Coming in second as the most-requested gifts were video games, with Mortal Kombat topping the list. Of the 3000 kids polled nationwide, 86 percent said they played video games. Also noted in the poll were the most popular fashion items: Levi's jeans, Timberland boots, and Doc Marten shoes, in that order.

**Nintendo May Owe You $3**

In Redwood City, CA, a San Mateo County judge approved a settlement that entitles buyers of Nintendo carts for the NES to a future $3 discount on new Nintendo games. This settlement is in response to a class-action suit that alleged that Nintendo's use of a "lockout" security system in video game carts created a monopoly and was unfair to consumers. According to the suit, competing video game cartridge manufacturers were required to enter into a licensing agreement with Nintendo to gain access to the security system. Under the terms of the agreement, California consumers who purchased Nintendo carts from January 30, 1986, to June 30, 1993, are entitled to a $3 discount coupon on an 8-bit Nintendo cart. The offer will apply to a game to be selected by Nintendo during a one-week period prior to June 30, 1994.

**At the Deadline**

Coming Attractions: Super Street Fighter II is busting up the arcades now, but it won't be long before it smashes your SNES — possibly by July '94. Capcom of Japan already has a team working on the 24-meg translation, and yes, they are planning to include Hyper star-speed settings. No word yet on other systems such as Genesis.

**Super SF II on the SNES: Coming this summer.**

Other games in your future: Samus Aran's adventures are far from over. The Metroid hero of the NES and the Game Boy is coming to the SNES early this year in Super Metroid from Nintendo. What's more, Beavis and Butthead will soon be starring in their own video game. Viacom has announced that it's working on a game starring MTV's two cartoon geniuses for several unspecified systems, all due for release in the fall. Uh huh huh huh that would be cool uh huh huh huh.

Is the Saturn for real? Probably. According to inside sources, Acclaim and Virgin have already started software development for Sega's 32-bit monster. (The system could be upgraded to 64-bit in time for its scheduled release in Fall '94.)

**Namco Signs With Sony:**

Namco made a joint announcement in Tokyo of Namco's intention to produce licensed software for Sony's upcoming game system. As announced in last issue's ProNews, Sony created a new division, Sony Computer Entertainment, which will bring out a new CD-based game console in Japan later this year. Aside from the undetermined software titles Namco will create for the system, the two companies will also work together to do research and development for Namco games using Sony's proprietary technology.

**Mortal Marketing: The success of Mortal Kombat continues to escalate.**

Having already set a record for most sales in one week back in September of '93, Acclaim announced in November that it had already shipped more than three million units of MK for the SNES, Genesis, Game Boy, and Game Gear. Acclaim expects the total number of copies to eventually surpass four million, which would make MK one of the best-selling games of all time. Also in the works are a movie (see last month's ProNews), a possible TV show, a music CD, action figures, and apparel.

**Fightin' for that Mortal Kash.**

See the Movie, Play the Game: Evolver, the story of an interactive robot that turns aggressive, is coming to movie screens and arcades. Trimark Pictures and its sister company Trimark Interactive are beginning simultaneous production on the film and the game, which are being touted as combinations of Terminator and Child's Play. Footage for the game will be shot concurrently with the film. Creating the special effects are the Academy Award winners behind The Abyss. Trimark is already developing video games based on the movies White Men Can't Jump and Warlock.

Unscrambling the Dino Eggs: Ocean's Great Dino Egg Hunt is a six-month contest built around the SNES version of Jurassic Park, has turned up a winner. It took only ten hours.
The Bonk's Hide & Seek Sweepstakes contest has produced the following big winners:

Grand Prize Winners (Duo, Bonk 3, GamePro T-Shirt) – Timothy McTamany (Philadelphia, PA) and Omar Majedz (Vernon Hills, IL); GamePro T-Shirt Winners – Dustin Pruitt (Seath Pleasant, MD), Phethala Thongsavan (Madison, WI), David Shin (Fountain Valley, CA), Peter Carlson (Maquoketa, IA), Claudia Dominguez (San Jose, CA); GamePro Watch Winners – Jamie Menard (Broussard, LA), Joseph Mascolo (Wolcott, CT), Christopher Bostick (Jamaica Estates, NY), Lawrence Ha (Sunnyvale, CA), Robb Posch (Baldwin, NY); GamePro Subscription Winners – Beau Guest (Wheatridge, CO), Jason Reynolds (Latham, NY), Lamonte Hawkins (Columbus, OH), Jason Dvorak (Evergreen Park, IL), Kenny Fangonilo (Grass Valley, CA), Evan Fee (Carrollton, TX), Pavel Vargas (NY, NY), Jimmy Berry (Roebling, NJ), Jesse Novak (Newton Centre, MA), and Tim Walters (Smyrna, GA).

One of Jurassic Park's hidden RS, found at the right end of the east aqueduct, just above the Eastern Mountain Range near supply-port east and East Lagoon.

Imagesoft, costs $29.95, the excellent SkyBlazer for the SNE, also from Sony Imagesoft, goes for $39.95.

Oops Department: The Typo Monster snuck in during the night and changed some prices in our December issue. Bram Stoker's Dracula, a fine Game Boy game from Sony.

Nintendo NES
1. Tecmo Super Bowl
2. Kirby's Adventure
3. Tetris 2
4. Jurassic Park
5. Tecmo NBA Basketball
6. Cliffhanger
7. Bram Stoker's Dracula
8. Battletoads/Double Dragon: The Ultimate Team
9. Mario is Missing!
10. Last Action Hero

Super Nintendo
1. Disney's Aladdin
2. Mortal Kombat
3. NHL Hockey '94
4. Clayfighter
5. Tecmo Super Bowl
6. Super Empire Strikes Back
7. Jurassic Park
8. RoboCop vs. Terminator
9. Teenage Mutant Ninja Turtles: Tournament Fighters
10. NBA Showdown

Sega Genesis
1. Eternal Champions
2. Sonic Spinball
3. Disney's Aladdin
4. Tecmo Super Bowl
5. Mortal Kombat
6. Street Fighter II Special Champion Edition
7. John Madden NFL '94
8. Lethal Enforcer
9. Winter Olympic Games
10. RoboCop vs. The Terminator

Sega CD
1. Sonic CD
2. Ground Zero, Texas
3. Jurassic Park
4. Lethal Enforcer
5. Joe Montana NFL Football '94
6. Microcom
7. European Racers
8. Bram Stoker's Dracula
9. Dracula Unleashed
10. AH-3 Thunderstrik

This information was provided exclusively to GamePro courtesy of Blockbuster Video.
**MADDEN FOOTBALL '94**

Madden II is back in this 16 meg football game. Teams include 26 from 1992, 12 franchise all-star teams, 2 All Madden, and 38 all time Super Bowl teams. Play a season with playoffs and Super Bowl. 4 players can play at the same time with adapter. $54

Buy 2 Get 1 Free From Electronic Arts.

**SONIC THE HEDGEHOG 3**

stays the most popular video game personality in history and features newBadniks for Sonic and Tails to rescue. Also features all new levels, never-before-seen special stages, 1 or 2 player screen action, 16 Meg cartridge with a new game save feature and new power-ups and moves. $56

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**SONIC MAN X**

In the 21st century, advanced robots have begun to form a rebellion against the people of the earth. Join Mega Man and the RoboPolice to lead an attack against Sigma and his evil plans of genocide. $59

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**SNES HARDWARE**

- Super Nintendo Syst $139
- Ascii Pad $24
- Championship Joystick $69
- Fighter Stick $29
- Game Genie $54
- Pro Pad $19
- Program Pad $24
- Programmable Pad $46
- Super Advantage $39
- B-Mat & Bomberman $49
- Silent Scope $49
- Triton Pad $26
- Turbo Touch 392 $26
- Wireless Control Pad $42

**SNES ADVENTURE**

- Fido Dido $48
- Flashback $52
- Generation 2 $54
- GODSIS $49
- Groof Tool $52
- Incredible Hulk $54
- Jungle Book $49
- Jurassic Park $56
- Leisure Suit Larry $49
- Legend $49
- Lester the Unlikely $54
- Mario & Wario $49
- Mega Man X $49
- Mickey's Magical Quest $54
- Night In The Rod $49
- Pink Panther $49
- Prince of Persia $49
- Pugsley $54
- Puff N Stuff $49
- Rapid Run $52
- Raccoon vs Terminator $56
- Rumble Fish $49
- Sea World $49
- Sea World $49
- Sky High $49
- Sunset Riders $49
- Teenage Mutant Ninja Turtles $49
- Time Killers $49
- Time Slip $49
- Tiny Toon Adventures $49
- Viking $49
- Zodiac $49
- Zombi Ate Neighbor $49

**SNES KICK & PUNCH**

- Art of Fighting $59
- Battle Blaze $49
- Brawls Brothers $52
- Dennis the Menace $52
- Dracula $52
- Dragons Lair $36
- Dream Evo $49
- EVO $54

**SNES SIMULATIONS**

- 8 Hours $54
- Airborne Ranger $49
- Battle Cars $49
- Grand Prix $44

**SNES STRATEGY**

- Aero Bliz $55
- Family Feud $46
- Facebowl $2000 $49
- HUMANS $49
- Jim Powers Lost Dimen $54
- Kingdom Is Missing $49
- Metal Marines $49
- Nobunaga's Ambition $39
- Pac Attack $39
- Pac Man $42
- Railroad Tycoon $54
- Rampant $49
- Roms Kingdom 2 $59
- Sim Art $49
- Sim Earth $56
- Super Baseball $56
- Super Caeasears Palace $49
- Super Solitaire $49
- Thunder Spirits $29

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Buy any 4 in stock Super Nintendo games and get a 5th game free when you choose the list below. Buy any 3 in stock Turbo Grafx games and choose a 4th game from the list below. Offer subject to change or cancellation without notice. Valid from January 1, 2000 through February 28th or while supplies last.

**SUPER NINTENDO**

James Pond 2: Hunt for Red Bone... Where in the World is Carmen, Out of This World, Super R Type, Q-Bert, Pushover

**TURBO GRAXF**

- Paradox Stars, Bucky, Jack Nicklaus Golf (TurboChip Only)

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**SNES BUDGET**

- Battle Toads $35
- Bulls Vs Blazers $34
- Castlevania 4 $29

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**SONIC MAN X!**

The ultimate sports arcade game is now available at home play. Featuring impressive digitized graphics of $4 of the league's hottest players performing super leaps, turbo sprints and ultra slamdunks. $54
TOUGH NEW GAMES?
BLOW 'EM AWAY!

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SUPER NINTENDO
ENTERTAINMENT SYSTEM

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the moves you need to beat the toughest new
games... Preprogrammed! It's easy, too. Just one button
and BAM! Finishing Moves, Power Moves, Jams—Everything
you need to win. You can even CUSTOMIZE this pad. That's right.
With the SNPROGRAMPAD you can program your own moves into
memory. Think about it. Your own Kick-A moves programmed and
ready at the touch of a button. And check out the LCD screen
secret codes, independent auto fire, slow motion & extra
long cord. There's more good news. When you act
fast... You can save five bucks.

Madden '94...
Three letters-MVP!

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power moves...
Make the bosses sweat!

NBA Jam...
You'll be on Fire!

Mortal Kombat
finishing moves...
No problem!

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Survival
Gear ™ More ways to
win from STD!

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Smash the competition with
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With the unique synchro-fire
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* Moves from Street Fighter II CE ™ are based on media reports
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